

STAMINA COIN GAME - SCG

WHITEPAPER TOKEN GAME

Multi-Modal Ecosystem with Functional
Economy in SCG





PROJECT VISION

Stamina Coin Game (SCG) is a decentralized digital ecosystem built on a token with a fixed total supply of 100 billion units. The entire supply of 100,000,000,000 SCG is available for distribution within the ecosystem, representing 100% of the project. The contract is binding, immutable, and secure, guaranteeing absolute transparency from day one.

SCG is not a financial asset. It is the official currency of a global digital league, composed of four sports: soccer, basketball, tactical shooting, and car racing. Each match requires SCG, each superior performance generates XP, and each upgrade is acquired in the internal store, all within an integrated multi-wallet. It is not the supply that sustains the value, but the real demand generated by the competition.

All game modes will be 100% skill-based, with no luck, no random number generation (RNG), and no risky mechanics. The reward in SCG will exclusively recognize the participant's technical, tactical, and strategic performance. Each user will be responsible for their own legal compliance in their jurisdiction.

SCG will offer a functional soccer MVP, inspired by the classic Winning Eleven 10 (Pro Evolution Soccer 6) on Playstation 2. This MVP will be fast, tactical, and fair, where victory will depend on skill, not luck. Lightweight and accessible, it will run on browsers (PWA), mobile phones, and PCs, including older operating systems. Completely original, with fictional teams, custom logos, and created names.





TOKENOMICS

Total Supply.

The total minted supply is 100,000,000,000 SCG (100 billion units), representing 100% of the project. All supply is available for distribution within the ecosystem. No units have been burned or lost. All allocation percentages below refer to the Total Supply of 100 billion SCG.

Distribution of Total Supply (100 Billion)

Project Crowdfunding (2% of Total Supply)

A total of 2,000,000,000 SCG allocated to initial fundraising in four phases (Tiers).

- Tier 1: 1% of the total supply, equivalent to 1,000,000,000 SCG, at a price of US\$0.003 per unit. Potential revenue of US\$3,000,000.
- Tier 2: 0.5% of the total supply, equivalent to 500,000,000 SCG, at a price of US\$0.005 per unit. Potential revenue of US\$2,500,000.
- Tier 3: 0.3% of the total supply, equivalent to 300,000,000 SCG, at a price of US\$0.01 per unit. Potential revenue of US\$3,000,000.
- Tier 4: 0.2% of the total supply, equivalent to 200,000,000 SCG, at a price of US\$0.02 per unit. Potential revenue of US\$4,000,000.
- Brokerage Listing: Target price of US\$0.03 per unit.

Ecosystem of Modalities (45% of Total Supply) = Total of 45,000,000,000 SCG.

This portion will be available for purchase on DEX and CEX over time. All system functionalities are based on the mathematics of match entries and in-store purchases. Prizes will be distributed through the ecosystem created for the games, sustained by match entries and internal economy, using this reserve pool to ensure longevity for monthly and annual competitions.

Dynamic staking within the ecosystem (5% of Total Supply).
= Total of 5,000,000,000 SCG.

Reserved for users who wish to withdraw the token from the market and gain benefits. The longer the token remains locked, the greater the benefit, which can reach up to a 20% additional bonus.





BALANCE AND SAFETY



Project Creators (6% of Total Supply) = Total of 6,000,000,000 SCG.

Distributed among the founders with strict vesting rules to ensure long-term commitment.

- **CEO:** 50% of the available quantity. 24-month cliff and 120-month vesting.
- **CMO:** 25% of the available quantity. 24-month cliff and 120-month vesting.
- **CTO:** 25% of the available quantity. 24-month cliff and 120-month vesting.





Security and Emergency Reserve (42% of Total Supply) = Total of 42,000,000,000 SCG.

This will be locked every 5 years, should the project require it. It serves as protection against attacks on exchanges, vulnerabilities in the ecosystem, or to guarantee available supply for expansion with new games in the future. This is one of the largest security reserves ever structured in digital utility projects.

Distribution Summary.

- Crowdfunding represents 2% of the available supply.
- Rewards in various tiers represent 45%.
- Dynamic Staking represents 5%.
- Project Creators represent 6%.
- Security Reserve represents 42%.
- The total sum of the Available Supply is 100%.

Consumption per Match (4 SCG per Match)

Each user contributes 2 SCG to start the match, totaling 4 SCG per match, distributed as follows: 1.5 SCG goes to the Monthly Championship Fund, prize money for outstanding athletes of the month. 1.5 SCG goes to the Annual Championship Fund, prize money for seasonal leagues. 1.0 SCG goes to the Community Fund, funding new modalities chosen by vote (e.g., volleyball, golf, eSports).

Important: The Community Fund is **NOT** part of the initial Tokenomics allocation. It is exclusively funded by daily matches (4 SCG per match), ensuring organic and sustainable expansion of the ecosystem.

The tokens are not destroyed; they are transformed into future utility. This creates real value, empowers the community, and sustains the demand for SCG for decades.



SEQUENCING, TOKEN RELEASE, AND STAKING

Tier Release Order

All acquisition phases (Tiers 1, 2, 3, and 4) will occur exclusively on the project's official website, ensuring centralization, security, and transparency throughout the initial distribution process.

- **Tier 1:** Available at a price of US\$0.003 per SCG.
- **Tier 2:** Available at a price of US\$0.005 per SCG.
- **Tier 3:** Available at a price of US\$0.01 per SCG.
- **Tier 4:** Available at a price of US\$0.02 per SCG.

- **Token Distribution:** Tokens will be sent automatically to holders via sales on the official website.



Dynamic Staking_(5%)

Daily reward of 0.015% per day, approximately 5.5% per year. Optional lock-in, however, longer holding periods generate higher bonuses, up to 20%. Benefits will require active participation in competitions. Those who only maintain a balance receive less.

Creator Vesting_(5%)

24-month cliff, no release before this period. Linear monthly vesting for 120 months (10 years) after the cliff. CEO receives 50% of the available supply. CMO receives 25% of the available supply. CTO receives 25% of the available supply.

Tier Funding_(2%)

- Tier 1 funds: Football Game, Ecosystem, Primary Marketing, and Team.
- Tier 2 funds: Basketball Game, Secondary Marketing, CMC & CG liquidity, and Team.
- Tier 3 funds: Tactical Shooter Game, Tertiary Marketing, CMC & CG liquidity, and Team.
- Tier 4 funding includes: Racing Game, Quaternary Marketing, DEX & CEX liquidity, and team.

THE PILLARS OF THE ECOSYSTEM

Pure Skill Modes: No RNG (Random Number Generator). This means: no luck, no dice, no roulette. Everything depends on your talent.

SCG Economy: Everything revolves around the token (entry, upgrades, rewards).

Limited XP: Prevents power inflation and maintains fair competition.

Internal Wallet: No unnecessary fees, no borders, just you and the competition.



TRUST MECHANISMS:

- **Contract Waived:** Immutable forever.
- **Progressive Liquidity:** Strategically released 30 days after the end of Tier 4.
- **Security Reserve:** 42% of the available supply locked every 5 years.
- **Locked Liquidity:** Liquidity will be locked for 100 years for DEX.
- **Creator Vesting:** 24-month cliff, 120 months of linear monthly vesting.
- **Full Transparency:** All portfolios publicly available on BSCCan.

Transparency is not optional, it's mandatory.



DISCLAIMER & COMPLIANCE

SCG is a utility token for digital competition within the Stamina Coin Game ecosystem. It is not a regulated financial asset, security, or investment.

Each user is responsible for their own legal and tax compliance in their jurisdiction of residence. The project does not offer individual legal or tax advice.

The development of games and functionalities follows the presented roadmap, and may undergo technical adjustments to ensure security and performance, always with communication to the community.

CONCLUSION

THE STAMINA COIN GAME WILL BE BORN WITH A RARE BALANCE: TECHNICAL AMBITION, ECONOMIC RESPONSIBILITY, AND RESPECT FOR USER FREEDOM. WITH 100% OF THE MINTED SUPPLY AVAILABLE, ONLY 2% INITIALLY MADE AVAILABLE THROUGH CROWDFUNDING, 98% DEDICATED TO REAL-WORLD USE, AND A 42% SAFETY RESERVE TO PROTECT THE ECOSYSTEM FOR DECADES, THE PROJECT WILL BE PREPARED TO LAST GENERATIONS, NOT WEEKS.

THERE WILL BE NO HYPE. THERE WILL BE NO EMPTY PROMISES. ONLY FAIR COMPETITION, EVOLUTION, AND AUTONOMY.

THE DIFFERENCE BETWEEN THIS PROJECT AND OTHERS IS NOT IN THE MARKETING. IT'S IN THE MATH. IT'S IN THE RESERVE. IT'S IN THE LONG-TERM COMMITMENT. IT'S IN THE TRANSPARENT DISTRIBUTION OF 100 BILLION UNITS WITHOUT WASTE. WELCOME TO THE WORLD'S FIRST DECENTRALIZED DIGITAL LEAGUE.

HERE, YOUR TALENT IS WORTH MORE THAN YOUR BALANCE.

THANKS SO MUCH

STAMINA COIN GAME

Nostalgia with a purpose. Fun with utility.

