MineX Token – Executive Tokenomics Summary

1. Purpose & High-Level Goal

$MINE (ticker subject to change) is the core token of the Minecraft-based metaverse game **MineX.gg**.
 Tokenomics goal: ensure long-term price appreciation and player alignment by
 (i) reducing circulating supply through burns and locking mechanics, and
 (ii) routing game revenue back to active holders.

Acknowledgment — Our design draws on the 72-page guide **"Tokenomics Design 201: From Theory to Execution"** by Nonce Classic (Jul 2025) and the related X (Twitter) thread by Lucia Kim.https://x.com/jellulu_fish/status/1945895406514356721. We thank the authors for sharing their research and benchmarks

2. Core Utility & Value Properties

Property	Utility Action	In-Game Use Case
Store of Value	Lock & Burn	Ej: Burn 50% of the revenue tokens, Bozonomics items reduce MINE supply…
Payment / Transfer	Transfer	Used for P2P trading items in player marketplaces.
Governance	Stake + Vote	Players vote on gameplay changes, world rules, Updates, and upgrades.
Stakeholding / Yield	Stake MINE or LP	Earn from stablecoin-based game revenue.
Access / Privilege	Hold threshold	Unlock access to premium servers, cosmetics, events, etc.

3. Bozonomics Mechanic

Limited-supply item lock system

- Example: Lock 1 million MINE → receive a limited-edition weapon or item (e.g., 10 or 100 supply max).
- Burn the item anytime to unlock the original same quantity of tokens.
- Optionally lock LP tokens instead of MINE to boost liquidity TVL.
- Items hold social and economic value, and players are disincentivized from redeeming them.
- Effectively removes large token quantities from circulation with no sell pressure.
- Users lock often because they are aware they can unlock the value of their items at anytime an probably their limited item will gain more value
- These items will be also used to forge other special items ingame

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4. Supply Design

Maximum supply: 1,000,000,000 MINE

4.1 Circulating Supply on Day 0 (TGE)

Bucket	% of Total Supply	% of Circulating Pool (≈ 52%)	Unlock Detail
Community Airdrop	25%	60%	Massive airdrop to all Solana communities and early players
DEX Seed Liquidity	5%	12%	50% MINE : 50% USDT LP tokens locked 36 months
CEX / MM Wallets	5%	12%	Linear drip over 6 months
Investor Slice	5%	12%	¼ of investor pool unlocked
Treasury Slice	2%	4%	10% of treasury allocation held in multisig wallet
Total Circulating	42%	100%	—

4.2 Full Allocation & Unlock Roadmap

Bucket	Total %	TGE Liquid	Cliff	Vesting / Decay	Trigger Rules
Team (KPI-based)	20%	0%	12 months	24 months linear per 2% slice	8% + 2% unlocked at each milestones: $10k, $30k, $60k, $100k, $150k, $200k monthly revenue
Investors	20%	5%	12 months	3-year front-weighted: 7% (Yr2), 5% (Yr3), 3% (Yr4)	—
Community Airdrop	25%	25%	—	Fully liquid	—
Community Incentives (KPI-based)	10%	0%	3 months	1 yr linear for each 2 % slice	+2 % at KPI-based MAU milestones (exact MAU tiers to be published)
DEX Seed LP	5%	5%	—	LP tokens locked 12 months	—
CEX / MM Inventory	5%	5%	—	Linear drip over 6 months	—
Treasury / Reserve	15%	2%	12 months	Remaining 13% streamed monthly with 25% yearly decay (~4 years)	Can be burned or used for expansion purposes

5. Revenue Distribution Model

Revenue Source	Trigger	Split	Recipients
Native Token Revenue (in-game sales, trading fees)	TGE	50% burn, 50% reserve	Burn benefits holders; reserve supports future development
Stablecoin Revenue (USDT cosmetics, fees)	≥ $5,000/month	80% distributed, 20% reserved	Distributed to MINE and LP stakers

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6 · Strategic Airdrop to Solana Communities

In line with our mission to maximize initial awareness, trust, and grassroots adoption, we will execute a wide-reaching airdrop campaign targeting active Solana communities. Rather than limiting token distribution to our internal audience, which we will too, we will take inspiration from successful airdrop strategies used by viral Solana-native tokens like $PENGU and $BONK

The premise is simple: there is no more effective Web3-native marketing than directly delivering tokens to the wallets of active crypto users. Every wallet that receives MINE tokens becomes a marketing node—holders will see the token name and logo appear in their wallet app (Phantom, Backpack, Solflare, etc.), triggering curiosity, research, and engagement.

This is the fastest way to:

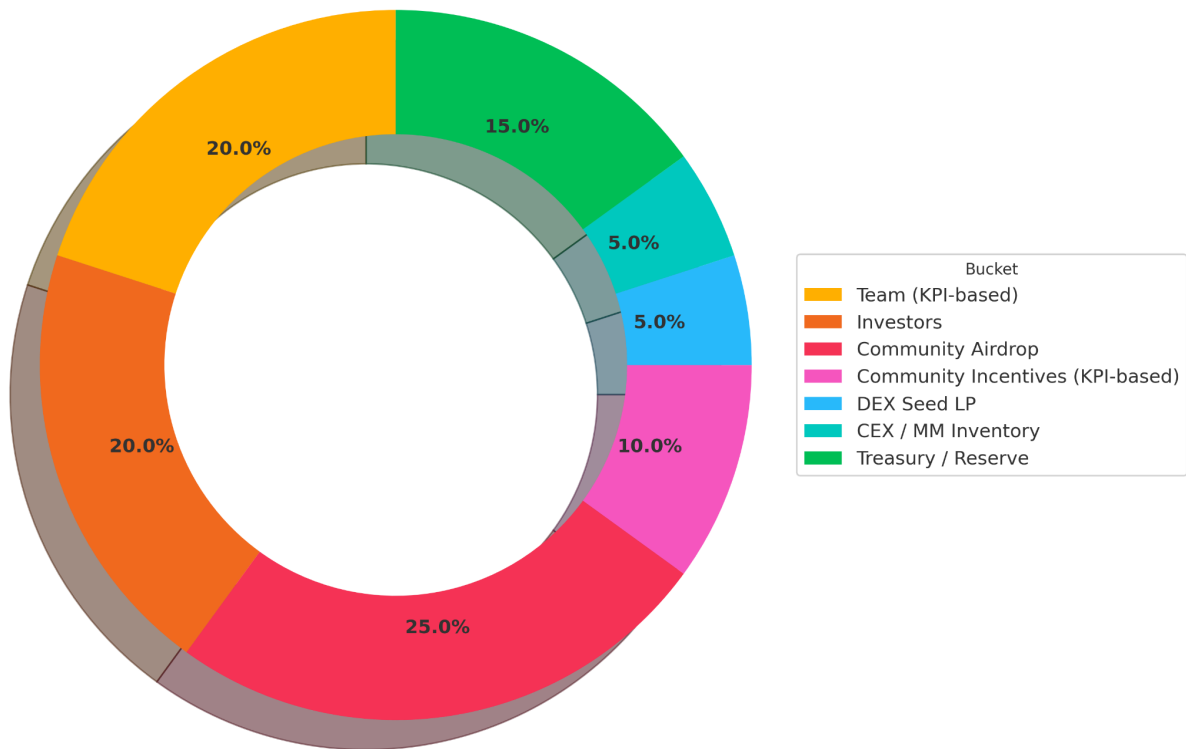Drive initial token awareness among tens of thousands of real Web3 users

Encourage organic holders to explore the project

Create immediate token liquidity and discussion within Solana communities

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7.🧾 Yearly Circulating Supply ForecastYearly Circulating Supply Forecast (Updated)

Year	Newly-unlocked supply (% of total)	Cumulative supply (% of total)	Cumulative supply (tokens)	YoY inflation
0 – TGE	42.00%	42.00%	420 M	—
1	4.88% (Treasury stream)	46.88%	468.8 M	11.6%
2	14.66% (7% Investor + 4% Team + 3.66% Treasury)	61.54%	615.4 M	31.3%
3	11.74% (5% Investor + 4% Team + 2.74% Treasury)	73.28%	732.8 M	19.1%
4	5.06% (3% Investor + 2.06% Treasury)	78.34%	783.4 M	6.9%

Total Supply Allocation (100 % = Full Token Supply)

Bucket
Team (KPI-based)
Investors
Community Airdrop
Community Incentives (KPI-based)
DEX Seed LP
CEX / MM Inventory
Treasury / Reserve

Circulating Supply Breakdown at TGE (100 % = Circulating Pool)

Bucket
Community Airdrop
DEX Seed Liquidity
CEX / MM Wallets
Investor Slice
Treasury Slice