

#### Litepaper



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BRICK INFINITY IS AN ADAPTATION OF THE BREAKOUT ARCADE GAME WHERE ANYONE CAN EARN BRICKS (THE NATIVE TOKEN) THROUGH GAMEPLAY.

THE RIM OF THE GAME IS SIMPLE : USE A PADDLE TO BOUNCE THE BALL BACK AND FORTH, CLEARING BRICKS AND PROGRESS THROUGH THE LEVELS.



### **GRME PLRY**

THE PLAYER WILL NEED 100 BRICK TOKENS TO ENTER THE GAME. THE PLAYER MUST CLEAR BRICKS IN EACH LEVEL COLLECTING GOLDEN BRICKS, AND PROGRESS THROUGH THE LEVELS. THE PLAYER GETS FIVE CHANCES TO COMPLETE THE LEVEL IN EACH GAMEPLAY SESSION.

BRICK INFINITY FEATURES TEN LEVELS WITH AN INCREASING LEVEL OF DIFFICULTY. THE TOTAL NUMBER OF GOLDEN BRICKS AVAILABLE AT EACH LEVEL IS PROPORTIONATE TO THE DIFFICULTY LEVEL.

LEVELS 1, 2 & 3 - 1000 GOLDEN BRICKS PER LEVEL
LEVELS 4, 5 & 6 - 2000 GOLDEN BRICKS PER LEVEL
LEVELS 7, 8 & 9 - 3000 GOLDEN BRICKS PER LEVEL
LEVEL 10 - 5000 GOLDEN BRICKS



# REWARDS & LEADERBOARD

#### DRILY 8. MONTHLY LERDERBORRD

EACH GOLDEN BRICK THE PLAYER COLLECTS WILL CONTRIBUTE TOWARDS THEIR DAILY & MONTHLY LEADERBOARD SCORE. THE TOP 100 PLAYERS IN THE LEADERBOARD WILL SHARE THE BRICK TOKEN REWARDS ALLOCATED FOR DAILY AND MONTHLY REWARDS POOLS.

THE MONTHLY LEADERBOARD SCORES WILL BE RESET EVERY 24 HOURS, WHEREAS PROVIDE A FAIR OPPORTUNITY FOR ALL THE PLAYERS.

#### HALL OF FAME

THE PLAYER WITH THE HIGHEST MONTHLY SCORE WILL BE RECOGNISED

AND AWARDED BY ENGRAVING THEIR ACHIEVEMENT PERMANENTLY ON THE

HALL OF FAME.



## TOKEN UTILITY

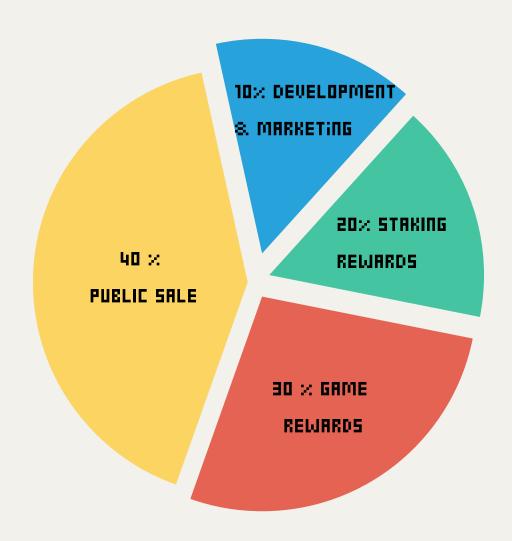
BRICK IS THE NATIVE TOKEN OF THE BRICK INFINITY ECOSYSTEM. THE BRICK TOKENS COLLECTED FROM EACH PLAYER DURING GAMEPLAY ARE REDISTRIBUTED INTO THE GAME REWARDS WALLET TO MAINTAIN THE GAME ECOSYSTEM.



5% TAX FROM EACH TRANSACTION IS ALLOCATED FOR THE ONGOING MARKETING OF THE BRICK INFINITY GAME. THE ONGOING MARKETING IS FOCUSED TO GENERATE AWARENESS AND INTEREST FROM WIDER COMMUNITIES FOR THE MASS ADOPTION.

### TOKEN DISTRIBUTION

TOTAL SUPPLY: 1,000,000,000



NOTE: ALL TOKENS RELATED TO GAME REWARDS, STAKING REWARDS AND DEVELOPMENT & MARKETING ARE LOCKED AND ARE VESTED OVER THE YEARS TO ENSURE THE SMOOTH OPERATION OF THE BRICK INFINITY ECOSYSTEM.

#### ROADMAP



- COMMUNITY BUILDING & MARKETING
- COMMERCE TIER 1 RUDIT
- LAUNCH ADDITIONAL THEMES AND LEVELS
- BUILD PARTNERSHIPS
- COLLABORATE WITH OTHER MARKET PLAYERS.



- COMMUNITY BUILDING & MARKETING
- LISTINGS ON MAJOR CRYPTO PLATFORMS (CMC, CG ETC.)
- STAKING
- IOS AND ANDROID APP LAUNCH
- LEADERBOARD & HALL OF FAME



- COMMUNITY BUILDING & MARKETING
- CEX LISTINGS
- LAUNCH ADDITIONAL THEMES
   AND LEVELS
- BUILD PARTNERSHIPS
- COMMENCE 3D GAME DEVELOPMENT.
- COLLABORATE WITH METAVERSE PROJECTS (SAND, BLOKTOPA ETC.)



### TERM

BRICK INFINITY TEAM IS COMMITTED FOR THE LONG TERM GROWTH AND DEVELOPMENT OF THE BRICK INFINITY ECOSYSTEM.

COMMUNITY IS THE CENTRE OF EVERYTHING WE DEVELOP AT THE BRICK INFINITY. WE AIM TO PROVIDE AN UNMATCHED OPPORTUNITY FOR OUR PLAYERS AND THE COMMUNITY THROUGH VARIOUS INBUILT REWARDS SYSTEM AND COMMITMENT TO ONGOING BRICK INFINITY ECOSYSTEM DEVELOPMENT.



#### DISCLAIMER

THE MAIN PURPOSE OF THIS LITEPAPER IS TO INFORM POTENTIAL TOKEN HOLDERS WITH PROJECT INFORMATION AND DOES NOT IN ANY WAY INTEND TO CREATE OR PUT INTO IMPLICIT EFFECT ANY ELEMENTS OF A CONTRACTUAL RELATIONSHIP OR AN OBLIGATION TO PURCHASE THE TOKENS. THE INFORMATION PROVIDED IN THIS DOCUMENT IS BASED ON THE BEST AVAILABLE KNOWLEDGE AT THE TIME OF PREPARATION OF THE DOCUMENT AND IS SUBJECT TO CHANGE IN THE FUTURE.

THIS LITEPAPER DOES NOT DESCRIBE AN OFFER OF SECURITIES. THE DOCUMENTS AND WRITTEN MATERIALS PROVIDED IS NOT AN OFFER OR SOLICITATION TO PURCHASE OR SELL SECURITIES OR ENGAGE IN ANY KIND OF FINANCIAL SERVICES.

