WHITEPAPER eBTC

eBTC – GameFi × DeFi Utility Token on BNB Chain

Version: 1.0
Date: 2025
Blockchain: BNB Smart Chain
Token Standard: BEP-20

Contract: 0x04fB36Fc1F6E3843DD0B290B59C8B8F0a5577009

---

1. Introduction

In recent years, GameFi and Web3 have demonstrated great potential in connecting entertainment, finance, and digital ownership.

eBTC is a BEP-20 digital asset on BNB Smart Chain (BSC). It is operating as an independent BEP-20 utility token on BNB Smart Chain.

eBTC is built with the goal of becoming the core utility token for a GameFi – DeFi ecosystem on the BNB Chain, focusing on practical use value rather than pure speculation.

---

2. Vision & Mission

Vision

Build a GameFi ecosystem where tokens are:

- Tokens are continuously used within the ecosystem

- Supported by sustainable in-ecosystem economic flows

- Closely linked to real user behavior

Mission:

- Create a token for on-chain payments, rewards, and interactions.

- Connect games, players, and the Web3 economy.

- Prioritize transparency, sustainability, and long-term scalability.

---

3. eBTC Ecosystem Overview

The eBTC ecosystem includes:

- 🎮 **Game / Mini-Game / On-chain Game**

- 💰 **DeFi utilities** (staking, reward distribution)

- 🔁 **DEX liquidity** trên PancakeSwap

- 🌐 **Community & referral mechanics**

eBTC serves as the primary payment method throughout the entire ecosystem.

---

4. Token Utility – Cooking Game (Testing Phase)

Within the Cooking Game ecosystem, eBTC functions as the primary on-chain utility token used as a gateway asset.

The utility flow is designed as follows:

• Users first acquire eBTC by purchasing it with USDT through supported interfaces.

• Users then use eBTC to purchase eCoin, an in-game currency used exclusively within the Cooking Game.

• eCoin is used for in-game activities including:

  – Purchasing and upgrading virtual items

  – Trading and exchanging in-game assets

  – Participating in gameplay mechanics and reward systems

This layered structure separates on-chain value (eBTC) from the in-game economy (eCoin), allowing scalable gameplay mechanics while maintaining transparent on-chain settlement through eBTC.

In addition to the core game flow, eBTC may also be used for:

• Player and community incentives

• Referral and reward programs

• Staking and ecosystem participation mechanisms

• Optional ecosystem fees and governance-based burn decisions

Current Status: Testing

The Cooking Game and its token utility flow are currently in the testing phase. Parameters and mechanics may be adjusted based on gameplay data and user feedback.

eBTC is not a guaranteed profit token, but a utility token designed to support the Cooking Game ecosystem.

---

5. Tokenomics

 (Details in Part II below – official table)

---

6. Roadmap (SUMMARY)

Phase 1 – Foundation

• Deploy and verify the eBTC smart contract on BNB Smart Chain

• Initial liquidity setup and on-chain transparency

• Website and Whitepaper publication

Phase 2 – Cooking Game Integration (Testing)

• Launch Cooking Game in testing phase

• Enable eBTC purchase using USDT

• Enable eBTC-to-eCoin conversion within the game

• Activate eCoin-based in-game transactions and item exchanges

• Collect gameplay data and user feedback

Phase 3 – Ecosystem Optimization

• Refine Cooking Game mechanics based on testing results

• Adjust eBTC and eCoin economic parameters

• Expand in-game utilities and reward mechanisms

• Explore additional use cases for eBTC within the ecosystem

Phase 4 – Long-term Development

• Evaluate further game integrations

• DAO governance exploration

• Cross-chain research and ecosystem partnerships

---

7. Security & Transparency

- Smart contract verified
- No hidden mint function
- Liquidity will be locked according to the liquidity strategy defined by the project
- Transparent Token distribution

Utility Status Disclosure:

The Cooking Game and its associated token utilities are currently in the testing phase.

No guarantee is made regarding final mechanics, timelines, or economic parameters.

All updates regarding testing progress, feature activation, and status changes will be communicated transparently through official project channels.

---

8. Legal Disclaimer

eBTC is a utility token designed for use within a decentralized ecosystem. It does not represent equity, ownership, or profit-sharing rights. Cryptocurrency involves risk. Users should conduct their own research.

9. Conclusion

eBTC is currently integrated in **the Cooking GameFi project**, where players:

1. Use USDT to buy eBTC on-chain

2. Use eBTC to buy eCoin (off-chain game token)

3. Use eCoin to trade items, score, and rewards in-game

The system is currently **under Testing phase** and will progress to open beta before 2027.

II. TOKENOMICS eBTC

🔢 Total Supply

100,000,000,000 eBTC *(One hundred billion eBTC tokens)*

📊 Allocation Breakdown

Allocation	%	Vesting
Public	Maximum 35%	TGE + linear 60 days

Allocation	%	Vesting
Liquidity (DEX)	Up to 15%	locked via a third-party liquidity locker for a long-term period defined by the project's liquidity strategy
Ecosystem & Rewards	25%	Usage-based
Team	15%	Cliff 6 months + linear 18 months
Marketing & Partnerships	10%	Linear

- The public allocation is capped at a maximum of 35%.

- The actual circulating supply at launch will be determined by the distributed public portion, with all undistributed tokens remaining locked for ecosystem use according to governance decisions.

- Any undistributed public allocation will be reallocated to ecosystem incentives, subject to transparent governance.

- Initial circulating supply will depend on public distribution and ecosystem activation, with the remaining supply locked and released according to the vesting schedule.

🔒 Liquidity

- Add LP on PancakeSwap

- Ensure liquidity for transactions

🔥 Burn & Supply Control

- No minting of additional tokens

- Any burn mechanism is optional, non-guaranteed, and subject to transparent governance decisions.

- Fixed maximum total supply: 100,000,000,000 eBTC tokens