

Web3 Endless Runner Game

EARN WHILE YOU PLAY IN THE GREAT NUT HEIST





GAME OVERVIEW

WEB3 ENDLESS RUNNER GAME

- Control the raccoon character,
- Race through endless worlds,
- Collect coins, and level up.

All in-game coins convert to \$raccoon tokens for real-world value.





KEY FEATURES

- Free Daily Lives and Leveling Up.
- Earnable In-Game Currency.
- Reward Ads and Purchasable Lives.
- Revenue-Driven Sustainability (fueling buybacks, burns, and NFT rewards).





PERNUT RACCOON NFT COLLECTION

OVERVIEW OF 500 UNIQUE NFTS.

- NFT Discovery in Game (350 NFTs).
- Player Mint (100 NFTs, requiring 10,000+ coins).
- Public Mint (20 NFTs for wider accessibility).
- Promotional NFTs (30 NFTs for giveaways and collaborations).



COMPETITIVE ADVANTAGE

Earn While You Play (\$raccoon tokens)

1

Web3 Integration (player-driven economy) Engagement through NFTs with real utility and rewards.

3

MARKET OPPORTUNITY



Growing Web3 Market

Increasing interest in play-to-earn games



Endless Runner Genre

Proven popularity and success.



NFT & Token Adoption

Rising interest in digital assets and tokenomics.

NFT UTILITY

- Continuous rewards for holders (ad revenue and token buybacks).
- 2 Exclusive benefits to strengthen community loyalty.



MONETIZATION STRATEGY



Ad Revenue

Watch ads for free lives or bonuses.



Life Purchases

Players can buy lives.



Token Buybacks & Burns

Revenue fuels token scarcity.



NFT Rewards

Revenue allocated to NFT holders.

TOKENOMICS

TOTAL SUPPLY: 10 MILLION \$raccoon TOKENS.

ALLOCATIONS Play-to-Earn 15% 40% Airdrop 20% **NFT Holders** Exchange 15% Listing Team 10%



REVENUE FLOW & SUSTRINABILITY

1. REVENUE FLOW

Player Purchases & Ad Views

Revenue

Buybacks

Token Burn.

2. SUSTAINABILITY

Ensures token value and player incentives

ROADMAP SUMMARY

Game prototype development



Scaling the game, Adding more NFTs, and further token utility



1. Beta testing and first NFT drop

2. Full game launch with ad integration and life purchases

3. \$raccoon token launch

