YOUR OWN

DECENTRALIZED

VIRTUAL WORLD

‘BECOME THE ULTIMATE KINGPIN!’

POWERED BY polygon
WHAT IS SIN CITY

SIN CITY IS A METAVERSE MULTI-PLAYER GAME BUILT ON BLOCKCHAIN TECHNOLOGY.

ABOUT

The background of the game is based on the most controversial cities of the world, where digital real estate is available to be purchased. Users can buy this land to develop and build their empire.

The aim of the game is to become the ultimate kingpin. This will be a highly social orientated platform, where you can build clubs for your friends to hangout, venues for online events and compete in underworld activities to win in-game rewards from the play-to-earn games.

TOKEN UTILITY

$SIN token will be the in-game currency. This can be used to purchase the virtual real estate as well as used to play within the casino and the P2E empire building games. Building tools / SDK kits will be gradually implemented to enhance the gameplay and increase the value of surrounding real estate. A whitelist will be available for NFT land purchases, anticipated in Q4 2021.

Staking pools for users providing liquidity will be available. Therefore, returning rewards from the platform back to token holders a hallmark of decentralization.

Platform will be governed by a DAO, allowing for community and token holders to vote on the direction of the platform. IDO launch for $SIN commences in Q4 2021.
Four categories of land exist

1. **PRIVATE LAND**
   - Privately owned land can be bought in auctions and traded on secondary markets.

2. **DISTRICTS**
   - Private land purchased by people who want to become neighbours with some common theme or interest.

3. **PUBLIC LAND**
   - Potential spawn plots or just meeting places.

4. **ROADS**
   - Urban planning still in progress, but these will be places people can freely explore shops, casinos etc.
INDUSTRY STATISTICS

VIDEO GAME INDUSTRY
The video game industry is currently going through a massive growth phase.

NFT INDUSTRY
Exciting use cases for non-fungible tangibles (NFTs) are cropping up all the time - and they are touted as the future of the gaming industry, the art industry and in some cases the real estate business!

Sources: https://coingecko.com/magazine/nonfungible-tokens/

Video game industry value

<table>
<thead>
<tr>
<th>Year</th>
<th>Value ($ in billions)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2021</td>
<td>$170</td>
</tr>
<tr>
<td>Next 5 years</td>
<td>$268 (+58%)</td>
</tr>
</tbody>
</table>

NFT market capitalization (in millions)

<table>
<thead>
<tr>
<th>Year</th>
<th>Market Capitalization</th>
</tr>
</thead>
<tbody>
<tr>
<td>2017</td>
<td>0</td>
</tr>
<tr>
<td>2018</td>
<td>+17%</td>
</tr>
<tr>
<td>2019</td>
<td>+482%</td>
</tr>
<tr>
<td>2020</td>
<td>+50%</td>
</tr>
</tbody>
</table>
**PLAY-TO-EARN MODEL**

**SIN CITY** is an empire building game. Where the aim of the game is to play on various underworld activities, using tools from the NFT marketplace to expand your empire.

**NFT GAMES**

DeFi-based NFT games are at record highs and they continue to find new use-cases and adoption levels.

**Motivating Factors**

- **Have Fun**
- **Earn Rewards**
- **Trade it for Fiat**

### Player count

<table>
<thead>
<tr>
<th>Year</th>
<th>Player Count</th>
<th>Change</th>
</tr>
</thead>
<tbody>
<tr>
<td>2017</td>
<td>58,018</td>
<td></td>
</tr>
<tr>
<td>2018</td>
<td>111,640</td>
<td>+92%</td>
</tr>
<tr>
<td>2019</td>
<td>113,287</td>
<td>+30%</td>
</tr>
<tr>
<td>2020</td>
<td>147,636</td>
<td></td>
</tr>
</tbody>
</table>

Sources: [https://cointelegraph.com/magazine/nonfungible-tokens/](https://cointelegraph.com/magazine/nonfungible-tokens/)
Due to significant interest in the Sin City concept and ecosystem, a ‘Sin City Foundation’ has been created, designed to invest in Limited partnerships with other gaming, gambling and NFT protocols to bring their projects to the Sin City Metaverse. There will be designated digital land available in the Metaverse for these projects to host their games.

$SIN tokens from the ecosystem development allocation will be sold over-the-counter to interested parties for variable ticket allocations; these token sales will also have their own vesting periods. Funds received will be used by the foundation for investment purposes.

This will extend and enhance the ecosystem for Sin City, and also allow the returns from the funds invested to go into a buy back and burn mechanism for the $SIN token. This strategic move will bring more users to the Sin City Metaverse as well as increasing the $SIN token value via the investments made.

Sin City are a major partner at the Hackathon with Future Blockchain Summit at GITEX 2021. Therefore, will be seeking to onboard gaming, gambling and NFT projects from this event.
INVESTMENT PLAN

01 | INVEST
The Sin City Fund will invest in high potential gaming and NFT projects. These projects will have a suitable location within the Sin City Metaverse. Increasing user-base and ROI potential.

02 | RETURNS
After offering guidance and support strategies, the Sin City fund will make a sizeable return from investments made.

03 | REINVEST
Returns on investments will buy back the SIN token, as well as reinvesting in further projects. The buy back and burn mechanism, will reduce supply and increase demand. Significantly increasing the value of the $SIN token.
$SIN TOKENOMICS

SUPPLY ALLOCATION

- PRIVATE SALE: 8.5%
- SEED ROUND: 6%
- PUBLIC SALE: 1.75%
- TEAM: 15%
- MARKETING: 15%
- TREASURY: 5%
- ECOSYSTEM (SIN CITY FOUNDATION): 13.75%
- GAME DEVELOPMENT: 15%
- STAKING REWARDS: 20%
- ADVISORS: 5%
- TEAM & ADVISORY TOKENS TO SELL VEST AFTER A 1-YEAR CLIFF, WITH 2 YEAR VESTING CONDITIONS.
## $SIN Tokenomics

### Valuation

<table>
<thead>
<tr>
<th>Allocation</th>
<th>%</th>
<th>Tokens (Mn)</th>
<th>Price</th>
<th>Discount</th>
<th>Amount ($)</th>
<th>At TGE %</th>
<th>TGE Tokens (Mn)</th>
<th>Diluted Valuation ($)</th>
<th>Vesting Period</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SEED ROUND</strong></td>
<td>6%</td>
<td>60</td>
<td>$0.010</td>
<td>50%</td>
<td>$600,000</td>
<td>0%</td>
<td>0</td>
<td>$10,000,000</td>
<td>LOCKED AT TGE; LINEAR MONTHLY VESTING OF 18 MONTHS UNLOCK FROM TGE+1 MONTH</td>
</tr>
<tr>
<td><strong>PRIVATE SALE</strong></td>
<td>8.50%</td>
<td>85</td>
<td>$0.016</td>
<td>20%</td>
<td>$1,360,000</td>
<td>0%</td>
<td>0</td>
<td>$16,000,000</td>
<td>10% AT TGE + 15 DAYS AND MONTHLY LINEAR RELEASE FOR 12 MONTHS</td>
</tr>
<tr>
<td><strong>PUBLIC SALE</strong></td>
<td>1.75%</td>
<td>17.5</td>
<td>$0.02</td>
<td>-</td>
<td>$350,000</td>
<td>25%</td>
<td>4.375</td>
<td>$20,000,000</td>
<td>25% UNLOCKED AT TGE AND REST IN 3 MONTHS STARTING TGE+1 MONTH</td>
</tr>
<tr>
<td><strong>MARKETING</strong></td>
<td>15%</td>
<td>150</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3 MONTH CLIFF AND MONTHLY RELEASE FOR 3 YEARS</td>
</tr>
<tr>
<td><strong>TREASURY</strong></td>
<td>5%</td>
<td>50</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>GAME DEVELOPMENT</strong></td>
<td>15%</td>
<td>150</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>6 MONTH CLIFF - MONTHLY VESTING FOR 3 YEARS</td>
</tr>
<tr>
<td><strong>REWARDS</strong></td>
<td>20%</td>
<td>200</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>MONTHLY RELEASE FOR 5 YEARS</td>
</tr>
<tr>
<td><strong>ECOSYSTEM (SIN CITY FOUNDATION)</strong></td>
<td>13.75%</td>
<td>137.5</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1 YEAR CLIFF AND MONTHLY VESTING FOR 3 YEARS. FOUNDATION SALE – DAILY LINEAR RELEASE FOR 12 MONTHS (POST LAUNCH)</td>
</tr>
<tr>
<td><strong>TEAM</strong></td>
<td>10%</td>
<td>100</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1 YEAR CLIFF AND 3 YEAR VESTING</td>
</tr>
<tr>
<td><strong>ADVISORS</strong></td>
<td>5%</td>
<td>50</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>6 MONTH CLIFF AND 1 YEAR VESTING</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td>100%</td>
<td>1,000*</td>
<td>-</td>
<td>-</td>
<td>$2,310,000</td>
<td>4.375</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>
### $SIN Tokenomics

#### Circulating Supply – Planned Release Schedule

<table>
<thead>
<tr>
<th>Circulating Supply Distribution</th>
<th>IN millions</th>
<th>TGE</th>
<th>1 month</th>
<th>2 months</th>
<th>3 months</th>
<th>6 months</th>
<th>12 months</th>
<th>24 months</th>
<th>36 months</th>
<th>47 months</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Seed Round</strong></td>
<td>60</td>
<td>0</td>
<td>3.33</td>
<td>6.67</td>
<td>10</td>
<td>20</td>
<td>40</td>
<td>60</td>
<td>60</td>
<td>60</td>
</tr>
<tr>
<td><strong>Private Sale</strong></td>
<td>85</td>
<td>0</td>
<td>14.88</td>
<td>21.25</td>
<td>27.63</td>
<td>46.75</td>
<td>85</td>
<td>85</td>
<td>85</td>
<td>85</td>
</tr>
<tr>
<td><strong>Public Sale</strong></td>
<td>17.5</td>
<td>4.38</td>
<td>8.75</td>
<td>13.13</td>
<td>17.5</td>
<td>17.5</td>
<td>17.5</td>
<td>17.5</td>
<td>17.5</td>
<td>17.5</td>
</tr>
<tr>
<td><strong>Marketing</strong></td>
<td>150</td>
<td>0</td>
<td>0</td>
<td>4.17</td>
<td>16.67</td>
<td>41.67</td>
<td>91.67</td>
<td>141.67</td>
<td>150</td>
<td></td>
</tr>
<tr>
<td><strong>Treasury</strong></td>
<td>50</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Game Development</strong></td>
<td>150</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>4.17</td>
<td>29.17</td>
<td>79.17</td>
<td>129.17</td>
<td>150</td>
<td></td>
</tr>
<tr>
<td>*<em>Stacking Rewards</em></td>
<td>200</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td><strong>Ecosystem</strong></td>
<td>137.5</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3.89</td>
<td>50.56</td>
<td>97.22</td>
<td>140</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Team</strong></td>
<td>100</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>4.17</td>
<td>54.17</td>
<td>100</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Advisors</strong></td>
<td>50</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>4.17</td>
<td>29.17</td>
<td>50</td>
<td>50</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td>1000</td>
<td>4.38</td>
<td>26.96</td>
<td>41.04</td>
<td>59.29</td>
<td>109.25</td>
<td>250.49</td>
<td>487.15</td>
<td>678.82</td>
<td>750</td>
</tr>
</tbody>
</table>

*It is expected all tokens will be circulated after 5 years. Staking rewards will be released as and when necessary to reward long term holders of the token.

*It is anticipated staking rewards will commence in month 3 after go live however, will require users to have to lock tokens in order to be rewarded.
$SIN TOKENOMICS

1 000 000 000
$SIN TOKENS MINTED

SEED ROUND

PRIVATE SELL

PUBLIC SALE

$0.010

$0.016

$0.020

Funds raised are used for marketing, game development and exchange liquidity.
$SIN TOKENOMICS

IDO LAUNCH

INITIAL SUPPLY

4,375,000 $SIN TOKENS

TOTAL SALE

16.25%

TOTAL RAISE

$2,310,000

IDO PRICE

$0.02

INITIAL CIRCULATING MARKET CAP

$87,500
STRATEGIC PARTNERS

ABOUT THEM

VANILLA NETWORK (THE TEAM BEHIND SIN CITY) HAVE PARTNERED WITH VULCAN VERSE TO HELP DEVELOP THE GAME, USING STATE OF THE ART VIRTUAL REALITY TECHNOLOGY. INCLUDING THE CREATION OF A VR CASINO.

IN ADDITION TO THIS, THE PLATFORM WILL BE BUILT ON POLYGON, AN EXISTING VANILLA NETWORK PARTNER, ALLOWING HIGH SPEED & LOW COSTS TRANSACTIONS. EXISTING ASSETS FROM VANILLA NETWORK, SUCH AS THE HEAD-TO-HEAD SOCIAL BETTING GAME WILL BE PORTED OVER TO THE SIN CITY METAVERSE.

THIS ARENA IS HIGHLY TOUTED TO BE THE NEXT BIG ‘THING’ IN THE CRYPTOVERSE. LEVERAGING VANILLA NETWORKS 2,000+ STRONG COMMUNITY AND INFLUENCERS WHO ARE AVID GAMBLERS AND GAMERS, IT IS THE PERFECT RECIPE FOR SUCCESS.

VANILLA NETWORKS ACHIEVEMENTS

- GLOBALLY RECOGNIZED TEAM FROM VANILLA NETWORK, WITH OVER 10 TEAM MEMBERS AND ESTABLISHED PARTNERSHIP WITH MATIC NETWORK.
- VANILLA NETWORK IS A BOOTSTRAPPED COMMUNITY-BASED PROJECT WHICH SUCCESSFULLY LAUNCHED VARIOUS STAKING POOLS AND SOCIAL GAMING DAPPS IN DEVELOPMENT.
- OVER 2,000+ COMMUNITY MEMBERS AND TOKEN HOLDERS, WITH OVER 70% OF ALL HOLDERS STAKING IN THE INNOVATIVE ‘VANILLA STAKING POOL’.
- HEAD-TO-HEAD BETTING DAPP, CURRENTLY IN BETA IS HIGHLY ANTICIPATED TO BE A GROUNDBREAKING PRODUCT.
- CIRCULATING MARKET CAPITALIZATION HAS REACHED A HIGH OF $55M, CURRENTLY STABILIZED DUE TO ADVANCED TOKENOMICS.
- ICO PRICE 0.15C REACHING A HIGH OF $75. A SIGNIFICANT ROI ON INVESTMENT.
ROADMAP

2021
- Q3: Pre Sale
- Q4: IDO Launch
- Q4: NFT Market Place

2022
- Q1: Metaverse Beta Testing
- Q2: Staking Platform Launch
- Q3: Tier 1 - Central Exchange
- Q4: Launch of Sin City
RUTHERFORD  
**Chief Operations Officer**

Innovative entrepreneur bridging a progressive career spanning tech cohort management, blockchain ecosystem development, QHSE, business planning, revenue development and change management. Offers years of leadership in multiple industries along with entrepreneurial, a forward-thinking mindset and demonstrated track record of accomplishment in streamlining operations for visible growth in projects. Known for strong leadership and communication skills with the ability to build and maintain profitable relationships whilst exceeding sales and revenue goals.

MAROUANE  
**Chief Executive Officer**

Following an unparalleled performance managing the core team of Vanilla Network, Marouane progresses to Sin City as CEO. Just as in Vanilla Network, he manages and oversees all marketing, growth strategy and partnership decisions including forging new alliances with outstanding corporate associates while also ensuring that the relationships with these ecosystem partners are maintained and accelerated. Marouane brings over six years of blockchain industry experience to Sin City.

CONSTANTINE  
**Chief Technical Officer**

Constantine fuses his experience in artificial intelligence, machine learning, internet of things and augmented reality with blockchain technology and therefore, brings this rare combination to Sin City. Constantine brings with him close to two decades experience in technology, and five years as a blockchain developer. He leads a multidisciplinary team of blockchain developers, web developers, UI/UX creators, DBA and digital marketers for Sin City.

CATALIN  
**Community & Marketing Manager**

Catalin has built an enviable reputation for himself over the years managing communities for very complex decentralized finance projects. He is a long-term crypto evangelist, investor and enthusiast. Catalin has over ten years of specialist marketing experience for blue chip companies. He complements the team effort in providing modern marketing solutions for project growth by strategically engaging the grass-root community.
The information provided in this whitepaper does not constitute investment advice, financial advice and trading advice. The Sin City team does not recommend that any cryptocurrency should be bought, sold, or held by you, or state that the SIN token is more than a simple utility token. Do your own due diligence. By purchasing the SIN token, you agree that you are not purchasing a security or investment and you agree to hold the team harmless and not liable for any losses or taxes you may incur. You also agree that the team is presenting the token "as is" and is not legally required to provide any support or services. You should have no expectation of any form from the SIN token and its development team. Always make sure that you are in compliance with your local laws and regulations before you make any purchase.

Our support team is available around the clock to respond to your emails and queries. For marketing, promotional and partnership proposals we kindly request you contact us via e-mail to: hello@sin-city.io