



# HIGH CARD

WHITEPAPER



# Introduction



One of the issues in online gaming industry is a lack of transparency, which leads players' distrust for conventional apps and games. The main reason lies on how applications are often seen as being dependent or an extension to another service rather than something independent.

This lack in trust has caused many players to turn away from conventional apps and games as they see them being tied with application or platform providers rather than operating independently on their own terms like most online gamers want it be seen.

It might seem like an issue easy fix but actually trying fixing any one problem will only lead you down another path where multiple other problems are created and in the process, users ultimately end up in a worse off situation than they started in.

One major issue is how in-game currencies and assets are handled and managed by applications, which has been seen as one of the reasons why players lose trust for these applications when vulnerabilities are exposed.

Another issue is that of high fees for micropayments or purchases that are often seen as too much for small transactions especially when it comes to paying money for in-game items that are readily available.

It is an issue common among many F2P games, which uses the strategy of "Buy this item to get stronger" while having its own set of issues when it comes to paywalls and some form of unfair advantages.

# Introduction



As the world of gaming grows by leaps and bounds, so does a player's feeling that he or she is not in control over his/her virtual property.

This breaches an unconditional contract between parties which was created when you were only playing on your own device without involving others outside those having access to it too--now this same concept can be applied through third-party platforms where players must trust these centralized servers with their information; but what about if there are several hackers trying every minute for ways into our systems?

That is the reason why decentralized applications (defi) is the way to opt for. That is also the reason why HighCard is bringing in playing card games applications (and many more to come) over the blockchain technology to ensure every play is fair and accounted for. All the data is transparent and open to the public.

With blockchain technology, every transaction is recorded and verified in a ledger that cannot be manipulated. This ensures transparency for users of the platform as well as protection against foul play like identity theft or fraudulence!

Blockchain is a game changer for the future of online gaming. That's why our company has decided to develop blockchain-based platforms and join this revolution that will change how we engage with games forever!

# Our Vision



Our goal is to make High Card (HighCard) the most trusted and secure token of its kind. Using blockchain technology, we aim to put players in charge of their virtual assets that can be used across different games in our ecosystem.

Our decentralized application provides players with complete control over their funds and any transactions made with them. While enjoying entertainment, players will also be able to earn rewards after every 5 game they played.

We believe that the use of new technologies will make online gaming more transparent and secure, improving the overall experience of our users.



# WHY HIGH CARD?

## TRANSPARENCY

High Card is a game that ensures complete transparency on the blockchain, which makes it possible for any user of this platform to see how their tokens are being used.

This means players have full control over their virtual property at all times (coming up in the future versions of the game) and can challenge anyone else playing the game in order to increase its worth with additional bonuses and rewards

## SECURITY

The blockchain technology provides a secure platform that protects against fraud and ensures no entity can manipulate or affect High Card's decentralized application system and ecosystem.

## LONGEVITY

The blockchain technology guarantees that High Card will exist far into the future. This is extremely important for players, who do not have to depend on centralized servers shutting down the game servers.



## ECOSYSTEM

The HighCard is a BEP20-based utility token created for High Card Ecosystem with a max supply of 1,000,000,000,000.

A plethora of games will be launched in phases to expand our ecosystem and to reward the holders and early investors including NFTs and other playing card related games tied up with the HighCard token.

## HIGH CARD BNB

High Card BNB is a two-player crypto game wherein the player that gets the higher card wins the round.

Players will play against an opponent who has also bet the same amount of BNB.

In this game, the ace is the highest and the 2 card is the lowest with the spade being the highest ranking suit followed by heart, diamond, and club (lowest).

The winning player gets 1.8x BNB as a reward per round.

All players that play 5 games, consecutive or not, win or lose, will be rewarded with 5,000,000 HighCard tokens for their participation.

# Tokenomics



Token Name: High Card  
Token Symbol: HighCard  
Max Supply: 1,000,000,000,000  
Decimal: 9

## Token Dynamics

2% tax to holders wallet on every transaction  
2% to liquidity pool on every transaction  
5% marketing reserve for expansion and ecosystem

## Token Distribution

10% - Rewards Allocation  
10% - Ecosystem Expansion  
5% - Marketing Reserve  
5% - Advisors  
5% - Founding Team  
5% - Influencers  
60% - Token Sale

Apart from the token sale and rewards allocation, the rest of the 30% tokens are vested monthly. The token vesting will continue for 20 months.

# Roadmap



## January 2022

- Token Presale
- Token Launch
- Social Media / Community Marketing
- Website Launch
- Smart Contract Auditing
- 1000 Telegram members
- 1000 Discord Group members
- Twitter and Facebook followers
- Coinmarket and CoinGecko Listing
- Game Launch on Binance Smart Chain

## February 2022

- Game Launch on Ethereum and Solana blockchain
- CEX Listings
- 2500 Telegram and Discord members
- 1000 Twitter followers
- 1000 holders

## March 2022

- NFT Cards Launch
- Website Redesign
- 5000 Holders
- 5000 Telegram & Discord members

## April 2022

- Celebrity involvement
- Partnerships & Collaborations
- 10000 Telegram & Discord members
- 10000 Holders
- NFT Game Conceptualization

# Roadmap



## May 2022

- NFT Game Launch
- 20,000 Telegram & Discord members
- 20,000 Holders
- Giveaways concepts

## June 2022

- Multiple giveaways
- Deals and participations
- Huge price draws
- Community expansion
- 30,000 Holders
- Merch store

# Community



With a large user base and active playing room, this cryptocurrency can potentially reach new heights. The team will invest time in promoting the platform on various networks so that more people join in for guaranteed high stakes and higher payouts.

We will encourage participants and community members to get involved for higher participation and interest. Influencers who promote it online through their social media account or blog alike are rewarded with tokens for spreading the word about our service!

# Disclaimer



The document is a marketing document and is not intended to be legally binding. Nothing in this document shall be deemed to constitute a prospectus of any sort or a solicitation for investment, nor does it in any way pertain to an offering or a solicitation of an offer to buy any securities in any jurisdiction.

This document does not constitute an offer to sell, or a solicitation of an offer to buy, an interest in any jurisdiction in which it is unlawful to make such an offer or solicitation. The information in this document does not constitute a recommendation by any person, nor does it constitute advice on the merits of participation in any purchase of Draw tokens or any other cryptographic token or currency. Nor has the information contained in this document been approved by any regulatory agency or governmental authority of any kind.

Certain statements contained in this document may constitute forward-looking statements or speak to future events or plans. Such forward-looking statements or information involve known and unknown risks and uncertainties, which may cause actual events to differ materially.

