EvoSim Game Whitepaper

Whitepaper

Project Name: EvoSim Game v2.0

Version: 2.0

Date: April 2025

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1. Executive Summary

EvoSim Game is a Web3-powered expansion of the EvoSim telecom ecosystem. The platform merges real-world telecom infrastructure (eSIM activation via mobile app) with a digital economy powered by in-game assets, utility tokens, and referral mechanics. Players interact through a gamified interface where participation, network building, and strategic asset usage are rewarded with $EVO tokens.

This system is designed to support organic growth, incentivize long-term engagement, and enable meaningful ownership of digital resources.

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2. The Problem

- Rising customer acquisition costs in telecom
- Low virality in traditional eSIM distribution
- Lack of integrated engagement mechanics in global connectivity platforms

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3. Solution Overview

- eSIM activation via mobile app (iOS & Android)
- API integration with a licensed telecom aggregator
- Integrated blockchain layer powered by TON
- Gamified user layer with:
    - Utility token system ($EVO)
    - External governance token ($ESIM)
    - Asset upgrade and crafting systems
    - Invite-based rewards

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4. Product Architecture

Web2 Layer:

- eSIM purchase & activation
- App Store / Google Play distribution
- Billing handled under telecom contracts

Game Layer:

- Referral reward system with $EVO tokens
- Digital assets (not called NFTs) that generate rewards
- Assets can be upgraded and require periodic repair
- $EVO is an internal off-chain reward unit used exclusively within the application. It is not implemented as a blockchain-based token and is managed by the backend infrastructure of the EvoSim Game.
- $ESIM is the only token implemented as a smart contract with a fixed total supply of 50,000,000. It is issued on the TON blockchain and can be traded on third-party decentralized exchanges (DEXs). No blockchain token interactions occur within the EvoSim mobile app interface.

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5. Tokenomics

$ESIM - Governance & Liquidity Token:

- Total Supply: 50,000,000 (fixed, non-inflationary)
- Blockchain: Initially on TON (non-disclosed publicly); future expansion to other chains considered

$EVO - Utility Token System:

- The price of the $EVO token is fixed at $0.10 to maintain predictable in-platform economics.

- Users obtain $ESIM tokens via TON-based DEX

- External tokens are deposited into the system and exchanged for $EVO tokens

- Utility tokens are used to:

    - Purchasing tower assets
    - Upgrades (Lv1 to Lv6)
    - Repairs and boosters
    - PvP entry and fees
    - Unlocking in-game mechanics
    - Earning through referral levels

- Utility tokens can be swapped back into $ESIM tokens for withdrawal

Distribution of $ESIM:

- 50% Liquidity and CEX/DEX listings

- 30% Ecosystem and gamification fund

    - Lock-up 3 months

- Vesting 15% unlock after lock, 85% over 18 months

- 10% Marketing and community growth

- Vesting 10% TGE, 90% linear over 12 months

- 10% Team (with vesting)

- Lock-up 12 months

- Vesting Linear over 24 months post lock-up

Planned Listings

The project is initially focused on decentralized exchanges (DEX), particularly on the TON ecosystem.
A live AMM-based liquidity pool for $ESIM/TON is already active on
[STON.fi](https://app.ston.fi/swap?chartVisible=true&ft=TON&tt=EQCdb8hvMDDZcqpPGH-cCj3iMuom
9P57mMyrdoHNNyXHM9Fs).
The pool enables seamless swaps between $ESIM and TON and operates transparently using
smart contract-based Automated Market Maker mechanics.

Following community growth and liquidity stabilization, the team plans to pursue listings on centralized
exchanges (CEX), including Tier-1 platforms.

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6. Game Mechanics and Reward Mechanics

Digital Assets - Tower
- 5 Types of towers
- Each tower has yield (in $EVO/hour)
- Upgradable to level 6
- Require periodic repair to maintain output

Crafting
- Merge two towers (same type, Lv6) to craft a new tower of the next type at level 1
- Pay 10% fee of new tower's base price
- Chance to receive a random upgrade boost to a higher-tier asset

Entry-Level Onboarding
- Users may receive a one-time free 0G asset as an entry option
- Enables entry without investment
- Generates small yield to fund upgrade into 1G asset

PvP Layer
- Optional competitive layer
- Enter battles using towers
- Rewards distributed based on performance

Referral system:

- Referral system with depth-based rewards
- Participants earn $EVO from team activity based on relative level difference
- Structure rewards around volume and engagement, not rank
- Example: if your referred participant has a lower level, you receive the difference as $EVO bonus

Note: Referral levels are for community structure only and do not represent investment or employment tiers.

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7. Legal Structure

- Web2 company: operated under **E-CONNECT FZCO**, a registered entity in Dubai Silicon Oasis, UAE. It handles all telecom operations and the EvoSim mobile app
- The EvoSim Game Web3 platform and token system are operated under E-CONNECT INC., a legal entity registered in Panama (Registro Público EP.2,816)
- Token is structured purely for in-platform utility and is not intended as an investment instrument - To comply with platform guidelines, all token-related activity occurs securely outside the mobile application

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8. Disclaimers

- This is not an investment offer.
- Token values ($EVO and $ESIM) are based on market dynamics; $EVO is for in-platform utility, while $ESIM is used for external trade and liquidity.

- App does not provide wallets or DEX access.

- App Store and Google Play distribution complies with all local rules (no token distribution in-app)

- Users from jurisdictions with strict crypto regulations (e.g., USA, China, FATF high-risk countries) may be restricted from participating in token purchases or withdrawals.

- The platform does not guarantee full compliance with local laws in every country. Users are responsible for ensuring their participation is legal under their local regulations.

- No KYC is currently required for in-game activity, but withdrawal of $ESIM tokens may require wallet validation in the future to align with FATF anti-money laundering guidelines.

- EvoSim Game reserves the right to geoblock certain regions or implement AML measures without prior notice.

- The $ESIM token is not sold by the EvoSim Game team. It is not offered as an investment. All liquidity and trading occur independently on third-party DEX platforms. EvoSim Game does not guarantee availability, price, or value of $ESIM.

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This document is prepared for informational purposes only and may be updated as the project evolves.