

# RED CRYSTAL

★ LOW - INFLATION

★ STABLE TOKEN

★ MADE FROM  
DEC & BEC



★ PLAY-TO-EARN

★ 2-PHASE LIFE CYCLE

★ CRUCIAL TO MAKE REC

# BLUE CRYSTAL

## 0 Introduction

**Abair** uses two tokens. Red Energy Crystal (REC), and Blue energy Crystal (BEC). The first, REC is a stable coin which can only be produced by combining Blue (BEC) and Dark (DEC) energy. DEC is available on the hive market. The Amount of BEC-to-DEC is 4:1 ratio, totaling \$1.00 Dollars, US. The exact number of BEC and Dec required will vary with market conditions, but always total \$1.00 USD. The Second Token, BEC will be earned by playing the game. Winning game matches, or mining from nodes controlled by your faction in game.

## 1.0 Hive Engine

Abair tokens, including DEC needed to make Red energy crystals, are all available on the Hive Engine!

## 2.0 Use cases

Abair, the game backs both tokens. In the case of REC, which has a stable value of \$1.00 USD, this token is used for all ingame purchases. Card packs, Special skins, Market trades, and more will all use REC token. In the case of BEC token, this will be required to create REC. Players will battle for BEC, and for mining nodes which reward BEC. Both tokens are vital to Trading, buying, selling cards and to enjoying the game to its fullest!

## 3.0 Blue Energy crystal

BEC will Have two phases in its lifespan. These two phases are First, Inflation, then Deflationary. To understand why, it's important to know a few basic things. The Maximum supply of BEC is 5-Trillion. After which no new tokens will be created. In the beginning, BEC will be given out freely, and it's expected to be quite cheap! The game will reward large quantities of BEC to players for mining nodes, and will also award large amounts for winning games. As the currency inflation progresses, the token inflation rate will gradually slow; and than all together stop at the maximum. But BEC also burns. Every time BEC is used to create REC, the BEC is burned. So too will using BEC to create special items in game (*future game versions*) As the token supply increases as a percentage of it's maximum, the Burn will also increase.

### 3.1 BEC - Early phase

As mentioned above, in the early phase of BEC, the token is expected to be plentiful and cheap. A portion of the total supply (10%) will be sold during the development in order to raise funds. It will also be given away (total 1%), and the game when launched will liberally distribute the Token to players. This early Game rate of inflation is referred to as 1.0. But gradually, as the Token inflates, the rate at which the token is given out will drop. As mentioned before, BEC is needed to make Red Energy Crystals (the stable coin) and also needed to make ingame items of various kinds such as special edition card packs, and more as the game releases and development continues!

When the token reaches 25% of its Maximum Supply, the first cut to rewards will begin. At 25%, the Rewards will be cut by 0.04; to 0.96. Each percentage point from 25% to 33% of maximum supply will see the rewards reduced by 0.01. At 33% of Maximum supply, all sources of BEC will award 0.88-times their 1.0 level. From 33% until 45% of max, the rewards will further reduce to 0.02 each percentage after 33%. At 34% the rewards will be 0.86. At 45% of maximum supply, the rewards will be 0.64.

### 3.2 BEC - Middle phase

From 45% to 49% of maximum supply. No new changes will occur. This is a brief window before the coin enters its deflationary phase.

### 3.3 - Deflationary phase

Starting at 50% to 66% The burn rate for Tokens will increase by 10%. The rewards will continue to be reduced and at 66% of maximum supply, the rewards rate will be 0.66. From 66% of maximum on, the rewards rate will reduce by 0.01 or 1% per 1% of maximum supply; Meaning that at 99% of maximum supply, the reward rate will be just 0.01. However, the burn rate will also continue to crease. At 75% of maximum supply, the burn rate will increase from 110% to 125%. At 80% of Maximum, the burn rate will be increased to 133%; then at 85% of maximum it will crease to 150%. At 95% it will crease to 200% and at 99% it will finally be 222% of its original.

## 4.0 Red Energy Crystal

REC as already stated is a stable token, with its value pegged to 1-United States Dollar (USD) This value is accomplished in the process of creating the token. To create the token, users will goto [WEBSITE] and there they will have the option to use Dark Energy Crystal (DEC) and Blue Energy Crystal (BEC) to create the Red Energy Crystal. 25% of the value must be contributed from DEC, the exact amount of DEC required adjusts according to market conditions. The amount of BEC will likewise change based on the tokens value.

### 4.1 Pre-sale

For REC, No more than 20,000 Tokens will be issued until the tokenomics are properly implemented. For BEC the Limit is 250,000,000,000 or 10% of its Maximum supply. During the Pre-tokenomics phase, REC will be sold very cheaply. Keep in mind that it will cost 1-dollar to create each new token after the initial pre-release run of 20,000. BEC will also be sold and used in several give aways!