The usual R2E problems:

R2E so far has a system where their token becomes highly inflationary, basically a huge amount of tokens can be claimed every day by staking your nfts.

If you are lucky it usually (EARLY) takes between 2 and 2.5 days to get your investment back. But when new people want to join and mint more nfts the production of new tokens everyday grows at an exponential way, on top of that the nfts that are staked usually can claim their amount of daily tokens everyday eternally.

So we have a huge problem exponential new amount of tokens created everyday and no limit in the supply, so there is no other way for the token other than go down.

Problems and solutions for R2E projects

Problem: Huge amounts of new tokens everyday being printed out of nowhere eternally.

- **Solution:** Each NFT will have a max amount of 22,000 $HODL tokens they can claim, so not eternally minting.

Problem: Not a max supply for the token.

- **Solution:**
  Initial Supply: 2,800,000 $HODL
  Max Supply: **439,438,888 $HODL** that will be reached in about 6 - 9 months.
- Max supply should be less, the Max Supply mentioned above is the worst scenario where no one decides to Upgrade their Paperhands to Holders and the only holders claiming taxes are the Gen0 Holders.

Problem: Failing at selling Gen 0 at launch, usually this happens because they give too much time for WL people to mint cheaper. WL people want to get only rarest NFT's, they go to the 2nd market, sell their NFT's even cheaper than WL's price so they can try minting again to get the majority of rare NFT's they can. Now once Gen 0 minting is open to the public, the price in the second market is like 30% cheaper than minting, and if you know that you have very little chances to get a rare NFT, the smartest option is to buy cheaper in the 2nd market. **With this Gen 0 minting slows down and ends up being a complete failure**. All because of people selling in the 2nd market cheaper than the minting price.

- **Solution:** We have 4 measures to secure Gen0 is fully minted:
    1. **WL will only have 10 minutes to mint at their special price.** After that time, if they haven't minted all the NFT's that they could have minted. The chance of getting that price opens for PUBLIC until that number of mints is reached.

2. **NFT's won't be revealed.** Only 24 hours after GEN0 is sold out they will be able to know what kind of NFT they got. So it will be a very unwise choice to go and sell that nft cheaper than wl price in the 2nd market not knowing if they got a rare NFT.
3. **There is only a chance of getting Holders NFT** when minting Gen0 all the other generations will give you only Paperhands NFT.

Minting Gen 0:

- **95%** Chances of getting a Paperhand lvl1 NFT.
- **5%** Chances of getting a Holder NFT.

Minting Gen 1 - 5:

- **100%** Chances of getting a Paperhand lvl 1 NFT.
- **0%** Chances of getting your NFT stolen.

GEN	ID	$HODL
1	10k - 11k	2,000.00
2	11k - 13k	2,500.00
3	13k - 15k	3,000.00
4	15k - 17k	4,000.00
5	17k - 20k	5,000.00

All the $HODL obtained used for minting Gen 1 - 5 will go to the Locked Treasury.

4. **The price of Gen0 minting will increase together with the number of NFT's that have been minted.** The increase will be as follows:

Who	Mint Price	NFT ID
10 Mins for WL	80 $USDC.e	1 - 2k
After 10 Mins Public	80 $USDC.e	1 - 2k
Public	100 $USDC.e	2k - 3k
Public	110 $USDC.e	3k - 6k
Public	120 $USDC.e	6k - 9k
Public	130 $USDC.e	9k - 10k

These measures will make everyone hurry to get the best deal they can get on their NFT.

Problem: When projects don't sell out Gen 0 they usually start the game and keep selling Gen 0, without adding liquidity to de token, for some reason some people keep on minting those Gen 0 NFTs even if the game already started (Really basic Paperhands behavior). So once Gen 0 is sold out the project launches the token and Gen 1 minting. As soon as they launch the token, the very basic Paperhand goes and buys more tokens to mint more Gen 1 NFT's, this is the first few minutes after launching, and the price increases a bit. At the same moment Everyone else that minted their NFT before the game was launched started claiming and DUMPING the token in the first minutes of the trading life of the token. The first ones to claim and sell these tokens are the ones who get their investment back faster and even profit, and the last one to get there will be lucky if they even have a chance to recover their investment at some point.

- **Solution:** With all the measures mentioned before there shouldn't be a lot of chances of not getting Gen0 minted in first few minutes, but still there will be a max of 48 hours to mint Gen0 if not fully minted the remaining NFT's will be burn and all tokenomics will be adjusted to fit the amount of Gen0 Sold so that the price of the token at launch is the same one that was plan if all Gen0 was minted, this way investors will have the same kind of game weather Gen0 is fully minted or not.

Problem: Very few to none usage of the token at the start of the game.

- **Solution: Gen1 minting will be guaranteed** to be ready at game and token launch and after that all the measures mentioned in the last addressed issue will add usage for the token very fast.

Problem: Basically they are the most basic Ponzi Scheme you can imagine.

- **Solution:** We have 3 solutions for this**:**
    1. We believe that by doing all the strategies that we are planning the **token will increase its value a lot**, making it possible for people who got at last generations of minting to get their money back and even getting profit.
    2. Throughout this time **we plan to become a community where people understand how valuable it is to HOLD a token**, to have less offer and more demand. We will propose to people to only sell 10% of whatever they are claiming every day and just HOLD the remaining claimed tokens of the day and use them in the Vaults or simply holding. By this point they should really understand that the token will keep increasing its value if they do this.
    3. Once we get to our max Supply we want to make **$HODL a token that represents a like minded community that knows how to support a project they believe in.** The name of the token will be $HODL. So we

will keep on inviting people to come and buy $HODL even if there is not NFT's to get to mint new tokens. **Just because it is a good investment**. We will try getting the most partnerships that we can so that people can have value through holding $HODL, **specially for those who have Holders NFT's** in their Wallets.

Token Price at launch: 0.075 USDC.e