

# N.I.C.E. WHITEPAPER

WELCOME TO THE  
INVADERVERSE



N.I.C.E. INVADERS CRUSH EVERYTHING

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BITCRUSH.COM

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BITCRUSH ARCADE

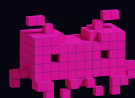
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CRUSH PLANET

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MAD N.I.C.E. INVADERS

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# WELCOME TO THE INVADERVERSE

It's difficult these days to go a single day without hearing or reading about NFT's, The Metaverse, Play to Earn (P2E), DeFi (Decentralized Finance), Crypto, and so on. There's good reason for this, as these concepts will begin to permeate every aspect of our online life over the upcoming years. In this paper we will discuss how Bitcrush is approaching this space by expanding beyond our unique non-custodial DeFi casino, into a Play 2 Earn metaverse with a solid, well thought out plan on how to dominate over the next few years. We'll show how the work we've done so far establishing our innovative hybrid solution to decentralized iGaming will continue to grow and expand exponentially cross-chain into a multitude of use cases as we roll out.

## INTRODUCING

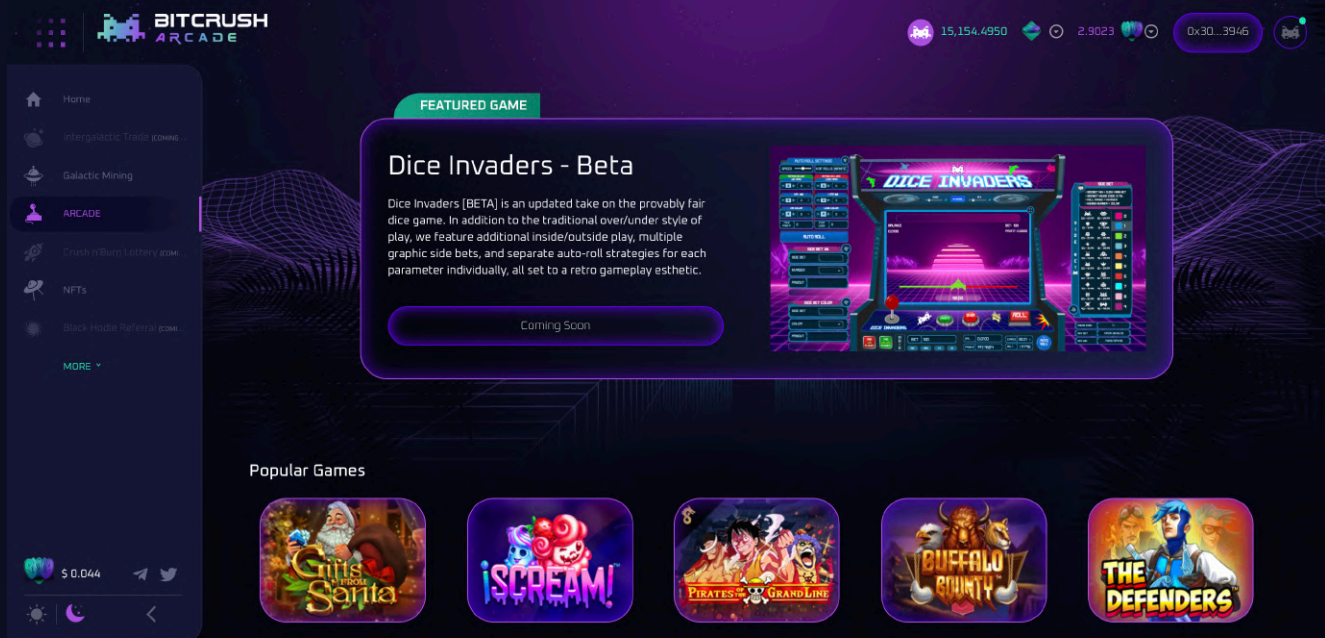
*N.I.C.E. Invaders Crush Everything, Bitcrush.com, Bitcrush Arcade, Crush Planet, and Mad N.I.C.E. Invaders.*



In June 2021, we launched our inaugural project, Bitcrush.com along with a BEP-20 token; \$CRUSH. Our core use case was to provide transparency to centralized gameplay, all while adding a better user experience to the DeFi iGaming community, followed by the expansion of GameFi offerings over time. After an exciting, and occasionally challenging year, we're now in process of rolling out our extended vision in manageable stages, all under an umbrella we call "*The Invaderverse*". We're excited to introduce you to all the projects in our Invaderverse, along with our soon to be launched secondary token; \$NICE.

# BITCRUSH AND BITCRUSH ARCADE

Bitcrush and Bitcrush Arcade are often used interchangeably. However, the distinction is that Bitcrush is our parent platform made up of several DeFi protocols, and the games section use case for \$CRUSH; we call Bitcrush Arcade.



Bitcrush Arcade is a DeFi protocol aimed merging Defi concepts with iGaming. One important distinction to make, is that we are a DeFi platform that has launched casino games as our first use case, not a casino integrating crypto payments.



While decentralized games may be trustless and provide a more fair experience for the player, they're slow, expensive, and provide a tedious gaming experience. On top of that, every roll requires a new transaction fee that eats into the players bankroll. There are of course provably fair crypto casinos, however these are still custodial and therefore inherently centralized, meaning you must trust that your funds are safe and secure, and that they won't disappear or get shut down. While they may be provably fair, players may have an issue with the centralized nature, even though the gaming experience is much better.



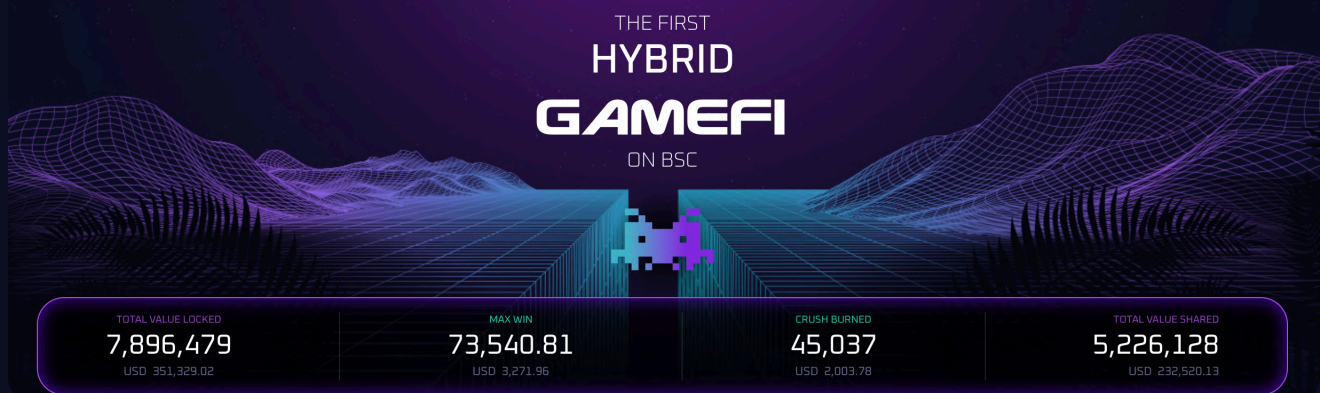
Bitcrush uses a hybrid Live Wallet approach which aims to merge conventional high speed computing with the benefits of transparency and security of blockchain technology.

Our approach makes use of specially designed servers which track user activity during gameplay, without capturing any identifiable data. We take the responsibility of passively syncing all transactions to blockchain via our custom smart contracts which have been successfully audited. This solution allows us to provide a bridge between conventional centralized games and transparent balance tracking on the blockchain. Our approach maintains and tracks all user balances on the Live Wallet contract, while the server keeps track of activity in-between each sync with the blockchain. To counter any inconsistencies, each game session falls back to the Live wallet to perform a reconciliation with the blockchain before allowing gameplay, to ensure accurate funds for each user. All this process is virtually seamless, and happens behind the scenes while maintaining an optimal user experience.

We have designed the system with a great level of flexibility in mind, thus allowing us to cater to a wide range of use cases not strictly restricted to casino games. The solution can extend itself to cater to any use case where balance tracking needs to be decentralized in a conventional application.

Additionally, a hybrid solution allows us to track with multiple chains and synchronize data as needed between them, thus opening up a whole new use case of cross-chain applications that use cross-chain blockchain assets, as well as a more hybrid approach for use cases, or partners, that don't have a mature enough solution for going cross-chain. Our platform provides the ability to extend conventional solutions and empower them with all the benefits of blockchain technology, while at the same time integrates seamlessly with native cross-chain solutions. Some use cases where our solution proves its usefulness are complex cross-chain game economies that allow cross-play between users holding assets on multiple chains at once. This enables a seamless gameplay experience, and introduces NFTs that can be either part of decentralized games, or full fledge independent NFT products, that have multiple real world, or virtual, use cases as per required. Our platform provides a robust framework to expose a whole new world of use cases for first party products, as well as partners, while saving the time and development effort to build a blockchain architecture from scratch.

As with any great product, Bitcrush is the culmination of years of iteration and refining of a core concept, all stemming from the simple idea of a provably fair casino featuring a Play to Earn (P2E) mechanism. As DeFi expanded, so did our realization for the full potential of what Bitcrush can be. Even now, we're just scratching the surface of what is possible.





## BITCRUSH ARCADE PRODUCTS

Casino - Currently featuring over 30 games by renowned game provider “Dragon Gaming”. We’ve managed to cut our teeth and test our live wallet implementation in the real world, with real results, and real profits.

Dice Invaders – Provably fair dice game featuring graphic interface and side-bets, comprehensive auto-roll strategies, and dual play modes. Re-launching soon.



Live Wallet – Our live wallet allows us to introduce transparency to centralized game-play by creating a unique server blockchain interaction. Our \$CRUSH Live Wallet is currently active, following up shortly with a \$BUSD Live Wallet which features a buy back and distribute mechanism for \$CRUSH. Following \$BUSD, we will introduce a \$NICE live wallet, with more tokens on the way.

TICKETS: You have 3 tickets this round
NEXT DRAW → #123: July 23: 12 PM UTC

PRIZE POT:  
**34,344.345 CRUSH**
**\$9,825,338**
8<sub>H</sub> 32<sub>M</sub> UNTIL ATTACK TIME

Buy Tickets

Details

CURRENT

YOUR HISTORY

ALL HISTORY

ROUND 3

DATE AND TIME OF ROUND

Winning Team

01

34

86

YOUR TICKETS: 3 total

1 Winner ★

Collect Prizes →

TICKET # 24532

Matched first 3

01

34

86

Check Winnings

**Crush'n burn Lottery**

Choose your squadron to attack the planet. The correct combination will breach the defense system. Destroy the planet completely and win the jackpot!

Crush n' Burn Lottery – An innovative lottery that utilizes the Invader theme to pick numbers by choosing your invader team. Features an “everyone wins” mechanism, Partner token rewards, token burns, profit sharing, an user called round progression.

Staking Pool 2.0/Bankroll – Our bankroll is funded by an innovating staking pool that allows users to stake \$CRUSH in return for Auto-compounding APY returns + Casino revenue sharing. Who doesn't want auto-compounding casino profits?

AUTO BITCRUSH V2 ⓘ

Staked

102,822.4808576

Your Stake 100.0000000%

Rewards Earned USD 1,470.197

DEPOSIT / WITHDRAW

APY ⓘ

5,950.04%

Profit Distribution ⓘ

+ 590.43%

= 6,540.47%

Crush Earned

6,294.0000

APY Rewards

6,294.0000

+

Profit Distribution

101.5081

=

Total Reward

6,395.5081

Profit Distribution Launcher ⓘ

100%

80%

60%

40%

20%

0%

100%

Blastoff ready

Total Bankroll:

103,682.3290

23,834.45 USD

House Profit Distributed:

1,663.2822

382.35 USD

Total Value Distributed:

4,573.0562

1,051.25 USD

## WHAT'S NEXT FOR BITCRUSH ARCADE?

- Additional Live Wallet token integrations, expanding player currency options.
- Cross-chain Expansion- We are currently building a \$CRUSH and \$NICE bridge to begin expansion to Fantom, then Ethereum, Polygon, and so on. Funds are required to be locked up to provide liquidity on each new chain, so we will be launching the bridge post raise.
- Black Hodle Referrals – A referral system that burns a portion of the referred player's wagers. The referrer will earn lottery tickets based on players wagering.
- Additional Games- 2 new Crash Games ready to start development, including a never before seen version of the popular Crash game. Decentralized versions of all Bitcrush Arcade produced games are planned, new game providers will be added soon, and Dice Invaders 2 game is ready to begin dev when time.
- P2E – Also known as wager mining. Players will earn \$CRUSH based on their wager activity. Example; In round one, players earn 1 \$CRUSH for every 1,000 \$CRUSH turnover. Once 100k \$CRUSH has been mined by all players combined, we move to round two, and the requirement is now 1,200 \$CRUSH turnover per \$CRUSH Earned. 9M \$CRUSH is allocated for P2E.
- NFT Gamification – As players wager and level up, they will receive NFT characters that they can use to compete in contests against other players.
- Bitcrush Arcade As A Service (BCAAAS) – The fully fleshed out goal is to be a provider of decentralized and hybrid iGaming solutions for DeFi and Metaverse projects. We will be launching our lottery as the first product in this category, and will continue to expand as additional products roll out.



- Metaverse – Expansion into Crush Planet is a given, however we see a strong use case to not only expand into other metaverses, but help provide access for others who would like offer metaverse casinos as well.

## \$CRUSH TOKEN ECONOMY

Initial Supply Fully Minted – 30M

Currently Supply at time of Writing- 29,887,372

Current Number of Holders – 2,200

Staked in Bankroll – 8,405,000

\$CRUSH Burned – 112,627

Total \$CRUSH Distributed – 5,196,000

Value Added –

60% of all game profits shared with stakers

Competitive APY rewards

User called auto-compounding

Dual asset rewards

Buy back and distribute profit sharing

1% Burns of all profit

1% Auto-compound burns

Several more burn mechanisms on the way

Increased staking and burn use cases for \$CRUSH in N.I.C.E.

Invaders, Crush Planet, BCAAAS, and other forementioned product rollouts.

### STAKING POOL



CRUSH in Wallet

**2.9023**

\$ 0.13

CRUSH Staked

**419,479.2196**

\$ 19,020.64

Go to Pool

Staking 2.0

### LIVE WALLET



Total HOUSE Profit Earned

**CRUSH 75,331.8023**

\$ 3,415.80

LIVE Wallet Balance

**CRUSH 15,154.4950**

\$ 687.15

Add / Remove

Buy CRUSH

# N.I.C.E. INVADERS

## NICE INVADERS CRUSH EVERYTHING

N.I.C.E. Invaders is a collaborative cross-chain planetary attack and defense kingdom builder. Players will choose from over 100 planets to inhabit and collaborate by staking \$CRUSH to mine \$NICE. They will need to work together to recruit players, build resources and level up to increase their mining potential. Planets can also attack to steal resources from other planets by putting up \$CRUSH as collateral, but risk losing it if the attack is unsuccessful. This means in addition to mining, planets will need to build up defenses, join guilds for protection, and continue to recruit and grow. To throw a wrench in the mix, *Black Hodles* appear throughout the game and syphon resources, so planets will need to team up and attack the *Black Hodles* before they get too powerful and destroy the universe.

We further this by adding NFT characters with specialized attributes, a robust mating and offspring feature, P2P battling, and much more. Unlike card based NFT games, N.I.C.E. Invaders is a simulation based game that is interactive and keeps players actively engaged in gameplay and not just mining for currency. Each planet will need to work with and recruit a whole army of 10 different Invader characters to stay competitive. For more on how N.I.C.E. Invaders is monetized in a way that helps the \$NICE ecosystem, see the section on tokenomics. (p19)





Working our core game development partner; Frag Games, we've managed to appropriate an existing build from another kingdom builder. Please note that while a significant amount of work is complete, not everything will be utilized. Additionally, the original build was designed for 1 player villages, whereas our concept is much more social requiring many players to efficiently manage a planets resources. The work done is a massive time saver, however quite a bit of work still needs to be done. The benefit to this approach equates to about a 4-5 month launch time and not 9-12 months+. New assets will be released and shared to the community as a sneak peek starting in February.

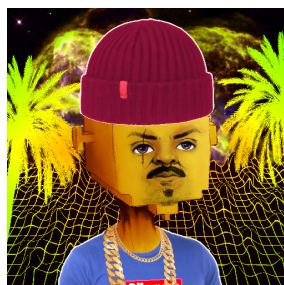
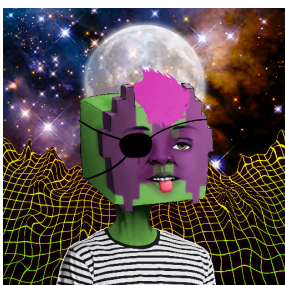
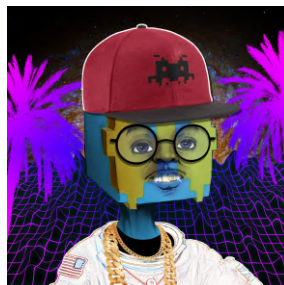
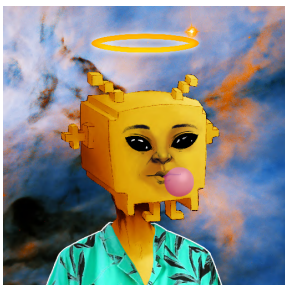




# MAD N.I.C.E. INVADERS NFTS

Mad N.I.C.E. Invaders is an integral part of our upcoming P2E game; N.I.C.E. Invaders. We imagined 8,888 uniquely designed invaders as if they lived in our world. We wanted this collection to be unique and stand out, as opposed to just another ape, rabbit, or dog NFT, which is why we decided to create amorphomorphic versions of our beloved invaders.

We humanized them as we want players to understand that in our Invadaverse, the Invaders are us, the beings who run the planet, so it was important to provide them with unique personalities that players will soon embody in our Crush Planet open world.



These NFTs are tied to strong utility in N.I.C.E. Invaders. Players will be able to claim their characters in by using their NFT collection piece, and the rarity of the NFT correlates to the rarity in game. These characters will be crucial in mining \$NICE in game. Additionally, we want users to keep their characters and collection pieces, so we've introduced a concept called Crushed NFTs. Players who keep their NFT and Character in the same wallet address, even cross-chain, will earn revenue from the marketplace. This means the player can even burn his game character, and move him cross-chain if he pleases.



**USE YOUR NFT TO CLAIM  
YOUR GAME CHARACTER  
AND MOVE CROSS-CHAIN**

It's not yet possible to bridge NFTs cross-chain, so our collection pieces will live on Ethereum, and our hybrid model will be able to track the corresponding game character even if it's claimed cross-chain. This will be a valuable function for our users to retain the highest possible value for their NFTs.

Our Initial NFT Offering will consist of 3 rounds. As our collection is designed to stand on it's own outside of the game, yet holds great in game utility, we are pricing the more rare pieces at a premium. NFTs will be distributed on Ethereum.

INO 1:

Our most rare NFT; The Emperor. Only 100 will be minted, and he has massive in game value. Every planet needs one to mine, and there's 100 planets. Therefore, he will be in high demand.

INO 2:

These will be our second most rare characters, the President, the General, and the CEO. These may step in together to form a conglomerate should a planet not be occupied by an Emperor. They also have other tasks running the planet.

INO 3:

The remaining invaders vary in purpose and rarity.  
Various Total supply each (7,888 total) – 95% Sold and the rest saved for marketing, and contests.

Additionally we will be able to offer massive cross-promotional NFT giveaways using our games and lottery. This offers massive benefits over other projects as most sell their NFTs first and hope to open a casino in the long run. With Bitcrush Arcade live now, we are ready to implement this strategy immediately.



# CRUSH PLANET

Crush Planet is our open world sandbox game. Featuring a 3d Voxel esthetic, similar to a polished voxel, or a combination of Sandbox and Decentraland's style, we aim to create an immersive experience that ripples out into the real world.

We see Crush Planet as a mid-world between other metaverses, that players can use as a way station to get lost and participate in. While most of these concepts are still in the ideation phase, it's our goal to not be redundant, but instead create something new and fresh that users have not experienced yet.

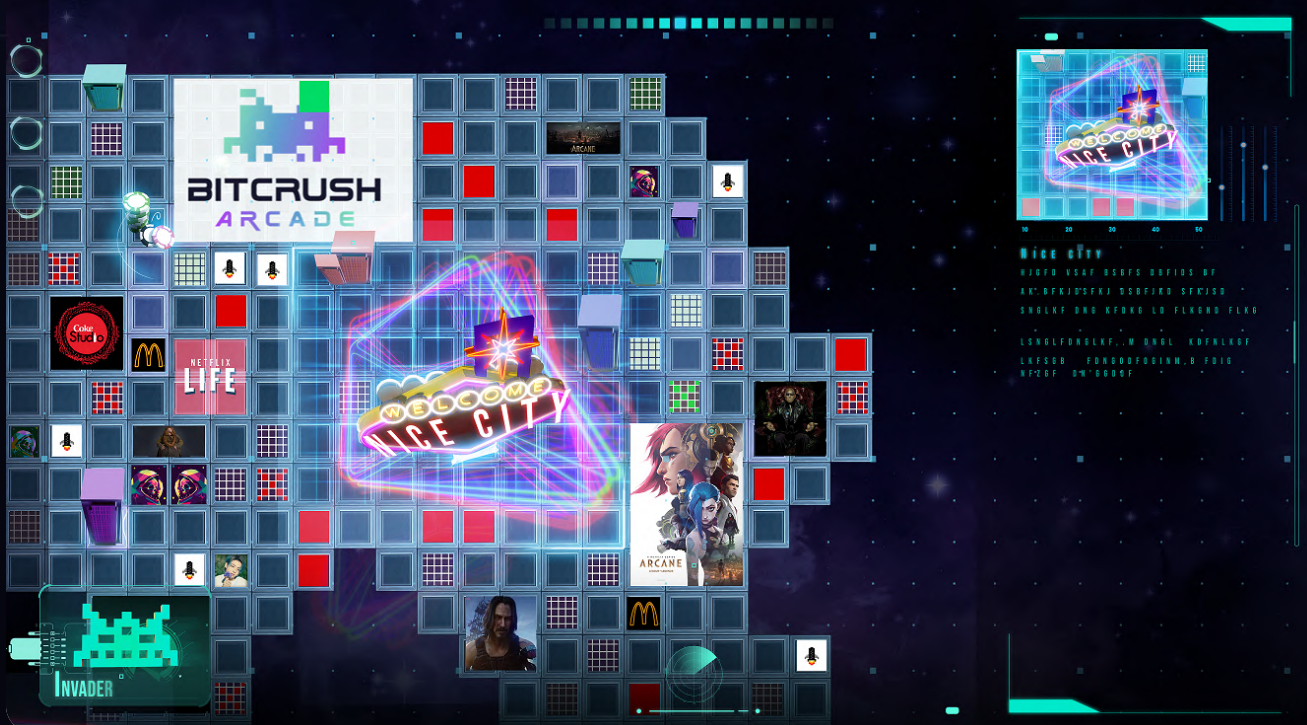


We intend to utilize unused lands in other metaverses by creating Monolith NFTs that act as portals to our Invadaverse. Players in other metaverses that have land with no current use cases, can add the monoliths to their plot to become an affiliate. As users pass through and engage in our universe, those players will earn affiliate rewards. Additionally we can set up portals to other metaverses and sign up as affiliates so as players pass through we also earn passive income from this, all of which gets passed through to stakers.

We will be setting up various districts to cater to certain themes and environments. For instance, our red light district named “Nice (Vice) City,” will feature casinos, clubs, adult entertainment and more, perhaps featuring a cyber punk theme. Bitcrush Arcade will have a massive presence here, and as BCAAAS expands, we can help others expand into the district.

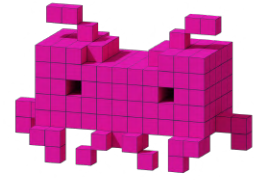
“Crush Central,” the business district which can be very real world feeling, the Fashion and Arts district like a fanciful SOHO, A coliseum for sports events and concerts which features an auction mechanism for user ads, and a Gaming district can be a solar punk forest or something else wild. Our real estate will be set up so that land owners can easily and actively rent out to businesses wishing to use their land.

Reddit founder Alexis Ohanian the founder of Reddit recently predicted that within 5 years, P2E will be the only kind of games people play, and we want to be on the forefront of this movement. The focus of Crush Planet is to focus on not the creation of in world games, but the expansion of games in the real world. This can extend beyond games as well into fashion, music, video content and more, all being funded, launched, and shared in an immersive experience.





# ROAD MAP



## January-

- Crush n'Burn Lottery
- IDO Announcement
- BUSD Live Wallet
- INO Announcement
- Private Sale
- Production Begins for N.I.C.E. Invaders
- Production Begins for Marketplace
- Marketing Agency signed
- Discord Launched
- Instagram launched
- Social marketing efforts begin.

## February-

- Pre-sale (BSC)
- Public Sale (Fantom)
- Cross-Chain Bridge launched \$NICE
- Cross-Chain Bridge launched \$CRUSH
- \$NICE Farms and Pools (BSC and FTM)
- \$NICE Farms and Pools on Partner Projects
- Adding other projects to Bitcrush Mining
- \$NICE Live Wallet
- \$NICE added to Staking Pool 2.0
- Crush n'Burn Lottery launched on Fantom
- Dice Invaders Re-launch
- 1st Round INO (ETH)
- 2nd Round INO
- Developer + Community Engagement/Sneak Peeks





## March-

3rd Round INO

Claiming Game Characters with NFTs

Introducing Crushed NFT protocol

N.I.C.E. Invaders Testing

Marketplace Testing

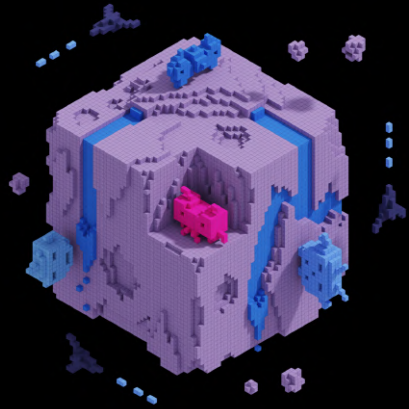
Bitcrush Arcade on Fantom

Testing of Live Wallet on Eth and Poly

Affiliate Monoliths on Adjacent Metaverses

Crush Planet Partnership Outreach

Bitcrush Arcade Black Hodle Referrals



## Q2-

N.I.C.E. Invaders Launch

Market Place Launch

Crush Planet District Map Rollout

Crush Planet Real Estate Sale

Ethereum and Polygon Rollout

\$NICE Centralized Exchange Listing (potentially)

\$CRUSH DAO (potentially)

Crush Planet Builder Tools Introduced

First Stage Bitcrush Arcade Gamification Rollout

Early BCAAAS Rollout

## Q3/4

Crush Planet District Partnership Outreach

Bitcrush Crush Arcade Metaverse Rollout

Expanded BCAAAS + BCAAAS Meta Rollout

Establish Framework for Crowd Funding

Additional Bitcrush Arcade Games and Verticals

Crush Planet testing and Beta

Run First Crowd Funded Game (Memories of Origin)

## 2023+

Keep Crushing It!

# \$NICE TOKENOMICS

\$NICE will mint 2B tokens in the first year, and then half every subsequent year for 5 years, for a total supply of 3,875,000,000. After which no more \$NICE will be minted. The combination of massive use cases on Bitcrush.com, Bitcrush Arcade, N.I.C.E. Invaders, and Crush Planet, along with multiple burn mechanisms both planned and unforeseen, is designed with intent to gradually inflate in price as the community grows without the price shock of inflationary and deflationary mechanisms.

Initial Burn mechanisms will come from 2 main protocols, and expand along with new use cases.

Farms and pools- As \$NICE replaces \$CRUSH as the reward token for staking a pools, burn percentages are implemented for early withdrawals, auto-compounds and more. This will be on a case by case basis, but fees collected in \$NICE will not only be burned, but also used to buy back and burn \$CRUSH. This expands as we go cross-chain.

The Marketplace- We have not yet titled our marketplace, although rest assured it will be something awesome. The core marketplace fees will vary dependent on type of sale, and the percentages here are speculation, and not yet finalized. Please note this marketplace covers first game assets from N.I.C.E. Invaders, then real estate from Crush Planet, to finally NFTs, in-world raises, and more.

Monetization – 100 % profit occurs when a sale is made for an item that is minted in game. This can include leveling up in game, or initial real estate sales. As these are the most profitable, we will always look to create new items, however they will be implemented with tact so as not to cheapen the game or experience.

When a sale is a P2P game asset, such as offspring, the seller will retain most of the sale amount and the marketplace will take a fee of 4.5%.

As we expand and allow users to create their own collections and pieces for sale, the fees will drop to between 1%-2% for these items.

The breakdown of the 3 tier percentages will remain constant:

60% of \$NICE fee will be burned (Once Crush Planet Launched, 30% will be burned, and the other 30% will be split amongst land holders)

10% of \$NICE fee will go to the treasury.

10% of \$NICE fee will be used to buy back and distribute \$CRUSH to Stakers

10% of \$NICE fee will be distributed to Crush NFT holders

10% of \$NICE fee will go to reserve for other P2E initiatives

Should other currencies be used in marketplace (Eth/BSC etc), the fees will be used to purchase \$NICE on the open market and distribute accordingly.





Total First Year Emission: 2,000,000,000

\*vested

### TOKEN SALE ALLOCATION

	Token Allocation	Amount	% of Total	Price
Private sale, Advisors, Marketing, Pools/Farm Seeding, Exchanges				
	346,820,809*		17.67%	
Pre-Sale	26,595,745*	\$125,000	1.33%	\$0.00470
Public	20,000,000	\$125,000	1%	\$0.00625
Initial Allocation	400,012,299		20.0%	

### PLATFORM ALLOCATION

Team	20,000,000*	1%
Crush Airdrop	30,000,000*	1.5%
Treasury	100,000,000*	5%
Liquidity	10,000,000	0.5%

### BREAKDOWN

Total Allocation	560,012,299	28.0%
Ecosystem	1,439,987,701	72.00%
Mining/Staking Rewards	431,996,310	30.00%
P2E	1,007,991,391	70.00%

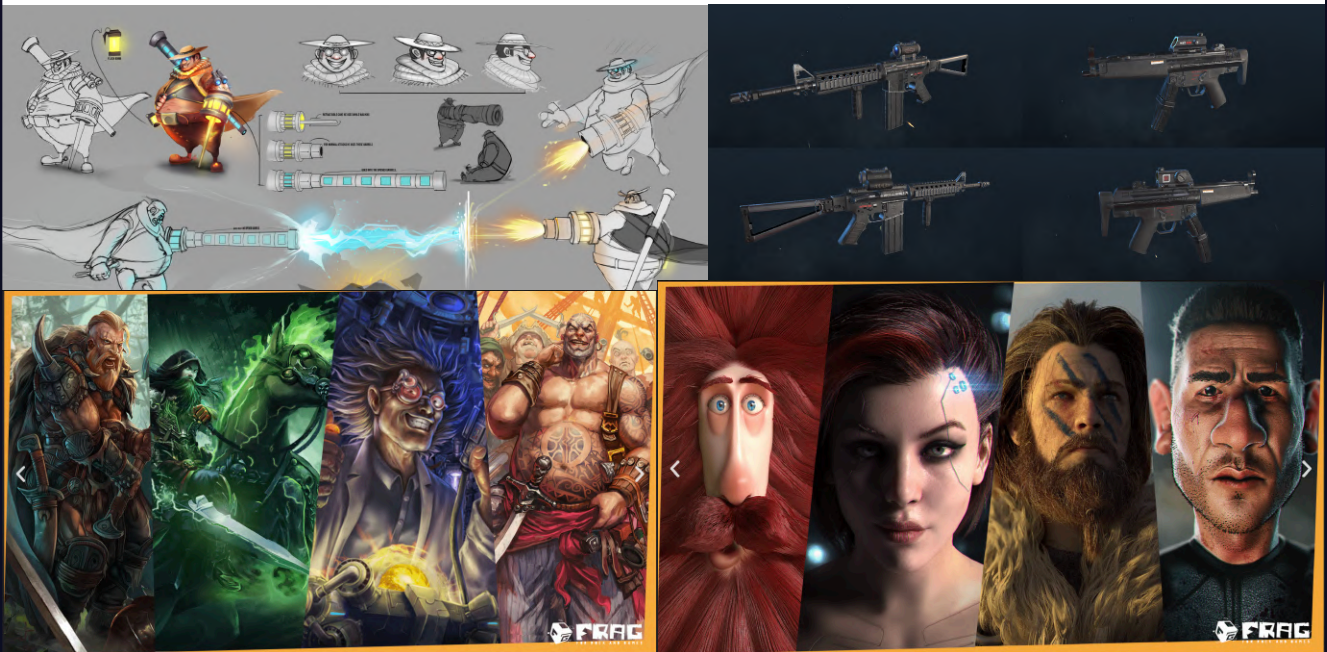
### METRICS AT LAUNCH

Circulating Supply	60,744,681
Market Cap	\$571,000

## TEAM

Please see the Philosophy section on Ethical Anonymity. (p24)

We are extremely pleased to announce our first team of Development Partners. Renowned game developers Frag Games (Frag-games.com) have been making waves in Gamefi space latterly, and have decided to team up with us and invest a portion of their time in growing the entire Invaderverse. This is a massive honor and a big step in achieving our vision.



## PHILOSOPHY

### Bitcrush Arcade Core Tenets-

- Decentralization

We believe that people have the right to use their funds as they see fit, in any manner they please. There is no term more offensive or indicative of class warfare than the words “accredited investor”. We believe in Decentralized economies free from government oversight and will never ask our players for identification, email, or another identifying documents. We believe in the people’s rights to choose their financial instruments.

- Democratized

We believe in the people’s right to choose and participate. We don’t believe that wealth and opportunity should belong solely to the lucky few, but instead give the people the right to control their funds and their futures. Later this year we will be working with other like-minded entities to democratize iGaming for the masses in a way that will allow anyone and everyone to participate. More to come...

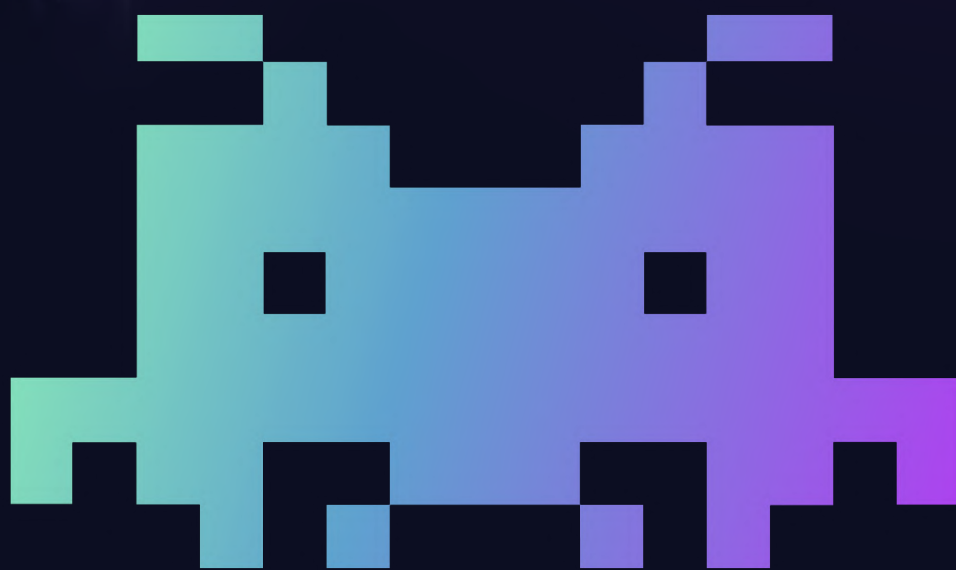
- Ethically Anonymous

The Bitcrush Arcade team is a small but passionate team from around the globe, ranging from Asia to Europe to S. America, and we’re growing in numbers every day. As governments become more concerned about crypto and Defi their restrictions will increase. It is important for Defi teams with goals of working toward a fully decentralized future to remain anonymous. However, being ethical and transparent is of the upmost concern. It is possible to be anonymous and move forward in the space ethically. We understand in this environment Defi teams are guilty until proven innocent and we will work hard to prove that we are a team that believes in the cause.

Put simply:

**F\*ck Rugs. F\*ck Scammers. Decentralize the World.**





CRUSH IT!