



TOM COIN

WHITEPAPER

ABOUT TOM

TOM is a complete ecosystem led by the **\$TOM utility token**.

The first project of the ecosystem is the **TOM Clicker**, a clicker game integrated into **Telegram** in which users can tap/click, buy upgrades, refer friends and complete tasks to earn as many **TOM Points** as possible and climb the ranking.

At the end of each season, users will receive **\$TOM tokens** based on their ranking position. The game can be played on both mobile and PC.

TOKEN \$TOM

The **\$TOM** token is programmed to be **hyperdeflationary** and its value to increase progressively over time thanks to the constant **buybacks and burning** that the team will carry out.

The main buyback and burn route is based on the percentage we charge on the purchase and sale of the **\$TOM** token in the market. This means that for every \$1,000,000 of volume, we are buying back and burning **\$TOM** tokens worth \$10,000, thus reducing the total supply forever.

This is very interesting for holders and players, since we are ensuring that the token will not systematically decrease in value, as happens with other currencies.



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TOKENOMICS

1,000,000,000 \$TOM

Seed: 25%

IDO: 5%

Airdrops: 30%

Liquidity: 15%

Team and Advisors: 15%

Marketing: 10%



TAX

Total: 4%

1% Buy-back and Burn

0.5% Liquidity

2.5% Marketing & Foundation

VESTING

Seed / IDO: 20% TGE + 2.5%/week

Airdrops: 30% TGE + 2.5%/week

Liquidity: 100% TGE

Team and Advisors: 6 months locked + 2.5%/week

Marketing: 20% TGE + 5%/week



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TOM Clicker - First Game

TOM Clicker is a fun way to earn \$TOM by playing

- You can **tap/click** to get TOM Points
- Invest TOM Points in upgrades
 - **Automatically** produce more TOM Points
 - Get more points per Tap/click
 - Increase your tap/click limit
- Perform tasks supporting the project and our Partners to earn TOM Points faster
- You will receive an amount of \$TOM depending on your ranking at the end of the season

Ranking System:

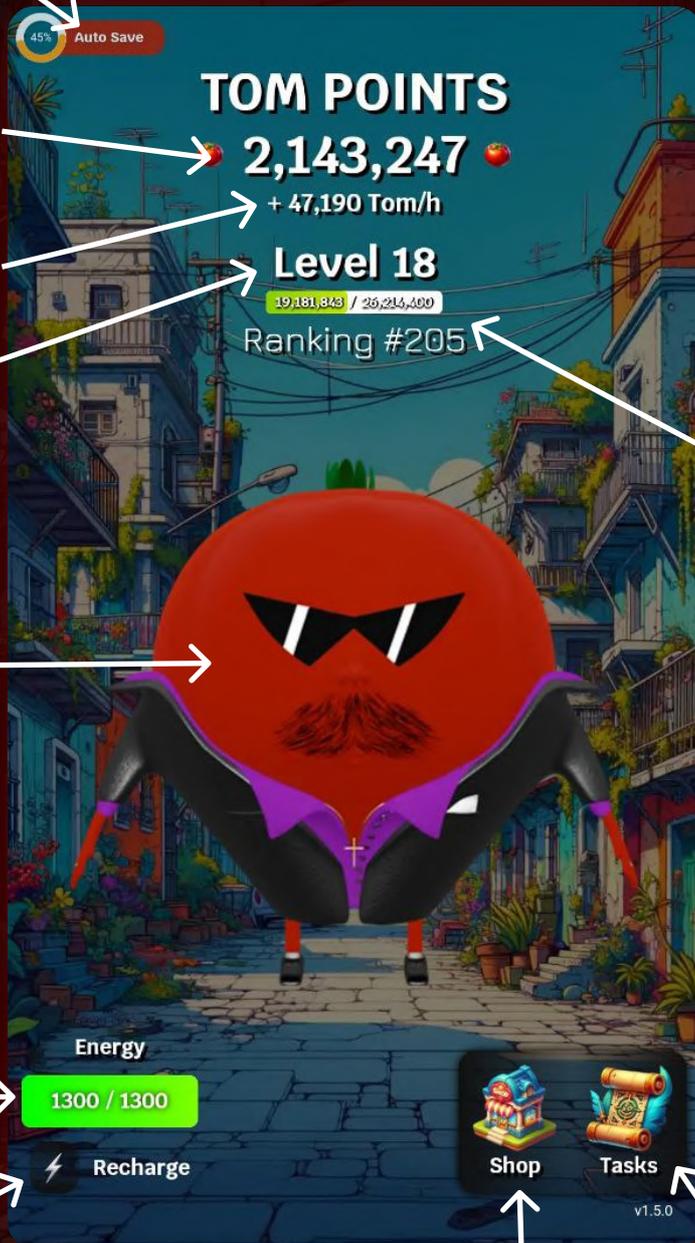
- Compete against the rest of the players
- The more Total TOM Points you have, the more you will climb the ranking
- Total TOM Points = Current TOM Points + Spent TOM Points



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TOM Clicker

Auto status saver



Balance of points
(Spend them at the shop)

Points automatically
produced per hour

User level

Position in global
ranking

Tap/Click
to get points

Taps/Clicks
available

Energy recharge

Task menu
(Complete tasks
to earn extra points)

Shop menu
(Buy upgrades with
TOM Points)



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IN THE NEAR FUTURE:

- Earn more TOM Points with the achievement system.
- Buy skins and customize your game.
- Improvements and consumables.
- Profile and statistics section.
- Reward to the most loyal players with their login streak
- Join a Guild and compete against your rivals.
- Ranking table
- Referral table
- Internal advertising system
- Minigames



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CEO · Germán



COO · Jack



CTO · Ismael



CMO · Nicolás



Lawyer · Jacob



Advisor · Kai



Advisor · David



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ROADMAP

PHASE 1 - LATE FEBRUARY

- Tom Clicker 1.0 Launch
- Community creation
- 5,000 players

PHASE 2 - EARLY MARCH

- 15,000 players
- Seed Phase
- Blockchain Partnership

PHASE 3 - LATE MARCH

- Tom Clicker 2.0
- 50,000 players in TOM Clicker
- Web3 Integration in TOM Clicker

PHASE 4 - APRIL

- Monetization inside TOM Clicker
- IDO
- 200,000 players
- Launch of the token \$TOM
- First Airdrop
- Buy-backs and Burns

PHASE 5 - MAY

- Minigames
- More Airdrops
- Buy-Backs and Burns

PHASE 6 - TBA