Superfast.Cards

WHITE PAPER

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About Superfast.Cards

Brief intro

Superfast.cards is the first NFT Collectors Card Game with chrome and horsepower. And it is more than a nice collection of collectible NFTs but a fully playable car quartet game in which each NFT represents a playing card. And thanks to the blockchain, each card is unique and has a distinct owner. One can therefore say: we have made it our mission to evolve the traditional car quartet card game into an exciting polygon-based NFT game.

Superfast.cards is the first project of Superfast Games Inc., which has more NFT based games in planning and will release more information about this from around mid 2022.

On the following pages of this whitepaper, we would like to openly present the idea, the concept and the planned elaboration of the Superfast.cards project. It is therefore time for us to get to know each other a little better. Let's start by introducing ourselves in more detail:

Who we are

Behind the Superfast.cards project is Superfast Games Inc. The main focus of the company is the Superfast.cards project and the entire current commitment of the team is concentrated on the successful implementation of the same. Even though this project is the heart and foundation of the company, it is also meant to be a starting point and generate a variety of future projects. Some of the ideas are already being prepared, others are only concept approaches so far, and still others have not even been thought of yet. Nevertheless, Superfast Games Inc. will be home to a variety of entertaining games and inspiring projects that have only one compelling thing in common: the fact that they are based on blockchain technology.

But Superfast Games Inc. is, of course, more than just a company. It is a gathering of people with a very similar mindset who share a vision and are driven by the same passion. A founding team of six that has mainly German roots with some family ties to the United States. For a tech startup, the team is relatively mature in terms of age. However, what the team lacks in youth and foolishness, it makes up for in experience. The core of the team has over 20 years of experience in building and developing technology startups.

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What the project is all about

The Superfast.cards project brings together two popular NFT topics: Collectible Trading Cards and Gaming, using the time-honored concept of car quartet card games, which saw their greatest popularity in the 1970s and 1980s. The principle is simple: each trading card represents a car, with several cards always forming one card category (e.g. German Sports Cars or Modern Italian Racers). The cards are beautifully designed and invite to be collected. The goal is, of course, to get as many card categories full.

But in addition to the collectible value of the cards, they can also be used as simple playing cards in a variety of exciting game combinations. The spectrum is wide and ranges from simple player vs. AI games to complex multiplayer games and comprehensive tournaments. You can play for fun or you can play to win: tokens (PETROL) or more NFTs for your own set. The possibilities are virtually unlimited.

While the playing card sets of our youth only ever contained an average of 32-48 cards and the games were mostly incompatible with each other, Superfast.cards are compatible across all categories and collections and can actually be played with each other from the basic "The Collection" through the "Gold Collection" to the planned "Black Collection" - a grand total of over 1,300 individual cards.

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The Superfast.Cards Collections

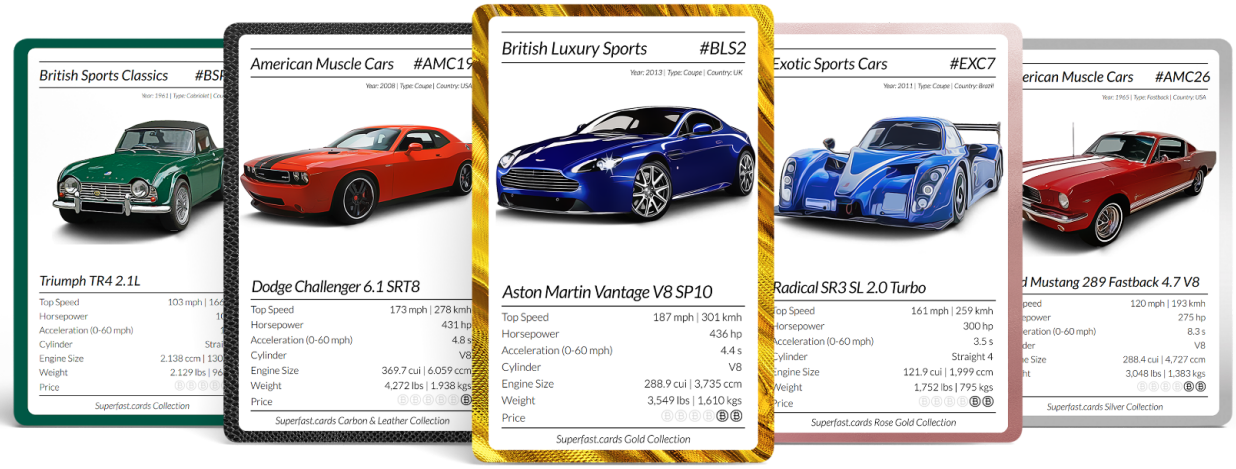
As it was told in the introduction, Superfast.cards will include at least 1,300 unique NFT game and trading cards in total. This specific number is based on a selection of cars that have been carefully chosen and include automotive legends and highlights of the last almost 100 years.

Researching the complex data of each individual automobile was enormously time-consuming - but absolutely necessary for the game. It was particularly difficult with values such as acceleration and top speed, since these were not always determined and specified by the manufacturers, especially for older model years. Thus, the construction of the database took many weeks (and nights).

Furthermore, we have created an image database with images that we have partially purchased, which are either free of third-party rights or come from our own extensive pool. These images have been cropped and artistically edited and modified in several complex steps by specialized graphic artists. The results are carefully crafted little works of art that serve as eye candy to reflect the most important aesthetic aspect of each card.

Another aspect is the individually selected and sometimes complexly designed frames of the respective cards. These frames are the clearest identification feature of the affiliation to a respective collection.

In the following, we would like to introduce you to these collections in more detail:



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The Collection

“The Collection” is the entrance into the world of Superfast.cards. These cards are literally the basis of all collections and the games. Even though "The Collection" contains rather less powerful cars compared to other more exclusive collections, it also contains some beautiful, collectible and outstanding models. After all, “The Collection” includes 500 different cards and car models across many manufacturers, decades and categories. Distinctive feature of this collection are colorful frames of individual cards. In most cases, the frame color reflects the color of the automobile, while a few special models were framed by us with the rainbow flag. We see this as a cheerful yet serious commitment to diversity and equality in our society.

Many community members got their “The Collection” NFTs through airdrops or promotions. You were lucky if you joined our Discord early and got one of our initial "5 NFT Starter Packs" for free.

Even if there are stronger and more exclusive collections: "The Collection" is the foundation of the game and always will be, also because it is the only collection in the Superfast.cards universe that is not limited (however, card contingents are sorted out and "burned" by us - eg. cards that are won bei the AI in the quartet game and others - check out [“level up your NFTs”]).

"The Collection" will always be available at a very attractive introductory price: the "5 NFT Surprise Pack" for only 9 MATIC will therefore remain available in the future and allow many to get started with our games and perhaps with the collecting passion. However, with the exception of these 5 NFT packs, individual NFTs from "The Collection" cannot be purchased separately via the Superfast.cards website. This is currently only possible through the secondary market on OpenSea.

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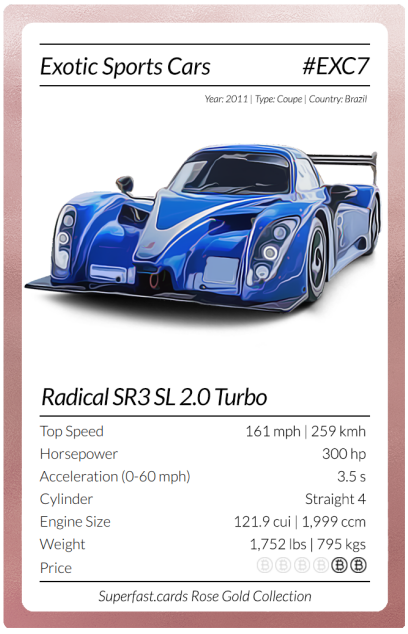
Silver Collection

The first collection expansion in the Superfast.cards universe came through the "Silver Collection". It includes 280 different cards and cars that are generally more motorized and more valuable than the cards of “The Collection”. The Silver Collection owes its name to its elegant but modest silver-colored frame. With a price of 9 MATIC, the Silver Collection car(d)s are absolutely affordable and thus make it possible to enhance one's own collection in an inexpensive way.

However, the Silver Collection offers other advantages in addition to its stronger attributes: Higher levels of the "Quartet Game" can only be played with Silver Collection cards (or higher). Furthermore, as a Silver Collection NFT holder one gains access to certain groups and chats in Discord, to which one is not admitted as a non-owner.

In summary, the Silver Collection is the entry ticket into the more exclusive realms of the Superfast.cards universe.



Rose Gold Collection

The Rose Gold Collection is the smallest special collection to date. Consisting of only 20 different cards with various car models of different classes and times, this collection definitely stands out. And it is particularly rare, because each of the only 20 car(d)s is limited to just 120 pieces and every one has its very own Rose Gold frame that's different from all the others.

All this makes the cards really rare and one can confidently say: each one is unique. One can therefore assume that this collection will one day be particularly sought after among collectors - although it is currently with 19 MATIC still a real bargain!

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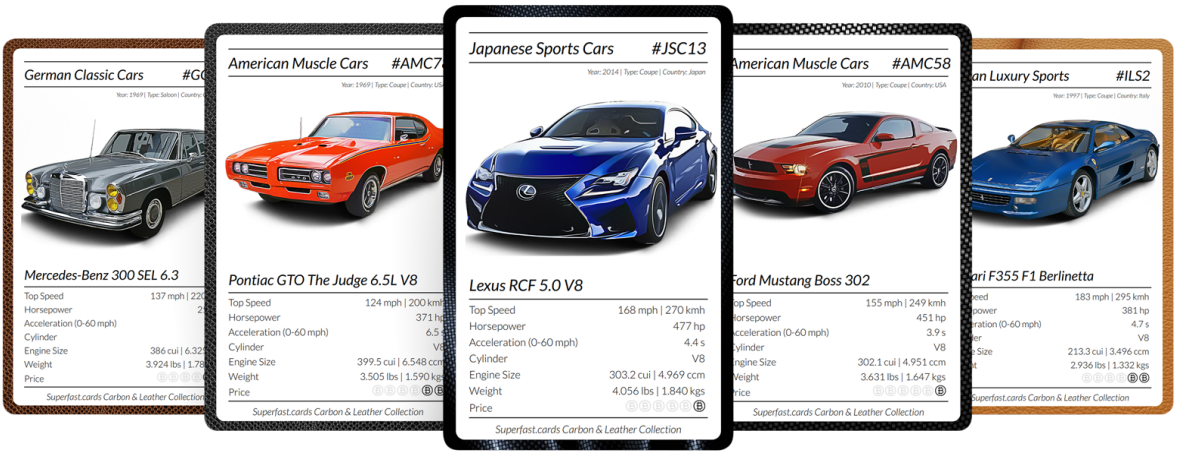
Carbon & Leather Collection

This is currently our most special and noble Collection: Carbon & Leather! It consists of 100 of the best, fastest and most exclusive sports and luxury cars of all time. Every single NFT has a frame that reflects the soul of the portrayed extraordinary automobile – the fine leather of its interior or the processed motorsport composite carbon. It's not just highly exclusive, it is also very rare as each of the 100 car(d)s is strictly limited to just 100 pieces!

The official price for an NFT of this collection is 39 MATIC - what it will rise to in the secondary market due to the special nature of this collection and its rarity can currently only be estimated.



Gold Collection

Another unique collection we are currently working on is the "Gold Collection" and it will live up to its name! Consisting of 100 highly exclusive automobiles from the noblest manufacturers in the world, this collection will somewhat outshine all the others so far. And this will not only be due to its changing gold-colored frames made of 24k pure gold (just kidding - they are still NFTs).

But we won't reveal much more today - just this much: the "Gold Collection" is planned to be released in Spring 2022 and will also be limited to 100 pieces per card. More about this in given time via announcements in our Discord Channel.

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Future Collections

Even though the "Gold Collection" already reaches the highest realms of exclusivity, we still plan to go beyond that. We will not reveal more about this today - but there is still something to come!

Special Editions

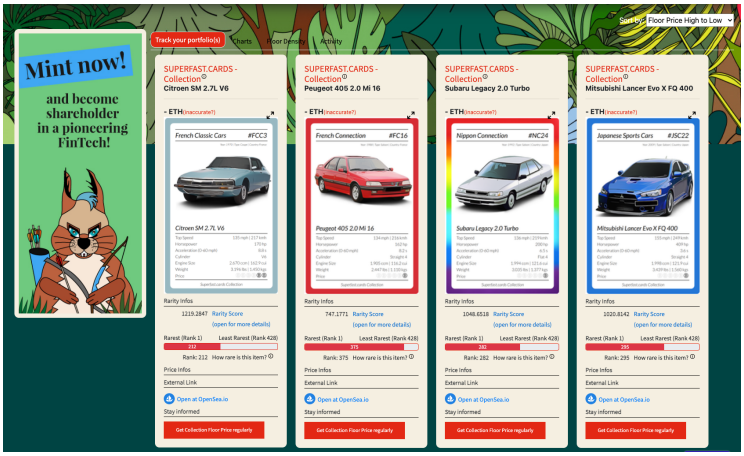
Beyond our regular collections, we are in discussion with various partners about special editions. Not much more can be revealed about this today than the fact that we are in talks with various brands in the motorsports environment and some influencers. As soon as there is something concrete, we will report on it. Promised!

Rarities / Collaboration with nspector.io

The Superfast.cards project was created in close collaboration with Sherwood Analytics Inc, a software company specialized in the development of blockchain analysis tools. One of the most important and innovative products of Sherwood Analytics is nspector.io, a software which, in short, can analyze the value of an NFT portfolio at the current moment in a very concrete way, calculating also the rarities of each NFT.

Together with Superfast.cards, Sherwood Analytics has integrated the very specific requirements of the Superfast.cards Collections into nspector.io and can now calculate the rarities and values of all collections very precisely.

This enables all holders to determine the rarities of their Superfast portfolio accurately. How this works will be published in Discord soon.



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The Pre-Games

Shortly after the launch of the first collection, we released two pre-games to shorten the waiting time for the actual quartet game and to introduce the basic gameplay.

Pre-Game 1: Daily Competition

The first pre-game is titled "Daily Competition". In this game we have anticipated the basic game principle of the quartet game and integrated it into a simpler game mechanism.

The rules are very simple: Every day there is a different competition (eg. highest top speed or horsepower or lowest weight etc.). You can participate each day with one card from your own set. Just select your card with the best value for the competition of the day to take part.

On the associated website, the participant sees the cards of the other participants. At the end of the day, the card with the highest value wins. In this way, every day one participant wins another NFT from "The Collection".

Pre-Game 2: The Slot Machine

The second pre-launch game is a bit further from the core concept of the game and makes use of another classic game: the slot machine. And so this game is consequently called "Superfast. Cards Slot Machine" The rules are also very simple: Just like in a classic slot machine, one only has to pull the lever (or press the SPIN button) and three cards spin around. And of course the result counts: If three equal cards remain, then the player has won a Superfast.cards NFT.

The game can be played as often as desired - however, each player receives a maximum of one prize (one NFT) per day.

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The Quartet Game (Main Game)

Basic principle of the game

The basic principle of the game is very simple: the better car(d) wins! This simple concept is easily and clearly understood and already explains the main aspect of the game rules.

Each player plays with his own cards, i.e. the NFTs he owns - regardless of whether he is playing against the AI or against other players. This basic principle is always the same.

How to Play

Each player can select the cards he wants to play with from his deck. For example, he can also exclude cards from the games that he only wants to collect but not use for playing.

Games are usually played with 3, 5 or 10 cards per player (exceptions: see below under "Game Variations"). Even if a player can choose which cards he wants to play with, he cannot determine the order of his cards! This means his deck will be shuffled and returned to him face down. Then the cards are played one time through in the order in which they are now on hand.

The lot decides which player starts. When playing against the AI, the human player always starts first. Whoever starts the game is on the offensive and has the advantage.

The starting player turns over their top card and chooses the property they wish to play (see below for properties).

After the player has selected the desired property, his opponent (AI or human player) indirectly takes his turn. Indirect means he (or his card) can only react to the other player's offense. If the value of the property on his card is lower (exceptions see below), he has lost the round. If the value is higher, he has won the round.

What the win or loss of a round means depends on the game variant being played (see below for game variants). In any case, the winner of the round takes the turn and has the offense in the next round.

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Properties

The features on the cards are the actual features of the cars shown and have been extensively and carefully researched and determined (and presumed to be largely accurate).

Properties that are relevant in this game are the following:

1. Top Speed (displayed in miles and kilometers per hour)
2. Horsepower
3. Acceleration (0-60 mph) in seconds
4. Cylinders
5. Engine Size (displayed in cui for cubic inch and ccm for cubic centimeters)
6. Weight (displayed in lbs for pounds and kgs for kilograms)
7. Price (displayed as approximate in number of bitcoins)

For all properties, the numerically highest value wins. This applies indisputably to Top Speed, Horsepower, Cylinders, Engine Size and Price.

By its very nature, for acceleration, the fastest value is numerically the smallest (e.g., acceleration from 0 to 60 mph of 3 seconds is faster and therefore better than 6 seconds). Thus, in Acceleration, the lowest number wins.

The only property where the actual lowest value always wins is weight. So the lighter automobile wins against the heavier one. This aspect provides an important balance in the game, as it allows a slow and underpowered car to actually win against the fastest and most powerful supercar - as long as it has a lower weight.

Exceptions: Cylinder Engines vs. Rotary Engines

Most of the automobiles in the game and depicted on the NFTs are cars with a cylinder engine, a very common type of piston engine. Nevertheless, we have some cars in the game that have a rather rare rotary piston engine. In such an engine, the combustion energy is converted directly into a rotary motion without the detour of a reciprocating motion, as is the case with piston engines.

Due to the different construction and functionality of these engines, the values cannot be compared exactly. Since only a handful of cars in our game have rotary engines, we decided to only allow cylinder engines to compete in this property.

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For this reason, a player cannot select cylinders as a property if the opponent has a rotary engine car. On the other hand, a player with a rotary engine cannot choose the cylinder property. So we have technically excluded this from the start in the game.

Special Rule: Tie

If two players have the same numeric value in the selected property, the game is theoretically tied - we call it "a tie". In case of a tie in one round, the winner will be decided in the following round. The offensive remains with the player from the previous round. The player who wins the following round thus wins both rounds at once.

Winning and Losing

We have previously learned how to win or lose a game round. But what winning and losing means depends on the respective game variant.

Depending on the game variant, the game card (i.e. the NFT) can be won or a previously defined amount of PETROL can be won if a round is won. There is also a variant of the game where the game is played for fun and a winner can only rejoice in having won without receiving any prize.

The question of what winning or losing means in each case cannot therefore be answered clearly and we refer to the "Game Variants" chapter at this point.

Gameplay

The following screenshots show the gameplay and serve to illustrate the graphical implementation. The public test phase of the game will start at the beginning of March 2022, with the launch scheduled for shortly thereafter.

Click this Link to see a short Demovideo.

The following screenshots are preview screenshots. Please note that they may differ marginally from the final designs.

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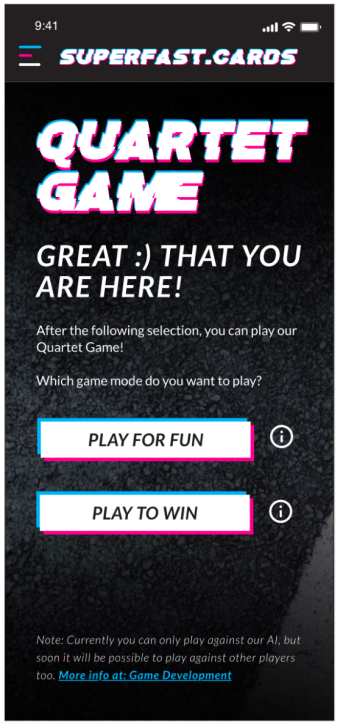

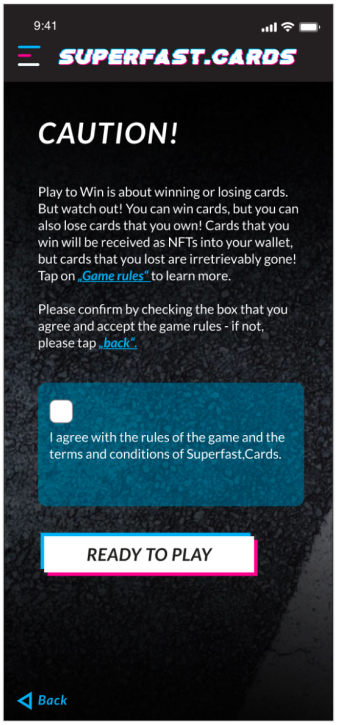

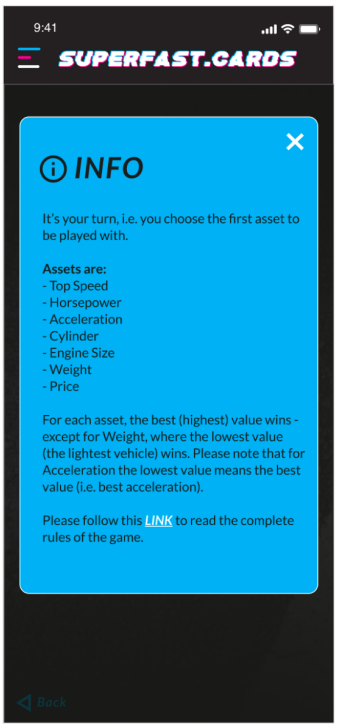

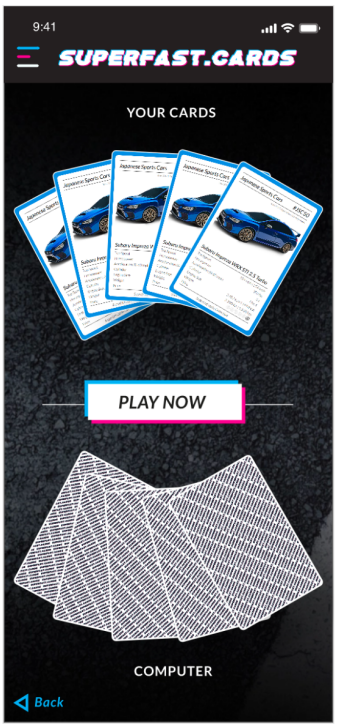

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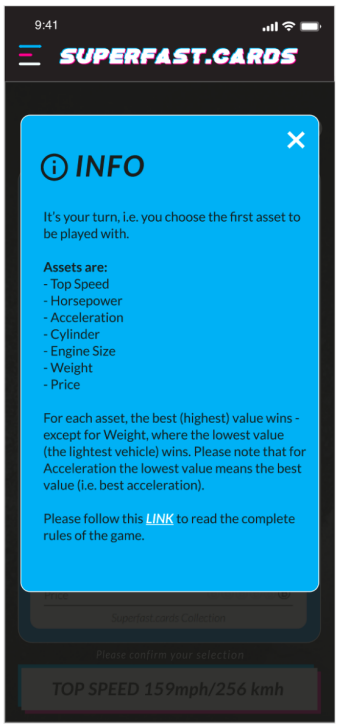

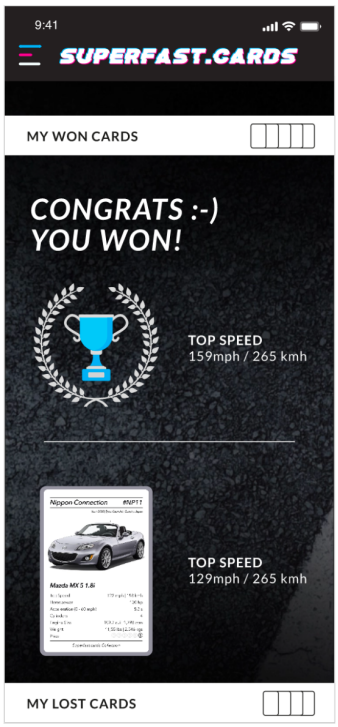

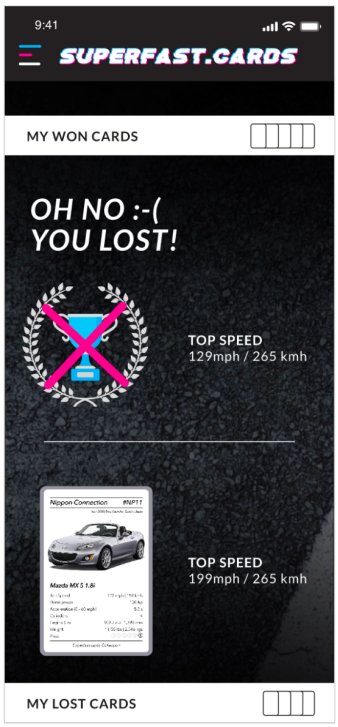

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Game Variants

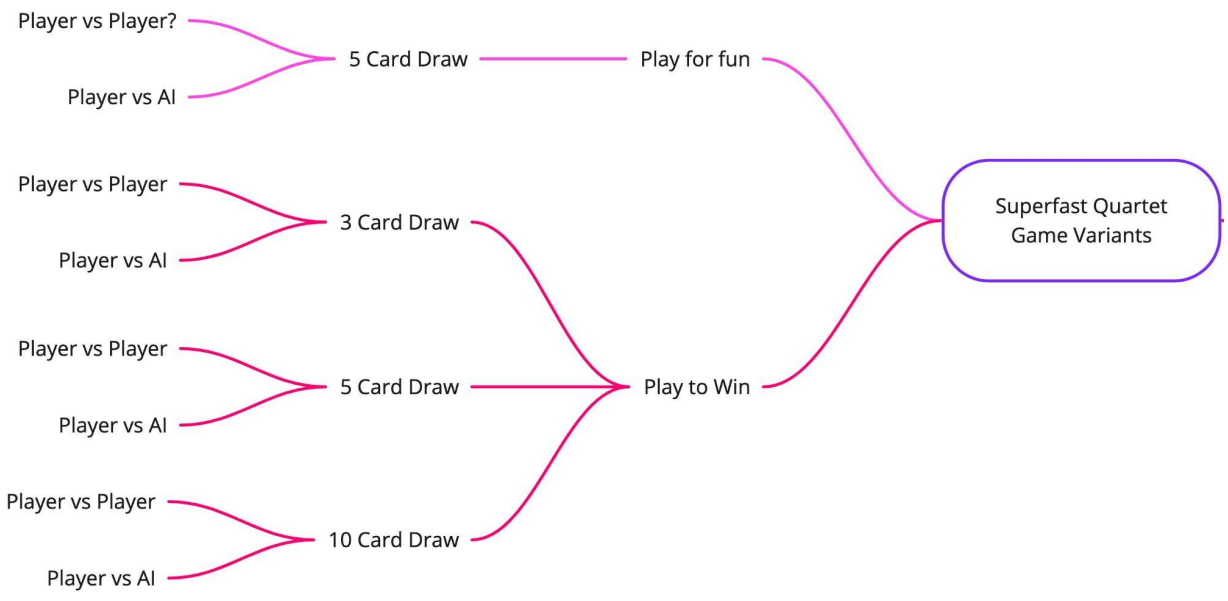
The game can be played in different game variants.

First, it must be decided whether the player wants to play just for fun (for example, to practice) or whether he wants to play to win.

The second variant refers to the number of playing cards per player. A distinction is made as follows: 3 card draw, 5 card draw, 10 card draw.

In the 3 card draw game variant, both opponents each play with 3 cards from their sets. The same applies to the games 5 card draw and 10 card draw.

In addition, the player must decide whether he wants to play against the AI or against another (human) player. Furthermore, multiplayer variants are planned, which will be detailed at a later date (see also *Further Developments of the Quartet Game*).



The last level of variation is in the game level. “Basic" is played exclusively with the cards from "The Collection". “Silver+" is played with "The Collection" and "Silver Collection" NFTs (or above). Further level gradations are planned.

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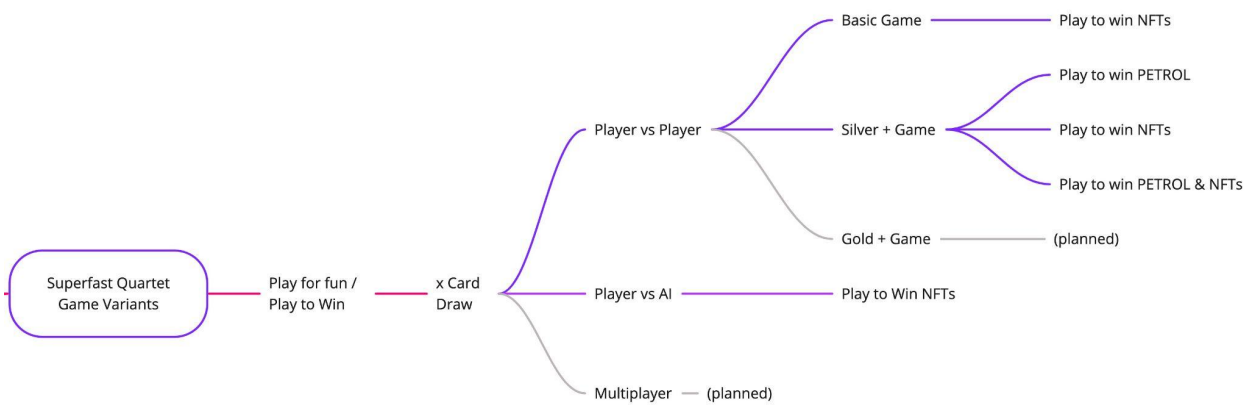

The Circuit

In the first game version of the Quartet Game not all previously mentioned variants and game versions will be available yet. The entry into the game is still direct at this point.

However, later it is planned to have a game start page, which we will call "Circuit". Graphically based on a circuit of a race track, there will be selection options and menus such as::

- **Garage**: where I see and manage my cards and my user profile
- **Pit lane:** here I can presort my cards for games and upgrade them in a later version
- **Users online:** this is where a player can see which other players are currently online and can be challenged
- **Games:** allows to jump directly to the desired game variant without having to go through a selection menu
- **My Games:** shows my games history
- **Running Games:** running games (races) can be seen here and can be followed in detail at a later time.
- **Highscore:** I can see my score and the highscore lists here
- **News:** news like planned tournaments can be found here
- ***Game Pool:*** *Here I can see how much PETROL has ended up in the game pool. These tokens are distributed back to the players (for details see play to earn).*

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Tournaments

Beyond the above-mentioned game variants and multiplayer games, it is planned to hold regular tournaments. They will be inspired by the most famous historical races and circuits (Le Mans, Nürburgring, Monaco, Spa, etc.). Winners of these tournaments will receive prizes and trophies as additional NFTs. Furthermore, it is planned that the winning car(d)s will be marked as such.

Thus, not only additional NFTs can be won by participating in tournaments, but also the value of the participating car(d)s will increase.

We will reveal more about this at a later stage.

Racing Teams

Another game expansion is still in conceptual completion and is expected to be released in early April. Essentially, Racing Teams is about the following:

Racing Teams function similarly to their real-world counterparts: there is a racing team owner and drivers who race the racing team's cars.

Racing Teams can only be created by players who have at least 25 Silver NFTs. Up to 5 other players (drivers) can be invited to each race team. The members of a race team (i.e. the drivers) can use the cars (NFTs) of the race team owner and participate in token games with them (even if they do not own Silver NFTs themselves).

Players in a race team can generally realize higher winnings than single players, and the race team owners earn a passive share of each player's winnings.

How this works exactly will be added here later (and generally communicated via our Discord server).

Further Developments of the Quartet Game

Beyond the previously mentioned developments, it is planned to further expand the Quartet game in terms of its features and options. The potential for this is almost unlimited. Some ideas are already on the table - others will be added over time. Of course, we will also respond to the wishes and ideas of the community and thus develop the game more and more into a collective creation.

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Future Game Concepts

The idea of Superfast.cards was born from the desire to develop a quartet game for the crypto age. Therefore, the Superfast.cards Quartet Game will always remain an important part of the overall concept and form the core of the game world.

Nevertheless, we are already thinking outside of this core concept and planning further developments beyond the classic card games.

It is obvious that you quickly end up with the idea of a car racing game when you start thinking about the possibilities of further development. And so we also reached this point relatively quickly - and have already started with the conception of this game as well.

In our conceptual development, however, we naturally do not forget where we come from. So the car racing game will also be based on our NFTs. That means that this game will also be played with the cards - only that the playing cards will now become a drivable object.

Virtual 3d Racing Game

Our "Virtual 3D Car Racing Game" will be developed as an NFT based game on the Polygon Blockchain. For each of our NFTs there will be a Metaverse counterpart that can be used in the racing game.

So each Superfast.cards NFT will additionally be available as a CryptoVoxels file. How this can look like, we have available here as an example (click on the image to open the link to the animation - or click this link: Bugatti 57SC Atlantic).

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Vision: A home in metaverse

It is obvious that we have crossed the threshold to the metaverse at this point at the latest. Thus, the future of Superfast.cards NFTs will be a combination of our classic Quartet cards and coarsely pixelated Metaverse objects.

Where this will lead us in the long run remains to be seen - but Superfast. cards will certainly find at least a foothold, if not a home, in The Sandbox and Decentraland.

Your Garage (Account)

Now that we have moved into somewhat more abstract realms, let's get back to reality: In the following, we will explain the function of the "Garage", which not only represents the user's own Superfast.cards NFT portfolio, but also has a user account function.

Main features

The "Garage" already has an important function: as a core element of the website, it maps Superfast.cards' own NFT portfolio, with cards sorted by their categories - so to speak, each vehicle category has its own floor in the holder's garage.

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First of all, this has a very practical use: it saves users the detour via OpenSea when they want to look at their Superfast.cards NFTs. And by organizing them according to their category, they are of course much more neatly sorted in the "Garage".

Furthermore, the "Garage" offers the possibility to expand one's own collection specifically within the favorite categories. In addition to the cards one owns, one can see at a glance which other cards are available in the respective category and can buy them with a simple click - either via the secondary market OpenSea (for "The Collection" NFTs) or via direct purchase on the Superfast.cards website (for all other collections).

In a later stage of development, it is planned to additionally map the secondary NFT market for Superfast.cards NFTs via a proprietary marketplace (for both buying and selling NFTs). Read more about this in the Marketplace chapter.

User Account

Furthermore, the "Garage" also represents your own user account. In this way, the user can see in the "Garage" how much PETROL he owns. In the future, the account functions will be significantly expanded - at the latest when "Garage" becomes part of "The Circuit".

Level Up your NFTs

It is planned that every owner of "The Collection" NFTs will be able to exchange them in bundles of 5 NFTs + x PETROL (exact number to be defined) to a random “Silver Collection” card. Since the “Silver Collection” is limited, this will only be possible as long as the supply of Silver NFTs is not exhausted.

The 5 "The Collection" NFTs exchanged will then be "burned" and the PETROL taken will go into the GAME POOL in its entirety.

The exact rules for this "level up" are currently still being finalized and will be announced shortly, after which the feature will be released.

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Marketplace(s)

Superfast.Cards on OpenSea

The official secondary market for Superfast.cards NFTs is of course OpenSea. Every NFT holder of Superfast.cards NFTs can see his cards here and of course trade them (important: if you got NFTs via an airdrop promotion, you will only find them in the "hidden section" on OpenSea and have to “unhide” them manually before they appear in your regular account).

Furthermore, Superfast.cards NFTs can of course also be purchased via OpenSea. This is especially interesting for NFTs from "The Collection" which cannot be bought individually via our own store, but only in a surprise five NFT pack.

For all transactions through OpenSea, Superfast.cards receives a 10% commission.

Our own Marketplace

We will soon publish a dedicated marketplace for Superfast.cards NFTs on our website. On this marketplace NFTs can be offered for sale and purchased for PETROL with minimal transaction fees.

The launch will be announced via Discord in a timely manner.

NFT Swapping Platform

Beyond the marketplace we want to give the community the possibility to swap NFTs from the Superfast.cards Collection with others for free (or with minimal transaction costs). This is especially interesting if users own NFTs twice and would like to complete their garage or single collections. This launch will also be announced via Discord.

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Finance & Tokenomics

Superfast Games Inc. has so far only been provided with a moderate amount of seed capital, which was provided in total by three investor friends. At present, Superfast Games Inc. is self-sustaining, as income is steadily generated from the sales of NFTs, which are immediately added to working capital.

Even though we can expect bigger revenues via NFT sales with the launch of the Quartet Game and further promotions, we are of course happy about everyone who invests in the project.

As you will read below, this is already possible with very little capital. But before we get to the investment opportunities, let's first take a look at our Tokenomics.

PETROL

PETROL is the substance that moves our game forward. It's as simple as this: The more NFTs the more Tokens! With every NFT you buy, you receive a certain amount of PETROL that you can use to play games, trade or buy more NFTs, or enjoy other benefits within the game. All those who purchased Superfast.cards NFTs prior to the launch of PETROL or received them via a promotion also received PETROL on a proportionate basis at launch.

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PETROL will be deeply tied into the game's ecosystem. It will eventually become deflationary and players/holders will be incentivized to hold, causing natural price growth. This will be achieved in the following ways: PETROL will be required as the primary form of in-game currency. Players will need PETROL to pay for ingame upgrades, game fees, marketplace purchases, and more.

Additionally, the "PETROL Treasury" (read more here) will eventually buy and burn PETROL, making it naturally deflationary as the ecosystem grows. PETROL will eventually provide holders with the opportunity to actively participate in the future directions of the game! The project will slowly and safely shift from an initial structure to a fully decentralized online game. PETROL holders will be able to participate in governance voting in the future as part of an upcoming DAO/DAC, allowing them to shape the future of Superfast.Cards.

PETROL will eventually present holders with staking rewards when locked in the pot. As holders lock their PETROL they will decrease the circulating supply and will be rewarded with additional PETROL based on their Superfast level.

Key data for PETROL

The maximum supply of PETROL is 500,000,000, while only 10% (50,000,000) was initially circulated. 1 PETROL is equal to 100 DROPS. The initial market cap listing price was $0.01.

PETROL is already listed at Quickswap - but it is planned to be listed at other Exchanges in the future (e.g. KUKOIN). In addition, PETROL will be listed at coinmarketcap.

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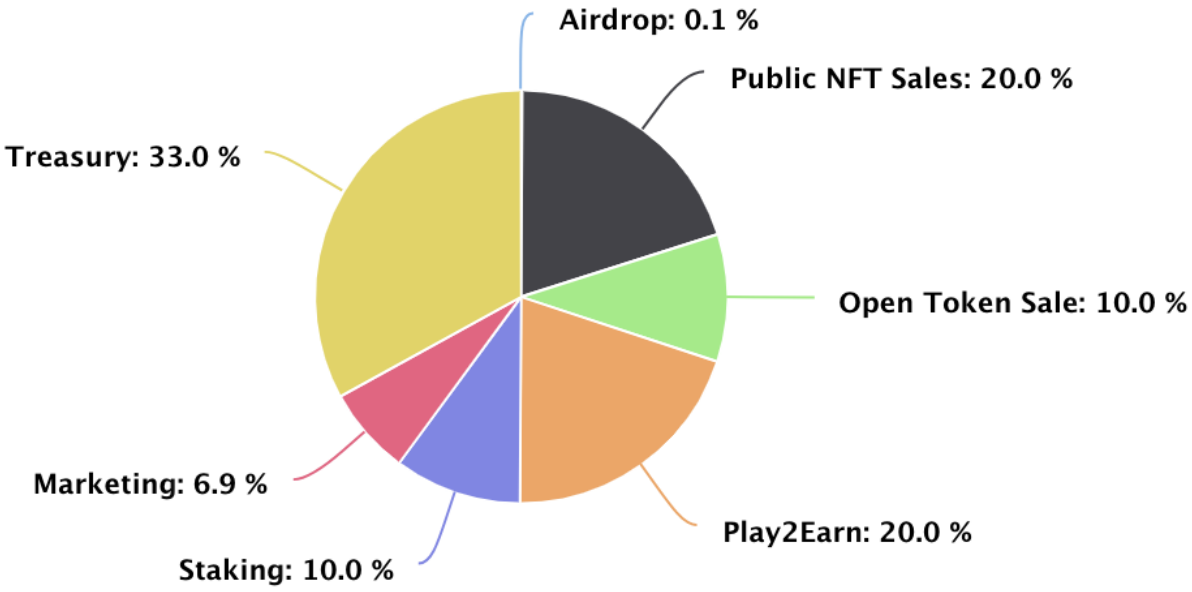
Pie chart of the overall distribution of PETROL



Liquidity Pool

Our liquidity pool is where token holders can lend their tokens so that a supply of tokens is always available on partner exchanges. In return, token holders receive a proportional percentage of fees from all transactions made (details: see below). Token holders can thus help the exchanges gain liquidity and earn money or tokens in return.

A liquidity pool basically consists of two token holdings. In our case, these are of course PETROL and MATIC.

In addition to direct investments in the liquidity pool, the pool grows mainly from the following two sources:

1. From the sale of PETROL directly through the Superfast.cards website, 80% of the proceeds (40% in PETROL and 40% in MATIC) are deposited into the liquidity pool.

2. When selling a NFT, the same amount of PETROL that is issued to the buyer is paid into the Liquidity Pool - plus the corresponding amount of MATIC. See also: Buying Petrol.

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Liquidity Pool at Quickswap:
https://info.quickswap.exchange/#/pair/0x7ec8d1eef0142b49a6cccf5338747aa5cd709b67

Buying PETROL

In addition to earning and winning PETROL in the games, players can also get tokens by buying NFTs or purchasing tokens through our Liquidity Pool. Alternatively, larger amounts of PETROL can be purchased directly from our website.

The following table shows how much PETROL the purchase of an NFT of the respective collection brings in:

	NFTs	Circulation	Sale Size	Sale Price MATIC	PETROL per NFT
The Collection	500	*unlimited*	5	9	**10**
Silver Collection	280	150	1	9	**50**
Rose Gold Collection	20	120	1	19	**100**
Carbon & Leather C.	100	100	1	39	**250**
Gold Collection	100	100	1	*tba*	*tba*
...	...	...	…	...	...

How to earn PETROL on Superfast.cards

1. Play to earn - see chapter Play to Earn
2. The Racing Team model
    a. Inviting a maximum of 5 players into your own Racing Team (see Racing Teams)
    b. Earn from every single game won by the drivers from your own racing team
3. Tournaments
    a. Cups that are awarded as NFT and create a new "mutated/tuned" NFT from the winning car(d)s, which is then rare and can be sold accordingly.
    b. PETROL payouts to the TOP10% according to the collected fees from the games. From all game fees 60% are returned to the players.
    c. Only players of the Quartet Game will be able to participate in the tournaments.

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4. Selling NFTs for PETROL on the own marketplace
    a. See Our own Marketplace
5. Planned: Weekly prize pots at which PETROL will be distributed to a single NFT. The prize pot will be divided equally among all owners of the drawn NFT. It is planned to return between 10 and 30% of all gaming fees through this, depending on revenue.
6. Income through marketing activities: There will be regular announcements about this via our Discord.
7. In addition, each NFT holder will receive PETROL on a monthly base if they perform the following tasks:
    a. Sending out Twitter posts, which change monthly.
    b. Putting a Superfast profile picture on Twitter
    c. Other monthly promotions to be announced via Discord.

Play to Earn

Superfast.Cards will feature multiple in-game earning paths, that are briefly described below. Some players may choose to focus on the Quartet Game, whereas others may take a more relaxed approach and focus on the Pre-Games.

- **Earn Rewards in the Daily Competition:**
  In the Daily Competition an NFT can be won every day. How this works exactly can be read in the following chapter: Pre-Games.

- **Earn Rewards in the Slot Machine Game**
  In the Slot Machine Game, every single member can win one NFT every day. How this works exactly can be read in the following chapter: Pre-Games.

- **Earn Rewards in the Quartet Game (Main Game)**
  In the Quartet game there are different ways to win NFTs or PETROL:
    - Player vs AI: Win / or lose NFTs
    - Player vs Player: Win / or lose PETROL
    - Get on the TOP 10% List to win PETROL

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How to spend PETROL on Superfast.cards

PETROL will be the currency for the whole Superfast.cards Cosmos - that means there will be more ways to use your PETROL in the future beyond what is already written here.

For example, PETROL can be used to buy NFTs on our own marketplace. Furthermore you can spend PETROL to get an upgrade of your NFTs (exchange of "The Collection" NFTs into "Silver Collection" NFTs). This transaction, for example, costs some PETROL in fees. See here to learn more about leveling up: Level up your NFTs.

But the most important thing is that PETROL serves as fuel for the games - so to a certain extent the cars run on it. A small amount of PETROL is retained as a fee for each game. How these fees are allocated is explained in the following:

Game fees

The fees will be adjusted according to the MATIC rate and are therefore not set in stone. The fees are based on the transaction fee in Polygon. Currently this is 0.01 MATIC per transaction.

So please keep in mind that the fees may be adjusted at a later date! The fees for the games and game variants are currently as follows:

Pregame I (Daily Competition):	currently costs **0 PETROL** fee
Pregame II (Slot Machine):	currently costs **0 PETROL** fee
Quartet Game (VI Player vs AI):	currently costs **0 PETROL** fee / later **1 PETROL** fee
Quartet Game (VII Player vs Player):	currently costs **1 PETROL** fee (per Player)
Quartet Game (VIII Silver+):	currently costs **2 PETROL** fee (per Player)

Use of revenues through fees

Half of the fees collected from the games are placed in the GAME POOL and are used to fund the distributions mentioned above. The second 50% will be used to pay Polygon's network fees for distributing the NFTs or tokens won in the game.

Sample calculation:

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- 10,000 games of the Quartet game generate 2 PETROL from fees per game.
- Of this, 50% (10,000 PETROL) goes into the GAME POOL.
- Weekly 60% of this 10,000 PETROL (6,000 PETROL) is paid out to the TOP 10% players.
- In addition, 10-30% of this 10,000 PETROL (1,000 - 3,000 PETROL) will go to the randomly drawn NFT and to all holders of this NFT.
- The remaining 10-30% (1,000 - 3,000 PETROL) will go to the Superfast.cards treasury.

Treasury

In the medium term, we plan to launch a “PETROL treasury” feature. It will work as a vault and an insurance on the project’s future full decentralization, by receiving, progressively, up to 75% of all game crypto contributions. The treasury will strengthen the ecosystem through buying and burning of PETROL tokens in the secondary markets for stability purposes, but also: charity donations, player rewards, in-game events, or planting real trees. Many of the most successful crypto projects and protocols have one key attribute in common: they generate their own funding. Superfast.Cards plans to do this in various ways:

Ways in which Superfast.Cards will self sustain and grow

- NFT primary Sales
- NFT secondary Sales (Marketplace Fees: OpenSea NFT Sales Provision 10%)
- PETROL sales (20% - rest is placed in Liquidity Pool)
- Ingame Fees & Level UP Fees (10 - 30%)
- Superfast.Cards Merchandise (planned)

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How to invest

You think this project is just great and believe like us that it will go to the moon? Then look at the opportunities to invest and participate in the success of the project!

Investing through buying NFTs

The easiest way to invest in the success of Superfast.cards is to buy Superfast.cards NFTs, because if the overall project continues to be successful then the NFTs will increase in value.

As an NFT holder, you will of course benefit directly from the success of the overall project. And another point makes buying our NFTs so interesting: with every NFT purchase you automatically receive PETROL (you can read how much here). The more successful Superfast.cards the higher the value of PETROL will rise - a no brainer.

Invest by buying PETROL

As with the purchase of NFTs, the direct purchase of PETROL represents a simple and uncomplicated investment in the overall project. The total number of PETROL is limited. This creates a natural stability and guarantees future price increases.

So by the fact that PETROL will become deflationary sooner or later and more and more PETROL holders will decide to hold their tokens will lead to a natural price increase. Thus, buying PETROL at a relatively early stage of the project is associated with potentially high price gains. Although 80% of the revenue from the sale of PETROL will be added to the liquidity pool, the remaining 20% will serve to fund the overall project.

With PETROL, NFTs will also be available for purchase through Superfast.cards' own marketplace. This means that PETROL can always be exchanged for NFTs and vice versa. Read the Own Marketplace chapter for more information.

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Invest by increasing the Liquidity pool

In the Superfast Liquidity Pool, users can deposit or exchange their own capital into MATIC or PETROL. Each trading pair is defined with its own smart contract or pool. Users can send MATIC to the address for trading and receive PETROL - or vice versa - at the current exchange rate. A small fee is charged for this process. This fee provides the incentive to deposit capital. Liquidity providers receive a percentage of the trading fees for each trade. Thus, a passive income can be generated by providing capital in the liquidity pool. Additional profits can be generated by possible price increases.

By adding liquidity you'll earn 0.25% of all trades on this pair proportional to your share of the pool. Fees are added to the pool, accrue in real time and can be claimed by withdrawing your liquidity.

Becoming a “real” investor

You already have a few NFTs and a lot of PETROL in your wallet - but you really want to invest into the company itself (more than $50,000)? Well, then please contact us directly via this dedicated email address: investor@superfast.cards.

The Roadmap

The roadmap can be found on the Superfast.cards website and is always kept up to date there. Please follow this link to get there:

To the roadmap

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Legal Disclaimer

The information shared in this whitepaper is not all-encompassing or comprehensive and does not in any way intend to create or put into implicit effect any elements of a contractual relationship. The primary purpose of this whitepaper is to provide existing and potential NFT and token holders with pertinent information in order for them to thoroughly analyze the project and make an informed decision.

Prior to your participation in the purchase of PETROL, we strongly advocate a careful study of this whitepaper. Certain statements, estimates and financial information featured in this whitepaper are forward-looking statements that are based on and take into consideration certain known and unknown contingencies and risks which in eventuality may cause the estimated results or may differ factually and substantially from the featured estimates or results extrapolated or expressed in such forward-looking statements herewith.

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The ideas and strategies regarding the "How to Invest" chapter should never be used without first assessing your own personal and financial situation or consulting with a financial professional.

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