



WildCarSoccer is A blockchain car football metaverse powered by Play to Earn games.

WildCarSoccer is a car soccer universe developed on the blockchain.

This is the starting point of a new paradigm in the sports ecosystem, decentralized and of which you can actively participate in multiple ways. This universe is a **combination of 3 multibillion dollar markets** with global impact: **video games, soccer and sports betting, all merged by blockchain and NFT** technologies, another multibillion dollar market that just started to take off.

WildCarSoccer is also part of a new generation of video games in which the user can earn cryptocurrency for their ontributions to the ecosystem.

A decentralized universe

The WildCarSoccer universe is **designed with the community at its core**:

1. The WildCarSoccer team will be **responsible for developing and distributing the initial assets**, but once published, the community will generate new assets which users will use to participate in the ecosystem.
2. The WildCarSoccer team will also be **responsible for developing the functionalities that enable the universe to perform well and entertain users**. All assets in the universe are NFTs, allowing other developers to use these assets to create new gaming experiences or develop tools that help managers better manage their teams.

To make the community at the center of this new car football universe, we have created the \$WCSR token, with which holders can participate in key votes for the future of WildCarSoccer.

Market Overview

WildCarSoccer is an ecosystem that combines video games, football and car racing. The integration of 3 markets with blockchain technology makes WildCarSoccer a disruptive cocktail with enormous growth potential.

Video Games Market

Video games are an ecosystem that has evolved by leaps and bounds in recent years, to the point of recreating parallel universes that allow users to interact online with other users around the world. A recent study reveals that at least **3.1 billion people out of the 8 billion inhabitants worldwide play video games**, roughly 40% of the world's population. The Asian continent is at the forefront with 1.4 billion players. Europe ranks second with 668 million consumers. Followed by Latin America and North America with 383 and 261 million consumers respectively.

The use of blockchain technology in video games

Blockchain technology is a public, shared and decentralized database that functions as a ledger where buying and selling operations or any other type of transaction are recorded. Broadly speaking, the benefits that blockchain offers to the video game industry are:

- **Ownership:** For the first time in history, users can be the real owner of the game assets.
- **Digital exchange:** Users have the opportunity to exchange game assets with other users in the ecosystem.
- **Income:** Users can generate revenue within the game ecosystem, not just developers.

- **Transparency:** All blockchain game interactions can be referenced publicly.

The Future of Video Games

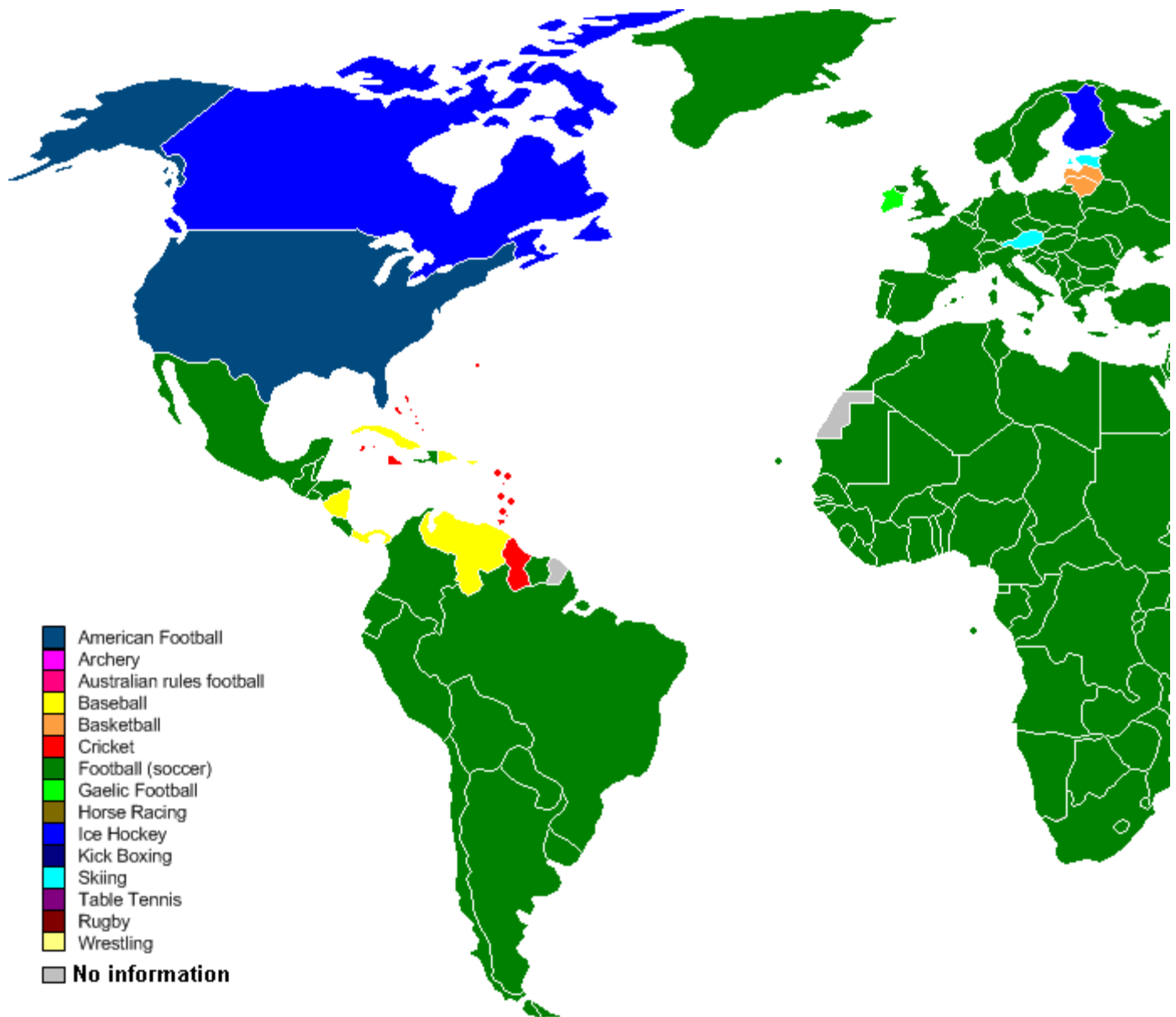
The video game industry is growing year after year, **generating more revenue than the film and music industries combined: [\\$145.7 billion vs \\$42.5 billion from the film industry \(box office\) plus \\$20.2 billion from the music industry](#)** -2019 data-.

During the 2021-2025 period, revenues are forecast to show a CAGR of 9.32%, resulting in revenues of \$223 billion by 2025.

In addition, the new "**Play to Earn**" game mechanics are taking off right now and **could cause a paradigm shift in the video game industry**, just like "Free to Play" games did in the last few years. We firmly believe that this paradigm shift will result in most game studios being forced to offer "Play to Earn" incentives in order to meet the new market demands.

Soccer Market

Soccer is clearly the most popular sport in terms of fans. Around **3.5 billion people around the world watch soccer at least once a year**. This represents 45% of the world's population. And not only is it the most popular sport in the world among fans, but it is also the most popular sport. FIFA estimates that 270 million people officially participate in the sport to some extent. While American soccer, baseball, cricket and Australian soccer are examples of popular sports, they are mainly played in specific locations. In contrast, soccer is played in over 200 countries; in fact, except in North America, soccer is practically the most popular sport on every continent.



Source: 2006 National Geographic "Soccer United the World"

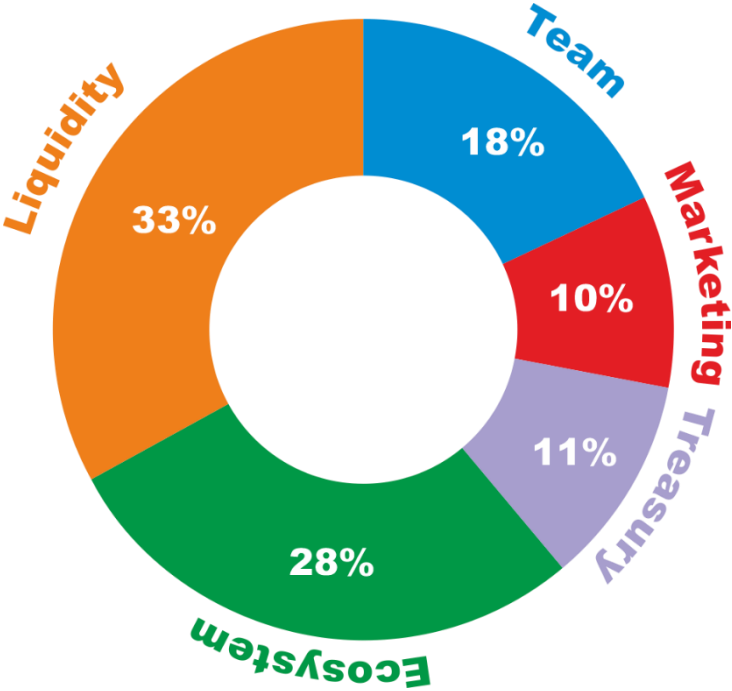
The global sports market reached nearly **\$388.3 billion in 2020, having grown at a compound annual growth rate (CAGR) of 3.4% since 2015**. The market declined from \$458.8 billion in 2019 to \$388.3 billion in 2020 at a rate of -15.4%. The decrease is mainly due to the blockade and social distancing rules imposed by several countries due to the COVID-19 outbreak and the measures to contain it.

The sports market is expected to reach \$599.9 billion by 2025 and \$826 billion by 2030.

Allocation & Unlock Schedule

• Total Supply	: 10,000,000,000 WCSR
• Liquidity	: 3,300,000,000 WCSR
• Whitelist Sale Price	: 1 BNB = 12,000,000 WCSR
• Public Sale Price	: 1 BNB = 8,000,000 WCSR

Team & Advisors	18%
Marketing	10%
Treasury	11%
Ecosystem	28%
Liquidity	33%



Playing & Staking Rewards

- **These tokens will be distributed to incentivize players to participate in the gamethroughcompetitionsandotherPlay-to-Earnandactivities**
- **Allocation of 21% of total**
- **Supply of 2,100,000,000 WCSR**
- **0%unlockedattheTGE,then5%eachmonth(21months/20transfers)**

Ecosystem

- **Tokens that will be used to grow WildCarSoccer's community, marketing events, business development, public awareness and other community building and marketing activities. This allocation also will be used for the game development and operational expenses.**
- **Allocation of 28% of total**
- **Supply of 2,800,000,000 WCSR**
- **4%unlockedattheTGE,then4%eachmonth(25months/24transfers)**

Public Sale (Token Bonding Curve liquidity)

- **These funds will be used to bootstrap liquidity in the Token Bonding Curve reserve pool**
- **Allocation of 33% of total**
- **Supply of 3,300,000,000 WCSR**
- **20% unlocked at the TGE, then 20% each month (5 months/4 transfers)**

Team

- **Tokens allocated for WildCarSoccer's strategic partners, advisors, team and shareholders.**
- **Allocation of 18% of total**
- **Supply of 1,800,000,000 WCSR**
- **0% unlocked at the TGE, then 25% each 6 months (25 months / 4 transfers)**

Advisors

- **Tokens allocated for WildCarSoccer's strategic partners, advisors, team and shareholders.**
- **Allocation of 3% of total**
- **Supply of 300,000,000 WCSR**
- **0% unlocked at the TGE, then 25% every 6 months (25 months / 4 transfers)**

PROJECT

WildCarSoccer is a Blockchain based NFT car soccer game.

WildCarSoccer (WCSR) is a BEP20 token issued on the Binance SmartChain with a fixed supply of 360 million tokens in total.

Contract Address:

0x1264365E9Ce8727E1b680a725EA99CEBE5a84359

Play to Earn

Introduction to Play to earn mechanics

Play to Earn mechanics are the latest revolution in the gaming industry. It is a model that adopts the concept of decentralized economy and provides financial benefits to users that add value by contributing to the game ecosystem.

Giving users ownership of game assets and allowing them to increase their value by playing actively, are key components of the Play to Earn games.

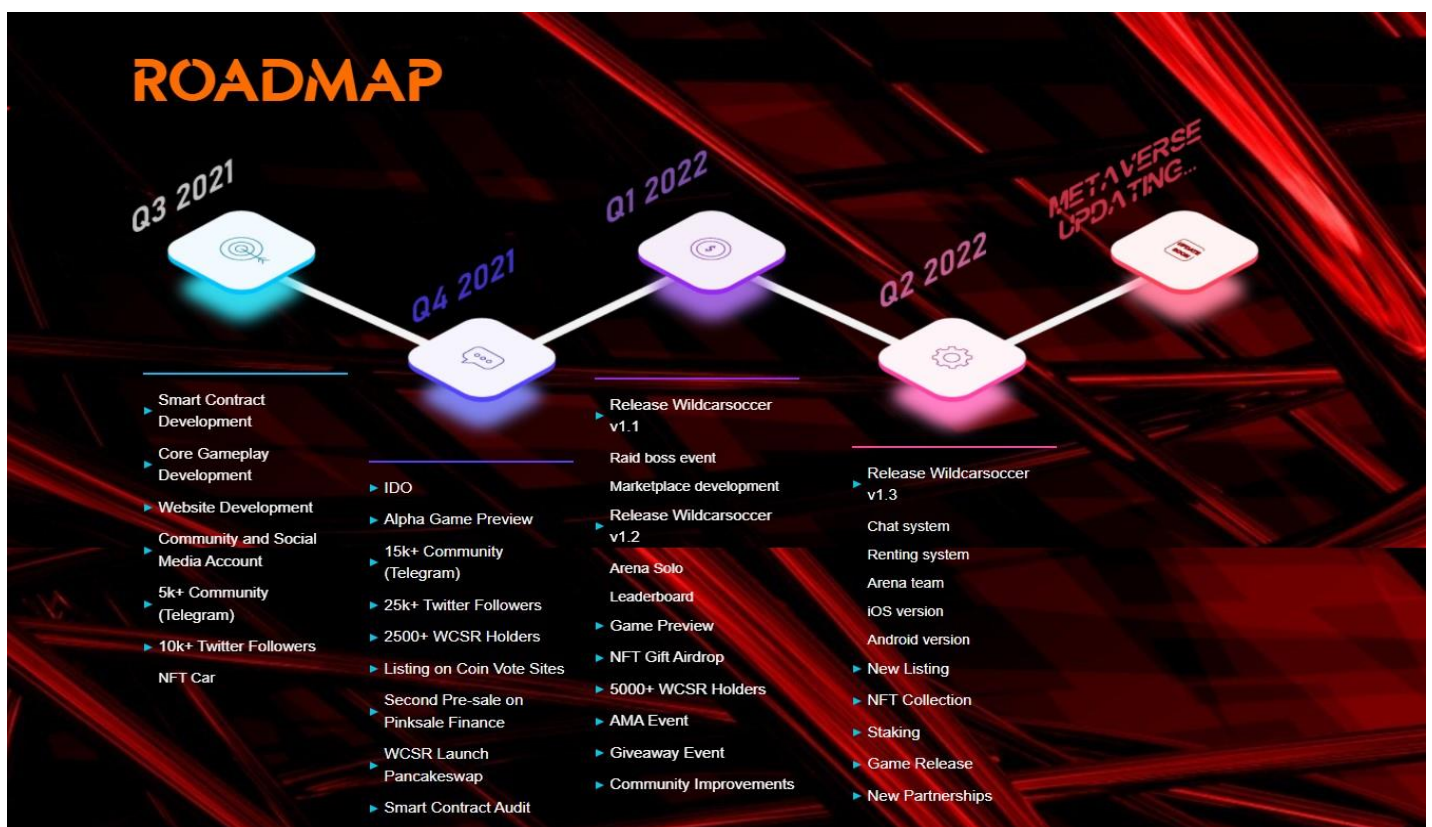
By participating in the game economy, players are creating value for other users and for the ecosystem. In turn, they are rewarded with assets from the game itself.

These digital assets can range from WCSR token, to tokenized game assets such as NFT.

At WildCarSoccer, our goal is to balance the two main pillars:

- **Immerse players into a fun and enthusiastic game environment**
- **Provide a revenue stream for each player**

RODMAP



Informational purposes only: The information set out herein is only conceptual, and describes the future development goals for The WCSR to be developed.

In particular, the project roadmap in the Whitepaper is being shared in order to outline some of the plans of the WildCarSoccer Team, and is provided solely for INFORMATIONAL PURPOSES and does not constitute any binding commitment.

Please do not rely on this information in deciding whether to participate in the token distribution because ultimately, the development, release, and timing of any products, features or functionality remains at the sole discretion of the Company, the Distributor or their respective affiliates, and is subject to change.

Further, the Whitepaper or the Website may be amended or replaced from time to time. There are no obligations to update the Whitepaper or the Website, or to provide recipients with access to any information beyond what is provided herein.

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conditions, business strategy and plans, financial condition, specific provisions and risk management practices).

You are cautioned not to place undue reliance on these forward-looking statements given that these statements involve known and unknown risks, uncertainties and other factors that may cause the actual future results to be materially different from that described by such forward-looking statements, and no independent third party has reviewed the reasonableness of any such statements or assumptions.

These forward-looking statements are applicable only as of the date indicated in the Whitepaper, and the Company, the Distributor as well as the WildCarSoccer Team expressly disclaim any responsibility (whether express or implied) to release any revisions to these forward-looking statements to reflect events after such date.

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English language: The Whitepaper and the Website may be translated into a language other than English for reference purpose only and in the event of conflict or ambiguity between the English language version and translated versions of the Whitepaper or the Website, the English language versions shall prevail. You acknowledge that you have read and understood the English language version of the Whitepaper and the Website.

Competitive Esport

Like any other sport, E-sport competitive events generate great hype and enthusiasm among the supporters. For a game to become prosperous and achieve greater longevity, having an active competitive scene is a must-have. League of Legends, CS:GO and Dota 2 all have been generating an enormous player base of millions for many years and have a very active competitive scene with tournaments hosted all year round.

On the other hand, game balance is a crucial factor for any competitive game. Players expect different creative ways to play the game and constantly changing meta. In traditional non-NFTs games, this is already a challenge with continuous effort from the development team. In NFTs games, it is an even bigger issue because players who have paid for expensive NFTs don't want their NFTs to be nerfed from one patch to another.

The WildCarSoccer with its Free-to-play gameplay is expected to have a big enough player base for the competitive scene. The Team put heavy emphasis on the competitive aspect of the game:

Rank & Matchmaking: A comprehensive ranking system and matchmaking algorithm will ensure fairness to all players, premium or Free-to-play. maintaining the competitiveness of every match.

Regular tournaments & competition: weekly, monthly, quarterly and annual events & tournaments will be hosted with great prizes and rewards for the community.

Game Balancing: WildCarSoccer trusts the community with the creativity to balance the game themselves via Hero Fusion features where two NFTs heroes can be used to create a new

offspring with inherited traits. Any heroes which are deemed *overpowered* will soon be countered by other heroes created by this feature.

Disclaimer

Please read the entirety of this “Disclaimer” section carefully.

Nothing here in constitutes legal, Financial, Business or tax advice and you should consult your own legal, financial, tax or other Professional advisor before engaging in any activity in connection here with.

Neither WildCarSoccer inc. Any of the Project team members who have worked on the WildCarSoccer or Project to develop the WildCarSoccer in any way what soever, any distributor / vendor of WildCarSoccer tokens. No any service provider shall be liable for any kind of direct or indirect damage or loss what soever which you may suffer in connection with accessing this whitepaper, the website at <https://wildcarsoccer.io> or any other websites or materials published by the company.

Project purpose: You agree that you are acquiring WildCarSoccer token to participate in The WildCarSoccer and to obtain services on the ecosystem thereon. The Company, the Distributor and their respective affiliates would develop and contribute to the underlying source code for The WildCarSoccer. The Company is acting solely as an arms’ length third party in relation to the WCSR token distribution, and not in the capacity as a financial advisor or fiduciary of any person with regard to the distribution of WCSR token.

Nature of the Whitepaper: The Whitepaper and the Website are intended for general informational purposes only and do not constitute a prospectus, an offer document, an offer of securities, a solicitation for is or purported to be provided as to the accuracy or completeness of such information. Where the Whitepaper or investment, or any offer to sell any product, item, or asset (whether digital or otherwise). The information herein may not be exhaustive and does not imply any element of a contractual relationship.

There is no assurance as to the accuracy or completeness of such information and no representation, warranty or undertaking the Website includes information that has been obtained from third party sources, the Company, the Distributor, their respective affiliates and/or the WildCarSoccer Team have not independently verified the accuracy or completeness of such information.

Further, you acknowledge that circumstances may change and that the Whitepaper or the Website may become outdated as a result; and neither the Company nor the Distributor is under any obligation to update or correct this document in connection therewith.

Token Documentation: Nothing in the Whitepaper or the Website constitutes any offer by the Company, the Distributor, or the WildCarSoccer Team to sell any WCSR token (as defined herein) nor shall it or any part of it nor the fact of its presentation form the basis of, or be relied upon in connection with, any contract or investment decision.

Nothing contained in the Whitepaper or the Website is or may be relied upon as a promise, representation or undertaking as to the future performance of The WildCarSoccer.

The agreement between the Distributor (or any third party) and you, in relation to any distribution or transfer of WCSR token, is to be governed only by the separate terms and conditions of such agreement.

The information set out in the Whitepaper and the Website is for community discussion only and is not legally binding. No person is bound to enter into any contract or binding legal commitment in relation to the acquisition of WCSR token, and no digital asset or other form of payment is to be accepted on the basis of the Whitepaper or the Website.

The agreement for distribution of WCSR token and/or continued holding of WCSR token shall be governed by a separate set of Terms and Conditions or Token Distribution Agreement (as the case may be) setting out the terms of such distribution and/or continued holding of WCSR token (the Terms and Conditions), which shall be separately provided to you or made available on the Website.

The Terms and Conditions must be read together with the Whitepaper. In the event of any inconsistencies between the Terms and Conditions and the Whitepaper or the Website, the Terms and Conditions shall prevail.

Deemed Representations and Warranties: By accessing the Whitepaper or the Website (or any part thereof), you shall be deemed to represent and warrant to the Company, the Distributor, their respective affiliates, and the WildCarSoccer Team as follows:

1- in any decision to acquire any WCSR token, you have shall not rely on any statement set out in the Whitepaper or the Website;

2- you will and shall at your own expense ensure compliance with all laws, regulatory requirements and restrictions applicable to you (as the case may be);

3- you acknowledge, understand and agree that WCSR token may have no value, there is no guarantee or representation of value or liquidity for WCSR token, and WCSR token is not an investment product nor is it intended for any speculative investment whatsoever;

4- none of the Company, the Distributor, their respective affiliates, and/or the WildCarSoccer Team members shall be responsible for or liable for the value of WCSR token, the transferability and/or liquidity of WCSR token and/or the

availability of any market for WCSR token through third parties or otherwise; and

5-you acknowledge, understand and agree that you are not eligible to participate in the distribution of WCSR token if you are a citizen, national, resident (tax or otherwise), domiciliary and/or green card holder of a geographic area or country (i) where it is likely that the distribution of WCSR token would be construed as the sale of a security (howsoever named), financial service or investment product and/or (ii) where participation in token distributions is prohibited by applicable law, decree, regulation, treaty, or administrative act (including without limitation the United States of America and the People's Republic of China); and to this effect you agree to provide all such identity verification document when requested in order for the relevant checks to be carried out.

The Company, the Distributor and the WildCarSoccer Team do not and do not purport to make, and hereby disclaims, all representations, warranties or undertaking to any entity or person (including without limitation warranties as to the accuracy, completeness, timeliness, or reliability of the contents of the Whitepaper or the Website, or any other materials published by the Company or the Distributor).

To the maximum extent permitted by law, the Company, the Distributor, their respective affiliates and service providers shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including, without limitation, any liability arising from default or negligence on the part of any of them, or any loss of revenue, income or profits, and loss of use or data) arising from the use of the Whitepaper or the Website, or any other materials published, or its contents (including without limitation any errors or omissions) or otherwise arising in connection with the same. Prospective acquirors of WCSR token should carefully consider and evaluate all risks and uncertainties (including financial and legal risks and uncertainties) associated with the distribution of

WCSR token, the Company, the Distributor and the WildCarSoccer Team.

WildCarSoccer Token: WCSR token are designed to be utilized, and that is the goal of the WCSR token distribution. In fact, the project to develop The WildCarSoccer would fail if all WCSR token holders simply held onto their WCSR token and did nothing with it. In particular, it is highlighted that WCSR token:

1- Does not have any tangible or physical manifestation, and does not have any intrinsic value (nor does any person make any representation or give any commitment as to its value);

2- is non-refundable and cannot be exchanged for cash (or its equivalent value in any other digital asset) or any payment obligation by the Company, the Distributor or any of their respective affiliates;

3- Does not represent or confer on the token holder any right of any form with respect to the Company, the Distributor (or any of their respective affiliates), or its revenues or assets, including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property or license rights), right to receive accounts, financial statements or other financial data, the right to requisition or participate in shareholder meetings, the right to nominate a director, or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to The WildCarSoccer, the Company, the Distributor and/or their service providers;

4- is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss;

5- is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument, unit in a collective investment scheme or any other kind of financial instrument or investment;

6- is not a loan to the Company, the Distributor or any of their respective affiliates, is not intended to represent a debt owed by the Company, the Distributor or any of their respective affiliates, and there is no expectation of profit; and

7- Does not provide the token holder with any ownership or other interest in the Company, the Distributor or any of their respective affiliates.

Notwithstanding the WCSR token distribution, users have no economic or legal right over or beneficial interest in the assets of the Company, the Distributor, or any of their affiliates after the token distribution.

To the extent a secondary market or exchange for trading WCSR token does develop, it would be run and operated wholly independently of the Company, the Distributor, the distribution of WCSR token and The WildCarSoccer.

Neither the Company nor the Distributor will create such secondary markets nor will either entity act as an exchange for WCSR token.