

# SUMMARY

#### Mission

To enrich the trading experience for all crypto users through gamification and socialization, creating a vibrant and engaging Web3 community on **game.spirex.io**.

#### Vision

To lead the Web3 gaming and trading industry by integrating social, community, and interactive elements into **GameFi**, enabling seamless Trade To Earn (T2E) and Socialize To Earn (S2E) experiences.



400+ organically registered CEX users



3000+ organic community members



Fully compliant with regulations



Tested centralized exchange



VASP license in Lithuania



Preparation for MiCA license





#### High entry barrier

Complex interfaces, lack of guidance and an abundance of jargon make trading intimidating for newcomers, limiting crypto adoption.

# Limited Earning Opportunities

High-volume traders receive the majority of rewards, creating an imbalanced system where casual or low-volume traders see minimal returns on their investments and efforts.

#### Low motivation

Without additional incentives or engaging features, the steep learning curve can turn users away as they struggle to find their footing in crypto trading.



# SOLUTION

A character-driven **GameFi** platform that makes trading accessible to all through gamification and socialization.

Intuitive, interactive, educational.

Equal opportunity trading.

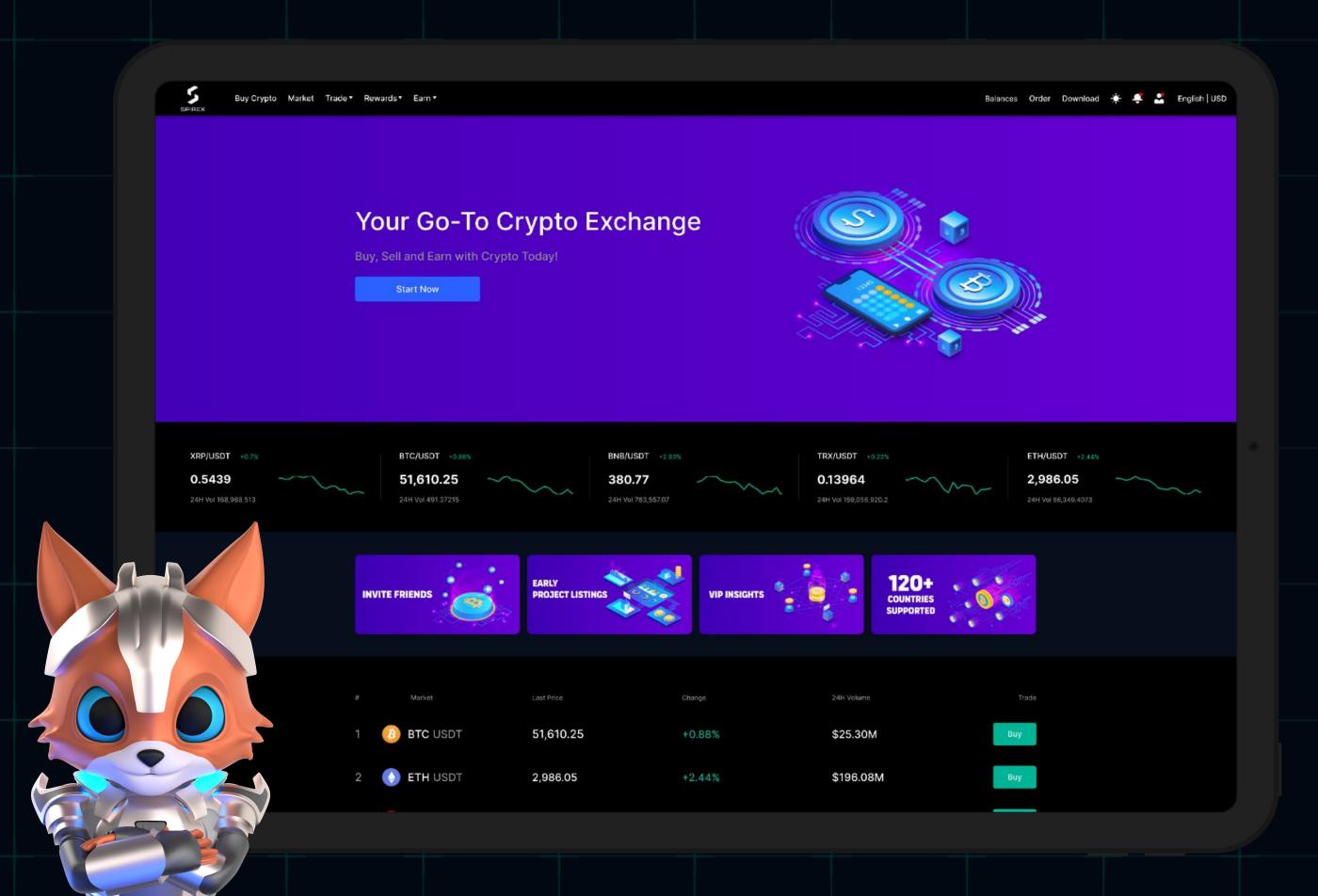






**SpireX** is an innovative CEX that adds social, community, and interactive elements to GameFi features in order to increase adoption and longevity.

Securely stores funds and offers a seamless platform for buying, selling, and trading cryptocurrencies.





# FEATURES



#### Trade2Earn

Earn tokens, NFTs and stablecoins by trading through the platform.



### Socialize2Earn

Earn rewards by engaging on social media and participating in community channels.



### Revenue Sharing

Holding specific tokens brings you a share of the platform's revenue.



#### Gamification

Choose your character, complete achievements and top the leaderboard.



### Education

Learn all about Web3 with engaging activities, surrounded by a supportive community.

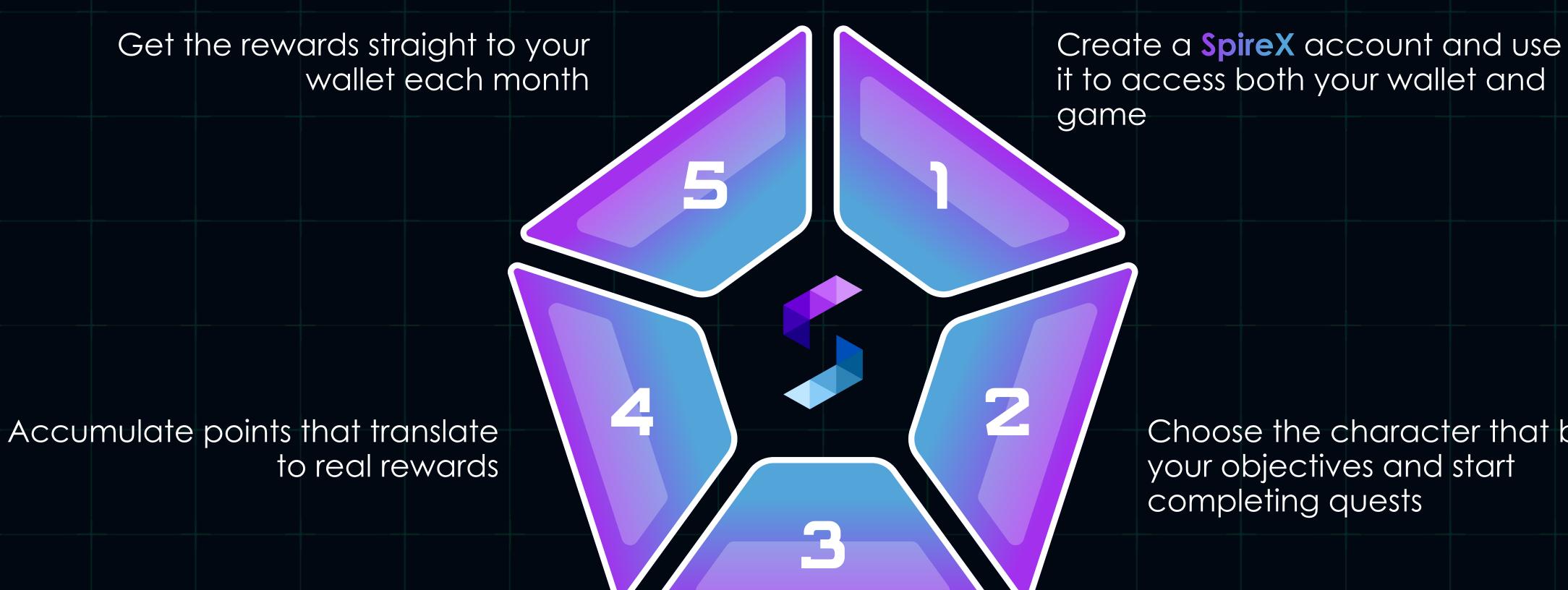


### Collaboration

Projects can apply to create their own branded quests and tasks.



# HOWIT WORKS



Choose the character that best fits your objectives and start

Compete with friends, form clans, trade currencies and engage on social media



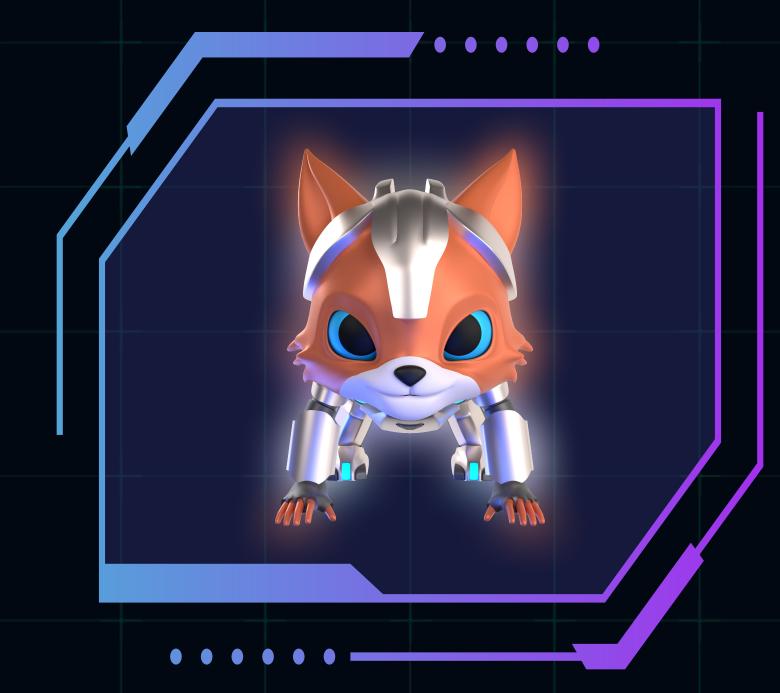
### CHARACTERS



#### Kaido - The Holder

Kaido represents the T2E mechanism, rewarding players for their steadfast approach to trading.

- long-term holding strategies.
- price prediction challenges.



### Lyra - The Socializer

Lyra's path is a testament to the S2E model, where community engagement directly translates to earning potential.

- Social media interactions.
- Community participation.



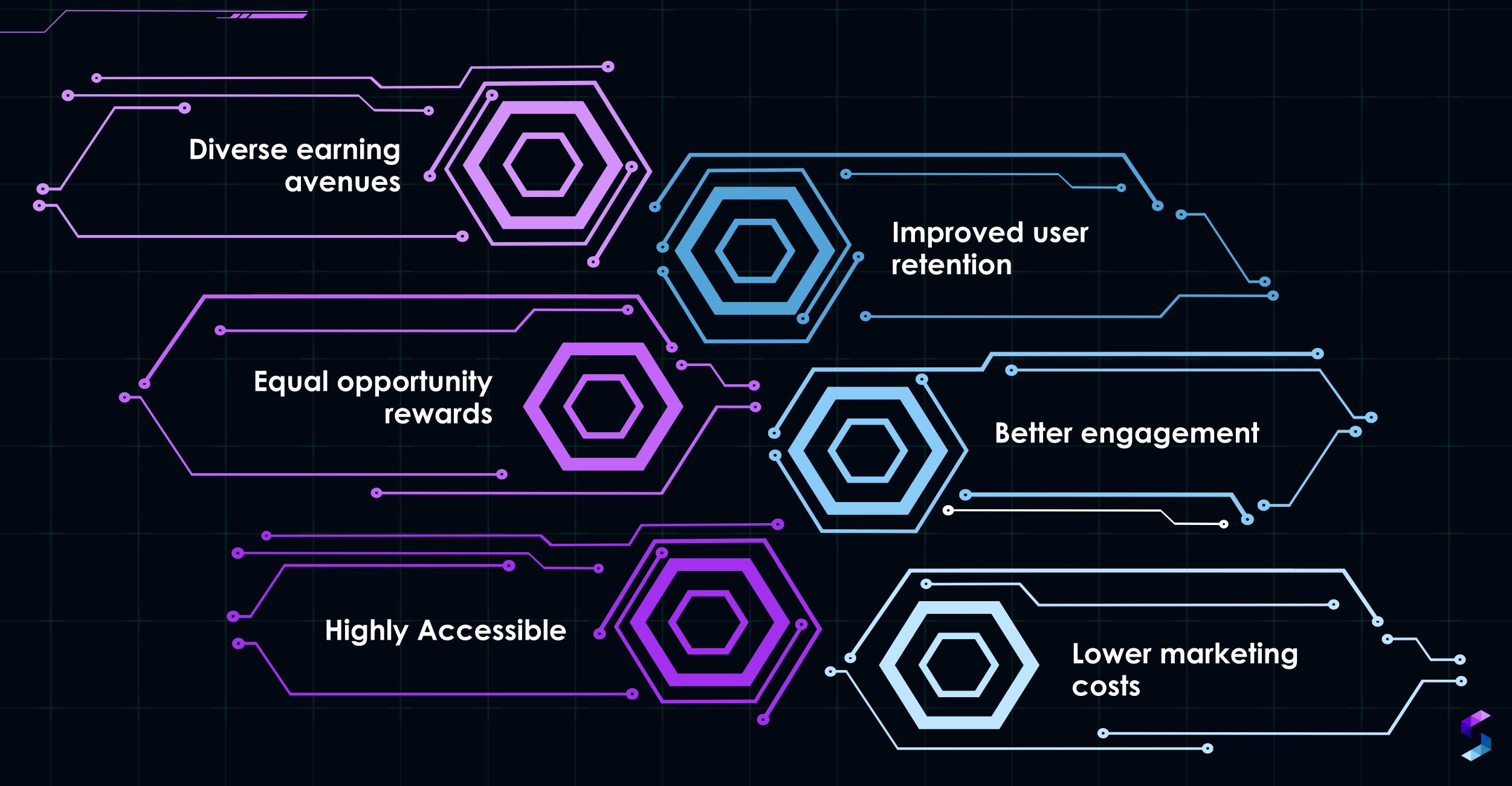
#### Zorn - The Trader

Zorn exemplifies the core of T2E, where strategic trading leads to rewards.

- Active trading.
- Exploiting market movements.
- Volume achievements.



# BENEFITS



# MARISET SIZE

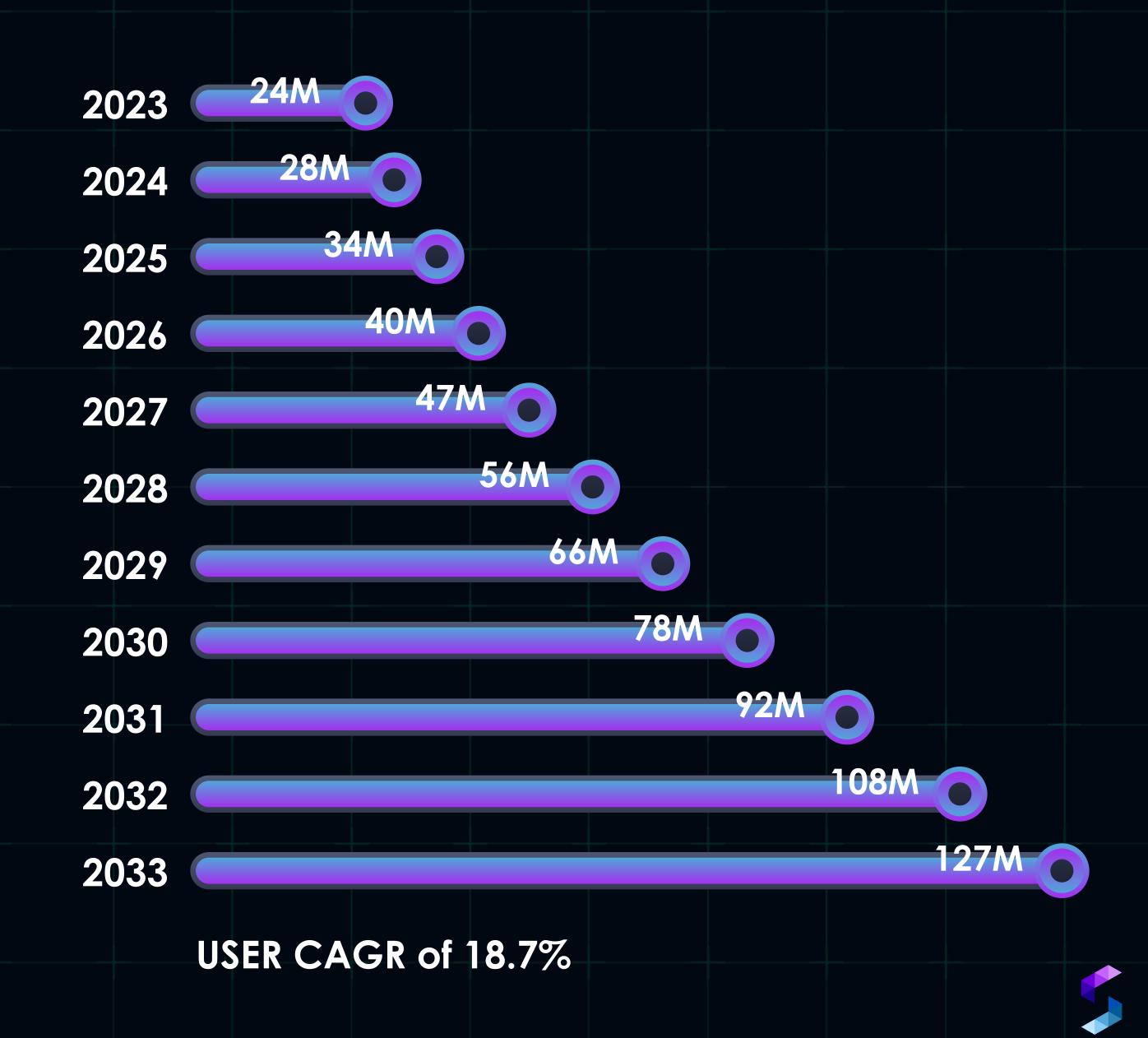
Our product targets the gaming and trading sectors, catering to both novice and experienced traders.

### **Novice Traders:**

- Interactive,
- Rewarding learning.

### **Experienced Traders:**

- Advanced UI,
- Pair selection, safety,
- Al trading bots.

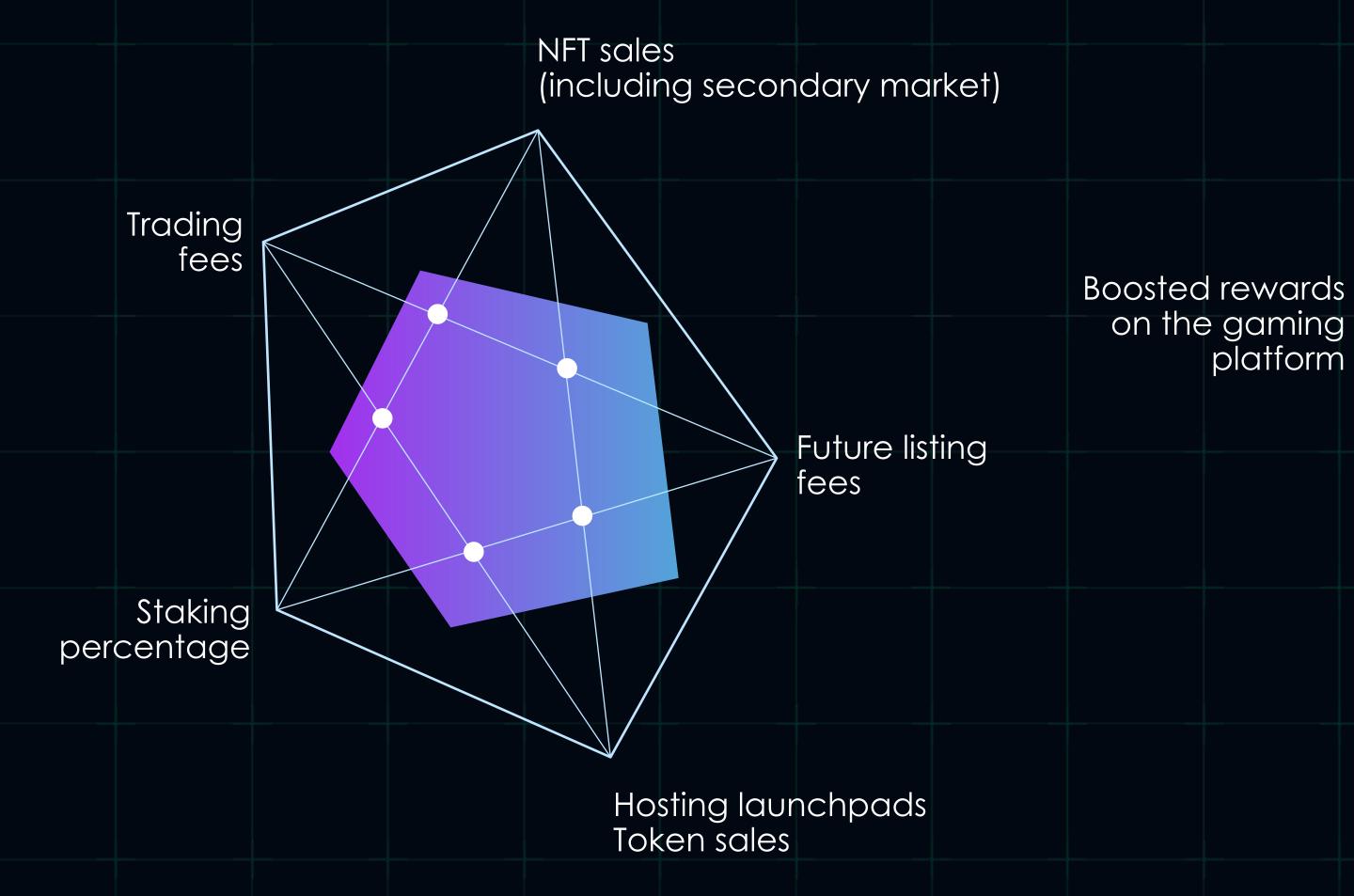


# COMPETITIVE ADVANTAGES

Feature	SpireX	Traditional CEX
Trade to Earn (T2E)	Earn tokens, NFTs, stablecoins	Limited rewards, lower fees
Socialize to Earn (S2E)	Rewards for social engagement	No incentives for social activity
Character-based GameFi Platform	Engaging, interactive characters	No gamified elements
Inclusive Rewards System	Rewards for all users	Favors large investors
Revenue Sharing	Share in platform revenue	Rarely shares revenue
Enhanced User Engagement	Trading, gaming, socializing combined	Primarily trading-focused
Collaborations through Gamified Features	Create quests, onboard participants	Limited, non-gamified features

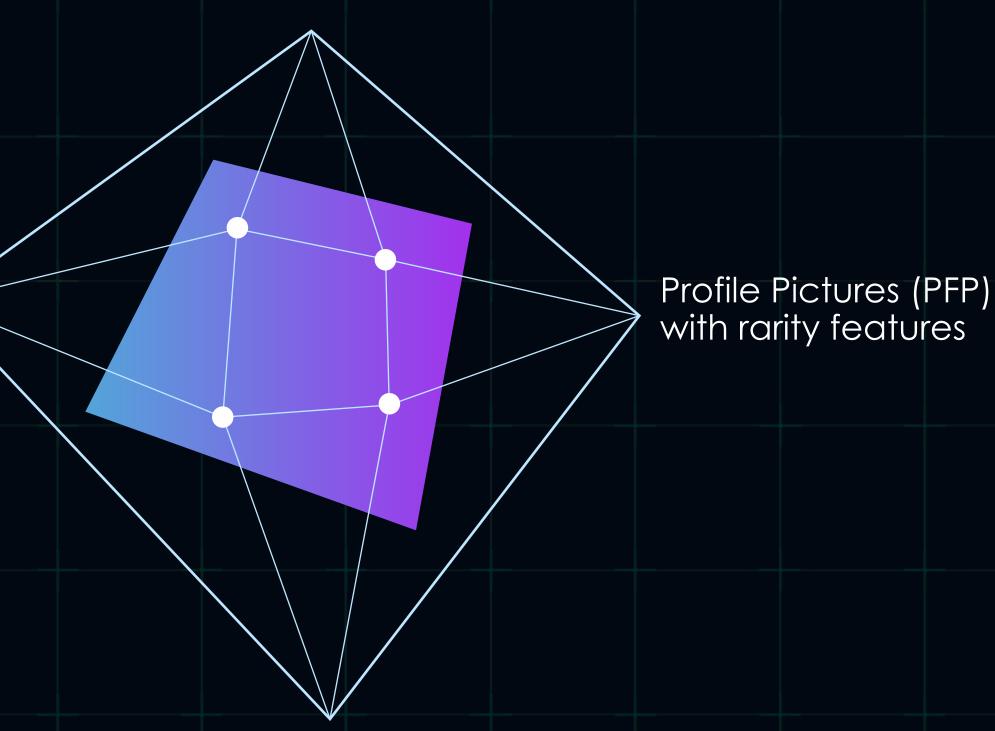
# BUSINESS MODEL

# Revenue streams:



# NFT Utility:

Cosmetic enhancements (Wearable in-game)



on the gaming

platform

Potential revenue sharing from the platform (CEX)



### THE FUTURE OF SPIREX

Our goal is to enable projects to create tasks and reward users with native tokens or other incentives for completing ecosystem quizzes and interactions.

This approach offers better conditions and higher engagement compared to most quest platforms.

### 3th stage

Monetization through volumes and partnership fees.

### 2nd stage

Free collaborations with crypto projects.

### 1st stage

Testing in collaboration with CEX.







- Launch of the staking function on CEX.
- Initiation of the first test-market campaign.
- Game structure development.
- V1 Website release (game.spirex.io).
- Proof of concept testing.
- R&D, positioning analysis.
- Official license for the CEX.

- Release of the Whitepaper & Game mechanics.
- Development of the \$SX token structure.
- Start of the game development (functionality).
- Public financial audit of held funds.
- Finalization and listing of the mobile app.
- V2 website release (game.spirex.io).

- \$SX ICO.
- UI/UX opt. completion for the game.
- Launchpad feature release (CEX).
- Game MVP launch.
- Integration of additional payment methods for the CEX.
- Development of the NFT infrastructure (PFP/utility).
- Tier 1 KOL on-boarding.

- Public Beta Game release.
- Listing \$SX in Tier 1 exchanges.
- NFT collection release (PFP/Utility).
- Expanding token/NFT utilities (brand partnerships).

# THEDRIVINGFORCE











