

Caffeine Play — Whitepaper v1.1

Build. Monetize. Scale. Burn.

1. Introduction

Caffeine Play is a Web3 application accelerator and gaming ecosystem built on Caffeine AI, the fastest-growing Gen-3 blockchain infrastructure.

Our mission is simple:

- Build apps and games on Caffeine AI.
- Monetize them at scale.
- Use profits to buy back and burn the **\$PLAY** token.

Caffeine Play empowers builders with tools, capital, marketing, and distribution — while generating real revenue and long-term value for token holders.

2. Vision

Caffeine AI unlocks a new era of fast, low-cost, on-chain compute.

But building an app is not enough — most projects fail due to lack of:

- Users
- Marketing
- Monetization
- Distribution
- Growth strategy

Caffeine Play becomes the Launchpad + Studio + Accelerator of the Caffeine AI ecosystem.

We build apps.

We scale apps.

We market apps.

We burn **\$PLAY**.

Long-term vision:

A revenue-driven network of high-volume apps feeding continuous buybacks and burns.

3. Purpose

Web3 builders need:

- Marketing support
- Revenue strategy
- Liquidity
- Launch assistance
- User acquisition
- Funding
- A shared growth engine
- Real-world monetization

Caffeine Play solves this by providing:

- Investments into promising teams
- 10%–35% revenue-share partnerships
- Distribution across X, YouTube, Facebook, TikTok
- Exposure to millions of Web2 users via Forgive.com
- Buyback & burn mechanisms tied to real revenue

- Marketing and distribution know how, CTO has 4 Apps on Shopify Marketplace making millions in revenues
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4. \$PLAY Token Overview

Ticker: \$PLAY

Raise: \$650,000

Presale Initial Valuation: \$1,000,000 FDV

Chain: ICP

Max Supply: 100,000,000

Liquidity Pool: \$250,000 at launch

5. Use of Funds

Total Raise: \$650,000

Liquidity Pool (\$250,000 total):

- \$125,000 from raise (ICP)
- \$125,000 in \$PLAY tokens

Remaining Funds (\$525,000):

Allocated toward:

- **Marketing, Marketing, Marketing**
- Growth & scale
- Game development
- Partnerships
- Builder funding
- User acquisition

Most capital goes directly into building revenue-producing products and marketing them.

6. Tokenomics

Total Supply Split:

- 65% — Pre-Sale
- 20% — LP
- 10% — Marketing
- 5% — Team

No complex vesting.

No hidden allocations.

Low FDV.

High upside.

7. Strategic Partnership With Forgive.com

\$100,000 Investment for 10% Ownership in the Next Evolution of Online Casinos

Caffeine Play is investing \$100,000 to acquire 10% of **Forgive.com**, a revolutionary casino concept built around:

Lose... and still win.

Players who lose earn points, which convert to the **\$FORGIVE** token, earn points for Forgive token airdrop. .

This unlocks:

- Massive player retention
- Viral user acquisition

- Web2 crossover
- A premium domain (“Forgive.com”)
- A first-of-its-kind model in online gaming

Why This Partnership Matters

Caffeine Play becomes Forgive.com’s:

- On-chain partner for decentralized games
- Provider of on-chain prediction markets
- Developer of provably-fair Web3 games
- Gateway to millions of Web2 casino users

This instantly accelerates Caffeine Play’s:

- Revenue
- DAUs
- Traffic
- Utility for \$PLAY
- Potential usage of \$PLAY on a major casino
- Exposure across Web2 + Web3

8. Core Revenue Streams

A. First-Party Games & Apps

Includes:

- Bank Heist
- Prediction markets (e.g., Death.fun)
- Card games
- Utility apps

50% of all profits → Buyback & Burn of \$PLAY

B. Caffeine AI Marketplace

Gives Caffeine Play apps the ability to scale across sectors with recurring monthly revenue.

- Caffeine Ai Marketplace could be a huge revenue driver
 - Having Moe on our team who has 4 App making income on Shopify we will use the same model
 - We can sell subscriptions for utility apps across many platforms
 - First mover advantage in marketplace
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9. Buyback & Burn Engine

50% of all net revenue is dedicated to:

- Buying \$PLAY on the open market
- Burning it
- Reducing supply
- Increasing scarcity
- Deepening liquidity

This creates a self-growing, self-burning, deflationary ecosystem.

10. Roadmap (Next 90 Days)

Phase 1 — Launch (0–30 Days)

- Website + Whitepaper release
- Marketing rollout
- Presale raise (\$650K)
- LP creation (\$250K)
- Token launch on ICP

Phase 2 — Build (30–60 Days)

- Bank Heist full launch
- Additional prediction games
- App marketplace integration
- Developer onboarding
- First app revenues

Phase 3 — Scale (60–90 Days)

- 3–6 new apps in pipeline
 - First buybacks & burns
 - Forgive.com integrations
 - Builder partnerships
 - Cross-chain roadmap
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11. Competitive Advantages

- Tiny FDV (\$1M)
- Aggressive revenue generation
- Real business model
- Major partnership with Forgive.com
- Low team allocation (5%)
- Massive LP at launch
- Revenue-driven burn engine
- Caffeine AI compute
- Cross-chain exposure
- First-mover advantage
- Access to millions of mainstream gamblers

A small project with enormous leverage.

12. Conclusion

Caffeine Play is built to be:

- The revenue engine
- The growth engine
- The burn engine
- The ecosystem accelerator of Caffeine AI

With a major Forgive.com partnership, low-FDV token structure, real revenue, and transparent mission — Caffeine Play is positioned to become one of the most explosive microcaps of 2025–2026.

Build. Monetize. Scale. Burn.
Welcome to Caffeine Play.