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Capitol



DeFi △ Gaming △ NFTs △ Passive Income



Capitol (\$CPTL) is the native token of TheHunger.Games eco-system - one of the most ambitious projects on the Binance Smart Chain.

The platform consists of 13 decentralized districts, all of which serve a unique and vital function. While District 1 will be designated an NFT mint and auction house, other districts will operate as a play-to-earn gaming platform, a fully-operation DEX, a governance voting platform, and much more.

What connects all 13 districts? - Capitol (\$CPTL)

Why Capitol(\$CPTL)?

With the reality of web 3.0 closer than ever, focus must be put on community-oriented solutions that meet the future demands of DeFi, gaming, and decentralized governance - all of which Capitol (\$CPTL) is well-positioned to do.

\$CPTL can be thought of as the global currency of TheHunger.Games ecosystem. All transactions performed on any of the 13 districts will incur a tax of 2% - 5% paid in \$CPTL. For example, when an NFT is minted on District 1, the creator will be subject to a 5% tax which is then redistributed to \$CPTL holders in the form of BUSD.

Every \$CPTL transaction comes with an additional 20% tax, which breaks down as follows:

- 10% rewards in BUSD
- 3% liquidity
- 5% marketing in BNB
- 2% buyback



By reflecting 5% of each \$CPTL transaction to the marketing wallet, it ensures that TheHunger.Games ecosystem is self-sustaining and always has the resources to further develop its platform. Additionally, because the marketing wallet is funded using BNB and not \$CPTL, holders don't have to worry about a large windfall of \$CPTL hitting the market once a marketing initiative has been decided upon.

The buyback function is another example of the platform's built-in sustainability. Not only does it provide stability in an otherwise unstable crypto market, but it helps protect investors from sharp price drops that are characteristic of cryptocurrency as a whole.

Of course, sustainability means nothing if the liquidity pool becomes depleted. To offset any potential issues with future liquidity, 2% of each transaction is automatically deposited into the liquidity pool, where it is subject to a six month lock period.

Future plans include a Decentralized Autonomous Organization (DAO) for which \$CPTL will be the governance token. Holding \$CPTL will allow users to vote on proposed initiatives in a fully decentralized and trust-less environment.



Capitol rewards:

10% of every \$CPTL transaction is collected in the reflections 'vault' which, once large enough, is redistributed to \$CPTL holders. The amount of \$CPTL a holder receives is proportional to the amount of \$CPTL they own.

The choice to reward holders in \$BUSD and not the network's native token is one of many benefits that sets Capitol apart from other reflective tokens. By collecting \$BUSD, \$CPTL holders earn passive income just by owning the token, even if they don't engage with any of the 13 districts.



Why Binance Smart Chain?:

Capitol's most valuable resource is the people who use it and making the token as accessible as possible is important for future growth. Because of this, the team chose to deploy the contract on the Binance Smart Chain due to its low transaction fees and widespread usage.

The Binance Smart Chain is also highly scalable and very secure, two attributes that are fundamental to the future growth of TheHunger.Games ecosystem.

Bridges to other smart contract networks, like Polygon and Solano, are part of future plans - a move that will only increase the accessibility and reach of the token.



Web 3.0 & Why it Matters:

If you asked five people what the term "Web 3.0" means, you would likely get five slightly different answers. That said, Web 3.0 can generally be considered the next stage in internet evolution, one that will be built with blockchain technology and the tools/structures of decentralization.

Web 2.0, the version we are currently operating under, sees large companies like Facebook, YouTube, and Google collect data on its users to provide a more personalized experience. While this may not be

an issue for some, it creates a sort of 'Data Monarchy' where the entirety of the world's digital information is controlled by a few select parties.

Web 3.0 is well-positioned to solve this issue by providing users with sovereignty over their online identity and personal data. Of course, Web 3.0 won't happen all at once, and will occur incrementally over several years. With each step along the way, individuals must have access to the tools and structures that allow them to adapt to the new realities of decentralized finance, governance, and gaming. Where will they find these tools and structures? - In the 13 districts.

Facilitating a smooth transition to a more decentralized world is - at least in part - a primary focus of \$CPTL and TheHunger.Games ecosystem.

How Is \$CPTL and TheHunger.Games ecosystem Web 3.0 ready?

- Supports decentralized finance through its DEX and other dApps
- Allows users to create/own digital information through its NFT mint and auction house
- Providing users the ability to create digital identities not attached to their real-world identity
- Creating a fully functional development platform for DeFi and PTE gaming
- Supporting community autonomy through the use of a DAO

Tokenomics

\$CPTL was launched on the Binance Smart Chain with a total supply of 1,000,000,000,000,000. Half the supply was burnt upon launch and locked away for liquidity.

Ticker: \$CPTL

Contract Address: 0x407ee64da5bc8107ea8e9cf132b33092374e5894

Total Supply: 1,000,000,000,000,000

Circulating Supply: 500,000,000,000,000

Liquidity Lock: 6 Months

Transaction Fee: 20% (10% redistribution, 5% marketing, 3% liquidity, 2% buybacks)



Rewards/Redistribution

10% is sent to the reflections 'vault' where it is then redistributed to all \$CPTL holders in the form of BUSD. This acts as an incentive for people to hold \$CPTL and interact with TheHunger.Games ecosystem.



Liquidity Fee

3% is automatically deposited as liquidity. Because this action is effectively removing \$CPTL from circulation, the token is inherently deflationary, creating further value for holders.



Marketing Fee

5% is deposited into the marketing wallet. This marketing tax is vital to the survival and sustainability of \$CPTL and allows the project to grow proportionally with TheHunger.Games ecosystem. This tax also means the dev team doesn't have to repeatedly go to the community to raise funds.



Buyback Fee

2% will be set aside for the purpose of buybacks. Not only do buybacks lower supply and increase demand, but they can help stabilize price during turbulent market conditions.

Leadership and Team

Wut - Lead Dev

Wut earned a bachelor's degree in programming and game design, a field he worked in for over 8 years. Looking to try something new, Wut started his own logistics company, which he owned and operated for 5 years before selling. Since then, he's been fully committed to developing blockchain and DeFi projects. Wut is also the lead solidity dev for Koromaru Inu, a project he has played an integral role in developing.

Chad - Game Designer and Artist

Before joining \$CPTL, Chad worked as an artist for mobile game studios and has provided art for popular titles like Family Guy: The Quest for Stuff, Shop Heroes 2, and Miscrits: World of Adventure/Miscrits: Volcano Island. Chad also has over 6 years of experience investing in cryptocurrency and has held development responsibilities on several other DeFi related projects.

Elon - Full Stack Developer

Elon is a full stack developer with over 5 years of experience in the field. His talents will be focused on building out the 13 districts that make up TheHunger.Games ecosystem.

Baron Von Kapitol - Community Organizer

Fostering a strong community is vital to the success and longevity of \$CPTL. Because of this, Baron's efforts are focused on growing the community, increasing engagement, and managing \$CPTL's social media presence.

Jacob - Marketing Lead

Jacob brings over 10 years of marketing and sales experience to the project. Before joining \$CPTL, Jacob was part of the HOGE dev team where he organized charity drives and helped grow the projects market cap by over 100x.

Long Dolphin - Community Leader & Marketing

Long is another team member with a background in marketing and community development. He can often be found in the official \$CPTL Telegram channel where he is heavily engaged with the

community. Long is also responsible for developing marketing campaigns and other initiatives that increase the visibility and reach of \$CPTL and TheHunger.Games ecosystem.

A.J. - Unity Developer and Systems Analyst

A.J.'s background is in systems analysis, a topic he studied at BCIT. Before \$CPTL, A.J worked in game design and development, assuming roles that ranged from devops to unity developer. He's also well-versed in Agile, and has extensive experience operating as a SCRUM master.