

AMAZING MISTERY BOX THAT REWARDS SOLANAS

RICHBOX.IO  
**Richbox**

WHITE PAPER



# Utility mystery box collection powered by solana blockchain network

WHITE PAPER

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February 2022

Release 1.1 - English

## Abstract

This white paper presents the RichBox project, the new concept of reloadable mystery boxes, with multiple utilities. Purpose of this collection is not just to be played as a lottery game, but to bring this tool to other collections that may add value to their projects, to be used as a value container by storing Nfts or cryptos, and a value transfer tool.

Based on the blockchain technology and smart contracts we are able to provide maximum transparency to this utility Nft.

We are proud to have made a development "*profit focused*", that will reward the owners with a royalty during his ownership, to reward the luckiest by winning prizes at opening time, to let play the smartest that can find out the best ways to increase their winning odds by using the boosters the right way.

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## **Vision**

We are lucky to live in this moment in time, where we can play an important role in history by having a chance to grow the blockchain technology and environment, and of course the NFTs that came to change the way our world will be runned.

We all agree that the first NFTs wave that is currently happening would take us to paths with no return, to dozens of failed projects, to hundreds of new ideas to explore, and a thrill of new emotions, but we are sure of one thing, projects offering real value, will prevail.

This is how the RichBoxes were born, by disrupting the old concept of one time use. Its awesome and exciting to open a mystery box, to see the content, to get a nice gift, a big prize, but after that emotion, we are done. We take the content, and get away.

We want to change that, to make the box, the RichBox the main character, allowing owners to reuse it, resell, to change the main smart contract to other utilities, to upgrade features by adding boosters. At the minting time, the RichBox comes with a smart contract that lets you play the solana's game, getting a big reward if lucky and showing another way to understand rarity, but you will have more options in the future, like storing NFTs, cryptos, and the hidden big thing of the RichBox, the feature of transferring boxes ownership without caring about what's inside. Can you imagine transferring a RichBox with 100BTC,100SOL, and 10Nfts in 1s, with almost no commission?

# The RichBox

## A. Introduction

Nfts are based on duality, the face, and the core, the physical object or representation and the ethereal code in the blockchain.

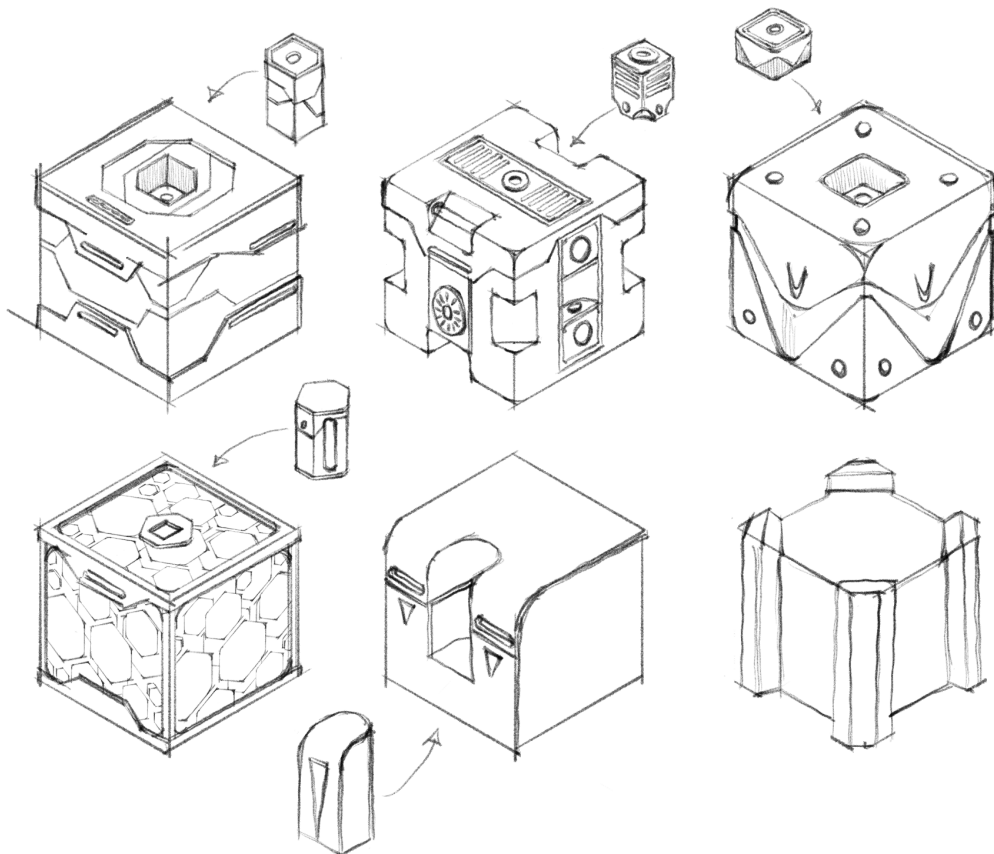
The RichBox is made of those 2 components too, the smart contract, and the picture, the 3d object designed by our Art team.

## B. Design

Despite the utility of the project, and the object, NFT, token, we all like to enjoy a good design, and hard worked piece of art, or simply a good looking object.

That's why we tried to encourage the Art team to create beautiful boxes, sci-fi related, and having in mind all features, levels, statuses, and boosters that needs to be used together.

This mixture will result in a beautiful box that meets all project requirements and allows different skins to enrich its design. Also increases the number of different variants.



### **C. Smart contract**

Solana smart contracts play a fundamental role in RichBox DApp architecture. Every RichBox contract contains the code of all features, functions and logic to run into the blockchain.

By default, the main smart contract is loaded and the solana's game is included. So after minting the boxes can be opened, and see if we have won some of the 1799 solana by interacting with the rewards machine.

According to the roadmap, other additional smart contracts could be used in the RichBoxes, some represented by boosters that modify the game, by increasing the winning odds, other booster reloads the box after it has been opened, etc. What is needed to understand is that boosters can be created or modified, those are smart contracts themselves. And by owning one, you can be adding it in the RichBox, and of course you can be removing or reselling them.

Besides solana's game, we have scheduled the future superRichBoxes smart contract, that will allow the owners the possibility to extend the mystery box game to other Nfts or crypto for a commercial use (see roadmap for details).

We have also planned new smart contracts to extend major functions of the RichBoxes. For example storing Nfts, crypto, documents or any compatible digital asset. And of course the main function that will come up with that, the transfer feature.

### **D. How does it work ?**

RichBox is essentially an NFT, running a smart contract that can be used after minting. So when you receive the Nft in your wallet, you can visualize it on the RichBox website. We have created a friendly viewer where you can see your box If in 3d, your available boosters, you can open the box there, reload, and resell inside our page if you want or in NFT marketplaces.

### **E. Levels and statuses**

The RichBox Founder edition will start at level 1, status 1. The scale goes from Level 1 to level 10, and from status 1 to status 10 at every level. Every time a RichBox is reloaded, the status increases, and when it reaches the 10th, the level increases too.

A level 1 RichBox gives you a reward NFT cube while opening it, and a status 3 RichBox will give you 5 NFT cubes. An NFT cube it's a kind of NFT card, but 3D modeled.

But scale it's not linear, your odds will multiply according to this table while upgrading level.

Level	RichBox name	NFT cubes number
1	Onasis	1
2	Astor	3
3	Vanderbilt	5
4	brunei	8
5	khan	11
6	Romanov	15
7	Carnegie	19
8	Rockefeller	24
9	Rothschild	29
10	Caesar	35

For example, a RichBox at level 3, the Vanderbilt RichBox, will release 5 reward NFT cubes.

This is important as if you're playing with this RichBox, you will have the same odds to win a reward than someone with 5 Onasis RichBox (that only contains 1 NFT cube inside).

We have considered this at design time, and all boxes will have different graphic attributes based on their level. The status is shown graphically also.

## F. Rarity

Founder edition RichBoxes have different attributes and also different designs, but the greatest of the rarity table we have conceived it's not design... its profit.

### The project profit rarity

Some Founder RichBox will produce a passive income by rewarding the owners with a percentage of the reload fees. The 12,5% will be distributed within 1240 RichBox.

This is our rarity table and the profit percentage to receive:

RichBox number	%/profit	Solana/10k
640	2,5	0,01
320	2,5	0,02
160	2,5	0,03
80	2,5	0,07
40	2,5	0,13

The reload fee's will be utilized to initialize the solana rewards to distribute in all RichBox. Remaining profit will be taken to the project, and the 12,5% will be distributed to the rarest 1240 RichBox at every round.

This table is calculated every 10k reload fees. The amount may look small, but after a month, after a year this can be a huge amount of solanas.

Profits are not only limited to the solana's game but all project profits. There is a business model that will offer a nice growth, and all profit is expected to rise. We will be working to increase all Founder RichBoxes while developing this project.



What about the other Founder RichBoxes?

We will consider distributing more profit shares to the less rare. It is not scheduled in the very beginning, but will be in the future.

First minter's royalty profit

We would like to thank and reward the first minters the most, those that believed and supported the project blindly. So we introduced the third rarity feature, the 6% project creator's royalties distribution.

Starting at 1% and reaching a maximum of 6% royalty on each resale transaction that is being performed in the future while this smart contract is alive.

RichBox number	Author royalty
1%	1,00%
7%	2,00%
21%	3,00%
42%	4,00%
21%	5,00%
7%	6,00%
1%	7,00%

These percentage numbers should be applied to the final supply amount.

**G. Supply**

A limited collection of 2888 Founder RichBoxes will be released.

Purpose of this collection it's not to create only Art NFTs, but an utility based collection. We have chosen the solana game as the default smart contract to show the purpose is beyond a simple collectible.

We intend to serve as many people as possible, by giving the chance to play to everyone.

What if more people want to play in the future?

There are only two options to choose from.

We are considering the feature to rent the RichBoxes in the roadmap, so owners can get some profits while others play with their items for a limited period of time.

And the other would be to release what we call **NFTks**, tokens made of the founder RichBoxes, that would be as well NFT entities reproducing the original Founder RichBox, but that will reward the owner (of the founder item) with royalties on minting, reload and resale transactions.

This can be applied to common RichBoxes, or customized ones, designed exclusively to some major projects that would like to have an exclusive collection to their holders or fans (please check external projects collab document).

## Boosters

### A. introduction

Boosters are none but smart contracts and a graphic representation of them. When applied to the RichBoxes those add some utility features, modify or enhance existing ones.

For example, founder RichBoxes include a default booster to play the solana mystery box game 1-500 \$SOL.

When the owner would like to change the purpose of this RichBox to store NFTs or Coins, or any other major function, you should change this main booster.

Boosters will be developed after minting according to roadmap and community ideas. There are some needed in the very beginning, like the solana game, the reloader Energy cell, needed to play the game as many times as you want, but the others can wait a bit.

We have 2 kinds of items, reusable, and one shot boosters. For example, multipliers can be used forever in the RichBox, but energy cells can be used only once till every is being consumed.

Community ideas would be very necessary to enrich the game.

### B. Models

#### Master booster

Masters are major smart contracts to define this RichBox utility. An example is the default solana game booster. We will have others like value containers, SuperRichBox, etc. Just one of these can be in charge of the RichBox. Obviously if we release one of those we can keep it as an NFT, and plug back in the future.

#### Security Lock booster

For those that intend to store value inside, like NFTs or crypto, we will create a set of boosters providing different security levels. 1 factor, 2 factor authentication for example.

#### Odds generator booster

There are some kind of boosters that can increase RichBox winning odds. For example the x2 booster gives you 2 extra NFT cubes everytime you open the RichBox, the x5 modifies the RichBox to release 5 extra ones, and so on.

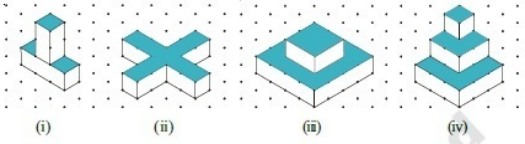
### Energy cell booster

This is the first booster released, and will be used to reload the RichBox to play again the solana game. Once a RichBox is opened all NFT cubes are released, leaving an empty box. To fill and close the box, owners will require to plug an Energy cell. This very first model can store up to 5 reloads.



### Link booster

Joining several boxes will increase odds depending on shapes and number.

	<p>This is just an example. Final shapes list and odds increase table will be revealed when this booster is available.</p> <p>To join boxes you will need the <b>link boosters</b>.</p>
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## Partner's safebox booster

This is a locker idea that allows some family members, partners or friends to close a box by having each one of them a secret key.

To open it will require that everyone's keys are plugged at the same time.

## The Rewards machine

### A. Introduction

All the RichBoxes and boosters are NFT items, using a smart contract that will allow owners to hold, resell, but the marketplaces are not capable of using our rich features. It needs a visual representation of the objects and the actions to avoid users needing to use programming languages or difficult tools to work with those smart contracts in the blockchain.

So we provide the called "Rewards machine", which is nothing but a **webApp** at the launch time, **Mobile App** too in the future, that allow RichBox owners to view their boxes design, the status, the level, a place where they can load boosters, remove them, watch everything in 2D and 3D, and of course a place to open the RichBox and check for the reward !

Also this website will show all the activity for transparency purposes. Everything can be viewed at #solana blockchain level, but here we will offer a friendly representation here. Everyone could be checking the reward winner addresses, rewards amount, and all relevant information. We would like to extend the discord community to the RichBox website, to let users share, market, and enjoy the winning experience together.

### B. Visual environment

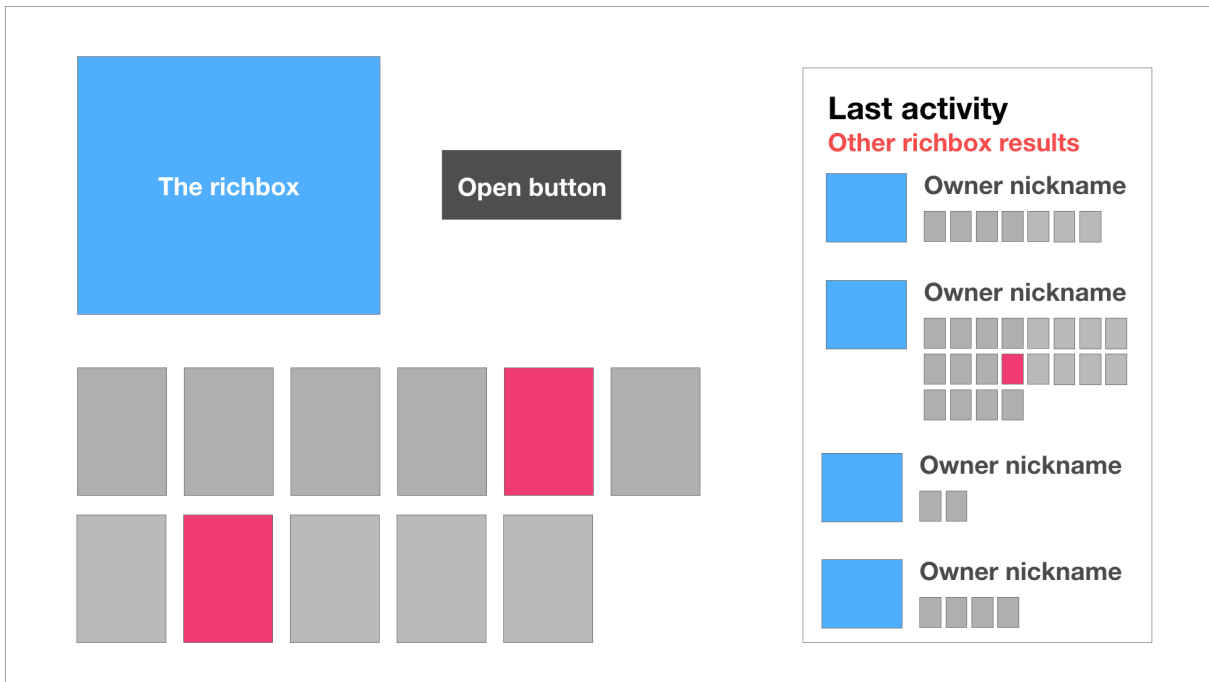
The website to actually play the game, visualize items in 2D and 3D and perform operations such as opening, collecting rewards, plugin boosters, removing them, etc, would be structured as follows.

<b>Hall of fame</b> Winner leaderboards and information of richboxes statuses and levels	<b>Richbox panel</b> A place to see your rich boxes and boosters. Open, plug, modify, etc.	<b>Rewards page</b> Claim you prize by checking if your cards have been rewarded
<b>Marketplace</b> Internal market, boosters shop	<b>Richbox rental</b> Hire rich boxes to use on limited periods of time	<b>Other</b> Manage profile, contact, terms and conditions, login, register, etc

### C. Algorithm

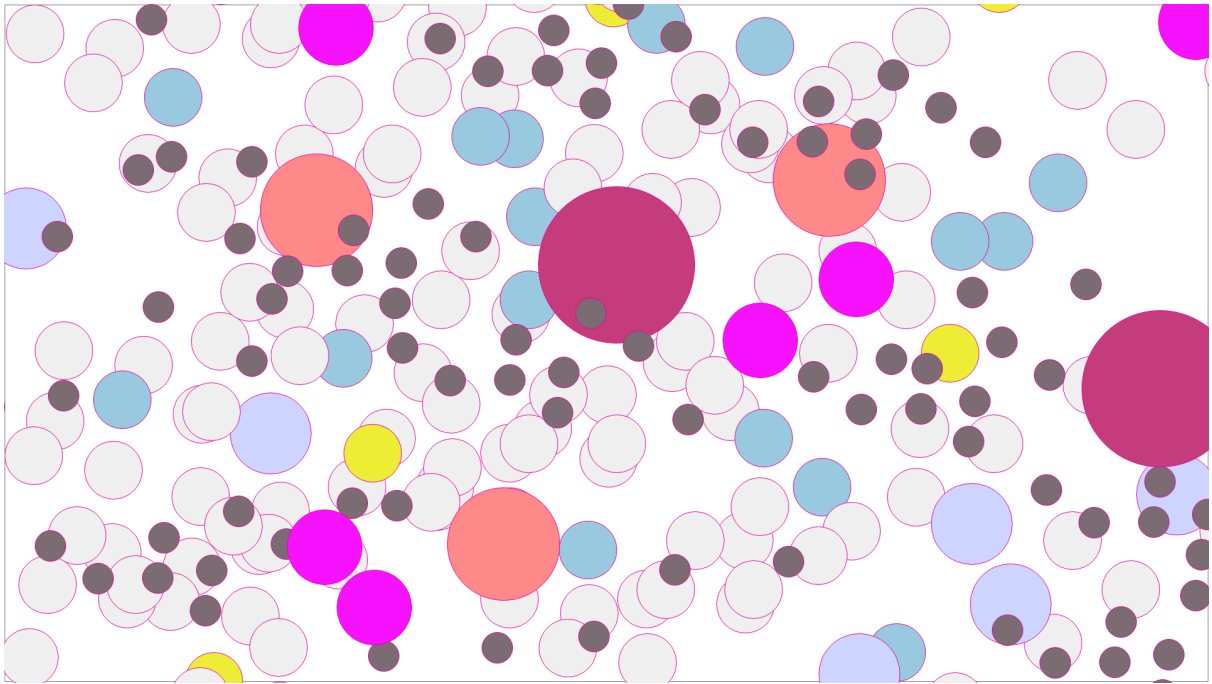
Now let's explain how rewards are being distributed in a totally randomized system, giving the same opportunities to every card, no matter if one box releases 1 or 50.

So to open one of the RichBox that we own, we will select it and go to the rewards panel, where we can click the "open button". Once pressed, animation will play and you will get as many "reward NFT cards" as your box is capable of, depending on its level, status, and boosters.



This is the rewards panel concept. You will be able to see the all released NFT cards after the opening event, almost all cards contain no reward, but in 10%+ of cases, one winning solana NFT cube will show. Almost every open will provide a reward of any kind.

Maths will match, but this needs to be correctly understood. According to the prizes table, any RichBox releasing 1 solana NFT cube will have a 10%+ odds to show up, this will happen after minting when all boxes will be opened for the first time. But from this point on, status and level increase will result in reducing the odds of some RichBoxes, and increasing the odds of the ones that grow (level up after every reload and boosters).



Circles size represent the amount of cards released by every RichBox in this opening simulation. As we can see, some RichBoxes are more suitable to get rewarded. So while playing the game, some people will boost their RichBoxes quickly to add some advantage, some people will try to compete, others keep it slow, and get lucky, there will be many paths to the big jackpot.

**NOTE:**

It is announced that the algorithm will be updated many times according to the roadmap. Gameplay needs to be assured, so if we see ways to improve the game we will be doing it at every scheduled stage. The game needs to be balanced, the brave and great spenders need to be rewarded accordingly, but in respect of little players, that should be granted the chance to win all prizes too.

## Company business model

### A. Funding the project at minting

Project is currently funded by the team members.

The available funds can guarantee to go beyond the minting phase if necessary, but this project needs an investment to fully develop the roadmap.

Minting will be enough to guarantee all future developments, and give the time necessary to develop the business model and create the regular income sources.

### B. The solana game

All RichBoxes carry a default booster (smart contract) to play the solana game, we consider this is the first utility of the collection NFTs and hope it will not be replaced, but enhanced with other utilities and features.

The first regular income source will be the fees paid to reload the RichBoxes. People will need to buy Energy cell boosters to reload and be able to open a RichBox again. Most of the received amounts are being distributed again in prizes, but a percentage enters the project to guarantee its sustainability.

### C. The boosters market

As explained in the boosters section, those NFT items are being used in the solana game, some to reload the box, others to increase odds, and some related, but this is conceptually a modifier that will modify the entire RichBox to do other tasks like funds transportation, funds safebox, and much more ideas that will come up in the community.

### D. The SuperRichBox service

At the moment, all RichBoxes loaded with the default solana game can play following its rules, and winning predefined prizes.

What if a third party would like to play a similar game?

What if they would love using a mystery box set to gift their community, to engage its members, to play together, or any other related system that includes hiding prizes inside the boxes.

It will be impossible to buy the RichBoxes, and also to meet the membership number. Imagine a community with 1 million people. As explained in supply, this can be achieved by tokenizing 1 Founder RichBox into 1 million child RichBoxes **NFTKs** (non fungible token, tokenized), made only to this purpose, may be created to single use only or not. Every item will pay a royalty to the Founder RichBox owner, and to the project to use the reward machine or any other support needed.

This can be developed/adapted in collaboration agreements with major NFT projects.

### Big brands or communities

For example a BMW car can come with a RichBox, inside it can be a “Free driving snow course”, some accessories for the car, another car as a gift, free insurance, etc.

We should be able to partner with a big auto brand.

### Other NFT projects

There will be many ways to serve other projects.

We were talking of creating limited custom collections for major NFT projects. This will allow both parties to share profits, and many more collab ideas. More information on limited custom collections proposal.

Also, when minting a new NFT project, a customized RichBox NFTs can be used as a whitelist item. They can fill them with whitelist spots, prizes as coins or NFTs of their collection, etc. This should be adding value to their project, and also be promoted by the RichBox community.

This service will profit the RichBox owner and the project too.

## **A. Value transfer fees savings**

The feature to transfer the RichBoxes will require users to pay fees.

It can be applied to the Founder RichBoxes and also to the NFTs method explained in the “RichBox owners business model”.

The transfer fees applied to the Founder ones will benefit only the project ( and some of it will end up as a dividend according to rarity table). And the child RichBoxes NFTs both project and owners.

## **RichBox owners business model**

### **B. RichBox revaluation**

As a team, we all expect this project to be successful, we will work to achieve all of the roadmap commitments in time, and in a nutshell, do what it takes.

We also expect that people love this project, get involved, play, spread the voice, and share our mindset.

All of this being said, we truly believe that every Founder RichBox NFT will increase its value continuously to become an important value asset to hold, no matter the rarity level nor the profits that generate, the royalties that provide, etc.

We do estimate that the market value may reach 10 \$sol. We could be more optimistic and claim bigger numbers, but we consider it is better to have our feet firmly on the ground.

### **C. Reward winnings**

RichBox owners may like to play, at least the very first time after the minting.

Who can resist the temptation like this ?

Every RichBox has at least 10%+ chances to win a reward from 0,5 to 50 \$sol + jackpot.



Up to 800+ solanas will be distributed after the minting, and from this point onwards, every time a reload cycle is completed. It means that after 1 reload cycle, another 800+ solanas will be added to the rewards pool. To make this clear, it is not needed to complete a full reload cycle, every reload fee is added to the rewards pool immediately.

And do not forget the **500 \$sol jackpot**. It will be created using minting funds. After the Algorithm initialization, somebody's RichBox will be awarded. We don't know if in the first round or the 5th, luck is the only force here.

Once this jackpot is released, it is going to be refilled, this time using profits from the reload fees.

#### **D. Smart strategists**

This is not another benefit of being a RichBox minter, but it is a gameplay method that gets more wins. RichBox game it is not just a mystery box, it allows to apply some strategies. For example those that reloads the box often, may get extra boosters to receive more NFT cubes, people could be buying those boosters too, so it means they will have more odds than RichBoxes that didn't reload much or don't buy boosters (those can only be obtained buying to other users, not available at marketplace). The fastest growers will have bigger odds to win during a period of time, while the others try to catch up.

There are other smart ways to make some profits, one is to grow a RichBox and resell. People can also add more boosters, create great RichBoxes and then resell. And so on.

#### **E. The SuperRichBox service**

SuperRichBoxes have been explained so far, so let's focus on the owner's royalties. Actually, at the moment of creating this project specifications, a number can't be set. There is a fee that anyone will pay to use the RichBox system, there is also a royalty to be paid to the RichBox owner, and those amounts will depend on how long this service will last, how many NFTs tokens will be released, and if it will require some specific smart contract development to satisfy the End customer requirements (brand, company, club, etc). So when we reach that point in the roadmap, we will share with the community and debate.

#### **F. Resell fees (only to founder wichbox minters)**

According to the rarity table, all Founder RichBoxes will receive a royalty from 1% to 6% on every transaction in the future. Only to first minters.

#### **G. The rarity dividends**

To reward the RichBox holders, we came up with a dividend to be generated at every RichBox reload fee. Percentages and samples can be found on the rarity table section.

Every RichBox has a different one, so owners with many RichBoxes can be getting different dividends on each one. Some investors may like to have a lot of them to generate passive income, another way to understand the staking concept as in RichBox rental (will be developed in the future too, according to roadmap).

## H. Value transfer fees savings

As per roadmap latest achievements, we have included the feature to transfer the RichBoxes. It will provide people to transfer a Full RichBox, at a small fee, independently on what is the content value.

This will be one of the most important utility features in the future, and will require again to talk about the NFTs, child tokens to release utility boxes to be used to store value or other purposes depending on the default smart contract being loaded.

What's important now is to state that the Founder RichBox owner will receive some royalties at every transaction.

## Roadmap

January 2022

### 1. **Founded**

It took a while to conceive the RichBox idea, to watch the NFT environment, to learn, to find more enthusiastic people to share this development, but finally at the end of 2021 the project met all conditions required to start this long but exciting entrepreneurship road.

So time for experiments, test and concepts ends here, and the production stage starts. From this point technical department, Art team, and marketing will start working hard to accomplish all the roadmap timeline.

February 2022

### 2. **Website and social networks showup**

As all classical projects, we need to divide the effort between the product (NFTs, smart contracts, etc) and the users (customers, members). To reach our potential users we need to spread the voice. So one of the first things to do after validating the idea and testing products viability would be to make it real. A web page will be needed, profiles in all major social networks as well as a capable team of publishing, and taking care of the project's brand.

April 2022

### 3. **Presale**

To reward OG members and proud owners of a whitelist spot, we will setup a 600 RichBox presale. The goal is clear, to achieve a quick **sold out**, and to generate enough interest and hype to support the minting date, which is going to happen in the next 24 hours.

April 2022

#### **4. Public minting**

Scheduled on 21st march, we hope for great expectations. We have setup the minting in our dedicated server, directly on the webpage.

NFTs will be released after minting via Airdrop.

Rewards machine will be accessible also at this very moment so people can view and manipulate their RichBox.

April 2022

#### **5. Rewards machine initialized**

After the minting, it is necessary to activate the RichBox panel, where people can see their RichBox in 3D, play with boosters, reload, and many other gameplay features.

April 2022

#### **6. Global RichBoxes unlock. Opening boxes available**

Once everyone got their NFTs, and got access to the RichBox panel, it's time to try people's luck. RichBoxes can be opened to reveal its cards in the rewards page. Time to check if they won has come. Also in this page people could be viewing when and where prices are being received. Also a log would be posted to discord, where the community can chat and enjoy this first round !

April 2022

#### **7. Launch on solanart.io**

After minting the collection we will activate solanart marketplace, the first place to actually resell the RichBoxes.

may 2022

#### **8. Boosters launch**

Adding boosters would be available on a scale basis. Most interesting booster to play the solana game will be released first ones. More info at boosters section.

june 2022

#### **9. Unveil 5 new RichBox levels**

It is going to be hard to reach level 10, but at some point the RichBoxes would start getting closer, and the gameplay should be guaranteed. So new set of levels from 10-15 would be released, with some curious names following the wealth scale in history, and with some features that enhance the winning odds.

july 2022

#### **10. Rewards machine update**

Time to analyze again how the game is played, and to apply algorithm changes if necessary. Adding 5 more levels to the game requires reconsidering the reload fees, and

the rewards amount may be updated as well. All of these modifications will be debated in the community, and cannot be applied unilaterally. Changes will only be required if the system is unbalanced or unfair in some way.

august 2022

## 11. App development

Everything would be available at RichBox website, in desktop computers and in mobile browsers, but there are some features that can only be achieved by developing an App. Pop notifications for example, and so on. So we intend to create an App to make everything easy for the owners: buy, sell, reload, visualize, rent and more will be easily performed there.

september 2022

## 12. Box rental

One of the owners primary business models would be ready on september 2022 or before if possible. This feature will let people other than owners to try their luck for a limited time, while they pay a fee and provide for the project and RichBox owner.

november 2022

## 13. SuperRichBoxes launch

This is a major development in our timeline. Implies dynamic generation and destruction of NFT tokens that we call NFTks, child tokens of the founder RichBoxes (has been explained at the business models section).

Also we need to add a new interface panel to create and manage every campaign (mobile App too), and everything related to the solana blockchain network.

december 2022

## 14. Rewards machine update

Another algorithm review is scheduled at the end of the year. We intend to get all data and reassure everything is balanced and fair to all RichBox owners.

january 2023

## 15. App launch

We have taken some months to develop this App and test properly. About january 2023 it will be launched on Android and IOS platforms.

june 2023

## 16. Smart RichBoxes. New primary smart contracts

As we explained, all RichBox come with a default smart contract (main purpose), but RichBoxes are more than that. We will be developing smart contracts to allow the RichBoxes being used to solve multiple problems.

For example the **Escrow** method. Some people want to charge for a service in advance, and we are forced to pay without having a total warranty of the seller. By using an escrow RichBox seller will be noticed that the funds are actually inside the RichBox, and that the

buyer cannot retire them. Once the job is done, the seller will unblock the box. This process is far more complex, but will be one major function to a RichBox.

**Comet** RichBoxes are nice too. You can store NFTs or crypto inside and let them go with a period set. If you set a period of 30 days, the box can be opened once every 30 days, but meanwhile it will be locked. Like comets that come back the same period over and over.

The **Countdown** will let the owner or a receiver open the RichBox when the countdown ends.

We have also talked about RichBoxes used as a **Safebox**, the feature of **Transferring** RichBoxes between owners no matter what's inside etc.

NOTE:

Line to separate a booster from a major smart contract is thin. It will be decided at the best criteria possible. For example when a RichBox is meant to be used as storage, it will require a major smart contract booster, but if we want to add an extra security to the locker, we just will be adding a security booster enhancer.

July 2023

## 17. Future is coming

RichBox is entering the metaverse to be used inside games or virtual worlds. Some people think the metaverse is here and we should focus on entering as soon as possible, but we think that while it's true that the metaverse will change the world in several ways, that big change can't happen in a few months. This process will take several years, and wait to 2023 waiting for a market consolidation and establishing relationships sounds reasonable.

### Go to market

#### A. Private sale (whitelist)

600 VIP whitelist spots and 100 OG ones will be distributed before the minting date. When the times comes, all spot owners will be notified to formalize their mint preference right, and acquire their RichBoxes in the webpage <https://richbox.io>

All major solana wallets will be accepted.

#### B. Public Minting

24h after the private sale, everyone that owns a whitelist could get his RichBox. Date is set to April 2022, and the time is about to be announced and agreed with the community during the previous period.

Minting will take place also in the webpage <https://richbox.io> and all items will be released immediately after via airdrop.

All major solana wallets will be accepted.

## C. Public sale (marketplaces)

Right after the minting process and NFTs airdrop. We have chosen solanart.io to be the first marketplace to market RichBox items, but we will consider supporting others if the community agrees.

## Team

### A. Main core

#### **Ricart Juncadella**

##### **Founder and CEO**

Holding a background of 15 years in the entrepreneur ecosystem, Ricart has started many internet companies year over year. Starting at web development, ecommerce shops and private shopping clubs, email marketing tools, social networks tools and agency, automation marketing, and the last 2 years specializing in cryptocurrencies investment. Despite being a graduate of Architecture and Computer science, his technical skills had been developed during his childhood. He grew up among computers and code inside a family software development company, learning to code at age 10.

He dedicated all of his life to code and design, with a passion for gaming, and if we consider the #RichBox project, we can end up realizing the “connecting points” speech of Jobs it’s a universal truth.

#### **Sebastián López**

##### **Community manager**

Sebastián has been involved in NFT's since the beginning of 2021 becoming a staple of the NFT community helping many projects until now. He is an awesome resource we have had here at the RichBox since the very beginning. He prides himself on being able to answer literally any crypto or NFT questions our members have.

#### **Alex Montenegro**

##### **Art Director**

Now living in Irvine, California, he is working as senior concept artist at Blizzard Entertainment. Almost 10 years experience as a professional artist mostly in games with a specialty in 3D. Obviously he is an NFT enthusiast and this would be his first presence in a project of that kind, putting all of his experience to work for the #RichBox.

#### **Peter Brenner**

##### **Web + Blockchain**

Been in cryptospace since 2015. Peter is our most experienced brain in the crew. After graduating from computer Science at the university of Manchester he ran into several startups working as a freelancer, helping teams to develop the blockchain, specialized in ethereum smart contracts. Recently he moved to solana.

## B. Advisors

### **Facundo Novak**

#### Community manager

Facundo brings a background of digital marketing and traditional promoter to the cryptoverse. He is obsessed with all things blockchain; whether that be NFT projects, yield farming, or anything in-between.

All of his qualities makes him a great communicator and a tireless discord and twitter user working to spread the voice of the #RichBox.