

# **BLACK CANVAS®**

## **Tokenomics & Economics**

### **Chapter 1 – The Economic Philosophy of Black Canvas®**

From its inception, Black Canvas® was designed as a long-term gaming platform — not as a short-term token experiment. The primary objective is to build a stable and sustainable ecosystem with a 10+ year horizon, capable of operating independently of crypto market cycles, marketing hype, or speculative user behavior.

The economic philosophy of Black Canvas is built on a simple but fundamental principle: gameplay, money, and capital must remain strictly separated.

Failure to respect this principle is one of the primary reasons many GameFi and CasinoFi projects collapse — by combining gameplay mechanics, investment expectations, and real financial flows into a single token. Such an approach leads to unstable economic models, regulatory exposure, and long-term erosion of trust among both users and investors.

Black Canvas has deliberately chosen a different path.

#### **1.1 Separation of the Game Layer, Financial Layer, and Capital & Governance Layer**

The Black Canvas economy is structured around a three-layer model, in which each layer has a clearly defined role and no functional overlap.

##### **Game Layer**

Responsible for player experience, progression, motivation, and long-term engagement.

This layer operates exclusively through gameplay mechanics and in-game reward structures.

##### **Financial Layer**

Dedicated exclusively to deposits, payouts, and platform revenues.

It is stable, transparent, and financially auditable.

## **Capital & Governance Layer**

Represents ownership, project governance, and long-term investor participation in platform development and strategic direction.

This structure ensures that the game evolves as a game, financial flows are managed as financial operations, and capital functions as capital — without internal conflicts of interest.

## **1.2 Why Black Canvas Does Not Monetize the Game Token**

Black Canvas was not designed to generate revenue through the sale or inflation of its gameplay token. On the contrary, the project intentionally separates token mechanics from direct revenue generation.

All real platform revenues originate within the Financial Layer and are denominated in a stablecoin (currently USDT). Primary revenue sources include house edge in player-versus-platform games, fees from player-versus-player interactions, tournament entry fees, and marketplace or in-game asset fees.

The gameplay token is not a monetization instrument. It functions as a behavioral optimization mechanism — increasing player activity, retention, and the number of games played per user. The result is higher gameplay volume and sustainable platform revenue without reliance on token price dynamics.

## **1.3 Dual-Token Architecture as a Protective Mechanism**

Black Canvas utilizes a dual-token architecture widely regarded as one of the healthiest structural models in blockchain gaming. Each token serves a single, clearly defined role: the gameplay token serves players, while the capital token serves long-term stakeholders within the Capital & Governance Layer.

This approach protects players from investment risk, protects investors from inflationary pressure within the gameplay economy, and protects the project from artificial token price expectations.

As a result, the Black Canvas economic structure remains stable, predictable, and manageable over the long term.

## **1.4 Long-Term Sustainability as a Core Objective**

The entire Black Canvas economic model is designed to function during both expansionary and contractionary market conditions, maintain regulatory clarity, support long-term development planning, and enable scalable growth without requiring structural redesign of the economic foundation.

The project does not promise short-term returns or rapid token appreciation. Instead, it is built upon real gameplay activity, controlled value flows, and clearly separated economic roles.

Black Canvas is not a token project with a game.

It is a gaming platform with a sustainable economic architecture.

## **Chapter 2 – Black Canvas® Token Architecture**

The token architecture of Black Canvas® is designed to be clear, auditable, and sustainable over the long term. Its primary objective is to eliminate common conflicts between players, investors, and the platform by ensuring that each token fulfills only one clearly defined role.

Black Canvas deliberately avoids the use of a universal token. Instead, it separates functions into distinct layers that interact with one another without overlap or structural conflict.

### **2.1 Overview of the Token Architecture**

The Black Canvas ecosystem operates with three distinct assets:

- BCTK – gameplay and reward token
- stablecoin (currently USDT) – financial and settlement layer
- BCGS – capital and governance token

Each of these assets has a precisely defined use case, responsibility, and target group.

### **2.2 BCTK – Gameplay and Reward Token**

BCTK (Black Canvas Token) is dedicated exclusively to the Game Layer of the platform. Its purpose is not financial appreciation, but player motivation, progression, and long-term engagement.

Core functions of BCTK include rewards for gameplay and activity, unlocking game modes and features, access to special events, gameplay boosts, progression and status recognition, selected fee discounts, and cosmetic or non-financial elements.

BCTK does not represent money and carries no claim on platform revenues. It represents time, experience, and activity within the ecosystem.

## **2.3 What BCTK Is Not**

To avoid any ambiguity, it is essential to clearly define what BCTK is not.

BCTK is not an investment token.

It is not a betting or wagering currency.

It is not associated with any promise of return.

It is not a fundraising instrument.

It is not a revenue-sharing mechanism.

These boundaries are critical for regulatory clarity, player protection, and long-term stability of the gameplay economy.

## **2.4 stablecoin (currently USDT) – Financial and Accounting Layer**

The stablecoin (currently USDT) serves as the sole financial unit within the Black Canvas ecosystem for player deposits, payout settlements, game settlement operations, and platform revenues.

The use of a stablecoin ensures minimal volatility, financial transparency, clearly traceable value flows, and reduced regulatory exposure. The stablecoin never functions as a gameplay reward, thereby preserving the strict separation between gameplay incentives and real financial operations.

## **2.5 BCGS – Capital and Governance Token**

BCGS (Black Canvas Governance Share) is the only token designed for investors and long-term strategic partners. It functions as an instrument for capital formation, project governance, and structured long-term participation in platform development.

BCGS holders participate in strategic decision-making processes and exercise governance voting rights within the defined governance framework. Any economic alignment is structured through transparent governance mechanisms and does not interfere with gameplay operations.

BCGS is not part of the gameplay economy and does not enter gameplay mechanics or reward structures.

## **2.6 Why This Architecture Is Fundamental**

The separated token architecture eliminates conflicts between players and investors, protects the gameplay economy from speculative pressure, protects capital governance from gameplay-driven inflation dynamics, enables independent scaling of each layer, and strengthens credibility with partners and regulatory stakeholders.

Through this architecture, Black Canvas can expand its game portfolio without affecting the Capital & Governance Layer, adjust gameplay mechanics without structural risk to capital governance, and plan long-term development without requiring fundamental economic redesign.

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# **Chapter 3 – BCTK Tokenomics — Supply, Distribution, and Long-Term Sustainability**

This chapter provides a detailed explanation of the BCTK (Black Canvas Token) tokenomics and outlines why its design is sustainable, regulatorily transparent, and suitable for the long-term operation of the Black Canvas® gaming platform.

From the outset, BCTK was designed as a gameplay and reward token — not as an investment asset. Its tokenomics are structured to support player behavior, motivation, and retention rather than speculation or price pressure.

## **3.1 Total Supply of BCTK**

The total supply of BCTK is fixed at 112,500,000 BCTK.

This amount represents the final and immutable supply of the token.

BCTK has no inflation mechanism and no possibility of additional minting.

### **3.2 Historical Technical Limitation and Permanently Locked Supply**

During the original smart contract deployment in 2021, a technical design decision resulted in the permanent locking of 81,750,000 BCTK, rendering them unusable.

These tokens were minted directly to the contract address without any release or administrative function. This situation does not represent a hack, loss, or manipulation, but rather a historical limitation of the original contract design.

The locked tokens are permanently inaccessible and fully disclosed within the tokenomics model.

### **3.3 BCTK Held by the Team**

Out of the total supply, the team controls 30,750,000 BCTK.

These tokens function as a strategic reserve, supporting long-term ecosystem development, marketing initiatives, partnerships, and future platform expansion. They are not intended for immediate distribution and are managed in a manner that preserves gameplay economic stability.

### **3.4 Effective and Usable BCTK Layer**

After deducting the permanently locked supply, the effective and usable BCTK layer consists of exactly 30,750,000 BCTK.

This effective supply supports the reward and utility economy, enabling predictable distribution, long-term control, and sustainable incentive mechanisms without speculative pressure.

### **3.5 Reward Model and Distribution Pace**

BCTK is distributed through a controlled reward model designed for long-term sustainability.

Indicative reward levels include approximately:

- 0.2 BCTK per completed game
- 0.3 BCTK for a win or objective completion
- up to 0.5 BCTK for bonus or perfect performance

Average rewards typically range between 0.3 and 0.6 BCTK per game.

BCTK supports up to 8 decimal places, enabling fine-grained distribution adjustments without altering total supply.

## **3.6 Long-Term Sustainability of the Gameplay Economy**

The BCTK tokenomics model supports long-term engagement, avoids inflationary pressure, remains independent of token market price, and allows dynamic reward adjustments.

Because BCTK is not used for financial payouts, the platform avoids value leakage, speculative exploitation, and structural economic collapse during market downturns.

## **3.7 Scarcity and Motivation Mechanisms**

To maintain BCTK as an attractive and motivating instrument for players without altering the fixed supply or introducing financial risk, the following mechanisms may be implemented:

- **Controlled Buyback and Recycling:**

A portion of platform revenues (stablecoin-based house edge and fees) may be used to repurchase spent BCTK at a controlled rate (e.g., 10–20%), returning them to the reserve for redistribution as rewards. This creates a closed-loop structure that preserves supply integrity while reinforcing perceived utility.

- **Dynamic Reward Adjustment:**

Reward levels (0.2–0.6 BCTK per game) may be adjusted based on platform activity to prevent accelerated depletion during periods of high engagement.

- Token Locking Mechanisms:

Players may lock BCTK for a defined period in exchange for long-term gameplay boosts, reducing circulating availability while rewarding loyalty.

- Utility Expansion:

Additional in-game spending options (e.g., customization, events) recycle BCTK back into the system.

- Community Tournament Structure:

Qualification tournaments may require BCTK entry, with winners gaining access to main tournaments featuring stablecoin prize pools, thereby incentivizing BCTK accumulation without merging economic layers.

These mechanisms reinforce long-term sustainability (as described in Section 3.6) while supporting player retention without introducing speculative dynamics.

### **3.8 Summary of the Role of BCTK**

BCTK rewards player activity and loyalty, increases retention and session duration, enables precise gameplay economic control, reduces long-term marketing dependency, and does not expose players to investment risk.

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## **Chapter 4 – BCGS Tokenomics — Capital, Governance, and Investor Logic**

BCGS (Black Canvas Governance Share) represents the Capital & Governance Layer of the Black Canvas® ecosystem. It is designed as a long-term instrument for development financing, structured project governance, and enabling investor participation in the platform's strategic evolution.

BCGS is not part of the gameplay economy and does not enter gameplay operations.

The primary objective of BCGS is to establish a clean, transparent, and credible capital model that does not conflict with the Game Layer or Financial Layer.

## 4.1 Purpose of the BCGS Token

BCGS is dedicated exclusively to:

- capital formation and structured fundraising,
- governance and strategic project oversight,
- long-term participation in the economic growth of Black Canvas,
- alignment of interests between the team, investors, and long-term partners.

BCGS is not a reward token, is not used in gameplay, and is not intended for microtransactions.

## 4.2 Recommended Total Supply of BCGS

After evaluating multiple supply scenarios and considering token price psychology, fundraising requirements, long-term governance functionality, and credibility with investors and launchpads, the recommended total supply is defined as:

250,000,000 BCGS

This supply level represents a balanced compromise between scarcity and sufficient structural flexibility for multi-stage fundraising, treasury allocation, future DAO development, and strategic partnerships.

## 4.3 Allocation of BCGS Supply

The total supply of 250,000,000 BCGS is allocated as follows to ensure balance between fundraising, governance stability, and long-term growth:

- Team & Founders — 15% (37,500,000 BCGS)  
Subject to a 3–4 year vesting schedule, milestone-based to ensure alignment.
- Treasury — 30% (75,000,000 BCGS)  
Allocated for marketing, partnerships, and DAO initiatives, governed within the

Capital & Governance framework.

- Public Sale — 20% (50,000,000 BCGS)

Distributed to the community via launchpads or public sale mechanisms.

- Private / Seed Sale — 15% (37,500,000 BCGS)

Allocated to early-stage investors, subject to 1–2 year lock-up conditions.

- Marketing & Partnerships — 10% (25,000,000 BCGS)

Reserved for ecosystem expansion, strategic collaborations, and structured distribution programs.

- Ecosystem / DAO Fund — 10% (25,000,000 BCGS)

Reserved for future development initiatives and governance-based allocation decisions.

This allocation structure supports scarcity, liquidity planning, and long-term credibility while reducing concentration risk.

## 4.4 Rationale Against Higher or Lower Supply

An excessively high supply may weaken price perception and reduce investor confidence, while an excessively low supply may create artificial scarcity but restrict fundraising capacity and ecosystem expansion.

The 250 million BCGS model allows realistic valuation dynamics aligned with platform growth and provides sufficient structural governance capacity.

## 4.5 Governance Rights and Decision-Making

BCGS holders participate in project governance through voting on:

- strategic direction,
- major economic or structural changes,

- treasury allocation decisions,
- gradual transition toward a DAO-based governance model.

Governance affects strategic direction, not daily gameplay operations.

## **4.6 Investor Logic and Long-Term Alignment**

The relevance of BCGS is aligned with platform performance indicators such as gameplay growth, increasing financial throughput, operational stability, ecosystem expansion, and sustained trust from the community and partners.

BCGS derives its structural relevance from real platform performance rather than token inflation mechanisms.

## **4.7 Separation of BCGS from the Gameplay Economy**

The strict separation between BCGS and BCTK:

- protects investors from gameplay-driven inflation,
- protects players from capital market pressure,
- enables independent management of each layer,
- strengthens credibility with institutional investors, launchpads, and regulatory stakeholders.

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# **Chapter 5 – The Complete Economic Model of Black Canvas®**

This chapter concludes the Tokenomics & Economics document by presenting the complete economic model of Black Canvas® as a unified and coherent system. It demonstrates how the individual layers interact, how value is generated, and why the model is structurally sustainable over the long term.

Black Canvas is not structured as a token experiment. It is a gaming platform with real operational activity, where each component has a clearly defined role.

## **5.1 Overview of the Economic Layers**

### **Game Layer (BCTK)**

Responsible for player motivation, progression, engagement, and long-term retention.

BCTK functions strictly as a gameplay instrument, not as a financial asset.

### **Financial Layer (stablecoin – currently USDT)**

Used for deposits, payouts, and platform revenues.

This layer is stable, transparent, and financially auditable.

### **Capital & Governance Layer (BCGS)**

Represents ownership structure, governance, and long-term investor participation in platform growth.

Each layer operates independently, without overlap or structural conflict.

## **5.2 How Value Is Generated Within the Ecosystem**

Value within the Black Canvas ecosystem is generated primarily through gameplay activity.

Players participate in games. The platform provides infrastructure, rules, and a provably fair environment. Financial settlement occurs in stablecoin (currently USDT), and Black Canvas generates revenue through house edge, transaction fees, and tournament participation.

Within this process, BCTK increases player activity, extends gameplay sessions, increases the number of games played per user, and reduces long-term marketing and acquisition dependency.

The result is higher gameplay volume and sustainable platform revenue — without monetizing the gameplay token itself.

## **5.3 Alignment Between Players, Platform, and Investors**

Players experience a fair gameplay environment, receive rewards for activity, and are not exposed to investment risk.

The platform (Black Canvas) generates revenue from real operational activity, maintains full control over gameplay economics, and can plan long-term development.

Investors (BCGS) participate in platform growth rather than gameplay inflation, aligning incentives with sustainable development rather than short-term extraction.

This alignment eliminates the typical conflict between short-term profit-taking and long-term platform sustainability.

## **5.4 Resilience to Market Cycles and Regulatory Environments**

Due to the strict separation between gameplay economics, financial flows, and capital structure, Black Canvas is capable of operating during both bull and bear market conditions without reliance on token price appreciation and with strong regulatory clarity.

The platform is not pressured to artificially inflate token value and can remain focused on game quality, system stability, and community growth.

## **5.5 Long-Term Perspective (10+ Years)**

The entire Black Canvas economic model is designed to be scalable, support expansion of game modes, enable new forms of player engagement, and remain compatible with future technological development.

The foundational architecture does not require structural redesign, even in the event of significant platform growth.

## **5.6 Final Summary**

Black Canvas® separates gameplay, money, and capital.

It avoids price pressure on the gameplay token.

It is built on real operational activity.

It provides a structured and long-term capital model.

It protects players, investors, and the project from systemic risk.

This is not a token project with a game.

It is a gaming platform with a sustainable economic architecture.

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