

CO₂-Capture



white paper

Content

1.Blockchain innovation brings new opportunities	3
2.Introduction to CO2-Capture	4
3.NFT environmental protection and ecology	5
4.CO2-Capture Mining Ecology	6
5.CO2-Capture Game ecology	7
6.Tokenomics	8
7.Community Involvement Programs	9
8.Roadmap	11
9. Core organization	12

1. Blockchain innovation brings new opportunities

Trusted management of carbon emission data based on blockchain technology is still in the early stages of development at home and abroad. As the carbon trading market gradually matures and carbon emission policies continue to evolve, the development prospects of the blockchain + "dual carbon" platform are very broad. In the future, it can be expanded to include carbon verification and carbon asset management including enterprises that control pollution emissions. , carbon trading, carbon finance and other broad areas, providing support for enterprises to participate in carbon market transactions and green project financing.



The United Nations Intergovernmental Panel on Climate Change (IPCC) believes that carbon sequestration is the process of absorbing carbonaceous materials, especially carbon dioxide, in land or ocean reservoirs, that is, the process of adding relevant substances to the reservoir. Physical carbon sequestration is the use of negative emission technologies such as carbon capture, utilization and storage (CCUS) to capture carbon dioxide and other greenhouse gases in the air and bury them deep underground or in carbon reservoirs on the seabed. The "Special Report on Global Warming of 1.5° C" and the Sixth Assessment Report (AR6) released by the IPCC respectively included carbon removal technologies such as biomass carbon capture and storage (BECCS) and direct air capture (DAC) into the technical content of CCUS. , these technologies combined with renewable energy will provide negative emissions opportunities, thereby reducing the concentration of carbon dioxide in the atmosphere and reducing climate risks.

2.Introduction to CO2-Capture

The European Union Emissions Trading System (EU ETS) serves as an innovative mechanism to address climate change. This system uses market mechanisms to encourage companies to reduce greenhouse gas emissions and has become an important tool in promoting Europe's emission reduction goals. EU ETS launched the CO2-Capture project in the second quarter of 2023, aiming to BNBve the global carbon sink trading problem through blockchain.



CO2-Capture is a digital currency based on blockchain technology. What is special about it is that it can be mined by reducing carbon dioxide emissions, so it is also called a "green mining machine." Using blockchain technology and platform as the core of data storage and trust transfer, digitally upgrade the traditional "server + storage + business system" IT construction model, and gradually build a multi-dimensional, enterprise-institution-region-industry-country support system. Highly reliable digital infrastructure for carbon emission trusted data circulation.

In the CO2-Capture ecosystem, every time electricity or fuel is used, carbon dioxide emissions will be generated. These emissions will be permanently recorded on the CO2-Capture blockchain and are called the "energy consumption chain." In the mining process of CO2-Capture, miners obtain rewards of CO2-Capture by reducing energy consumption and carbon dioxide emissions.

CO2-Capture carbon sink resources refer to resources that absorb carbon dioxide and BNBidify and collect it. Carbon sink resources have been traded at a price internationally. Every country has quantitative carbon dioxide emission indicators every year. If developed countries exceed the standard, they need to purchase emission indicators. At this time, carbon sink resources are a valuable resource.

3.NFT environmental protection and ecology

The EU ETS has proven to be an effective emissions reduction tool. EEX is the designated auction platform for the European Union (25 EU member states, 3 European Economic Area and European Free Trade Area countries (EEX EFTA States)) and regularly holds European Carbon Emissions Allowances (EUA) and European Air Transport Carbon Emissions Allowances (EU Aviation Allowance). Auction, currently EUAA has been merged with EUA. Profits from the auction are invested in CO2-Capture's innovation fund REPowerEU, Modernization Fund and Recovery and Resilience Facility for REPowerEU to fund and accelerate the EU's green economic transformation. EU ETS will establish a trusted digital infrastructure for carbon emission trusted data circulation through the CO2-Capture blockchain BNBution.

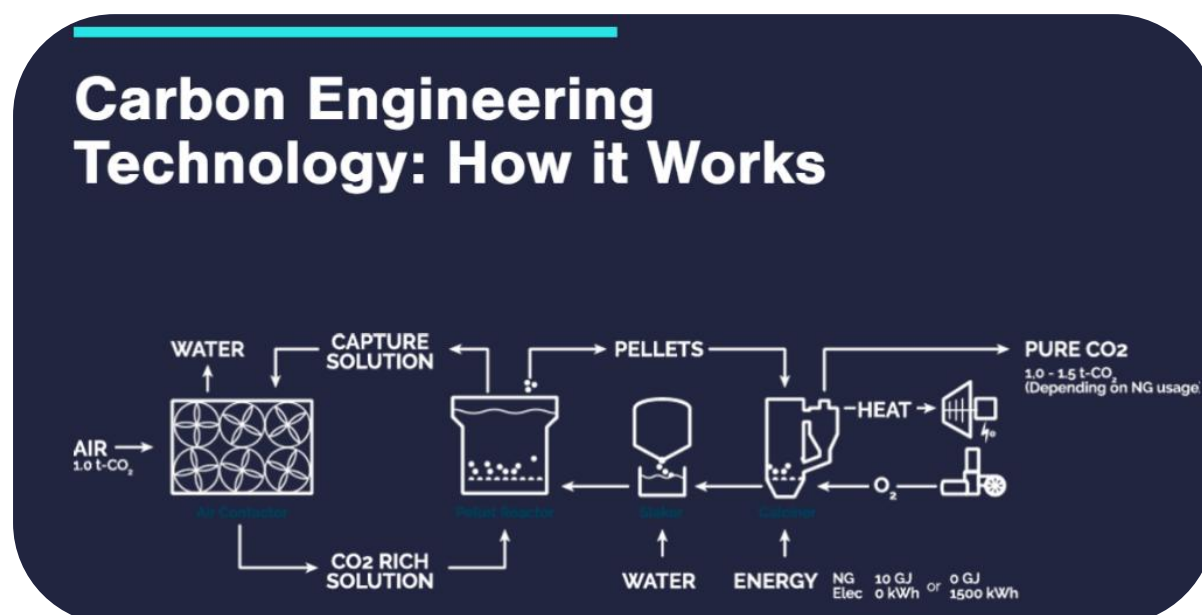


图片来自：OPENSEA

CO2-Captur builds this system and platform to give each user the opportunity to become a global environmental ambassador through environmental ambassador NFT registration. These NFTs are protected in a decentralized network and associated with locked incentives. CO2-Captur NFT owners will receive a certain amount of CO2 carbon sink assets, and the holders will have the status of global environmental ambassadors. CO2-Captur plans to issue 99 Environmental Ambassador NFTs in 2024, and select 21 through their contribution value to become the final EU ETS blockchain VIP members. The CO2-Captur owned can obtain the carbon sink asset CO2, and the NFT itself can be auctioned, transferred, and circulated. CO2-Captur uses blockchain to realize the individual development of the global carbon sink economy.

4.CO2-Capture Mining Ecology

CO2-Captur devices are registered on the main network, and their devices are connected to the public chain through smart contracts. They will mine new blocks by capturing carbon dioxide from the air. The CO2-Captur device will use a variety of technologies to capture carbon dioxide from the air and store it in a memory inside the device. These devices will record and upload captured carbon dioxide data through the public chain. These data can be used to prove the working effect of the equipment and can also be used to calculate the mining income of the equipment. In order to encourage equipment manufacturers and users to participate in this system, CO2-Captur has set up a reward mechanism. Device manufacturers and users can earn CO2 rewards by mining new blocks. The higher the efficiency of the equipment and the more carbon dioxide it captures, the more CO2 rewards you will receive.



In the CO2-Captur network, each new carbon sink transaction is packaged into a block and linked to the previous block through an encryption algorithm, forming an ever-growing chain. To ensure the validity of transactions and prevent fraud, CO2-Captur miners need to solve a complex mathematical puzzle known as a Proof of Work to prove that they have contributed to the network.

5.CO2-Capture Game ecology

Story scene: Plant trees to prevent desertification of the land. If desertification occurs, the game needs to be restarted.

Game rules: Users obtain contribution points by purchasing trees, and the contribution points can extend the time of desertification, that is, increase the game time. For every additional contribution to the entire system, the game time increases for a certain amount of time, with the upper limit being 24 hours. If there are no new contributions for 24 hours, the land will become desertified and the game will end. The last group of players and all users who participate in the game will share the bonus pool bonus according to the rules.



CO2-Captur aims to create an on-chain GameFi world and establish an ecosystem that is global, decentralized, cross-platform, highly liquid, and has a unified guarantee of asset value that deeply integrates game distribution and the pan-travel community.

According to the established plan, CO2-Captur will launch the first part of the planting industry ecological game in the near future. In the planting industry ecological game section, players can use CO2 tokens to obtain tree seeds in the planting garden and sow and plant trees. There are a total of 4 types of value trees released in the game. Each tree has different planting value, different planting cycles, and different value of benefits obtained from planting. Before sowing, players need to select saplings with 10% of the total value of the trees to open the land, so as to better link the planting ecology with the forest carbon sink and give players a more complete ecological chain game experience. It further promotes the dual development of the first ecology and the second ecology, providing players with a play to earn gaming experience.

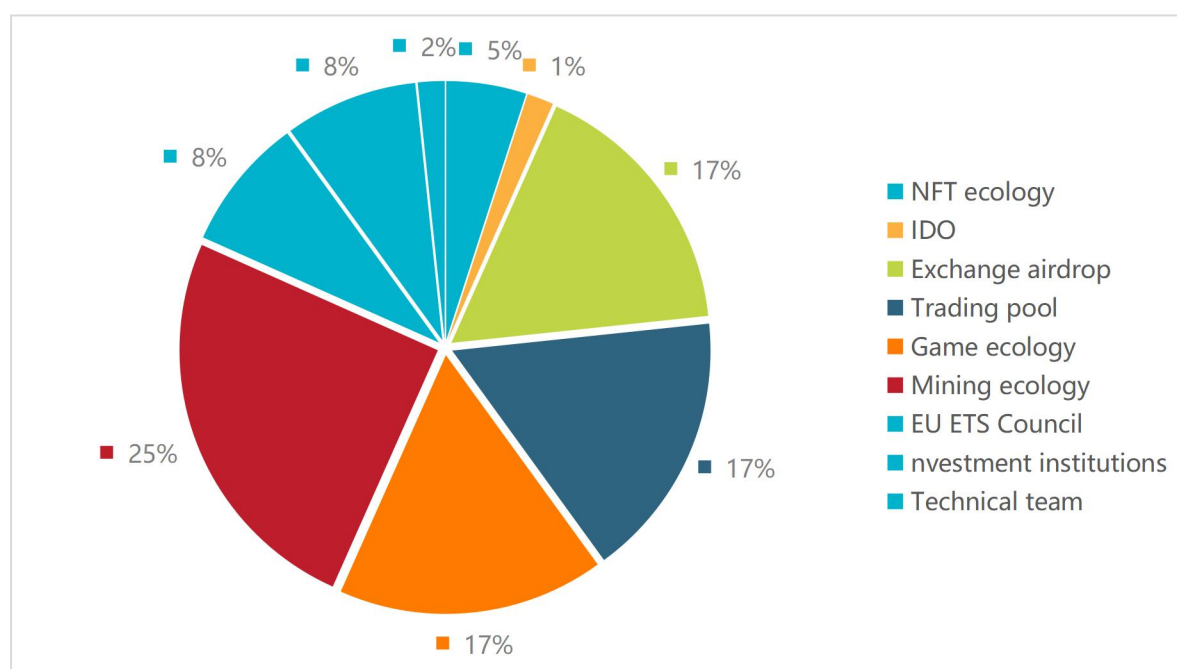
6.Tokenomics

CO2-Capture utilizes BSC blockchain technology to ensure the integrity and security of its ecosystem. Smart contracts manage the creation, trading, and reproduction of NFT cards, while decentralized storage BNButions protect user data and assets. By seamlessly integrating with leading blockchain protocols, CO2-Capture provides users with a frictionless and immersive experience. Security measures and decentralized governance mechanisms protect user assets and maintain the integrity of the ecosystem.

Token symbol: CO2-Capture

Token name: CO2

Total issuance: 600 billion



Allocation method:

NFT ecology: 30 billion

IDO: 100 billion

Exchange airdrop: 10 billion

Trading pool: 100 billion

Game ecology: 100 billion

Mining ecology: 150 billion

EU ETS Council: 50 billion

Investment institutions: 50 billion

Technical team: 10 billion

7. Community Involvement Programs

White List Pre-selection and Final Selection Process

1. Pre-selection criteria:

- Activity: Participation in community forums, social media, and project activities.
- Contribution: Promotion, content creation, or technical support for the project.
- Project Knowledge: Evaluate understanding of the project through online quizzes or Q&A.
- Early Involvement: the time to join the community and the level of early activity participation.

2. Application and screening process:

- Users register and submit a whitelist application on the official project platform.
- Complete necessary KYC verification to meet compliance requirements.
- Complete a series of community tasks or challenges, such as content creation, project promotion, etc.

3. Pre selection process:

- Application Collection: Collect whitelist applications through official channels to ensure that all applicants have provided necessary information.
- Preliminary Screening: Based on the predetermined quantitative criteria, 99 candidates are selected from all applications to enter the preliminary selection list.
- Community Voting: Allow community members to participate in voting and choose candidates they support.

4. Community voting and final decision:

- Voting Mechanism: Each community member can vote on the candidate they most support, with a limit of one vote per person.
- Vote Statistics: Based on the ranking from highest to lowest, select the top 21 as the final whitelist members.
- Announcement and Confirmation: Publish the final results and notify the selected candidates via email or platform.

5. Economic models and incentives:

-Whitelist Allocation Quantity: Each successfully selected community member will receive a certain amount of CO2 tokens for subscription.

-Coin Holding Requirements: Each community member must have no less than 50 coin holding addresses to ensure dispersion and broad community participation.

-Purchase Limit: The number of CO2 tokens that can be purchased from each address is between 0.2 and 5 BNB.

6. Rewards and future benefits:

-Whitelist Privileges: including priority in future project activities, opportunities to participate in special events, etc.

-Long Term Incentives: For whitelisted members who perform actively and make significant contributions to the community, they may gain more rights in subsequent token allocation and project decisions.

-Trading and Circulation: CO2 tokens purchased by whitelist members can be freely traded on the open market after meeting a certain lock-up period.

8.Roadmap

DAO based roadmap structure

Development Roadmap of CO2-Capture Project

Phase 1: Initial Preparation (3 months)

- Establish project vision and goals, develop a detailed roadmap and plan.
- Establish a team, including developers, designers, marketing experts, etc.
- Conduct market research, analyze competitors and target user groups.

Phase 2: Infrastructure Construction (6 months)

- Build the infrastructure and user interface for the CO2-Capture platform.
- Develop and test smart contracts to support the core functionalities of the platform.
- Issue CO2 tokens and integrate them into the platform.

Phase 3: Functional Development and Testing (9 months)

- Develop a game center that includes game listings, user interfaces, and game interaction features.
- Design and develop virtual currency trading functions that allow users to purchase in-game items and services.
- Conduct comprehensive testing to ensure the stability and security of the platform.

Phase 4: Launch and Promotion (12 months)

- Launch CO2-Capture platform to open registration and gaming to the public.
- Conduct marketing and promotion activities, including social media promotion, advertising placement, and participation in industry events.
- Attract initial user groups and establishing a community and user base.

Phase 5: Continuous improvement and expansion (ongoing)

- Collect user feedback, continuously improve platform functionality and user experience.
- Add new games and features to expand the ecosystem of CO2-Capture.
- Continuously carry out marketing and promotion activities to attract more users and enhance the platform's visibility and influence.

9. Core organization

① European Union Emissions Trading System (EU ETS) Council

The European Emissions Trading System (EU-ETS) is the world's largest carbon emissions trading market. It has made a huge contribution to reducing global carbon emissions by mandating carbon emissions for each company.

② Modernisation Fund

The Modernization Fund is a dedicated funding program to help modernize energy systems and improve energy efficiency, supporting the 10 low-income EU member states in achieving their carbon neutrality goals

③ European environmental association

It is an institution established by the European Union to monitor and analyze the European environment, headquartered in Copenhagen, the capital of Denmark. It was established by EC Regulation 1210/1990 and has been in operation since 1994 as amended by Regulation 933/1999.

