Cryptex

Whitepaper

Version 1.2
Token: Cryptex Token (CRX)
Network: Solana (SPL)
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Solve. Submit. Earn. Collect.

Contents

1. Abstract

Cryptex is a puzzle game ecosystem built around Sudoku-inspired challenges and quote-decoding mechanics. Players solve puzzles, submit solutions, and earn entries into yearly reward draws. The ecosystem is powered by CRX, a utility token designed to support gameplay features, annual competitions, on-chain rewards, and long-term community incentives.

CRX is not presented as an investment and Cryptex does not promise token price appreciation, exchange listings, or financial returns. The goal is to create a sustainable, transparent reward system for puzzle solvers.

2. Vision and Principles

Cryptex aims to be the go-to platform for puzzle solvers who want more than a one-time purchase. The project is built on four principles:

- Skill-first entertainment: puzzles are the product and the community is the multiplier.

- Fair rewards: eligible submissions enter an auditable yearly draw.

- Transparency: rewards and treasury movements are verifiable and clearly documented.

- Sustainability: revenue supports development, rewards, and liquidity depth without guaranteeing market outcomes.

3. The Problem

Traditional puzzle books and apps are usually "one-and-done":

- Limited incentives to return after completion

- Weak community layer (competitions, profiles, achievements)

- No shared reward system tied to long-term engagement

Cryptex addresses these gaps by combining high-quality puzzle content with yearly on-chain rewards and collectible achievements.

4. The Cryptex Solution

Cryptex combines:

- Puzzle content (books and digital experiences)

- Solution submissions (app/portal)

- Yearly reward cycles (CRX and NFTs)

- A treasury model funded by product sales and ecosystem usage

Players get entertainment and a repeatable reason to return: each valid submission automatically qualifies them for the yearly draw.

5. Product and Gameplay

5.1 Puzzle Content

Cryptex puzzles blend Sudoku-inspired logic with a decoding layer that reveals hidden quotes. Content may be delivered through printed books, downloadable packs, and in-app formats.

5.2 Submission Flow

1) Complete the puzzles.

2) Submit solutions through the Cryptex app/portal.

3) Submissions are validated (format checks, duplication controls, and anti-cheat signals).

4) Accepted submissions become entries in the yearly draw.

5.3 Eligibility Window

A yearly cycle defines a fixed submission window. All accepted submissions within the window are eligible for that year's rewards. The exact cutoff dates are published in advance and reflected in the app/portal.

6. Yearly Rewards

6.1 CRX Token Rewards

Each year, Cryptex distributes a fixed pool of CRX to randomly selected eligible solvers:

- Winners: 10,000 eligible solvers (random selection)

- Total yearly pool: 10,000,000 CRX

- Reward per winner: 1,000 CRX

CRX can be held, traded, or used inside the Cryptex ecosystem (where supported).

6.2 Cryptex Solver NFT Badges

Each year, 100 selected eligible solvers receive a Cryptex Solver NFT Badge:

- Quantity: 100 badges per year (Year Edition)

- Properties: unique metadata, collectible, verifiable on-chain

- Purpose: achievement proof and community status

Optional (recommended) rarity structure:

- 1 Legendary, 9 Epic, 90 Rare

6.3 Draw Integrity and Fairness

Cryptex uses an auditable reward process designed to be resistant to manipulation:

- Eligibility: only validated submissions count.

- Randomness: a verifiable method is used (e.g., VRF or an auditable randomness process).

- Anti-cheat: rate limiting, duplicate detection, and validation signals.

- Public proof: reward transactions are verifiable on-chain and can be referenced in a yearly transparency report.

7. CRX Token Utility

CRX is designed as a utility token for the Cryptex ecosystem. Potential uses include:

- Access to premium puzzle drops and limited editions

- Optional cosmetic upgrades (profiles, frames, seasonal themes)

- Tournament tickets and competitive modes (future)

- In-app convenience features (e.g., hints or assist tools), where appropriate

- NFT interactions (badge upgrades, gated events, special puzzle packs)

- Governance (future): voting on reward rules, treasury policy, and roadmap priorities

8. Tokenomics

8.1 Supply

This whitepaper proposes a fixed maximum supply model.

- Maximum supply (proposed): 1,000,000,000 CRX

- Token standard: Solana SPL

Note: final parameters may be adjusted prior to token generation and will be published as a final version before launch.

8.2 Allocation (Proposed)

The allocation below is designed to prioritize long-term community rewards, liquidity depth, and sustainable development.

Category	Share	CRX	Purpose
Community Rewards Reserve	50%	500,000,000	Funds yearly rewards and seasonal programs (target: 10,000,000 CRX/year).
Liquidity and Market Making	15%	150,000,000	DEX liquidity, market depth support, and operational liquidity.
Ecosystem and Partnerships	10%	100,000,000	Collaborations, integrations, and partner campaigns.
Team	12%	120,000,000	Core development incentives (long-term vesting).
Marketing and Growth	8%	80,000,000	User acquisition, distribution, and content campaigns.
Treasury / Reserve	3%	30,000,000	Runway, audits, and unexpected costs.
Advisors	2%	20,000,000	Strategic support

(vesting).

8.3 Vesting (Suggested)

- Team: 12-month cliff, then linear vesting over 36 months

- Advisors: 6-month cliff, then linear vesting over 18 months

- Rewards Reserve: distributed by yearly draw rules and published schedules

- Liquidity allocation: a portion may be used at launch for initial liquidity; remaining amounts may be time-released to support stability

9. Treasury and Revenue Policy

Cryptex is funded by a mix of puzzle sales (books and digital packs), optional premium features, and partnerships. Treasury policy is designed to support:

- Ongoing product development

- Yearly rewards operations and distributions

- Liquidity depth (to reduce slippage and improve market quality)

Cryptex may use automation (swap and liquidity tooling) for treasury operations and market-quality support. These actions are governed by documented rules, spend caps, and security controls, and do not guarantee token price performance.

9.1 Governance and Controls (Planned)

- Multi-signature treasury for critical actions

- Spend caps and rate limits for automation

- Transparent reporting: yearly reward proofs and treasury summaries

- Audits and code reviews for critical smart-contract components (where applicable)

10. NFTs: Cryptex Solver Badge

The Cryptex Solver NFT Badge is a yearly achievement collectible awarded to 100 selected solvers per year.

Core attributes (example):

- Year edition (e.g., 2026)

- Edition number (1-100)

- Rarity tier (Legendary/Epic/Rare)

- Solver identifier hash (privacy-preserving)

- Artwork and puzzle theme metadata

Future utility may include gated tournaments, profile cosmetics, and special puzzle drops, but utility may evolve over time.

11. Roadmap (2025-2026)

11.1 2025 Milestones

- Q1 2025: First release of Cryptex puzzles and submission portal; yearly rewards cycle begins.

- Q4 2025: CRX token launch target; initial liquidity and public trading availability (DEX first).

11.2 2026 Roadmap

Q1 2026 - Scale the Core Game

- App v1.5: improved submission UX, faster validation, stronger anti-cheat

- Player profiles: solver history, streaks, achievements

- Puzzle seasons: themed drops and difficulty tiers

- Publish final yearly draw rules and eligibility cutoffs

Q2 2026 - Community and Competitive Layer

- Leaderboards: seasonal and all-time

- Ranked modes: time trials and streak formats

- Community challenges: weekly/monthly events feeding annual eligibility

- Achievement system expansion (non-NFT + optional NFT milestones)

Q3 2026 - CRX Utility Expansion

- In-app CRX utility: premium puzzle drops, cosmetics, tickets (where supported)

- One-click reward claim flow with wallet connect

- Creator/partner packs: sponsored puzzle sets and collaborations

- Treasury transparency dashboard (high-level reporting)

Q4 2026 - Annual Rewards and NFT Drop

- Close the yearly submission window and run the verifiable annual draw

- Distribute 10,000,000 CRX to 10,000 winners (1,000 CRX each)

- Mint and deliver 100 Cryptex Solver NFT Badges (2026 Edition)

- Publish end-of-year transparency report (proof, transactions, participation stats)

- Announce 2027 upgrades (governance beta, tournaments, more puzzle formats)

12. Security and Transparency

Cryptex prioritizes:

- Transparent reward rules and verifiable distributions

- Anti-cheat and validation mechanisms for submissions

- Multi-sig treasury governance for sensitive actions

- Security reviews for critical components

Where possible, the project will publish yearly transparency reports including aggregate participation metrics and on-chain proof of distributions.

13. Legal and Risk Disclaimer

CRX is intended as a utility token for participation in the Cryptex ecosystem. Crypto assets involve risk, including volatility and the potential loss of value. Nothing in this document is financial advice. Cryptex does not guarantee token price appreciation, liquidity outcomes, or exchange listings.

Participation in the Cryptex ecosystem may be subject to regional restrictions, applicable laws, and platform policies.

Appendix A: Yearly Rewards Summary

Every year:

- 10,000 winners receive 1,000 CRX each

- Total distributed: 10,000,000 CRX per year

- 100 winners receive a Cryptex Solver NFT Badge (Year Edition)

How to qualify:

Solve puzzles, submit solutions, and ensure your submissions are accepted during the eligibility window.

Appendix B: Token Allocation Table

The proposed token allocation is provided in Section 8.2. Final allocations and vesting terms (if changed) will be published in the final version before token generation.