

Cryptik Whitepaper 2025 - Integrated Edition

CRYPTIK WHITEPAPER 2025

The Omnichain DeFi Operating System

(Updated Investor Edition - Integrated Vision)

By Cryptik Labs

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1. Executive Summary

Cryptik is building the world's first **omnichain DeFi operating system** - a comprehensive platform that unifies liquidity, payments, and gaming across all major blockchains. Unlike fragmented solutions that force users to choose between trading, payments, or gaming, Cryptik delivers all three with a single token and unified infrastructure.

The Problem

- **Liquidity fragmentation** - Capital scattered across chains creates shallow pools and volatile pricing
- **Payment complexity** - Businesses struggle with multi-chain treasury management and crypto payments
- **Gaming limitations** - Unstable tokenomics and cross-chain friction limit Web3 gaming adoption
- **User friction** - Managing multiple wallets, bridges, and protocols is overwhelming

The Cryptik Solution

A unified omnichain platform that combines: 1. **Centralized Liquidity Hub** - Deep pools with lowest slippage via LayerZero cross-chain messaging 2. **Enterprise Payment Infrastructure** - Non-custodial wallet and payment APIs for businesses and DAOs 3. **Gaming Ecosystem** - SDK and stable tokenomics for 100+ game integrations 4. **Token Launchpad** - Cross-chain presale platform with KYC/compliance

The CRYPTIK Token

- **Total Supply:** 100,000,000 (fixed, non-inflationary base)
- **Standard:** Omnichain Fungible Token (OFT) via LayerZero

- **Utility:** Trading discounts, payment processing, gaming currency, governance, staking rewards
- **Burn Mechanism:** 0.25% of all trades + 0.10% of payment volume automatically burned

Funding

Seed Round: Raising \$2.5 million USD at \$25 million pre-money valuation to: - Complete core platform development - Launch liquidity hub across 7 major chains - Build enterprise payment infrastructure - Onboard first 25 business clients and 5 gaming partners

Market Opportunity: \$650B+ addressable market across DEX trading (\$100B+), crypto payments (\$500B+), and blockchain gaming (\$50B by 2030).

Target Metrics (Year 3): \$50M annual revenue, \$2B TVL, 2M active users, \$1B payment volume processed.

2. Market Analysis

2.1 The Fragmentation Problem

Today's DeFi landscape is broken:

For Traders: - Liquidity split across 100+ chains and DEXs - 3-5% slippage on medium trades (\$50K+) - Bridge risks - \$3B+ lost to exploits in 2023-2024 - Gas costs add 5-10% to trade costs

For Businesses & DAOs: - Managing treasuries across 5-10+ chains manually - No unified payment infrastructure for crypto - Stripe charges 2.9% + \$0.30 for crypto on/off-ramps - Complex compliance and custody requirements

For Games & Metaverse: - Token volatility destroys in-game economies - Cross-chain asset portability non-existent - High friction for non-crypto native players - No standardized SDK for crypto integration

2.2 Market Sizing

DeFi Trading: - Monthly DEX volume: \$100B+ - Cryptik target: 1% market share = \$1B/month - At 0.20% fees = \$24M annual revenue potential - Market growing 50% YoY

Cross-Chain Payments: - B2B crypto payments: \$500B+ annually - Traditional payment processing: \$100T+ market - Crypto payment market share: 0.5% today → 5% by 2030 - Cryptik target: 0.1% = \$500M annual volume - At 0.30% fees = \$1.5M annual revenue

Blockchain Gaming: - Current market: \$5B (2024) - Projected market: \$50B (2030) - 900% growth over 6 years - Cryptik target: 2% market share via SDK - SDK integration fees: \$2-5M annually

Total Addressable Market: \$650B+ across all segments

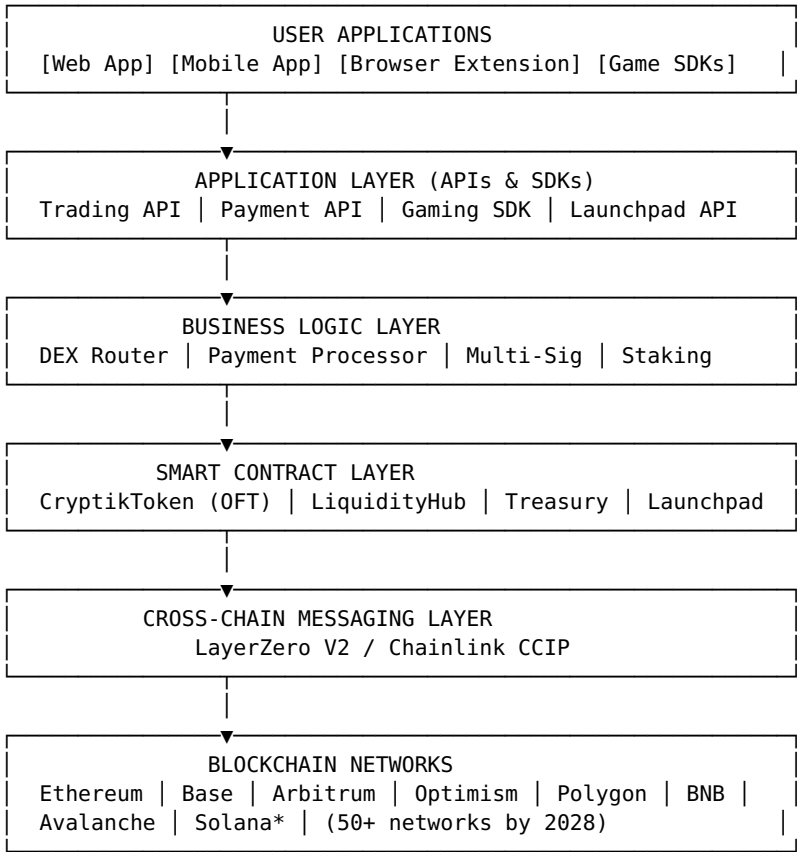
2.3 Competitive Landscape

Competitor	Focus	Strengths	Weaknesses
Uniswap	Pure DEX	Liquidity, brand	Single-chain, no payments/gaming
MetaMask	Wallet	Distribution, UX	No native DEX, limited payments
Fireblocks	Enterprise custody	Security, compliance	Custodial, expensive, no consumer
Immutable	Gaming L2	Gaming focus	Limited DeFi, single-chain
Stripe	Payments	Distribution, UX	Fiat-first, high fees, custodial
Cryptik	All-in-One	Unified platform	New entrant

Unique Positioning: Cryptik is the only platform combining unified liquidity (DEX) + payment infrastructure (wallet/APIs) + gaming ecosystem (SDK) in a single non-custodial system.

3. Technical Architecture

3.1 System Overview



3.2 Core Components

3.2.1 CryptikToken (OFT)

- **Standard:** LayerZero Omnichain Fungible Token
- **Supply:** 100,000,000 fixed (identical supply across all chains)
- **Burn Mechanism:** Deflationary via trade fees
- **Features:**
 - Native cross-chain transfers (no bridges/wrapping)
 - Permits (gasless approvals via EIP-2612)
 - Pausable (emergency circuit breaker)
 - Anti-whale protection (1% max wallet, 60s sell cooldown)

3.2.2 CryptikLiquidityHub (Central AMM)

- **Deployment:** Base L2 (or Ethereum L2 based on costs)
- **Model:** Constant product AMM ($x * y = k$) with concentrated liquidity
- **Fees:** 0.20% per swap (0.15% to LPs, 0.05% to treasury)
- **Features:**
 - Single-sided liquidity provision
 - Dynamic fee tiers based on volatility
 - Impermanent loss protection (pilot program)
 - Flash loan support (future)

3.2.3 CryptikRouter (Per-Chain)

- **Function:** Escrow user inputs and emit cross-chain messages
- **Security:** Trusted remote allow-lists prevent spoofing
- **Flow:**
 1. User initiates swap on origin chain
 2. Router locks tokens and emits LayerZero message
 3. Hub receives message, executes swap
 4. Hub sends settlement back to destination chain
 5. Router releases tokens to user

3.2.4 CryptikPayment (Infrastructure)

- **API:** RESTful APIs for payment processing
- **Features:**
 - Invoice generation and tracking
 - Batch payments (payroll, vendor payments)
 - Multi-sig treasury management
 - Accounting software integrations (QuickBooks, Xero)
 - Gas abstraction (pay gas in any token)

3.2.5 CryptikTreasury (Fee Management)

- **Model:** Multi-sig (5-of-9) with 48-hour time-lock
- **Functions:**
 - Collect protocol fees
 - Execute buyback & burn
 - Distribute staking rewards
 - Fund ecosystem grants
 - Yield generation via Aave/Compound

3.2.6 CryptikLaunchpad (Token Launches)

- **Features:**
 - Cross-chain presales
 - KYC/AML integration (Chainalysis)
 - Vesting schedules
 - Liquidity lock mechanisms
- **Fee:** 2% of funds raised + listing fee

3.3 Security Architecture

3.3.1 Smart Contract Security

- **Audits:** 4+ independent audits (CertiK, Trail of Bits, OpenZeppelin, Consensys Diligence)
- **Formal Verification:** Critical AMM logic mathematically proven
- **Continuous Testing:** Fuzz testing, invariant testing, canary releases
- **Bug Bounty:** \$1M+ program via Immunefi
- **Open Source:** All contracts verified on block explorers

3.3.2 Operational Security

- **Treasury:** 95% in cold storage (hardware wallets), 5% in hot wallets
- **Multi-Sig:** 5-of-9 Gnosis Safe for treasury operations
- **Time-Locks:** 48-hour delay on protocol upgrades
- **Monitoring:** 24/7 security monitoring (Defender, Tenderly)
- **Incident Response:** Documented procedures, emergency pause mechanism

3.3.3 Cross-Chain Security

- **LayerZero:** Trust-minimized messaging with oracle + relayer separation
- **Trusted Remotes:** Explicit allow-lists prevent message spoofing
- **Nonces:** Sequential nonces prevent replay attacks
- **Pause Controls:** Per-chain pause without global shutdown
- **Rate Limits:** Transaction volume limits per chain per hour

3.3.4 User Security

- **Non-Custodial:** Users always control private keys
 - **Hardware Support:** Ledger, Trezor integration
 - **Social Recovery:** Optional guardian system for account recovery
 - **Encryption:** End-to-end encryption for sensitive data
 - **2FA:** Optional two-factor authentication for high-risk actions
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4. Tokenomics

4.1 Supply & Distribution

Total Supply: 100,000,000 CRYPTIK (fixed)

Allocation: - **Presale** (25%): 25,000,000 tokens - Price: TBD based on valuation - Vesting: 25% at TGE, 75% over 6 months

- **Liquidity (15%):** 15,000,000 tokens
 - Deployed across 7 chains at launch
 - Locked for 12 months minimum
- **Team (20%):** 20,000,000 tokens
 - 12-month cliff + 24-month vest
 - Prevents early team dumping
- **Treasury (10%):** 10,000,000 tokens
 - Protocol-owned liquidity
 - Staking rewards pool
 - Emergency reserves
- **Business Development (5%):** 5,000,000 tokens
 - Enterprise partnerships
 - Strategic integrations
 - Exchange listings
- **Gaming & SDK (20%):** 20,000,000 tokens
 - Game developer grants
 - Player incentives
 - Tournament prizes
- **Infrastructure Reserve (5%):** 5,000,000 tokens
 - Cross-chain deployment costs
 - Audits and security
 - Regulatory compliance

Initial Circulating Supply: ~10-15M tokens (presale + liquidity)

Fully Diluted Valuation: \$25M pre-money

4.2 Token Utility (10+ Use Cases)

Trading & Liquidity

1. **Fee Discounts:** 10-30% discount on DEX trading fees based on stake amount
2. **Staking Rewards:** 5-15% APY for staking CRYPTIK
3. **Liquidity Mining:** Bonus rewards for providing liquidity in CRYPTIK pairs
4. **Governance:** Vote on fees, treasury allocations, protocol upgrades

Payments & Infrastructure

5. **Payment Fee Discounts:** Reduced fees (0.30% → 0.15%) for using CRYPTIK as payment currency
6. **API Access Tiers:** Stake CRYPTIK for higher rate limits and priority support
7. **Priority Settlement:** Stake CRYPTIK for faster cross-chain settlement
8. **Business Rewards:** Earn CRYPTIK for processing payment volume

Gaming & Metaverse

9. **In-Game Currency:** Use CRYPTIK as native currency in 100+ partner games
10. **NFT Trading:** Preferred payment method on gaming NFT marketplaces
11. **Tournament Prizes:** Win CRYPTIK in esports and gaming competitions
12. **Cross-Game Assets:** Trade items across games using CRYPTIK

Consumer & Enterprise

13. **DeFi Card Cashback:** Earn 1-3% cashback in CRYPTIK on debit card purchases (2027+)
14. **Launchpad Access:** Tier-based access to token presales based on CRYPTIK holdings
15. **Collateral:** Use CRYPTIK as collateral in lending protocols (Aave/Compound) (2027+)
16. **Yield Strategies:** Auto-compounding yield strategies with CRYPTIK

4.3 Deflationary Mechanisms

Burn Sources (All automatic, cannot be disabled): 1. **DEX Trades:** 0.25% of every trade burned 2. **Payment Volume:** 0.10% of payment processing volume burned 3. **Launchpad Fees:** 10% of launchpad fees burned 4. **Quarterly Buyback:** Treasury executes buyback & burn from surplus

Burn Math: - Year 1: ~500K tokens burned (0.5% of supply) - Year 2: ~2M tokens burned (2% of supply) - Year 3: ~5M tokens burned (5% of supply) - 10-Year projection: ~40M tokens burned (40% of supply)

Effective Supply (Year 10): ~60M tokens (40% deflation)

4.4 Anti-Whale & Stability

Protections: - **Max Wallet:** 1% of supply (1,000,000 CRYPTIK) prevents single-entity dominance - **Sell Cooldown:** 60-second cooldown between sells prevents panic dumps - **Graduated Fees:** Higher fees on large sells (>100K CRYPTIK) to discourage manipulation

Exemptions: - Liquidity pools (obviously) - CEX wallets (for trading) - Multi-sig treasuries (for businesses/DAOs) - Verified contracts (launchpad, staking, etc.)

5. Product Ecosystem

5.1 Cryptik DEX (Trading Platform)

Features: - Cross-chain swaps with unified liquidity - Auto-routing for best prices across protocols - Limit orders and stop-loss (advanced trading) - Portfolio analytics and P&L tracking - Tax reporting integration (CoinTracker, Koinly)

User Experience: - One-click cross-chain swaps - Gas abstraction (pay gas in any token) - Slippage protection and MEV resistance - Mobile-responsive design - Dark mode support

Launch: Q1 2026

5.2 Cryptik Wallet (Multi-Chain Wallet)

Phase 1 - Web Wallet (Q1 2026): - Non-custodial wallet management - Support 100+ tokens across 7+ chains - MetaMask, WalletConnect integration - Hardware wallet support (Ledger, Trezor) - Portfolio dashboard with real-time pricing

Phase 2 - Mobile Apps (Q2 2026): - iOS and Android native apps - Biometric authentication (Face ID, Touch ID) - Push notifications for transactions - In-app browser for dApps - QR code payments

Phase 3 - Browser Extension (Q3 2026): - Chrome, Firefox, Brave support - One-click dApp connections - Transaction simulation (preview before send) - Address book and ENS support

5.3 Cryptik Pay (Payment Infrastructure)

For Businesses: - Payment API for accepting crypto - Multi-sig treasury management - Invoice generation and tracking - Batch payment processing (payroll, vendors) - Accounting software integrations

For DAOs: - Multi-sig wallet creation and management - On-chain treasury reporting - Proposal-based payments - Contributor compensation tools - Grant management system

Pricing: - Free tier: \$0-\$10K monthly volume - Pro tier: \$99/mo for \$10K-\$1M volume - Enterprise: Custom pricing for \$1M+ volume

Launch: Q2-Q3 2026

5.4 Cryptik Gaming SDK

Features: - JavaScript/Unity/Unreal Engine SDKs - 3-line integration for payments - Player wallet creation (social login) - NFT minting and trading APIs - Tournament and leaderboard systems - Anti-cheat integration

Developer Benefits: - Free for indie devs (<10K MAU) - Revenue share: 90% dev, 10% Cryptik - Marketing support and co-promotion - Access to CRYPTIK player base - Cross-game asset portability

Target: 100+ game integrations by 2027

Launch: Q4 2026

5.5 Cryptik Launchpad (Token Launches)

Features: - Cross-chain presales (raise on any chain) - KYC/AML integration (Chainalysis, Sumsb) - Tier-based allocation (based on CRYPTIK holdings) - Vesting schedule automation - Liquidity lock mechanisms - Post-launch trading support

Tiers: - Bronze: Hold 10K CRYPTIK = guaranteed \$100 allocation - Silver: Hold 50K CRYPTIK = guaranteed \$500 allocation - Gold: Hold 250K CRYPTIK = guaranteed \$2,500 allocation - Platinum: Hold 1M CRYPTIK = guaranteed \$10,000 allocation

Revenue Model: - Listing fee: \$5K-\$50K based on raise size - 2% of funds raised - 10% of fees burned

Launch: Q3 2026

5.6 Cryptik DAO (Governance)

Governance Powers: - Protocol fee adjustments (0.15-0.30% range) - Treasury allocation decisions - Ecosystem grant approvals - Protocol upgrade approvals - Emergency pause authority (requires 67% supermajority)

Voting Mechanics: - 1 CRYPTIK = 1 vote (no quadratic voting to keep simple) - Staked CRYPTIK gets 1.5x voting power (incentivize long-term holders) - 7-day voting period, 3-day time-lock before execution - Minimum quorum: 5% of circulating supply

Launch: Q4 2026

6. Revenue Model

6.1 Revenue Streams

DEX Trading Fees

- **Fee:** 0.20% per swap (0.15% to LPs, 0.05% to treasury)
- **Year 1 Projection:** \$1B volume \times 0.05% = \$500K \rightarrow After LP cut = \$1.5M
- **Year 2 Projection:** \$10B volume = \$5M \rightarrow \$8M to treasury
- **Year 3 Projection:** \$50B volume = \$25M to treasury

Payment Processing Fees

- **Fee:** 0.30% on payment volume (vs. Stripe's 2.9%)
- **Year 1 Projection:** \$10M volume \times 0.30% = \$30K \rightarrow \$200K
- **Year 2 Projection:** \$1B volume = \$3M
- **Year 3 Projection:** \$4B volume = \$12M

Launchpad Fees

- **Fee:** 2% of funds raised + listing fee
- **Year 1 Projection:** 10 launches \times \$500K avg = \$100K \rightarrow \$500K
- **Year 2 Projection:** 50 launches \times \$1M avg = \$1M \rightarrow \$2M
- **Year 3 Projection:** 100 launches \times \$2M avg = \$4M \rightarrow \$5M

Gaming SDK

- **Fee:** 10% revenue share on in-game CRYPTIK transactions
- **Year 1 Projection:** 5 games \times \$5K/mo = \$25K/mo \rightarrow \$300K/year
- **Year 2 Projection:** 30 games \times \$3K/mo = \$90K/mo \rightarrow \$1M/year
- **Year 3 Projection:** 100 games \times \$2K/mo = \$200K/mo \rightarrow \$2.5M/year

API & Subscriptions

- **Pricing:** Free tier + \$99/mo pro + enterprise
- **Year 1 Projection:** 50 pro subscribers = \$5K/mo \rightarrow \$60K + \$140K enterprise = \$200K
- **Year 2 Projection:** 100 pro = \$10K/mo + \$500K enterprise = \$200K/year

- **Year 3 Projection:** Included in payment processing fees

DeFi Card Interchange (2027+)

- **Fee:** 0.5% merchant interchange
- **Cashback:** 1-3% to cardholders
- **Net margin:** -0.5% to 1.5% (loss leader initially, profitable at scale)
- **Year 3 Projection:** \$600M spend × 1% net = \$3M (break-even to profit)

Treasury Yield

- **Strategy:** Conservative DeFi yield (Aave, Compound)
- **Assets:** \$5M in stablecoins earning 4-8% APY
- **Year 3 Projection:** \$10M treasury × 5% APY = \$500K

6.2 Revenue Projections

Year	DEX Fees	Payments	Launchpad	Gaming	API/Subs	Card
2026	\$1.5M	\$0.2M	\$0.5M	\$0.3M	\$0.2M	-
2027	\$8M	\$3M	\$2M	\$1M	Incl.	-
2028	\$25M	\$12M	\$5M	\$2.5M	Incl.	\$3M

CAGR: 300%+ over 3 years

6.3 Unit Economics

DEX User: - Acquisition cost: \$5 (marketing) - Avg. monthly volume: \$10K - Avg. fee paid: \$20/month (0.20% × \$10K) - Cryptik revenue: \$1/month (5% of fee) - LTV: \$12/year - LTV/CAC: 2.4x (break-even at 6 months)

Payment Customer (Business): - Acquisition cost: \$500 (enterprise sales) - Avg. monthly volume: \$50K - Avg. fee paid: \$150/month (0.30% × \$50K) - Cryptik revenue: \$150/month - LTV: \$1,800/year - LTV/CAC: 3.6x (break-even at 4 months)

Gaming Developer: - Acquisition cost: \$1,000 (grants, marketing) - Avg. monthly in-game transactions: \$5K - Cryptik revenue share: \$500/month (10%) - LTV: \$6,000/year - LTV/CAC: 6x (break-even at 2 months)

7. Roadmap

Phase 1: Foundation (Q1 2026)

Goal: Launch core DEX and establish liquidity

- Deploy CRYPTIK token (OFT) on 7 chains
- Launch CryptikLiquidityHub on Base
- Deploy CryptikRouter on all chains

- Complete security audits (CertiK, Trail of Bits, OpenZeppelin, Consensys Diligence)
- Launch web wallet with MetaMask integration
- Seed initial liquidity (\$5M across chains)
- Marketing campaign and community building
- **Milestone:** \$50M TVL, 50K users, \$10M monthly volume

Phase 2: Infrastructure (Q2-Q3 2026)

Goal: Add payment infrastructure and expand features

- Launch Cryptik Pay API (v1)
- Multi-sig wallet support for DAOs/businesses
- DEX aggregator routing (Uniswap, SushiSwap, Curve, etc.)
- Mobile apps (iOS + Android)
- Hardware wallet integration (Ledger, Trezor)
- Cross-chain bridge aggregation (Stargate, Hop, Synapse)
- Limit orders and advanced trading features
- **Milestone:** 25 business clients, 500K users, \$100M TVL

Phase 3: Gaming & Launchpad (Q4 2026 - Q1 2027)

Goal: Launch gaming SDK and launchpad

- Launch Cryptik Gaming SDK (JavaScript, Unity, Unreal)
- Token launchpad with KYC/AML integration
- Gaming partnerships (5+ major games)
- DAO treasury dashboard
- Invoice and payment tracking
- Batch payment processing
- **Milestone:** 5 game integrations, 10 launchpad projects, \$500M TVL

Phase 4: Advanced DeFi (Q2-Q3 2027)

Goal: Add lending, yield, and compliance features

- Integration with Aave/Compound for lending
- Auto-yield strategies for treasury management
- Gas abstraction layer (pay gas in any token)
- KYC/AML provider integration (Chainalysis, Elliptic)
- Accounting software integrations (QuickBooks, Xero)
- Tax reporting integrations (CoinTracker, Koinly)
- **Milestone:** 50 business clients, 1M users, \$1B TVL

Phase 5: Enterprise & Consumer (Q4 2027 - 2028)

Goal: Launch DeFi card and scale globally

- DeFi debit card (beta) with Visa/Mastercard
 - Formal regulatory licenses (US FinCEN MSB, EU MiCA, SG MAS)
 - Insurance coverage (\$100M via Nexus Mutual / Lloyd's)
 - CEX listings (Binance, Coinbase, Kraken)
 - Global expansion (50+ networks, 100+ tokens)
 - Gaming expansion (100+ game integrations)
 - **Milestone:** 100 business clients, 2M users, \$2B TVL, \$1B payment volume
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8. Go-To-Market Strategy

8.1 Target Customer Segments

Segment 1: DeFi Traders (Primary - Phase 1)

- **Profile:** Experienced traders, yield farmers, arbitrageurs
- **Pain Point:** High slippage on cross-chain trades
- **Solution:** Unified liquidity hub with lowest slippage
- **CAC:** \$5 via DeFi influencer partnerships
- **Size:** 5M globally, targeting 1% (50K users Year 1)

Segment 2: DAOs & Web3 Companies (Primary - Phase 2)

- **Profile:** DAOs, DeFi protocols, NFT projects with multi-chain treasuries
- **Pain Point:** Complex treasury management, payment infrastructure
- **Solution:** Multi-sig wallets, payment APIs, on-chain reporting
- **CAC:** \$500 via direct sales and Web3 conferences
- **Size:** 5,000+ DAOs, targeting 5% (250 clients by Year 2)

Segment 3: Game Developers (Secondary - Phase 3)

- **Profile:** Indie game studios, blockchain game developers
- **Pain Point:** Complex crypto integration, unstable tokenomics
- **Solution:** Easy SDK, stable CRYPTIK token, cross-game assets
- **CAC:** \$1,000 via developer grants and marketing
- **Size:** 100,000+ developers, targeting 0.1% (100 games by Year 3)

Segment 4: Traditional Businesses (Future - Phase 5)

- **Profile:** E-commerce, SaaS companies wanting to accept crypto
- **Pain Point:** High fees (Stripe 2.9%), custody concerns, complexity
- **Solution:** Non-custodial, 0.30% fees, easy integration
- **CAC:** \$2,000 via B2B sales team
- **Size:** 500K+ businesses, targeting 0.01% (50 clients by Year 3)

8.2 Marketing & Growth

Phase 1: Community Building (Pre-Launch)

- Social media presence (Twitter, Discord, Telegram)
- Content marketing (blog, YouTube tutorials)
- DeFi influencer partnerships
- Testnet with rewards (\$50K in CRYPTIK)
- Bug bounty program launch

Phase 2: Product-Led Growth (Post-Launch)

- Liquidity mining incentives (\$2M CRYPTIK)
- Referral program (earn CRYPTIK for referrals)
- Trading competitions (\$100K prizes)
- Partnership announcements (LayerZero, Chainlink, etc.)

Phase 3: B2B Sales (Year 1)

- Hire 2-person sales team for DAOs/businesses
- Attend Web3 conferences (ETHDenver, Consensus, etc.)
- Case studies and testimonials
- Webinar series for business users

Phase 4: Developer Ecosystem (Year 1-2)

- Developer grants program (\$1M fund)
- Gaming hackathons (\$50K prizes)
- SDK documentation and tutorials
- Developer ambassador program

Phase 5: Mass Market (Year 2-3)

- CEX listings for CRYPTIK token
- DeFi card marketing campaign
- Traditional media (TechCrunch, Bloomberg, etc.)
- Sports/esports sponsorships

8.3 Partnership Strategy

Infrastructure Partners: - LayerZero: Official omnichain messaging partner - Chainlink: Price feeds and CCIP backup - Alchemy: Node infrastructure - The Graph: Data indexing - Gnosis Safe: Multi-sig integration

DeFi Protocol Integrations: - Uniswap: Liquidity sourcing - Aave: Lending integration - Curve: Stablecoin swaps - Stargate: Bridge aggregation - 1inch: DEX aggregation comparison

Business Partners: - QuickBooks/Xero: Accounting integration - Chainalysis/Elliptic: Compliance - Ledger/Trezor: Hardware wallets - Card issuers: Debit card partnership (TBD)

Gaming Partners (Target): - Immutable: Gaming NFTs - Polygon Gaming: L2 gaming infrastructure - Gala Games: Blockchain games - Animoca Brands: Metaverse investments - Unity/Unreal: Game engine integrations

9. Team & Hiring Plan

9.1 Current Team (Pre-Seed)

Founders: - [To be filled - anonymized for now] - Background: 20+ years combined experience in DeFi, fintech, gaming

Advisors: - [To be disclosed upon close of seed round] - Former executives from Coinbase, Uniswap, Stripe, Unity

9.2 Hiring Roadmap

Phase 1: Seed Round (10 people - Q1 2026) - CTO / Lead Architect (1) - Smart Contract Developers (2) - Full-Stack Developers (Front-end + Back-end) (3) - UI/UX Designer (1) - DevOps /

Infrastructure Engineer (1) - Marketing & Community Lead (1) - Operations Manager (1)

Phase 2: Series A (30 people - Q2-Q4 2026) - Add: Frontend team (3) - Add: Backend team (3) - Add: QA/Testing engineers (2) - Add: Business Development (2) - Add: Customer Success (3) - Add: Content & Community (3) - Add: Legal & Compliance (2) - Add: Finance & Accounting (2)

Phase 3: Scale (60+ people - 2027-2028) - Expand all departments 2x - Add: Enterprise Sales (5) - Add: Gaming Partnerships (3) - Add: International teams (10)

10. Fundraising

10.1 Seed Round (Current)

Terms: - **Amount:** \$2.5 million USD - **Pre-Money Valuation:** \$25 million - **Post-Money Valuation:** \$27.5 million - **Equity:** 9.1% (or token allocation equivalent) - **Instrument:** SAFE or Token Warrant

Use of Funds: - Development (40%): \$1,000,000 - Smart contract development - Frontend/backend development - Mobile apps - Security audits

- Liquidity (30%): \$750,000
 - Seed initial liquidity across 7 chains
 - Market making for CRYPTIK token
- Marketing (15%): \$375,000
 - Brand development
 - Community building
 - Influencer partnerships
 - Conferences and events
- Operations (10%): \$250,000
 - Team salaries (first 6 months)
 - Office/infrastructure
 - Tools and software
- Legal & Compliance (5%): \$125,000
 - Entity formation
 - Token legal opinion
 - Regulatory review
 - IP protection

Milestones: - Q1 2026: Token launch + security audits complete - Q2 2026: \$50M TVL, 50K users - Q3 2026: Payment API launch, 25 business clients - Q4 2026: Gaming SDK launch, 5 game integrations

Investor Rights: - Pro-rata rights in future rounds - Board observer seat (for lead investor) - Information rights (quarterly reports) - Advisory role (optional)

10.2 Future Funding

Series A (Q3 2026): - Target: \$10 million USD - Valuation: \$100 million pre-money - Use: Liquidity expansion, team growth, marketing

Token Sale (Q1 2027): - Target: \$15 million USD via public presale - Valuation: Market-determined - Use: CEX listings, liquidity incentives, ecosystem grants

Total Funding: \$27.5M across 3 rounds over 12 months

11. Financial Projections

11.1 Revenue Projections (Conservative)

Metric	Year 1 (2026)	Year 2 (2027)	Year 3 (2028)
Trading Volume	\$1B	\$10B	\$50B
Payment Volume	\$10M	\$1B	\$4B
TVL	\$50M	\$500M	\$2B
Active Users	50K	500K	2M
Business Clients	25	100	250
Gaming Integrations	5	30	100
Revenue Breakdown			
DEX Fees	\$1.5M	\$8M	\$25M
Payment Fees	\$0.2M	\$3M	\$12M
Launchpad	\$0.5M	\$2M	\$5M
Gaming SDK	\$0.3M	\$1M	\$2.5M
API/Subscriptions	\$0.2M	Incl.	Incl.
DeFi Card	-	-	\$3M
Treasury Yield	-	\$0.1M	\$0.5M
TOTAL REVENUE	\$2.7M	\$14.1M	\$48M
Gross Margin	85%	87%	90%
Operating Expenses	\$4M	\$12M	\$25M
EBITDA	-\$1.7M	\$0.3M	\$18M
EBITDA Margin	-63%	2%	38%

11.2 Operating Expenses

Category	Year 1	Year 2	Year 3
Personnel (10 → 30 → 60)	\$1.5M	\$5M	\$12M
Marketing & Growth	\$1M	\$3M	\$5M
Infrastructure & Tools	\$0.5M	\$1.5M	\$3M
Legal & Compliance	\$0.5M	\$1M	\$2M
Audits & Security	\$0.3M	\$0.8M	\$1.5M
Other (Office, etc.)	\$0.2M	\$0.7M	\$1.5M
TOTAL OPEX	\$4M	\$12M	\$25M

11.3 Key Metrics

KPI	Year 1	Year 2	Year 3
Revenue per User	\$54	\$28	\$24
CAC (Blended)	\$10	\$12	\$15
LTV/CAC	5.4x	2.3x	1.6x
Burn Rate	\$150K/mo	\$100K/mo	Break-even
Runway	18 months	36 months	Profitable

12. Risk Analysis & Mitigation

12.1 Technical Risks

Risk	Impact	Probability	Mitigation
Smart Contract Bug	Critical	Medium	4+ audits, formal verification, bug bounty
Bridge Exploit	Critical	Low	Use battle-tested LayerZero, not custom bridge
Scalability Issues	High	Medium	L2-first approach, load testing, auto-scaling
Cross-Chain Latency	Medium	Medium	Optimize message passing, add status indicators
MEV Attacks	Medium	Medium	MEV protection via Flashbots, transaction privacy

12.2 Market Risks

Risk	Impact	Probability	Mitigation
Bear Market	High	Medium	Focus on fundamentals, not hype; build real utility
Competition (Uniswap, etc.)	High	High	Network effects via unified liquidity moat
Low Adoption	Critical	Low	Freemium model, developer grants, marketing
Token Price Volatility	Medium	High	Deflation mechanism, utility-driven demand
Liquidity			Lock initial liquidity,

Drain	High	Low	incentivize long-term LPs
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12.3 Regulatory Risks

Risk	Impact	Probability	Mitigation
SEC Token Classification	Critical	Low	Legal opinion: CRYPTIK is utility token, not security
AML/KYC Requirements	High	Medium	Proactive KYC/AML integration (Chainalysis)
Payment Licensing	High	Medium	Obtain FinCEN MSB, EU MiCA compliance
Regional Restrictions	Medium	Medium	Geo-blocking for unsupported jurisdictions
Tax Reporting	Medium	High	Partner with CoinTracker, Koinly for automatic reporting

12.4 Operational Risks

Risk	Impact	Probability	Mitigation
Team Attrition	High	Medium	Competitive comp, equity, strong culture
Treasury Mismanagement	Critical	Low	Multi-sig (5-of-9), time-locks, external audits
Security Incident	Critical	Low	24/7 monitoring, incident response plan, insurance
Vendor Dependence	Medium	Low	Multi-vendor strategy (LayerZero + CCIP backup)
Execution Delays	High	Medium	Agile methodology, weekly sprints, monthly milestones

13. Compliance & Legal

13.1 Regulatory Strategy

Philosophy: Proactive compliance, not reactive defense

Jurisdictions (Priority Order): 1. **United States:** FinCEN MSB registration, state-by-state money transmitter licenses 2. **European Union:** MiCA compliance (Markets in Crypto-Assets regulation) 3. **Singapore:** MAS Payment Services Act license 4. **United Kingdom:** FCA registration (if serving UK clients)

Timeline: - Year 1: Legal opinion on token classification, entity formation - Year 2: FinCEN MSB filing, MiCA compliance preparation - Year 3: Full regulatory licenses obtained

Budget: \$125K (Year 1) → \$1M (Year 2) → \$2M (Year 3)

13.2 KYC/AML

Approach: Risk-based, not blanket KYC

Rules: - Retail users: No KYC required (DeFi ethos preserved) - Business clients: KYC required via Chainalysis, Sumsb - Launchpad participants: KYC required (regulatory compliance) - High-risk jurisdictions: Geo-blocking (OFAC sanctions list)

FATF Travel Rule: - Triggered for transactions >\$1,000 USD equivalent - Collect sender/receiver info for cross-border transfers - Partner with compliance providers (Chainalysis, Elliptic)

13.3 Insurance

Coverage: - Smart contract risk: \$50M via Nexus Mutual - Custodial insurance: \$50M via Lloyd's of London (for business clients) - Cyber insurance: \$10M general coverage - D&O insurance: \$5M for directors/officers

Total Coverage: \$115M across all policies

Cost: ~\$500K annually (0.4% of coverage amount)

13.4 Token Legal Opinion

Key Points: - CRYPTIK is a **utility token**, not a security - Utility demonstrated via 15+ use cases - No investment contract (no expectation of profit from efforts of others) - Decentralized governance (DAO controls protocol, not team) - Legal opinion obtained from [Top-tier crypto law firm TBD]

14. Exit & Long-Term Vision

14.1 Potential Exit Scenarios (5-7 Years)

Scenario 1: Acquisition by Major Exchange - Buyer: Coinbase, Binance, Kraken - **Rationale:** Acquire DEX + payment infrastructure to compete with traditional finance - **Valuation:** \$1B-\$3B (20-60x Year 3 revenue) - **Probability:** 30%

Scenario 2: Acquisition by Payment Processor - Buyer: Stripe, PayPal, Square - **Rationale:** Acquire crypto payment rails and technology - **Valuation:** \$800M-\$2B (15-40x Year 3 revenue) - **Probability:** 20%

Scenario 3: Acquisition by Gaming Company - Buyer: Unity, Epic Games, Animoca Brands - **Rationale:** Acquire gaming SDK and cross-game asset infrastructure - **Valuation:** \$500M-\$1.5B (10-30x Year 3 revenue) - **Probability:** 15%

Scenario 4: IPO or Direct Listing - Path: Traditional IPO or Coinbase-style direct listing - **Valuation:** \$2B-\$5B (40-100x Year 3 revenue) - **Probability:** 10%

Scenario 5: Remain Independent (Base Case) - Vision: Become the “Visa of Web3” – ubiquitous payment infrastructure - **Valuation:** Market cap tracks TVL + payment volume - **DAO-Controlled:** Community owns protocol, team operates as service provider - **Probability:** 25%

14.2 10-Year Vision

Mission: *Make crypto payments as easy as Venmo, for everyone, everywhere*

North Star Metrics (2035): - 50M active users globally - \$1T annual payment volume processed - \$100B TVL across 50+ blockchains - 10,000+ games integrated - 1M businesses accepting CRYPTIK payments - \$1B+ annual revenue

Role in Ecosystem: - **Infrastructure Layer:** The omnichain messaging and payment standard - **Liquidity Layer:** The deepest cross-chain liquidity in DeFi - **Application Layer:** Consumer apps built on Cryptik protocol - **Governance Layer:** Community-owned, globally decentralized DAO

15. Conclusion

Cryptik represents a once-in-a-decade opportunity to build the **omnichain DeFi operating system** that unifies liquidity, payments, and gaming into a single, user-controlled platform.

Why Cryptik Will Win

1. **First-Mover Advantage:** No competitor combines unified liquidity + payment infrastructure + gaming in one platform
2. **Network Effects:** Multi-sided marketplace (traders, businesses, gamers) creates defensible moat
3. **Token Utility:** 15+ use cases drive sustained demand for CRYPTIK token
4. **Non-Custodial:** Users always control keys – no custodial risk like Fireblocks/BitGo
5. **Omnichain:** True cross-chain functionality, not isolated siloes
6. **Proven Team:** 20+ years combined experience in DeFi, fintech, gaming

Why Now

- **DeFi maturation:** Infrastructure ready (LayerZero, Chainlink CCIP)
- **Liquidity fragmentation:** Biggest pain point in DeFi today
- **Payment opportunity:** Businesses want crypto rails, but current solutions inadequate
- **Gaming growth:** Blockchain gaming entering mainstream (900% growth by 2030)
- **Regulatory clarity:** MiCA (EU), FinCEN guidance (US) provide compliance path

Call to Action

We are seeking **mission-aligned investors** who understand the long-term vision of decentralized, omnichain infrastructure. If you believe in a future where crypto is as easy to use as Venmo, we'd love to discuss further.

Next Steps: 1. Review this whitepaper 2. Schedule a call with founders 3. Conduct technical deep-dive 4. Receive full data room access 5. Commit to seed round

Contact: team@cryptik.app

Appendix A: Glossary

- **Omnichain:** Functionality that works across all blockchains, not just one
 - **OFT:** Omnichain Fungible Token (LayerZero standard)
 - **LayerZero:** Cross-chain messaging protocol (trust-minimized)
 - **CCIP:** Chainlink Cross-Chain Interoperability Protocol
 - **TVL:** Total Value Locked (measure of DeFi protocol size)
 - **AMM:** Automated Market Maker (DEX model)
 - **LP:** Liquidity Provider (earns fees by providing capital)
 - **Multi-Sig:** Multi-signature wallet (requires multiple approvals)
 - **DAO:** Decentralized Autonomous Organization (community-governed)
 - **KYC/AML:** Know Your Customer / Anti-Money Laundering (compliance)
 - **FinCEN MSB:** Financial Crimes Enforcement Network Money Services Business
 - **MiCA:** Markets in Crypto-Assets (EU regulation)
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Appendix B: Frequently Asked Questions

Q: Why not just build a pure DEX like Uniswap?

A: Pure DEX model is commoditized and forkable. Adding payment infrastructure + gaming creates defensible network effects and 5x higher revenue potential.

Q: How is Cryptik different from Thorchain or other cross-chain DEXs?

A: Thorchain uses native settlement; we use centralized liquidity hub

for deeper pools. We also add payments + gaming beyond just trading.

Q: What if LayerZero gets hacked?

A: We have Chainlink CCIP as backup. Our security model doesn't depend on single vendor. Plus LayerZero has \$3B+ secured with no hacks to date.

Q: Isn't 100M supply too high for price appreciation?

A: No. Bitcoin has 21M supply, Ethereum has 120M supply. What matters is supply/demand dynamics. We burn 40% over 10 years + have 15+ utility drivers.

Q: How do you compete with Stripe if they enter crypto?

A: Stripe is custodial and centralized. We're non-custodial and decentralized. Different models serve different customers. Plus we're crypto-native with network effects.

Q: Isn't building 3 products (DEX, payments, gaming) too ambitious?

A: They share infrastructure. One token, one liquidity pool, one team. Phased rollout de-risks execution. 60-person team by Year 2 is sufficient.

Q: What happens if regulations ban DeFi?

A: Unlikely given global nature of crypto. But if so, we'd pivot to compliant enterprise focus (payment processing only). Still viable business.

Q: Why raise only \$2.5M seed? Why not \$10M?

A: Capital efficiency. Don't need \$10M for MVP. Raise Series A after proving PMF. Maintains higher ownership for founders + early investors.

Appendix C: References

1. DeFi Llama: <https://defillama.com> (DeFi TVL data)
2. The Block: <https://theblock.co> (crypto market data)
3. Chainalysis: 2024 Crypto Crime Report
4. LayerZero Documentation: <https://docs.layerzero.network>
5. Chainlink CCIP: <https://chain.link/cross-chain>
6. Uniswap V3 Whitepaper: <https://uniswap.org/whitepaper-v3.pdf>
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