

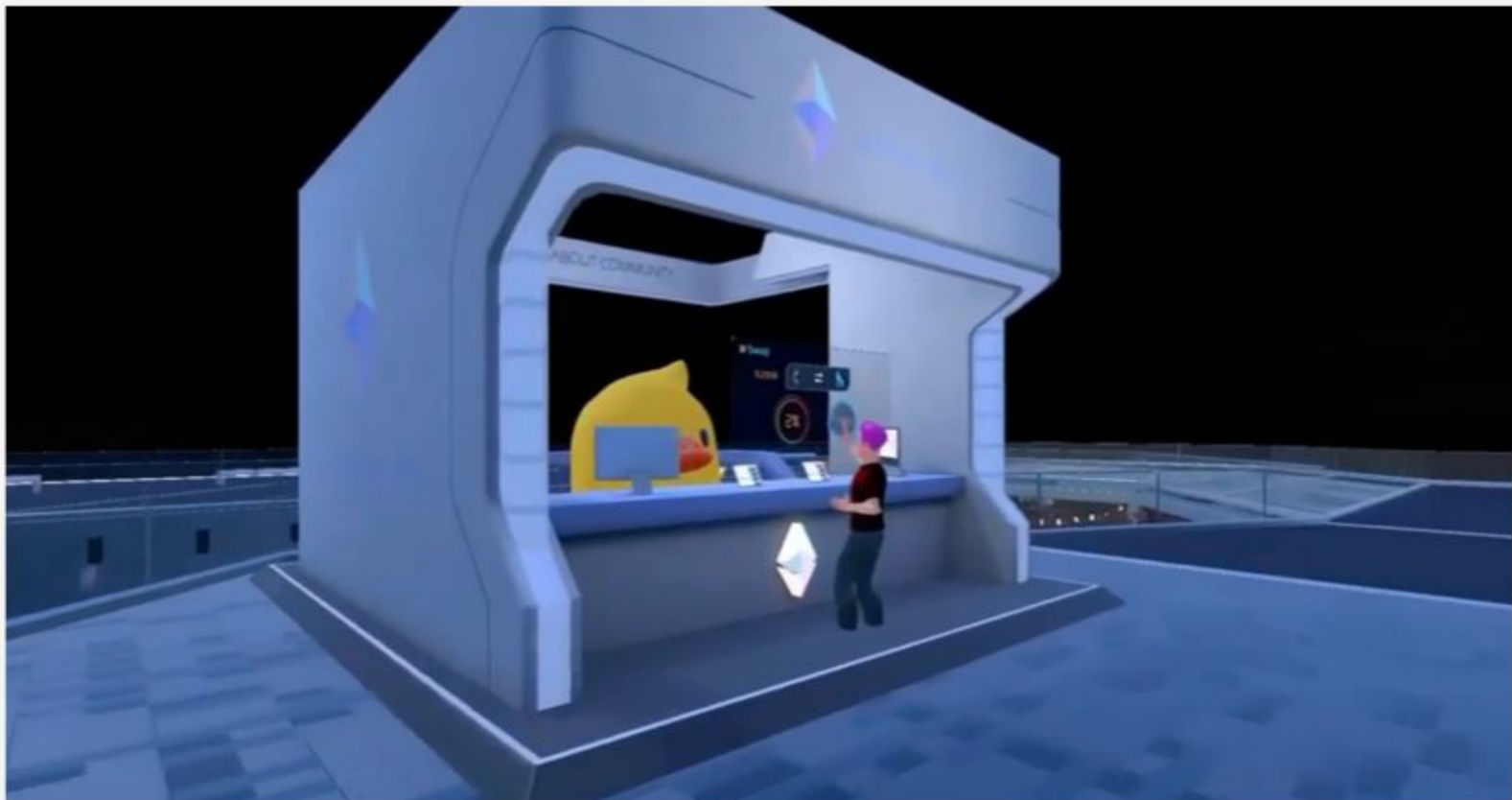


\$High and StreetCred

In Game Economy

Like most MMORPGs, Highstreet has an In-Game Economy, but unlike traditional games, Highstreet World is fueled by two primary currencies. The first currency is \$HIGH, an on-chain ERC20 token with a fixed supply of 100,000,000 tokens. \$HIGH is used to purchase Highstreet Essentials like Homes, Transportation Tickets, and Cosmetics. The second currency is StreetCred, an offline currency that only circulates within the game itself, it is used to purchase day to day supplies for the MMO like Weapons, Armours, or Healing Items.

Highstreet's MMORPG does not allow players to mine \$HIGH from playing the game itself, rather the play to earn component comes from crafting valuable in-game items, fusing them with cosmetics to mint NFTs, and selling them on the open market to make a return.



Player charging up in-game balance

A Tale of Two Tokens

The crypto world is no stranger to a two token system, Axie Infinity has it with SLP and AXS, StepN had their GMT and GST, so on and so forth. However as seen with both, having a dual token model usually end up creating an uncontrollable death spiral as gold farmers race to extract as much value from the game as fast as possible. Thus in Highstreet players will not be able to farm our On-Chain token \$HIGH, instead profits will have to come from Crafting and Commerce.

\$HIGH

\$HIGH can be purchased and traded on either Decentralized Exchanges like Uniswap and Sushiswap, or on centralized exchanges like Binance and Coinbase. The Highstreet MMORPG uses \$HIGH as a form of currency to purchase items such as Homes, Transportations, and Cosmetics. \$HIGH is also needed to compete and enter specific events and boss challenges. With a big part of Highstreet's essence tied to commerce, the team is constantly expanding the MMO with brand collaborations. This means new shops in partnership with both web2 and web3 brands are always opening bringing players an endless stream of possible ways to customize their avatars and homes. While \$HIGH is not required to play the game, just like NX Cash in Maplestory, \$HIGH can greatly enhance the player experience. If the player does not wish to spend real money, there are two additional methods to accumulate HIGH. Crafting is the process in which a player can fuse in-game items with cosmetics to mint unique NFTs. As rarity and stats of in-game weapons and armors are unique and can be enhanced using special items, NFTs minted from them can often be sought after on the open market. Another method would be to compete in special Highstreet events where a sum of \$HIGH are given out as prizes.

Street Credit (StreetCreds)

STREET Credits is the off-chain currency in Highstreet World, thus it is inflationary and can be farmed by playing the game. Monster hunting, quest completions will all earn you Street Creds. Players new to the game will start out with Tutorials and Guiding Quests that when completed will often come with just enough Street Creds to get them to the main continent of Solera. There, Street Cred will be the primary currency used to facilitate in game transactions; Buying weapons or armours from in-game shops, tuning up your equipments, purchasing healing items, etc all will require Street Credits.

Currency Breakdown

