hush kids.

LIGHT PAPER

Let's get hushed!

A NFT project on Proton Chain

TABLE OF CONTENTS
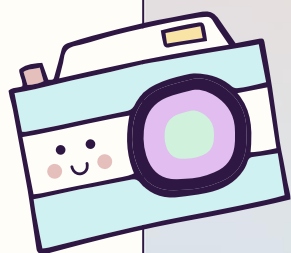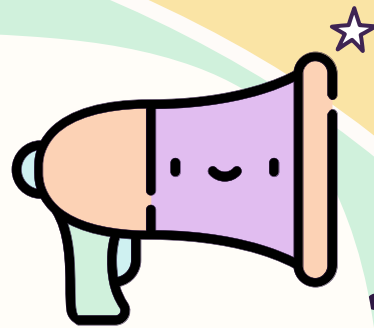
ABOUT hush KIDS.

NAME: Hush Kids

SUBJECT: NFTs

CHAIN: PROTON

MAIN CHARACTERISTICS:
Neckless and hush (mouthless)

OUTLINE:

Hush kids is a project on the gas-free Proton Blockchain. The hand-drawn characters are all unique. The project aims to become a blue-chip investment, and even make waves outside the chain by acting as a flagship Proton NFT project – thinking out of the box (chain).

The following pages were created based on DAO like methods

PROBLEM VS SOLUTION
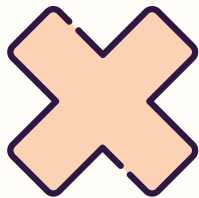
PROBLEM

Focus on passive income and neglect the arts, or vice versa.

SOLUTION

Focus and strengthen the art with targeted activities.

"The **art** should be in the center of this project and should be entertaining with some cool **community** activities."

— hush kids.

ROADMAP

1 | Launching the rocket – Q1

In the first phase, the focus is on building the community with **organic growth**. Early members are rewarded with free custom hush kids, and of course cheaper drop prices. – Drops #1-#250

2 | Reaching the stars - Q2

In the second phase, the **marketing** of the project will be **accelerated**. A website, merchandise and roll-out of larger marketing activities including a DAO will serve this purpose. – Drops #251-#500
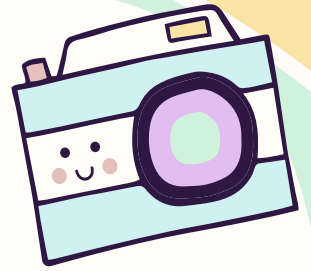
3 | New horizons – tba

"**When one door closes, another one opens.**"
In reference to the **Metaverse**, the project will break new grounds. The holders will benefit from this, but there is not too much to reveal yet!

© hush kids.

RARITIES

COMMON
~ 75%

Build your Hush Kids army with the daily common drops.

Once you have built your common army, you get one **free custom rare** for holding 5 commons in phase 1.

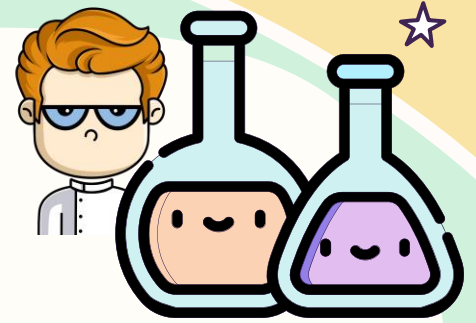In addition, there will be event-based drops.

RARE
~ 20%

EPIC
~ 5%

Also, for holding 5 rares, you get one **free custom epic** in phase 1.
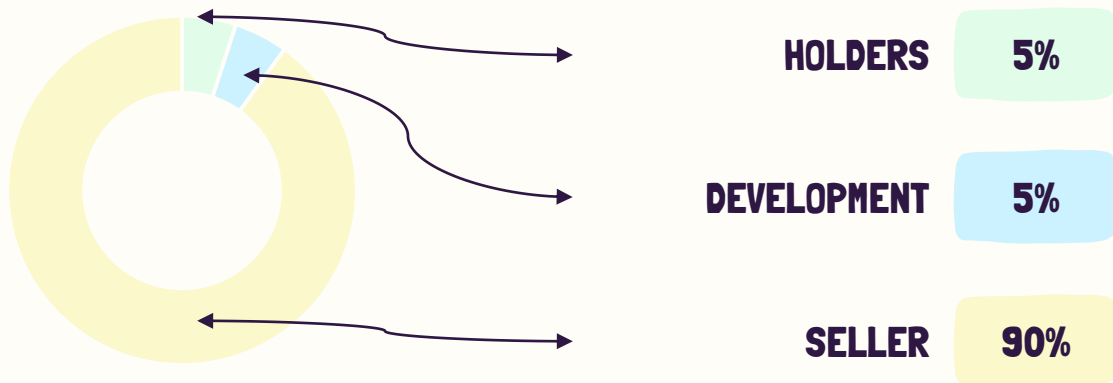
The same here, event-based drops.

ROYALTIES

ROYALTIES SPLIT (10%)

To ensure a sustainable project development and to give something back to the community, the royalties of each resale will be split as follows:

HOLDERS	5%
DEVELOPMENT	5%
SELLER	90%

HOLDERS

Includes activities to **reward the holders** and will be constantly changed to keep diversity: (poll)

- Buy and giveaway NFTs of other collections

- Giveaways

- Passive income

DEVELOPMENT

Targeted marketing and project development to **attract new investors** outside the community or chain. This way we avoid that the project dies after we reach the max supply. This benefits the whole Proton ecosystem.

- Social Media Marketing across multiple platforms

- Project Development

- Donations

ROYALTIES

DISTRIBUTION

The royalties for the holders activities will be sent to a separate **vault** on an ongoing basis.

@hushholders

Frequency

Every 2 weeks we will host a royalties party, where, based on polls, many and various prizes can be won.

1st party is planned for mid march '22

Allocation

Any holder can participate. For this he receives a weighted number of tickets. (see below)

TICKETS

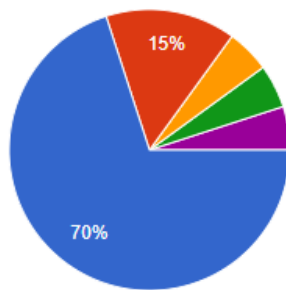| Common	⟶	1 ticket
Rare	⟶	2 tickets
Epic	⟶	4 tickets

Appendix

RESULTS FROM THE POLL

Which holders should benefit from the holder royalties?

- Everyone - each common kid is 1 ticket (rare, epic obv more)
- Only holders with at least 5 tickets (this will increase the value due todemand and rewards per eligible holder)
- Set up a point system for common, rare etc. Certain amount of points to be in.
- Cap tickets to anti whale
- Consider starting with a lower entry requirement to start with and increase…

Types of royalties? Marketing royalties = to keep the project sustainable and alive even after the max supply of 500. This will get us new members outside of Proton and grow the whole Proton NFT community.
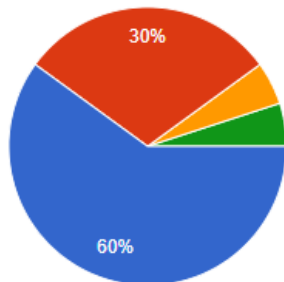
- 50% holder royalties / 50% marketing royalties
- 100% holder royalties
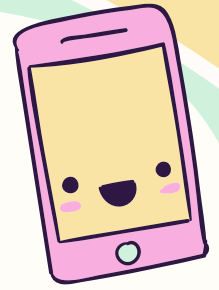- 90% holder / 10% marketing
- 75 - 25

Royalties %
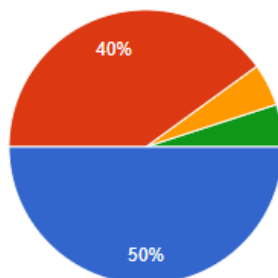
- 10% less rewards per sale, but boosts the resale
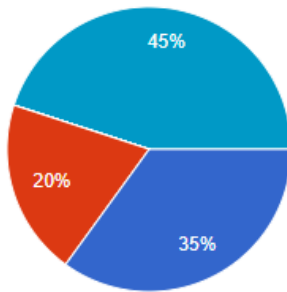- 15%
- 10
- 20

Appendix

RESULTS FROM THE POLL

Which holder activities to reward the holders do you like the most?

- 45%
- 20%
- 35%

Legend:
- Buying from other hyped collections and giveaway raffle. - (this increases the h...
- Passive income for the eligible holders.
- Burn - buy back hush kids and burn them to reduce the circulating supply.
- Staking/lending $loan to generate sustainable long term income regardle...
- Giveaway lotterys (XPR/XUSDC) to 1-3 winners
- Surprise us with always different activi...

Frequency of the holder royalties activities

- 35%
- 40%
- 25%
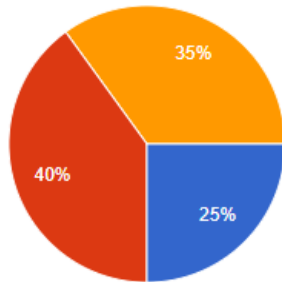
Legend:
- Weekly
- Bi-weekly
- Monthly

DISCLAIMER

The contents of this light paper may be changed or expanded at any time.