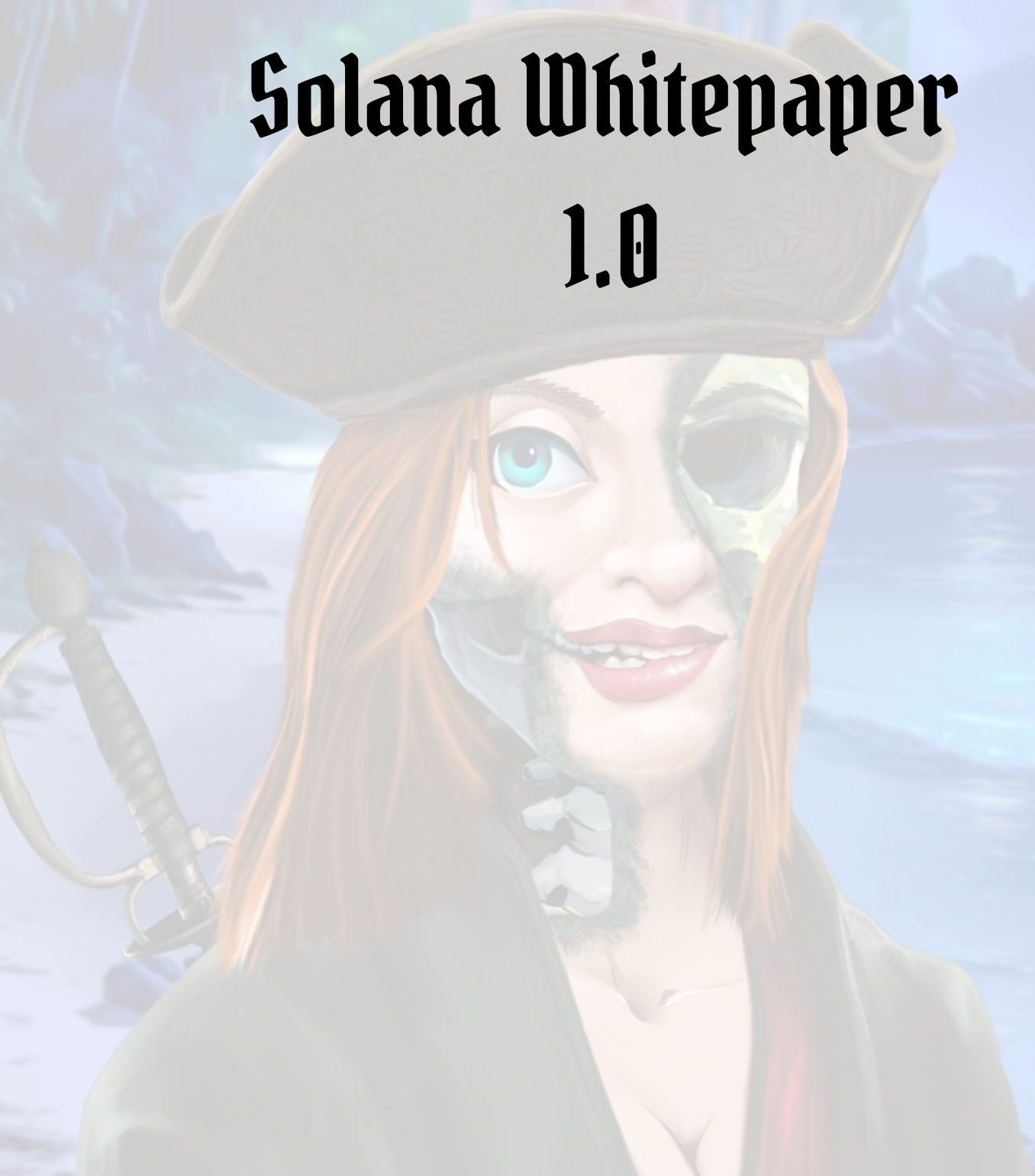


# Skeleton Bay

## Solana Whitepaper 1.0



# INTRODUCTION

Skeleton Bay is a groundbreaking NFT project that seamlessly links the XRPL and Solana blockchains through a series of unique pirate artworks. These artworks evolve dynamically as they move cross-chain, unlocking a new era of creativity and innovation in the NFT space. The transition to Solana fuels the transformation of the pirate characters into skeletal figures embarking on a thrilling journey around Skeleton Bay in search of hidden treasures. This evolution adds a new twist to the narrative, captivating art enthusiasts and collectors alike. Holders of these NFTs are rewarded with exclusive benefits and opportunities. The project not only unites two distinct blockchain communities but also transcends boundaries, fostering a sense of unity and collaboration in the digital art world. Crafted with meticulous attention to detail, the project's artwork is designed for print, offering collectors a visually stunning and immersive experience. Each piece features intricate elements and vibrant colors that are sure to captivate the hearts of art enthusiasts, making them a prized possession in any collection. Join us on this extraordinary journey as Skeleton Bay revolutionizes the NFT landscape, breaking new ground in the world of digital art. Experience the thrill of discovery, the allure of hidden treasures, and the joy of owning a piece of art that transcends traditional boundaries.

## SUPPLY & COST

TOTAL SUPPLY of Skeleton Bay main collection is 4000.

MINT PRICE

WHITELIST 0.2 \$SOL

GENERAL SALE 0.4 \$SOL

## UTILITY

xPirates holders on the XRPL will receive a free Skeleton Bay NFT for every 2 points held on the xPirates richlist. For example, if you hold 10.25 points you will receive 5 Skeleton Bay NFTs when we launch the collection on Solana. Free NFTs will be allocated to holders following a snapshot of the xPirates richlist for confirmation of the number of free spins each wallet qualifies for. The free mints drop will be offered as a presale, the remaining NFTs from the 4k collection will be released in phases, whitelist followed by general sale. Trading will be locked until the collection mints out or after 3 months of collection release. Secondary sales royalties will be set at 10% and all \$SOL royalties accrued from secondary sales will be staked to generate a new rewards system for Skelly Bay Holders.



# REWARDS

- 100% of royalties accrued from secondary sales to be staked to accumulate staking rewards in \$SOL.
- 65% of Staking rewards will be distributed to holders quarterly. To qualify for staking rewards, your NFT must not be listed for sale at the time of the snapshot. These will be distributed according to the number of points held by each holder.
- 25% of Staking rewards will be re-staked to increase the pot monthly.
- 10% of Staking rewards will contribute to project development and giveaways.
- The rewards system will not activate until collection sell out
- Every 12 months, 10% of the royalties pot is withdrawn to contribute to ongoing project operational costs and development.

## SKELLY BAY POINTS

All Skelly Bay NFTs will be worth 1 point.

## ROADMAP

### Q3/4 2024

- Introduce Skelly Bay project to community ✓
- Share sneak peeks with community and hold introductory AMA ✓
- Begin Marketing and promotional campaign on X and discord with presence on X spaces to discuss this new phase of xPirates ✓
- Hire Collab Manager and new team members to assist with project growth and marketing ✓
- Update xPirates and Skelly Bay website ✓
- Finalise Skelly Bay Whitepaper ✓

### Q1 2025

- Collect xPirates holders \$SOL wallets for Skelly Bay NFT airdrop ✓
- Offer whitelist spots through giveaways and collabs with Solana projects ✓
- Create Skelly Bay channel in the NFTC discord for project progress and announcements
- Announce snapshot date for xPirates holders richlist to qualify for free airdrop ✓
- Take snapshot and publish to the community
- Launch collection on Solana
- More to be announced as the project progresses