

The first web4 infrastructure for a decentralized internet





What is Grape?

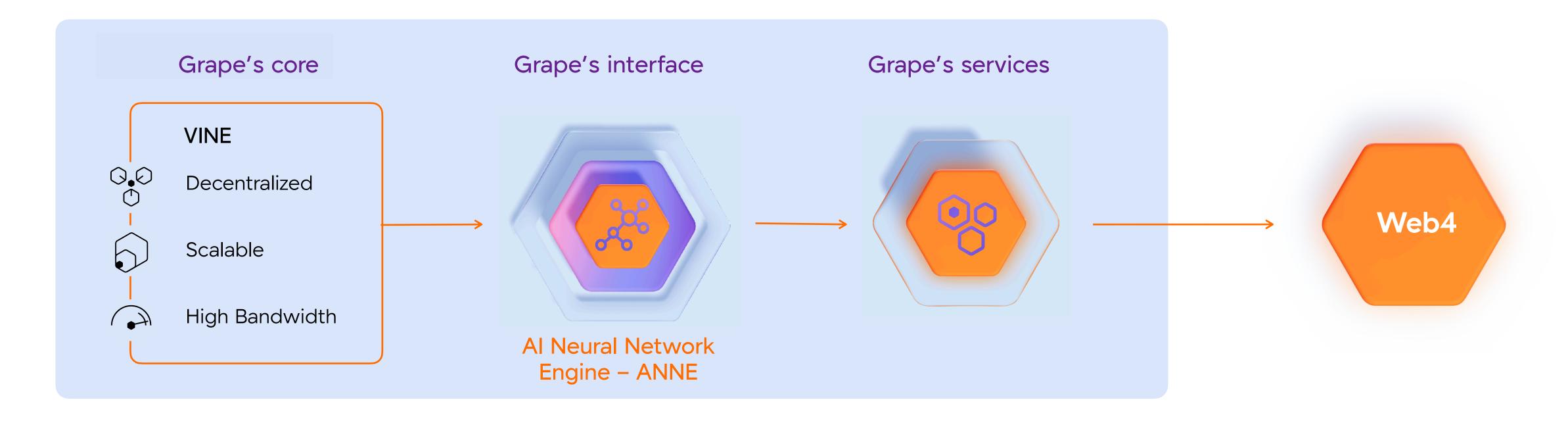
Grape is the first web4-type technology created to support the true decentralization of the Internet.

Grape believes that to provide a wide audience with easy access to data decentralization, the infrastructure should have a simple interface enabling a codeless approach from top to bottom.

What is web4?



Web4 is an ecosystem of the decentralized Internet with biometric access to all applications and Al-powered assistant to easily navigate them.

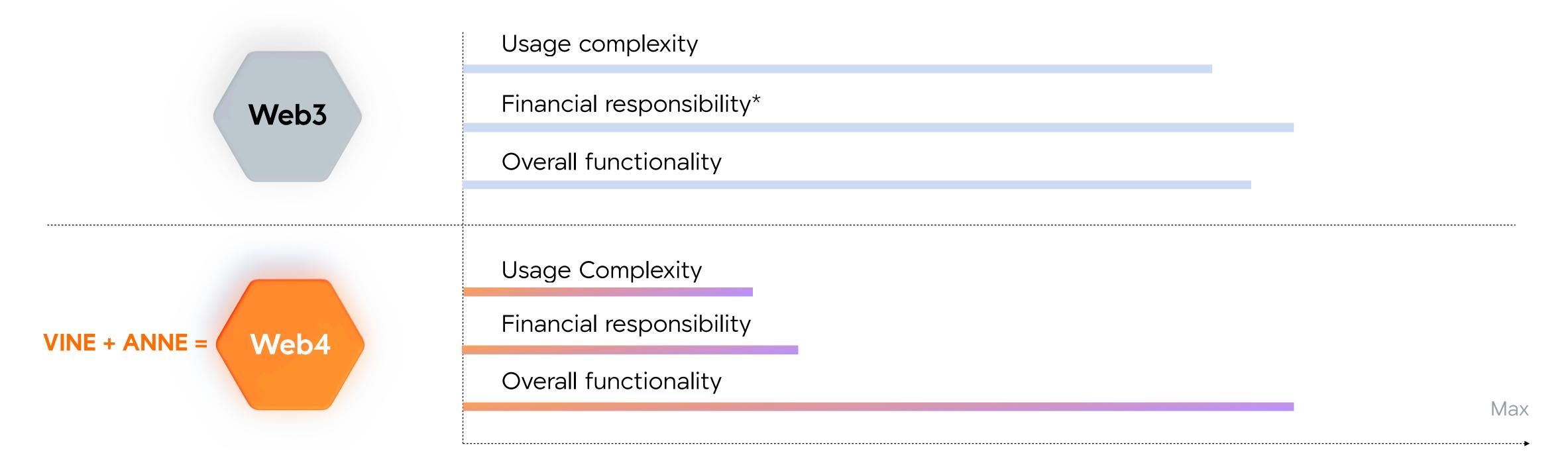




What is unique in Grape?

Grape has created 2 proprietary technologies that combined can improve the adoption of web3 and push it to the next industrial level.

- 1. VINE a scalable decentralized infrastructure with practically unlimited bandwidth based on DAG.
- 2. ANNE an Al-based interface to access web3 technologies with the simplicity of Web 2.0.

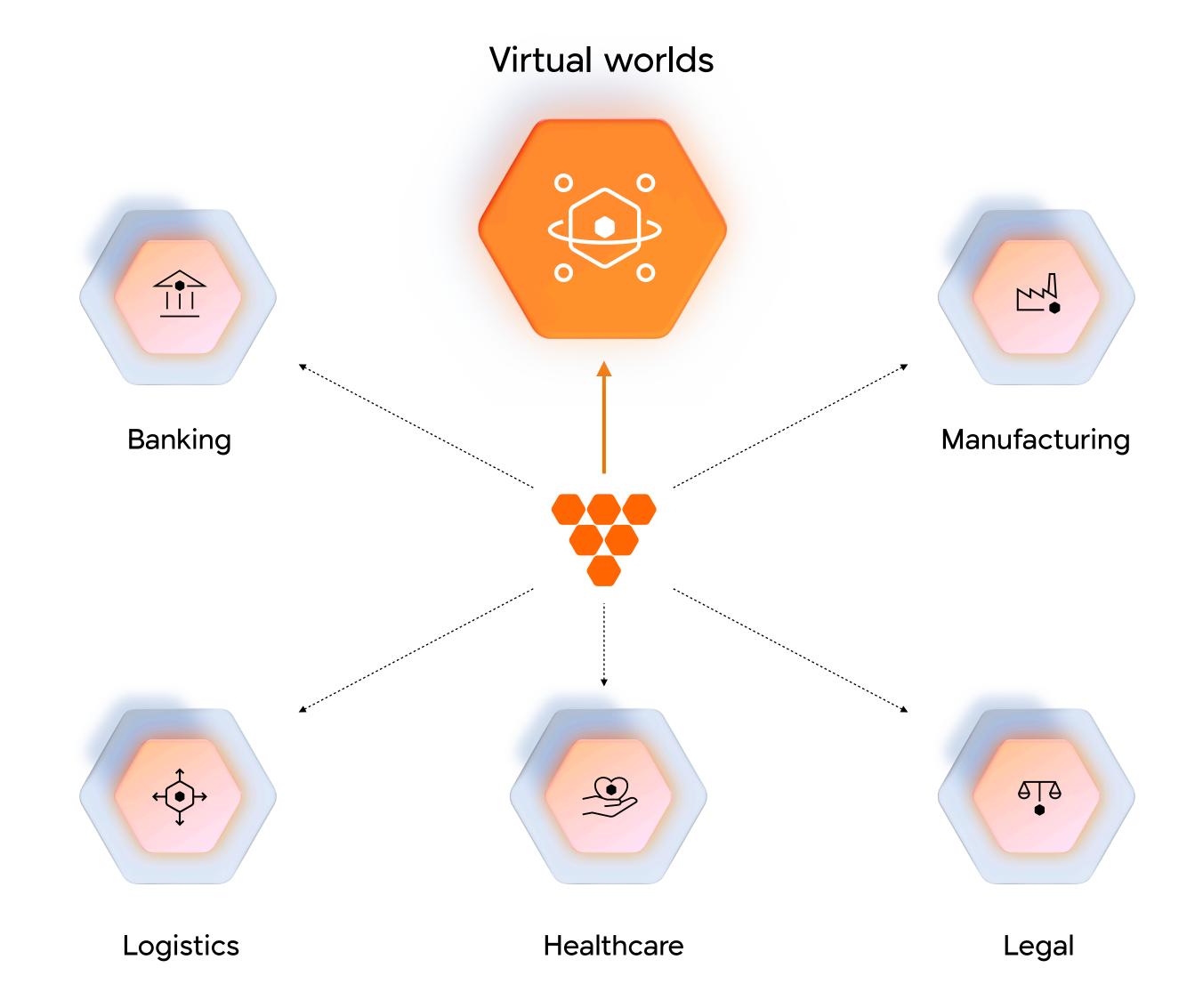




Which industries can benefit from Grape?

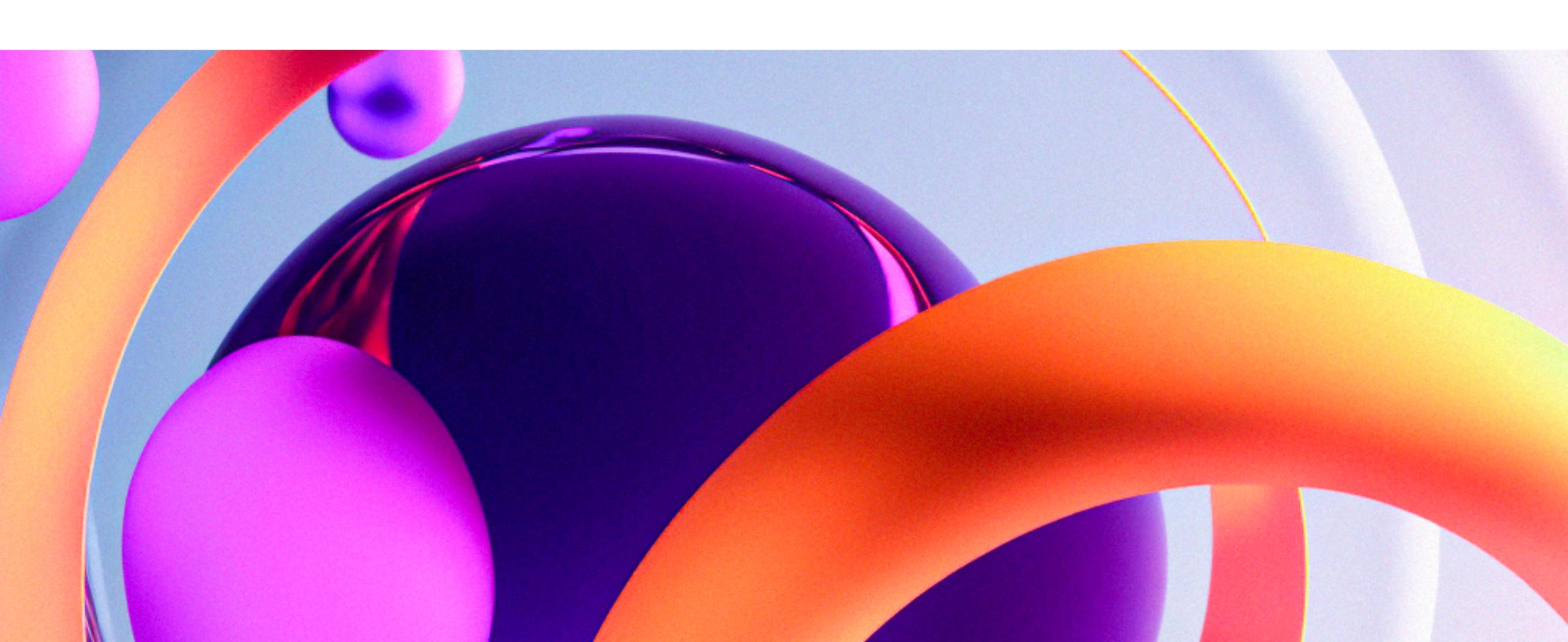
Grape is a comprehensive decentralized infrastructure that is designed to withstand huge loads. It has all the necessary functionality to support the needs of DApps for various industries.

We chose virtual worlds as a starting point to validate the functionality of the ecosystem, test its scalability, and potential.





Section 1 - web3 market overview





There is no layer 1 ecosystem on the market that can support all its needs

Despite this, the web3 industry shows sharp growth, mainly from GameFi & Metaverse projects.

GameFi users generate ~500 million monthly transactions.

Most ecosystems launch investment funds - Tron Foundation launched \$300 Million GameFi Fund.

AAA game developers work on web3-based games - Ubisoft plans to bring NTFs to games.

Bottlenecks of current layer 1s:





















• High transaction costs



Low transaction speed



Insufficient infrastructure



Limited token interoperability



Limited security features



Usage of centralized storages

Web3 and virtual worlds requirements for the decentralized infrastructure

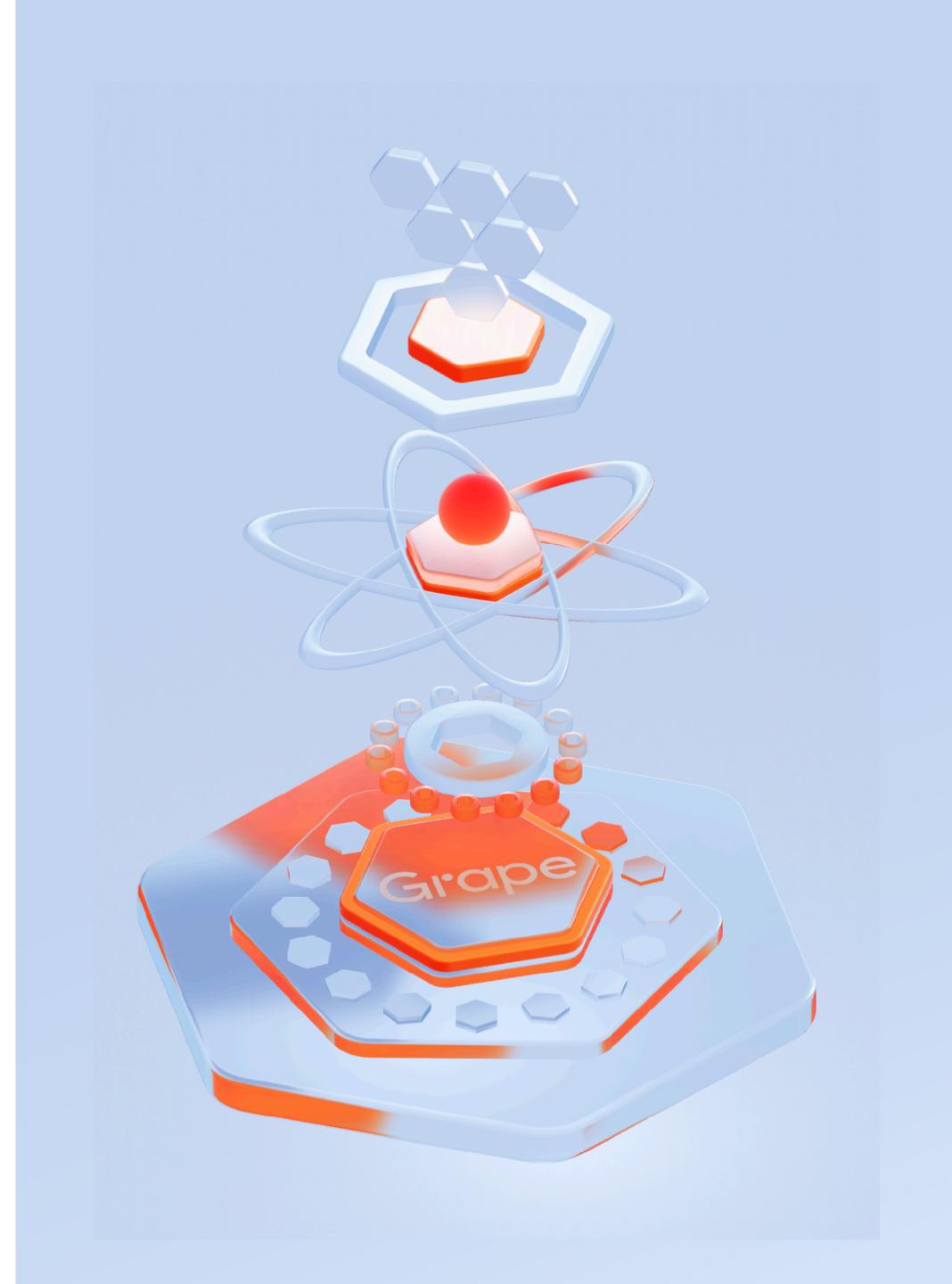














the most fast-growing industries



An estimated 2.9 billion people — more than 1/3 of the world population, played a video game in 2021*.

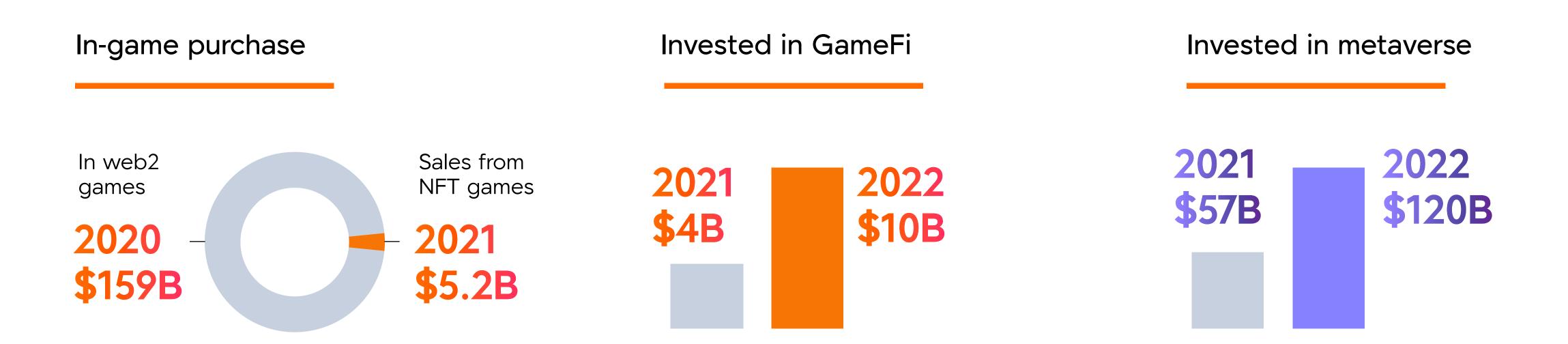
Virtual world market to surpass CAGR 43.7%	\$1,525.7 billion by 2030	
The gaming market to surpass CAGR 10.2%	\$470 billion by 2030	
GameFi market to surpass CAGR 23.7%	\$74.2 billion by 2031	







Despite the market drop, virtual worlds continues to attract billions of dollars



Microsoft's \$70B acquisition of Activision will allow the company to develop Microsoft-backed games and software within the metaverse in the coming years.

Axie Infinity, the most popular NFT game in the world, has announced three esports tournaments with a total prize pool worth \$1M.



Section 2 - Meet Grape. The first Web4 infrastructure for virtual worlds

Quantum resistant



Multiplatform non-custodial wallet



Web4

as a service for fast launch of new projects

Interoperable virtual

assets as an NFT standard



Carbon neutral

with aim to become carbon positive by 2025

Biometrics support

for authentication including ECG

Al Neural Network Engine

Direct Acyclic Graph

for unparalleled scalability

700.000

for simple access to decentralized infrastructure



Launchpad for fundraising



•

DO

NFT marketplace

Native DEX

for token trading

Low barrier

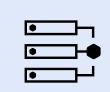
to network validation

Easy-to-use Web UI to launch dApps

Native fiat onramp

Decentralized storage

for personal data and digital assets

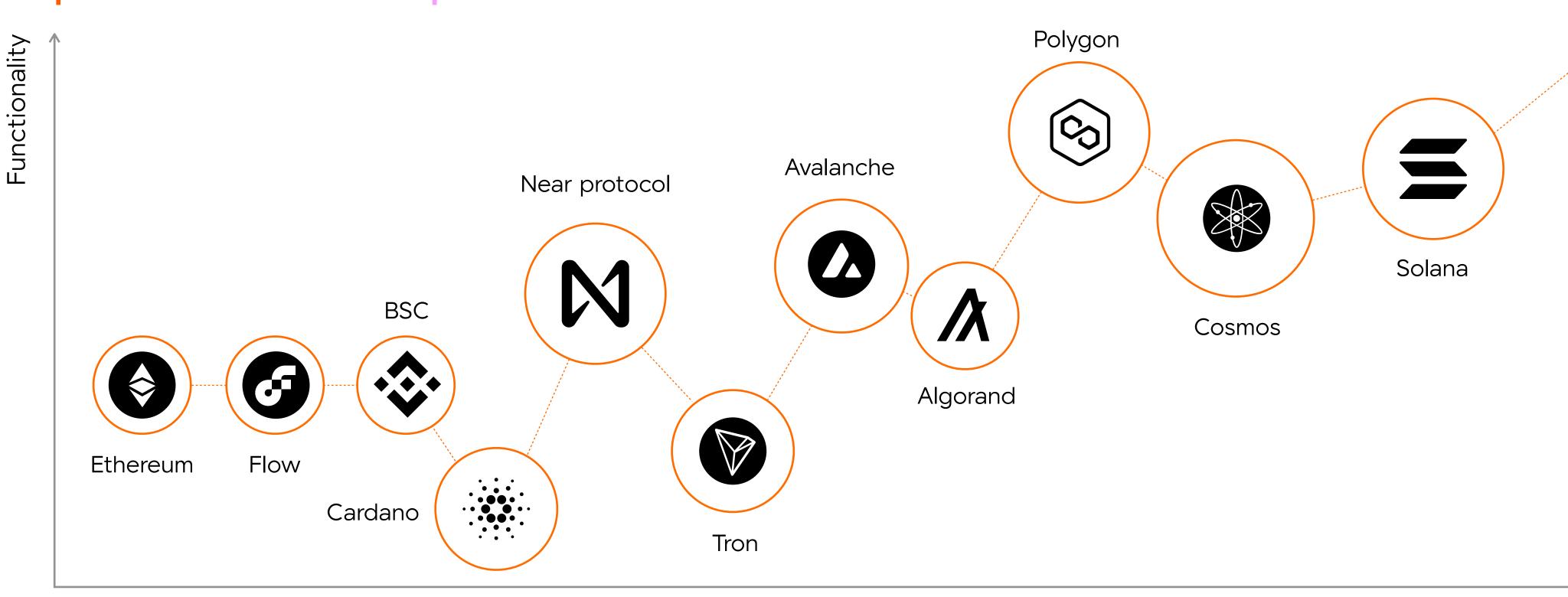




Grape infrastructure allows launching any web3 dApps

Grape have half of the BTC total supply, many times the features of leading coins and the power of most of the top 30 coins combined.





Grape created VINE - a proprietary DAG basis with multi-layer functionality



Launchpad



Smart contracts



Biometric users access



DEX



Al-based interface



Marketplace



Quantum resistant encryption

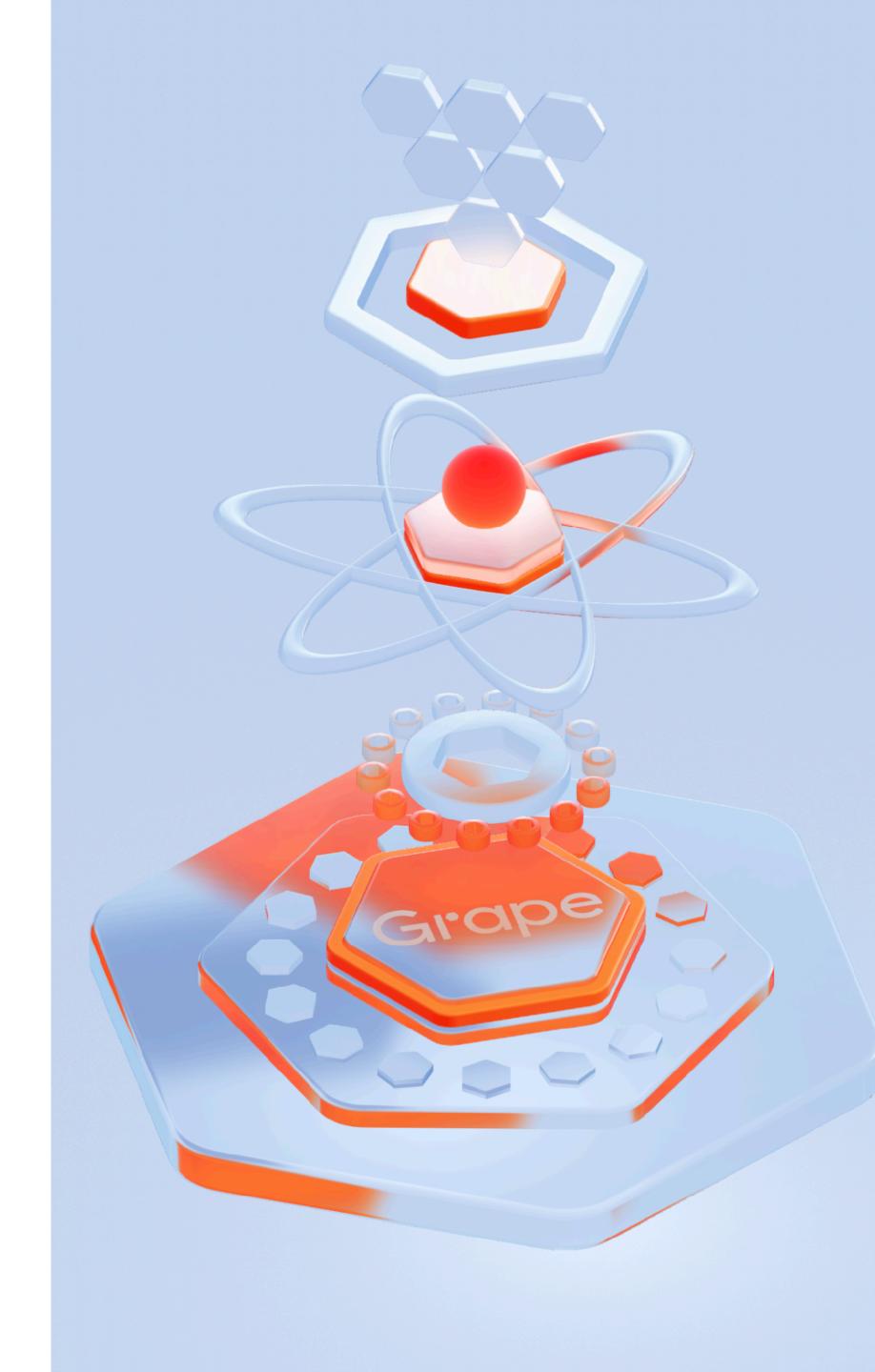


Decentralized cloud storage



Interoperable NFTs standard transfer







Grape main pillars to ensure ecosystems operation:



VINE - scalable DAG technology for fast and cheap transactions



Decentralized cloud storage for securely storing NFTs and other game data



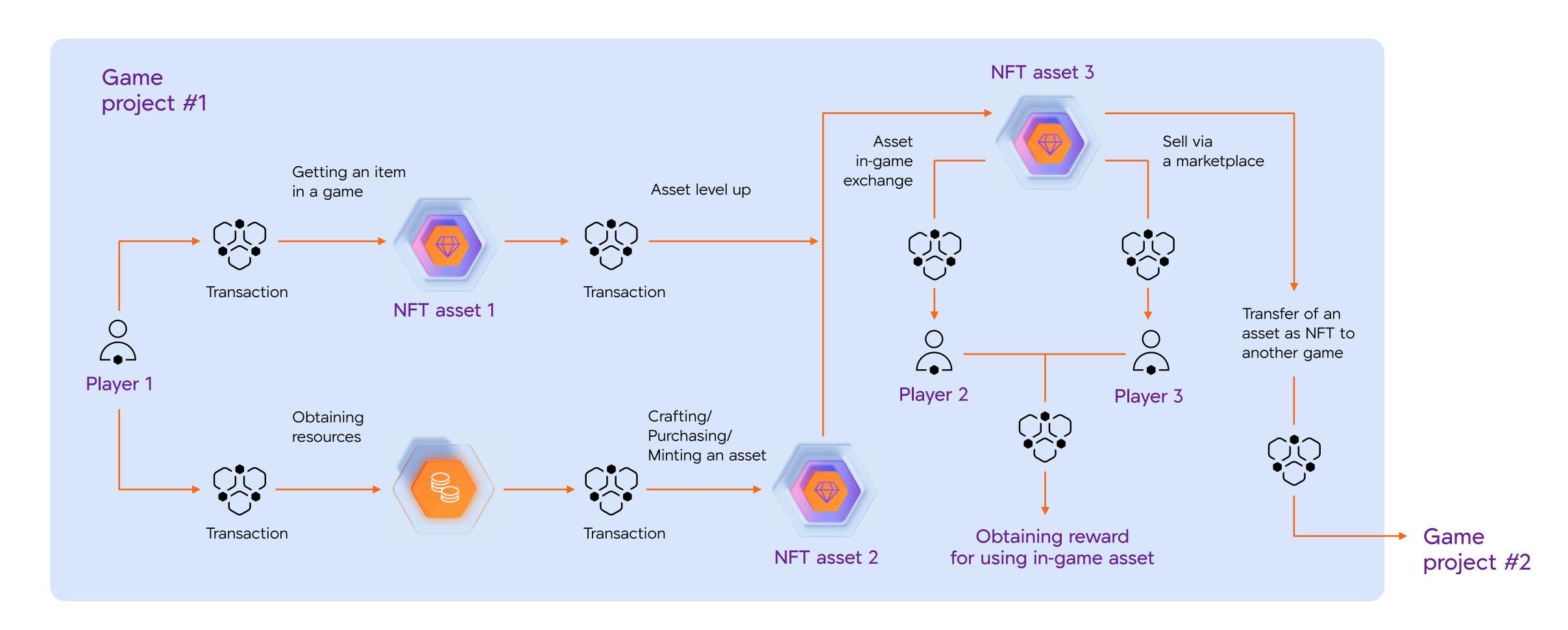
Templates and standards for interoperable NFTs







Example of a project's data flow within Grape ecosystem



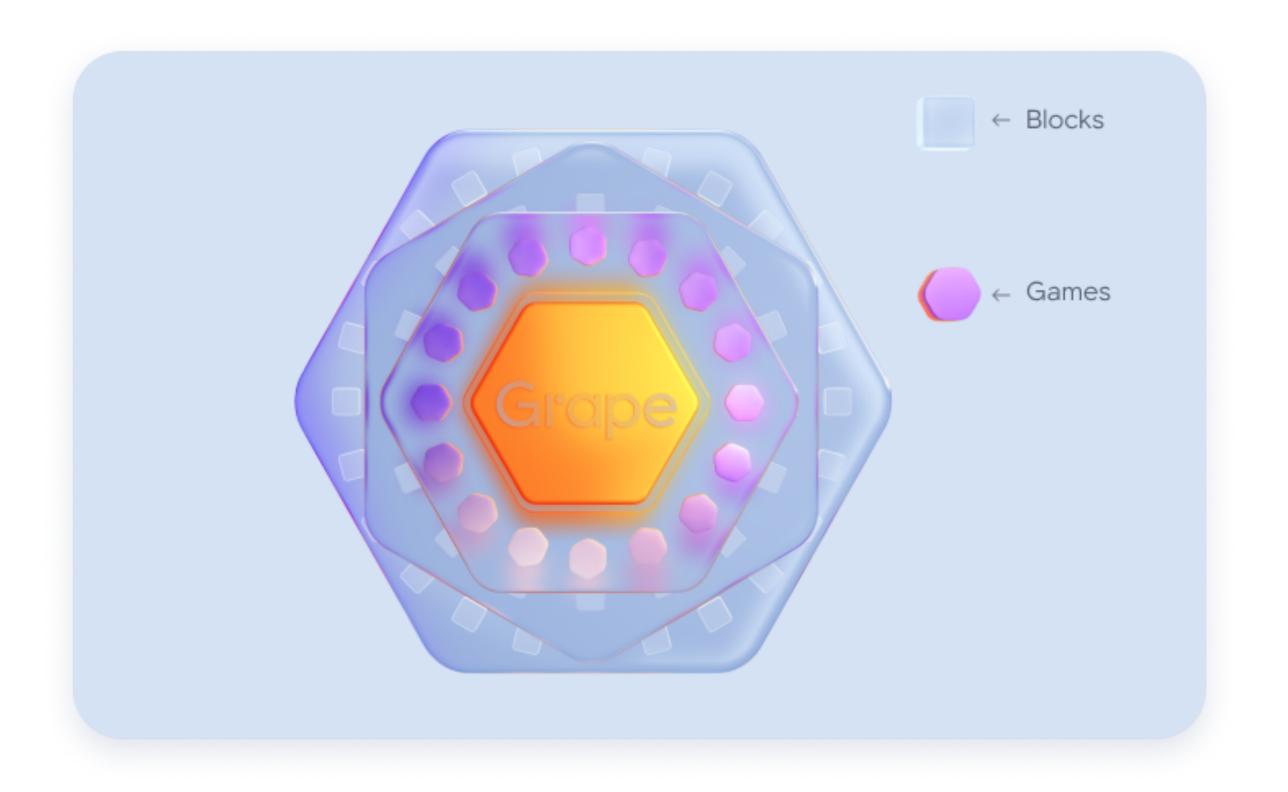


Grape is a robust decentralized infrastructure with unparalleled scalability that can withhold extreme loads of games and virtual worlds

VINE allows formulating the transaction tree asynchronously without hitting the bottleneck of linear limitations.



One of the most technology advanced blockchains Solana had an 18 hours downtime due to transaction overload.

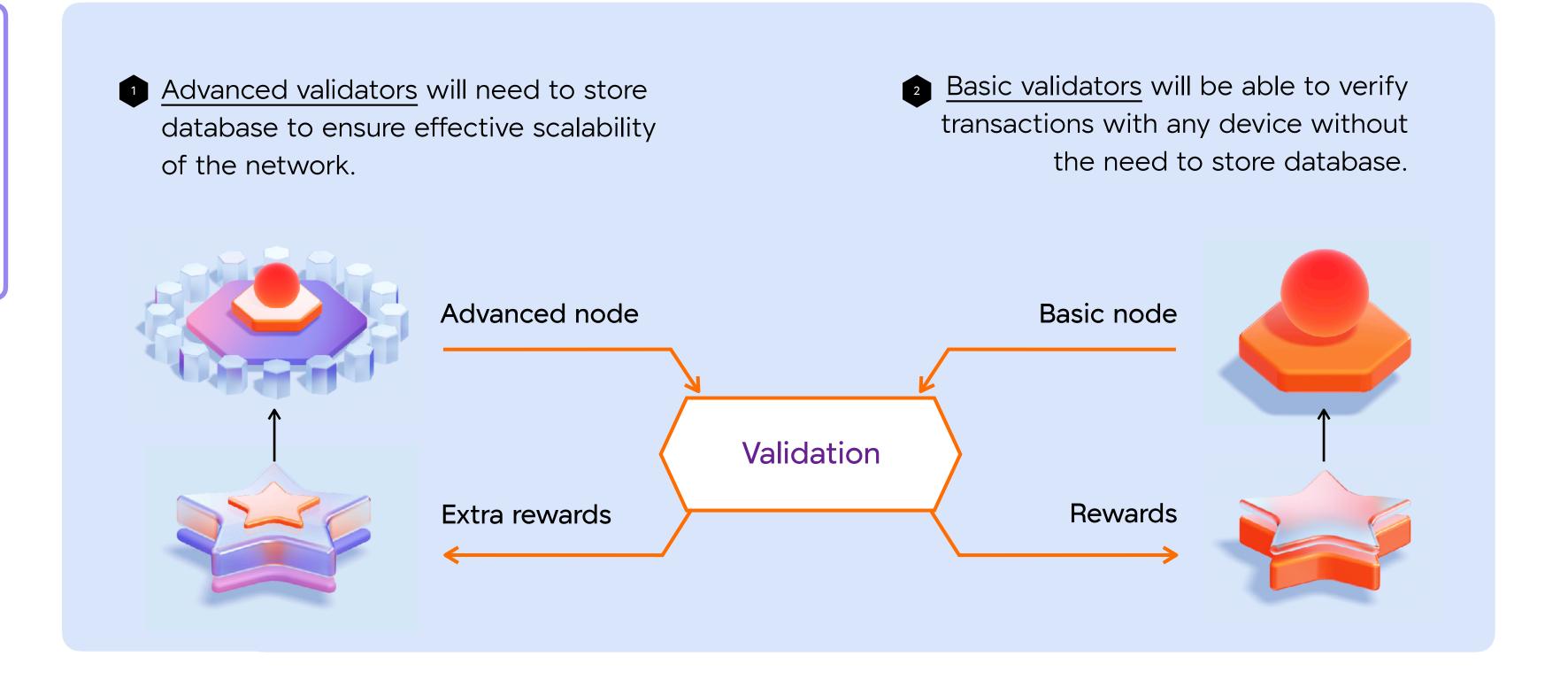




The primary goal of Grape is to create a fully decentralized infrastructure



Due to unique design,
Grape network
performance will grow
with each new advanced
node connected to it.





To make advanced nodes even more accessible and achieve higher performance for Grape, we'll launch sharding to split the database



In comparison, to participate in block validation in Ethereum, a user requires to stake at least 32 ETH and have more than 900 terabytes of free space to download the full Ethereum blockchain.





VINE is an evolutionary mechanism for scalability

700K+ TPS Grape

10x faster than Solana

150x faster than Avalanche

350x faster than Tron

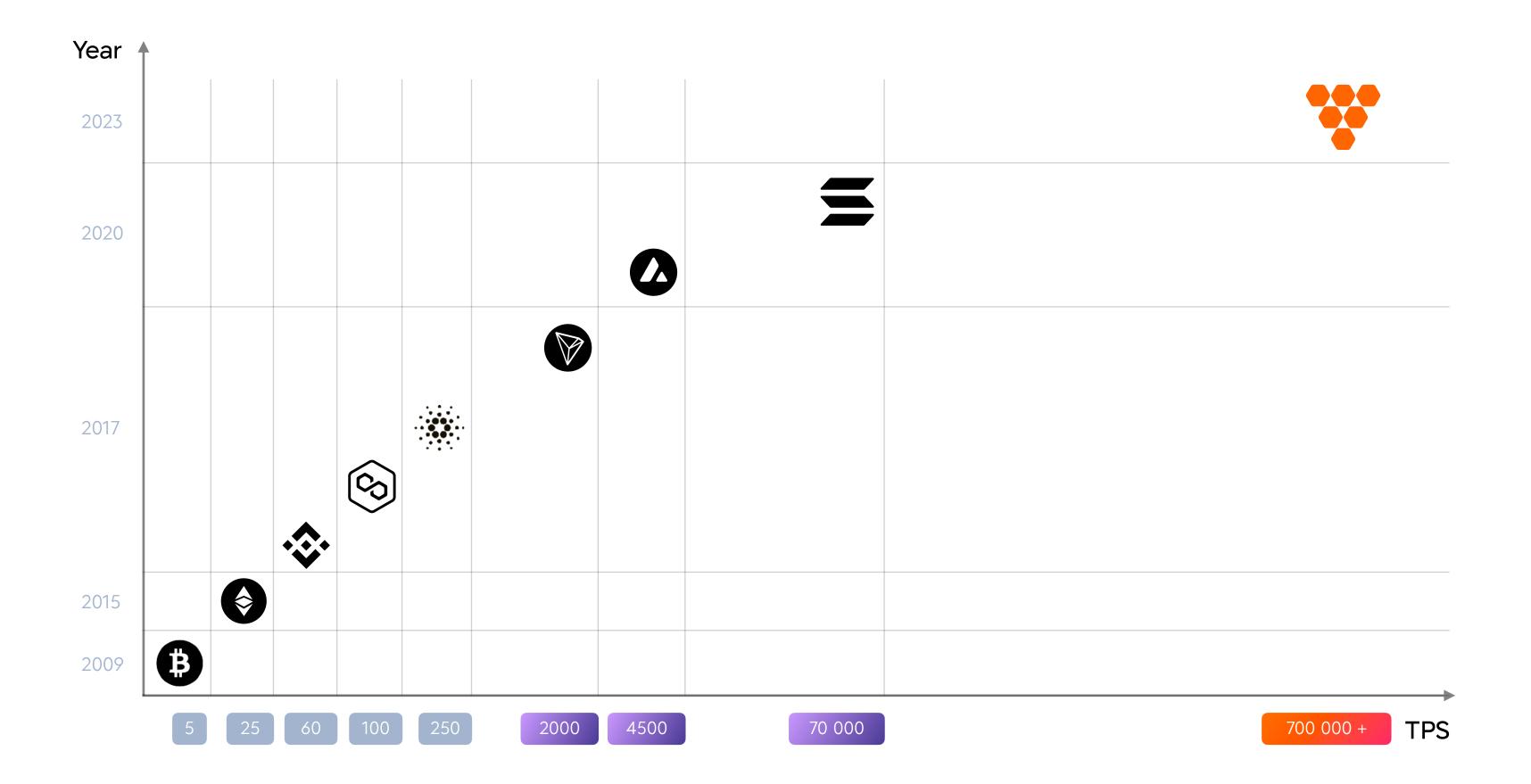
2Kx faster than Cardano

5Kx faster than Polygon

7Kx faster than BSC

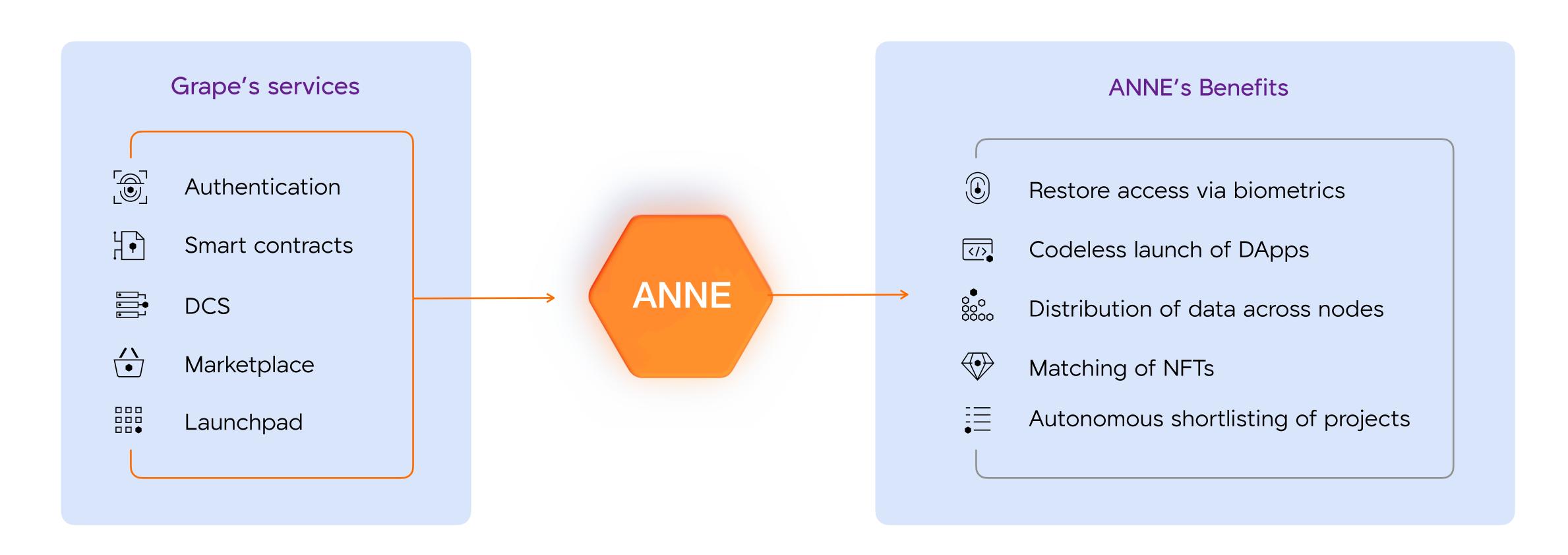
17Kx faster than ETH

84Kx faster than BTC





ANNE is a proprietary Al-based interface that improves each functional module of Grape





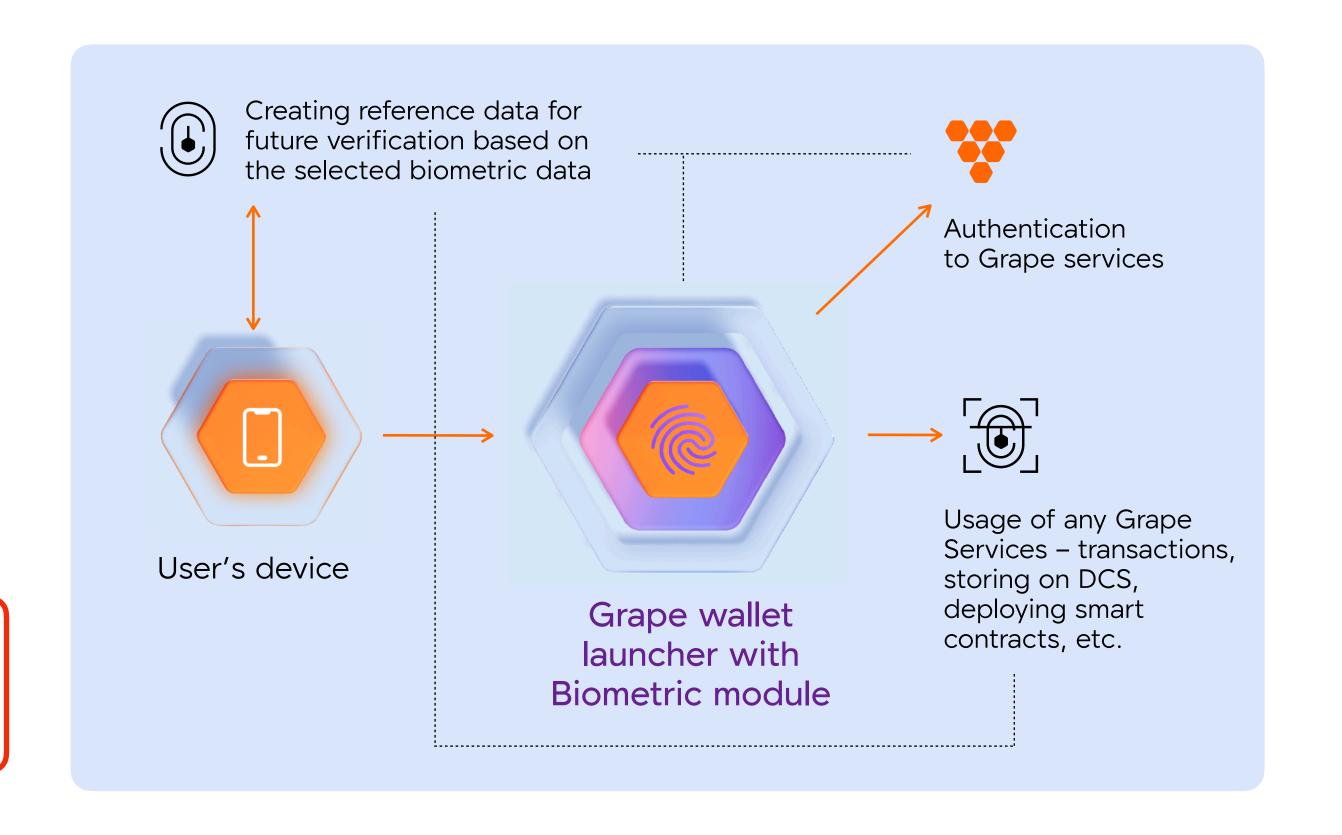
Grape will allow multiple biometric options for authentication and verification options including ECG

Maintaining decentralized approaches to privacy, users will be able to access wallets using unique biometric identificators including Electrocardiogram.

Security levels will be fully customizable through the application to simplify operations with assets and ensure the highest security level.

 \triangle

Cryptocurrency theft increased 516% from 2020, to \$3.2 billion worth of cryptocurrency.



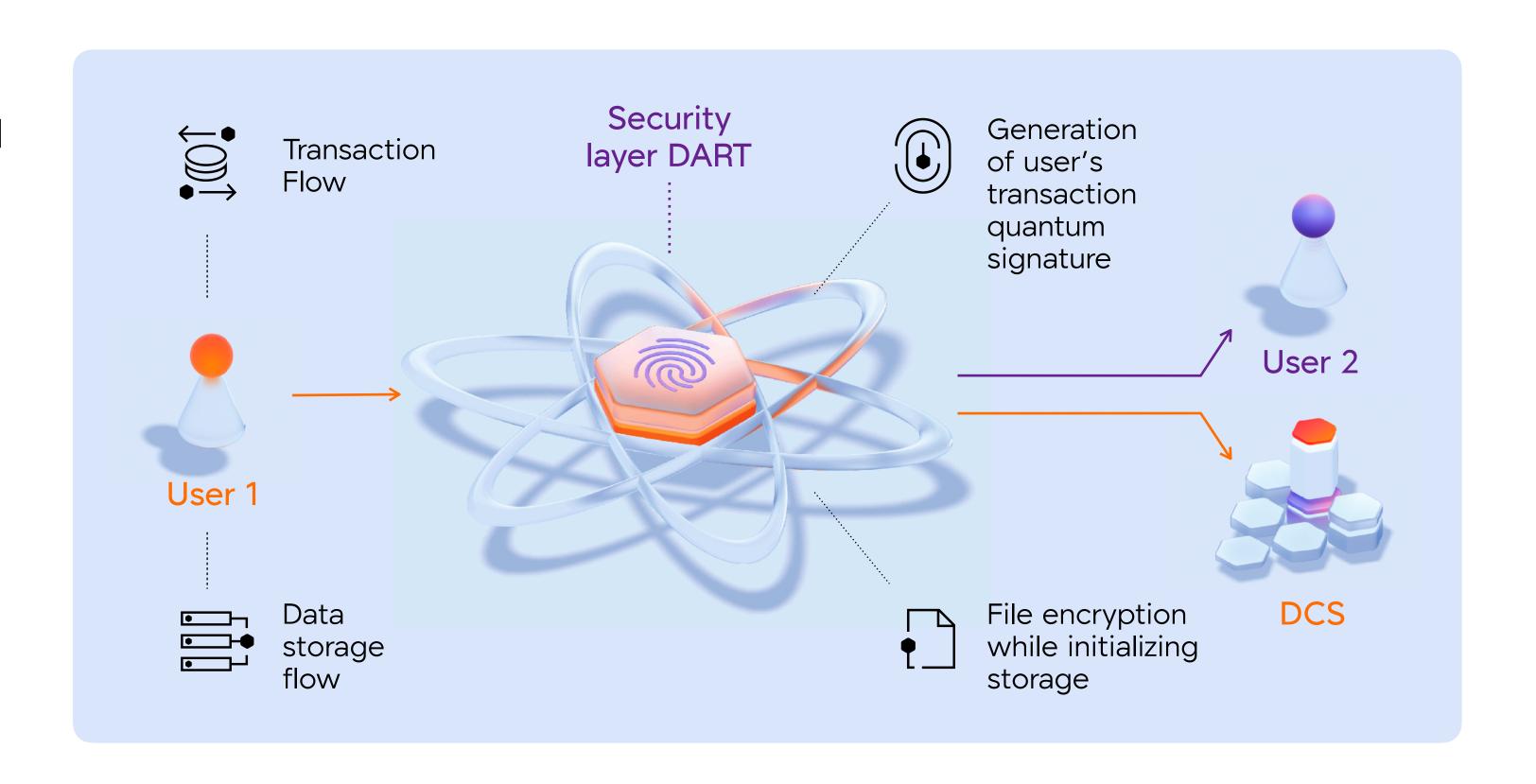


Grape quantum resistance - as a fundamental requirement in the post-quantum world

A proprietary module DART is based on the quantum-resistant encryption algorithm, which allows Grape to ensure comprehensive security.



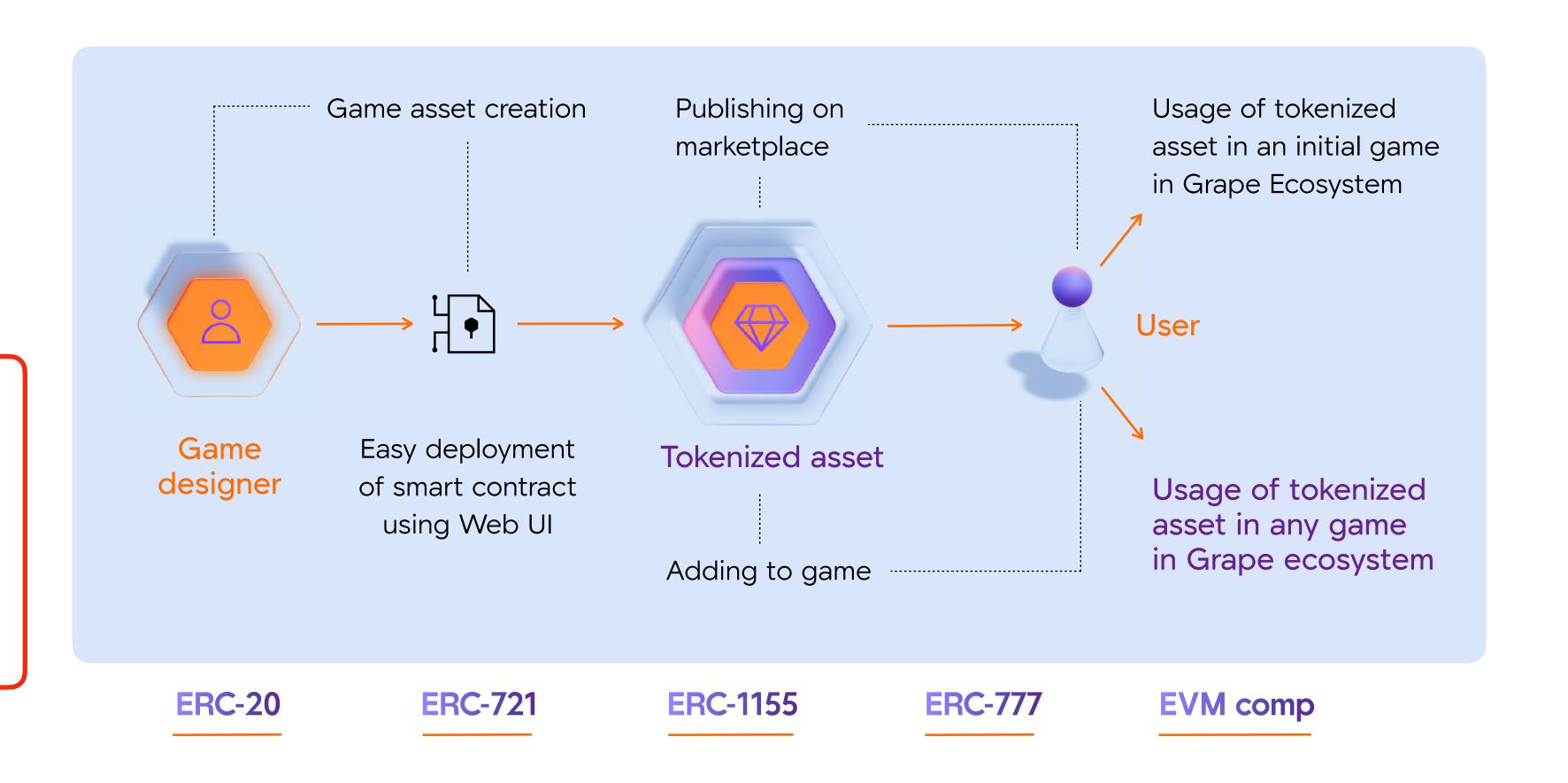
Opinion-based estimates of the cumulative probability of a digital quantum computer able to break RSA-2048 within 24 hours.





Grape's unique smart contract engine removes boundaries between virtual worlds by introducing interoperable NFTs

Some platforms like
Oculus perceive the
development of an open
NFT market on their
platform as a competitive
advantage.

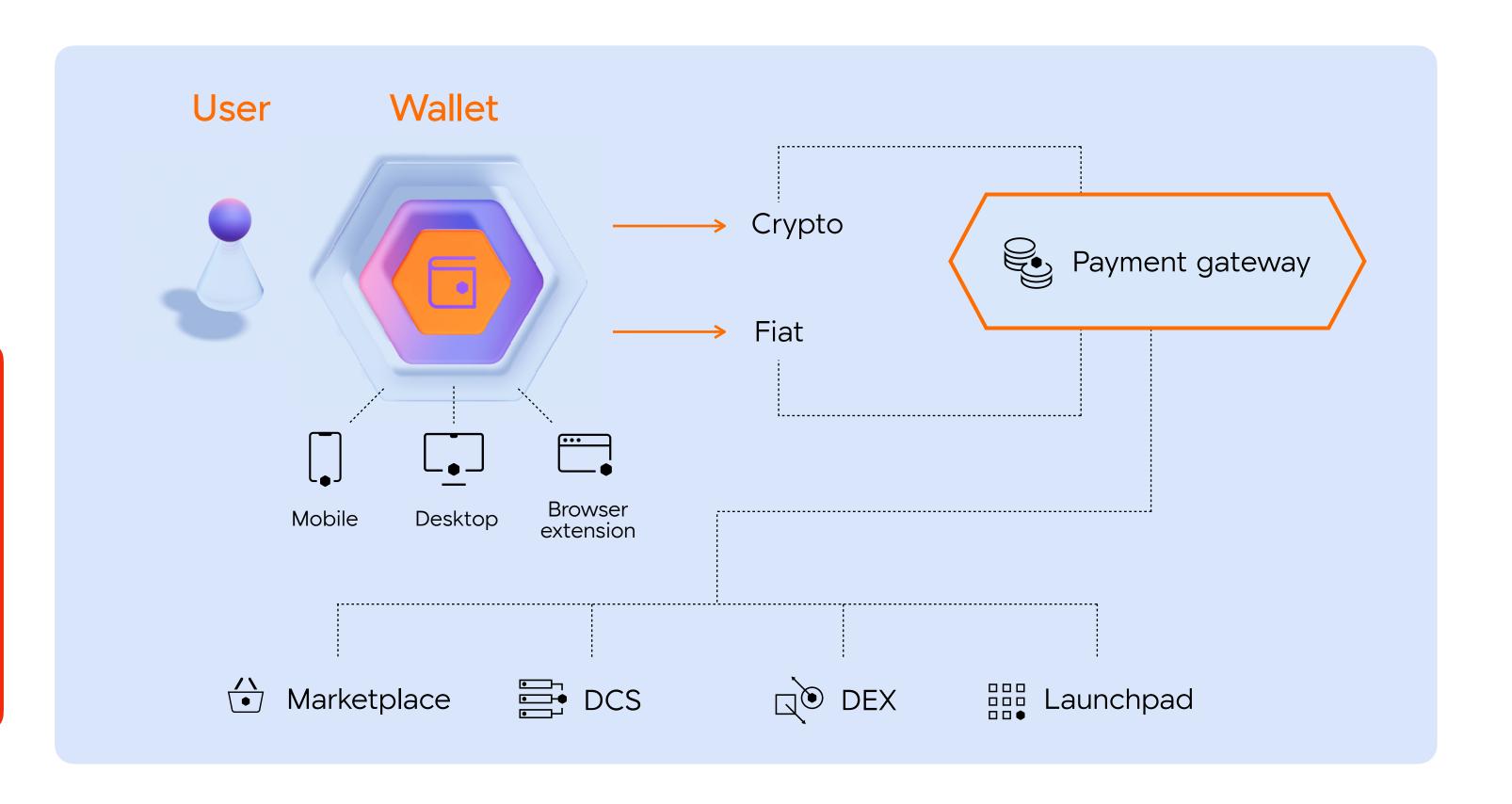




Grape will support both fiat and crypto in its multi-platform wallet



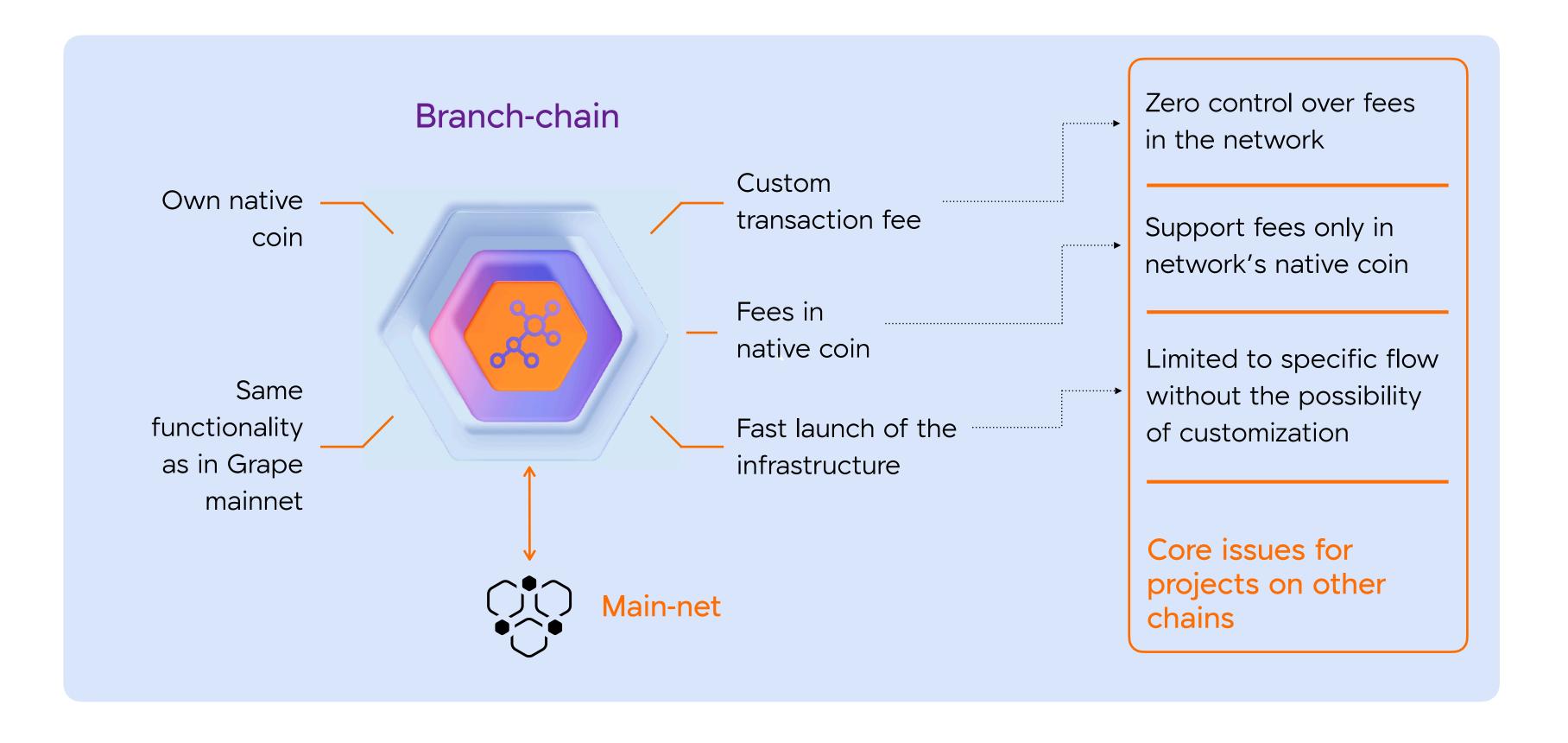
With recent beta launch of fiat-crypto onramp solution from Stripe, it becomes obvious that market requires on edge solutions to be able to use blockchain with both fiat and crypto.





Grape will introduce Web4 as a Service – a tool to launch projects using ready-to-deploy infrastructure

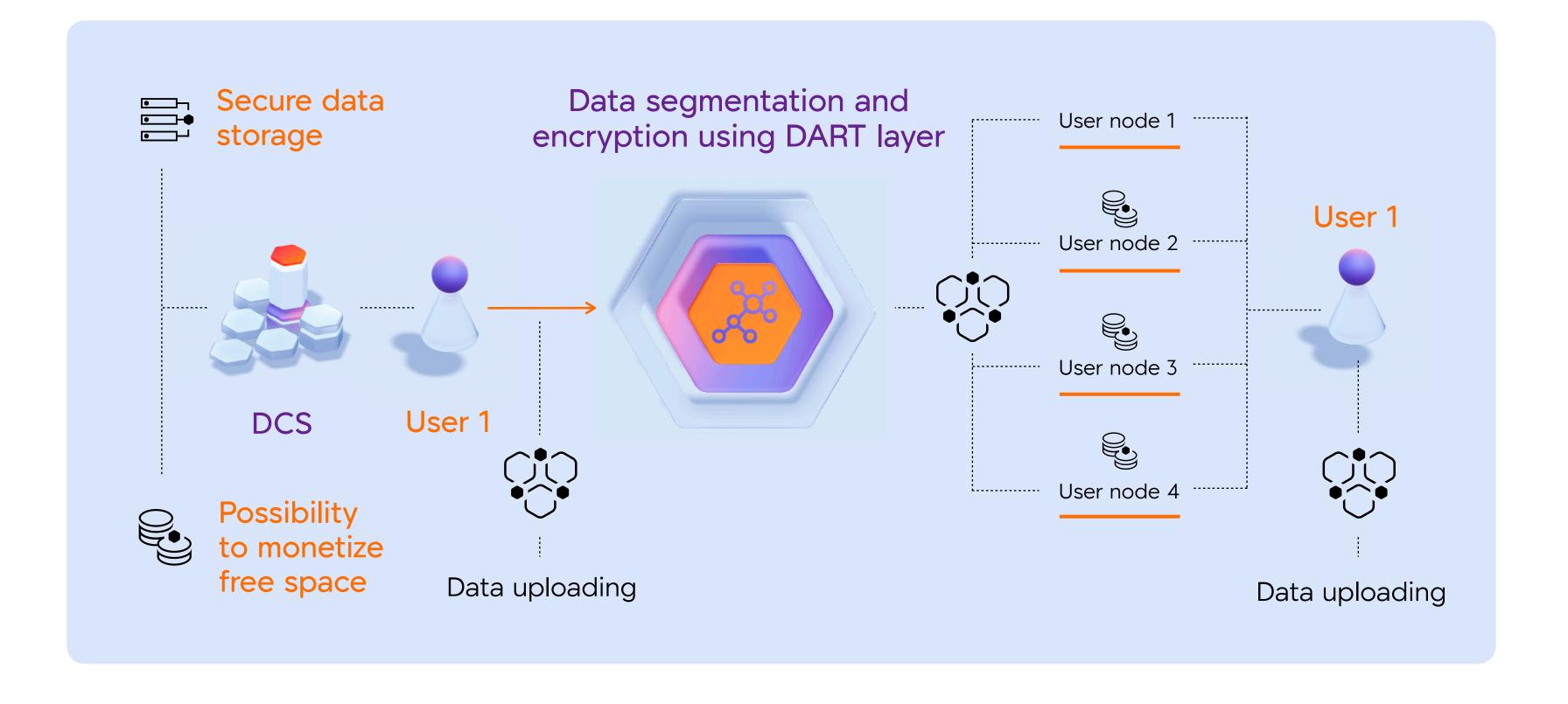
Grape will provide an autonomous infrastructure for projects requiring custom operations flow with most of the ecosystem's benefits.





Decentralized data storage (DCS) is the crucial element of the decentralized ecosystem

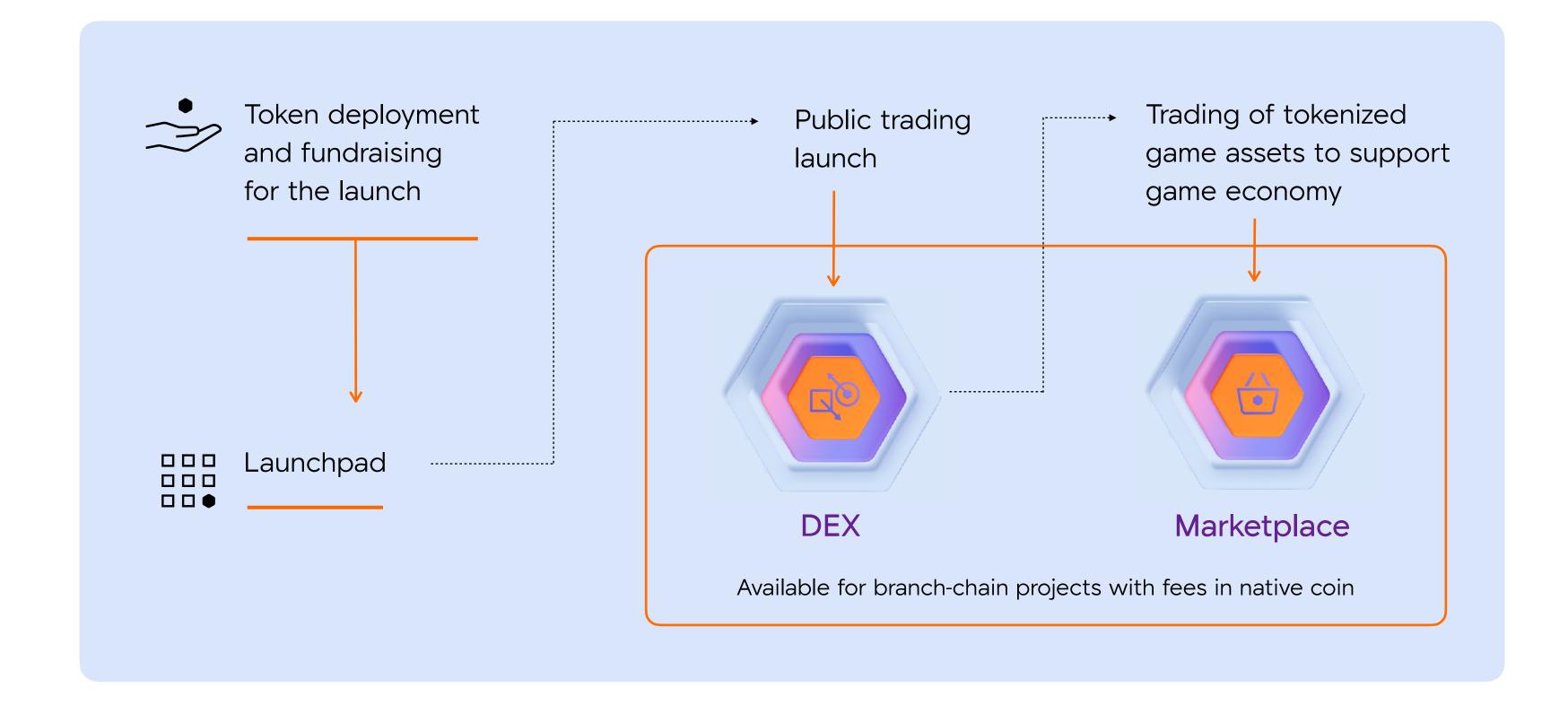
Grape will allow anyone to become a node operator and provide disk space for distributed data storage in exchange for a reward.





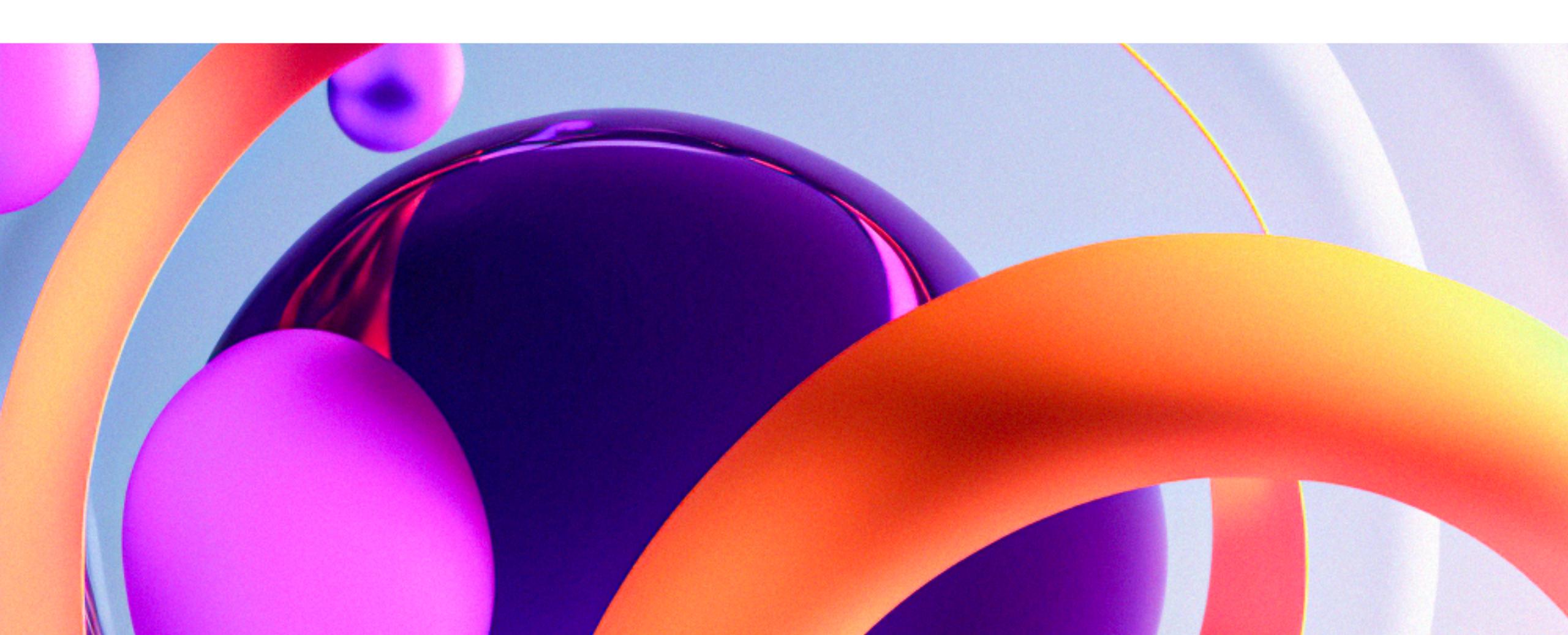
Grape allows to launch and maintain projects within a single ecosystem

Grape's economics infrastructure covers the full cycle of project's needs from the fundraising to the initial token launch on the exchange or marketplace.





Section 3 - Tokenomics





Tokenomics

Distribution

7 whitelist distribution rounds, with 2,000 or less spaces available in each round, each round has minimum buy amounts.

	Total supply %	Total supply
Pre-Distribution	40.0%	4,000,000
Staking and Community rewards	10%	1,000,000
Grape DAO	10%	1,000,000
Grape Labs	40.0%	4,000,000
Total	100%	10,000,000

Price Protection Protocols

All distribution purchases have a 120-day stake with 20% APY. After this staking period, the distributed GRP is subject to a 30% sell tariff for the first 30 days, 20% for the second, and 10% for the third.

These tariffs will be paid to stakers, increasing the 20% APY.

Exchange listing

Planned First Exchange Listing: September 1st. To launch close to mainnet, subject to change.

Planned Exchange Listing Price (subject to change based on market: \$80

Planned First Exchange: Uniswap (in order to uphold price protection during the post-launch phase) then most major centralized exchanges.



Grape economics and tx fee structure

Grape's goal is to ensure that ecosystem operators and the community earn sufficiently from commissions to maintain and grow the network.

Gas fees for operations and gwei structure will be introduced with public testnet launch

Basic tx fee distribution

Receiver	Share
Basic node	30%
Advanced node	60%
Grape DAO	5 %
Grape Labs	5 %
Total	100%

Launchpad commission to platform

2.5% in raised funds	90% goes to Grape Labs
2.5% in token	10% goes to Grape DAO

DCS cost structure

6.5\$ for user per 1 TB bandwidth

2.5\$ for node operators per 1 TB of data25\$ for node operators for 1TB of egress bandwidth3.5\$ for users per 1 TB of data

Roadmap

- Q1 PoC VINE testnet

 Q2 Public testnet launch

 Q3 Decentralized file storage launch
- Q4 Mainnet launch
 - Fiat onramp
 - Interoperable NFTs

Alpha launch of ANNE

2024

- Q1 Authentication to wallets using biometrics
 - DEX, Launchpad, Marketplace
 - Web3 as a Service Launch
- Q2 Mainnet sharding

Q3-Q4 Launch of ANNE



