

BurgerCities

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BurgerCities is a one-stop MetaFi platform with a wide range of features, including its native token BURGER, a Decentralized Exchange (DEX), and Non-Fungible Tokens (NFT) which are made up of Heroes, Props, and Lands. Users can participate in daily activities like socializing, and playing games, as well as experience DeFi and NFT features with their own avatars like trading, staking, NFT exhibitions, etc.

BurgerCities “evolved” from Burgerswap, a DeFi product that was already available on BNB Chain. It integrates DeFi and NFT into a larger metaverse scene to produce a uniform and standardized Web3 metaverse.

BurgerCities aims to create a unified and standardized metaverse world of Web3 via integrating DeFi, NFT to the wider Metaverse. In this world, users could carry out daily events such as sociality, gaming, etc. Meanwhile, they could experience DeFi and NFT functions with their own avatars such as trade, bet, NFT exhibitions or Gamefi, etc.

BurgerCities hopes to contribute fresh energy to the vigorous development of the metaverse and bring new vitality to Web3 applications such as DeFi and NFT.

>>>website: <https://burgercities.org/>

>>>Twitter: <https://twitter.com/BurgerCitiesBar>

>>>Telegram: <https://t.me/burgercities>

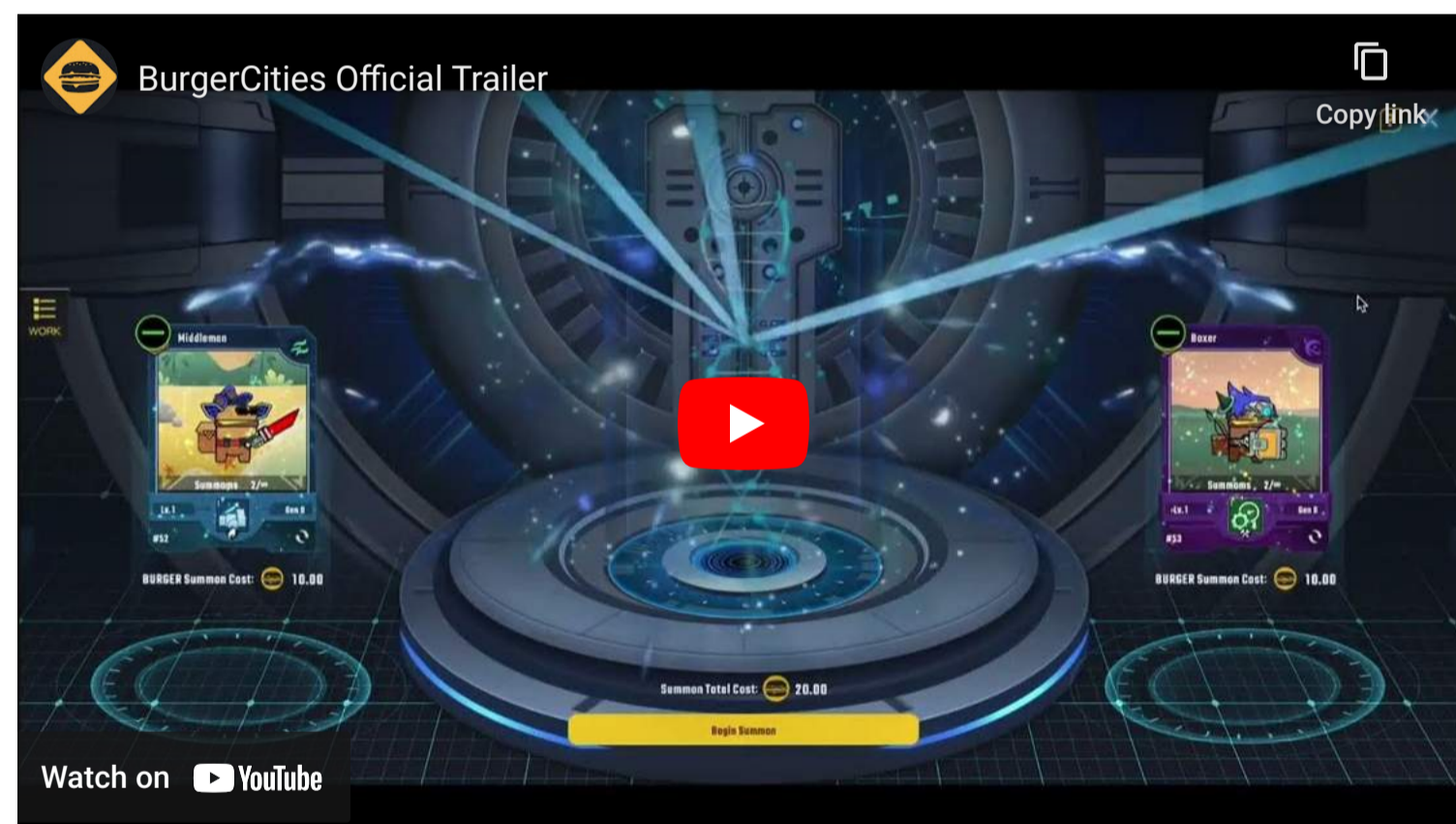
>>>Medium: <https://burgercities.medium.com>

>>>Discord: <https://discord.com/invite/burgerofficial>

>>>Link3: <https://link3.to/burgercities>

Getting Started

Got 2 minutes? Check out a video overview of our product:



Guides: Jump right in

Follow our handy guides to get started on the basics as quickly as possible:

 [Black Market\(Swap\)](#)

 [Central Bank\(Staking\)](#)

 [Energy Plant\(LP\)](#)

Fundamentals: Dive a little deeper

Learn the fundamentals of BurgerCities Ecosystem to get a deeper understanding of our main features:

 [\\$BURGER Token](#)

 [The Aggregator](#)

 [The Bank](#)

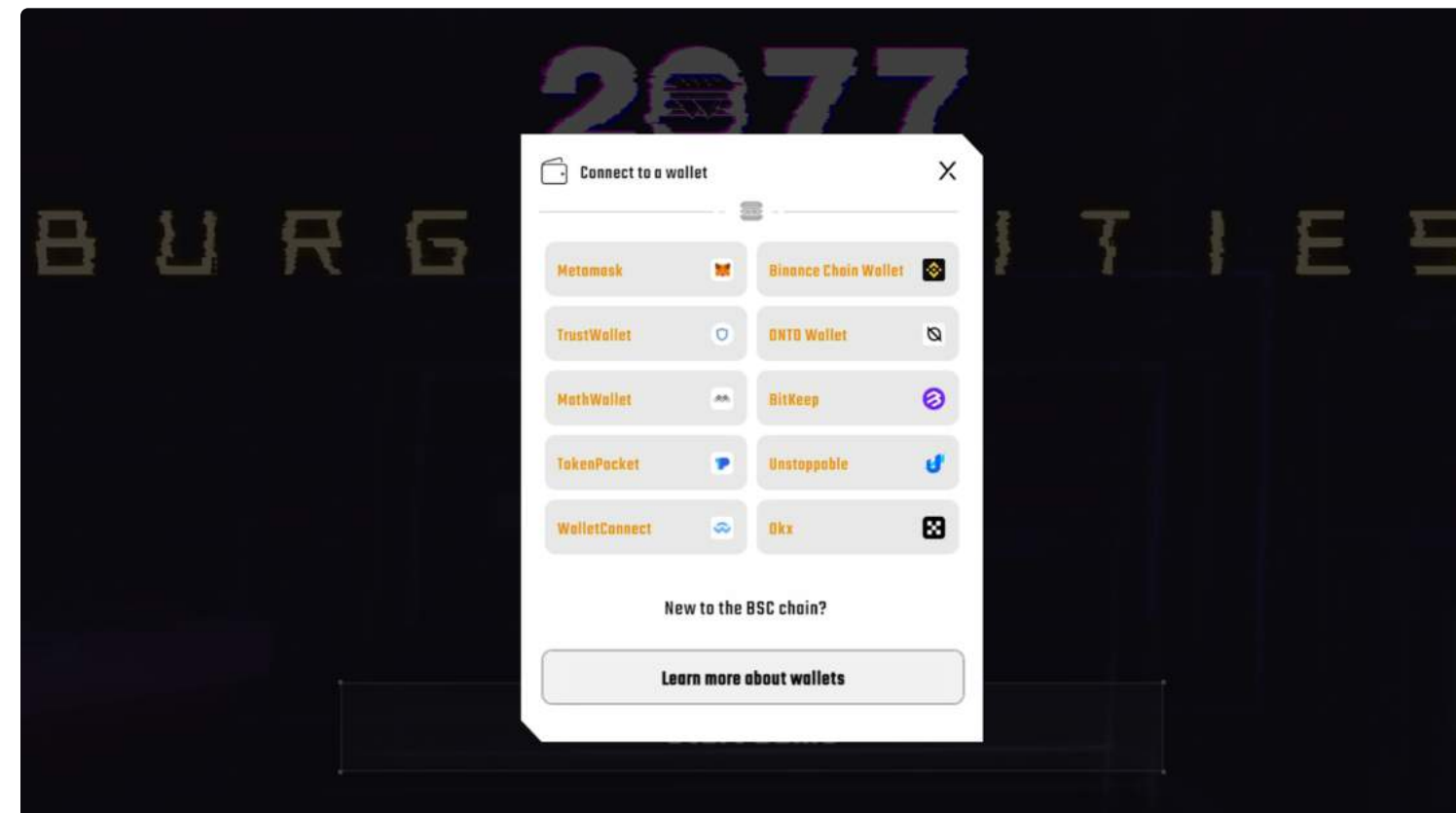
 [The NFTs](#)

Create Wallet



To access BurgerCities, you need a compatible cryptocurrency wallet, such as MetaMask, TrusWallet, MathWallet, TokenPocket, WalletConnect, and Binance Chain Wallet.

A browser (Chrome preferred) with a Metamask wallet extension installed is highly recommended if you have no wallets at all. Click [here](#) to install and set up MetaMask



> **Metamask**

> **TrustWallet**

> **Binance Chain Wallet**

Get BEP20 Tokens



The native token of the BNB Smart Chain (BSC) is BEP20. anything you do on the BSC chain, including performing any in-game tasks in BurgerCities, requires you to pay gas fee, which comes in the form of BEP20 BNB.

You can get BEP20 Token by buying it on a centralized exchange or by converting your tokens to BEP20 Token, but here is the way we recommend:

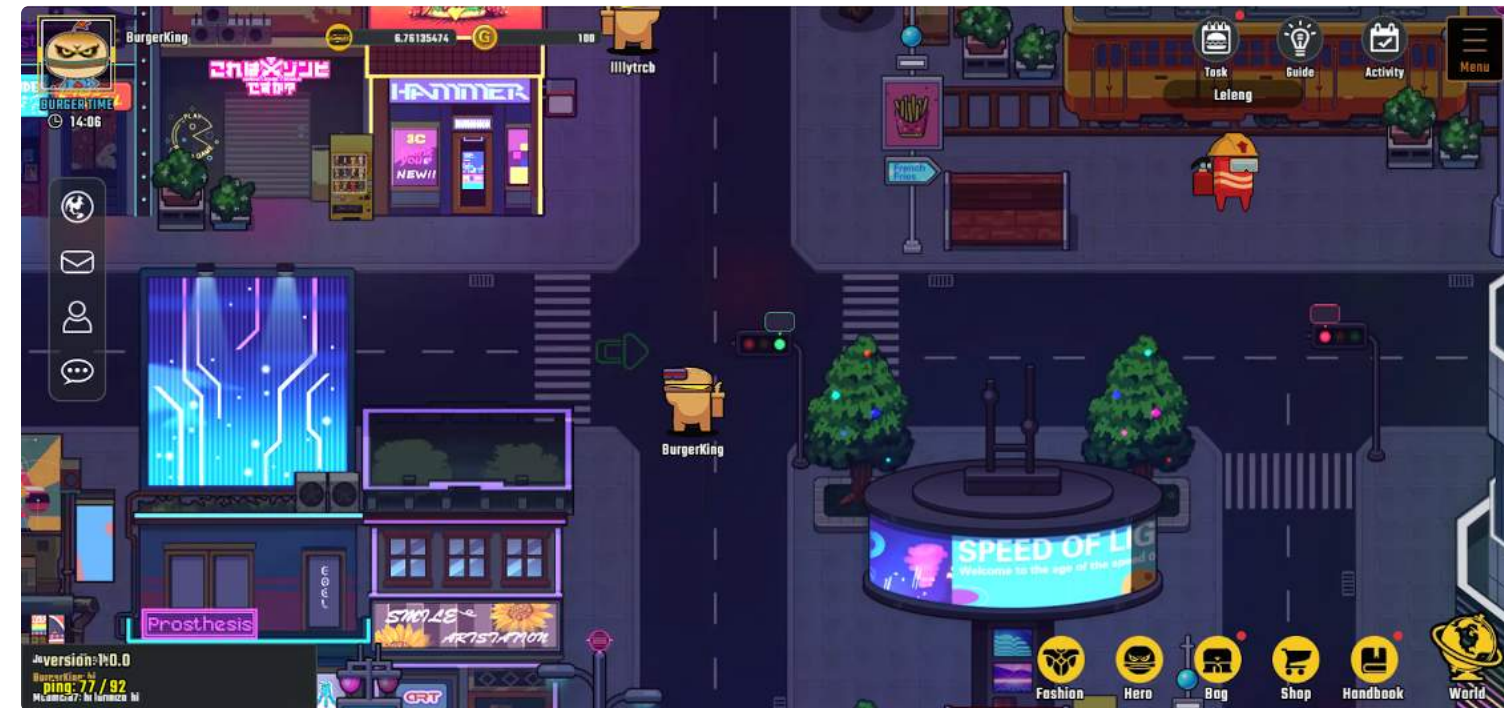
> ***Switch it through Switch.Protocol***

> ***Buy BEP20 Token in Binance***

The Map



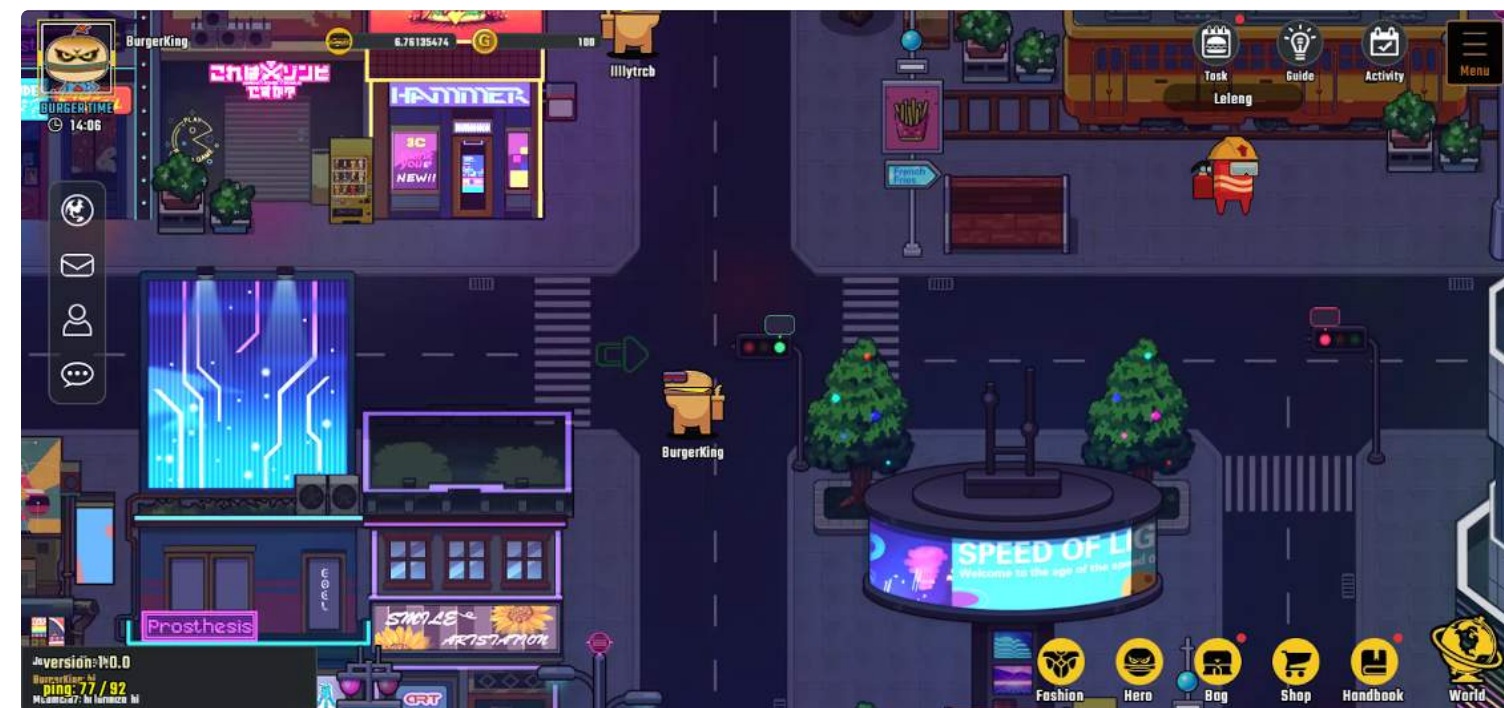
Before you embark on your adventure, you need to know how the homepage works.



You can zoom in and out with the mouse wheel, navigate by holding down the left mouse button and dragging, and access any specific location by clicking or tapping.

The [Menu] in the top right corner allows you to navigate between locations directly.

Also, don't forget to check the daily tasks and latest events in [Task] and [Activity] to explore things fun and profitable.



At the top left, by clicking on your avatar, you can check your profile and adjust the music and sounds, as well as set the interface language.

More functions on the main page are on the way. Updated regularly! Stay tuned!

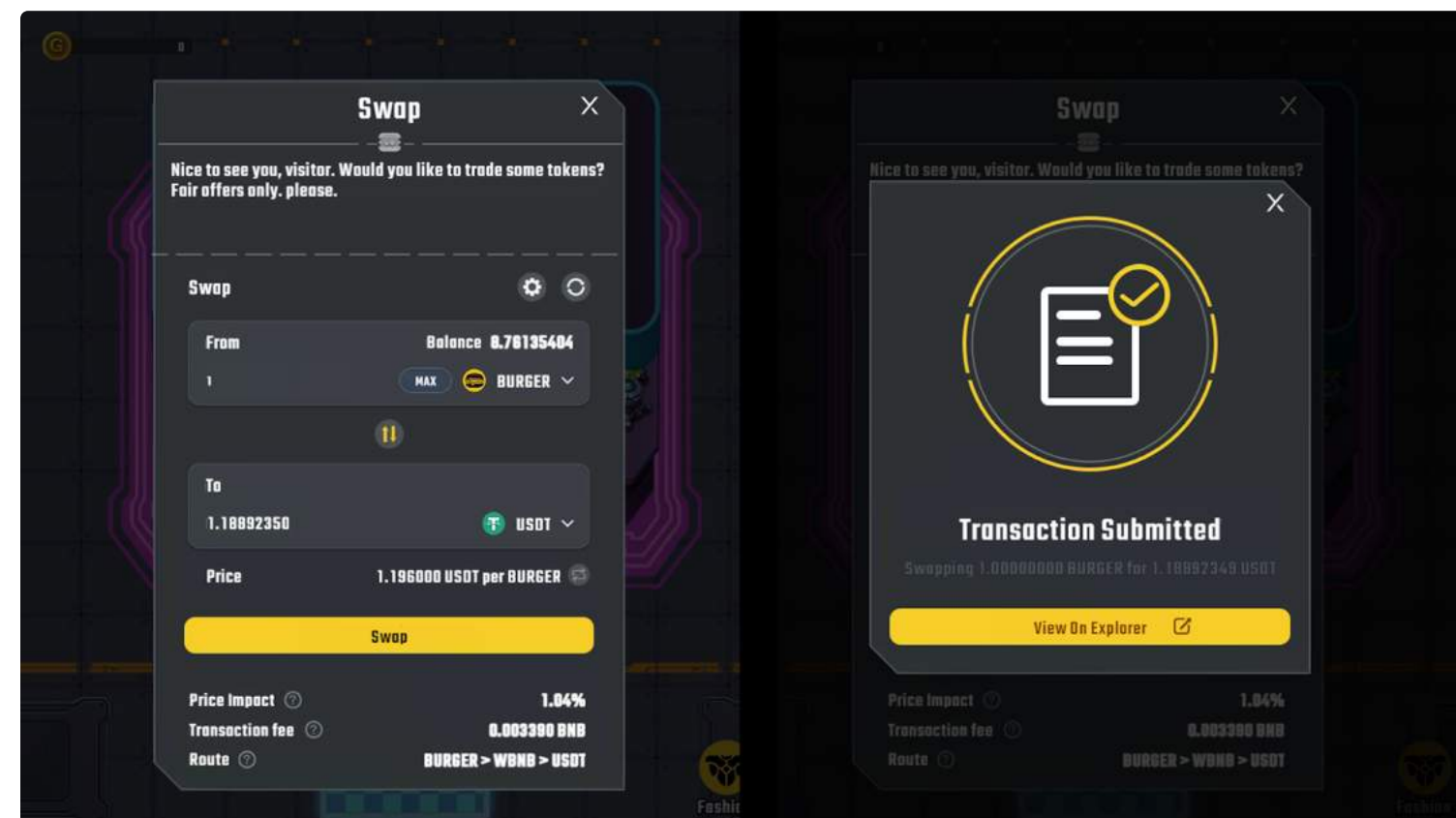
Black Market(Swap)

The Black Market is the gateway to the world, where players can trade any digital assets and swap them on the Binance Smart Chain with extremely low fees within only a few seconds.



Speaking with Ullos to get started. You can click **[Swap]** to exchange tokens or just chat with him to rise his favourability which contributes to unlocking more gameplays in the next version.

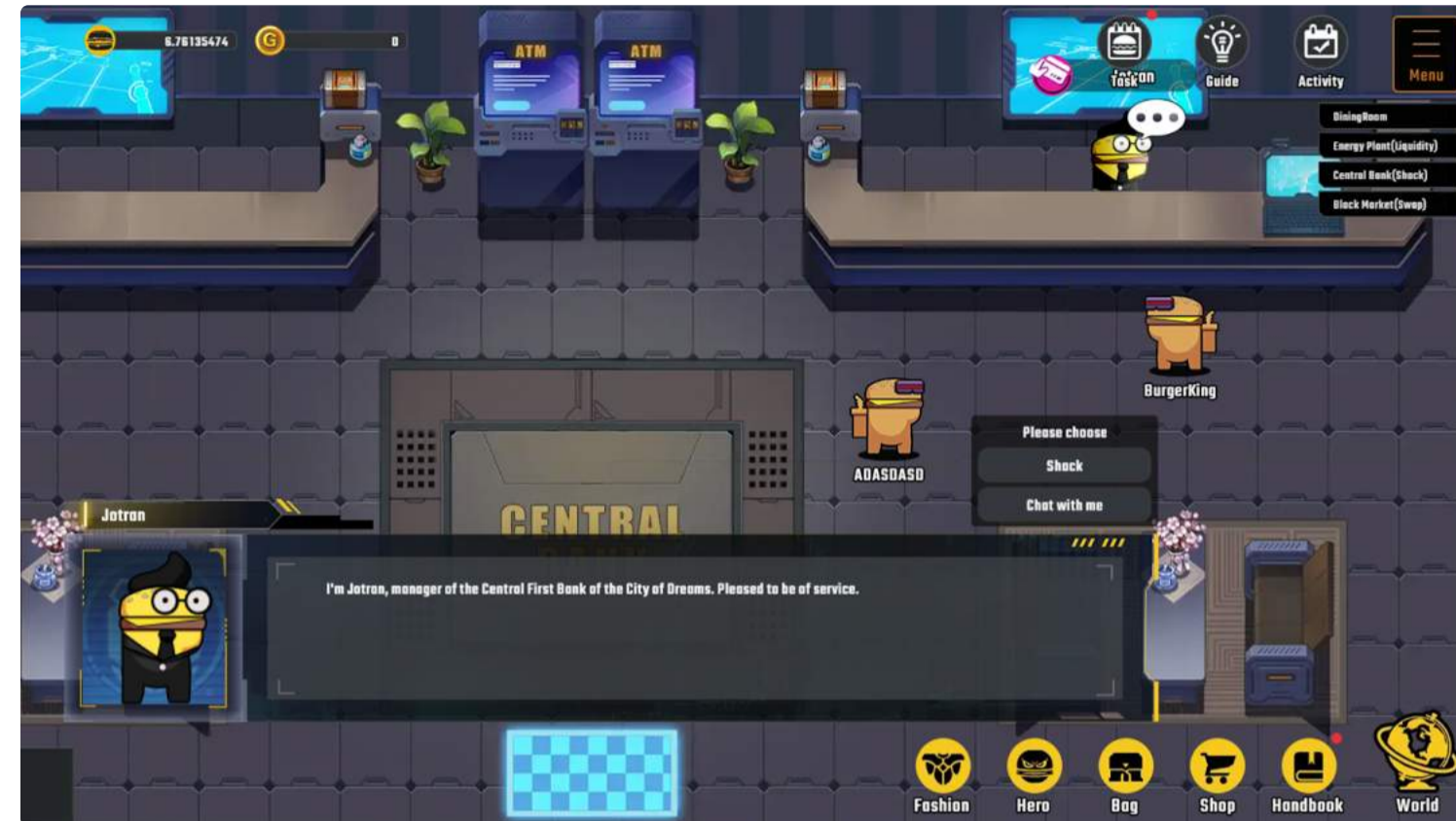
Click on **[Swap]** and select any tokens you wish to exchange and the transaction can be processed in just a few seconds via the best route.



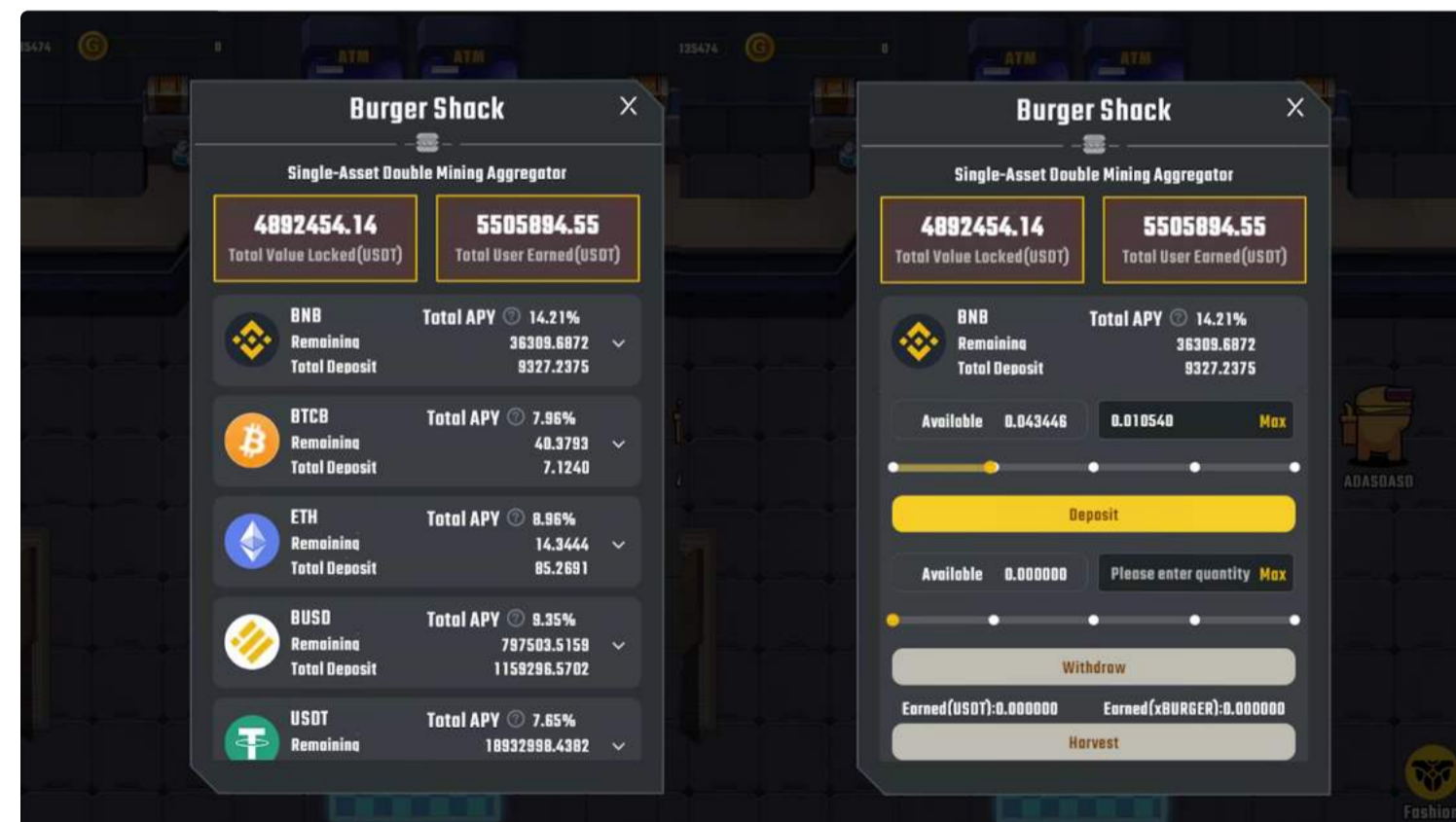
Exchanging tokens is an indispensable part of your adventure, and Ullos always be at your service.

Central Bank(Staking)

The Central Bank is the single-coin dual-mining revenue aggregator in Burger Cities, where you could earn USDT by staking single-token only.



NPC Jotran will show you the active shack pools in Central Bank, by clicking on **[Shack]** you can look at the details of each pool, including the amount invested in each pool, the remaining awards in each pool, and the APY, which helps you make the best financial decisions.

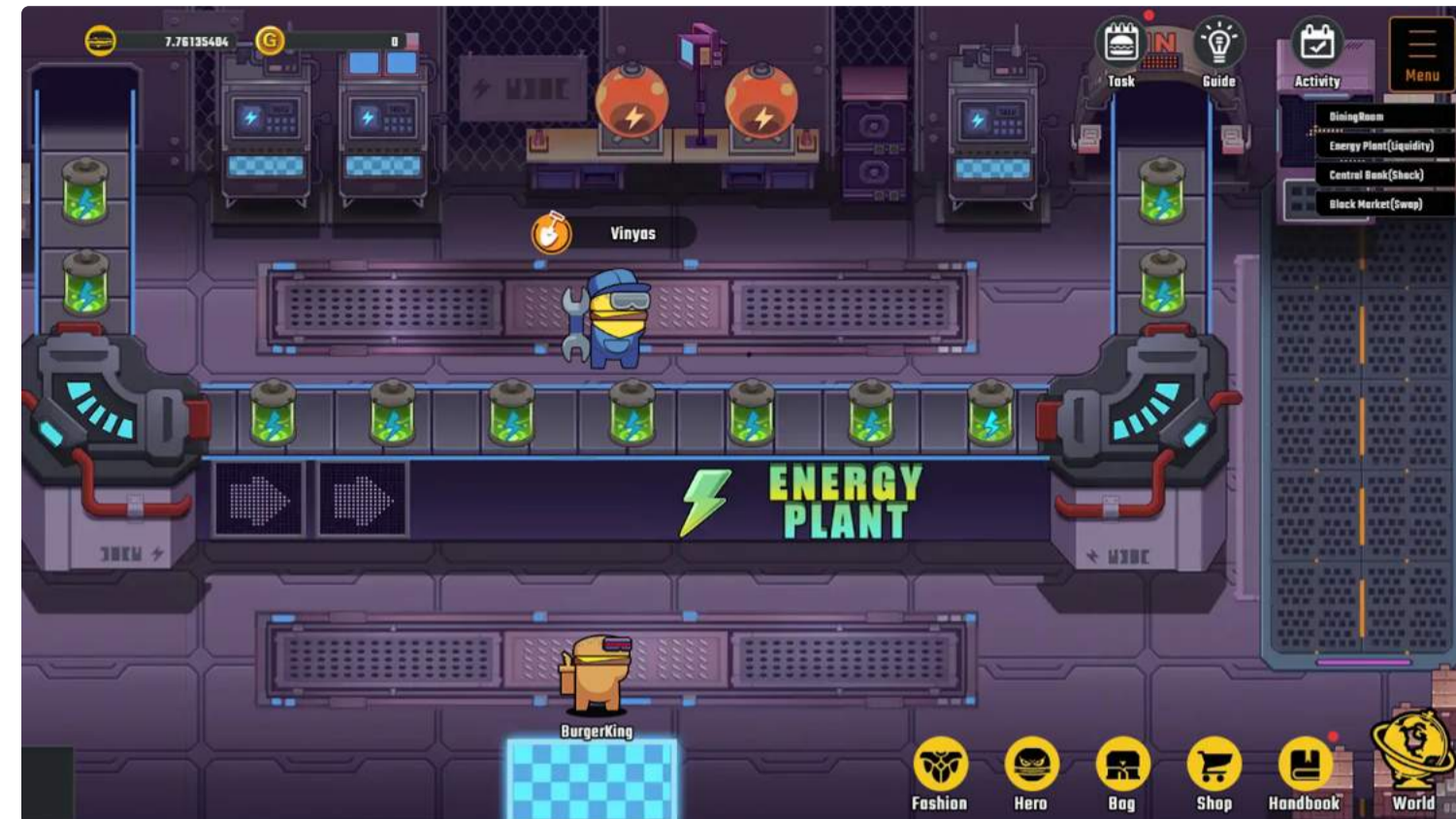


Meanwhile, Jotran will reinvest your unharvested profits within a 10-minute period to maximize your single-coin mining returns, and you are welcome to withdraw your deposits and harvest your rewards at any time you wish.

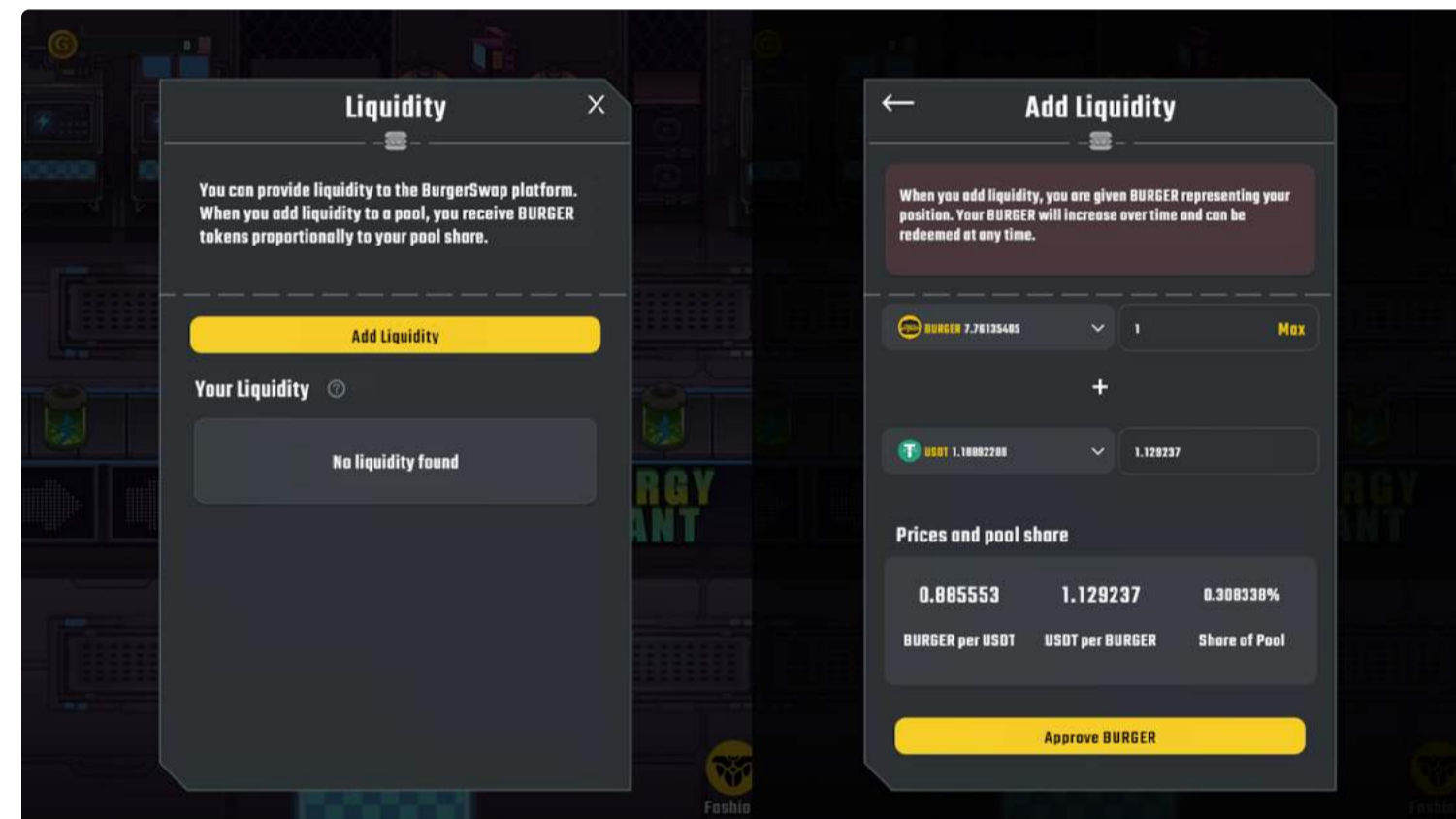
Good to know: your product docs aren't just a reference of all your features! use them to encourage folks to perform certain actions and discover the value in your product.

Energy Plant(LP)

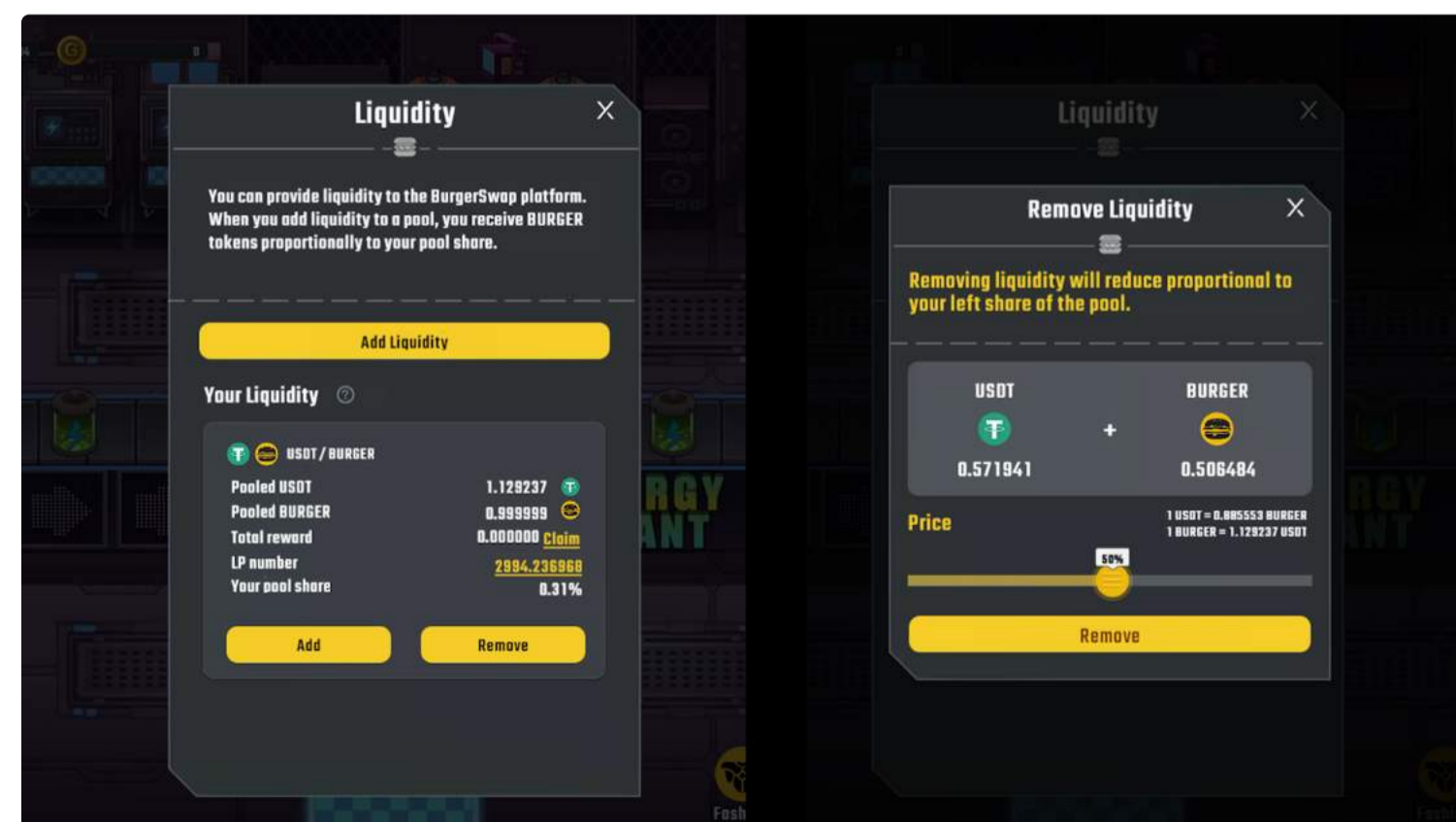
The Energy Factory is a place for players to provide liquidity to gain rewards.



By talking to NPC Vinyas, Click on **[Liquidity]** and you can provide liquidity to an existing pool or create a new liquidity pool if there is no pool you are interested in.



These rewards are distributed based on your share of the pool, so the more assets you deposit in the pool, the more \$BURGER you will get.



you can check your liquidity pools, **[Claim]** rewards, **[Add]** or **[Remove]** the liquidity at any time.

Good to know: your product docs aren't just a reference of all your features! use them to encourage folks to perform certain actions and discover the value in your product.

Dining Room (Summon)

:

The Dining Room is the place where players can rent and trade heroes. It's hard to have fun in BurgerCities without having a hero of your own. Heroes in BurgerCities are utility-driven NFTs that could be used in various scenarios, including PVP fights, quests for adventure, and more.

Players can buy or rent a hero in the Dining Room to have a much more exciting gaming experience and earn rewards.

The Mechanic of Summon

The attributes' of summoned heroes like stats and rarity will be determined by the two heroes being paired. Each summons has a chance to summon heroes of varying rarity; however, summoning more rare heroes increases the likelihood that the summoned hero will have a higher rarity.

Heroes have to summon cool down for each summon. The first time these two heroes summons cool down time is 24 hours each. The cooldown time will increase based on the summon times you made. The heroes who come out by summon will have 72 hours of cooldown time.

Hero System



The Heroes are unique NFT assets with a variety of uses, which will be the core gameplay in BurgerCities. users can level them up and use them to earn BURGER by carrying out in-game tasks. It can be sold in the Dining Room to earn rewards also.

Heroes

The Basics

Hero Numbers

Each hero has its own number in Burgercities. It will be confirmed since the hero is born. The number is from one and every time a new hero is born, the number will add one. The blind boxes released at an early stage will have the same number as the Genesis heroes inside. The total number of genesis heroes will be 10000. The number of normal heroes summoned by Genesis heroes will start from 10001.

Hero Rarity

The rarity of heroes stands for the future value of development. There are 4 levels of rarity from Green to Orange, And each level of rarity corresponds with the cultivation value of Heroes. Heroes with high rarity can obtain more extra attributes by leveling up and have a higher probability of obtaining rare equipment NFTs.

Hero Element

Every hero will have their own element. It should be six kinds of elements. They are water fire wind earth light and dark. The element of the hero also will be involved in the summons. The element of the hero will influence the exploration system and PVP system like :

- The exploration land will be divided into different elements too. The efficiency of exploration can get buffed if the element of land and hero is the same.
- About PVP: There are elements of restraint between heroes. While your element of hero restraint the enemy, your hero will get a damage buff. And vice versa. If your heroes on stage have the same element, heroes will also get a damage buff. It also depends on the number of heroes on stage.

Stamina:

Stamina is used for exploration and other in-game actions. Stamina will be influenced by different factors like an occupation. If the stamina of heroes has been used, it can be recovered along with time or recovered by items.

Health:

Health has been mentioned in our Gen 0 Heroes. Health will be displayed as a percentage. Max will be 100% and the health of the Gen 0 hero is fixed. The health of normal heroes will be reduced according to the times heroes explore. Health can't be recovered along with time and players can only use some special items to recover health. If health is reduced, it will lead to some negative effects:

- 1 While the health is less than 10%, heroes can't do exploration PVP and something else.
- 2 Health also influences the efficiency of exploration and manufacturing according to the percentage of health.

EXP:

EXP can be gained by exploration and it can be used to level up.

Hero Occupation:

So we will have fifteen kinds of occupations in BurgerCities. Different occupations have different biases of stats growth. And these occupations will be divided into four classes. The class will influence basic stats, stats growth, summons limit, stamina limit. Also different class has their own identification.

Hero Development

Meanwhile, the new version updates the hero display and shows the info of the heroes on the hero page. Players can find "battled" to check which heroes are already on the battle team.

According to the hero interface, players can find that the live stats are Strength, Dexterity, Agility, Vitality, Endurance, Intelligence, Wisdom, and Luck. The battle stats are Attack, Defense, HP, and Courage. In addition, Health status is displayed as a specific numerical value instead of a percentage.



Players can check their heroes' stars interface and click "Star Advanced" to upgrade their heroes. The star advance will significantly change battle attributes and automatically increase battle skill levels.



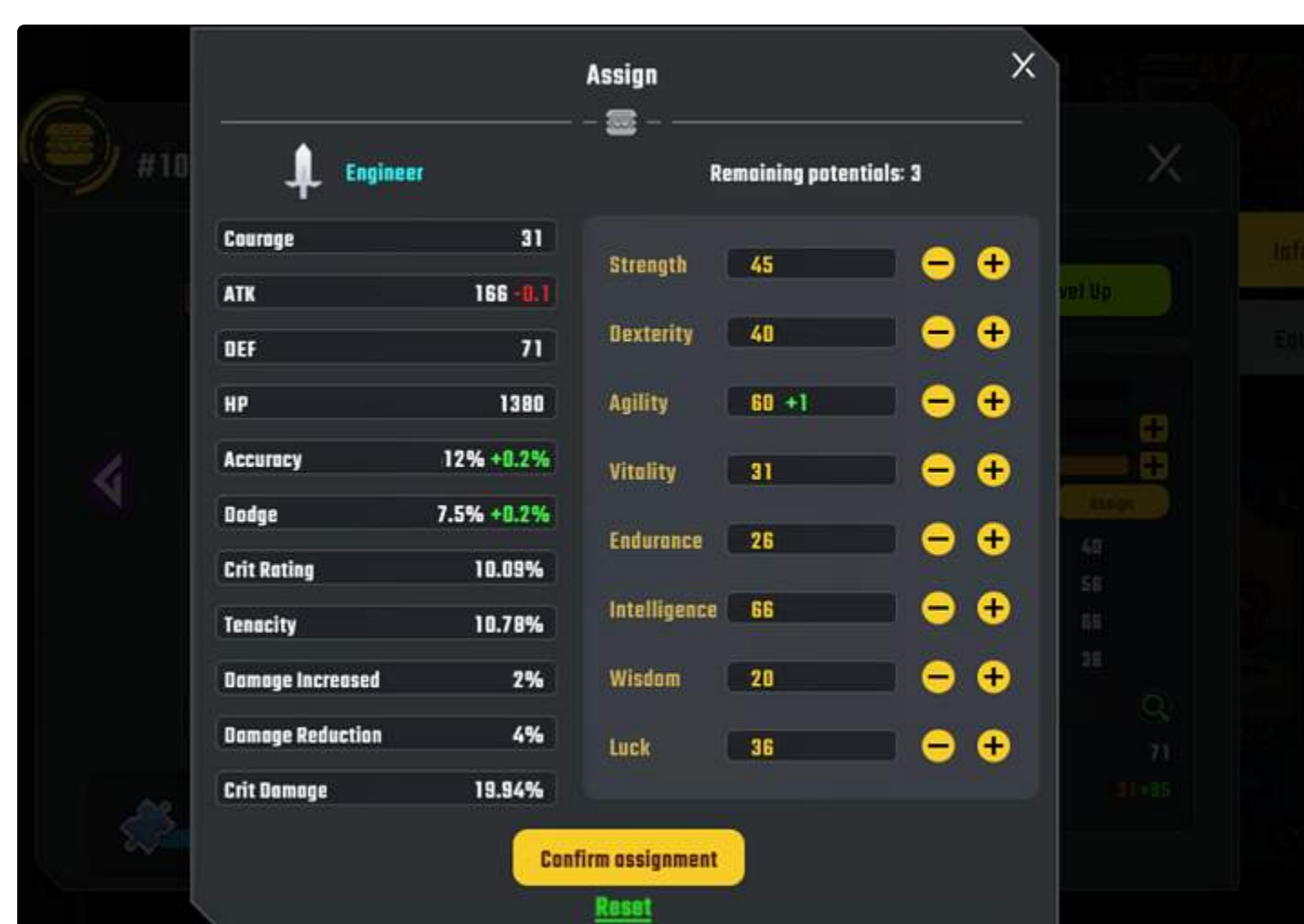
Star Advanced changes live stats and battle stats



Star Advanced Success Overview

Players get hero's EXP through the Main chapter, Explore, and Manufacture what can Level Up when EXP reaches the upgrade limits. The hero gains extra potential points for each level which are allowed players to "Assign" Live Stats by themselves.

Players can distribute the remaining potential points to add points to the right side attributes, each increase in points will display the interface, and the left side attributes will change as soon as possible. If players need to reset the previously potential points, they can click the "Reset" button at the bottom "Confirm assignment". One of the most important parts is that players need to click on the "Confirm Assignment" to save the previous operation.



Assign Potential points

Exploration

Exploration is the main way for heroes to gain experience and collect in-game items.

Heroes can be sent to exploration to earn \$Gold and in-game items, where they gain experience and increase relevant professional skills. In-game items earned during the Exploration also can be used to craft props in the Manufacturing table.

Exploration areas & Rewards

There are eight Exploration Spots, and each of them will produce different props which could be used to craft props through the manufacturing table.

Materials	Where you can get
Iron ore	Flour Canyon
Copper ore	Lettuce Forest
Stone	Sesame Beach
Coal	Tomato Island
Silicon ore	Beef Volcano
Titanium ore	Sea Cheese
Crude oil	Bread Plains
Hydrogen	Sauce Swamp

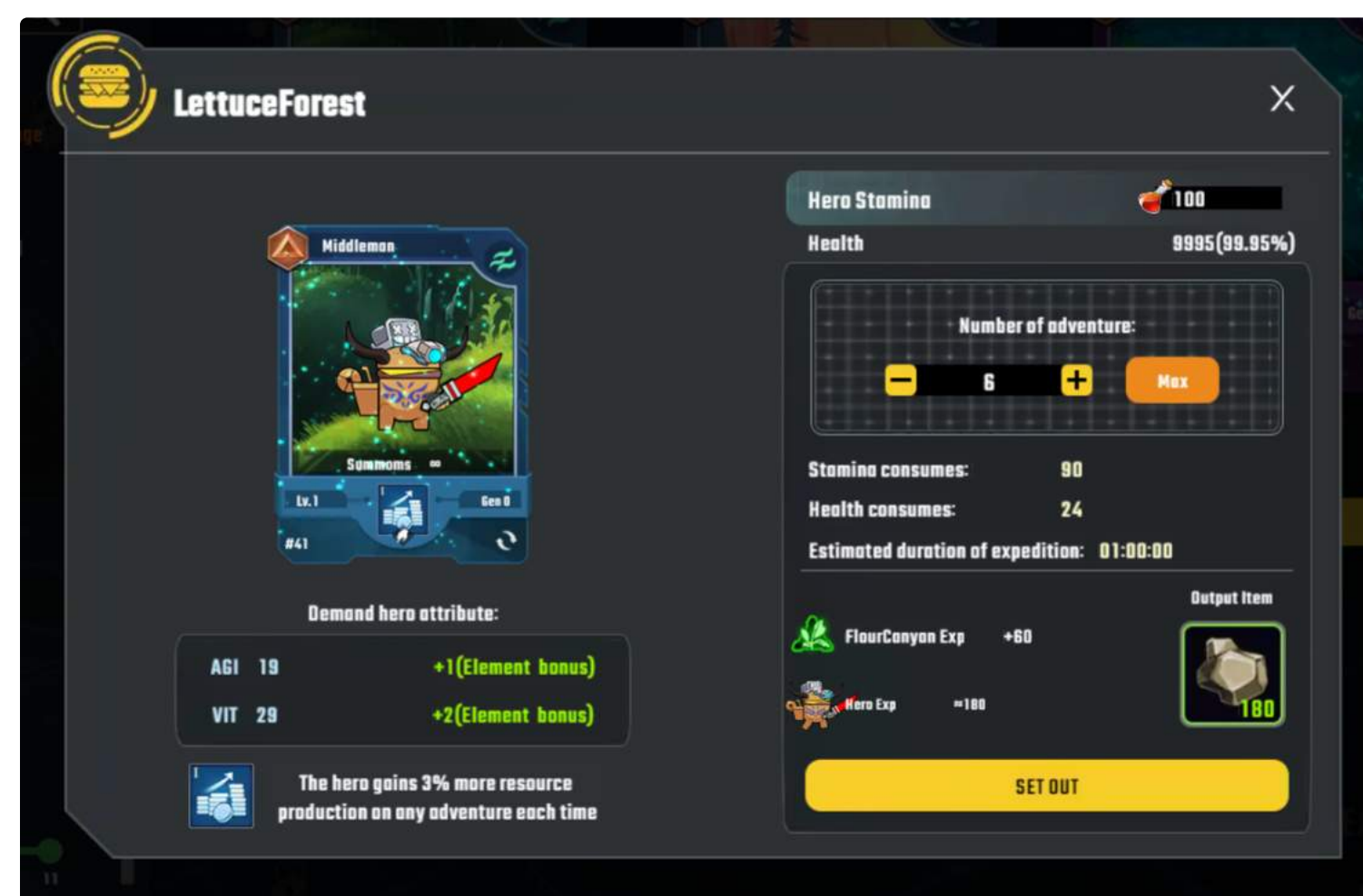
What you need for Exploration

A Hero

Heroes are necessary for exploration, and different exploration spots demand different hero attributes. Only heroes whose basic attributes meet the requirements of the exploration spots have the probability of obtaining high-level materials. A hero can only be sent to perform one task at a time, exploration, manufacturing, or institute. But two or more heroes are allowed to be in exploration at the same time. Heroes in expedition cannot be upgraded and cannot be sold or rented.

Enough Stamina

Like manufacturing tasks, The hero's stamina will be consumed during the exploration, the maximum number of explorations per hero = the total value of the hero's current stamina / the amount of stamina consumed per exploration spot.



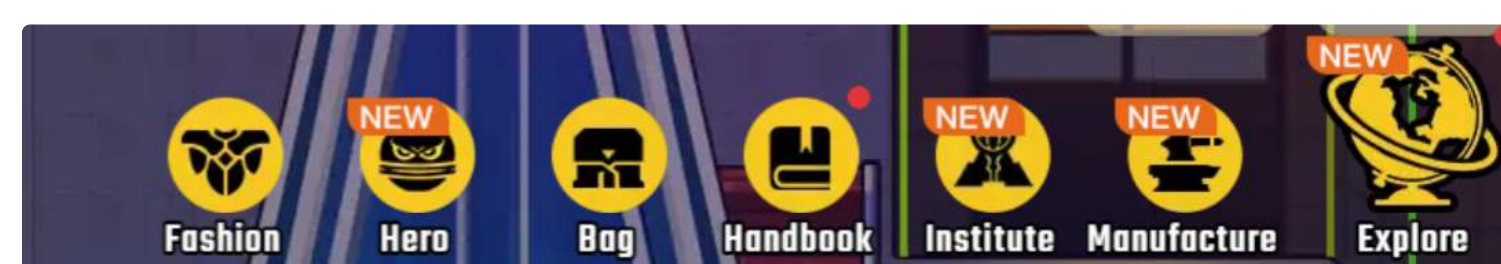
Available Queue

In addition to having a Hero with enough Stamina, an idle queue is necessary also.

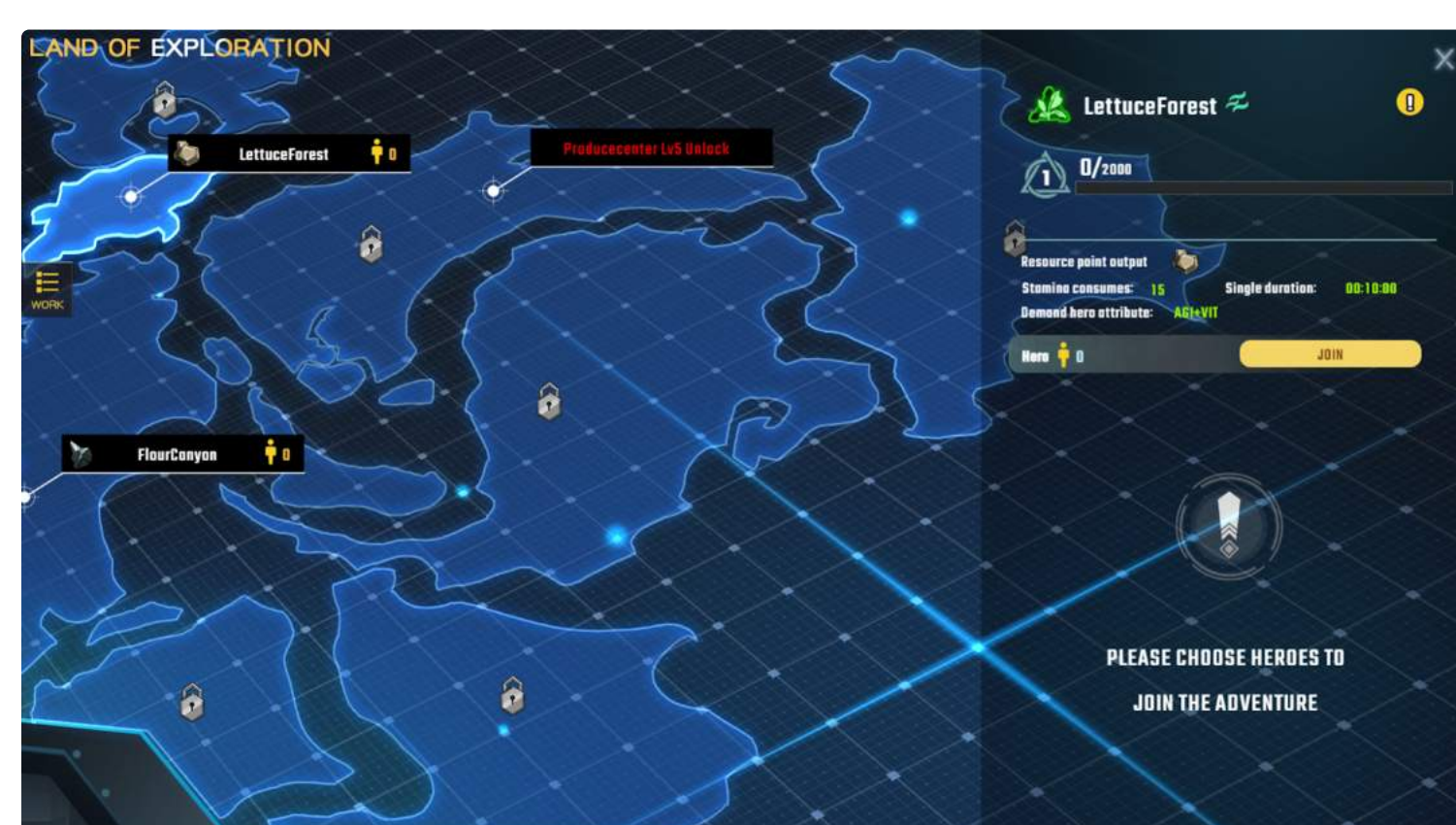
The exploration task can only be added to the queue to start work when there is an idle queue. The Working Queue system is shared with the manufacturing and institute. This means that if you start four working queues for manufacturing, there will be no extra queue for exploration or institute.

Step-to-step guide

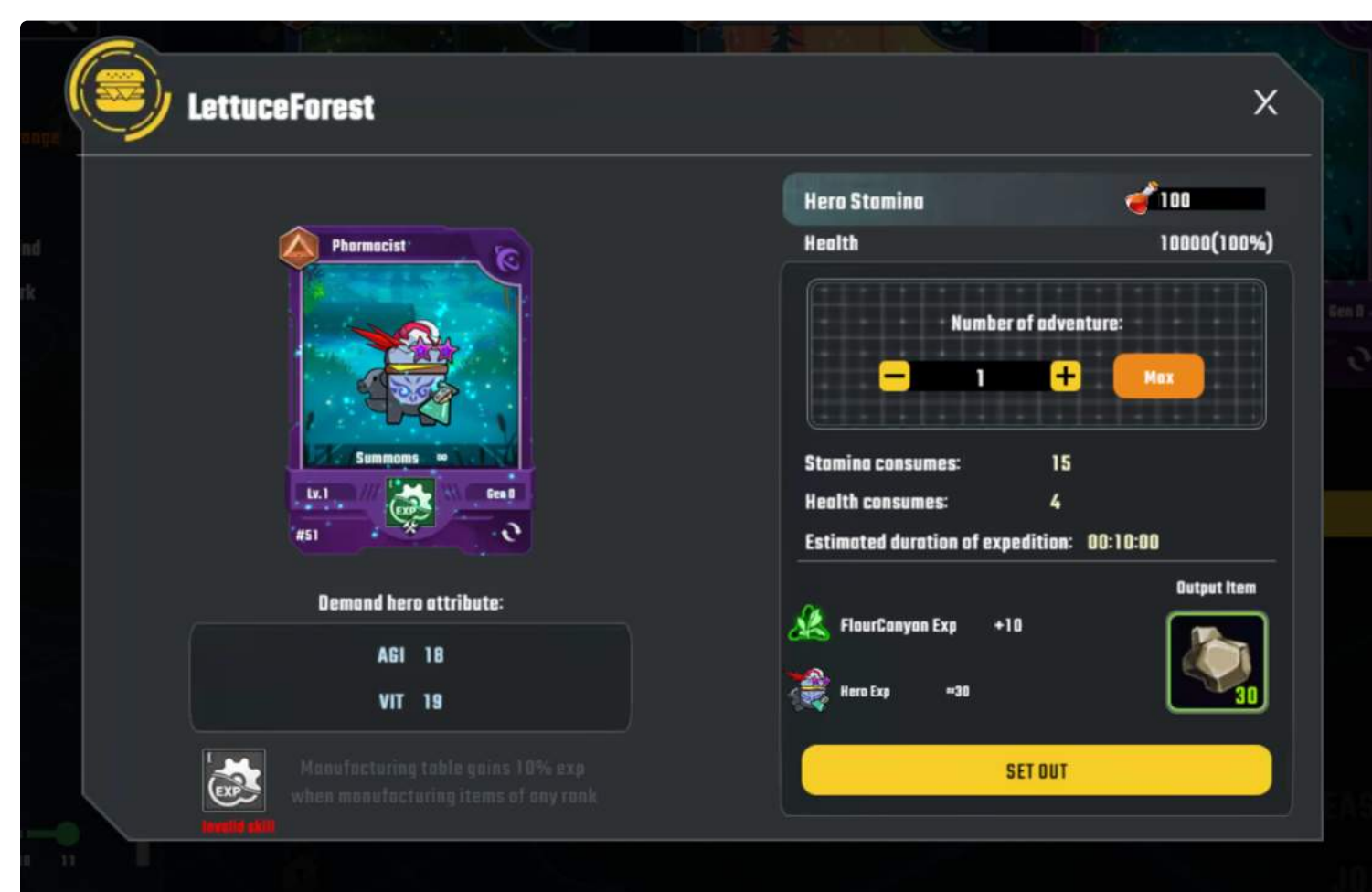
1.To get started, you'll need to head to the Exploration Land, Click on **[Explore]** at the bottom right of the page.



If you are the new one who steps into the land of exploration for the first time, only Lettuce Forest and Flour Canyon are available, other exploration spots are locked until your hero reached some certain level.

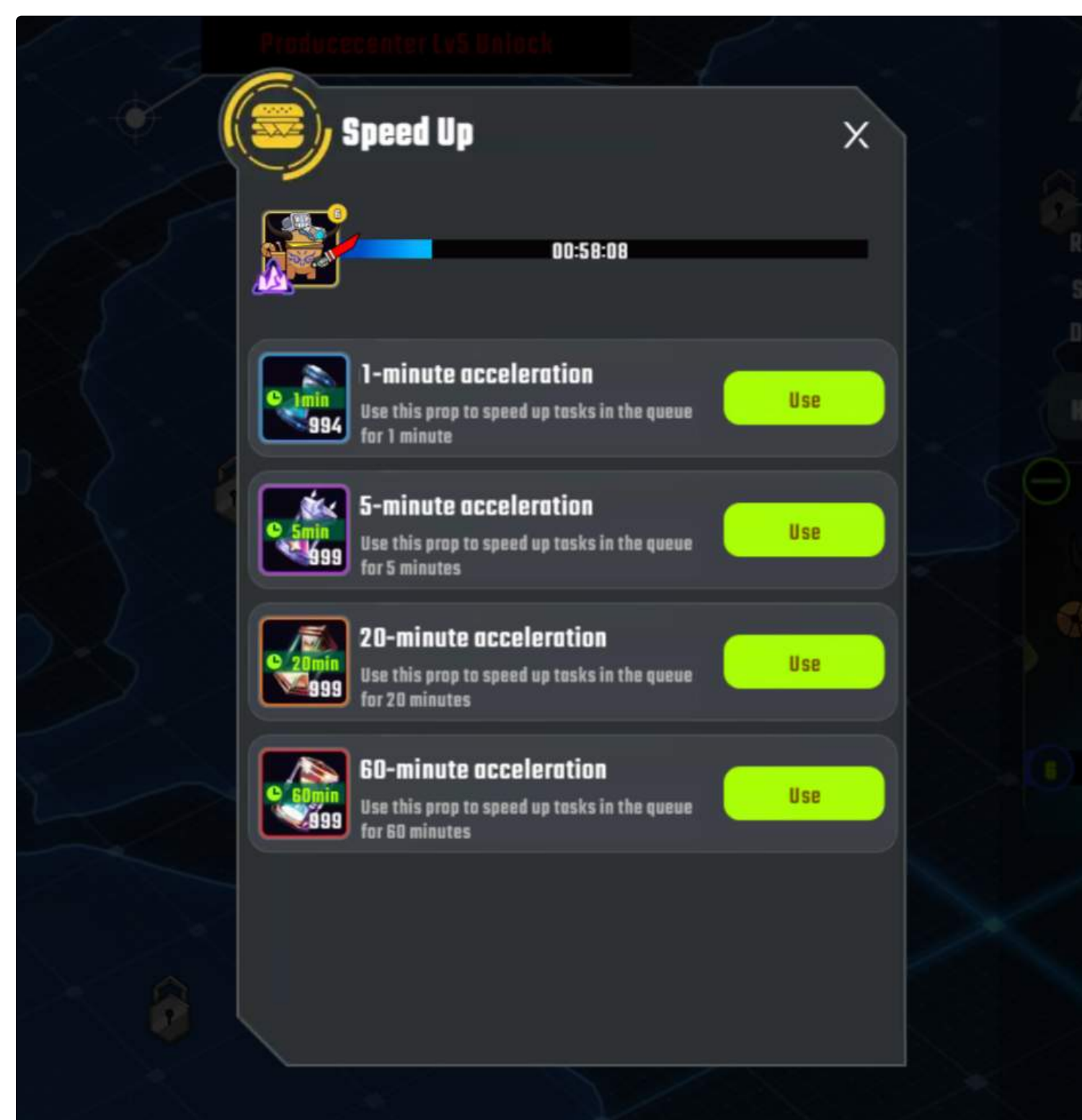


2.Click on **[Join]** to add a hero for the exploration spot you chose. It's better to select a hero with demanded hero attributes.

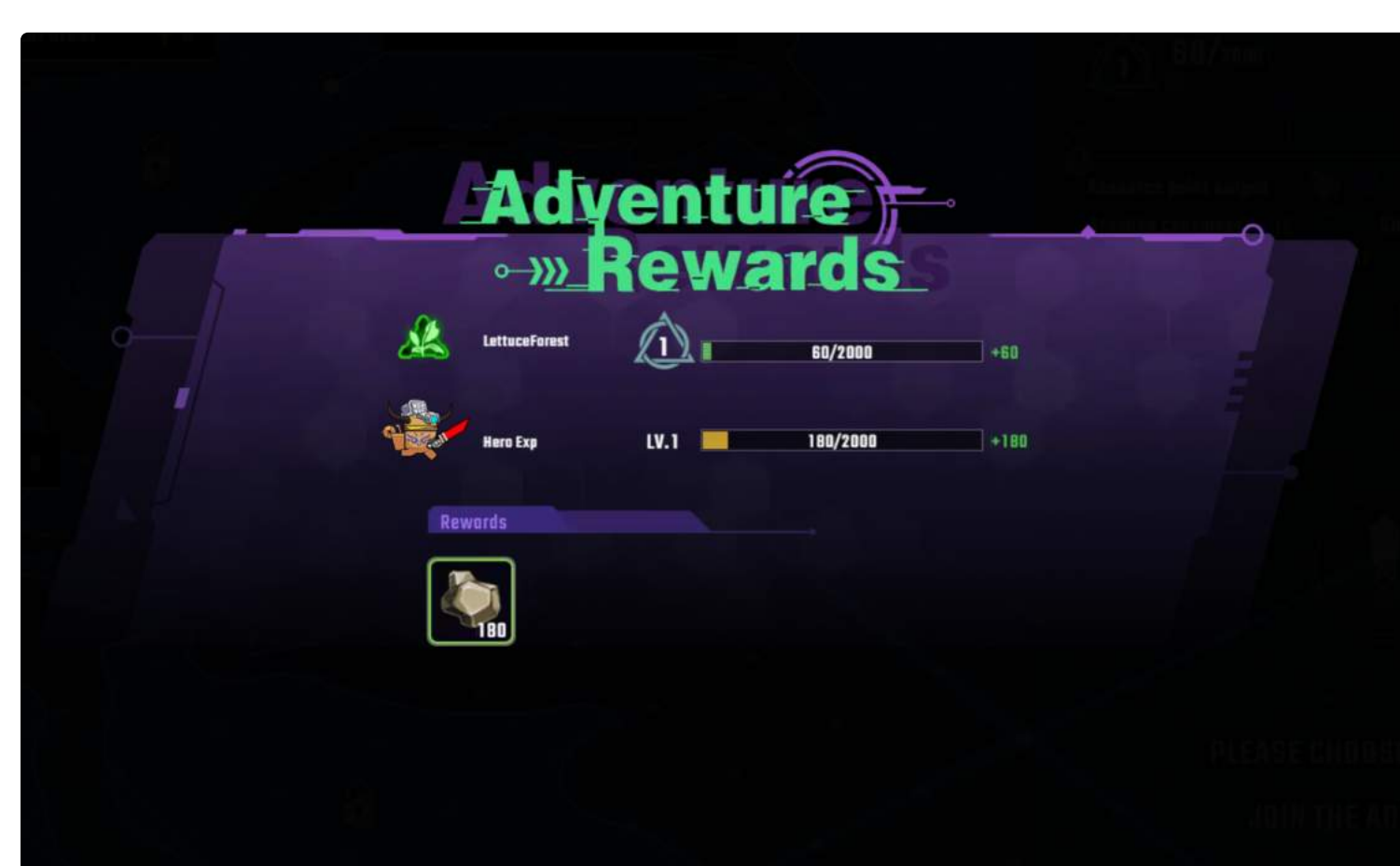


3.Fill up how many times you want the hero to perform in exploration, and the [max] depends on the total value of the hero's current stamina and the amount of stamina consumed per exploration spot.

4.You can use acceleration props to speed up the exploration progress.



5.After completing the exploration tasks, you can collect rewards and your hero will gain some experience to help you level up your hero.



Institute



Institute is used to craft more game items corresponding to Steelmaking.

Players can enter the institution page by clicking "Institute" on the Homepage.



If players want to craft game items they need to unlock Steelmaking in the institute first. Then you can craft the corresponding items.



The new battle version has added some new blueprints and research, partly involving the manufacture of new equipment and props. Multiple blueprints in the Institute can be activated at the same time by single research.



Manufacturing

Manufacturing Table is the place where players can use materials collected from exploration to make props to use or sell.

Heroes will be able to craft props from various materials collected from Exploration. And crafted props can be used for selling in the store and consumed in other gameplay.

What you need to craft props

Have a Hero

Heroes are necessary for making props, and their relevant stats have an impact on the output results of props manufacturing, such as single production, the probability of producing high-quality props, etc.



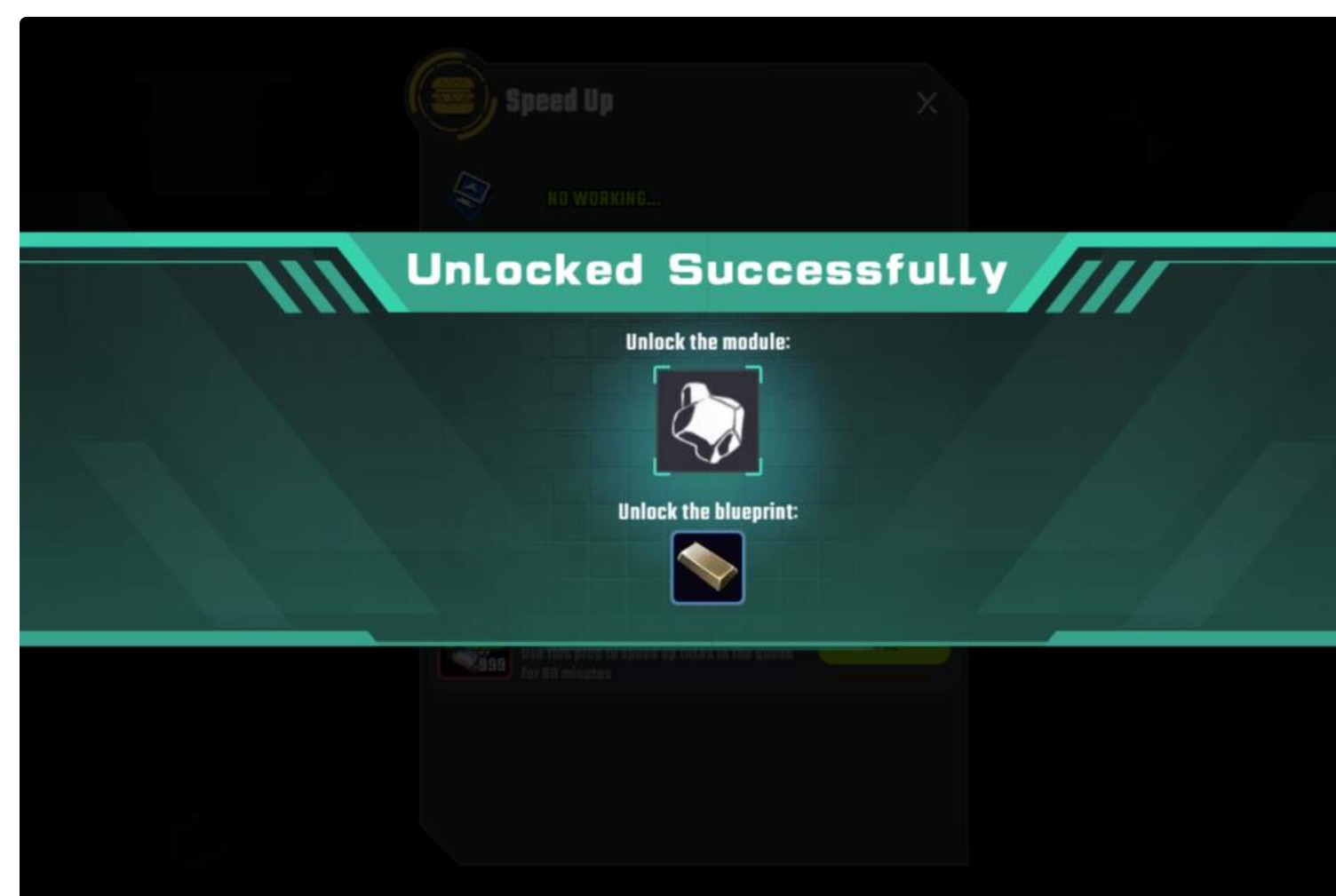
- The hero's stats are related to the yield of a single manufacturing run. For example, the higher the hero's Dexterity (DEX), the more likely the hero will be able to get more props at once.
- Hero stats affect the probability of producing high-quality props, and each prop is divided into four qualities: green, blue, purple, and orange. The higher the quality, the more expensive the price.
- The hero's manufacturing-related skills will additionally affect manufacturing time, gain bonuses, etc.

Collect enough materials

To manufacture props, you need to consume the corresponding materials, which can be collected through Exploration with Heroes.

Unlock Props

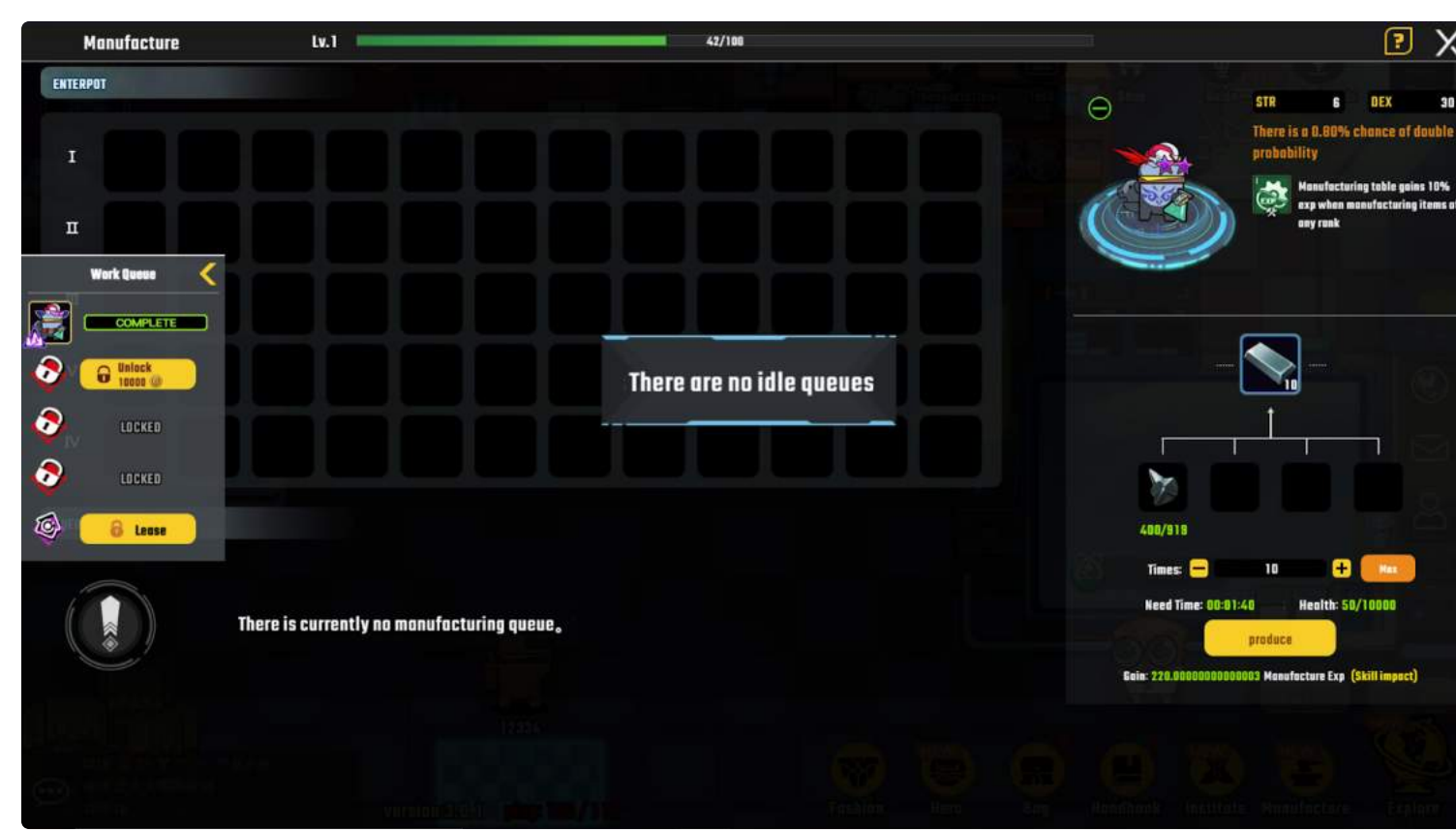
Only unlocked props can be manufactured. It is effective to unlock props by leveling up the manufacturing table and obtaining drawings of props at the Institute.



How to level the manufacturing table up: by making as many props as possible and gaining enough manufacturing experience to fill the experience bar.

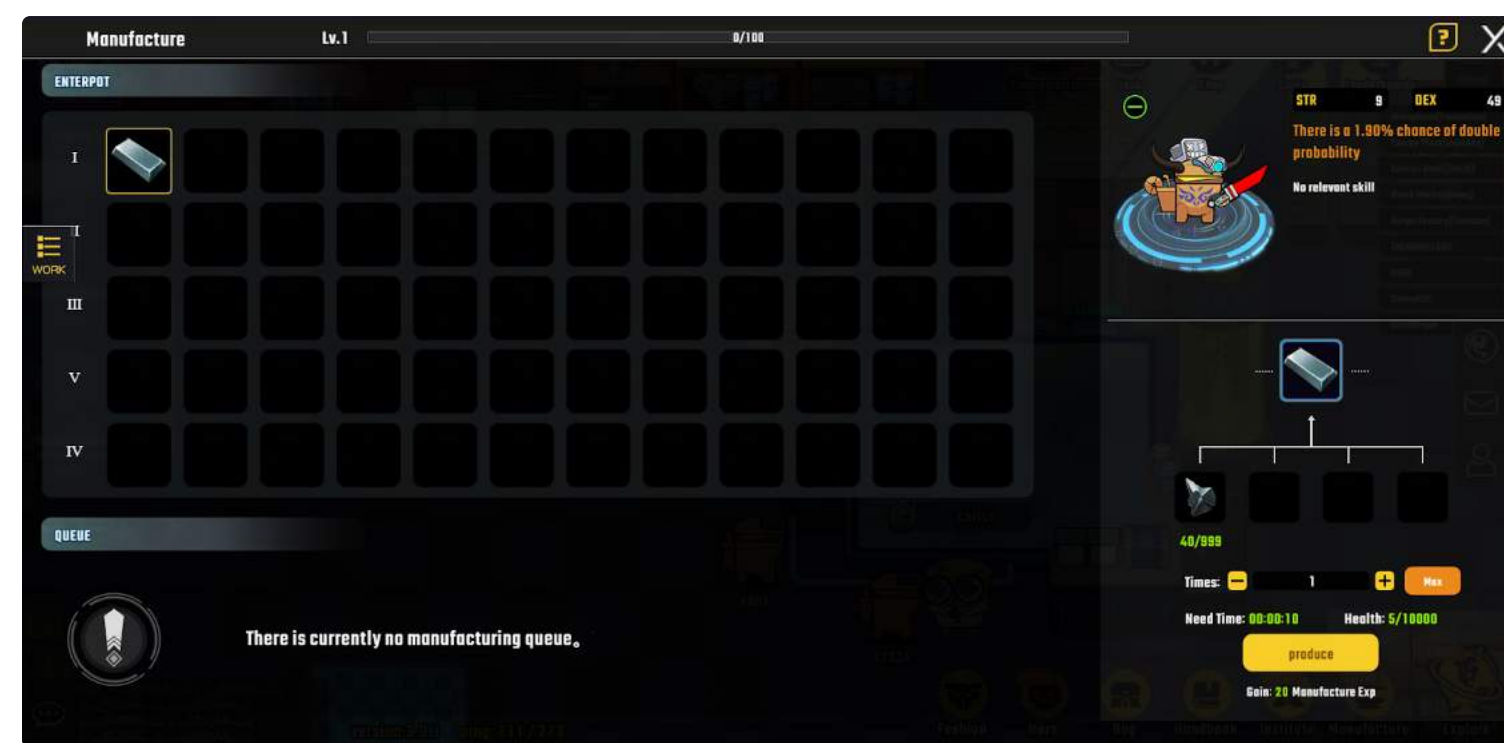
Notes: Working Queue

Each time you make a prop, a manufacturing queue is automatically generated, and this Working Queue system is shared with the exploration, manufacturing, and institute. This means that if you start four working queues for exploration, there will be no extra queue for manufacturing or Institute.

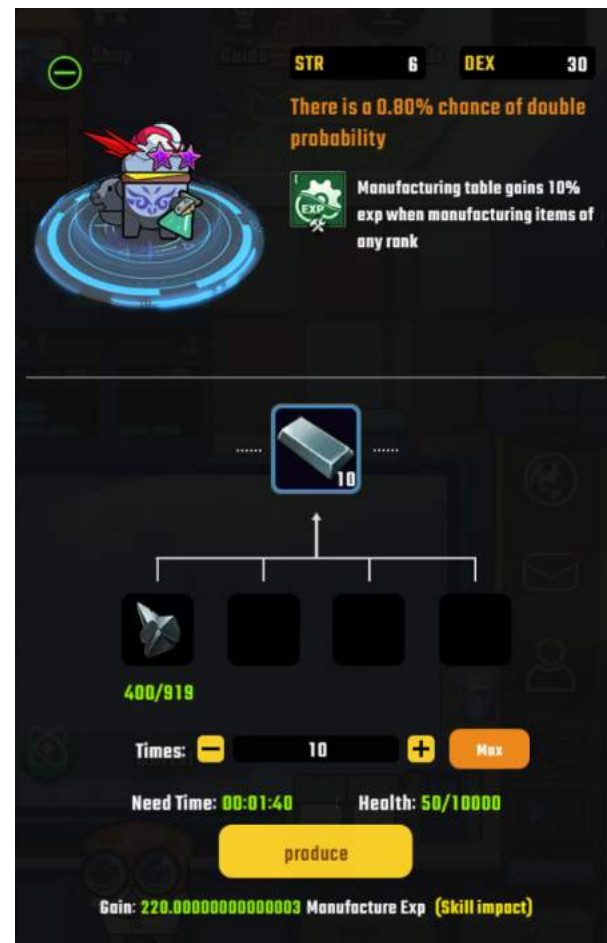


Step-by-step guide

1. Select a Hero, and as the page shows, Dexterity(DEX) and Strength (STR) are related to the manufacturing skills of Heroes.

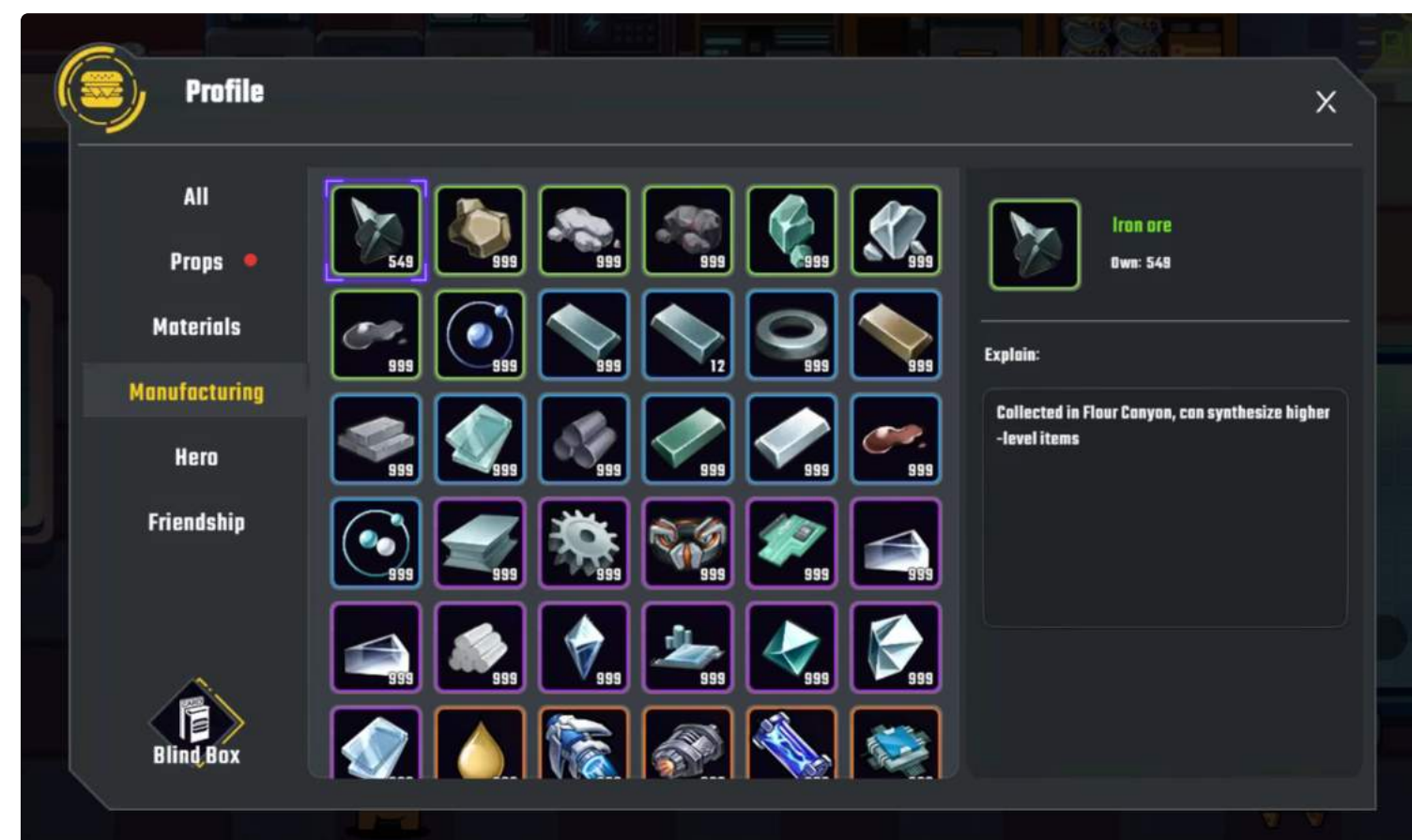


2. Select the number of times you want to make it, and the page will show how much Hero's health will be consumed and how long the process will take.



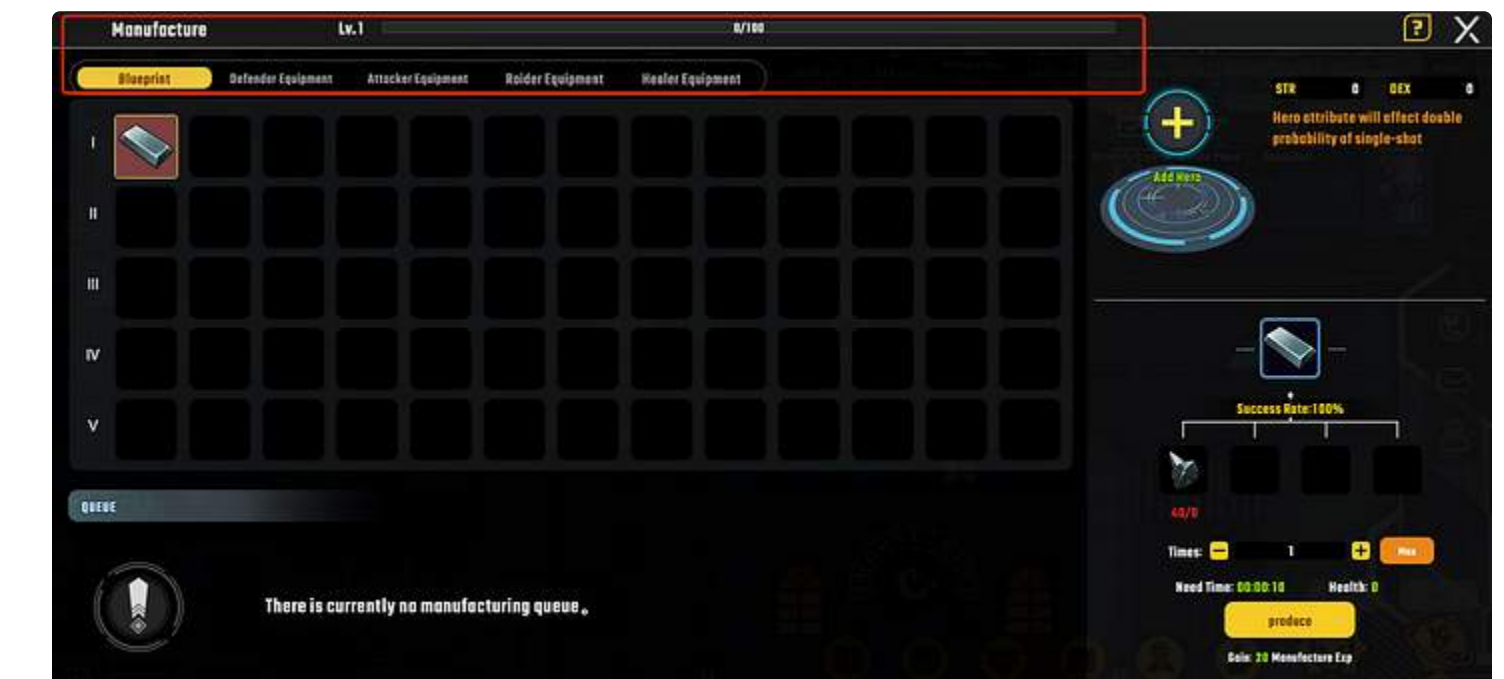
3. Click on **[Produce]**, and you can see the ongoing manufacturing queue at the bottom of the page, you are welcome to buy some acceleration props to speed up the process.

4. In your Handbag, you can see the props you crafted.

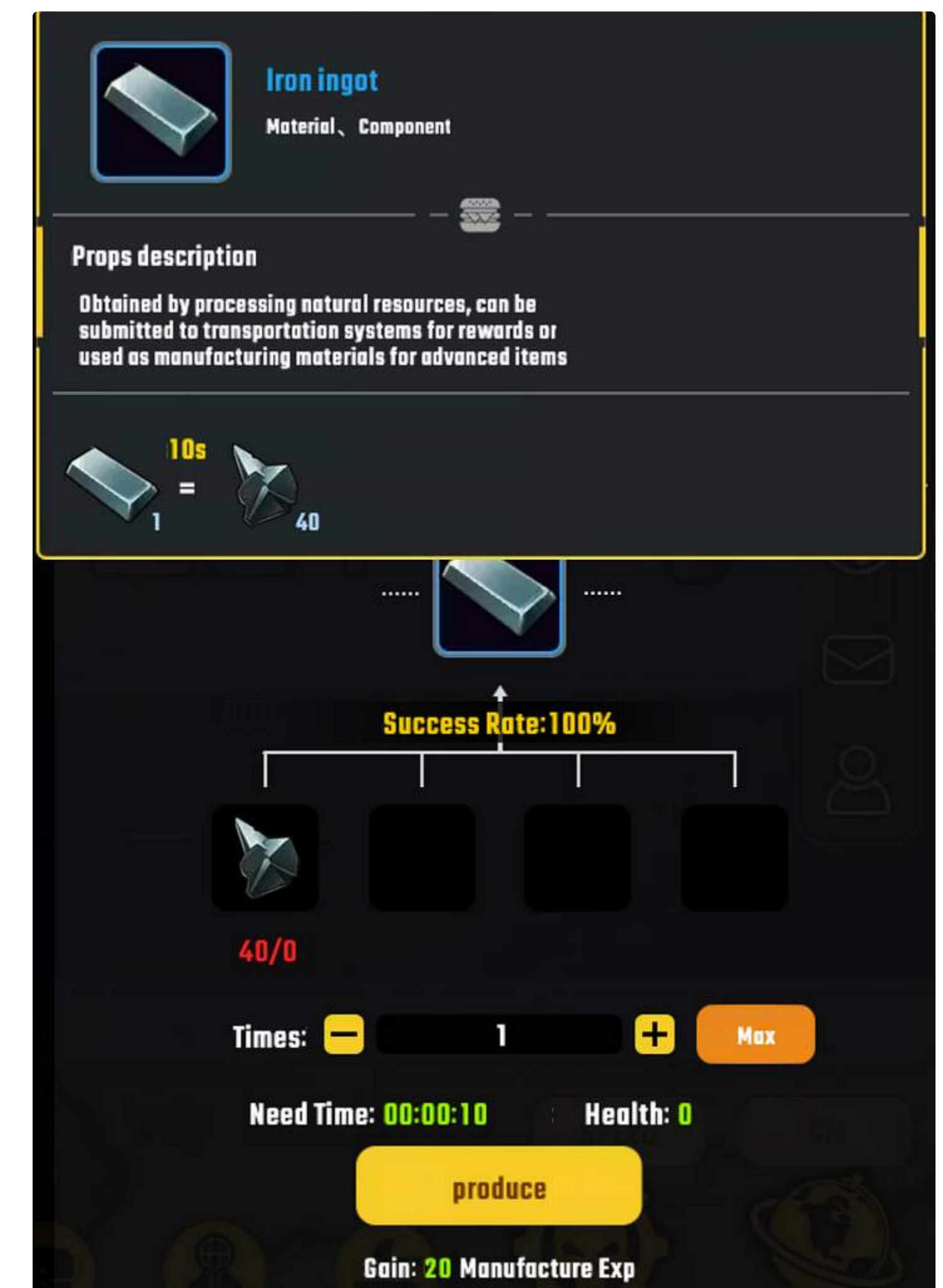


Battle Version Manufacturing

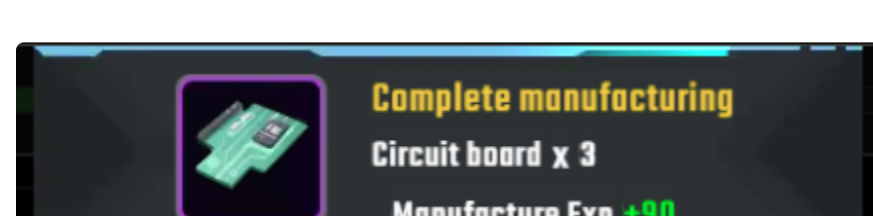
The manufacturing page is divided into 4 tabs according to the types of occupations, Defender Equipment, Attacker Equipment, Raider Equipment, and Healer Equipment. Each tab above shows equipment from 4 different parts and each part is made of 4 different rarities of equipment.



The equipment manufacturing interface shows a success rate and different kinds of materials are needed. Equipment materials involve props dropping the Main Chapter and props synthesized through research and manufacturing. Players can check the detailed description of the items and props to learn how to manufacture them. When players click "produce", the gold and the materials will be consumed immediately.



When items and materials are successfully manufactured, they will be displayed on the interface. Also, there is a notice of failure when manufacturing fails.



If the equipment materials have already been trained before, the materials will be returned when players click the button "produce". The props, materials, and gold consumption will be returned according to the current equipment level and experience.

The queue that is currently being shown can be displayed below. When making materials, players can cancel at any time. But as to making equipment, players are not allowed to abandon it in the middle.

Land System



BurgerCities enables gamers to not only interact in a virtual world but also own land there, along with other digital assets that come in the form of NFTs. It can be sold and thus gamers can earn money from it.

Furthermore, Users could take a break in buildings after completing tasks or renting them to other users or projects, as land can be valuable for advertising as projects would be interested in placing advertisements on such properties.

Stay tuned for updates.

Battle Function

The Battle Function is defined as a fully automated battle system. A round of battle is defined as all combat units striking once in that turn. Players can place their heroes in a 2*3 formation, with a maximum of 4 heroes.



The Battle Function in the ArenaHall

During the battle, priority is given to front-row attacks and back-row attacks. In the Main Chapter, Heroes belonging to Players will move first. In Arena Hall, Whether or not players attack first depends on their Courage points which are shown on hero pages.



The Battle Function in the Main Chapter

The element restrictions and hero attributes associated with NFT fashion will have additional effects in battles, players can explore the specific details by themselves. During the battle, players can check BUFF directly by clicking the hero. Especially, the hero's skills are released automatically during the battle, and the number of rounds required to release each skill is different. Players can find specific information in the skill description on the Hero page. Before participating in battles, players need to place heroes on the Battle Team from hero lists.



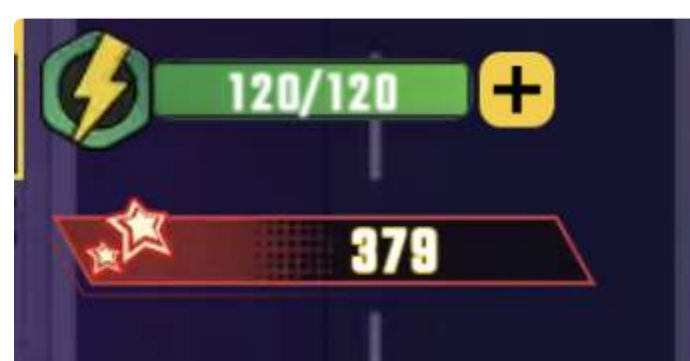
Attributes attached to NFT Fashions



The BUFF can be viewed by clicking on the hero

Energy Setting

Players can confirm the "Energy" of maximums on the right side of their character avatar. The power of all heroes already on the battle team is shown below the energy points.



The Energy setting is a new independent system. When players are trying different gameplay (ArenaHall, Main Chapter), these actions need to consume Energy. Also, players need to check the balance of energy before those actions.

The specific features of the Energy System:

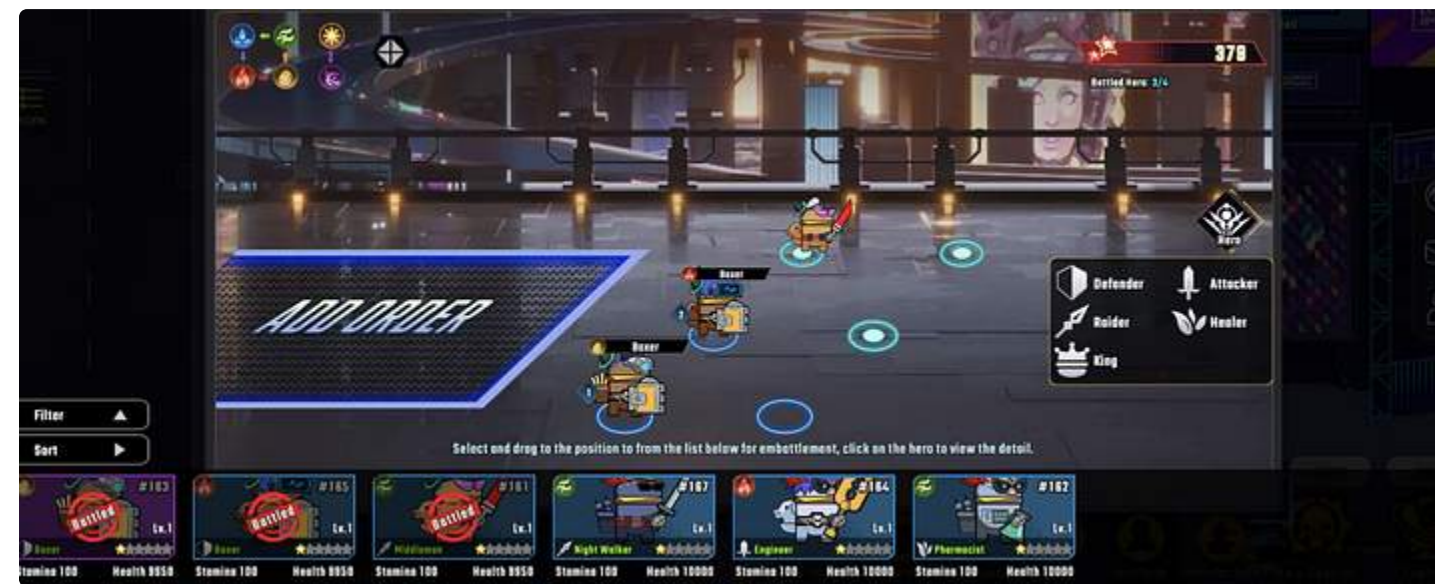
1. Energy has a maximum limit.
2. Energy Recovery is slowly restored according to time.
3. Energy Potions can be purchased by \$Burger.

Battle Team

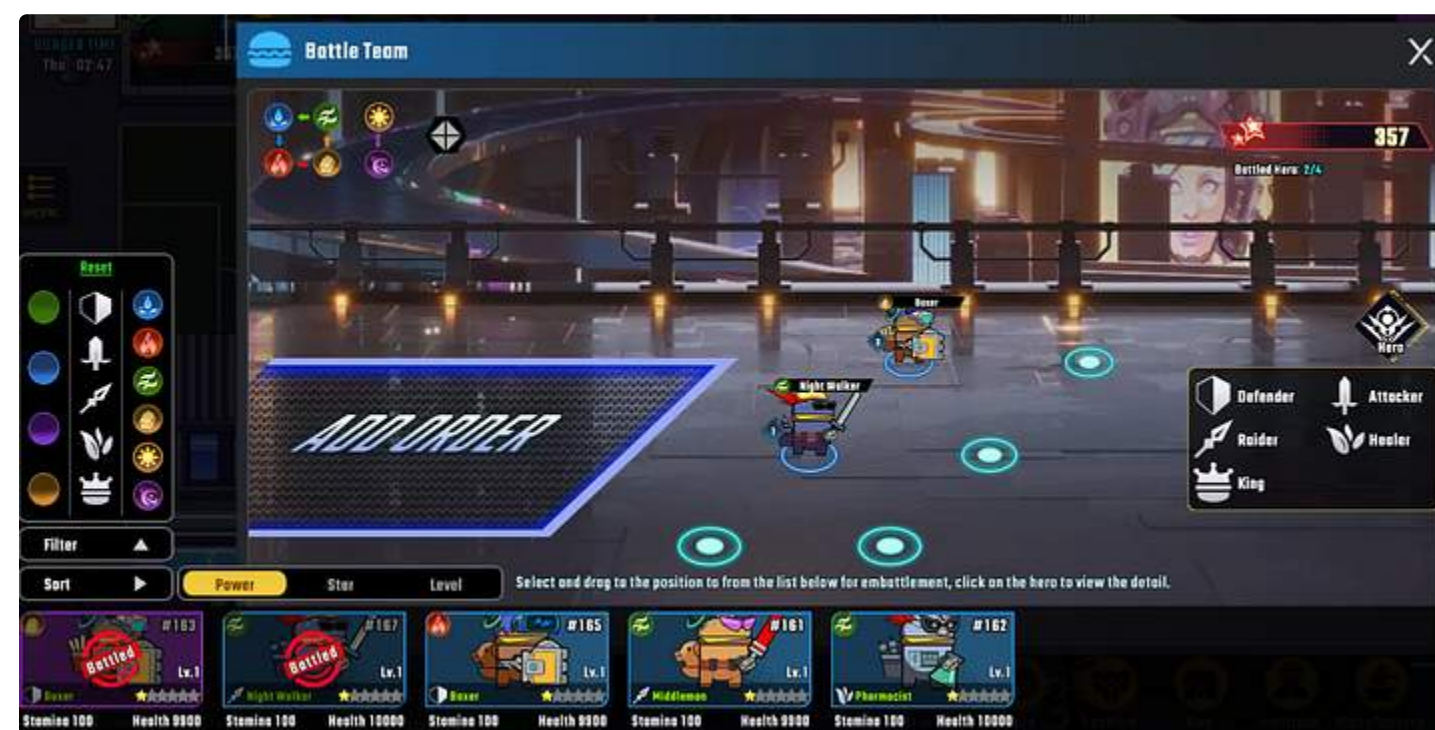
Players can enter the “Battle Team” interface by clicking the button below.



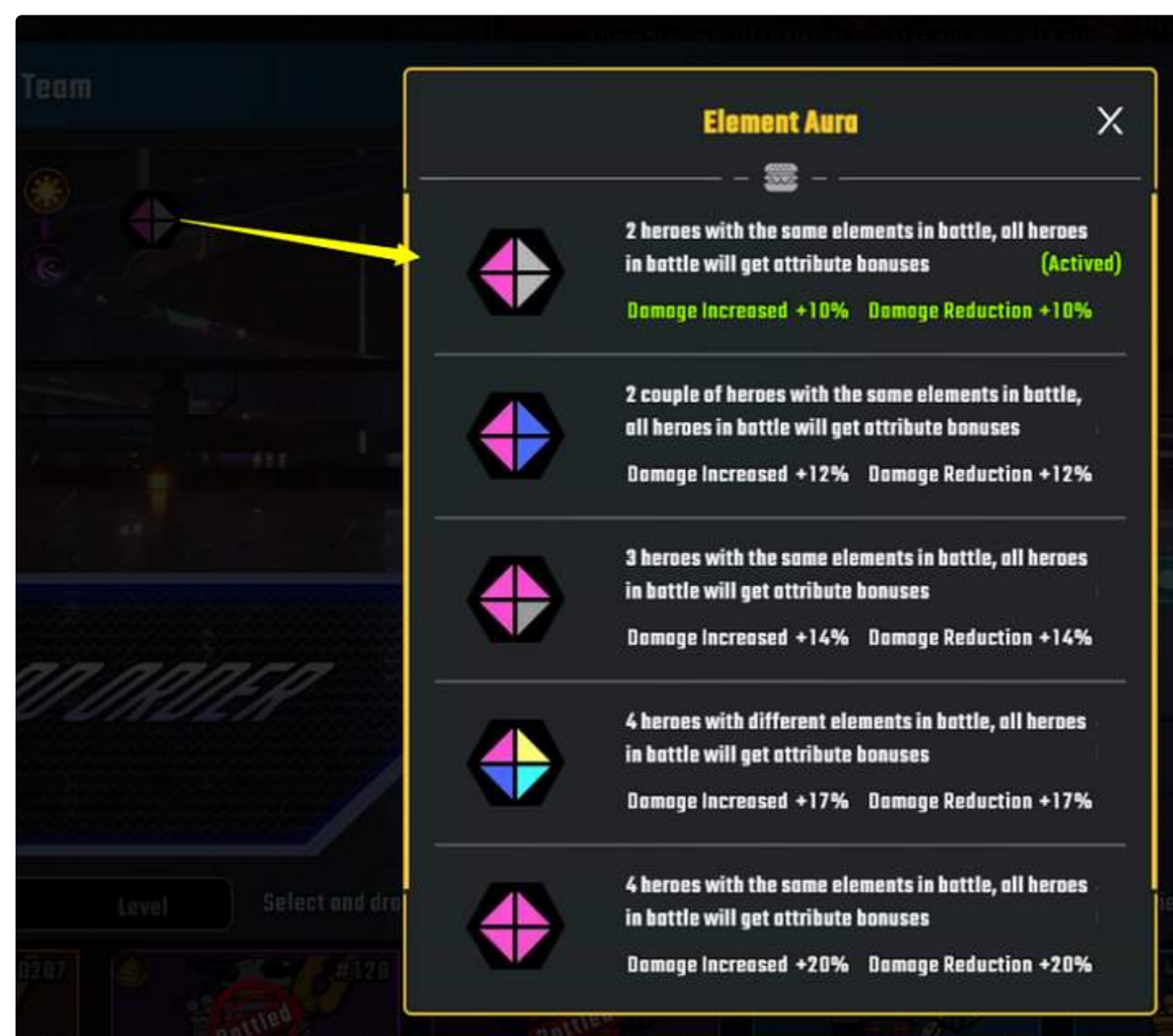
There is at least 1 hero in the battle team participating in the battle, with a maximum of 4 heroes. Players can choose the heroes they want on and off the board by dragging them around. The details of the hero can be shown by clicking on a hero under the board.



Players can find the element restraint and element aura activated in the battle team. More details about elements can be found by clicking these buttons. Players can click “Sort” to confirm the hero lineup according to “Power”, “Star” and “Level” and click “Filter” or select the hero conveniently according to “Rarity”, “Element”, and 5 types of occupations (Defender, Attacker, Raider, Healer, and King).

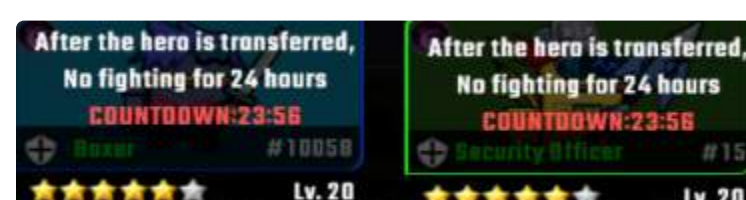


Battle Team Overview



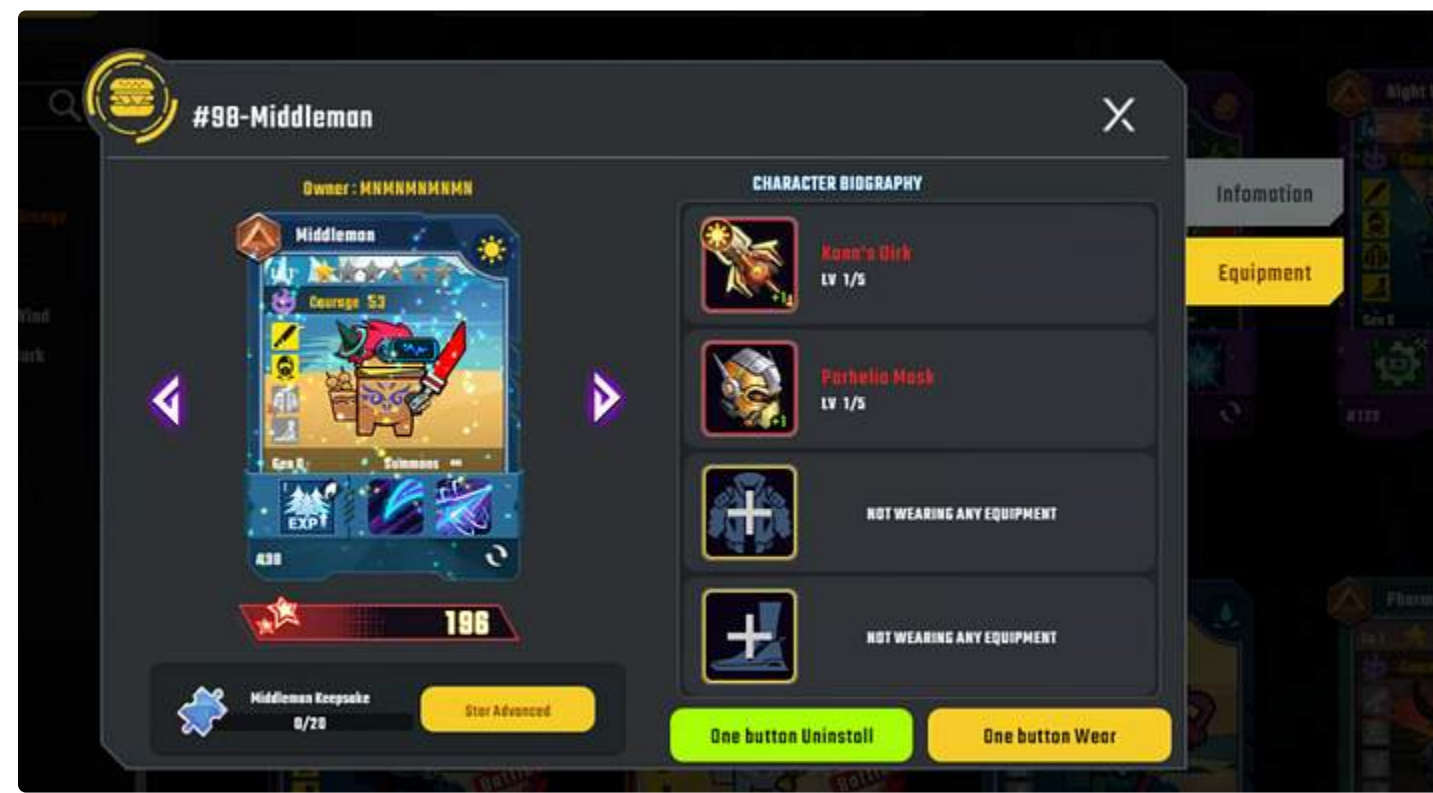
Element Aura Overview

Attention: After the hero is transferred (including transfer and purchase in-game or transfer and purchase through the contract) has a 24-hour cooldown period, and can't participate in any battles during the cooldown period.

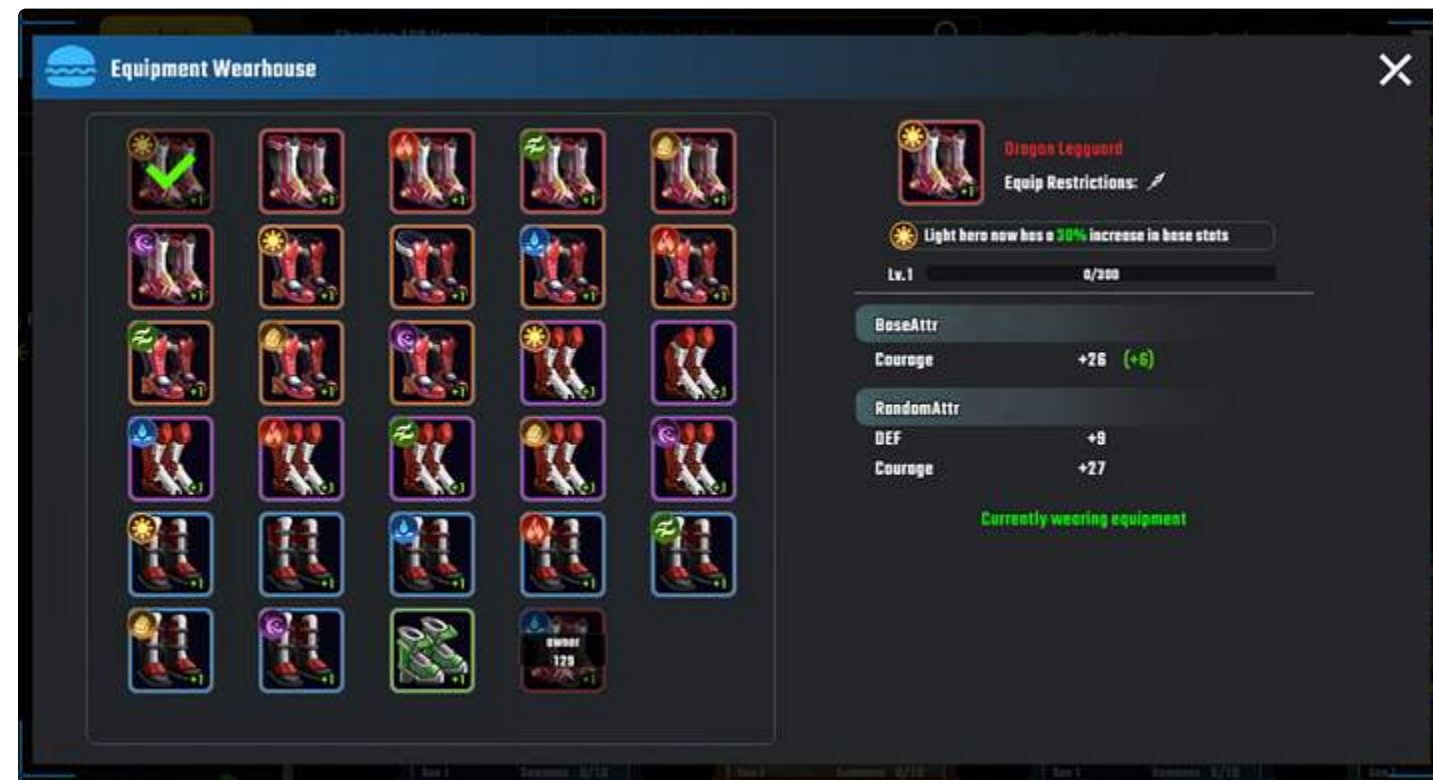


Equipment Function

Players can click "Equipment" from the hero page to check equipment info. They can wear the current strongest equipment in the wearhouse by clicking "One Button Wear", or "One Button Uninstall" to take off the equipment already worn.

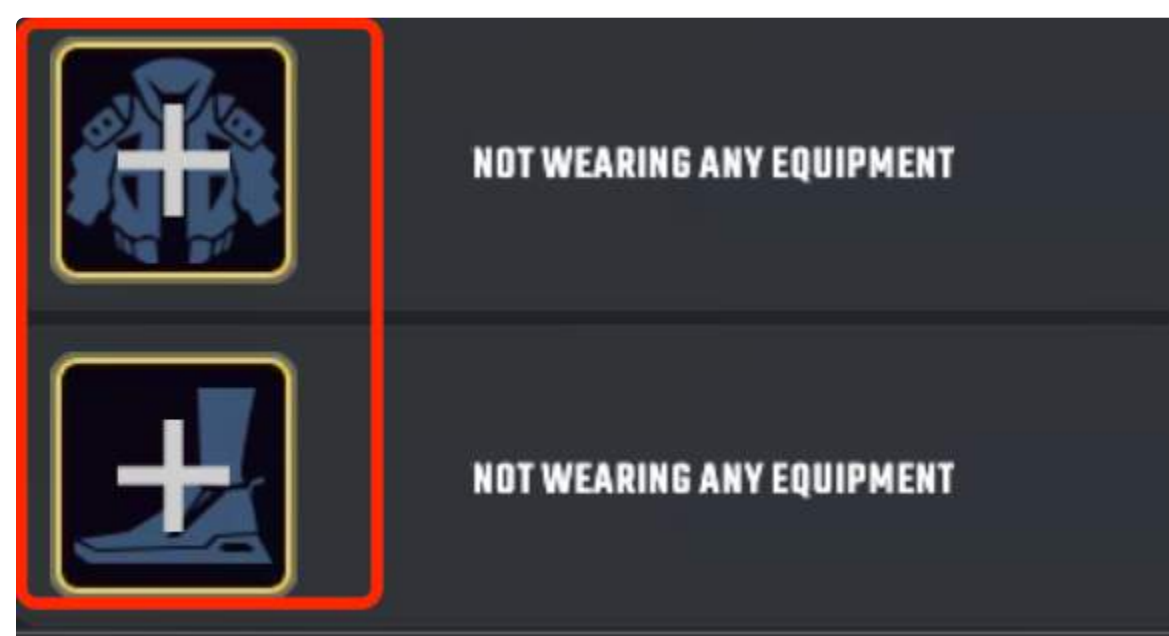


Equipment Overview



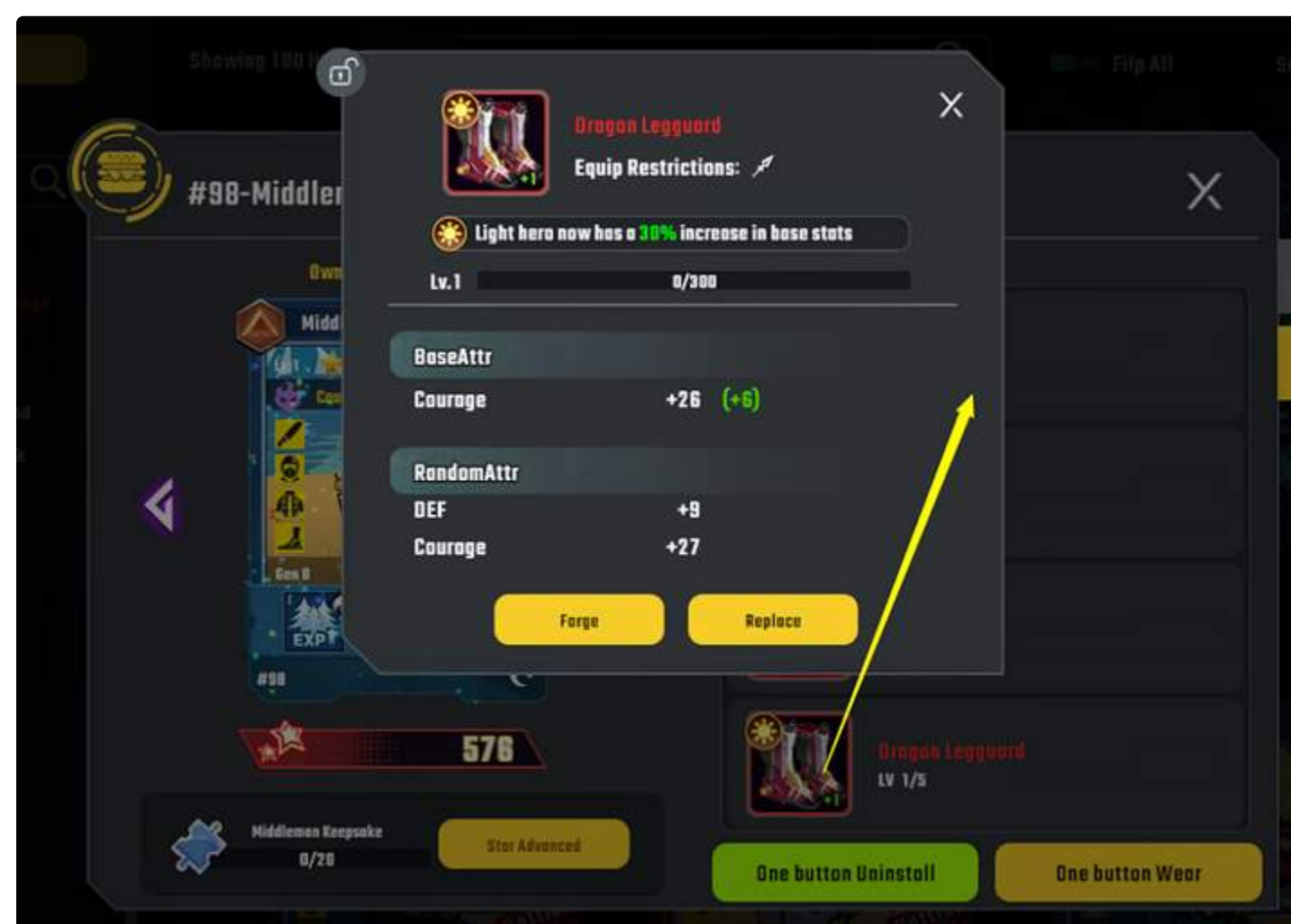
Equipment Wearhouse

Players can click the empty slot to change equipment and also can click on the equipped slot to "Forge" or "Replace" the equipment.



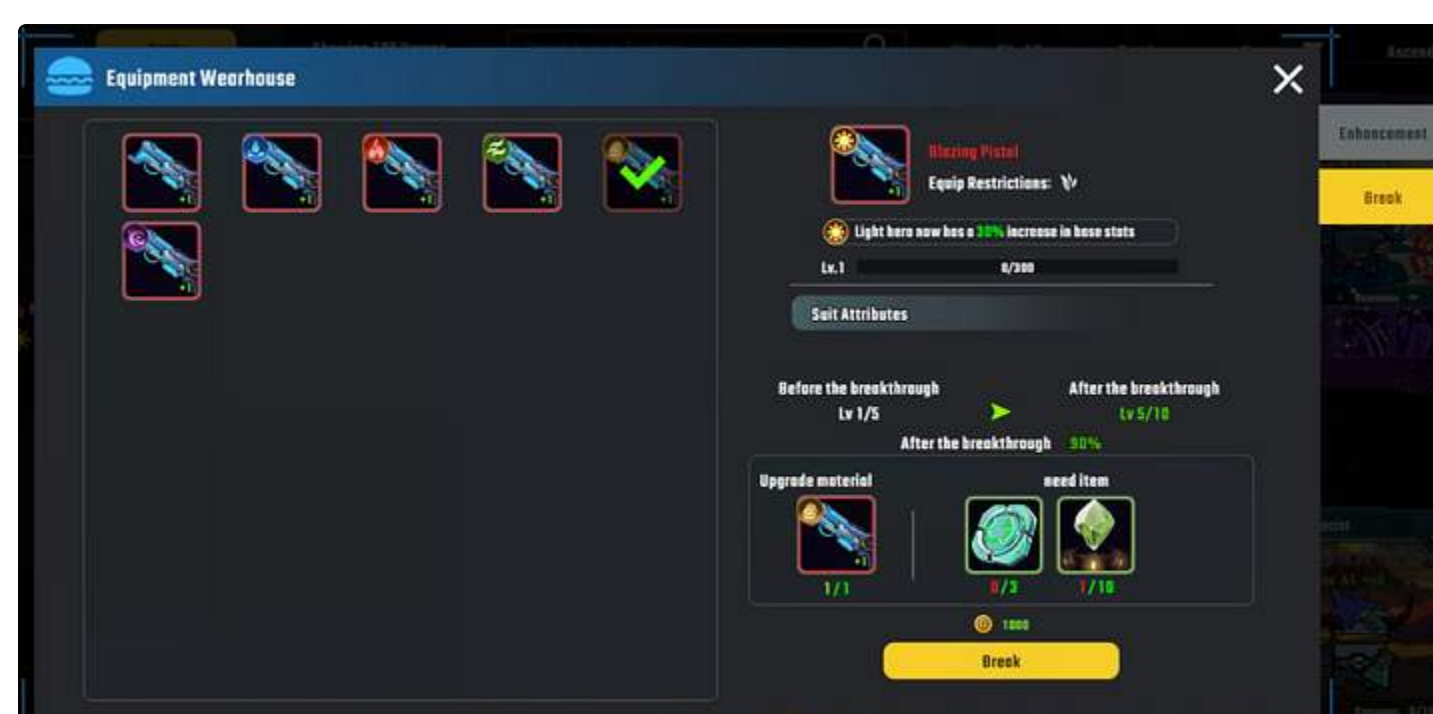
Empty slot to change equipment

The attributes of the equipment are divided into base attributes and random attributes. When the element of the equipment fits with the element of the hero, it can increase the base attribute of that equipment by a percentage.



Equipment details

After clicking the "Forge", there are two tabs (Enhancement and Break) on the right side. Players need to consume the required materials and gold to enhance the equipment level. Meanwhile, it will increase the base attributes if players enhance the equipment successfully. Players can break through to unlock the level limit of the equipment by consuming materials and needed items.



Attention: Players can gain the materials needed instead of dropping the complete equipment directly during the battle.

Main Chapter

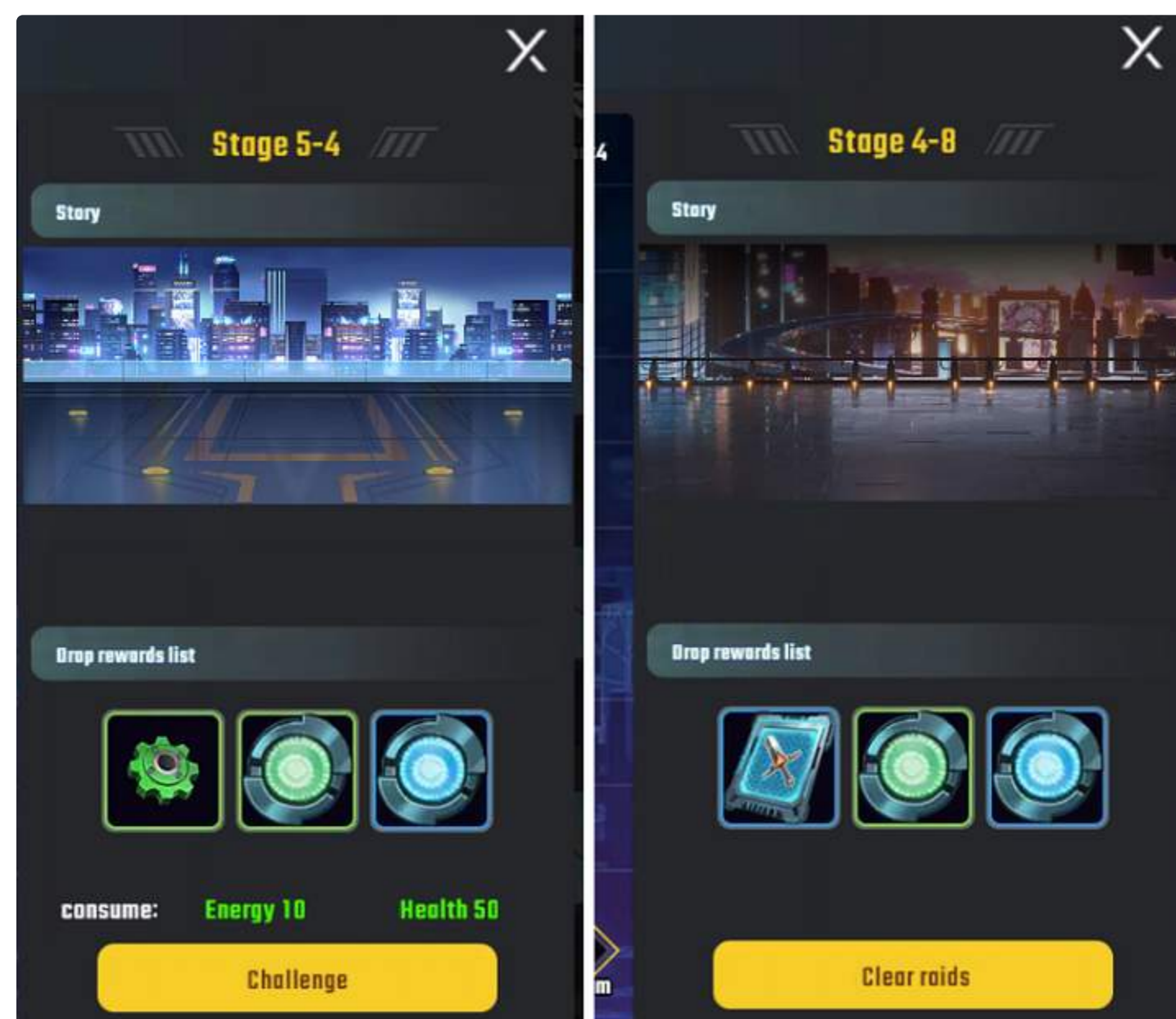
Players can enter the “Main Chapter” interface by clicking the button below. It will be the main part of the whole PVE system. “Main Chapter” has been divided into two parts which are General and Elite. “Elite” means a higher level of gameplay that can offer better rewards.



Players can click the “Challenge” on the downright to participate in the battle. “Stage 5-4” means the current level of this chapter. You can click to view or clear cleared raids (levels that have not been challenged are not accessible).



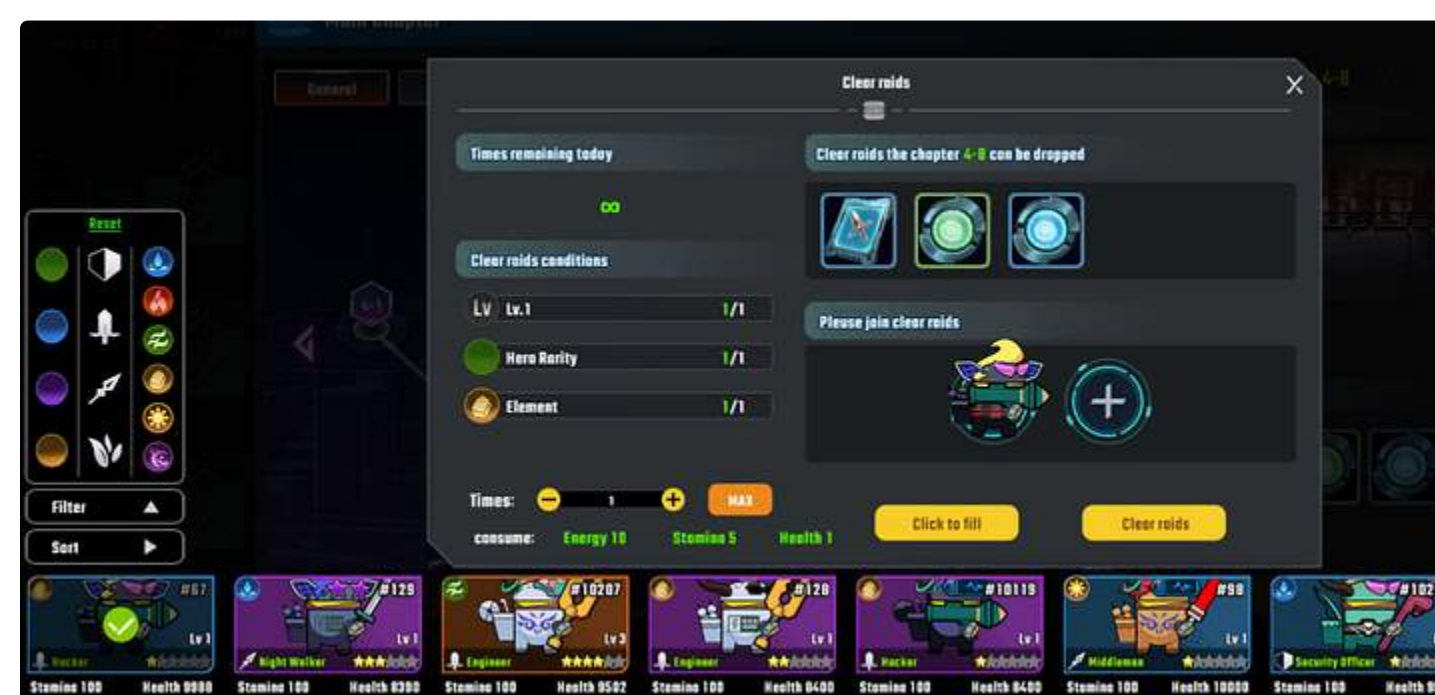
Main Chapter Overview



All heroes in the battle team need to consume Health and Energy when they challenge the new chapter for the first time. (each level costs a Fixed Health and Energy.)

Clear Raids need to consume fixed Health, Energy, and Stamina for all of the heroes in the battle team(at least 1 hero, up to 4 heroes). For some special levels, there is a limit on the maximum remaining times per day. Players need to meet some specific requirements in order to clear raids successfully, such as Hero Level, Hero Rarity, Elemental restrictions, and the number of heroes. Different levels have different limits, and players need to check them specifically in the game.

If players can't launch the Challenge or Clear Raids, there are some notices on the interface, promoting “Insufficient Energy” or “Which Hero has insufficient Health or Stamina. ”



Clear Raids Overview

When players successfully clear raids or challenges, we offer the following types of rewards :

1. Rewards after victory. (such as the EXP of heroes)
2. Rewards of stage box. (such as the gold box)
3. Gold and some materials in Main Chapter. (such as the materials for equipment manufacture)



Area Hall

Players can enter the "ArenaHall" interface by clicking the button on the upper main interface.

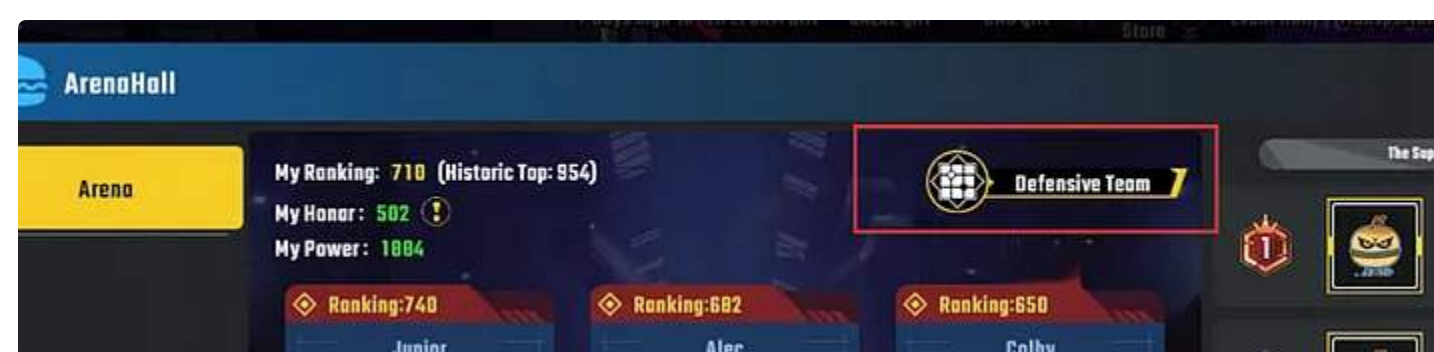


Players can challenge others' mirror images to obtain a ranking on the Supreme List. The Supreme List currently displays the ranking and players can check more through "view more rankings". When Players succeed in the challenge, Ranking will be exchanged if the defender is higher than the challengers. The ranking will not be exchanged if the defender is lower than the challengers, whether it wins or defeat. Players can challenge 10 times per day. Each time challenge consumes a fixed energy. Refresh times can change the enemies that players want to challenge and it can't be purchased.



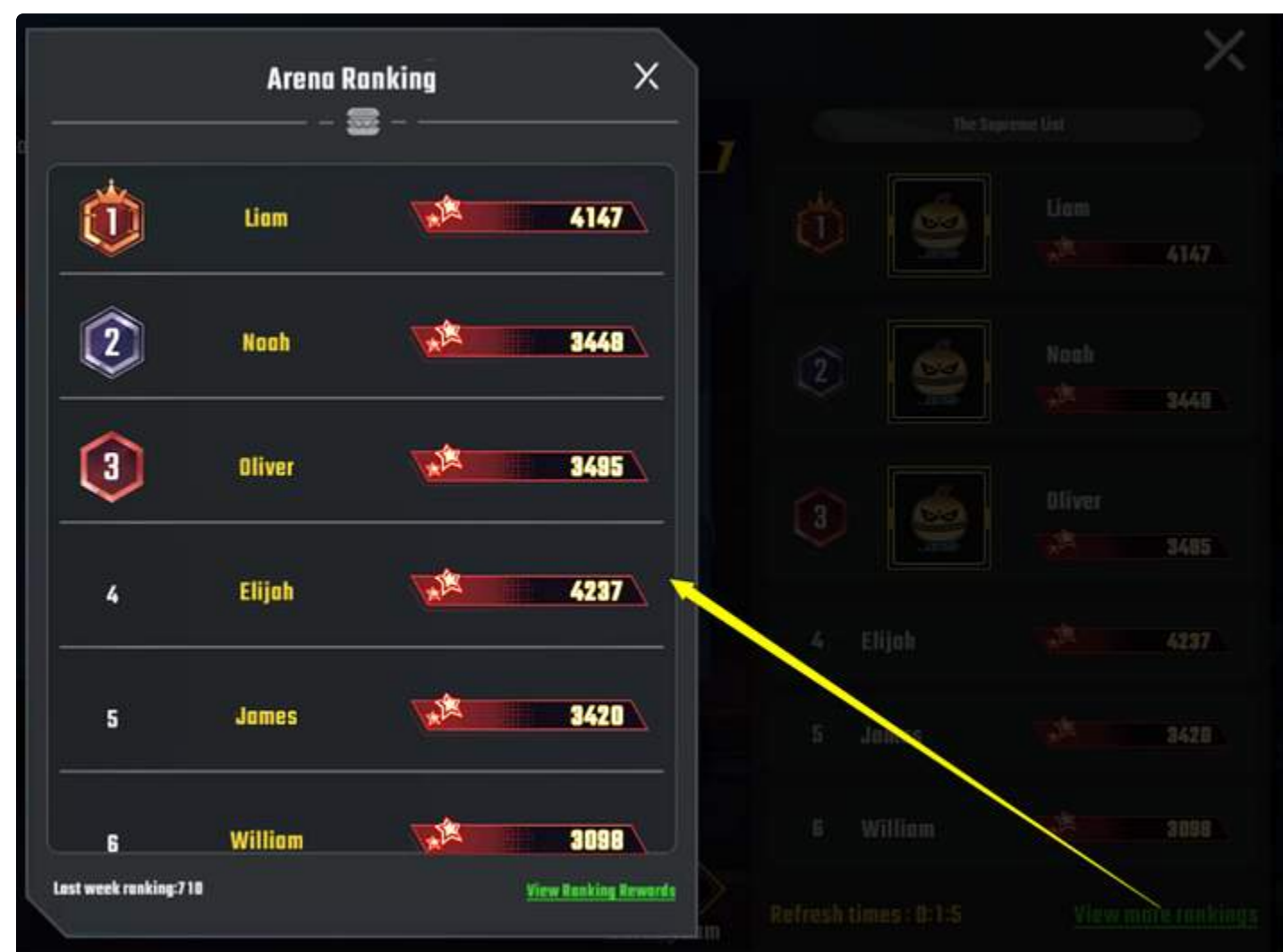
ArenaHall Overview

The Arena Hall can be set up with the exclusive defensive team, and the heroes on board can be freely adjusted. The defensive team is different from the Battle Team. The current battle team is the latest when players don't need to adjust. When players launch a challenge, in fact, they are challenging other players' defensive team (mirror image). The defensive team records the mirror image of the current team (including hero level/star/equipment worn). Until players click "Update", the latest defensive team will be refreshed. In addition, the defensive team will be updated whenever players log in.



Defensive Team

The arena ranking will only be updated according to the refresh countdown. Weekly Ranking Rewards will distribute according to the Arena ranking every Monday. If players do not claim the ranking reward, it will be kept until the next ranking reward at most; if the reward is still unclaimed, it will be automatically cleared. The most important thing is that until the rewards have been claimed, the page Arena Ranking will be refreshed again.



Arena Ranking Overview

The Arena Ranking will be refreshed with the current ranking and a weekly ranking rewards countdown. Players will receive Honor after each battle, regardless of victory or failure. However, if they fail, they will only receive half the amount of Honor that can be used in the Store. The honor points from victory or defeat will be given according to different ranking intervals.



Weekly Ranking Overview



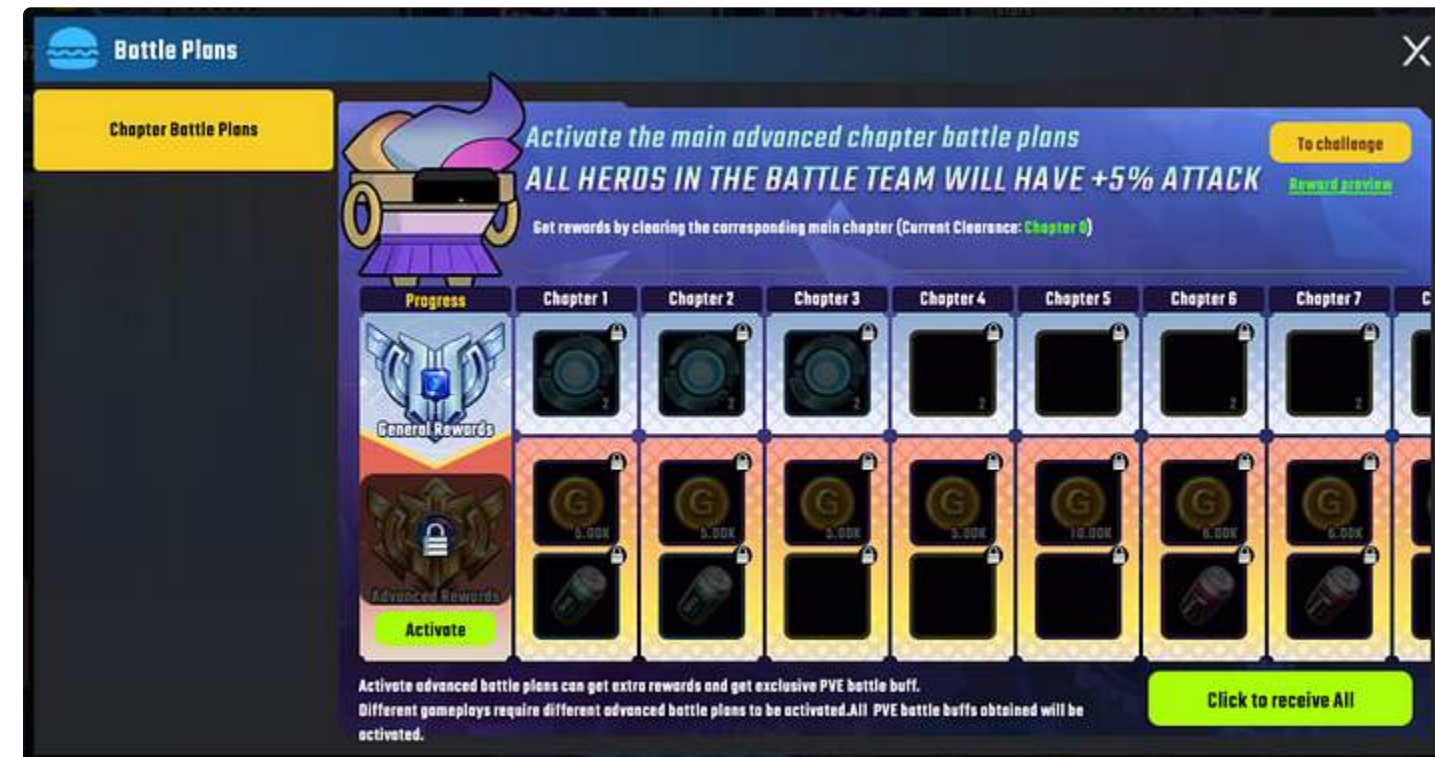
Store Overview

Battle Plans

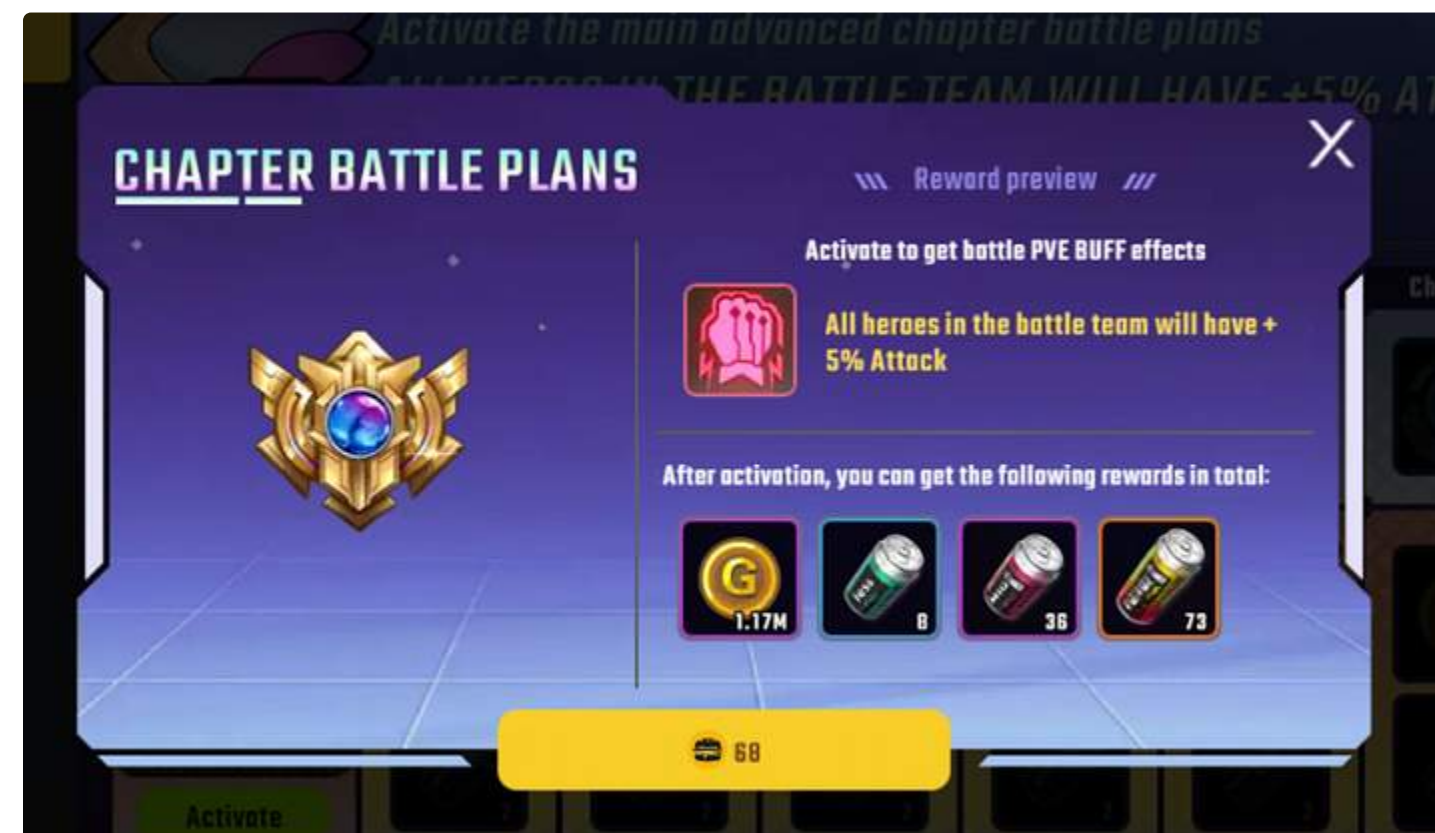
Players can enter the "Battle Plans" interface by clicking the upper top button.



The latest version of the Main Chapter Battle Plan includes the general rewards and the advanced rewards. Players can consume \$Burger to purchase it to gain additional rewards and activate PVE Battle Buff. And players also can click the button to receive all rewards conveniently.



Battle Plan Overview



Battle Plan Overview

Token Economic

:

BurgerCities has created a dual-token economic model to ensure the stability and longevity of the game's economic system. One of the tokens is **\$Gold**, a currency that is used throughout the game. The other is **\$BURGER**. Both production and consumption are self-circulating in the game according to the set economic model, enriching the game play and allowing gold to be converted into BURGER tokens through the trading market under certain conditions.

\$GOLD Token



\$Gold coin is a separate in-game currency, which is used throughout the BurgerCities to enrich the in-game gameplay. It could be converted into \$BURGER through the trading market under certain conditions.

\$Gold coin can be obtained in the following ways

- Sell the crafted products made in the Crafting Table
- Simulation of business operations.
- Sign-in rewards, event rewards, etc.
- PVE missions, which will be launched in the next version
- Obtained by trading \$BURGER with other players through the marketplace

\$Gold coin can be used in the following scenarios:

- to level up your hero
- to increase Heroes' rarity level
- to buy in-game items
- to upgrade Hero's skills
- to recover Hero's stamina, etc.

\$BURGER Token

BurgerCities's token (BURGER) is a BEP-20 token standard, native to the BNB Chain. BURGER offers great utility within the BurgerSwap ecosystem, including representing governance rights in votes on updates or proposals to the protocol. Additionally, BURGER tokens are used as liquidity rewards.

With a total supply of 63,000,000 BURGER, the BURGER could be used in liquidity-providing, single-token mining, as well as trading in-game items like Hero NFTs.

The BURGER also will be distributed as a reward to users in BurgerCities, so users could earn it by carrying out in-game activities, like daily tasks, achievement tasks, etc.

The initial supply of the token was 21 million. In July of 2022, BurgerCities launched a proposal in Snapshot for additional issuance. Holders voted on an additional issuance of 42 million BURGER.

The distribution is as follows

Segment	Allocation	Detail
Incentive	50%(including already out)	36-month lockup with a 1.39% quarterly release
Team	10%	36-month lockup with a 0.83% quarterly release
Strategic Financing	10%	It depends on the case
Project Operation	6%	36-month lockup with a 0.5% quarterly release
Liquidity Management	4%	36-month lockup with a 0.33% quarterly release
Ecological Development	12%	36-month lockup with a 1% quarterly release
Reserve	8%	36-month lockup with a 0.67% quarterly release

How to Buy [BURGER] on Binance

You can purchase BURGER on Binance in two ways. First, you can use a credit or debit card with selected fiat currencies.

Head to Binance's [\[Buy Crypto with Debit/Credit Card\]](#) page, select the currency you want to use, and choose BURGER in the bottom field. Click [Continue] to confirm your purchase and further instructions.

Buy Sell

Estimate price: 1 BURGER ≈ 1.55 EUR

Spend

50 EUR

Receive

32.202533 BURGER

Recurring Buy

Continue


You can also trade cryptocurrencies like USDT, BUSD, BNB and ETH for BURGER. Head to the [Exchange view](#) and type BURGER in the trading pair search field to find a list of all available trading pairs. For more information on the Exchange view, head to [How to Use TradingView on the Binance Website](#).



Information of \$BURGER on CMC: <https://coinmarketcap.com/currencies/burger-cities/>

The Aggregator

:

 BurgerCities integrates the aggregation protocol which sources liquidity from various DEXs and CEXs and is able to reroute its users' trades between them to ensure that they're getting the best price.

BurgerCities launched its aggregation protocol last year. The list of DEXs it cooperated with includes PancakeSwap, MDEX, Biswap, Apeswap, BakerySwap, Babyswap, WOOFiSwap, Julswap, and so on.

BurgerCities has been looking for DEX and CEX to collaborate on how to get the best price for decentralized exchanges.

What is the Aggregation Protocol

With an exponential rise in the number of new DEXs in the DeFi ecosystem, it becomes tricky to move funds across the platforms and chains. There is a need for a one-stop solution to get the best of various platforms in a single dashboard, and that's what the Aggregation protocol did.

The protocol sources liquidity from various exchanges and is able to reroute its customers' trades between them to try and ensure that they're getting the best prices.

Through BurgerCities, tokens can be swapped immediately at highly competitive rates — and all without compromising on user experience, as deep liquidity is aggregated through a plethora of DEX protocols.

How does it work

Generally, each DEX has its separate pools, and the prices and fees vary. Users have to manually look for better swap rates and low transaction fees across exchanges. BurgerCities' aggregation protocol finds the most efficient way to ensure the best price by using all the different exchanges and liquidity protocols.

Say that you want to swap some BURGER to BNB, The cheapest way to trade may involve swapping your BURGER between several different protocols and for several different currencies before your BURGER reach BNB. The advantage of doing this is that it may mean you can buy BNB at a cheaper price.




Black Market(Swap)

Welcome to visit Black Market to experience the swap service underpinned by the aggregation protocol

The Bank



 The Central Bank is the single-coin dual-mining revenue aggregator in BurgerCities, which can maximize the user's single-coin mining return. Meanwhile, it will distribute the mining proceeds to users by USDT.

The Central Bank allows users to stake single tokens such as BNB, BUSD, USDT, BTCB, MDX, HMDX, and ETH for mining USDT.

Inside Central Bank, our team will match all the staked assets to the high-yield pools to maximize the yield for single token mining. The Bak will then convert the mining rewards into USDT and distribute them to users.

Compared to LP token mining, users, in the Central Bank, would not need to take the risk of impermanent loss and the extra transactional fees.

Central Bank would only charge 10% of the mining revenue for the repurchasing and burning of BURGER.



Central Bank(Staking)

Welcome to visit Central Bank to gain dual-mining revenue.

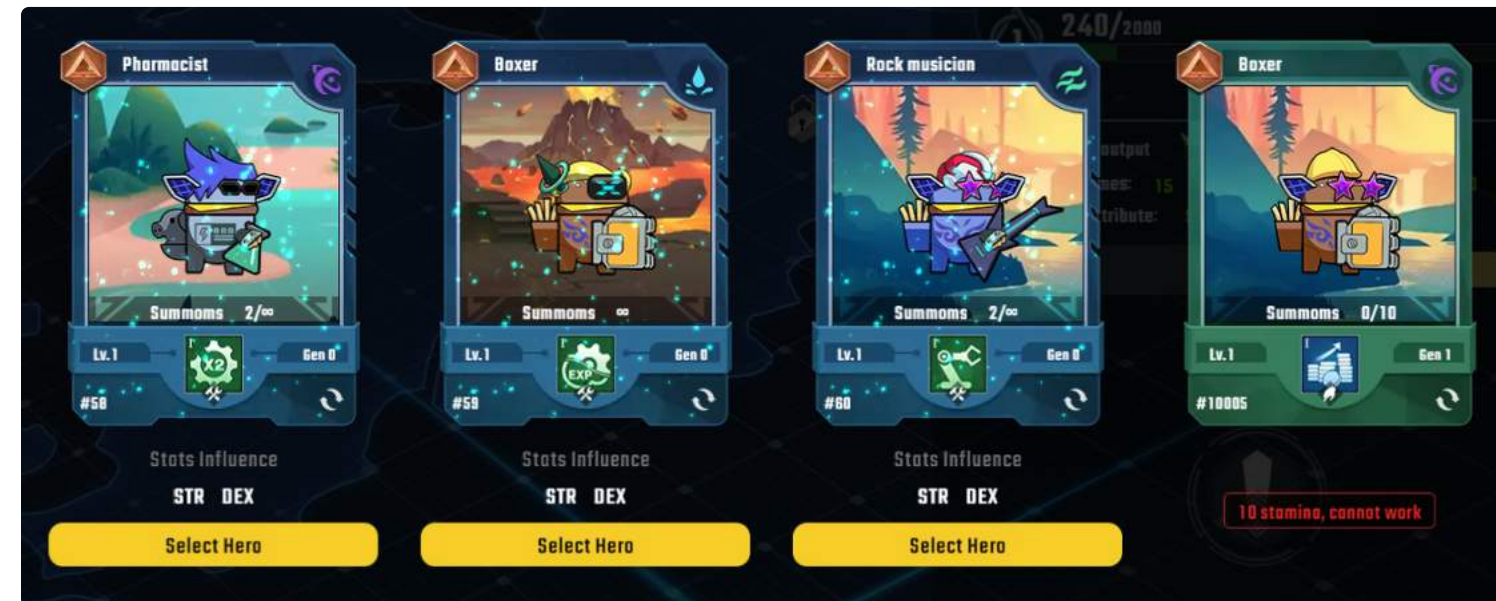
The NFTs



The Non-Fungible Token (NFT) is the core part of BurgerCities, which are made up of Heroes, Props, and Lands.

The Genesis Heroes

Heroes are unique NFT assets with a variety of uses, which will be the core gameplay in BurgerCities. users can level them up and use them to earn BURGER by carrying out in-game tasks. It can be sold in the Dining Room to earn rewards as well.



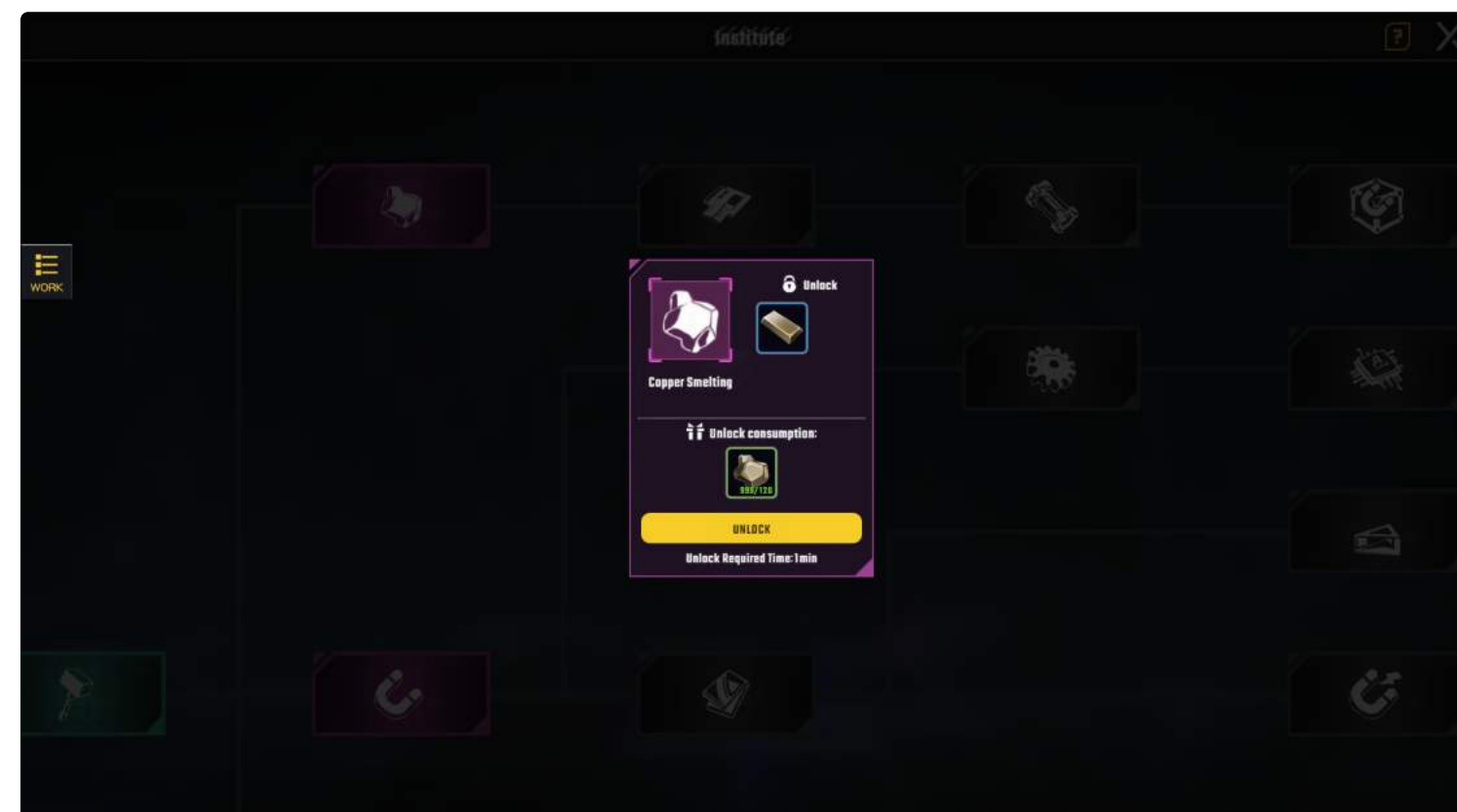
Heroes

The Land

The Land and Building is also another important part of the gameplay, allowing users to construct their towns and maintain them. Users could take a break in buildings after completing tasks or renting them to other users or projects.

The Props

Props are utility-driven NFTs, which can be traded and exchanged. They also can be crafted by Heroes from various materials collected from Exploration. And crafted props can be used for selling in the store and consumed in other gameplay.



Roadmap

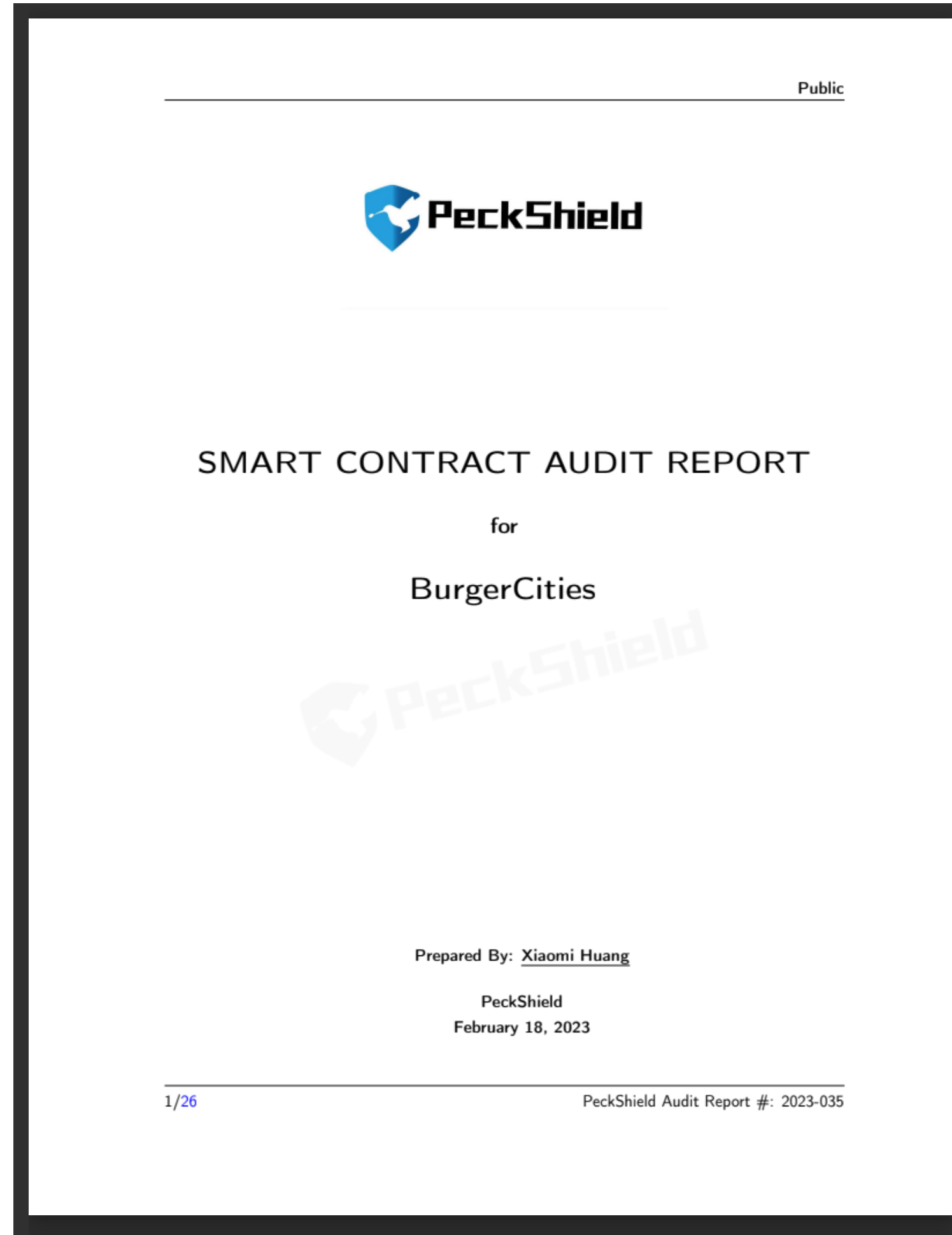


Q3 2022: We will release the new version of BurgerCities and provide our players with more gameplay functions. Try to connect with more good partners as possible.

Q4 2022: The metaverse's land scene and houses' functions will be completely refined. Try to expand the European market as widely as possible.

For a metaverse game, the playability of the game must come first. We hope that the players, through their own love of the game, complete the game achievements to obtain profits. Not to make money and then play the game, which would be against the original purpose of our project as a game. Therefore, our goal is to develop more excellent gameplay to attract players and to make BurgerCities one of the best metaverse games.

Audit link report from Peckshield:



Join the Community

:

Welcome to join our Discord <https://discord.com/invite/burgerofficial> where you can meet the rest of the community, and follow our Twitter account: <https://twitter.com/BurgerCitiesBar> to get all the exposure to BurgerCities for the first time.

To Contribute



Everyone can contribute to BurgerCities, memes, posts, and user-generated content related to BurgerCities are welcome to share on our channels.

Please stay tuned for further guidance.

Projects



BurgerCities has worked with many projects before. For example, ROCKI, Helmet.insure, MultiVAC, FinNexu, DEGO, Alpaca City, Unstoppable Domains and dozens of other well-known projects in the industry have entered into partnerships with BurgerCities on pledging, insurance, mining and other areas.

BurgerCities is currently undergoing a brand upgrade to a new MetaFi product, and the direction of BurgerCities' partners has shifted mainly to NFT and Game.

As the partner, we will provide the following terms:

- Buildings: Project owners can own exclusive buildings in BurgerCities, like TreasureLand and DEGO, which recently settled in BurgerCities.
- Business Exhibition: We will offer a billboard for our partners to display their projects or NFTs.
- Events: Projects owners will also be able to post limited-time Quests in BurgerCities to engage players

[Apply for being BurgerCities Partner.](#)



Good to know: depending on the product you're building, it can be useful to explicitly document use cases. Got a product that can be used by a bunch of people in different ways? Maybe consider splitting it out!

Ambassador & KOLs



The Hall of Fame is now open to the public, with over 50 KOLs from around the world inducted into the Hall of Fame. We welcome all KOLs to join us, being our partners.

Who are we looking for

Social Media Gurus with more than 5k followers at least

Relationship builders who can boost our brand and spread the word

Community leaders who can be active in our Telegram/Discord communities

What you can get

Preferential curation on the Hall of Fame in BurgerCities Exclusive NFT and more airdrop

Get an Early Role/Be whitelisted in future features of BurgerCities

Grow your reputation within our ecosystem

Responsibilities

Be available and participate in BurgerCities partnership events

Be active in our Telegram, Discord, Twitter, and other social media channels

Commenting on, sharing, and curating BurgerCities' posts

[Apply for being inducted into the Hall of Fame](#)