



“DANGER” PAPER

JOY SUCKER

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PROJECT OUTLINE

I'm Elliot Kid Danger (real name Sam Skirrow), I've been touring the world, performing, recording and writing music with some of the biggest UK pop artists for over 10 years (Clean Bandit, Little Mix, Jess Glynne, Take That).

During the pandemic, I started writing music for myself under the alias Elliot Kid Danger, and mixing my passion for technology and music I've turned to the NFT space to release my music.

Why NFTs? I love that NFT projects are built on community as a primary value rather than purely based on aesthetics. So many incredible music artists don't make it out the gate with conventional release methods, because they are hindered by things that don't fit a certain profile - too old, too niche, too overweight. There are standards that have been set by the 1% of successful artists (which are put in place by labels), that mean a lot of talent goes unheard. Within the NFT space, I have found that a project's success is based first and foremost on the strength of a community rather than the artist's looks. This is something I fundamentally resonate with and the main reason I am releasing music in this space.

This project will consist of 4 music tracks released as separate collections on the Ethereum chain. The supply of each collection will be 1500, and each NFT within the collection will have unique single artwork to accompany it.

Each track can be staked to passively earn NOTE\$, which can be used to pay to play on several different stages at Danger Fest. Playing at Danger fest earns you \$DANGERCOIN, which can be used towards the cost of subsequent collections (tracks 2, 3 and 4).

This gamification creates a loop which acts as an incentive for investors to be an active part of the entire project, with a narrative that also mirrors my experience of being a musician.

Alongside releasing my own music, I have a passion for helping other musicians realise the potential of this space. Although not written into the immediate roadmap, my intentions with this project are to be able to allow music NFTs from other artists to be used within the staking and earning loop.

THE TEAM

Sam Skirrow (Elliot Kid Danger) - Project Owner / Creative Director

Tom (MarkofG)- Lead Mod

Conor (Con) - Lead Dev

Kyle (Frigated) - Consultant

ROADMAP

Details

Mint date: 24th June

Mint Price: 0.02 ETH

Supply: 1500

White list: 500 - max 3 per wallet

Overview:

Joy Sucker is the first of 4 music NFTs I'll be releasing over the next 6 months. Each Joy Sucker will be in mp4 format, the artwork for which will be unique across the whole collection of 1500 - meaning that each item has its own rarity value (as opposed to dropping 1500 identical copies of the track) - the rarity of which will be taken into account when calculating the earnings from staking (see below).

Visible traits of the Joy Sucker include, Background, Head, Eyes, Hand, Arm and Body. Minting will be from <https://mint.elliottkiddanger.com> with the secondary market residing on Open Sea.

Joy Sucker will also be released to public streaming services such as Spotify and Apple Music in order to gain some "real life" traction from the project, in turn, adding value to NFTs as public profile grows. However, in order to create a distinction between the "public" facing music and the NFT collectibles, the NFT Joy Sucker collections will be special edition, unreleased version of the track.

There are a few key elements to this collection that will set up the Elliot Kid Danger environment for future drops (see Grand Plan white paper for more details). This includes the release of NOTE\$ and \$DANGERCoin tokens and our staking platform (the Rehearsal Rooms) which will be launched 1 week after sellout.

Timings

24 hours after sellout:

- Reveal

1 week after sellout:

- Deploy NOTE\$ contract
- Deploy \$DANGERCoin contract
- Open "Rehearsal Rooms" for staking
- Release "Tour Supplies" collection

2 weeks after sellout:

- Launch "Danger Fest" site map and dApp

Staking Platform

1 week after our first collection (Joy Sucker) sells out we will launch the “Rehearsal Rooms” - a staking platform where owners can earn NOTE\$ based on the rarity of their NFTs and the length of time staked.

Notes earned will be calculated as follows:

RV 1 - 500: 15 NOTE\$ per day

RV 501 - 1000: 10 NOTE\$ per day

RV 1001 - 1500 5 NOTE\$ per day

Where RV = Rarity Value.

Each collection has the potential to produce up to 14,985 NOTE\$ per day, based on the whole collection being staked and without any boosts. See below for more details on the NOTE\$ coin and boosting.



NOTE\$ Token

Total Supply = 100,000,000,000,000

Usage

NOTE\$ is a token passively earned by staking Elliot Kid Danger music NFTs in the rehearsal rooms staking platform. Its primary use is to buy “slots” to play at Danger Fest where you can earn \$DANGERCOIN.

Market Value

There are currently no plans to add a liquidity value to NOTE\$, however, a future consideration to the staking platform is to allow NFTs from other music projects to be staked and earn NOTE\$ in order to make our project scalable.

Ownership

The contract for NOTE\$ will allow for multiple wallet addresses to be allowed to withdraw and distribute NOTE\$. This feature is added to ensure a fluid way of manually transferring NOTE\$ to people in the event of it being used for rewards for community games and notable contributions to the project.

CONSIDERATIONS

Current Market

In recent weeks we have seen a sizable drop in the value of the crypto market, and therefore a lot of fear about investing into new projects. Within our core team, and extended mod team we have a wealth of experience working with NFT drops and monitoring current market trends. At the time of writing, we are not announcing a launch date until we start to see more stability within the market - however, we are shooting for **June 24th** for our first drop. Similarly, we believe it is correct to price our collection according to current market prices for similar projects. We are looking in the ball-park of **0.02 ETH**, however, this is subject to change.

All information will be thoroughly detailed and communicated within our discord announcement channels and on twitter (@elliottkiddanger)

Environmental

As wonderful as the NFT space is, one thing that I think is irresponsible to ignore is the environmental impact. The complex and vast amounts of processing that goes into a single blockchain transaction is astounding and consumes a lot of power - which in turns puts out a lot of CO2 emissions.

Therefore, for every 200 transactions in this project, I will be planting 20 trees in order to offset our carbon emissions. I will be doing this (and already have done this) through Carbon Neutral Britain (<https://carbonneutralbritain.org/>)

AAA Passes (previous collection)

In February 2022 we minted a collection called *AAA Passes* on the polygon network. In total, we sold 2500 AAA passes. The intention with this release was to offer VIP benefits to all passholders. Alongside several other successfully executed perks (alpha calls channel on discord, gig/festival tickets, competitions/giveaways including Apple watches for passholders etc), the primary benefit of being an AAA passholder was to get cheaper mint price for music NFT collections. Previously we had set ourselves up to release the music on the polygon network, however, we believe that there isn't the volume of traffic we need in order to see the project through and have since made the decision to release all future collections on the Ethereum network.

With this in mind, we still plan to honor cheaper mint prices for AAA pass-holders. At the time of writing, we are offering a 50% discount on mint price for music collections if the buyer holds an AAA pass in their wallet.

The AAA pass collection can be seen on Open Sea here:
<https://opensea.io/collection/elliottkiddanger-aaa-pass>

Future Sustainability

Making and playing music has been my livelihood for over 10 years. As a musician, I am well established and respected within my industry. A big part of my motive for making sure I am doxxed within this project is as a sign of my commitment to it. Alongside this, I have a library of music that I have written and produced that, following the success of this body of work, I would look to release in 2023 and beyond using the same methods.

In addition to this, I will be looking to work with other artists and grow this project as a community of musicians releasing music that can earn through the same stake-to-earn loop.

We have a committed team of experienced mods who are able to engage and communicate the details for the project, all with server permission that allow them to moderate effectively in the case that one of the core team is unavailable due to unforeseen circumstances. Regarding our team, we have agreed on a percentage split of profits from this project as payment for the work they put in.

LINKS

Discord: <https://discord.gg/elliottkiddanger>

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

IG: <https://instagram.com/elliottkiddanger>

Website: <https://elliottkiddanger.com>

CHANGELOG

26th May 2022:

- *Danger Paper creation*