



WAGMI

WHITEPAPER

# WAGMI WHITEPAPER



WAGMI game is the next big project to hit the hot gaming gamify and Play-To-Earn category. The team has merged the popular acronym WAGMI into a futuristic battle game, in which Humans must battle Aliens to save the precious “NiFe”, the core element deep within earth.

WAGMI, or “We’re All Gonna Make it” is the “Battle Cry to Save Earth!”

The phase one browser based mobile PVP Tower Defense game is currently in development and set for release in Q1 2022, with a full 3D MMORPG on the road-map.

[WAGMIgame.io](https://WAGMIgame.io)

# GAME PLAY

"Play to earn" futuristic battle game

WAGMI DEFENSE, phase one of WAGMI GAMES, is currently in development to be a PVP tower defense battle game, playable on browser-based devices. Users will battle against each other using unit "NFTs" within the game. These NFT cards are collectible cards you can purchase from the "WAGMI Network" Each card will use a different amount of energy and have a different 'cool down'.

The goal in the game "WAGMI Defense" is for users to push and destroy the other teams' main bases by strategically placing down traps, offensive moves, and defensive moves.

Users can win WAGMI tokens for winning competitions within the game. These tokens are available to withdraw to a blockchain wallet and redeem them for digital currency. There will also be leader boards in which larger winnings can be earned.

Users can play the game for free with a "base set" of cards. If the player wants to get into a higher ranked and higher rewarding game play, players will have to purchase NFTs from the "WAGMI Network" which will cost digital currency to purchase.



# THE STORY

## THE YEAR IS 3022:

The human race has advanced into a combination of humans and cyborgs.

Space travel has opened up a wormhole, in which Alien species have penetrated the galaxy, and discovered a core element deep within the earth's core.

This element "NiFe" is vital to the Alien's survival. The aliens will stop at nothing to drain the earth of the element.

The battle will take place on earth and in space as the humans fight to save their planet, and all humanity.

The battle cry of the human's newly formed galactic forces is "WAGMI"

# THE CHARACTERS

Players will be able to choose whether to save the earth and claim the battle cry WAGMI, or try to overtake the defense as the aliens and claim the "NiFe". There will be 10 characters of both the Humans and Aliens for game play.



## HUMANS

The humans of planet earth survived several natural and man-made catastrophes during the 2 millennium due to several breakthrough technologies. This set off a super cycle of technological advancement that helped humans merge with AI and become a hyper advanced civilization.



## ALIENS

The Zeta Reticuli aka “The Greys” come from a binary star system of advanced civilizations. Having conquered many planets before their arrival they come battle ready and in desperate need of “NiFe” to continue their survival.

## PHASE 1 PVP GAME RELEASE DETAILS

**MVP:** The first version of the game (MVP) will be limited in terms features and will ideally offer 1 map, total of 10 characters (5 humans & 5 aliens), 3 power-ups and 6 towers in total (3 for humans and aliens subsequently).

### Core Game Mechanics

- Players face off in real-time heads-up competition.
- Battle takes place inside a map called the arena.
- Each player begins the round with control of their half of the arena.
- Each player has three buildings/towers; two Arena Towers and one Main Tower on their side of the arena.
- The player's goal is to destroy the other player's Main Tower while protecting their own.
- Players battle by deploying troops and spells from a deck of cards.
- Players may deploy anywhere within territory they control.
- Destroying an opponent's Arena Tower will expand the player's territory and allow them to deploy troops close to the opponent's Main's Tower.

# GAME PLAY

## Playing to win: Endgame conditions

- If you destroy the other player's Main Tower, you win immediately.
- If neither player is able to destroy their opponent's Main tower within the first 2 minutes, elixir regeneration speed is doubled.
- If after 3 minutes, each player's Main Tower is still standing and each player has destroyed an equal number of Arena Towers, sudden death beings.
- In sudden death the next player to destroy a tower wins the match.
- If no tower is destroyed during sudden death, the match will end in a draw and neither player will gain or lose any of their trophies.

## Preparing your clan for battle

- A player's battle deck is the rotation of cards they want to take into battle.
- The battle deck is limited to 3 unique cards of any type. Players cannot have fewer than 1 card in their battle deck.
- Players can add unlocked card's to the battle deck from their library at any time between battles.

Our game will also maintain leader boards displaying the top twenty OR top fifty high scorers of the game in a chronological order. The leader board will further be segregated into the following three types or classifications:

- Regional (City or State)
- Worldwide or Global
- Facebook



## NFT Marketplace

WAGMI will have a custom, robust marketplace and storefront that will potentially enable users to actively sell and purchase unique NFTs that they can acquire ranging from a wide array of their 3D characters, accessories and potential power-ups, cards, special moves etc.

The NFT storefront apart from containing 3D characters, would also feature wardrobe items that users can purchase to further accessorize their NFTs/Characters

In addition to that, special cards (common and rare) and power ups will also be specifically designed as active NFT assets.

There will be a total 350 digital assets / NFTs (for the first version of the game) inclusive of characters, wardrobe accessories, cards and power-ups items that players can actively use within the game to enhance their in-game playing abilities and potentially increase their chances of winning.



# The WAGMI Ecosystem...

## ERC and BSC Contracts

EVERYTHING, we plan and talk about as a team must deal with what will make this game EXPLODE. And how do we link the game with our WAGMI "We're ALL Gonna Make It" movement to make it to where we're able to attract crypto investors from ALL chains, not just the ERC crowd?

We have decided to create an entire crypto ecosystem with the WAGMI brand. NOBODY, from what we can tell, has ever done this.

Why is this so powerful? We started trying to determine what a BSC bridge would look like? What we realized is that by bridging to the BSC, we would have to allocate 17% of tokens to that, making it impossible to list on other bigger exchanges in the future, as there wouldn't be anything to allocate there. So... how do we fix this?

For those of you who know a token called FEG, VERY SUCCESSFULLY united the ERC and BSC world into one community, but 2 different contracts, meaning now they're literally bringing new investors into their ONE community, but via a different contract on 2 different chains. They went from \$1.5m market cap to a \$900m MC. The incredible part about it is that because there are two contracts, the prices are completely different from each other, yet when they did this, their holders on BOTH chains absolutely MOONED. As of a couple of days ago, FEG now had 91,000 ERC holders, but 850,000 BSC holders - But ONE singular community.

NOW... we started thinking... what if we did this, but also became the FIRST to implement this into our GAME? We're happy to announce that we've confirmed with our game developers that this is indeed possible, and we've given them the go ahead to implement it. This will mean that ONE game will allow WAGMI holders from every chain we launch on to be able to play simultaneously in the same game, with their corresponding chain tokens. A first of its kind!

This will also allow EACH of those contracts to be able to list on additional exchanges over time as there will be an appropriate token allocation to be able to do so! This will allow for the WAGMI game brand to be visible and trade exponentially more when we list on exchanges such as KuCoin, Binance, Kraken, etc.



For our team, obviously this will mean that we will be literally rolling out full scale marketing campaigns for EACH chain, not just one. This allows us to leverage marketing dollars more effectively and reach a much broader investor audience. We have determined that there is no negatives to this strategy... As we want ALL to hit \$1B MC and beyond...

To begin this process, we've decided that the BSC would be the best to initiate that 2nd contract, as the community has requested heavily that we launch on BSC, either with a bridge or new contract to allow fees to be less, as well as attract a whole different sort of investor into the WAGMI ecosystem. Remember... ALL roads lead to our gaming ecosystem, a first of its kind.

### Stabilization of price between smart contracts

Now let's talk more about the stabilization of the ETH and BSC chains, and how that goes into the master plan of the WAGMI ecosystem

There are many proven technologies in the market currently that handle this type of protocol. It is what is called rebasing. It is used in major trading platforms in a much more sophisticated way to leverage the price vs stable coins. While the team will not have to get as extensive as that, there are multiple ways to achieve the stabilization between the 2 smart contracts to achieve a similar price per WAGMI in both ETH and BSC.

The dev's are exploring protocols such as Automated Market Makers (which is popular behind the scenes of decentralized exchanges) as well as Staking, which potentially would reward holders of WAGMI to stake their coin in order to leverage swings in either blockchain, and programmatically use the staked tokens to facilitate the stabilization between the smart contracts. Other protocols being explored is an internal BSC to ETH bridge that will support bi-directional movement of the tokens as price fluctuates from one chain to the other.

While the team does not have the definitive answer (at the time of the release of this white paper) as to which protocol will be adopted (or if a combination of different strategies), know this is in the works to protect the investors on both the ETH and BSC contracts.

# ANCILLARY WAGMI PROJECTS

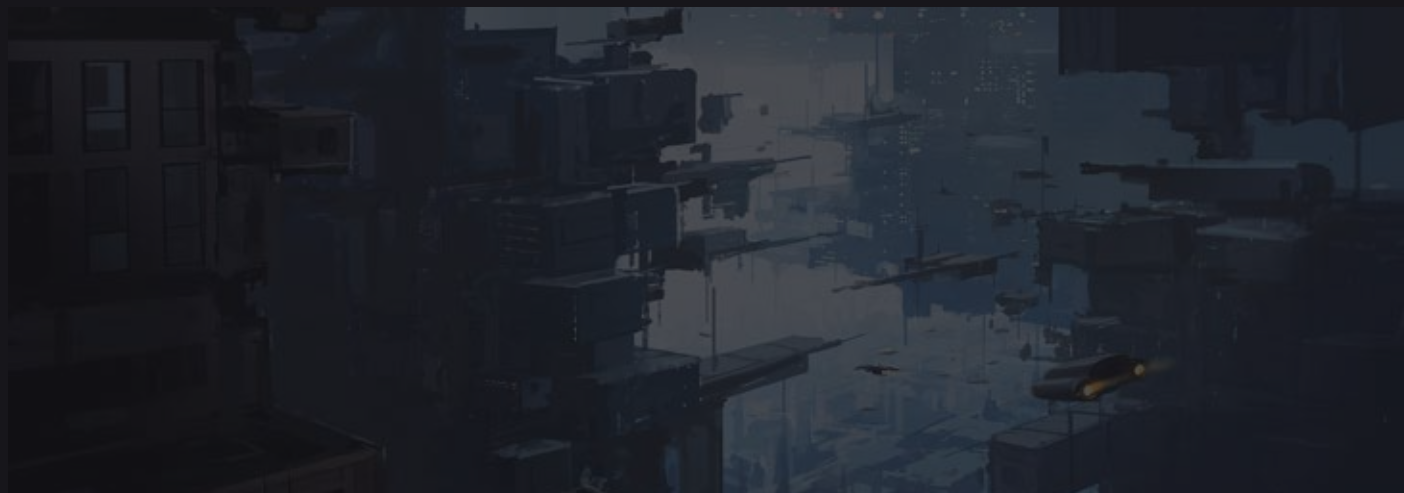
In addition to the game, WAGMI has hired both a novelist and a comic artist to create a line of NFT comics that will tie into game play and storyline.

## STORY AND TEAM

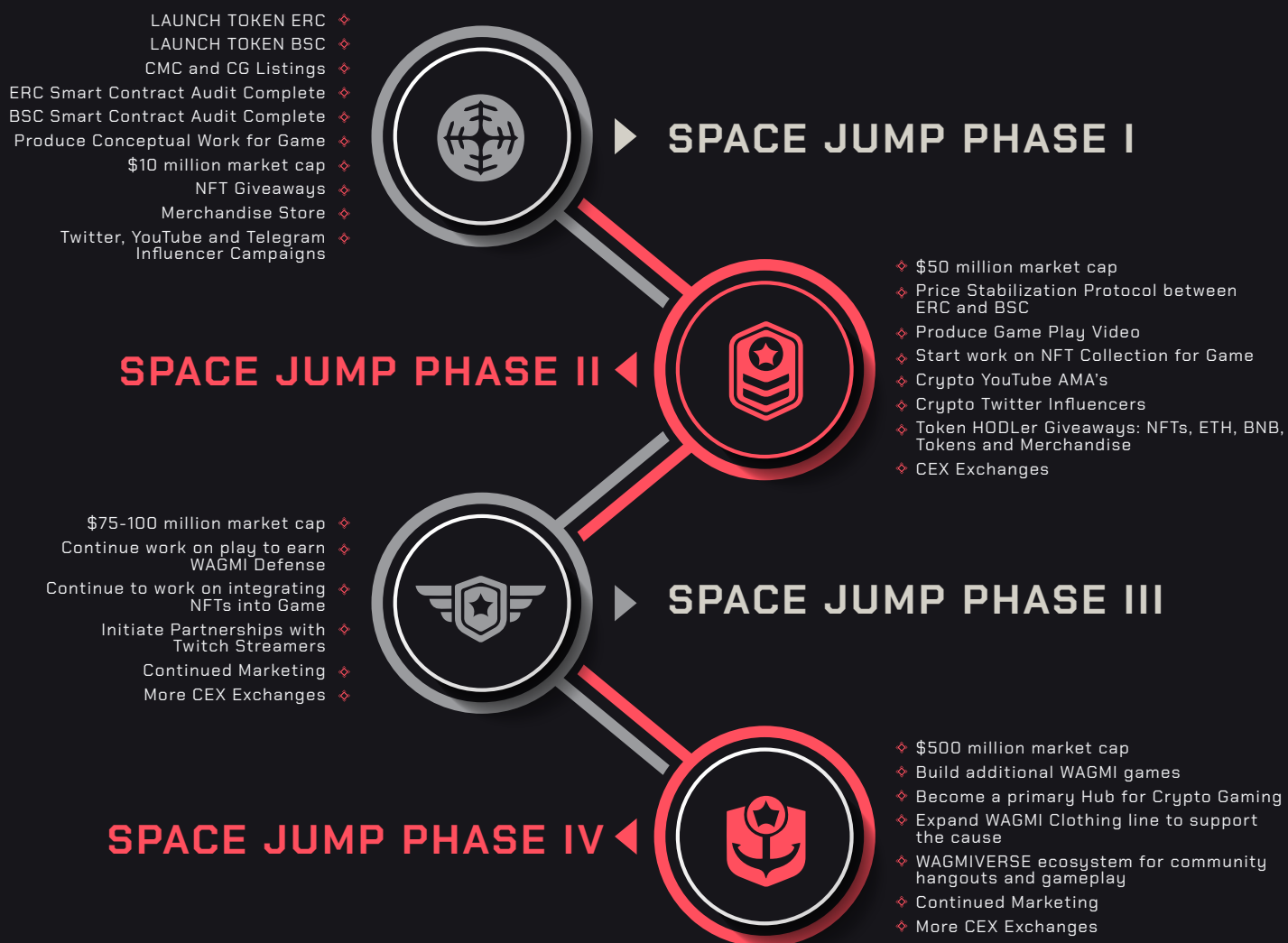
In Nov 2021, there was a special type of hype in the air. WAGMI meme token was hyped to 'moon' on the coattails of success stories like \$GM. As many did, 4 whales aped in hard and believed in the project. But as time passed, things were not adding up. Turns out, what was an original dev team of 6, became only one. As the whales dug deep, it turns out the original dev who owned control of the contract went MIA, controlling the funds, liquidity and essentially the fate of the token.

The 4 motivated whales were given the blessing from the last standing original dev to take over the project. A decision was made for the sake of the community that the original contract was too compromised to ethically market to bring in new investors. But instead of just relaunching a duplicate 'shitcoin', the new whales decided a utility was the way to go for a truly sustainable coin.

One of the whales, by chance, had began development of a Play to Earn game. After countless hours of brainstorming, the concept of integrating the meme 'WAGMI' into the game began to shape, as what you will know as "WAGMI Defense" game: an intergalactic battle game where the Humans and Aliens battle to save the precious element "NiFe", which is vital to the survival of both the Aliens and Mankind.



# ROADMAP

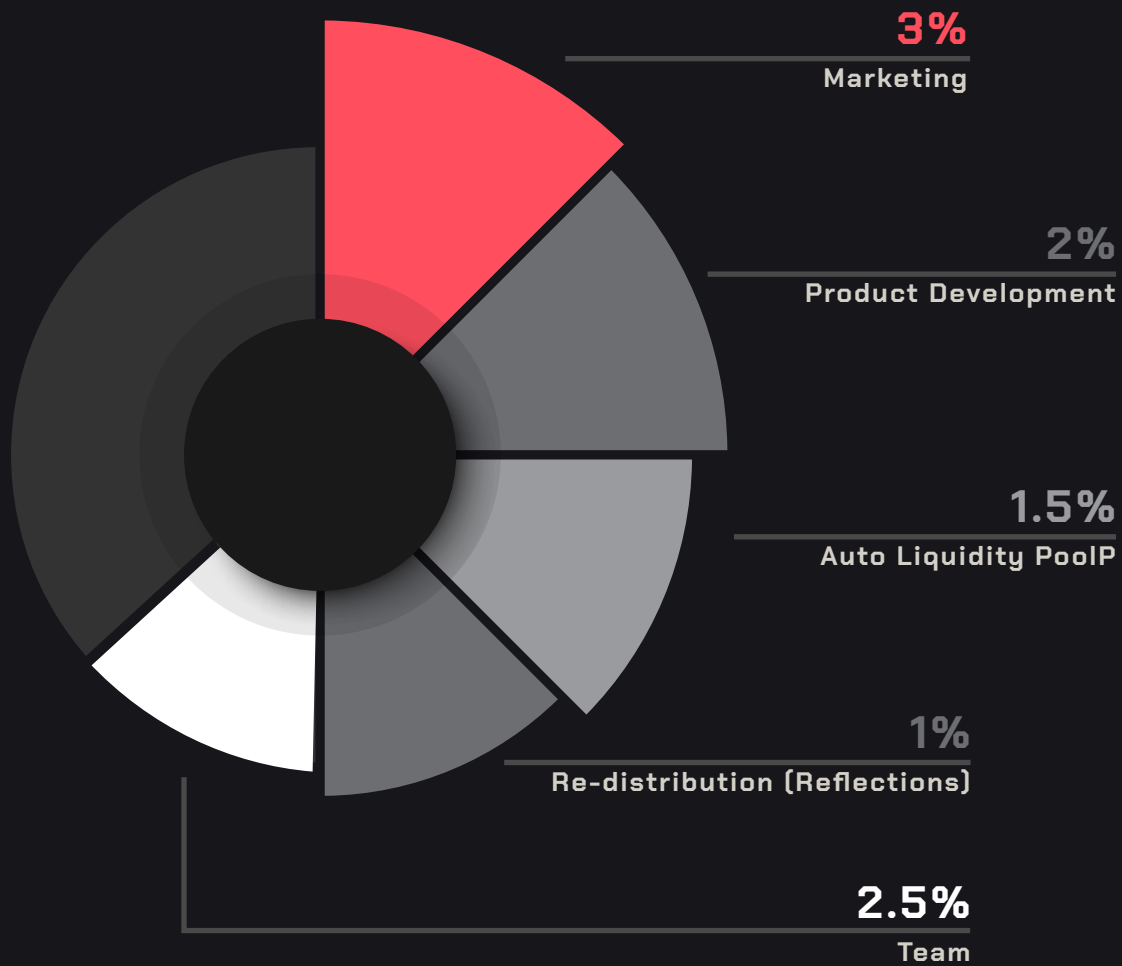


## GAME RELEASE SCHEDULE

Q1 2022: Release Player Vs Player (PVP) Tower Defense Game.

Q4 2022: Release 3D MMORPG High Definition Game

# TOKENOMICS



## COMMUNITIES

TELEGRAM Official Group

TWITTER

Bitcointalk.org

Medium.com

Reddit

Facebook

Discord

Github

Instagram

## BULLISH OUTLOOK

Comparable projects who have released beta versions of their Play-To-Earn Include Chain Guardians [\$50M MC], Gods Unchained [\$160M MC], Star Atlas [\$258M MC] and of course Axie Infinity [\$7.7B MC]. Welcome to the genesis of greatness!