

## **Abstract**

# **JIGGIT TOKEN**

## **Bringing Central Asia to the Blockchain**

Jiggit is a culture-driven crypto project that aims to shine a spotlight on Central Asia through memes, games, and real-life rewards. With the \$JIGGIT token at its core, the project combines on-chain fun, community-driven narratives, and a unique regional identity to engage both locals and the global Web3 audience.

## **Problem**

Despite being home to a rich cultural legacy and a rapidly growing youth population, Central Asia remains underrepresented in Web3. There's a lack of meme culture, storytelling, and decentralized community projects that reflect the region's voice and vibe.

## **Solution**

JIGGIT is a token from middle Asia, on our site you can buy Jiggit related merch for \$JIGGIT tokens, in the future a competitive game will be added where people will compete for leaderboard spots to get physical prizes and become a real Jiggit.

If possible we will cooperate with people organising tours in Central Asia for foreigners, so that our mission related to tourism will be carried out.

## **Core Features**

- Game-to-Win Mechanics (Coming Soon): Users will be able to play game to win physical prizes.
- Memes: Digitized cultural elements, local characters, and viral humor as collectible, tradable assets.
- Marketplace - Buy central asian goods
- On-Chain Community Hub: Participate in challenges, community votes, and meme contests.
- Built on SUI: Our coin based on Move programming language

## **Tokenomics (Coming Soon)**

## **Roadmap(Beta)**

Alpha Teaser - May 2025: SUI Overflow presentation & meme drop Meme Genesis -  
Game Alpha - July 2025: Early playable game + physical prize raffles Community

## **Team**

Jiggit is powered by indie devs(me),designers(my sister),idea generator(my mom)  
and my motivator my father

## **Conclusion**

Jiggit is not just another meme token - it's a cultural movement. Through games, memes, and physical rewards, we're turning Central Asian identity into an immersive Web3 experience. Built on SUI. Driven by fun. Powered by community.