



AnimeInu (AIME)

Meet AnimeInu, the new **CHANGE** token.

AnimeInu is not a meme coin. **IT'S A MOVEMENT.** As you already know, the BSC Network is full of **SCAM** projects with very high fees and fake promises, here is where **AnimeInu** excels. Our mission is to educate as many people as possible and spread awareness. Let's take for example a token with 20% fees implemented in the Smart Contract, imagine paying for something but you receive only 80% but you have to pay the full price, and you receive 5% for holding and the rest goes to the TOKEN creators, even the rewards for the holding are not big enough to cover the losses of the investors, usually those kinds of projects have a very short life span and in 99% of the time will result in losses.

We have chosen to make a MOVEMENT and to try to change something, that's why we have written a complex Smart Contract with only 5% reward fee for the holders and automated liquidity acquisition to maintain the price as stable as possible.

Decentralized finance is made possible by using decentralized exchanges in collaboration with liquidity pool smart contracts. For any token on the smart chain to have an availability to be swapped on a decentralized exchange, it must have an available liquidity pool of tokens for swapping. The challenge remains on how to properly incentivize users to keep such liquidity pools maintained. Recognizing this, developers have attempted to satisfy these conditions by using various tokenomic structures with incentives for the user to supply liquidity into the pools. An automatic liquidity acquisition can be featured as an alternative solution compared against the traditional "farming reward" structure. An automatic liquidity acquisition function where users are offered rewards (via reflection) in lieu of traditional farming rewards. These reflections would act to distribute tokens proportional to volume, and could thus provide a more reasonable incentive for holding. Although reflection and automatic liquidity acquisition may contribute to stability, it seeks to eliminate the flaws of various predecessors, while providing useful incentives for use case and adoption. Effectively, any application that is added with these smart contract functions could have the effect of amplifying AnimeInu Tokenomics.

Utility

Beyond just a meme, the team is focused on utility. The AnimeInu founder is an asset with a large Blockchain experience, marketing and an open vision.

AnimeInu utility MVP will be based upon a **CRYPTO GAME** with custom rewards and PLAY to WIN function, where you can earn crypto tokens just by playing or completing quests.

AnimeInu Swap will also be a special swap where you can swap NFTs but also CRYPTO TOKENS.

AnimeInu merchandise, will be our own MERCH store from where you can buy special MERCH items with CRYPTO or FIAT(MONEY).

AnimeInu community events + rewards program: we want to create a family environment for our community that's why we have created a special reward program.

Tokenomics

Name: AnimeInu

Symbol: AIME

Decimals: 18

Total Supply: 50,000,000,000

Holder Fee 5% rewards in AIME token

LP Fee 3% Auto liquidity acquisition

Initial Liquidity for Pancake Swap = 70% of presale amount

30% Marketing

Tokens for the presale 40%

Token allocation: 75% -> Circulation || 5% -> Team || 20% -> Locked for 6 Months

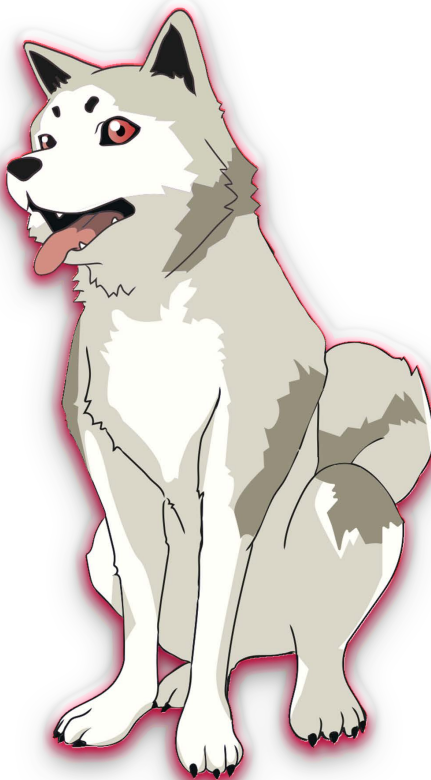
Summary

In summary, AnimeInu is not an ordinary "memecoin." Although AnimeInu leverages building utility. AnimeInu is a movement, it is utility, and it will compete with the top crypto currencies in this market.

Hold AIME

Earn rewards for holding AIME has been designed to be a deflationary token which rewards you simply for holding. A percentage of all buys and sells go towards reflection to holders. All you have to do is hold your AnimeInu tokens in your wallet and reflections are automatically added to your wallet. It's that easy!

The information in this document is subject to change.



A stylized signature in black ink, likely belonging to a team member or founder of the project.