**Wealth Wars — Core Game Loop (Draft Overview)**

Draft — October 9, 2025

# **Mission Statement**

Wealth Wars is a free-to-play strategy clicker where anyone can jump in and try to earn real value by simply playing—no purchase required. The purpose is simple: create a fair, fun economy where showing up and playing smart can translate into a shot at real rewards.

You don’t need to pay to compete. Clock in, stack Credits, and time your moves to convert into a share of the daily $WEALTH pool. Skill, consistency, and strategy—not spending—drive your progress.

*Nothing in this document is financial advice. Payouts and pacing are governed by published rules, pools, and safeguards. Earnings are not guaranteed and depend on activity, participation, and design tuning.*

This document describes how a player progresses through Wealth Wars, from “Clock-In” to building, converting, defending, attacking, and advancing the economy. It includes two main pathways:

## **Two Main Pathways**

* Path A: Starting with no $WEALTH (earn Credits → decide to build or convert)
* Path B: Entering with $WEALTH (premium/upgraded options unlocked)

*All figures shown are the current reference values to match Tokenomics and Demo; they are tunable for balance.*

# **Key References (current)**

* Soft reference ratio: 100 Credits = 1 $WEALTH
* Global Exchange Pool (Daily): 1,000,000 $WEALTH shared across active players
* Effective per-player limit: min(100,000, Pool / Active Players). Example: 100 actives → 10,000.
* Clock-In reward: 1,000 Credits per successful check-in (30-minute cooldown)
* Shares: Up to 5 verified social shares/day → each gives +1 click and +1,000 Credits, and refreshes cooldown
* Per-player conversion window (initial design): up to 100,000 $WEALTH/day (subject to safeguards and pacing)
* Economic sinks: business upgrades (enhanced), shields, lottery, battles/clan (phased rollout)
* Special events: Treasury Unlock (Oct 30); Developer Vault rewards (includes demo players)

# **1) The Core Loop (high level)**

1. Player clicks "Clock-In"

* Gains 1,000 Credits
* Starts/refreshes a 30-minute cooldown
* Optional: Share for bonus clicks (max 5/day), each +1,000 Credits and resets cooldown

Player decides how to use Credits (fork):

* A) Buy Businesses (increase Credit production velocity)
* B) Convert Credits → $WEALTH (subject to daily pacing, global pool, and caps)

With $WEALTH, player chooses among sinks (another fork):

* A) Upgrade Businesses (enhanced tiers that require $WEALTH)
* B) Buy Shields (defense)
* C) Enter Lottery (risk/reward)
* D) Fund Battles/Clan/Offense (phased feature)
* E) Hold $WEALTH (strategic timing, future governance or events)

*Repeat loop with better output, better timing, and higher strategic pressure.*

# **2) Flow With Forks (textual diagram)**

Start ->

Clock-In (every 30 minutes) - +1,000 Credits - Shares (max 5/day) -> +1 click, +1,000 Credits, refresh cooldown ->

Manage Credits

Path A: Buy Businesses (Credits)

- Increases Credits/minute or Credits/click

- Unlocks tiers; later tiers cost more but scale output

- Sets you up for compounding production

Path B: Convert Credits -> $WEALTH

- Soft ratio: 100 Credits = 1 $WEALTH

- Global daily pool: 1,000,000 $WEALTH shared across actives

- Effective per-player: min(100,000, Pool / Active Players) — timing matters

- Conversion timing becomes a strategic decision

After Conversion (player holds $WEALTH)

- Enhanced Businesses (WEALTH Upgrades): spend to unlock multipliers

- Shields (Defense): purchase tiers to protect against raids/attacks

- Lottery (Risk/Reward): enter with $WEALTH (e.g., 25 $WEALTH entry); sinks supply

- Battles / Clan / Raids (Offense — phased): spend to initiate actions; outcomes balanced by defense

- Hold / Save for Events or Market Timing: anticipate unlocks, quests, seasonal events

*Loop back to Clock-In and continue optimizing.*

## **Flow With Forks — ASCII View (portable)**

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| START |

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|

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| CLOCK-IN | (+1,000 Credits)

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|

+---- Share up to 5/day: +1 click & +1,000 Credits; refresh cooldown

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| MANAGE CREDITS |

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| BUY BUSINESSES | | CONVERT CREDITS -> $WEALTH |

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| |

| Improves Credits/min | 100 Credits = 1 $WEALTH

| and per-click output | Global Pool: 1,000,000/day

| (compounding) | Effective cap = min(100,000, Pool/Actives)

| | Timing matters

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| AFTER CONVERSION ($W) |

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| Upgrades | Shields |

| Lottery | Battles |

| Hold for Events/Timing |

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# **3) Alternate Entry: Player Begins With $WEALTH**

Some players arrive already holding $WEALTH (e.g., from airdrops, markets, or prior events). They skip the initial ramp and immediately choose among $WEALTH sinks:

## **Enhanced Businesses**

* Directly buy premium upgrades to accelerate Credit production immediately.
* Creates a "capital-first" progression path (fast-track output).

## **Shields**

* Purchase protection immediately to reduce vulnerability during early growth.

## **Lottery**

* Attempt to turn $WEALTH into more $WEALTH at risk; high variance.

## **Battles / Clan / Raids (phased)**

* Fund offensive actions and team play; convert $WEALTH into competitive pressure.

## **Hold for Timing**

* Wait for specific events (e.g., Treasury Unlock cadence) or for optimal conversion opportunities (when balancing changes).

*Note: In the current design, conversion is Credits → $WEALTH (not the reverse). Players with $WEALTH don’t convert back to Credits; instead, they spend $WEALTH to buy or enhance systems that indirectly boost their Credit generation.*

# **4) Detailed Mechanics**

## **A. Clock-In System**

* Reward: +1,000 Credits per successful check-in.
* Cooldown: 30 minutes between clock-ins.
* Shares: Up to 5 verified shares/day (X, Telegram, etc.) -> each grants +1 click (+1,000 Credits) and refreshes the cooldown.
* Intent: Reward consistency and community visibility while limiting spam.

## **B. Businesses (Credits)**

* Purchase with Credits; each tier increases production rate and/or reduces friction.
* Cost scales up per tier; ROI depends on timing and competition.
* Goal: Create compounding Credit production so your conversion choices become more powerful.

## **C. Conversion (Credits → $WEALTH)**

* Reference ratio: 100 Credits = 1 $WEALTH (soft, tunable).
* Global Pool: 1,000,000 $WEALTH daily shared across active players.
* Effective per-player: min(100,000, Pool / Active Players). Example: 100 actives -> 10,000.
* Pacing: Daily safeguards and per-player window (initially up to 100,000 $WEALTH/day).
* Strategy: Converting too early vs too late; holding Credits longer vs upgrading Businesses first.

## **D. $WEALTH Sinks & Utilities**

## **— Enhanced Businesses (WEALTH Upgrades)**

* Spend $WEALTH to unlock advanced tiers or efficiency multipliers.
* These are designed to be strong but not runaway; tuned to keep a long-lived economy.

## **— Shields (Defense)**

* Spend $WEALTH to reduce/negate damage or loss during attack windows.
* Timing matters—well-timed shields preserve gains and shift attacker decision-making.

## **— Lottery (Risk/Reward)**

* Spend $WEALTH for a chance to win a large payout; a planned stabilization sink.
* Prize structure e.g., 80% to winner (design-dependent), small portions to Treasury/redistribution.

## **— Battles / Clan / Raids (Phased)**

* Attack costs, cooldowns, and outcomes balanced against shield strength and economic risk.
* Team/clan coordination introduces macro goals and territory/land later.

## **— Holding $WEALTH**

* Keep dry powder for events, buybacks, quests, or to react to economic shifts.

## **E. Events & Carryover**

* Treasury Unlock (Oct 30): Structured release to community holders and core pools (see Tokenomics).
* Developer Vault: Funds demo rewards, liquidity stabilization, quests, development.
* Carryover to Main Game (Founding Credits): Demo Credits convert to Founding Credits (1–2% reserved pool), giving early players a head start and prestige ("Founding Citizen — Season Zero").

# **5) Example Day (New Player)**

* 08:00: Player clocks in -> +1,000 Credits (cooldown starts).
* 08:05: Shares a post -> +1 click -> +1,000 Credits (cooldown refresh) [up to 5/day].
* 08:35: Clock-in again -> +1,000 Credits.
* 09:05: Clock-in again -> +1,000 Credits.

With Credits accumulated:

* Option 1: Buy Businesses (increase Credits output).
* Option 2: Convert portion of Credits -> $WEALTH (e.g., 50,000 Credits = 500 $WEALTH).

$WEALTH options:

* Buy a Shield for defense, upgrade a Business (enhanced), or enter the Lottery.

*Over the day, repeating the cycle compounds output and gives more $WEALTH options.*

# **6) Example Day (Player Starts With $WEALTH)**

* Immediately buys Enhanced Businesses with $WEALTH to accelerate Credit production.
* Buys a Shield to prevent early setbacks.
* Enters a Lottery round with a small amount for variance.
* Begins Clock-In cadence to stack Credits while the enhanced engine ramps faster than a new player’s baseline.

# **7) Design Notes & Safeguards**

* Tunable Parameters: The ratio, caps, shield strength, and lottery returns will be adjusted during stabilization.
* Anti-Bot Gating: Cooldowns, rate-limiters, and verification around shares/check-ins.
* Economy Integrity: Sinks (upgrades, lottery, defense/offense) recycle value and prevent runaway emissions.
* Transparent Targets: Emission targets and unlock events are published; governance/advanced features arrive when the core loop is healthy.

# **8) Glossary**

* Credits: Soft currency earned via Clock-In and gameplay; used to buy Businesses and convert to $WEALTH.
* $WEALTH: Hard currency with sinks and strategic usage; earned by converting Credits; limited by pacing, global pool, and caps.
* Businesses: Production structures that increase your Credit output.
* Enhanced Businesses: Premium upgrades for Businesses purchasable with $WEALTH.
* Shields: Defensive purchases that reduce or negate losses from attacks.
* Lottery: High variance system where $WEALTH is risked for a chance at large rewards.
* Battles/Clan/Raids: Competitive play spending $WEALTH to attack and coordinate; phased deployment.
* Founding Credits: Special recognition of demo activity carrying forward a head start into the main game.