The Simpsons Game Play

Overview

Game Play is a play-to-earn style game app

SMG It is a native token of The Simpsons Game Play where players (users) received rewards for playing the game. Each player will receive a higher or lower reward depending on their game time and completed goals.

Users will be able to use the token to equip their characters within the platform for leveling up as well as abilities. Each user when registering on the game platform will receive a random game character. A limited number of characters and cities will also be available for sale via the website before the game's official launch. After the launch of the game, it can be marketed through the platform. Users will also be able to trade their characters, items and cities among themselves through an auction within the Game Play platform.

Note: When the Beta phase of the game is launched, the biggest SMG holders will be selected, after the Beta phase it will be released to the general public.

Starting

Getting Started

How to buy smg on pre sale

1. **go to the website**
   gameplaysmg.com

2. **Connect your wallet to the website**
   send the exact amount to the liquidity address and after this step the tokens will be sent to your wallet address. Trading currencies accepted initially will be USDT,BTC,ETH,BNB,SOL,LUNA.

3. **Download Game Play**
   Will be available for download on AppStore, PlayStore
   After downloading, you will register and create a new wallet or use
   an existing wallet, after this step send SMG to your wallet and enjoy the best
   play-to-earn game.

4. **Configuring your character**
   You will be able to configure your character using SMG to increase your skill levels.
   skills, items and accessories.
   Each user can have an unlimited number of characters, being able to acquire them by
   website, platform and or between users through auctions within the platform

5. **Build your city**

A limited number of cities will be available as well as the characters in the metaverse where each user can build their city.

6. **Reward**

Each user will receive their reward daily at 00:00h to which their wallet registered on the platform. The reward will be proportional to each user.

Pre sale

Definition

Game Token: SMG

Supply 5.000.000.000

Available pre-sale 500.000.000

Pre-sale price U$ 0,002

Minimum purchase U$ 5 (pre-sale)

Maximum purchase U$ 30.000 (pre-sale)

Exchange coins USDT,BTC,ETH,BNB,SOL,LUNA

Note: After the pre-sale is completed, the amount collected will be added to liquidity and the initial price of the token will be defined. In order that if at the end of the pre-sale the number available is lower than the one available, the price of the token can be launched at a lower price than the pre-sale. If the project reaches its goal, the launch price will be equal to the pre-sale price. So be aware of the risks of investing when investing.

Total Supply

Total Supply 5.000.000.000

Game-Fi Elements

Game Modes

Upon joining the game each user will gain a basic character. The game is based in the city of Springfield,

where each user (player) will have to unravel the mysteries that surround it; each level (stage) of the game is based on a random series from the show. Upon unraveling the mysteries, the player unlocks the next level and is rewarded with the game token. Upon completing level 10 of the game, in addition to the token, the player will also receive as a reward land aerials with which he can build his city and become ruler. Each area of land, cities, characters or items can be traded between players through the platform in the form of auctions where players advertise their items to whomever they wish. With each level, the difficulty increases gradually and upon completing level 50, the player will receive a new planet over which he will have total control (remembering that to achieve this feat, the player will have to have finished his city to which he will be able to transfer to this new world) For the new reality we recommend the use of Virtual Reality which will allow the player a unique experience taking you body and soul into the game. The character's energy is restored at 00:00hs each day, when the energy is depleted before the restoration, the player can use the energies and skills stored or acquire them through the platform. If the player wants to transfer the game domain as well as all the items and objectives conquered to another player, he can use the domain transfer platform (fees apply, check tax and fees system) The value of each character as well as items in the player's possession can be auctioned for the amount stipulated by their holder through the auction platform (fees apply, check tax and fees system)

Characters

1. **Description of the characters**
   A limited number of characters will be available for commercialization through the website, each user can purchase the number of characters he wants. At the end of the number of characters available, the only way to acquire them will be through another user to whom you can transfer the character's domain right. The default characters that each player will receive in the initial registration on the platform will have a limited energy and skills level which can be increased as the player passes the level, the player can also speed up this process by acquiring the energy and skills items. The characters acquired through the site will be transferred to the wallet address of the player to which he is connected on the platform, the player will have the domain to sell or transfer it. In case the player transfers or sells using the auction platform, the fee described in the item taxes and fees system will be charged. There is no character limit per player.

2. **NFT's boxes**
   Each level has a limited number of mystery boxes that can contain characters, items, cities, energy levels and abilities. As the number of boxes is limited, each player will have the right to only one mystery box per day. If the same player finds more than one mystery box, he will not receive the reward, thus leaving the opportunity to other players.

3. **Energy levels and skills**
   Depleting a character's energy or skill level will not prevent the player from continuing to play; this will only lower the character's abilities. If the player does not use the character's levels on the day, the energies and skills will accumulate for the next day.

4. **Characters available for pre-orde**r 250.000

Cities

1. **Cities**
   A limited number of characters will be available for commercialization through the website, each user can purchase the number of characters he wants. At the end of the number of characters available, the only way to acquire them will be through another user to whom you can transfer the character's domain right. The player will be able to use their characters in the construction of their city or acquire them ready through the platform (fees apply).

2. **Cities available for pre-sale** 100.000

Planets/Worlds

1. **Planets/Worlds**
   The first 50 players to reach level 50 of the game will receive as a reward a planet/world in which they will have complete control. The player can transfer his built city to this new world or he can simply sell it to another player. There will be no planets for sale. The planets will be the most valuable items in the game as it has a limited number, it will be up to each player to sell them for the value that suits them. This is a way to encourage the player to reach his goal as soon as possible.

Available 50
Note: Will not be available for sale, only to the first 50 players to complete level 50 of the game

Tax and Fee System

1. **Transactions**
   Every transaction made between players (buying and selling characters, items, cities, planets) will have ETH as currency. Any purchase within the platform, be it energy, skills, items, characters or cities, will have the SMG as currency, with ETH only being the transaction currency on the auction platform. Each and every purchase/sale transaction between players will have a 3% fee (sale and purchase fee)

Rate: 3%

Marketplace

Characters: 250k

Cities: 100k

Planets/Worlds: 50 (Not available for sale)

Spaceships: 50 (Limited to 1 item per player, planet holder only)

Yachts/ships: 1000 (Limited 2 item per player)

Vehicles: llimitado

Buildings: llimitado

Items, energy, skills, accessories: llimitado

Decentralized Wallet

1. It's built into the game

2. Supports multi-chain asset deposits (check assets)

3. It has a Swap (Trade) function with liquidity

4. Wallet backup function

5. Support NFT PFP (Profile Photo) display for ETH

Governance

The 3% Marketplace trading fee is reserved for the platform to support and improve the gaming platform.

Privacy

Game Play has no interest in profiting from our user data. We strictly follow the term privacy.