

Levlups Token White Paper

Why Levlups: Levlups token plans to power the crypto-gaming community (levlups army) a group of crypto enthusiasts and coders that will work on decentralized games powered by the token. The token will have many staking functions, which will unlock many in-game perks.

Tokenomics:

- 30% GitHub coders
- 20% for decentralized server owners
- 10% for airdrop
- 1% social influencers
- 19% NFT makers
- 30% gaming contest rewards

Details: token listed on Pancakeswap (low liquidity), listed on Sushiswap also, the token is on the BSC network, how the game will interact with the Levlups token is by connecting to web 3 wallets.

Features: Decentralized voting, decentralized multiplayer gaming using WebRTC technology, beacon signaling (WebRTC signaling), staking gaming rewards.

Legal: This project is for entertainment purposes, every fund collected is considered a donation to the project, you need to accept to lose all your funds. We are not liable for any inconvenience or circumstances.

Levlups Dream: A massive decentralized voxel game at first, that uses WebRTC and Binance smart chain. The game and gaming community that every game developer, dreams of.

Technicalities: first game is based on the noa engine on Github, written in javascript, multiplayer mode is using WebRTC technology to avoid hosting on costly servers, WebRTC uses browsers technology and is free!

Social networks:

- twitter: @levlups
- website: levlups.tech
- email: info@levlups.tech

Goal: The goal of this project is to be in the top 10 crypto projects with 5 years, to create the greatest game of all time, to create many revenue streams for gamers and crypto enthusiasts, examples are HODL the token, launch server by owning the token, with custom names, monetize the servers, create NFTs from the game and other ways community will monetize the project. Gaming will never be the same.

Urgent need from the community: we need liquidity providers for BNB/LVL, USDC/LVL, and others, need to pass the word around, need Youtubers to pass the message.