



# **SOL INVADERS ROADMAP**

**Supply: 5,000 NFTs**

**Presale Mint Price: 0.25sol**

**Public Mint Price: 0.75sol**

## **Royalty Distribution:**

**20% - InvaderDAO**

**40% - The Spaceship**

**40% - Building team**



# SOL INVADERS ROADMAP

## OCTOBER

### **OG COMMUNITY –**

OG community established. They will have access to the presale for a mint of a minimum of 1 NFT at a reduced mint price (0.25 SOL).

### **WEBSITE –**

Website will be released.

### **PRESALE (Now Nov 1st) –**

First 300 unique Sol Invaders will be released to our  
300 OG Invaders in

the discord server, any that do not get bought in the presale will be airdropped to random wallets that were involved in the presale.

# SOL INVADERS ROADMAP

## NOVEMBER

### **PUBLIC MINT -**

The release of the remaining 4,650 Sol Invaders (50 are to be held for the team). If the Invaders do not sell out after 1 week then the way forward will be discussed with a vote with the OG community.

### **DONATIONS -**

Post mint we will be donating a generous sum of money to 2 veterans charities, 1 in UK and 1 in USA, as we know we have a wide audience, the charities that we donate to will be decided by our Sol Invader holders. The more Invaders that are sold the more will be donated.

### **THE SPACESHIP -**

In the following days post mint, we will be setting aside 40% of all royalties to The Spaceship. The Spaceship will be a deflationary asset of our project. It will come around every so often and sweep the weakest Invaders off the floor to be killed (burned). Our target is to have 3,333 Invaders join us on the Invasion.

# SOL INVADERS ROADMAP

## DECEMBER COMMUNITY DAO -

We plan to use grape verification in our discord server to verify the wallets holding an invader which will give them access to our private community. In this community we will be holding regular polls to decide what NFTs to purchase for our community fund which will be used for giveaways and to potentially grow the fund further. We will be using the private community to make the majority of the decisions within the project, we believe this is the way forward as it keeps the community engaged and gives them a reason to be active other than just to chat to other holders.

## THE SPACESHIP UPDATE -

The Spaceship will continue to sweep and kill the weakest Invaders and until we reach the desired amount of Invaders for the Invasion.

# SOL INVADERS ROADMAP

## 2022 (Potential)

- Continue to grow the project's community
- Release of OG Invaders & Merch – the way the holders earn these will be announced at a later date
- New ways to reward holders...

# LFG INVADERS