Official Whitepaper of The Waking Dead (TWD) Token

1. Introduction

The world of cryptocurrencies is constantly evolving and growing. Among these, successful projects are those that not only bring innovative ideas but also have a strong foundation and a clear roadmap.

TWD Token aims to deliver a unique and profitable experience inspired by the thrilling universe of THE WALKING DEAD. It combines engaging gameplay, a reward-driven ecosystem, intelligent token burning, and purposeful market cap growth.

2. Project Goal

Our goal is to build an entertaining, community-driven, and fully transparent ecosystem that delivers a joyful gaming experience while also creating real economic value.

We believe the only way to survive in the crypto world is through trust, transparency, and an active community — the three core pillars of the TWD project.

3. TWD Token Introduction

Token Name: The Waking Dead
Symbol: TWD
Network: Polygon
Standard: ERC-20
Total Supply: 1,000,000,000
Decimals: 18

Technical Features:
- Minting is disabled: No tokens beyond the 1 billion cap will ever be created.
- Freeze and Pause functions are disabled: No one (not even the developers) can lock or halt the token.
- Ownership of the contract is fixed and immutable.

30% Team Token Lock:
To build trust, 300 million tokens (30% of total supply) have been transferred to a dedicated wallet and will remain untouched until December 30, 2026.
Wallet addresses and transaction hash are listed below:

• Amount locked: 300,000,000 TWD
• Lock duration: Until December 30, 2026
• From (project wallet): 0x79c6FB8920E6DB0D35aD2249f6F0F1F1c25B5637
• To (locked wallet address): 0xceB6Ca0D870D04aa2b6294536287772824418818

• Transaction hash:
0xb246c2e5d5870ace57284db0bc7ecff8cda7d4b5bd8be14291361a5d20602dae

Any transaction before the specified date would mean a breach of commitment and loss of community trust.

Secure Release and Sale Plan After December 30, 2026

Plan Details:

Total unlocked tokens: 300,000,000 TWD

Monthly percentage: 2.5% → 7,500,000 TWD per month

Total duration: 40 months (3 years and 4 months)

Monthly Sale Strategy:

- Sales are split over 10 consecutive days instead of releasing 7.5 million tokens at once:

  7,500,000 ÷ 10 days = 750,000 TWD per day

- Each day's 750K tokens are sold in 3 smaller batches (3 × 250,000)

- A portion of the sales is injected into the liquidity pool.

From each 750K, only 600K are sold. The remaining 150K are paired with equivalent value in USDT and added to the liquidity pool to strengthen market stability.

Example: If token price is $1, then 200K tokens are sold for $200K, and 50K tokens are paired with $50K to add in TWD/USDT liquidity.

(In addition to this method, we designed the **Smart Liquidity Engine** mechanism in the game to continuously increase the size of the liquidity pool higher and higher.)

- Monthly Transparency:

A report is published monthly in **Discord** with details including:

• Amount sold

• Average sale price

• LP added

• Remaining team tokens

4. Waking Dead Game Economy

Waking Dead is a real-time online battle game between two survivor teams. Players enter the game by paying TWD tokens, purchase equipment with USDT or TRX, fight against zombies and rival team, and upon eliminating the opponent, the winning team earns real rewards.

Entry Fee:

Each player pays 5,000 TWD per match.

Each round includes 10 players. 5 players lose their tokens while the 5 winners receive rewards.

Token Distribution:

From the 25,000 tokens lost by the losing team:

- 30% is burned
- 20% goes to the liquidity pool via **Smart Liquidity Engine**
- 50% (12,500 TWD) is distributed to the winning team (2,500 TWD per player on top of their 5,000 entry)

The percentages mentioned are for the early stages of the project. As the token burning rate increases, the above percentages will change according to the table below.

Burned Tokens Range	Burn %	Winner Distribution %	Liquidity Engine Allocation %
1 – 50 million	30 %	50 %	20 %
50 – 100 million	25 %	55 %	20 %
100 – 150 million	20 %	60 %	20 %
150 – 200 million	15 %	60 %	25 %
200 – 250 million	10 %	60 %	30 %
250 – 300 million	5 %	65 %	30 %
300 – 350 million	2 %	65 %	33 %
350 – 400 million	0.5 %	66.5 %	33 %
400 – 450 million	0.2 %	66.8 %	33 %
450 – 500 million	0.1 %	66.9 %	33 %
500 – 550 million	0.05 %	66.95 %	33 %
550 - 600 million	0.025 %	66.975 %	33 %
+600 million	0 %	67 %	33 %

System Benefits:
- Continuous Token Burning
- Increase in LP
- Direct Income for Users

5. Smart Liquidity Engine Mechanism

After each round, 25,000 TWD is collected from losers.

This is allocated as:
- 30% = 7,500 TWD burned
- 50% = 12,500 TWD to winners
- 20% = 5,000 TWD to project treasury

The 20% is used to strengthen TWD/USDT liquidity pools (e.g., QuickSwap), stabilize price, and build trust.

To prevent dump and ensure balance, we use the **Smart Liquidity Engine** which follows:

1. Treasury Accumulation:
After each round, 20% is sent to a temporary treasury. Activated once it holds at least 20,000 TWD.

2. 12-hour Cycle:

Half the treasury is sold in 12 hourly batches. Each hour: 1,667 TWD is sold using a pricing algorithm or control bot. USDT is held temporarily.

3. Final Injection:

Remaining 10,000 TWD + collected USDT are added to the QuickSwap LP.

Benefits:

- Smart selling → no dumps
- Continuous liquidity → price stability
- Full transparency → daily Discord reports

In addition to stabilizing the value of the token, this mechanism makes the ecosystem resilient to sudden price fluctuations.

6. Monthly Rewards and Rankings

TWD rewards are equally shared among winners. However, to ensure fairness, top players are ranked based on kills, wins, damage, and activity.

Each month, top 3 ranked players receive USDT rewards funded by in-game equipment sales. Ranking and rewards table are displayed live in-game.

7. Roadmap

Phase 1: Launch (Completed ✅)

- Tokenomics design
- Contract deployed and verified
- Branding and logo
- Social media creation
- Team token lock

Phase 2: Community & Infrastructure (Completed ✅)

- Full Discord server setup + roles
- Attracting early members
- Launching outreach campaigns
- Official website launch

Phase 3: Listing & Liquidity (Ongoing 🚧)

- Launch liquidity pool
- List on QuickSwap
- Submit to CoinGecko & CoinMarketCap

Phase 4: Game Development (Coming Soon ⏳)

- Alpha version design
- Implement combat logic + WebSocket
- Equipment system & durability

- Early VIP user testing

Phase 5: Release & Expansion (Coming Soon 🎮)

- Android version launch
- Referral system
- Cosmetic items & possible NFTs
- Seasonal events & special rewards

8. Contact Us

Website: www.wakingdeadtoken.com
Discord: https://discord.gg/2CxnDTpb
Telegram: t.me/TWDToken_official
Twitter (X): x.com/TWD_Token
Instagram: instagram.com/wakingdeadtoken
Email: info@wakingdeadtoken.com