



WSG





Overview

Wall Street Games is a next generation hybrid blockchain-based online gaming platform, where players battle each other in fun simple games for rewards in cryptocurrencies.

Two players test their skill in various games. There is always a winner and a loser. Which one are you?

The players select a specific game, deposit tokens of their choice and battle to win the bet.

No gambling will ever be involved on this platform. All games are skill based!

Games

Easy to understand, playable with as **few** as possible **controls**, **short game duration**, winner decided by the highest score reached, **fun to play!**

Rules

- Each player can play 10 games per day by default
- For more games the user needs to hold or stake an amount of tokens in his wallet/on the platform:

Holding \$25 or more worth of WSG = + 10 games/day,
Holding \$75 or more worth of WSG = + 40 games/day,
Holding \$150 or more worth of WSG = +100 games/day,
Holding \$300 or more worth of WSG = **Unlimited games/-**

Rewards

Game flow:

- Min deposit 10\$ - Max deposit unlimited.
- 94.5 % of the amount deposited goes to the winner.
- 5.5 % goes to the treasury fund if there are no referrers.
- 5.0 % goes to the treasury fund and 0.5 % is split between referrers.

If win was caused by a timeout of the enemy, the player wins 90 % and 10 % goes to the treasury (If the player has a referrer, 0.5 % goes to him and 9.5 % goes to the treasury).

Referrals:

- Unlimited referrals,
- Win or lose a match, 0.5 % (or 0.25 % if both players are referred) goes to the referrer.

Deposit fee:

- A 1.0 % deposit fee is active on all deposits which is used to cover blockchain network costs (to start games & declare winners)

Treasury

Rewards will periodically be given out of the treasury to the best players on the platform.

Ranks

Amount of tokens you hold will determine your rank. (Various perks based on rank):

- Less than 500\$ = rank D
- Less than 2000\$ = rank C
- Less than 5000\$ = rank B
- Less than 10000\$ = rank A
- 10000\$ or more = rank S

VIP group

Players above rank B get:

- Access to exclusive telegram chat,
- Lounge for bigger investors.



Tokenomics



Total supply: 1,000,000,000,000 WSG

Fundraise: 13.50 % (135,000,000,000,000 WSG)

Marketing: 31.50 % (315,000,000,000,000 WSG)

Rewards: 30.00 % (300,000,000,000,000 WSG)

Foundation: 15.00 % (150,000,000,000,000 WSG)

Liquidity: 10.00 % (100,000,000,000,000 WSG)

Private sale


- 60,000,000,000,000 WSG tokens at the price of \$0,00000001250 per WSG which is 44.44 % of fundraise.
- Maximum \$5000 per user.

IDO

- 75,000,000,000,000 WSG tokens at the price of \$0,00000001667 which is 55.56 % of fundraise.
- Minimum 2 BNB and maximum is 40 BNB per user.

Marketing

Tokens reserved for:

- Marketing,
 - Promotions,
 - Collaborations,
 - Exchange listings,
 - Partnerships,
 - Future development.
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315,000,000,000,000 WSG Tokens which is 31.50 % of total supply.



Rewards

Supply reserved for community incentives including staking & liquidity pools, community organised events, hackathons and other activities.

300,000,000,000,000 WSG Tokens which is 30.00 % of total supply.

Foundation

Tokens allocated for current team members and future hires. Tokens are locked & released in time periods to show long-term commitment.

150,000,000,000,000 WSG Tokens which is 15.00 % of total supply.

Liquidity

Supply deployed to provide liquidity for decentralized and centralized exchanges.

9,250,000,000,000 WSG Tokens for initial liquidity at JulSwap.

100,000,000,000,000 WSG Tokens which is 10.00 % of total supply.



Roadmap

2022



Q1

Q1 2022

- Redesign of the platform & further game development
- Mobile app on Android & iOS platforms
- Partnerships with leading blockchain gaming platforms

2021



Q4

Q4 2021

- Launch on other blockchains
- Heavy user acquisition vol. 2
- Integration of community made games
- WSG Event

2021



Q3

Q3 2021

- NFT Collectibles launch
- Adjustments/redesign of games
- Community game development SDK
- Major exchange listing

2021



Q2

Q2 2021

- Platform launch on BSC
- Start of marketing campaigns
- Community votes & engagement metrics adjustments
- Heavy user acquisition vol. 1
- Release of 5 games on the platform

