

SUPER
Meme
FIGHTER

FIGHT PAPER



VERSION 1.0

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1.

INTRODUCTION

Super Meme Fighter is a unique online gaming platform tailored for meme coin enthusiasts and their communities. It combines gaming, meme culture, and blockchain technology to create an entertaining experience. Players can battle with characters inspired by popular meme coins, competing for both fame and valuable rewards. Super Meme Fighter is all about bringing gaming and cryptocurrency fans together, celebrating the creativity of the meme coin movement, and providing a secure, transparent space for competition.

Vision

Become the leading memecoin platform where communities connect and compete, trade and earn. The goal: to flip the \$2T gaming industry with meme coins.

Mission

Deliver entertainment to meme coin communities by providing a fun, competitive gaming platform where holders actively challenge each other, showcase their skills, and earn rewards, all while strengthening their community connections.



2.

MARKET ANALYSIS

The meme coin landscape is currently underserved on an entertainment level. Platforms like Dexscreener, Twitter, and Uniswap are the primary spaces for holders to engage. There is a clear opportunity for a platform where holders can compete, showcase their skills, promote their favorite coins, and earn rewards - a concept not yet fully realized in the market. With approximately 10 million meme coin holders worldwide, the demand for entertaining experiences is significant.

Meme coins have seen a remarkable rise in popularity, with the top coins reaching a combined market cap of over \$40 billion at their peak. This surge is fueled by strong community engagement and the viral nature of social media. Despite this, there is a notable lack of entertainment options that leverage the meme coin trend.



#	meme coin	Market cap (in Bln USD)	Blockchain	Wallet holder
1	Dogecoin	15.3	Dogechain	6.900.000*
2	Shiba	8.5	Ethereum	1.402.580*
3	Pepe	3.5	Ethereum	273.594*
4	dogwifhat	1.7	Solana	176.016*
5	Bonk	1.4	Solana	753.003*
6	Floki	1.2	Ethereum	79.722*
7	Brett	0.9	Base	577.288*
8	Popcat	0.57	Solana	62.859*
9	MOG	0.52	Ethereum	29.619*
10	Book of Meme	0.49	Solana	83.926*

* <https://www.techopedia.com/top-10-dogecoin-owners>
& <https://dexscreener.com/>

A meme coin character based fighting game offers holders a new way to engage with their favorite tokens while earning rewards. By tapping into this market, Super Meme Fighter aims to set a new standard in the meme coin ecosystem by offering a dynamic and rewarding experience to millions of users.

3. GAMEPLAY MECHANICS

The Super Meme Fighter platform offers two ways for players to get involved. The first is through community battles, where two meme coins face off for 24 hours. Before the battle begins, you can place a bet on your favorite meme coin. If your choice wins, you'll earn points. Once the battle starts, you play with your favorite character representing your chosen meme coin. You can then help your meme coin win by buying, tweeting or attacking the opponent.



Arcade Game (GYM)

Super Meme Fighter features a fast-paced, arcade-style game where players can choose from a roster of meme coin characters. Unique characters inspired by popular meme coins, providing a fun and relatable gaming experience. Each character has unique abilities and special moves, offering a diverse and strategic fighting experience. Players can compete in various modes (Gym fights, one-on-one battles, tournaments and special events). Those points will be collected during a season and converted into \$SMF Tokens at the end of each season.



4.

TOKENOMICS

Super Meme Fighter's tokenomics are strategically designed to create a robust and sustainable ecosystem. A significant portion is dedicated to liquidity, ensuring the stability and smooth trading of tokens. A substantial share is allocated to community rewards, driving player engagement and fostering loyalty throughout the game's seasons. The treasury fund supports crucial activities like CEX listings, marketing initiatives, and ongoing development efforts. Lastly, a reserved portion for the team underscores their long-term commitment to the project's growth and success.

Contract Details

Chain: **Base Chain (Ethereum L2)**

Name: **Super Meme Fighter**

Ticker: **SMF**

Total Supply cap: **yes**

Total Supply: **1.000.000.000 SMF**

Presale: **no**

Tax: **no**

Renouncing after creation: **yes**

Can burn: **no**

Can mint: **no**

Trading cooldown: **no**

Blacklist: **no**

Whitelist: **no**

Max balance per wallet: **no**

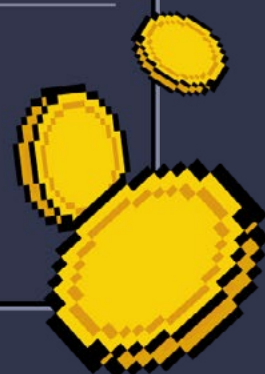
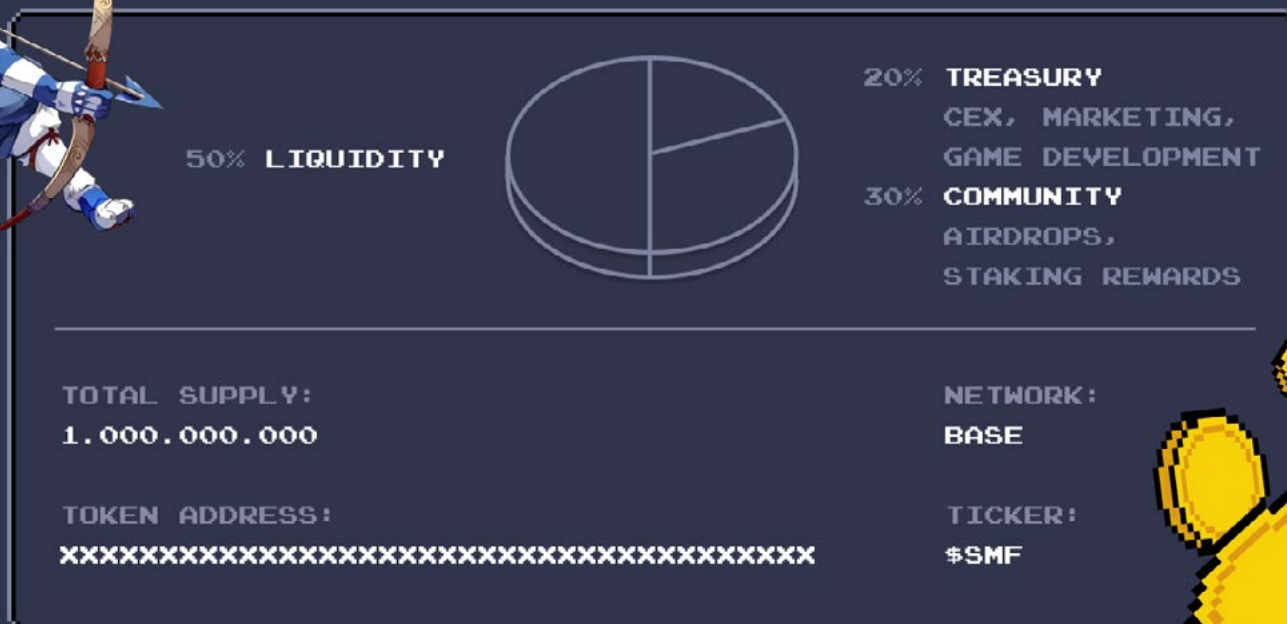
Holder Rewards (Reflection Token): **no**

Disabled trading after adding liquidity: **no**





FAIR LAUNCH. NO TAX. NO BULLSHIT.



Token Distribution

50% Liquidity

(500,000,000 tokens):

Ensures stability and availability for trading.

30% Community Rewards (Airdrops & Staking Rewards)

(300,000,000 tokens):

Incentivizes player engagement and loyalty throughout the seasons.

20% Treasury

(200,000,000 tokens):

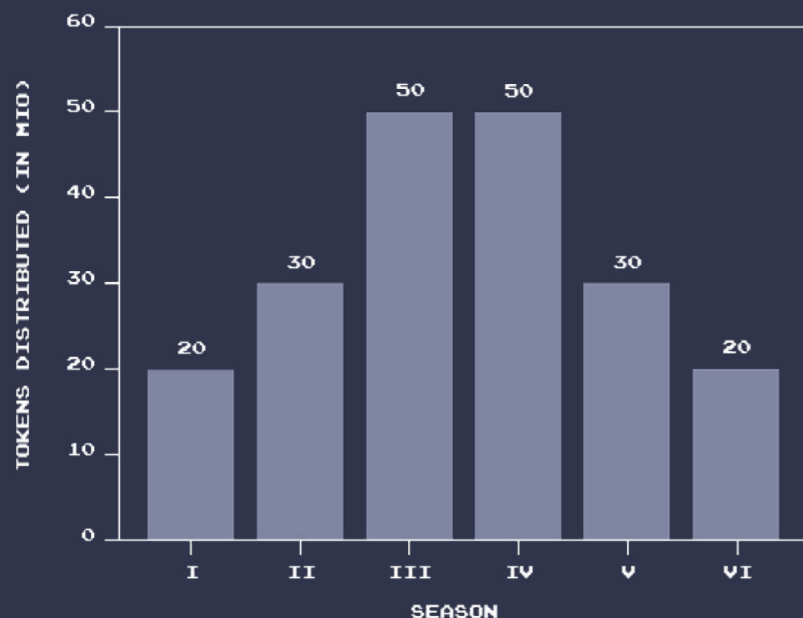
Allocated for CEX listings, marketing and development.

Liquidity

50% of the total supply of the Super Meme Fighter Token is dedicated to liquidity, ensuring smooth trading and price stability. This liquidity is primarily provided to decentralized exchanges (DEXs) and other trading platforms, making it easy for users to buy, sell, and trade the token. By maintaining a strong liquidity pool, Super Meme Fighter aims to reduce price fluctuations and enhance market depth, providing a reliable trading experience for all players and investors. This approach also supports the long-term growth and sustainability of the Super Meme Fighter ecosystem, encouraging greater participation and confidence in the token.

Community Rewards

The rewards distribution in Super Meme Fighter follows a bell curve approach across the game's seasons. A season has a duration of ~3 months where players can collect points which will be converted into \$SMF tokens at the end of each season. This strategy is designed to gradually increase player incentives, peaking at the mid-seasons, before tapering off towards the later seasons. This structure encourages sustained player engagement, with the most significant rewards available during the game's peak periods, motivating players to remain active and competitive throughout the entire cycle.



Staking Rewards

Additionally, 10% of the total token supply will be allocated for staking rewards over a 24-month period, providing users with an incentive to hold their tokens and earn yield.

Throughout the staking period, users will have the flexibility to stake, restake, and unstake at any time, without any timelocks. Staking rewards can also be claimed at any time and as often as desired.

Treasury

The Super Meme Fighter Token Treasury will be initially managed by the core team and will hold 20% of the total token supply. To ensure the security and integrity of the treasury,

it will be safeguarded by multi-signature (multisig) wallets, requiring multiple approvals for any transactions, thereby reducing the risk of unauthorized access.

Additionally, the treasury's smart contracts will undergo regular audits to identify and mitigate any vulnerabilities.

The treasury will also be strategically diversified into other major crypto assets like USDT/C, ETH and BTC to enhance stability. Once the planned eight seasons of gameplay are completed, the treasury will be used to further incentivize players, fostering ongoing engagement and ecosystem growth. The management and allocation of the treasury will be transparent, with periodic updates provided to the community to maintain trust and accountability.



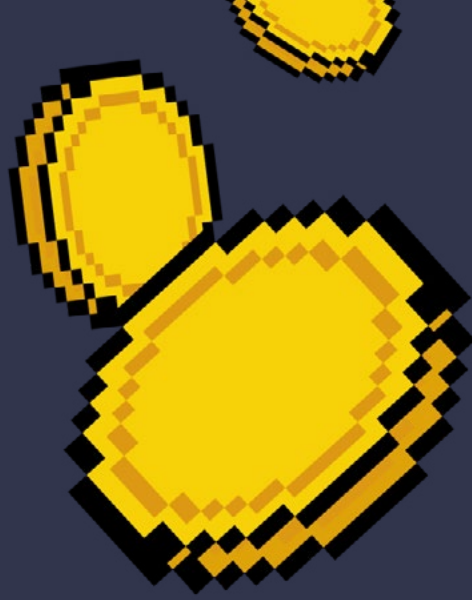
5.

POINT SYSTEM

The next table outlines various actions and categories related to a specific activity, detailing the corresponding restrictions and the points that can be earned. It includes scenarios such as participating in fights, placing bets, and engaging in activities like tweeting and referrals, with different point allocations based on the difficulty or success of the action. The categories and actions are designed to reward users based on their involvement and achievements, offering a structured way to accumulate points within the platform.

Category	Action	Restrictions	Points
Meme vs Meme	Buy meme coin	-	Value in USD * 10
	Tweet fight	Once every 2 hours	100
	Launch attack	Once every hour	10
	Win fight	-	500
	Place a bet	-	50
	Tweet a bet	-	100
	Win a bet	-	250
Gym	Win a fight	Easy mode	10
		Normal mode	20
		Hard mode	50
		Impossible mode	100
Referral*	Referred user	-	10.000
		-	10% of this users points

* To prevent fraud and ensure that referral rewards are granted only to genuine new users, criteria have been implemented to verify the legitimacy and engagement of referred accounts.



Minimum Activity Requirement

Referred users must complete specific in-game activities to reach a minimum of 10,000 points. Once they meet this threshold, the referring user will receive a 10,000-point boost and earn 10% of the referred user's points, without the referred user losing any of their points.

This system ensures that new users actively engage with the game, rather than creating accounts solely to earn referral rewards.



Special Events for Extra Points

In addition to the regular point-earning actions, each season of Super Meme Fighter will feature special events that offer players unique opportunities to earn extra points. These events are designed to recognize outstanding performance, creativity, and community involvement. Here are some examples:

1. Top Referrer of the Week:

Each week, the player who brings in the most new users will earn a significant points bonus, rewarding those who actively help grow the community.

2. Winning Streak Challenge:

Players who achieve the longest winning streak in fights during a designated period will receive an extra points boost, highlighting their consistency and combat skills.

3. Top Scorer of the Week:

The player who accumulates the most points throughout the week across all activities and events will receive a substantial reward, recognizing their dedication and all-around performance.

4. Meme Champion of the Week:

Players who won the most fights using a single meme character will be crowned the Meme Champion, earning special points rewards for mastering their favorite character.

5. Social Media Maven:

Players who generate the most engagement from their social media posts about Super Meme Fighter, such as likes, shares, or retweets, during a specific week will be awarded extra points for promoting the game.

6. Community Hero:

Players who contribute the most to the community by providing helpful tips, tutorials, or assisting newcomers in forums or social channels will receive bonus points, fostering a positive and supportive environment.

7. Themed Fight Night:

On specific nights, players will be encouraged to use meme characters that fit a particular theme (e.g., animal memes, historical memes). Winning fights with these themed characters will earn extra points, adding an element of fun and creativity to the competition.

These events are designed to provide diverse opportunities for players to earn extra points, showcasing their skills, creativity, and community spirit throughout each season of Super Meme Fighter.



6.

ROADMAP

Phase I - Foundation & Core Features (completed)

- Onepager: Developed a comprehensive one-page overview of the project.
- Social Accounts: Established presence on social media platforms.
- Content Campaign: Initiated a content campaign with daily posts/tweets.
- Fightpaper: Published the detailed white paper ("Fightpaper").
- Token Launch and Listing: Launched the token and listed it on services like Dexscreener and Moontok.
- Main Page: Developed a functional and playable main page (frontend + backend).
- Meme Fight Mode: Enabled Coin vs Coin battles.
- Meme Fighter Gym: Created training areas for meme fighters.
- Point System: Implemented a point system for ranking and rewards.
- Referral Program: Launched a referral program to incentivize new user growth.



Phase II - Engagement & Expansion (in progress)

- Challenger Fights: Introducing Player vs Player fights.
- NFT Collection: Creating an NFT collection of meme characters.
- Ambassador Program: Recruiting ambassadors to promote the project.
- AMA Sessions: Conducted regular AMA sessions on X.
- Telegram Bot: Developing a bot for upcoming fights to keep users informed and engaged.
- Community Rewards Season #1: Conversion and payout of earned points from Season #1 in \$SMF Token.



Phase III - Monetization & Diversification

- Mobile Apps: Developing a mobile app for iOS and Android to enhance accessibility.
- Betting: Enabling betting on Challenger and Meme Fights to increase user engagement.
- Fighter Launchpad: Launching a platform for new fighters to enter the game.
- Booster NFTs: Introducing booster NFTs for in-game staking and enhanced gameplay.
- Ringside Commentator: Adding ringside commentators for a more immersive experience.
- Chat Functionality: To improve player interaction earlier in the project's development.

Phase IV - Advanced Features & Community Building

- Integration of Analytics Tools: Implementing tools to track user engagement, gameplay statistics, and feedback to optimize future updates and features.
- Strategic Partnerships in Blockchain and Gaming: Forming alliances with blockchain platforms, gaming communities, and influencers to boost visibility and credibility.
- Decentralized Governance Introduction: Gradually introducing decentralized governance to empower the community in decision-making processes.
- More Characters: Continuously adding new meme characters to keep the game fresh.
- Community Contests: Organizing community contests to increase engagement.
- Marketing Partnerships: Establishing marketing partnerships to expand reach.
- CEX Listings: Listing the token on centralized exchanges.

Ongoing Tasks Across All Phases:

Integration of Analytics Tools:

Implementing tools to track user engagement, gameplay statistics, and feedback to optimize future updates and features.

Strategic Partnerships in Blockchain and Gaming:

Forming alliances with blockchain platforms, gaming communities, and influencers to boost visibility and credibility.

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COMMUNITY & MARKETING STRATEGY



From a planning perspective, the Super Meme Fighter team will focus on the following strategic measures to grow the user base:

1. Forge Partnerships with popular meme coins:

Initiate collaborations with leading meme coins, involving co-branded events, exclusive in-game characters inspired by these coins, and joint promotional campaigns to engage their established communities and draw them into the Super Meme Fighter ecosystem.

2. Engage Gaming Influencers and Streamers:

Target influential gaming and crypto-focused streamers to create engaging content, host live streams, and organize tournaments. These activities will be designed to increase platform visibility and user engagement.

3. Partner with Cryptocurrency Exchanges:

Form listing partnerships with major crypto exchanges, integrating in-game tokens, running targeted promotional campaigns, and leveraging the exchanges' user bases to increase platform visibility and attract new users from the trading and investment communities..

4. Integrate with NFT Marketplaces:

Collaborate with leading NFT platforms to incorporate in-game items as NFTs, opening up new revenue streams and attracting NFT enthusiasts, thus creating additional layers of engagement for users.

Services and Platforms

To achieve the aspired user growth driven by the five strategic measures, the following platforms and services will be utilized:

1. Partnerships with Popular meme coins:

Social Media Platforms: Twitter, Reddit, and Telegram are essential for reaching the communities of popular meme coins. These platforms will be used for joint announcements, community engagement, and promotional activities.

Co-Branded Campaigns: Use services like degenscore.com for running co-branded campaigns or competitions that incentivize meme coin holders to participate in Super Meme Fighter.

2. Engagement with Gaming Influencers and Streamers:

Streaming Platforms: Twitch and YouTube Gaming will be the primary platforms for influencer partnerships, hosting live streams, and tournaments that showcase the game.

Influencer Marketing Services: Utilize platforms like Upfluence or AspireIQ to identify, manage, and collaborate with influencers who align with the gaming and cryptocurrency niches.

3. Partnerships with Cryptocurrency Exchanges:

Cryptocurrency Exchanges: Collaborate with major exchanges such as Coinbase or Kraken for token listings and promotional campaigns. These platforms can also be used to run trading competitions that incorporate Super Meme Fighter.

Exchange Marketing Services:

Use CoinMarketCap or CoinGecko for promoting new token listings and exchange-related events to a broad audience of crypto enthusiasts.



4. Integration with NFT Marketplaces:

NFT Marketplaces: Platforms like OpenSea will be used to list and trade in-game NFTs, providing a marketplace for players to buy, sell, and trade their in-game assets.

Blockchain Platforms: Utilize the BASE chain for creating and managing NFTs, ensuring they are securely integrated into the game.



LEGAL & COMPLIANCE



Cryptocurrency Investment Risks

Investing in cryptocurrencies carries a high level of risk, including potential loss of capital. Before making any cryptocurrency investments, carefully evaluate your investment goals, experience, and risk tolerance. You may lose some or all of your initial investment, so only invest money you can afford to lose.

Cryptocurrency values and their returns can fluctuate, and there are no guarantees. Factors such as market conditions, technological developments, regulatory changes, and geopolitical events can significantly affect cryptocurrency prices. The risk of losing money always exists when investing in securities or other financial products. Investors should reassess their investment strategies and consult with an independent financial advisor if they have any concerns.

Geographic and regulatory considerations

Cryptocurrency regulations vary greatly from one place to another. In many countries, the legal status of cryptocurrencies, tokens, ICOs, and other digital assets is still unclear or constantly changing. It's up to you to find out if you're legally allowed to invest in \$SMF and participate in the Super Meme Fighter ecosystem based on where you live, your nationality, and any other relevant factors.

Please remember that this document is not meant to be an offer, solicitation, or recommendation to buy or sell any financial instruments or to engage in any particular trading strategy in places where such activities are illegal.

It's important for all participants to know and follow all applicable laws and regulations in their respective regions, including any changes to those laws. You should get advice from legal, tax, or other professional advisors as needed.

Super Meme Fighter, the website, the \$SMF token, and this Fightpaper do not comply with UK Crypto Regulations, which makes the project unsuitable for people in the UK. If you're in the UK and are looking at this site or the Fightpaper, please be aware of this restriction.



9.

CONCLUSION

Super Meme Fighter offers a fresh approach to gaming by combining the fun of arcade fighting with the innovative capabilities of blockchain technology. Leveraging the popularity of meme coins and a play-to-earn model, it provides players with a unique and enjoyable experience that is both entertaining and rewarding.

Be a part of the Super Meme Fighter experience, where gaming meets blockchain in a fun and engaging way. Discover a game that entertains while offering new opportunities for players. Get ready to jump in and enjoy the action!





THANKS FOR
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