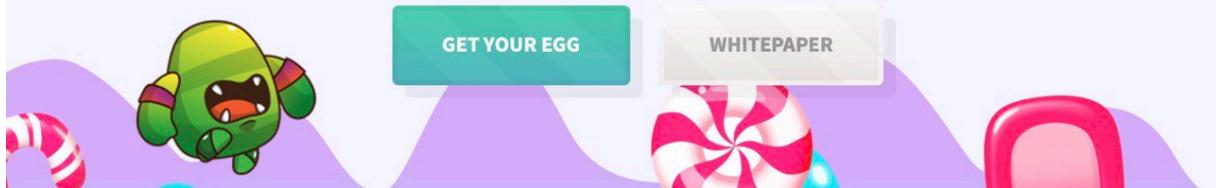




WELCOME TO EGGIES WORLD

Feed, raise and love your EGG / Monster entirely on the Tron network. Your new best friend needs your attention to hatch and gain rewards.



Whitepaper

Eggies.world is a pro-active game based entirely on blockchain technology. We are creating an interactive game and platform that leverages the unique characteristics of the blockchain for Measuring, In-game translation / Pro-activity, Gameplay and Player Rewards.

Eggies.world will be played by, invested in and evolved through the support of our community. We seek to enrich the gaming experience through the interactive nature of the blockchain. This platform will allow for a truly immersive gaming experience in which real world actions are not only visible on our platform, but on the Tron Blockchain as well.

Eggies.world will push the barrier of gaming beyond fixed platforms by allowing the community to contribute through the simple exchange of tokens on any Tron wallet or exchange platform.

Game website: <https://www.eggies.world/>

Twitter: <https://twitter.com/EggiesEGG>

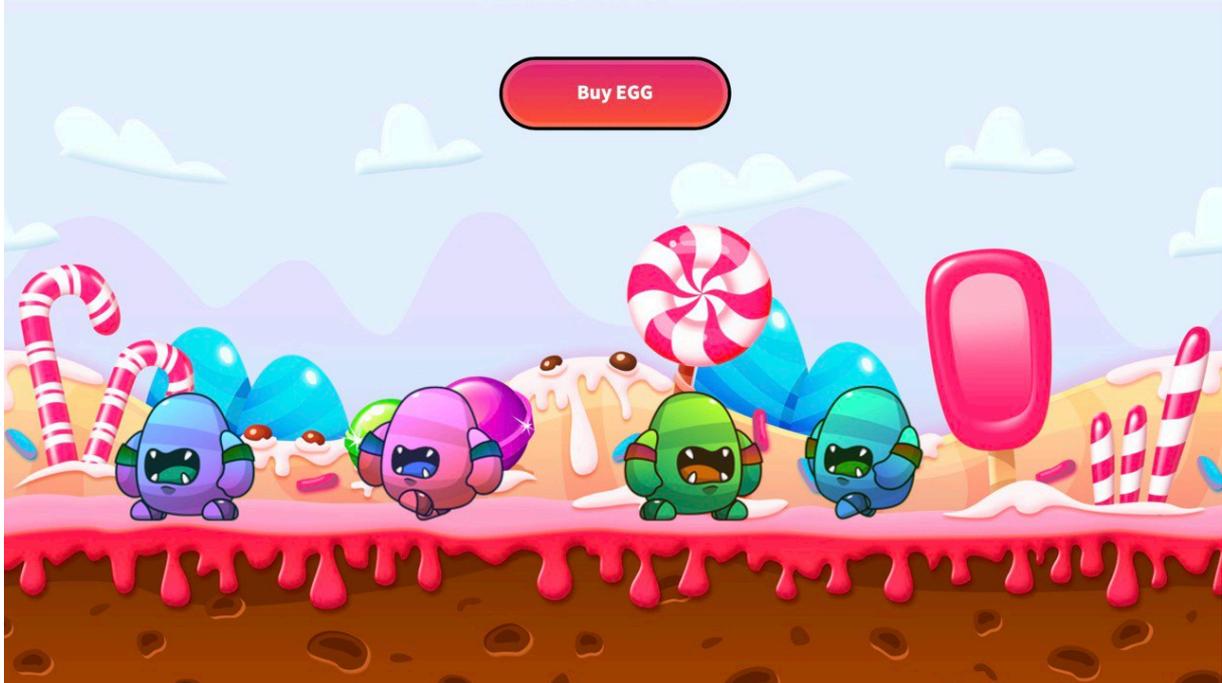
Telegram: <https://t.me/Eggiesworld>

EGGIES WORLD

WELCOME TO EGGIES WORLD

Feed, raise and love your EGG / Monster entirely on the Tron network. Your new, Tamagotchi like, best friend needs your attention to hatch and gain EXP. Start playing now and get your EGG.

Buy EGG



Tokens

EGG token (EGG)

A total of 100,000 EGG tokens are created to represent the in-game EGGs / Monsters. These tokens will represent the limited supply of EGGs / Monsters at the start of the game as 1 EGG = 1 EGG / Monster in-game.

In-game, players can only play with one EGG / Monster per public Tron address. If multiple EGG tokens are held, only one EGG token per address will be active for gameplay. If a player wishes to play with more EGGs / Monsters they may open an additional Tron address and deposit an EGG token to their new address to start playing an additional EGG / Monster.

At any time Eggies.world players may choose to sell their EGG tokens back to the game with a refund of 1000 TRX. Players are free to trade sell or buy EGG tokens from each other at their own discretion.

Tronscan: <https://tronscan.org/#/token/EGG/TSe4x43GyEJ6xyi5kVzAhdhkhAZA2TuZJk>

SEDEGG token (SEGG)

SEDEGG tokens have been distributed to a limited supply of investors during the investment period. A maximum of 100 of such EGGS will exist and carry unique properties, characters and colors.

Tronscan: <https://tronscan.org/#/token/SEDEGG/TJEDEi1hQTGVGzrqyvBssV46tbSv23cP2W>

EXP token (EXP)

EXP tokens are created to measure all in-game modification activities such as: XP, EGG / Monster stats and Items.

Tronscan: <https://tronscan.org/#/token/EXP/TGWxVNfN5S5vsBZaBV5Yw7gPqRkCU8TVRJ>



EGGITY token (EGGTY)

Shares are distributed in EGGITY tokens, for 1 TRX you will receive 1 EGGITY token and for 1 SEED you will receive 4 EGGITY tokens. EGGITY tokens will be distributed amongst investors for theirs to keep, trade or sell. Eggies is not responsible if a shareholder loses their address or private key.

Tronscan: <https://tronscan.org/#/token/EGGITY/TUtmJ1p1rBFd6XxGPRXxqoTW7qVEWpWNYX>

Measuring activities

Egg, Item and token movements on Eggies.world will be entirely measured on the blockchain to automatically produce an in-game translation. This measuring and tracking system will leverage tronscan.org and continuously monitors the status of EGGs / Monsters, Items and more.

In-game Translations will be governed by a code list which contains all translations of the preferred codes. The shown example list will provide the starting list of items and functions. All codes are connected to a listed amount of TRX. These TRX amounts will be measured on tronscan.org and translated into Eggies.world. For example:

Player A; Transfers 10.001 TRX into the game; the player will receive 1 Small Apple that feeds his monster.

The code example list below, will expand overtime and will be changed where needed. Community activities will be held to get information about additional items or functions.

Market	CODE / TRX	XP	HP	Clothing	CODE / TRX	XP	HP
Small Apple	1.001	100 xp	10 HP	Hat 1	5.005	none	none
Normal Apple	2.001	250 xp	25 HP	Hat 2	5.006	none	none
Big Apple	5.001	500 xp	50 HP	Hat 3	10.002	none	none
Small Fish	1.002	100 xp	10 HP	Hat 4	10.003	none	none
Normal Fish	2.002	250 xp	25 HP	Hat 5	25.003	none	none
Big Fish	5.002	500 xp	50 HP	Sweater 1	5.006	none	none
Small Meat	1.003	100 xp	10 HP	Sweater 2	5.007	none	none
Normal Meat	2.003	250 xp	25 HP	Sweater 3	10.004	none	none
Big Meat	5.003	500 xp	50 HP	Sweater 4	10.005	none	none
Poison	10.001	Dies in 3 days	none	Sweater 5	25.004	none	none
Antidote	10.002	100% better	none	Shoes 1	5.008	none	none
Rotten Apple	5.004	1 time a day	- 50 HP	Shoes 2	5.009	none	none
Rotten Fish	5.005	1 time a day	- 50 HP	Shoes 3	10.006	none	none
Rotten Meat	5.006	1 time a day	- 50 HP	Shoes 4	10.007	none	none
Food Shield	25.001	24 hours	none	Shoes 5	25.005	none	none
Poison Shield	25.002	24 hours	none	Necklace 1	5.010	none	none
Small Walk	1.004	100 XP	none	Necklace 2	5.011	none	none
Normal Walk	2.004	250 XP	none	Necklace 3	10.006	none	none
Big Walk	5.004	500 XP	none	Necklace 4	10.007	none	none
				Necklace 5	25.006	none	none

**The above mentioned codes are indicative and real game play can diverge / new items or features can be added.*

TOKEN FEEDING

Your Monster can eat every Tron based token on the market. Each token will have a positive or negative effect on your current monster's stats. Your monster can get nauseous or feel awesome by feeding it the tokens it hates or loves.

+3 PWR

PERMANENTLY INCREASE



Token feeding

Food tokens

Players are free to send every token they'd wish from their EGG/Monster wallet to the Eggies.world game wallet. Every token will have a different result on a monster and can be positive or negative.

Food menu

A food menu will be available for players to buy their food items from. The food menu will include Eggies.world food tokens and partner food tokens. By simply clicking on a food item it can be bought directly and it will show up in the players bag.

Players bag

Players will receive their food tokens and other storable items in their bag. This bag is usable to store items bought in bulk, collect items or feed their EGG/ Monster.

HATCH YOUR EGG

Your new best friend needs your attention from day 1 to stay alive. All Eggs are unique and if you like your new best friend, you will have to keep your EGG alive. When starting over you will get another colored based new friend.



Gameplay

Pro-activity

Eggies.world is created on a pro-activity base which will keep players to play to stay alive. A players EGG / Monster will act as a living creature and can stay alive 7 days without attention. Though EGG / Monster tokens are never lost, an EGG / Monster can “die” requiring a player to start over, sell or trade their token.

Login

Players can privately login into their wallets without any data being saved on a server. Eggies.world will never ask for wallet information, this means your wallet will always be private and a player has 100% control of their EGG / Monster.

XP Rank

Every EGG / Monster will receive an XP rank. An EGG / Monster will gain XP by feeding, walking and other future activities. This XP is utilized to generate player rewards in the form of TRX.

The EGG

After receiving one or more EGG token(s) a player receives a real time EGG on Eggies.world. Players will need to “warm” their EGG for 1 week to hatch it. Players will provide warmth by pressing the warmth button underneath the EGG on the hatching screen until the warmth meter is full. A full meter gives the EGG 24 hours of warmth.

EGG stats such as Weight, Length, Type, Strength, Weakness, Mood, XP and HP will be maintained in addition to allowing players to name their EGG.

The Monster

After hatching the EGG, a monster will appear and the second phase of Eggies.world begins including Feeding and Play. Players can track their monster status and rank and compare them with others on the monster page.

Store

To Feed, Protect, Poison or Personalize their monster players can buy items in the store. Some items will have limited supply to improve the gameplay.

Marketplace

Players can trade or sell your EGGs / Monster to other players. Trading outside the Marketplace can lead to loss of EGG / Monsters stats.

EGG / Monster Rank

A rank page will be created to show the rank of the Players EGGs / Monsters. Here you can search for EGGs / Monsters and view / compare stats of other players EGGs / Monsters.

The Gym

At the Gym players can train their monsters abilities and gain XP. Training will be possible in different classes from small, normal and a big training.

Battle Arena

The place to fight, bet, challenge other players, join clans, start / join a competition and gain XP. All stats and logs will be available of individual players or groups.

Environments

Players can switch between their EGG / Monster environment. Each environment will have a special effect on the players EGG / Monster, which will change the EGG / Monster stats.

Game map

The interactive game map will show the Market, The Park and Ranking page. By clicking an area, a desired function will show.

PLAYER REWARDS

Your in-game friend will earn you rewards based on XP. Gain XP by feeding, raising and loving your EGG / Monster. All player XP stats will be shown in a list to view your current position.

20k

SEED & GROWING



Player rewards

Players will earn a daily reward based on their “Rank”. This daily stake pool will increase due to Eggies.world earnings. Only active EGGs will receive daily rewards; players will need to play in order to receive daily rewards.

Eggies.world earnings

Items sold, activities, battle fees, marketplace fees, customizables and token partnerships will increase the stake pool which will increase player rewards. Earning of Eggies will be used to vote for the Tron super representative “Sesameseed” to generate SEED token rewards. These rewards will act as the “stake supply” and will be distributed daily in TRX to all players based on individual EXP Rank.

	Stake		Stake
Players 1 - 100 share:	30%	Players 1001 – 5000 share:	15%
Players 101 – 500 share:	25%	Players 5001 – 10000 share:	7,5%
Players 501 – 1000 share:	20%	Players 10001 or more share:	2,5%

Disclaimer

This whitepaper is for informational purposes only. This does not constitute investment, legal, or other professional advice. It is neither an offer nor an advertisement.