



MOTIONWRECK
GAMES

whitepaper

OUR VISION

We aim to build a network of play-to-earn Non-Fungible Token (NFT) games to be recognized as top blockchain games all over the world wherein people can play their favorite games while creating financial opportunities to attain their financial goals.

OUR MISSION

To make a unique, play-to-earn NFT games which will pull the attention of most gamers around the world especially this time where cryptocurrencies and blockchain games are taking over.

TOKENOMICS

MotionWreck Games (\$MWG), is a gaming token to be used in our network of play-to-earn NFT games. Tokens can be used in buying NFTs such as character skins but have little to no impact to the gameplay.

Supply: 1,000,000,000

Distributions of supply are as follows:

40%

Airdrops for the Community

20%

In-Game Currency Liquidity

40%

Game Development

Marketing

Listings

Exchange Liquidity

Project Team

THE COMMUNITY

The community is one of the most important factors of a successful project. The trust that they give is necessary for the project to reach its goals. For this reason, we will be communicating our plans and decisions as well as listening to suggestions and comments by the community. We may have started this project, but the community is what fuels it. Join our telegram group and be part of our growing diversified community. Come and be part of MotionWreck Community!

OUR PLANS

Hi! I'm Ravenheart, the CEO and Founder of MotionWreck Games. As you all are aware, our project focuses on building a network of blockchain games. We are establishing partnerships with other game developers and designers to take our games to the next level.

We are aiming for our token to be listed in various exchanges in the hopes to have the project grow exponentially which will help the progress of our project and also benefit our investors.

Our games will include various genres from arcade to adventure games.

We have a game under development as of now. The initial concept of our first game is a multiplayer sports game centered around street basketball where players can choose their favorite in-game characters, which will be introduced soon, and play 3-on-3 with other player in realtime.

A feature that was added to the game includes every character possessing different special abilities which can help their team to manage a comeback win or put a dagger on the other team. There will be various of game modes including ranked games.

We will first focus on developing this game and work closely with the game developers and designers to brainstorm and materialize what we envision. Also, the community's suggestions are very much welcome to help improve our games.

We'll update the community and drop a demo for you all when it is available.

Ravenheart
CEO and Founder of MWG

ROADMAP

Stage 1 - Start-up

- Whitepaper and Website Launch
- 30,000+ Trustline holders
- Airdrop Commencement
- Sneak Peek of our First Game

Stage 2 - Marketing Push and Listings

- 50,000+ Trustline holders
- Marketing campaigns
- Exchange Listings
- Partnerships
- Drop a Demo Game
- First Game Deployment
- Ask Me Anything (AMA) and Interviews

Stage 3 - Game Deployments

- 70,000+ Trustline Holders
- More Game Deployments

**JOIN US IN OUR
JOURNEY**

**AND BE PART
OF CREATING
THE FUTURE OF
BLOCKCHAIN
GAMING**