

# MANIPULATING EVERYTHING



## CONSPIRACY WARS P2E NFT PROJECT

WHITEPAPER



## ABOUT PROJECT

THE RED CAT NFT AGENCY IS PROUD TO PRESENT THE WORLD'S FIRST CONSPIRACY P2E (PLAY TO EARN) NFT PROJECT.

WE DON'T JUST SELL PICTURES, WE'RE A THOROUGHLY THOUGHT-OUT MULTI-SEASON GAME PRODUCT WITH A PROGRESSIVE YIELD SCALE FOR PLAYERS.

IN THE NFT COLLECTION CONSPIRACY WARS, THE AUTHORS SEEKS TO SHOW THE INCONSISTENCY OF THE CONFRONTATION BETWEEN THE SUPERPOWERS AND THE PROPAGANDA OF THE WORLD'S POLITICAL ELITES. HINT AT THE FACT THAT WE ARE ALL DECEIVED AND SKILLFULLY MANIPULATED, AND CALL FOR A LESS SKEPTICAL ATTITUDE TOWARD SO-CALLED "CONSPIRACY THEORIES." AFTER ALL, IT WAS THE CIA THAT COINED THE TERM "CONSPIRACY THEORY" IN 1964 TO RIDICULE ANYONE WHO ASKED UNCOMFORTABLE QUESTIONS OR OFFERED ALTERNATIVE OPINIONS ABOUT KENNEDY'S MURDER...





# THE VALUE OF NFT CONSPIRACY WARS



SEASON 1



SEASON 2



SEASON 3



SEASON 4

THE TEAM HAS DEVELOPED FOUR SEASONS ALREADY. THROUGHOUT THE SEASONS, THE TOKENS WILL GET THE NEW FUNCTIONALITY, WHICH WILL INCREASE THE HOLDERS' PROFITS. THE GREATEST BENEFIT FOR HOLDERS OF **NFT** WILL RECEIVE IN THE FOURTH SEASON - THE **CONSPIRACY WARS METAVERSE**.

THE PROFIT OF THE PROJECT WILL CONSTANTLY GROW WITH THE INCREASE OF **NFT** VALUE AND THE INVOLVEMENT OF NEW PEOPLE IN THE GAMEPLAY.



## CONSPIRACY WARS ENGAGEMENT STRATEGY

IN ORDER TO MAXIMIZE ENGAGEMENT AND RETENTION OF PEOPLE WITHIN THE PROJECT, CONSPIRACY WARS IS BASED ON THE PRINCIPLE OF A TELEVISION SHOWS. IN SOAP OPERAS, TO MANIPULATE THE VIEWER'S BEHAVIORAL PATTERNS BY PLACING PSYCHOLOGICAL HOOKS TO FORCE THE VIEWER TO CONTINUE WATCHING THE NEXT EPISODE AND THEN THE NEXT SEASON. YOU NOTICED THAT, DIDN'T YOU? WE USE THE SAME TECHNIQUES.

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## CONSPIRACY WARS RETENTION STRATEGY

THE SECOND STRONG POINT OF THE PROJECT IS THE GAMIFICATION OF THE EARNING PROCESS. IN THE SECOND SEASON, HOLDERS PUMP UP THEIR TOKENS, IN THE THIRD SEASON, THEY STAKE\*, AND IN THE FOURTH SEASON, THEY CONTROL THEIR WORLD IN THE CONSPIRACY WARS METAVERSE.

THE THIRD RETENTION TOOL IS FOMO, FEAR OF MISSING OUT SYNDROME COMMON IN TRADING AND GAMBLING. THE GAME MECHANICS OF THE PROJECT ARE DESIGNED SO THAT HOLDERS WANT TO BUY, SELL, AND BUY AGAIN ON THE SECONDARY MARKET.

THE DESIRE TO RECEIVE THE COVETED TOKEN, PRIZE OR GOOD STAKING PROFIT - THIS IS JUST A TIP OF ICEBERG...

\* IN THE THIRD SEASON, HOLDERS WILL START RECEIVING CHARGES IN THE FORM OF IN-GAME CW COIN TOKENS.





# PROJECT PROFITABILITY MECHANICS: SEASON 1



THE FIRST SEASON "COMMON TRUTHS" - IS AN INTRODUCTION TO THE UNIVERSE, MEETING THE PROJECT, IMMERSION INTO THE LORE, PRESALE AND PUBLIC SALE (20,000 NFT). PRIVATE EVENTS FOR TOKEN HOLDERS (TO MOTIVATE THEM TO EXCHANGE NFT ON THE SECONDARY MARKET), PARTICIPATION IN THE FIRST SEASON'S SUPERPRIZE (1-3 BTC).

PRE-SALE: 5000 NFT  
PUBLIC SALE: 14500 NFT



# PROJECT PROFITABILITY MECHANICS: SEASON 2

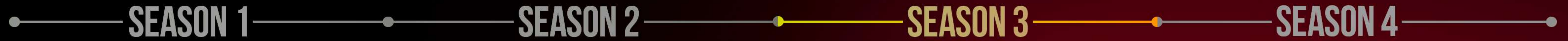


THE SECOND SEASON "SPY GAMES" IS A GAME-QUEST WITH A TOTAL PRIZE FUND OF 30% OF THE INCOME OF THE COLLECTION AT THE END OF SPY GAMES (SEASON 2). THE DURATION OF THE SEASON IS 3 MONTHS.

PRIZE FUND OF THE GAME-QUEST: ~ \$1 000 000



# PROJECT MECHANICS: SEASON 3



**SEASON 3 "BIG BANG"** - THE INTRODUCTION OF OUR OWN IN-GAME **CW COIN** TOKEN, THE CREATION OF A TOKENOMIC, THE LISTING OF **CW COIN** ON THE EXCHANGE, COIN STACKING BY **NFT CONSPIRACY WARS** HOLDERS. ATTRACTING NEW USERS TO THE PROJECT IN ORDER TO INCREASE INVESTMENT IN **CW COIN** AND GROWTH OF **NFT** SALES ON THE SECONDARY MARKET.

THE MAIN GOAL OF THE THIRD SEASON IS PREPARING THE PROJECT FOR TRANSITION TO THE **METVERSE**.

THE DURATION OF THE SEASON IS **4 - 6** MONTHS.





# PROJECT MECHANICS: SEASON 4

SEASON 1

SEASON 2

SEASON 3

SEASON 4



THE FOURTH SEASON **RESOURCES RACE. METAVERSE.**

THE MAIN GOAL OF THE **META UNIVERSE** IS TO LOOP THE ECONOMY, **DAO**, INCREASE COMMUNITY FROM 20 000 TO 100 000+ PEOPLE.

**1) THE CORE** (THE BASIS OF THE ECONOMIC SYSTEM) OF THE **META UNIVERSE** - 20 000 HOLDERS **NFT CONSPIRACY WARS**. THESE USERS WILL HAVE THE MAXIMUM BENEFIT IN THE FORM OF OWNERSHIP OF VARIOUS GAME ENTITIES AND PARTICIPATE IN THE JOINT GOVERNANCE OF THE **METAVERSE** (A KIND OF VIRTUAL GOVERNMENT). DEPENDING ON THE NUMBER AND QUALITY OF **NFT CONSPIRACY WARS** TOKENS, THE PLAYER WILL HAVE DIFFERENT POWERS (THE HIERARCHY IN THE **DAO** COMMUNITY - THE GREATER THE HIERARCHY OF THE OWNER, THE GREATER WILL BE THE WEIGHT OF HIS VOTE IN THE **DAO**) AND CAPABILITIES (ECONOMIC SUCCESS - THE GREATER THE OWNER'S HIERARCHY, THE GREATER THE OPPORTUNITY TO EARN).

**2) EXTERNAL ECONOMIC RING** - FROM 80,000 NEW USERS, ATTRACTED TO THE **META UNIVERSE** TO ENSURE THE FULL OPERATION OF THE GAME ECONOMY. THIS IS THE CIRCULATORY SYSTEM OF THE ECONOMIC MODEL OF THE **CONSPIRACY WARS META UNIVERSE**. IT WILL ENSURE STABLE TRANSACTIONS WITHIN THE **META UNIVERSE** AND THE DEVELOPMENT OF THE PROJECT IN THE LONG RUN PERSPECTIVE.