

PEPERTA WHITEPAPER

A legion born from memes. A world carried forward through play.



Comic world. Browser game. Participation rewards.

50 billion token supply plan / 25% game exchange & rewards / Solana

English public review edition v0.10

Reference date: 19 October 2026

This document describes the project design and preparation status. It does not announce purchasing or gold exchange opening, or guarantee returns.

[Web whitepaper - 24 languages](#)

Project vision

A legion born from memes. A world carried forward through play.

PEPE SPARTA is the world and brand; PEPERTA is the meme token planned to represent its legion. Comic episodes and distinctive characters create reasons to discover the project, while a browser game and community create reasons to return. The token is designed to connect rewards for verified game participation and community contributions.

The project depends on consistent storytelling, enjoyable gameplay, mobile accessibility and reliable reward execution. Holding the token does not guarantee growth or a rising price. Discounts, tool fees and governance without defined conditions are not presented as available utility.

A timid recruit trips on a stone, flails into the Bitcoin emperor and accidentally pushes him into a pit, becoming an unlikely hero. Companions with different personalities and mistakes march after him. Their story continues through episodes, interviews, skill demonstrations and short comedy. The 16 core story characters and the codex roster use different classifications.

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Game and legion

Build your legion. Begin at the Shiba gate.



Battle concept illustration / Shiba stage 1 · Preparing for release

The game is being prepared for PC and mobile browsers: assemble a legion and fight through gates. Shields protect the front line, infantry fights up close, and cavalry, archers and healers provide mobility, ranged support and recovery. The intended combat experience rewards understanding skills, equipment and enemy attack patterns.

The first release scope is a Shiba stage 1 sample demo. Battle entry, results, touch controls, loading and returning after interruption must be checked before connection. The demo guide will state supported devices, controls, login or wallet requirements, save behavior and known issues. Battle art on this page is a concept illustration, not recorded gameplay.

Class	Combat role
Shield	Protect the line
Infantry	Close combat
Cavalry	Mobile support
Archer	Ranged support
Healer	Restore allies

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The legion and the 15-boss campaign

Begin at the Shiba gate and expand in sequence.

The legion codex describes 60 allies, 44 enemies and 14 companions and residents, with skills, behavior and equipment. A codex entry does not mean a character is playable. Fifteen bosses, dungeons, seasons, guilds and sieges are sequential development plans. Playing the demo alone does not create a right to receive tokens.

The gameplay loop

Step	Play flow
Build the legion	Combine complementary classes.
Fight through the gate	Hold the front line and open a path.
Challenge the boss	Use skills against enemy patterns.
Review rewards	Review the result and prepare for the next battle.

Enemies at the first gate

Shiba, Crimson King - Signature Ability: Crimson Judgment

Boastful Full Moon Shogun - A commander with a giant crescent helmet. Shields nearby Shiba troops and strengthens their attacks.

From the Shiba gate to a 15-boss campaign

Gates	Campaign order
01-05	SHIB > BCH > XLM > LTC > LINK
06-10	AVAX > ADA > TRX > SUI > BNB
11-15	DOGE > XRP > SOL > ETH > BTC

Planned sequential expansion. Coin names are parody references, not partnerships.

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Combat and skills

Distinct personalities. Complementary combat roles.

Skills divide roles such as damage, protection, marking and healing. Casting motions, range, cooldowns and ultimate resources shape combat decisions. Codex effects must be reconciled with the actual game, and values may change after testing.

Hongryeon Archer supports focused attacks with piercing arrows and target marks. Petal Piercing Arrow crosses the enemy line; Red Hawk Eye marks a target; Crimson Tiger Formation turns an arrow into a tiger spirit that cuts through enemies. Equipment is managed against the original asset linked to each character.

**Hongryeon, Divine Archer**

Calm and composed, she clears her throat quietly whenever she misses.

Piercing Petal Arrow

Plants her lead foot and draws the long bowstring to fire a crimson piercing arrow.

Red Hawk's Eye

Closes one eye, brings the arrow feathers to her cheek and fires a marking arrow.

Crimson Tiger King Formation

Draws the string deeply as a tiger emblem gathers around it. The arrow becomes a giant tiger spirit that cuts through the enemy ranks.

Based on the codex · Combat values may change.

[Full character skills, behavior and equipment](#)

Gold and token

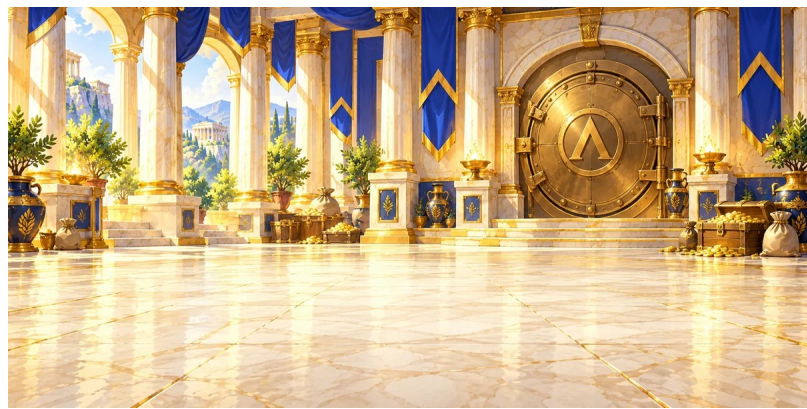
Exchange preparation · Seasonal terms apply

Game gold is an in-game earning record; Peperta is a token being prepared for launch on Solana. These balances are separate. Game exchange and rewards receive 25% of supply, or 12.5 billion tokens: 10 billion initially and a 2.5 billion long-term reserve.

The planned exchange process is activity aggregation, duplicate-account and automation checks, seasonal cap application, then payout and confirmation. Eligible gold, the exchange rate, seasonal budget, individual caps, claim and payout dates, fees, appeals and rollover rules must be published before a season. No fixed rate or unlimited exchange is promised.

Whether test gold is retained will be specified in the demo guide. When the initial pool is exhausted, the next season and reserve spending will be reviewed. Moving unused tokens from another allocation requires a separate policy disclosing the source, amount and reason first. Private sale allocation is currently 0%, and real gold exchange has not started.

Item	Plan
Initial rewards pool	10,000,000,000 tokens
Long-term reserve	2,500,000,000 tokens
Disclose before each season	Eligibility, rate, total budget, individual caps, payout dates, fees, appeals and rollover
Current status	Real gold exchange has not started



The legion treasury and tokenomics

50 billion tokens allocated across nine purposes.

The supply design is 50,000,000,000 tokens. Allocations are public presale 40%, game exchange and rewards 25%, liquidity 15%, development and ecosystem 6%, team 5%, staking 4%, community 2%, marketing 2% and referrals 1%, totaling 100%. There is no private sale or separate burn pool.

Allocation	Share	Tokens
Public presale	40%	20,000,000,000
Game conversion & rewards	25%	12,500,000,000
Liquidity	15%	7,500,000,000
Development & ecosystem	6%	3,000,000,000
Team	5%	2,500,000,000
Staking rewards	4%	2,000,000,000
Community	2%	1,000,000,000
Marketing	2%	1,000,000,000
Referral rewards	1%	500,000,000
Total	100%	50,000,000,000

Allocations describe token quantities, not cash spending percentages.

Fixed supply plan

A Solana mainnet launch is being prepared. Actual issuance, the 50 billion supply, mint and freeze authorities and management addresses must be checked against the mint address and on-chain records. Do not treat issuance or revoked authority as completed before evidence is published. A wallet sign-in signature is not payment approval.

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15-stage public presale

20 billion tokens in total. No separate token cap per stage.

The total presale limit is 20 billion tokens, with prices across 15 stages. No separate base quantity or token cap is assigned to each stage; the overall remainder is tracked. Ten days per stage and 150 days in total are scheduling assumptions. Exact start and transition times, sellout closure and remaining-token treatment will be announced before opening.

Stage	Price per token - USD	Assumed duration
01	\$0.000500	10 days each
02	\$0.000700	10 days each
03	\$0.000900	10 days each
04	\$0.001100	10 days each
05	\$0.001300	10 days each
06	\$0.001500	10 days each
07	\$0.001800	10 days each
08	\$0.002100	10 days each
09	\$0.002400	10 days each
10	\$0.002700	10 days each
11	\$0.003100	10 days each
12	\$0.003300	10 days each
13	\$0.003500	10 days each
14	\$0.003700	10 days each
15	\$0.003900	10 days each

Actual start and transition times, closure and remaining-token treatment will be announced before opening.

Funding, liquidity and distribution

Distinguish targets from proceeds, and allocations from circulation.

US\$50 million is a fundraising target. Actual proceeds equal the sum of tokens sold at each stage multiplied by its price; the target is not automatic. Selling all 20 billion tokens at \$0.000500 produces \$10 million; at an average \$0.002500, \$50 million; at \$0.003900, \$78 million. These are calculations before fees and taxes, not sales forecasts.

Allocation is not immediate circulating supply. Purchaser, team and operating locks and vesting, payment assets, conversion rules, failed transactions, refunds and claim terms must be published before purchase. The 7.5 billion liquidity tokens also require paired assets, initial funding, management addresses and lock terms. DEX launch and pursuing CEX review do not guarantee listing approval or a price.

If all 20 billion presale tokens are sold	Before fees and taxes
At \$0.000500 per token	\$10,000,000
At an average \$0.002500 per token	\$50,000,000
At \$0.003900 per token	\$78,000,000

Staking, referrals and burns

Staking rewards of 2 billion tokens and referral rewards of 500 million are finite budgets. Rates, locks, early withdrawals, exhausted-budget treatment, valid referrals, cancellations, self-referral prevention and payout terms must be set before activation. There is no separate burn allocation. Buybacks and partial burns may be considered after reviewing operating capacity and reward reserves; no automatic burn rate or recurring buyback is promised.

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Roadmap

Game development and token preparation advance together.

The roadmap manages game development alongside token and service preparation. It starts with Shiba demo checks and expands toward bosses and dungeons, then seasons, guilds and sieges. Issuance, sales, distribution and exchange each open only after their own verification.

The quarters and progress below reflect the operator-managed public roadmap. Quarters are targets, not guaranteed completion deadlines. The presale assumes 15 stages of 10 days; the actual start date and changes will be announced separately.

Target quarter	Phase	Main plans
Q4 2026	Legion assembly	World and character reveal Official site and community Meme maker and whitepaper
Q4 2026	Prepare to march	Token and allocation checks Purchase and delivery testing Security review and terms
Q4 2026 to Q2 2027	Public presale	15 stages × 10 days · 150 days Purchase and referral records Dev updates and story series
Q1-Q2 2027	Field training	PC and mobile game beta 15 bosses and dungeon rollout Gold rewards and anti-abuse checks
Q2 2027	Market launch	Token delivery after the sale DEX trading and game gold exchange Staking feature release
Q3-Q4 2027	Legion expansion	Seasons, guilds and sieges More community tools Pursue CEX listing review

PDF planning snapshot as of 19 October 2026. Check the web roadmap for current quarters and progress.

Security and policies

Release checks and risks

A Solana mainnet launch is being prepared. Actual issuance, the 50 billion supply, mint and freeze authorities and management addresses must be checked against the mint address and on-chain records. Do not treat issuance or revoked authority as completed before evidence is published. A wallet sign-in signature is not payment approval.

Issuance, sales, distribution, staking and exchange require separate verification. Published evidence should identify deployment addresses, code versions, review scope, findings and remediation, and real transaction checks. Publishing this whitepaper does not mean an external audit is complete.

Meme tokens carry risks of severe price volatility, total loss, limited liquidity, development delays, and wallet, smart-contract and infrastructure failures. Rewards are finite; gold is not cash or a guaranteed return. Exchange listings, all planned game features and target dates are not guaranteed.

The operator, contacts, eligible regions and ages, data retention and deletion, terms of use and sale conditions must be finalized in the relevant documents. Official channels and change records will communicate material updates. The web text supports 24 languages; PDFs identify their language, version and reference date.

Solana mint address

Not published yet.



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Documents and public evidence

Separate plans, available features and items awaiting verification.

Area	Basis of this document
Brand and token	World: PEPE SPARTA / Token: PEPERTA
Game	Shiba stage 1 sample demo in preparation. The 15-boss campaign is an expansion plan.
Game gold	In-game currency recorded separately from tokens.
Real transactions	Purchases, staking and gold exchange have not opened.
Issuance evidence	Mint address, supply, authorities and verification evidence still require publication.
Document edition	v0.10 / English public review edition / 19 October 2026

Glossary

Term	Meaning
Mint address	The address identifying a token on Solana.
Vesting	Releasing locked tokens in portions on a defined schedule.
Liquidity	Tokens and paired assets provided for trading.
Seasonal cap	The maximum exchange and reward budget for a defined period.

Public project resources

[Web whitepaper](#)

[Game guide](#)

[Legion codex](#)

[Legion theater](#)

[Tokenomics](#)

Allocation and pricing follow the approved project design. Game and skill descriptions are based on production materials and the legion codex. This document does not replace an external audit or real transaction verification.