

ROADMAP \$HUGS



Level 0: The basics of the game

- ✓ BEP20 Token creation
- ✓ Website launch
- Token presale (IDO)



Level 1: (Level locked)

- PancakeSwap listing
- The HUGS game start
- 5,000 Holders
- 2,000 Telegram Members
- 500 Followers on Instagram and TikTok
- CoinGecko Listing
- Marketing campaign



Level 2: (Level locked)

- New “target” released
- 10,000 Holders
- 5,000 Telegram Members
- 2,000 Followers on Instagram and TikTok
- Website redesign
- First burn 1% of the initial supply



Level 3: (Level locked)

- New “target” released
- HUGS Swap
- Initial CEX Listings
- 15,000 Telegram Members
- 30,000 Holders
- 5,000 Followers on Instagram and TikTok
- Second burn 1% of the initial supply



Level 4: (Level locked)

- New “target” released
- Merchandise Store
- 50,000 Telegram Members
- 100,000 Holders
- Choose the influencer
- 12,500 Followers on Instagram and TikTok
- Third burn 2% of the initial supply
- Top 20 CEX listing (surprise)



Level 5: (Level locked)

- New “target” released
- 75,000 Telegram Members
- 150,000 Holders
- 25,000 Followers on Instagram and TikTok
- The community decide this goal
- Fourth burn 2% of the initial supply
- Synchronized flash mob of people hugging in front of Stock Exchange in London and Milan
#buyhugsnotstocks
- Top 10 CEX listing (surprise)



Level 6: (Level locked)

- 100,000 Telegram Members
- 200,000 Holders
- 50,000 Followers on Instagram and TikTok
- The community decide this goal
- Last burn 4% of the initial supply
- 3D projection mapping on a huge building in New York (surprise)
- Top 5 CEX listing (surprise)