# Crypto Worm White Paper

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## Abstract

Crypto Worm ($CWORM) is a community meme coin on Solana with a real, free game behind it: Crypto Worm Wars, a turn-based artillery game played on the web and inside Telegram. The token launched on pump.fun and graduated to PumpSwap on October 26, 2026. Holders who link a wallet get in-game status and can enter a weekly Top 10 prize paid in real $CWORM.

This paper explains the project, the game, how the token connects to it, the tokenomics and the roadmap. It is written for players, holders and partners.

**Important:** this is not investment advice and not an offer of any security. $CWORM is a meme coin with no promised value, return or price. The coins earned inside the game are play money and are never exchanged for real tokens. Only buy what you can afford to lose.

## Story and mission

Crypto Worm is the honest worm in a market full of rugs. The mascot, a green worm with a helmet and a gold star coin, is a coin that refuses to rug while scammers, whales and bears try to bury it.

The mission is simple: give a meme coin something real to do. Most meme coins are only a chart. Crypto Worm is a game first, so people come for the fun and stay for the community.

Three principles guide every decision:

- **Game first.** The game is free, fun without a wallet, and never pay-to-win.
- **Honest by design.** No price promises, clear rules, and public transactions for every real payout.
- **Community owned.** Players shape the game through feedback, votes and teams, and the best players are rewarded every week.

## The game: Crypto Worm Wars

Crypto Worm Wars is a free turn-based artillery game: teams of worms take turns blasting each other across destructible islands with crypto-themed weapons. It runs in any browser at play.cryptoworm.io and as a Telegram Mini App at t.me/CryptoWormWarsBot/play, in 8 languages. Google Play and the App Store are planned.

| Mode | What it is |
|---|---|
| Quick match | Online 1v1 against a player of the same level, 30-second turns |
| Worm Royale | 50 worms, everyone fires at once, about 3 to 4 minutes a game |
| Worm World | A real world map with about 50,000 land lots to claim, defend and attack |
| Challenges | Best of 3 online for a play-money stake |
| Campaign | 48 missions with stars |
| Daily island | One shared island a day, same for everyone |
| Solo and local | Against the CPU, or 2 players on one phone |
| Mini games | 5 quick games |

The arsenal has 25 weapons in each match (14 steady plus 11 rotating from 44), with crypto jokes such as the Rug Pull, Whale Strike and HODL Nade. Market-chart wind, digging, a grapple, crates and pets keep every match different.

Around the battles: 30 ranks, daily missions, 78 achievements, a cosmetics store, community teams, football clubs, chat, friends, referrals, weekly and all-time rankings, and parody voice characters. An 18+ point-and-click story, Worm Adventure, is in beta on the web.

## Play money and the real token

There are two kinds of $CWORM, and they never mix.

| | In-game $CWORM (play money) | Real $CWORM (the token) |
|---|---|---|
| Where it lives | Your game account | A Solana wallet |

| | In-game $CWORM (play money) | Real $CWORM (the token) |
|---|---|---|
| How you get it | Playing matches, missions, achievements | Buying on the open market, or the weekly prize |
| What it does | Levels, ranks, cosmetics, stakes, Worm World | Holder tiers, prize entry, Custom Worm access |
| Can it be cashed out? | Never | It is a freely traded token |

Play money is never converted into real tokens, and winning matches never pays out real tokens. The weekly Top 10 prize is the only way the game sends real $CWORM to players.

Telegram allows only TON assets inside Mini Apps, so the Telegram version shows holder titles and "weekly prizes" without naming the token or amounts. Wallet linking and prize details live on the website. Store builds for Google Play and the App Store will leave all token features out.

## Tokenomics

$CWORM has a fixed supply of 1,000,000,000 tokens, launched fairly on pump.fun with no presale and no private sale. No new tokens can ever be created. The team holds 1.78M (0.18%) in one wallet plus the 30M (3%) development lock; about 96.8% is in public hands.

### Token facts

| Field | Value |
|---|---|
| Name / ticker | Crypto Worm / $CWORM |
| Chain | Solana (SPL token) |
| Mint address | `65V31DT6xGVXY8axRu2QzNf1U7u6ZuQ77sRoBGYYpump` (Solscan) |
| Total and max supply | 1,000,000,000 |
| Decimals | 6 |
| Mint and freeze authority | Revoked (pump.fun standard) |
| Launch | Fair launch on pump.fun bonding curve, July 9, 2025 |
| Graduation | October 26, 2026, to a PumpSwap pool |

| Field | Value |
| --- | --- |
| Liquidity | PumpSwap pool created at graduation; migration LP burned by pump.fun |
| Buy and sell tax | None |

## Supply allocation

| Allocation | Amount | Share | Status |
| --- | --- | --- | --- |
| Game development lock | 30,000,000 | 3% | Locked in a vesting contract |
| Team wallet 6cHMFKjKhTzUvupPLYYE6DEN7KvnwxvHAnnzfvVodLHh | 1,780,000 | 0.18% | The only team wallet; also receives the vesting unlocks |
| Public circulation | 968,220,000 | 96.82% | Traded freely |

## Game development lock

30,000,000 $CWORM (3% of supply) is locked in an on-chain vesting contract, 8fRj3sNnnhnU8dRsEoTQsvDr8KzcTtYyBcVQeTi7zv5b. It unlocks over 12 months to the team wallet 6cHMFKjKhTzUvupPLYYE6DEN7KvnwxvHAnnzfvVodLHh, for game development: servers, art, voices, store releases and new modes.

| Unlock | Amount | Cumulative |
| --- | --- | --- |
| January 28, 2027 | 7,500,000 | 7,500,000 |
| April 30, 2027 | 7,500,000 | 15,000,000 |
| July 30, 2027 | 7,500,000 | 22,500,000 |
| October 29, 2027 | 7,500,000 | 30,000,000 |

Anyone can check the lock and each release on Solscan.

### How tokens move

The game creates no new tokens and has no token emissions. Real $CWORM reaches players in one way only:

1. The game earns money from optional purchases and ads (and, in Season 1, the team treasury adds to it).
2. The team buys $CWORM on the open market with that money.
3. The tokens go to the weekly Top 10 prize winners, and later to the Community Burn.
4. Every payout and burn is posted on X each Monday with transaction links.

### Spending limits

| Season | Weeks | Weekly prize (max) | Weekly burn (max) | Paid from |
|---|---|---|---|---|
| 1 | Oct 19, 2026 to Apr 18, 2027 | 1 SOL worth | 1 SOL worth | Team treasury + game income |
| 2 | Apr 19 to Oct 17, 2027 | 0.5 SOL worth | 0.5 SOL worth | Game income |
| 3 | Oct 18, 2027 to Apr 16, 2028 | 0.25 SOL worth | 0.25 SOL worth | Game income |
| 4 and later | every 26 weeks | halves again | halves again | Game income |

If a week's income is lower than the maximum, that week's amount is lower too. The Community Burn stops for good once 200,000,000 $CWORM (20% of supply) has been burned, so at least 80% of the supply always remains.

## What holding $CWORM does in the game

Holders link a Solana wallet by signing a message. Signing is free and moves no tokens. The server reads the wallet's balance once a day and sets a tier.

| Tier | Linked balance |
|---|---|
| Holder | 100,000 |
| Dolphin | 1,000,000 |
| Shark | 5,000,000 |

| Tier | Linked balance |
|---|---|
| Whale | 10,000,000 |
| Big Whale | 20,000,000, or a top-10 holder |

Holding streaks add stars at 7, 30, 90 and 180 days. A tier gives:

- **Status online:** badge, gold name from Whale up, red carpet at spawn. Online matches stay fair: no extra power.
- **Play-money bonuses:** a daily holder chest and extra coins per match.
- **Solo boosts:** extra health in campaign and CPU games only.
- **Custom Worm:** turn a photo of yourself or your pet into a worm portrait shown in the game.
- **Weekly prize entry:** holding 100,000 all week is one of the five entry steps.

Nobody else ever sees your balance or wallet address.

## Weekly Prize

Every week (Monday to Sunday, UTC) the Top 10 eligible players share up to 1 SOL worth of real $CWORM, sent on Monday. The first prizes were paid on October 27, 2026.

To enter, a player finishes five steps: join the Telegram group, follow @CryptoWorm72 on X, link a wallet holding at least 100,000 $CWORM, keep holding it all week, and play on 3 different days. The account must be at least 8 days old.

| Place | Share |
|---|---|
| 1st | 25% |
| 2nd | 17% |
| 3rd | 12% |
| 4th | 7% |
| 5th to 10th | 6.5% each |

**Fair play:** prize points are capped at 1,500 a day and limited by the matches the server actually saw. Ties go to online wins against real players. Each X username, wallet and Telegram account can win once. The team reviews the Top 10 every Monday, and cheaters are removed.

Entry is free, and nothing bought in the game raises the chance of a prize. Full rules: play.cryptoworm.io/prize.html.

## Community Burn (coming soon)

The Community Burn will let everyone's matches together decide how much real $CWORM is burned each week. It is not live yet, and nothing has been burned so far. Players can already vote for it with the 🔥 I want this button on the Home screen.

- Every 10 play coins won by players will count as 1 real $CWORM burned.
- A community bar shows the week's progress; filling it unlocks a reward for everyone, such as a double-coins weekend or a new map.
- Each week's burn has a ceiling (Season 1: 1 SOL worth), halving each 26-week season as shown in the spending limits table.
- The tokens are bought on the open market and sent to a public burn address that nobody controls.
- Burning stops for good at 200,000,000 $CWORM, 20% of the supply.

## Technology and safety

The game is a lightweight web app that loads fast on phones and slow connections. Online play, rankings, chat and the Telegram bot @CryptoWormWarsBot run on Cloudflare Workers with a Cloudflare database, sized for about 500 players online at once and able to stretch to 2,000 to 3,000.

Wallet safety comes first:

- Sign-in with a wallet is a signed message only. The game never asks for a transaction, an approval or a seed phrase.
- The game holds no player tokens and runs no custom smart contract. Prizes are sent by hand from a team wallet and posted publicly.
- Balances are read once a day through a Solana RPC provider to set tiers.
- Scores are capped and checked by the server, and the prize has its own anti-cheat rules.

The team will never DM anyone first asking for funds, keys or a "verification". Official links are only the ones listed at the end of this paper.

# Roadmap

$CWORM was created on pump.fun on July 9, 2025. In October 2026 the game went from first prototype to a live online game with a weekly prize in four weeks. Planned items have no fixed dates yet and may change.

## Done (2026)

| Date | Milestone |
|---|---|
| Oct 29 | 30M $CWORM game development lock (12-month vesting) |
| Oct 28 | Challenges: best-of-3 online duels |
| Oct 27 | First weekly prizes paid |
| Oct 26 | $CWORM graduates from pump.fun to PumpSwap |
| Oct 22 | Achievements, chat, Worm World map |
| Oct 20 | Community teams |
| Oct 19 | Worm Royale (50 players) |
| Oct 17 | Custom Worm and avatars |
| Oct 15 | Weekly prize program starts |
| Oct 12 | Holder tiers |
| Oct 1 | First playable prototype |

## Next

- Buy $CWORM inside the web game (Jupiter swap, no fee)
- Community Burn
- Worm World: buildings, clans, seasons and other planets
- New Worm Adventure chapters
- CoinGecko and CoinMarketCap listings

## Later

- Google Play release, then the App Store
- Telegram Stars cosmetics shop
- Bigger online events and tournaments

# Official links

| | Link |
|---|---|
| Website | cryptoworm.io |
| Play on the web | play.cryptoworm.io |
| Play on Telegram | t.me/CryptoWormWarsBot/play |
| Telegram community | t.me/CryptoWorm_Group |
| X | @CryptoWorm72 |
| Token on Solscan | 65V31D…pump |
| Prize rules | play.cryptoworm.io/prize.html |

# Legal notice

$CWORM is a meme coin made for fun and community. It is not a security, share, loan or investment product, and it gives no right to profits, dividends, votes on company matters or any claim on the team. The team makes no promise about its price, liquidity or future value, and crypto prices can fall to zero.

In-game coins are play money with no cash value and are never exchanged for real tokens. The Weekly Prize is a free-to-enter skill contest; prizes may be taxable where you live, and some countries may restrict it. The team can change or end any program described here and will announce changes in the Telegram group and on X first.

This paper describes the project as of the date at the top and may be updated. Check local laws before buying or holding any crypto asset.