

IWRU.

Vision & Ecosystem Roadmap

Investor Edition — how the ecosystem works, how the money flows, and how it stays safe



IWRU SAYS

"I reviewed the whole roadmap. Every percentage, twice. Solid work."

Our Vision

One ecosystem where games, collectibles and optional ownership reinforce each other.

IWRU is not just a token. It is a growing entertainment ecosystem: two connected games, a collectible card economy, an optional on-chain layer for ownership and competition, and a token that captures value from real activity. **Players can enjoy everything without ever touching crypto.** Those who want the Web3 layer use the Monad blockchain: holder dividends, NFT minting, the NFT marketplace and Gems for MON are live on Monad mainnet, and MON competition follows the audit.

PLAY

Two games

IWRU Journey (2D adventure) and IWRU: PARADOX (trading card game), one shared account.

COLLECT

Cards & avatars

Earned by playing. Eligible ones can become NFTs with hard, publicly visible supply limits.

OWN & COMPETE

Web3 layer

NFT minting and marketplace (live on Monad mainnet); MON-staked matches and tournaments after the audit.

The value loop in one sentence: real activity produces small fees that **buy IWRU and burn it**, pay holders, or fund the ecosystem through the Fish Vault. The money the project raises, after taxes, also buys IWRU and burns it, feeds the Fish Vault treasury and funds the development of the token, in percentages still to be determined. **Live today:** every IWRU trade already does this (1% fee, burns and holder dividends running), and so do Gem purchases and NFT sales on the website. **After the audit:** MON matches join the same loop.

CRYPTO-FREE APP

The mobile app is built for mainstream players: email login, no wallet, no blockchain exposed.

WEB + MONAD

The website adds wallet login, holder dividends, minting, the NFT marketplace and Gems for MON today; MON matches come after the audit.



IWRU SAYS

"Play first. Collect everything. Use the blockchain only if you want to. That is a rule even I can understand."

One Account, Two Games, Two Access Layers

Progress follows the player across app and web.

GAME 1

IWRU Journey

2D platform adventure: stages, daily quests, hardcore mode, leaderboards, skins. Earns Essence.

GAME 2

IWRU: PARADOX

Trading card game with AI battles, private rooms, matchmaking, ranked play and tournaments. Earns Essence too.

SHARED ACCOUNT & PROGRESSION

Essence · Gold · Gems · cards · avatars · decks · profile

LAYER 1

Crypto-free app

Email account. Same collection, same progress. Ads can support development and give optional bonus Essence.

LAYER 2

Website + Monad

Email *or* wallet login. One verified wallet per account unlocks dividends, minting and the NFT market, and later MON-staked matches.

- Email and wallet identities can be linked into the same account; accounts can be deleted from inside the app.
- A card obtained in the app appears on the web, and can be minted there if eligible.
- An NFT card bought on the web gives the matching playable card in the app.
- One moderated global chat is shared by both games, the website and the app.



IWRU SAYS

"One collection follows you everywhere. Unlike humans, cards apparently remember their passwords."

IWRU Journey

The origin story and the gateway into the ecosystem.

A 2D platform game that tells how IWRU turned the world upside down and created PARADOX. It introduces players to the universe and is one of the main ways to earn Essence.

Status today: 7 stages fully playable on the website today; the roadmap targets 10 stages.

- Daily quests and special events with bonus Essence
- Resume from the last checkpoint and from the furthest stage reached
- Interface rebuilt in October for phones, tablets and PC alike
- Hardcore mode, leaderboards and character skins
- A direct story bridge into PARADOX lore
- Essence earned here works across the whole ecosystem



IWRU SAYS

"Seven stages cleared, three to go. I supervised all of them from a sunbeam."

IWRU: PARADOX

A trading card game with several ways to play.

Players build decks, combine abilities and traps, and compete solo, with friends or against the world.

CARDS

209

4 factions + Neutral; 115 common, 64 rare, 17 epic, 13 legendary.

MODES

6

Tutorial and AI matches (single or best of 3), friend rooms, quick match, ranked and 8-player tournaments.

STAKES

Optional

Free ranked and tournaments are live. MON-staked versions open on the web after the audit.

- How matches, matchmaking and tournaments work: next page
- Packs, Gems, victory chests and crafting: the pages after the economy overview
- A “Shop of the day” with four discounted cards and live shared stock
- 32 avatars for the shared profile (29 collectible + 3 free)
- Every match (except the tutorial) opens with the official dice roll: the winner chooses to play first or draw
- Shared chat for Journey and PARADOX: a global room plus private conversations with message notices, cleared every day at 01:00 UTC
- Tap any card in the collection, the deck builder or the markets to see it full-screen



IWRU SAYS

“A card game where the opponent cannot physically hide the fish. Excellent design choice.”

Play Modes, Matchmaking & Tournaments

Every match runs on the game server with the real engine, so nobody can cheat from their own device.

Mode	How it works	Rewards
Battle vs AI	Guided tutorial, a single match, or a best of 3 : the AI keeps the same deck for all three games and the loser of each game chooses who starts the next.	Practice
Friend room	One player opens a room and shares its 6-character code; the friend joins with it. A room nobody joins closes after 30 minutes.	Gold, chest progress, +10 Essence per win (10 a day)
Quick match	Automatic pairing with the next player who is also looking for a match.	
Ranked	A queue that pairs two players automatically. The free ranked queue is shared by the app and the website.	Gold and chest progress; MON version after the audit
Tournaments	8-player bracket. Create a lobby with its own code, or Quick Join : empty seats are filled automatically with players looking for a tournament. A 30-second ready check, then quarter-finals, semi-finals and the final.	Every round pays like a match; MON version after the audit

BEFORE THE MATCH

Both players pick a deck; the server checks it against the real collection. The official dice roll decides who chooses to play first or draw (15 seconds to choose). Online matches start after both players accept within 30 seconds.

FAIR PLAY

A player who stops acting for 3 minutes can be claimed as timed out, and the opponent wins. Gold and chest progress are paid only after real play (from turn 4) and for up to 25 matches a day, so rewards cannot be farmed.

Rewards per match: 150 Gold for a win, 50 for a loss. Every 10 online wins earn a victory chest. **With MON (website only, after the audit):** ranked and tournaments use a fixed 10 MON entry held by the escrow contract; the winner receives 95% of the pot (see “How MON Matches Will Work”).



IWRU SAYS

“Three minutes to play a card. I have taken longer to choose a sunbeam, but I respect the rule.”

The Gameplay Economy

In-game currencies with clear jobs, and an Essence economy players can trade in.

ESSENCE

Earned by playing

From Journey, PARADOX, daily goals, events and up to 6 optional rewarded ads a day (50 each). Crafts cards, buys Gems, unlocks avatars, buys and sells cards.

GOLD & TICKETS

Earned in matches

Used to open card packs. Packs, missions and balances all run on the server.

GEMS

For gacha packs

Earned with missions and victory chests, or bought with Essence (app and website) or with MON (website only).

ESSENCE CARD MARKET

Players list cards for Essence, at a fixed price or in 24/48/72-hour auctions, with no fee. IWRU also sells one copy of every Common, Rare and Epic card at the crafting price. Duplicates can also be dissolved into Essence.

ESSENCE IS NOT MONEY

Essence lives only inside the games: it can never be converted into MON, any other crypto or fiat money. The only way to turn a card into money is to mint it on the website and sell the NFT for MON.

Pricing anchor: Essence prices are tied to what one rewarded ad really pays: 1 Essence $\approx$ US\$0.00009 (one ad $\approx$ US\$0.0045 = 50 Essence). Essence is never sold, and never converted into money: inside the games it crafts cards and buys Gems.

- Cards are tied to the player account and usable in app and web decks; crypto is never required to play.
- The web adds optional ownership afterwards: eligible cards can be minted as NFTs.



IWRU SAYS

"Several currencies, one objective: obtain more cards and pretend the collection is under control."

Card Packs, Gems & the Gacha

Every pack is opened on the game server with published odds, and the same odds are shown in the game.

A pack holds **5 cards**. Players choose a pack tier and pay it with Gold, Gems or Tickets. The server rolls the cards and adds them straight to the account, so the result is the same on every device.

Pack	Gold	Gems	Tickets	What is inside (5 cards)
Rare	1,200	100	1	3 mostly-Common cards + 2 Rare-or-better (each 2.5% Epic, 0.3% Legendary)
Epic	4,000	320	3	Last card Epic (3% Legendary); 4th card Rare or better
Legendary	18,000	1,400	12	Last card always Legendary; 4th card Epic (6% Legendary)

PITY

Every Rare pack adds 1 point, every Epic pack 3. At 40 points the next pack is a guaranteed Legendary: never more than 40 Rare or 14 Epic packs in a row without one.

GODPACK

A rare chance that all 5 cards are Legendary: 0.01% (Rare pack), 0.1% (Epic), 1% (Legendary).

MYTHIC PRINT

Any Legendary has a 2.5% chance to arrive as its Mythic Print: a special art with its own tight supply cap.

Buy Gems	100 Gems	200 Gems	500 Gems	Where
With Essence	2,200	4,400	11,000	App and website LIVE
With MON	5 MON	10 MON	25 MON	Website only LIVE

GEMS WITH MON

Paid from the player's own wallet to the Gems Shop contract, which splits every payment on the spot: **95%** buys IWRU and burns it, **4%** Fish Vault, **1%** gas reserve. The server reads the purchase on-chain and adds the Gems once. Live on Monad mainnet since 15 October 2026: the first purchase (5 MON) bought 6,475.80 IWRU into the dead wallet within seconds.

TICKETS & SHOP OF THE DAY

Tickets come from missions and victory chests. The Shop of the day sells four discounted cards with live stock shared by all players.



IWRU SAYS

"A pack is a small box of hope. I prefer boxes I can sit in, but the odds are published, so fine."

Victory Chests

A reward for real wins against real players.

Every **10 online wins** verified by the server bank one victory chest. Only real matches against other players count: wins against the AI never do. Chests are kept until the player opens them, and the server rolls the contents when it is opened.

Every chest contains	Details
Gold	200 to 500, always
One bonus	20–60 Gems (30%) · a Ticket (25%) · 40–120 Essence (25%) · a whole Rare pack (20%)
One guaranteed card	Rare (70%) or Epic (30%)
Jackpot	2% chance of a Legendary card or a collectible avatar (half and half)

WHY IT EXISTS

Chests reward playing against people, which keeps the matchmaking queues and tournaments busy.

WHY IT CANNOT BE FARMED

A win counts only after real play, at most 25 rewarded matches a day count, and two accounts trading wins gain nothing worth it.



IWRU SAYS

"Ten wins, one chest. I would have preferred ten wins, ten fish. Negotiations are ongoing."

Crafting & Dissolving with Essence

Get exactly the card you want, or turn spare copies back into Essence.

Crafting creates any card the player chooses, paid in Essence, and adds it to the account like a card from a pack: it can be played, sold on the Essence market or, on the website, minted as an NFT.

Dissolving does the opposite: a copy the player does not need leaves the game and returns a little Essence.

Essence	Common	Rare	Epic	Legendary	Mythic Print
Craft a card	1,300	4,350	12,200	39,000	104,000
Dissolve a copy	35	145	585	2,900	4,400

DECK LIMITS

A deck holds up to 3 copies of the same card (a Mythic Print counts as that card), so extra copies are natural material for dissolving or selling.

THE SAME PRICE EVERYWHERE

The crafting price is also what IWRU charges for the Common, Rare and Epic cards it sells on the Essence market.

Essence can never be multiplied. Crafting always costs many times what dissolving returns, and a pack is always worth less in dissolve value than the Essence its Gems cost, so no loop creates Essence. Stress-tested: card copies and Essence stay exactly conserved under thousands of simultaneous operations.



IWRU SAYS

"Crafting: the art of turning many small cats into one large cat. Metaphorically."

How Players Earn

Gold, Gems, Tickets and Essence. All balances live on the server, so progress follows the account everywhere.

Currency	How it is earned	What it is for
Gold	150 per PARADOX win, 50 per loss (only after real play, up to 25 rewarded matches a day); daily missions (250–400 each); victory chests (200–500)	Packs
Gems	Daily mission “win with a faction” (20); weekly mission “10 wins” (100); victory chests (20–60); bought with Essence (app and website) or MON (website)	Packs
Tickets	Daily mission “3 wins” (1); weekly mission “open 5 packs” (2); victory chests	Packs
Essence	See below: games, daily goals, PARADOX wins, missions, chests, rewarded ads, card sales, dissolving	Crafting, Gems, avatars, the Essence card market (never convertible into money)

Every new account starts with 3,000 Gold, 50 Gems and 2 Tickets. Daily missions refresh every day (3 a day plus one reroll); weekly missions every Monday.

Essence source	Amount	Limit
Journey stage cleared (hard mode)	20 (40)	Once per stage per day
Daily goals · all done · daily challenge	50 each · +100 · 50	3 · 1 · 1 a day
PARADOX win · PARADOX mission	10 · 30	10 · 1 a day
Victory chest bonus	40–120	Per chest
Rewarded ad (app, optional)	50	6 a day, counter always visible
Selling cards · dissolving copies	The full market price · see crafting table	—

Streak bonus: consecutive days multiply gameplay Essence (×1.1 on day 2, ×1.15 from day 3, ×1.35 from day 7, ×1.5 from day 14). **Limits:** gameplay Essence is capped at 1,000 a day after the bonus; ads, sales and dissolves follow their own rules.



IWRU SAYS

“Five currencies. I only understand fish, but I am told this is very well balanced.”

The IWRU App

One crypto-free home for both games.

The mobile app brings Journey and PARADOX into a single application with a shared account. No wallet or blockchain feature is shown in the app: Web3 activity lives on the website.

Status: the Android app is in **closed testing on Google Play** (October 2026), with AdMob rewarded and interstitial ads in the release build. The public launch follows the testing phase. The iOS build pipeline to TestFlight is in place, with the App Store listing created.

ADS EVERYONE SEES

One short ad when leaving the results of a finished PARADOX match or Journey stage. Never during play and never in the tutorial.

ADS PLAYERS CHOOSE

On top of that, players can choose to watch an ad to **earn Essence**: 50 Essence per ad, up to 6 a day, with the counter always visible. Completely optional.

- Ad revenue, like all the money the project raises, is used after taxes to buy and burn IWRU, feed the Fish Vault treasury and fund the development of the token (percentages to be determined)
- In-app account deletion and a privacy policy matching the store requirements

INSIDE THE APP - JOURNEY

The full 2D adventure bundled in the app, so stages load instantly and keep playing on a weak connection: stage select, hard mode, daily challenge, daily goals, best times and leaderboards.

INSIDE THE APP - PARADOX

Guided tutorial, matches against the AI, online PvP (quick match, friend rooms by code, free ranked and free 8-player tournaments), collection and deck builder, packs, Gems for Essence, Shop of the day, missions and victory chests, the Essence card market and auctions, the rulebook and the card library.

ONE ACCOUNT EVERYWHERE

Email login shared by both games; cards, currencies and progress sync with the website and other devices; profile with avatars and cross-game stats.

COMMUNITY

The same global chat as the website plus private conversations, with report and block. Players always appear with their nickname.



IWRU SAYS

"The app contains games, cards and ads. It contains no blockchain and, tragically, no automatic fish dispenser."

Website & Web3 Layer

The home of everything blockchain — optional and separate from normal play.

After wallet verification, players can claim their IWRU dividends, mint their cards, trade NFTs and buy Gems with MON, all **live on Monad mainnet**. MON-staked ranked matches and tournaments open after the independent audit.

WHY MONAD

A fast, low-cost blockchain: small fees make many small actions (entries, refunds, payouts) practical.

WALLET SAFETY

On-chain actions need a verified wallet signature. Wallets can be unlinked from an account, as long as another way to log in remains.

- Cards earned by gameplay can become player-owned NFTs (the player pays the mint gas)
- A card stays playable (app and website) while its NFT is in the linked wallet: minting never removes it; selling, sending or burning the NFT does; buying or receiving one adds it
- One wallet per account
- The public /fees page lets every holder see and claim their IWRU dividends
- Marketplace and gem fees already add recurring IWRU buyback demand

IWRU SWAP LIVE — buy and sell the IWRU token directly on iwillrugu.com, without leaving the site.

Action	How it works	Extra fee
Buy with MON	One signature on Monad through the official nad.fun router	None
Buy with ETH	Two steps from Ethereum: the Relay bridge turns ETH into MON, then the same nad.fun purchase. The bridge cost is shown before signing	0.2% app fee
Sell IWRU	Approve, then sell to MON through the nad.fun router	None

Prices come from the router itself, a 5% slippage limit protects every trade, and the tokens always go to the player's own wallet: IWRU never holds them. The normal 1% IWRU trading fee applies as on any other trade.

IWRU SHOP

Official merch on iwillrugu.com/shop: tees, hoodies, mugs and caps, paid in crypto, made to order and shipped worldwide.

HOLDER DIVIDENDS

iwillrugu.com/fees shows every holder their WMON dividends and lets them claim.



IWRU SAYS

"Wallets are optional. Naps are mandatory."

Minting & Scarcity: the exact caps

Every card and avatar has a maximum supply enforced by its smart contract.

Minting can never create unlimited copies. Each card has a hard ceiling written into the contract. When it is reached, **no further NFT copies can ever exist**; the only way to get one is from another holder.

Cards (209)	Cards in tier	Max mints per card	Total possible
Common	115	10,000	1,150,000
Rare	64	2,000	128,000
Epic	17	750	12,750
Legendary	13	250	3,250
Mythic print (special art of each Legendary)	13	75	975
Total card NFTs			1,294,975

Avatars: 29 collectible avatars with caps from **1,400** (most common) down to **5** ("The Rug Itself"), 11,475 in total, plus 3 free starter avatars capped at **1,000** each (3,000). **All avatars: 14,475 possible NFTs.**

- **One NFT per owned copy:** the minted copy is then held as the NFT and stays playable while it is in the linked wallet.
- **Player pays the gas** through a one-time signed voucher; IWRU never pays to mint.
- **Per-wallet limit:** up to 20 copies of the same NFT per wallet (1 for Legendary and Mythic Print).

These limits are configured in the Cards contract on Monad mainnet. A cap can never be changed once set; only brand-new items can be added later, each with its own cap (9 avatars were added this way in October).



IWRU SAYS

"Scarcity means there is a limit. Apparently 'all of them' is not a valid minting strategy."

How MON Matches Will Work: Escrow in Plain English

Not live yet: the Arena contract is deployed on Monad mainnet but stays closed until the independent audit. Your stake is never held by IWRU.

10 MON fixed entry per player for paid ranked matches and 8-player tournaments. One amount, no tiers.

- 1 Seat.** The server checks the player and signs a one-time, single-use permission to sit at this specific table.
- 2 Deposit.** The player sends their 10 MON *directly* to the escrow contract from their own wallet. IWRU never touches it.
- 3 Play.** When the table is full (2 players, or 8 in a tournament) the match clock starts.
- 4 Result.** The game server, which runs the real game engine, records the winner on-chain. It can only name a player who actually deposited.
- 5 Payout.** The winner's prize is credited in the contract and sent to their wallet automatically.

WIN

Winner gets 95% of the whole pot.

DRAW

Everyone gets 100% of their stake back. No fee.

NO RESULT / TIMEOUT

Everyone gets 100% back. No fee. Anyone can trigger it.

Example: two players stake 10 MON each (20 MON pot). The winner receives 19 MON. If nobody finishes in time, each gets their 10 MON back.

**IWRU SAYS**

"Put the MON in escrow, play the match, settle the result. Even humans can follow that."

Deadlines That Protect Your Money

Part of the MON-match design that launches after the audit. Every table has fixed clocks; when time runs out, refunds open automatically.

Mode	Time to find opponents	Time to play	Safety margin
Ranked (2 players)	60 min	60 min	10 min
Friend room	60 min	120 min	15 min
Tournament (8 players)	120 min	8 hours	30 min

- **Clocks are written per table** when it opens. A later change to the rules can never alter a table that is already running.
- **Safety margin:** the last minutes are reserved so results can be recorded before refunds open. Results are never sent in the final seconds.
- **Exactly one exit:** before the deadline only a result can be recorded; after it only refunds are possible. The two can never overlap, so nobody is paid twice.
- **Changing these values** needs a public proposal and a **48-hour waiting period**, and stays inside hard limits fixed in the contract.

Worst case: if IWRU's servers and all automation disappeared, players can still call the refund themselves once the clock expires. Funds cannot get stuck.

**IWRU SAYS**

"A deadline is only useful if it cannot be moved. Mine cannot be moved. I checked. Twice."

Where the Money Will Go in a Match

Design for MON matches after the audit: a single protocol fee, only when there is a winner.

Winner 95%

Of the pot: 95% to the winner, 5% protocol fee. That 5% is then divided:

Buyback & burn up to 2%

Fish Vault 2.8%

Buyback & burn up to 2% · Fish Vault 2.8% · Gas reserve 0.2%

Share of the pot	Goes to	Why
95%	The winner	The prize
Up to 2%	Buy IWRU → dead wallet	Permanent supply reduction from real activity
2.8%	Fish Vault	Marketing, visibility, development and community rewards
0.2%	Gas reserve	Keeps the automation running (next pages)
0%	On draws and refunds	Players always recover their full stake

“Up to 2%”: a small refund of automation gas can be taken from this share; with 10 MON stakes it is a tiny fraction. A separate, prepaid automation fee is planned so the burn share stays untouched (see “Gas”).

Total protocol fee: 5% of a decided match or tournament (raised from 3% in October 2026). Up to 2 points buy IWRU and burn it.

MON-staked matches are not live today. The 5% is written in the Arena contract already deployed on Monad mainnet, which stays closed until the audit (an earlier test version applied 3%).



IWRU SAYS

“Competition feeds the burn and the vault. I approve of any loop that eventually feeds something.”

Gas Explained Simply

Gas is the small network fee the blockchain charges for every action.

WHO PAYS: THE PLAYER

Player gas

For the player's own actions: depositing a stake, minting, buying. On Monad this is a small fraction of a MON.

WHO PAYS: THE SYSTEM

Automation gas

For everything done *for* the player: recording results, opening refunds, sending payouts, moving fees, running buybacks. The workers front this cost.

Automation task	Who gets the gas back today
Recording a match result	Refunded to the result key from the burn share of the fee (tiny with 10 MON stakes)
Fee transfers and IWRU buybacks	Refunded to the treasury keeper from the Operations Gas Reserve
Refunds and payouts	Paid by the workers; planned to be covered by a prepaid automation fee (design estimate $\approx 0.2\text{--}0.3\%$ of a 10 MON stake, final amounts pending approval)

The Operations Gas Reserve (v2, our “emergency gas tank”) automatically tops up **all three automation wallets** (result key, backup, treasury keeper), even from empty, so nothing ever stalls. It never touches player money. **On mainnet:** about 198 MON (16 October 2026); fees move in batches, so small purchases never drain it.

How the tank is fed	Share
Every decided match or tournament	0.2% of the pot
Every Gem purchase	1%
Every marketplace sale	1%
Anyone can top it up	voluntary

- **Hard limits:** at most 1,000 MON in the tank (any surplus goes on to buy IWRU); top-ups of at most 5 MON each, 20 MON per wallet and 50 MON in total per day; only registered workers and protocol contracts benefit, and it can **never** pay prizes, stakes or seller proceeds.
- **If gas becomes extremely expensive:** players can still trigger refunds themselves when a clock expires.



IWRU SAYS

“Gas is fuel. I do not drive. I do, however, supervise the tank.”

The Workers That Run Everything

No human presses a button: independent programs do the settling, watching and bookkeeping.

WORKER 1

Primary Executor – “The Settler”

Records match results, opens timeout refunds and triggers payouts to winners the moment a game is decided.

WORKER 2

Backup Executor – “The Second Settler”

Runs on its own separate key. Steps in only if the first is late, and can never double-pay.

WORKER 3

Supervisor – “The Watchdog”

Holds no keys and moves no money. It only watches for delays, failures and low fuel, and raises alerts.

WORKER 4

Reconciler & Notifier – “The Accountant”

Reads the blockchain, checks every result against the server’s records, flags anything unexpected and prepares a notice for each player once a result is confirmed.

Worker 5 • Treasury keeper: its own key, moves fee shares to their destinations and runs the IWRU buybacks. It can never decide a match.

- Each worker has its **own key** and one job. No key can do everything.
- Work is locked per task, so two workers can never do the same job.
- If the main worker goes down, the backup takes over (drilled on the hosted server). Refunds stay open to everyone regardless.

Status: all five processes run on a dedicated server, **on Monad mainnet since 12 October 2026**, each with a new key. While the Arena is closed they move the Gem and marketplace fee shares and run the IWRU buybacks. **Drill on that server (11 October 2026, test network):** with the main worker stopped, the backup settled the match with its own key after 84 seconds, exactly once, and the watchdog raised the alarm; after a full server reboot all five were back in about 20 seconds. The same day they settled a win, a draw, a timeout and an unfilled room on the 5% test Arena, every payment exactly once.



IWRU SAYS

“Five workers, zero naps taken. I am told this is what “automation” means.”

Seven Layers of Protection

Each layer covers a different risk, so no single failure can hurt players.

#	Layer	What it does
1	Non-custodial funds	Stakes go straight into a public contract. IWRU cannot take or redirect them.
2	Signed entry	Only players approved for a specific table can join it; each permission works once.
3	Guaranteed exit	Timeouts and refunds are built into the contract and callable by anyone.
4	Separated keys	Different keys for results, backup, entry permissions and treasury. One leaked key cannot do everything.
5	Change control	Sensitive settings (match clocks, trading routes, treasury destinations, gem packages, gas-reserve callers) change only after a 48-hour public notice and inside fixed limits. Contract code cannot be swapped. Operational keys can be rotated at once if one is ever compromised.
6	Watched automation	Backup worker, watchdog and accountant catch delays and mismatches. Emergency pause blocks new activity but never traps funds already owed.
7	Testing & audit	650+ automated contract tests plus invariant fuzzing (200,000 random marketplace calls in one run alone) and a full deployment rehearsal on a private copy of Monad mainnet with the real IWRU token and the real nad.fun router: exact fee split and a real buyback into the dead wallet, nothing sent on-chain. The deployed code is verified byte-for-byte against the source. An independent full audit comes before MON-staked matches open.

Known residual risk, stated openly: the key that records results can only name a player who deposited, but if it were stolen it could pick the wrong winner of an open match. That is why it is separate from every other key, watched by the watchdog and the accountant, and can be replaced instantly.

Honest status: the contracts were deployed on Monad mainnet in October 2026. Cards, Marketplace, Gems Shop, Buyback Vault and Gas Reserve are in use; the **Arena is deployed but closed**: real-money competition opens only after the final independent audit.



IWRU SAYS

"Seven layers. I asked for eight. The humans said seven was 'plenty'."

What We Hardened in October 2026

Five rounds of adversarial testing on the live games, website and app. Every fix below is deployed.

Area	What changed
Accounts	Real per-device sessions: logging out ends only that session, a password reset ends all the others, deleting the account removes every access. Logging out never deletes progress.
Backups	Automatic daily backup of every account, resumable if interrupted; a full restore was proven byte-for-byte in isolation.
Fair rewards	A match pays Gold and chest progress only after real play, with a daily cap, so rewards cannot be farmed with instant forfeits or alt accounts.
Chat	Nobody can post under someone else's name; chat, private messages and leaderboards always show the player's nickname, never a login e-mail; invisible, reversed or control-character text is removed; message floods are rate-limited per account.
Ads	Rewarded ads capped at 6 a day with a visible counter; one interstitial per completed match or stage, never during play.
Economy	Card copies and Essence proven conserved under thousands of simultaneous market, auction and dissolve operations.
Marketplace	A listing the seller can no longer deliver is shown as unavailable; the contract already refuses to sell it.
Decks & NFTs	The server checks every deck against the real collection: game copies, plus NFTs in the single linked wallet (read from the chain). Minting keeps the card; a sold, sent or burned NFT takes it away, so a card can never be played twice. Essence can never be converted into money.
Automation	On the 5% test Arena the hosted workers settled a win, a draw, a timeout and an unfilled room by themselves, every payment exactly once; on mainnet they split the first real Gem purchase and bought IWRU into the dead wallet within seconds.
Phone wallets	Wallets on phones connect reliably and switch to Monad, or add it, by themselves, even when the browser reloads the page while the wallet app is open.
Dividends page	Kept working through nad.fun's upgrade of its dividend contract; every claim is checked before the wallet opens, so nobody signs a transaction that would fail.



IWRU SAYS

"I tried to break it five times. It refused. Rude, but reassuring."

Every Fee, Every Destination

One table for all the money flows in the ecosystem.

Activity	Split
Ranked match / 8-player tournament (10 MON per player) LAUNCHES AFTER AUDIT	Winner 95% · up to 2% buy IWRU & burn · 2.8% Fish Vault · 0.2% gas reserve. Draws and refunds: 100% back.
Gems bought with MON (website) LIVE	95% buy IWRU & burn · 4% Fish Vault · 1% gas reserve
Marketplace sale (5% fee) LIVE	Seller keeps 95% · 3% buy IWRU & burn · 1% Fish Vault · 1% gas reserve
IWRU token trades (1% on every buy and sell) LIVE	70% holder dividends (WMON) · 10% buyback & burn · 10% liquidity · 10% creator → Fish Vault
Money the project raises (e.g. app advertising), after taxes POLICY	Buy IWRU & burn · Fish Vault treasury · token development. Percentages to be determined
Essence card market (in-game)	No fee: the seller receives the full price. Essence paid for cards sold by IWRU leaves the game (no crypto involved)
Draws, refunds, timeouts	No fee at all

BUY & BURN

The Buyback Vault contract (and the token's own burn vault) buys IWRU on the market and sends it to a dead wallet nobody controls. Every burn is visible on-chain.

HOLDER DIVIDENDS

70% of the 1% token fee is paid in WMON to wallets holding at least 10,000 IWRU, claimable on iwillrugu.com/fees.

FISH VAULT

The team wallet that works as the ecosystem treasury: marketing, visibility, development and community rewards. Its address is public.

GAS RESERVE

Pays the network fees of the automation (results, refunds, payouts, buybacks). Capped at 1,000 MON; anything above goes to buy-and-burn. It can never pay prizes or stakes.

The Arena and Gem splits are fixed in their contracts. The marketplace fee starts at 5% and the owner can adjust it, but never above a hard ceiling of 20% written in the contract; the intention is to keep it at 5%.



IWRU SAYS

"Every percentage on one page. I have laminated it."

The Contracts We Built

Six purpose-built contracts. Each does one job. All deployed on Monad mainnet; the Arena stays closed until the audit.

Contract	What it does
IWRU Arena	Holds the stakes of ranked matches and tournaments, enforces the clocks, pays winners and refunds everyone else.
IWRU Cards	The collection: every card and avatar NFT, with a hard mint ceiling for each.
IWRU Marketplace	Peer-to-peer trading of card NFTs: listings, purchases and bids (bids can never exceed the asking price), with fee routing.
IWRU Gems Shop	Sells Gems for MON with fixed price packages and splits every payment automatically.
IWRU Buyback Vault	Collects the burn shares, buys IWRU on the market and sends it to the dead wallet.
IWRU Ops Gas Reserve (v2)	The emergency gas tank: automatic top-ups for the three automation wallets, hard daily caps, surplus sent to buybacks.

Already external and live: the IWRU token, the market where buybacks are made, the dead wallet and the Fish Vault (addresses on the last page).

Where they are today: all six are deployed on **Monad mainnet** (12–15 October 2026) and owned by the Fish Vault. Cards, Marketplace, Gems Shop, Buyback Vault and Gas Reserve are in use; the Arena is deployed but closed until the independent audit. Before that, the full flows (matches, refunds, gems, marketplace, buyback to the dead wallet) were exercised end to end on the test network and in a rehearsal on a private copy of Monad mainnet.

**IWRU SAYS**

"Six contracts, one job each. Finally, a team that respects boundaries."

Two Markets, Two Worlds

One market for playing, one for owning. They never mix.

	Essence card market	NFT marketplace
Where	In the app and on the website	On the website only
Currency	Essence (in-game only)	MON (real crypto)
What is traded	Game cards from the player's collection	Minted card and avatar NFTs
Wallet needed	No	Yes, the one wallet linked to the account
Fee	None: the seller receives the full price	5%: 3% buys IWRU and burns it · 1% Fish Vault · 1% gas reserve
Status	LIVE	LIVE ON MAINNET

THE APP MARKET IS HARMLESS

The Essence market involves no crypto and no real money. Essence can never be converted into MON or any other currency, so trading in the app is just part of the game.

THE WEB MARKET IS FOR OWNERSHIP

The only way to turn a card into money: mint it on the website as an NFT and sell it for MON. Every sale feeds the IWRU buy-and-burn.

A card is in one market or the other, never both: a copy listed for Essence is a game copy, and a minted copy is traded as an NFT. The card stays playable while its NFT is in the linked wallet.



IWRU SAYS

"Two markets. One for snacks, one for treasure. I keep my fish in neither."

The NFT Marketplace in MON

Website only. The one market with a fee: a transparent 5%, live on Monad mainnet.

5% marketplace fee

Seller keeps **95%** · **3%** buys IWRU and burns it · **1%** Fish Vault · **1%** gas reserve

Step	How it works
1 · Mint	A card the player owns in the game becomes an NFT in their own wallet (the player pays the mint gas; supply caps are public).
2 · List	One approval for the marketplace, then each copy is listed at a MON price. The NFT stays in the seller's wallet until it sells; a listing can be cancelled at any time.
3 · Buy	The buyer pays exactly the asking price. In the same transaction the contract delivers the NFT and splits the money: 95% to the seller, 3% buys IWRU and burns it, 1% Fish Vault, 1% gas reserve. The seller withdraws their MON whenever they like.
4 · Offer	Instead of buying, anyone can bid from 1 MON up to the asking price (up to 10 live bids per listing). The bid is held by the contract, can be withdrawn at any time, and returns to the bidder automatically after 3 days. The seller accepts the bid they want.
5 · Play	The card is playable in the app and on the website while the NFT is in the linked wallet. Minting never removes it; if the NFT is sold, sent or burned, the card leaves the collection (a deck using it is marked incomplete). The server checks every deck against this.

- If a seller gives the NFT away or revokes the approval, the listing is shown as unavailable and the contract refuses to sell it; anyone can clean it up.
- Every sale and every burn can be checked on-chain by anyone.
- The 5% fee is the launch setting; it can be adjusted by the owner but never above a hard 20% ceiling fixed in the contract.

Example: a card NFT sells for 10 MON. The seller receives 9.5 MON, 0.3 MON buys IWRU and burns it, 0.1 MON goes to the Fish Vault and 0.1 MON to the gas reserve. Collectors' trading becomes steady buyback pressure on IWRU without asking anyone to hold the token to play.



IWRU SAYS

"A marketplace where cards find new homes and IWRU finds the dead wallet. Efficient."

The Essence Card Market

Live today in the app and on the website: players trade cards for Essence, no crypto involved.

FIXED PRICE

List a card for 100 to 2,000,000 Essence. The copy leaves the seller's collection while it is listed (so it can never be sold twice) and comes back if the listing is cancelled. Up to 20 live listings per player.

AUCTIONS

Or auction it for 24, 48 or 72 hours from a start price. Each new bid must beat the leader by 5% (at least 10 Essence); a bid locks the bidder's Essence and an outbid player gets it back at once. The highest bid wins; with no bids the card returns to the seller.

No fee. The buyer pays the price and the seller receives all of it. **IWRU also sells** one copy of every Common, Rare and Epic card at the crafting price (1,300 / 4,350 / 12,200 Essence), marked with an IWRU badge. Sold cards come back at random intervals, or at once when fewer than 40 cards are on sale. Essence spent on these cards leaves the game, which keeps Essence scarce.

Rule	Why
Only real, server-recorded copies can be listed; a minted copy cannot	A minted card is traded as an NFT on the website, so it can never be sold in both markets
A seller can never buy their own listing	No fake trades to move Essence between accounts
A purchase interrupted half-way is finished or rolled back automatically	Nobody pays without receiving the card, or loses a card without being paid
Ended auctions settle on the next visit and every 15 minutes	No auction stays open past its end

Players can also dissolve a copy they do not want into Essence instead of selling it (see the crafting table). Stress-tested with thousands of simultaneous listings, purchases, cancellations, bids and dissolves: no card or Essence was ever created or lost.



IWRU SAYS

"I listed a nap for 2,000,000 Essence. Nobody bid. Their loss."

Token Utility & Sustainable Tokenomics

The games run without the token; the Web3 economy strengthens it.

IWRU lives on Monad (total supply **1,000,000,000**, fixed). It powers the optional Web3 layer and is **bought and burned** by real activity. **Live today:** a 1% fee on every IWRU trade (buys and sells) on nad.fun, split by on-chain vaults. Gem sales and marketplace trades on the website already add their own burn shares; **after the audit**, MON matches add theirs.

70% Holder dividends

Of the 1% trading fee: 70% holder dividends (WMON, wallets with at least 10,000 IWRU) · 10% buyback & burn · 10% liquidity support · 10% creator → Fish Vault

106.7M

IWRU already burned: 10.67% of the total supply sits in the dead wallet (0x...dEaD), where nobody can ever move it. Checked on-chain 16 October 2026.

Where the project's revenue goes. The money the project raises (for example from app advertising), after taxes, is used to **buy IWRU and burn it**, to **feed the Fish Vault treasury** and to **fund the development of the token**. The exact percentages are still to be determined and will be published.

DIRECT UTILITY

NFT ownership, marketplace, premium collectibles and future Web3 services.

INDIRECT VALUE

Every burn share above turns ecosystem usage into permanent supply reduction.

On-chain today (checked 16 October 2026): trading fees so far ≈ 8,505 WMON (1% of ≈850,000 MON traded). The burn vault has already bought and burned **2.43 million IWRU** in 57 automatic runs; **58 holder wallets** receive WMON dividends (claimable on iwillrugu.com/fees); **106.70 million IWRU** (10.67% of supply) sit in the dead wallet in total.



IWRU SAYS

"The token supports the Web3 layer. The games support the world. I support the nearest cushion."

The Fish Vault

The team wallet that works as the ecosystem treasury.

102.5M

IWRU held by the Fish Vault (10.25% of total supply) plus about 878 MON, checked on-chain 16 October 2026

Not only IWRU. The Fish Vault also keeps **MON**: the dividends that the IWRU it holds earns from every token trade. It also receives a share of the money the project raises, after taxes (the rest buys IWRU and burns it or funds the token's development; percentages to be determined). Everything in the vault is used for **marketing, visibility, development and community rewards**.

REWARD

Loyal holders, active players, events and community participation.

GROW

Marketing, partnerships and visibility.

DEVELOP

New stages, cards, features, platforms and infrastructure.

SUSTAIN

Closes the loop: the vault feeds the ecosystem, the ecosystem feeds IWRU.

What flows in	Share	Status
Creator share of the token fee	10% of the 1% trading fee	Live
Ranked matches and tournaments	2.8% of each decided pot	After audit
Gem sales for MON	4%	Live
Marketplace sales	1%	Live
Money the project raises (e.g. app advertising), after taxes	A share, together with buy-and-burn and token development; percentages to be determined	Policy
MON dividends earned by the IWRU it holds	Its share of the 70% holder dividends	Live

Fish Vault address (Monad): 0xFF83bDBf0830897579bd7ed6f76ecD93FFF60021



IWRU SAYS

"The Fish Vault contains no actual fish. I have filed several complaints."

Community & Visibility

Where players meet, and how IWRU keeps showing up every day.

IN THE GAMES

One global chat

Shared by Journey, PARADOX, the website and the app. Moderated (word filter, report and block), and every chat is cleared once a day, at 01:00 UTC.

ON X

A card twice a day

The official account posts one PARADOX card at 22:00 UTC and another at 11:00 UTC, cycling through every card before any repeats, with a link to play.

ON TELEGRAM

The IWRU bot

A cat with personality that answers the community and announces what is new. In its daily Catch Event the fastest player wins a PARADOX card, redeemed on the website with a one-time code; twice a day it posts the chart and the holder dividends.

FOR HOLDERS

Dividends page

Every holder can check and claim the WMON dividends earned from IWRU trading, straight from the website.

Daily presence costs nothing to the player and keeps the game, the cards and the token in front of the community every day.



IWRU SAYS

"I post a card twice a day. Humans call it marketing. I call it showing off my collection."

Where We Are, Honestly

Built in the open, tested before it handles real money.

Area	Status
Journey (7 stages), PARADOX (209 cards), shared account, moderated chat with private conversations	LIVE
Essence economy: card market and auctions (app and website), Shop of the day; Essence is never convertible into money	LIVE
IWRU trading fee: holder dividends (claim page on the website), automatic burns	LIVE
NFT minting, NFT marketplace and Gems for MON (website)	LIVE ON MAINNET
Android app with ads	CLOSED TESTING ON GOOGLE PLAY
IWRU SHOP on iwillrugu.com: official merch (tees, hoodies, mugs, caps), paid in crypto, made to order, shipped worldwide	LIVE
iOS app	TESTFLIGHT PIPELINE READY
Smart contracts (Arena, Cards, Marketplace, Gems, Buyback, Gas Reserve)	DEPLOYED ON MAINNET — ARENA CLOSED
Automation workers	HOSTED — RUNNING ON MAINNET
Independent security audit	BEFORE MON MATCHES OPEN
MON-staked ranked matches and tournaments	NOT LIVE — AFTER AUDIT

NEXT

- First official NFT card series
- Independent audit, then MON-staked matches
- Automation-fee design
- Journey stages 8 → 10

LATER

- iOS release on the App Store
- New PARADOX content and modes
- Events and partnerships



IWRU SAYS

"Transparent rules, testing first, real money later. Suspiciously organized for a cat project."

[illegible]

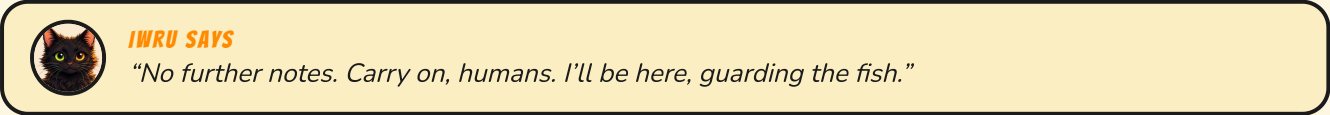
Chain	Monad
IWRU token	0xaCCD61772BCd3717546f141382b68b6D2EF17777
Fish Vault	0xFf83bDBf0830897579bd7ed6f76ecD93FFF60021
Dead wallet (burned IWRU)	0x0000000000000000000000000000000000000000000000000000000000000000dEaD
Website	iwillrugu.com
Holder dividends	iwillrugu.com/fees
Live chart	nad.fun
X	@lwillrug_u

Our mission
Make IWRU valuable because the ecosystem is valuable — not the other way around.

Our mission
Make IWRU valuable because the ecosystem is valuable — not the other way around.

- Build great products first
- Connect gameplay and progression
- Keep blockchain participation optional
- Create verifiable token value
- Grow the IWRU world

This document describes product design and current development status for information purposes. It is not financial advice or an offer. Percentages describe the contract and fee design; testnet results are not mainnet results. Figures such as supply, balances and dividends were read from the Monad blockchain and the nad.fun API on 16 October 2026 and change over time. MON-staked matches, with their 5% commission, open on mainnet after the independent audit.



 **IWRU SAYS**
“No further notes. Carry on, humans. I’ll be here, guarding the fish.”

 **IWRU SAYS**
“No further notes. Carry on, humans. I’ll be here, guarding the fish.”