

# Bugiugan Sphere — Whitepaper v1.0 (English Edition)

A dark-futuristic, cinematic world where nature, technology, and energy  
merge

Ticker: BISPHER • Chain: Base (L2) • Standard: ERC-20

This English edition consolidates and translates the original mixed-language draft. Any missing glyphs or black squares have been restored into proper characters.

# Executive Summary

Bugiugan Sphere is a narrative-driven, cooperative action-RPG metaverse built around portal traversal, resource harvesting, and community governance. Players explore dimensional Portals—such as the Echo Nexus, Obsidian Chamber, and Astral Gate—to gather Energy Fragments, craft relics, and unlock new chapters of the evolving world.

BISPHER is the ecosystem token on Base (Layer 2) that powers the in-game economy, access, and governance. Core loops are designed to create sustainable demand sinks (upgrades, crafting, ritual burns, access keys) balanced by transparent sources (gameplay rewards, seasonal events, staking incentives).

The go-to-market plan features a three-stage presale with audited contracts, anti-bot protections, and on-chain vesting. Token allocation prioritises long-term alignment with players, builders, and liquidity providers, while emissions are paced to reduce sell-pressure during early growth phases.

This document presents the vision, core mechanics, economy design, token utility, tokenomics, vesting, risks, legal considerations, roadmap, and community commitments.

## 1. Vision

Bugiugan Sphere blends narrative exploration with cooperative challenges. Players traverse Portals to harvest Energy Fragments, craft relics with unique modifiers, upgrade capabilities, and collectively steer world events via the Codex Council (DAO). BISPHER underpins in-game transactions, access rights, and governance proposals.

## 2. Gameplay Loop & Core Mechanics

Core Loop: Explore → Harvest → Craft → Upgrade → Challenge → Govern.

- Portal traversal with escalating difficulty tiers and environmental modifiers.
- Guardian roles that specialise in scouting, defense, support, and ritual mastery.
- Energy Fragment farming tied to time-limited rifts and seasonal rotations.
- Relic crafting and infusion systems enabling build diversity and meta shifts.
- Seasonal challenges with leaderboard-driven rewards and cosmetic titles.
- DAO-driven world events via the Codex Council, including Rituals of Balance.

## 3. Economy — Sinks & Sources

Sources: Energy Fragment farming, staking rewards, seasonal events, achievements.

Sinks: Upgrades, relic crafting, access keys, Ritual of Balance burns, protocol fees, and cosmetic titles.

## 4. Chain & Standards

Chain: Base (L2) | Standard: ERC-20 | Ticker: BISPHER

Testnet: Base Sepolia | Contracts verified and open-sourced post-launch; audit planned prior to TGE.

## 5. Presale Structure

Stage	Price	Round Cap	Per-Wallet Cap	Vesting
I — Allowlist	\$0.010	10% of supply	\$1,000 (~100k)	10% TGE + 3 mo linear
II — Public	\$0.012	12% of supply	\$1,500 (~125k)	20% TGE + 3 mo linear
III — Final	\$0.015	8% of supply	\$2,000 (~133k)	30% TGE + 2 mo linear

On-chain enforcement, allowlists, and anti-bot protections will be used to maintain fairness.

## 6. Tokenomics (Proposed)

Allocation	Percent	Tokens	Vesting
Presale (Stage I-III)	30%	300,000,000	10% TGE; then 2-3 mo linear (per stage)
Liquidity & Market-Making	15%	150,000,000	Locked 12 mo; linear unlock after
Ecosystem & Rewards (P2E, staking)	25%	250,000,000	3 mo cliff; 36 mo linear
Team	10%	100,000,000	6 mo cliff; 24 mo linear
Treasury	10%	100,000,000	No TGE; 24 mo linear
Marketing & Partnerships	5%	50,000,000	3 mo linear
Advisors	5%	50,000,000	3 mo cliff; 12 mo linear

Emissions will be published with a monthly schedule; charts to be appended post-audit if parameters change.

## 7. Vesting & Emissions

Vesting commences according to the allocations above. A visual emissions chart will be provided alongside the final audited parameters before TGE. Foundational principle: early-phase emissions favour gameplay rewards and ecosystem growth while minimising sell-pressure.

## 8. Risks

- Market volatility: Digital assets can rapidly lose value.
- Smart contract risk: Undiscovered bugs or vulnerabilities may exist despite audits.
- Regulatory risk: Legal frameworks differ by jurisdiction and may evolve.
- Execution risk: Roadmap items may be delayed due to technical or resource constraints.

## 9. Legal & Compliance

This document is informational only and does not constitute an offer or solicitation to sell securities. Participation may be restricted in certain jurisdictions (e.g., US, CA). KYC status: to be confirmed prior to TGE. Audit: planned; report to be published before TGE.

## 10. Roadmap (Summary)

- Phase I: Website, lore, portal prototypes.
- Phase II: Presale & testnet, staking previews.
- Phase III: DEX listing, player dashboard, seasonal events.
- Phase IV: DAO governance, new portals, global rollout.

## 11. Transparency & Community

We publish open development updates across Telegram, X, and Discord. On-chain caps, vesting schedules, and liquidity locks will be publicly verifiable. Community proposals are surfaced via the Codex Council for binding votes using BISPHER.

## 12. Contacts

Website: [bugiugan-sphere.io](https://bugiugan-sphere.io) | Ticker: BISPHER | Chain: Base (L2) |  
Community: Telegram • Discord • X

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