

MOON HIGHWAY

A Space Noir 3D Strategy Ecosystem

Contract Address: `0x19426f9d746DA12Dc5EFdE5064AC411F85B6Bd14`

1. EXECUTIVE SUMMARY

Moon Highway is a high-fidelity, browser-based 3D strategy game set in a gritty Space Noir universe. Leveraging the power of Three.js, the project delivers an immersive cockpit-view driving experience optimized for web performance with a strict 1.8MB asset limit. The ecosystem features a complex 30-level progression system and a sustainable circular economy.

2. VISION AND AESTHETICS

The game embraces the "Space Noir" aesthetic—combining futuristic technology with the dark, atmospheric vibes of classic detective cinema. Players navigate through rain-slicked asphalt environments, featuring realistic vehicle physics and immersive visual effects, all designed to run seamlessly in modern web browsers.

3. TOKENOMICS

The \$DRUMM token is the native utility asset of the Moon Highway ecosystem, with a total fixed supply of 1,000,000,000 tokens.

1 Billion

TOTAL SUPPLY

70%

COMMUNITY & AIRDROP

30%

PROJECT & DEVELOPMENT

Economic Circularity

- **Starter Packs:** Users purchase Starter Packs to initiate their journey. These proceeds fuel the 30% Development Fund, supporting infrastructure and team expansion.
- **Play-to-Earn Rewards:** 70% of the total supply is dedicated to the community. Players earn \$DRUMM through gameplay, daily tasks, and XP progression.
- **Value Loop:** As players invest in the ecosystem via Starter Packs, they unlock the ability to extract value from the 700M token airdrop pool through active engagement.

4. GAMEPLAY & PROGRESSION

Moon Highway features a sophisticated 30-level Experience Point (XP) system. Players climb the economic hierarchy, starting from humble beginnings and aiming for ultimate dominance:

- **Worker Tier:** Entry-level status focusing on basic resource gathering and daily tasks.
- **Managerial Tier:** Mid-level progression with increased earning potential.
- **Space Magnate:** The pinnacle of the Moon Highway hierarchy, offering maximum influence and rewards.

5. ROADMAP

Phase 1: Foundation & Optimization

- Deployment of \$DRUMM Smart Contract on the blockchain.
- Finalization of Three.js 3D engine with high-fidelity wet asphalt textures.
- Strict 1.8MB optimization of core vehicle models and environment assets.

Phase 2: Economic Integration

- Launch of the 30-level XP progression and Economic Hierarchy.

- Integration of the Daily Task system.
- Release of Starter Packs to seed the Development Fund.

Phase 3: Monetization & Scaling

- Integration of Rewarded Ads SDKs (CrazyGames, Poki, AdSense).
- Activation of the 70% Community Airdrop distribution for active players.
- Expansion of the Space Noir universe with new vehicles and districts.

Phase 4: Ecosystem Maturity

- Implementation of Governance features for \$DRUMM holders.
- Cross-platform optimization and advanced physics updates.
- Global tournament system and seasonal rewards.

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