\$CLMBR - The Climber Token

"Climb the Ranks. Claim the Throne."

Plattform: PumpPad.gg | Chain: Pepe Unchained (L2) Supply: 1.000.000.000 CLMBR | Standard: ERC-20 (PEPU)



http://the-climber.com

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1. Introduction

\$CLMBR is no ordinary meme token.

It is a **social game**, a **status competition** and an **experiment** in collective visibility.

The idea behind it:

Instead of inventing utility that no one uses, **\$CLMBR relies** on something that everyone understands:

competition, recognition, and community pressure.

- Whoever buys rises in the leaderboard.
- Those who are at the top are seen, celebrated and rewarded.
- Those who sell not only lose tokens but status.

This game mechanic ensures:

- ☐ Continuous demand
- social virality
- S Community Retention Through Status Mechanics

The goal of \$CLMBR

The mission is clear:

Gamification as a driver of visibility, participation and growth.

\$CLMBR is not intended to be a "token with a use case" – but a **use case** that results from the token

In a world full of utility promises and short-term hype projects, \$CLMBR is a long-term game.

If you play along, you change the playing field.

2. Mission Statement

Our motto:

🖫 "He who holds, rules."

\$CLMBR is not a token for passive wallets – but for **active leaders**.

Instead of printing new tokens or promising interest, \$CLMBR rewards in a different way:

- He who stops increases in reputation.
- Those who dominate become visible.
- Whoever is in the top 3 becomes **part of history**.

Visibility is the new currency

In the world of \$CLMBR, social presence is worth more than anonymous profits. Top holders become social leaders:

- Your name on the website
- Roles in Telegram or similar social media channels
- Right to decide on memes & moves
- Access to the Hall of Climbers

Our mission:

A token that lives through its community. A game that grows with each new holder. A system in which recognition is worth more than utility.

\$CLMBR is the ascent – and those who stop **climb to the top.**

3. Hold-to-Win Mechanik

In the world of \$CLMBR, it is not luck or chance that decides – but holding, discipline and strategy.

Weekly Leaderboard

A fully automated leaderboard evaluates the wallets every week and selects the **top 3 holders** based on their current \$CLMBR holdings.

This means:

- No manual login
- No application
- No voting manipulation game

Only your wallet counts.

Whoever holds the most rules the week or even the month.

The reward? No coins – but power

Instead of creating inflation or distributing new tokens, \$CLMBR relies on **social reward systems**:

- **Top 1**: *King of the Hill* Website Shoutout, Special Social Media Reel, maximum Visibility, further bonuses possible
- Top 2: Council members have a say in strategy and meme voting
- **Top 3**: Climber Elite Hall of Climbers + Early Access to Features

No dilution. No sell pressure.

All rewards occur **outside of the token**. This means:

- No new supply
- No Minting

• No selling pressure from airdrops

The mechanics strengthen the course – instead of weakening it.

Conclusion: Holding is your lever

The more you hold – the higher you climb. The more you will be seen. The more power you have in the community.

\$CLMBR is not a stake-to-earn – it is **hold-to-win**.



"We are working hard to offer a platform that will satisfy our holders and new investors alike."

4. Advantages of ranking



Top 1: King of the Hill

The absolute top of the week – for all to see.

- Mention by name on the official website (wallet name or alias)
- Weekly shoutout on social media
- Exclusive "King" role on social media

The King is not only a proprietor, but a symbol of strength, trust and ambition. Whoever ascends the throne attracts attention to themselves – and to the project.

Top 2: Council Member

Not quite on the throne, but strategically in power.

- Voting rights in meme campaigns & viral actions
- Participation in marketing ideas and strategic community development
- Access to internal "Council" channel on Discord

Council members actively shape the direction of the project – and enjoy prestige in the community.

Top 3: Climber Elite

You are one of the best owners - and that remains visible.

- Your name will be archived in the "Hall of Climbers"
- Exclusive access to new features and ideas before launch (Early Access)

Only those who belong to the elite get insights before anyone else. Climber status is a sign of foresight, commitment and influence.

5. Tokenomics – 70% to the community

\$CLMBR is fair token project:

No presale. No hidden wallets.

The entire token allocation was handled in a transparent and decentralized manner. 70% of the tokens were supplied directly to the market to ensure fair conditions for everyone. The remaining 30% serve as reserves for "The Climber" – these are fully traceable via the public "The Climber Wallet," which guarantees our transparency.

Token structure

- **Total supply:** 1,000,000,000 CLMBR a clear, round number easy to understand, fully available from launch.
- **Starting price (example):** 0.00001 PEPU The price rises linearly over time without any manipulation.
- Launch model: Linear Bonding Curve via PumpPad
 Buyers enter in a fluid price structure. Early buyers pay less, later
 buyers secure a place in the competition.

No taxes, no excuses

Buy/Sell Tax: 0%
 No artificial deductions, no reflection mechanics.
 Those who buy receive 100% of the tokens.

Secure liquidity – automatically lured

 Liquidity Lock: fully automatic through PumpPad.ggOnce launched, liquidity is permanently secured. There is no unlocking option, no access by the team.

This creates **trust and fairness**, from the very first moment.

Technology & Platform

Launch on PumpPad.gg – Decentralized, Secure & Fast

\$CLMBR will be launched entirely via **PumpPad.gg** – one of the most advanced launchpads for meme and community tokens.

- Security-cleared contracts through PumpPad audits
- Decentralized deployment logic no central "deploy button", no team advantage
- Fair launch no presales, no insiders, no scams

PumpPad offers an ecosystem designed specifically for viral tokens – and that's exactly what we're using.

Built on: Pepe Unchained (PEPU) – Layer-2 mit Speed & Charme

\$CLMBR is launched on **Pepe Unchained (PEPU)** – a layer-2 blockchain focused on:

- Ø Low gas fees
- Meme-native Kultur & Community
- 4 High transaction throughput

The PEPU chain keeps every transaction cheap, fast, and scalable – ideal for an active project with many wallet interactions like CLMBR.

No central control – 70% ownership to the community

\$CLMBR was deployed without a central owner role. This means:

- No mint button no new tokens can be created
- Property No burn mechanism the supply is fixed and traceable
- 🖺 No Tax 0% Buy/Sell Tax

A Conclusion:

\$CLMBR combines technological security with true decentralization. No team can intervene, no owner can influence. The platform is the foundation – the community is the drive.

30% Commitment and Stability through Internal Security

A New Addition (update 01.09.25):

To further strengthen the long-term growth and security of \$CLMBR, 30% of the tokens have been secured and locked internally using the proven ToshLock protocol.

This strategic measure ensures that these tokens cannot enter the open market, thereby guaranteeing price stability for all community members. It demonstrates our deep commitment to the project and serves as a strategic reserve that will be used exclusively to fund future developments, foster the ecosystem, and build valuable partnerships.

7. Viral Community Strategy

\$CLMBR is not a classic "buy & HODL" token, where the community becomes a campaign – and every wallet becomes a weapon in viral growth

Shill-to-Win: Weekly/Monthly Contests with Real Impact

Every week, targeted community actions are announced: Whoever carries \$CLMBR out into the world in the most creative, loud or effective way has the chance to win fame – and sometimes exclusive benefits. Examples:

- "Shill our token on X/Twitter with #CLMBR for chance to whitelist/NFT"
- "Whoever generates the most real interactions gets a leaderboard bonus"

Gamification meets **meme culture** – and that leads to organic growth.

Meme voting with wallet weighting

Not every joke is worth the same – with us, the community decides which meme has what it takes to become a viral hit.

- Weekly meme battle on Discord or X
- Participants submit their own memes, the community votes
- Votes are weighted according to wallet size those who hold more have more influence

Result: The best content pushes the coin – and the biggest holders push the best content.

Leaderboard = Content

The CLMBR Leaderboard is more than just a list – it's content in itself:

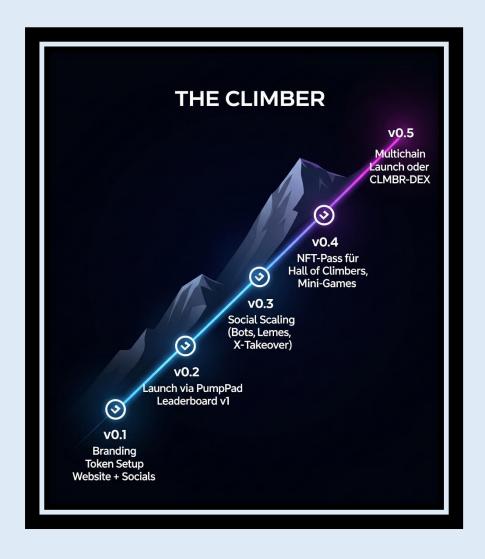
- Weekly visualization of the "Top 3 Holders" directly on the website
- Social shoutouts, social media roles & exclusive access for top places
- Potential for screenshots, retweets, FOMO "I want to be there too!"

The leaderboard generates content, status games and incentive week after week – without the need for new tokens or buybacks.

Conclusion:

The viral community strategy makes CLMBR a **social competitive game with a real token effect**. Those who participate help the project – those who hold a lot help shape it.

8. Roadmap (Phase Deliverables)



SCLMBR roadmap – step by step to the top

Our roadmap clearly shows where the journey is heading. Every milestone takes us higher together.

Branding, Token Setup, Website + Socials

In this phase, the foundation is laid:

- "The CLMBR token is structured with a sound technical setup: 70% of the tokens are allocated to the community, while the remaining 30% for 'The Climber' are locked for a minimum of one month after launch via ToshLock."
 - A modern, responsive website is being built
- Social media channels (X, Telegram and maybe Discord) are or will go live
- Goal: Generate attention, establish brand, build trust

Launch via PumpPad, Leaderboard v1

- The token will be launched in a decentralized manner via PumpPad
 fair and transparent
- The first **leaderboard** goes live: Whoever holds advances
- The top 3 are celebrated weekly visible directly on the website

Goal: Activate first holders, reward holding, establish game mechanics

Shill-Bots, Memes, X-Takeover

 Activation of viral levers: meme contests, automated shill bots, community challenges

- Community grows organically through content & competitions
- X-Takeover: Together we push #CLMBR into the trends on Twitter/X

Goal: Massively increase visibility, generate viral attention, build FOMO

♦ v0.4 – Utility & Gamification

NFT-Pass für Hall of Climbers + Mini-Games

- The "Hall of Climbers" becomes a reality with NFT passes for the top performers
- Limited NFTs serve as a status symbol and access ticket
- First mini-games (e.g. wallet-based climb game) promote interaction

Goal: Holding becomes a game, NFT value is created through performance

♦ v0.5 – Scaling & Autonomy

Multichain Expansion or CLMBR-DEX

- Option A: Multichain launch on e.g. Base, Solana, Arbitrum for maximum reach
- Option B: Build your own CLMBR DEX with an integrated leaderboard swap system
- Decision based on community voting (DAO approach)

☐ Goal: Long-term scalability, technological independence, DeFi relevance

☐ Important: Every step is communicated transparently, coordinated together with the community – no centralization, no surprises.

9. What makes \$CLMBR unique

\$CLMBR breaks with the utility expectation – because here it is not a function that is the product, but the game itself.

While other tokens try to generate their demand through artificial use cases or short-term reward mechanics, \$CLMBR takes a completely different approach:

GameFi psychology, no frills

✓ No dump

Those who are rewarded get status.

• The total token supply is capped at 1 billion. The majority of tokens are already in circulation, which ensures a fair and transparent distribution. There is no restrike, no mint, no later distribution.

This ensures trust and predictability.

• No artificial demand No "buy for features" compulsion. Those who buy do so voluntarily – to win.

The game creates the incentive to buy, not a lure.

Holding becomes competition

Every week, the leaderboard decides who belongs to the elite.

- Those who are higher up receive visibility, status and influence.
- If you want to stay there, you have to **stop** or buy.
- If you want to overtake, you have to **stop more.**

This creates a simple but powerful mechanic: social visibility + competition = organic demand.

Visibility through gamification

While utility tokens have to explain themselves, \$CLMBR explains itself. The community plays the game – and thus becomes a campaign. The token is not the tool, but **the stake**.

Legal Notice & Risk Warning

This white paper is for informational purposes only and does **not constitute financial, tax or investment advice** in the legal sense.

\$CLMBR is an **experimental community token** based on playful participation, competition, and collective dynamics – **with no guaranteed value** and **no central project leadership**.

What you should know:

- \$CLMBR is not an investment product in the classic sense
- There are no guarantees of price development, returns or future availability
- There is no central development team with permanent responsibility
- Any participation is voluntary and at your own risk

Transparency instead of promises

We communicate openly: This is a **community experiment** – driven by game mechanics, social incentive, and viral energy. There is no promise of technical support, price targets, or future developments.

Those who participate should do so **consciously and on their own responsibility** – out of conviction, not out of hope of profit.

This legal framework not only protects the project – it creates **trust through honesty**.

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