GRIMACE

THE OFFICIAL
PURPLE PAPER
VERSION 1.0

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ABSTRACT

THERE IS A PROBLEM WITH THE WORLD OF CRYPTO CURRENCY TODAY. TOO MANY PEOPLE AND PROJECTS FIGHTING WITH ONE ANOTHER OVER THE FUTURE WHILE IGNORING THE PAST, LEAVING A WEALTH OF TREASURE BEHIND IN THE PROCESS.

GRIMACECOIN AIMS TO REMEDY THAT AND CAPITALIZE ON A MASSIVE UNFILLED OPPORTUNITY IN THE MARKET.

THROUGHOUT THIS WHITE PAPER, WE WILL EXPLAIN HOW WE WILL LEVERAGE THE POWERFUL FORCE OF NOSTALGIA.

WE PLAN TO BRING CHILDHOOD MEMORIES TO LIFE AND CREATE AN ENTIRELY NEW AND UNIQUE ECOSYSTEM FOR OUR COMMUNITY – ONE FOCUSED ON THE WARM MEMORIES OF THE PAST, RATHER THAN THE HARSH UNCERTAINTIES OF THE FUTURE.

AS A TEAM, WE FIRMLY BELIEVE THAT THE GRIMACE ECOSYSTEM WILL PROVIDE REAL AND UNIQUE VALUE TO OUR COMMUNITY (#GRIMMYGANG) REGARDLESS OF THE MARKET CONDITIONS, BROADER ECONOMIC AND POLITICAL REALITIES ACROSS THE GLOBE AND STRESSORS OF EVERYDAY LIFE.

IF ANYTHING, GRIMACE’S CONNECTION WITH OUR COMMUNITY WILL BE STRENGTHENED DURING TIMES OF UNCERTAINTY, AS WE PROVIDE A NOSTALGIC ESCAPE HATCH FROM REGULAR LIFE THAT TAPS INTO THE POWERFUL PSYCHOLOGICAL, PHYSIOLOGICAL, AND EMOTIONAL DYNAMICS WITHIN OUR BRAINS.

GRIMACECOIN STARTED WITH A TWEET, BUT IT HAS QUICKLY BECOME SO MUCH MORE THAN THAT. WE ARE A COMMUNITY. WE ARE A FAMILY. WE ARE THE #GRIMMYGANG.

AS A TEAM WE ARE CONFIDENT THAT WE CAN AND WILL DELIVER THE SINGLE MOST IMMERSIVE, NOSTALGIC PROJECT TO DATE IN THE CRYPTO CURRENCY ECOSPHERE, CREATING IMMENSE VALUE FOR OUR COMMUNITY FROM BOTH AN EMOTIONAL AS WELL AS A FINANCIAL PERSPECTIVE.

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OXFORD UNIVERSITY DEFINES THE CONCEPT OF NOSTALGIA AS “A SENTIMENTAL LONGING OR WISTFUL AFFECTION FOR THE PAST, TYPICALLY FOR A PERIOD OR PLACE WITH HAPPY PERSONAL ASSOCIATIONS”. THIS IS A CONCEPT THAT ALL OF US ARE FAMILIAR WITH, BUT FEW OF US UNDERSTANDING THE TRUE MECHANICS BEHIND.

ACCORDING TO A LEADING STUDY ON THE SUBJECT, PERFORMED IN 2020 BY RESEARCHERS AT THE UNIVERSITY OF SOUTHERN CALIFORNIA, EXPERIMENTAL EVIDENCE INDICATES THAT NOSTALGIA IS EXPERIENCED IN HUMANS AS AN OVERWHELMINGLY POSITIVE EMOTION.

PSYCHOLOGICALLY AND PHYSIOLOGICALLY, IT HAS THE EFFECT OF BOOSTING ONE’S MOOD AS WELL AS INCREASING A SENSE OF MEANING IN LIFE. FURTHERMORE, IT ALSO RAISES SELF-ESTEEM AND OPTIMISM FOR THE FUTURE.
THE SECOND KEY FINDING OF THIS RESEARCH WAS THAT PEOPLE WERE MORE LIKELY TO EXPERIENCE NOSTALGIA WHEN THEY WERE FEELING DEPRESSED THAN WHEN THEY WERE IN A HAPPY MOOD.

NEGATIVE EMOTIONAL ENERGY IS ALL TOO COMMON ACROSS THE CRYPTOCURRENCY WORLD, AS MARKETS CONTINUOUSLY RISE AND FALL, AND THUS WE ASSERT THAT COMMUNITY MEMBERS AND POTENTIAL NEW INVESTORS ARE EVEN MORE LIKELY TO INTERACT WITH THE PROJECT DURING TIMES OF MARKET DISRUPTION, GIVING GRIMACE A SOLID FOUNDATIONAL VALUE IN BEAR MARKETS, AS WELL AS BULL MARKETS WHEN INVESTORS ARE MORE LIKELY TO BE DRAWN TO THE PROJECT FROM A GROWTH PERSPECTIVE.

WE FIRMLY BELIEVE THAT THE GRIMACE ECOSYSTEM WILL PROVIDE REAL AND UNIQUE VALUE TO OUR COMMUNITY (#GRIMMYGANG) REGARDLESS OF THE MARKET CONDITIONS, BROADER ECONOMIC AND POLITICAL REALITIES ACROSS THE GLOBE AND STRESSORS OF EVERYDAY LIFE.

IF ANYTHING, GRIMACE’S CONNECTION WITH OUR COMMUNITY WILL INDEED BE STRENGTHENED DURING TIMES OF UNCERTAINTY, AS WE PROVIDE A NOSTALGIC ESCAPE HATCH FROM REGULAR LIFE THAT TAPS INTO THE POWERFUL PSYCHOLOGICAL, PHYSIOLOGICAL, AND EMOTIONAL DYNAMICS WITHIN THE BRAINS OF OUR HOLDERS.
FROM A PHYSIOLOGICAL PERSPECTIVE, THE NEURAL ACTIVITY ACTIVATED BY A SONG WE LIKE, OR SOME TYPE OF SENSORY CUE WHICH IMMEDIATELY CAUSES US TO CONNECT WITH POSITIVE PREVIOUS EXPERIENCES IN OUR LIFE, KNOWN TO US AS “NOSTALGIA”, IS ACTUALLY A CHEMICAL REACTION IN THE HUMAN BRAIN.

THESE "FEEL-GOOD CHEMICALS” BEING RELEASED INTO OUR NERVOUS SYSTEM, MOST IMPORTANTLY DOPAMINE, ARE NEUROTRANSMITTERS TRIGGERED IN THE HUMAN BRAIN AND THEN USED TO SEND MESSAGES TO THE CELLS IN OUR BODY.

DOPAMINE, SPECIFICALLY, IS PRODUCED IN SEVERAL AREAS OF THE BRAIN, INCLUDING THE VENTRAL TEGMENTAL AND SUBSTANTIA NIGRA AREAS, THEN RELEASED INTO OUR NERVOUS SYSTEM AND IS RESPONSIBLE FOR THE CHEMICAL REACTION WHICH CAUSES HUMANS TO EXPERIENCE THE FEELING OF PLEASURE.

HOWEVER, AS WITH MOST BODILY FUNCTIONS, THIS PROCESS DOES NOT TRANSPIRE EQUALLY OVER THE COURSE OF OUR LIVES; THE PHYSIOLOGICAL PROCESSES WHICH CAUSE IT TO HAPPEN CHANGE AS WE AGE. THE RELEASE OF THESE "FEEL-GOOD CHEMICALS” IS ACTIVATED TO A GREATER EXTENT BETWEEN THE AGES OF 12 AND 22.
THAT EXTRA-INTENSE REACTION BECOMES ASSOCIATED WITH THE EVENTS AND EMOTIONS GOING ON WHILE A SONG PLAYS, FOOD IS EATEN, OR AN IMAGE IS SEEN. AND THE EMOTIONS GOING ON THROUGHOUT AN EXPERIENCE AT THIS TIME ARE EXTRA-INTENSE, TOO, A DIRECT RESULT OF ALL THE RAGING HORMONES AT WORK IN THE BRAIN OF HUMANS IN THIS AGE GROUP.

WITH THOSE REALITIES AND EXPERIENCES AND IN MIND, WE ALSO KNOW THAT THE AVERAGE AGE OF A CRYPTOCURRENCY INVESTOR IS 38 YEARS OLD (BORN IN THE YEAR 1984), ACCORDING TO STUDIES DONE BY THE UNIVERSITY OF CHICAGO. THIS AGE IS DRAMATICALLY LOWER THAN THE AVERAGE AGE OF STOCK INVESTORS, WHICH IS 47, ACCORDING TO THE SAME STUDY, AND CONTINUES TO LOWER WITH EACH PASSING YEAR AS NEW INVESTORS CONTINUE TO INTERACT WITH THE CRYPTOCURRENCY ECOSYSTEM FOR THE FIRST TIME.

SIMILARLY, IN A RECENT STUDY DONE BY PEW RESEARCH, ALMOST HALF (43%) OF RESPONDENTS BETWEEN THE AGE OF 18 TO 29 RESPONDED THAT THEY ARE INVESTED IN AT LEAST ONE CRYPTOCURRENCY. WE HAVE THEREFORE BEEN ABLE TO IDENTIFY A ROUGHLY 25-YEAR RANGE (EARLY 90’S THROUGH THE EARLY-TO-MID 2010’S), WHICH WE, BASED ON THIS DATA, BELIEVE TO BE THE PERIOD OF THE MOST NOSTALGIC MEMORIES FOR THE LARGEST AND MOST ENGAGED GROUPS OF CRYPTOCURRENCY INVESTORS.


WE ARRIVED AT THIS HYPOTHESIS THROUGH A MIX OF EMPirical DATA AND ANECDOTAL EVIDENCE –LET’S DIG INTO BOTH. FIRST, BASED ON THE AVERAGE AGE OF A CRYPTOCURRENCY INVESTOR (38), THIS PERSON WOULD HAVE FORMED THEIR MOST POWERFUL AND IMPACTFUL NOSTALGIC MEMORIES AROUND AN AGE OF 12, WHICH IS THE YEAR 1994, AND WOULD CONTINUE TO CREATE THOSE MEANINGFUL EXPERIENCES FOR THE NEXT DECADE OR SO, THE YEAR 2004, AS THEY CONTINUED THROUGH EARLY ADULTHOOD AND INTO THEIR TWENTIES.

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WE THEN COMBINED THE EVIDENCE SURROUNDING THE PHYSIOLOGICAL POWER OF THIS NOSTALGIA AND THE AVERAGE AGE OF A CRYPTOCURRENCY INVESTOR WITH THE FACT THAT THIS SPECIFIC AGE GROUP ALSO CURRENTLY REPRESENTS THE LARGEST SHARE OF PURCHASING POWER ACROSS THE GLOBAL ECONOMY, TO THUSLY ARRIVE AT THE CONCLUSION THAT THIS APPROACH REPRESENTS THE GREATEST FINANCIAL OPPORTUNITY FOR THE GRIMACE ECOSYSTEM TO CAPITALIZE ON AND SUCCESSFULLY BLOSSOM INTO A MULTI-BILLION DOLLAR PROJECT.

FROM AN ANECDOТАL PERSPECTIVE, ANYONE INVOLVED WITH MODERN POPULAR CULTURE CAN SEE A MASSIVE INCREASE OVER THE PAST FEW YEARS INVOLVING NOSTALGIC-ORIENTED AND RE-BOOTED FRANCHISES, BEGINNING WITH TV AND FILM, BUT NOW CONTINUING TO INCREASINGLY EXPAND ACROSS A MUCH BROADER ECOSYSTEM, MANY OF CENTERING AROUND THE DECADE WE HAVE DISCUSSED HERE. THE LAST DANCE WAS A CULTURAL PHENOMENON IN EARLY 2020 WHILE THE WORLD WAS STUCK AT HOME, WITH CLASSIC TV SHOWS LIKE FULL HOUSE AND THE FRESH PRINCE OF BEL AIR BOTH MAKING COMEBACKS.


THOUGH A BIT EARLIER THAN OUR KEY PERIOD, NETFLIX’S STRANGER THINGS REPRESENTS A PERFECT EXAMPLE OF A WELL-EXECUTED NOSTALGIA-INDUCING PHENOMENON IN POPULAR CULTURE.
OUR AMBITIOUS AIM IS TO TRANSFORM THE GRIMACE ECOSYSTEM INTO THE STRANGER THINGS OF CRYPTOCURRENCY. AGAIN, A SLIGHTLY DIFFERENT PERIOD THAN DISCUSSED HERE, BUT THE WHEN WE WERE YOUNG FESTIVAL, CHOCK FULL OF 2000’S POP-PUNK BANDS AND SET TO DEBUT IN LAS VEGAS THIS FALL SOLD OUT WITHIN MINUTES AND HAS SINCE ADDED SEVERAL NEW DATES TO ACCOUNT FOR OVERWHELMING DEMAND.

AS THE WORLD CONTINUES TO STRUGGLE WITH A SEEMINGLY NEVER-ENDING PANDEMIC, THE EMOTIONAL ALURE FOR PEOPLE TO REMEMBER “SIMPLER TIMES” AND EXPERIENCE NOSTALGIA WITH THEIR LOVED ONES CONTINUES TO BE AN IRREPRESSIBLE FORCE, WITH MANY BRANDS AND FRANCHISES CAPITALIZING MASSIVELY.

KEY ASPECTS OF CULTURE THROUGHOUT THIS PERIOD INCLUDE BUT ARE NOT LIMITED TO MCDONALD’S MONOPOLY, BEANIE BABIES, SPICE GIRLS, MICHAEL JORDAN AND THE CHICAGO BULLS DYNASTY, NAPSTER, FANNY PACKS, FURBY, POGS, CULT-HIT MOVIES LIKE JURASSIC PARK, TITANIC, MEN IN BLACK AND MISSION: IMPOSSIBLE, POKÉMON, AS WELL AS GLOBAL, SUPERSTAR MUSICAL ARTISTS SUCH AS *NSYNC AND BRITTNEY SPEARS.

THOUGH THERE ARE FORMAL DEFINITIONS FOR EACH OF THESE GENERATIONAL AGE GROUPS – SUCH AS MILLENNIAL (BORN IN 1996 OR BEFORE), GEN Z (BORN IN 1997 ONWARDS) AND GEN ALPHA (BORN ENTIRELY IN THE 21ST CENTURY), IN POPULAR CULTURE THESE TERMS TEND TO BE MORE AMBIGUOUS, BLENDED INTO A COMBINATION OF CULTURAL AND SOCIETAL EXPERIENCES, AND LESS STRUCTURED AND FORMALIZED.

 THEREFORE, OUR TARGET DEMOGRAPHIC FOR INVESTORS CAN BEST BE DESCRIBED AS A COMBINATION OF MILLENNIALS AND GEN Z, WITH INTENTIONS TO INCREASINGLY INCLUDE GEN ALPHA IN OUR MARKETING AND MEDIA MIX AS THAT AGE GROUP CONTINUES TO GROW INTO A LARGER REPRESENTATIVE PERCENTAGE SHARE OF GLOBAL PURCHASING POWER AND ENTERS INTO THE CRYPTOCURRENCY SPHERE.
ALREADY, THROUGH THE PROJECT’S UNIQUE #GRIMMYGANG POSITIONING, CREATED BASED ON THE VIRAL 2017 SONG “GUCCI GANG” BY SOUNDCLOUD RAPPER LIL PUMP, DEMONSTRATES OUR INTENTION AND ABILITY TO BRIDGE GRIMACE’S ECOSYSTEM ACROSS MANY AGE GROUPS, TAPPING INTO POWERFUL NOSTALGIC CONNECTIONS WITH YOUNGER CRYPTOCURRENCY INVESTORS AS WELL.

AS A CREATIVE AND MARKETING TEAM, THOUGH OUR PRIMARY FOCUS INITIALLY WILL BE ON MID-90’S TO MID-2000’S NOSTALGIA, WE WILL NOT LIMIT OURSELVES ONLY TO THAT TIMEFRAME.

RATHER, WE WILL CONTINUE TO IDENTIFY KEY OPPORTUNITIES ACROSS THE CRYPTOCURRENCY MARKET TO BRING NEW INVESTORS INTO OUR ECOSYSTEM, CAPITALIZING ON THE THEME OF NOSTALGIA ACROSS MANY DIFFERENT GENERATIONS BOTH BEFORE AND AFTER THOSE YEARS, ESPECIALLY AS WE SEE THE WORLD OF CRYPTOCURRENCY BECOMING INCREASINGLY MAINSTREAM OVER THE COMING YEARS.

IT’S NOT AN EXAGGERATION TO SAY THAT THERE IS AN ALMOST ENDLESS SUPPLY OF OPPORTUNITIES FOR OUR TEAM TO CAPITALIZE ON, AND WE AIM TO BE EXTREMELY AMBITIOUS REGARDING THE EXPANSION OF THE GRIMACE ECOSYSTEM, BRINGING AS MANY OF THESE NOSTALGIC MEMORIES TO LIFE AS WE ARE CAPABLE OF FOR OUR COMMUNITY.

WE CAN AND WILL DELIVER THE MOST IMMERSIVE, NOSTALGIC PROJECT TO DATE.
One of the primary focuses of the Grimace Coin’s utility is allowing holders to interact with products produced by the team. Some will have paywalls where you must trade Grimace coins to interact, while others will be benefits of holders who own a certain amount of tokens.

**KEY UTILITIES**

**Play-to-Mint Game**

**Grimopoly**

**Collectable NFT’s**

**Grimutants**

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"GRIMOPOLY" GAME CONCEPT
Player rolls two six sided die to determine their landing place on a 12 space game board. Each space corresponds to a background color of an NFT.

All players “Pass Go” with the count of 1, since it’s impossible to roll a one with 2 dice.

If a player lands on a ‘Minted Out’ space near the end of the game they are minted another color at random until the entire collection is exhausted.

COST TO PLAY
0.11 ETH - goes directly to marketing wallet

24H OUR WhitelIST
We will have a day long whitelist opportunity for all addresses who own at least 444,444,444 tokens.

“GRIMUTANTS” NFTS
Collect-them-all structured reward system
A full collection unlocks staking rewards
And benefits in our future P2E games

Staking breakdown for full collections will be:
1,111,111,111 tokens rewarded over 2,222,222 blocks

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INTERACTIVE ELEMENTS

OTHER CONCEPTS BEING DEVELOPED AND DETAILED BY THE TEAM AND COMMUNITY, THERE IS NO CURRENT TIMELINE CONCERNING THEIR IMPLEMENTATION.

THESE CONCEPTS WILL TAKE ADVANTAGE OF POPULAR GAMES, GAMESHOWS, AND EVENTS TO CREATE AN OPPORTUNITY FOR THE COMMUNITY TO ENGAGE WITH USING THEIR TOKENS.

ALL PRODUCTS WILL HAVE A CURATED TOKEN AND/OR NFT INTEGRATION ELEMENT.

THE POSSIBILITIES ARE VAST; HOWEVER, THESE ARE SOME OF THE NAMES THE TEAM HAS ALREADY STARTED CREATING A CONCEPT FOR:

- THE GRIMMYS
- "WHO WANTS TO BE A GRIMMILLIONAIRE"
- GRIMTV – A PLAY ON MTV FROM THE 90’S.
- GRIMTENDO 64
- MISSION: GRIMPOSSIBLE
- GRIMCHELLA & GRIMMYPALOOZA
- GRIMMY BEARS, GRIMMY BABIES & GRIMMY PACKS
- THE GRIMMATRIX
- THE GRIMPSONS
- GRIMAGOTCHI
- GRIMMIMON
- GRIMBAY

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NFTS AND ART ARE A GREAT WAY TO INDULGE IN A TASTE OF NOSTALGIA, SO WE HAVE AN AMBITIOUS IDEAS TO CATER AS MANY AS POSSIBLE TO OUR COMMUNITY.

80’S CULTURAL ICONS NFT COLLECTION
GRIM TO THE FUTURE, GRIMMY VICE, GRIM RIDER (NIGHT RIDER), LOTS MORE HERE.

90’S CULTURAL ICONS NFT COLLECTION
THE REAL GRIM SHADY, GRIMMY SMALLS, THE GRIIMPSONS, GRIMSTOCK ‘99, GRIMMY BABIES, MISSION: GRIMPOSSIBLE, GRIMEY GRIMMY (GRUNGE ROCK), GRIMACE VS. GODZILLA, GRIMBUSTERS (BLOCKBUSTER), GRIM MEETS WORLD, RED HOT GRIMMY PEPPERS, GRIMFELD, GRIM GRIM DOLLS, GRIMSTREET BOYS, GRIMSYNC, JUSTIN GRIMBERLAKE, THE LIST GOES ON FOREVER.

2000’S CULTURAL ICONS NFT COLLECTION
THE GRIMMATRIX, SEX AND THE GRIMMY/GRIM AND THE CITY, GOSSIP GRIM, GRIMYE WEST, GRIM’S ANATOMY, IT’S ALWAYS GRIM IN PHILADELPHIA/IT’S ALWAYS SUNNY IN GRIMMYSDELPHIA, GRIMMY MCGUIRE, DESPERATE GRIMWIVES, MAD GRIMMEN, THE GC, GRIM TREE HILL, GRILMORE GIRLS/GILMORE GRIMMS, DEGRIMMI: THE NEXT GENERATION, LAGRUNA BEACH, GRIM YOUR ENTHUSIASM, GRIMNEY SPEARS, GRIM CHARLOTTE.

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GRIMMY-NOMICS

TOTAL SUPPLY: 1,000,000,000,000 GRIM

BUY TAX: 10%
5% LIQUIDITY POOL, 3% MARKETING, 2% DEVELOPMENT

SELL TAX: 14%
5% LIQUIDITY POOL, 7% MARKETING, 2% DEVELOPMENT

GRIMMY STIMMIES
DURING A “GRIMMY STIMMY” EVENT, THE TAX FOR BUYING IS MOVED TO THE SELL TRANSACTIONS. THE BUY TAX THEN BECOMES 0% AND THE SELL TAX IS BUMPED TO 24%. THE BREAKDOWN OF THE SELL TAX DURING THIS TIME IS 10% LP, 10% MARKETING 4% DEVELOPMENT.

PROJECT WALLET USES
MARKETING AND DEVELOPMENT TAXES CAN BE USED FOR INITIATIVES OUTSIDE OF THEIR PRIMARY FUNCTION SUCH AS AND NOT LIMITED TO BUY BACKS, COMMUNITY COMPETITIONS, AND STAKING REWARDS FOR NFT COLLECTIONS.
ROADMAP

PROJECT LAUNCH

- STEALTH PROJECT LAUNCH
- TELEGRAM GROUP BUILDOUT
- TWITTER PAGE BUILDOUT
- ETHERSCAN VERIFICATION
- DEXTOOLS PROFILE VERIFIED
- DEXTOOLS TOP 5 TRENDING
- CT-FOCUSED LAUNCH MARKETING
- CMC & COINGECKO VERIFIED LISTING
- FORMAL RELEASE OF WHITE PAPER
- REACH 800 #GRIMMYGANG HOLDERS
- STABILIZED @ $5M MARKET CAP

STAGE 1: LEGITIMACY

- MARKETING & PR AGENCIES
- INSTAGRAM PAGE BUILDOUT
- GRIMMUTANTS NFT MINTING
- GRIMOPOLY P2M GAME RELEASE
- ROLLOUT OF GRIMACE COIN & NFT STAKING
- CMC & CG TOP 10 TRENDING
- DEXTOOLS TOP 3 TRENDING
- ‘THE GRIMMYS’ AWARD SHOW
- GRIMOPOLY P2M GAME RELEASE
- REACH 2,500 #GRIMMYGANG HOLDERS
- UPDATED SITE DOMAIN/RELAUNCH
- LISTINGS ON DEFI SWAPS
- STABILIZED @ $10M MARKET CAP

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ROADMAP

STAGE 2: EXPANSION

- 30,000 TWITTER FOLLOWER TARGET
- 10,000 INSTAGRAM FOLLOWER TARGET
- ‘WHO WANTS TO BE A GRIMMILLIONAIRE’
- 90’S & 00’S CULTURAL ICONS NFT MINT
- STAKING AVAILABLE, EXPAND INTO DEFI
- GRIMTV RELEASE, GMTV SPRING BREAK
- GRIMCHELLA & GRIMMYPALOOZA EVENTS
- MISSION: GRIMPOSSIBLE COMPETITION
- MERCH (GRIMMY BABIES/BEARS/PACKS)
- REACH 5,000 #GRIMMYGANG STRONG
- STABILIZED @ $25M MARKET CAP
- CEX LISTINGS: GATE.IO, HOTBIT.IO

STAGE 3: MAINSTREAM

- 100,000 TWITTER FOLLOWER TARGET
- 50,000 INSTAGRAM FOLLOWER TARGET
- TIER 1 CENTRALIZED EXCHANGE LISTINGS
- FIAT ON-RAMP LAUNCHED ON WEBSITE
- MAINSTREAM AMBASSADOR ONBOARDS
- GRIMTENDO 64 ON-CHAIN GAMING
- ‘THE GRIMPSONS’ ANIMATED TV SERIES
- GRIMMYLAND METAVERSE THEME PARK
- REACH 20,000 #GRIMMYGANG STRONG
- FORMALLY UPDATED PROJECT ROADMAP
- STABILIZED @ $100M MARKET CAP

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THE GRIM TEAM

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