

## SmashParks

### What are Smash Parks?

- Playing Smoggle Smash means much more than a traditional gaming experience. Every time you log on to play Smoggle Smash you have the opportunity to impact the real world through SmashParks. For each cent received in revenue, SmashParks will purchase an inch of property to be turned into one of our parks. This means each ad watched or premium currency package purchased in-game grows land in real-life.
- Smash Parks are grown with the purpose to help the world conserve our natural environment. Each park will be built with the mission to appreciate, nurture, and educate about the native environment of the area. Votes received through Smoggle Smash are a way to take ownership in the project, and vote towards the initiatives that SmashParks will undertake in each park.

## Smoggle Smash

### Smoggles

- Smoggles are alien creatures bent on the destruction of our world! They can be assimilated to everything negative in your mind. Your boss or teacher mad at you? Smash your negative feelings in Smoggle Smash! Just need to smash something? Choose a Smoggle to smash away and know you are smashing for something greater with each tap.

### Path Smoggles

- The path smoggles move down your park paths to attack your park center. You can damage them by either tapping or using your set tower defenses. As your defenses become stronger, the path smoggles adapt and become stronger as well. It is imperative to keep exploring more land, gaining more towers, and upgrading your defenses to keep these smoggles away from your park centers.
- Path smoggles have 15 different color variances based on certain ranges of damage they incur prior to being smashed. The higher the level of smoggle, the more gold they produce when smashed and the more glory monuments produce when they are kept away from park centers.

### Swarm Smoggles

- Swarm smoggles appear in a 30 second meta game within Smoggle Smash. Swarm smoggles are destroyed with one tap. The goal is to destroy as many as possible within 30 seconds to receive as much glory as possible from the swarm. After 30 seconds, any

remaining swarm smoggles disappear and the path smoggles reappear. You can release the swarm again immediately with the use of ads or premium currency diamonds.

### **Ads**

- Ads allow players to gain in-game rewards while contributing to something positive through SmashParks. Reduced time in exploration, upgrading, or releasing a swarm are some of the ways ads are used in the game. However, Smoggle Smash isn't just any game. In Smoggle Smash, each ad watched or in-app purchase lets the user know exactly how much land is being saved into conservation through SmashParks. Each ad watched to completion represents an inch of real-world land saved into conservation through SmashParks. With every ad watched, a player or user will also be rewarded a vote to be used in SmashParks. So, whether you watch ads to help your in-game experience or simply want to help grow land in real-life, you are able to take away a tangible reward with each ad offering.

### **Glory (leagues)**

- Obtaining glory is the primary objective of gameplay. There are three ways to collect glory. Through the tower defense portion of the game, keeping smoggles away from the park center produces glory that is stored in your monuments. Collecting the glory is as simple as clicking the stars above the monuments when they appear. Remember, each monument has a limit to glory production. You must log on to collect glory, and then upgrade your monuments to store more glory. The swarm feature of the game gives a player the opportunity to actively collect glory through the elimination of a swarm. For every five smoggles smashed, you collect a point of glory. The last way to collect glory is through playing long enough to have a "deal" ad popup. When this happens, you are able to add glory through the ability to watch a video ad. Each ad grows land in a real-life park...This is something that deserves to be glorified!
- Glory is how two-day leagues are ranked. Each player is automatically placed in leagues. All players begin in the lowest of six total leagues. When you finish in the top portion of a league, you advance to a more advanced league for your next two-day competition. The master league, where the top players are located, is a league where you must rank in the top portion of the league in order to stay at the master level. Becoming, and sustaining, a master level is one of the greatest achievements for playing Smoggle Smash.

### **Conquest (leaderboards)**

- Conquest points are how players earn real-world achievements for playing Smoggle Smash. The better players do in leagues, the more conquest points they are able to obtain in the two-day competitions. These points are compared to the overall Smoggle Smash leaderboard. This is where the grand achievements are earned. Top players will have parks named in their honor, monuments built in real-life, and the possibility of land

being conserved close to their location. Playing Smoggle Smash can mean playing for land to be conserved, in your honor, and close to your location!

### **Votes**

- Players can also earn votes through the real-parks feature of Smoggle Smash. For each inch of land saved into conservation, a player receives a vote to be used in the real-life park. SmashParks will put certain decisions up for a community vote. Users of Smoggle Smash will garner ownership in the projects through their voting leverage earned in the app. The more votes you have, the larger your voice in real life.

### **Exploration**

- Exploring new land creates more distance between your park center and the smoggle invasion. Smoggle Smash allows a player a limited amount of exploration in each park level (currently 25 explorations per park). A player must explore in order to gain more defensive towers, more glory-producing monuments, and more distance as the smoggles become stronger. As a player explores digital land in Smoggle Smash, SmashParks is letting the player know exactly how much they are contributing to the real-world SmashParks conservation initiative.

### **Park Center**

- Each new land has its own central building. Keeping this “park center” safe from the smoggle invasion is the primary objective of the tower defense portion of Smoggle Smash. Whenever smoggles begin attacking the park center, glory generation is suspended. Remember to smash all the smoggles prior to logging off or glory generation will not be counted while you are away from the game!

### **Defense Towers**

- Defense towers keep the smoggle invasion at bay! Upgrade these towers to inflict more damage and keep the smoggles away from your park center. Each time new land is explored, you will earn two additional defense towers. Always keep in mind that a defense tower is not operational while being upgraded. Think strategically and make sure you always have defense against the smoggles!

### **Monuments**

- Monuments are structures along your park paths that contain the glory you earn for keeping smoggles away from your park center. Each monument has an upgradeable amount of glory that can be stored until it needs to be collected by the player. A player simply taps on the monument to collect glory whenever they log on to the game. Glory is calculated while the player is away from the game until the monuments are filled to their capacity. Be sure to log on to collect glory regularly so you can rise in the Smoggle Smash league system! The player knows glory is present when a yellow star is above the

building. When the building has three stars, it means the building has reached its capacity for glory generation.

### **Calculations away from game**

- While you are logged off, Smoggle Smash will automatically destroy smoggles to collect gold in all of your parks for up to 1 hr offline. If there are no smoggles attacking a park center, your monuments within that park will collect glory until they reach their capacity. If a league ends while you are offline, your position in the league will be shown as a popup when you return to the game. Be sure to log back on regularly to maximize your gold, collect your glory, and see where you finished in your league!

### **Levels (parks, smoggles, and leagues)**

- **Parks-** There are currently five unique park levels a player can expand into with the use of their conquest points. Once a set threshold of conquest points is reached, the player can upgrade to a new park. You keep the work you put into your old park and simply swipe to get into your new park. With each park upgrade, the player's tap damage, tower damage, and glory generation within monuments is also upgraded. A player can explore up to 25 times within each park! Smoggle Smash will add additional parks through expansion.
- **Smoggles-** There are 15 unique color levels within the path smoggles. A player can see their progression in the game when they reach a new color, but the smoggles also become stronger in a range within the same color. This means that the smoggles are constantly becoming stronger in the game even if the colors haven't changed yet!
- **Leagues-** Smoggle Smash has a unique league system where players rise to gain greater achievements in higher leagues. There are six levels of league where players compete with others in a similar ranking all around the world. Each league lasts for 48 hrs. Once a league is complete, a player automatically collects their reward and is placed into a new league based on their performance. Top performers in each league advance to the next tier of leagues within the six-league structure. The top league, or master league, will relegate the lower players that do not perform as well. This means top performers must stay competitive in order to maintain master league status in Smoggle Smash!
- **Top players (maximums in current version)-** Top players in Smoggle Smash will have achieved master league status, upgraded to manage all five parks, grown each park to 25 explorations, and achieved "chrome smoggle" status (the 15<sup>th</sup> path smoggle level) in all five of their parks. Players that achieve these levels will be in the top percentiles of the overall Smoggle Smash leaderboards.

# Smoggle Smash Game Center

Within Smoggle Smash there will soon be a brand-new game center! This is where users can go to play a variety of great Smoggle game offerings. Like card games? Choose Smoggle Smash and know that your traditional card-game indulgences will be featured so you can play while saving real-world land!

## Smoggle Tap

- Smoggle Tap is a new game coming soon to the Smoggle Smash Game Center. Smoggle Tap is a timed tapper where you dispatch enemy swarm smoggles while resisting the urge to tap the colorful path smoggles. Sound easy? Well, as you go, more and more friendly path smoggles come into the picture. Tap on them... Points and time are taken away from you! Tap on the enemies to gain points and time to become the best tapper alive!

## Smoggle Run

- Smoggle Run is an endless runner where you control a smoggle making its way through a treacherous land. Jump onto platforms, over holes, and around dangerous obstacles while you collect diamonds and time. Defeat your high scores (as well as others playing) and, above all, survive!

## Smoggle Card Suite

- The Smoggle Card Suite will offer traditional card games such as Spider, Free Cell, and Solitaire. As with all Smoggle Smash games....You can play the games you already play and save real-world land!