

# FAQ Doge Reloaded

## Was there a presale?

No, the team has seen too many presales that went wrong and dumped on the people who didn't buy in the presale. This is something we wanted to avoid at all costs.

## How do I buy? Are there any buy limits?

1. Buy ETH for your wallet
3. Connect your wallet to Uniswap
4. ETH should be on the top of the swap
5. On bottom click "select a token" and paste the Doge: Reloaded contract address in the search bar
6. Click the little wheel in the upper right corner and change slippage to 9% then click the little wheel again.
7. Enter the amount of ETH you'd like to convert to \$LOADED, and leave a small amount of ETH to cover your conversion (gas) fee

Please note that there are certain buy limits on launch day and afterwards. Day one, the first half hour there will be a buy limit of 0.25% of supply. The second half hour there will be a buy limit of 0.5% of supply.

Please note that we do not allow any wallet to hold more than 2% of supply (wallet hardcap). This hardcap is there to ensure no one person holds too many tokens at a time.

## Why is there a 2% wallet hardcap?

We do not want too many tokens falling in hands of too little people. That is why we are limiting the number of tokens per wallet to 2%.

## How do I check/collect my ETH rewards?

You can access the Ethereum dashboard by clicking the "Collect ETH" button on the website. There you can connect your wallet to see and collect your ETH rewards. The dashboard is updated in realtime!

## Are there team wallet(s)?

No, there are no team wallet(s). The team and marketing is financed in ETH with the developer fee.

## What is the starting liquidity?

The starting liquidity is 15 ETH. We are not using auto-liquidity as we think the function does not have enough added value.

### Is the liquidity locked?

Yes, we will lock liquidity as soon as possible after deploying the contract. A link will be posted on the website and in the chat.

### What is the HRS?

The HRS is the Holder Reward System. Doge: Reloaded wants to reward holders (the resistance) for holding when others are cashing out their (quick) profits. To that end, sellers have to pay extra taxes:

- When selling within a day of buying (10%)
- When selling within a week of buying (5%)
- When selling within a month of buying (2,5%)

Half of the amount is then divided between the holders and the team.

This means the max redistribution per transaction is 19%!

This also means the slippage when selling is higher. Set your slippage to:

- Selling within six hours of buying (38-39%)
- Selling within a day of buying (18-19%)
- Selling within a week of buying (13-14%)
- Selling within a month of buying (11-12%)

This system is in place to reward holders and to allow a community to flourish. The last can only happen when the community is protected against the actions of unscrupulous traders or panic-selling paper hands.

### Why a development/marketing fee?

We believe that for a project to have any future there need to be adequate funds for development, marketing and listings. These funds will also be used for community contests, lotteries, and much much more.

### My question is not in here! What do?

Let us know, we can expand the FAQ at any time. Please note that many questions can be answered by checking the main website and the whitepaper.