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## 1.About FANTASY and its features.

### 1.0. Introduction.

The game FANTASY is an advertising and economic project.

It is important to know: each user will be able to acquire a character or even a few getting in return income.

Or - feel yourself in the role of an advertiser - a clicker.

The goal of the game is earnings.

Having carried out a preliminary study of the survival-games market, we found several facts that spurred us, in the final the end of the development of the game FANTASY.

Fact 1: Economic games (or, as they are also called - earnings without investments), in presently in a trend (this type can be carry such games as: ARK Survival Evolved, Arma 3 Exile, RUST, Conan Exile, Playerunknown`s Battleground, Last Man Standing and a lot others).

Fact 2: The total popularity of "financial" increases (according to data of the Steam Spy analytics service, the audience

Playerunknown's Battlegrounds continues to grow from the start sales and up to date: <http://steamspy.com/app/578080>

At a constant cost of the game, the number of sales for today exceeds 6 million copies; The same service tells us that copies of the game RUST (survivor with the open world) for today sold more than 5.5 million: <http://steamspy.com/app/252490>).

Fact 3: The greatest total popularity has a survival-games with the open world (an example of RUST alone speaks about many things).

Fact 4: Economic topics are increasingly gaining popularity (as insisted by the recent release of the fifth franchise series "Pirates of the Caribbean", the success of the games series Assassin's Creed in whole and pirate Black Flag, in particular, the announcement of a new part of this an endless series in the framework of the recently held E3 and other events in the industry).

Fact 5: the games created by the fan-community (namely, people, who are passionate players and understand expectations other players), as additions to the main game, received popularity, comparable (or even greater) with the base game from professional studio (typical examples: Counter-Strike (fan-mode HalfLife) with more than 75 million players (CS, CS: CZ, CS: Source, CS: GO and other modes, <http://steamspy.com/search.php?s=CounterStrike>) and Dota / Dota 2 (fan-mode to WarCraft 3) with more than 100 million

players: <http://steampy.com/app/570>).

Fact 6: Any gamer knows how much interest is worth  
developer in the development of the game and the game universe as a whole, when  
developers react vividly to the expectations and signals of players,  
Improving the gameplay, correcting the bugs found, allowing players  
Get new emotions from the development of the game world.



#### 1.1. Features of the game FANTASY.

This game from other similar projects is distinguished by several  
important elements:

- use of Blockchain technology to control the game  
economy, effective tracking of suspicious  
activity (and fighting against cheaters and hackers who violate  
game balance).
- high level of design, available: fulfillment of tasks from other users, purchase, sale, earnings, order  
banners, ref system, social networks, purchase of pets and many other things that yield income.
- an economic system in which nothing is taken from  
air (that in the in-game counter there are goods,  
which players can buy, someone must produce them and  
put on this very counter: it can only be alive  
players.
- in the game FANTASY it will be possible to buy into your  
The property of the hero and the enterprises that will bring income.
- the expanding game block of characters will be replenished with new more profitable characters.
- as soon as the project becomes available to users, a timer + 1% will be launched which will increase the

cost by 1% per day from the current value of the characters with the enterprises extracting the resource.

## 1.2. Gameplay.

FANTASY - this is only the first part of the Game, which we conceived and plan to develop it.

The essence is simple: buy an employee, or earn, the player is waiting

a huge number of innovations that will require the resources extracted in the game.

You will be able to choose your path, you will be.

You can do surveys, assignments, postings in the social network, extract a resource, get coins by purchasing a character, or vice versa, be a partner and get a reward, participate in contests and much more.

## 1.3. Economic system of the game.

Note: the economy is more player, but also depends on the developer.

The main postulate of our gaming economy: "nothing

appears out of nowhere. " This means that, as in the real world,

Any product that you can buy (or get "just

so "), must first be produced by someone, grown, and so on.

If you sell a character of some kind, this will lead to loss of your income.

- the news announced the appearance of a new product,

in any way affecting the gameplay (for example -

Super character increasing your income x5 times).

- for the acquisition of "X5" are announced auction (with payment

tokens) for the purchase of this product all have 24 hours, who will offer more than that and become the owner, in the case of a new bid, the auction will last for 5 minutes.

- the exhibited commodity on sale can buy any

willing, having paid the price, which the seller will appoint.

Important point 1: the game economy uses tokens

(FANTASY crypto currency), which has a beneficial effect on their trading volumes (to buy something in the store, you need to have tokens (buy on the open market, earn or receive from another person), but also sell the earned tokens at the exchange or other players).

Important point 2: the development of the project is beneficial not only to the developer with the stock exchange, but also to the player.



## 2. Business model of the game.

### 2.0. Basic concepts.

We make a profit from

Sale of goods to players in our service and our services.

Additional moment 1: we receive profit from sale

characters from players, from any paid inside and outside game services

(for example: for advertising an enterprising player on our resource).

Additional moment 2: we get profit from the growth rate

FANTASY tokens on the exchanges due to the growth of interest in them is not easy,

as a payment or investment vehicle, but also as a

in-game currency from ordinary players (tokens are needed

for making all purchases inside the game, as well as for

Use in the framework of the opportunities we create.

### 2.1. Distribution of profits

In the process of project development, all the information we receive

profit is accumulated by us in the form of FANTASY tokens,

purchased by players on the open market (on exchanges, with others

investors, etc.) and further spent by them on acquisition

Game or gaming goods and services.

In turn, this reduces the number of tokens available in the open sale (on stock exchanges and at the hands of investors), with increased interest in tokens from the new investors and the growing community of players, and ultimately causes the growth of the rate of tokens traded on the open market.

The distribution of the profit is made once in quarter as follows:

50% of the profit is sent for promotion activity of the community (competitions, promotions, sponsoring events, etc.)

50% of the profit is directed to the development of the project and payment of current expenses.



### 3. Tokens. Details.

#### 3.0. Learn more about FANTASY tokens.

FANTASY token is an in-game implementation

currency game FANTASY and created on its basis advertising and gaming portal crypt community. At the moment the version of the game FANTASY

is close to the release and we decided to make

The launch of the game currency in the form of FANTASY tokens traded on open market.

Why do we need FANTASY tokens?

FANTASY token allows you to easily and quickly invest in the development of the game of any amount.

And also - FANTASY tokens can be used as payment

means within the framework of development.

3.1.2. A maximum of 10,000,000 tokens will be issued;

3.1.3. The basic selling rate is set at \$ 10,000 FANTASY tokens for 1 ETH;

3.1.4. The minimum number of tokens to purchase will depend on the restrictions of exchanges.

3.1.5. In order to maintain a token rate

FANTASY after entering the stock exchanges - issued on that

the number of tokens will form the initial capitalization.

Any interested investor will be able to hit the FANTASY tokens

only after entering the stock exchanges.

- Participate in the bounty program will be possible after the launch of the portal  
and get a reward by (in accordance with the terms).

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3.2. How are tokens distributed?

Initially, 10,000,000 FANTASY tokens will be released. Further  
tokens will be added to the exchanges for free trade (10%).

The distribution of released tokens is as follows:

5% for contests

10% for operating expenses

10% to developers

10% to investors

65% capital of the project

FANTASY tokens are produced only once. But in total there can not be released more than 10 000 000 FANTASY tokens, since the issue of new tokens is not foreseen at their creation.

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3.3. Financial bonuses for participants



There will be a bonus program for holders of FANTASY tokens

competitions, promotions and so on.

When replenishing the account on the project + 10% only 1 time (multi accounts will be blocked)

Tokens purchased on exchanges are delivered without a bonus.