

# TOYS LEGEND

LITEPAPER



# TOYS LEGEND

Move, aim and shoot as fast as you can. If you have a good aim, you will be able to complete the missions spending less **Ammo** to get all the **Plastic** you can carry.

Then, go through the challenging map of the survival mode to prove that no one is as agile as you, this way you will claim a lot of **Energy** ready to be processed in the **Battery Factory** that offers you the best price in Gold.

Of course there is nothing to worry about, there can always be another **Establishment** in the next corner with better prices, but you will have to spend more **Energy** to move there and on the way you can find markets to buy and sell **Skill Cards** that improve the stats of your characters (**Legends**).



Wait a minute...

Here comes your nemesis!

You feel ready, you challenge him to a duel in **ToysLand Arena**, each one sets the bet in enough **TLC (Toys Legend Coin)** to make the other one think seriously.

The fight starts, the battle is intense, your opponent tries to use the special ability of his **Skin** but fails, with your great skill you hit a headshot and get the victory.

In addition to winning your opponent's bet tokens, you could receive a legendary loot with juicy rewards, even in the streets of ToysLand it is rumored that some time ago fragments of Bitcoin were dropped.





It's time to do business!

You head to the **ToysLand** Industrial Zone, where the **Landlord** who bought a **Land** and built his **Ammo Factory**, savors and counts how he earns on his investment minute after minute.

What price will you sell me those **Plastic** Units for? - He tells you - look, I have cheap **Ammo**.

You check your pockets, decide to accept and leave with a bag full of gold coins that you will take to the **ToyBank** to exchange for **TLC (Toys Legend Coin)**.



You cross the street and you can't believe it, a **Landlord** forgot to recharge the **Energy** of his **Establishment**.

What better opportunity to call all your friends and start shooting until it is destroyed.

Once the **Establishment** is destroyed it will drop resources, and if the **Landlord** does not recharge his **Land's Energy** in time, the **ToyBank** will retake possession of that space and auction it. These resources will be put up as prizes in future tournaments.

Now that you have improved your in-game skills and stats, nothing can stop you from becoming the greatest **TOY LEGEND!**



# STRUCTURE

**Toys Legends** is a **3D Shooter** where you can fight in different game modes, increase your characters' stats, complete missions, fight bosses or challenge other players and take them into battle.

This game is developed on a Circular Economy very sustainable in time with the pillars and axioms of the Austrian School of Economics, applying the law of marginal utility and with a backing of liquidity in the Token.

In this virtual world you will be able to compete, challenge, exchange, create businesses, make bets, earn rewards, obtain loans, among other activities with which you don't only have fun, but also get great profits.

The Economy will be free market, with a **Whitepaper** that will be fulfilled until the end, and most of the Token supply will be given in rewards, all the assets you spend (**Ammo**, **Energy**, among others), will be reabsorbed and delivered in the following days as in-game rewards.

- ✓ All our contracts will follow the best market standards.
- ✓ The TLC token will have a progressive release by phases and seasons.
- ✓ All in-game wallets as well as those of the game organizers will be locked and will be released only according to the schedule and phases of the game.

The game is going to have a Main Token called **TLC (Toys Legend Coin)** with a total supply of **50 million**. And three internal Tokens (**Energy**, **Gold**, **Plastic**), with their respective derivatives: **Batteries** and **Ammunition**, respectively with supplies of several billions, but limited (because everyone already knows that when a Token is unlimited its value is zero).

If you wish, you can enter as an investor (**Landlord**) by acquiring a Land and building an Establishment, where you will process the game resources. You will also be able to trade these resources at the price you set in a free market economy.

Players can acquire their NFT (**Legends**) **characters**, which they can customize with a variety of **Skins** that not only change your visual appearance, but also increase your character's stats, which can be further improved through **Skill Cards**.





## UNIQUE FEATURES AND LAUNCH

We achieve, in many aspects, a circular economy that allows us to be reintroducing resources so that the liquidity pools are millionaires. We count on the investment of our players and sponsors, the tokens we offer are backed by the investment of the game and the funds enter or are released in a secure way thanks to **Smart Contracts**.

The game will have a way of simulating a real world economy, as it will be governed by the laws of supply and demand.

We will only intervene to balance the game, so that everyone can make a profit, although everything will depend on your skill and strategy in the game.

We are unique and we design additional sources of investment to make the game sustainable, through advertising sales, betting challenges, sponsorships with special events, reinvestment of the currency, even our own Bank that generates profits for the participants in the game.

**ToyBank:** In the central land of our metaverse is our own bank, which even has many items for sale or auction, in addition, when this option is available, you can mortgage your **NFTs** for up to 50% of their market value and pay an interest whose profits will go to the reward pools of the game. However, if you do not pay on time, the Bank will be able to seize your **NFT** and put it up for sale

**Toys Legend** is designed so that its birth and evolution are progressive and scalable, the launching of the game features will be done in several phases, periodically and constantly, the first phases are planned to be done during the first three years, these in turn are subdivided into seasons, which are shown in the next chapter.

# ECONOMY

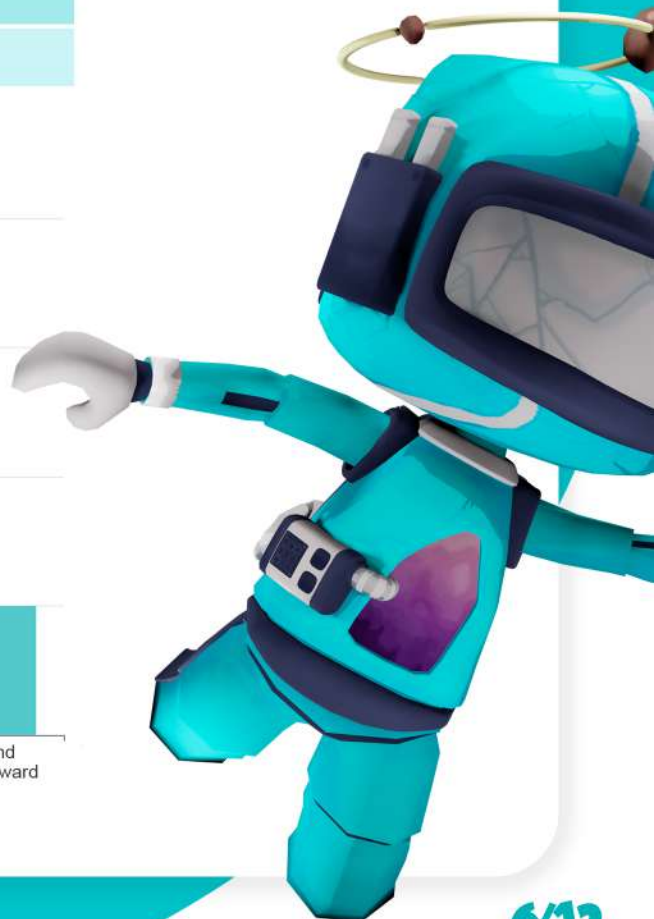
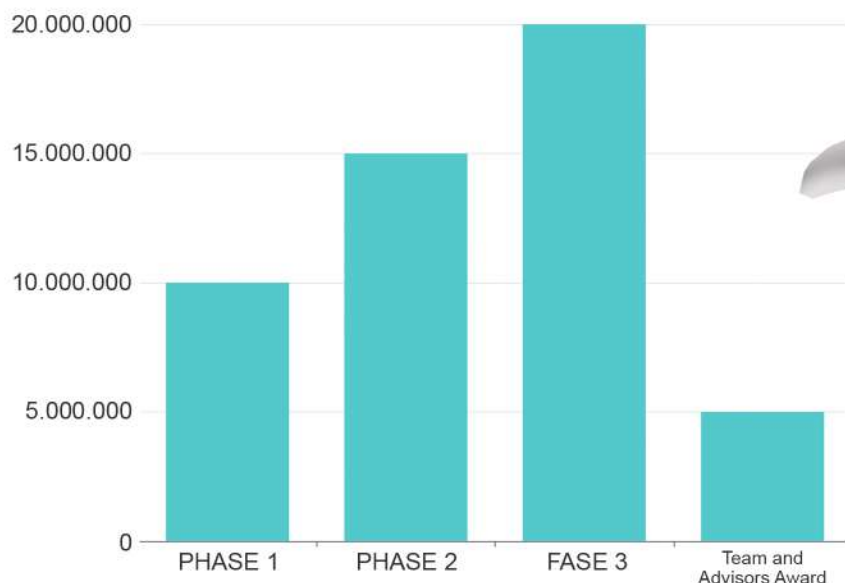
The **Toys Legend** ecosystem, proposes a circular economy, where it is possible for players to create added value during their game to obtain profits. This game will use the **TLC Token (Toys Legend Coin)**, which will be used to make purchases and transactions, likewise for greater stability this will be released as the game progresses.

## RELEASE OF THE TLC TOKEN

The tokens are distributed in blocked wallets. A total of **50 million Tokens** will be released, these will be released in a maximum period of **3 years**, and they will be distributed as follows as more players enter the game or as more **NFTs** are sold:

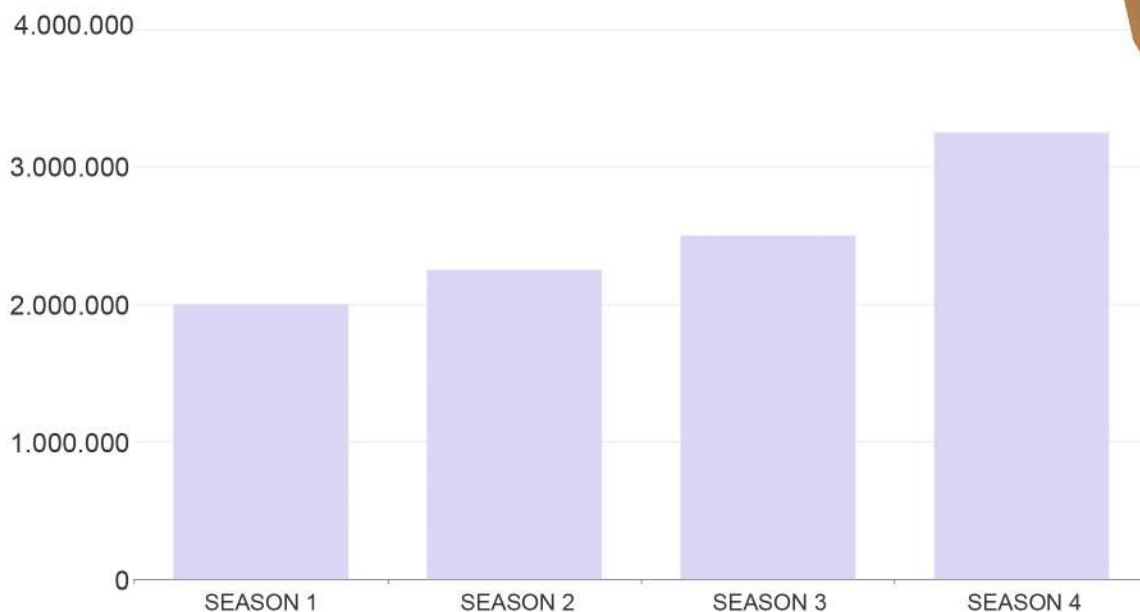
STAGES	TOKENS	%
PHASE 1	10.000.000	20%
PHASE 2	15.000.000	30%
PHASE 3	20.000.000	40%
Team and Advisors Award	5.000.000	10%
TOTAL	50.000.000	100%

**Progressive release:**  
the more players there  
are, the more tokens  
are released,  
achieving stability.



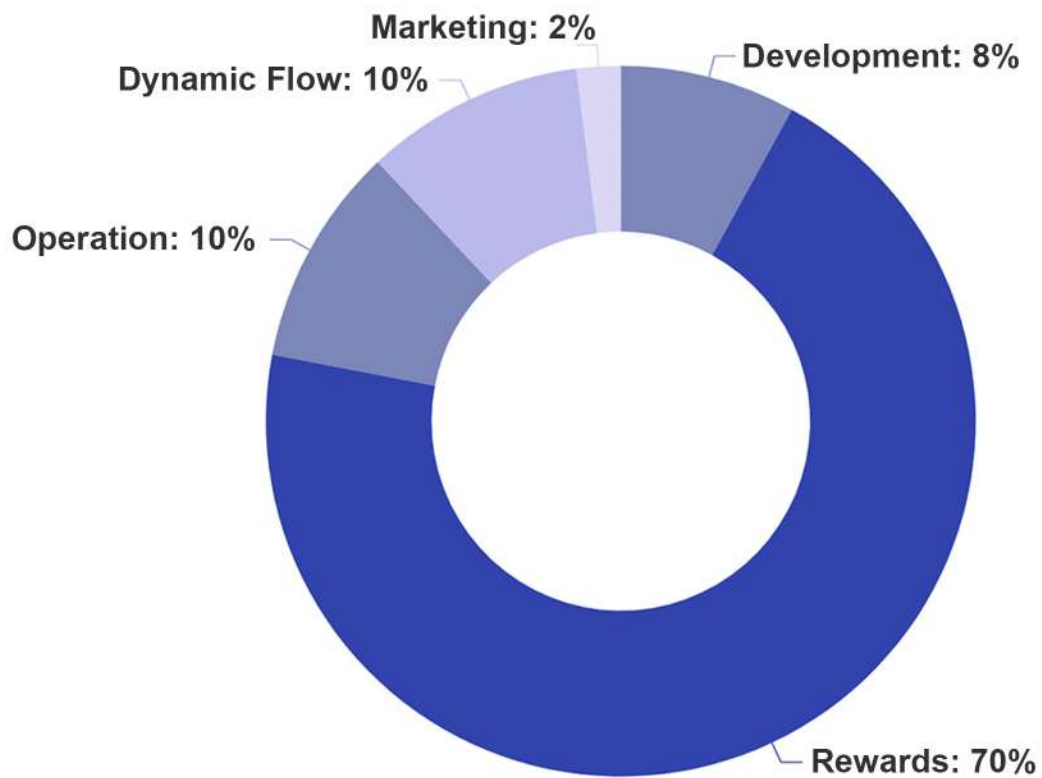
Within a maximum of 3 years Tokens will be released, vesting will be done every season, or additional Tokens will be released on a free date or when required (this is if more players enter to give more rewards or to have sales of NFTs), with a minimum amount of 4 times per year, and will be distributed as follows:

STAGES	TOKENS	%
SEASON 1	2.000.000	20%
SEASON 2	2.250.000	22.5%
SEASON 3	2.500.000	25%
SEASON 4	3.250.000	32.5%
TOTAL	10.000.000	100%



What is shown in the above table applies for the first year, the same model will be used for the following years. If there are excess Tokens in any season, these will be accumulated for subsequent seasons.

The distribution of these Tokens per season will be as follows:



*One of the most rewarding NFT games in the entire ecosystem!*

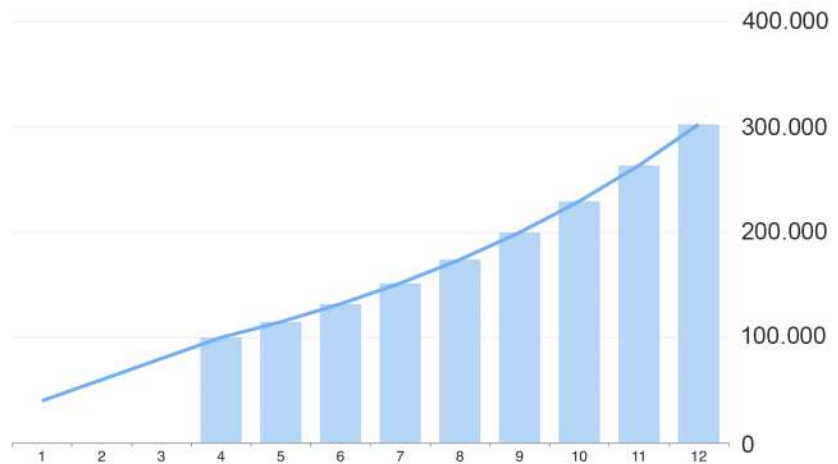




## RELEASE OF TOKENS FROM DEVELOPERS

Team rewards during the first year will be released monthly for a total of 33.3% per year according to the following table and graph:

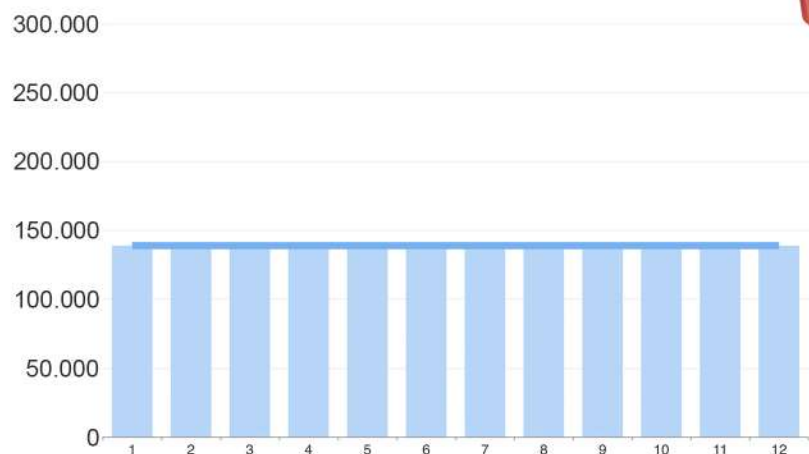
MONTH	TOKENS	%
1	0,00	0,0
2	0,00	0,0
3	0,00	0,0
4	100.000,00	2,0
5	114.823,60	2,3
6	131.844,59	2,6
7	151.388,71	3,0
8	173.829,96	3,5
9	199.597,82	4,0
10	229.185,40	4,6
11	263.158,93	5,3
12	302.168,56	6,0



*The developers guarantee a great commitment to the project, as it has a low reward flow and only from the 4th month onwards.*

For the following two years an equal amount will be released for all months as shown in the following table:

MONTH	TOKENS	%
1	138.888	2,8
2	138.888	2,8
3	138.888	2,8
:	:	:
:	:	:
12	138.888	2,8



*The developers' tokens are locked in with specific dates and amounts that are not modifiable!*

As you can see, most of the Token supply will be distributed in rewards to players, rewards you can get by fighting against the evil **TrashToys** who want to dominate **ToysLand**, facing other players in a duel to death, or creating your empire through trade.

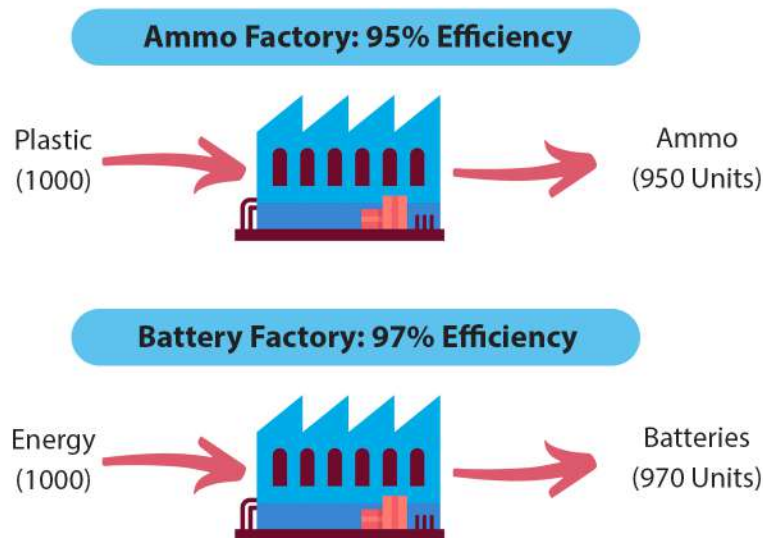
*Several game systems that guarantee you to play your style of game.*

In addition to this you can enter as an investor by buying a **Land** and building an **Establishment** in it, there are 3 rarities in each of these **Establishments**, which varies the speed of processing in the factories and the amount of products you can offer in the market. In your own business you set the buying and selling prices in Gold that you can get and exchange in the **ToyBank** at a very comfortable exchange rate.

*For investment only we have a possibility to play click to earn with great earnings.*

The amount of NFTs (Lands, Establishments, Weapons, Skins, Cards and Legends) are in limited supply!

**Token Burning:** these **Establishments** process and transform **Plastic** into **Ammo** and **Energy** into **Batteries**, but they are not 100% efficient, so a part of the Tokens are burned with each transaction, becoming more and more scarce and valuable.

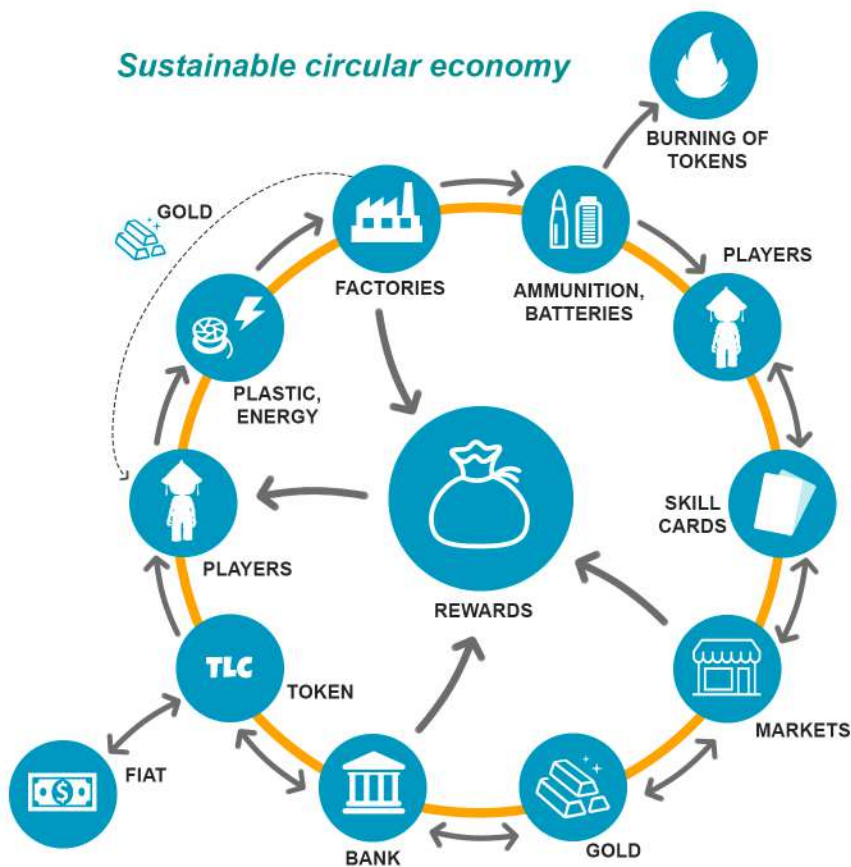


*With each processing you burn tokens.*



In the internal markets of the game the transactions between Tokens will go 98% between the parties and a commission of 1% to the buyer and 1% to the seller, from this commission 1% will go to reinvest in the mines, generating circular economy, 0.5% will be for game operation and 0.5% for the developers.

As players use or spend all internal resources such as Energy when moving or Ammo when shooting, they will be treated as Token transactions between the players and the game and will go 98% back to the mines and rewards of the game generating a circular economy (they return the next day to be mines or rewards), this process will generate a sustainable economy over time. Of the remaining 2%, 1% will go to operations and 1% to the developers.



For greater economic stability the withdrawals of **TLC** of the game will have a commission whose percentage will be handled in a decreasing way per day, starting from 12% to 2% which would be the minimum per withdrawal, these commissions return 98% to the reward pool of the game and its operation.



# CREDITS

## FINANCE

**Jake Javier Alvarez** - Leader Eng. UD. Austrian School of Economics.

**Hernán Alveiro Erazo Guerrero** - Electronic Engineer MATLAB Model Developer -  
Candidate to Master in Software Engineering.

**Nataly Caceres** - Economist UR - Adjunct Senior.

## BOARD OF DIRECTORS

**Ivan Perdomo** - Co Founder

**Junior Vargas** - Co Founder

**Andres Sandoval** - Co Founder

**Enrique Mora** - Co Founder

**Joseph Robles** - CEO

# ¡THANK YOU FOR READING!