



The background features four stylized animal characters: a grey donkey with a red mane on the left, an orange fox-like creature in the upper center, a white bull with a red collar on the right, and a grey pig-like creature in the lower right. They are set against a vibrant, multi-colored background with yellow and orange rays on the left and green rays on the right. In the center, above the text, is a golden helmet with a red gem. The text "ANITO LEGENDS" is prominently displayed in the foreground. "ANITO" is in large, bold, golden letters with a 3D effect, while "LEGENDS" is in smaller, grey, stone-textured letters. The text is flanked by stacks of golden coins, some featuring red gems, and two crossed spears with red and brown details.

ANITO LEGENDS

WELCOME TO ANITO LEGENDS!



ASSEMBLE!

Build a team of Anitos and customize their equipment for any kind of situation.



NURTURE!

Feed and train your collection of Anitos to improve their fighting capabilities.



BATTLE!

Test the might of your team in head-to-head combat with other players.



EARN!

Build your Anitos into Legends and win PvP battles to earn \$LARO tokens.

What are Anitos?

- Anitos are categorized into 4 different classes: the Kiwigs, the Sarangays, the Siyokoys and the Tikbalangs
- Anitos are mainly used for battle, both in single player and multiplayer mode
- Anitos can be hatched, bred and pet to boost their stats
- Anitos can be equipped using various weapons, armor and magical items found in the game



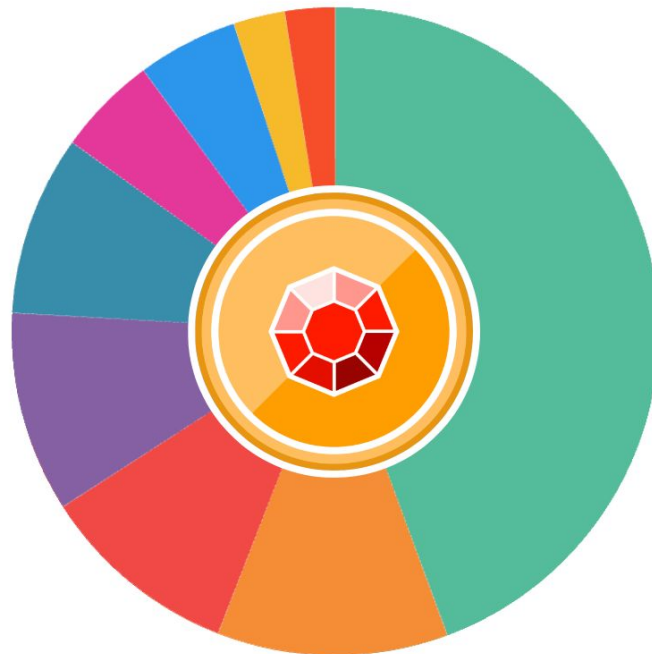
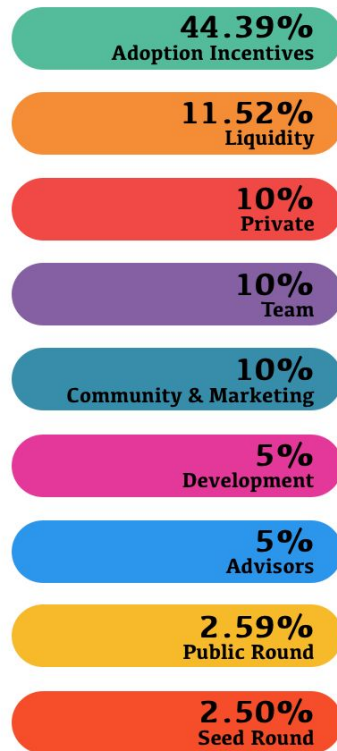


\$LARO Token

- Anito Legends is Play2Earn
- Can be used in the Anito Legends Marketplace
 - Buy / Sell Anito NFT
 - Buy / Sell Weapon, Armor and other NFT items
- Can be earned by playing the single player and multiplayer modes



Tokenomics



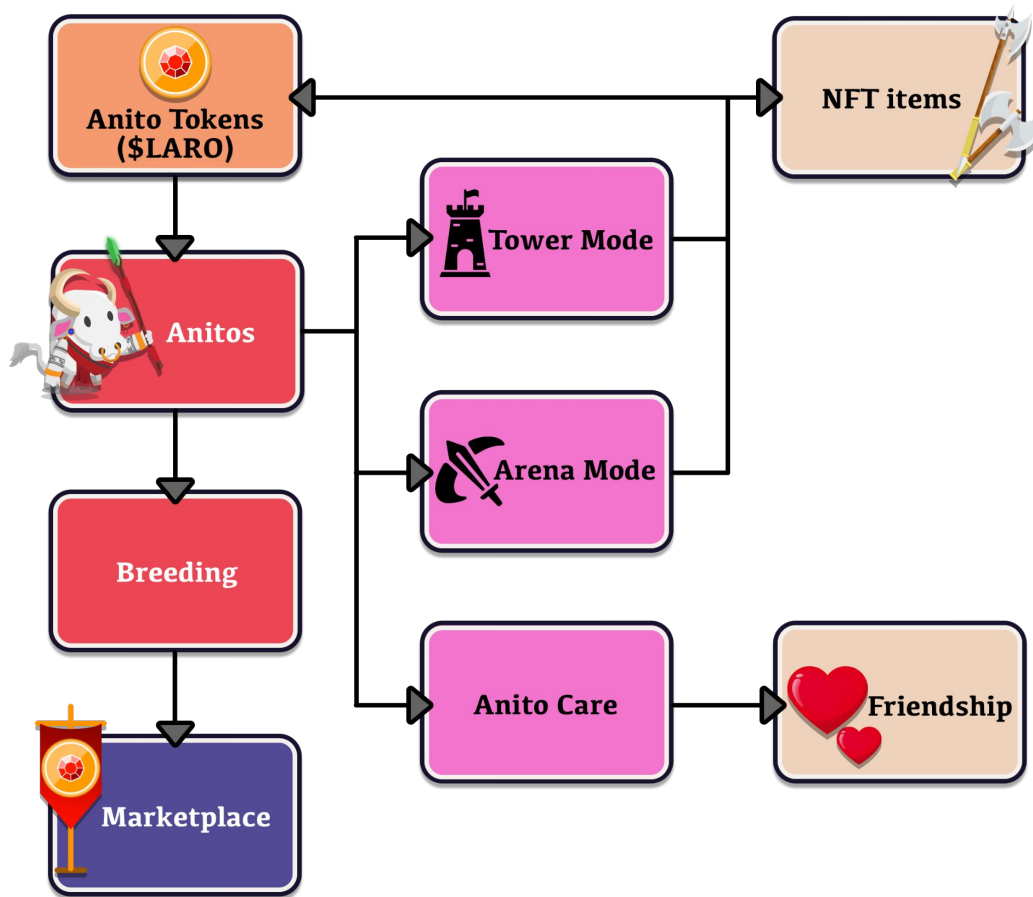
TOTAL SUPPLY:
10,000,000,000 \$LARO

Vesting Schedule

- **Seed Round**
 - 10% at TGE and vest over 18 months
- **Private**
 - 10% at TGE and vest over 12 months
- **Public Round**
 - 50% at TGE and remaining 50% to be released end of quarter from TGE
- **Adoption Incentives**
 - Depends on the game economy
- **Community Growth & Marketing**
 - 1 month cliff and vest over 36 months.
- **Liquidity**
 - 16.5% at TGE, 1 month cliff and vest over 24 months
- **Advisors**
 - 1 year cliff and 1 year vesting (distribute quarterly)
- **Team**
 - 1.5 years cliff and 2 years vesting (distribute quarterly)
- **Development**
 - 2 years cliff and vest over 36 months.

**TGE: Token Generation Event*

Game Flow



Tower Mode (Single Player)

- Also called “Adventure mode”, climb the tower using your Anito Team
- Face the Tower boss at the very top of the tower to earn rewards
- Last man standing. Game is played continuously until all Anitos are fainted or the Tower boss is beaten
- Beating Tower boss rewards the player with \$LARO tokens
- Requires “energy” to play



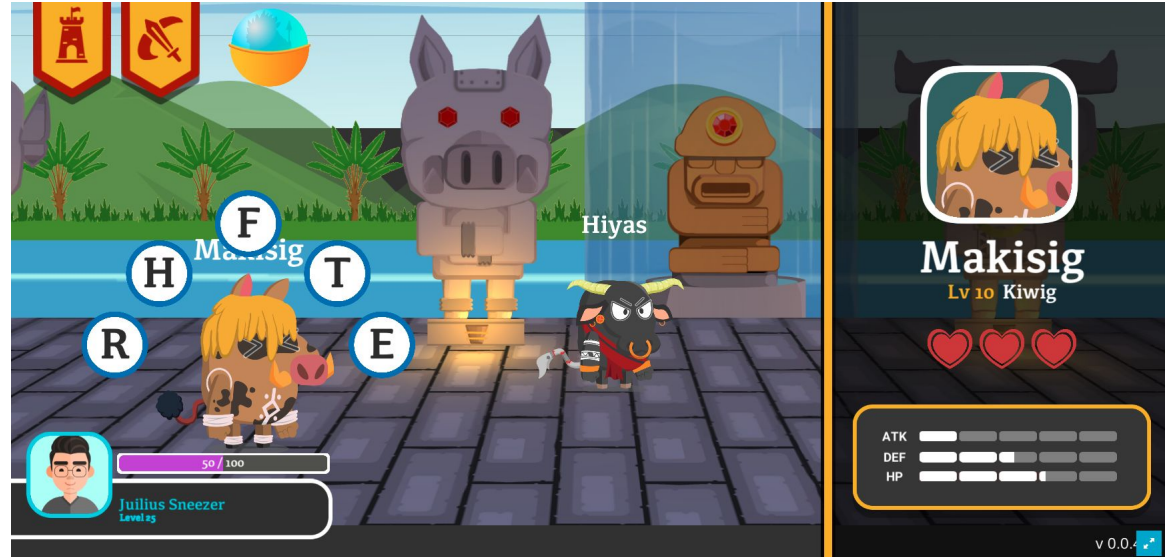
Arena Mode (Multiplayer)

- You are matched against other human player with similar skill ranking
- Matchups are based on a standard ranking system used in most competitive games
- Earn \$LARO tokens by winning matches
- Requires “energy” to play



Anito Care

- Anitos need care similar to Tamagotchis
- You can revive fallen Anitos, heal wounded ones or feed them with their favorite food
- Send Anitos off to quests to earn more in-game rewards
- Earn hearts to boost your Anito's stats
- Level up Anito friendship to boost in-game rewards



Roadmap

Q4 2021

- Token pre-sale
- Play on PC & web browsers
- PvE and Anito Care systems
- Hatch Anitos



Q1 2022

- PvP
- Leaderboards
- More equipment and items
- Anito breeding



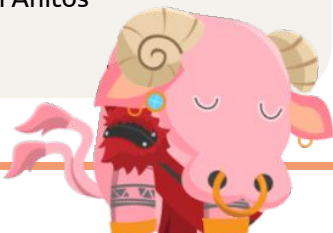
Q2 2022

- Anito Legends Marketplace
- Earn \$LARO tokens via PvP and PvE



Q3 2022

- Play on iOS and Android
- Tournaments
- More equipment and items



Q4 2022

- New Anito classes



Q1 2023

- Scholarship program



Initial Investment Disclosure

- Sparkpoint Technologies Inc. provided a seed investment of US\$30,000 to kickstart the Anito Legends project
- The founding team from Popsicle Games is spearheading and handling the development of the project



The Team



Erick Garayblas
Game Producer



Jed Cruz
Creative Director



James Chua
Admin & Business Development



James Honda Jr.
Lead Artist



Justin Cordova
Lead Unity Developer



Mae Caña
Blockchain Developer



SPARKPOINT TECHNOLOGIES INC.

Advisors



Andy Agnas



Rico Zuñiga



Aldrick Bonaobra



Harvey Javier



Elijah Barba



Thank you!

