







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



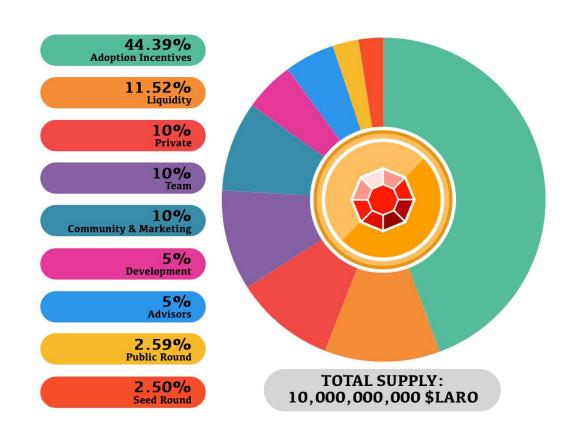




- Anito Legends is Play2Earn
- Can be used in the Anito Legends Marketplace
 - o Buy / Sell Anito NFT
 - o Buy / Sell Weapon, Armor and other NFT items
- Can be earned by playing the single player and multiplayer modes
- Initial Pricing:
 - Seed Round: \$0.0002
 - o Private Round: \$0.0004
 - Public Round: \$0.00058









Vesting Schedule

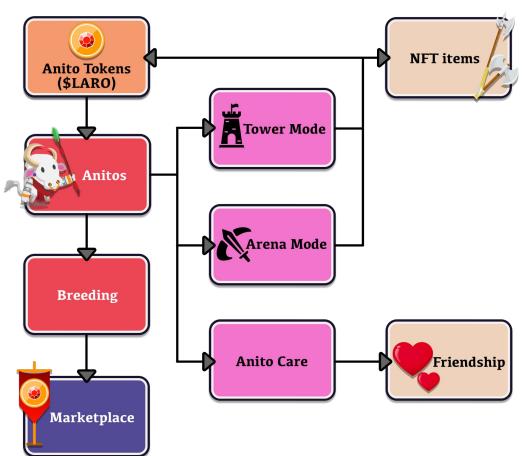
- Seed Round
 - o 10% at TGE and vest over 18 months
- Private
 - o 10% at TGE and vest over 12 months
- Public Round
 - 50% at TGE and remaining 50% to be released end of quarter from TGE
- Adoption Incentives
 - Depends on the game economy
- Community Growth & Marketing
 - o 1 month cliff and vest over 36 months.
- Liquidity
 - o 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

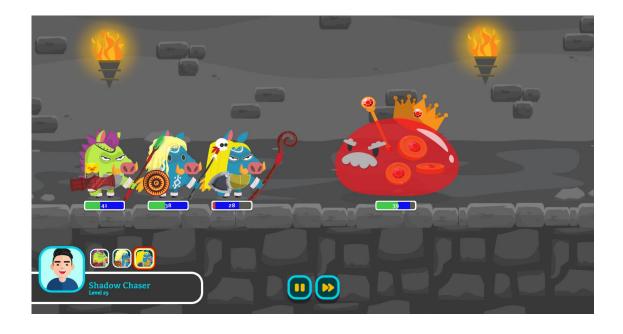






Tower Mode (Single Player)

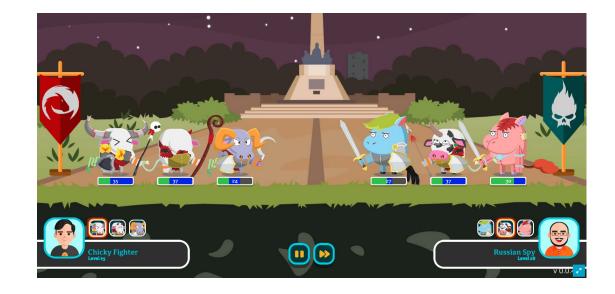
- Also called "Adventure mode", climb the tower using your Anito
 Team
- Face the Tower boss at the very top of the tower to earn rewards
- Last man standing. Game is played continuously until all Anitos are fainted or the Tower boss is beaten
- Beating Tower boss rewards the player with \$LARO tokens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





Arena Mode (Multiplayer)

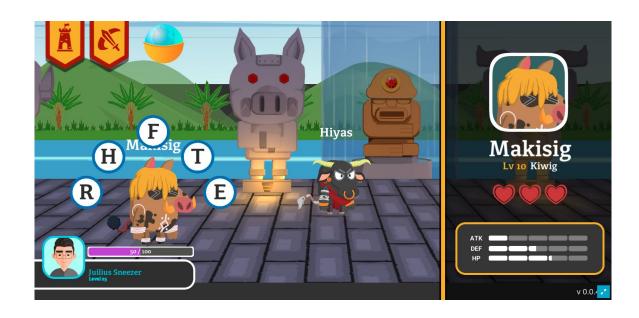
- You are matched against other human player with similar skill ranking
- Matchups are based on a standard ranking system used in most competitive games
- Earn \$LARO tokens by winning matches
- Requires "energy" to play





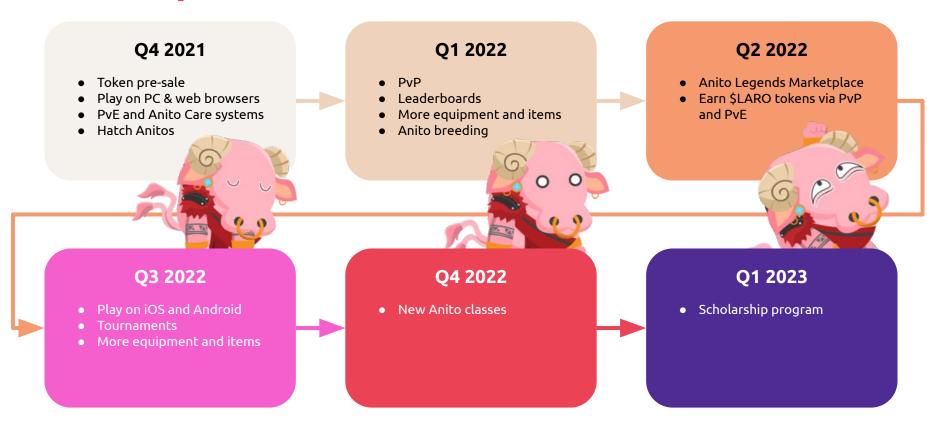
Anito Care

- 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





Initial Investment Disclosure

- Sparkpoint Technologies Inc. provided a seed investment of US\$50,000 to kickstart the Anito Legends project
- The founding team from Popsicle Games is spearheading and handling the development of the project

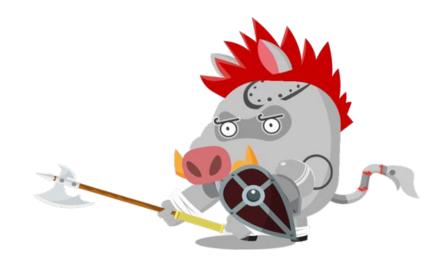
Initial Investment Sources Breakdown:

• Seed: \$50,000

Private Sale: \$400,000

• IDO: \$150,000

Total: \$600,000





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





Advisors



Andy Agnas



Rico Zuñiga



Aldrick Bonaobra



Harvey Javier



Elijah Barba





Thank you!



