

# APTOS LEGENDS

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## About us

Play 2 Earn games on the blockchain, signalling a change in the gaming industry. Players have always been the main driving force behind any successful gaming. Now they can earn rewards in cryptocurrency based on the actions taken in the game. We aim to make Aptos Legends a leader in this revolutionary gaming space and new blockchain.

We believe that now is the time to create games similar to the ones you and I grew up playing. Aptos Legends will offer an enjoyable and familiar gaming experience without the complicated blockchain slang. We are also focusing on building a robust community to be sure everyone is like family.



About the game

## What is Aptos Legends?

Aptos Legends is a magical role-playing game. It relies on the new Aptos blockchain. The game will be playable in app form on PC, Mac, Android and eventually iOS.

Tots are NFT creatures you will use in the game to help you earn new NFT items and blockchain-based tokens. The visual style of Aptos Legends was inspired by universally acclaimed classics - Stardew Valley, Pokemon, Zelda and more.

Players will be immersed in a mystical world and have many exciting times raising creatures named Tots. And the most exciting thing is that players and Tots will get to work together to earn rewards in cryptocurrency.





## Who are Tots?

Tots are creatures that look like you and me but with one difference - each of them has power over one of the eight villages. They have a spiritual and physical connection to these same elements and can use magical spells related to them.





## Improve your Tots!

- Compete with evil/cursed Tots and other players to increase your level.
- Enable new spells!
- Feed your Tots to earn even more XP



## Body Parts

Every Tot is just like a real person. It has its uniqueness. There are 10 attributes that define Tots:

- Body
- Hair
- Eyes
- Chicks
- Mouth
- Hat
- Earrings
- Clothes
- Pants
- Shoes



If you are lucky enough, you might breed an unique Tot that is susceptible to multiple villages!



## Weaknesses

## Type

## Strengths

				 neutral				
				 flora				
				 water				
				 fire				
				 lightning				
				 earth				
			 air					
				 stone				
				 crystal				
			 life					
			 core					
			 spirit					
			 creature					
			 void					

## Tots Battleground (Attacks, Effects, Abilities)



When Tot is born it inherits one attacking ability (attack) and one passive effect that depends on its type (village).



## Portal



## Safe house



## Farming



# COMBAT STRATEGY

Aptos Legends' combat system is creative. The combination of retro-style battles is easy to master. Tots gain experience and level up by winning battles and farming (building).

### Offline rewards



### Scholarship



### Legendary village



## Future features/opportunities

#### • Your Home.

Wake up in a peaceful area and spend time with your Tots. Learn to work together. Collect resources for constructing and use them to improve your terrain. In short - Clear the thickets, build a house, and become an expert trainer for your Tots!

#### • Go exploring!

Enter an ancient portal and step with your Resident into a secret void. Explore a randomly created landscape in different biomes, find rare NFT items, and fight cursed inhabitants in another world. Day and night cycles, weather and seasons will provide a refreshing and exciting adventure.

#### • Farming.

Find rare seeds and create a farm near your home! Grow magical plants that can be used to make your favourite foods.

#### • Offline Rewards.

Everyone is a master of the land. They can learn spells, grow vegetables, and build houses even when you are offline!

#### • Scholarship.

Aptos Legends will have a built-in nurturing system that allows players to send their Tots to other players. And while the other player takes care of your Todos and develops them, some rewards go to YOU! It will allow you to create a business in the game.

#### • Legendary Village.

There you will be able to meet other players, chat, exchange items, etc.



- **Choose your path.**

Aptos Legends will have several in-game techniques for earning money. You can compete against other Tots in tournaments or by farming and selling your goods!

- **Earn rewards in Aptos Legends**

Fight with other players

Farming and selling your goods

Special quests from the Grand Master

Create NFT items

Explore the world to find rare NFT items and sell them

Complete in-game quests

Breeding unique Tots

Tots marketplace

Powerful referral system

Buying and selling plots of land

Rewards for staking \$ALT tokens

Temple of Giving Rewards.

PLAY TO EARN



# Temple of Giving



We are pleased to announce that Aptos Legends will be fully gamified with a steaming \$ALT interface called “Temple of Giving”.

Everyone comes long ago to an ancient temple that has the ability to multiply precious items. Eventually, players will be able to lock their tokens into the Temple of Giving, which will help reduce the circulation of \$ALT tokens.

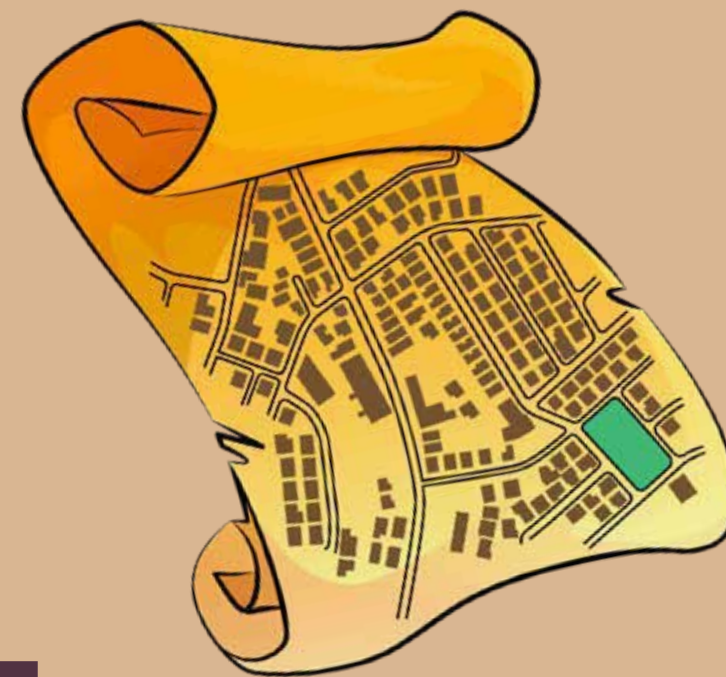




## Marketplace

Our marketplace will be an essential part of the Aptos Legends ecosystem. The marketplace will encourage players to work hard to acquire and improve rare Tots and items.

Buy, sell and trade - Tots, land, cosmetics, in-game items, seeds, resources, etc.



## Tokenomics

### About \$ALT (Aptos Legends Token)

ALT is the core Aptos Legends token that has a deep connection with every aspect of the game.



## Where is it used?

- NFT Sales
- Staking
- Partnerships & Events
- Future Land Sales
- Base currency for all in-game items and commissions
- Fees for breeding and upgrading Tots
- Deflationary (commissions will be used to burn tokens)
- Voting
- Future products of the Aptos Legends ecosystem



Pre-release (access: team only) in progress  
It is a “test” world. A small randomly generated map is intended to test the main game-play with Aptos blockchain mechanics.



## The purpose of pre-alpha is to test:

Player Setup.

Player animations and controls

Tots animation

Inventory and main menu

Mechanics and UI

Breeding mechanics and user interface

Design and art style (tiles, props, players, lighting/shadows, UI, etc.)

Level design and map scale

Resource generation

Farming, breeding, crafting, and trading interface

Quests and rewards

Overall game quality

Blockchain security and bugs

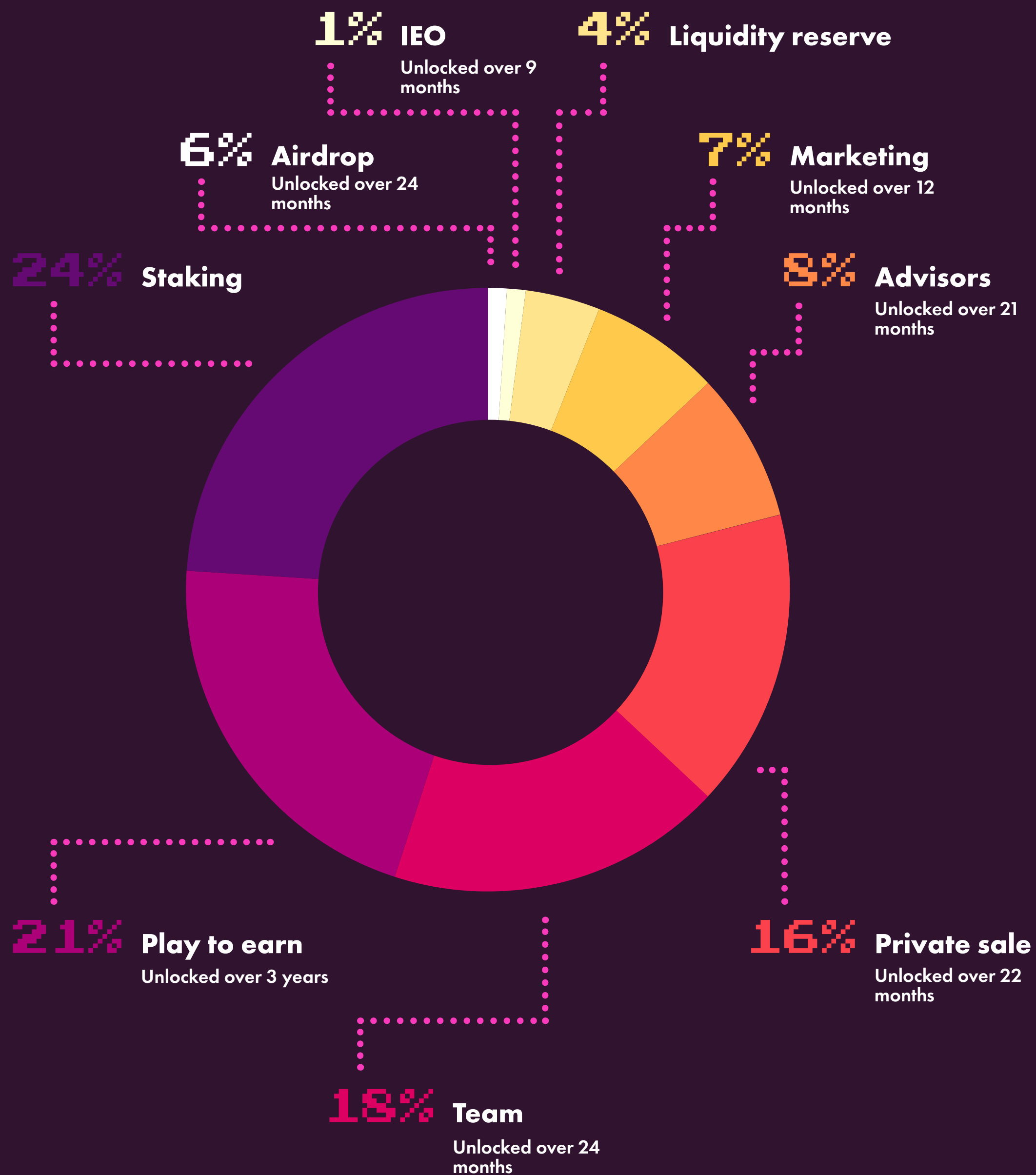
Testing

Device sensitivity and browser Open beta (Public)

Check the game we launched.

We will constantly monitor community feedback and improve the game.

We will work on future updates to add more features and map areas to explore.



## Tokenomics

Private 16% — 6 month lock, Linear block-by-block 16 months (total 22 months).

Airdrop (community) 6% — 1 month lock, Linear block-by-block 9 months (total 10 months).

Liquidity 4% — strategically over time.

Team 14% — 6 months lock, Linear block-by-block 18 months (total 24 months).

Advisors 8% — 3 months lock, Linear block-by-block 18 months (total 21 months).

Play-to-earn 21% — 1 month lock, Linear block-by-block 35 months (total 3 years).

Marketing 7% — 3 months lock, Linear block-by-block 9 months (total 12 months).

Staking 24% — strategically over time.

**Total Max Supply:**  
**1,000,000,000 (1B)**



## Vesting schedule

Token distribution	2022				2023				2024				2025			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
16% Private Sale					<div><div>100% Linear block-by-block (16 months)</div></div>											
6% Airdrop					<div><div>6% Community Airdrop</div><div>100% Linear block-by-block (1 month)</div></div>											
4% Liquidity					<div><div>Stragetie release</div></div>											
14% Team					<div><div>100% Linear block-by-block (18 months)</div></div>											
8% Support					<div><div>100% Linear block-by-block (18 months)</div></div>											
21% Play-to-play					<div><div>100% Linear block-by-block ( 3years)</div></div>											
7% Marketing					<div><div>100% Linear block-by-block (3 months)</div></div>											
24% Staking					<div><div>Stragetie release</div></div>											