# ⊘ PROBLEM ?

The problem of most NFT projects is their lack of usecase and not having a sustainable economic system.

## CHALLENGES

Mostly after a while projects lose their hypes and people are starting to abandon their investments.

## ◎ SOLUTION

TaleCraft allows users to play games with nfts obtained with tokens

and advance to higher levels with craft, distributes rewards to nft holders

so that people are always actively involved in the project.
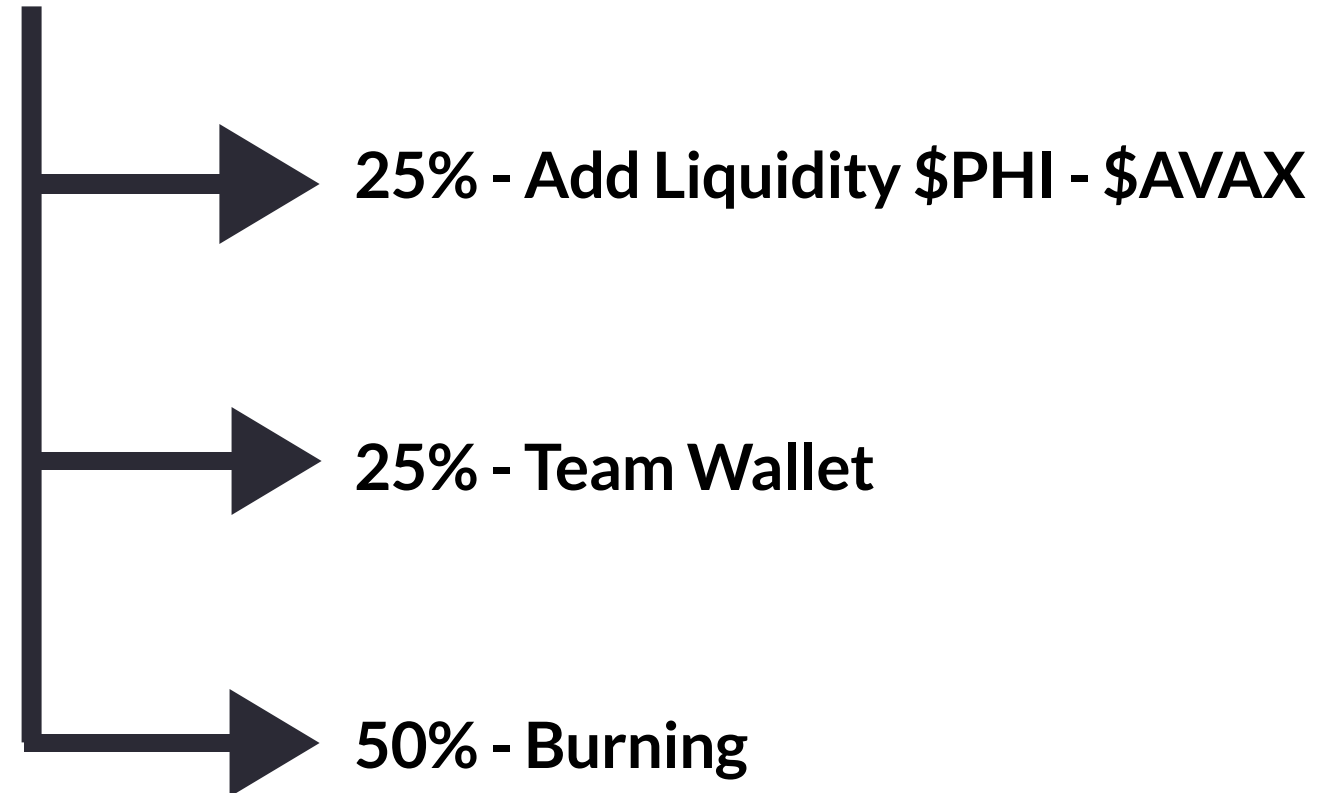
# 4 Elements System



Air

Earth

Water

Fire

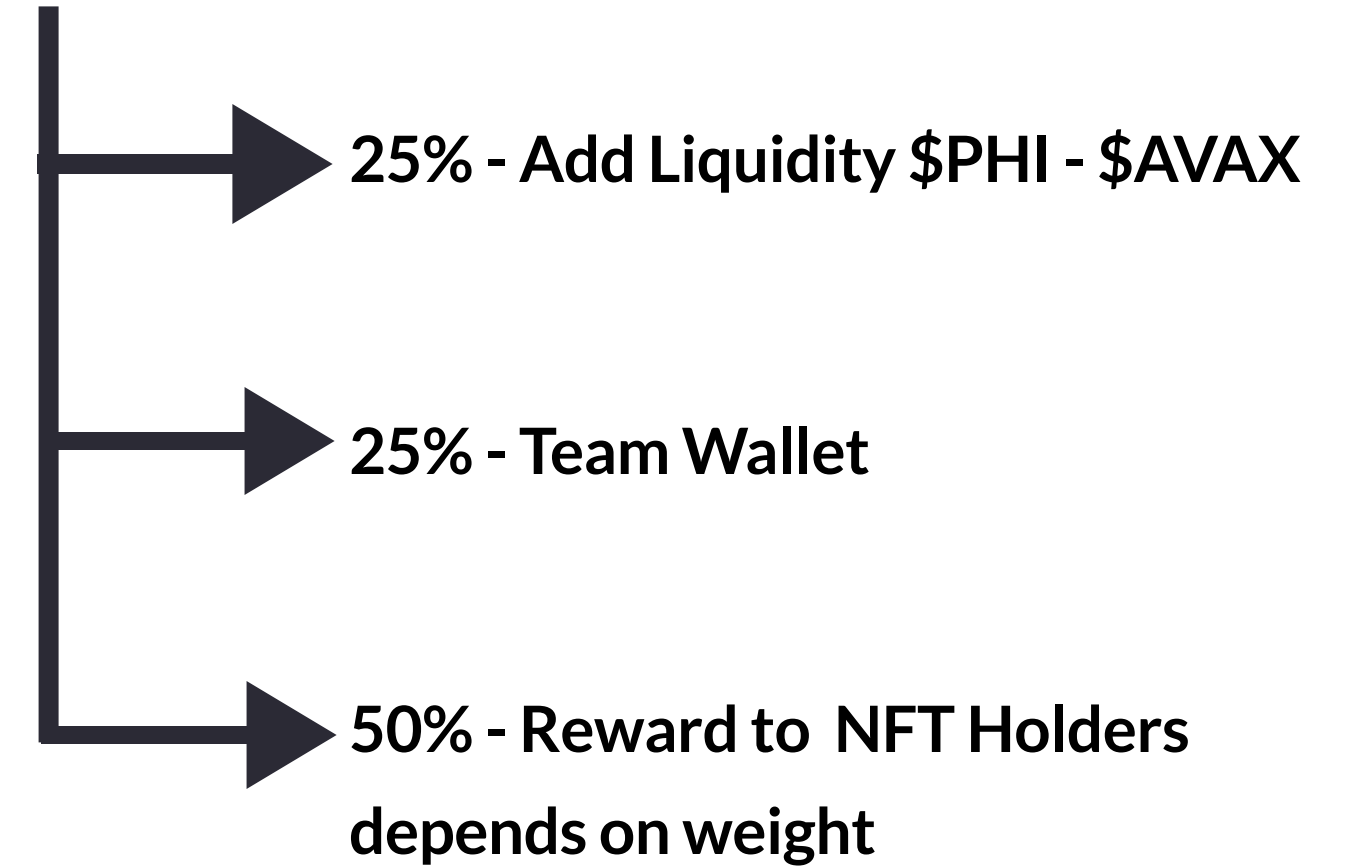# HOW DOES IT WORK?

10 $PHI + 0,1 AVAX →

# WHAT HAPPENS TO PHI's and AVAX's

## 10 $PHI from each chest

- 25% - Add Liquidity $PHI - $AVAX
- 25% - Team Wallet
- 50% - Burning

## 0,1 AVAX from each chest

- 25% - Add Liquidity $PHI - $AVAX
- 25% - Team Wallet
- 50% - Reward to NFT Holders depends on weight

# CRAFT SYSTEM

## Floor Price Deciding by Users

With the craft system of TaleCraft, to reach higher tier NFTs, users have to spend a certain amount of $PHI and AVAX, and time

## PHI and NFT Deflation

In the process to open a chest to receive an element and reach higher tier NFT's, the lower level NFT's are going to be burnt, thus keeping the supply constantly limited and decreasing.

**el33th4xor's AVAX**

4 $PHI CRAFTING COST & 24 HOURS DURATION

Avax + Professor

**Rainbow**

3 $PHI CRAFTING COST & 12 HOURS DURATION

Rain + Light

Light Bulb + Electricity

# CRAFT SYSTEM

## Cards Level // Durations // Fees

| Cards Level | Durations | Fees |
|---|---|---|
| Iron | 30 min | 1 $PHI |
| Bronze | 2 hours | 2 $PHI |
| Silver | 12 hours | 3 $PHI |
| Gold | 1 day | 4 $PHI |
| Philosopher's stone | 1 week | 5 $PHI |

Whichever is the highest of the 2 crafted tiers will take effect.

## For more details:

https://docs.talecraft.io/crafting-guideline

## ⛏ Crafting Guideline

| Result | Crafting Item1 | Crafting Item2 | Weight | Tier of Cards |
|---|---|---|---|---|
| Joe | trader | avax | 318 | phi stone tier |
| uniswap | ethereum | unicorn | 310 | phi stone tier |
| bull | doge | moon | 300 | phi stone tier |
| pancake | cake | rabbit | 265 | phi stone tier |
| XAVA | Parachute | Avax | 236 | phi stone tier |
| ethereum | blockchain | blockchain | 228 | phi stone tier |
| doge | internet | dog | 223 | phi stone tier |
| CZ | nerd | bitcoin | 213 | phi stone tier |
| cake | candle | dough | 195 | phi stone tier |
| trader | piggy bank | blockchain | 189 | phi stone tier |
| pangolin | reptile | shield | 186 | phi stone tier |
| bitcoin | internet | blockchain | 184 | phi stone tier |
| banana bread | banana | bread | 173 | phi stone tier |
| el33th4xor's AVAX | Avax | professor | 173 | phi stone tier |
| lydia | Avax | money | 171 | phi stone tier |

# LONG-RUN ECONOMY and FREE MARKET PRENCIPLES

**Alchemist's Chest opening with PHI system** → **Decreasing PHI Supply**

↓

**Increasing Floor Price of NFTs** ← **Increasing PHI Price**

↓

**Total Supply Reducing by Users**
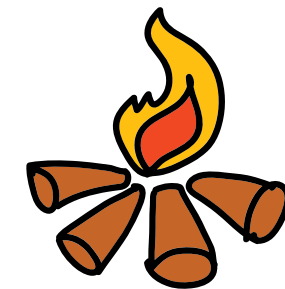
What are TaleCraft's DIFFERENCES?

# DIFFERENCES

## CRAFTING

Users will open chests with the $PHI token, one of the 4 elemental NFTs will come out of the chests, and craft the elemental NFTs from the chests to craft NFTs at higher tiers.

## $PHI & NFT Deflation

The PHI token will burn while the chests are opened, the lower level NFTs will be burned while the next tier NFT is crafted, thus keeping the supply constantly limited and decreasing.

## WEEKLY BURN & REWARD

$PHI Tokens that users use when opening chests will be used on;
25% - Add Liquidity $PHI - $AVAX
25% - Team Wallet
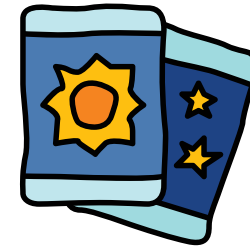25% - NFT holders reward as $AVAX
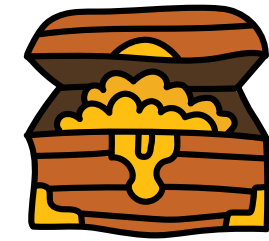25% - Burning

# GAME COMPONENTS

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## Philosopher's Stone Token ($PHI)

- $PHI is standard token on Avalanche Mainnet.

- Total limited supply of the $PHI is 12 million and is not mintable.

- Members can open alchemist chests with 10 $PHI + (0,1 AVAX fee) tokens per week.

- 4 basic element NFTs come out of the chests and can progress to higher level NFTs by crafting these elements

## Alchemist Cards

- The types of alchemist cards are initially 150 types.

- These 150 cards have 5 different tiers. These tiers are respectively iron level, bronze level, silver level, gold level, philosopher's stone level.

- The levels of the cards are determined by the difficulty and rarity of the card's production.

- Only 4 out of 150 cards, the 4 main elements, will be available on a weekly basis. All remaining cards can be crafted by users.
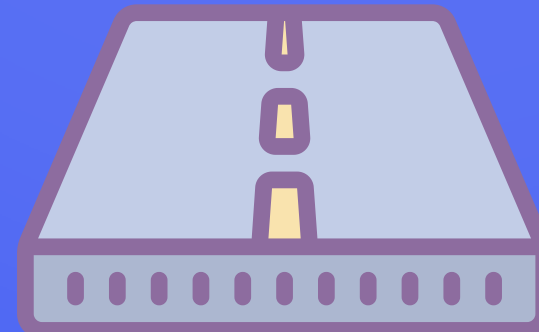
## Alchemist Chest

- Alchemist's chest is a system where 4 main elements are sold per week. You only need 4 main elements to mint cards in TaleCraft.

- These are Air-Water-Earth-Fire. These 4 elements are supplied by weekly sales.

- 10,000 chests are put on sale every week.

- 1 Chest includes 1 main element NFT

- 1 Chest Price = 10 $PHI + 0.1 AVAX fee

# ROADMAP

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## Q3 Phase-2021

- Social Media
- Website
- Seed Round
- Private Round
- IDO Platform Partnerships
- ICO Platform Partnerhips

## Q4 Phase-2021

- Token Generation Event (TGE)
- CoinMarketCap and CoinGecko Listing
- DEX Listing
- Partnerships with other Avalanche Projects
- Audit
- Launch of App
- Launch of First Package
- First Sale of Alchemist Chest
- Launch of Crafter Pool
- First Weekly Reward and Burn
- Guideline-Calculator

## Q1 Phase-2022

- Special MarketPlace
- New Package Upgrade for Alchemist Card
- Launch of Artist Package Platform
- First Airdrop
- CEX Listing
- Cross-Chain extending

# $PHI
# TOKENOMICS

# TOKENOMICS

Token Symbol: PHI (Standard ARC-20)

Total Supply: 12,000,000

Seed Round :1,000,000 PHI (5% at TGE, then 9,5% per month for 10 months)

Private Sale: 1,000,000 PHI (12,5% at TGE, then 10% per month for 9 months)

Public Sale: 4,400,000 PHI (25% at TGE, then 18,75% per month for 4 months)

Team&Advisor: 600,000 PHI (2 months full locked, then 25% Quarterly)

Marketing&Partnership: 504,000 PHI (10% at TGE, then 10% over 11 months)

Airdrop: 396,000 PHI (3 months full locked, then 25% Quarterly)

Game Incentives: 504,000 PHI (3 months full locked, then 25% Quarterly)

DEX-CEX Listing: 1,596,000 PHI (LP will be locked for 1 year)

Strategic Wallet: 2,000,000 PHI (5% at TGE, then 9,5% per month for 10 months)

Initial Liquidity: $180,000 AVAX + $180,000 PHI

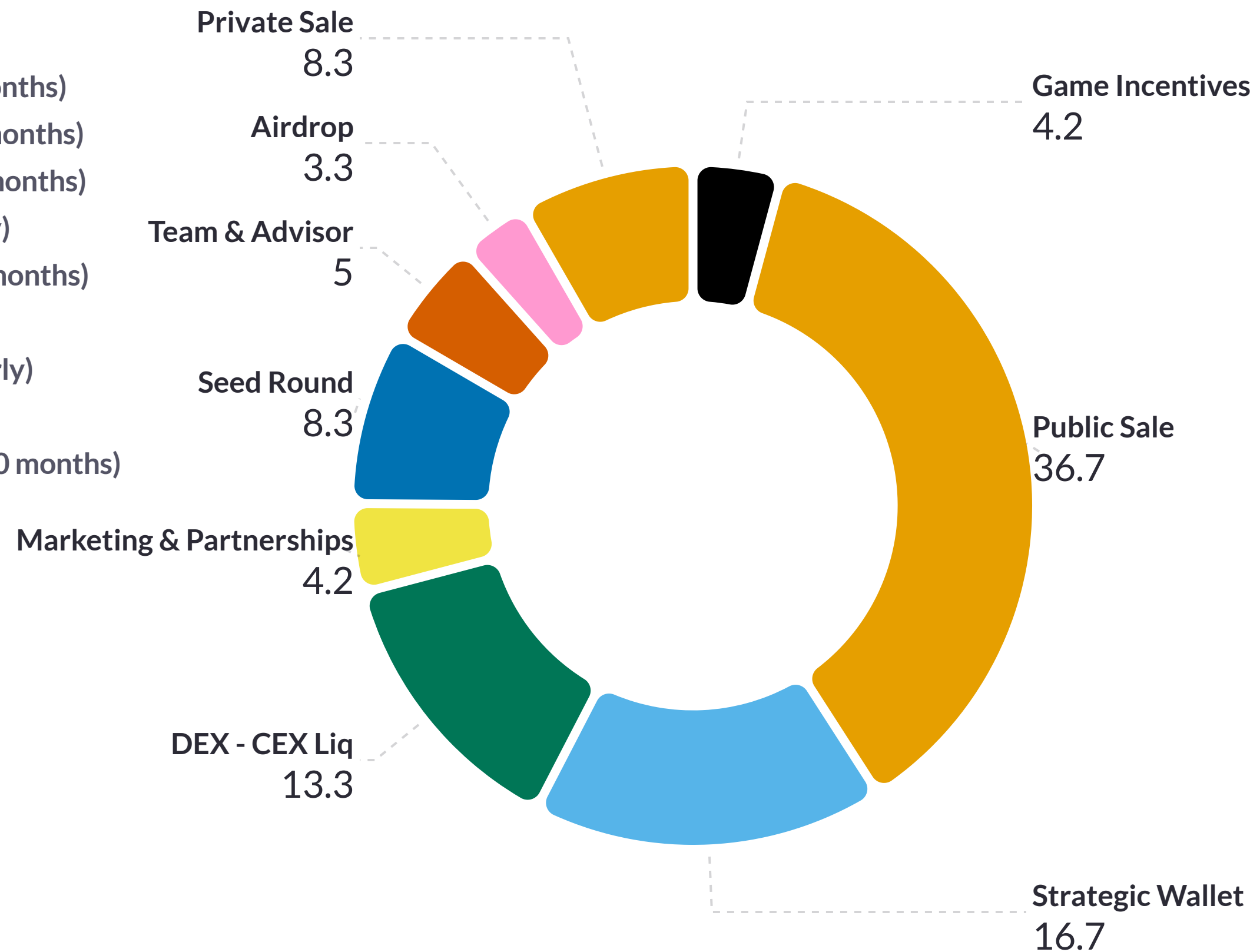Totally $360,000 Initial Liquidity

Initial Marketcap: $342,000

Initial Circulating Supply: 1,425,000 PHI

Seed Round: $0,15 1,000,000 PHI

Private Sale: $0,18 1,000,000 PHI

Public Sale: $0,21 4,000,000 PHI

Listing Price: $0,24



Private Sale 8.3

Game Incentives 4.2

Airdrop 3.3

Team & Advisor 5

Public Sale 36.7

Seed Round 8.3

Marketing & Partnerships 4.2

DEX - CEX Liq 13.3

Strategic Wallet 16.7