

TIMELEAP INDUSTRIES

Whitepaper



A DeFi-first NFT game with a narrative-driven plot, rogue-like exploration and asset management elements

PRESENTED BY
Turnkey Capital

OUR MISSION

Timeleap Finance originates from the yield farming space of DeFi, where most projects focus purely on the "finance" aspect and games that launch are often highly simplistic and linear.

We want to make investing in DeFi fun and adoptable by the masses with Timeleap Industries: A DeFi-first NFT game with a narrative-driven plot, rogue-like exploration and asset management elements.

CORE CONCEPTS of Timeleap Industries

1 - DeFi-first features for a robust in-game economy

The Timeleap Industries gaming economy is one that thrives on robust DeFi features. With **every NFT mapped to an ERC-20** that can be earned and our own Automated Market Maker at the core, **prices of in-game items are based on community-driven demand** (not controlled by game developers), while ensuring a circular and sustainable supply of in-game items.

The infrastructure for Timeleap Industries will first be deployed on the **Polygon** chain, but it **can be deployed on any EVM-compatible blockchain**.

2 - Asset management via NFT characters

Each player's base **character (i.e. account) is an NFT that owns the player's in-game collateralized assets**. Asset transfer or sales is therefore possible by transferring accounts or assets owned by accounts.

3 - NFTs with real value

In-game NFT items store respective native LP tokens when minted, thereby creating a value for NFTs. **NFT prices are therefore not just based on sentiment**, which makes it easier for players to sell and trade NFTs.

4 - Sandbox gaming universe

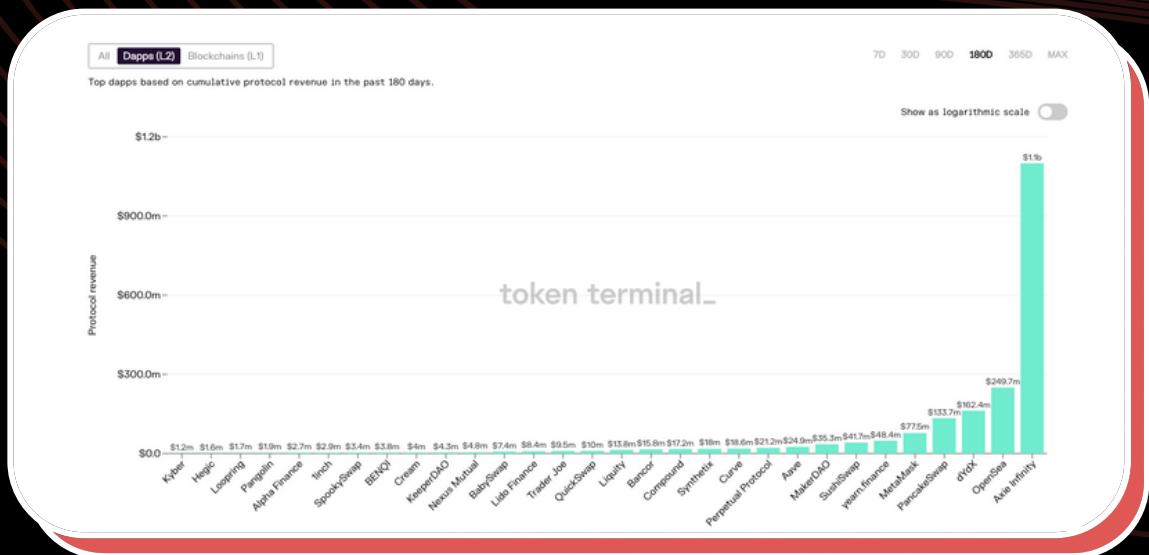
Players have great flexibility and can:

- Engage in a rogue-like survival game where map generation is randomized
- Equip “character skins” to experience the narrative-driven plot as a particular character and achieve certain outcomes
- Mint and trade in-game NFT items
- Own different types of land to farm their yields on, obtain yield enhancement NFTs, build their land’s net worth by farming, and take up mortgage loans
- Participate in JRPG PVP and PVM combat

THE LANDSCAPE

Blockchain gaming and NFTs have exploded in popularity, and they are only in their infancy

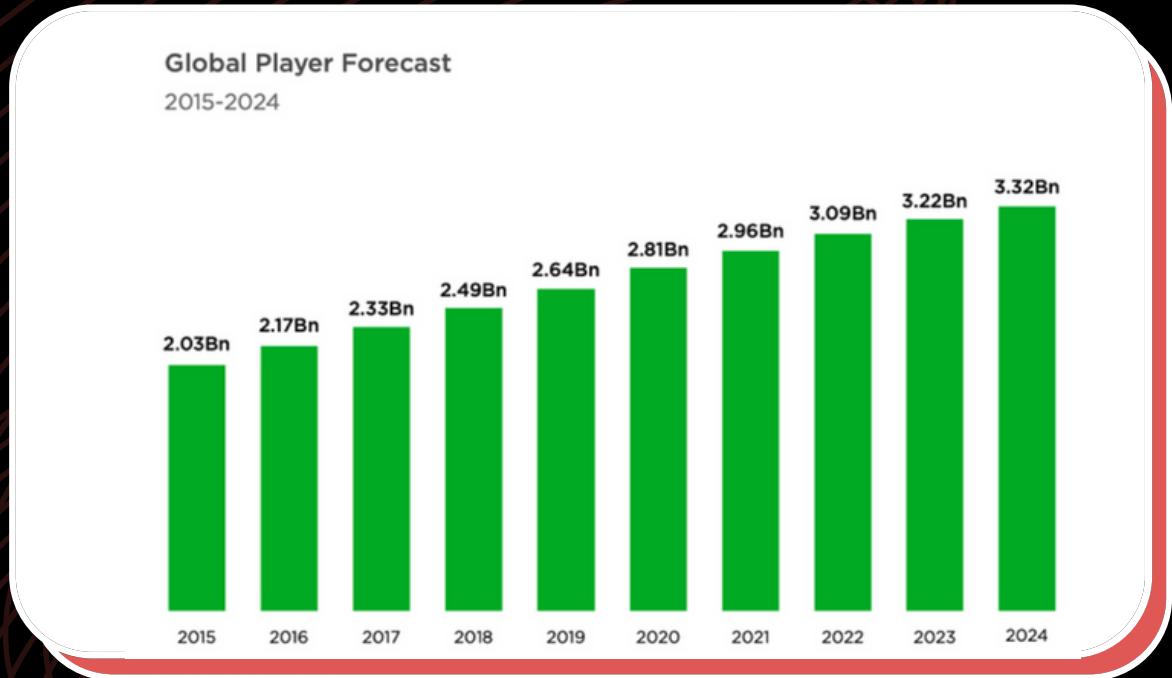
Popular platforms such as Axie Infinity (NFT- based online game using Ethereum-based cryptocurrencies) and OpenSea (world's first & largest NFT marketplace) have both generated top revenues, leading the charts in terms of protocol revenue.



Protocol revenue generated from mid May - mid Nov 2021, via tokenterminal_

The global number of players will pass the 3-billion milestone in 2022

This number will continue to grow at a +5.6% CAGR* (2015-2024) to 3.3 billion by 2024.



newzoo 2021 Global Games Market Report

*CAGR: Compound annual growth rate

Players can now directly realize profits without relying solely on P2P sales

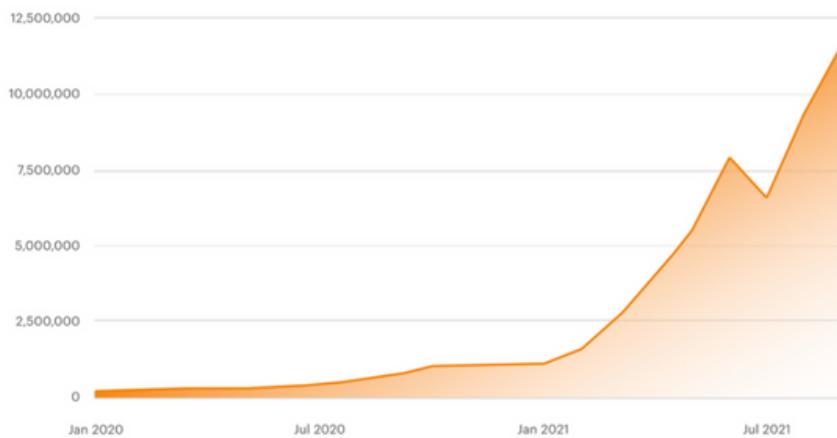
The demand for players to earn from gaming has always been there, and blockchain gaming allows for the leverage of the most popular gateway to DeFi - MetaMask.

MetaMask's growth began with DeFi's explosion in 2020, and it has played a key role in blockchain gaming, for players to directly interact with the blockchain.

The use of MetaMask, combined with NFT technology means that players can truly own in-game assets. Not just currency in the form of tokens, but also characters, weapons, armor and land - using the ERC-998 and ERC-1155 NFT Standards.

As mentioned, the infrastructure will first be deployed on Polygon, but it can be deployed on any EVM-compatible blockchain later on.

Monthly Active Users



MetaMask grows to more than 10 million monthly active users, a 19x growth compared to July 2020, via consensys

GAMEPLAY

1 - ROGUE-LIKE SURVIVAL

Timeleap Industries takes inspiration from common rogue-like gameplay elements:

- Random map generation to increase replayability
- Revival checkpoints
- Resource management to survive
- Map exploration

As players explore the map, they will need replenishments for their Health, Hunger, Fatigue, and Sanity.

Replenishments can be obtained by minting in-game NFT items (by exchanging farming tokens) or purchasing them from other players.

2 - COMPELLING NARRATIVE

The Timeleap Industries **narrative will be custom, built-from-scratch**, and progressively revealed in 6 story acts within the first episode. The lore and setting of the game is extendable, expansive, and intended to span over multiple episodes.

Besides the base character that players start with, the game will launch with 16 "character skins". **All characters are custom designed-from-scratch NFTs with their own story and personality.**

Players may experience the narrative as a certain character by putting on the "character skin" and achieve certain outcomes on Story Tiles in the game map.

3 - LAND OWNERSHIP

Players may own plots of land to farm their yields on. Various types of land e.g. rivers, mountains, forests will be made available, each with unique traits.

Each plot of land also has limited real estate or "slots". Different types of land have different yield effects and can be "slotted" with yield enhancement NFTs.

Farming on land builds the land's net worth. Land can then be valued as collateral and loans may be obtained. Under such a scenario, land will be held in escrow and farming can still continue. In other words, farming yields can pay for a player's loan automatically.



4 - COMBAT

JRPG PVP and PVM combat adds on to the game's robust dynamics. **Players may equip NFT weapons / armor, which can be minted (by exchanging farming tokens) or purchased from other players.**

Players may choose to pay a revival fee when they lose a battle. For PVM, the whole fee goes towards collateralization (adding of value) of land owned by all players. For PVP, a majority of the fee goes to the winner while the rest goes towards collateralization of land owned by all players.

IN-GAME ECONOMY

The Timeleap Industries game economy is real. The game operates with its own economic system and laws that are influenced by players themselves.

Unlike most blockchain games where there is only a single in-game currency, every single in-game NFT item in Timeleap Industries is tracked by a native token that is tradable with large caps e.g. USDC, WETH.

We aim to become the very first in-game economy that is truly DeFi-powered, and we will accomplish this with two key pillars - the **Cascading Megafarm** and **Industries Automated Market Maker (AMM)**.

CASCADING MEGAFARM

The Timeleap Industries in-game economy is supported by a network of farms, also known as the Cascading Megafarm.

Read more about its key features in the next page.



1 - NFT MINTING AND STORED VALUE

Players can earn native tokens across the Megafarm, and use them to mint in-game NFTs.

When natives are exchanged to mint an NFT, the NFT stores the tokens in the form of native LPs. The NFT's tangible value is thus determined by the amount of stored LPs and the price of the native LP token.

This tangible value means that the NFT is not just sentiment-driven, making it easier for players to sell and trade their NFTs in our in-game marketplace, or even on OpenSea.

2 - NFT CONSUMPTION AND BURNING

NFTs can be used in the game - either consumed (e.g. food rations and energy boosters which help to replenish Hunger and Fatigue stats respectively) or equipped (e.g. armor and weapons). Timeleap Industries is, after all, a survival game.

When an NFT consumable is used by a player, the NFT, together with its stored native LP tokens will be burned. When LP tokens are burned, liquidity is locked forever, helping with price stabilization and curbing hyperinflation.

There will be other types of NFTs that are non-consumables. These will be released at a later stage and come with varying burning mechanisms.

3 - STABLE LIQUIDITY AND PRICES

Native tokens typically see a lot of price volatility due to a lack of liquidity providers. The Cascading Megafarm's liquidity network is meant to solve this.

When native tokens are minted, a portion of these tokens will be automatically converted into liquidity for other natives in the network. The system itself functions as a liquidity provider with every mint, thereby stabilizing the economy with reduced price volatility.



INDUSTRIES AUTOMATED MARKET MAKER (AMM)

Our current fundraising rounds are for the AMM native token, INTEGRITY (\$INT). These are its key features:

1 - THE CENTERPIECE OF THE IN-GAME ECONOMY

INTEGRITY (\$INT) is the very first AMM native token that will be used as the main in-game currency.

Players will use the Industries AMM to swap native tokens across the Cascading Megafarm, as well as stable coins and large cap tokens. Swapping earns a user cashback in the form of \$INT.

Closely linked to the game narrative, players can spend \$INT to access secret rooms within the game, bypass game obstacles, and gain exclusive access to accelerated dividends from the Cascading Megafarm.

2 - NO HYPERINFLATION AND A STABLE PRICE

\$INT is created to be the very first AMM native token that will not suffer from hyperinflation.

Almost every AMM native thus far has suffered from hyperinflation and price dumps. This is due to a lack of max supply and AMM natives being used as community reward tokens (and therefore sold).

We solve this issue by having a **low max supply of \$INT** and not emitting \$INT as a reward token. **\$INT cannot be farmed**; the only ways to get \$INT are to:

- Buy it from the circulating supply
- Get it via cashback from swapping at Industries AMM
- Participate in launchpads / accelerators / pre-sales



3 - A LIQUIDITY PROVIDING ECOSYSTEM

\$INT is supported by the large Cascading Megafarm network which helps incentivize liquidity.

INT LPs will be hosted throughout the network and stakers will be able to earn natives from the farms that they stake in. Stakers are incentivized to provide liquidity for INT LPs due to the factors mentioned in the Cascading Megafarm section above:

- Natives can be used to mint in-game NFTs with actual value and therefore sold / traded more easily
- When consumed in-game, NFT items are burned, together with their stored tokens, creating price stabilization for natives
- The Cascading Megafarm system functions as a liquidity provider with every mint, stabilizing native prices across the economy

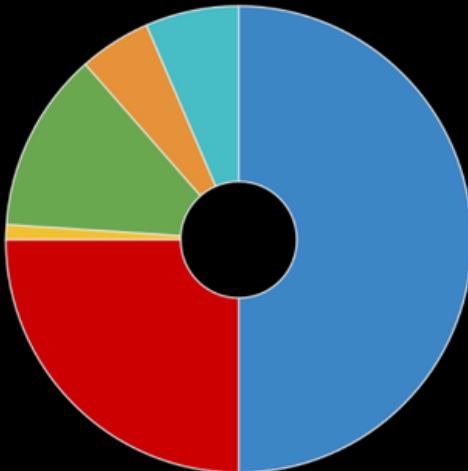
Native LPs across the Cascading Megafarm network will also host liquidity with the Industries AMM, hence enabling swaps on the AMM.

INDUSTRIES AMM TOKENOMICS

- Token ticker: \$INT
- Type: ERC-20 (As mentioned, the infrastructure will first be deployed on Polygon, but it can be deployed on any EVM-compatible blockchain later on)
- Max supply: 60,000 INT
- Launch price: \$500



\$INT TOKEN DISTRIBUTION



- 50.0% | Locked Liquidity
- 25.0% | Token Sale
- 1.0% | Launch Liquidity
- 12.5% | Team & Recruitment (Vested, 2 yrs)
- 5.0% | Marketing
- 6.5% | Adoption Incentives

RAISE

SEED

\$600,000 hard cap
\$200 token price
3,000 tokens

3% at TGE, linear unlock every block, over 18 months

STRATEGIC

\$1,680,000 hard cap
\$350 token price
4,800 tokens

5% at TGE, linear unlock every block, over 12 months

PRIVATE

\$2,250,000 hard cap
\$375 token price
6,000 tokens

5% at TGE, linear unlock every block, over 12 months

PUBLIC

\$600,000 hard cap
\$500 token price
1,200 tokens

20% at TGE, linear unlock every block, over 6 months

Note: Token distribution and raise amounts are subject to change depending on the terms of the accelerator(s) we decide to go with.

AMM COMPETITIVE ANALYSIS

	Industries	QuickSwap	Firebird
Total Swap Fee	0.3%	0.3%	0.2%
Swap Fee allocation:			
Liquidity Provider Fee	0.05%+ A large part of liquidity providing is incentivized through the Cascading Megafarm instead	0.3%	0.06%
Operating Costs	0.05%	0.00%	0.00%
Cashback to User	0.10%	0.00%	0.06%
Treasury / Others	0.10% Converted to form INT-WETH LPs with minted INT in Treasury. LPs locked in Treasury for at least 1 year. This provides a stable price for INT and is meant for future in-game utility in the form of collateralization.	0.00%	0.08% Converted to USDC as dividends for mHOPE stakers

QuickSwap was selected as it is a large, well-established AMM, while Firebird was selected because of its similar cashback model.



Our goal is to build a robust DeFi-first gaming ecosystem - one that merges playing with earning and excites both DeFi and gaming communities.

Here, you'll find more information on our revenue streams, marketing plan and roadmap to achieve our goal.

REVENUE STREAMS

As project continuity is development heavy, our set-up involves multiple revenue streams to support the project and help it realize its full potential. The game itself is **freemium**, and these are its revenue streams:

- **Fees** applied to in-game transactions
- **Deposit fees** earned from staking in the Cascading Megafarm network
- A small fee is applicable for **NFT minting**
- **Player-to-player NFT sales**, where trading fees are earned
- **In-game advertising**, where spaces are rented as 'product placements' to other projects / companies

MARKETING PLAN

Not only will **multiple launchpad / accelerator partnerships bring about exposure to an influx of new investors**, a portion of funds (estimated to be a 6 figure sum) from fundraising rounds will also be allocated towards marketing and advertising.

MARKETING OUTREACH

- Engagement of **influencers in the DeFi and gaming space**, across networks such as Twitch, YouTube, and Twitter, boosting their community's participation with raffle draws and contests
- Paid **game reviews and game tutorials**
- Banner **advertising on DeFi and gaming specialized sites** which allow for targeted campaigns
- **Press releases and articles** on major news sites

A portion of the revenue earned from the Cascading Megafarm network will also be channelled towards advertising on popular DeFi platforms. **This will build a new steady base of DeFi users (on top of Timeleap's Finance existing base) even before the game launches.**

TIMELEAP'S EXISTING BASE OF INVESTORS

Timeleap Finance is entering its next phase, Timeleap Industries - but we are not starting a brand new project from scratch. Since late July 2021, Timeleap Finance has **already built up a steady and loyal community of DeFi investors.**

The \$TIME holder community will be incentivized to participate in the Timeleap Industries game while we work on game development. As part of the Cascading Megafarm network, a new token, \$WORK, will be launched.

- \$WORK is a **TIME-LP token** that's hosted on our Industries AMM
- \$WORK is the **only token that can be single staked across the entire Cascading Megafarm network**
- \$WORK gives one of the **highest multipliers** across the Cascading Megafarm network
- There are **no deposit fees** when staking \$WORK

These incentives will **keep our existing DeFi investors engaged and ready to participate once the Timeleap Industries game is ready for launch.**



ROADMAP

Q4 2021

- Conceptualization, tokenomics, architecture planning
- Whitepaper and marketing website
- \$INT token smart contracts, audit
- Fundraising
- AMM contracts, audit, dApp development
- Launch first set of dApps in the Cascading Megafarm

Q1 2022

- Launch second set of dApps in the Cascading Megafarm
- Consumable NFT minting development
- NFT trading marketplace dApp
- NFT key sales for lootboxes
- Ongoing game storyboarding, visual novel creation

Q2 2022

- Launch third set of dApps in the Cascading Megafarm
- Equipment and land NFT minting development
- Ongoing game storyboarding, visual novel creation

Q3 - Q4 2022

- Game identity interactions (NFT characters, inventory, land) development
- NFT visual novel sale
- Completion of in-game economy infrastructure
- Game GUI design & development (in-game farming, exploration, story events, combat)

End Q4

- Exclusive land and equipment NFT sale
- Game closed beta launch

2023

- Game public launch
- Continued game storyboarding, visual novel creation
- Land mortgage
- Unsecured lending & credit
- Factions & faction wars

INVEST IN \$INT

First and foremost, we are building an entertaining and fun DeFi-powered gaming platform.

A compelling narrative-driven plot, engaging Sandbox gameplay, and custom designs across all character and in-game NFTs – these work together to build value for a RPG game-verse which is truly enjoyable.

On top of that, we have an in-game economy that truly stands out from typical blockchain games – one where every single in-game NFT item contains tangible value and is tracked by a native token that is tradable.

A real game economy which operates with its own system and that is influenced by players themselves.

WHEN YOU INVEST IN \$INT,

- You are not just investing in any AMM native token. \$INT has solid utility as an in-game currency and functions as the centerpiece of the Timeleap Industries in-game economy
- You are buying into the very first AMM native token that will not suffer from hyperinflation
- You are investing into a native token built to withstand price volatility



Above is one of the designs in our first set of custom, animated NFTs. Available on OpenSea. the Keys of Civilization NFTs were first revealed at PolyCon 2021 - the largest interactive, virtual Polygon event on Gamerjibe. All keys unlock a time capsule (lootbox) which contains in-game NFTs and tokens from the Cascading Megafarm.

DISCLAIMER

This whitepaper has been issued by Turnkey Capital LLC on 16 November 2021. It describes Timeleap's plans and may not be complete or final.

The purpose of this whitepaper is to provide prospective traders/speculators or otherwise with the information to make decisions on token purchases.

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The buying of digital tokens is speculative and involves risks, which should be understood prior to making any decision to trade or purchase a token. Examples of risks include a decrease in token value, volatility in cryptocurrency markets, the possibility of increased regulation etc.

Prospective purchasers should conduct independent research and analysis to fully evaluate the merits and risks of their purchase, before making an independent decision to obtain or purchase digital tokens.

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