

C r e a t o r s t u d i o C r e a t o

NFT LEGEND

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Project Introduction



Project Background

NFT will usher in an explosion in 2021

NFT (Non Fungible Token) non-homogeneous tokens are also translated into non-replaceable tokens. The most common NFT protocol standards are ERC721, ERC1155, ERC998, etc.

The development of a new business format often takes a certain period of silence. DeFi has appeared in the blockchain field in 2017 or even earlier, while the outbreak of DeFi is in 2021. Similarly, the NFT ERC721 protocol is also a protocol standard that was only applied in 2017, and it also takes time to accumulate. Three years have passed since the first NFT product. NFT formats are also blooming, including art trading markets, financial synthetic assets, on-chain exhibitions, immersive experiences, game props, identity authentication, and other derivative scenarios that have been implemented so far, as well as more unknown and possible derivative scenarios. The identity confirmation attribute of NFT makes NFT a bridge between the virtual world and the real world.

In the past year, the amount of NFT transactions, average prices, and the number of NFT items traded have continued to rise, reaching a daily transaction value of more than US\$800,000. This transaction amount is certainly not the same as the transaction amount of hundreds of millions of dollars in centralized exchanges, but the side shows that this market has huge potential. Therefore, 2021 is likely to usher in a full-scale explosion in the NFT field. Gaming is probably the most widely used area of NFT. All the skins, pets, props and other items purchased by players in traditional games will become NFT assets. Players can make money while playing games. Projects that have applied NFT in the game field: Axie Infinity, Neon District, My Crypto Heroes, CSC, Ethermon, etc.

Legend came into being in this environment. The development team Creator focused on innovation, deepened the gameplay, and created a brand new product for other NFT games in the region with a professional and rigorous attitude.



Project Description

Legend is a collection and development NFT game based on classic games that integrates mining and treasure hunting. In the game, players can upgrade their characters, collect and develop equipment, learn skills, etc. to improve their overall combat effectiveness; they can also go to the mining area to mine to obtain Legend's governance token LGC (the full name of the token is Legend Gmae Coin), or in different copies Expedition to obtain equipment. It is worth mentioning that there is a prize pool in the game. 80% of the USDT consumed by the player in the game will enter the prize pool. Players can exchange for high rewards through the items obtained in the

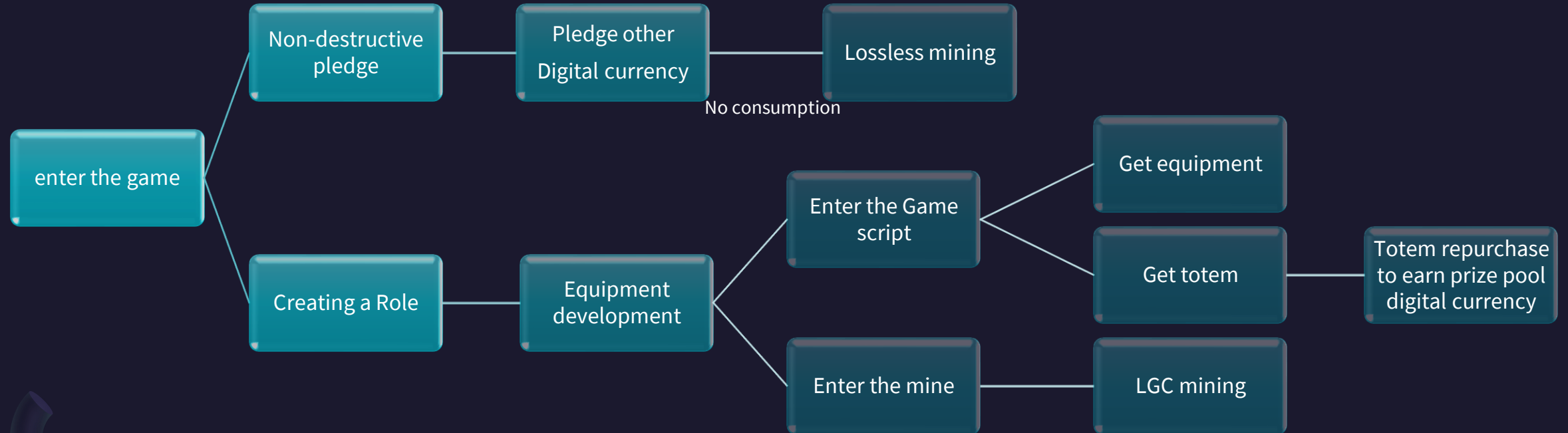
dungeon adventure. NFT cards (equipment, totems and their fragments, skills) will support trading, and more application scenarios will be opened in the future, such as PVP, multiplayer PVE, DAO governance, encrypted art distribution, etc.

Legend has been launched on the Huobi ecological chain Heco at present, and in the future, it will operate on multiple chains on public chains (such as BSC, TRON, etc.) that support EVM (Ethereum Virtual Machine).



How to play

Only for 1.0 version



Card introduction

- The NFT card is based on HRC-721NFT in Legend. It is a second creation based on a classic sentiment game, including equipment, skills (currently not open), totem, encrypted artwork, etc. Except totems, each card will be given a certain amount of LGC. Players can trade it or destroy it. The LGC carried by the destroyed card will be released to the player immediately.

Card details

- Equipment
 - The equipment is divided into six categories: weapons, helmets, armors, necklaces, bracelets, and rings, and three systems of warriors, wizards, and Taoists. Players' familiar equipment can be seen in the game, such as the top dragon slaying, or the basic glass ring.
 - The equipment is divided into three qualities: normal, silver dragon and golden dragon. The quality of the equipment is different, and the combat power gains obtained from each enhancement of the equipment are also different, and the upper limit of the enhancement level will also vary due to the level of quality.
 - Equipment can be enhanced by consuming equipment of the same name. The higher the level of enhancement, the stronger the attributes and combat effectiveness of the equipment. During the strengthening process, the equipment used as consumables was destroyed. The LGC value of the destroyed equipment is added to the enhanced equipment.
- Totem
 - Each dungeon will have its own unique totem, such as the totem of the corpse king in the zombie cave, and the totem of the half-beast leader in the Woma Forest. The output form is mainly fragments, and the player can synthesize a complete totem after gathering enough numbers.
 - Each totem has its own repurchase ratio. Players can repurchase the totem during a reward cycle. The repurchase amount = reward pool amount × totem repurchase ratio. After the reward cycle ends, Totem's repurchase ratio will be cleared.

Encrypted artwork

- LGC value: Each encrypted artwork has an initial LGC value, which can be released to the player immediately after being destroyed.
- Distribution: Distributed in the form of pledge, the more assets on the chain pledged, the higher the LGC carried by the acquired artwork.
- auction: Encrypted artworks can be auctioned, and the starting price is determined by the staking player, and the auction proceeds are divided equally between the artist and the staking player.

Card acquisition

- Equipment
 - Purchase a blind box NFT card pack. Users can choose NFT card packs of different prices (the NFT card quality probability and level probability of the blind box NFT card packs of different prices are different) to purchase, and then go to the unopened box in the storage box to open the box after purchase.
- Game script of the adventure. There is a chance to obtain equipment in the dungeons, and different dungeons have different levels of equipment. For example, the Woma Temple can obtain the Woma suit, and the Zuma Temple can obtain the equipment of the Zuma level up to the level. The chance of acquiring equipment is determined by the player's own combat power.
- Totem
 - Game script of the adventure. The Game script has a chance to obtain totem fragments. Different copies obtain different types of fragments. The chance of obtaining totem fragments is determined by the player's own combat power.
 - Totem output. When the prize pool amount is greater than a certain amount, the Game script starts to produce totem fragments.

features

Character

- Players can consume LGC to create characters. Characters can wear equipment, wear skills, dungeon adventures, etc. The role is the prerequisite for dungeon exploration and mine mining, and is the carrier of equipment. Characters can be upgraded and their combat effectiveness can be improved by wearing equipment.

Mine

- Pledge mining
 - Encrypted asset pledge. Stable coins such as USDT and third-party LPToken can be pledged for pledge mining. The more the pledge amount, the higher the APY.
- LGC mining
 - You can consume a mattock for LGC mining, and the mattock consumes one per hour. The higher the character's combat power, the higher the APY.
 - Pickaxes can be purchased at the shop.

Game script

- Consumption: You can consume healing medicine or golden sore medicine for Game script adventure. You can go to the store to buy.
- Output: The dungeon has a chance to produce equipment and totems. The higher the character's combat power, the higher the APY.

Prize pool

- **Source of Amount**
- 80% of the total amount of encrypted assets consumed by players in the game will enter the prize pool (20% is used as the project's operating expenses). The prize pool is used for the sustainability of the project and totem repurchase.
- **Prize pool composition**
- The prize pool is divided into the accumulation pool and the return pool. The amount of the bonus pool will be used to buy back the totem of each bonus cycle. If there is a remaining bonus in a bonus cycle, the remaining amount will be returned to the accumulation pool for accumulation; and the accumulation pool serves as a guarantee for the continuity of the project. There is a continuous amount of money to buy back totems in the hands of players.
- The proportion of the accumulation pool and the reward pool is determined by community voting.

Version planning

V1.0

Open pre-sale

Open the storage box

Open the mine

Turn on role creation

Start Game script of the game
adventure

Turn on Woma-level equipment

V2.0

Open auction

Turn on Zuma-level equipment

V3.0

Turn on encrypted artwork
distribution

Open encrypted art auction

Turn on Chiyue level equipment

Turn on equipment set attributes

V4.0

Turn on skills

Open the game dungeon BOSS

Open PVP

Open multiplayer PVE

Stay tuned for subsequent versions