

# WHITEPAPER



# FOKOU

Mint 'em all!

## ■ INTRODUCTION

Tokou Fight is a **play-to-earn playable** on mobile and desktop that mixes many elements coming mainly from manga, anime and Japanese culture. Anyone that possesses our non-fungible tokens (NFT) will be able to play in different modes and can be rewarded for playing.

The game has a strategic aspect with his **skill-based** card mechanics and a skill aspect with his QTE phases that appear by combining cards during fights.

## ■ CORE TEAM MEMBERS

The core team members are an **eclectic & complementary team** experienced in videogame, Fintech, graphic & animation industries, who grew up inspired by the manga anime culture.

- **Gaël BOKONGO** has worked in trading for 10+ years
- **Méïssandre MONATUS** has worked in the marketing of videogame & esport industries for 15+ years
- **Christophe RENDU** has worked for 20+ years in creative, design & animation for the movie and videogame industries
- **Mohamed FRIHAT** is an expert in blockchain technology for 5+ years
- **Sacha DUC** is a videogame producer & game designer
- **Xavier GOMEZ** is an expert in FinTech for 20+ years

 <p><b>GAËL BOKONGO</b> C.E.O. &amp; FOUNDER</p> <p>PHD in Financial Maths, MSc Harvard.</p>   <p>Bank of America</p>	 <p><b>MOHAMED FRIHAT</b> C.T.O.</p> <p>Software Engineer, PHD in applied mathematics, Master in Finance, MBA.</p>    	 <p><b>CHRISTOPHE RENDU</b> C.C.O.</p> <p>Licence CIM, Paris 8 University BTS Art &amp; Communication.</p>   <p><b>NETFLIX</b></p>	 <p><b>MÉÏSSANDRE MONATUS</b> C.M.O.</p> <p>Masters Degree in Marketing, Media &amp; Communication.</p>   	 <p><b>SACHA DUC</b> GAME DESIGNER</p> <p>Masters Degree in Game Design and Game Art.</p>   	 <p><b>XAVIER GOMEZ</b> C.O.O.</p> <p>HEC: Private Equity / Venture Capitalist, MIT: Financial Management Service.</p>   
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## ■ THE VISION

Our vision with TOKOU FIGHT is to let the players' creativity talk through our game, to let them have fun building decks and strategies, and finally to reward them for their playing time, their performance and their contribution to the gaming community.

We believe that the evolution of play-to-earn and the growth of blockchain technology adoption increases our dream to come true.

Games are a part of people's lives. It entertains them, stimulates their emotions, makes them work on their reflexion and develops their personal skills. It confronts their minds against challenges and objectives. Sometimes games can be educative or teach them some rules of life. Being rewarded for having fun is the most beautiful way for us to bring to our players a great game experience.

## ■ THE MISSION

Our mission with TOKOU FIGHT is to create an unique experience for our players, build a strong community around manga and NFT and give them the opportunity to be rewarded with Tokou coins (referred as ToKoins) by their playing time in the game.

We want an unique gameplay for the players based on deck building and our mechanic of cards combination in-game to create QTE interaction and unlock powerful capacities.

To go further, our final goal is to insert Tokou Fight in our Mangaverse. It means that the Tokou NFT the player uses in Tokou Fight can be used in another game or app. Thereby, we want to create an ecosystem in which each game is interconnected through our blockchain by our Tokou NFT.



## ■ WHY WEB 3.0

TOKOU is at the crossroad between traditional market & WEB3.0.

The massive manga community has only been responded by a few projects in the WEB3.0 space. Also, there is no manga anime WEB3 games (P2E, P&E, etc.) in the market yet.

Only few WEB3.0 projects propose in real-life utilities (Virt2Real).

Then, we noticed that WEB3.0 gaming projects lack of long-term vision & scalability. Finally, lots of NFT projects fail to deliver due to a lack of knowledge in the gaming space.

Then, WEB3.0 reflects every powerful element that WEB3.0 can bring today and expected by the community:

GOVERNANCE

An anime project directed by its Community.

OWNERSHIP

Own digital assets and access to the Tokou Ecosystem and the Governance.

EARNINGS

Easy and attractive tokenomics + Tokou's creators economy.

SCALABILITY

The evolution of Tokou's assets and its environment is deep.

SECURITY

High integrity system protecting the Community's assets.

TRANSPARENCY

Fully doxxed team, accountable to the project development.

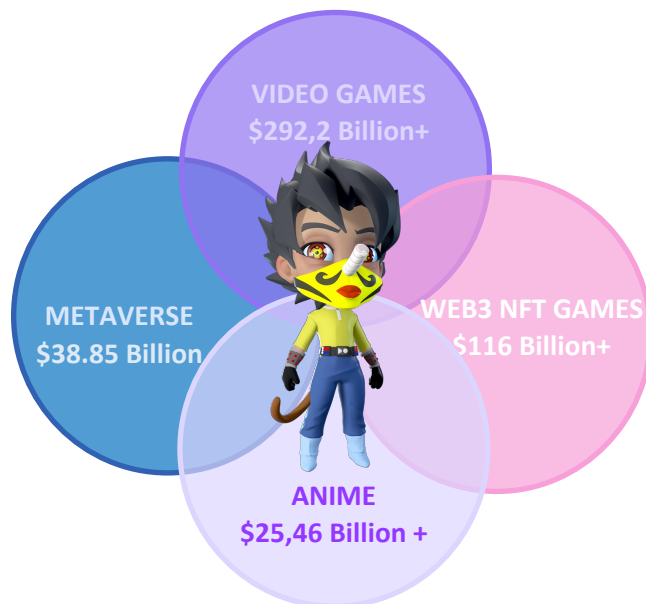


## ■ OUR MARKETING ANALYSIS

Our project is at the intersection of the four fastest growing industry:

- Anime and particularly Japanese anime
- Video game
- WEB3 Videogames
- Metaverse

All three together represent half of a Trillion dollars opportunity.



### THE ANIME & MANGA ANIME MARKET

The anime market worth \$23.56 billion in 2020 and has reached \$25.46 billion in 2021 with a growth rate of 9.5%, with the manga anime industry alone worth \$5.33 billion in the 2020.

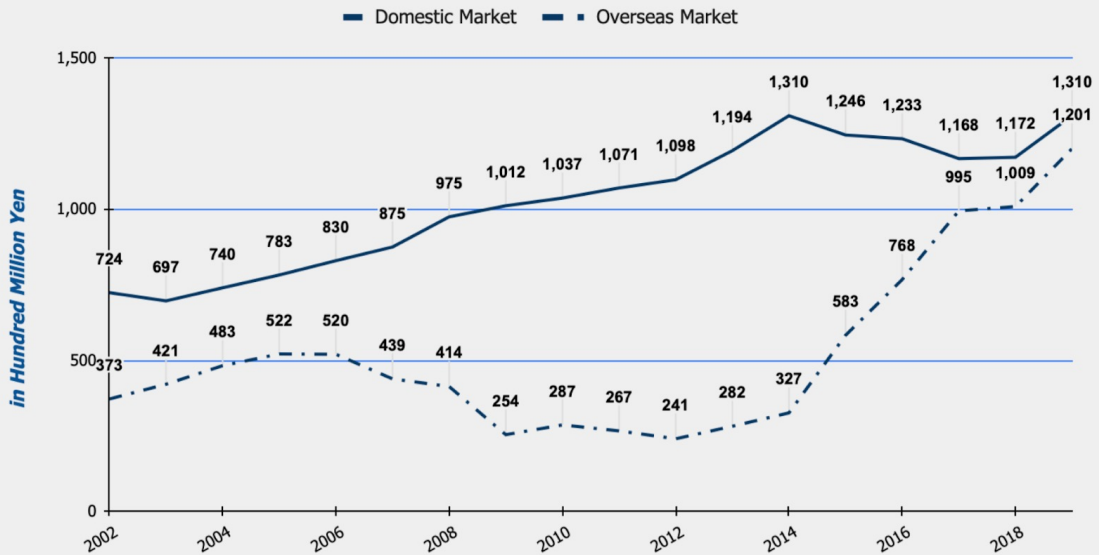
As for manga anime, it is spreading around the world and particularly in the US and in Europe which is nearly catching-up the domestic market, Japan.

We count 566 Million manga anime fans worldwide!



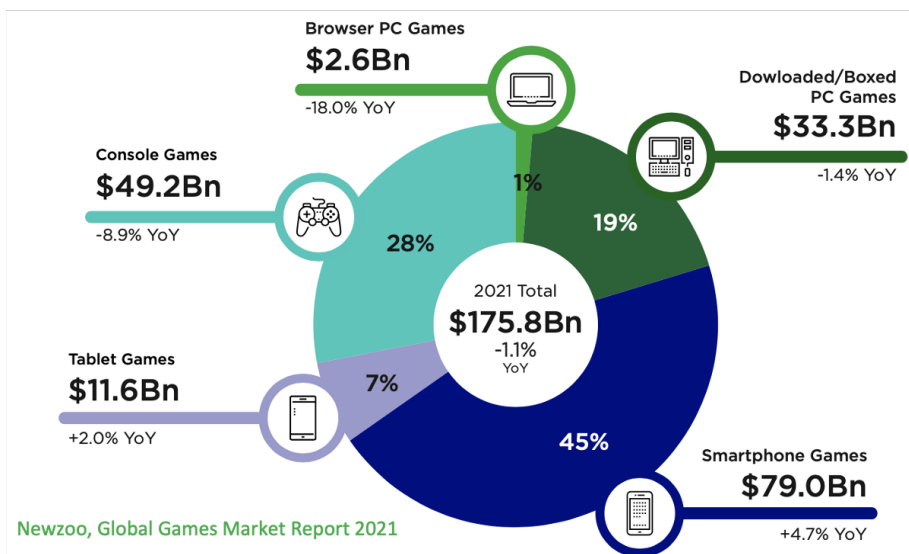
## The Trend of Domestic and Overseas Market in a Broad Sense

(Source: The Association of Japanese Animations)



## GAMING MARKET (WEB2 only)

With over 2.7 billion players and \$175.8 billion in revenue in 2021 alone, the gaming industry is the highest-earning entertainment sector worldwide, even during covid period. Mobile gaming as a platform represents, alone, nearly half (45%) of the gaming market.



Gaming Monetization is ever increasing to reach \$218.7 Billion, with 77% of the spending made as in-game purchase, a behaviour that is transferable to P&E gaming. So gamers' habits towards spending in-game has become quite mainstream, even during the pandemic period.

A new revenue stream has taken place during the pandemic, the Play-to-Earn, which is all about buying NFT to be used in blockchain based games in order to earn crypto-currencies.

## WEB3.0 MARKET : P&E AND METAVERSE

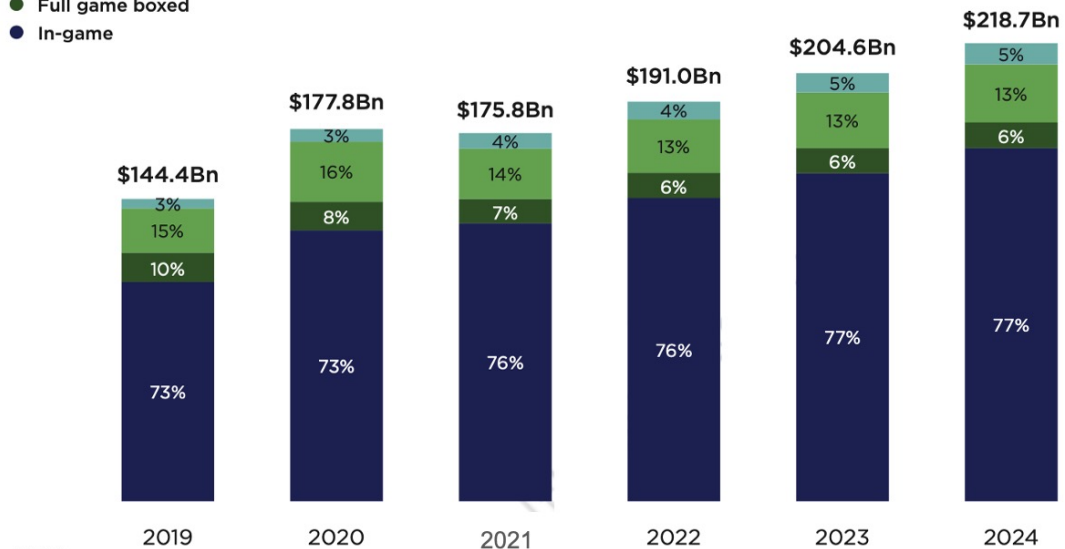
Both Metaverse and P&E NFT are part of the WEB3.0 industry.

In today's digital world, gaming has become predominant, with an average gamer spending over eight hours per week in the digital realm. With the introduction of crypto-currency to the gaming sector, a new model of gaming has emerged called the Play-to-Earn model.

### Monetization Breakdown of Global Game Revenues

2019-2024

- Console subscription
- Full game digital
- Full game boxed
- In-game



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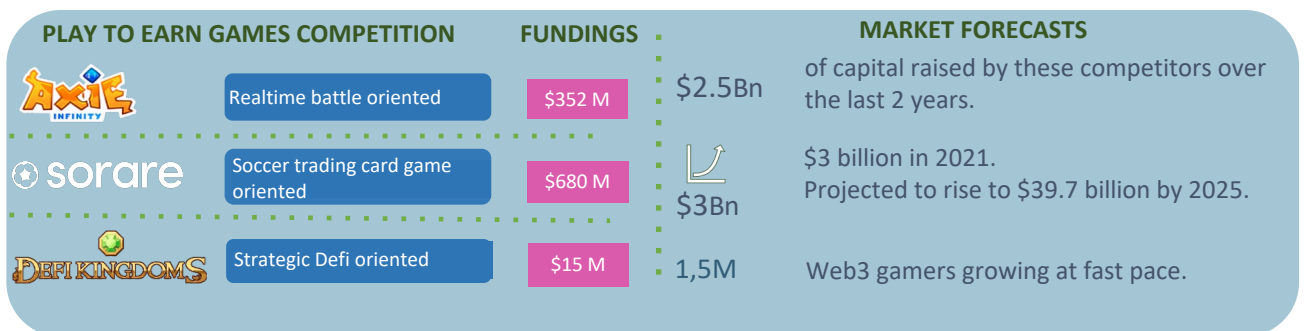
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According also to our findings, we simply concluded that:

- The massive manga community has only been responded to by a few projects in the WEB3.0 space.
- There are currently no manga anime P&E games in the market.
- P&E projects lack long-term vision.
- Lots of NFT projects fail to deliver due to a lack of knowledge in the gaming space.
- Only few WEB 3.0 projects are proposed in real-life utilities.
- There are no WEB 3.0 and P&E projects destined to this community with a vision or long term offer.

So, there is no WEB3.0 representation for the massive manga anime community specifically in gaming.





Our competitors experience tremendous growth on various target audiences, leaving our target audience untapped.

Among these competitors, investments in **P&E gaming projects** represents **\$3 Billion**, which is just a snapchat of this market destined to grow even further.

The future of **WEB3.0 gaming** has a bright future, since it is projected to rise to **\$39.7 Billion by 2025**.

A new revenue stream has taken place during the pandemic, the Play-to-Earn, which is all about buying NFT to be used in blockchain based games in order to earn crypto-currencies.

## WHO ARE OUR TARGET AUDIENCE?

Our business line being at the intersection of three massive markets: Videogame, Anime and Web3 (P&E/P&E and Metaverse).

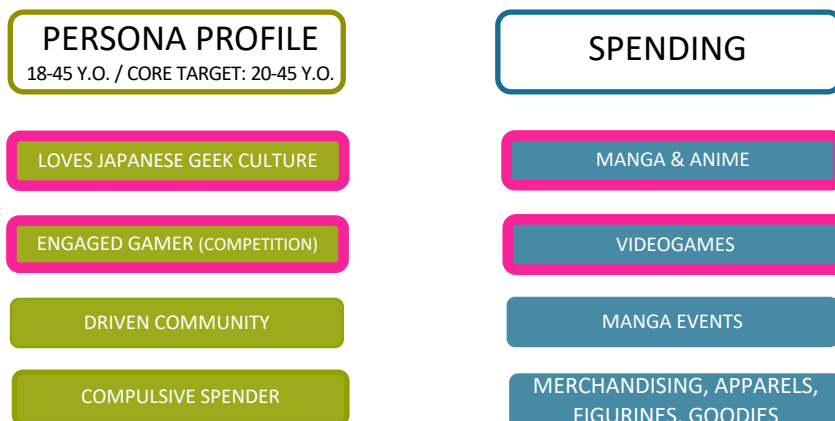
The appropriate term for people who love manga anime and the **Japanese geek culture** is called the **Otaku community**.

Their profile is rather specific :

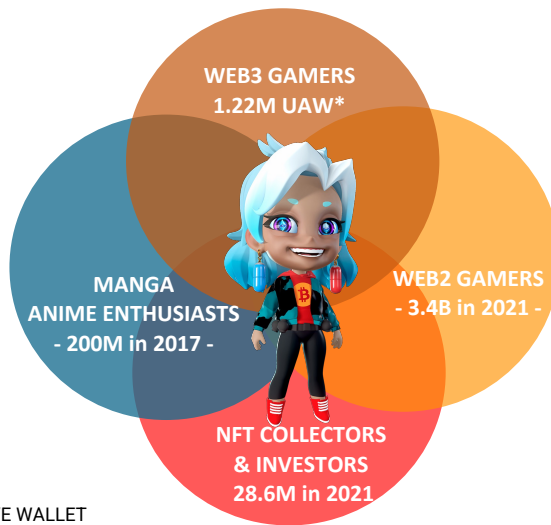
**Otaku individuals are estimated to be over 100 Million worldwide.**

It attracts different target audiences.

but they all have in common the fact that they grew up inspired by the Japanese geek culture and the manga anime :



## OUR TARGET COMMUNITY



\*UNIQUE ACTIVE WALLET

### **THE P&E ENTHUSIASTS where 10 Million in 2021, which was a growth of + 2,000% from year 2020:**

The P&E gamers play the likes of Axie Infinity or those part from our competition. They know well about tokenomics and of course are mostly motivated by earning money. As for any gamers, they can spend lots of time playing games.

### **THE NFT COLLECTORS & INVESTORS represented 28.6M active wallets in 2021:**

They are attracted to NFTs as a collector, may not be part of the otaku community but appreciates NFT for their aesthetic, design or cost value and looks at making money out of his NFTs.

### **THE WEB 2.0 GAMERS are more than 3.4 Billion, which is huge leaving space for a conversion of some of them to become WEB3.0 gamers:**

They represent more than 3Bn worldwide that may convert to P&E Gamers! Among them, we can reach the trade card game lovers or the manga anime theme lovers. They enjoy sports (martial arts or similar) and strategic games to measure their intelligence to other players. They can also be fans of games such as Hearthstone. Finally, the gamers who love free-to-play strategic or tactical or turn-by-turn gameplays are more inclined to appreciate some of the P&E complex mechanics.

### **THE MANGA ANIME FANS count 566 Million lovers worldwide:**

They know everything about the Japanese pop culture and manga anime heroes and stories. Assist all conventions related to that and spend money into anything "manga related" (merch, figurines, books, streaming, games, etc). Video Games being part of his hobbies, they already play Naruto or DBZ. Needs a bit of education to invest in P&E games.



# OUR TOKOU NFT

## THE CREATION PROCESS OF OUR TOKOU NFTs

Tokou takes inspiration from 8 famous manga anime and their heroes attributes.



To create a Tokou, the art team has created a set of different attributes and characteristics inspired by the anime, but not copied. Therefore they are created in total respect of law I.P. infringement.



## NFT ATTRIBUTES

The objective is to create unique characters and universe.

The team managed to create 450+ attributes separated in 12 categories (eg: eye colours, hair cut, clothes, earrings, skin complexion, etc) in the space of 3 months as detailed below. They all can be mixed and matched to create unique characters.



## NFT FAMILIES

This led to the creation of 6 different Tokou families, making it our own intellectual property (I.P.).

The families are:

- The Humans
- The Robots
- The Angels
- The Demons
- The Aliens
- The Zombies





A thorough presentation of each TOKOU Family is available in **section Game Mode**.

## NFT CATEGORIES

There are **3 categories of NFT** one can get:

- **The Cutties:** they are part of the automatic generation.
- **The Luminous:** they are part of the automatic generation and feature an aura
- **The Legendaries:** there are 24 of them to collect only. They are hand made in 3D with posing and facial expressions; plus they are named by the team.

### CUTTIE TOKOU



### LUMINOUS TOKOU



### LEGENDARY TOKOU



# THE TOKOU ECOSYSTEM

Within the TOKOU universe, NFT holders can:

- use their NFT as Avatar (in social media , metaverse, and in video games)
- trade In the marketplace
- create their own NFT attributes
- create their own games for the Tokou Community

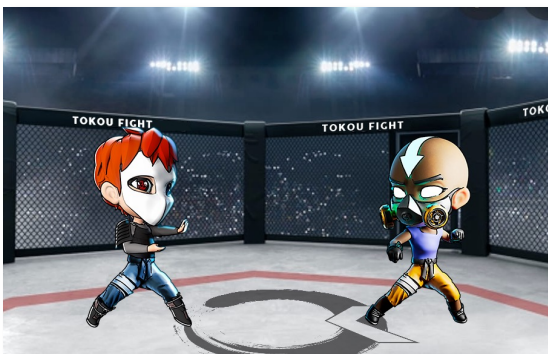
## TOKOU ECOSYSTEM



As we're building the ecosystem, the first brick we want to build is Tokou Fight, our calling play & Earn Game which has been approved & voted by our community.

Tokou Fight is developed on **Unreal V technology**, destined to be **playable on PC and mobile**.

As we will move forward, more games will be created from us AND the community as seen earlier since we implement a content game creative economy.



# TOKOU FIGHT



## THE MARKETPLACE

The marketplace is all about trading Tokou. The place to buy, sale, rent and lend them.



## THE COMMUNITY CREATIVE PLATFORM

The attributes and accessories creative platform is destined to the community. One can create new attributes and accessories. These will be validated by our Creative Team and then the community via D.A.O.



## THE COMMUNITY GAME INCUBATOR PLATFORM

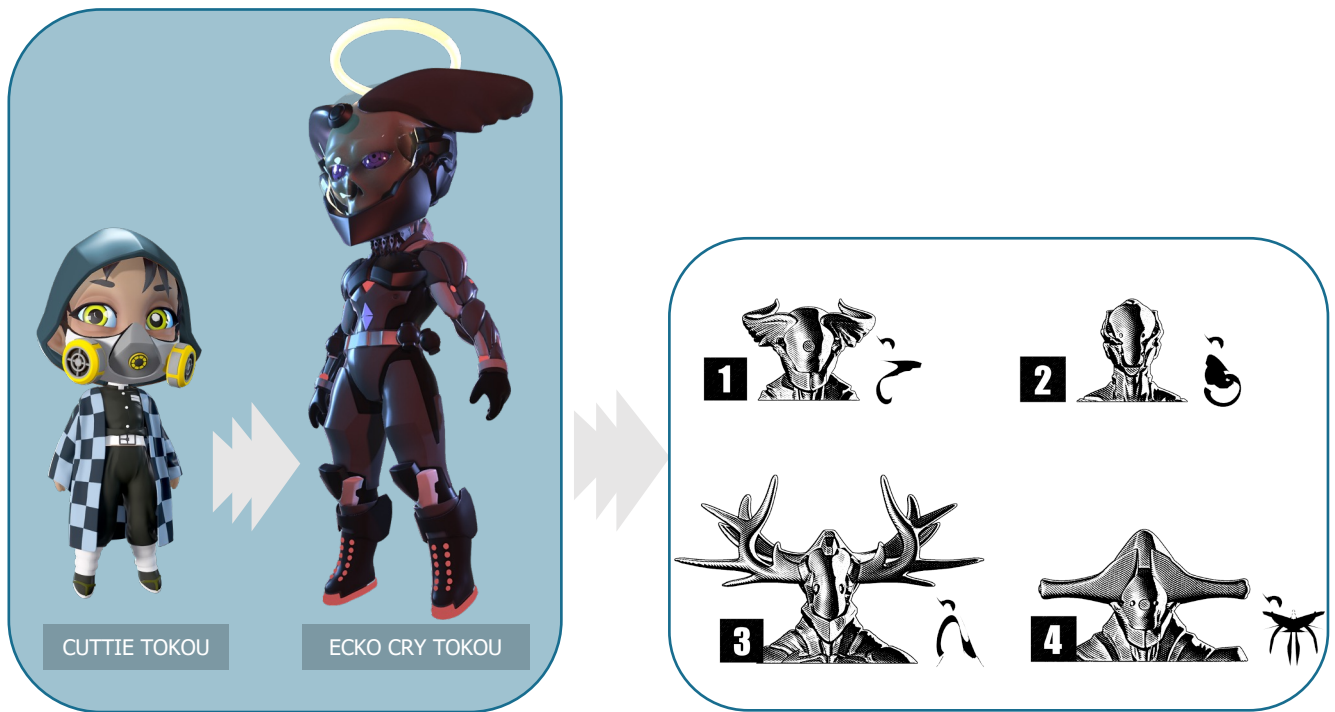
The Game for Creators is the opportunity for those who want to create games implementing Tokou NFTs to express their creative and developing talents and share their creations with the Community.

### ■ THE TOKOU ECOSYSTEM

When the time comes for your Tokou to take a magic serum, **Tokou will evolve as Tokou Ecko Cry.**

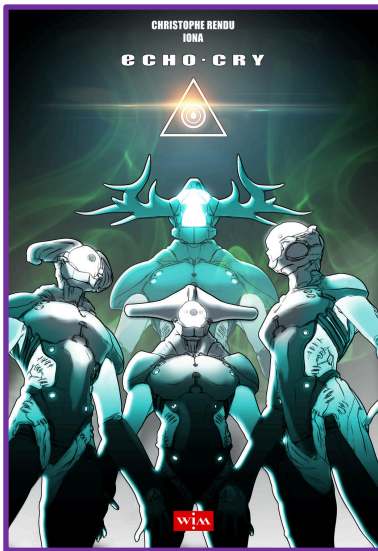
Tokou Ecko Cry is directly inspired from the novel book of our Chief Creative Officer. A whole new universe is awaiting you! This will be disclosed at a later stage.

Here a sneak peak:

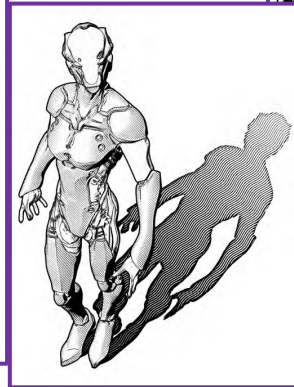
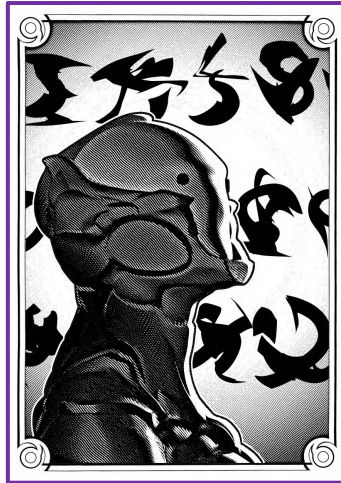




Here is a few extracts of the official book of Christophe Rendu, ECHO-CRY :



OFFICIAL BOOK COVER



BOOK ILLUSTRATIONS

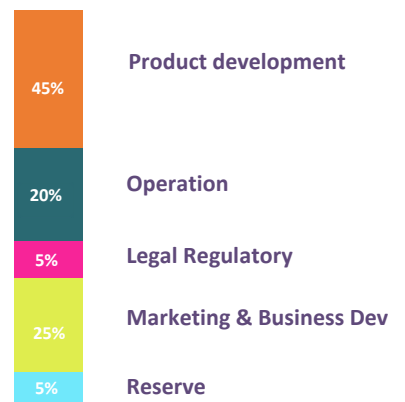
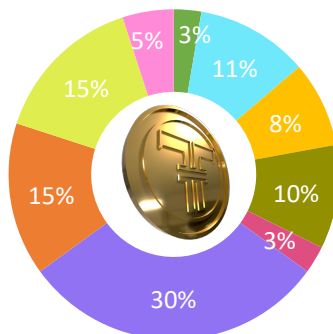
## TOKOU TOKENOMY

Tokou is due to have its own marketplace currency, the Tokou Coin also referred as **ToKoin**.

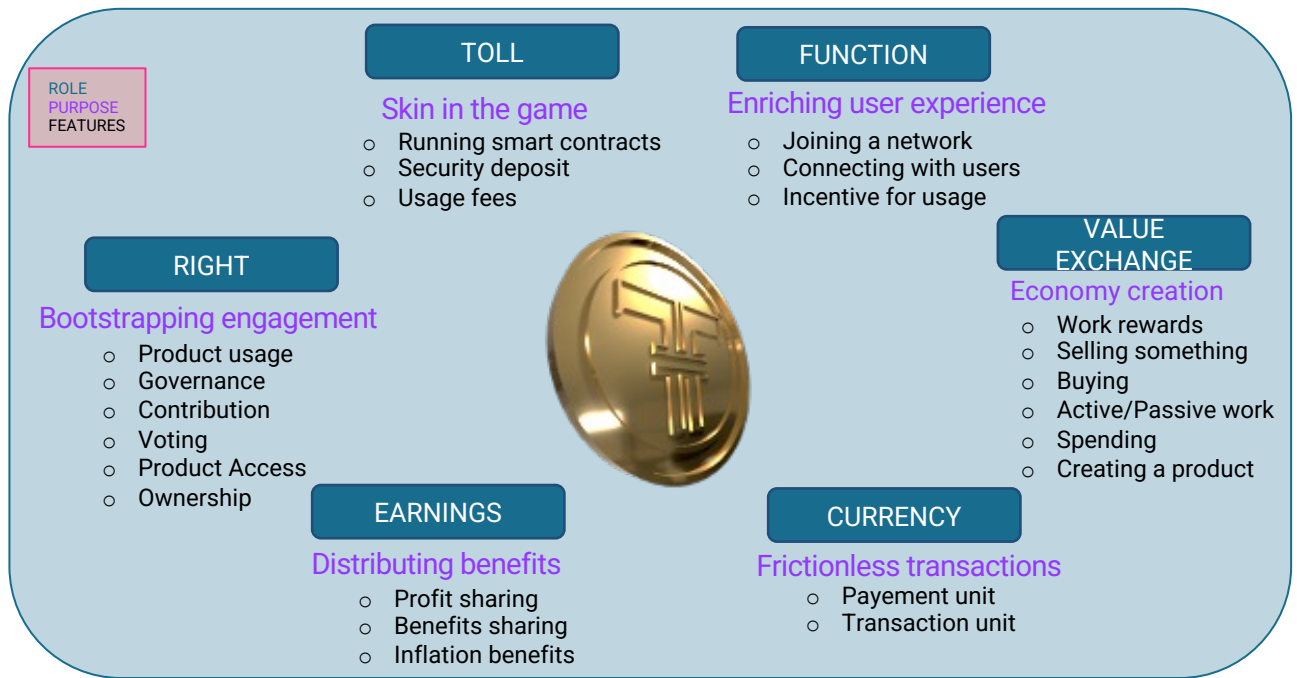
There will be a starting supply of 1 000 000 000 ToKoins. Token will be allocated to the following area:

### TOKEN ALLOCATION

- Strategic Investors
- Private sale
- Exclusive sale
- Team
- Advisors & Partners
- Play to Earn / Airdrop
- Ecosystem / Marketing
- Liquidity Providing
- Initial Liquidity



## TOKEN UTILITIES



Tokou's road: First step mint or buy a TOKOU, second step Enjoy

Between two concerts or manga conventions, the otaku will have the possibility to come and fight in the arena. His work is rewarded with ToKoin.

Several ways are open to him. He can run away & go eat a Japanese sweet with the fruits of your work through a pool of matic liquidity and a way to off ramp. Or opt for a dignified and rewarding path with the Otaku community, where the feeling of belonging is privileged.

For those who like straw hats and YieldFarming, know that liquidity holders are encouraged to do so. Contributing to the well-being of mangaka by sending them a tip is also a possibility.

The creative platform allows to facilitate partnerships and to draw the TOKOU of your dreams with the adequate tools, imagination is your only limit, if you try to reproduce an existing work.

ToKoin gives you the right to access the Magic Beans, which themselves allow you to obtain boosts, new playing cards and even giveaways!

Example of boost: stamina potion, allows you to reset your daily points and thus double your potential earnings.

Go sell your cards on our marketplace or use them in your Deck after unlocking the corresponding slots on your Tokou in Adventure mode.

To make your chips work harder you can fight in one-off tournaments by buying a ticket, or fight in peer-to-peer mode by taking on the challenges offered by your fiercest enemies.

The Web3 guilds are not left out! They will be able to take their ease with a system of rent to multiple level. As you like customization we will allow you to rename your Tokou #777 with a proof of work, and even browse through seasoned game boards (a signed limited edition board is a good way to Flex when you are the initiator of a Duel mode fight!)

Names are audited before being applied to make sure you are remembered for your performance in battle.

Trinkets filled with a power defying your imagination exist, for example one of them unlocks the "gift of ubiquity", which allows you to play your Tokou on several different games at the same time, thus increasing your game time/reward ratio.

Cut the rights in several NFT carbon so that your tenants specialist of racing games do not venture to reduce your performance on Tokou Fight. As the trinkets need to be handled with care, they take some time to set up.

Thus, it should not change hands too quickly. The more diligent ones are also glorified with their High Fact, like increasing the concentration of the Tokou regularly. Know that a high CHI makes your TOKOU rarer and offers some privilege.

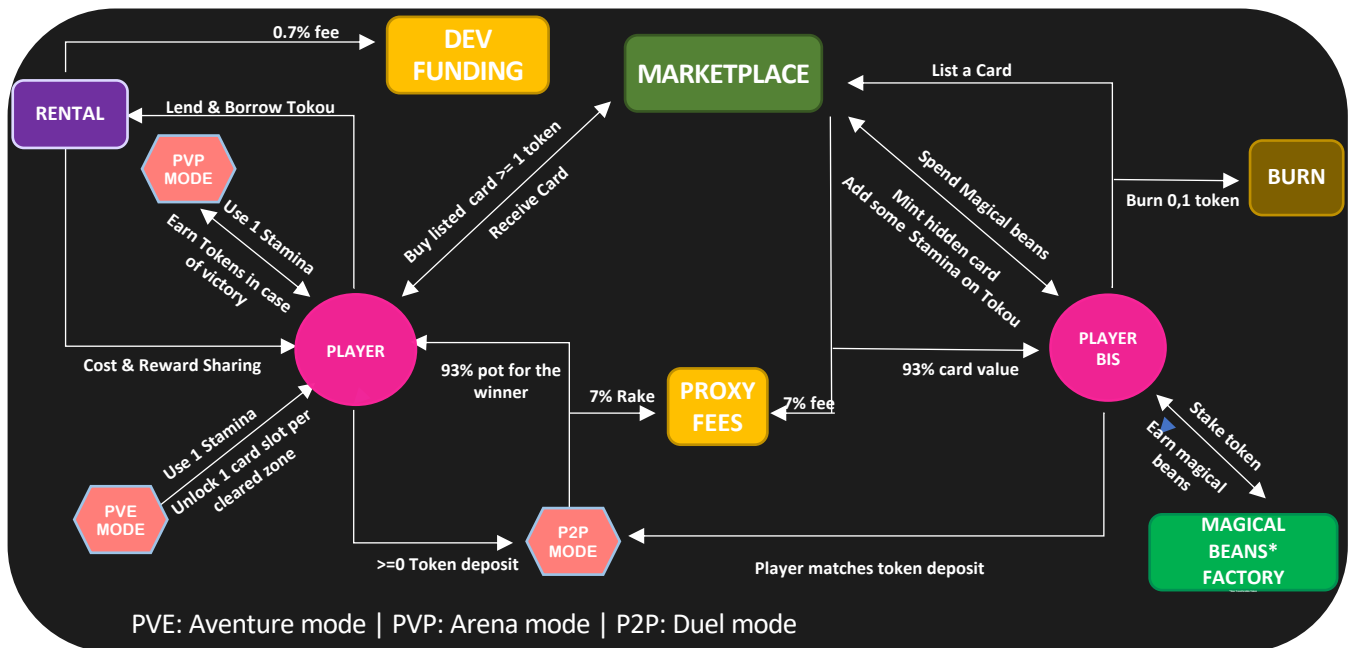
All this fantasy is completed by the Fable of Glyphs which is common to Mangaverse, as an example a puzzle similar to the golden owl puzzle will appear, except that the cash price increases while waiting for NFT holders to answer the puzzle correctly.

By participating in governance you can increase the returns on your non-transferable tokens, yes those that allow you to mint cards! The governance is remunerated by the profit sharing of the ecosystem and indirectly by the incentives paid to a pool of liquidity 80-20 ToKoin-wETH.

Outside the ecosystem, the token allows to radiate by grants and to remunerate the service a benevolent white hat with the Otaku via a pool dedicated to the security growing with the votes of the governance towards the adequate gauge.



## VALUE STREAM



There is a multitude of possibilities:

Tokou compete in the arena by consuming their stamina.

The victors win tokens that they can stake in the magical bean factory.

The magical bean are non-transferable tokens that are used in the Tokou Fight environment, for example to mint hidden cards to make great opening sessions, or boosts like a Stamina reset that allows her to play again.

The cards correspond to an attribute, you unlock the possibility to use these cards by unlocking your attributes in the Adventure mode.

The most courageous players have the possibility of answering a challenge proposed in Peer to Peer, a rake of 7% is applied to it.

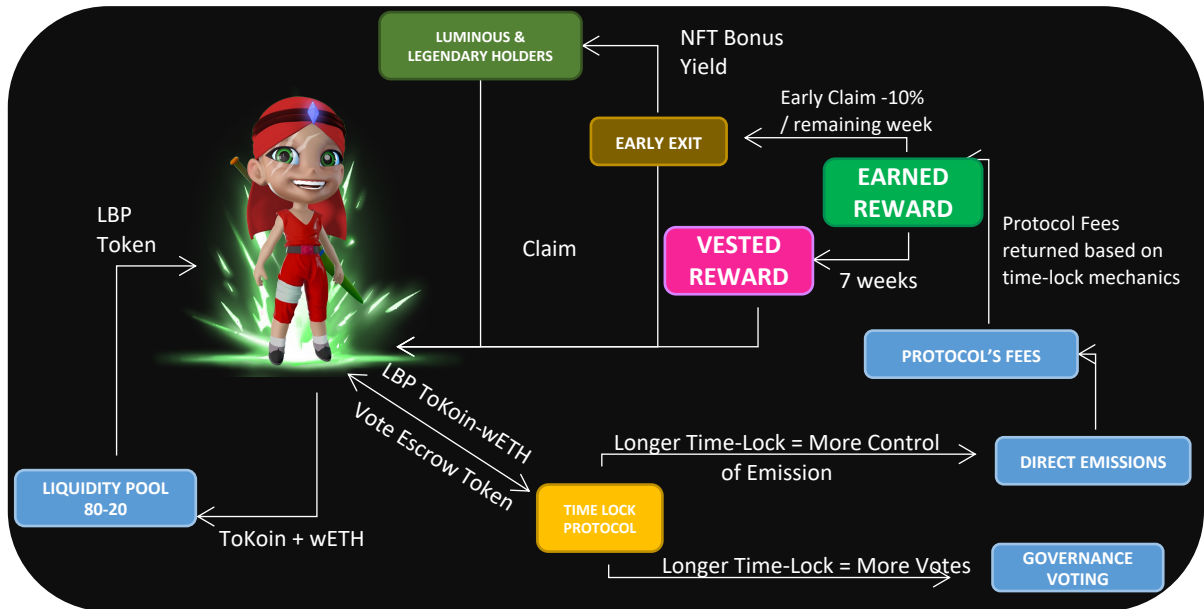
Web3 Guilds & collectors have the possibility to rent / sublet their Tokou.

Trinkets sold in the marketplace allow to activate this kind of service, carbon NFT allows the Tokou to be simultaneously in several games, we can also sub-rent them to different specific address to optimize the ratio of time/reward of Tokou.

To delight our speculator friends, they will have the possibility to trade their cards on a marketplace in Layer 2.



## GOVERNANCE SCHEME



The allocation of future tokens are voted by the governance, at the genesis of the liquidity will be locked in it.

Everyone can participate in the governance by locking the liquidity in it (on Polygon).

The required liquidity is composed of 80% ToKoin and 20% wrapped Eth.

Since ToKoin NFT benefits from the security of Ethereum L1, we make it easy to buy ToKoin with this unit of account.

In a multichain world we believe that a wETH will exist on each of them, we leave ourselves the possibility of a vote to carry the governance in case of migration (the blockchain ecosystem evolving rapidly we must be up to date).

Participating allows you to take advantage of the profit-sharing resituated to the governance, to get boosts on the gain of non-transferable tokens of the ecosystem your favorite game (provided you boost it).

(ex: magic beans allow to hit a lot of NFT in limited edition)

Each future budget is represented by a gauge, here are some examples:

Bounty security Pool (to attract White Hat); Tokou Fight Arena (tokens not needed for distribution will be held in reserve to be redistributed when multiple games coexist in the ecosystem); Riddle Reward (rewards accumulating over time will make our art director's



intellectual challenges increasingly attractive) ; Alpha-Beta Airdrop for NFT Holder (passive income for holders); LBP TK-wETH (yield farming); LP TC-Matic (50-50 to facilitate polygon exchange); Grant Partnership (for shine effect); CEX reserve (reserve to be increased to facilitate CEX listing; Marketing (Grow); Team Extension; Governance Treasury (your imagination is your only limit, a social act for mangaka?)

The OG card is not cumulative, however it offers a bonus on the profit sharing (provided that you already had it the previous week).

Be in accordance with the legislation (the ToKoin being a utility token).

Corruption will be open, so a partner game will be able to suck inflation to another game than Tokou Fights, if they can afford it. This is very beneficial for the business and intrinsic value of the token.

Of course, in case of too much success we have the possibility to use the reserve or to buy our tokens on the market to redistribute them in game.

To have access to the bribes, you have to delegate your voting rights to an address that can vote for the highest bidder.

On our side, in case of need: We can easily delegate our initial power, so we would be in accordance with possible future regulations that are likely to consider the ToKoin as a company share instead of a utility token.

Decentralization is happening gradually, here with our initial preferred policy:

We want to develop the games with some balance, so we'll vote to have each of our games have similar incentives per customer.

If there is a lack of liquidity depth to make trading smoother, we will increase the incentives for the liquidity provider.

To shine in the ecosystem, we will balance our votes between grants and marketing budgets.

At genesis, the "cost/reward" model is fixed in ToKoin, then we will push a policy with a more stable cost/reward model in the USDC equivalent after the rapid growth phase.

Tokou Fight Arena Gauge voted tokens that are not used will be set aside in advance for this long term goal.

A fighting game fan playing exclusively Tokou fight will vote in the corresponding weekly gauge instead of a racing game so that the rewards are mainly redirected to his favourite game, he will increase his staking income to get between 0 and 77% more magic beans.



The values redistributed to the governance member require a 7 week vesting period to be complete, if you urgently need to withdraw this cash it will cost you 10% per week not vested. Tokens that are not dumped on the market in this way are redistributed to Luminous and Legendary NFT holders as additional passive income ("shine is good").

- Lock yours LBP TK-wETH 2 year for max vToKoin
- 104 week lock > offers 1 voting point per tokenLock
- 52 weeks > offers 0.25 voting points per tokenLock
- 26 weeks > offers 0.125 voting points per token

Example: Malcom locks 1000 tokens for 2 year, he gets 1000 voting points, 26 weeks pass, there are still 78 weeks of lock, at this date he has 875 voting points left.

You can always refresh your lock up to get the maximum of vToKoin

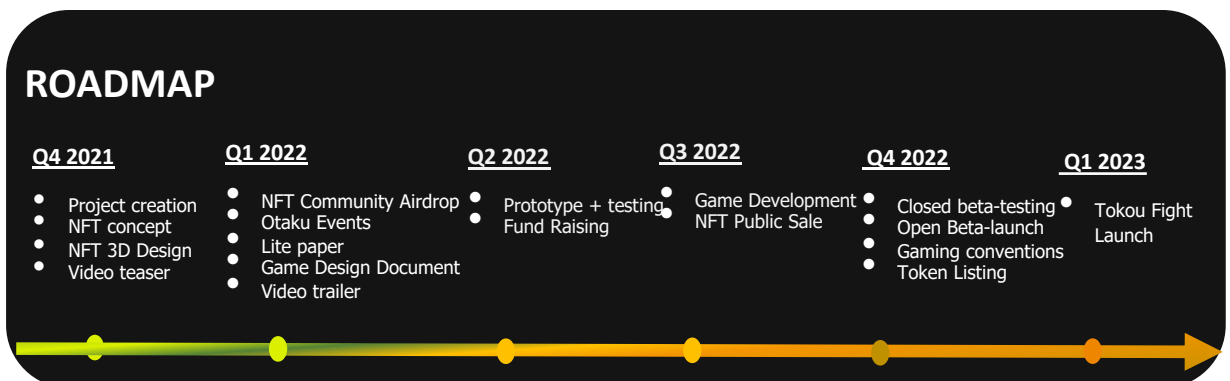
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## ROADMAP & MILESTONES

Here are our key milestones to achieve our vision with Tokou Fight being the first project we are developing.



PLAY & EARN GAME

# FOKOU FIGHT



## ■ TOKOU FIGHT: GAMEPLAY

Tokou Fight is an “Idle game like” that confronts characters in a strategic combat. Players will prepare their turn by choosing and ordering their cards to deal damage to the opponent. They can do combos with their cards to create special effects that will affect the course of the game. Whoever stays alive is the winner.

How works a round ?

- 1.The players first draw 3 cards (in different modes)
- 2.Players have to decide in a limited time which card they want to play and in which order. This order is important because some cards' effects could be activated depending on its positioning or/and it could interact with other cards.
- 3.When both players have decided, the cards will be revealed alternatively and one by one, dealing their damages and activating their effect.

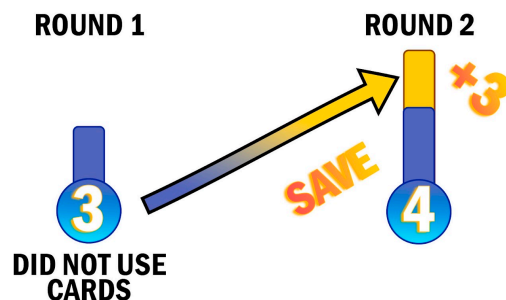


## ENERGY

Energy is the value that allows the player to use cards. Each card has his own value of energy. This is the cost to use it.

The amount of energy starts at 3 for the first round and increases by 1 for every new round.

Players can save up to 3 energy points between rounds for each non-used energy point.



## COMBOS

Players can combine certain type of cards to create combos that will activate a special effect:

**MA / MA / MA**: Apply bonuses damages equivalent to the sum of the 3 attacks multiplied by 0,25

**RA / RA / RA**: The last RA is duplicated, copying damages and the effect

**SPE / SPE / SPE** : Heal the Tokou by 7% of his HP max and Cure from Burning and Poisonous effects

**MA / RA / SPE** (no matter the order): For the next turn, grant +25% damages for each damages coming from skills



## ■ TOKOU FIGHT: GAME MODE

### STAMINA

To play some of the following game modes, players have to use stamina. In case they don't have enough stamina, they are not allowed to play the game mode.

The stamina max amount of a Tokou is defined by his **category** (see [Categories](#))

### Stamina regeneration

To regain stamina, players can wait until the next day at **00:00am** or by using an **Energy Orb** which they can buy in the store.

### ARENA

Arena is a multiplayer online mode and a great source of income for players.



## CONDITIONS

To play a match in Arena mode:

1. The player has to own a Tokou then select it in the game before playing
2. The Tokou has to spend 1 stamina point to enter a match

## RANKING

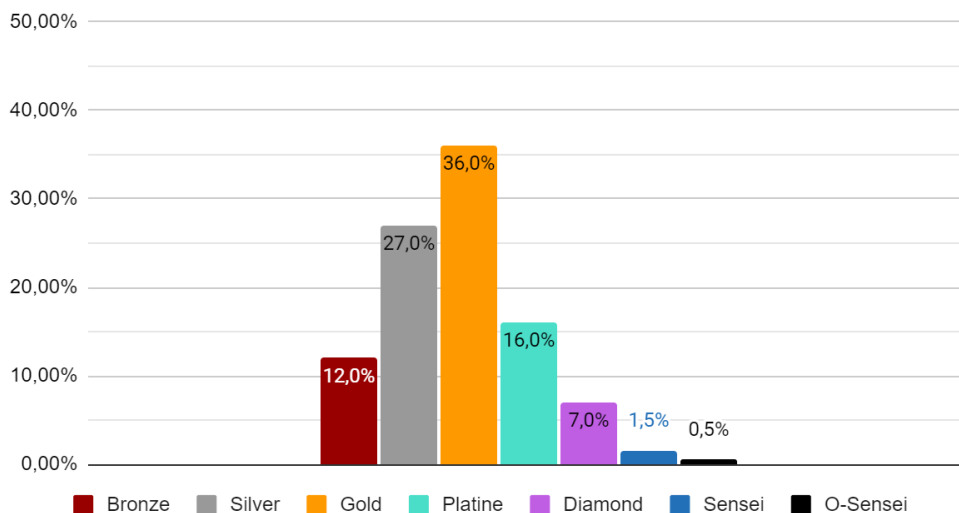
It's a ranked mode where players gain or lose rank points (RP) when they win or lose a fight respectively. Each player starts with 1000 RP and progresses in the leaderboard by playing against opponents with the approximately same rank.

Players will be assigned to tiers depending on their ranks points:

Tier	Ranks points (RP)
<b>Bronze</b>	0 - 999
<b>Silver</b>	1000 - 1199
<b>Gold</b>	1200 - 1399
<b>Platine</b>	1400 - 1599
<b>Diamond</b>	1600 - 1799
<b>Sensei</b>	1800 - 1999
<b>O-Sensei</b>	+2000

Every new season, rank points and Tiers are reset.

Tokou Fight Rank Distribution Estimated



## MATCH REWARDS

The winner of a match receives Tokou Coins (ToKoins). This value will vary depending on:

### 1. The winner's rank

The winner's rank defines the base amount of ToKoin received:

Tier	Rank Points	ToKoin / win
Bronze	0 – 999	0
Silver	1000 – 1199	2,5
Gold	1200 – 1399	3,5
Platine	1400 – 1599	5,0
Diamond	1600 – 1799	7,5
Sensei	1800 – 1999	10
O-Sensei	+2000	15

### 2. The difference of rank between the two players

Depending on the rank difference between the two players, the winner's gains will be modified:



RP difference	Rewards Multiplier
+500	0,75
+400	0,80
+300	0,85
+200	0,90
+100	0,95
0	1,00
-100	1,05
-200	1,10
-300	1,15
-400	1,20
-500	1,25

Players can combine certain type of cards to create combos that will activate a special effect:

If the winner has **more RP** than his opponent, his gains will be **reduced**.

If the winner has **less RP** than his opponent, his gains will be **increased**.

**Reward calcul: Winner's RP reward \* Reward Multiplier**

**Example 1:**

Player 1 RP: 1748

Player 2 RP: 1423

If player 1 wins. Rewards:  $7,5 * 0,85 = 6,375$  ToKoin

If player 2 wins, Rewards:  $5,0 * 1,15 = 5,75$  ToKoin

**Example 2:**

Player 3 RP: 1002

Player 4 RP: 1337

Player 3 wins. Rewards:  $2,5 * 1,15 = 2,875$  ToKoin

Player 4 wins. Rewards:  $3,5 * 0,85 = 2,975$  ToKoin



## SEASON END REWARD

Every month, the best players are rewarded by **Tokou Coins** for their performances. Here is an example of Tokou Coins distribution :

### 2. The difference of rank between the two players

Depending on the rank difference between the two players, the winner's gains will be modified:

Tier	Season's End Reward (ToKoin)
<b>Bronze</b>	0
Silver	0
<b>Gold</b>	0
<b>Platine</b>	25
<b>Diamond</b>	100
<b>Sensei</b>	250
<b>O-Sensei</b>	1000

## TOP PLAYERS REWARDS

Every month, the best players are rewarded by **Tokou Coins** for their performances. Their rewards depend on a price pool in \$ which will be distributed in ToKoin for the players that have the most RP.

*Here is simulation of Tokou Coins distribution :*

Top Players	Rewards
The best player	250\$ of ToKoin
2th - 10th top players	50\$ of ToKoin
11th - 50th top players	25\$ of ToKoin
51th - 150th top players	10\$ of ToKoin



## ADVENTURE MODE

Adventure is a **solo mode** where players fight **against AI** monsters/characters.

The adventure mode is a succession of many levels/stages that the player will try to succeed to unlock the next ones.

By playing in Adventure mode (PvE), the players will unlock the ability to **change one or more cards in their deck** in Adventure mode (PvE) but also in Arena and Duel modes (PvP).

## STAGES

**Classic level:** These stages make the Tokou confront several enemies in a row. If he survives until the end and defeats all the enemies he encounters, he wins the stage and unlock the next one.

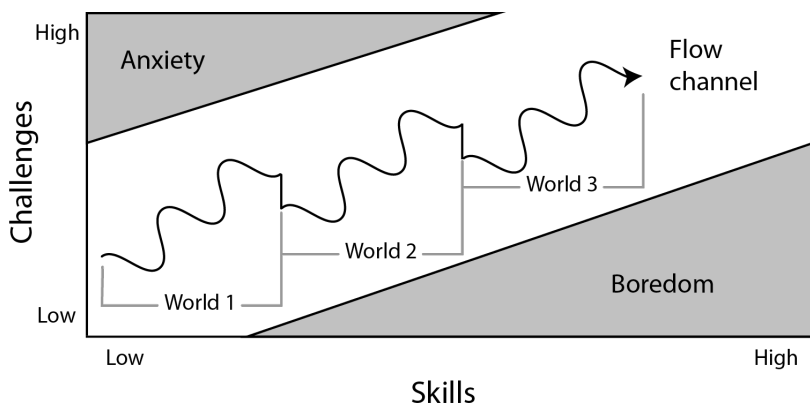
**Boss level:** These stages are a 1v1 fight against stronger enemies. Beating a boss allows the player to change one card from his predefined deck. Each boss has his own mechanics so the player has to **adapt** his strategy and his **Tokou's cards** to defeat every boss.  
→ Beating a boss allows the player to change **one card** from his predefined deck.

The adventure mode is divided into 7 **cycles** of 5 **stages** like below:



*We want our stages to be more and more difficult until the boss stage.  
Then our stage cycle repeats but with a bigger difficulty.*

*With that principle, we follow a **flow channel** in which the players will have a progressive difficulty, with difficulty peak and rest phases.*



By beating a boss for the first time, players unlock the ability to change one card in their deck in **PvE** and **PvP modes**

## LEVELS

In Adventure mode, Tokous can gain **experience** and **level up**.

A Tokou starts at level 1. By fighting in mode PvE, he will gain experience and level up. When the Tokou level up, the player will be able to upgrade his Tokou's characteristics (**HP**, **STR** and **DEX**) with **characteristic points (CP)**:

Level	XP to obtain	CP
1	0	0
2	150	+3
3	325	+3
4	550	+3
...	...	...
20	10.000	+3

These CP can be **distributed** in the 3 Tokou characteristics:

*Those characteristics are only for Adventure mode. The player Tokou will not have these*

CP cost							
Characteristic value added to Tokou							
HP	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP
	+5	+5	+5	+5	+5	+5	+5
STR	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP
	+1	+1	+1	+1	+1	+1	+1
DEX	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP
	+1	+1	+1	+1	+1	+1	+1





Those characteristics are only for Adventure mode. The player Tokou will not have these modifications in PvP modes.

## REWARDS

After playing a level, the Tokou receives XP and Coins rewards depending on the result and the level.

### Result

If the player **wins** the stage, the next one is **unlocked** and he gains the entire XP reward.

If he **loses** the stage, he **gains only 25%** of the XP **reward** and has to restart it (at cost of 1 stamina) if he wants to unlock the next level and gain the entire XP reward.

### Stage

Levels are progressive, in their difficulty and so in their rewards in **XP**:

	Success rate	XP gained
Level 1	95%	75
Level 2	80%	100
Level 3	65%	115
Level 4	50%	135
Level 5 (BOSS)	<b>35%</b>	<b>150</b>
Level 6	75%	115
Level 7	55%	135
Level X	...	...

## DUEL MODE

Duel is an **online multiplayer** mode that pits the Tokou of 2 players against each other in a single battle. To win the match, players must reduce the HP of the opposing Tokou to 0.

Unlike Arena mode, **matches are not ranked** and players do not use stamina to play. The only prerequisite is to have a Tokou.









## LOBBY

The lobby is the place that gathers every **duel proposals**. The players can **create** or **consent** to a fight proposal.

A player can list a maximum of proposals at the same time.

The list contains many fight proposals. Each line is a proposal that shows:

- Player username or his address
- Player's Tokou preview
- ToKoin value to pay to enter the match (the value can be 0)
- Start time of the fight (max 1 day after actual time)

	Player Name 0x0114...	<b>WED 10/31</b> <b>12:15 PM</b>	5 
	Player Name 0x0127...	<b>WED 10/31</b> <b>12:45 PM</b>	0 
	Player Name 0x0165...	<b>FRI 11/02</b> <b>13:00 PM</b>	0 

### Create a duel

To create a duel proposal that appears in the lobby list, the following info will have to be filled up:

- Price in ToKoin that both player will pay when the game will start
- Date and time of the match to come

### Consent to a duel

When the player has read the proposal and wants to participate, he has to select the proposal and press "accept the duel".

### Match

The match will start at the date and time specified in the dual proposal. If one player does not show up on time, his cost in ToKoin is given to his opponent.

At the end of the match, the winner wins both players' bets.



## TOURNAMENT

Tournament is a **time limited** and a **multiplayer competitive** mode where players pay an entry ticket and do their best to win the cash prize.

To get into it, the players have to pay an **entry ticket** and to fulfil certain **conditions**.

## CHARACTERISTICS

Tokous are NFTs, which his **attributes will modify** those 3 following characteristics:

- **HP**: amount of life max the Tokou will start with
- **Strength (STR)**: value that increase Melee Attacks damages
- **Dexterity (DEX)**: value that increase Ranged Attacks damages

## STAGES (ADVENTURE MODE)

In Adventure mode, Tokous can gain **experience** and **level up**.

A Tokou starts at level 1. By fighting in mode PvE, he will gain experience and level up.

When the Tokou level up, the player will be able to upgrade his Tokou's characteristics (**HP**, **STR** and **DEX**) with **characteristic points (CP)**:

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These CP can be **distributed** in the 3 Tokou characteristics/

		CP cost					
		Characteristic value added to Tokou					
HP	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP
	+5	+5	+5	+5	+5	+5	+5
STR	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP
	+1	+1	+1	+1	+1	+1	+1
DEX	1 CP	2 CP	3 CP	4 CP	5 CP	6 CP	7 CP
	+1	+1	+1	+1	+1	+1	+1

*Those characteristics are only for Adventure mode. The player Tokou will not have these modifications in PvP modes.*

## ■ TOKOU NFTS IN THE GAME

### CATEGORIES



**CUTTIES**



**LUMINOUS**



**LEGENDARIES**



The category of the Tokou changes his **stamina** and so the number of matches he can do daily:

<b>Tokou Category</b>	<b>Base Stamina</b>
Cuttie (58,5%)	6
Luminous (39%)	9
Legendary (0,5%)	99

## FAMILIES



### HUMANS

Here are the first Tokou family, the most common one but the best (don't tell others). Humans are very clever and multitasking, they can do stuff like walk while looking at their phone, sleep while watching a movie or even smile while buying Tokou NFT...

Humans are recognizable by their human skin which can vary in colors.

**“WE’RE HERE!”**





## ALIENS

These Tokou do not come from our planet, and we can see the difference with humans.

All aliens have a strange green skin color. We can ask ourselves if their blood is red and if their body has the same composition as ours. But it doesn't matter. We accept them like others in our collectin !

**\*6 WE'RE HERE TOO! 9\***



## ZOMBIES

Zombies are like humans... but dead. But not so dead because they can walk, make weird growl noises and dance like Michael Jackson. Still, they have no heart working correctly and they are injured everywhere.

Don't be fooled, they look like they are smiling, but they actually are angry... Sneaky ways to seduce you. We can recognise them by their blue skin and their reptilian eyes.

**“ARRRRHHGHH”**



## ANGELS

Somewhere in a beautiful and welcoming place exists beings that advocate for peace and freedom : angels.

They live in a cloudy space and fight for justice against evil. Their soul is as pure as their body.

Angels have a sky blue skin color and angels wings on their back

**“FOR PEACE AND JUSTICE!”**





## DEMONS

Somewhere else in a cursed, dark and stuffy place dwell beings that try to bring chaos and destruction : Demons. Their goal is to dominate and possess the whole human world. They rule for the Evil. Physically, Demons have a red skin color and demon wings on their back.

**DEMONS ARE RED, ANGELS ARE BLUE.  
WE ARE A THREAT, FOR ANGELS CREW**



## ROBOTS

Who would have thought that one day, our world would be populated by androids ? "Everybody" you say ? Probably but their higher intelligence than humans makes them really dangerous. They are capable of doing things that nobody else can do yet.. and that's frightening \*BEEP BOOP\*

**\*BEEP BOOP\***

Each Family is bringing to Tokou new **game mechanics**. These can be passive or active in game.

For now the ideas for mechanics of each family are:



Family	Active / Passive	Effect
Human	Active	Boost of +3 DEX and +3 FOR at cost of 1 of energy (one per turn)
Zombie	Passive	At death, survive until at least the next turn in which the Tokou regenerates 100HP. Damages increased in zombie form.
Ange	Active	Cure the Tokou at the cost of 2 of energy (one per turn)
	Passive	Heal passively 15 HP each end turn
Demon	Passive	Every 3 MA, the third attack apply Burn II
	Passive	Every 3 RA, the third attack apply Poison II
Alien	Passive	Every attack have 15% to be a Critical Shot
Robot	Active	Give +20 Armor at the cost of 2 of energy

## ■ TOKOU CARDS IN THE GAME

### NFT

The minted cards are NFTs that can be bought and sold on the market. You can place them on the appropriate slot of your Tokou before playing to modify your deck, provided you have unlocked the slots in the adventure mode. Initially playable cards are directly related to the attributes of the Tokou and are an integral part of the Tokou, they do not exist as NFT.

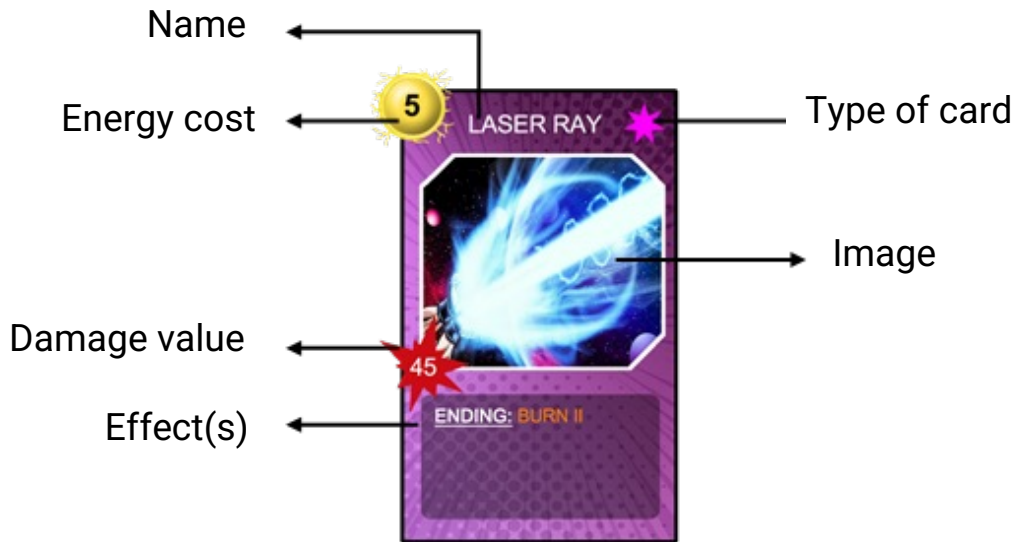
### Description

Cards are the abilities the Tokou uses in fights to **reduce the opponent's HP** or to **impact the course** of the game.

Here are all the characteristics of a card:







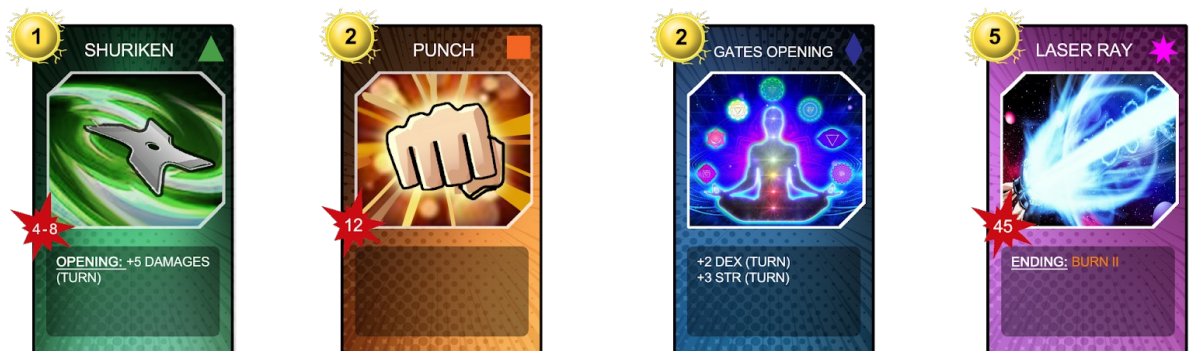
There are 4 **types of cards**:

**Melee Attack (MA):** Frontal attack that deal damages increased by **Strength (STR)**.

**Ranged Attack (RA):** Ranged attack that deal damages increased by **Dexterity (DEX)**

**Special Skill (SPE):** Special Skill is a card that can boost, heal or protect the Tokou or that can affect, control or reduce the opponent Tokou.

**Super Attack (SA):** The Super Attack is a devastating attack that inflicts huge damages to the opponent Tokou.



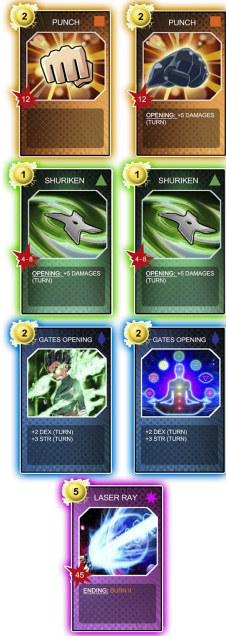
The player strategically uses cards, combining them depending on the situation.



# ■ TOKOU FIGHT: DECK

## COMPOSITION

A deck is composed of **33 cards** which has **7 differents cards** depending on the attributes of Tokou:



**2 MA (5 cards for each MA)**

**2 RA (5 cards for each RA)**

**2 SPE (5 cards for each SPE)**

**1 SA (3 cards)**

Those cards are given by the following attributes:

**Clothes / Masks:** allows you to play the card MA related.

**Eyes / Wings & Tails:** allows you to play the card RA related.

**Aura / Earrings:** allows you to play the card SPE related.

**Hairs:** allows you to play the card SA related



However, some attributes do not give a card related to it. In this case, a card is picked randomly in a pool of **basic cards**.

These are not NFT cards, so they can not be sold or used in any other deck.

*For example, Cutties do not have an Aura, so the **Special** card is randomly picked and will fill up the deck*

## DECK BUILDING

Players can create their own decks by replacing existing cards in the Tokou base deck. In this way, they can create new strategies or improve their deck.

Rules of deck building:

A deck must have **2 MA**, **2 RA**, **2 SPE** and **1 SA**, each must be different

A deck can not have more than **one Opening effect** and more than **one Ending effect**

## How to get cards

Players can get cards:

- in the marketplace by buying the Tokou that already has the cards you need for your strategy, or by renting it.
- in the **store** with the in-game currency
- in the marketplace by buying it to another player
- in the store by using the **barter system**

## ■ TOKOU FIGHT: GAME STORE

The walkthrough and activities of the player in the game is rewarded with tokens which he can spend in the **store**.

For each new card possessed by the player, this one will be available in his gallery and can be used for deck building.

The rarity of the minted hidden cards corresponds to the rarity of the attributes of the Tokou collection.

(atomize 7 cards & burn 1 token for mint a new card )

*Here are some examples of what players might find in the store :*



### **SINGLE RANDOM CARD**

Buy one **random NFT card**.

**Cost:** 1.000 Magical Beans

### **CARD PACK**

Buy **5 random NFT cards**. The pack can be opened in the

**Cost:** 4.750 Magical Beans

### **5 CARD PACKS**

Buy **5 packs** each containing **5 random NFT cards**.

**Cost:** 21.500 Magical Beans

### **TYPE CARD PACK**

Buy **one random NFT card** of **each type** (MA, RA, SPE and SA).

**Cost:** 5.000 Magical Beans

### **MA CARD PACK**

Buy and unlock **3 random NFT cards** with **MA type**.

**Cost:** 4.000 Magical Beans

### **RA CARD PACK**

Buy **3 random NFT cards** with **RA type**.

**Cost:** 4.000 Magical Beans

### **SPE CARD PACK**

Buy **3 random NFT cards** with **SPE type**.

**Cost:** 4.000 Magical Beans

### **SA CARD PACK**

Buy **3 random NFT cards** with **SA type**.

**Cost:** 4.000 Magical Beans



### **BEGINNER PACK** (can be buy once)

Buy **3 random NFT cards including one Human card.**

**Cost:** 5.000 Magical Beans

### **HUMAN PACK**

Buy **3 random NFT cards including one Human card.**

**Cost:** 5.000 Magical Beans

### **ZOMBIE PACK**

Buy **3 random NFT cards including one Zombie card.**

**Cost:** 5.000 Magical Beans

### **ALIEN PACK**

Buy and unlock **3 random NFT cards including one Alien card.**

**Cost:** 5.000 Magical Beans

### **ANGEL PACK**

Buy and unlock **3 random NFT cards including one Angel card.**

**Cost:** 5.000 Magical Beans

### **DEMON PACK**

Buy and unlock **3 random NFT cards including one Demon card.**

**Cost:** 5.000 Magical Beans

### **ROBOT PACK**

Buy and unlock **3 random NFT cards including one Robot card.**

**Cost:** 5.000 Magical Beans

*The randomness of the cards in the packs is the same as those of the attributes that will be generated by the collection.*



### **ANGEL PACK**

Buy and unlock **3 random NFT cards including one Angel card.**

**Cost:** 5.000 Magical Beans

### **DEMON PACK**

Buy and unlock **3 random NFT cards including one Demon card.**

**Cost:** 5.000 Magical Beans

### **ROBOT PACK**

Buy and unlock **3 random NFT cards including one Robot card.**

**Cost:** 5.000 Magical Beans

*The randomness of the cards in the packs is the same as those of the attributes that will be generated by the collection.*

