



Whitepaper V1.0

INTRO

NoleLegends aims to be the game that bridges the gap between gamers and philanthropy with blockchain. We aim to create a fun experience that gamers can enjoy for years to come that also speaks to its audience in an inconspicuous and cleverly disguised educational system. A system where we can touch on important subjects like climate change and poverty in such a way that players can attempt to fix the situation through understanding, compassion and work. This experience can not only be fun and inspiring it can also be extremely positive in reducing the helplessness many people feel when confronted by these specific global issues in real life.

Our parent partner NoleCoin is proving that by building a strong and compassionate community and utilizing a modern cryptographic network (Tron) it is possible to make a positive impact on the lives of the less fortunate. We too aim to prove through our game that those same forces of good can prevail no matter how big the problem appears to be on the outside.

One of the things we want to do differently is we want to inspire gamers to take their adventure outside of the game and make them experience the real world and its beauty by utilizing GPS technology and making our open world exist alongside our own real world being able to interact with the game wherever you go.

 <https://nolelegends.com>

 [NoleLegendsDapp](#)

<https://t.me/NoleLegends>

Vision

We aim to be the first blockchain based game that specifically benefits charity through use of the in-game environment.

Currently the gaming industry has surged to unprecedented levels without any sign of slowing down, in fact, its growing even bigger. One of the issues we see is now many large gaming monopolies have formed and billions of dollars are being spent on cosmetic items with the new microtransaction model, without it seeming to produce much of any good for anyone except the top executives of these gaming firms. We aim to create a game that makes the micropayments of items much more alluring and much more responsible by using a portion of in-game profits to go directly to charity transparently through NoleCoin. Another portion of in-game profits will be used to host special events to give back to players, with the largest portion going to development to ensure NoleLegends successful future. We can create a light-hearted, heavy impact game that can be fun for all ages. We have no estimation on how valuable this could become as this has never been done before in this way. We plan to embrace the fundamentals of our cryptocurrency community by making this as open and inclusive as possible by integrating as many features of decentralization that we can as the process moves forward.

Token

NoleWater (\$AMSK) was born in the month of December, 2018 as a simple dividend token. Here is a quick brief of the backstage things which has led to popularity of NoleWater and how the use-case evolved.

At the time of creation, the primary objective was to provide liquidity and a reward token for the primary token \$NOLE. The economics was pegged at **1 \$NOLE: 10000 \$AMSK**, and that is how the total supply of 10 Billion \$AMSK was arrived, which is 10000 times the Total Supply of 1 Million \$NOLE.

Immediately after creation of AMSK the dividend program started for our loyal supporters and holders. The monthly dividend program since then has been running successfully. In early 2019 we started to expand NoleWater use-case into micro charity so that people willing to contribute to a charity in small amounts could also participate. We further started to explore it as a micro tipping token. Few initiatives we ran to increase its adoption were like tipping someone for GOOD KARMA by focusing on what are the good deeds people around us are doing.

The major boost for the NoleWater use-case emerged with the idea of our DApp NoleLegends. In line to our core philosophy of philanthropy we wanted to send out a message to the world about nature conservation so that we hand over the planet Earth to our next generation in a green, hospitable and happy condition. Developing a game which could trigger this emotion of nature conservation sounded like



the best possible idea and then we started work on NoleLegends. We however just didn't want an experience to be shared to our players but we also thought to monetize the overall proposition (something which we haven't experienced in viral games like Clash of Clans, Age of Empire, FIFA etc.). 90% of the funds received in the game go back to the community (50% game economy, 20% charity, 20% Competitions & Rewards). This we believe will provide all our users not only an interesting gaming experience but also a sense of happiness for having contributed to a noble charitable cause. Further the legends grown will be a nice collectable or a high value trade proposition in the in-game P2P market.

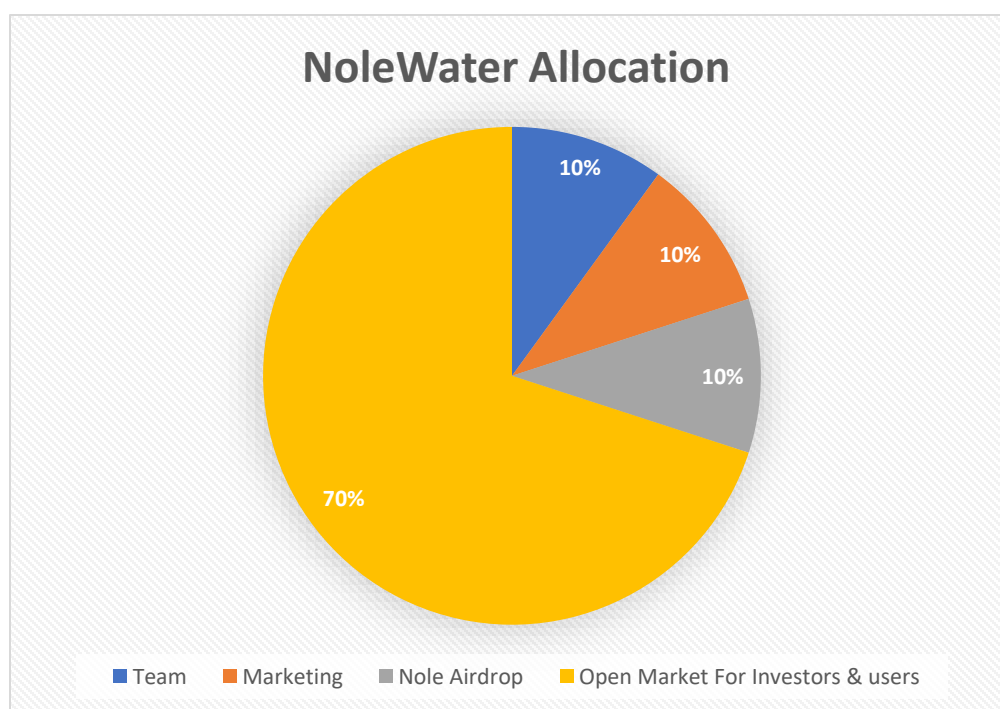
Dividend system	
Earn free ingame tokens for www.nolelegends.com	
NOLE Quantity	AMSK dividend for Every NOLE
10000	20 NoleWater
5000	18 NoleWater
2000	16 NoleWater
1000	15 NoleWater
500	12 NoleWater
250	10 NoleWater
200	8 NoleWater
150	6 NoleWater
100	5 NoleWater

Only 10% of the total supply has been currently released out of which 700 Million \$AMSK is allocated for airdrops to the loyal \$NOLE holders. This is expected to further enhance the benefits which our supporters gain in the long term both in terms of value and experiences.

AMSK total supply: 10 Billion

AMSK circulating supply: 1 Billion

AMSK allocated for NOLE airdrop: 700 Million



300 Million AMSK in circulation among 20000+ holders. The NoleLegends game economy will run on this circulation thus is expected to drive AMSK valuation upwards. No further supply will be inducted in the market till 100% of the current circulation moves to retail investors and players. The current rate of monthly airdrop to all NOLE holders who have 100 or more tokens is approximately 2-3 million AMSK. As the spread of NOLE holder increases this will peak to 20 million AMSK per month thus giving returns on concept similar to **PoS (Proof of Stake)** coins.

 <https://tronscan.org/#/token/1001699>

 [NoleCoin White Paper](#)



Gameplay

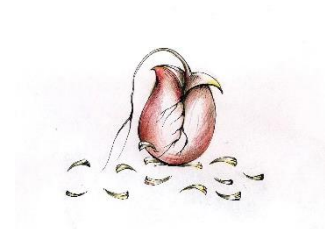
Brief

Users purchase seeds from **Lady Amordad**, the ruler of **NoleVille**, and grow them to make their legends. Legends are fed with NoleWater. Each Class of legend has different NoleWater consumption, growth rate and capabilities. It means, having each type of legends will affect the total growth and production of the user's garden. Legends have growth stages that start from **Seed** to **Sapling**, then **Middle Age** and finally **Mature** which can produce **Fruits**. All Legends reach **maturity** at Level 25, but the time needed for this (dropping first fruit) is different for each Class of Legend.



Tall Friendly Giant Growth Stages

After producing fruits, gamers can sell the fruits to Lady Amordad in the **Shop** and gain NoleWater.



Kerala Sapling Withered

If the player does not irrigate the tree during the appropriate time, the tree will **wither** at any stage of growth and player will lose it. Withered trees should be removed from the map for a player to be able to plant a new seed, or a player can use **Life Spell** to bring it back to life.

The goal of the game is to earn more XP (score) and gaining a better place in the Leaderboard. 10% of the total income of the game will be paid as dividends to the top players monthly. There are various ways to earn XP in the game that is explained in the next chapters.

Legends

Introduction



Dwarf Oak

The dwarf tree serves as the central tree of NoleVille and is commonly used to grow apple fruits. The strength of the dwarf tree is the fast pace it can grow fruits overtime.



Tall Friendly Giant

This enormous tree stands near the edge of NoleVille. Throughout the world there are a few trees close to this one's size — its trunk is easily as thick around as a house and its canopy rises hundred feet above the ground. Its roots must be equally deep to pass below the sun roots into soil, unless the sun roots themselves provide nutrition.



Khotan

Khotan merged with his elders to create a pact of ancient powers to defend the worlds sanity from being destroyed. Through meditation with his Buddhist past he has been taught by the elders how to create peace through a meditative state.



Hawthorn

A spiny plant whose identity is not certain. Hawthorn occurs in a wide range of shapes and sizes. Most Hawthorn live in habitats subject to at least some drought. Many live in extremely dry environments and are capable of surviving for a long time. Can resist any villain attacks with his sharp spikes.



Kerala

Kerala chose the path into virtue, meditation and wisdom for the benefit of self and others. She restores faith for her fellow legends through transcendence and prayers.



Pitaya

Her powers are often interpreted as protective because she is more dedicated to breed rare Dragon Fruits and has a poisonous venom skin to show resistance to anyone who wants to steal her rare dragon fruits.

Legends Classes

There are three classes of legends in the game:

Epic Class: Dwarf Oak

Legends in this class drop fruits and level-up once a day, they need to be watered once a day. Their life span is set to level 49; using **Golden Spell** they can respawn and live 20 more levels. Legends in epic class can respawn only once. They need almost 8 days to be mature.

Blue Class: Hawthorn, Tall Friendly Giant, Kerala

Legends in this class drop fruits and level-up every 2 days, they need to be watered every 2 days as well. Their life span is set to level 59; using **Golden Spell** they can respawn and live 20 more levels. Legends in this class can respawn two times. They need almost 10 days to be mature and drop fruits.

Rare Class: Khotan, Pitaya

Legends in this class drop fruits and level-up every 2 days, they need to be watered every 2 days as well, just like legends in Blue class but they live much longer. Their life span is set to level 69; using **Golden Spell** they can respawn and live 10 more levels. Legends in this class can respawn only once. They need almost 15 days to be mature and drop fruits.

In this table you can see every legends costs and benefits and **XP** and compare them to each other:

Class	Epic	Blue				Rare
dropping Fruit and level up	Once a Day	Once in Two Days				Once in Two Days
watering need	Once a Day	Once in Two Days				Once in Two Days
lifespan (level)	49	59				69
lifespan (day)	36.4	87.3				112.8
time needed to be mature (second)	640000	800000				1280000
time needed to be mature (day)	7.4	9.3				14.8
level of dropping first fruit (maturity)	25	25				25
amount of fruits in each life span	30	40				50
costs of irrigations before maturity (AMSK)	12900	15800				30700
cost of each time watering after maturity (AMSK)	400	500				1000
costs of irrigations after maturity (AMSK)	11600	19500				49000
total irrigation costs (AMSK)	24500	35300				79700
Legend	Dwarf	Hawthorn	TFG	Kerala	Khotan	Pitaya
seed price (AMSK)	8000	31300	119000	414000	1254000	2540000
cost of planting (AMSK)	500	600	900	1900	3300	5300
Earn XP (score)	10	35	130	440	1300	2500
price of each fruit (AMSK)	550	840	1940	5640	13370	26250
total value of fruits in each life span (AMSK)	16500	33600	77600	225600	668500	1312500

***Maturity** is when trees drop fruit for the first time. The maturity level for all legends is level 25. But the time to reach to this level is different for each class.

Experience and Level-UP

Experience



Experience or **XP** is the players' level in the game. When players have gained enough experience points, they change levels which allows them to progress in the game.

Getting experience points

Experience points () can be gained by:

- ✓ Achievements
- ✓ Shopping (Seeds, Tools, Spells)
- ✓ Watering legends
- ✓ Levels of legends
- ✓ Harvesting and selling fruits
- ✓ Expansion
- ✓ Using Spells
- ✓ Gaining many other features through the gameplay


The total experience points players have accumulated corresponds to their village score. Players can tap on their **Achievements Button** to see the achievement board and their score.



Achievements Button

Leveling up



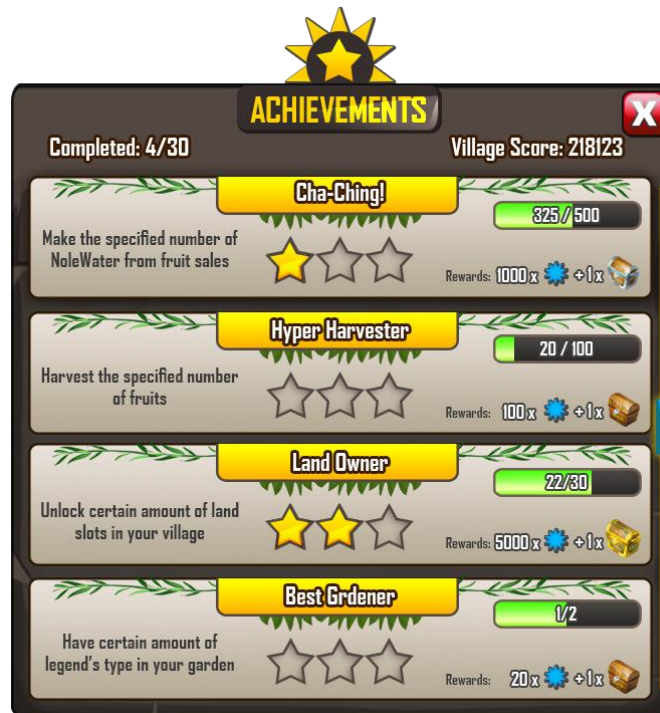
Experience points come in the form of blue stars (), which fill up the bar shown at the top of the screen. When players have accumulated the number of required stars the bar resets to 0 and they change levels (or level up), which unlocks new items, new features, and rewards.

As the player progresses, reaching the next level requires more and more points. Until level 50 the increase is inconsistent. From level 50 reaching the next level always asks for 11,000 more points than required for the previous level. This difference remains the same up to level 500. From level 500 you will need 20,000 more points for each next level.

The maximum experience level is currently set at 600.

Achievements

Achievements are goals set by the game that players can try to reach to earn **experience** points and **loot boxes**. Currently there is a total of 30 different types achievements, each able to be completed to the 3rd level, making 90 total achievements. As the game updates, more achievements will be added.



Achievements Sample

Achievements are unlocked at experience **level 6** and can be viewed via clicking on the achievements button.

Rewards

Each category has three levels:

Completing the first level in a category results in one star and 1 **wooden** loot box.

The second level gives players two stars and 1 **silver** loot box.

The third level gives player three stars and 1 **golden** loot box.

Level completion also gives a certain amount of **experience** which depends on the category and level in question.

Village score

The Village score, which is displayed on the achievement board, is the total number of experiences points the player has accumulated.

Loot Boxes

Legends will drop loot boxes randomly as gifts to their owners after level ups. Loot boxes may contain various types of coins (TRX, NOLE, BTT, ...) which depends on the average level of all legends in NoleVille. Completing achievements are another way to earn loot boxes.



Loot Boxes

There are five types of loot boxes in the game:

- Wooden Loot Box
- Mystery Wooden Loot Box
- Silver Loot Box
- Mystery Silver Loot Box
- Golden Loot Box

Earning different type of loot boxes depends the level of the legend who is dropping it or the level of achievement.

Shop (Lady Amordad Market)



The shop (also called the market) is where players can buy Seeds, Tools, Spells and also NoleWater; They can sell their fruits in this market as well.

Items in the shop cost NoleWater or TRX (to buy NoleWater if needed).

Using the shop



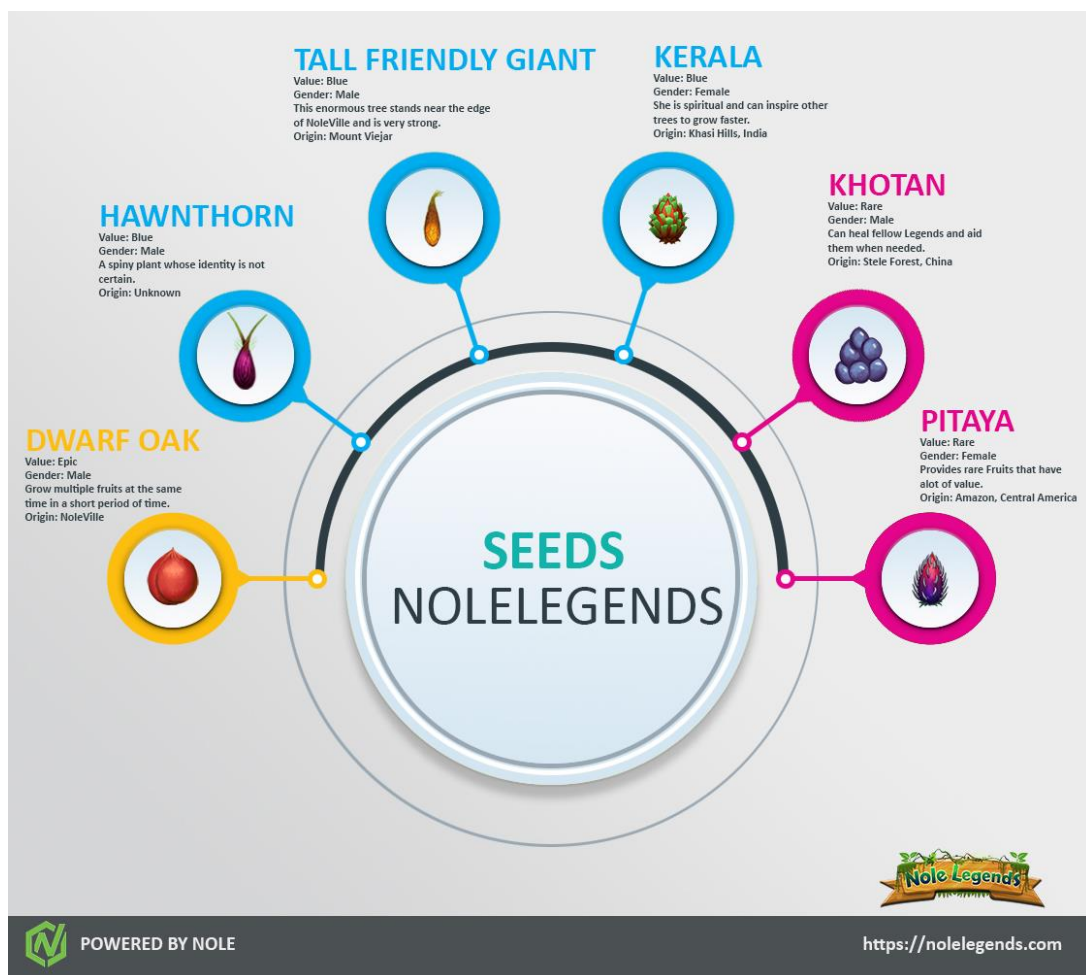
The shop can be accessed by touching the Amordad icon on the bottom left of the screen.

The shop has 5 tabs to buy and sell things:

1. Seeds
2. Tools
3. Spells
4. Fruit Market
5. NoleWater Spring

Seeds

in this tab u may purchase seeds. Currently there are 6 kinds of seeds in 3 classes.



Seeds Infographic

You can see the pricing and XP value of seeds in the bellow table. Note that currently the amounts of seeds in the game are limited.

Class	Seed	Price (NoleWater)	XP (score)	Stock in market
Epic	Dwarf Oak	8000	10	1600000
Blue	Hawthorn	31300	35	400000
	Tall Friendly Giant	11900	130	105000
	Kerala	414000	440	30000
Rare	Khotan	1254000	1300	10000
	Pitaya	2540000	2500	5000

Tools

Every gardener needs some tools! In the tools tab in market shop you can find a vast collection of tools needed in the game:



Tools

- **Shovel:** you need this to demolish withered trees and free the slot to plant new seeds.
- **Watering Can:** irrigating your garden you need one of these!
- **Pickaxe:** you can use it to clean new slots on the **map**.
- **wheelbarrow:** to move your trees from one slot to another.
- **Lily Pad:** to plant non aquatic trees on the lake you need to use these colossal mysterious lily pads.



Lily Pad

Each tool unlocks in a certain level, some of them can gain level, to increase their ability.

Spells

In the spell tab u can purchase spells. Spells are magical liquids built from NoleWater intended to trigger a magical effect on your legends or your rivals' villages. Currently there are 4 kinds of spells available in Amordad shop. Spells will be unlocked at level 30 and can be bought with NoleWater. Purchasing and using each spell creates some **XP** for the Player.



Spells

- **Life spell:** can be used to increase the legends strength, or to cure legends who are suffering from a poison spell that a rival has casted on your village. It also can be used to cure withered saplings.
- **Speed spell:** cast this spell on your legends to increase their leveling up and productivity.
- **Respawn spell:** legends have limited life span. Using this magic formula, they can respawn again and live longer. The effect of this spell varies in different classes as described above.
- **Poison spell:** you may purchase this spell and send it your rivals' village to affect their legends! This feature will be available in **PVP** state which is explained in **roadmap** section.

Fruit Market

The next tab in Amordad shop section is fruit market where you can sell the fruits dropped by legends. Each legend produces a certain fruit:



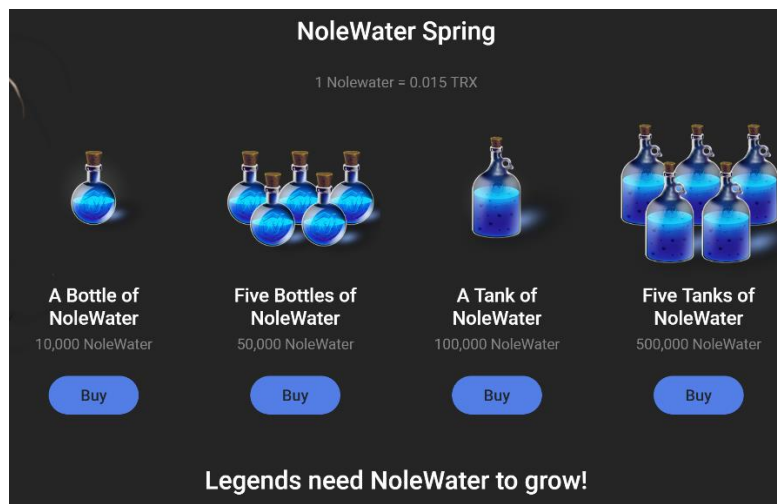
TFG's Pear Fruit

Legend	Dwarf Oak	Hawthorn	TFG	Kerala	Khotan	Pitaya
Fruit	Apple	Sun berries	Pear	Banana	Whalenuts	Dragon Fruit
Price (AMSK)	550	840	1940	5640	13370	26250

TIP: Selling fruits produces plenty of **XP** according to its type.

NoleWater Spring

The last tab in the shop is where you can buy NoleWater with TRX. NoleWater is the main currency of the game and you need NoleWater to purchase all items in game.



NoleWater Spring

Map and Expansion

On the base map there are some free slots for planting legends. When the game starts each player has 5 slots to plant. As a player levels up they can unlock and buy more slots to expand their garden. Having a bigger garden means having more legends at the same time and more productivity. Each player may have a maximum of 30 slots to plant Legends, 5 of which are located on **Swan Lake**. Planting on them you need a **Lily Pad** first and Swan Lake unlocks at level 50.



A Primary Sketch of The Base Map

Players have a **Barn** in their garden that holds their inventory. Tapping on the barn you can see all of your unplanted seeds, spells and tools. The appearance and capacity of the **Barn** changes as the player completes more and more achievements.

Events and Contests

These types of contests are events to reward the users with extra items such as coins, tokens, experience points and spells when filling orders announced in the game. Events are unlocked in experience level 20.

Leaderboard Rewards

Players are sorted based on their experience or Village Score, then the top players on the leaderboard are rewarded monthly. These rewards are paid monthly from 10% of the total income of the game in each month.

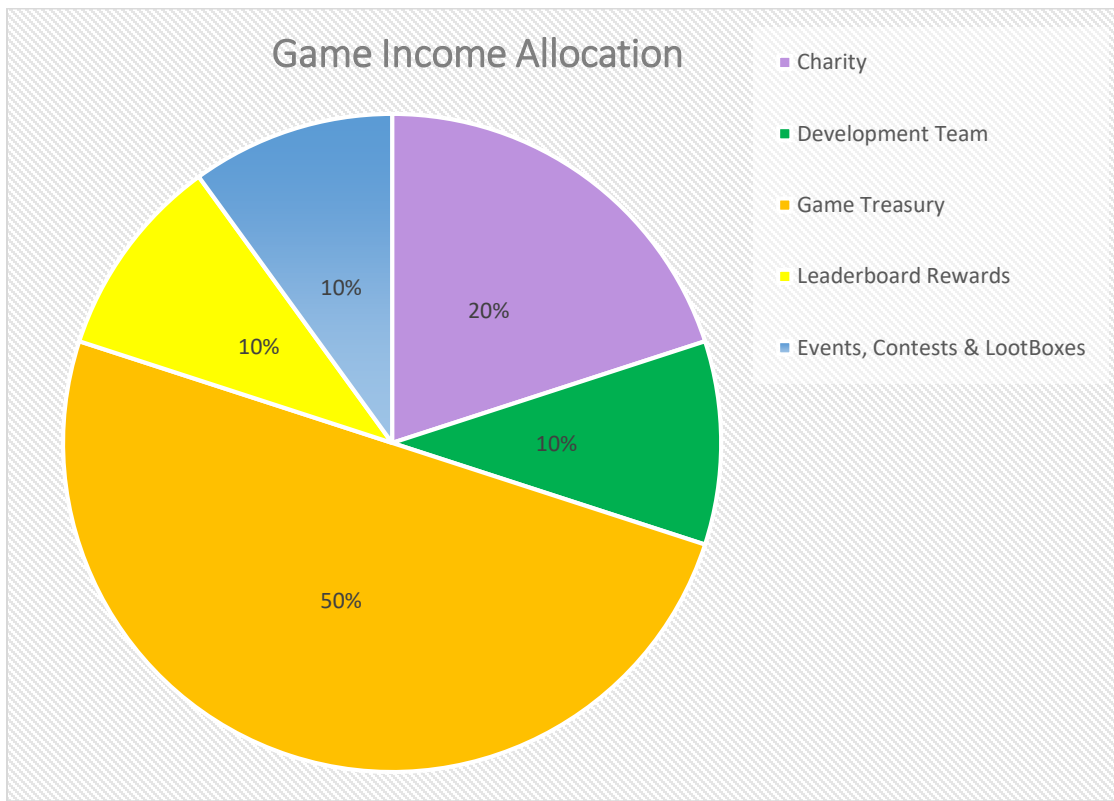


Rank	Wallet	Legends	XP	Prize
No.1		20	54859	
No.2		20	49077	
No.3		14	36400	
No.4		16	27643	
No.5		7	22057	
No.6		8	19159	
No.7		6	12726	
No.8		7	6335	
No.9		2	4977	
No.10		5	4319	

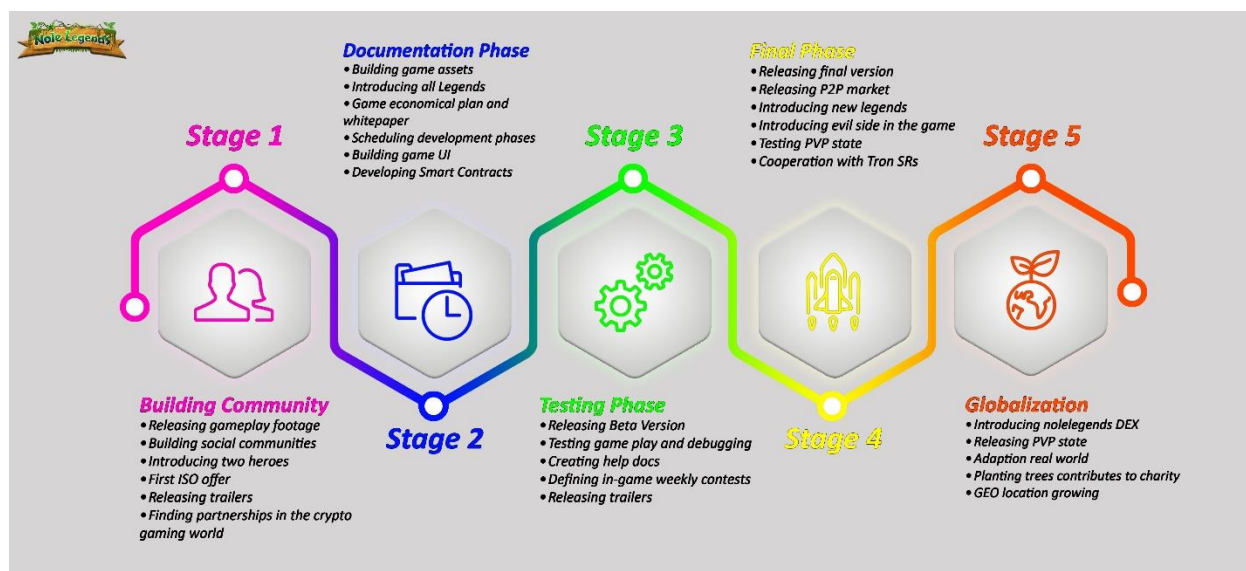
Your Rank: No.63

Leader Board

Game Income Allocation



RoadMap



Road Map

ISO (Initial Seed Offering)

NoleLegends team has offered a 30% discount on seed prices to cover the expenses of developing NoleLegends game. This offer which is called "Initial Seed Offering" is accessible via [market page](#) in the main website. Total amount required to develop the game, hard cap, is 1,200,000 TRX; but NoleLegends development team will start developing the game after getting the soft cap which is 400,000 TRX.

At the moment a NoleLegends Jackpot Has Begun!

Pool Prize approximately equals to 275000 TRX!

11000 \$NOLE will be distributed among 1000 top seed holders

Rules:

1. Top 10 seed Holders: 5000 NOLE will be distributed according to seeds value.
2. Rank No.11 to No.100: 3000 NOLE will be distributed according to seeds value.
3. Rank No.101 to No.250: 2000 NOLE will be distributed according to seeds value.
4. Rank No.251 to No.1000: 1000 NOLE will be distributed according to seeds value.

Future Project Prospects:

We in the NoleLegends team are not going to stop here, many exciting features will be added as we go further. NoleLegends is designed to create social aspects among players, so they can have fun as they are playing and earning crypto currency.

- In Game Chat Box
- Players Forum
- Forming Teams and Neighborhoods
- P2P Market
- PVP Area
- Seasonal Events and Contests

PVP Area

PVP (Player VS Player) will be implemented in two stages:

- **NoleLegends War:** players who are fighting to each other can send **plagues** and **villains** to each other's gardens. They may use **poison spells** and also hire **villains** to rush to another village, destroy their garden and steal their **saplings**. Winners of the war will gain **XP** and **loot boxes**. This stage will be implemented immediately after Beta launch.
- **Factions:** NoleLegends will extended to have more than three Factions, **Humans**, **Villains** and **Robots**. Players in higher levels in any of the four factions will be allowed access to the PVP area, where they can struggle with other factions in the game and gain more NoleWater and prizes. You will be able to move your legends from your village to the PVP area with a portal and will be placed in one of our servers in the PVP area. In this area it is a free-for-all where you can battle solo or form teams. You can't enter with a mix of factions (Trees and mountain villains for example).

More information and visuals about the functionality of **PVP** will be announced in the later versions of this paper.

P2P Market

After launching Beta, the development team will design and implement a P2P market. The main goal of the P2P market is to allow players to trade their legends to each other. In this market players can offer their legends on the market at any price and player base decides the market. More information about the functionality of P2P market will be announced in the next version of this paper.

Geolocation Growing

NOLE community as a charity has a humanitarian goal beyond the gameplay named Geolocation Growing. The NOLE community has decided to prepare land for NoleLegends players to plant a tree. Players will care for and water their tree on the platform and be able to view their own tree in the real NoleVille farm.

Disclaimer

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NoleLegends Logo