



Welcome to
Medieval
Metaverse



! PROBLEM ?

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

CHALLENGES

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

SOLUTION

TaleCraft allows users to play games with nfts obtained with tokens
and advance to higher levels with craft, distributes rewards to nft holders
so that people are always actively involved in the project.



4 Elements System



Air



Earth

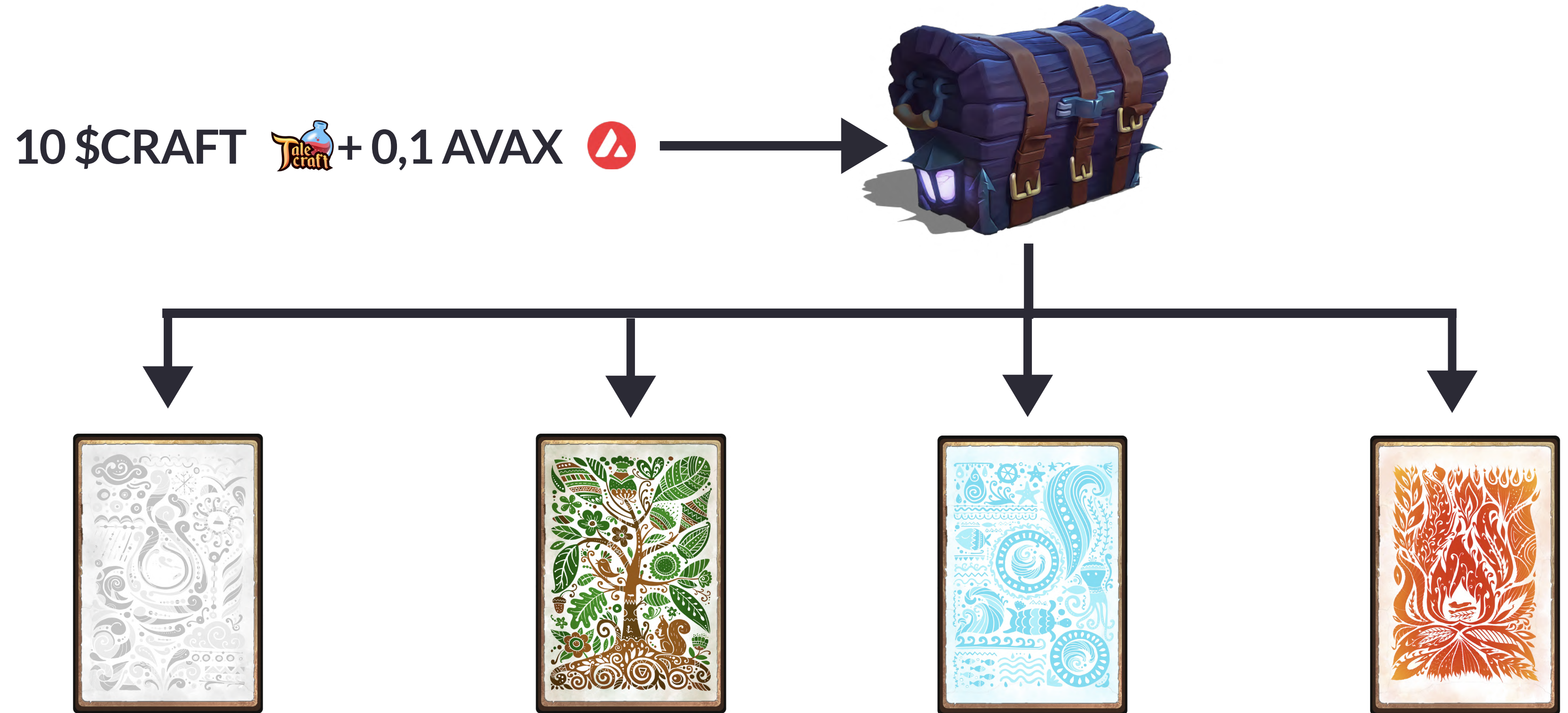


Water



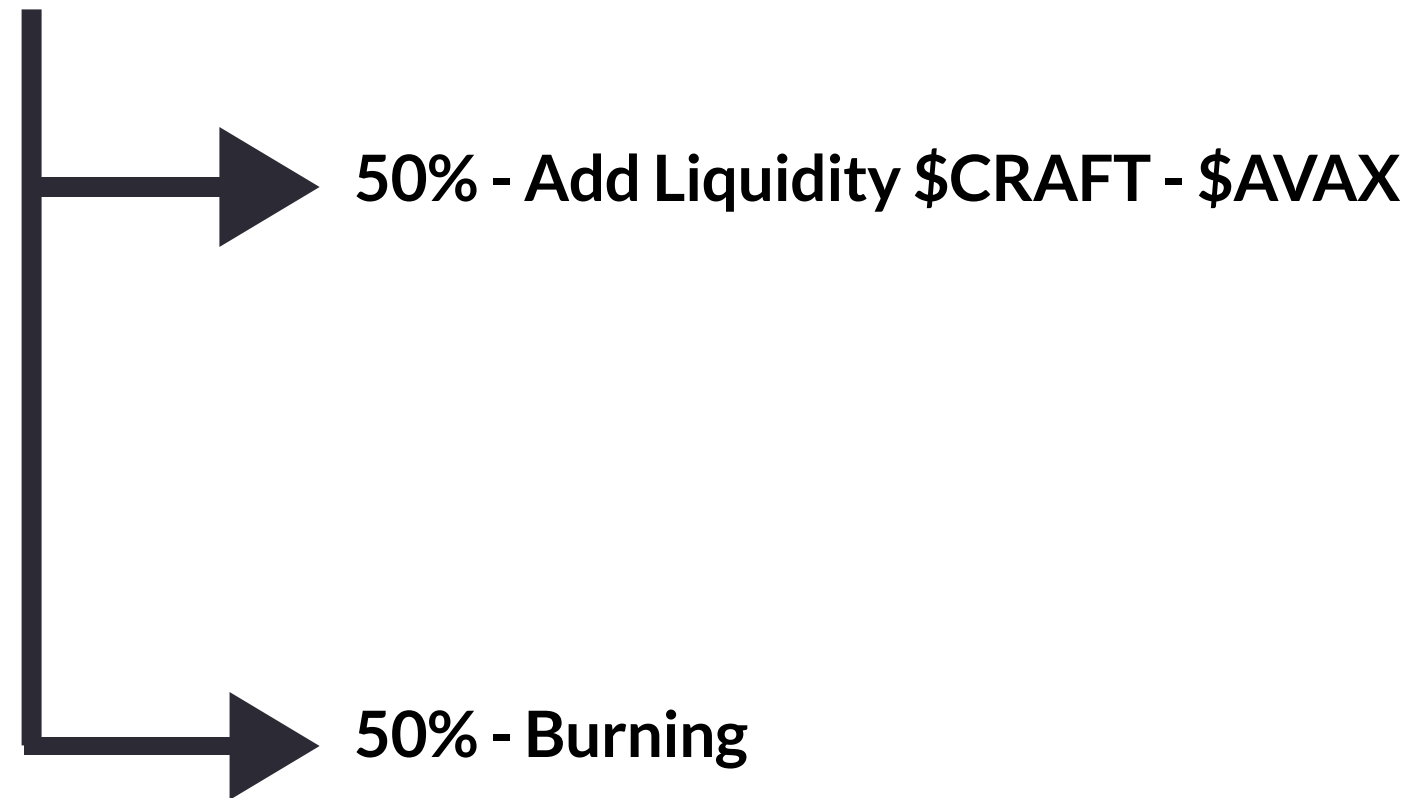
Fire

HOW DOES IT WORK?

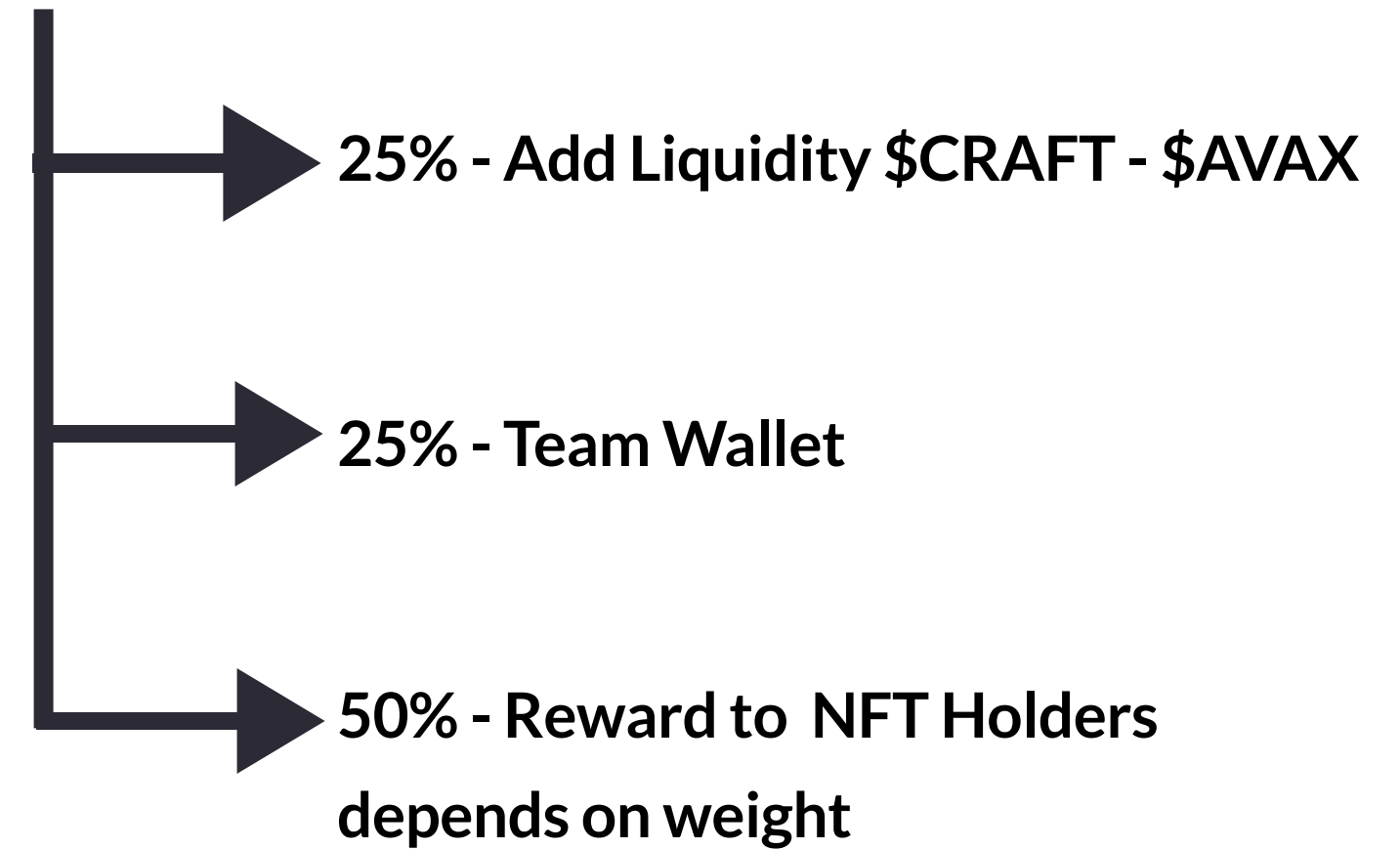


WHAT HAPPENS TO CRAFT's and AVAX's

10 \$CRAFT  from each chest



0,1 AVAX  from each chest



CRAFT SYSTEM

Floor Price Deciding by Users

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

CRAFT and NFT Deflation

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





4 \$CRAFT CRAFTING COST & 24 HOURS DURATION



3 \$CRAFT CRAFTING COST & 12 HOURS DURATION



CRAFT SYSTEM

Cards Level // Durations // Fees

Cards Level	Durations	Fees
Iron	30 min	1 \$CRAFT
Bronze	2 hours	2 \$CRAFT
Silver	12 hours	3 \$CRAFT
Gold	1 day	4 \$CRAFT
Philosopher's stone	1 week	5 \$CRAFT
Whichever is the highest of the 2 crafted tiers will take effect.		

For more details:

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

Crafting Guideline

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



LONG-RUN ECONOMY and FREE MARKET PRINCIPLES

Alchemist's
Chest opening
with \$CRAFT
system



Decreasing \$CRAFT Supply



Increasing Floor Price of NFTs



Increasing \$CRAFT Price



Total Supply Reducing by Users

SMART CONTRACTS

CRAFT Token Contract:

<https://cchain.explorer.avax-test.network/address/0xDeF9AfcC8d7EE104cE27DA0217a6dD4a07BE7CC3/contracts>

Resource Contract:

<https://cchain.explorer.avax-test.network/address/0x47C40F6a69669B73142471E253B682Fc88B04C5A/contracts>

Chest Sale Contract:

<https://cchain.explorer.avax-test.network/address/0xc168f3C93c2Cc4aC3a0e101D3B6e8dCf6673e3a7/contracts>

Contract Address Details



[0x47C40F6a69669B73142471E253B682Fc88B04C5A](https://cchain.explorer.avax-test.network/address/0x47C40F6a69669B73142471E253B682Fc88B04C5A)

Resource Last Balance Update: Block #1,946,952

Created by 0xd4ae64-dd1c14 at 0x672d35-874a3c

Balance

0 AVAX

0 tokens

Transactions

Internal Transactions

Coin Balance History

Logs

Code

Read Contract

Write Contract

This contract has been verified via Sourcify. [View contract in Sourcify repository](#)

Contract name:	Resource	Optimization enabled	true
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Compiler version	v0.8.5+commit.a4f2e591	Optimization runs	200
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BOARD GAME MODE

TaleCraft is an economy metaverse completely playable on blockchain, building on Avalanche,

- Crafting Game Mode,
 - Board Game Mode,
 - Achievement Game Mode,
- will be launched in 2021 November with TaleCraft Launch.



ACHIEVEMENT MODE



- As Talecraft Labs, we have designed a new system to increase the usage area of Cards and to activate the NFT market.
- With the advantages of the achievement system, in-market purchases and sales will increase and users will be encouraged to use the crafting system.
- To summarize the achievement system briefly, it envisages the distribution of tokens or nft as rewards within a certain period of time for performing certain tasks defined to users.
- In many games, achievement systems allow users to spend more time in the game and increase the pleasure they get from the game by setting certain goals for themselves.
- With the Talecraft system, both the increase in the nft market volumes and the use of the craft system will provide market mobility and certain rewards will be given to the users who successfully perform these tasks.
- In this way, we can say that Talecraft is a Craft to Earn game genre.

ARTIST & PARTNER PACKAGE SYSTEM

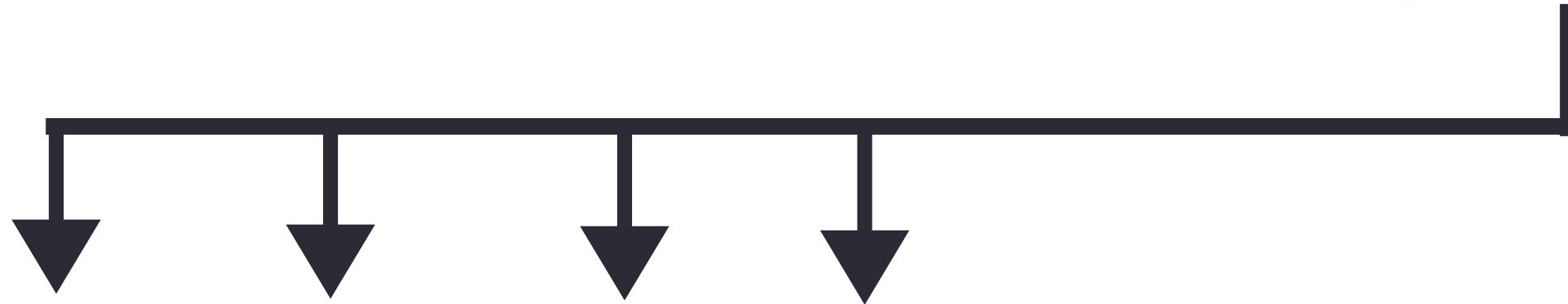
What We Provide?

- TaleCraft cards uses the ERC-1155 protocol, crafting system can be use within the possibilities provided by this protocol
- Creating NFT Collections for partners and a platform where artist can determine the values of their own works and create their own art collections by using the crafting system as an alternative to minting system
- Contributing partners ecosystems by creating an opportunity for deflation by burning their token
- A system designed as a free market concept with approved partners & artists, instead of works of art that have lost their value since the first sale, using the crafting system
- NFT Packages designed by TaleCraft graphic designer team
- Crafting technology which is an alternative to NFT minting or presale system



SPECIAL PACKAGES

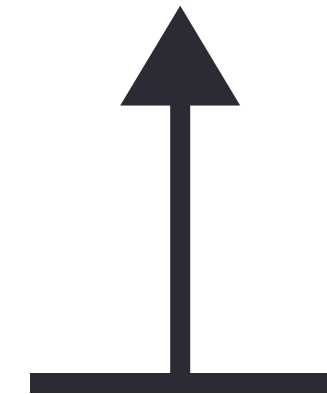
0,1 AVAX  + 2 \$JOE 



- Unique NFT's created by TaleCraft graphic designer team or TraderJoe that can be used to craft other cards in TraderJoe special package.
- Crafting Technology for NFT's is going to provide a much more sustainable economic system for NFT's to the partners.



+



UNREALISED POTENTIAL

Week 1

Expected Players : 10,000
Total Chest Opened : 10,000
Total CRAFT burned: 100,000
Avax to be distributed: 1,000
Total Reward: \$60,000
Total Token Supply: 100,000 Reduced
Max Supply: 29,900,000 CRAFT

Week 2

Expected Players : 10,500 (+%5)
Total Chest Opened : 10,000
Total CRAFT burned: 200,000
Total AVAX to be distributed: 2,000
Total Reward: \$120,000
Total Token Supply: 200,000 Reduced
Max Supply: 29,800,000 CRAFT

Week 10

Expected Players : 15,513 (+%)
Total Chest Opened : 100,000
Total CRAFT burned: 1,000,000
Total AVAX to be distributed: 10,000
Total Reward: \$600,000
Total Token Supply: 1,000,000 Reduced
Max Supply: 29,000,000 CRAFT

Week 50

Expected Players : 50,062 (+%)
Total Chest Opened : 267,500
Total CRAFT burned: 2,675,000
Total AVAX to be distributed: 26,750
Total Reward: \$1,605,000
Total Token Supply: 2,675,000 Reduced
Max Supply: 27,325,000 CRAFT

Week 100

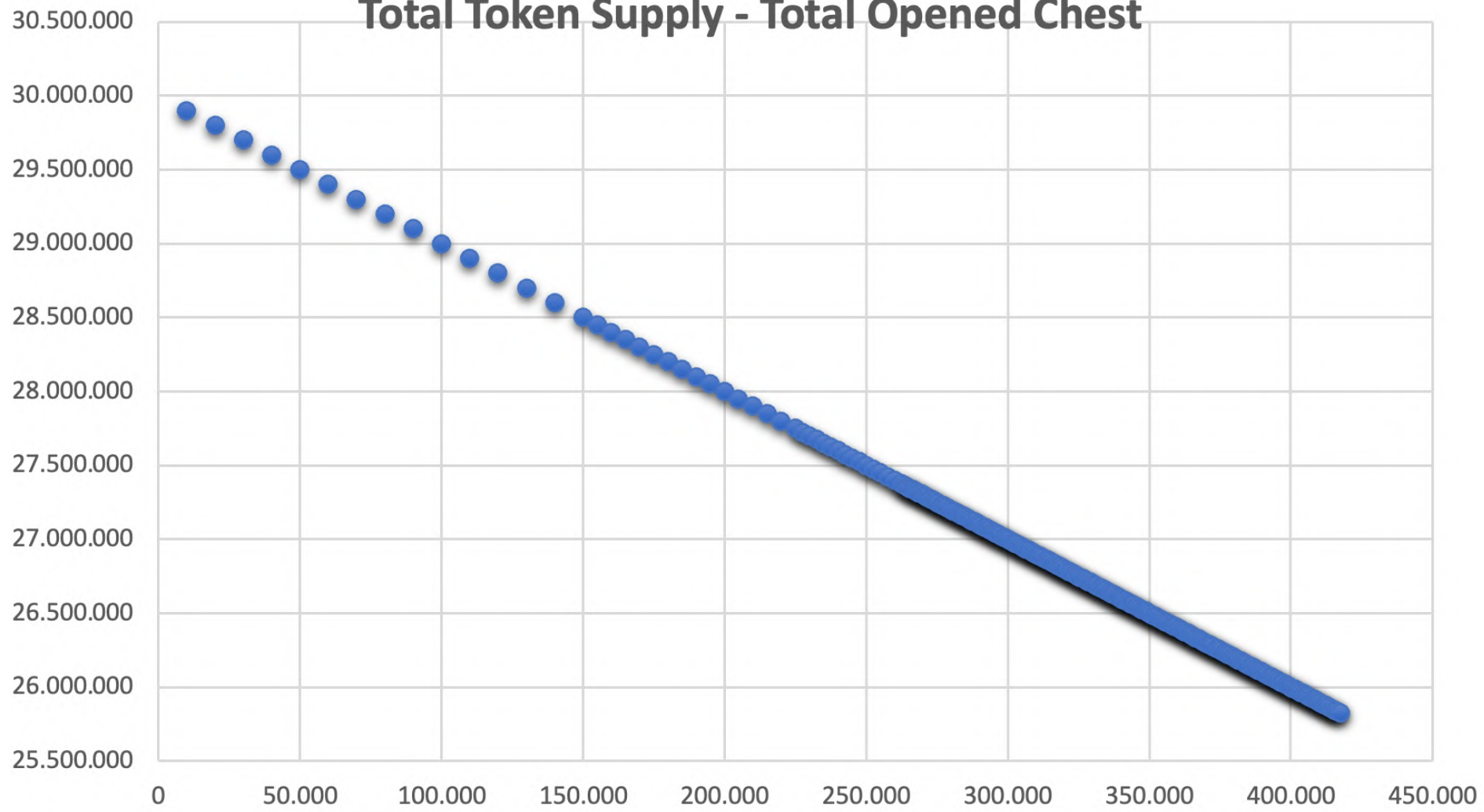
Expected Players : 81,520 (+%)
Total Chest Opened : 317,500
Total CRAFT burned: 3,175,000
Total AVAX to be distributed: 31,750
Total Reward: \$1,905,000
Total Token Supply: 3,175,000 Reduced
Max Supply: 26,825,000 CRAFT

Week 200

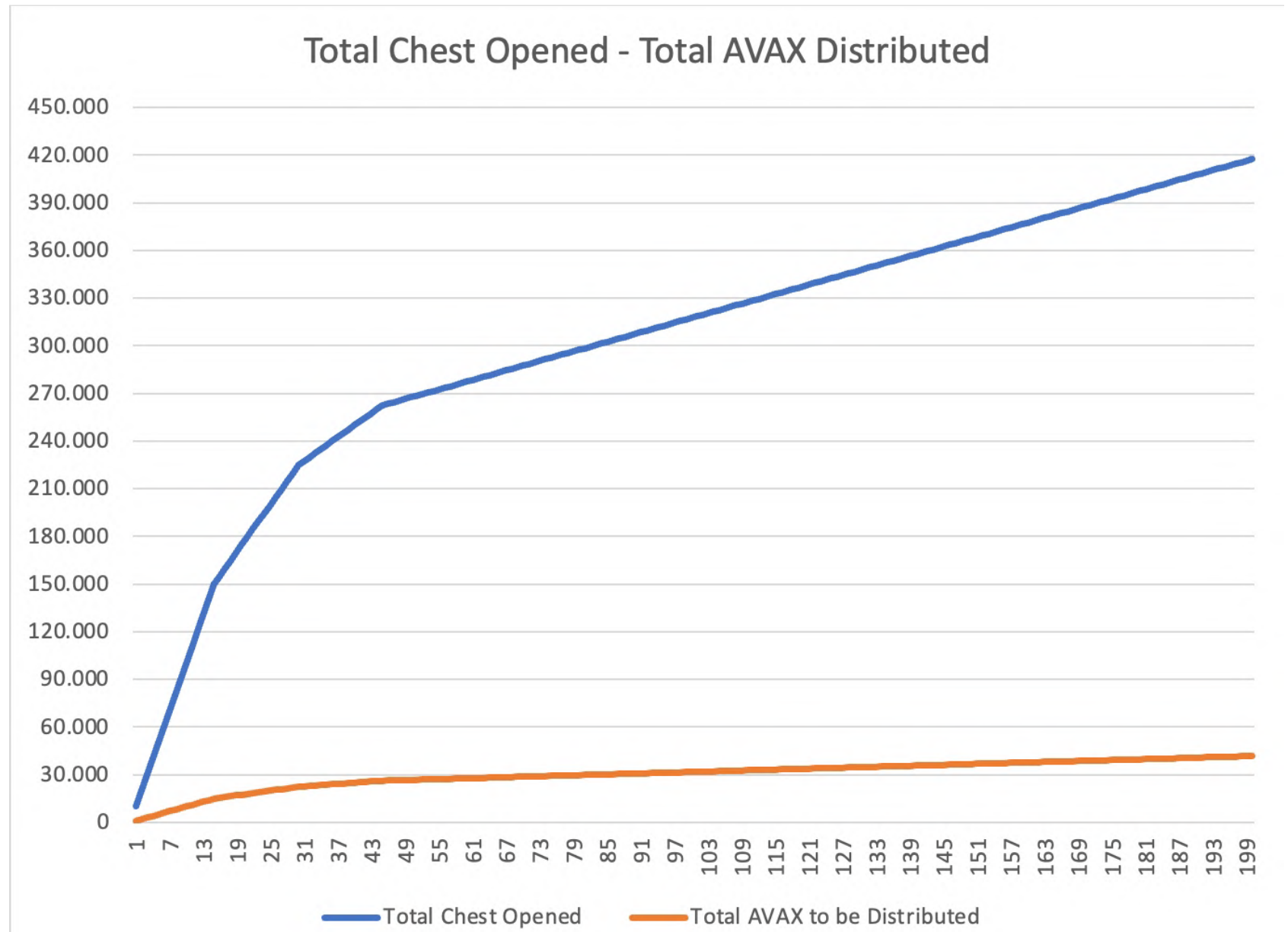
Expected Players : 134,236 (+%)
Total Chest Opened : 417,500
Total CRAFT burned: 4,175,000
Total AVAX to be distributed: 41,750
Total Reward: \$2,505,000
Total Token Supply: 4,175,000 Reduced
Max Supply: 25,825,000 CRAFT

POSSIBLE SCENARIOS-1

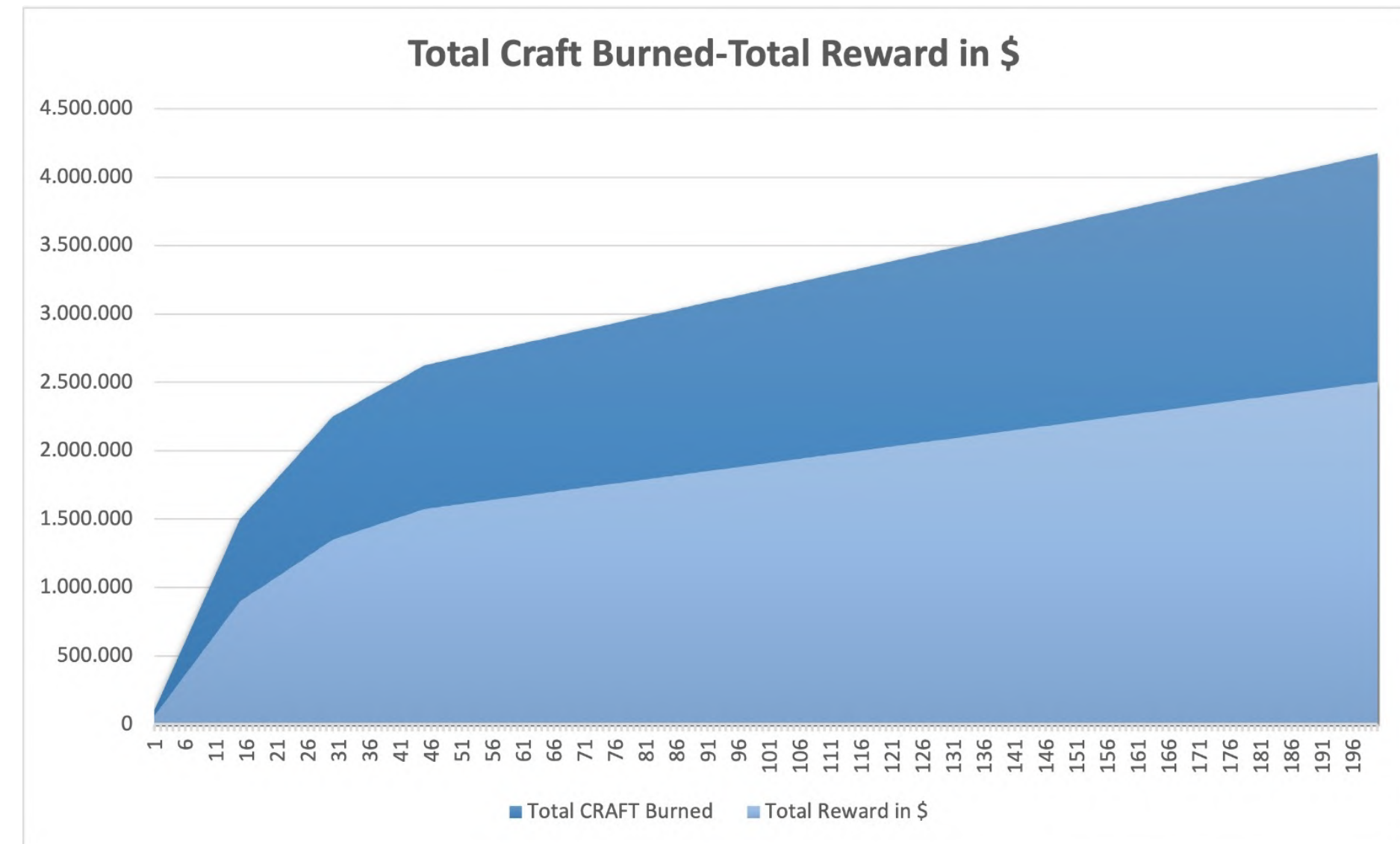
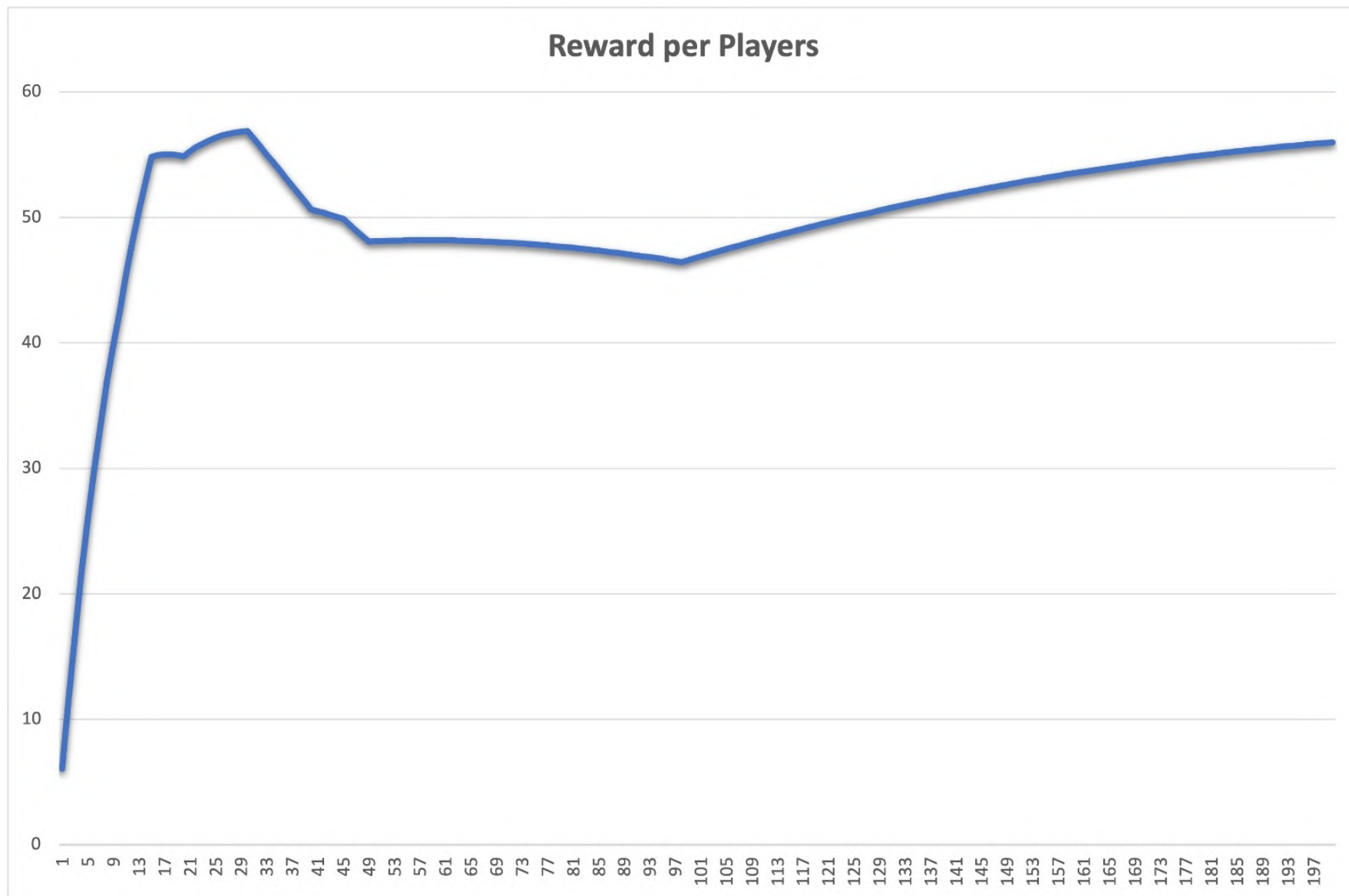
Total Token Supply - Total Opened Chest



Total Chest Opened - Total AVAX Distributed



POSSIBLE SCENARIOS-2



LONGEVITY OF THE PROJECT

Project-based Revenue

Incomes;

- AVAX coins from chest & deck sales.
- New special decks for partnerships & fee from decks.
- Income from universalize our Crafting Technology.
- Consultancy to new partners about Crafting Technology.
- Creating a new economy for the whole NFT market by making NFT Minting useful by Crafting Technology.
- All the places and advertisements in the TaleCraft Metaverse.



CRAFTING TECHNOLOGY

Introduction



- Classic NFT minting has no usecase and people get bored of it after a while.
- Crafting Technology ERC-1155, it can be used instead of classical NFT minting.
- Users can play games and make profit with Crafting Technology also classical NFTs can be integrated into this technology.
- Users don't just make money based on luck, they compete with each other and have to strategize, Crafting Technology brings more engagement and excitement.
- ERC-1155 can be easily integrated into games, can be used in the metaverse universe and has great potential for the Avalanche Ecosystem.
- TaleCraft's mission is to popularize this technology and increase it's use.



What are TaleCraft's DIFFERENCES?





DIFFERENCES



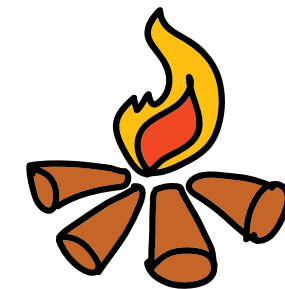
CRAFTING

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



\$CRAFT & NFT Deflation

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



WEEKLY BURN & REWARD

\$AVAX Tokens that users use when opening chests will be used on;

- 50% - Add Liquidity
- \$CRAFT - \$AVAX
- 50% - NFT holders reward as \$AVAX



GAME COMPONENTS

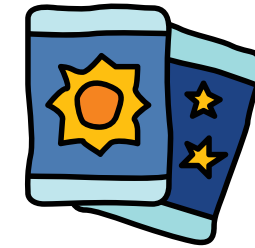


GAME COMPONENTS



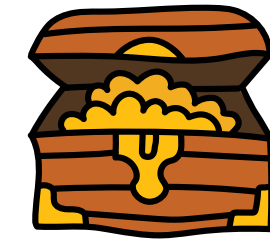
CRAFT TOKEN \$CRAFT

- \$CRAFT is standard token on Avalanche Mainnet.
- Total limited supply of the \$CRAFT is 30 million and is not mintable.
- Members can open alchemist chests with 10 \$CRAFT + (0,1 AVAX fee) tokens per week.
- 4 basic element NFTs come out of the chests and can progress to higher level NFTs by crafting these elements



Alchemist Cards

- The types of alchemist cards are initially 160 types.
- These 160 cards have 5 different tiers. These tiers are respectively iron level, bronze level, silver level, gold level, philosopher's stone level.
- The levels of the cards are determined by the difficulty and rarity of the card's production.
- Only 4 out of 160 cards, the 4 main elements, will be available on a weekly basis. All remaining cards can be crafted by users.

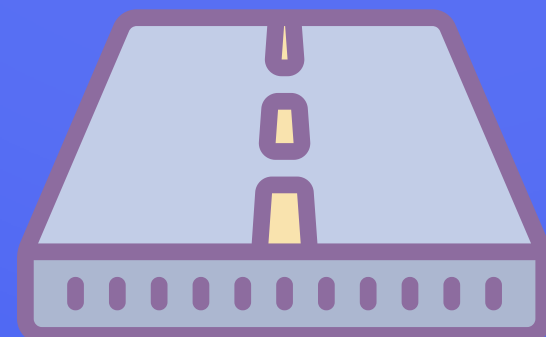


Alchemist Chest

- Alchemist's chest is a system where 4 main elements are sold per week. You only need 4 main elements to mint cards in TaleCraft.
- These are Air-Water-Earth-Fire. These 4 elements are supplied by weekly sales.
- 10,000 chests are put on sale every week.
- 1 Chest includes 1 main element NFT
- 1 Chest Price = 10 \$CRAFT + 0.1 AVAX fee



ROADMAP



ROADMAP



Q3 Phase-2021

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

Q4 Phase-2021

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

Q1 Phase-2022

- New Package Upgrade for Alchemist Card
- Launch of Artist Package Platform
- CEX Listing
- Cross-Chain extending
- Boardgame 3D & VFX Update
- NFT Integration System for Launchpads
- First Special Package
- Launch of Craftable Platform

Q2 Phase-2022

- Hyper Casual Game Mode
- Unique Artist Series

Q3 Phase-2022

- Chess Mode Game Reveal

Q4 Phase-2022

- Launch of Metaverse
Sandbox Game Mode



\$CRAFT TOKENOMICS



TOKENOMICS



TaleCraft

Total Token Supply							30.000.000
Category	Allocation	Price	Value	Lock Period	Vesting (months)	Notes	
Team	10,0%		3.000.000	12	24	12 month cliff, 25% quarterly	
Operations/Development	5,0%		1.500.000	12	24	12-month cliff, 25% quarterly	
Marketing	5,0%		1.500.000	6	18	6-month cliff, 25% quarterly	
Airdrop	0,2%		60.000	0	0	-	
Game Incentives	12,3%		3.690.000	6	16	6-month cliff, 10% a month for 10 months	
Advisors	5,0%		1.500.000	6	12	6-month cliff, 50% quarterly	
Seed Sale	6,0%	\$ 0,2000	1.800.000	\$ 360.000,00	1	22	30-day cliff, 5%, 90 days cliff, linear for 18 months
Strategic Sale	6,0%	\$ 0,2400	1.800.000	\$ 432.000,00	1.	19	30-day cliff, 5%, 90 days cliff, linear for 15 months
Private Sale	9,5%	\$ 0,2600	2.850.000	\$ 741.000,00	0	18	5% TGE, 90 days cliff, linear for 15 months
Public	12,5%	\$ 0,2800	3.750.000	\$ 1.050.000,00	0	4	35% at TGE, weekly for 3 months
Ecosystem	3,5%		1.050.000	3	12	3-month cliff, 33.3% per quarter	
Partnerships	5,0%		1.500.000	6	18	5%, TGE, 3-month cliff, 25% quarterly	
Staking	10,0%		3.000.000	0	20	5%, TGE, linear for 20 months	
Exchange Liquidity & MM	10,0%		3.000.000			100% at TGE—1.66M to be used at TGE, the rest available for listings	
100,0%			\$ 2.583.000,00		Initial liquidity 1.66M CRAFT and 500K USD worth of AVAX		

TGE Circulating Amount	TOKENS
Seed	0
Strategic	0
Private	142.000
Staking	150.000
Public	1.312.500
Colony Airdrop	60.000
Partnership	75.000

Initial Circulating Supply **1.739.500**

* Excluding DEX Liquidity

Liquidity
\$ 1.000.000

500K USD + 1,666,666 CRAFT

Market Cap @ TGE *
\$ 487.060
Hard Cap
\$ 2.583.000

