



Land of Dreams

land of dreams



Blockchain White Paper

2023

Block chain
White Paper



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metagalaxy

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The development of the metaverse

1 A virtual world parallel to the real world

Metaverse can be simply understood as a virtual world parallel to the real world. What people can do in the real world can be realized in the metaverse. As a vision for the future development of the Internet, the Universe is expected to bring changes to the society, such as entertainment mode, social mode, social operation efficiency improvement, personal value rediscovery and so on, and become a new long-term exploration direction of the society

2 The metaverse is expected to gradually move from concept to reality

In general, in terms of technology, on the basis of the traditional Internet, the meta-universe has put forward higher requirements in terms of immersion, participation, sustainability and other aspects. Therefore, it will be supported by many independent tools, platforms, infrastructure, protocols and so on. With the maturity of AR, VR, 5G, cloud computing and other technologies, the meta-universe is expected to gradually move from concept to reality. In this process, NFT is expected to become the most important carrier connecting reality and the meta-universe

3 The interface for display and interaction is three-dimensional

Users will be immersed in a virtual information world meta-universe, perhaps there will be a virtual person, and do face to face communication; Next to it, there will be a virtual shelf with a wide variety of goods; Then, a little further back, there might be an amusement park, and you could walk up and play in it. And in this three-dimensional virtual space, you can interact with the application through body movements, through language, through gestures, through eyes. In this setting, the interface for display and interaction is three-dimensional

4 Big changes will happen again

Display and interaction is the lowest level of all applications, when the display and interaction of such a significant change, the upper application will have a huge revolution. From hardware to operating systems to software, the entire industry landscape will change, and it will happen again like the PC to mobile revolution





Market prospect of game industry

Virtual goods are a major source of revenue for the global gaming market



The game industry as a sunrise industry has maintained rapid growth over the past 20 years. With the development of Internet technology, the game industry will become a larger industry. In 2020, the world's 2.67 billion gamers generated \$174.9 billion. By 2023, that number will be \$3.05 billion and \$217.9 billion, respectively. Virtual goods are a major source of revenue in the global gaming market, accounting for more than \$150 billion and more than 66% of the overall gaming market spending

The Middle East and Africa grew by more than 30% year on year



In terms of revenue by business model, in-game purchases remain the dominant business model and are becoming increasingly popular, accounting for 74 percent of revenue in 2020 and 77 percent in 2023. In terms of region, the revenue from the Pan Pacific region reached 84.3 billion yuan, accounting for 48%, which will increase by 17.5% year on year; North America came in second with revenue of \$44.7 billion, accounting for 26%, up 21.4% from a year earlier. The Middle East and Africa and Latin America have a relatively small revenue of just over 6 billion, but they have a good development prospect, with a year-on-year growth rate of over 30% in the Middle East and Africa

Japan and South Korea ranked third and fourth respectively



China and the United States, the world's two largest gaming markets, are estimated to account for 49 percent of total global revenue, with China bringing in \$44 billion and the United States bringing in \$41.3 billion. In addition, since China's 637 million players are much larger than the 190 million in the US, the average pay-to-play rate is relatively low. Japan and South Korea rank third and fourth, respectively, with estimated revenues of \$19.5 billion and \$7.1 billion

The total value of the global games market will continue to grow



With the continuous growth of global game players, the total output value of the global game market will also continue to grow. Whoever can occupy the top of the game industry will have a global range of valuable users

The global gaming market is set to grow rapidly



The value of the game industry, the number of game users, game developers, operators and promoters is bound to rise rapidly. Key metrics such as the growth rate of game users, retention rate, and the baseline rate at which people are willing to pay for a game are also growing rapidly as the game industry grows. In 2021, the global gaming market will be worth more than \$250 billion. Virtual goods, advertising and guided spending will continue to be the major revenue generators in the global gaming market. Virtual goods consumption is forecast to grow the fastest, with a compound annual growth rate of about 15.2 percent. Of those, 33% spend once a month and 25% spend once a week. With the advent of 5G era, more new types of mobile terminal games with new IP will surely attract more global players. With the rise of meta-universe NFT model, blockchain, digital currency and games will collide with new sparks, especially games under the concept of meta-universe





Game segment: Simulation business

1

Life simulation is the most popular game among developers

The head market will have 36 life SIMS in 2019 and 159 in 2020, quadrupling the number of head games in the simulation category. Life Simulation is the most popular game for developers in 2020, and it is also the fastest-growing category. Simulation was second only to life simulation as the second most popular sub-category of simulation among developers, but there was a slight decline in the number of head games

The overall simulation market is growing

In addition to life simulation, life simulation & placement, simulation feeding & placement, simulation management & card & placement, simulation construction are also relatively active gameplay. In 2020, the number of listed games not only increased, but also had a higher game error rate; In contrast, Elimination & Simulation Construction and ARPG& Cards & Simulation Construction are relatively stable categories, with fewer new games making the list in 2020. Market size: The simulation market is growing overall, with user share increasing by 7% and revenue share increasing by 1%

3

The growth in the market is not only coming from an increase in the number of head games

Simulator DAU market share increased by 7%. The market is growing not only because of the increase in the number of head games (up 4%, 142), but also because of the increased ability of head games to absorb more per product

4

Simulated parenting and simulated grooming are the fastest-growing categories

IAP inbound revenue in the simulation market grew 1% to nearly \$300 million in absolute terms, and market revenue continued to climb. Business simulation games have long been popular among players because of their low operation difficulty, strong casual properties and simple click to harvest business results. Simulation is the most expensive game, especially card games. Single player simulation and card simulation showed the largest growth, with Simulation & Cards & Placement & Life simulation, Simulation Parenting and simulation dressing being the fastest growing categories with growth rates of 66% or more

5

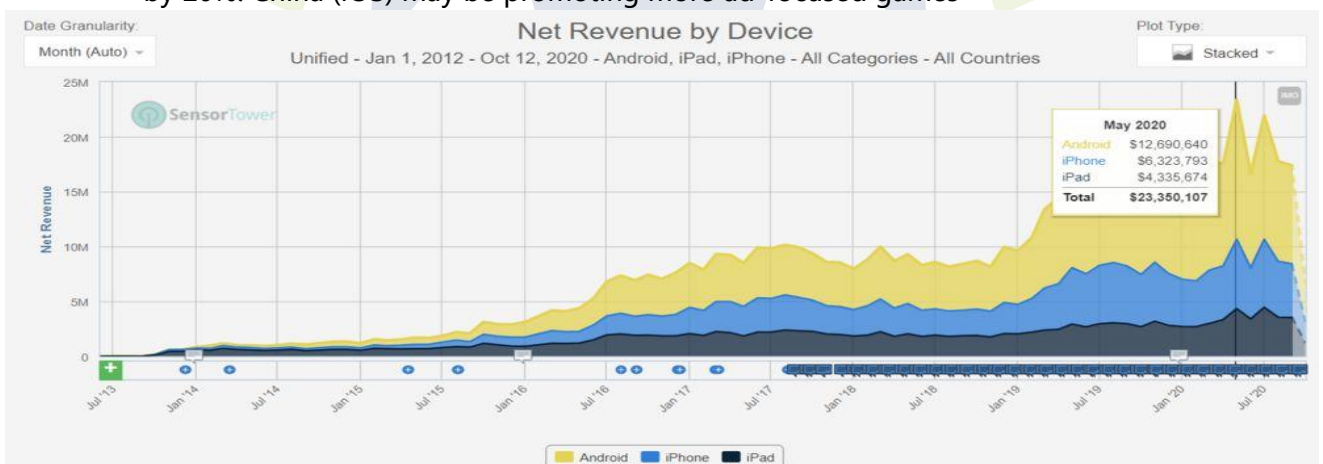
The global gaming market is set to grow rapidly

According to Deconstructor of Fun, the classic farm simulation game Township has generated over US \$1 billion in revenue for its manufacturer Playrix since its mobile version was launched in 2013

6

The US is still the biggest earner

The US is still the top grossing region, but the market is not growing very much, with IAP up only 11%; By contrast, the inbound market in Japan is a little smaller but growing considerably, and the Japanese market still favors paid content; In third place, China (iOS) saw significant user growth in the sim category (46%), but inbound purchases decreased by 20%. China (iOS) may be promoting more ad-focused games





Introduction to the Land of Dreams

- Land of Dreams. Land of Dreams BOX, a game R&D team under the help of Land of Dreams World Lab, is developed and built based on the TRON chain. A GameFi and SocialFi gameplay are fully integrated. Break the simulation business game GameFi chain tour
- Land of Dreams will launch TRON chain, and the game bottom design will fully connect with the TRON chain platform. The web3 application will combine simulation business games with social networking. Land of Dreams will create the first game community that simulates strategy + competition + collection + sandbox. Using blockchain technology, players can not only have a pleasant game experience, but also experience social interaction in the web3 field and gain considerable profits in the game process.
- Players can buy Land through Land of Dreams to get seedlings or animals, grow vegetables and fruits and raise animals, and harvest fruits and animals through watering and fertilizing or feeding and healing. When the output value of land reaches a certain number of requirements, it can be used to upgrade the land. In the game, players can also experience the fun of stealing vegetables, friends to carry out various interactions. Land of Dreams focuses on the player experience, and more gameplay and features are on the way
- At the same time, Land of Dreams built the Land of Dreams exclusive economic system -- Lt Wallet, full name of Lighthouse Wallet, based on the TRON chain platform. Lt Wallet has issued 20 billion LT coins on the TRC chain, each costing US \$0.038, which will become the only value equity token in the Land of Dreams ecosystem. The combination of the two deeply combines revenue and NFT to create a free and play while earning simulation ecosystem
- Land of Dreams is a completely decentralized meta-universe game, the core is to help users deduce the real business ecosystem business blockchain game. Players create their own farm world by building land, growing crops, and developing livestock. Based on the concept of decentralization, Land of Dreams implements the token reward system, realizes the balance of token supply and sale, guarantees the two-way exchange of assets, and enables game players to have a superior user experience
- The emergence of Land of Dreams breaks the bottleneck of existing blockchain games and the business logic of traditional game development, and returns the revenue and value of games to players. It is a new way to subvert the traditional game mode. By combining blockchain technology and concept, it can better protect the interests of players, so that players can not only enjoy the fun of games, but also obtain profits from them. Finally achieve a win-win situation between the platform and the players
- The game scene of Land of Dreams is a business ecosystem integrating consumption, investment, trading, entertainment, making friends and education, building an asset value preservation system for players. In Land of Dreams, players can "grow plants, raise animals, trade land", etc., and obtain certain value of NFT game assets. In addition, game revenue can be added value and applied in the ecology, which effectively guarantees the interests of players
- The Land of Dreams community implements completely autonomous governance. In the universe, the Land of Dreams needs to be pledged to obtain the right to vote and vote to decide the development direction of constructing a dream country under the framework of Land of Dreams, forming a new sandbox world and creating a borderless entertainment world. Create unprecedented entertainment experience for users around the world
- Land of Dreams is committed to adhering to the core concept of blockchain, and is committed to creating a platform that can realize the value of life and the freedom of wealth for global game players, so as to shake the game market of hundreds of millions!



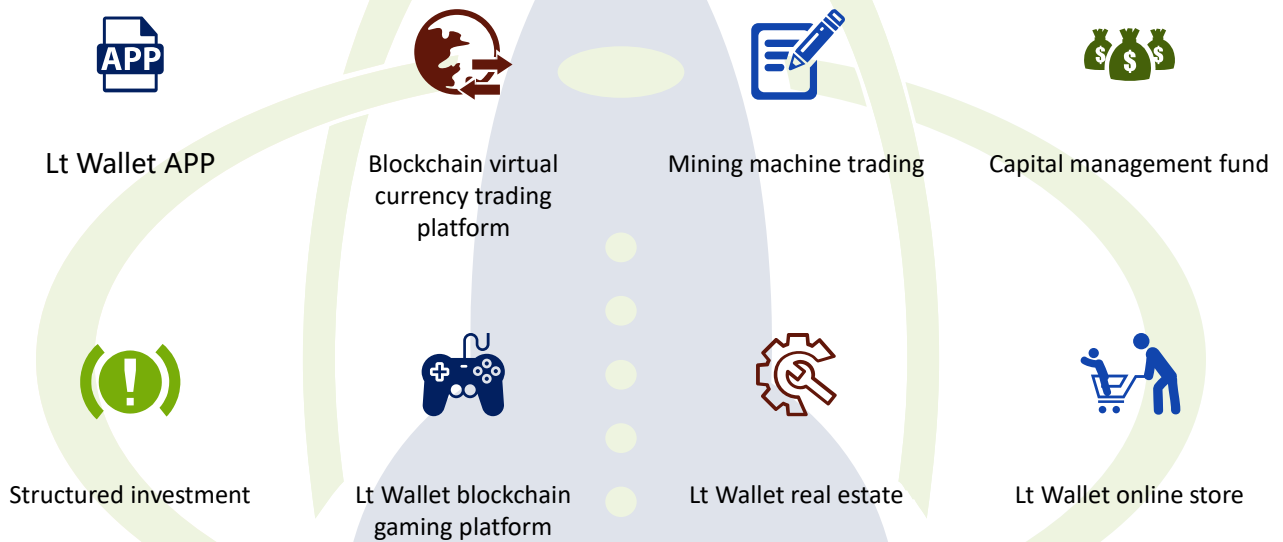


Lt Wallet is supported by the economic system

- As the core economic system support of Land of Dreams, Lt Wallet is not only a powerful decentralized digital wallet, but also a quantitative trading platform to help users increase revenue. It has a plan to create one million millionaires within one year. Lt Wallet believes that every meta-universe can be connected via NFT and aims to increase the utility of each game's NFT by enabling interoperability of NFT across games and platforms, and to develop more real-time utility for NFT.
- Lt Wallet platform supports transactions of mainstream currencies including Ethereum, Binam, and Tron Link, and has established an original incentive system to build a deeply malleable, sustainable and quantified community mechanism, which can give Lt Wallet 10,000 times the financial ecological value. While realizing the eternal value of finance, it links the future, expands the dimension and space, enables the chain tourism ecology, and leads the innovation of digital economy.

Lt Wallet has a complete business application ecosystem

Lt Wallet has a complete business application ecosystem and can provide systematic business services for cross-chain applications and games, such as:



Lt Wallet circulation is more stable

The Lt Wallet team is a perfect mix of gaming, blockchain, asset trading, FX acceptance talent and experienced people with many years of hands-on operational experience and deep insights into industry developments. In addition, the Lt Wallet team will sign strategic cooperation agreements with leading institutions in the industry, which will provide strong support for Lt Wallet and make circulation more stable. As long as the Internet exists, there will be more financial services applicable to the global payment ecosystem in the application scenario. Based on the decentralized platform, individual investment and financial institutions can be served more efficiently



GameFi Eco Plate

Land of Dreams Game ecosystem and GameFi system aim to build a NFT+GameFi application platform and high value chain game revenue ecosystem. With the concept of DeFi+NFT+GameFi in mind, Land of Dreams will usher in a new era of value Internet. Benefiting from sustainable development and innovative technology, extensive commercial application, and refined governance, Land of Dreams is competitive in the following areas:

Player engagement increases and the game can be modified or improved



Each player can contribute to improving and upgrading the overall game. Players who get game governance tokens can vote to upgrade and improve the game and get a better game experience. The player and the game have a higher level of interaction and engagement

Chain tour has no central control, no unified operation center



It's not owned by any one company, it's maintained by both players and developers, it's completely market driven, the more popular, the better the experience, the more players. If the game is put on the blockchain, the company that originally developed the game cannot fully grasp the development trend of the game, or shut down the game

Play-to-earn enables Chisun control



Earning while playing is the biggest selling point of Land of Dreams games. Not only do you enjoy the game, but you can also get tokens and equipment, items, NFT, etc., which can be sold in the blockchain market

Distribution is decentralized



Since every node and miner in the Land of Dreams blockchain must follow the same billing transaction rules, which are based on cryptographic algorithms rather than credit, and each transaction requires approval from other users in the network, Land of Dreams' decentralized trading system does not require a set of third-party intermediaries or trust endorsements

Immutable and encrypted security



Land of Dreams blockchain adopts one-way hashing algorithm, and each newly created block advances in strict chronological order. The irreversibility of time makes any attempt to invade and tamper with data information in the blockchain easy to be traced, resulting in rejection by other nodes, so as to limit relevant illegal behaviors

Land of Dreams hopes to provide players with a fair, just and open game environment with transparent data, transparent rules, no backstage manipulation of item loss rate and malicious induced consumption, and hopes that players' assets can be stored for a long time, safely and centrally



The Land of Dreams

Through years of in-depth research in the field of blockchain, crypto currency and games, constantly explore the application of blockchain technology in the traditional game ecology, and quickly gather a large number of international top game, blockchain and smart contract talents, aiming to take the blockchain game industry as an opportunity to drive industry reform. To build the world's leading blockchain simulation business games and ecological application system



The "vision" of Land of Dreams is to create a completely decentralized meta-universe game with the application of virtual augmented reality. In the game of Land of Dreams, you can immerse yourself in the meta-universe world corresponding to the mirror image of the real world. Players are free to participate in any virtual setting, build new simulation worlds, and build games with family and friends. Let value circulate in all directions. The "mission" of Land of Dreams is to build an ecosystem of users where game value flows in all directions. Through game linking, all items in the game can be connected, improving the disadvantages of traditional games and allowing players to have a 100% sense of belonging as the master of the game





The Land of Dreams economy

1 Bronze Age

User behavior action	Use	Assets Involved	Astrict	Daily Interest Rate
Purchase seedlings 1	Seedling 1,3 days mature, 95% chance of 3% yield, 5% chance of 6% yield	10000LT coins/piece	2500/day, 3/person	1.05%
Purchase seedlings 2	Seedling 2 matures in 30 days with a 95% probability of 5% yield and a 5% probability of 10% yield		2500/day, 3/person	1.75%
Purchase seedlings 3	When the seedlings mature in 3 or 3 days, they get 5% of the revenue and 5% of the revenue		2500/day, 3/person	1.75%
Purchase seedlings 4	Seedlings 4,3 days mature, 5% chance of 100% return, 20% chance of 10% return, 50% chance of 3% return, 25% chance of 21.4% loss		2500/day, 3/person	1.05%
Purchase of land	Affects the number of seedlings that can be planted simultaneously	NFT Assets, limited to 21,000 pieces, first come, first served price = 50,00LT coins $*(1+30%)^{**}(N-4)$	The cap is farm level *4	$1.05%*(1+30%)^{**}(N-4)$
watering	Affect the growth rate of seedlings, seedlings every 24 hours without watering, harvest time delayed 24 hours	free of charge	You can only water once in 12 hours	
hoeing	Can be done before planting, affect seedling growth rate, maturity time reduced by 10%	Hoe/tractor		
apply fertilizer	Increased the yield doubling probability of seedlings by 5%-10%	General fertilizer/special fertilizer	not have	
Anti-stealing	Reduced chance of being stolen by 10%	Pet/Scarecrow	not have	
vegetable weeding	Influence output ratio	herbicide	not have	
insecticide	Influence output ratio	insecticide		
vegetal	Success gains all output, failure loses 30% of output		After 12 hours of seedling maturity	
Help collect vegetables	Get 10% of the output and the owner gets 90%		After 12 hours of seedling maturity	



Free planting land 4 pieces

Each player's island initially has four free plots of plantable land



Purchased seedlings can be planted

By buying seedlings in the store, players can freely plant purchased seedlings in the field and pick them when they are mature



Accelerate ripening by hoeing and watering

Players can hoe and water crops to speed up the ripening speed, can weed and kill insects to increase crop yield, through fertilization to increase the probability of doubling output, through farm guard to reduce the probability of success stolen



Allows players to steal crops from each other

To increase interaction between players, players are allowed to steal each other's crops and help their friends harvest them if they haven't been picked by the owner after 12 hours of ripness



The Land of Dreams economy

2 Silver Age

Introduce the achievement and ranking system of stealing vegetables, and provide users with mysterious rewards, including but not limited to LOD currency incentive



New team scheduling game. Official set up the base bonus pool of LT coins or LOD coins as the qualifying reward. The qualifying cycle is 1 month

Create a staking pool for LTS, stake LTS and get action tokens. action token, can attack a farm, make the farm level down within 7 days. action tokens, which can also be used to buy farm shields. Dissolves an attack by another player



Revenue rule

- 01** staking 2 million LTS, 3 days later, will result in an action
- 02** staking 4 million LTS, 3 days later, will result in two actions
- 03** staking 8 million LTS, 3 days later, will result in three actions
- 04** staking 16 million LTS, 3 days later, will result in four actions

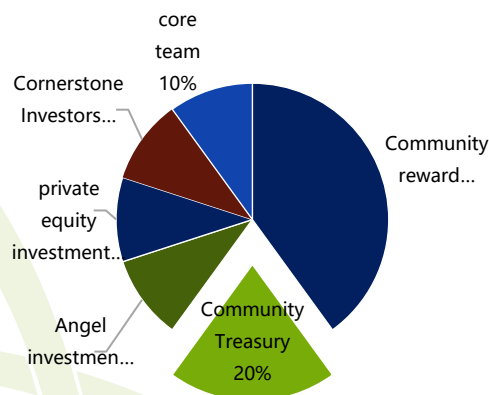


Governance tokens: LOD tokens

LOD is Land of Dreams' governance token with a total issue of 10,000,00 (1,000,000). LOD holders are entitled to proposal rights, voting rights, and game revenue sharing rights of Land of Dreams based on the number of positions held. In-game players can also earn LOD tokens by participating in events that occur irregularly

LOD currency allocation ratio

LOD	allocation proportion	quantity	释放机制
Community reward	40%	40 0000	Incentive for irregular activities in the game, gradually unlocked in 5 years
Community Treasury	20%	20 0000	The use of ecological reserve fund will be decided by community vote and publicized, without participation
Angel investment	10%	10 0000	After one year of lock-in, a linear 365-day release is arranged
private equity investment	10%	10 0000	After one year of lock-in, a linear 365-day release is arranged
Cornerstone Investors	10%	10 0000	After one year of lock-in, a linear 365-day release is arranged
core team	10%	10 0000	Linear release in 365 days



Land of Dreams DAO governance planning

With the improvement of the game ecosystem and the gradual stability of operation, Land of Dreams will turn to DAO governance and become a social game truly belonging to all community users. The Land of Dreams DAO governance planning is preliminarily planned as follows:

20% of the game's profits (mainly transaction royalties from land NFT) are used to buy back WETH+WBTC from the market each month (50/50) and deposited into the contract coffers. At the later stage of the project, DAO venture capital department was established to regularly investigate high-quality projects, which were approved by the community vote and used for venture capital and project cooperation.

01

20% of the game's profits are repurchased quarterly from the market at market price and destroyed

02

60% of the game's profits, monthly dividend to released market circulation LOD position users

Major project developments (gameplay updates, etc.) and marketing plans (budgets over \$100,000 U) are voted on by the community.



DAO: Full community autonomy

Based on efficiency, dynamic sharding technology is adopted to improve the operating efficiency of blockchain



The Land of Dreams team formed the Land of Dreams DAO distributed autonomous organization to achieve complete community autonomy. DAO can maximize resource utilization. Store everything in a decentralized storage network, open, transparent, and unmodifiable. Anyone such as this person can review the rules of a company's activities and dispatch resources in a timely manner when undertaking operations. Such decentralized efforts make some tedious processes in daily life simple

Based on credit, build the network of the whole people, abandon the network of the rich, and make the network truly fair



Land of Dreams DAO will make every effort to build a completely anonymous and untraceable encryption protocol and token payment circle, and build a universal cross-regional work network and related infrastructure with perfect supporting functions, high performance, rich application scenarios, ease of use and good user experience. It becomes the first blockchain 4.0 penetration system that supports all kinds of anonymous applications on the chain and cross-regional free access. Establish top level ground floor facility space for breach and cross-zone work



Service-oriented, let blockchain serve for life

When making some public decisions, the use of distributed ledger will make every vote of a voter truly and publicly recorded on the blockchain, and no one needs to count the votes to produce election results, timely and reliable. For example, in 2016, the US presidential election was implemented using blockchain technology

Land of Dreams, a platform of self-care, common management and value recognition by the whole network, allows ADAO to produce actual value due to consensus





Land of Dreams Team



Paddy

- Internationally renowned data engineer
- He has served in key positions in several world-renowned Internet big data research centers
- Responsible for the application and development of basic Internet technologies
- Participating in many internationally renowned projects, is a pioneer in the field of blockchain technology



Lionel

- PhD in computer and Big Data, architect, database expert, exchange construction technology expert
- He has been engaged in database application, data warehouse, big data and blockchain development in the trading industry for a long time
- Rich experience in blockchain project development



Michell

- The world famous blockchain game application expert, global blockchain technology business application leader
- He is a former Council member of the European Union Business Council. He has a PhD in sociology from Columbia University and is a fellow of the Center for Financial Studies
- Is the global intelligent game and month entertainment technology application field authority



Lionel

- Have authoritative influence in the development of the underlying technology of blockchain
- Her career spans both academia and business
- He is a research scholar, engineer and leader
- He held various engineering management positions at Google and Amazon



Landing process of ecological application scenario based on Land of Dreams

01 Establishing Trust

Based on blockchain digital encryption algorithm, to establish a completely decentralized trust foundation

1



03 Make Rules

Rules and rewards and punishments are formulated based on smart contracts, and the system automatically executes rules

3



05 Start the Ecology

LT coin circulation, access to all kinds of entity applications and meta-universe virtual reality, start the ecology

5



02 Design Ecology

Establish consensus mechanism and design ecological model based on distributed computer nodes

2



04 Issue tokens

Drive the circulation of Land of Dreams tokens through the Land of Dreams game

4



Land of Dreams takes Land of Dreams game as the breakthrough point, and constantly expands the application boundary and technical boundary of blockchain technology, so that ordinary Internet users can feel the value of blockchain game. In the Land of Dreams system, the point-to-point value transfer can be realized through the value transfer protocol, and according to this protocol, a decentralized industry circulation platform supporting multiple industries can be built





Project development roadmap

01 May 2023

Independent source research and development of farm game Land of Dreams online testing

August 2023 **02**

Multi-country and regional joint launch, all-round to create diversified farm community flow; Issue Land of Dreams tokens to begin official operations and provide infrastructure for financial transactions in Land of Dreams

03 October 2023

To cooperate with the world's top team to jointly build a community operation center, achieve policy support, increase market promotion, and better serve fans, users and global investors

February 2024 **04**

Go online to the main network. The platform opens to connect online and offline blockchain game merchants to settle in, realize the circulation market application value of LT coin token, and open up the global payment path

05 October 2024

Land of Dreams tokens continue to be available on major exchanges, and the price of tokens continues to rise, achieving high value investment returns

2025 **06**

Land of Dreams token has become one of the main game tokens, and its investment value and application value have been recognized by global users, bringing high-value game experience and returns to global users





Disclaimer

- This document is intended for informational purposes only and is for informational purposes only. It does not constitute any investment advice, solicitation or offer to sell shares or securities in Land of Dreams or its affiliates. Such offers must be made in the form of confidential memoranda in compliance with applicable securities and other laws
- Nothing in this document should be construed as forcing participation in the Token public offering. No action in connection with this White Paper shall be deemed to participate in the Token public offering, including requesting a copy of this White paper or sharing this White paper with others
- Participate in Token public offering standard represents the participants have been 达 to age, with full capacity for civil conduct, and the Land of Dreams project contract is true and effective. All participants entered into the contract voluntarily and had a clear and necessary understanding of the Land of Dreams prior to signing the contract
- The Land of Dreams team will continue to make reasonable efforts to ensure that the information contained in this white paper is true and accurate. During development, the platform may be updated, including but not limited to platform mechanics, tokens and their mechanics, and token distribution. Parts of the document may be adjusted as the project progresses, and the team will make the updates public, either through an announcement on the website or a new version of the white paper. Please be sure to get the latest white paper and adjust your decision based on the updated content. The Land of Dreams team expressly disclaims any liability to participants arising out of (a) reliance on the content of this document, (b) inaccuracies in the information contained herein, or any actions resulting from this document. The team will spare no effort to achieve the goals mentioned in the documentation, however, due to the existence of force majeure, the team cannot fully commit to the completion of the commitment
- As an official token, Land of Dreams is an important vehicle for platform efficiency, not an investment product. Owning Land of Dreams does not grant its owner ownership, control, or decision-making rights over the platform. Land of Dreams, as a crypto token used in the Land of Dreams ecosystem, is not a currency of any kind: (a) security, (b) equity in a legal entity, (c) stock, bond, note, warrant, certificate or other instrument granting any rights
- Whether the value of Land of Dreams increases or not depends on the law of the market and the demand after the application is implemented. It may not have any value. The team makes no commitment to its value appreciation and is not responsible for the consequences caused by its value increase or decrease
- To the maximum extent permitted by applicable laws, the Team shall not be liable for damages and risks arising from its participation in the Token public offering, including but not limited to direct or indirect personal damages, loss of business profits, loss of business information or any other economic losses
- The Land of Dreams program complies with any regulations and self-regulatory statements that are conducive to the health of the industry. Participant participation means that the representative will fully accept and comply with such inspections. At the same time, all information disclosed by participants to complete such checks must be complete and accurate. Platform specific preach 达 possible risk to the participants, the participants once involved in Token public offerings, on behalf of its has confirmed that account for the terms in the understanding and recognition rules, accept the potential risk of this platform, the presenter





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Thank!

