

Let's Gold Game & Let's Gold Marketplace

Let's Gold Virtual Universe

Let's Gold is a game universe in which the virtual and real worlds collide, elevating play-to-earn gaming to new level. Players need to battle, grow, collect, level up and create a unique virtual world for peculiar creatures called Iros. This virtual world features a player-controlled economy in which users can buy, sell, and trade goods or resources earned in the game through skilled gameplay and ecosystem contributions.

The game offers a wide range of gameplay experiences. Players will compete with one another using their Iros. It is crucial to employ skills, tactics, and strategies to rise to the top of the community's rankings and be rewarded with more valuable resources. Players will also enjoy farming resources in the portal.

Countless Iros with varieties of skills and appearances await you in the Let's Gold Game world, along with numerous game features. Each game will surely bring so much joy and fun!

Let's Gold Community, Trading and Economy

All Iros are minted in limited amounts, and each has its own uniqueness in terms of stats, rarity, and level. The community will work together to attain their own lofty goals, such as training the strongest Iros or becoming the top dealers in the Let's Gold Marketplace. The concept of Play-to-Earn economic design, which opens the possibility for complex player-owned economies and further rewards players who are able to reach high skill levels, is a key difference between Let's Gold Game and a standard game.

Player can gain resources to further advance in game by participating in following action such as:

- Competing in the new PVP mode and battle environment to win Let's Gold Points.
- Collecting and speculating on Iros tiers such as Legendary and Mystic.
- Marketplace trading of Iros and other assets.

Mission and Vision

To be the first in Malaysia to provide a new Play-to-Earn gaming ecosystem, as well as to create a community of players who can share profits together. Let's Gold will be a part of the virtual world game industry in the future, and our journey has only just begun.

Gameplay

Let's Gold Game focuses on an open-ended digital pet universe. Our team builds functionality for the game assets associated with the Let's Gold brand in concurrence with the community. The game itself must be full of adventure, fun, and excitement; only in this way will the ecosystem be able to attract more players, hence increasing the value of the entire community network.

Battling

Let's Gold Game consists of numerous battle systems that allow players to earn resources.

Battle System - This battle mode allows players to grind in-game resources including Let's Gold Points, in-game items, Iros consumable products, and much more. Characters do not require actual control from the players to commence an attack in this mode.

PVP Battle System - Players can select another team to fight. The winning team will receive a prize, while the losing team will be penalized. The defending team has to get prepared in case another player attacks their place. The offence team has to select which opponent team they want to attack. Defend and Offence teams are only allowed a maximum of 10-star teams. (Legendary= 4 star, Mystic = 3 star, Epic = 2 star, Common = 1 star)

Hatch, Train and Unlock Random Rarity

Hatching System - Players are able to purchase new Iros from Let's Gold Game Store and hatch their new Iros by interacting with it. For Iros hatching process from Level 0 to Level 1, active interaction is necessary at Level 0 to reduce the 2-hour waiting duration. Player may unlock free first-time interaction with Level 0 Iros every day.

There are 3 slots in total. Different slots have different waiting durations;

- 1st Slot is free but it has the longest waiting duration (24 hour).
- 2nd Slot, users have to purchase to use, waiting duration is 12 hours.
- 3rd Slot, only users who already have purchased 2nd slot can purchase it, shortest waiting duration (6 hour).

Training System - Leveling up Iros.

All Iros can level up from Level 0 to Level 10. However, upgrading from Level 9 to Level 10 requires special conditions. In order to level up, players need to purchase some items from the specified merchant to earn the level up credits. Iros will consume levelling material, Iros hunger amount, and Iros happiness amount each time they level up. After leveling up, the Iros will get a random stat. Iros's hunger and happiness will affect their random stat reading.

Level 0 >> Level 1 = Free resource

Level 1 >> Level 2 =1 x level 1 material + hungry amount + happiness amount.

Level 2 >> Level 3 =1 x level 2 material + hungry amount + happiness amount.

Level 3 >> Level 4 =1 x level 3 material + hungry amount + happiness amount.

Level 4 >> Level 5 =1 x level 4 material + hungry amount + happiness amount.

Level 5 >> Level 6 =1 x level 5 material + hungry amount + happiness amount.

Level 6 >> Level 7 =1 x level 6 material + hungry amount + happiness amount.

Level 7 >> Level 8 =1 x level 7 material + hungry amount + happiness amount.

Level 8 >> Level 9 =1 x level 8 material + hungry amount + happiness amount.

Level 9 >> Level 10 =1 x level 9 material + hungry amount + happiness amount + condition

Rarity System - Only applicable at Level 10. There are four different kinds of rarity level for each character (Rare, Superior Rare, Super Superior Rare, Ultra Rare). Different rarity will unlock Iros maximum level.

Rare = Level 11

Superior Rare = 12,

Super Superior Rare = Level 13

Ultra-Rare = Level 15

One character will have 500 units

UR = 5 unit,

SSR = 25 unit,

SR = 50 unit,

R = 420 unit

Different Rarity in in-game panel will have different art style.

Assets, Resources, Inventory Management and future roadmap

Weapon System - Feature coming soon.

Rune System - Feature coming soon.

Land System - Players are now eligible to purchase any state and become the land owner. Different lands will yield different types, speeds and quantities of resources. Owners may invite other players to grind the resources on their portal. Whenever other players play on the land, the portal owner will earn a percentage of the share.

The land is erected on square 10x10 plots, making it ideal for gameplay. Landowners will be granted sub-maps. The price of a land is also flexible and may continue to rise in the future. Furthermore, landowners are free to build properties as much as they want and gain revenue for every time other players use the service.

Portal Category

Number / Tiel	2 Character	3 Character	4 Character	5 Character
S	2.0%	2.5%	3.0%	3.5%
A	1.5%	2.0%	2.5%	3.0%
B	1.0%	1.5%	2.0%	2.5%
C	0.5%	1.0%	1.5%	2.0%

Land Decoration System - Feature coming soon.

Puro Buff Customize System - Feature coming soon.

UI Customize System - Feature coming soon.

Let's Gold Economy & Sustainability

Let's Gold Game's vision is to reward players for the time and effort invested in the game. Let's Gold Game has real-money value economy which instead of just selling game items and other consumables, we focus on providing players a platform where they can trade their assets with one another. Iros's growth is influenced by in-game resources. When Iros reaches the ideal level of growth, it can be traded or resold to anyone in Let's Gold Marketplace.

The economy will be sustained by adding:

- Additional Valuable Utility to Iros- Brand new and improved experiences such as Land, Mini-games, and Battle updates will add utility to Let's Gold Game beyond their effectiveness in fleeting metas.

Additional Sources of Capital, Investment and Profit Sharing

As Let's Gold Game strives to rise to the occasion, we confident our ecosystem would benefit both the economy and player's satisfaction:

- **Advertising and sponsorships** - This project would help for merchants' exposure by attracting more and more players and introducing them to offline & online market through Let's Gold Game ecosystem. This will also boost the recognition of all merchants in both the offline and online marketplaces.
- **Physical and Digital Merchandise** - A constant demand from players for physical and/or virtual merchandise to express their passion to the game. Official merchandise includes Let's Gold assets/Iros arts, shirts, plushies and many more. Profits from this can also be shared with the players under the notion of Intellectual Property Profits Sharing.
- **New ecosystem of online and offline business model** - Collaborating with real brand or company to form a greater business expansion by redirecting traffics among the ecosystem.

Let's Gold Coin

Allocations

Let's Gold Coin is the main digital currency in the virtual world of Let's Gold. Let's Gold capped the number of supplies at 30 million coins (30,000,000). All trading happens in Let's Gold economy uses Let's Gold Coin, players can convert their cash into Let's Gold Coin via our platform and proceed to purchase assets using the coins. A commission fee will be retained by Let's Gold for every user-to-user trade in our Marketplace.

