

Cryptolandy is a self-developing game based on democracy works.

Owners of Cryptolandy tokens, can vote to modify and improve the gameplay and management of the game. Crypto currency is the basis and purpose of the game.

The model of Cryptolandy is similar to the bitcoin model. Only in contrast to bitcoin, dividends will be paid to Cryptolandy ERC20 (CRYPL) tokens owners.

49% of the funds collected by the game will be sent directly to the owners of tokens in accordance with the number of all circulating tokens.

In the blockchain you can see the income of the game to all participants. Owners of tokens will be able to see the profit that will be transferred to them according to their share's quantity.

Players will be able to see the prize fund of the tournament, for which they will obtain items of the game. Most of the micropayments will go to the prize payments.

51% of the profit of the game will be played out among the best players. Players will act as miners in the game. Spending money on micro-payments players, will create a prize fund for the game.

At the first stage prizes will be offered in the form of tokens of Cryptolandy at the exchange rate at the time of the tournament. Any winner can leave tokens for which dividends will be paid, and tokens will give the right to control the game. If the player does not want to own tokens, he will be entitled to sell them on the exchange.

In total there are 100 million tokens in Cryptlandy ERC20 token (CRYPL). The first 100 thousand will be sold for the preparation of the main ICO. The collected money will be used to create a beta version of the game and to popularize it.

Another 100 thousand tokens will be used for airdrops and bounty. 800 thousand tokens will be sold at ICO. The remaining 99 million will be distributed among the winners of the tournaments.

51 percent of the profit that will be paid tokens, collected in the reserve fund of Cryptolandy under the control of 12 owners of more Cryptolandy ERC20 (CRYPL) tokens and will be spent by consensus on the needs of the game.

Games with augmented reality are not widely known to the public. Such games are much more interesting than traditional video games. On the example of the game "Pokemon go", you can see the uniqueness and novelty of the games. The game does not take place in a virtual space, but in real urban areas.

For the safety of players, it is better to use outdoor recreational areas closed for transport and other dangerous urban phenomena. The game of AR is similar to a game in a frisbee in the park. In addition to individual games, large festivals are held in the same way that they organized a "Pokemon Go" in the central park of New York.

Cryptolandy will care not only about its players but also the parks in which the game will take place.

Part of the funds collected in the reserve fund of the game will be spent on planting new trees in the parks and maintaining the urban ecosystem.

The game is planned to be as realistic as possible. Most of the elements of the game will be done with the help of the motion capture technology. Playing in Cryptolandy will be like to being in the medieval Matrix.