TG

A Cryptocurrency
Trading Card Platform

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INTRO

Since its inception in 2008, interest in cryptocurrency and blockchain technology has grown steadily. In February 2021, the term NFT jumped into the public consciousness. Now everyone is on the NFT bandwagon, from the NBA to Sotheby's to Gucci. Cryptocurrency is arguably entering the early majority adopter's phase of the technology curve.

Unfortunately, a competitive review of the NFT landscape suggests most projects boil down to one of two things: a fool's quest for shiny objects or a hack job of low-quality auto-generated NFTs. Whitepapers stuffed with technical jargon and theoretical advancements in technology have created an industry where very few projects succeed. Thousands of altcoins have been left by the wayside. Crypto sites that haven't updated since they went live in 2018 liter the web. The state of the marketplace is not much better.

At TenshiGirl, our goal is to use proven-edge technology to create a stable market built to support its members and promote quality NFTs from renowned artists. Focusing on creating value in a sustainable and cryptographically advanced way provides a practical path forward. Our goals will remain attainable and straightforward. Once completed, we will have a decentralized NFT platform positioned for the commercial marketplace. To expedite propagation, we will provide incentives and rewards for all ecosystem players.

The commitment to proven-edge technology is a significant advantage. Several exciting additions to Ethereum Improvement Proposals (EIP) and Ethereum Requests for Comments (ERC) standards have emerged from the web3 community that hasn't seen wide-scale adoption in the commercial sector. We will use traditional models and marketing strategies to capture the value of these under-utilized technologies. We'll also phase in Layer 2 scaling to improve performance and decrease infrastructure expense. Social media and gamification integration will encourage broad adoption and a healthy, engaged community.

Our success does not rely on unproven or non-existent technology and unstable web3 dependencies. This independence lowers our participants' risk, reduces development expenses, and decreases our time to market. Our growing rolodex of internationally recognized artists committed to promote our brand improves our product's perceived value and maintains a high standard of quality. The team's experience with www and national marketing campaigns will present dozens of opportunities to facilitate widespread adoption on the Ethereum mainnet and beyond.

Disclaimer

TenshiGirl is not a registered investment, legal, or tax broker/dealer. All options expressed by TenshiGirl are from the site owner's personal research and experience and are intended as educational material. It is essential that you do your own analysis before making any purchase based on your own circumstances. There is no guarantee of performance. The value of your purchase will fluctuate over time, and you may gain or lose money.

All plan, outlines, and functions described herein are subject to change. The tokenomics and other forward-looking statements are not guarantees of future performance. Such statements involve known and unknown risks and uncertainties, which may cause actual financial results in future periods to differ materially from any projections.

The Marketplace Today

Though the primary NFT marketplaces, namely Opensea, Rarible, and Mintable, are hosting a wide variety of Collections and Tokens, it's fair to say that quantity far outweighs quality. Web3 technology continues to present lag. Images are slow to load, wallet connections are spotty, and digital signatures often stall and can take minutes to complete. User interfaces are practically afterthoughts, and NFTs are challenging to browse or filter. This process is suboptimal for even experienced cryptocurrency users.

Traditional consumers comfortable with the instant digital transactions of centralized hosting will balk at these web3 limitations. And those consumers are critical to mass adoption. The company that solves these problems will be positioned as a market leader well into the late majority phase of adoption.

Opensea ranks 2192 different Trading Card NFT projects as of April 11, 2021. 94% of those projects traded nothing in the last seven days. Only the top 142 have any seven-day trading volume, and only the top 29 breaks one eth in trading. Even the top performers are suffering; eight of the top ten Collections are trending down in trading volume, as sharply as 50%, 70%, and 90%. User adoption is also lacking. The top 10 ranking Collections represent 7,299,693 NFTs but are in only 45,565 wallets.

We will capitalize on this opportunity with a strong vision and strategy to establish marketplace dominance. Our initial focus will be on top 10 ranking in key metrics: the number of owners, trading volume, and average price in the NFT markets listed above.

Creating Value

Quality and quantity will drive our efforts to create value. TenshiGirl sourced renowned anime artists with established fan bases for this bespoke artwork. The artists also contract with us to promote their artwork during the marketing phase of release.

We will provide branded, attractive marketing materials to our artists and encourage their fan base to re-share on social media, extending our brand and introducing our product to the traditional marketplace. With the buzz around NFTs, many people new to the crypto space want to participate but don't have the technical know-how.

TenshiGirl provides a simple, affordable entry point for this untapped resource. We expect this to speed adoption and create demand away from the limited scope of the crypto marketplaces.

NFTs will be available as 6-packs or random draws.

Quality

Quality will also drive the traditional aspects of the trading cards. A developed story line and world will provide a vibrant backdrop to sixty initial characters, each with detailed descriptions, unique statistics, and personality characteristics. Customization and improvement is possible through game play, meaning every card is unique and may grow in value.

Quantity

Careful consideration was given to the type and number of pieces in each product and their release method.

Regarding quantity, in addition to a thorough review of the competitive environment, our team has consulted with an actuary and experienced web3 users to address our risks, select our initial sales model, and ensure a fair, randomized distribution of trading cards.

Team Roles

In our formative stages the founder and co-owners will fulfill both executive and management roles. We will make use of traditional C-Corp organization to define individual jobs and responsibilities. Hiring for the management roles will be a priority once we've passed the Go Live day.

Xero

Chief Executive Officer, Chief Marketing Officer, Business Development

Xero is the founder of the TenshiGirl concept. He is an experienced entrepreneur, business developer, and business administrator. He has participated in cryptocurrency as an investor and project moderator since 2014.

guyinthetie

President, Chief Technology Officer, Project Manager

guyinthetie has 25+ years in the IT industry, providing project leadership, project development, and technology solutions to markets like energy trading, data warehousing, education, real estate, and finance.

3stars

Chief Information Officer, Lead Developer

3stars is a twenty-year business owner who has programmed enterprise-class online marketing systems, business intelligence dashboards, and dozens of custom software applications. She is an experienced database designer and practicing web3 developer.

Artists

Premier Artist

Our Premier Artist is Argentinian-born Ioshkun. His crisp, clean style and vibrant characters are a fantastic beginning to the TenshiGirl brand. We count ourselves lucky to have his participation. Ioshkun has experience with games, illustration books, and has worked with ADHD Kids Rock.

Himitsu Artists

Our Himitsu Artists are high profile artists selected from the anime community for their excellence and experience in this broad yet distinctive style of artwork.

Paul Kwan, formerly of Blizzard and Riot Games, is well-know for his work as Senior Concept artist while working on League of Legends. He is creating the Private Exclusive NFT, a Himitsu Dark trading card. He's fast approaching 1 million followers, and we hope to get him over that mark with our Private and Presale promtions.

Asia Ladowska is an UK artist known for her book "Sketch with Asia." The beauty and impact of her artwork has garned her well over 1.7 million followers on a handful of social media platforms.

HEADLINERS

Our Headline artists are Afia Waleed, Chark Art, Irvin Ryan Tiu, Mark Kong, Nathan Stefv, and Tiger June. Each are skilled in their craft and have garnered a healthy following in their spaces. See the website for more detailed artist bios.

PRODUCT OFFERINGS

Our initial offerings will the presented in themed Collections and made available to purchase by Swapping or Random Draws.

Adopting the ERC20 and ERC721 standards means all products will be exchangeable on other trading platforms. The initial offerings leading up to the Go Live date are Exclusive Products presented at the Private and Public sale and Collection One: Knights of the Veil.

EXCLUSIVE PRODUCTS

The Exclusive Products are our scarcest tokens with exclusive artwork by our finest artists. Exclusive art will only be minted during its marketing phase and will be limited to the number purchased.

Private Sale (PS) and Presale Exclusives (PE) Unique artwork made available for a limited time to a select group of people.

Promotional Exclusives (PR) Unique artwork printed in limited volume for giveaways and airdrops.

Founder's Run (FR) Special print runs of Collection One to provide incentives for crucial ecosystem players.

Printing specifications will differentiate these NFTs from Collection One.

COLLECTION ONE

The first product to be made available to the public via tenshigirl.io is Collection One (C1): Knights of the Veil.

Fifty trading cards in the anime style of attractive, powerful female characters in five levels of scarcity. 15 Common, 12 Uncommon, 10 Rare, 8 Exotic, and 5 Legendary. A few secret Himitsu cards will be made available during exclusive offerings.

The Collection will be algorithmically sorted into six-packs, and evenly distributed by scarcity while ensuring at least one Rare drop in each pack. Upon initiation of the smart contracts, a True Random Number Generator (TRNG) will randomize pack order.

Assigning Character statistics randomly, within a range dependent upon card scarcity, means every card will be unique.

TenshiGirl.io

We are selecting HTML5 and CSS3 for site design. It is well tested, ports easily to other environments, and will allow us to inexpensively delegate design and updates.

Once the site is available to the public, NFTs may be attained in two ways.

Swap

One Tenshi Coin may be swapped at TenshiGirl for six NFTs from Collection One. About 39,800 packs will be made available. Smart contract functionality will burn all swapped Tenshi Coin upon use.

One Tenshi

Six NFTs

Burn

Odds

Each 6-pack contains at least 1 Rare or better

- ✦ Common - 50.3%
- ✦ Uncommon - 30.2%
- ✦ Rare - 13.4%
- ✦ Exotic - 5.3%
- ✦ Legendary - 0.8%

Burning Tokens

All ERC20 Tenshi are burned after completing their Swap.

Burned tokens are removed from circulation.

Random Draw

30% of Collection One will be used as a Random Reserve of individual cards sorted by scarcity. Ethereum may be swapped for a random card from any level of scarcity at market value while supplies last.

Ethereum

Random Draw

~ Opening price *

- ✦ Common - .0004
- ✦ Uncommon - .006
- ✦ Rare - .0014
- ✦ Exotic - .0036
- ✦ Legendary - .01917

* ~ 4000USD/Eth

Random Reserve

Sorted into five stacks by scarcity

Upon sorting, each stack is randomized (TRNG) and loaded into a Vault supporting First-in-Last-Out (FILO).

Each purchase releases the next card in the stack.

Core Technology

We anticipate three required technologies to complete our Private and Presale. We will also employ a Liquidity Pool and Pricing Oracle to support our Go Live day infrastructure.

Private Sale

We have greatly limited our Private Sale Hard Cap and selected a peer-to-peer, invite-only model, eschewing the time and expense of developing, testing, and auditing a one-time use smart contract.

In the interest of participant confidence, the Founder and Co-owner Xero will provide Know-Your-Client (KYC) data to an appropriate third party before the Private Sale. We will also utilize a multisig wallet in cooperation with the third-party development team.

Presale Technology

The Consecutive Transfer Function will significantly reduce minting costs of NFT generation and thus ease the barrier to entry for new crypto buyers. As the price of Ethereum continues to increase, gas and minting expenses have become prohibitive to casual crypto-enthusiasts.

Our presale model requires two ERC standards. Our exchangeable Tenshi Coin will use ERC20, and our tradable NFT will use the ERC721 standard.

In the interest of participant confidence, we will use an audited, multisig contract to complete the Public Presale and establish the initial Tenshi liquidity pool.

Go Live requirements

Past the Presale, we will complete the sourcing and production of Collection One artwork. Our goal is to complete this process within four calendar months.

We will integrate the Swap and Random Draw web3 functions allowing users to obtain NFTs from our site.

Pricing Oracle

A Pricing Oracle will assign the Random Drop price in Ethereum based on current value of Tenshi at the Tenshi / Eth Uniswap liquidity pool, adjusted for level of scarcity. One Random Draw for a Rare card will be priced in Eth at 115% of the value of one Tenshi at Uniswap.

Pricing Oracle → **Tenshi / Eth Pool** → **Random Draw**
115% of Tenshi value adjusted by level of scarcity

Though Tenshi prices will likely increase in the Uniswap liquidity pool, it will always be less expensive to buy a Tenshi Coin, exchangeable for a 6-pack with at least one Rare or better than it, than it will be to purchase one Rare Random Draw.

Random Draw prices for Common, Uncommon, Exotic, and Legendary cards will be adjusted by scarcity. Coupled with burning all swapped Tenshi Coin, users should be motivated to exchange using the Liquidity Pool.

TECHNOLOGY CANDIDATES

Other available technologies to increase NFT value, improve user experience, incentivize the player community, and speed adoption are under consideration. Current candidates include:

- Royalties
- Standard Bounties
- Staking / Liquidity
- Altcoin Payment Options

- Multi-token NFTs
- Layer 2 Scaling
- NFT Indexes
- IPFS / SWARM / Lossless

GAME PLAY

GAME PLAY TECHNOLOGY

Initial game play will be a 2D environment using HTML5, CSS3, and javascript. This will allow us to provide entertaining graphics and sounds while keeping the development requirements minimal.

CHARACTERS

Characters are divided by Scarcity, Faction, and Element, as denoted by card graphics. Each character will have a name, image, character description, and class description. We will test the advantages of *bishoujo* game play with the introduction of personality characteristics in the form of Attitude and Temperament.

Character statistics include:

- Energy
- Health
- Class Offensive
- Class Defensive

- Attack Style
- Defense Style
- Magic style
- Strong Against

- Weak Against

Every NFT is unique and can be improved with game play!

COMBAT

Holders of any TenshiGirl NFT may engage in combat. Each combat uses a portion of the NFTs daily Energy. Game play will include PvE and PvP.

- Melee: One vs. One
- Trial: One vs. Many

- Arena: Team vs. Team
- Brawl: Free for All

These mechanics provide a unique opportunity to NFT collectors; primary stats improve with use. When three of the six statistics increase to the next level of scarcity, the card will 'level.' This means NFT Scarcity may be improved, allowing Common cards to reach Legendary status with enough experience. Leveling updates the NFTs Frame and Element graphics.

TOKENOMICS

Total Supply 85,000 Tenshi

Circulating Supply 60,000 Tenshi

Locked Reserves 15,000 Tenshi

Uniswap Liquidity 56,000 Tenshi / ~70 Eth

Airdrop 1,000 NFTs

Private Sale

Token supply 1,500 Tenshi
1 Private Exclusive NFT

Public Presale

Token supply 2,500 Tenshi
5 Tiers: 1-5 Presale Exclusive NFTs

MARKETING & DEVELOPMENT

9,000 Tenshi (60%) 80% lock with 50% released at 3 months, 50% released at 6 months

TEAM ROLES & FULFILLMENT

6,000 Tenshi (40%to team) 90% lock, 20% of vested unlocked every month until fully released

PRIVATE SALE

Invite Only, Peer-to-peer, Owner KYC, Multisig Wallet

Hardcap 150

Max Himitsu NFTs 50

Total supply 1,500 Tenshi

PRIVATE PRICING

Tier 1: 1 Private Exclusive NFT and 50 Tenshi - 5.0 Eth

PUBLIC PRESALE

Public Sale, Audited Multisig Smart Contract, Liquidity Locking

Hardcap 500

Max Himitsu NFTs created 55

Total supply 2,500 Tenshi

PRESALE PRICING

Six exclusive NFTs will be selected for the Presale. These are not members of Collection One.

Tier 1: 1 Common NFT and 1 Tenshi - 0.1 Eth

Tier 2: 1 Common, 1 Uncommon NFT and 5 Tenshi - 0.5 Eth

Tier 3: 1 Common, 1 Uncommon, 1 Rare NFT and 10 Tenshi - 1.0 Eth

Tier 4: 1 Common, 1 Uncommon, 1 Rare, 1 Exotic NFT and 30 Tenshi - 5.0 Eth

Tier 5: 1 Common, 1 Uncommon, 1 Rare, 1 Exotic, 1 Legendary, 1 Himitsu NFT and 50 Tenshi - 10.0 Eth

Policy to Use Funds

Private Distribution

- Marketing: 40%
- Development: 20%
- Team Roles: 35%
- Extraneous: 5%

Presale Distribution

- Development: 20%
- Marketing: 20%
- Artists: 20%
- Team Roles: 35%
- Extraneous: 5%

Roadmap 2021

Steps along the roadmap are subject to change. Improvements to gaming mechanics and technology upgrades will be tested for feasibility, balance, and market impact before adoption.

Private Sale

Influencer Marketing

Public Presale

Swap and Random Draw

Game Play Mechanics

Artist Marketing

Finders Fees / Bounties

Go Live

Collection One Released

Royalties

Collection Two Released

Leveling / Faction Changes

Collection Three Released

Multi-token Adoption

Collection Four Released

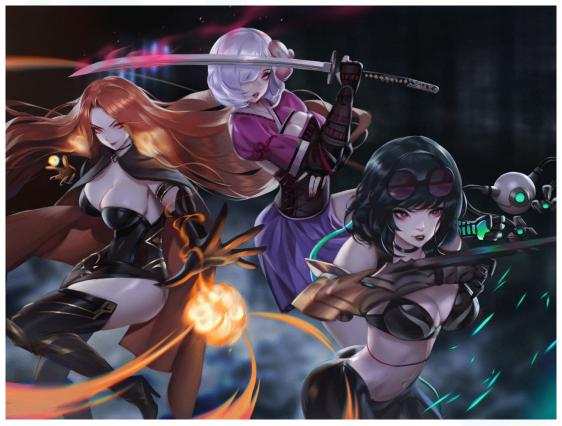Third-Party Integration

In Closing

From the team,

Thank you for your interest in TenshiGirl.

We will provide many ways to participate in the Tenshiverse community in the coming months. Card traders and collectible enthusiasts, casual gamers, anime and fantasy fans, Ethereum backers and NFT hodlers, established digital artists with influence and upcoming anime talent, and fans of our artists all have a place in the ecosphere.

Be sure to sign up and share in the value of our platform.

We'll see you online!

Xero, guyinthetie, 3stars

Three factions fight for control of Vestrian. The Shining League, the Fallen Ones, and the Grey Watchers.

Find us online

https://tenshigirl.io

Instagram - https://www.instagram.com/tenshi_nft/

Twitter - https://twitter.com/tenshi_nft

Telegram - https://t.me/tenshiverse

Medium - https://tenshigirl.medium.com