

TOKENOMICS UTALLITY



Dual Token Economy

Diego Maradona Token (DM10)

The DM10 token serves as the backbone of the ecosystem, facilitating crucial economic and governance functions. It is used for in-game purchases, such as characters and exclusive NFTs, staking for rewards, and paying transaction fees. Holders of DM10 will also participate in governance decisions through the DAO, influencing the platform's development and policies.



Goal token (GT)

The Goal Token is primarily geared towards enhancing the gaming experience through a play-to-earn model. Players earn Goal tokens by participating in games and completing quests, which can then be used to purchase ingame items or traded in the secondary market. This token can also be used to pay for entry fees in special game events and competitions. Furthermore, it offers players a mechanism for Season leaderboard tracking, season active participation and loyalty within the platform.



IN-GAME PURCHASES

Players and collectors can use DM10 tokens to buy characters, skins, boosters, and other in-game assets. This can include Memory NFTs related to Maradona, enhancing the gaming experience or the value of collections.

MEMORIES

Creation & Minting memories created by community members will be minted using DM10 token, creating a circular dynamic that favors the internal ecosystem.

STAKING

DM10 tokens may be staked within the platform to earn rewards, which could include more DM10 tokens or special access to limited edition NFTs and other in-game assets. Staking helps secure the network while incentivizing long-term holding.

GOVERNANCE

Holding and Staking DM10 tokens will grant users the right to participate in governance decisions through the DAO, influencing the direction of game development, feature additions, and changes within the ecosystem.

UTILITY OF DM10

UTILITY OF GT

REWARD MECHANISM

Players earn Goal tokens through gameplay, such as completing daily quests or achieving certain milestones within the game. This play-to-earn aspect motivates gameplay profitability.

MARKETPLACE ALTERNATIVE CURRENCY

The Goal Token can be used as a currency only within the secondary market to purchase Ingame NFTs or Boosters, enabling a vibrant trade environment within the community.

ENTRY FEES FOR EVENTS

Goal tokens might be required as entry fees for special in-game events or competitions, creating a use case that drives demand and circulates the token within the ecosystem.

CONVERSION TO DM10

Players may have the option to convert Goal tokens into DM10 tokens, which can then be used for staking or governance, linking the two tokens within a unified economic model.





ECOSYSTEM

18 million tokens

To foster growth through in-game rewards 10%, and Marketing 8%. Tokens are locked for 90 days and released as per the needs of new partnerships and ecosystem developments.



AIRDROP

2 million tokens

For tap to earn and early community members that participate on the community activities.



PARTNERSHIP

50 million tokens

Vesting over 1 year with a 6-month cliff, reward early guidance, value invested and strategic advice.



TREASURY

15 million tokens

Used for initial ecosystem incentives, offline activities, and community activations once the DAO is deployed, locked for 3 months and vested over 5 years.



TEAM AND FOUNDERS

15 million tokens

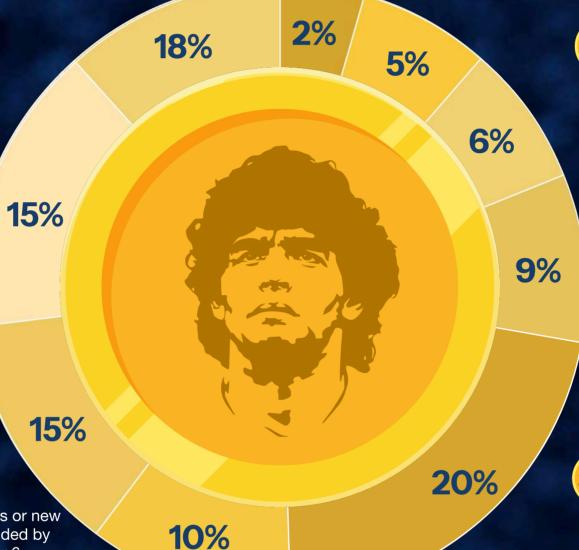
Vesting over 2 years after a 1-year cliff to ensure the team remains motivated and committed to the project's long-term success.



HOLDBACK

10 million tokens

Held for unforeseen circumstances or new opportunities, with the usage decided by community governance. locked for 6 months.



PRIVATE SALE 6 million tokens

Vesting over 1 year with a 1-year cliff to ensure Investor remains committed to the project's Mid-term.

LIQUIDITY, STAKING **AND LISTING**

9 million tokens

Partially distributed at the TGE and in subsequent dates to ensure the proper functioning of the order book and to incentivize market participation.

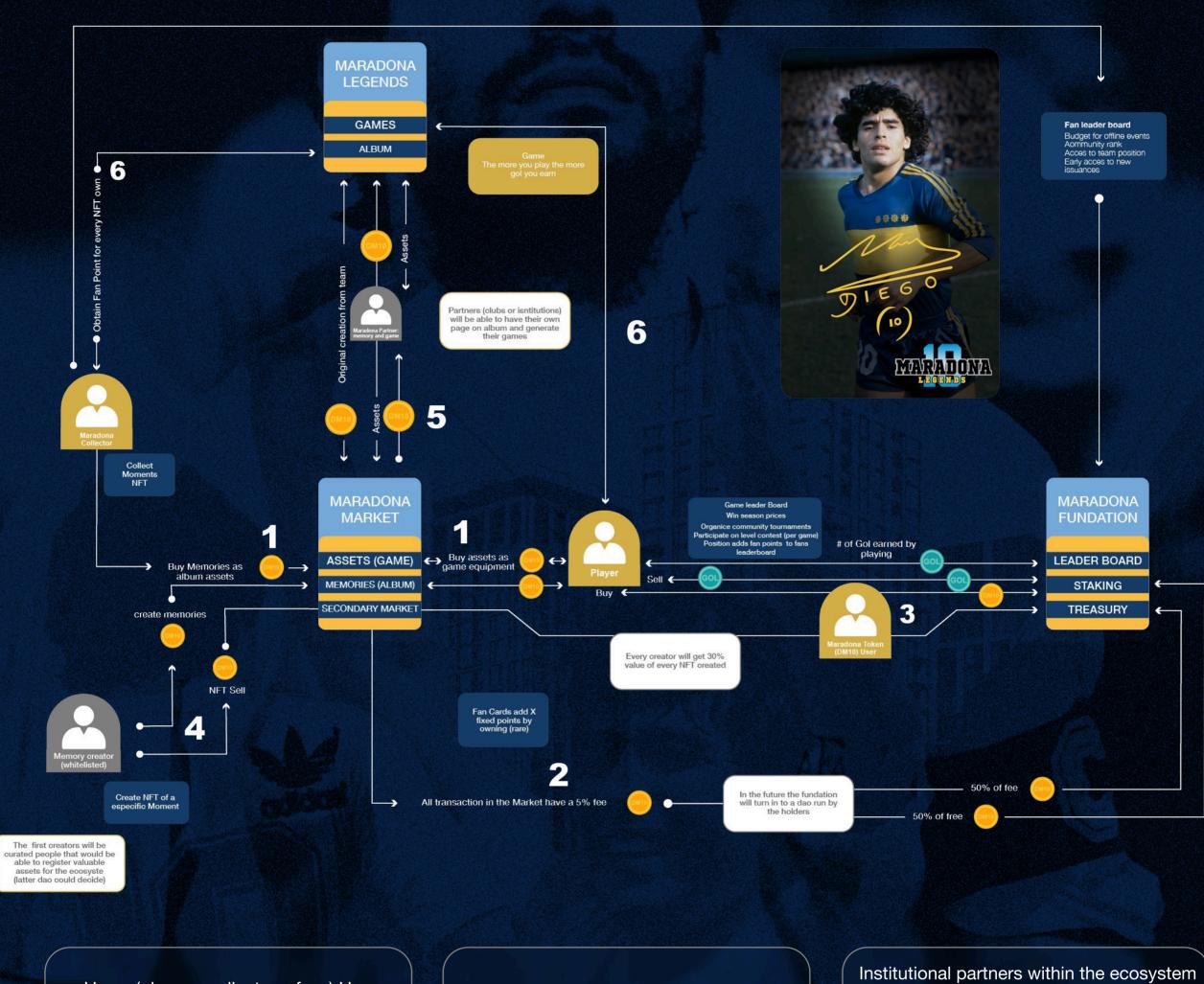
20%

PUBLIC SALES

20 million tokens

Available for purchase by the general public to kickstart participation.





Users (players, collectors, fans) Uses DM10 to buy assets or memories on the market (primary or secondary)

treasury for Grants and staking rewards.

DM10 and NFT could be staked to earn DM10 or Gol Token, this is the Catalyst for assets scarsity.

Institutional partners within the ecosystem will have the opportunity to create their own moments, adding value and sharing their Maradona stories. This will enable them to generate DM10 tokens.

Protocol takes 5% of every transaction and splits 50/50 those revenues into

Memory creators could use DM10 to create Memories NFTS of specific Moments and sell them on the market. place (primary market or royalties for secondary).

Players get their goal token earned registered on the leaderboard to claim their rewards and Collectors do the same with their Fan points own.



COMMUNITY adidas

Email: Pedro@maradonalengeds.com www.maradonalegends.com







