



TWIN TOWER CITY WHITE PAPER

VERSION 1.0
24 FEB 2023

CONTENTS



INTRODUCTION	03
CARD DESIGN	04
BATTLE CARDS	05
ARMY CARDS	06
WARRIOR CARDS	07
ENVIRONMENTS	08
WARRIORS	09
ITEMS	10
GAMEPLAY	11
TOKENOMICS	20
FAN FICTION	24
ROADMAP	25
DISCLAIMER	26
THANK YOU	27

INTRODUCTION



Twin Tower City is a digital collectible NFT trading card game on the Polygon blockchain.

The year is 2023. War rages in another world. The Forces of Light led by Don Triumph face a sinister Dark Cabal. In Twin Tower City, dominated by the imposing Triumph Tower, the Patriots make their final stand. Here and now, on the precipice of destruction, they must find the will to overcome an entrenched 6000-year-old enemy.

Twin Tower City includes 19,700 unique NFT trading cards depicting individual battles between the Forces of Light and the Forces of Darkness. Each card features an original landscape, one of seventeen Patriot Warriors, and one of seventeen Cabal Warriors. Each Warrior wields one of seventeen Light or Dark Items.

Each card also includes a quotation from either The Bible, The Constitution of the United States, or The Patriot Intelligence Board.

Warriors and Items have Power ratings, and different landscapes confer benefits to one side or the other. Thus, every card depicts a unique battle. Players can combine their cards into decks and compete with other players for fun, or for profit (by staking cryptocurrency or their own cards).

Twin Tower City was inspired by the success of President Trump's recent NFT trading cards. We aim to improve upon that release by building a compelling story and game around these cards, helping to awaken a wider audience to certain global themes and individuals who, until recently, were shrouded in shadow.

Card tokenomics have been carefully designed to create long-term interest and value in this NFT collection, and 10% of all funds raised will be donated to independent truth tellers in the community who have spent the past few years working tirelessly to help awaken the sleeping public.

Twin Tower City is a new type of NFT that transcends traditional NFT categories. It combines the best elements of digital collectibles, trading cards, playing cards, online gaming, stunning digital artwork, and powerful storytelling.



CARD DESIGN



The Twin Tower City NFT collection consists of 19,700 cards.

All cards are full color with dimensions of 1000x1000 pixels.

All artwork is original. No stock photos.

- 17,000 Battle Cards. All unique. Randomly generated.
- 1700 Army Cards. All unique. Randomly generated.
- 170 Single Warrior Cards. Full-card images of the Dark and Light warriors in various poses. Four copies of each card, for a total of 680 cards.
- 17 Single Dark Item Cards. Five copies of each card, for a total of 85 cards.
- 17 Single Light Item Cards. Five copies of each card, for a total of 85 cards.
- 17 Multi Environment Cards. 17 copies of this one card.
- 17 Multi Light Warrior Cards. 17 copies of this one card.
- 17 Multi Dark Warrior Cards. 17 copies of this one card.
- 17 Multi Light Item Cards. 17 copies of this one card.
- 17 Multi Dark Item Cards. 17 copies of this one card.
- 17 Map Cards. 17 copies of this one card.
- 17 Rules Cards (Page 1). 17 copies of this one card.
- 17 Rules Cards (Page 2). 17 copies of this one card.
- 14 One-of-One Unique Cards. A very rare set of unique cards. Details will only be made public when these cards are minted.

Total $17000+1700+680+85+85+17+17+17+17+17+17+17+17+14=19700$ cards.

The Battle Cards, Army Cards, and Single Warrior Cards are described in more detail on the following pages.

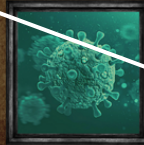
BATTLE CARDS



TWIN TOWER CITY: CITYSCAPE EAST



What CITY was Epstein arrested in?
NYC? 5:5? Watch CA.
— 3418



This Battle Card depicts **Don Triumph** (Power 9) wielding **The Constitution** (Power 8) against **Pedro Peter** (Power 4) wielding the **Virus** (Power 6).

Don Triumph is weak to this particular Dark Item, conferring an additional +5 to the Dark Side.

The environment (**Cityscape**) confers +3 to the Light Side.

A quotation from either The Bible, The US Constitution, or The Patriot Intelligence Board

TWIN TOWER CITY: DUMB NORTH EAST



And many of them that sleep in the dust of the earth shall awake, some to everlasting life, and some to shame and everlasting contempt.
— Daniel 12:2



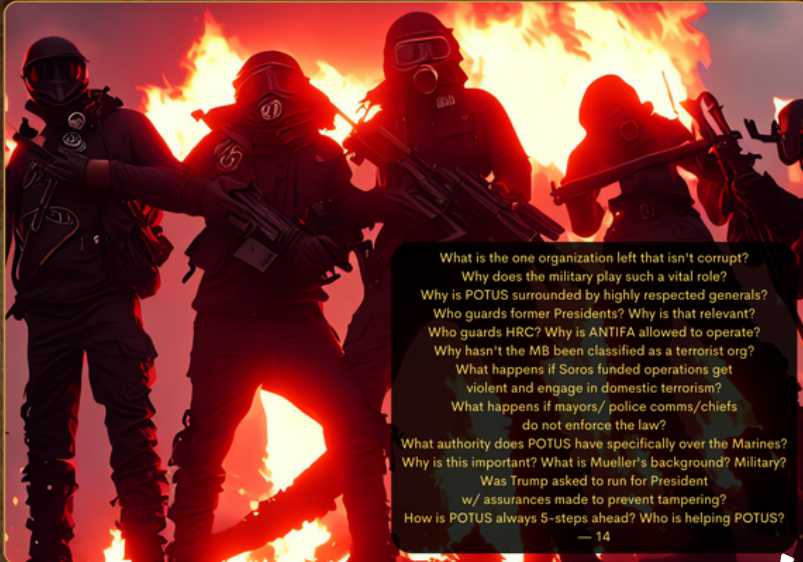
This Battle Card depicts **Patriot Anon** (Power 4) wielding the **X22 Missile** (Power 5) against **Blamtifa Thug** (Power 3) wielding the **Muzzle** (Power 5).

The environment (**Deep Underground Military Base**) confers +3 to the Dark Side.

ARMY CARDS



TWIN TOWER CITY: CABAL ARMY B



This is a Cabal Army Card.

It depicts five randomly selected Dark Warriors.

By playing this card, the player may choose to replace either one or two of their own Warriors already on the table, with any one or two of the five Warriors depicted on the Army Card.

This tactic can be used to gain bonuses from a player's own Items, nullify bonuses from their opponent's Items, or rectify a situation where two identical Warriors are on the board

TWIN TOWER CITY: PATRIOT ARMY I



A quotation from either The Bible, The US Constitution, or The Patriot Intelligence Board

This is a Patriot Army Card.

It depicts five randomly selected Light Warriors.

Playing an Army Card will not always be advantageous.

Sometimes it will be better to play a regular Battle Card, or a Warrior Card.

WARRIOR CARDS



A Warrior Card depicts a leveled-up version of a single Dark or Light Warrior.

This Dark Warrior Card depicts Crooked Level 10 (this is not even Crooked's Final Form).

Single Warrior Cards are more rare than Battle Cards and Army Cards.

During gameplay, these cards are reserved for key battles. They add the pictured Warrior's normal Power Value, plus their Level.

Crooked has a base Power of 7, so Crooked Level 10 has a Power of $7+10=17$.



This Light Warrior Card depicts Don Triumph Level 9.

Don Triumph has a base Power of 9, so Don Triumph Level 9 has a Power of $9+9=18$.

Most Warriors have only a few levels, but others have many levels.

ENVIRONMENTS



Twin Tower City Battle Cards are randomly generated. Each card depicts one of 17 Dark or Light Environments, one of 17 Light Warriors wielding one of 17 Light Items, and one of 17 Dark Warriors wielding one of 17 Dark Items.

The 17 Environments range from soaring cityscapes, to inner city slums, spectacular forests, mountains, and oceans. Environments confer a Dark (D) or Light (L) Power bonus to each battle.

Each of the 17 Environments includes 8+ locations, for a total of 136+ unique battlegrounds. All artwork is 100% original. No stock images are used.

TWIN TOWER CITY: ENVIRONMENTS

	Cityscapes - Bonus +1L - Rarity 10% The soaring towers of Twin Tower City, where the brave Patriots make their final stand.		D.U.M.B. - Bonus +3D - Rarity 5% In deep underground bases, Cabal scientists perform horrific medical experiments.
	Streetscapes - Bonus +1L - Rarity 9% The bustling streets are home to millions of patriots, gradually awakening to the truth.		A..... - Bonus +3L - Rarity 5% To be revealed upon minting...
	Peekaboo Slums - Bonus +2D - Rarity 9% Once a vibrant harborside suburb, now transformed into a dangerous slum.		L..... - Bonus+2L - Rarity 4% To be revealed upon minting...
	Comey Island - Bonus +3D - Rarity 8% Fire and destruction blight the beaches of Comey Island, a landing zone for the Cabal.		S.... .. - Bonus +3L - Rarity 4% To be revealed upon minting...
	Seneca Park - Bonus +2L - Rarity 8% Once a serene oasis in the midst of the city, now Seneca Park is home to machines of war.		S..... .. - Bonus +2D - Rarity 3% To be revealed upon minting...
	Subway - Bonus +3D - Rarity 7% The Twin Tower City subway system is a frequent target of Cabal attacks.		U..... - Bonus +2L - Rarity 3% To be revealed upon minting...
	Drackonidas - Bonus +2L - Rarity 7% North of the city, the Patriots deliver a stream of reinforcements over steep mountain ranges.		I..... - Bonus +4D - Rarity 2% To be revealed upon minting...
	Dark Camp - Bonus +3D - Rarity 6% Evil minions of the Cabal camp on the outskirts of Twin Tower City, preparing an onslaught.		P..... - Bonus +4L - Rarity 1% To be revealed upon minting...
	Snowfields - Bonus +2L - Rarity 6% Even in the depths of winter, battle rages between the forces of Darkness and Light.		

Twin Tower City includes 17,000 randomly generated battle cards. Each battle card depicts an original landscape image where the Forces of Light face the Forces of Darkness. There are 17 environments and 8+ locations per environment for a total of 136+ unique locations. Each environment confers a Bonus to either the Dark side (+D) or the Light side (+L).

WARRIORS



TWIN TOWER CITY: DARK WARRIORS

	Blamtifa Thug - Power 3 - Rarity 13% Preferred Item: Blue Pill Weakness: AR-15		Crooked - Power 7 - Rarity 5% Preferred Item: A..... Weakness: D.....
	The Hunted - Power 4 - Rarity 9% Preferred Item: Cracked Pipe Weakness: X22 Missile		Renegade - Power 7 - Rarity 5% Preferred Item: Big Mike Weakness: The Storm
	Pedro Peter - Power 4 - Rarity 9% Preferred Item: Muzzle Weakness: The Constitution		K.... - Power 8 - Rarity 4% Preferred Item: A..... Weakness: P....
	Pencilneck - Power 4 - Rarity 8% Preferred Item: Watermelon Weakness: Memetic Warfare		T.. E..... - Power 8 - Rarity 4% Preferred Item: E... .. Weakness: I.....
	Crazy Vodka - Power 5 - Rarity 8% Preferred Item: False Flag Weakness: Gavel		R..... - Power 8 - Rarity 3% Preferred Item: E... .. Weakness: P.....
	Hyena - Power 5 - Rarity 7% Preferred Item: Propaganda Weakness: T....		A..... - Power 8 - Rarity 3% Preferred Item: S..... C..... Weakness: Holy Bible
	T.. N.... - Power 6 - Rarity 7% Preferred Item: Bioweapon Weakness: AWK Bomb		B..... - Power 9 - Rarity 2% Preferred Item: P..... Weakness: A.....
	Doctor Sickie - Power 6 - Rarity 6% Preferred Item: Virus Weakness: Red Pill		M..... - Power 9 - Rarity 1% Preferred Item: M... .. Weakness: W... ..
	T.. I..... - Power 7 - Rarity 6% Preferred Item: P..... Weakness: Pillow	<small>Twin Tower City has 17,000 randomly generated battle cards. Each card depicts one of 17 Light Warriors wielding one of 17 Light Items. Each card also depicts one of 17 Dark Warriors wielding one of 17 Dark Items. Each Warrior and Item has a Power Value ranging from 3 (weak) to 9 (strong) and a Rarity Value from 17% (common) to 1% (rare). Weaker Warriors are common. Stronger Warriors are rare.</small>	

These tables list the Dark and Light Warriors.

Some names and images will not be fully revealed until the NFTs are minted.

All characters are fictional.

Any similarity to real persons is purely coincidental.

The forces of Darkness and Light are reasonably balanced.

The forces of Light have some slightly stronger Warriors and Items than the forces of Darkness, but they are also slightly rarer, so overall the forces are roughly equal in power, for balanced games.

The rules are explained in more detail in the Gameplay section of this document.

TWIN TOWER CITY: LIGHT WARRIORS

	Patriot Anon - Power 4 - Rarity 17% Preferred Item: Red Pill Weakness: Blue Pill		H..... - Power 7 - Rarity 5% Preferred Item: The Constitution Weakness: Muzzle
	Kenosha Kid - Power 4 - Rarity 8% Preferred Item: AR-15 Weakness: False Flag		S..... - Power 7 - Rarity 5% Preferred Item: X22 Missile Weakness: E... ..
	T..... - Power 4 - Rarity 8% Preferred Item: H... .. Weakness: Bioweapon		L... .. - Power 7 - Rarity 5% Preferred Item: AWK Bomb Weakness: E... ..
	Pillowman - Power 5 - Rarity 7% Preferred Item: Pillow Weakness: Watermelon		T... .. - Power 8 - Rarity 4% Preferred Item: P... .. Weakness: S... ..
	Lady Triumph - Power 5 - Rarity 7% Preferred Item: P..... Weakness: Big Mike		T... .. - Power 8 - Rarity 4% Preferred Item: D..... Weakness: Propaganda
	Baron Triumph - Power 6 - Rarity 6% Preferred Item: Ingersoll Weakness: A.....		Don Triumph - Power 9 - Rarity 3% Preferred Item: T... .. Weakness: Virus
	Junior Triumph - Power 6 - Rarity 6% Preferred Item: Memetic Warfare Weakness: Cracked Pipe		T... .. - Power 10 - Rarity 2% Preferred Item: A... .. Weakness: P.....
	Leon Dusk - Power 6 - Rarity 6% Preferred Item: T.... Weakness: P.....		T... .. - Power 10 - Rarity 1% Preferred Item: W... .. Weakness: M... ..
	T... .. - Power 6 - Rarity 6% Preferred Item: Gavel Weakness: A.....	<small>Twin Tower City has 17,000 randomly generated battle cards. Each card depicts one of 17 Light Warriors wielding one of 17 Light Items. Each card also depicts one of 17 Dark Warriors wielding one of 17 Dark Items. Each Warrior and Item has a Power Value ranging from 3 (weak) to 9 (strong) and a Rarity Value from 17% (common) to 1% (rare). Weaker Warriors are common. Stronger Warriors are rare.</small>	

ITEMS



TWIN TOWER CITY: DARK ITEMS

	Watermelon - Power 1 - Rarity 9% Bonus +5 Pencilneck Bonus +5 vs The Pillowman		Virus - Power 6 - Rarity 6% Bonus +5 Doctor Sickle Bonus +5 vs Don Triumph
	Cracked Pipe - Power 2 - Rarity 8% Bonus +5 The Hunted Bonus +5 vs Junior Triumph		Propaganda - Power 6 - Rarity 6% Bonus +5 H.... Bonus +5 vs T... ..
	Blue Pill - Power 3 - Rarity 8% Bonus +5 Blamtifa Thug Bonus +5 vs Patriot Anon		A..... - Power 7 - Rarity 6% Bonus +5 K.... Bonus +5 vs Baron Triumph
	False Flag - Power 3 - Rarity 8% Bonus +5 Crazy Vodka Bonus +5 vs Kenosha Kid		S..... - Power 7 - Rarity 5% Bonus +5 A..... Bonus +5 vs T... ..
	Big Mike - Power 4 - Rarity 7% Bonus +5 Renegade Bonus +5 vs Lady Triumph		E... .. - Power 8 - Rarity 4% Bonus +5 R..... Bonus +5 vs S.....
	P..... - Power 5 - Rarity 7% Bonus +5 T... .. Bonus +5 vs L... ..		E... .. - Power 8 - Rarity 3% Bonus +5 T... .. Bonus +5 vs I... ..
	Muzzle - Power 5 - Rarity 7% Bonus +5 Pedro Peter Bonus +5 vs H.....		P..... - Power 8 - Rarity 2% Bonus +5 B..... Bonus +5 vs T... ..
	A..... - Power 6 - Rarity 7% Bonus +5 Crooked Bonus +5 vs T... ..		M... .. - Power 9 - Rarity 1% Bonus +5 M..... Bonus +5 vs T... ..
	Bioweapon - Power 6 - Rarity 3% Bonus +5 T... .. Bonus +5 vs T... ..		

Each Dark Item gains +5 Power Bonus when wielded by the named Dark Warrior. Each Dark Item also gains +5 Power Bonus when wielded against the named Light Warrior.

Items gain Bonus Power when wielded by a specific Warrior.

For example, the **False Flag** Item gains a +5 Bonus if wielded by **Crazy Vodka**.

The **Big Mike** Item gains a +5 Bonus if wielded by **Renegade**.

The **Muzzle** Item gains a +5 Bonus if wielded by **Pedro Peter**.

Items also gain a Bonus when used against a specific foe.

For example, the **Virus** Item gains a +5 Bonus if wielded against **Don Triumph**.

If the **Virus** Item is wielded by **Doctor Sickle** against **Don Triumph**, then it gains a +10 Bonus (+5 for the specific wielder and +5 against the specific foe).

TWIN TOWER CITY: LIGHT ITEMS

	AR-15 - Power 1 - Rarity 9% Bonus +5 Kenosha Kid Bonus +5 vs Blamtifa Thug		Gavel - Power 6 - Rarity 6% Bonus +5 T... .. Bonus +5 vs Crazy Vodka
	Pillow - Power 2 - Rarity 8% Bonus +5 Pillowman Bonus +5 vs T... ..		D..... - Power 7 - Rarity 6% Bonus +5 T... .. Bonus +5 vs Crooked
	Red Pill - Power 3 - Rarity 8% Bonus +5 Patriot Anon Bonus +5 vs Doctor Sickle		T... .. - Power 7 - Rarity 6% Bonus +5 Don Triumph Bonus +5 vs Renegade
	Ingersoll - Power 4 - Rarity 8% Bonus +5 Baron Triumph Bonus +5 vs T... ..		The Constitution - Power 8 - Rarity 5% Bonus +5 H.... Bonus +5 vs Pedro Peter
	T.... - Power 4 - Rarity 7% Bonus +5 Leon Dusk Bonus +5 vs Hyena		P..... - Power 8 - Rarity 4% Bonus +5 Lady Triumph Bonus +5 vs R.....
	AWK Bomb - Power 5 - Rarity 7% Bonus +5 I... .. Bonus +5 vs T... ..		H... .. - Power 9 - Rarity 3% Bonus +5 T... .. Bonus +5 vs A.....
	X22 Missile - Power 5 - Rarity 7% Bonus +5 S..... Bonus +5 vs The Hunted		A..... - Power 9 - Rarity 2% Bonus +5 T... .. Bonus +5 vs B.....
	Memetic Warfare - Power 5 - Rarity 7% Bonus +5 Junior Triumph Bonus +5 vs Pencilneck		W... .. - Power 10 - Rarity 1% Bonus +5 T... .. Bonus +5 vs M.....
	P... - Power 6 - Rarity 6% Bonus +5 T... .. Bonus +5 vs K....		

Each Light Item gains +5 Power Bonus when wielded by the named Light Warrior. Each Light Item also gains +5 Power Bonus when wielded against the named Dark Warrior.

GAMEPLAY 1



Twin Tower City is a two-player or team-based card game. It's a game of skill, strategy, and luck.

One side plays the Forces of Light (The Patriots). The other side plays the Forces of Darkness (The Cabal).

A Twin Tower City card deck consists of 80 cards (50 Battle Cards, 10 Dark Army Cards, 5 Dark Warrior Cards, 10 Light Army Cards, 5 Light Warrior Cards).

Games are played in rounds of five battles. Before the game, each player draws 17 random cards from the deck, as follows:

- The 50 Battle Cards are shuffled. 13 random cards are drawn for each player.
- The 10 Dark Army Cards are shuffled. 3 random cards are drawn for the Dark player.
- The 5 Dark Warrior Cards are shuffled. 1 random card is drawn for the Dark player.
- The 10 Light Army Cards are shuffled. 3 random cards are drawn for the Light player.
- The 5 Light Warrior Cards are shuffled. 1 random card is drawn for the Light player.

Each player begins with 17 randomly drawn cards
(13 Battle Cards, 3 Army Cards, 1 Warrior Card)

Before looking at their cards, each player deals
five Battle Cards face down on the table

After these five cards have been placed, the players
may look at the remaining 12 cards in their hand

Dark Player

Round 1	Round 2	Round 3	Round 4	Round 5
TWIN TOWER CITY	TWIN TOWER CITY	TWIN TOWER CITY	TWIN TOWER CITY	TWIN TOWER CITY
TWIN TOWER CITY	TWIN TOWER CITY	TWIN TOWER CITY	TWIN TOWER CITY	TWIN TOWER CITY

Light Player

Before looking at any of their drawn cards, each player deals five Battle Cards from the top of their hand, face down, and facing the other player's five Battle Cards, as shown.

These pairs of Battle Cards represent the starting position for each of the five rounds.

The players are now free to look at their remaining cards.

GAMEPLAY 2



BEGIN ROUND ONE BY FLIPPING THE FIRST PAIR OF BATTLE CARDS

The Dark player flips a card in D.U.M.B. North East (Dark Environment, Power 3)

The Light player flips a card in Cityscape East (Light Environment, Power 1)

Combined, the cards depict the following Dark Warriors and Dark Items:

- Patriot Anon (Light Warrior, Power 4). Don Triumph (Light Warrior, Power 9).
- X22 Missile (Light Item, Power 5). The Constitution (Light Item, Power 8).
- Blamtifa Thug (Dark Warrior, Power 3). Pedro Peter (Dark Warrior, Power 4).
- Muzzle (Dark Item, Power 5 + 5 Bonus, as this is Pedro Peter's preferred Item).
- Virus (Dark Item, Power 6 + 5 Bonus, as Don Triumph is weak to this Item).

Total Light Power = $1+4+9+5+8 = 27$. Total Dark Power = $3+3+4+5+5+6+5 = 31$

At this stage, the Forces of Darkness are in the lead.



During each round, each player will play two cards in addition to the card already played. This means three cards are played per player per round.

At the end, after five rounds, 15 of each player's 17 drawn cards will have been played, and two cards per player will remain unplayed.

The objective is to win the round by playing three cards that have a combined Power value greater than the Power of the opponent's three cards.

GAMEPLAY 3



CONTINUE ROUND ONE BY PLAYING A SECOND PAIR OF BATTLE CARDS

The players toss a coin and the Dark player resolves to play first. The Dark player selects from his hand a card in Subway North. Then the Light player selects from his hand a card in Snowfields North West. Combined, the cards on the board now depict the following:

- Environments: Cityscape (P1). Snowfields (P2). D.U.M.B (P3). Subway (P3).
- Light Warriors: Patriot Anon (P4). Don Triumph (P9). Lady Triumph (P5). Kenosha Kid (P4).
- Light Items: X22 Missile (P5). The Constitution (P8). Red Pill (P3+5, as this is Patriot Anon's preferred Item). AR-15 (P1+5+5, as this is Kenosha Kid's preferred Item, and also Blamtifa Thug is weak to this Item).
- Dark Warriors: Blamtifa Thug (P3). Pedro Peter (P4). Renegade (P7). Crooked (P7).
- Dark Items: Muzzle (P5+5). Virus (P6+5). Bioweapon (P6). False Flag (P3+5, as Kenosh Kid is weak to this Item).

Total Light Power = $1+2+4+9+5+4+5+8+3+5+1+5+5 = 57$

Total Dark Power = $3+3+3+4+7+7+5+5+6+5+6+3+5 = 62$

The Power of an Item increases if wielded by a specific Warrior, or if wielded against a specific opponent's Warrior.

For bonuses to take effect, the wielder or opponent don't need to appear on the same card as the item. If Doctor Sickie appears on any of the six cards played by either player by the end of the round, and Virus also appears on any of those cards, Doctor Sickie wields the Virus.

If Don Triumph appears on any of those six cards, then the Virus is used against Don Triumph and gains a +5 Bonus.



GAMEPLAY 4



The second player usually has an advantage, as they can see their opponent's second card before playing their own second card.

Every Battle Card played depicts a player's own Warrior and Item, but also depicts a Warrior and Item that their opponent will be using against them. The objective for each player is to play a second card that maximizes their own Power and Bonuses, while minimizing their opponent's Bonuses.

For example, if a Light player sees that either player's first card depicts the Virus, then playing a card depicting Don Triumph next may not be a good idea, because Don Triumph is weak to the Virus. It also might not be a good idea for the Light player to play a card depicting Doctor Sickle, since that would give his opponent a +5 Bonus.

If a Dark player sees that either player's first card depicts the Virus, then it might be a good idea for the Dark player to play a card depicting Doctor Sickle next (if Doctor Sickle doesn't already appear on one of the first cards) in order to gain the +5 Bonus.

Each Dark and Light warrior can only participate once in a battle. If two cards are played depicting Don Triumph, then only one can participate. The other one, and the item they could normally wield, are nullified. If there are more Light Items on the board than Light Warriors (because one or more Light Warrior is nullified due to multiple copies of the same Warrior) then the Light player must decide which one or more of their Light Items is also to be nullified (since there is nobody to wield the Item/Items).

For example, if a Light player sees that one of the cards on the board already depicts Don Triumph, then it makes little sense to play another card depicting Don Triumph, unless they have no other option.

This feature can be used to the advantage of either player. If a Dark player sees that a card depicting Don Triumph is already on the board, then the Dark player can play another card depicting Don Triumph, thereby gaining Power from his own dark Warrior and Item on that card, while ensuring his card provides no Power to the Light player.

There is no similar restriction on Items. If an Item is depicted on multiple cards, then it can participate multiple times, as long as there is a Warrior to wield each copy.

GAMEPLAY 5



FINISH ROUND ONE BY PLAYING THE THIRD PAIR OF CARDS

The player who went first goes second now. For their third card, each player can play another Battle Card as described in the previous section. Or, instead of playing a Battle Card, each player can instead play an Army Card or a Warrior Card as their third card.

The Light player plays his Warrior Card (Don Triumph Level 9). Don Triumph has a base Power of 9, so Don Triumph Level 9 has a Power of $9+9=P18$. This card can replace any Light Warrior on the table. As Don Triumph is already on the table, and only one instance of the same Warrior can participate, Don Triumph (base) is replaced with Don Triumph Level 9.

The Dark player plays one of his three Army Cards. He can replace up to two of his Warriors on the table with any two Warriors depicted on the Army card. He decides to make only one switch. He replaces Blamtifa Thug with Doctor Sickle. As Blamtifa Thug is no longer on the table, the Light Player loses one of his +5 Bonuses for the AR-15 Item. As Doctor Sickle is now on the table, the Dark player gains another +5 Bonus for the Virus Item. In addition, Doctor Sickle (P6) is already more powerful than Blamtifa Thug (P3)



While the Light player increased his score by 9 points (by replacing Don Triumph base (P9) with Don Triumph Level 9 (P18)), the Dark player increased his score by 8 points, and reduced the Light Player's score by 5 points.

The final scores are shown on the next page.

Note: There are not enough Army Cards or Warrior Cards to use them in all five rounds, so players must decide carefully when to play these cards.

GAMEPLAY 6

SCORING

At the end of the three rounds, the Power values are calculated for each side based on the Warriors and Items depicted on the six cards in play.

The Dark player extended his lead again by replacing Blamtifa Thug with Doctor Sickle.

Combined, the cards on the board now depict the following:

Light Warriors: Patriot Anon (4). Lady Triumph (5). Don Triumph Lvl 9 (18). Kenosha Kid (4).
 Light Items: X22 Missile (5). The Constitution (8). Red Pill (3+5). AR-15 (1+5).
 Dark Warriors: Doctor Sickle (6). Renegade (7). Pedro Peter (4). Crooked (7).
 Dark Items: Muzzle (5+5). Bioweapon (6). Virus (6+5+5). False Flag (3+5).
 Environments: Cityscape (1). Snowfields (2). D.U.M.B (3). Subway (3).

Total Light Power = $4+5+18+4+5+8+3+5+1+5+1+2=61$

Total Dark Power = $6+7+4+7+5+5+6+6+5+5+3+5+3+3=70$

Round 1, Scoring

TWIN TOWER CITY - UMB NORTH EAST		TWIN TOWER CITY - SUBWAY NORTH		TWIN TOWER CITY - CABAL ARMY B	
LIGHT WARRIORS	LIGHT ITEMS	DARK WARRIORS	DARK ITEMS	DARK ENVIRONMENTS	
Patriot Anon (4)	X22 Missile (5)	Doctor Sickle (6)	Muzzle (5) + Bonus (5, Pedro Peter)	D. U. M. B. (3)	
Lady Triumph (5)	Red Pill (3) + Bonus (5, Patriot Anon)	Renegade (7)	Bioweapon (6)	Subway (3)	
Don Triumph Lvl 9 (18)	The Constitution (8)	Pedro Peter (4)	Virus (6) + Bonus (5, Sickle) + (5, Don T)		
Kenosha Kid (4)	AR-15 (1) + Bonus (5, Kenosha Kid)	Crooked (7)	False Flag (3) + Bonus (5, Kenosha Kid)	6+7+4+7+5+5+6+6+5+5+3+5+3+3=70	
LIGHT WARRIORS	LIGHT ITEMS	LIGHT ENVIRONMENTS			
Patriot Anon (4)	X22 Missile (5)	Cityscape (1)			
Lady Triumph (5)	Red Pill (3) + Bonus (5, Patriot Anon)	Snowfields (2)			
Don Triumph Lvl 9 (18)	The Constitution (8)	4+5+18+4+5+3+5+8+1+5+1+2=61			
Kenosha Kid (4)	AR-15 (1) + Bonus (5, Kenosha Kid)				

TWIN TOWER CITY - CITYSCAPE EAST

TWIN TOWER CITY - SNOWFIELDS NORTH WEST

TWIN TOWER CITY - DON TRIUMPH LVL 9

The Dark player wins this round by 9 points.

But perhaps he has already played some of his best cards and may not be so successful in the following four rounds.

GAMEPLAY 7



BEGIN ROUND TWO BY FLIPPING THE NEXT PAIR OF BATTLE CARDS

The winner of Round 1 is noted. The cards played during Round 1 can be cleared away, or can remain on the table, but they can't be used again in subsequent rounds.

Round 2 begins and gameplay resumes by flipping the next pair of Battle Cards that were placed face down on the table at the beginning of the game. The player who began first in the first round begins second in the second round.

As each round proceeds, the number of cards available in each player's hand diminishes. If a player uses their best cards in early rounds, then they won't be available for later rounds.

After five rounds, the player who won the most rounds is victorious. All cards are returned to the deck, the cards are shuffled, 17 cards are dealt to each player, and a new game of five rounds can begin.

Round 1 Complete

Flip the next pair of cards to begin Round 2

Repeat for all five rounds

At the end of five rounds, 15 cards will have been played by each player

Dark Player

Light Player

Round 2 Round 3 Round 4 Round 5

TWIN TOWER CITY

TWIN TOWER CITY

TWIN TOWER CITY

TWIN TOWER CITY

TWIN TOWER CITY

TWIN TOWER CITY

TWIN TOWER CITY

TWIN TOWER CITY

TWIN TOWER CITY

TWIN TOWER CITY

TWIN TOWER CITY

GAMEPLAY 8



GAMEPLAY FORMATS (OFFLINE AND ONLINE)

Twin Tower City can be played by anyone simply by printing a random selection of 80 NFTs to use as the deck (50 Battle Cards, 10 Dark Army Cards, 5 Dark Warrior Cards, 10 Light Army Cards, 5 Light Warrior Cards). There are 19,700 Twin Tower City NFTs, so the range of potential decks is almost infinite.

The TTC team also plans to produce professionally printed decks of cards for public sale.

Multi-player is possible with any number of players. Each player joins either the Light or Dark team and contributes a card or cards to each round. As long as both teams play an equal number of cards in each round, then the standard rules can apply. The main challenge is the additional complexity of calculating the final score if the number of cards in play during each round is greater than the standard six cards.

This is where online play comes in. An online game will make it much easier to keep track of scores when many cards and players are involved.

We hope to develop a browser-based online game where players can combine their Twin Tower City NFT collections into decks and hands, and compete with other players for fun, or for profit (by staking cryptocurrency or their own cards).

Players with rarer and more powerful cards would generally be more successful, but to keep the games fair, there would be options to compete only against players with roughly equally powered cards.

Players who don't own enough Twin Tower City NFTs to create their own full hand (i.e. 17 cards) would be able to contribute any cards they do own to a team, or they can use a randomly generated hand. So the online game would be available to everyone, not just to players who own many cards.

The development of this online game depends on sufficient funds being raised through the initial NFT sale. We can not guarantee that this game will be developed by the Twin Tower City team. However, since Twin Tower City cards are publicly available on the Polygon blockchain, anyone can develop a game using these cards.

GAMEPLAY 9

GAMEPLAY VARIATIONS

These variations are available to make the game simpler, or more complex, depending on the skill level of the participants.

- Starting cards begin face up. All five pairs of starting cards for each of the five rounds can be flipped face up at the beginning of the game. This increases complexity and forces both players to better strategize about which cards they might wish to reserve in their hands for later rounds.
- Open Hands. Both players place their hand cards face up in a row on the table. This further increases complexity and forces both players to better strategize about which cards their opponents might play next. For example, one player might try to force the other player to use his most valuable card in the first round.
- Environment bonuses are ignored. This option is available to slightly simplify the scoring process.
- All bonuses are ignored. Scores are calculated simply using the base Power value of each Warrior and Item. This option greatly simplifies the scoring process but eliminates most of the strategy. This is a good option for quick games, or for kids who wish to play. If kids are playing, please first remove any cards with quotes that might be too dark.
- Random Dark and Light Bonuses. This option will be available for online play only. Each Battleground Card NFT also includes a Random Dark Bonus trait and Random Light Bonus trait. These random bonus values are unrelated to the images displayed on the card and can confer an additional random element to online gameplay. This option is not available for offline/in-person games as there is nothing on the cards to visibly represent these bonus values.

TOKENOMICS 1



The term 'tokenomics' (token economics) refers to the parameters that determine the economic value of cryptocurrencies and NFTs (Non-Fungible Tokens).

NFTs can be broadly split into four categories.

1. PFPs (profile pictures). Avatar images used for social media profiles – Bored Apes, CryptoPunks etc.
2. Art and Photography. Digitally created, hand drawn, or photographic images.
3. Trading and playing cards. Examples include Parallel Alpha and Trump Digital Trading Cards.
4. Gamified NFTs. Items that can be used in video games – magic swords, armor, characters etc.

Twin Tower City is a new type of NFT that transcends these traditional categories. We combine the best elements of avatars, digital collectibles, trading cards, playing cards, online gaming, stunning digital artwork, and powerful storytelling into one set of NFTs. Twin Tower City cards include beautiful original artwork (landscapes, environments, armies, items) as well as a wide range of characters that can be used as PFP avatars.

The cards are created in 1000x1000-pixel trading-card format, and can be printed and used for in-person gaming right way. In the future, they may be usable in an online multiplayer video game.

Twin Tower City cards also have educational merit, with each card telling a story via a quote from The Bible, The US Constitution, or The Patriot Intelligence Board.

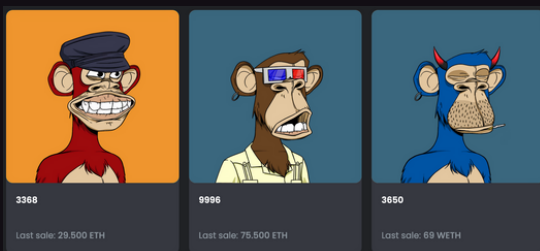
Together, these quotes build a cohesive narrative that encourages owners and players to awaken and think more deeply about matters that shape the world we live in.

TOKENOMICS 2



TWIN TOWER CITY LAUNCH PRICE

When Bored Ape Yacht Club, a collection of 10,000 pictures of cartoon apes, launched in 2021, the asking price was \$190 per ape. Now, in February 2023, the floor price (the cheapest NFT in the set) is \$130,000. That's a 70,000% increase. The most expensive ape in the collection traded for \$3.4 million in October 2021.



And when President Trump launched his collection of 45,000 Digital Trading Cards in December 2022, the asking price was only \$99 each. Just three months later, in February 2023, the floor price is \$1000 and the most expensive card in the set traded for \$59,000.

At Twin Tower City, we certainly don't have President Trump's impressive marketing power, so we need to be realistic about our launch price, and we want our NFTs to be affordable to all patriots.

Our collection of 19,700 NFTs will launch on the Polygon blockchain (the same chain President Trump used) for a price of just **\$9.95** each. We believe this will be sufficient to fund the next stage of our development – the online game.

We will also donate 10% of the initial after-tax sale proceeds to various small independent patriot truth tellers who have been working tirelessly to awaken the public over the past few years. These recipients will include Dave from X22 Report, LT from And We Know, Jon Herold (Patel Patriot), Brian Cates, and Liz Crokin.

Additional donation recipient suggestions are welcome (let us know on Telegram or Twitter) but we won't include the large patriot news organizations like Steve Bannon's War Room, Gateway Pundit, Epoch Times etc. because (although we love their content) we think they're probably quite well funded already.

TOKENOMICS 3

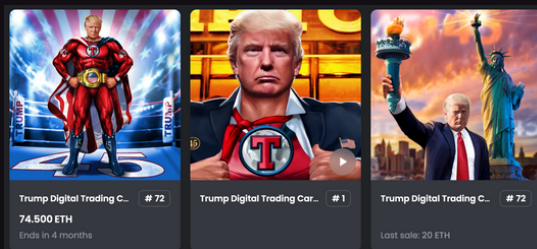


TWIN TOWER CITY LONG-TERM VALUE

As mentioned above, the value of successful NFT collections can increase by thousands of percent in a short time.

President Trump's collection sold out in less than a day, and it took just three months for the collection to increase 10X in value, as everyone who missed out on the initial sale scrambled to outbid each other to buy cards on the open market.

With only 45,000 cards in President Trump's collection, and hundreds of millions of voters and social media followers, his success seems obvious in hindsight. Everything President Trump touches turns to gold, although the mainstream media naturally insisted the project would flop. We see no reason why Trump Digital Trading Cards can't reach prices similar to the Bored Ape Yacht Club (i.e. \$100,000+ each).



Can Twin Tower City be this successful? We believe so.

Firstly, while we love President Trump's cards, and hold several ourselves, they don't have real utility other than collecting them, trading with other card holders, and hoping the price rises. We've also noticed a few negative comments about "cartoonish" characters, and the use of some stock images.

The official @CollectTrump Twitter account has hinted at future utility to come, and if that happens, we expect the price to surge again. And of course when President Trump wins the US election for the third time in 2024, we expect another massive rise in value for Trump Digital Trading Cards.

But getting back to Twin Tower City, here's why we believe our NFTs will enjoy strong value growth (next page).

TOKENOMICS 4



TWIN TOWER CITY KEY DRIVERS OF VALUE

- The Twin Tower City cards feature 100% original artwork, with a less “cartoonish” vibe than President Trump’s cards. Much of our content is dark and atmospheric, as befits the hidden war in which humanity is currently engaged.
- The patriot community is massive, global, and growing. Millions of digital warriors worldwide are already awake and aware of the themes covered by the Twin Tower City cards. And the members of this community are always working hard to expand our reach and introduce these topics to the sleeping masses. These cards offer another way to introduce newcomers to the patriot and truther movements.
- Twin Tower City cards have educational utility. Each card imparts important knowledge from The Bible, The US Constitution, or The Patriot Intelligence Board.
- The cards can be played as a fun and entertaining offline strategy game. An online browser-based game may also be developed. Sharing and playing these cards with friends and family might be a good way to help awaken the remaining sleepers. The intriguing quotations on each card can help introduce these ideas to a wider audience.
- The characters on the cards can be used as PFP avatars, similar to the Bored Ape Yacht Club and CryptoPunks avatars.
- Every Twin Tower City card tells a story. We foresee collectors writing and sharing 'fan fiction' tales about the events shown on their cards. Some stories might be humorous (Pencilneck armed with a Watermelon, in Seneca Park, versus Lady Triumph armed with a Pillow) and some stories might be dark (Doctor Sickle armed with a bioweapon, in a Deep Underground Military Base, versus Kenosha Kid with an AR-15). The next page has one example of a potential 'fan fiction' story.
- By combining the best elements of avatars, digital collectibles, trading cards, playing cards, online gaming, dramatic artwork, and compelling storytelling, we hope to create long-term value and demand for Twin Tower City cards.

FAN FICTION



It was a pitch black night in Twin Tower City. The stars concealed themselves behind dark rolling stormclouds, leaving the city in a deathly gloom. Only the occasional faint flicker of lightning illuminated the empty streets. It was quiet. It was far too quiet.

Beneath the city, in a Deep Underground Military Base, the Kenosha Kid crept stealthily through dank fetid tunnels, praying desperately to stay one step ahead of the sinister Doctor Sickle. The doctor, armed a spike protein bioweapon, had been tracking the kid for days. The boy carried his trusty AR-15. He rarely missed. But he had one round left.

The doctor was edging ever closer. Always closer. The kid knew he must find a better hiding place. He stumbled through the shadows in a frantic search for refuge. But the darkness closed in, engulfed him. It was impossible see the path ahead.

Suddenly, a whisper behind him. He spun, AR-15 at the ready. A white lab coat flashed in the darkness. The doctor.

Sickle grasped a long thin syringe, dripping with a vile green toxin. The doctor slithered and lunged, and the boy reacted instinctively. He dodged, fired, but the doctor was quick as a snake. The bullet missed. Sickle stood, unharmed, eyes blazing with hate.

"You can't evade me," he hissed. "I will find you. You will know the meaning of fear."

The boy felt an icy chill down his spine. He had to find a way out. Now. He sprinted through the tunnel, flailing, searching wildly for an escape. But the darkness had no end. Time seemed to crawl. Minutes turned to hours. Finally, he spotted a faint glow ahead.

He hurtled towards the light, his weapon empty and useless. But there was no escape. He burst from the tunnel into a vast ancient cavern. A small campfire flickered in the center. The boy slowly stepped further into the open space. The acrid stench of brimstone was suffocating. A dozen cloaked figures surrounded the flames. They were sitting, heads bowed, as they chanted together quietly in a ghastly Luciferian tongue.

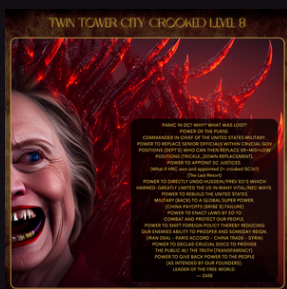
They were humanoid, with vicious features and eyes that burned with malice. The creatures looked up. They glared at the intruder, snarling as they rose. The boy felt Sickle's foul breath on his neck, as the doctor commanded his experiments to feed.

2023 ROADMAP



At the time of writing, we have established social media accounts (Twitter and Telegram), and we have completed the website, white paper, and gameplay rules. The artwork is 75% complete, and some examples are included in the corner of each page of this document. NFT minting is scheduled to begin in May.

MILESTONE	JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC
Develop Concept	[Progress bar from Jan to Feb]											
Social Media Marketing	[Progress bar from Feb to Nov]											
Develop Artwork	[Progress bar from Feb to May]											
Build Website	[Progress bar from Feb to Mar]											
Write White Paper	[Progress bar from Feb to Mar]											
Design Game Rules	[Progress bar from Feb to Mar]											
NFT Minting	[Progress bar from May to Jul]											
Print Trading Cards	[Progress bar from Aug to Sep]											
Develop Online Game	[Progress bar from Jun to Dec]											
Project Close	[Progress bar from Dec to Dec]											



DISCLAIMER



Twin Tower City NFTs are intended as collectible items for individual enjoyment only. They are not investment vehicles. NFT prices can be extremely volatile. Cryptocurrency price fluctuations can positively and negatively impact the value of your NFTs. We make no promise or guarantee that the NFTs will rise in value or maintain their original value. You agree that the NFTs have no inherent monetary value and should be treated as nothing more than collectibles.

Nothing presented here should be considered business, legal, or financial advice, or an invitation to enter into an agreement for any investment purpose. No element is intended to be an offering of securities in any jurisdiction, nor does it constitute an offer or an invitation to purchase shares, securities, or other financial products. It remains your sole and exclusive responsibility to assure that the purchase and sale of NFTs, and the use of cryptocurrencies, complies with laws and regulations in your jurisdiction and any other applicable jurisdictions.

All sales are final and non-refundable. While the Twin Tower City team has published a roadmap outlining future goals and plans for development, we cannot guarantee to accomplish any of these tasks, as ideas and projects evolve organically. You agree that a Twin Tower City NFT is the only thing you will receive with your purchase. Any potential future benefits are ancillary to this purchase and not to be taken into consideration with your initial purchase. You agree that you are not relying on any future commitments by the Twin Tower City team when purchasing an NFT.

Any aspect of this project may be abandoned or restructured, become or remain technologically or commercially unsuccessful, or be shut down for any reason, including, but not limited to, lack of public interest, legislative, regulatory, or other legal changes, lack of funding, and lack of commercial success. There is no guarantee that any NFT you purchase will have the expected value or any value at all. You should understand and accept that owning and using NFTs is very risky, and that they may be or become unusable or worthless.

You acknowledge and agree that your purchase and/or sale of NFTs and use of cryptocurrency is at your own risk, and we cannot be held responsible or liable if applicable law restricts or prohibits your access to, or ability to purchase and/or sell NFTs. You assume all risks associated with using a cryptocurrency including, but not limited to, the risk of hardware, software, and internet connection issues, the risk of malicious software introduction, and the risk that third parties may obtain unauthorized access to information stored in your wallet.

NFTs, cryptocurrencies, and blockchain technology are relatively new, and the regulatory landscape is unsettled. New regulations could negatively impact such technologies, impacting the value of your NFTs. You understand and accept all risk in that regard. You assume all responsibility for any adverse effects of disruptions or other issues impacting the Ethereum or Polygon platforms.

You agree to waive any class action status, and any legal dispute you may choose to bring can only be done on an individual basis.

All Twin Tower City characters and environments are fictional. Any similarity to real persons is purely coincidental.

If you do not agree to these terms and conditions, you should not use this document, or the Twin Tower City website, or the NFTs in any manner whatsoever.

THANK YOU



www.TwinTowerCity.com



@TwinTowerCity



@TwinTowerCity



At what stage in the game do you play the TRUMP card?
— 2936