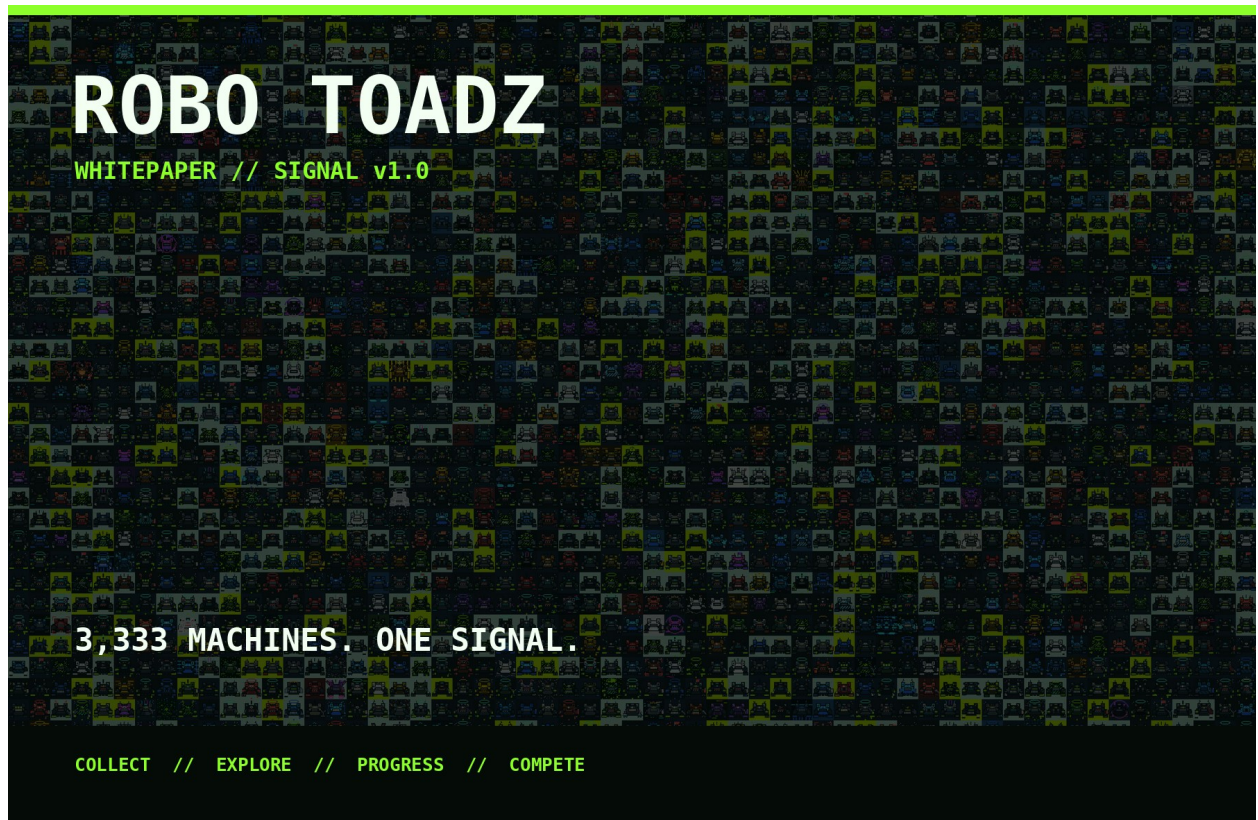




STATUS Phase 1 foundation live. Utility releases progressively after testing and security review.

A Collection Built to Stay Active

ROBO TOADZ turns a finite pixel collection into an evolving holder identity system.



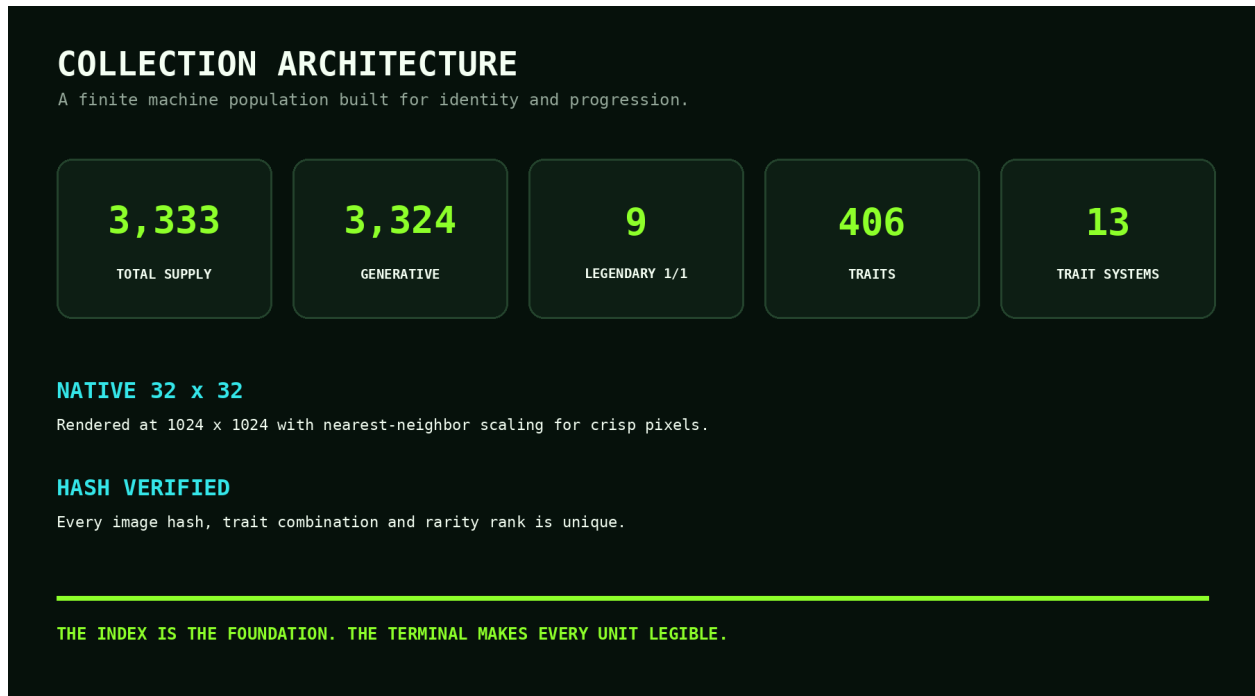
Each ROBO TOADZ begins as a complete collectible: a unique image, auditable traits, a scarcity tier, fixed Power and starting XP. The Terminal makes that information easy to explore from day one. Future phases add reasons to return—missions, progression, faction identity, tactical battles and seasonal recognition—without changing the collection’s fixed 3,333 supply.

The holder thesis is simple: own a scarce identity, understand what makes it distinct, and choose how deeply to participate as the network expands. Holding is the access layer; activity is the progression layer.

HOLDER PROMISE We will distinguish live features from planned features, publish material rule changes, and avoid hidden supply inflation.

3,333 Machines. No Two Signals Alike.

A finite, hash-verified collection designed around hard pixel identity.



The visual language is intentionally native to a 32x32 grid. Display files are enlarged with nearest-neighbor scaling so the pixels stay crisp instead of blurred. Every final image hash, trait combination and rarity rank is unique, giving collectors a verifiable basis for discovery and comparison.

WHY IT MATTERS The collection is easy to read at a glance and deep enough to reward close inspection.

Rarity That Creates a Real Hunt

Broad accessibility at the base; meaningful scarcity at the top.



The distribution creates several ways to collect. Some holders may hunt a favorite color or object; others may focus on a scarce background, a Super Rare combination, one of 50 radioactive slime bodies, or a single Legendary machine. Rarity is recorded in metadata and surfaced in the Terminal—so the hunt is based on the collection data, not vague claims.

SPECIAL BACKGROUND SIGNALS Neon Lime 333 · Signal Glitch 111 · Static Noise 77 · Corrupt Scanlines 33 · Data Storm 9

Nine Files. Each Exists Once.

The 1/1 tier is the collection's smallest and most recognizable supply class.



Legendary status is supply-bound: there are only nine. Each has its own visual identity and exists once in the 3,333-unit set. They are not templates for future rerolls, and their one-of-one classification remains visible in the index and metadata.

LOCKED SET These nine are the approved Legendary 1/1 files in the ROBO TOADZ master collection.

Power Is Identity. XP Is Progress.

Each dossier combines collectible data with a foundation for future participation.

EVERY TOADZ IS A PLAYABLE IDENTITY



RARITY
Auditable scarcity tier and collection rank

POWER
Fixed starting stat, randomized 0-100

STARTING XP
Randomized 0-100 in metadata

LEVEL
Starts at 1; +1 per 10,000 earned XP

TRAITS
Visual identity across 13 registered systems

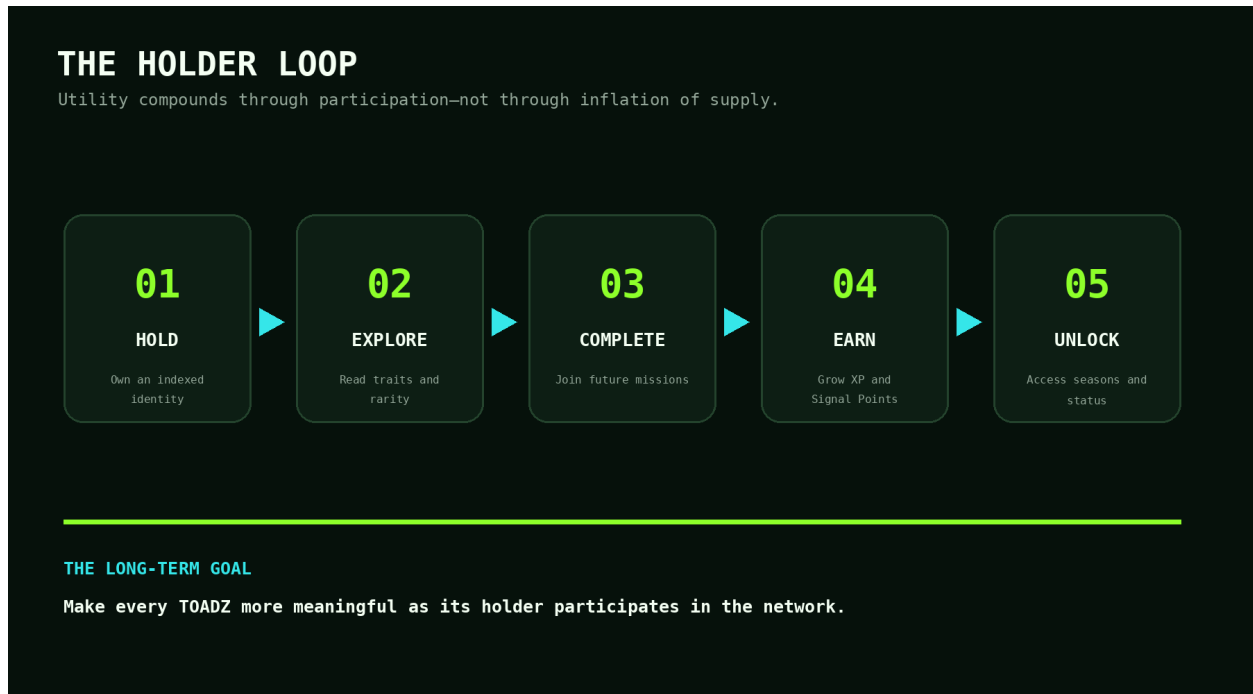
$$\text{LEVEL} = \text{floor}(\text{total XP} / 10,000) + 1$$

Power and Starting XP are randomized from 0-100 across the collection, while every TOADZ begins at Level 1. Power is the fixed competitive anchor carried by the token metadata. XP is designed to grow through future verified activity. Every 10,000 earned XP advances the unit by one level: $\text{Level} = \text{floor}(\text{total XP} \div 10,000) + 1$.

COMPETITIVE BALANCE A high starting Power creates a different profile—not an automatic win. Future systems will combine Power, Level, traits, choices and matchup strategy.

A Loop Worth Returning To

The goal is meaningful participation, not passive numbers on a profile.

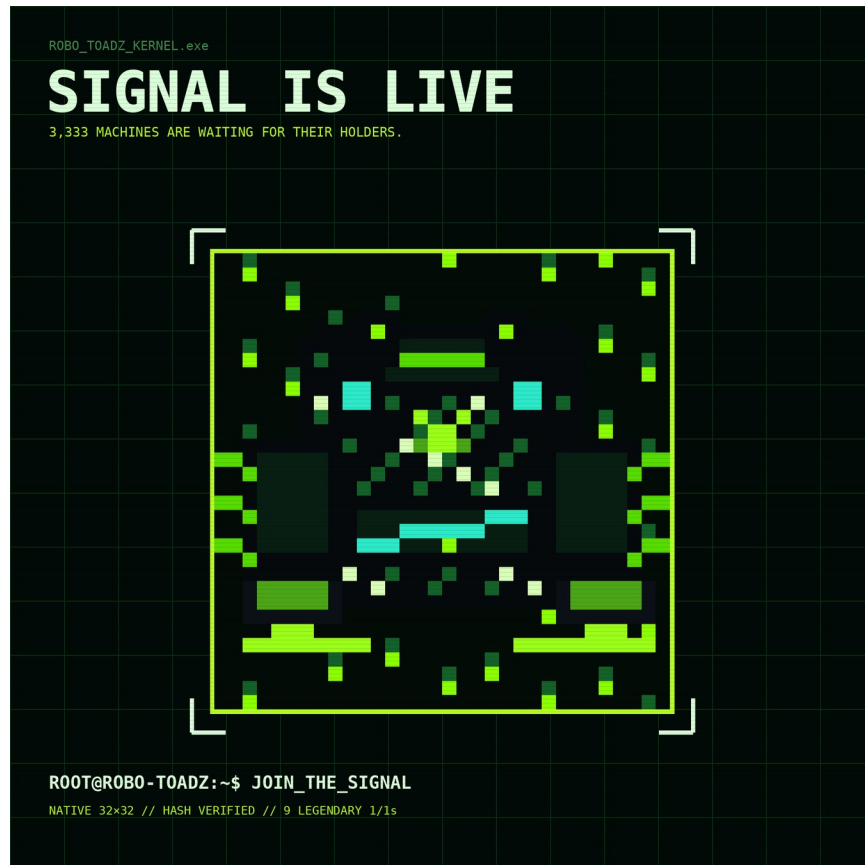


The Terminal begins as the collection's public source of truth. As features roll out, the same identity can move through quests, seasonal objectives and tactical competition. Activity can build XP, Signal Points, streaks and recognition while supply remains fixed. Collectors choose their path: hunt rarity, build progression, represent a faction, or compete.

DESIGN PRINCIPLE New utility should make existing TOADZ more meaningful—not require holders to replace them.

The Collection Terminal

The first release focuses on clarity, verification and discovery.



Phase 1 presents all 3,333 ROBO TOADZ in a searchable, randomized-display index. Clicking any image opens its dossier with traits, rarity, rank, Power, Starting XP, Level and one-of-one status where applicable. This is the public foundation. Missions, quests and battles remain closed until their own release phases.

LIVE NOW 3,333-unit index • metadata dossiers • rarity data • Power and XP display • crisp pixel inspection

Missions, Quests and XP

Deploy. Complete. Earn XP. Climb.



Phase 2 introduces owner-published missions with explicit objectives, windows, eligibility and rewards. Holders connect a wallet, select an eligible TOADZ, complete a task, and receive verified progression after review or automated validation. Rewards may include XP, Signal Points, streak credit, badges or access flags.

Mission Control remains private to the project owner. Public users see only published missions, and every rule set will identify whether it is active, ended or scheduled. Anti-abuse controls and audit logs are required before meaningful rewards go live.

CONCEPT STATUS The artwork is illustrative. Mission availability and rewards will be announced before activation.

Tactical Battle Protocol

A turn-based system where metadata matters and decisions still win fights.



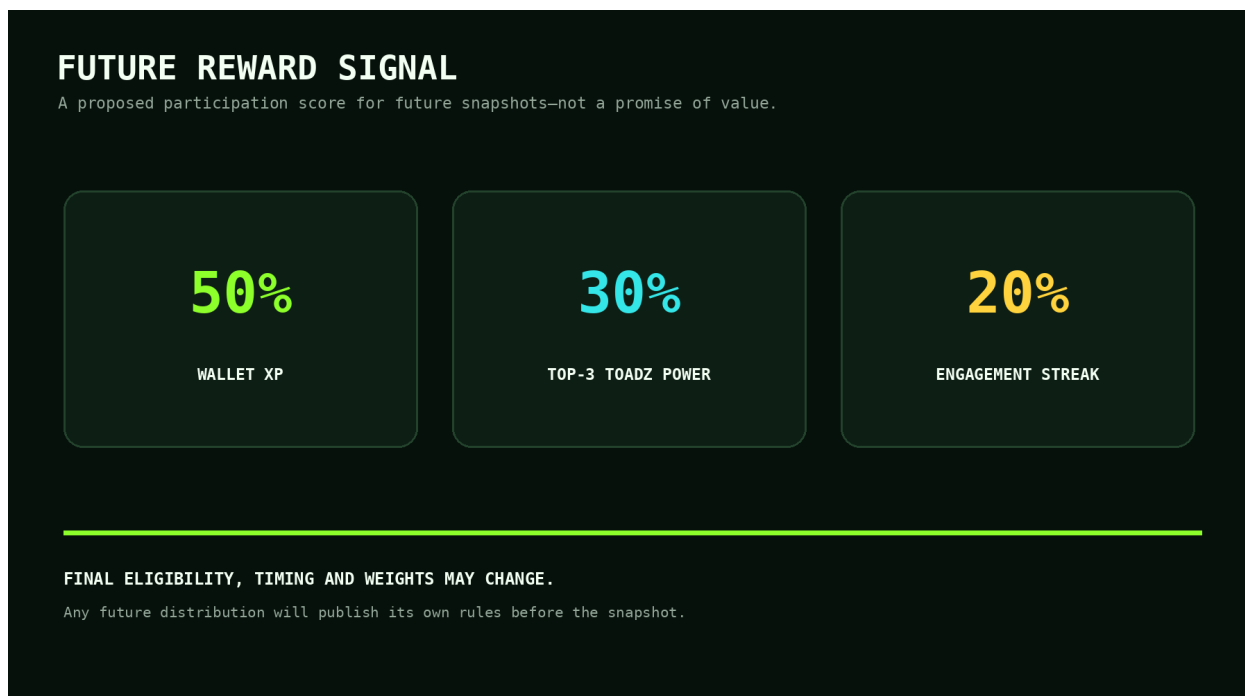
Battle Protocol is planned as a turn-based mini game inspired by readable creature battles. Power anchors the base combat profile. Level strengthens HP and damage bands. Selected traits can activate modules, resistances or passive effects. Player choices—attack timing, defense, charge, module use and matchup strategy—determine outcomes.

The first version is intended to use non-cash matchmaking with rating, XP and Signal Point rewards. Any future real-value entry mode would require a separate audited non-custodial contract, jurisdictional legal review and an explicit holder vote or announcement. It is not part of the near-term release plan.

FAIR-PLAY GOAL Transparent formulas, signed outcomes, replayable logs, cooldowns and anti-bot controls before ranked seasons.

Seasons, Factions and Reward Signals

Long-term recognition for collectors who hold, participate and build history.



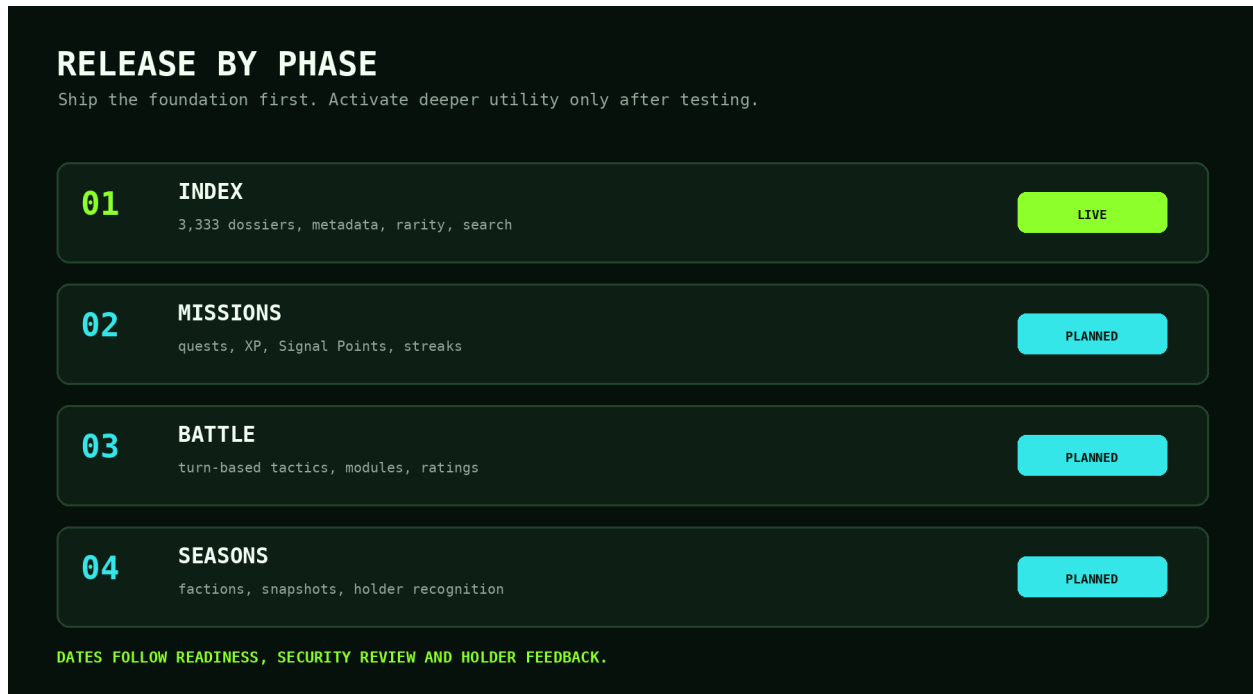
Seasonal systems can connect missions and battles into faction standings, collectible badges, leaderboards and community milestones. A proposed future snapshot signal uses 50% Wallet XP, 30% the Power of a holder's top three TOADZ, and 20% engagement streak. This framework is designed to reward both collection strength and sustained participation.

The formula is a planning model, not a guaranteed airdrop or promise of economic value. Final eligibility, timing, weights and exclusions may change. Any future distribution will publish its own rules before the relevant snapshot.

HOLDER-FIRST RULE No surprise snapshot mechanics. Material eligibility rules are published before they are used.

Build in Public. Release by Readiness.

A phased path that protects the collection while expanding the experience.

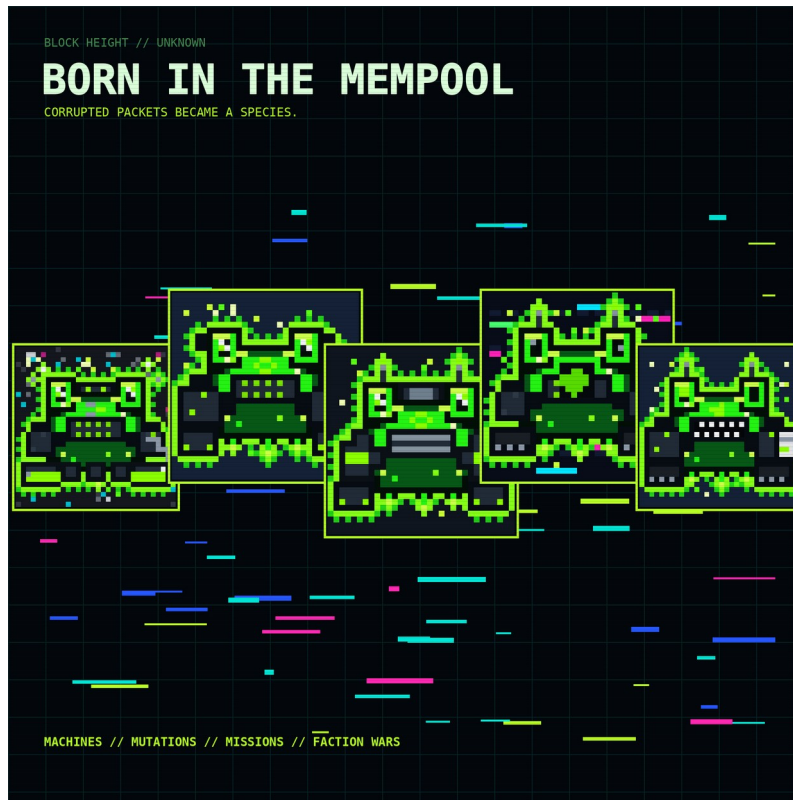


The roadmap is sequential because trust depends on working foundations. Each phase moves through design, closed testing, security review, public documentation and staged activation. Timing follows readiness rather than hype. Holder feedback can shape mechanics, but fixed collection facts—supply, approved art and Legendary status—remain stable.

RELEASE GATE A feature moves public only when its rules, security posture and rollback plan are ready.

Collect the Machine. Build the Signal.

ROBO TOADZ is designed to reward curiosity, identity and participation over time.



What holders can expect: a fixed 3,333-unit collection; transparent rarity and metadata; nine locked Legendary 1/1s; phase-based utility; visible rule changes; and a commitment to crisp, recognizable pixel identity. What holders should not expect: guaranteed returns, guaranteed token distributions, or unfinished features presented as live.

ROBO TOADZ is a digital collectible and entertainment project. Nothing in this whitepaper is financial, investment, tax or legal advice. Future functionality, schedules, eligibility criteria and reward structures may change because of testing, security findings, legal requirements, partner availability or holder feedback. Always verify official announcements and contract addresses before taking action.

FINAL SIGNAL ROBO TOADZ NEVER LOG OFF. The Terminal is the beginning—not the finish line.