



Play. Build. Own. Earn. Welcome to the Little Italy

The CMZ team is building a unique virtual community where players can build, own, and monetize their experiences using CMZ, the main utility token of the community.

CMZ holders will be also able to participate in governance of the platform via a Decentralized Autonomous Organization (DAO), where they can exercise voting rights on key decisions of The CMZ ecosystem. As a player, you can fusion or breed your digital assets (Non-Fungible Tokens, aka NFTs), and use them to earn more CMZ, staking is also a option in our ecosystem. CMZ aims to bring blockchain into mainstream gaming, attracting both crypto and non-crypto game enthusiasts by offering the advantages of true-ownership, digital scarcity, monetization capabilities, and interoperability.



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The Whitepaper

1. Executive Summary

CMZ is a virtual community where players can build, own, and monetize their experiences in the Ethereum blockchain using LCN, the platform's utility token.

Our vision is to offer a deeply immersive experience in which players will create relationships based on the hierarchy of the community and evolve just like any relationship would in a real world and collaboratively work towards a single goal, to evolve the community and without central authority. We are aiming to disrupt the distribution of money and power by providing the community challenges and rewards like non-fungible tokens (NFTs) and rewarding their participation with our utility token – LCN.

In the current gaming market there are always users that are going to complain about the game, Ex: Call Of Duty Warzone, season 1 was amazing. The proportion of forests and cities in the map was perfect, the zone rotation was good also. Everything changed in season 2. The map update was bad, open spaces with closed spaces difference was really big and the distribution of them was bad, although the graphics were better the game experience got worse.

With La Cosa Nostra, we aim to overcome these problems, by empowering the community, they will decide on the kind of game that will be developed, the updates that will be implemented into the game. We will also have our own virtual world which will be developed by the community from scratch. All this empowers our community, leaves them happy through-out all the stepping stones of our platform. Our platform encourages people to work together towards developing the community and building relationships between each other, while also having fun and earning our native token LCN and upgrading their NFT's.

1.1. Ecosystem

The LCN gaming ecosystem consists of three integrated products that together provide a fun and comprehensive experience for users of all ages.

- **Treasure Hunts:** Online and Real Life treasure hunts will be provided to keep the community engaged and quick on their feet.
- **Little Italy:** The idea of little Italy is that even a small community like that can come together and build something big and reliable if they come together.
- **P2E Game:** Just like in the Cosa Nostra, the higher your rank the more money and power you make, the same system is gonna be used in the game. (Always adapted to the type of game community choses)



1.2. Blockchain Gaming with NFTs

The CMZ virtual world uses blockchain technology and NFTs to empower the players and creators. NFTs are an emerging segment in the global game market: virtual tokens for digital scarcity, security and authenticity. Each NFT is distinct or unique, it is indivisible and it is not interchangeable for another.

Through the use of NFTs, LCN users will be able to benefit from:

A. TRUE DIGITAL OWNERSHIP: Gamers are the true and perpetual owners of their digital items, even if the game was shut down or abandoned. With blockchain, every game item can be tokenized, allowing gamers to decide how they want to trade, sell, or gift their items.

- **SECURITY AND IMMUTABILITY:** Digital game items can be easily tokenized and traded in primary and secondary markets that are managed and facilitated by blockchain technology. Items based on scarcity and demand usually invite fraud and theft, but these risks are minimised on blockchain because it is a distributed ledger.
- **TRADING:** Blockchain-based gaming platforms can provide users with ultimate control over their digital assets. They can buy and sell items freely without concern that they will be ripped off or that a platform will close and cancel all the value of their in-game items.
- **CROSS-APPLICATION INTEROPERABILITY:** Blockchain provides capacity for games to utilize shared assets. ASSETS, avatars, LANDS and any other game elements can be used in other games that allow it. These game items are no longer confined by a narrow digital ecosystem.

1.3. What is LCN and what is it used for?

LCN is an essential part of the community and the game, has established key mechanics that makes it intrinsically tied and valuable. LCN is an ERC-20 utility token built on the Ethereum blockchain that serves as the basis for transactions within the P2E Game, Little Italy and has the following uses:

- **Access platform:** Players spend LCN in order to buy in-game assets, or customise their Avatar character—and can collect LCN through gameplay.
- **Governance:** LCN is a governance token that allows holders to participate in Governance decisions of the platform, using a DAO structure. They can exercise voting rights on key elements such as The Family grant attributions to content and game creators and feature prioritisation on the platform Roadmap. LCN owners can vote themselves or delegate voting rights to other players of their choice.
- **Staking:** LCN allows for staking, which allows for passive revenues on your players: you get more LCN by staking your CMZ. This is also the only way to get valuable Gems and Catalysts, needed for ASSET creation.



- **Fee Capture model** = 5% of all transaction volume carried out in LCN tokens (Transaction Fees) shall be allocated with 50% to the Staking Pool as rewards for token holders that Stake LCN tokens and 50% to “The Family”
- **The Family:** The role of La Famiglia is to support the ecosystem, offering grants to incentivize high quality content & games on the platform.

1.4. What do we plan next?

We have a strong product roadmap ahead and a top team to execute a strong vision to build a unique virtual world gaming platform where players can build, own, and monetize their gaming experiences and spread the power of blockchain as the lead technology in the gaming industry.

In the short term, we are working on the treasure hunt and little Italy, for our community to have a platform to start earning and having fun as soon as possible

In relation to the proposed LCN offering, the community of creators and players will need to get access to LCN. We plan to make it accessible to the community through multiple ways with controllable supply mechanisms, such as purchasing LCN from multiple exchanges.

As the community increases in terms of the number of players and ASSETS within the ecosystem, there might be an increased need for LCN. Therefore, while the total supply of LCN is fixed, the initial amount of LCN offered will provide a scarcity effect reducing the LCN available per capita and therefore fostering demand.

1.5. Associated challenges and risks

It is the responsibility of any purchaser of LCN to inform themselves of, and to observe and comply with, all applicable laws and regulations of any relevant jurisdiction. Prospective purchasers for any LCN shall be expected to consider the risk factors identified in this section. If any of the indicated risks were to materialize, then they could have a negative impact on the Issuer’s finances and operational performance which can hinder the ability of the Issuer to fulfil its obligations under this whitepaper.

The challenges and risks are identified by the board of administration of the Issuer as at the date of registration of this whitepaper. This does not exclude the possibility of there being other risk threats and the purchaser must be aware that the impact on the Issuer may be heightened due to a combination of several risks materializing simultaneously.

One of the main challenges in the project is the rate of adoption of the community to start exchanging assets, which will be a key point behind the demand generation of LCN. As such, we are focused on developing a strong, multi-platform product that can spread massively and that is focused on solving problems and community needs. We are therefore developing strong communities in different areas of the world with a strong focus in Asia and the USA, where we believe the rate of adoption and learning curve will be steeper. The project success rate will be dependent upon the



priority and preference of consumers and its ability to swiftly anticipate, identify and capitalise upon these priorities and preferences.

The Issuer operates in an emerging and disruptive industry that is under rapid and dynamic development. This includes, but is not limited to, the developments relating to the business itself, the underlying technology, and the regulatory and legal implications thereof. Specifically, in relation to public knowledge and understanding of emerging technologies, such distributed ledger technologies, smart contracts and other innovative technology arrangements, are still limited as at the date of registration of this whitepaper. The risks arising out of such may not be fully comprehended as of yet and new additional risks may arise in the future.

As the Issuer's undertaking is reliant on the continuous and proper functioning of its technology infrastructure, the Issuer is subject to a variety of risks relating to the proper maintenance thereof.

These risks include, but are not limited to, cyber-attacks, data theft or other unauthorised use of data, and other malicious interferences. Certain parts of the infrastructure may be outsourced to third parties. In such cases, the Issuer is reliant upon technology arrangements developed by such third parties for the running of its undertaking, and it is exposed to the risk of failures in such technology arrangements.

The Issuer is subject to various laws, including regulations and rules issued thereunder, and is at risk in relation to changes in the laws and the timing and effects of changes in the respective legislation. This includes changes in the interpretation thereof which cannot be predicted by the Issuer.

The growth of the Issuer and its undertaking is partially attributable to the efforts and abilities of the members of its management team and other key personnel, particularly its board of administration. If one or more of the members of this team were unable or unwilling to continue in their present position, the Issuer might not be able to replace them within a short time, which could in turn have a material adverse effect on the Issuer's business.

2. La Cosa Nostra

2.1. Mission

The CMZ team's mission is to build a system where users will be able to craft, play, share, and trade without central control, enjoying secure copyright ownership with the ability to earn LCN.

The Gaming Market suffers from four key problems that could hinder future growth if not addressed:

- The gaming market has moved from pay to win to everyone having the same opportunity to win depending on your skills, and it's on its transforming into a Play to earn environment;
- But Its still not where it should be because most people are playing 99% of these games because of the P2E option not because they really enjoy the gaming experience it provides.



- Players don't really own the assets they buy in traditional games, and have no rights towards them.
- Existing game marketplaces are based on fiat currencies, which do not support true microtransactions and are vulnerable to credit card fraud that can unbalance in-game economies. Also with fiat based markets you have the chance to put money in the ecosystem but not take it out.

2.2. LCN

LCN is an essential part of LCN platform and we are working on establishing key mechanics that makes it intrinsically tied to LCN platform and its value. LCN is an ERC-20 utility token built on the Ethereum blockchain that serves as the basis for transactions within LCN, and has the following uses:

- Access LCN platform: Players spend LCN in order to play games, buy equipment, or customize their Avatar character.
- Governance: LCN is a governance token that allows holders to participate in Governance decisions of the platform, using a DAO structure. They can exercise voting rights on key elements such as The Family grant attributions to content and game creators and feature prioritisation on the platform Roadmap. LCN owners can vote themselves or delegate voting rights to other players of their choice.
- Staking: LCN allows for staking, which allows for passive revenues on NFT: you get more LCN by staking it.
- Fee Capture model = Waived Momentarily
- The Family: The role of the Family is to support the ecosystem of LCN, offering grants to incentivize high quality content & game production on the platform.

2.3. LCN Stakeholders

We have developed a 4 Stakeholders approach to ensure that that the success of LCN accrues value towards the token. Therefore, we will set through smart contracts, that revenues generated through The LCN will be distributed across 4 stakeholders to provide support to the ecosystems of players as well as to provide the resources needed to grow the market and develop high quality gaming experiences.

These 4 stakeholders are:

1. The Family Pool: Is designed to ensure that revenue generated through the game accrues value to the token. The token allocation of this Family pool will be progressively decentralised as we implement a DAO/Community driven solution towards a decentralized model for the benefit of the token ecosystem.
2. Staking Pool: Is designed to provide a yield and value to LCN and CMZ holders. Its governance will migrate from a centralized decision on year 1 towards a DAO mechanism in the coming years. Token holders that are also active players will generate an extra yield rewarding their activity.



3. Company Treasury: This represents the LCN that is owned by the company that comes from the proceeds of sales of company owned assets with a 12 months lock-up. The LCN generated through this Treasury will be sold back to the market to pay operational expenses.
4. Company Reserve: This is the initial company reserve of 800m LCN(80% of total Token Supply). This reserve will be fed with the proceeds of sales of company owned assets with a 6 month lock-up.

2.4. LCN Revenue Streams

LCN has 5 Revenue Streams where players/creators will exchange LCN. That LCN will be allocated as detailed below:

(1) Company NFTs Sales

(2) Attribute sales

(3) Merch

(4) Royalties

(5) ICO

50% locked for 6 months then being sold, proceeds go to the Company's Treasury;

25% transferred to the Company Reserve with a lock-up period of 3 months;

25% transferred to the "The Family" to support the growth of the token ecosystem

(6) Transaction Fees = Waived momentarily, will be implemented later

(7) Advertising Revenue

2.5. Benefits

The creation of a decentralised blockchain based gaming platform provides multiple benefits when compared to current, non-blockchain systems, as illustrated in the chart below:

With Blockchain

Without Blockchain



<p>True Ownership</p> <ul style="list-style-type: none"> ● Assets stored in player wallets through tokenization; ● User retention of copyright in perpetuity; ● Ownership not tied to a game; and 	<p>Limited Ownership</p> <ul style="list-style-type: none"> ● Assets stored in game systems; ● Copyright limited and items can be modified by third parties; ● Ownership is tied to the game;
<p>Secure</p> <ul style="list-style-type: none"> ● Less fraud possibility thanks to blockchain’s record keeping technology. 	<p>Insecure</p> <ul style="list-style-type: none"> ● Server-based transactions; and ● High possibility of fraud (13% average).
<p>Decentralized Trading</p> <ul style="list-style-type: none"> ● Blockchain allows assets to be shared between users for collaboration; and ● Peer-to-peer trading 	<p>Centralized Trading</p> <ul style="list-style-type: none"> ● Centralized system limits collaboration; and ● All trades are controlled by 3rd parties.

3. Market Overview

The current gaming market presents favorable conditions that offer LCN a unique opportunity to exploit on both PC/Mac and mobile platforms, as the opportunity to shift power and earning potential into the hands of players in the growing UGC gaming market will add significant value to their gameplay experience.

- The global gaming market is expected to reach: USD 171.96 billion by 2025;
- The pc and mobile segment, which is one of LCN’s target platforms, is projected to gain momentum and exhibit a compounded annual growth rate (CAGR) of 31.4% over the coming years, owing to increasing smartphone and PC penetration across the globe⁴;



- The online segment is estimated to witness substantial growth over the next eight years, expanding at a CAGR of 8.6% from 2022 to 2025. This can be attributed to increasing broadband penetration and growing online betting, gambling, and social network gaming; and
- The Asia Pacific market is expected to gain traction, attaining a market size of USD 86.84 billion by 2025. Emerging countries such as China, India and South Korea are offering lucrative growth opportunities for market augmentation, which can be partly attributed to growing smartphone and Internet penetration in these countries.

3.1. Market Solution

The game's player-centric gaming experience, that gives players voting rights to the game developments and updates will be ice-breaking for the gaming community. The first stage of this process is the creation of a semi-decentralized gaming community with some elements under the central control of La Cosa Nostra and other elements decentralised to the players themselves.

4. Roadmap

4.1. Previous Milestones

- NFT Collection Creation
- Token Creation
- Install staking protocols for NFT's.
- Merch store. (50% of the profits will go to evolve the project, 10% will go to helping cats around the world, 40% will go to a charity the community chooses, we as founders would like for it to go to helping kids get out of the gang related life)
- Treasure Hunt Development.

4.2. Future Milestones - Q3 2022->Q4 2023

2022

- **Little Italy** - Little Italy is our community built virtual world where the community will gather to hold events, celebrate and just have fun while building their dream city
- **Fusion** - Having a pair of CMZ will allow holders to fusion them together for a rarer cat.
- **CatMobstaz Female Collection.**
- **Breeding** - After CMZ FC is available holders will be able to breed CMZ-CMZ FC for a Baby Mobsta
- **LCN** – Staking mechanisms for Yield generation and curation
- **Partnerships** – New IPs and Premium NFTs to be announced

2023

- **Game Public Beta** – Public Beta Launch of the Game Platform



- **Multiplayer** – Socialize, Chat and Interact with friends
- **Blockchain and Tokens:** We will be opening even more our blockchain technology to other Developers (marketplace, smart contracts, etc.) so they can build additional services, dApps on top of our API and smart contracts.
- **The Family** – Launch of the Family DAO with LCN staking for voting on Creators Fund management
- **Game** – Official Release 1.0 and major updates
- **Events** – Additional Seasons with big rewards to earn
- **Multi-platforms** – Availability of Game on Windows
- **Partnerships** – New IPs and Premium NFTs to be announced
- **Multi-platforms** – Availability of Game on Smartphones and tablets
- **Events** – Additional Seasons with big rewards to earn
- **Partnerships** – New IPs and Premium NFTs to be announced
- **DAO** – The LCN DAO will allow to participate in major decisions on the Game Platform

5. Economy

We are excited by the opportunity to build new kinds of business models with this player-powered economy, both in terms of revenue model and token model. LCN will provide immediate liquidity to players and investors. The valuation of the LCN token is calculated on what players will be able to build/play/trade/win inside our community also we have a burning system in place to reduce the circulating Supply over-time. We are aiming at replicating real-world economy systems, with players able to buy, rent, hire, vote, stake, etc.

The main flows of income will be the following:

- **Company ASSETS token:** Sales of ASSETS created and developed by the company (LCN, CMZ, CMZ-FC, In-game assets);
- **Transaction Fees:** Waived Momentarily
- **Royalties:** 10% (6% will be going into the LCN DAO, 4% will be paid to the founders).

5.1. Tokenomics

LCN is the utility token used throughout our ecosystem as the basis of transactions and interactions. It is an ERC-20 utility token built on the Ethereum blockchain. It will be used across the ecosystem by gamers, developers, allowing Players to exchange ASSETS and build a user-based platform of rewards while developing an ecosystem where Players will share various truly unique gaming experiences.

Name: La Cosa Nostra

Symbol: LCN

Token Supply: 1,000,000,000 (1B) LCN



Supply(%)	Year	Supply (LCN)	Price in \$
20%	2022	200m	1\$
20%	2023	200m	1.5\$
20%	2024	200m	2\$
10%	2025	100m	3\$
10%	2026	100m	4\$
10%	2027	100m	5\$
10%	2028	100m	6\$

Year 2022

Staking - 10 LCN/Day/Holder
 3650 LCN/Year/Holder
 32,441,200 LCN/Year/Collection
 16.221% of the Yearly Supply

Rewards - 10,000 LCN / NFT
 88,880,000 LCN
 44.44% of the Yearly Supply

60.661% | 121,321,200 LCN - Rewards & Staking
 30% | 60,000,000 LCN - Public Sale
 9.339% | 18,678,800 LCN - Promotions & Partnerships

Year 2023-24

Staking - 15 LCN/Day/Holder
 5475 LCN/Year/Holder
 48,661,800 LCN/Year/Collection
 24.331% of the Yearly Supply



P2E Game - 101,338,000 LCN
50.669% of Yearly Supply

24.331%		48,661,800 LCN - Staking
50.669%		101,338,000 LCN - P2E Game
20%		40,000,000 LCN - Public Sale
5%		10,000,000 LCN - Promotions & Partnerships

Year 2025-28

Staking - 5 LCN/Day/Holder
1825 LCN/Year/Holder
16,220,600 LCN/Year/Collection
16.221% of the Yearly Supply

P2E Game - 53,770,400 LCN
53.779% of Yearly Supply

16.221%		16,220,600 LCN - Staking
53.779%		53,770,400 LCN - P2E Game
25%		25,000,000 LCN - Public Sale
10%		5,000,000 LCN - Promotions & Partnerships

Burning

75% of all LCN used in-game will re-circulate in different forms
25% will be burned

5.2. Dynamics

As the community increases in terms of the number of players and ASSETS in the marketplace, there will be an increase in the need for a utility token to reward the growing number of stakeholders participating in the platform.

- **Growth Model and KPIs**

The key success factors for building the ecosystem consist of ensuring an organic community growth of Players invested in the value proposition offered by CMZ while ensuring customer satisfaction. In



order to ensure a progressive growth of the community and its model, we have identified key variables that will be measured and incentivized through marketing, promotional, and communication tactics to ensure the growth of the ecosystem:

- o Players growth rate;
- o New Assets created and uploaded by LCN;
- o Inflation rate of Assets in the marketplace;
- o Average price per Asset developed by CMZ (in LCN);
- o Asset price growth;
- o Initial supply of LCN;
- o Initial supply of LCN in the hands of Players;
- o Price of LCN (in USD or ETH);
- o % Commission at the marketplace.

Therefore, while the total supply of LCN is fixed, the initial amount of LCN offered to the ecosystem through players will be limited to add a scarcity effect due to the following key factors:

- o A growing number of Creators and Players which eventually will reduce the LCN available per capita;
- o Staking effect, increasing the time holding LCN.

6. Technology

Blockchain technology is used to record ownership of tokens and allow owners to transfer/sell/use them without restriction. IPFS is used to store the actual digital asset and ensure the asset cannot be changed without owner permission.

Three different blockchain protocols will be integrated into LCN gaming stack:

- **ERC-20** for LCN; and
- **ERC-1155 and ERC-721** for the Digital Assets storage and trading.

6.1. Future Technology Integrations

Why are we using Ethereum? We found many benefits to do so as detailed below:



- **Ease of use:** Ethereum has been built with flexibility in mind, which perfectly fits our use case with Asset tokens. Ethereum also has the largest number of developers, which allows for well-established standards, best practices and support;
- **Robustness:** It is, as of today, among the most robust blockchain protocols: its wide adoption makes the network validated by many and thus more secure; and
- **Interoperability:** Ethereum is a protocol, a base layer on top of which all applications can build and interact with each other.

The main issue faced by Ethereum today is often said to be its scaling issue. Blockchains are based on three pillars: Security, Decentralization and Scalability (throughput). Historically, Ethereum always put security and decentralization first, at the cost of scalability and some technological improvements need to be made at the base layer to support traffic at scale. On most public blockchains like Ethereum, this is one of the main current concerns, and lots of efforts are in progress to solve those scaling issues, without sacrificing the blockchain trilemma.

Ethereum is a blockchain that has been proven by thousands of dApps and developers for its robustness and offering a large ecosystem, resources and support from developers. With the current

system we are building, escrow less auctions, meta transaction, subscriptions (&cie) we can offer a great experience on Ethereum for non-crypto users

LCN team is looking at layer-2 solutions (that use the main ethereum chain as an anchor for security) – at the moment they are not yet ready for implementation or have not reached a production stage so that we could reliably integrate them. We will closely follow technical progresses on this topic and decide to integrate the solution that combines the best advantages for our product, use-case and users.

6.2. Multiple Class Fungible Token (MCFT)

At LCN, we spend a lot of time looking at how to preserve security and integrity for ASSETS on the blockchain while still allowing the speed and flexibility that players and creators demand. As with many aspects of game design, you can't get everything you want easily, so it's a matter of balancing elements to implement the best solution

The ERC-1155 standard that The SandBox co-created with other game companies in the blockchain space, was designed to support the management of millions of tokens. On top of that the ASSET contract is also ERC-721 compliant and allows multiple unique items to be created by a single smart contract with the benefit of keeping the ERC-721 interface to allow interoperability with other Marketplaces and games

6.2.1. Interoperability

As we use Ethereum as the substrate of ERC-1155/ERC721 implementation, any platform / wallet that supports ERC-1155/ERC-721 will be able to inspect and use our ASSET. This means independent developers could rely on the plethora of ASSETS.



The LCN gaming environment will be divided into 3 types of tokens:

- LCN(our game currency used across the system)
- ASSETS (additional attributes offered in the marketplace)
- Characters (NFT's)

Token contracts are responsible for:

- Keeping track of :
 - ownership
 - transfers
 - Emitting events when the state changes

6.2.2. Meta Transactions

LCN is aiming to bring non-crypto users to the blockchain world. In order to achieve that we believe that the system should be transparent to the user as much as possible.

Meta Transactions allow users that own LCN to interact with our platform without the need to own or know what ETH is or for that matter any of the tokens that will be used.

6.3. Wallets

We minimize the security risk on our backend by reducing the responsibility of hot wallets that are only used for referral and whitelisting.

The other wallets are cold storage wallets that hold responsibility for updating the platform with new contracts and new parameters. These could later be part of a governance mechanism.

For these cold wallets, we use a 2 out of 3 multi-signature wallet (<https://github.com/gnosis/MultiSigWallet>) and all of the owners of those multi-signatures are three hardware wallets.

This wallet has the possibility to upgrade our LCN token, as well as the ability to extend functionality via super operators.

In relation to the methods of payment, if the user wishes to pay with:

- an ERC-20 based token (ETH or DAI), it will then be processed by a smart contract on-chain and the user shall receive the LCN directly into his wallet; and/or
- BTC, credit card or fiat payment, it will then be processed by a third party service merchant solution, whereby upon confirmation by the latter, the LCN shall be released.



6.4. Security

LCN marketplace is relying on the security of Ethereum for the functioning of its smart contracts. The only wallet that can affect the logic of our smart contract is our multi-signature wallet which uses the gnosis MultiSig wallet backed with three hardware wallets.

On our backend side, we manage a database that cache the smart contract events to keep track of ownership. Our backend also stores temporary assets. On that side, its responsibility is thus minimal.

As for fiat payment hot wallet, we are designing a daily auto-refill to ensure that only a minimum amount of token is present, minimizing the consequence of a breach.



CONCLUSION

LCN decentralized platform allows players and creators to own a piece of our gaming metaverse (LAND), participate in the governance and economy (LCN), while creating and enjoying a simple way to benefit from their playing time.

In the coming year, our experienced and dedicated team will build an unique way to play in a virtual world where you can play, create, collect, earn, govern, and own anything in the game.

Join us now.

