

The background of the cover is a colorful, stylized illustration of a futuristic city. The city is built on multiple levels, with buildings and structures in shades of brown, tan, and blue. There are several waterfalls cascading down the sides of the buildings. In the foreground, there is a body of water with a boat on the right side. The sky is a mix of light blue and white, with some clouds and a few small, glowing blue stars. The overall style is clean and modern, with a focus on water and nature.

TruPlay

White Paper

By: Brent Dusing, Jason Tilley, Alice Mills & Matt Wolf

Our Vision

At TruPlay, we're building a beautiful, fun, world-class entertainment platform to invite children into a world of hope and God's truth so that we can transform the real world we live in. We have a world-class team with deep industry experience committed to making our vision a reality.

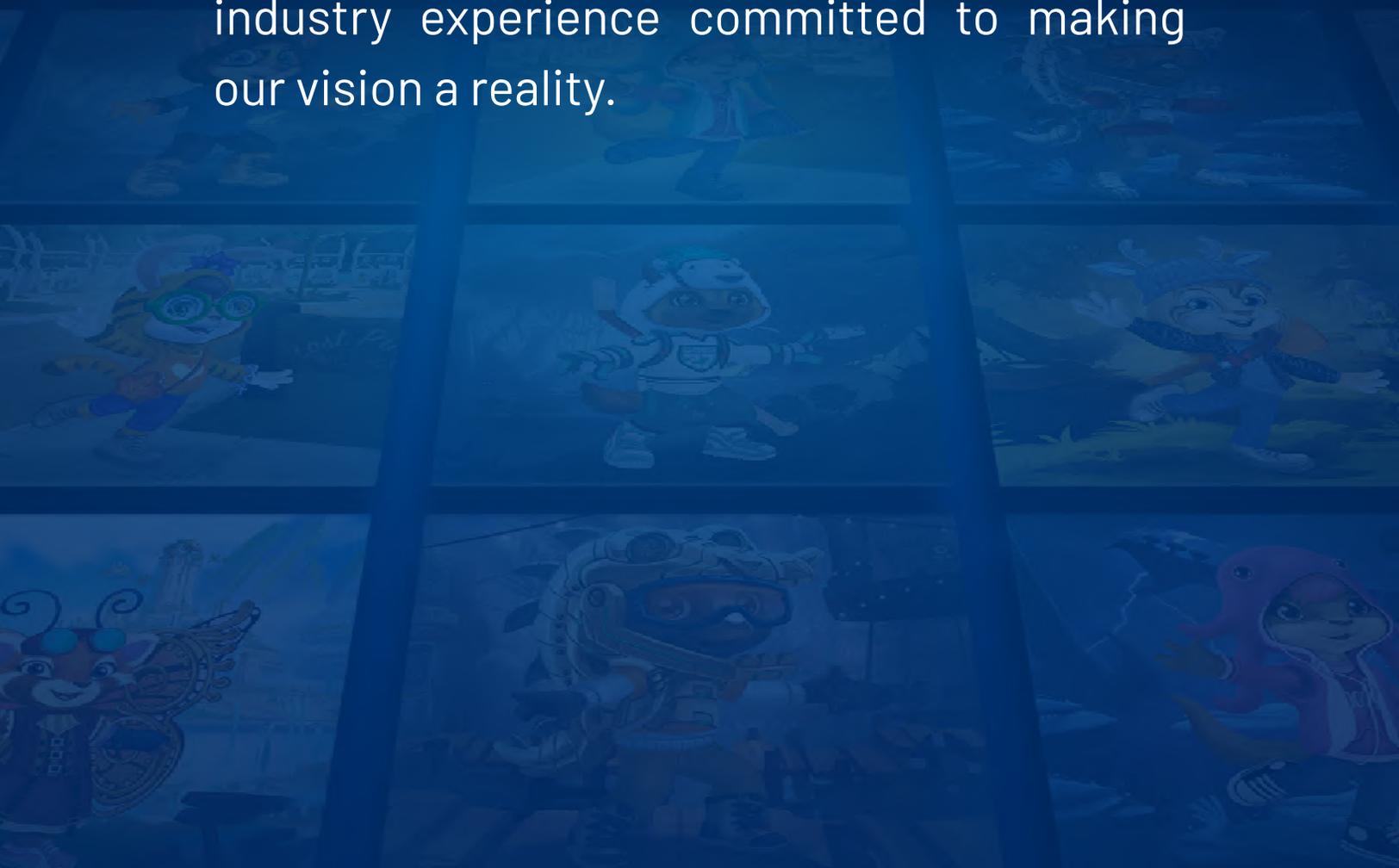


TABLE OF CONTENTS

4 - TruPlay Vision

[Company Introduction](#)
[Landscape of Children's Entertainment](#)
[Strategic Opportunity](#)

6 - Core Business Products

[Bible-Based Games](#)
[Introducing RhymVerse](#)
[Maple the Tiger Bunny](#)
[Oliver the Fox](#)
[Lucas the Skunk](#)
[Ava the Lynx](#)
[Benjamin the Wolverine](#)
[Isabella the Red Panda](#)
[Ember the Otter](#)
[Noah](#)
[Lilah](#)
[Axilla the Fossa](#)

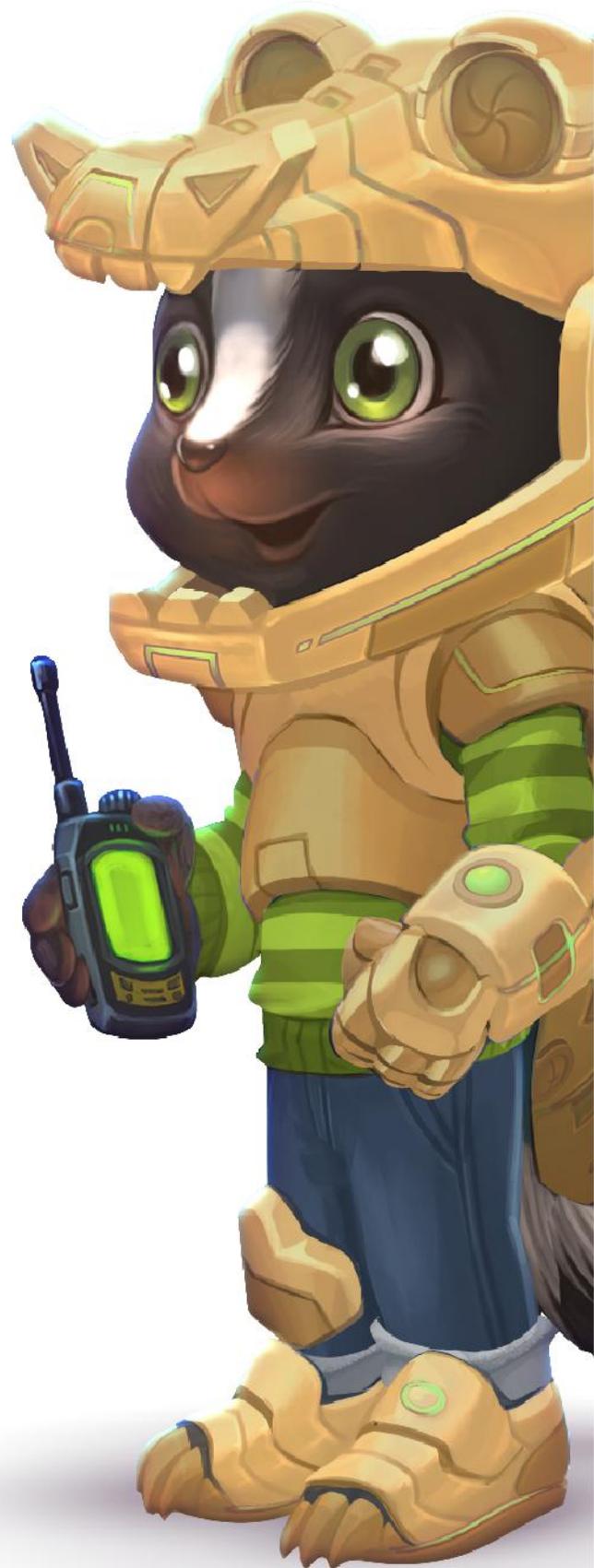
13 - NFT Benefits and Project Roadmap

[Genesis Project](#)
[RhymVerse Character Voting](#)
[Signed Physical Art](#)
[Limited Edition NFTs](#)
[NFT Layering](#)
[NFT Game](#)
[Voting Rules](#)

15 - TruPlay Team bios

[Brent Dusing, CEO & Founder](#)
[Jason DeLong, Chief Product Officer](#)
[Herve Gomez, Creative Director](#)
[John Tatman, Executive Game Producer](#)
[Alice Mills, Director of Narrative](#)
[Mark Gants, Platform Architect](#)
[Temitope Adjabge, Full Stack Engineer](#)
[Matt Wolf, Sr Product Manager](#)

19 - Conclusion



TRUPLAY VISION

Introduction

At TruPlay, we're thinking about future generations. In the technology world, everyone is rushing to the future. And, look, we get it. There's an opportunity out there to create significant value.

However, we don't see much thought given in the technology space to the well-being of our most precious resource—the next generation, our children.

At TruPlay, we're building a beautiful, fun, world-class entertainment platform to invite children into a world of hope and God's truth so that we can transform the real world we live in. We have a world-class team with deep industry experience committed to making our vision a reality.

At TruPlay, we look at our culture today, and we see many things that concern us:

- **Anxiety, suicide, and depression rates are at all-time highs for children, precisely tracking the rise of social media on smartphones.**
- **The average male is exposed to online pornography when he's 13, causing devastating effects on relationships as well as mental and physical well-being.**
- **For the first time in the history of this country, less than half of Americans go to church.**
- **While 62% of Americans over 40 in this country believe in God, only 32% of our nation's children do.**

The root cause is simple: the average person is on a screen 50 hours a week, absorbing the lies current content is providing. What's out there that's high quality, fun, and conveys God's truths? Almost nothing.

One hundred and ten million people go to church every Sunday, and 2.2 billion people identify as Christians globally. Who is serving them? We've also found millions of non-Christians use our previous games because they don't want their children playing dark and senseless violence.

Share Believing in God Without a Doubt



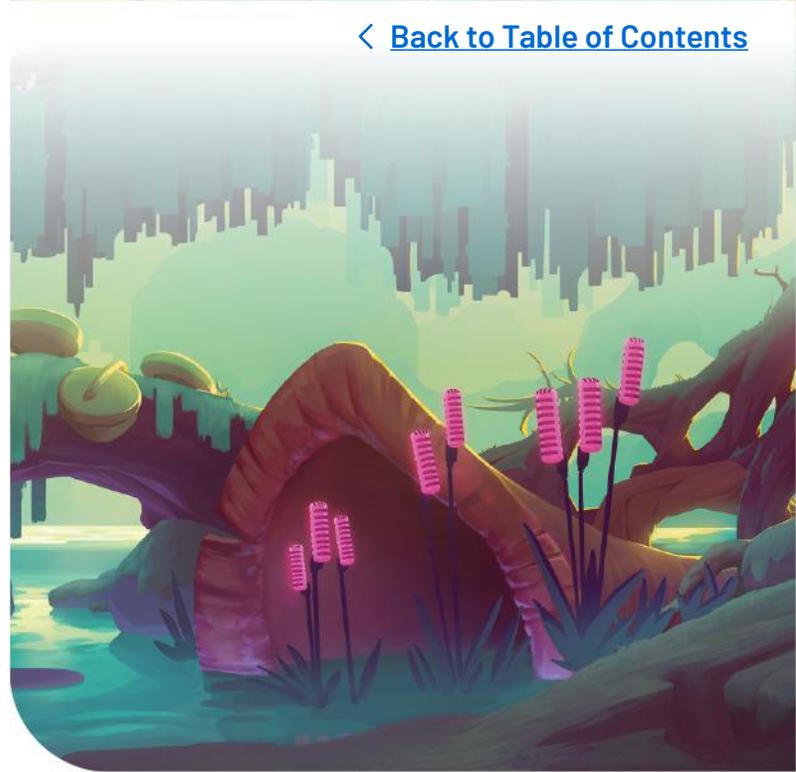
The Landscape of Children's Entertainment

When we look back on the past three decades, it is easy to see that the gaming sector is where we should invest our resources. In that time, no other entertainment medium has evolved so quickly in both quality and complexity. Gaming is unique in that it allows gamers two affordances difficult for a child to find anywhere else: Immersion and Global Connection. Gaming allows players to immerse themselves in new environments and explore new worlds they would otherwise be unable to visit. Gaming enables players to engage with friends from any place on Earth; it is truly a global product.

In short, gaming provides children with an experience unlike any other medium. It is no wonder that gaming is the entertainment choice for Gen Z and beyond.

With all that gaming offers the player, it should be no surprise that the gaming market is highly profitable. With revenue of approximately 180 billion dollars in 2020, the gaming industry is more than four times the size of the film industry (\$42 billion in 2019) and more than eight times the music industry (\$22 billion).

Unfortunately, the content of many popular games have profoundly adverse effects on users, especially children.



Mission and Strategic Opportunity

With gaming as the entertainment of choice for our audience and the lack of content with a Christian worldview, TruPlay sees gaming as the perfect focal point to design content for a child's faith formation.

Faith, like gaming, is experiential. We learn faith through trial and error. God gives a person the agency to live out their faith as they choose. He even gives them the grace to try again when they fail.

Part of the appeal of gaming is that the player is not a passive viewer. Instead, a player is active in the game and has agency, being free to succeed or try again after failure. This agency is what makes gaming an ideal medium for faith exploration.

By developing a platform for games and related content, TruPlay creates products that embed a faith experience into an engaging and interactive medium. In particular, we aim to provide high-quality faith formation experiences for children, making it easier for parents with a Christian worldview to find content that is both enjoyable for the child and enriching for their faith.

Our market research has also shown many non-Christians are interested in our content. They seek positive values and quality uplifting entertainment for their families that they can trust.

Consider that:

- Children are exposed to pornographic content as young as 11.
- Many games feature violence and other illicit activities linked with an increased propensity to display depression and other problems.
- When it comes to games with a Christian worldview, the gaming industry has very little to offer.

CORE BUSINESS PRODUCTS

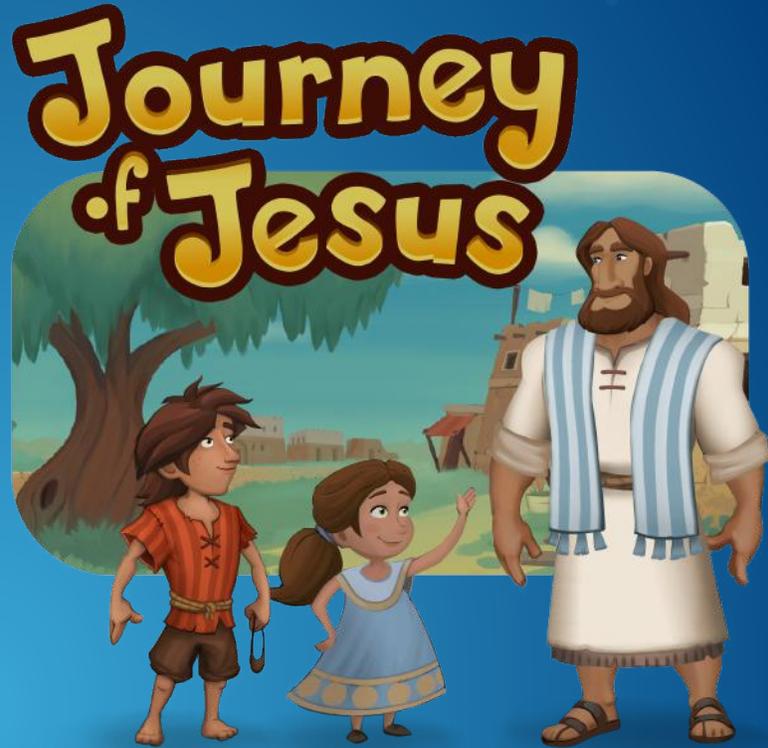
The TruPlay platform consists of two categories of games:

Bible-based games and our new RhymVerse games.

Bible-Based Games

We want the Bible to come to life for our players. So we created two immersive, Bible-based games: The Journey of Jesus and The Journey of Moses, and one match-three game, Stained Glass. Each of these games takes the player through some of the major story arcs of the Bible. We tell stories straight from scripture using digital animation and engaging gameplay.

STAINED GLASS



We are the team responsible for creating the most played Biblical video game EVER! These games stand as the most successful library of Christian video games ever produced. In previous versions on other platforms, our Bible-based games had 7 million people play them. As a couple of examples, The Journey of Jesus saw players play an average of 3 sessions a day, for 15 minutes per session, totaling 45 minutes per day. Stained Glass, designed by two Apple Award Winners, was the most popular and highest-rated Christian game in the App Store.

We know how to build games that people enjoy, play for a long time, tell an engaging story, and embrace God's Truth. For example, the core audience of The Journey of Jesus played for over eight years, many of whom had transformative experiences. Through The Journey of Jesus, together with the partnership of The Billy Graham Organization, 25,000 people decided to follow Jesus.

We are bringing these favorites back as part of our full catalog of mobile casual games!

Introducing RhymVerse

Welcome to the RhymVerse, a world where God is real and the Bible is true. But evil is at work, and someone must rise to face it. In Rhym, a group of young animal children discover their giftings and use those gifts to restore truth and goodness to the many environs of Rhym. To face the various evils of Rhym, our heroes must use all their weapons, including their childlike faith, to win this fight.

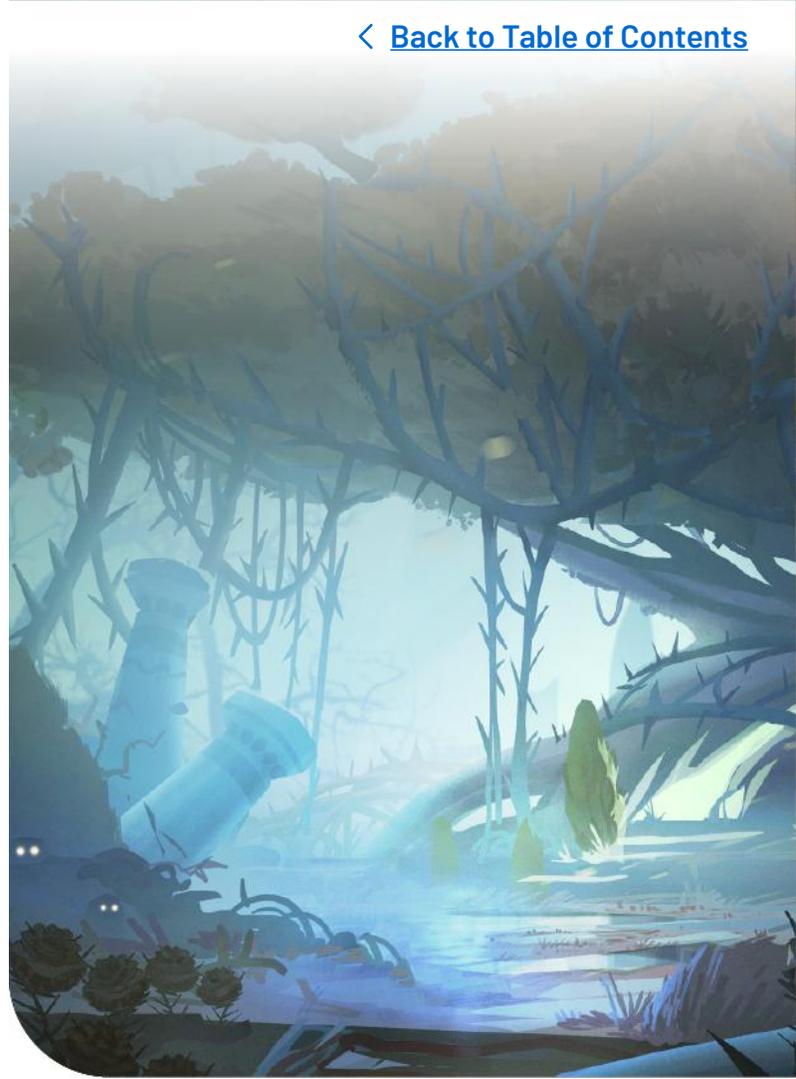
The RhymVerse is a place of endless adventure. Players will journey from the depths of the sea to outer space and everywhere in between. They will traverse scorching deserts and explore forgotten forests. There is no limit to the storytelling and gameplay of the RhymVerse. We even have games set in alternate dimensions.

Our games do more than entertain. We directly touch users' minds and hearts by embedding Biblical truths into exciting and creative storylines. However, our characters follow the same path as our players, facing real, "down-to-earth" problems. They mature, grow, experience grace, and understand God at their own pace.

Over the course of several games, animations, and digital comics, all intentionally intertwined into the RhymVerse meta-narrative, our players will get to know Maple, Lucas, Isabella, Benjamin, and the others as they fight to save their world from villains who would seek to rule over it.

Our characters are the heart of the RhymVerse, which is why we chose them for these NFTs. There will be nine initial hero characters and one villain named Axilla.

Our team has already created seven heroic characters, unique in personality and purpose. Each of these characters will have their own games, in addition to appearing in each other's games and journeys.





Maple the Tiger Bunny

Maple is not always right, but she is never in doubt. Her courageous, if sometimes impulsive, spirit gets her into trouble sometimes.

However, if you want a loyal, caring friend, she's your tiger bunny. Maple sometimes needs to go exploring away from her busy home with seventeen brothers and sisters.

The Forest of Words is mysterious, brooding, and holds dangers she hasn't even thought of. Just the place for a tiger bunny to prove she's not afraid of anything.

The best thing about Maple is that she loves God with her whole heart. She knows she can talk to him anytime, and he will listen to her. Maybe she forgets to listen for an answer sometimes, but her faith in God's love keeps her heart full of love for others. She is a trustworthy rabbit, a dedicated sister, and an intrepid adventurer. She may be a bunny, but she has the soul of a tiger.

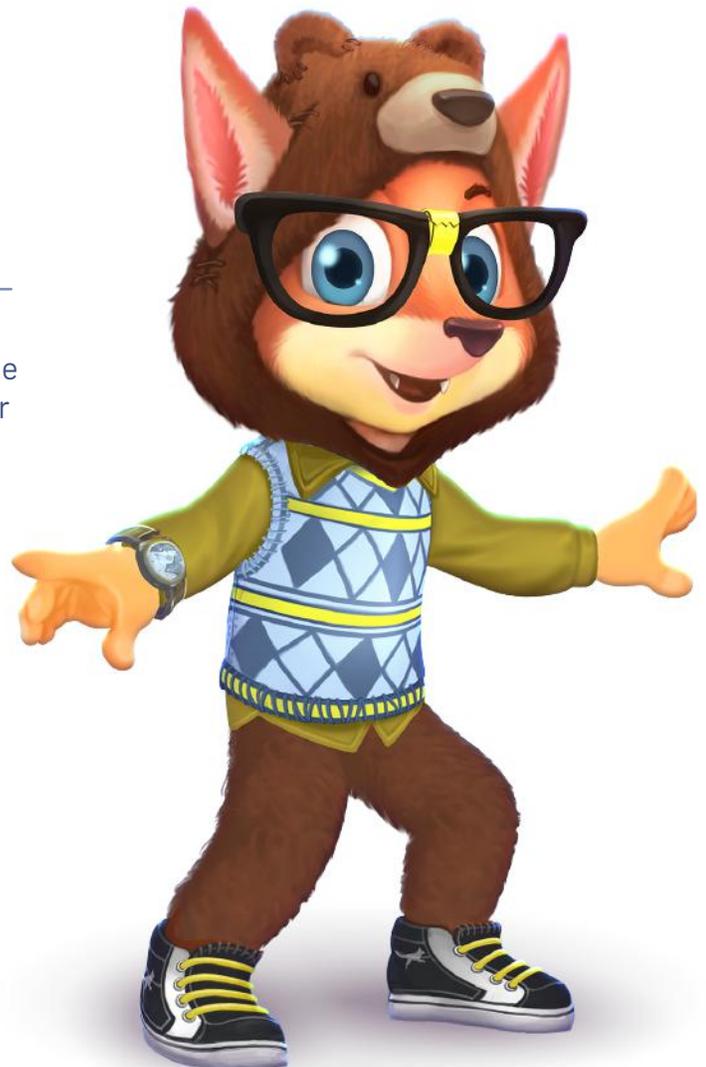
Oliver the Fox

Oliver the Fox knows very little about his origins. His only hints are his beloved book, which Oliver and his friends call the Book of Fox Facts, and a compass pointing in directions other than North. A young fox adopted by a bear family, Oliver struggles with his identity.

Oliver is a rule-keeper to the letter, often putting him at odds with his more intuitive friends, like Maple and her "leap first, ask questions later" approach to life. Still, Oliver's impressive memory and access to information are beneficial to the group during their many adventures.

His relationship with God is complicated. Oliver has difficulty understanding why he is adopted, yet he also sees God's goodness in his adopted family. He has problems with talking to someone he cannot see, so prayer doesn't come easily for Oliver.

Still, Oliver's loyalty is unquestionable. He will stand by his friends no matter what happens.





Lucas the Skunk

Lucas can do amazing things with a pair of pliers and some wire, including making the coolest crocodile robot costume ever (which deploys and retracts through a button on his wrist). He may be a small skunk, but his brain is way above average.

But Lucas's smarts aren't enough to fix a heart broken by the loss of his twin brother, Chase. He still carries his walkie talkie, to which his brother had the mate. If only his brother could talk back to him.

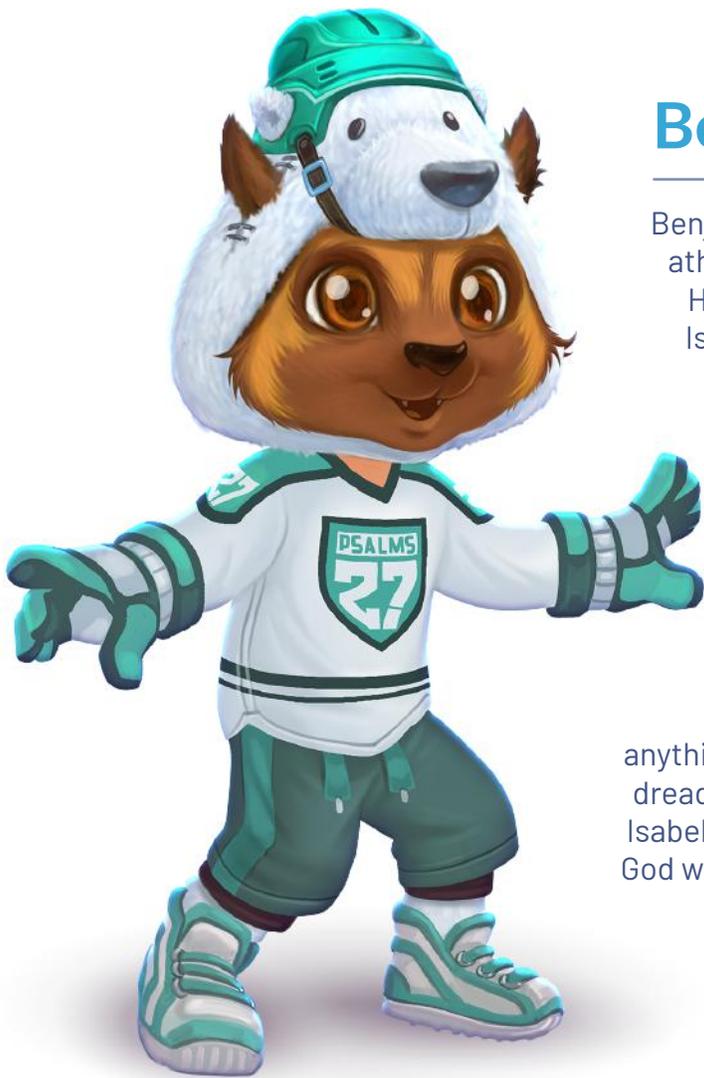
After a malicious Shpurt tries to steal his brother's walkie-talkie, Lucas sets out on an adventure to the undersea city of Alumpher, where he and some of his friends will come face to face with the sinister Galdu. He's not only learning that he needs friends but also—with their help—that he needs a God who loves him more than he can imagine.

Ava the Lynx

Ava, lynx at home, and superhero, Balynxa, in the Rhymflection, knows how to defeat the lying Snarflon and their strongholds. It's easy, really, once you learn how to fling a truth bomb right into their shaky little lie fortresses. Her friend and mentor, Moth the Sloth, is two things: a rare Scottish sling sloth and a feisty warrior. He helps her navigate the tricky world of untruths- the ones she tells herself and the ones the enemy whispers in her tufted ears.

Ava lives with her mom and younger sister, except when she lives with her dad, his new wife, and her horrible stepbrother, Wylder. Her only escape beside Moth is her trusty bass guitar, which she practices every day. Music is something she can always count on. In fact, it may be one of her best weapons against those pesky Snarflon. Her friends and family know her as a bass-playing lynx. But in her heart, she is Balynxa, a superhero ready to fight for the truth.





Benjamin the Wolverine

Benjamin is a hero in the making. He's a daring and ferocious athlete, winning MVP awards and playing in championships.

He's also fiercely loyal and protective of his friends, especially Isabella.

He lives with (and idolizes) his father, a fire chief who fights the fires caused by Whyrl Wynds. His mother is a scientist stationed on the moon, conducting important research. Benjamin doesn't understand his parents' situation; he just senses that something's not right.

He wears a hockey helmet and gloves that look like a polar bear because he is a force to be reckoned with, both on and off the ice. He is willing to face anyone and anything if it means securing the safety of his friends, even the dreaded Whyrl Wynds. He especially looks out for the feisty little Isabella. Used to being the brave fighter, will he learn there is a God who will help him win even bigger battles?

Isabella the Red Panda

The youngest of the crew, Isabella is a feisty red panda who doesn't need anyone. Just because she is six doesn't mean she doesn't know what she is doing, including learning to fly with a pair of oversized butterfly wings. She knows that even though she is the youngest, she still has a lot to offer. However, going unnoticed is sometimes a benefit when one has an ancient map that may lead to something pretty spectacular.

Isabella doesn't see a need for God until circumstances spiral out of her control in the Forest of Words. Seeing Maple and Oliver pray and God answer those prayers begins her spiritual transformation into a red panda who knows how to be a part of a team.



Ember the Otter

Ember is a pastor's kid. A mischievous otter, she dresses as an orca and swims in the Rhymver as a prank. She loves the rumors going around that a killer whale lives in the main river in Rhym. If she can just avoid being caught, everything will be just fine. She is artistic as well, with her paintings and her poems that she keeps in her notebook.

However, she faces difficulties that lead her to understand that being a good pastor's daughter is not the same as having a relationship with her Heavenly Father.



We also have two heroes we are excited about, but we are still workshopping their designs.

We invite you to participate!

Noah

A middle child and a bit of an underachiever, Noah loves skateboarding, rock-climbing, and any other risky outdoor adventure you can think of. His pet and friend, a nano-chameleon named Nanoo, is always along for the ride. His brothers seem to have it all together. How can he even compete? His parents don't quite know what to do with him, but Noah is about to learn that sometimes life puts us in circumstances that are too much even for a risk-taker. He will have to rely on a God he doesn't know very well.

Lilah

Congenial and careful, impulsive and fun-loving, Lilah is warm, talkative, and has a deep love for friends, food, and God. She is an absolute mess in the kitchen, but no one minds because of her delicious food. One of the most gentle of the crew, Lilah tends to avoid taking action and just follows the crowd, especially her bossy best friend, Maple. She is definitely not up for a lot of adventure, but adventure has a way of finding her. She has always relied on herself and never asked anyone for anything. Her parents taught her to be independent, and she is good at being self-reliant. When events throw her into some dangerous situations, Lilah is going to have to learn to lean on God and her friends.

Finally, we have one villain...

Axilla the Fossa

As a little girl, her father was the Prime Minister of Eldavar and the lands that surrounded it. Taxed with keeping the Good Book safe, he did not foresee his daughter, Axilla, selling out her people to possess the word "Power." With her theft, the book could no longer keep the words given by Logos safe and they fled into the forest. Axilla created an army of Uns and Disses, a dangerous company of prefixes that could twist the meaning of any word in the book. Under her rule, the Forest of Words became a dark and dangerous place where meaning is lost, and words must hide. Now that she has captured the word "Truth," she can weave her deceptions unimpeded and conquer all of Rhym.



NFT BENEFITS & OUR PROJECT ROADMAP

Being an NFT holder comes with some immediate benefits, followed by plans we have in the roadmap to continue making the Genesis project more valuable and to support future projects. Here are the benefits we're offering:

- **Genesis Project** - Like owning an original art rendition or baseball rookie card, you will have the opportunity to own one of the Genesis editions of our core characters that will appear in video games, animations, web 3.0, and merchandise. Our RhymVerse characters are high quality, unique, and have extensive and exciting backstories written by our narrative team. Imagine if you owned an original sketch of a Disney character that became a household name. This is what we're creating at TruPlay. Our brand and characters will become a household name in Christian gaming and entertainment, and you have the opportunity to own an original edition of the art!
- **RhymVerse Character Voting** - We value our fanbase's engagement and need your help developing some of our core characters. As an NFT owner, you will help us by voting on future RhymVerse characters. Immediately after our first Genesis drop, we'll ask for your vote on our characters Lilah and Noah, helping us decide their animal and costume they will have in our games, animations, and digital content. Based on your feedback we'll design Noah and Lilah and offer them as part of our second NFT release to conclude our Genesis project. You will have an opportunity to own an NFT you helped design!!!
- **Signed Physical Art** - We know our artists are legit, and their work is much higher quality than what is usually available on the market, so we want to reward the seven owners who mint the original, unaltered designs of our core hero characters as they will appear in our RhymVerse games. If you are an owner of one of these seven original designs for at least 30 days, you're getting a signed Art Print of that character coming your way.
- **Limited Edition NFTs** - As part of our Genesis project we've developed an extremely limited edition NFT of each character, unique and different from the rest. These rare editions will portray our characters in their native environment in the RhymVerse, with items and accessories specific to their character profile and not found in any other NFT.
- **NFT Layering** - Assuming our community loves our Genesis launch, we will consider supporting the capability to combine existing NFTs of the same character together and even offering new accessories to customize your current NFT adding to its uniqueness.
- **NFT Game** - We're a gaming company, so expanding our portfolio of games with a unique experience where you can utilize your NFTs in gameplay makes perfect sense. We're working hard to design a game with exclusive owner benefits and also allow you to show off your NFT character with all your layers. As an owner, you'll be notified first about the game we're releasing and what it will be.

We're excited about these benefits and are working on more for the roadmap. We can't wait to see the results as holders vote on our beloved characters and how they will appear in our games.



Voting Rules

The voting will take place on our Discord channel directly after our initial release of 7,000 Genesis NFTs featuring RhymVerse heroes.

- **Vote 1** will be multiple choice on Lilah and Noah's animal characters and their costumes
- **Vote 2** will be a follow-up vote on the top 3 results of the previous animal and costume votes

We will announce the results through Discord and Twitter immediately and then get to work creating the new art. After a few weeks, we'll reveal the new characters on our website, Discord, and Twitter and also the date of our 2nd NFT release.

The 2nd NFT release will conclude our Genesis package with Lilah, Noah, and our RhymVerse villain, Axilla, with 3,000 unique NFTs for a grand total of 10,000. You can have a hand in designing characters that bring hope to people everywhere and will be on multiple media platforms for generations.

Over time, we expect to expand the RhymVerse and our hero characters with other media forms. This NFT release is our first foray into Web 3.0. Fundamentally, we at TruPlay believe the Kingdom of God should be at the forefront of technology and not lagging. Our NFT holders will continue to be included in the additional benefits we add to the road-map. Over time, we'll evolve our road-map to ensure we're always adding value to our NFT collection.

TRUPLAY TEAM

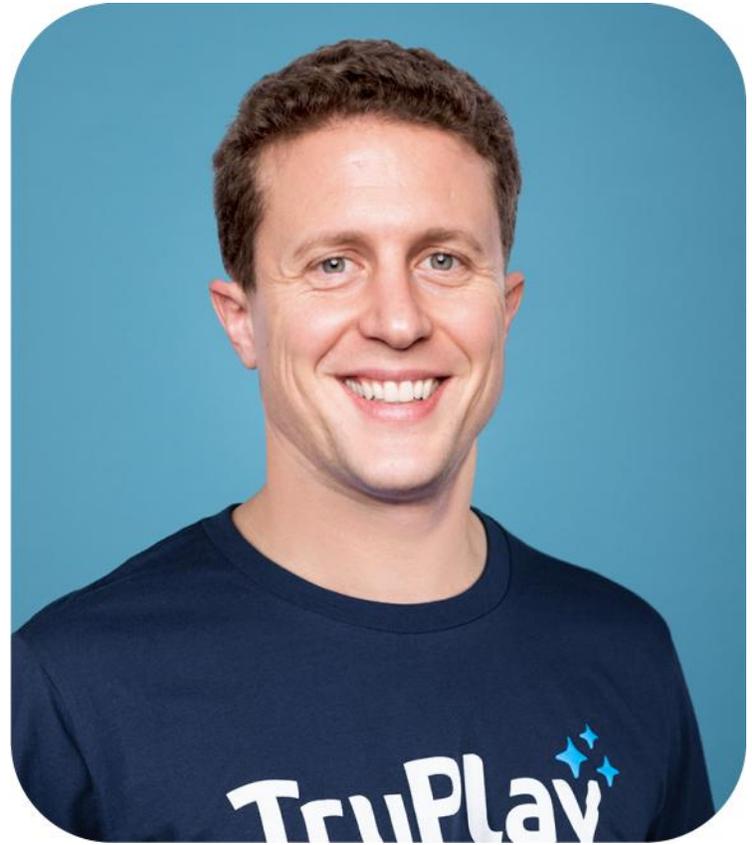
Brent Dusing Founder and CEO

Brent Dusing created TruPlay to bring excellent, fun, beautiful, and biblically authentic entertainment to audiences worldwide. An entrepreneur at heart, Brent pioneered game creation with Christian content through Lightside Games, a Christian gaming studio reaching more than 7 million game players worldwide and resulting in 25,000 decisions for Christ.

As the founder and CEO of Cellfire, Brent created the nation's leading mobile coupon company, used today at grocers like Safeway and Kroger, leading Catalina Marketing to acquire Cellfire for \$108M.

Brent began his career as a venture capitalist at Menlo Ventures, where he sourced multiple 9-figure exits and generated top-quartile returns. Over his career, Brent has been featured on CNN, Fox News, ABC News, The Wall Street Journal, New York Times, USA Today, Entertainment Weekly, and other news media.

Brent has a bachelor's degree in economics from Harvard University.



Jason DeLong Chief Product Officer

Jason is an accomplished Executive Product Leader with over 20 years of experience in product development, P&L management, strategic goal-setting, and product excellence. Jason is a results-oriented, decisive, and motivational leader of teams surpassing 250 people, with proven success in strategic vision-setting and customer satisfaction for multi-billion dollar software companies. Jason has a track record of continual and sustained business growth while spearheading operational efficiencies to improve financial and organizational results. Jason's accomplishments are seen in his oversight of the development of gaming titles such as DC Legends, FarmVille 2, Medal of Honor, Need for Speed, Skate 1, 2 & 3, 007 Everything or Nothing, 007 Nightfire, 007 Agent Under Fire, 007 Bond Racing, Wonka's World of Candy and Wizard of Oz Magic Match.

Herve Gomez

Creative Director

Herve is a product executive with more than 15 years of experience in successfully delivering engaging interactive content to audiences worldwide, including the United States, China, India, and France. Before signing on to TruPlay's mission and vision, Herve was Vice President of Game Development (and, earlier, Director, Game Development) at Square Panda. His experience also includes Senior Producer and Product Owner at LeapFrog, where he introduced SCRUM Backlog Grooming and Road Map definition to the Development and Executive team. Previous to that, as Producer, he led the design and production of 2 best-seller launch titles for the LeapTV console (Dance and Learn Sports) and the first open sandbox game in the library (Doodle Craft). He also managed the development of licensed titles with Nickelodeon (Blaze and the Monster Machines) and Disney Pixar (Finding Dory). Herve earned a Master's Degree in Cultural Anthropology from the prestigious Université Paris Nanterre.



Jon Tatman

Executive Game Producer

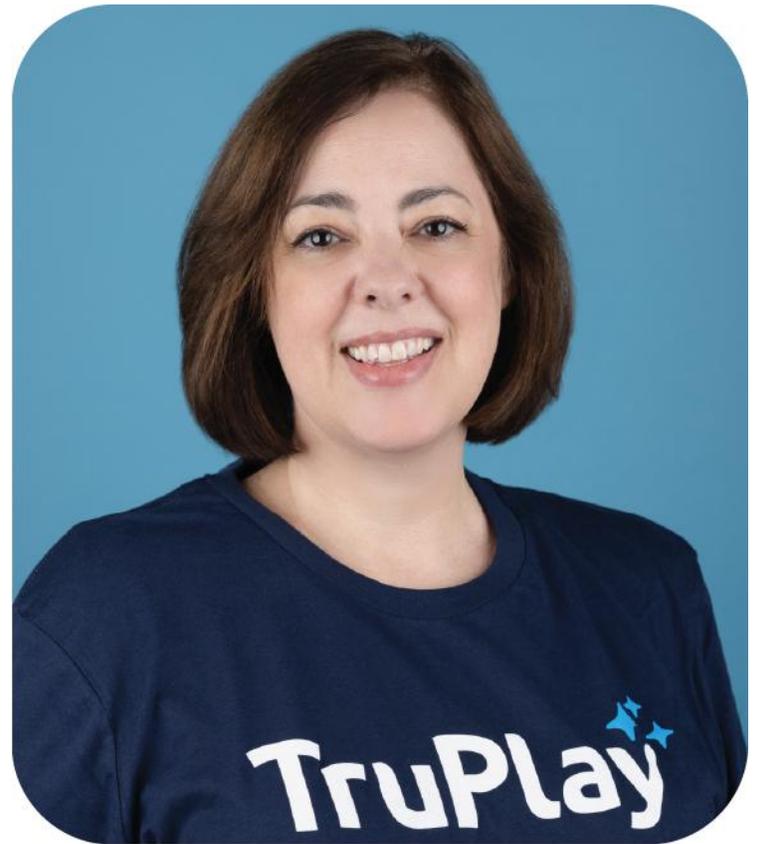
Jon is a fully certified project and technical program management professional with over 20 years of experience building, forming, and leading software teams in delivering some of the most engaging and successful online entertainment and game experiences. Before joining TruPlay, Jon was most recently a Technical Project Manager for Peloton Interactive. Previous to that, Jon sharpened his data analytics tools in the work he did as a Senior Technical Program Manager for Zonar Systems. While at Hulu, he worked closely with software engineers, product managers, designers, and cross-functional teams to develop and deliver Hulu's client for the iOS and tvOS platforms. Much of Jon's experience in the online game space comes from Wizards of The Coast, where he managed multiple teams that developed multi-year product road-maps for both Magic Online and Magic Duels, negotiating with Product Managers, Brand Managers, Product Engineering, Research, and Development -

delivering year-over-year performance, decreased software (game) defects, and increased player satisfaction. Prior to this, having built a tremendous amount of experience in the casual game space as Product Manager for Big Fish Games Online Game Community, Jon led development, design, and engineering efforts to build a social community surrounding casual games, leading the team through 3 major releases. Jon is the husband to a beautiful and born-again woman and father to an energetic and blessed toddler. An avid reader of history, theology, and philosophy, Jon studied English Writing at Whitworth College in Spokane, Washington.

Alice Mills

Director of Narrative

Alice oversees the Narrative Team at TruPlay. She is also a Christian blogger, with more than 1.8 million unique visitors to her website. In addition to contributing to multiple online Christian publications, Alice regularly publishes non-fiction, fiction, and poetry in various literary journals, including children's fiction. She has also been a regular contributor to Women's Frontline Magazine. Her personal goal is to create a safe atmosphere within Christian gaming, which normalizes a childlike faith and a vibrant spirituality that adheres to an authentic Biblical worldview. Alice received an MFA in Creative Writing from the University of California, Irvine—a program that ranks among the top creative writing programs in the nation.



Mark Gants

Platform Architect

Mark has enjoyed more than 19 years of software engineering experience in the gaming industry, having developed software for various gaming platforms, spanning PCs, consoles, web, and mobile devices. His experience includes stints at Bigpoint, Codemasters, High Voltage Software, and most recently, as Principal Software Engineer and Architect at Zynga. Mark holds a Bachelor of Science Degree in Computer Science from the University of Missouri-Columbia and is pursuing graduate studies in Science and Religion at Biola University.

Temitope Ajagbe

Platform Engineering Manager

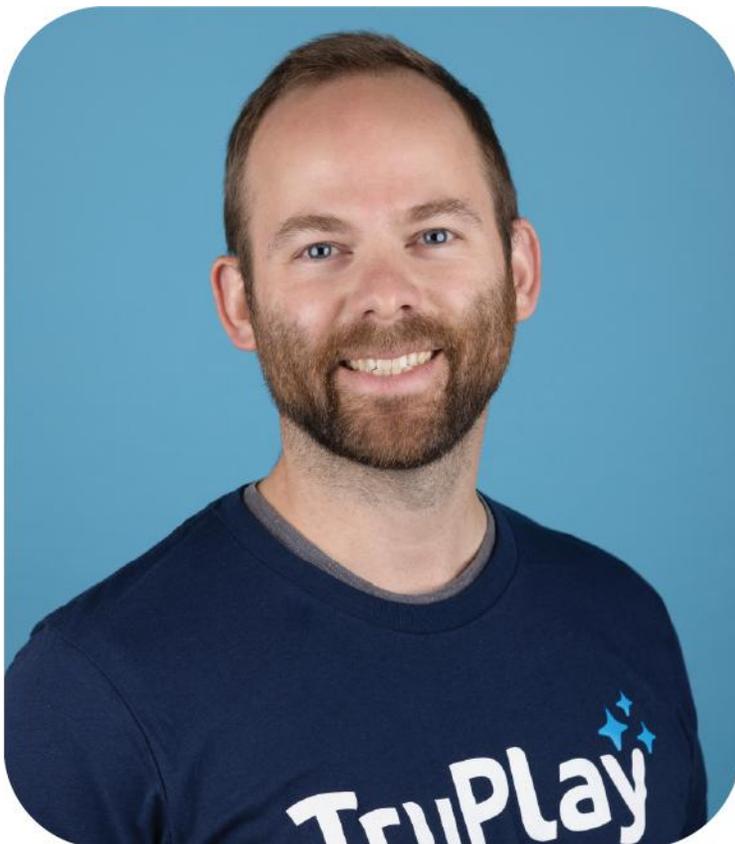
With over 20 years of experience in the technology sector, Temi brings a tremendous amount of value to the TruPlay team. His most notable work includes being a key contributor to the Amazon Shipping Algorithm during his time at Amazon Web Services as well as holding a Technical Solutions Engineering role at Google. Temi's experience consists of being a Technology Instructor, Project Manager, Systems Analyst, Systems Developer, Solutions Engineer, Systems Design Consultant, and Production Engineer. He has worked at USAA, State Farm, Robert Half Technology, First Bank of Nigeria, Amazon Web Services, Facebook, and Google in various capacities. He holds a B.S in Computer Science from the University of Lagos, an M.S in Computer Science from the University of Texas (San Antonio), and currently working on Ph.D. in Management from Walden University specializing in Information Management Systems. He earned a professional Computer Security Certificate from Stanford University. He is a certified AWS Solutions Architect and Systems Security Certified Practitioner with (ISC2).



Matt Wolf

Senior Product Manager

Matt joined TruPlay as the Sr Product Manager of the platform bringing 14+ years of experience in digital product strategy, technology, and user experience analytics at companies like Nike, Sprinklr, and some of the largest healthcare systems in the United States. He's directed product development strategy for leading enterprise SaaS solutions and led the largest brand analytics project, World Cup, at Nike.



JOIN THE ADVENTURE

At TruPlay, we are passionate about gaming and our children's future. Through Biblical stories and the RhymVerse, our games bring God's Truth to the forefront of where they spend their time.

The gaming market opportunity is gigantic, and Christian and non-Christian parents desiring faith-based gaming content is a massively underserved market, so the harvest is ripe with opportunity. We need your participation in supporting our NFT project to serve this market. By minting a TruPlay NFT, you're helping us build world-class faith-based entertainment that can impact generations!

One of the beauties of the NFT space is that it has unlocked pent-up creativity for so many people. At the NFT.NYC conference, it was said that we were all creative when we were kids, but somehow the world convinced most people to give that up.

We hope, in our own unique way, we're unlocking creativity in our community by letting people participate in the very creation of these characters that will last for generations.

Thank you for participating in our NFT release of our RhymVerse heroes, and thank you for being part of TruPlay. We look forward to serving you and your family with fun, beauty, excellence, and God's truth for generations to come.

