Whitepaper

Train of the Century v 2.0

UPDATES

Since the release of the first whitepaper, the Team at OSO Interactive has introduced numerous game mechanics. These mechanics, along with some unreleased ones, have been added to this new version of the white paper.

(CHANGE LOG)

- New page devoted to Century Trains.
- New pages devoted to Passenger and Passenger Car NFTs.
- New page devoted to repair mechanics.
- New page devoted to mini-games and where they are going.
- Expanded Tokenomics section, covering Century Tokens and the "Phases" of each Century.
- Expanded information on Century Vials and the fungible asset contained with them, Anomatic Particles.
- Expanded NPC Encounter types.
- Clarification on Golden Run Journal NFTs implementation.
- Added Upcoming Section
- Updated images.
- Refreshed the general Whitepaper aesthetic.

From everyone at OSO Interactive,
Thank you for playing our game!

INTRODUCTION

Train of the Century is a collectible NFT trading card game. Different types of cards in Train of the Century can be used to build Trains. Have a completed train? As a Railroader, you can load Trains with Commodities or Passengers and earn the in-game currencies.

WHAT IS THE CENTURYVERSE?

The ecosystem that makes up all of the Train of the Century universe.

CENTURIES

Every Century has unique assets: Locomotives, Rail Cars, Commodities, Conductors, Passengers, Passenger Cars and Stations.

TIME TRAVEL

Railroaders will be able to Rule the Rails in multiple Centuries. The only assets capable of time traveling to other Centuries are Century Trains and Portal-Pass-Activated Conductors.

NFT TYPES

LOCOMOTIVES

Locomotives are the power sources of your trains. Locomotives have attributes like Distance, Hauling Power, Speed, and Conductor level. These determine which rails you can ride, how often you can ride them, and the weight of the Commodities you can haul.

↔	**Distance**	Determines which rail lines are runnable.
🛢	**Fuel Type**	Locomotives require fuel in the form of Diesel or Coal FTs.
🔗	**Hauling Power**	Corresponds with the Commodity attribute *weight*.
⚙	**Conductor Level**	Corresponds with the Conductor Card's *Conductor Level* attribute.
⏱	**Speed**	Multiplier attribute for the time to arrival of a specific Rail Run.

Distance
Determines which lines can be run.

Fuel Type
Resources required to run locomotive.

Hauling Power
How much can you haul?

Card Type

Locomotive Name

Conductor Level
Conductor must meet threshold — 2 gears in this case...

Locomotive Speed
Impacts time it takes to run the line.

Locomotive

Olympic Light

POWER TYPE:	DIESEL-ELECTRIC
BUILDER:	EMD
BUILD DATE:	2001

Train of the Century

Locomotives (Continued)

COMPOSITIONS

Railroaders can upgrade their Locomotives via Compositions using Century Vials and Tocium.

These Compositions Include:

Locomotive — IRON — Piedmont Service

POWER TYPE:	DIESEL-ELECTRIC
BUILDER:	GM EMD
BUILD DATE:	1994 TO 2001

5 · 4 · 4

Locomotive — STEEL — Piedmont Service

POWER TYPE:	DIESEL-ELECTRIC
BUILDER:	GM EMD
BUILD DATE:	1994 TO 2001

5 · 4.2 · 4.4

Locomotive — CARBON WEAVE — Piedmont Service

POWER TYPE:	DIESEL-ELECTRIC
BUILDER:	GM EMD
BUILD DATE:	1994 TO 2001

5 · 4.6 · 4.8

Locomotive — TUNGSTEN — Piedmont Service

POWER TYPE:	DIESEL-ELECTRIC
BUILDER:	GM EMD
BUILD DATE:	1994 TO 2001

5 · 4.9 · 5.2

CONDUCTORS

Every train needs a Conductor. Conductors have perks like luck, haul, and speed that will affect how well your train runs — It's up to you to decide whom to put in charge of your trains! Can you recruit the best Conductors from each era?

CONDUCTOR ATTRIBUTES

Portal Pass

Determines whether the Conductor is able to time travel to other centuries. Portal passes are obtained through reaching in-game milestones with a Conductor, and spending Century Vials / Tocium.

There are three perks a Conductor could possess.

Conductor Perk(s)

Haul: Multiplier to the Locomotive's hauling power attribute.
Speed: Multiplier to the Locomotive's speed attribute.
Luck: Multiplier to the chances of having an NPC encounter.

Conductor Level

Corresponds with a Locomotive's Conductor Level attribute, and determines if the Conductor can operate a Locomotive.

Portal Pass
Is the Conductor "stuck" in this century?

Activated Portal Pass

Conductor Perk

Perk Boost
How big of a boost does the Conductor's perk have?

Card Type

Conductor

Orson Brisk

"We'll get there on time, or it aint my line!"

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TRAIN of the CENTURY

Conductor Name

Conductor Level
What Locomotives can the Conductor operate?

RAIL CARS

Each train can have one or more Rail Cars, and each can hold different Commodities. Are you hauling coal? Ores? Palletized Creams or alien life forms?

Each Train has a maximum of eight Rail Cars, which are unlocked through the Market tab.

RAIL CAR ATTRIBUTES

Rail Car Type	There are nine different Rail Car types, each with its own set of haulable Commodities.
Capacity	Determines how many Commodities can be "placed" into the Rail Car — Corresponds with the *volume* attribute of a Commodity.
Commodity Types	Determines what types of Commodities can be hauled by the Rail Car.

COMMODITIES

The Centuryverse Commodities are a diverse blend of NFTs, divided into 13 Commodity types. The Commodities hauled are the primary factor in the payout from a Rail Run. The primary attributes of a Commodity are its' Volume and Weight.

COMMODITY ATTRIBUTES

Commodity Type	Corresponds with a Rail Car's Commodity types attribute.
Volume	Corresponds with a Rail Car's capacity attribute.
Weight	Corresponds with a Locomotive's hauling power attribute.

COMMODITY TYPES

Pallet	Gas	Grain	Oversized
Crate	Ore	Granule	Building Materials
Liquid	Aggregate	Perishable	Automobile
			Top Secret

Commodity Type

Card Type

Commodity

Type Illustration
(Pallet)

Weight
How much does the
Commodity weigh?
(Corresponds with Locomotive
Hauling Power)

Volume
How much space does this
Commodity take up?

VOLUME 10

Bleeker Farm's
Gluten Bars

WEIGHT 30

PASSENGERS

Passengers give players new ways to optimize rail runs and additional incentives that further balance station and region visits.

Each Passenger pays a fare in exchange for transporting them. The amount paid out is based on the Passenger's rarity. In addition to that, every Passenger has a Happy Passenger Criterion. If you meet it, they'll be thrilled and throw some extra tokens your way.

THE FOUR HAPPY PASSENGER CRITERIA:

Time	Passengers tip if the Rail Run happens under an amount of time.
Distance	Passenger tip if the Rail Run distance is above their threshold.
Weight Hauled	Passengers tip if haul weight is above their threshold.
Luck	Passengers tip if an NPC encounter occurs.

HOME REGION ATTRIBUTE:

While passengers will always pay their fare (a base fee), they're only compelled to tip when their Happy Passenger Criterion is met within their Home Region.

Home Region
Passengers only tip if they're close to home!

Card Type

Passenger Name

Happy Passenger Criteria & Threshold
Meeting or exceeding this criteria will thrill the Passenger, resulting in a tip!

Tip Amount
If happy, the passenger will tip a percentage of the total haul payout.

Passenger

BOARDING PASS
Jasper McNair

Incorrigible? Why be corrigible when there's fun to be had and money to be spent?

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PASSENGER CARS

Centuryverse inhabitants won't be huddling together on a Centerbeam Rail Car any time soon — they travel in style. That's why there are six Passenger Cars alongside the Passengers — one for each level of rarity.

ATTRIBUTES AND MECHANICS

Passenger Car Mechanics are pretty simple. Each car has a number of empty seats and a weight. As the rarity of the Passenger Car increases, the ratio of open seats to car weight decreases. In other words, rarer cards can carry more passengers per the weight of the Passenger Car.

STATIONS

Stations in Train of the Century operate similarly to train stations in real life. Trains pass through them to deliver Commodities or Passengers. There are only 400 Modern Century Stations, making them some of the rarest "land-type" NFTs. Stations are equipped with various tools to help Owners Incentivize Rail Runs to their Station.

Card Type

Station

Modern Station

A STALWART RAILROAD DEPOT, PASSENGERS AND FREIGHT ALIKE TRAVERSE ITS RAILS EFFICIENTLY

Region Icon
What region is this station located in?

Century Icon
What Century is this Station located in?

For every transport that enters a Station, a fee is paid to the Station Owner. This fee percentage is based on the rarity class of the Station.

RARITY	FEE*	TOTAL PER CENTURY
Common	1%	235
Uncommon	3%	95
Rare	5%	35
Epic	8%	22
Legendary	15%	8
Mythic	25%	5

Fees paid to Station Owners are paid separately from the reward paid to the Railroader for transporting.

Stations (Continued)

DYNAMIC COMMODITY RATES

As trains enter and exit a station, the Commodity payout rates will be affected by which commodity types pass through. The rate of change will happen dynamically and will update throughout the day. Check a station's commodity rates while planning your rail runs.

STATION ADD-ONS

Besides acting as rail-run destinations, stations can also be upgraded to include opportunities for staking your NFTs.

RAIL YARDS

Station Owners can upgrade their Stations by purchasing a Rail Yard, allowing idle Locomotives to generate Tocium / Century Tokens. An Owner can then stake their collection of Locomotives or permit others access to their Rail Yard. Commissions paid out are set by the Station Owner and can be set as high as 50%. Rail Yard capacity will be limited and dependent on the rarity of the Station; the higher the rarity, the more the capacity.

CONDUCTOR LOUNGES

Like Rail Yards, Station Owners can purchase a Conductor Lounge add-on with Tocium / Century Tokens. Everything follows the same logic as Rail Yards, except with Conductor NFTs.

STATION RARITY	MAX TIER	STAKE-ABLE (Owner Assets)	TOTAL STAKES
Common	1	13	18
Uncommon	2	20	30
Rare	3	24	40
Epic	4	26	50
Legendary	5	36	80
Mythic	6	42	91

GAMEPLAY

GAME MECHANICS

The first time a Railroader dives into the Centuryverse, they'll be randomly placed at a starting Station and prompted to build their first train. The minimum requirement for completing a Rail Run is a Conductor-assigned Locomotive, but the real payouts come from transporting Commodities and Passengers.

From the first run, a Railroader can add Rail Cars, load them with Commodities and begin to Rule the Rails. For the time being, Railroaders are limited to Rail Runs to connecting Stations (Multi-Station transports are queued for v2.0).

Multiple factors come into play when deciding on an optimal train setup. These factors include but are not limited to the: Next stop distance, fuel requirements, destination Commodity rates, and the time to arrival.

While there are alternative screens in Train of the Century, their use is limited to maintain immersion in the map, and thus the Centuryverse.

GAMEPLAY "VIEWS"

Map View

Gameplay occurs primarily within this view of the Centuryverse. Here, players can explore the active Century, hover over Stations for more information, and dispatch their trains.

User interface elements include a utility wheel with fast access to The Market, Active Rail Runs, and the player's Train of the Century NFT Collection.

RAIL RUN FLOW

Stations housing a Railroader's idle trains are highlighted on the map, which reveals more information upon clicking. A player can edit a train's configuration, dispatch additional trains, modify freights, or select the "Next Stop" button from this modal.

THIRD DEPOT

OWNED BY CHOO.WAM

MY TRAINS AT THIS LOCATION:

🚂 ARIADNE

LOCOMOTIVE

THE BIG BOY
DISTANCE: 2
HAULING POWER: 3
SPEED: 3
CONDUCTOR LEVEL: 2

EDIT TRAIN | NEXT STOP

Next Stop View

After selecting "Next Stop" from a Station modal, a player is shown all connected rails and destinations. Stations within the distance requirement of the selected train are highlighted in green, while Stations outside of that distance are highlighted in red. Connected Stations in this view have an informational modal showcasing the top five best-paid Commodity types for that destination.

Dispatch View

After selecting a Station from the Next Stop view, both the departing and destination Station info modals appear. The destination Station info-modal displays the estimated fuel requirements, time to arrival, Commodity payout rates, and a dispatch button.

If the Railroader is satisfied with their train, projected fuel consumption, time to arrival, and Commodity payouts, they can start their Rail Run by clicking the "Dispatch" button. Immediately the Railroader will be notified if there is an NPC encounter. During this transport time, your train is locked and cannot be used for other Rail Runs. Railroaders must retain possession of the NFTs used to build their trains until the transport is complete. Failure to do so will result in no reward.

FORMULAS

Commodity Rate = Commodity Rarity Rate * Asset Rate

Reward = Commodity Rate * Station Commodity Type Rate * MULTIPLIER

Time to Arrival = (BASE * Station Distance) / ((Locomotive Speed * Conductor Speed Perk * Preferred Locomotive Boost) * MULTIPLIER)
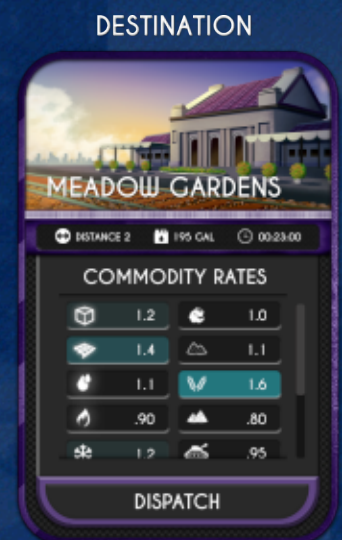
NPC ENCOUNTERS

Once a Railroader dispatches their train, there is a chance of encountering a Non-Player Character. The equipped Conductor's Luck perk will be a driving force in determining these chances. Some of the different NPC encounters may be Oil Zone Otto offering a special deal on a Century Train part. Another may be Transporter Thomas looking for a Railroader to give a Passenger a ride. There may even be a chance to encounter the Mysterious Stranger and acquire a Century Vial.

NON PLAYER CHARACTERS

OIL ZONE OTTO

Offers Century Train parts for a fee in Tocium. If the player does not possess the needed Tocium, or does not wish to purchase it within 10 minutes of the encounter, the Part will appear in the marketplace at an increased price.

THE MYSTERIOUS STRANGER

Offers the Railroader Century Vials.

TRANSPORTER THOMAS

Offers Passenger NFTs to the Railroader.

THE COMMODITY CULPRIT

Offers Commodity NFTs to Trains with four or fewer Railcars.

THE MECHANIC

Repairs Trains with 50% or less condition.

GOLDEN RUNS

Golden Runs are unique opportunities for Railroaders to discover rare, 1-of-a-kind NFTs and other Conductor-themed Commodities. Golden Runs are achieved by being the first player to make a Rail Run with a Conductor's preferred Locomotive, Rail Car, and Commodity. The NFTs rewarded by making Golden Runs become active in the Stabilization Phase of the Century the Golden Run was achieved.

Billy's Journal

REPAIR MECHANICS

Running Trains is not done in a vacuum; they will develop wear and tear. Each run will deteriorate a Train's condition and will require repair to achieve peak efficiency again.

TRAIN CONDITION AND REPAIR

OVERVIEW:
- Speed reduction does not take effect until the Train's Condition is < 90%.
- More Rail Cars = more wear and tear on the Train.
- The cost of repair is 0.10 Tocium/Century Token per condition point.
- Players can toggle "Auto Repair" to "On" in the Settings page.

DETAILED:
- On the claim, the Train's Condition Points are decreased by (Earned Amount * Rail Car Multiplier).
- Each Rail Car hauled adds 0.25x to the Rail Car Multiplier (ie 3 RCs = 0.75, 7 RCs = 1.75).
- Speed Reduction is calculated by ((current train condition/max condition) ^ 0.75) * Loco Speed.
- The cost of repair is 0.10 Tocium/Century Token per Condition Point.

MINI-GAMES

Railroaders have the option to play a random mini-game on each Train dispatch. This feature can be disabled from the settings tab.

As of July 2022, the scores earned in the mini-games do not impact the reward from a Rail Run. Potential mini-game score impacts are being considered by the OSO Team.

LOOKING AHEAD

Players will be able to enter the buildings of the Centuryverse, including *Choopy McBoopers* — the Modern Century arcade.

Choopy McBoopers will feature a prize wall, filled with items attainable via tickets earned by playing the mini-games. Some items may even have significance to the main campaign.

FUNGIBLE TOKENS & ASSETS

Fungible Tokens are a critical part of the Centuryverse. They can be awarded during NPC encounters or bought at the Market.

FUNGIBLE TOKENS:

- Diesel
- Coal
- AMP - Century Vials
- Century Train Parts

CENTURY VIALS

As players progress through Train of the Century, they'll receive Century Vials from the Stranger's NPC Encounters. But what are they? What's inside of them, and why do they glow?

AMP - ANOMATIC PARTICLES

Century Vials contain Anomatic Particles (AMP). Not much is known about anomatter, but some scientists believe it behaves as both a force and a particle. One AMP contains a tremendous amount of energy.

AMP UTILITY

Fusing Century Train Parts to Locomotives

Upgrading Locomotive Compositions

Selling for Tocium in the Railroader Emporium

Instant Transmission Fuel

CENTURY TRAIN PARTS

As players progress through Train of the Century, Otto will try to sell them mysterious, often glowing, parts of trains that keep appearing in his Oil Zone. Century Train Part Index

FUSION AND FORGING

Century Train Parts can either be fused to a Locomotive NFT (permanently increasing its attributes), or once all 18 are collected, they can be forged to create a CENTURY TRAIN.

MOTOR BLOWER

CENTURY TRAINS

The Century Train is a Railroader's dream machine. Not only are Century Trains the only Locomotives able to time travel to different centuries, but they also possess excellent Speed, Hauling Power, and Distance attributes. Railroaders can acquire Century Trains by commissioning a special mechanic who will require Century Vials and a handsome Century Token payment to get the Century Train on the rails.

Each Century contains its own Century Train to build by discovering and combining eighteen individual parts.

FORGING CENTURY TRAINS

Railroaders who collect all 18 train parts can visit The Mechanic to forge a Century Train.

CENTURY TRAIN BENEFITS

- 10 Distance
- 10 Hauling Power
- 10 Speed
- Can time travel (be used in any Century)
- Fuel-less Locomotive
- Earns AMP
- Useable by any Conductor

THE MARKET

The Market is an in-game marketplace where Railroaders can buy in-game FT consumables and sell their fungible assets.

PURCHASING FUEL

The Marketplace opens directly to the Fuel page. Fuel for both diesel and coal-consuming Locomotives can be bought here.
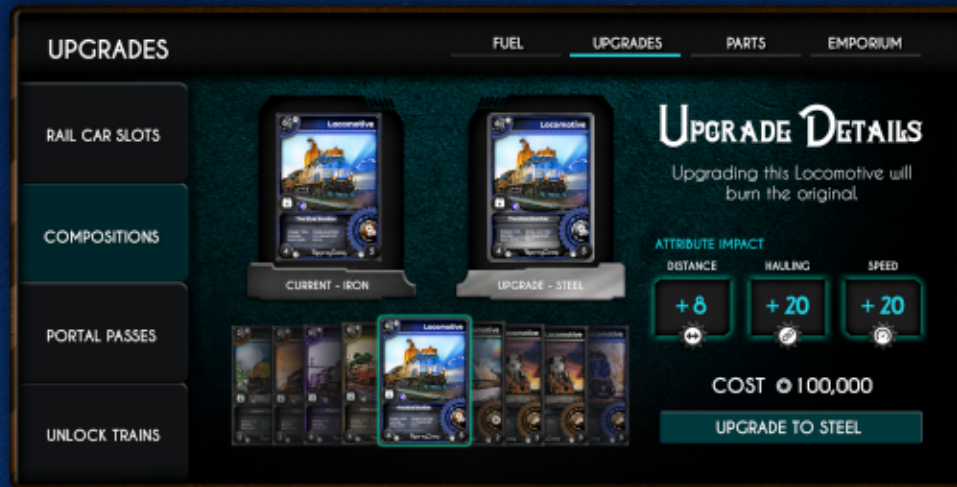

UPGRADES

From the Upgrades tab, Railroaders can upgrade their Train's Rail Car Slots, Locomotive Compositions, Conductor's Portal Passes, and unlock additional Trains.

COMPOSITION UPGRADES

Clicking on "COMPOSITIONS" will bring you to a page that looks like this:

Here, you can upgrade the composition of any of your Locomotive cards that aren't already at the highest level. This process will burn your Locomotive NFT, but you'll receive an upgraded version in exchange for your Tocium. To preview the upgrade, your Locomotive will receive, select it from the stack of cards at the bottom of the window.

Locomotive composition upgrades follow this pattern:

Iron => Steel
Steel => Carbon Weave
Carbon Weave => Tungsten

UNLOCK TRAINS

Click Unlock Trains to purchase a second train to manage. Before buying another, you must have at least 4 Rail Car slots unlocked on all the trains you own.

TOKENOMICS

Train of the Century utilizes a two-phase approach to each Century released, **an initialization and stabilization phases**. Initialization Phases generate and require Tocium to operate, while the Stabilization Phases use Century-specific tokens.

TOCIUM

Tocium is the primary in-game currency of Train of the Century and is said to be a multi-dimensional currency. Meaning it is accepted in all Centuries. It is the main reward for completing Rail Runs during a Century's initialization phase.

Supply Deflation Mechanics

Tocium had a starting max supply of 100 Billion and features a burn mechanism, meaning any Tocium used to purchase in-game elements will be burned, not retired. This burn mechanism will reduce Tocium's circulating supply and, consequently, its max supply.

Once the max supply has reached 21 million, any Tocium spent in-game is now retired instead of burnt. This means that the circulating supply will be decreased, but the max supply can never go below 21 million.

Reaching Equilibrium

Once Tocium's max supply reaches the circulating supply, all Centuries will switch to Century Token output. The Tocium spent on Train Parts, Composition Upgrades, and Portal passes will continue to burn until the max supply reaches 21 million.

CENTURY TOKENS

Century Tokens are century-specific tokens that enter circulation during a Century's Stabilization Phase. They effectively replace all Tocium rewards in a Century. Century Tokens will be retired, not burnt, meaning the max supply will never decrease.

The Modern Century will begin distributing its Century Token, **Modium**, when the Wild West Century is launched.

INITIALIZATION PHASE

The most recently released Century is said to be in its Initialization Phase.
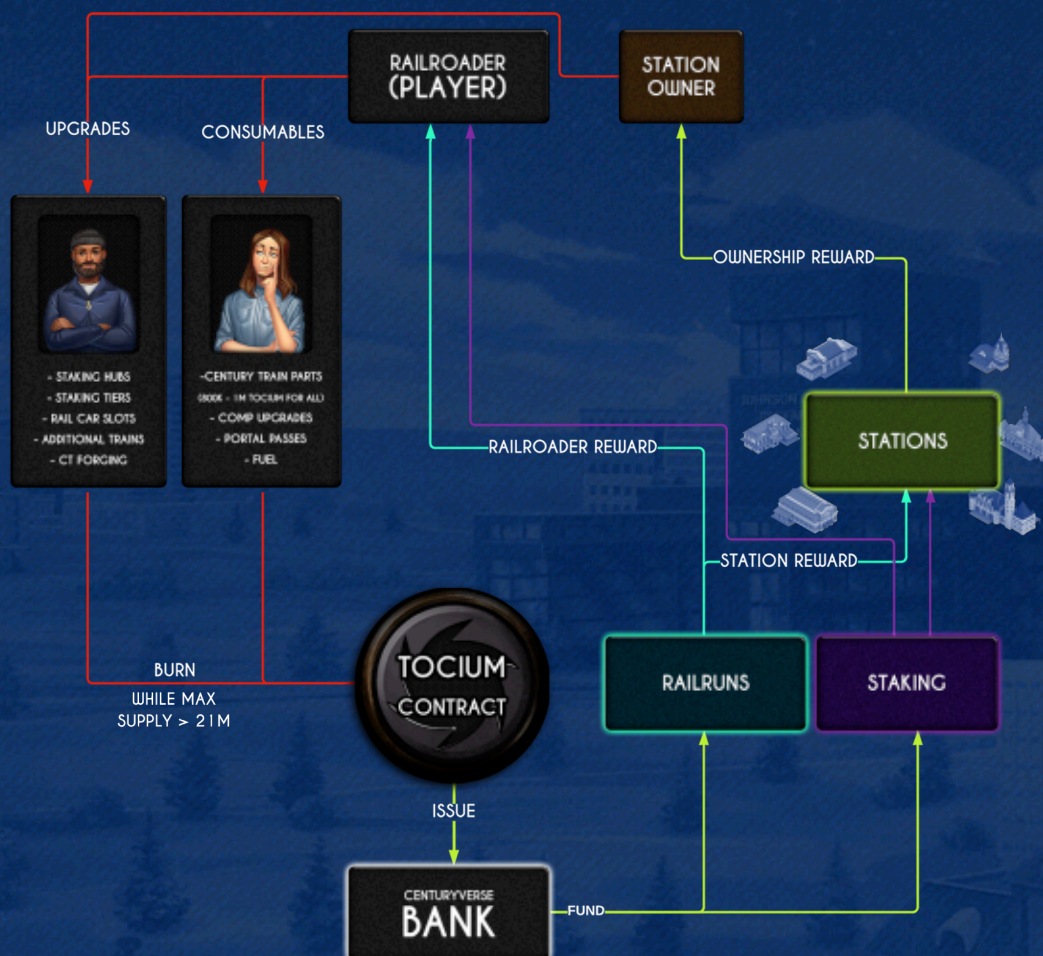This phase is characterized by *token origination and utilization in Tocium.*

Token Generation

ORIGINATION	TOCIUM
Railruns	✔
Staking	✔

Token Sinks

UTILIZATION	TOCIUM
Fuel	✔
Station Upgrades	✔
Comp Upgrades	✔
CT Parts	✔
Forging Century Train	✖
Portal Pass	✔
Train Repairs	✔

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STABILIZATION PHASE

The previous Century switches into its Stabilization Phase when a new Century is introduced. This phase is characterized by **token origination and utilization in its Century Token.** There are a few token endpoints that are only able to be utilized by Tocium.

Token Generation

ORIGINATION	Century Token
Railruns	✔
Staking	✔

Token Sinks

UTILIZATION	Century Token
Fuel	✔
Station Upgrades	✔
Comp Upgrades	✖
CT Parts	✖
Forging Century Train	✔
Portal Pass	✖
Train Repairs	✔

Tocium-Only-Endpoints

A Centuries' Century Train Parts, Composition Upgrades, and Conductor Portal Passes are only acquirable through Tocium purchase. This effectively adds a cap on the number of Century Trains, Composition-Upgraded Locomotives and Time Traveling Conductors.

ADDITIONAL UPCOMING FEATURES

These features are currently in development.

ACHIEVEMENTS

When a Railroader completes something cool, they should be able to show it off on their Railroader Profile.

ENTERING BUILDINGS

Players will be able to enter many of the buildings in the Centuryverse, greatly increasing game immersion.

ADDITIONAL STATION TOOLS

Additional tools are being developed for Station Owners to take advantage of.

Commodity Rate Boosts

Station Owners will be able to impact their Station's Commodity Rates.

Station Gifts

Utility to create "gift pools" that can distribute NFTs to Station visitors.

TRAIN OF THE CENTURY

THE WILD WEST
CENTURY EXPANSION

This document serves as a working document and is free to update / change at the discretion of the ToC team.