

Subject: TOYWAR.soldiers  
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# THE TOYWAR COMMUNITY FILE [BIOGRAPHY / AUTHORSHIP]

- eToys Inc. [one of the biggest ecommerce companies in the world] provided the plot for this action entertainment product by filing and financing a naive but extreme lawsuit.
- the etoy.CORPORATION rejected the offer of half a million dollars to step down and developed the „code“ for a system to turn this dispute into a cultural operation and into cultural value.
- and a huge community started to participate on all kinds of levels and finally wrote the happy end of a story which in the beginning just looked like another tragic episode of the old fashioned battle MONEY vs. CULTURE.

TOYWAR is one of the first successful interactive entertainment movements which generated massive impact on the real world. TOYWAR is an example of how digital art can turn aggression and greed into worldwide fun and cultural profit for hundreds of users. today 1798 TOYWAR.soldiers [smart people who committed themselves to this action between november 1999 and february 2000] can call themselves stock holders and co-owners of the property they protected.

more information about TOYWAR, involved people, heroes and the game:

[www.toywar.com](http://www.toywar.com)

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