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Galaxy Fight Club

Official Galaxy Fight Club Whitepaper, last updated September 2022



Galaxy Fight Club (GFC) is the first cross-IP game focused on fast-paced PvP for the NFT Universe allowing holders of different NFT collections to battle with each other to win and earn rewards through play- to-earn mechanics and real-time mobile-first MOBA gameplay.

Referencing Matthew Ball, one of the core attributes of the Metaverse is that it offers unprecedented interoperability of digital items/assets. In other words, you can use your 'Counter-Strike' gun skin to decorate a gun in *Fortnite*.

Offer unprecedented interoperability of data, digital items/assets, content, and so on across each of these experiences – your “Counter-Strike” gun skin, for example, could also be used to decorate a gun in *Fortnite*, or be gifted to a friend on/through Facebook. Similarly, a car designed for *Rocket League* (or even for Porsche’s website) could be brought over to work in *Roblox*. Today, the digital world basically acts as though it were a mall where every store used its own currency, required proprietary ID cards, had proprietary units of measurement for things like shoes or calories, and different dress codes, etc.
– Matthew Ball

Yet the current state of the NFT space feels very siloed, there is still little collaboration between different collections, and to our knowledge no platform where different IPs from different collections can interact with each other. We see this as a challenge that is preventing the NFT space from growing into something more and it’s a problem that we want to solve with GFC but **instead of creating new utility-based collections, we want to create and add utility for existing NFT avatar collections like the Cryptopunks and the BAYC.**

Galaxy Fight Club's Mission

Galaxy Fight Club's mission to to be the Nintendo of Web3, but instead of franchises coming together in a closed loop we believe in the interoperability of digital items/assets in a truly open ecosystem where the players, instead of the company own the IP. **We aim to create a cross-IP game platform for the NFT Universe where different IPs from different collections can interact with each other in a meaningful way.**

The Vision

In the fictional Metaverse of Ready Player One called Oasis, there are different planets known for different experiences and players hop between each planet with their avatars. In the future we see **Galaxy Fight Club as the go-to platform for PvP experiences**, a player might login to the Sandbox when they want to relax and build but come to Galaxy Fight Club for fighting, combat and excitement.

Team

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Over half of our team comes from the traditional games industry and majority of the team members are based across Asia. Below is a list of all the core team members of the project, individuals not on this list are hired to help or volunteers on the project.

CHIEF GAME OFFICER (CGO)

Dan Le worked in the gaming industry for the past 5+ years since 2016. Starting his career at OneSoft and then moved to VNG between 2017 - 2020. Vietnamese studios and developers have created many of the top hits recently including Axie Infinity and VNG is one of the top 4 largest game publishers in Vietnam.

Dan worked as the lead game designer on Samurai Shodown and was also part of the team that created Metal Wings, GunPow 3D, AU Mobi, and other mobile titles. Dan is not a proficient English speaker but it doesn't impact his ability to create a great game, he will be working with 3 other full-time game developers including a Lead programmer, 3D environment artist and 2D-3D artist on this project.

MARKETING & PARTNERSHIP

Ado comes from a strategy consulting background across different industries including financial services and tech and has been working for a large gaming business more recently. Ado understands and has deep connections in the gaming industry, he is responsible for everything on the business and marketing side of GFC.

LEAD BLOCKCHAIN DEV

Dave is the smart contract/web3 software engineer. Dave was offered a position in a smart contract development firm, which focuses on providing trading standards for DEXs. He works very closely with smart contracts and knows a great deal about them. Dave has been working with Blockchain technology for over 2 years, we believe his experience can bring benefits to the project.

CHIEF MARKETING OFFICER (CMO)

Yassin is a strategist thinker with a passion for innovation, business development and marketing. He started his marketing agency in 2016 and found his interest in NFTs in early 2021. Since then he has been actively invested in different projects until he found his position with GFC, currently based in Germany.

ARTISTS

Our lead artist is Don, he is an award-winning digital art/designer with a degree in Fine Arts and years of experience in Multimedia Arts and Design. Illustration is Don's expertise, specializing in cartoon, comic art and caricature.

Advisors



We brought on these advisors to the project because of their deep expertise in the gaming space, they will be working with us to give advice around game design, tokenomics and beyond. We look forward to working with these individuals closely to help build out the full vision of what Galaxy Fight Club could be in the coming months and years.

THOMAS VU: **Ex-Riot Head of Creative & IP and Executive Producer of League of Legends**

Thomas was previously head of Creative and IP Franchises at Riot Games where he was the executive producer behind projects like League of Legends, Arcane and KDA overseeing content strategy and production. Thomas is also one of Sandbox's key advisors and will be helping us on game design, talent hiring and helping us to incubate new expressions of our IP beyond the MOBA experience.

DAN HAZLEWOOD: **Ex-Ubisoft Main Backend Engineer**

Dan is a game developer and crypto nerd, known for his attention to detail, and broad knowledge and experience, he has built successful backends highly scalable systems for both indie & AAA, where he spent his time at Ubisoft as the main Backend Engineer for released titles. In crypto he has released 4 fatal disclosures since Christmas, saving companies millions, one being Sandbox Game, with an exploit that required a complete migration of all LAND. You'll find him in his free time whitehatting and helping people recover inaccessible funds due to hacks

CHASE ROOT: **Ex-EA & Capcom QA and Microsoft Producer**

Chase has been in the gaming industry for over a decade. Starting as an Embedded QA Tester at Electronic Arts / Capcom and progressing his way up to a Producer role with Microsoft whilst working on major franchises such as FIFA, NHL, Fight Night, UFC, Dead Rising 2 and Gears of War. His great passion for gaming and knowledge of the industry will help guide the team to a successful release.

TRAVIS WU: **Co-founder and CEO of Highstreet MMORPG**

Travis is the Co-founder and CEO of Highstreet, a MMORPG where in game objects are real products from real brands. With a Metaverse focused on interoperability, Travis is also a prolific investor in the Metaverse and Defi space having advised over 20 projects that have strong synergy with Highstreet.

Partners



Note: not all partnerships are listed out on this page



Galaxy Fight Club's mission is to break down the silos between different NFT projects in the space. As part of this mission, Galaxy Fight Club has already established a number of partners with leading tier 1 NFT-native projects like Cyberkongz, BYOPills as well as GameFi projects like Illuvium. Galaxy Fight Club provides/adds long-term utility to these projects by giving them access to our platform while they help to make it easier for us to turn our vision of creating a Super Smash Bros for the NFT universe into reality.

We can and will be including any avatar collection we chose to prioritize, and all major avatar projects will be added into the game over time whether there is a partnership or not, as long **as the NFT rights belong to its owner instead of the collection**. By signing into the game and agreeing to terms of use, the owner of these NFTs will give Galaxy Fight Club the rights to create derivative work.

The whole point of NFTs is OWNERSHIP, and this means allowing the owner to decide what to do with it, whether to play the game or not. If a user does not want to play or participate with their avatars, they do not have to and we would never display your avatars in our game without your permission.

2022 Roadmap

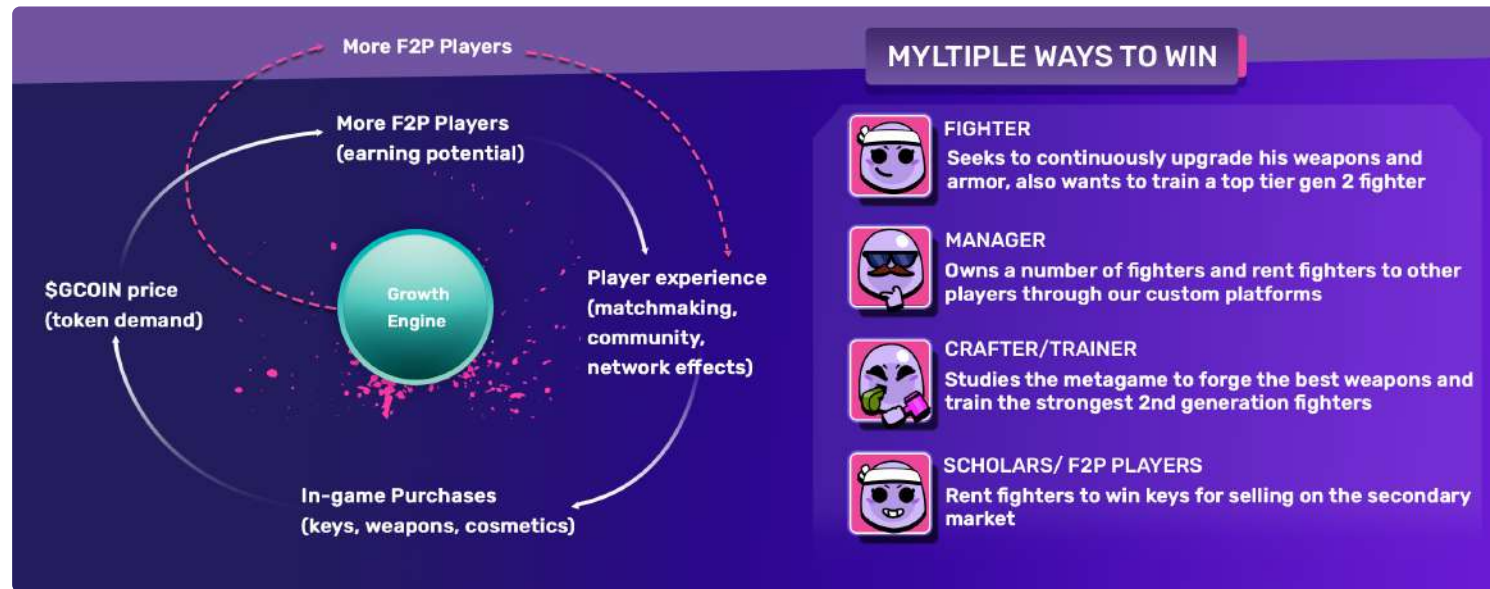
We completed our Genesis Galaxy Fighter collection mint in August 2021 and the Genesis Gear collection mint in November 2021, these NFTs can now be purchased on the [OpenSea](#) secondary market. Closed beta was released in November 2021, the team is now executing according to the following roadmap and marketing schedule below:



Participation

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Everyone can participate in Galaxy Fight Club, If a player does not have access to any avatars, they will be given a default fighter with base stats and a default base tier weapon; if they have a partnered project's avatar, they can play with that; if they have a Genesis Galaxy Fighter they can also play with that. The only difference is that the loot/rewards that you can earn from winning are different based on the avatar or weapon you play with (see Play To Earn section for more details)



The game is also designed to cater to multiple types of players, if a player does not enjoy taking part in the actual battles they can play the game as a manager and focus on renting out their stable of fighters to others to fight for them with loot share; or one can become a crafter and focus on finding the best ingredients to forge into newer and stronger weapons for arbitrage opportunities - there is no one way to play the game and these are all viable paths to play-to-earn.

Free to Play



F2P players (players who don't own any NFTs) can also play to earn inside our game. F2P players will be given a default base character that they can battle with, winning matches will allow them to win Silver Keys.

These Silver Keys could be sold directly on the marketplace as independent NFTs for \$ETH or you could keep them and open loot boxes with \$GCOIN which gives you loot that could potentially be worth more than the keys themselves.

To earn more from the game there are a few options:

- You could purchase a Genesis Galaxy Fighter which generates between 5-15 \$GCOINs per day and allow you to win Gold Keys as well as participate in the tournaments
- You could purchase a 2nd Generation Galaxy Fighter which allows you to win Gold Keys and participate in the tournaments
- You could purchase a weapon from the Genesis Gear Collection which allows you to win Gold Keys regardless of which avatar you play with

Game Modes



Mode	Requirements	Rewards
3v3	Anyone can play	Loot box keys
Tournaments	Galaxy Fighters	\$GOIN, \$ETH
1v1	Anyone can play	Not available
Battle Royale	Anyone can play	TBC

3v3 (Main game mode)

This is the main mode of the game, 3v3 mode allows you to either enter as a pre-made team or get matched with others to play. You can play in this mode whether you are playing as a Galaxy Fighter or as an avatar from another collection or even if you are a F2P player with no avatar; the only impact is the type of loot box keys you can get as rewards at the end of a round.

Tournaments

Team tournaments are in 3v3 format, and instead of finding teammates through online matchmaking you will only be able to enter a tournament with pre-made teams. You can find team mates in our discord or find friends and family who might be interested to join you. Only Galaxy Fighters can enter into tournaments (Genesis or 2nd generation).

A match is over when either team has 20 points (1 point = 1 kill), the winning team will advance through the tournament until the final. The team that wins the final will win the \$ETH or \$GCOIN prize which will be split three-way among the 3 team members.

1v1

This is the classic death match mode, players will enter into the battle arena and the player who accumulate 10 points (1 kill = 1 point) first will win the match. There are no rewards to this mode.

Battle Royale

A classic Battle Royale mode where 10 players join the same battle arena and the last man standing wins. A death ring will appear on the borders on the map to slowly shrink the area which fighters can fight in. The rewards to the Battle Royale mode are to be determined.

Play To Earn

The innovative P2E ecosystem



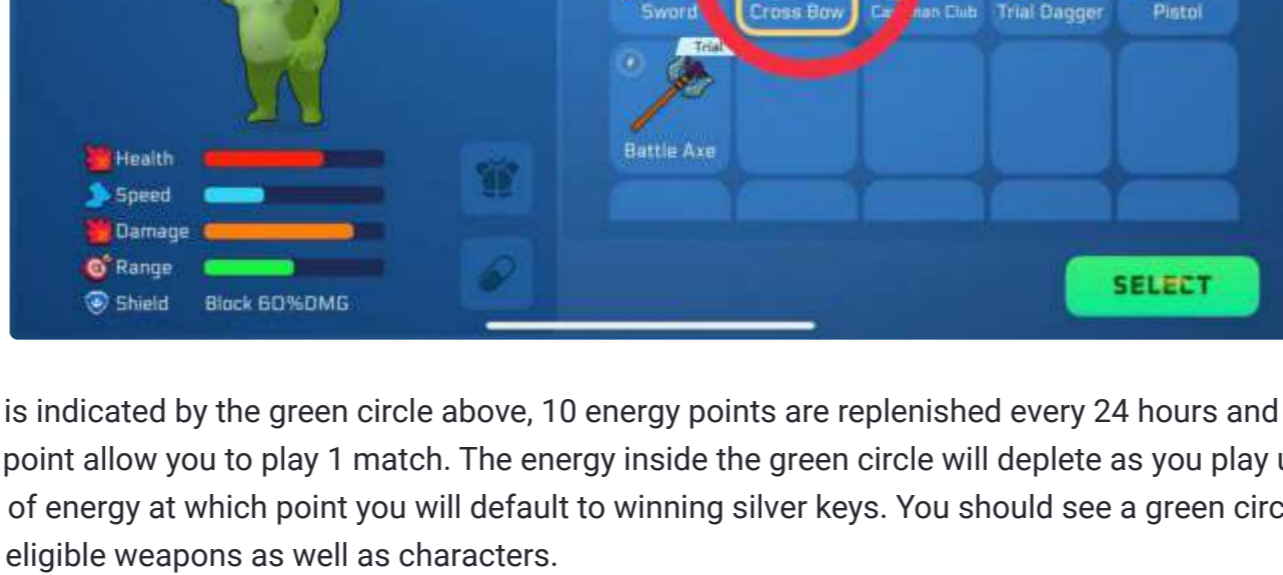
Keys fragments Redeeming and Keys Crafting: <https://p2e.galaxyfightclub.com/>
 OS Key Fragments collection: <https://opensea.io/collection/gfc-p2e-fragments>
 OS Keys collection: <https://opensea.io/collection/gfc-p2e-keys>
 OS Weapons collection: <https://opensea.io/collection/gfc-weapon-collection>
 Forging: <https://forge.galaxyfightclub.com/>
 Gen 2 Training: <https://training.galaxyfightclub.com/>

Our P2E ecosystem contain a few different steps:

1. You earn in-game key fragments
2. You redeem them for on-chain versions on our website
3. Once redeemed you can craft them together into a full key, also on our website
4. With the full key you can open our lootboxes to access weapons loot

1) Earning in-game key fragments

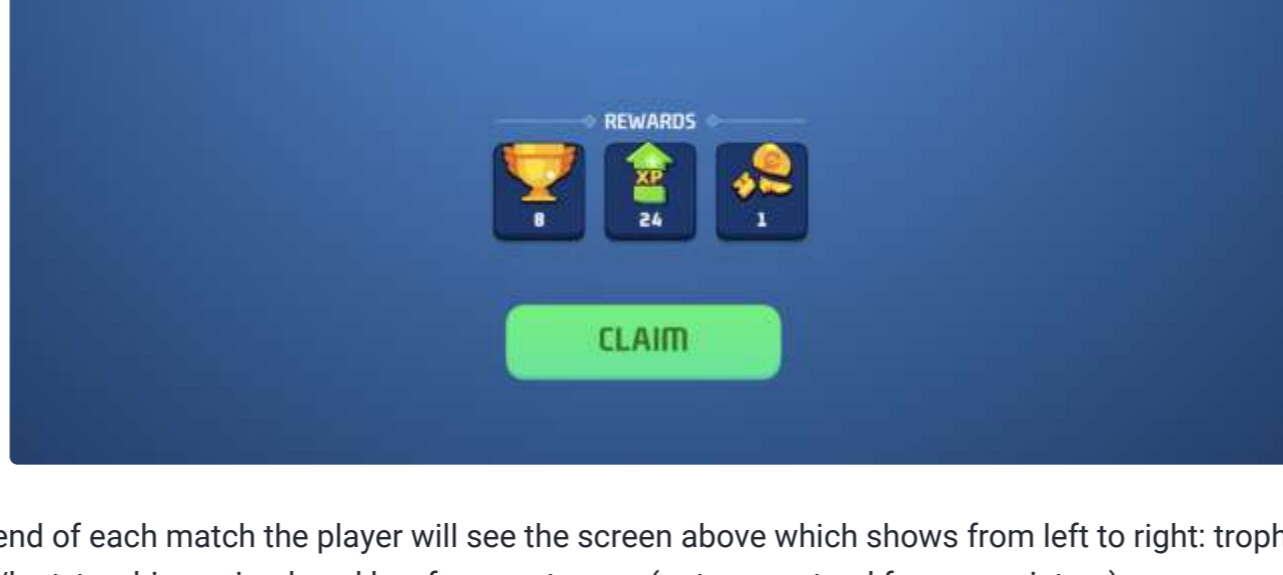
Gold key fragments have roughly a 10% drop rate from matches won (subject to change). In order for a player to be eligible for winning a key they must be playing with a character that has energy or a weapon that has energy.



Energy is indicated by the green circle above, 10 energy points are replenished every 24 hours and each energy point allow you to play 1 match. The energy inside the green circle will deplete as you play until you run out of energy at which point you will default to winning silver keys. You should see a green circle next to your eligible weapons as well as characters.

The following items give energy for their respective key tier:

Gold: Genesis fighters, Genesis weapons and Gen 2 fighters
 Silver: Partnered characters/weapons, F2P character (your account defaults to this if all other assets are out of energy)

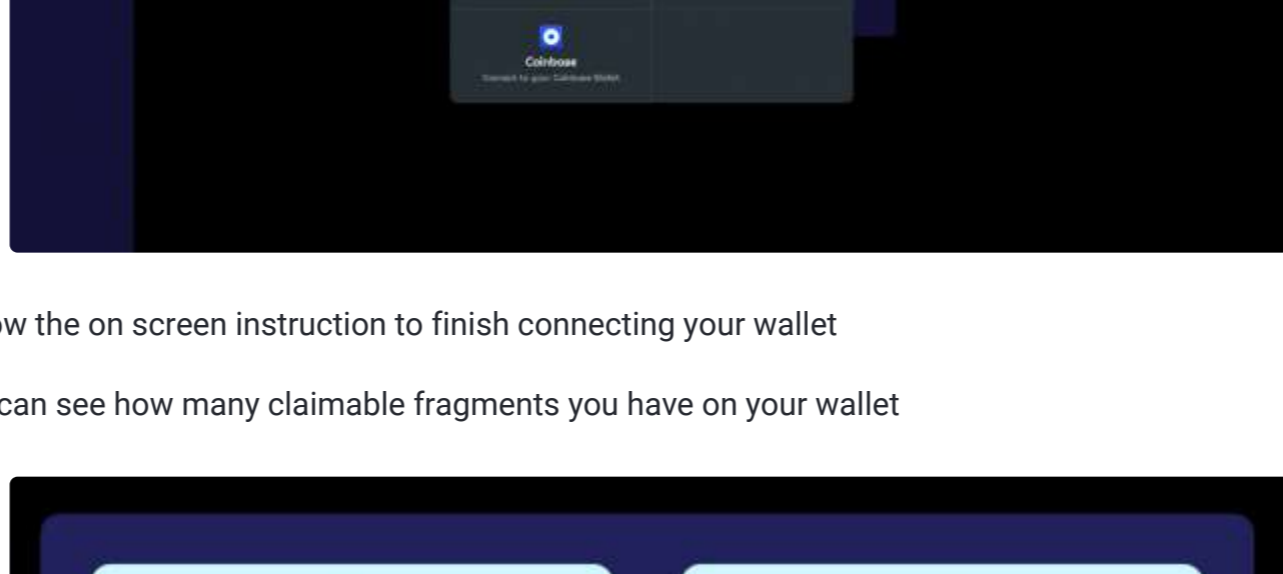


At the end of each match the player will see the screen above which shows from left to right: trophies gained/lost, trophies gained, and key fragments won (not guaranteed for every victory).

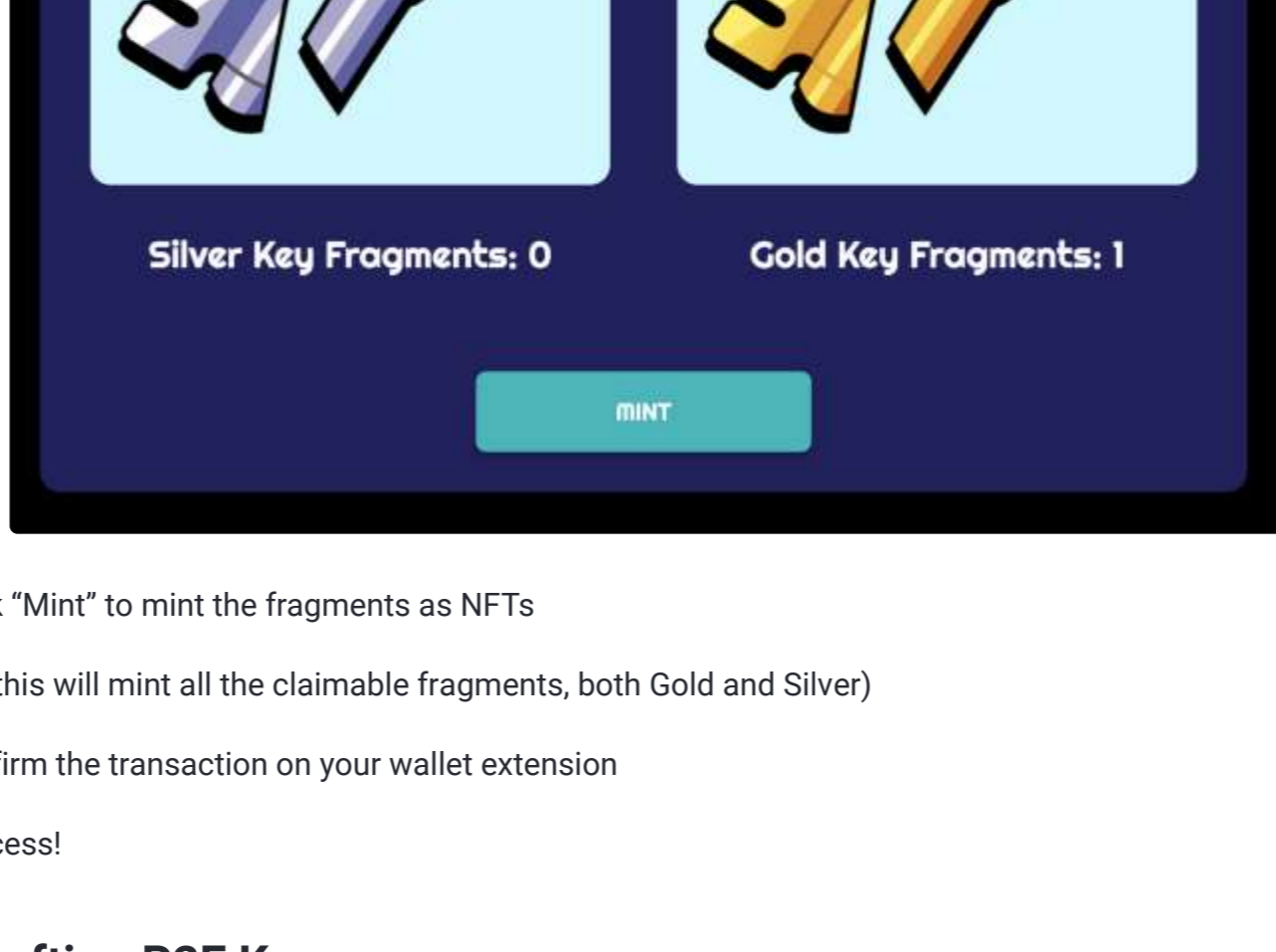
2) Redeeming In-game Key Fragments

Once you win in-game keys, here is a step by step process of redeeming your in-game key fragments for on-chain key fragments:

1. Navigate to <https://p2e.galaxyfightclub.com/>
2. Click "Connect Wallet" on the top right corner
3. Choose the wallet extension you want to use



4. Follow the on screen instruction to finish connecting your wallet
5. You can see how many claimable fragments you have on your wallet



6. Click "Mint" to mint the fragments as NFTs
- (Note, this will mint all the claimable fragments, both Gold and Silver)
7. Confirm the transaction on your wallet extension
8. Success!

3) Crafting P2E Keys

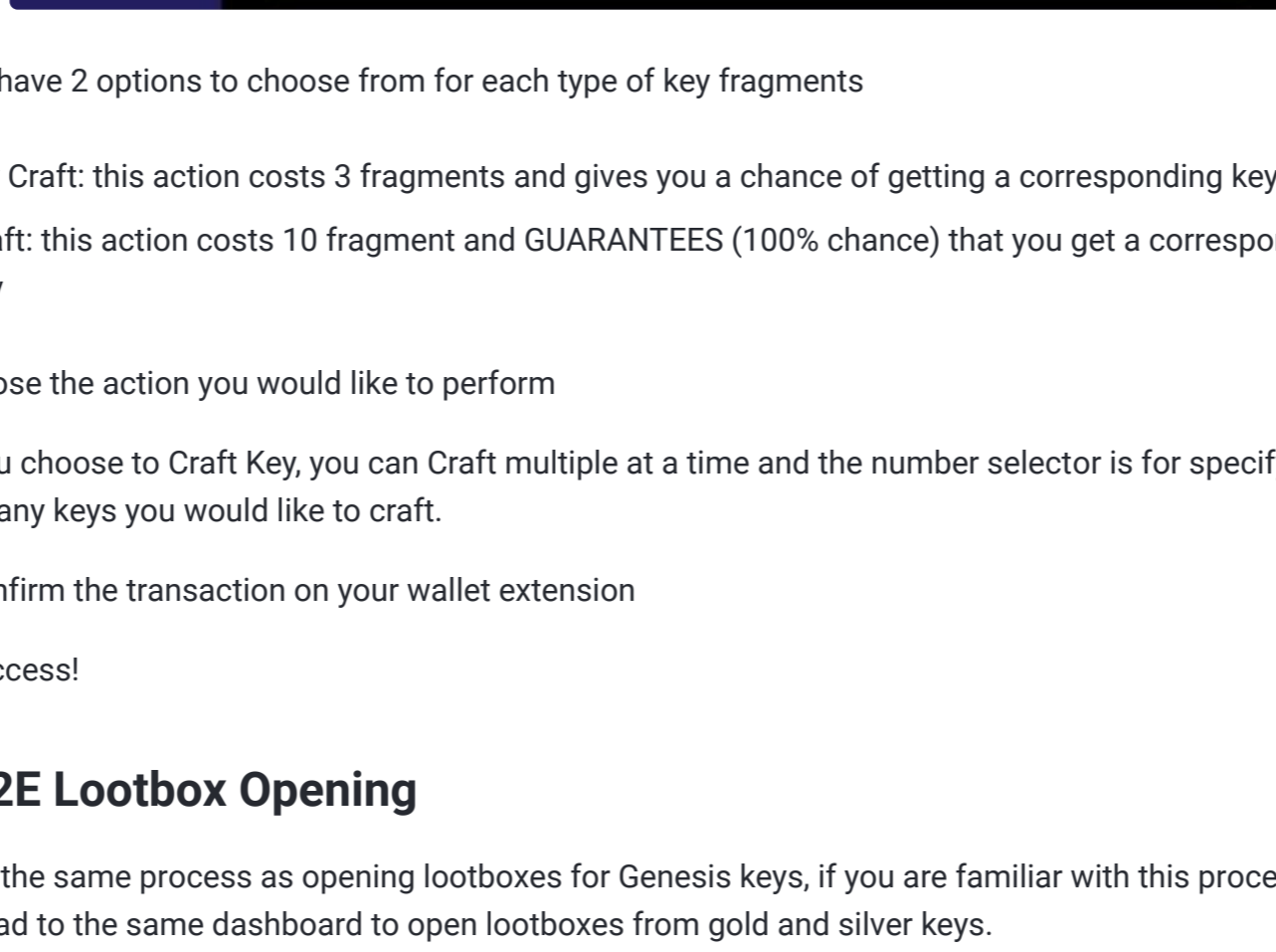
Once a player collects at least 3 key fragments and redeem them for on-chain key fragments based on the instructions above, you can now craft them into full keys.

To craft your key fragments into full keys, you can either:

- Craft 3 key fragments and have roughly 30% chance of getting a full key
- Craft 10 key fragments and have a 100% chance of getting a full key

*you must combine key fragments of the same type (e.g gold or silver)

1. Navigate to <https://p2e.galaxyfightclub.com/>
2. Click "Connect Wallet" on the top right corner
3. Choose the wallet extension you want to use
4. Follow the on screen instruction to finish connecting your wallet
5. Click on "Key Craft" on the navigation bar
6. You can see how many fragments NFTs you have on your wallet



7. You have 2 options to choose from for each type of key fragments

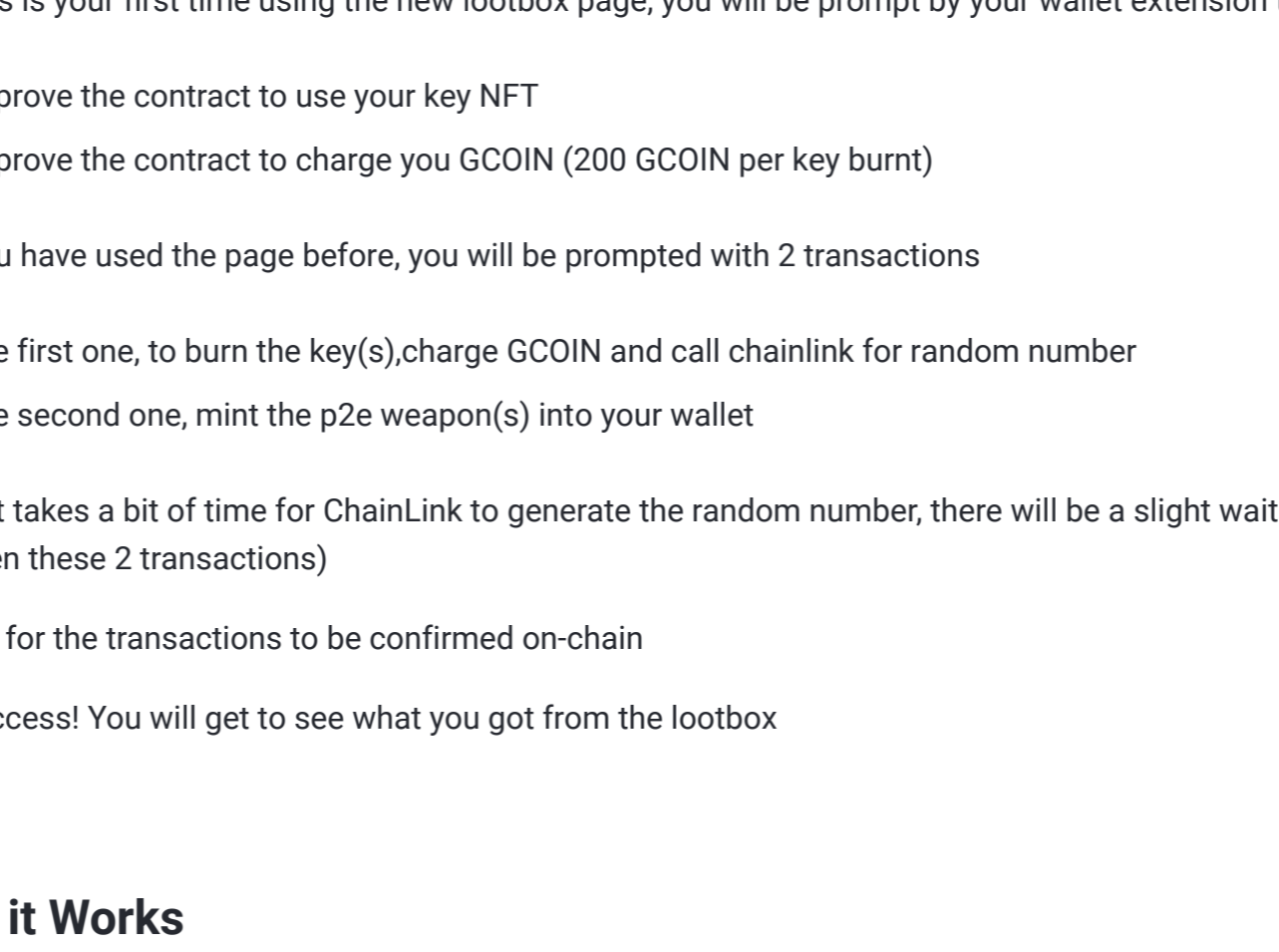
- Try Craft: this action costs 3 fragments and gives you a chance of getting a corresponding key
- Craft: this action costs 10 fragment and GUARANTEES (100% chance) that you get a corresponding key

8. Choose the action you would like to perform
9. If you choose to Craft Key, you can Craft multiple at a time and the number selector is for specifying how many keys you would like to craft.
10. Confirm the transaction on your wallet extension
11. Success!

4) P2E Lootbox Opening

This is the same process as opening lootboxes for Genesis keys, if you are familiar with this process you can head to the same dashboard to open lootboxes from gold and silver keys.

1. Navigate to <https://lootbox.galaxyfightclub.com/>
2. Click "Connect" on the top right corner
3. Choose the wallet extension you want to use
4. Follow the on screen instruction to finish connecting your wallet
5. Click on "Use Key" under the type of key you would like to use



6. You can then choose how many keys you would like to use
- After that, click "Confirm"
7. If this is your first time using the new lootbox page, you will be prompted by your wallet extension to:
 - Approve the contract to use your key NFT
 - Approve the contract to charge you GCOIN (200 GCOIN per key burnt)

8. If you have used the page before, you will be prompted with 2 transactions
 - The first one, to burn the key(s), charge GCOIN and call chainlink for random number
 - The second one, mint the p2e weapon(s) into your wallet

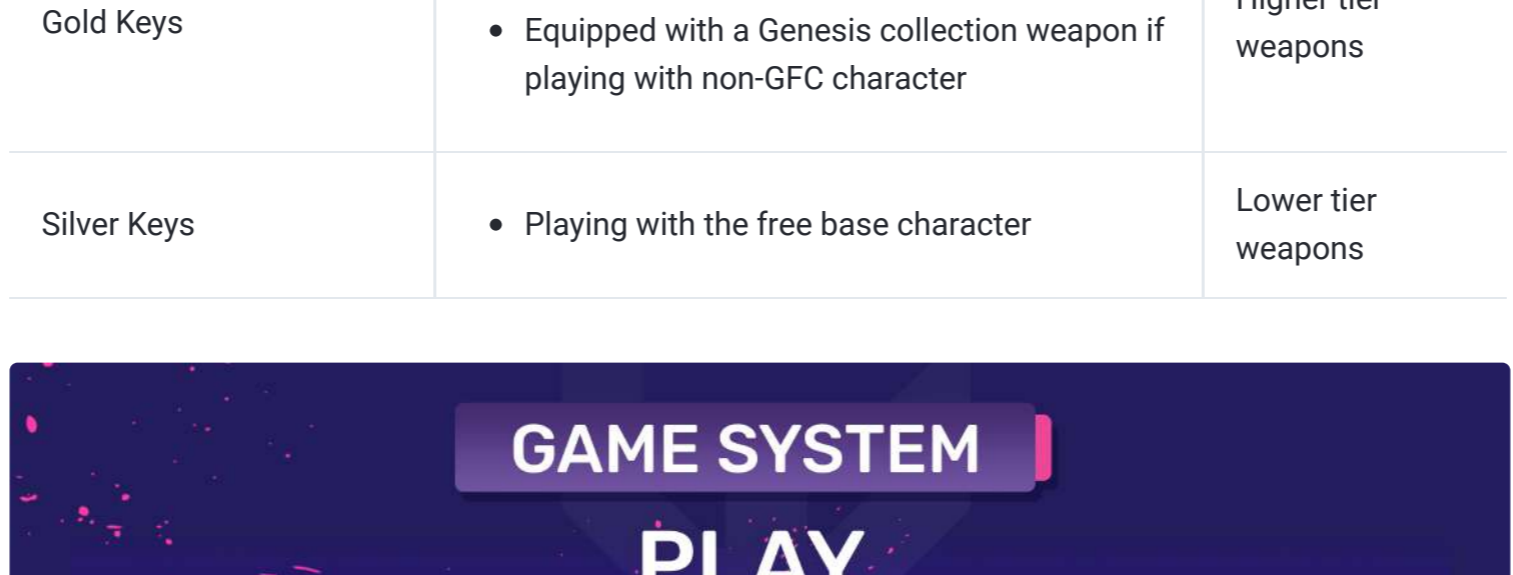
(Note it takes a bit of time for ChainLink to generate the random number, there will be a slight wait between these 2 transactions)

9. Wait for the transactions to be confirmed on-chain
10. Success! You will get to see what you got from the lootbox

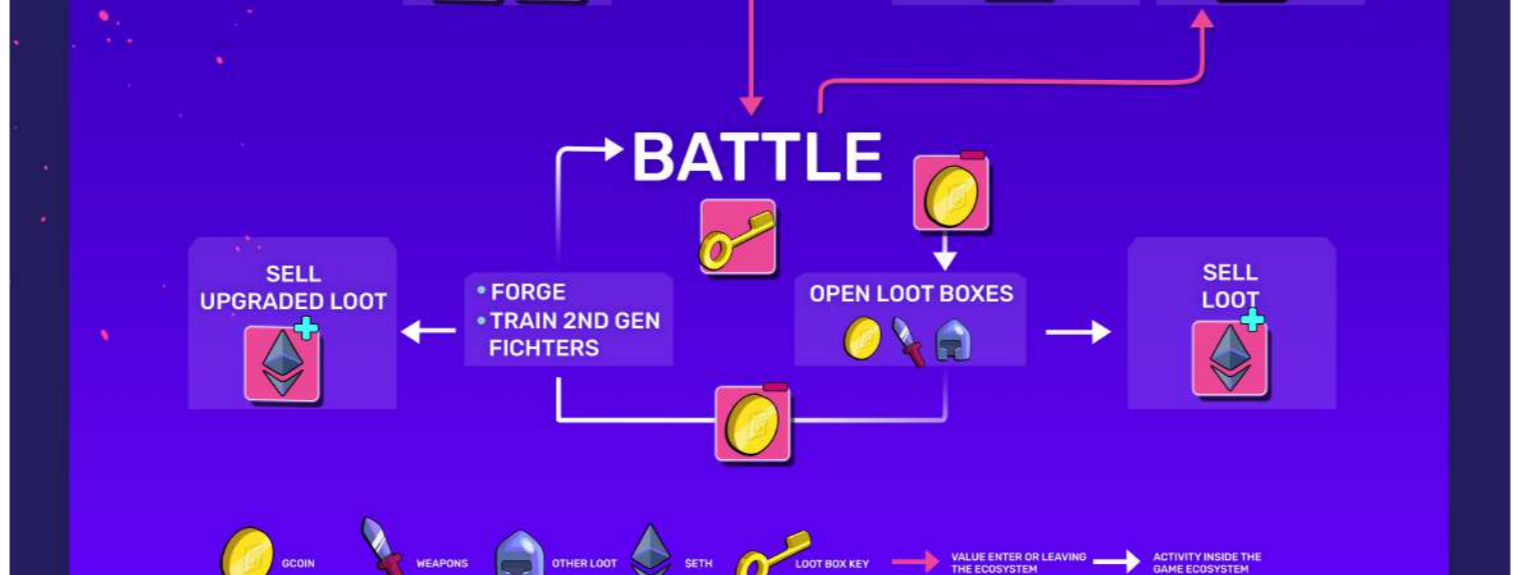
How it Works

The main way to earn inside the game is through accumulating key fragments which is used to open loot box keys by winning games, there are 2 different types of keys fragments/keys and each has a daily limit/cap, these key fragments can be crafted together into keys and these keys can then be used to open loot boxes unlock various NFTs.

If a player does not have access to any avatars, they will be given a default fighter with base stats and a default base tier weapon. **All players can win loot box keys from the game regardless of what avatar they play with**, even F2P players can win loot and we believe this helps us create a flywheel effect to deliver a better experience for all users.



Rewards	Requirements to win	Loot
Gold Keys	<ul style="list-style-type: none"> Playing with a Gen 1 or 2 Galaxy Fighter Equipped with a Genesis collection weapon if playing with non-GFC character 	Higher tier weapons
Silver Keys	<ul style="list-style-type: none"> Playing with the free base character 	Lower tier weapons



NFTs instead of tokens are used as rewards in our game loop, this is inspired by the Counter-Strike game loop in which keys are earned and can be sold to others who want them more than you. To avoid an oversupply of keys into the game ecosystem, there will be two limitations, one set at the player level and another set at the game level.

1. Daily energy system (NFT level) - Fighters will have a fixed amount of energy per day which determines how many matches you can play per day, the higher the tier of your fighter the more energy it will have, energy can be replenished with SGCoin
2. Limited number of keys per day (game level) - there are a limited number of silver and gold keys that is distributed over the entire game in any time period (e.g 1, 10, 30, 60 mins) to prevent an oversupply of keys at any one time

Other ways of earning include:



1. **Collecting SGCoin from Fighters**
 Owners of Galaxy Fighters generates between 5-15 SGCoin daily, SGCoin are needed to do anything inside the game
2. **Win SETH from Team Tournaments (exclusive to Galaxy Fighters)**
 Up to 2 SETH is available from our weekly tournaments, 100E has been allocated to these bi-weekly tournaments.
3. **Forging weapons and selling them**
 Weaker weapons can be forged together to create stronger weapons, while the forging process itself will cost SGCoin the resulting weapon might be able to be resold on the secondary market at a greater price than the price you spent acquiring the materials
4. **Training 2nd generation fighters and selling them**
 x # weapons (burned) + SGCoin = 2nd generation fighters, 2nd generation fighters do not generate SGCoin but share many of the same benefits as Genesis fighters such as the ability to take part in competitions and win Gold keys from games
5. **Renting out fighters**
 As more people find out about the game, there will be increased demand to rent fighters both for collecting SGCoin as well as to participate in the more lucrative team tournaments. We will allow you to rent our your fighters through a third-party platform like renf.io

Mechanics



A real-time NFT PvP game

The game will be a 3D hyper-casual styled fighting game that is similar to Brawl Stars, fighters will be able to engage in both melee or ranged attacks depending on the weapon that they have selected with a movement system that allows them to move up, move down, left, right as well as the ability to engage with several obstacles and objects scattered across the map.

Two main factors determine the outcome of a battle in equal measures:

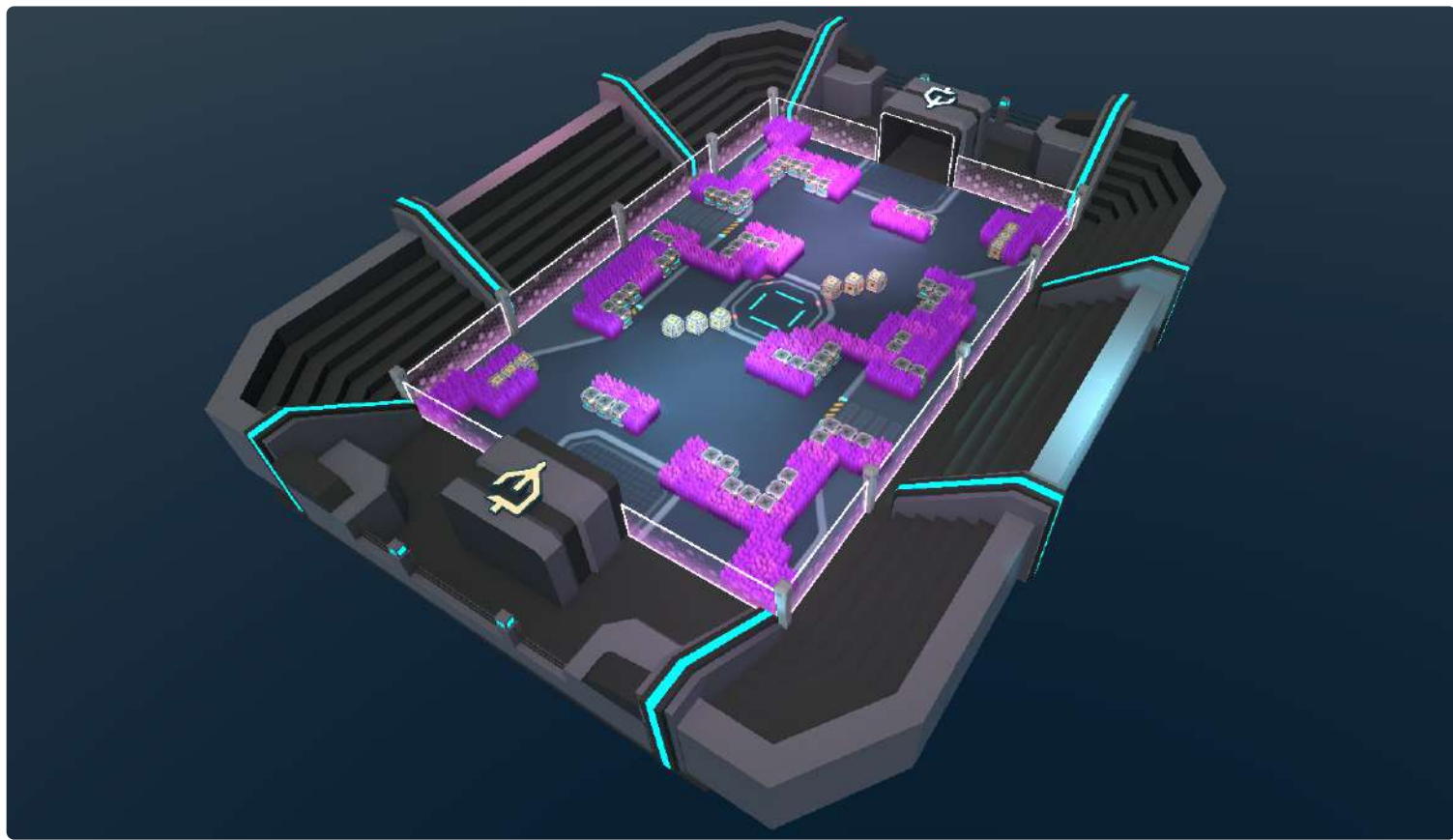
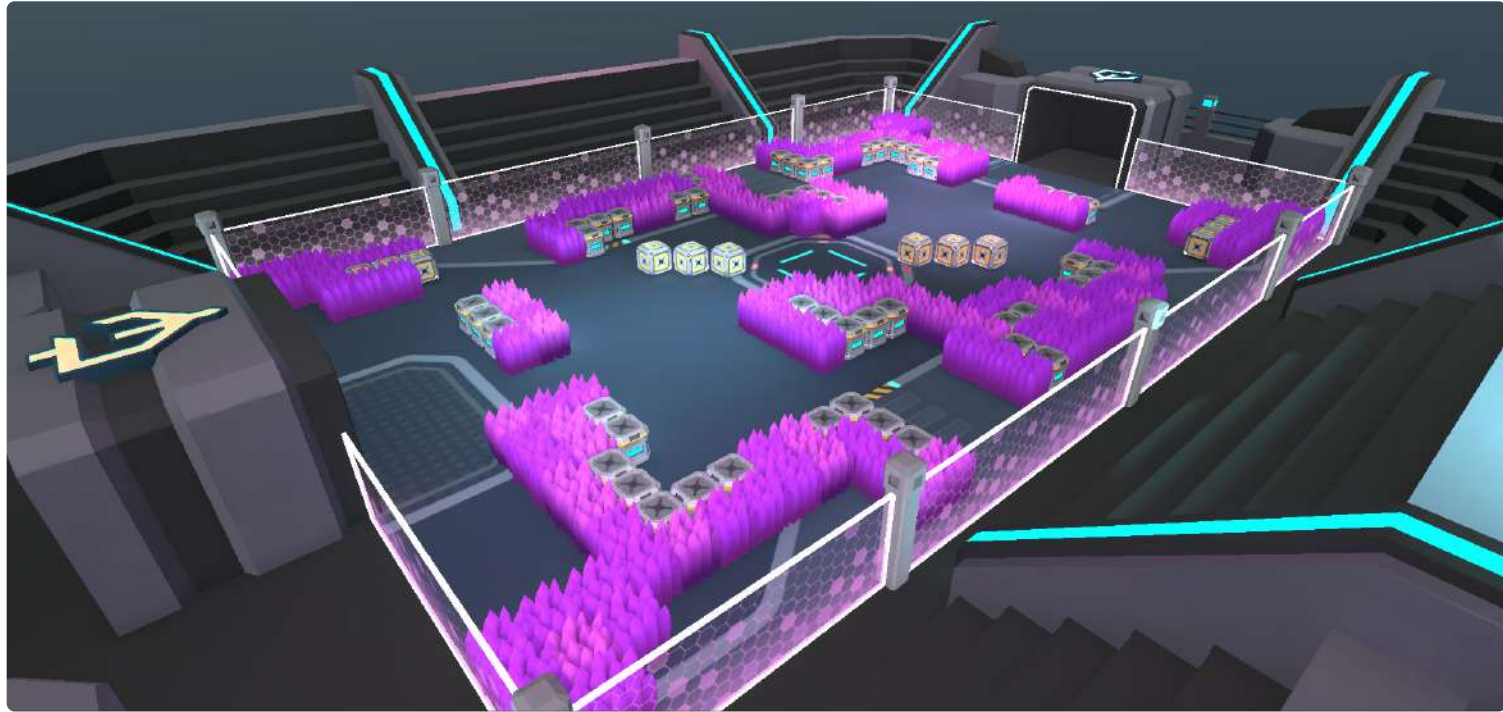
1. The overall strength of your Fighter is decided by their traits (namely base race, armor, and weapon)
2. Your gameplay performance.

We don't want this to be a pay-to-win game where a rarer fighter will destroy everyone else. Although a rare fighter with strong armor and weapons provides a significant advantage, it is still only half the equation as the rest will depend on how well you can actually play the game. It is entirely possible that a more skilled player in the game with a 50 percentile fighter can beat a 80 percentile player.

Battle Arenas



Our game is set in the year 2049 and all of our battle arenas are set in the off-world Alien planet Bruna 8. There are currently 2-3 maps available depending on the game mode you are in. Inside the arena are different obstacles, bushes and other boosts to make gameplay interesting and exciting.



Stats



Three factors determine the overall strength of your fighter:

1. Race (25%)
2. Clothes (Armour) (25%)
3. Weapon (50%)

These three elements together make up the total strength of your fighter. Other traits in a fighter can also add bonus points to their overall strength, as an example fighters with laser eyes obviously increases their attack power and fighters wearing helmets obviously have increased defense. Matching armour pieces will also add bonus points, for example plasma armour with a plasma helmet. As a general rule, the stats of a race, armour or weapon is closely related to their rarity which means a rare race with a rare weapon will almost always be stronger than one that is more common.

Trait	Stats Impacted	Weighting Importance	Swappable
Base Race	Health, Movement Speed	Medium	No
Clothes (amour)	Health	Medium	Yes
Eyes	Attack Damage	Low	No
Head (helmet)	Health	Low	Yes
Weapon	Attack Damage, Attack Speed, Reload Speed	Very high	Yes

Leveling & Ranking Systems

:

There are two main progression systems within GFC

1. Ranking (trophies)
2. Leveling (experience points)

Both progressions systems are account based which means they are bounded to your accounts instead to your NFTs. The difference between the two is outlined below:

Account Ranking System

Ranking

Your rank can be between 1–40 and is determined by your trophy number, a lower trophy count will put you in a lower rank and vice versa, your ranking in turn determines the League you are playing at. Trophies can be won or lost and the amount you gain/lose is dynamic depending on the League you are playing in as well as the rank of your opponents.

The reward of being in a higher rank is not just the bragging rights, but a higher rank allows you to enjoy a higher drop chance of gold keys and silver keys. Ranking is bounded to your account. You can understand ranking as our MMR system.

LEAGUE	RANK
 ROOKIE	1-5
 BRONZE	6-10
 SILVER	11-15
 GOLD	16-20
 PLATINUM	21-25
 DIAMOND	26-30
 MASTER	31-35
 CHAMPION	36-40

NFT Leveling System

Your level can also be between 1 and 40 and is determined by your experience points, it gets progressively harder to advance to the next level as you advance, requiring more experience points. Experience points can only be gained but cannot be lost, you gain experience points after each match, winning a match will grant you more experience points relative to being on the losing team.

As you level up, you will be able to unlock special rewards in our Levels Reward Program. Rewards can include in-game display icons, cosmetics, weapons, special characters, emojis, emotes and others. Your experience points and level is tied to your account and cannot be transferred, these in-game rewards are also fixed to your account and cannot be sold or transferred as NFTs.

\$GCOIN



Our in-game token is trading with the ticker symbol \$GFC on DEXs (Quickswap) and trading with a ticker symbol \$GCOIN on CEXs (Gate.io, MEXC and others). You can purchase GCOIN using the links below:

Huobi: https://www.huobi.com/en-us/exchange/gcoin_usdt

Gate.io: https://www.gate.io/trade/GCOIN_USDT

MEXC: https://www.mexc.com/exchange/GCOIN_USDT

Uniswap (make sure you are on Polygon network first): <https://app.uniswap.org/#/swap?inputCurrency=0x7ceb23fd6bc0add59e62ac25578270cff1b9f619&outputCurrency=0x071ac29d569a47ebffb9e57517f855cb577dcc4c>

Sushiwap (make sure you are on pOlygon network first): <https://app.sushi.com/swap?inputCurrency=0x7ceb23fd6bc0add59e62ac25578270cff1b9f619&outputCurrency=0x071ac29d569a47ebffb9e57517f855cb577dcc4c>

We are also live on Coinmarketcap and Coingecko:

Coinmarketcap: <https://coinmarketcap.com/currencies/galaxy-fight-club/>

Coingecko: <https://www.coingecko.com/en/coins/galaxy-fight-club>

Token Buyers

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Our token sale was **led by Animoca Brands, Sequoia India Capital and The Chernin Group**. Galaxy Fight Club's vision is to build a truly open ecosystem with interoperability of digital items where the players, instead of the company, own their IP. On this cross-IP game platform, players will be able to login and battle with the NFTs that they own such as a Bored Ape or a Cryptoadz, enabling different IPs from different collections to interact with each other in a meaningful way. Additional backers and partners in the round include Skyvision Capital, YGG SEA, Spartan Capital, Sfermion, PKO, Infinity Ventures Crypto, Huobi Innovation Labs, Kucoin Labs, Rarestone Capital, Formless Capital, Gerstenbrot Capital, Perion, Double Peak Group, Polkastarter, MEXC, MoonEdge, RR2 Capital, Edimus Capital, Bondly, Astronaut Capital, Panony, 18 Ventures, Zokyo as well as many other notable individuals including Kevin Lin of Twitch, Kun Gao of Crunchyroll and Matt Finick of ROBLOX and Marvel Studios.

In Ready Player One there are different planets known for different experiences and players hop between each planet with their avatars. At the moment most P2E games are still turn-based and not that enjoyable, Galaxy Fight Club is designed to be fun-to-play first, play-to-earn second. In the future we see Galaxy Fight Club as that go-to planet for PvP experiences known for fighting, combat and excitement. Our round was significantly over-subscribed, we spent the last several months speaking to a large number of VCs and being selective about who we bring onboard.

All of our token buyers were selected not just because of their financial backing but more importantly the strategic value each of them bring to the project. We look forward to working with our partners to build out our vision over the coming years.

Tokenomics

\$GCOINs are the underlying in-game currency that underpins our entire game economy, they are needed for a number of in-game activities all the way from opening loot boxes with keys (won from battles), forging/upgrading weapons and training new Gen 2 fighters. As such it is designed to capture the value from the growth of the ecosystem as the userbase of the game increases and the frequency at which these in-game activities take place also increases.

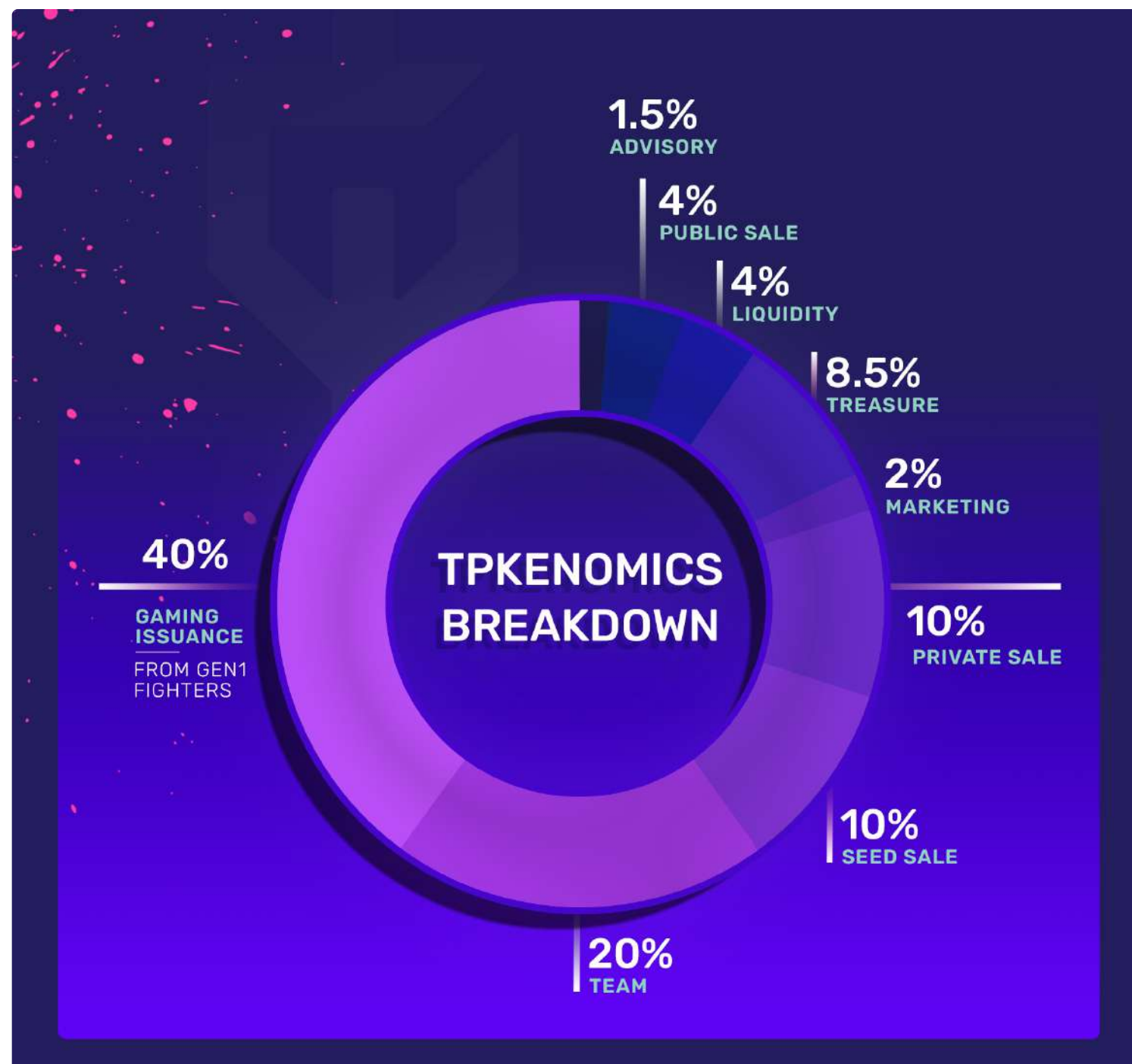
This is especially the case because of the 150M supply limit of \$GCOIN which will take over 3 years to be in full circulation and the deflationary mechanics put in place:

What you can use \$GCOIN for:	Cost
Forging weapons	300
Weapon re-roll	TBD
Unlocking loot boxes	TBD
Training 2nd generation fighters	800
Exclusive collab items & skins	Varies
In-game emoji pack	Varies

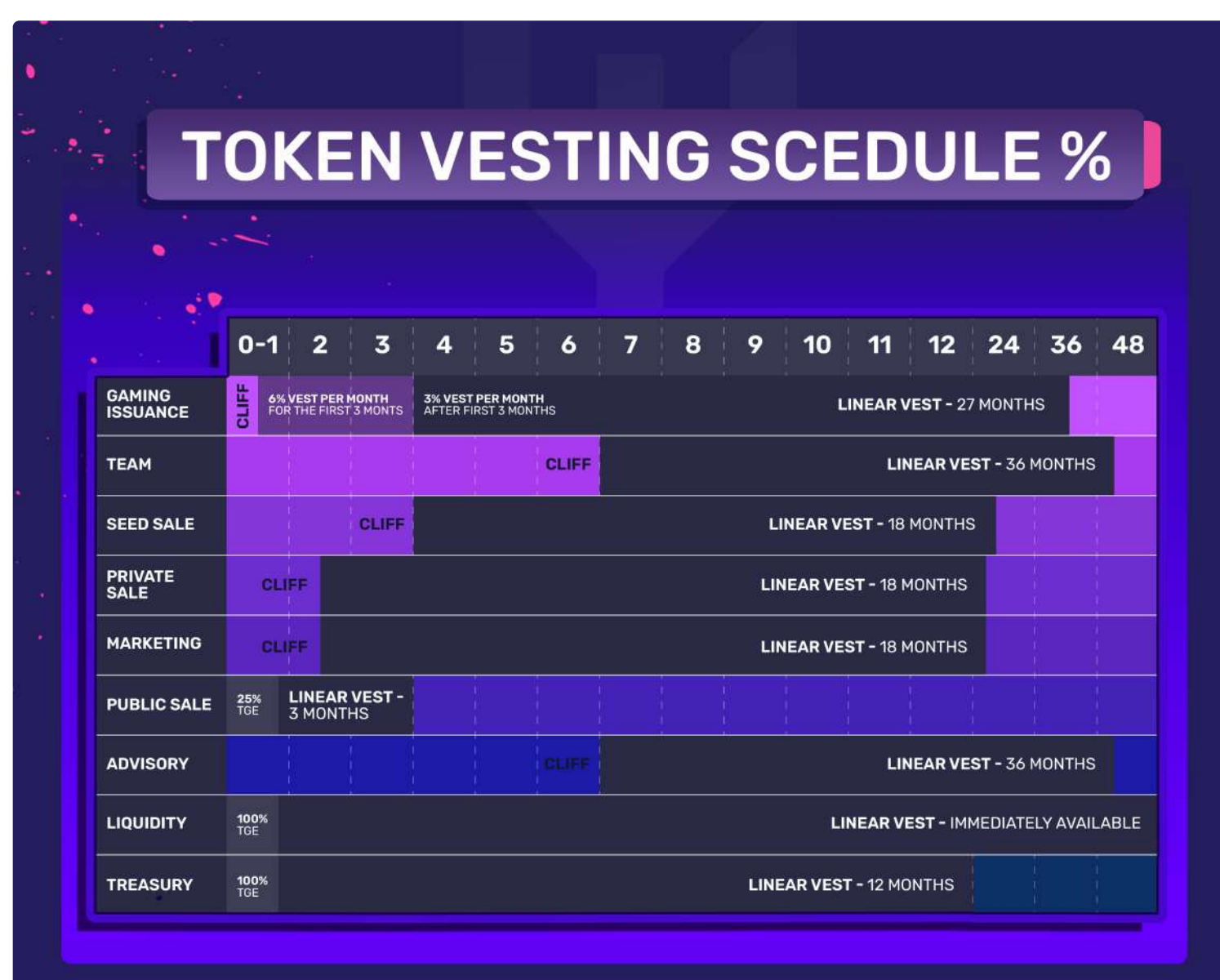
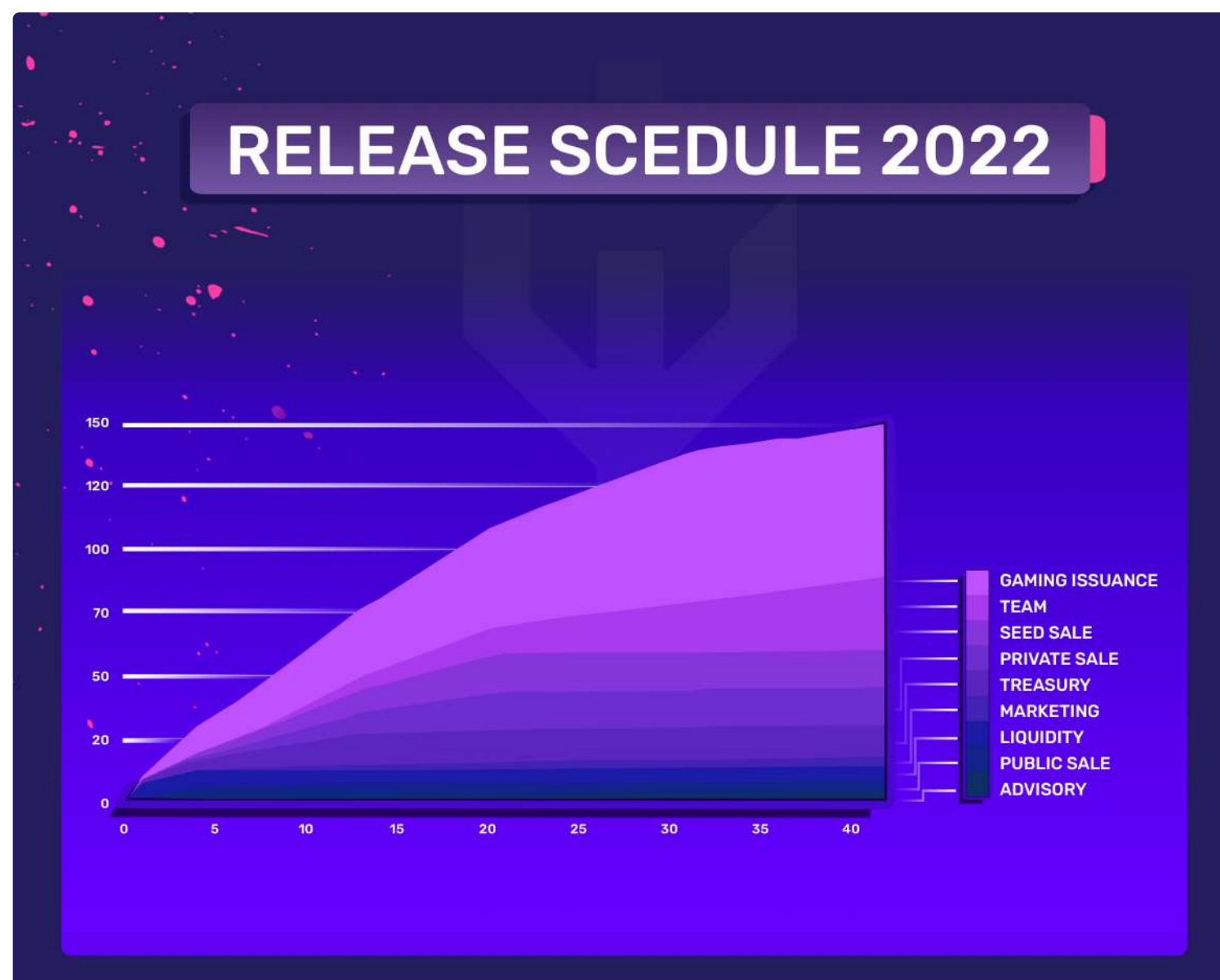
*Costs are subject to change to maintain a healthy \$GCOIN economy



There will only be around 3.4M \$GCOIN in circulation for the first 2 weeks from IDO, with this number slowly increasing as the \$GCOIN from accumulated gaming issuance is slowly unlocked.



40% of all in-game tokens are distributed back to the holders of Genesis Galaxy Fighters, at IDO prices this is at least \$30M USD of value, and at the time of writing (3 days after IDO) at least \$120M that is given back to the community and believers of the project.



Both the advisors and team members have a 6 month lockup as well as a 36 months vest after the lockup, this ensures interests are aligned. Token buyers from our token sale are also locked up between 1.5 to 3 months from IDO date and vested over 18 months.

Gaming Issuance



Gaming Issuance refers to the daily yield of \$GCOIN from Genesis Galaxy Fighters

Gaming Issuance accounts for 40% of the total \$GCOIN supply or about 60M GCOINs, it refers to the daily yield of \$GCOIN from Genesis Galaxy Fighters

\$GCOINs generated by Galaxy Fighters have started accumulation at midnight on the 29th of September 2021, 1/3 of the \$GCOINs accumulated between the 26th of September 2021 to 20th of January 2022 will be unlocked and claimable on the 20th of January, with another 1/3 unlocked on the 20th of Feb and the final 1/3 on the 20th of March. The normal daily yield from the fighters also continues after the 20th of January 2022 and these can be claimed daily in addition to the accumulated amounts.

How can I obtain \$GCOIN tokens:

Sources	Yield
Basic Fighter	5 \$GCOIN daily
Common Fighter	5 \$GCOIN daily
Uncommon Fighter	6 \$GCOIN daily
Rare Fighter	7 \$GCOIN daily
Epic Fighter Fighter	8 \$GCOIN daily
Legendary Galaxy Fighters	10 \$GCOIN daily
Mythic Galaxy Fighters	12 \$GCOIN daily
Exotic Galaxy Fighters	15 \$GCOIN daily
Winning Team Tournaments	Varies

NOTE:

The token yield is not proportional to the current market price as of writing deliberately as secondary market prices changes all the time. The value of rarer tier fighters is not only in their daily \$GCOIN yield but also their higher likelihood of winning battles (and hence weapons and more \$GOINs) as well as collectible value/status - factors that are not priced into the secondary market but not reflected in the daily \$GCOIN yield. There is no maximum or cap on the total number of \$GCOINs any one single wallet can receive per day.

NFT implementation

The GFC Fighter NFTs will be implemented using ERC-721 standard, we chose this standard because all our Fighters will all be 1/1 unique token with unique combination of traits. The weapons will be implemented using ERC-1155 standard allowing multiple copies of the same weapons to co-exist and the weapon to be fungible (i.e. to wear out/ to be fixed).

Our contracts will be deployed on Ethereum main network because it is the most widely recognised blockchain for NFTs and collection display is supported by most of the mainstream crypto wallets. This helps us to provide better user experience and it is also more friendly to players who are relatively new to the NFT space.

The entry requirement for certain game modes is that the player owns at least 1 GFC token at the time of battle. That can be verified by the contract using the Ownable class, our contract maps the ownership of all the GFC tokens. Once we verify this specific wallet is qualified to participate in the battle, we then pull out the information of all the NFTs this wallet owns, and pick out the tokens in our partnering collections. The player can then choose which "fighter" they want to use from all the available tokens.

Fighter Stats & Battle Calculations

There are two different types of users we would like to target for GFC, first are collectors who focus on how rare the token is and what traits it has, and second, gamers who focus on how well the fighters can perform in battle. As a result, we made the stats of the fighter hidden and not visible to the token owners, this means gamers will have to battle to find out how strong their fighters are and how well it performs against certain race/weapon/armor.

This is similar to ZED RUN, which is a horse racing game where players can enter their horses (i.e. the ZED RUN NFTs) into races with each other, their token's stats are completely hidden, owners are able to see the parent of the horse, the colour and other trait but not the stats of the horse, and logic on how to determine the outcome of each race is remain unpublished.

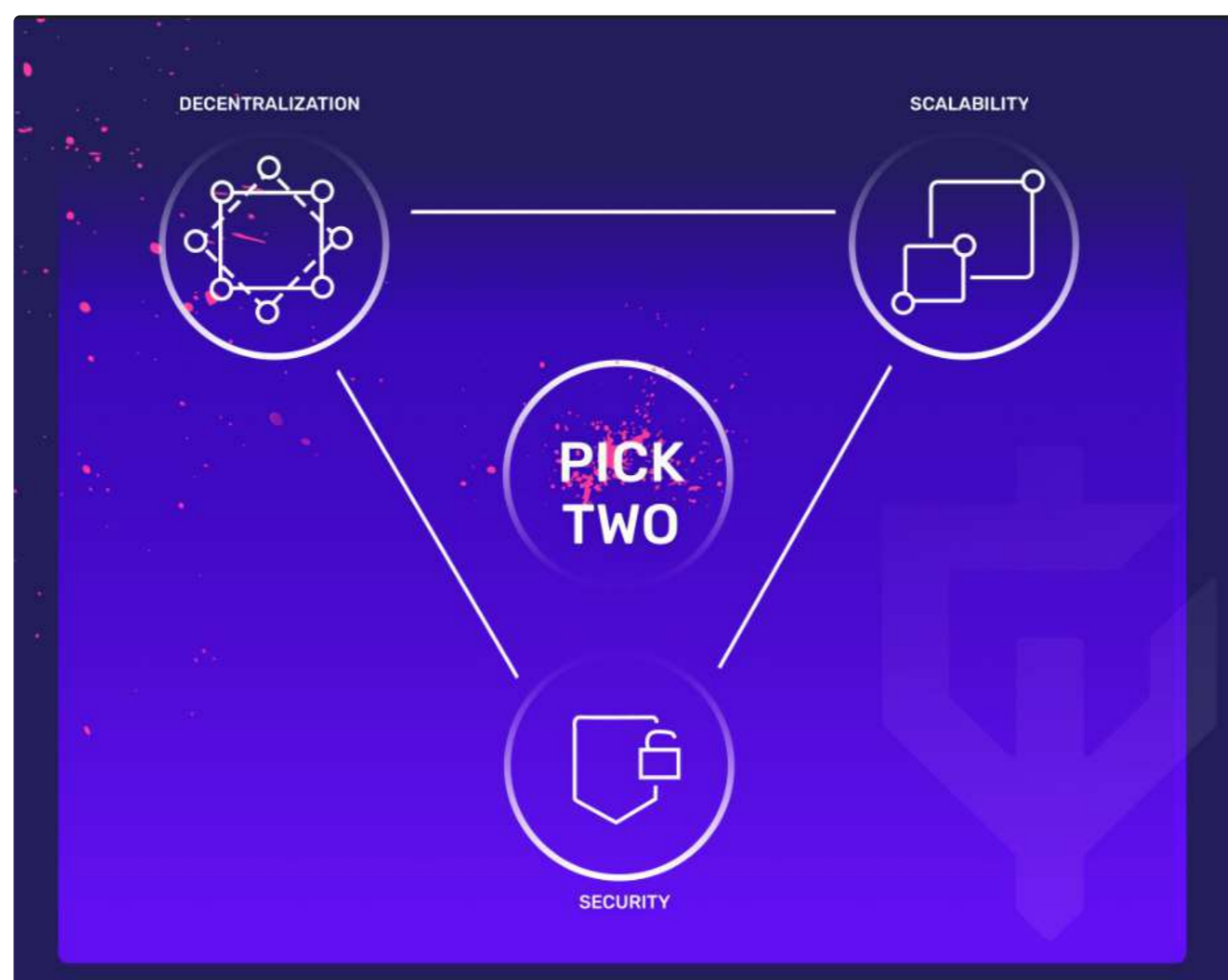
We took a similar approach to this, but we threw in another factor which is players' skill level, GFC battling system will partially depend on the stats of the token but also how well the player performs.

The most important parts of the game such as all the fighters, weapons and their respective traits are stored on-chain however the team have decided that the stats of the fighters are to be stored on an off-chain database which offer several advantages listed below.

1. Fluid game-play experience

Since our game is a real-time fighting game with player input, it is much more complex and require a lot more processing on the backend to run than for example turned based games such as Axie Infinity or completely stimulated games like ZED RUN. This means that running the entire game on-chain is infeasible without significant lag and impact to gameplay experience, here we are referring to the blockchain trilemma of decentralization, scalability and security trade off.

As game developers we would like to provide better gaming experience and therefore we trade off decentralization for speed. Gaming logic and calculations happen off-chain and are then uploaded to record the result. This allows the game to be fluid and waiting time for transactions to complete is minimal, since data sync will be done with asynchronous operations.



2. Flexibility

Storing the battle calculation and logic off-chain also gives us a lot more flexibility for future updates so that we can continue to improve the game over the long term.

3. Cross-IP fairness/balance

Another reason why we kept the stats hidden is that we allow cross-collection battle, if the Galaxy Fighter tokens have their stats visible but the other collection do not then it creates an imbalance of information between GFC token owners and partnering collection token owners, so we decided to keep all of it hidden for fairness.

4. Gas fees reduction

Finally, if each battle were on-chain then it would create a unique transaction on-chain each time a battle happens, and due to the complexity of the game logic the gas fee spent on starting each battle will be very expensive and is simply not practical.

Smart Contract Optimization

Our developers spent significant time optimizing the contract and applied gas reducing best practices that have been proved valid by previous projects like the Cool Cats.

For example, we ordered the functions in our contract in such a way the frequently used functions are on top and therefore reduced gas when those functions are called.

In our mint function, this is written:

```
uint256 currentSupply = totalSupply();
require(
    currentSupply + numFighter < MAX_FIGHTER - _reserved,
    'All fighters have been summoned'
);
```

Before optimising, it was this:

```
require(
    totalSupply().add(numFighter) < MAX_FIGHTER.sub(_reserved),
    'All fighters have been summoned'
);
```

In the pre-optimised version, totalSupply() was called in the validation and SafeMath operations(add(), sub()) were called.

Because we know that the total supply of the fighters is 9,994 which is far from the limit of unsigned integer 256, and maximum mint number per transaction is 10, we know that overflow problem will not happen here and therefore we can use a simple "+" sign to perform addition instead of SafeMath.add(). Similar logic applies to where SafeMath.sub() was called, it has been optimised to just a simple "-" sign.

Guilds & Scholarships



We are excited to announce that we are partnered with some of the biggest top-tier guilds in the P2E space today. First on the list is Yield Guild Games (YGG SEA), we are also partnered with Avocado Guild, Perion, PATH DAO, Polemos, as well as Unsung Guild and Yunko Association who have been with us on this journey since the start.

Guilds are organizations that makes P2E accessible for many players who cannot afford the NFT assets themselves, they often purchase NFTs in bulk and then lend them back to their scholars in a revenue split model. Partnering with guilds enable easier onboarding and organizing a large amount of player. These 6 guilds are just the start, we are in discussion with many more and will onboard many more in the future to expand our userbase.

We will have two systems that allow for guilds and scholarships to be integrated seamlessly into our game 1) traditional scholarship system 2) collateral-free trust-less lending system with automatic loot split

Option 1: Traditional scholarship system

This is the scholarship system that is used in most of the other P2E games in the space today, it involves linking your wallets with an email and giving this email to your scholars to play the game for you. All loot is deposited into the wallet holding the NFT assets (e.g. fighters and weapons), the loot split or compensation distribution is done manually by the asset owner hence it is a system that requires a degree of trust between asset owner and scholar. This model is popularised by Axie Infinity and currently used by most guilds.

Option 2: Collateral-free trust-less lending system

The traditional scholarship system is wonderful if you already have scholars you hired and they can trust you to compensate them fairly. But what if you don't know any scholar? This is where the collateral-free trust-less lending system comes in, this system allows both individuals and guilds alike to lend out their assets (lenders) through a platform to other individuals who are looking to rent the assets (renters).

The assets being lend out will be locked inside a contract and the lender will have the option of either charging a fixed fee (e.g 0.2E) for lending out the asset for a fixed period of time or they could also opt for a loot share revenue split model where the loot are distributed fairly between the lenders and renters. For example for every 2 keys earned by the renter, 1 will be deposited into the wallet of the lender and the other into the wallet of the renter.

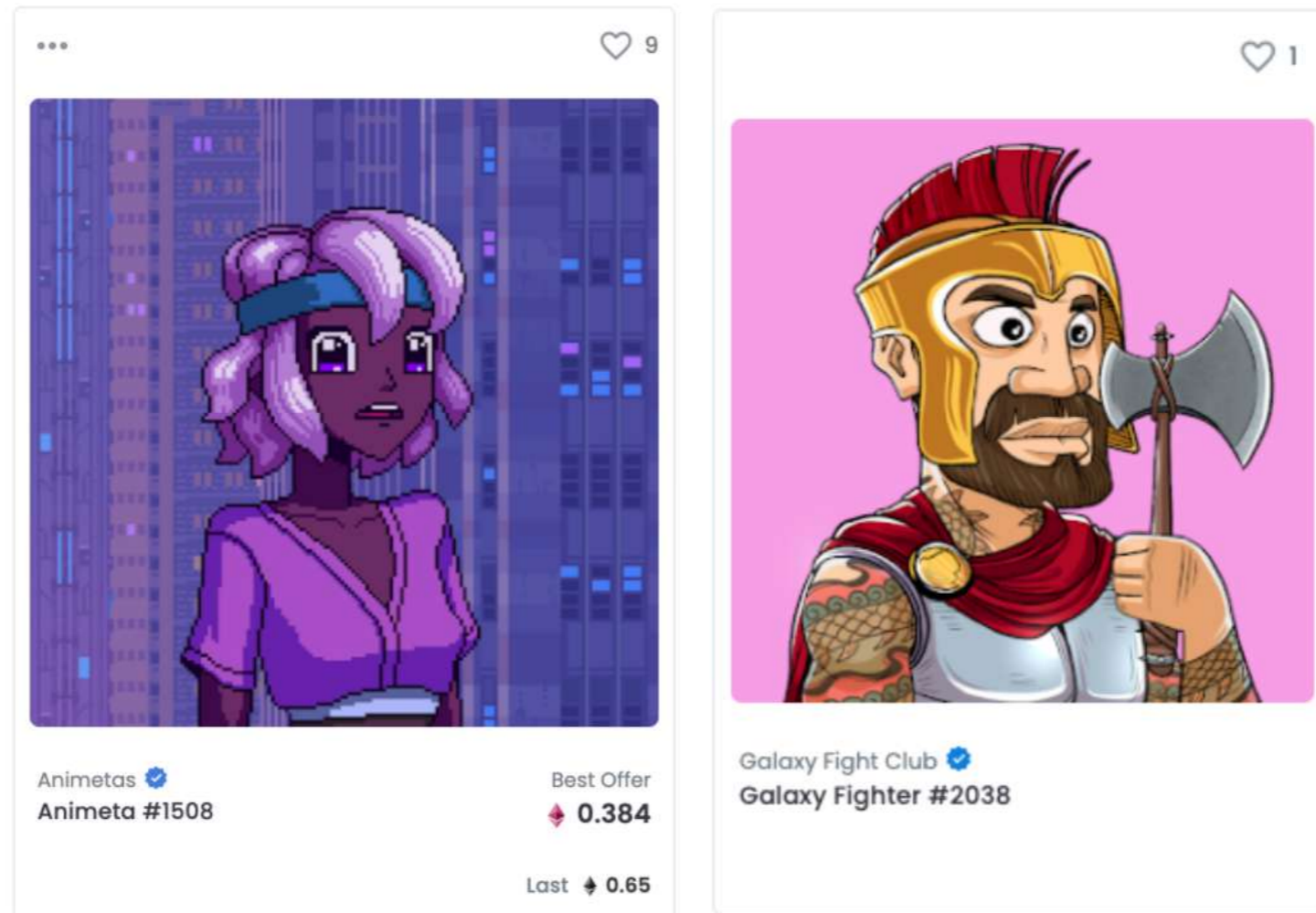
Fighters

⋮

Userbase and monthly active users (MAU) are important metrics that should be increasing over time for a healthy game and our system is set up to achieve this goal while ensuring the value given to the original Galaxy Fighters also increases over time.

Fighters form the basic block to our game, and we aim to integrate as many of the PFP collections into our game as possible which allows an ever-increasing userbase and our game modes is designed to optimise for this outcome (see 'Partners')

We will be working towards having a unique in-game character for every single unique NFT in our collection, for example there would be 10,000 unique in-game characters for Gen 1 Galaxy Fighters, each in-game character only unlockable with their corresponding NFT.



NFTs on Opensea



Corresponding in-game characters

As an example the following in-game characters will be available for the Bored Apes:

Collection	In-game Character
BAYC	Brown Ape
BAYC	Black Ape
BAYC	Golden Brown Ape
BAYC	Cream Ape
BAYC	Tan Ape
BAYC	Pink Ape
BAYC	Gray Ape
BAYC	Blue Ape
BAYC	Red Ape
BAYC	Cheetah Ape
BAYC	White Ape
BAYC	Zombie Ape
BAYC	Robot Ape
BAYC	DMT Ape
BAYC	Death Bot Ape
BAYC	Noise Ape
BAYC	Trippy Ape
BAYC	Solid Gold Ape

The Battle stats to the fighters will not be revealed and remain hidden for a number of reasons, first of all we believe part of the enjoyment is figuring out which fighter or which traits are stronger, secondly we do not want this to turn into a pay-to-win game, finally it also allow for more fair cross-collection battle, if the Galaxy Fighter tokens have their stats visible but the other collection do not then it creates an imbalance of information between GFC token owners and partnering collection

Genesis Galaxy Fighters

Our very own 10K collection

Genesis Galaxy Fighters are the original 10K NFTs we launched in August 2021, these are playable characters in our game alongside avatars from other collections. They are called Genesis to differentiate from the 2nd Generation fighters which are trained with the Genesis Galaxy Fighters, and are unique because they are the only characters that generate a daily yield of \$GCOIN, our in-game currency.

Link to GFC Genesis Galaxy Fighters: [GFC Genesis Galaxy Fighters](#)

The Value of Genesis Galaxy Fighters

The value of Genesis Galaxy Fighters is maintained and increased as the game user-base grows through a number of ways

1. 5–15 \$GCOIN generation
2. Ability to win Gold Keys
3. Participate in the exclusive weekly tournaments of \$ETH/\$GCOIN prize
4. Train 2nd generation fighters which has the same benefits as the Genesis Galaxy Fighters with no \$GCOIN yield
5. Access to exclusive Discord channel

Galaxy Fighters

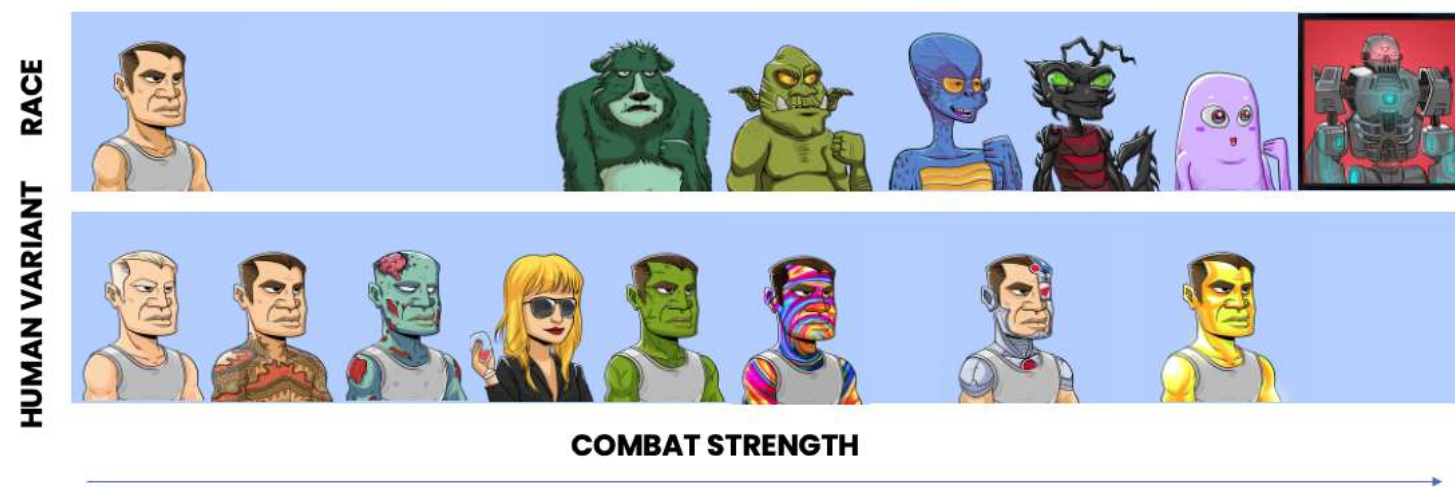
While all major NFT collections will be integrated into Galaxy Fight Club, there is an original 10,129 Galaxy Fighter collection.

These Galaxy fighters come from 7 different races, the human race alone will have 8 variants. As a general rule the rarer the race of the fighter is, the stronger it will be in battle, Gold Humans are the rarest but they are not necessarily the strongest on the power scale because they are considered a Human race variant instead of a unique race (many of the gold humans are very strong however due to the rarer armour that comes with them compared to the ones available for stronger races).

7 Races: Humans, Beasts, Ogre, Alien, Reptar, Glopz, Death Robot*

8 Human Variants: Albino, Yakuza, Zombie, Mutated, Female, Trippy, Cyborg, Gold

*One of the 7 races is the Death Robot, this was airdropped to holders that held all 6 races from the original Galaxy Galaxy Fighters collection in their wallet shortly after the minting event back in August. This is the rarest race with just 135 created, they are also the strongest due to their rarity however they come without weapons or armour.



Companions

Link to GFC Companion: [GFC Companion](#)

Companions were airdropped to certain holders which met specific requirements in August, Companions will have future utility in the game. For example, you will be able to bring them into the battle with you to deal extra damage to your opponents or help you absorb damage. Companions do not yield \$GCOINs like the original Galaxy Fighters do.



Training (2nd Gen Fighters) :

Training is GFC's version of what many other projects called 'Breeding', it allows a Genesis Galaxy Fighter to create a 2nd generation Galaxy Fighter, the training process looks like this:

1 Galaxy Fighter + 4 weapons (burned) + 800 \$GCOIN = 2nd generation Galaxy Fighter

The rarity of the 2nd generation Galaxy Fighter is determined by the weapons you use to train it, and unlike forging, you will be able to use a combination of both ranged and melee weapons as training ingredients. Using higher tiers weapon and OG weapons for training will significantly increase the chances of receiving a rare 2nd generation.

The Generation 1 Galaxy Fighter used in the training process will also have an effect on the rarity of the Gen 2 fighter, the stronger and more rare the Gen 1 fighter is, the stronger and more rare the output will be:

2nd generation fighters are special for the following reasons:

1. On average stronger than Gen 1 fighters
2. Ability to earn Gold Keys
3. Participate in the exclusive weekly tournaments of \$ETH/\$GCOIN prize
4. Access to exclusive Discord channel

Weapons

:

Weapons are a scarce resource in the game and demand will always exceed supply

Weapons are a key resource inside the game and is designed to always be in short-demand, it will be a hard to come, highly valuable resource which makes the progression to get the best weapon and most rare generation 2 fighter a long term one. Like Galaxy Fighters, there are 8 different tiers to them, they are extremely important in the game loop for a few 3 reasons:

1. They make up 50% of the strength of a fighter

Each of the original Galaxy Fighter comes with their own weapon which can be used inside the game, similar to the fighters themselves, the strength of the weapon is correlated with their rarity and tier. There will also be a difference between melee and ranged weapons, ranged weapons will have bigger reach/shooting distance while melee weapon is limited to close quarters but generally deal greater damage.

If you want to swap out your weapon you will need a swappable weapon which are unique NFTs, this means every single player in the future will likely want to switch or upgrade their weapon, we believe a DAU of 100K players in the medium to long term is realistic (10K Genesis Fighters, 10K 2nd Gen Fighters, 50K fighters from 20+ partnered collections, F2P players).

Season	Source	Amount	Tier	Description
OG	Airdrops	507	Uncommon, Rare	Special in-g-combos and 2nd generat significantly
Genesis	Genesis Gear Loot box	12,000	Basic - Epic	All weapons collection and cannot game. This collection o (for non-GFC that could b win Gold Ke
P2E rewards	Loot box opens with Gold Keys, Silver Keys	N/A	Basic - Exotic	P2E weapon Genesis we: be used for Generation : However Ge weapons ar considered superior ing and therefor generally re: better/stron Generation : Fighters.

Link to GFC Genesis Key (which opens into Genesis Weapons): [GFC Genesis Key](#)

Link to GFC Genesis Weapon: [GFC Genesis Weapon](#)

Link to GFC Weapon: [GFC Weapon](#)



OG Boxing Gloves (Left) and Doctor's Crossbow (Right)

2. They are used in forging

Weapons are the raw ingredients to forge stronger weapons (please read the Forging sub-section for more clarity)

$$x \text{ \# of weapons} + \$\text{GCOINs (burned)} = \text{next tier of weapon}$$

3. They are used to train a 2nd generation fighter

$$1 \text{ Galaxy Fighter} + x \text{ \# weapons (burned)} + \$\text{GCOIN (burned)} = \text{2nd generation Galaxy Fighter}$$

Please see the 'Training' sub-section under 'Fighters' for more details.

Forging

:

Forging refers to the process of combining a number of weapons into a higher tier and stronger weapon at The Blacksmith. Unlike training which requires a Genesis Galaxy Fighter to take place, forging does not require you to

2 weapon ingredients + x number of \$GCOIN = next tier of weapon

Our weapons contract will be using the ERC1155 to make the forging logic more simple, it will allow players to forge a number of lower tier weapons into a higher tier weapon fully on-chain using a custom function. A player will have to take 2 weapons (also called materials/ingredients) to the Blacksmith, they will need to pay an amount of \$GCOIN which is detailed below and the blacksmith will then forge the lower tier weapons into a higher tier weapon.

The specific weapon that comes out of the forge will be randomly generated however ranged weapons will always generate a ranged weapon and melee weapons will forge into a melee weapon. The Forge mechanic is designed to get rid of excess supply of low level weapons in the game while burning \$GCOIN supply from the game economy, it also offers a way for progression for serious players by obtaining more and more powerful weapons.

Ingredients Tier	\$GCOIN price	Product
Basic	100	Common
Common	200	Uncommon
Uncommon	400	Rare
Rare	800	Epic
Epic	1600	Legendary
Legendary	3200	Mythic
Mythic	6400	Exotic

Why we have a forging system

We have both a weapon forging AND a breeding mechanism (which we call 'Training') because helps create a more long-term sustainable game, by enabling both vertical progression element of the game in addition to the horizontal progression (training/breeding).

This is a lesson we have learned from other games, for example, Axie's model allows players to earn money by farming SLP and the value of SLP is driven by breeding Axies which is driven by more players coming into the ecosystem. The 'Training' part of our game is exactly like this, you can train new Galaxy Fighters using \$GCOIN and the new Galaxy Fighters allow you to win better loot and participate in the weekly tournaments.

The problem with a game that ONLY has a training/breeding mechanic is that it puts a cap on their userbase and also leads to asset inflation of in-game economy (original fighters become weaker). A solution to this and one which Axie Infinity is implementing in early 2022 is actually allowing players to upgrade Axies, so demand for SLP/GCOIN is not only driven by creating more (quantity) of fighters/Axies but also from improving the (quality) fighter/axie. The weapons forging system is something that runs alongside the training/breeding part and allows for vertical, and not just horizontal progression.

In other words, the weapon forging process alongside training/breeding increases \$GCOIN sinks and delays the inflation of either asset. It is true that this progression loop will someday end but that is the same with any progression-based game (even MMORPGs experience asset inflation), but it can be slowed. With 8 tiers and multiple weapons in each tier for our fighters and weapons, we believe there will not be asset inflation worries in any reasonable timeframe.

The GFC Universe

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Our universe is unstable. Even the slightest perturbation will lead to expanding or shrinking.

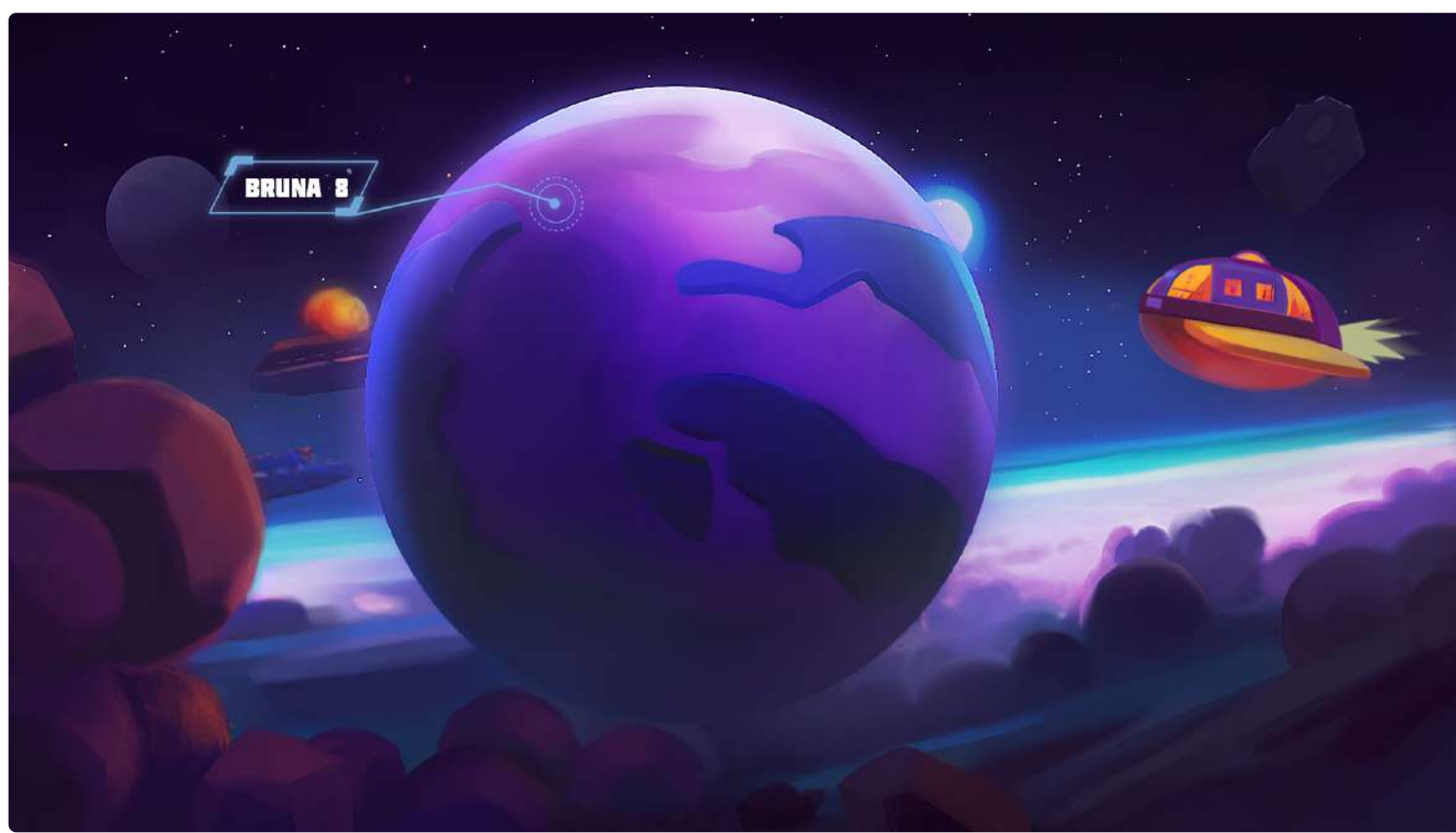
The year is 2031; the world remains shackled by a new virus that has been erupting for the past 10 years now, climaxing in an inevitable war between the USA, China, and Russia in the struggle for power and monopoly over medicine and resources to repel the ongoing pandemic. The conflict escalated into the biggest war in modern history, causing over half of the planet to be covered in flames.



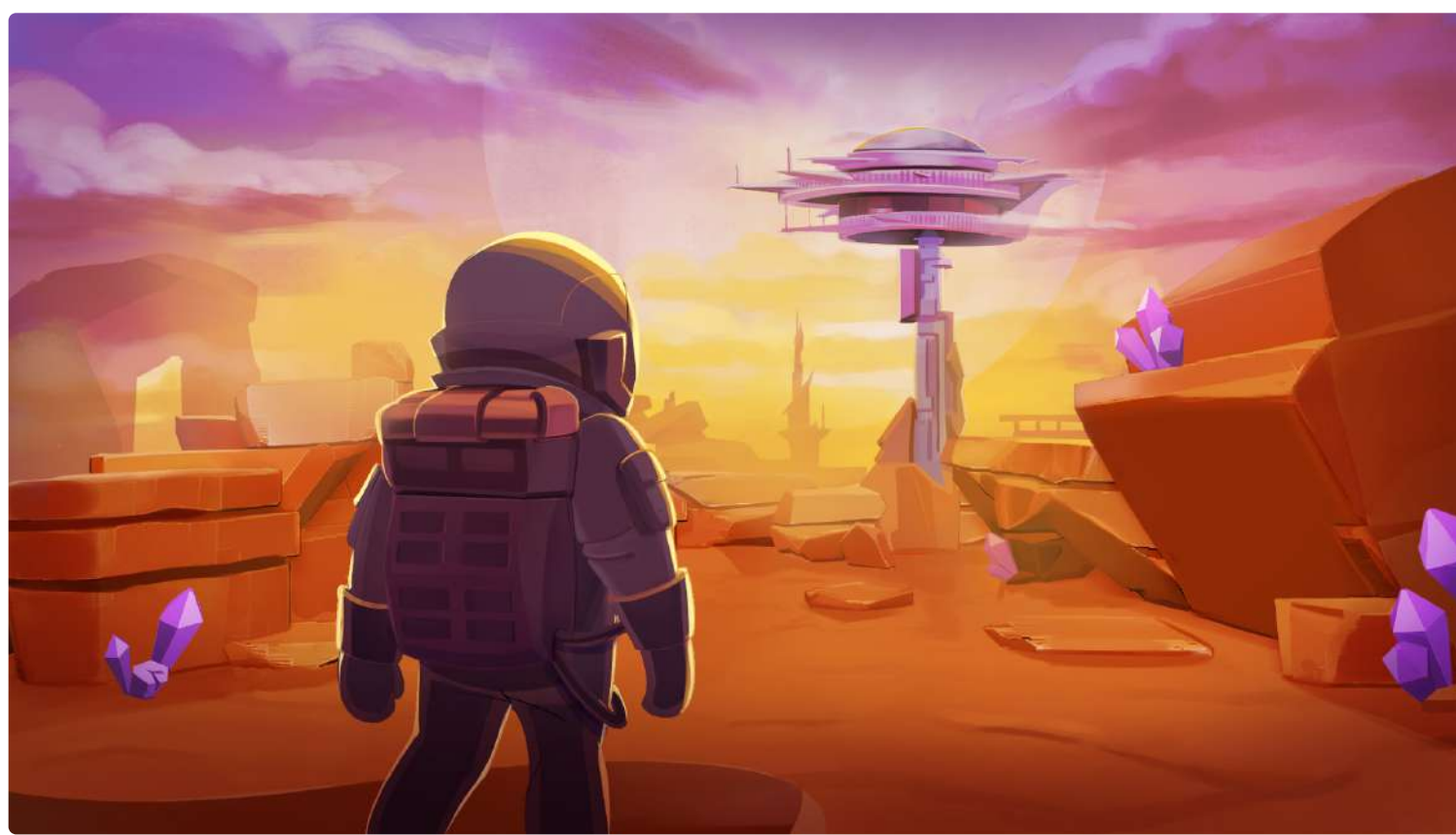
Wide-scale fires as wide as football pitches and as tall as the highest skyscraper on Earth and the use of nukes and intergalactic weapons disrupted the stability of the galaxy itself, causing our universe to contract. This contraction event decimated the universe as we know it and made Earth uninhabitable. Civilization slowly started to crumble, nations fell to give way to a large number of different factions headed by wealthy individuals from the old world. Strange things also started to happen. The radiation from the contraction event started changing the biology of some people, not long after this event human beings also made first contact with aliens.

In the year 2049 we also discovered a new habitable planet named 'Bruna 8' in the far corner of our observable galaxy; it seems that while the contraction event destroyed most of the galaxy as we know it, it also pulled other new planets into our galaxy, revealing to us other planets, stars and other intelligent beings that the human race have never seen before.

After 'Bruna 8' was discovered, the wealthy started sending the general population up there to explore the planet for resources and make sure it's safe before they themselves left Earth to go to Bruna 8. The people who were sent up to the Bruna 8 were known as the 'disposables', named after their survival rate from these expeditions to Bruna 8. What the disposables discovered on Bruna 8 was both dark and alarming.



Originally thought to be an empty but resource-rich planet turned out to be a deserted and long-abandoned planet that was inhabited by highly intelligent species. Humanity had already encountered aliens after the contraction event in 2031 but what they saw on Bruna 8 indicated a highly intelligent species that were hundreds of years ahead of their own. Most of the architecture on Bruna 8 did not survive but a giant 5000 foot grey tower stood alone, with an arena on top of it.



Those back on Earth was in awe at this discovery, Bruna 8 could potentially hold advanced alien technology as well as valuable resources, the wealthy scrambled to send the disposables up to Bruna 8 to capture resources for them in a literal land-grab. This lasted for months and months, with land on Bruna 8 being captured and recaptured by different faction leaders.

In the end, the agreement was made between all the faction leaders, instead of engaging in constant battle over the coveted land, they will settle the distribution of resources of Bruna 8 through battle tournaments hosted in the only remaining architecture left on the planet.



The rules were simple, the faction leaders could recruit anyone or anything (non-humans) they want to form a team of 3, these 3 person teams will then battle with another team representing another faction, the winning team from each tournament will win these keys.



These keys could be used to unlock resources that was discovered on Bruna 8, these included highly advanced weapons as well as armor and many other untold treasures. It was decided that this was the best way to fairly allocate the resources on the planet instead of a free-for-all battle between all the factions.

Faction leaders then began to scout and recruit from earth those who are best suited for combat on Bruna 8, many mutated human variants and non-humans that were previously considered useless and relegated to the bottom of society suddenly became valuable for their combat potential.

The Human Race

Many creatures, beings and races started arriving on Earth even before mankind noticed Bruna 8 in the universe, but while these extraterrestrial beings were relegated to the lower rungs of society on Earth, the discovery of Bruna 8 gave them a new purpose and profession. Since most of the population still consisted of normal human males and females, that's who most factions sent up to Bruna 8 but most served as cannon fodder only. Funnily enough, it was the other human variants that were traditionally looked down upon that became very valuable due to their unique abilities which made them suitable for combat.

Yakuza

After the collapse of nations, the Yakuza clan once again emerged from Japan. They started off becoming the de facto leaders in the region of Japan but soon their tentacles spread across the globe, turning them into a formidable faction to be reckoned with. Some Yakuza members voluntarily went to Bruna 8 after learning of the exciting opportunities up there, others were ordered by the Yakuza faction leaders to go up there in order to win the tournaments for their clan.



Zombies

Zombies and their existence has always been a taboo topic on Earth ever since late 20th century, no one really knows where or how the zombies came about but they have always been there before the contraction event. There were many attempts by both humans and zombies to reach a truce and eventually the zombies were accepted into society, but not for the reasons they initially wanted. In the end, they were accepted into society for the sole purpose of being used as warriors on Bruna 8, their natural thirst for human blood and hyper-aggressiveness makes them the ideal warriors against other human variants in the arena.



Mutants

The 'Mutant Apocalypse' started harmlessly, with newborns born with defects soon after the contraction event but unlike what people expected, these so-called 'mutants' were harmless. They were friendly and non-aggressive, most people just saw them as normal human beings with enhanced strength, speed and stamina. As new mutants were born, they soon made up a significant percentage of the population. It was their physical superiority that made them ideal candidates as warriors on Bruna 8.



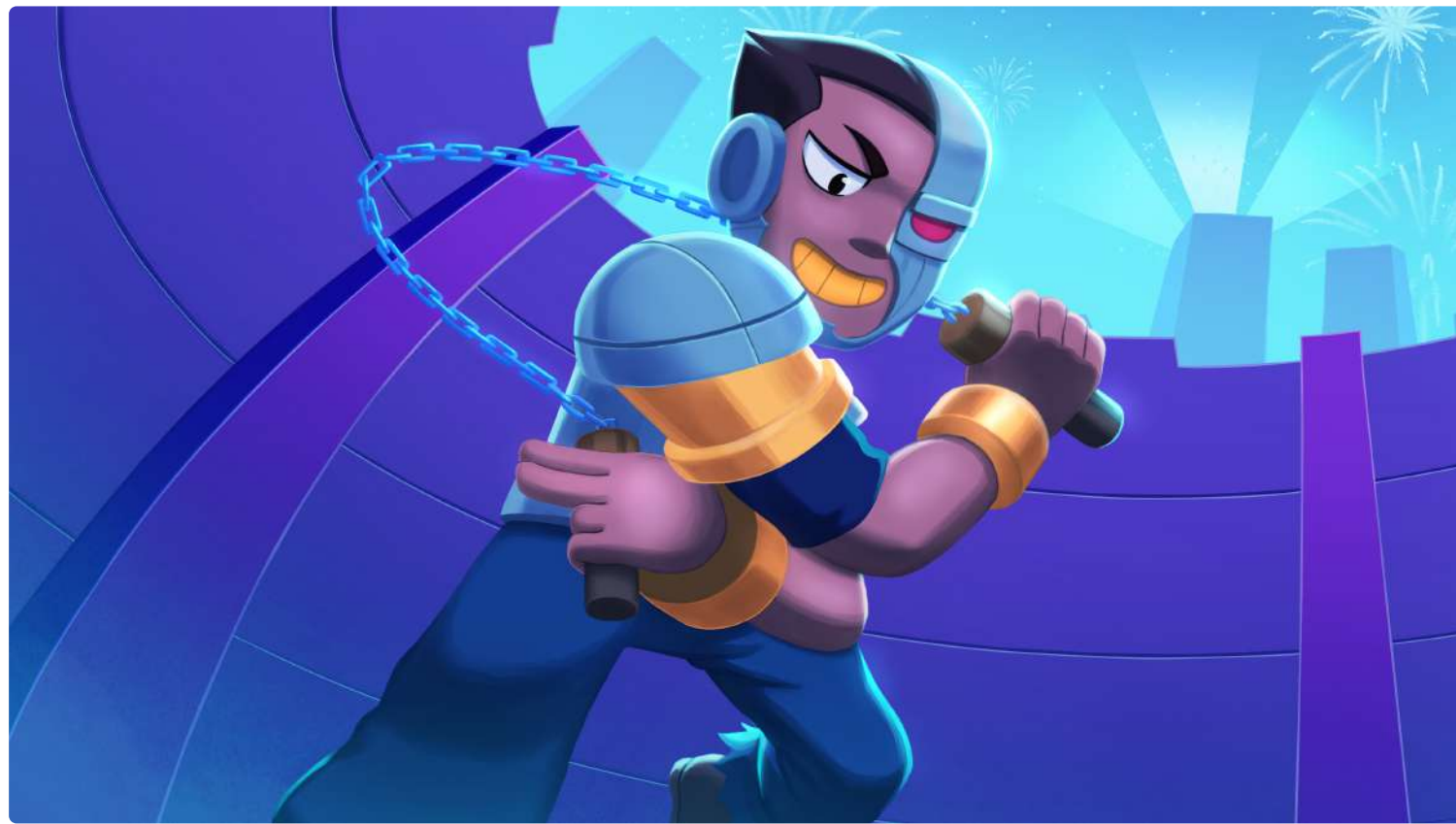
Trippy

They are the hippies of the 2040s. Different and misunderstood in the same way their ancestors were. Adorers and admirers of substances make you see things left Earth searching for newer and more unique drugs to try. Desperate to reach Bruna 8 for the BYOPills, they devised numerous schemes from falsification of ID cards, plastic surgeries and identity theft to get onto Bruna 8. Whatever they ingested on Bruna 8 gave them more than the trip they were looking for, it gave them superpowers that made them more powerful in the arena than they could have ever wished for.



Cyborg

Cyborgs were originally normal human beings on earth, they became handicapped as a result of the skirmishes that broke out after the contraction event. Luckily the technology in the 2040s allowed them to stitch themselves up quickly and very affordably. Once the recruitment for Bruna 8 warriors was announced, some even began to equip themselves with parts that boosted their combat abilities to increase their attractiveness to faction leaders.



Gold

Ah.. the Gold humans, these are the faction leaders; they are the wealthy elite who now controlled the new world. They were normal humans too with normal human skin before the contraction event but underwent a process to permanently add a layer of gold on top of their skin since the contraction as scientists advised that the only naturally occurring mineral on Earth which could protect them from the radiation and harmful rays was gold. The price of gold immediately 100x'ed overnight, and only the ultra-wealthy could afford to give themselves this new protection.



Other Races

Some non-human races were undiscovered native species on Earth while others were extraterrestrial species that arrived after the contraction event.

Ogre

Ogres are one of many mythic creatures in human history. They long remained hidden in their caves until they got disrupted by substantial changes that happened during the last decade on Earth, got out to the surface, and realized that soon there will be no place for them on this planet.

Enraged by the actions of humanity, they started attacking small villages and cities, all of which were left undefended while humanity had their attention occupied handling world problems at hand. In order to protect themselves, the faction leaders met with Ogres and manipulated them by proposing that destruction on Earth was carried out by part of the human population named Disposables that now escaped to Bruna 8. Through this lie, the majority of the Ogres race were shipped to Bruna 8 on the promise of revenge.



Beast

Beasts were transported to Bruna 8 inside transporters' capsules strapped alongside the aircraft that wealthier humans used to travel to Bruna 8. Beasts were genetically modified creatures designed by faction leaders for battle in the Arena but in most cases, they were mistreated pets of the Gold humans. After a few weeks on Bruna 8, one of the Disposables sneaked up at night and released the Beasts from their cages, hoping they would kill and maim those who caged and mistreated them. Since then the Beasts were indebted to the Disposables and as a result often helped, served, or partnered up with them in the arena.



Alien

Aliens were the only species that colonized other planets in the Galaxy. It is suspected that it was the early ancestors of the modern-day Aliens that colonized and built the impressive structures on Bruna 8. The knowledge and advanced technology they possessed went beyond human comprehension but even then they had to work for the faction leaders because they could not return to their homes without the advanced technology from Bruna 8 and the Aliens know that teaming up is the best way to maximize their chances of winning.



Reptar

Human scientists made Reptars in a laboratory by injecting insects with a small portion of Tistarite - Earth's newest and rarest mineral discovered to date. The faction leaders funded the project intending to enhance the lifespan of insects, their strength, size and resilience, and use them as a weapon on Bruna 8. Their experiments worked, and that's how Reptars were born. Bigger, stronger, and with a greater lifespan.



Glopsz

They were first found on a wreck of an aliens' aircraft. It was the slimy pink matter affixed or formed somewhere in the Galaxy during one of the many aliens' ventures through space. When the substance got in contact with the atmosphere of Bruna 8, it began exponentially growing and taking a distinct shape. Fully grown, they varied in size, from 2ft to 8ft. Having a viscous and mucous body texture, creatures on Bruna 8 named them Glopsz. Glopsz stayed on Bruna 8 for its living condition initially, but later on, they develop a sense of belonging, and they call it home ever since. Even though they look cute and harmless, looks can be deceiving.



Death Robots

The most powerful warriors on Bruna 8. There were only 135 of them produced on Earth. The faction leaders destroyed the blueprints right after the last of 135 got assembled. They win battles through brute force, and they are so effective that only 100 of them could single-handedly defeat armies of millions. The faction leaders kept some for themselves and sold some for a hefty price, most people thought the strongest warriors would be a result of bio-engineering but it seems the creation of Death Robot has shown that the biggest achievement of modern human warfare machine still came from machines and engineering.

