

What is it?

Super Smash Brothers meets NFTs, Web3, and Play-To-Earn. Galaxy Fight Club is a cross-IP play-to-earn combat game where owners of different NFT collections such as Cyber Kongz and Bored Ape Yacht Club can battle one another across PC and Mobile platforms, in addition to using the Galaxy Fighter NFTs as well. Galaxy Fight Club differentiates itself amongst the NFT gaming arena by implementing interoperability of digital items/assets to continue building out the NFT ecosystem/universe. Meaning, Galaxy Fight Club looks to form a cross-intellectual property (IP) game platform where different IPS (different NFT collections) can interact in the combat to earn. Galaxy Fight Club allows users to play with their favorite NFTs and generate income through play to earn mechanisms.

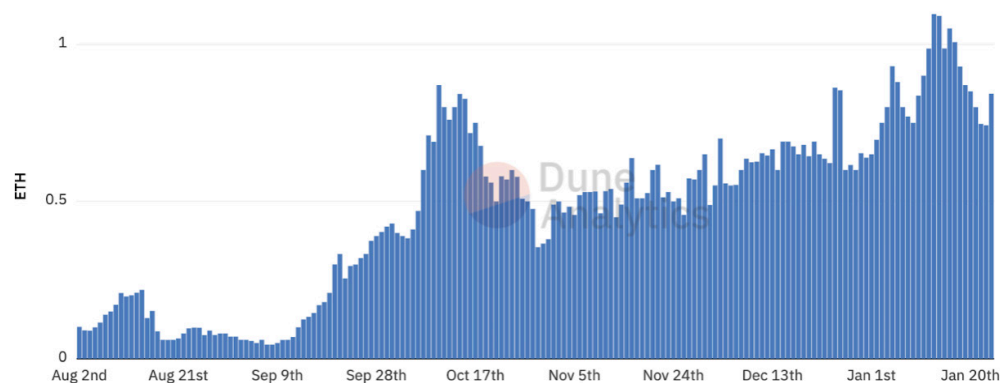


by Cassady Gaier

Key Data Points

- Max Sale 19.99 Eth
- Total Eth spent on GFC 7,247 Eth
- Unique Buyer 4,499
- 2 Unique NFT collections generating nearly \$10 million in revenue
- Weekly tournaments with huge prize pool of up to 2 Eth or equivalent
- 2.6K Owners
- Total Volume 6,442.86
- As of 1/27/2022 there are less than 600 GFC NFTS available to purchase in the Opensea NFT marketplace, only 423 under 5 Eth Most owned by one owner

GFC: Opensea Sales Floor Tracker



Comparables:

- MOBA Thetan Arena has 18,471,245 total players
- Class of Clans generates a \$3.9 million a day via in-game purchases (2019), average monthly Players 116,705,544
- Super Smash Bros 26.71 million

Tech Data Points:

- GCOIN on Polygon network

Social Metrics:

- **Twitter:** 51.5K Followers
 - Twitter Growth
- **Discord:** 36,682 members
 - Discord Growth
- **Publications:** 36 Publications & interviews since November 29, 2021
 - Notable Publications:10

Tokenomics & IDO:

- Token is \$GCOIN, IDO'd at \$0.50
- \$GCOIN is Deflationary
- Total Token Supply 150,000,000 GCOIN
- Initial Token Supply 3,375,000
- Tokens Offered In Public sale 6,000,000
- 5-15 \$GCOIN per three days for genesis fighter
- 40% Gaming Issuance
- Team 20%
- Treasury 10%
- Seed Sale 10%
- Private Sale 10%
- Liquidity 5%
- Public sale 5%

Game Play:

Game Play Mechanics: 3D styled fighting game, fighters able to engage in both melee or ranged attacks depending on weapon, in addition to engaging with several obstacles and objects scattered across map.

Game Modes:

- 3v3: Main mode, play in tournaments to win prizes
 - Reward Loot Boxes
- 1v1: Classic Deathmatch mode
 - Reward: N/A
- Battle Royale: 10 players, last player standing wins
 - Reward: TBC
- Tournaments: Galaxy Fight Club NFT needed
- Reward: \$GCOIN, \$ETH

Leveling up:

Players who continue to level up increase their chances of receiving rare loot in the game, thus increasing earning capabilities, players who buy untrained fighters can train & improve them, then re-sell them at higher value as their creating value in the process.

Galaxy Fight Club Longterm Goals:

Galaxy Fight aspires to be the to be the Nintendo of Web3 using interoperability of digital assets in a real world open ecosystem giving ownership of IP players rather than the company. Hope is Galaxy Fight Club is the go-to platform for PvP experiences as a player can come to the Galaxy Fight Club Coliseum for fighting and combat experiences.

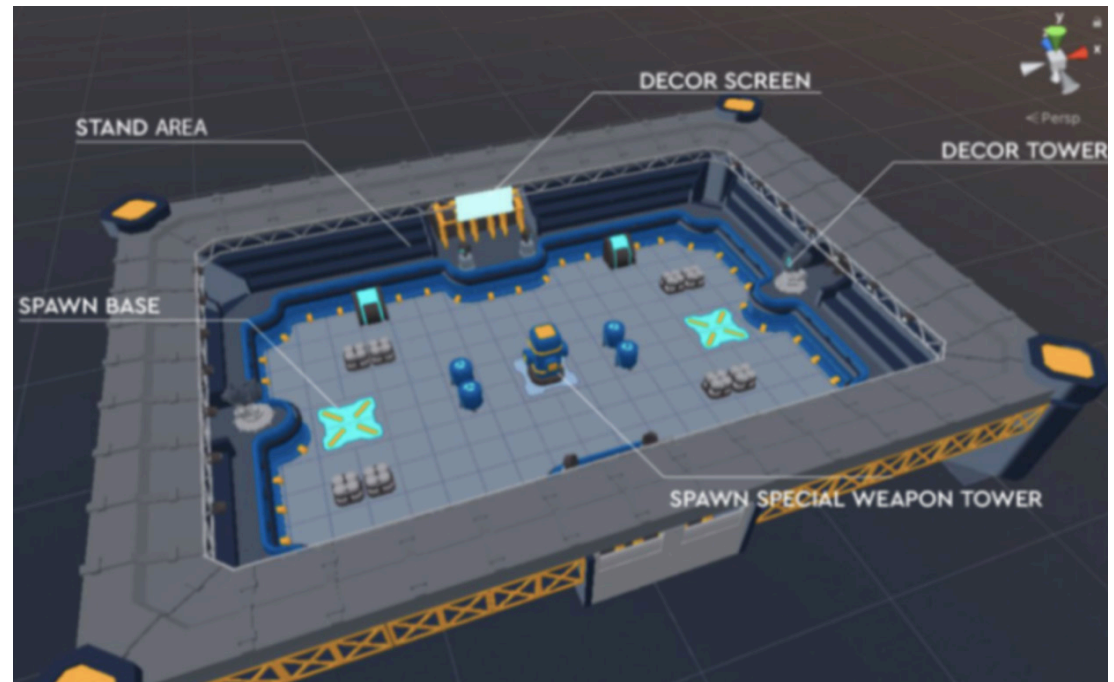


How to win:

- Outcome of Battle Determined by 2 Factors:
 1. Gameplay performance of Player (more skilled player with 50 percentile fighter and beat a 80 percentile player)
 2. Properties of Galaxy:
 - *Weapon* (50%)
 - *Clothes/Armor* (25%)
 - *Race* (25%)

Metrics to Monitor:

- Userbase and Monthly active users (MAU)v
- Volume & Sales of GFC NFTS and Their companion NFTS
- Discord Growth/Reduction
- Media mentions



Value of Genesis Galaxy Fighters & 2nd Gen Fighter:

- **Value of Genesis Galaxy Fighters is maintained and increased as the game user-base grows**
 1. Ability to win Gold Keys
 2. Participating in weekly Tournament of \$2ETH/\$GOIN prize
 3. Train 2nd generation fighters which has the same benefits as Genesis Galaxy Fighters with no \$GCOIN Yield
 4. Access to exclusive Discord Channel
- **Training (2nd Gen Fighters)**
 1. Training is what other NFT projects like Axie Infinity refer to as 'breeding', as it allows genesis Galaxy Fighter to create a 2nd generation Galaxy Fighter.
 2. 1 Galaxy Fighter + 4 weapons (burned) + 300 \$GCOIN = 2nd Generation Galaxy Fighter
 3. 300 \$GOIN fee for training 2nd gen will be discounted to just 200 \$GOIN for the first week only
 4. Rarity of 2nd Gen Fighter determined by weapons used to train, yet contrary to forging, you will be able to use combination of melee and ranged weapons as training ingredients

Partners:

- Animetas
- Deadheads
- CyberKongz
- Metakey
- Bored Ape Yacht Club
- BullsontheBlock



Weapons & Forging

- Genesis weapons allow partner NFTs the ability to earn Gold Keys (increasing loot reward)
- Process of combining number of weapons into a higher-tier and stronger weapon at the Blacksmith, contrary to training which requires a Genesis Galaxy Fighter, forging does not require this.
- **Forging Formula = # of weapons + \$GCOINS = next tier of weapon**
- Forging weapons and breeding aka (training) help to create a more long-term sustainable game, by enabling both vertical progression element of the game in addition to the horizontal progression of (training/breeding)
- **Forging Process = # of weapons + \$GCOINS = next tier of weapon**
- Forging weapons and breeding aka (training) help create more long-term sustainable game, by enabling both vertical progression element of the game in addition to the horizontal progression of (training/breeding)
- **Why is this important?**
 - o The Axie model is inflationary, so in the long-term this won't be sustainable as more and more scholars/players began playing the game

Passive Income and Renting out your GFCs & Weapons:

- Allow both individuals and guilds to lend out their assets, the fighters or weapons (Lenders) through a platform to other individuals looking to rent these assets (renters).
- This enables revenue sharing between the lenders and the renters, these creating another form of passive income, in addition to the \$5-\$15 GCOINs per three days.

Roadmap & Benchmarks Hit

Q4 2021:

- Closed Beta access ✓
- Genesis Gear Drop ✓
- Tokenomics ✓

Q1 2022:

- \$GCOIN IDO ✓
- Weapons Forging ✓
- New Website ✗
- Training GEN2 ✗
- Open Beta ✗

Q2 2022:

- \$GCOIN Staking ✓
- \$GCOIN/ETH Tournaments ✓
- GFC Land ✗