

# Fight Whitepaper

Access Token for Combat Sports

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# Chapter 1

## Executive Summary

**Fight is the Web3 home of combat sports** — a licensed ecosystem built by the developers behind UFC Strike and powered by **Fight.ID**, the official digital gateway for MMA and fight culture. It runs on three pillars:

1. **Identity (FightID)** — a portable, on-chain identity for fans and fighters.
2. **Reputation (FP points)** — non-transferable “Fighting Points” that reflect participation and unlock ecosystem utility.
3. **Ownership (\$FIGHT)** — a Solana-based access token that enables dual access: projects burn \$FIGHT to access the Fight.ID community; fans hold \$FIGHT to access premium experiences, governance rights, and platform features.

**Fight.ID is a partner of the UFC.** The UFC and Fight.ID have publicly announced a multi-year collaboration to grow the UFC’s digital fanbase with loyalty experiences, Prize\$Fight fighter bonuses, and FightGear premium apparel.

**Core Utilities:** - **Holding \$FIGHT grants access** to premium fight experiences, exclusive content, and platform features. - **Governance participation** through token-holder voting on ecosystem priorities, treasury allocations, and protocol parameters. - **Flagship: Partner Ecosystem Access** — projects burn \$FIGHT to acquire FP that they distribute through quests, incentivizing participation within the Fight.ID community and creating a direct value loop between ecosystem activity and token demand. - **Licensed digital collectibles (UFC Strike), fighter communities, merchandise rails, partner-operated utilities (including prediction markets where DAO-authorized), and event-driven rewards** channel ecosystem activity through transparent, DAO-governed fee flows and treasury programs.

**Proven Revenue Foundation:** Fight extends the UFC Strike digital collectibles business developed by Concept Labs, which has generated **\$20M+ in primary sales**, onboarded **100,000+ unique wallets**, and minted **2M+ licensed collectibles**. Drops are synchronized to UFC’s event calendar, creating predictable revenue windows through primary sales, platform fees, and secondary royalties. This is not speculative—it is operational, licensed, and revenue-positive.

### 1.1 Why this matters

Fight.ID’s partnership with the UFC provides real distribution and cultural legitimacy at global scale. Each fight week becomes an acquisition moment that drives fans through the ecosystem funnel:

**UFC reach → FightID → FP → \$FIGHT.**

With a team embedded deep in the sport and real distribution through the Fight.ID partner network, Fight is onboarding millions into a unified, high-energy, tokenized combat-sports economy. **\$FIGHT turns every**

**card, every storyline, and every fighter moment into tradable, community-driven participation** — the digital pulse of the fight world.

Under **DAO treasury policies**, portions of net protocol revenues may be allocated to ecosystem operations, community grants, and other programs approved through on-chain governance. These allocations are **not intended as investment returns or price support** and may be modified or discontinued at any time based on community decisions and program priorities.

## Chapter 2

# The Fight.ID Partnership with UFC

### 2.1 Public announcement and collaboration

The UFC and **Fight.ID** have publicly announced a multi-year collaboration aimed at uniting MMA fans with Web3 experiences built around identity, loyalty, and ownership. The roadmap includes a loyalty layer anchored in Fight.ID, the Prize\$Fight bonus program for fighters, and the FightGear premium apparel line. This public validation provides clarity to partners, athletes, and fans that Fight.ID is being developed in concert with the UFC’s long-term fan engagement strategy.

**Important distinction:** The UFC partnership is with **Fight.ID** (the digital identity and fan engagement platform). **\$FIGHT is an access token** built by the Fight Foundation that enables projects to access Fight.ID’s authenticated community and enables fans to access premium experiences across the network. The UFC does not endorse \$FIGHT or any cryptocurrency.

### 2.2 UFC Strike: Proven Digital Collectibles Business

Fight’s foundation rests on a revenue-positive digital collectibles business already operational through **UFC Strike**, developed by Concept Labs in partnership with the UFC. UFC Strike has demonstrated product-market fit with:

- **2M+ licensed collectibles minted** across multiple seasons
- **100,000+ unique wallets onboarded** into authenticated digital ownership
- **\$20M+ in primary sales** from officially licensed UFC Strike Moments and UFC Strike Gifts on Telegram

UFC Strike operates a proven drops model synchronized to UFC’s event calendar, featuring:

- **Licensed NFTs** — Officially licensed digital collectibles featuring fighters, finishes, and viral moments
- **Event-based releases** — Drops aligned to fight weeks, weigh-ins, and marquee events
- **Scarcity tiers** — Open editions for broad accessibility, limited editions for collectors, ultra-limited for premium engagements

These drops generate recurring revenue through:

- **Primary sales** — Direct product revenue from new mints
- **Platform fees** — Transaction fees on all marketplace activity
- **Secondary royalties** — Programmable revenue share from resales

**Fight does not replace this system.** Instead, **\$FIGHT unifies collectibles, identity, and access into a single economic layer.** UFC Strike Moments now serve as:

- **Entry points into Fight.ID** — Owning Moments accelerates identity creation

- **Reputation Drivers** — Moments unlock Fight Points (FP), which gates premium access
- **Access Gates** — High-FP holders receive priority windows, early access, and exclusive release tiers

This approach extends a working business model rather than speculating on an unproven one. Fight adds a layer of economic coordination and cross-platform utility on top of a foundation where the infrastructure, licensing, and revenue streams already exist.

## 2.3 Event-Synchronized Drops: Fight Weeks as the Operating Clock

The UFC fight calendar provides a predictable, recurring distribution and monetization rhythm. Each fight week creates:

- **A Content Window** — Promotional cycles, fighter interviews, weigh-ins, and press conferences generate fan attention
- **A Drop Window** — Moments of peak engagement when fans are actively seeking participation
- **An Engagement Spike** — Measurable surges in viewership, social activity, and commerce intent

Fight commercializes **existing attention** rather than manufacturing demand. Drops synchronized to fight weeks include licensed moments, scarcity-tiered collectibles, and FP-boosted challenges. This cadence is predictable (scheduled months in advance), repeatable (weekly/biweekly revenue cycles), and scalable (distribution to millions of viewers at no incremental customer acquisition cost).

Every fight week becomes a repeatable go-to-market motion: **announce** → **engage** → **drop** → **convert** → **retain**.

## 2.4 Scope, Placements, and Distribution Signal

The partnership provides recurring visibility for Fight.ID and \$FIGHT across the UFC’s digital footprint. Fight surfaces are promoted in the same rhythm as UFC cards. By leveraging pre-fight storytelling and live event conversations, Fight drives fans into low-friction actions: claiming a Fight.ID, earning FP through quests, and utilizing \$FIGHT for access and governance. This “event cadence” turns every card into a funnel for identity claims and ongoing engagement.

## 2.5 Why This Matters Strategically

Partnering with a global sports powerhouse compresses Customer Acquisition Costs (CAC), improves conversion rates, and increases Lifetime Value (LTV). Instead of spending to manufacture attention, Fight taps into an existing audience with high intent and clear behaviors around research, debate, and viewing.

UFC’s cultural relevance anchors Fight squarely in mainstream sports engagement rather than a narrow crypto niche, which is essential for onboarding non-crypto users at scale. As fans claim Fight.IDs and accumulate FP, the platform gains a larger addressable base for new utilities, better cohort retention, and richer cross-selling into merchandise and tickets.

## 2.6 How Value Accrues to \$FIGHT

UFC-amplified activations translate directly into \$FIGHT usage. When fans participate in the ecosystem through quests (funded by projects burning \$FIGHT for FP), stake to enter fighter communities, or transact for merch and tickets, they generate on-chain activity and fee flows denominated in \$FIGHT.

The Value Flywheel: - **Partner Demand** — Projects burn \$FIGHT to acquire FP for distribution - **Treasury Policy** — Fees and burns are routed to the DAO treasury under transparent policies - **Ecosystem Growth** — The DAO deploys net revenues to support the token and fund grants that bring in new users



This creates a closed-loop system: UFC distribution drives engagement; engagement drives fees and burns; fees fund treasury programs; and growth increases the utility and demand for \$FIGHT. The more Fight activates around UFC events, the stronger and more predictable this value-accrual flywheel becomes.

## Chapter 3

# Fight.ID (Identity)

### 3.1 What it is

Fight.ID (<https://fight.id>) is a chain-native identity that anchors every user’s journey in the Fight ecosystem. Each FightID carries a unique handle and a portable profile that can include linked wallets, participation history (quests completed, events engaged, collectibles owned), badges and achievements, and the user’s access rights across Fight apps and partner surfaces. FightID is designed to be consent-based and portable: once claimed, it travels with the user across products, partners, and seasons without forcing them to start over.

### 3.2 Why it matters

Identity is the front door to everything we do. Fans with FightID can be recognized, rewarded, and upgraded across campaigns and products, which enables real loyalty instead of one-off promotions. For operations, FightID reduces friction (one identity, many utilities), improves safety (less multi-account abuse), and allows targeted rewards (right perk to the right fan at the right time). For partners, a consistent identity turns fragmented touchpoints into a coherent, measurable relationship with each fan.

### 3.3 How value accrues to \$FIGHT

FightID is the on-ramp to all paid utilities that touch \$FIGHT: licensed digital collectibles (UFC Strike drops), community staking, governance participation, merch and ticket rails, and more. The more identities we convert—especially through UFC fight-week distribution and low-friction channels like Telegram—the more repeat interactions flow through \$FIGHT.

Identity also powers the drops business: Fight.ID holders receive priority access to event-synchronized collectible releases, FP scores gate exclusive drop tiers, and ownership history informs personalized drop recommendations. This transforms drops from one-time transactions into ongoing relationship commerce.

Identity gating reduces fraud and bot activity, which protects fee revenue and makes token sinks (fees, memberships, upgrades, burns) more durable.

**In short:** more FightIDs claimed → more qualified users accessing licensed drops and paid features → more fees and burns routed to the DAO → more DAO treasury programs and ecosystem growth that support \$FIGHT.

## Chapter 4

# FP Points (Reputation)

### 4.1 What it is

FP (Fighting Points) are non-transferable reputation. Fans earn FP by completing quests (often funded by projects that burn \$FIGHT to acquire FP), participating in events, contributing content and governance, engaging with licensed drops, and performing in partner-operated challenges (where DAO-authorized). FP is intentionally not a tradable asset; it is a scoreboard of meaningful participation tied to a user's FightID. FP unlocks tiers, gates premium experiences, and boosts staking multipliers in fighter communities and ecosystem programs.

### 4.2 Why it matters

Reputation shifts incentives from short-term farming to long-term engagement. Because FP cannot be sold, the only way to “win” is to show up consistently—watch cards, complete quests, back fighters, participate in community decisions, and help the ecosystem grow. This design reduces churn, improves cohort quality, and rewards authentic behavior over mercenary airdrop hunting. It also helps us run fairer allowlists, raffles, and premium access since FP reflects real contribution.

**Partner-driven quests** allow projects to burn \$FIGHT to acquire FP they distribute, creating a direct bridge between ecosystem token demand and fan participation. Projects get access to an engaged, reputation-scored audience; fans earn FP through actions that benefit the ecosystem; \$FIGHT becomes the required currency for partner distribution.

### 4.3 How value accrues to \$FIGHT

FP makes \$FIGHT-denominated utilities stickier and more valuable. Higher FP boosts staking yields, unlocks better community perks, and can grant priority access to limited drops—creating strong reasons to keep staking and spending \$FIGHT.

Minimum-FP gates can also be applied to fighter clubs or tournaments, concentrating activity among committed users who are more likely to deposit, re-enter, and compound participation.

**Partner demand for FP distribution** creates recurring burn pressure: projects must burn \$FIGHT to acquire FP → permanent supply reduction as ecosystem scales. The more partners seek Fight.ID's audience, the more \$FIGHT leaves circulation.

**Net effect:** FP raises the frequency and depth of interactions that generate \$FIGHT fees and burns, strengthening the DAO's treasury programs and partner-driven supply reduction.

## Chapter 5

# \$FIGHT (Ownership)

### 5.1 What it is

\$FIGHT is the Solana-based access token that enables dual access across the Fight ecosystem: **projects burn \$FIGHT to access the authenticated Fight.ID community**, and **fans hold \$FIGHT to access premium experiences, governance rights, and platform features**. It unifies identity-driven access, reputation-driven status, and the utilities both partners and fans care about—partner distribution campaigns, governance participation, licensed digital collectibles, fighter communities, partner-operated utilities (including prediction markets where DAO-authorized), Prize\$Fight bounties, and FightGear commerce.

### 5.2 Why it matters

A single token across multiple UFC-supported surfaces lowers friction for newcomers and concentrates value capture for the community. Instead of scattering attention and spend across isolated apps, \$FIGHT creates one programmable loop where the same currency unlocks access, pays fees, and represents voice in governance. That simplicity is critical for onboarding mainstream fans at UFC scale.

### 5.3 How value accrues to \$FIGHT

**Partner burns** — projects burn \$FIGHT to acquire FP for distribution through quests and campaigns, creating direct, permanent supply reduction as ecosystem adoption grows.

**Access & governance demand** — holding \$FIGHT unlocks premium fight experiences, exclusive content, and platform features; staking for governance rights locks supply and increases as treasury scale grows.

**Licensed drops revenue** — UFC Strike collectibles generate primary sales, platform fees, and secondary royalties through event-synchronized releases. Drops tied to fight weeks create predictable, repeatable revenue streams from licensed digital products sold to engaged fans.

**Community & utility fees** — fighter community memberships and upgrades, staking locks with FP boosts, merch/ticket rails, and sponsorship flows generate recurring \$FIGHT-denominated revenues. Under DAO policy, portions fund treasury programs and growth grants.

**UFC distribution** gives us a reliable cadence of events, making these sinks recur week after week: more activations → more \$FIGHT usage → more fees and burns → tightening the feedback loop between engagement and token value.

## Chapter 6

# Roadmap (Event-Synchronized, Distribution-First)

The Fight roadmap is built around UFC’s fight calendar and progressive feature rollouts that deepen utility, expand distribution, and strengthen the token value loop with each phase.

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### 6.1 Pre-TGE → TGE

During the pre-TGE phase, we publish the full emissions and governance specifications, expand the **Fight.ID** quest program, and run **UFC-tied fight-week funnels** that rehearse our acquisition and retention motions. In parallel, we launch **fighter ambassador campaigns** with clear creative kits, performance SLAs, and FP-based rewards so that athletes and creators can reliably onboard their audiences.

**UFC Strike Gifts Drop #1 Completed:** Successfully demonstrated rapid Fight.ID creation and low-friction onboarding at scale through simple engagement actions (join, verify, engage). Validated Telegram as a repeatable, high-reach distribution surface with strong performance in Asia, LATAM, and emerging markets. Rewards structured around access, FP acceleration, and licensed digital items—not token airdrops.

**Why this matters:** Clear economics and transparent governance reduce uncertainty for partners and users, while fight-week rehearsals prove that our funnels convert mainstream attention into identity claims and repeat engagement.

**How value accrues to \$FIGHT:** Each rehearsal pushes more users through **Fight.ID → FP → paid utilities**, priming post-TGE demand for staking and entries that generate \$FIGHT-denominated fees for the DAO’s treasury programs.

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### 6.2 Post-TGE (Near-Term)

Immediately after TGE, **staking** goes live with **FP multipliers** and **leaderboards** so that early adopters see tangible advantages for reputation. We also run the first **Prize\$Fight** bounties to reward standout performances and superfans, and we light up **\$FIGHT rails for merch and tickets** with UFC-adjacent partners where supported. The **Partner Ecosystem Access** model launches, enabling select projects to burn \$FIGHT for FP distribution to the Fight.ID community through quests and campaigns.

**Future UFC Strike Gifts Drop:** Following the success of the first **UFC Strike Gifts Drop**, which validated the platform as a **high-reach** surface for rapid Fight.ID creation and low-friction onboarding, the

2026 roadmap aims to establish a **predictable distribution and monetization rhythm**. UFC Strike Gifts Telegram Drops #2, #3, and #4 are tentatively scheduled across Q2, Q3, and Q4 to maintain **consistent engagement** and scale the ecosystem’s geographic footprint in Asia, LATAM, and emerging markets.

This distribution strategy is specifically designed to **convert Telegram’s 1 billion+ users** into active Fight.ID holders by funneling them into licensed drops, gated access experiences, and premium merchandise. Structured as “participate-to-access” rather than passive token airdrops, these quarterly events utilize **measurable conversion targets** to drive fans toward FP acceleration and authenticated digital ownership. By aligning these drops with the UFC’s operating clock, Fight.ID transforms social engagement into a **repeatable pipeline for long-term platform participation**.

**Why this matters:** Fans get instant, meaningful utility on day one—stake to join fighter communities, earn boosted rewards via FP, and participate in visible prize moments. Projects gain direct access to an authenticated, engaged fanbase, creating immediate demand for \$FIGHT. Telegram distribution converts mainstream users into Fight.ID holders at minimal friction.

**How value accrues to \$FIGHT:** Staking locks remove tokens from circulation, community actions create recurring micro-fees, partner burns reduce circulating supply, and commerce rails settle in \$FIGHT where available; a share of net revenues flows to the DAO for **treasury programs** and growth programs. Telegram-onboarded users funnel into licensed drops, gated access, and merchandise, driving downstream monetization.

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## 6.3 Q1 2026

We expand **exchange coverage** to improve routing depth and accessibility for new users, and introduce **partner-operated prediction markets** (subject to DAO authorization) offering fantasy-style, culture-based games synchronized to the UFC calendar. Additional **partner surfaces** that accept \$FIGHT for access, entries, and upgrades go live. The **Partner Ecosystem Access** model scales, with more projects burning \$FIGHT for FP to incentivize Fight.ID community participation. Event-synchronized drops intensify around marquee UFC cards, with licensed collectibles, FP-boosted challenges, and gated merchandise access creating predictable revenue windows aligned to the fight calendar.

**Why this matters:** Partner-operated prediction markets add repeatable engagement loops around weekly cards with licensed operator compliance and global reach. Broader listings reduce slippage and improve onboarding for mainstream fans. Growing partner demand for ecosystem access creates sustained burn pressure on circulating supply. Event-driven drops create repeatable, forecastable revenue tied to UFC’s existing audience and promotion cycles.

**How value accrues to \$FIGHT:** Prediction market revenue-share fees flow to DAO for treasury allocation; exchange depth supports higher throughput; partner burns directly reduce circulating supply; drop revenues (primary sales, platform fees, royalties) flow to DAO for treasury allocation and ecosystem support, compounding value accrual as ecosystem scales.

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## 6.4 Q2–Q3 2026

We scale **Fighter Communities** with **dynamic entry pricing** and **member dividends**, deepen perk stacks (AMAs, watch-alongs, club tournaments), and roll out **FightGear** capsule drops tied to marquee events. FightGear business strategy and prototype merchandise reach consumer testing. In parallel, we add **additional league integrations** and enable **selective multi-chain access** where partner distribution requires it—while keeping Solana as the economic hub.

**Consumer IP Collaboration — Pengu (Q2, Subject to Partner Approval):** Consumer brand crossover drop expanding Fight beyond MMA-only audiences. Structured as brand-led, access-driven par-

ticipation designed to bring new user cohorts into Fight.ID through shared culture-first, mainstream appeal. Partnership timing subject to partner approval and brand alignment.

**MMA Gym Drops (Q2 Exploratory):** Physical-to-digital funnel leveraging gyms as real-world distribution nodes and community anchors. Gym-specific digital collectibles, FP multipliers, and localized access privileges create authentic, grassroots adoption with strong defensibility versus purely digital campaigns. Gyms act as trusted onboarding environments embedded in combat sports culture.

**Collaboration with prediction market platforms (Q2–Q3 2026):** Explore partnerships and technical alignment with compliant prediction market providers. Focus on co-marketing, audience cross-over, and interoperability where appropriate.

**Why this matters:** Communities convert casual engagement into durable membership with real skin in the game, and apparel acts as a viral surface that reaches beyond crypto. Telegram, consumer IP, and gym drops diversify distribution channels and audience demographics, reducing reliance on crypto-native users. New league and partner surfaces multiply places where identity, reputation, and ownership matter.

**How value accrues to \$FIGHT:** Community stakes lock supply and generate program fees; FightGear purchases and royalties can be denominated in \$FIGHT; diversified drops drive Fight.ID creation and downstream conversion into paid utilities; new integrations add fresh sinks and revenue-share streams that route back to the DAO for **treasury allocation** and ecosystem grants.

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## 6.5 2027+

We begin the **FightHub** rollout—an interoperable network of partner apps and leagues that honor **Fight.ID**, **FP**, and **\$FIGHT**—and we onboard global fight organizations into the ecosystem. We also experiment with **AR/VR fan experiences** that use identity and reputation for access and progression. By this stage, the DAO operates **fully matured treasury policies** financed by real, diversified revenues. **FightGear** business model ready for launch with stand-alone P&L as the retail arm of the core digital product business.

**Why this matters:** FightHub turns our stack into a standard for combat-sports participation, compounding network effects as more partners and fans align on one identity, one reputation system, and one token. **FightGear** business adds value both in revenue and marketing adoption.

**How value accrues to \$FIGHT:** Each new surface adds utility and fee streams denominated in \$FIGHT; the DAO continually converts a share of those flows into **reduced circulating supply** (burns) and **greater utility** (grants, liquidity, partnerships), reinforcing token value as the ecosystem scales—card after card, season after season. **FightGear** phygital business generates profits and serves as social proof for \$FIGHT marketing purposes.

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## 6.6 Principles Driving Sequencing

1. **Distribution-first:** Leverage UFC fight-week cadence from day one
  2. **Identity foundation:** Establish Fight.ID before deep token sinks
  3. **Governance maturity:** Scale DAO operations parallel to utility expansion
  4. **Compliance & integrity:** Build jurisdictional controls and safeguards early
- 

*Target timelines are directional and subject to governance decisions, market conditions, and regulatory requirements.*

## Chapter 7

# Ecosystem Utility

The Fight ecosystem integrates multiple utility surfaces that turn combat-sports engagement into recurring participation. These utilities may be built by partners or developed in-house, all integrating the Fight standard: **FightID** (identity), **FP** (reputation), and **\$FIGHT** (ownership). Each utility ties to UFC's event cadence and generates \$FIGHT-denominated activity.

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### 7.1 Partner Ecosystem Access (Flagship)

**Projects burn \$FIGHT to acquire FP** that they distribute through quests, campaigns, and challenges to incentivize the Fight.ID community. This B2B model creates direct demand for \$FIGHT as ecosystem partners pay to access the engaged fanbase. Projects use FP rewards to drive user actions—completing quests, engaging with content, participating in events—creating a flywheel where partner demand fuels token burns and fan participation earns reputation.

**Why it matters:** Converts Fight.ID's audience into a monetizable asset. Partners get access to an authenticated, reputation-scored community; fans earn FP through meaningful participation; \$FIGHT becomes the required currency for ecosystem access.

**Value accrual:** Partners burn \$FIGHT to acquire FP → permanent supply reduction. As Fight.ID scales and more partners seek distribution, burn demand grows, directly tightening circulating supply while expanding utility.

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### 7.2 Access & Governance

**Holding \$FIGHT unlocks premium experiences:** exclusive fight content, early access to features, platform perks, and priority in community programs. Token holders also participate in governance, voting on treasury allocations, emissions schedules, ecosystem grants, and protocol parameters through the DAO.

**Why it matters:** Creates baseline utility independent of any single feature. Holding = access + voice. As the ecosystem expands, access value compounds (more partners, more content, more perks); governance influence grows with treasury scale.

**Value accrual:** Holding demand increases as utility surfaces expand. Staked tokens for governance rights lock supply. DAO-directed treasury programs support the token and ecosystem using protocol revenues.

---



## 7.3 Fighter Communities & Staking

On-chain fan clubs requiring **\$FIGHT** stakes for membership. Each fighter’s community offers exclusive content, AMAs, watch-alongs, merch drops, licensed collectible access, access to partner-operated tournaments (where DAO-authorized), and Prize\$Fight bounties. Membership maintained through active stakes; upgrades via increased stake or higher FP.

**Core mechanics:** - **Dynamic entry pricing:** Stakes rise as membership grows, rewarding early supporters. - **Reward routing:** Join fees and community revenues flow to existing members (pro-rata) and the DAO treasury for ecosystem support and grants. - **FP multipliers:** High-FP members receive boosted yields, priority access, and enhanced community perks.

**Value accrual:** Staking locks supply; community fees generate \$FIGHT-denominated revenues routed to DAO for treasury programs that support the token and ecosystem; FP boosts increase stake duration. UFC fight-week moments drive new memberships → higher entry prices → more fees → growth and burns.

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## 7.4 Additional Utility Surfaces

### 7.4.1 FightGear

Premium combat-sports lifestyle brand featuring limited-run capsule drops, fighter collaborations, and event-themed collections. Access token-gated through **FightID**, with early windows for **\$FIGHT** holders and high-FP members. Checkout supports \$FIGHT alongside conventional payment rails.

**Why it matters:** Apparel acts as a viral surface extending the brand into the real world. Converts casual awareness into **FightID** claims and repeat engagement. Traditional apparel business bringing revenue and profits to the ecosystem.

**Value accrual:** Purchases, holder discounts, and royalties denominated in **\$FIGHT**. Programmable share of net proceeds flows to **DAO treasury** for **ecosystem support**, builder grants, and future drops.

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### 7.4.2 Prize\$Fight

Programmable prize-pool framework for **fighter bonuses**, **fan challenges**, and **event-based bounties** (e.g., “Finish of the Night,” “Fan MVP,” “Underdog Upset”). Pools funded by sponsors, community initiatives, or DAO allocations. Disbursed transparently on-chain with **Athlete Council** guidance.

**Why it matters:** Turns fan support into tangible rewards for athletes. Aligns incentives—fighters rewarded for memorable performances, fans for engagement and community participation, sponsors for measurable activation. What benefits fighters benefits fans, and vice versa.

**Value accrual:** Funding, pledges, and entry fees denominated in **\$FIGHT**. Protocol fee routes to treasury for **ecosystem support** and future campaigns. Clusters around fight week, driving new **FightID** sign-ups and repeat token usage. Some bonuses time-locked until fighter retirement, reducing float.

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### 7.4.3 FightHub

Network of partner apps, leagues, and utilities integrating the Fight standard: **FightID** (identity), **FP** (reputation), and **\$FIGHT** (ownership). Partners use SDKs/APIs to honor user identity and status, accept \$FIGHT for access/fees, and feed engagement data back into the ecosystem.

**Why it matters:** Expands where fan identity and reputation matter without fragmentation. Unified layer lets fans carry their handle, FP, and access rights everywhere. Partners tap into UFC-synchronized distribution and engaged audience, lowering integration cost and accelerating go-to-market.

**Value accrual:** Each integration adds new **utility surfaces** and **fee streams** (subscriptions, upgrades, entries, settlement) denominated in **\$FIGHT**. Standard revenue-share routes portions to **DAO treasury** for **ecosystem support**, liquidity programs, and builder grants seeding the next wave of partners.

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#### 7.4.4 UFC Strike Collectibles & Licensed Drops

**Licensed digital collectibles** synchronized to UFC events and fighter moments. Built on the UFC Strike infrastructure developed by Concept Labs, this represents an existing, revenue-positive product line with over **\$20M in primary sales** and **100,000+ unique collectors**.

**Drop mechanics:** - **Fight Moments** — officially licensed collectibles featuring fighters, finishes, and highlights - **Event-based releases** — drops aligned to fight weeks, creating predictable revenue windows - **Scarcity tiers** — open editions for accessibility, limited and ultra-limited for premium engagement

**Integration with Fight ecosystem:** - Moments serve as **Fight.ID onboarding tools** — owning a Moment accelerates identity creation - Moments generate **FP** — collectible ownership contributes to reputation scores - **FP gates access** — high-reputation holders receive priority in future drops and exclusive access windows

**Revenue streams:** - **Primary sales** — direct revenue from new collectible mints - **Platform fees** — transaction fees on marketplace activity - **Secondary royalties** — programmable revenue share from peer-to-peer resales

All revenue denominated in \$FIGHT where supported, with programmatic flows to DAO treasury for ecosystem support and growth programs. This extends proven product-market fit into the broader Fight economic layer.

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### 7.5 Revenue Model & Value Routing

All utility surfaces generate \$FIGHT-denominated fees flowing to the DAO treasury under transparent policies.

| Utility                            | Revenue Streams                                   | Cadence                          |
|------------------------------------|---|----------------------------------|
| <b>Licensed Drops (UFC Strike)</b> | Primary sales, platform fees, secondary royalties | Event-synchronized (fight weeks) |
| <b>Partner Ecosystem Access</b>    | \$FIGHT burns for FP distribution                 | Ongoing                          |
| <b>Fighter Communities</b>         | Join/upgrade fees, tournaments                    | Ongoing                          |
| <b>FightGear</b>                   | Sales, royalties, holder discounts                | Event and drop cycles            |
| <b>Prize\$Fight</b>                | Protocol fee on funding & entries                 | Event-based                      |
| <b>FightHub Partners</b>           | Revenue-share from integrations                   | Variable                         |
| <b>Ticketing &amp; Merch</b>       | Transaction fees, partner shares                  | Event cycles                     |

#### 7.5.1 Value Routing

Portions of **net revenues** flow to the **DAO treasury** in **\$FIGHT**. The DAO allocates proceeds to:

- **Token and ecosystem support** — DAO-directed programs to strengthen the token and platform

- **Ecosystem grants** — drives new product surfaces and user growth
- **Liquidity operations** — smooth onboarding for mainstream fans

### 7.5.2 The Flywheel

UFC's cadence supplies distribution → FightID and FP convert attention into value-creating actions → \$FIGHT-denominated revenues fund DAO treasury programs and next-wave growth → compounding cycle where **real usage directly supports token value**, card after card, season after season.

## Chapter 8

# Governance Charter

### 8.1 Overview

The **Fight Foundation** oversees the governance framework of the Fight ecosystem — including the \$FIGHT token, its on-chain treasury, and associated community programs.

Its purpose is to steward decentralization, uphold transparency, and ensure compliance as control progressively transitions to the Fight DAO.

Fight operates as a **community-governed protocol**, supported initially by the Foundation and core contributors such as **Concept Labs** and **FightFi Labs**, with oversight and input from the **Athlete Council**.

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### 8.2 Mandate of the Fight Foundation

The Foundation's role is to act as an independent, non-profit steward of the Fight ecosystem during its formative stages.

Its core responsibilities include:

- **Safeguarding** the protocol's intellectual property, trademarks, and brand partnerships.
- **Executing** on DAO-approved proposals and maintaining transparent accounting of all treasury operations.
- **Ensuring** compliance with applicable laws and regulations across jurisdictions.
- **Facilitating** the transition to on-chain community governance and DAO autonomy.

The Foundation does **not** exist to manage the market value of the \$FIGHT token or to guarantee returns of any kind.

All token operations and treasury programs are governed by published policies and may be amended through DAO processes.

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### 8.3 Principles of Governance

The Fight ecosystem is built on four foundational principles that guide both decision-making and behavior:

1. **Fight Fair** – Design for integrity. Operate transparently. Resolve disputes openly.
2. **Fight Together** – Fans × Fighters × Builders share aligned upside through participation.
3. **Fight Through** – Ship fast, fix fast. Maintain accountability and adapt during fight week cycles.
4. **Fight Forever** – Build for longevity with compliance, security, and durable economics.

These principles serve as the moral and operational compass for all Foundation and DAO actions.

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## 8.4 Governance Phases

### 8.4.1 Phase 1: Foundation Stewardship (Launch – Year 1)

During this phase, the Foundation maintains operational control to ensure security and legal compliance. Key decisions — emissions, grants, liquidity operations, and strategic partnerships — are approved by the Foundation under public reporting standards.

**Transparency Measures:**

- Quarterly treasury reports published on-chain.
- Public disclosure of all multisig signers and rotation policies.
- Mandatory audits of key smart contracts and emission schedules.

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### 8.4.2 Phase 2: Delegate Program (Year 2)

As the ecosystem matures, governance expands to include **community delegates** and **working groups** representing the following areas:

- **Product & UX** – roadmap prioritization and protocol parameters
- **Treasury & Grants** – fund allocation and performance tracking
- **Risk & Integrity** – oracle operations, dispute resolution, and compliance review
- **Athlete Council** – fighter alignment, fairness, and fan experience

Delegates are elected or self-nominated by \$FIGHT holders and evaluated based on participation, transparency, and measurable contributions.

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### 8.4.3 Phase 3: Full DAO Execution (Year 3+)

Ultimate authority transitions to on-chain governance, with proposals and votes executed directly via smart contracts.

All key actions — emissions updates, treasury disbursements, parameter changes — are subject to **tokenholder voting, quorum thresholds, and timelocked execution**.

DAO governance is designed for accountability:

- All proposal data, voting results, and execution transactions are recorded on-chain.

- Emergency powers are narrowly scoped, time-limited, and require renewal by token vote.
  - Dispute and arbitration mechanisms are transparent and documented.
-

## 8.5 Proposals and Voting

Any \$FIGHT holder may submit or sponsor a governance proposal once minimum thresholds are met (for example, a defined token stake or delegate sponsorship).

Each proposal follows a clear lifecycle:

1. **Draft (RFC):** Community discussion on the governance forum.
2. **Formal Submission:** Verified on-chain submission or delegate sponsorship.
3. **Vote:** Token-based voting with quorum and time limits.
4. **Execution:** Successful proposals implemented via timelocked contracts.

FP (Fighting Points) may serve as a **reputation modifier** — boosting the visibility of long-term contributors or gating proposal creation — without overriding token-holder consensus.

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## 8.6 Treasury Policy

The DAO Treasury receives protocol-generated revenues such as ecosystem fees, grant returns, or partner contributions.

All treasury operations follow these guiding principles:

- **Transparency:** On-chain reporting of inflows, outflows, and reserves.
- **Accountability:** Programs must define measurable KPIs and milestones.
- **Community Oversight:** Treasury allocations are subject to DAO votes.
- **Flexibility:** The DAO may amend, pause, or discontinue programs through governance.

Under DAO policy, portions of net protocol revenues **may be allocated** to operations, grants, liquidity programs, or other initiatives that expand ecosystem utility.

These allocations are **not intended as investment returns or price support**, and may change at any time through community governance.

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## 8.7 Athlete Council (Expanded)

### 8.7.1 What it is and who’s involved

The **Athlete Council** is a formal advisory body that ensures fighters’ voices directly influence product design, policy, and incentive structures across the Fight ecosystem. It is chaired operationally by **Rob Winkler** (GM, UFC Strike) and composed of active athletes and coaches who bring a real-world perspective on what resonates with fighters and fans. The Council’s role is not symbolic; it is integrated into the product and treasury process so that priorities like fairness, engagement, and athlete welfare are embedded from the outset.

Initial public supporters include UFC athletes **Josh Emmett**, **Gilbert Burns**, **Dan Ige**, **Vicente Luque**, **Alexandre Pantoja**, and **Gregory “Robocop” Rodrigues**, as well as coach **Eric Nicksick**.

### 8.7.2 Mandate and scope

The Council advises on fighter-centric utility and experiences end to end:

- **Partner ecosystem access:** ensuring projects that burn \$FIGHT for FP distribution create value for fighters and fans; guiding quest design and campaign ethics.
- **Partner-operated utilities (DAO-authorized):** reviewing prediction markets and other partner integrations for fighter brand alignment, appropriate mechanics, and integrity standards; advising on which formats are meaningful and where safety considerations apply.
- **Licensed digital collectibles:** which Moments resonate with fans, appropriate scarcity tiers, and event-synchronization strategies that respect fighter brand equity.
- **Fighter communities:** staking tiers, perk structures, membership mechanics, and codes of conduct that promote respectful, long-term engagement.
- **Content and programming:** formats for AMAs, watch-alongs, training drops, and behind-the-scenes experiences that reward both fighters and committed fans.
- **Prize\$Fight disbursements:** criteria, nomination flows, and transparency standards for bonus awards and event bounties.
- **Principles and safety:** upholding **Fight Fair / Fight Together / Fight Through / Fight Forever** in incentive design; championing anti-abuse practices; and recommending swift guardrails when new mechanics create unintended behavior.

### 8.7.3 Why it matters

Fighter-aligned governance is essential for legitimacy and distribution. When athletes help shape utilities and incentives, the products feel authentic, adoption rises, and the ecosystem earns trust from the broader UFC audience. Practically, the Council reduces the gap between what the community builds and what fighters actually want—lowering iteration cycles, improving retention in fighter communities, and increasing the likelihood that athletes actively promote Fight programs to their fans.

### 8.7.4 Compensation and alignment

Council members are compensated with **streamed token awards** from a DAO-overseen allocation, using **cliffs and activity-based vesting**. This structure rewards ongoing contributions (attendance, reviews, proposal feedback, campaign participation) and discourages purely nominal involvement. Clear contribution logs and milestone check-ins ensure accountability and make renewals or adjustments straightforward through DAO proposals.

### 8.7.5 Process and accountability

Council recommendations are recorded in public RFCs or proposal threads and routed through the relevant working group (e.g., Product/UX, Treasury, Risk & Integrity). Where budget is required—such as Prize\$Fight pool top-ups or new community perk funding—requests move to token-holder vote under standard quorum and timelocks. This keeps fighter input front-and-center while preserving transparent, on-chain control by \$FIGHT holders.

### 8.7.6 How value accrues to \$FIGHT

Athlete-guided design improves **participation quality** and **conversion** at every step of the funnel. Better drop designs, more compelling community perks, credible Prize\$Fight criteria, and fighter-vetted partner campaigns lead to more **\$FIGHT-denominated entries, stakes, purchases, and burns**. Those interactions generate fees that flow to the DAO, which—per policy—allocates a share to **token and ecosystem support** (DAO-directed programs to strengthen the token) and a share to growth programs (fueling the next wave of users and utilities). Partner demand for FP distribution creates direct burn pressure as projects burn \$FIGHT to access the Fight.ID community. In short, the Athlete Council raises product-market fit with fighters and their fanbases, which increases throughput across all \$FIGHT sinks and strengthens the token’s value loop over time.

## 8.8 Treasury Policy (Expanded)

Net revenues from \$FIGHT-denominated utilities—partner burns (projects burning \$FIGHT for FP), licensed digital collectibles (UFC Strike primary sales, platform fees, secondary royalties), community memberships and upgrades, partner-operated utilities (including prediction markets where DAO-authorized), merch/ticket rails, FightGear royalties, Prize\$Fight protocol fees, and partner revenue-shares—flow to the **DAO treasury**. Under published policies, the DAO allocates these proceeds to:

- **Token and ecosystem support** through DAO-directed treasury programs
- **Ecosystem grants** (builders, fighters, creators) with milestone-based disbursements and clawbacks
- **Liquidity programs** that deepen markets and smooth onboarding
- **Risk & security reserves** for audits, oracle integrity, and dispute handling

Budget allocations are reviewed on a regular cadence (e.g., quarterly) and require fresh votes to renew.

### 8.8.1 Transparency and controls

The Foundation maintains **on-chain reporting** for emissions, treasury balances, incoming fee streams, grants issued, and program outcomes. Key contracts are **audited**, parameter changes are **timelocked**, and all multisig signers are disclosed with rotation rules. Conflicts of interest are declared in proposal threads; any emergency powers are narrow, pre-defined, and sunset automatically unless reauthorized by token vote.

### 8.8.2 Why this governance model matters

Open, auditable governance builds trust with **fans, fighters, partners, and regulators**. It ensures that incentives are not changed behind closed doors, that the community can shape priorities, and that resources are deployed where they create the most value. The Athlete Council’s input keeps utility fighter-centric; working groups keep operations focused and accountable; and progressive decentralization ensures speed now without sacrificing long-term legitimacy.

### 8.8.3 How value accrues to \$FIGHT (Governance Context)

Rational treasury management ties **real, recurring revenues** to **token support programs** and to the **growth programs** that create the next wave of usage. As licensed drops, communities, partner-operated utilities (including DAO-authorized prediction markets), and commerce rails scale, fee throughput in \$FIGHT increases; the DAO allocates that throughput strategically between ecosystem support and higher utility (grants, liquidity, partnerships). Because token holders ultimately approve these policies, improvements to value capture feed back into \$FIGHT itself, reinforcing the token’s role as the economic backbone of the ecosystem.

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## 8.9 Transparency & Accountability

All governance actions and treasury operations are tracked via a public **Transparency Dashboard**, which displays:

- DAO proposal status and history.
- Treasury balances and disbursements.
- Emission schedules and vesting progress.
- Council and delegate participation metrics.

Audited reports are published quarterly, and governance documentation is maintained openly on-chain and in the official GitBook.



## 8.10 Disclaimer

This governance framework is provided for informational and transparency purposes. Nothing in this Charter constitutes an offer of securities, investment advice, or a guarantee of future value. All policies and parameters may be amended through DAO governance or regulatory requirements as the ecosystem evolves.

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*Fight Foundation — stewarding the transition from centralized leadership to community ownership, one fight week at a time.*

# Chapter 9

## Tokenomics

### 9.1 Overview and Supply

\$FIGHT is a Solana (SPL) access token with a **fixed maximum supply of 10,000,000,000 tokens**. Circulating supply at TGE is expected to be **approximately 20.50% (2,050,000,000 \$FIGHT)**, with all other tokens locked and vesting according to the schedules below.

This structure provides transparency around token allocation while ensuring long-term alignment between community participants, contributors, and partners.

*Token supply and emission schedules are described for technical transparency only. No offer or solicitation is being made. Pricing and market data, if any, are indicative and provided by third parties.*

### 9.2 Composition at TGE

Circulating tokens at launch consist of:

- **Community:** 15.5% of total supply (1,550,000,000 \$FIGHT)
- **Liquidity:** 5% of total supply (500,000,000 \$FIGHT)

All other categories (Team, Investors, Advisors, etc.) begin fully locked. This design ensures that early supply is directed toward community participation and liquidity, not early unlocks. All unassigned tokens will be assigned to the Community treasury.

### 9.3 Design Rationale

The initial mix supports stable market access and minimizes early unlock pressure. It focuses the first phase of circulation on genuine ecosystem participation—fans joining through FightID, staking, and fighter community activities—while maintaining transparency on vesting and governance processes managed by the DAO.

### 9.4 Allocation and Release

#### 9.4.1 Community — 57.0% (5,700,000,000 \$FIGHT)

**Release schedule:** 15.5% at TGE, 4.78% to treasury at month 1, then 1/47 of the remainder monthly over 47 months.

**Purpose:** Airdrops, staking rewards, ecosystem grants, and community programs to engage fans, fighters,

and builders.

**Rationale:** The large community allocation ensures rewards can be distributed across multiple seasons, aligned with UFC’s fight-week cadence and ongoing product launches. All unassigned tokens will be assigned to the Community treasury.

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#### 9.4.2 Core Team — 15.0% (1,500,000,000 \$FIGHT)

**Release schedule:** 12-month lockup, then 1/24 monthly over 24 months.

**Rationale:** The one-year lockup ensures alignment with multi-season delivery and avoids short-term supply shocks. Token vesting follows published schedules governed by DAO transparency standards.

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#### 9.4.3 Advisors — 4.0% (400,000,000 \$FIGHT)

**Release schedule:** 12-month lockup, then 1/18 monthly over 18 months.

**Administration:** Allocations are administered through **FIGHT Foundation**.

**Rationale:** Strategic partners and advisors are compensated for distribution, listings, and ecosystem growth support, with long-term vesting that prevents early liquidity pressure.

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#### 9.4.4 Liquidity — 6.5% (650,000,000 \$FIGHT)

**Release schedule:** 5% of total supply at TGE (500,000,000 \$FIGHT), 1.5% of total supply (150,000,000 \$FIGHT) released after 12-month lockup.

**Rationale:** Initial liquidity at TGE ensures accessible entry points for fans and ecosystem participants while reducing slippage. Remaining release after 12 month lockup supports sustained market depth as the ecosystem matures and trading volume grows.

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#### 9.4.5 Investors — 17.5% (1,750,000,000 \$FIGHT)

**Release schedule:** 12-month lockup, then 1/18 monthly over 18 months.

**Administration:** Allocations are administered through **Fight Foundation**. **Rationale:** Long-term vesting aligns capital partners with sustained growth, product maturity, and governance milestones.

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#### 9.4.6 Governance and Transparency

All token unlocks are executed through on-chain schedules and reported via Foundation dashboards. Treasury policies governing emissions, grants, and liquidity programs are **community-approved and may be adjusted through governance proposals**.

*Nothing in this section should be interpreted as an offer of securities, a promise of future value, or an expectation of profit. All allocations and parameters are subject to change by Foundation governance or legal requirements.*

| Allocation Category | Tokens Allocated      | % Allocated    | Day-1         | Release Schedule Summary - d0 = TGE   |
|---------------------|-----------------------|----------------|---------------|---|
| Community           | 5,700,000,000         | 57.00%         | 15.50%        | 15.5% d0, 4.78% month 1 treasury, 1/47 of remainder monthly for 47 months   |
| Core Team           | 1,500,000,000         | 15.00%         | 0.00%         | 1/24 released monthly, 12 month lockup                                      |
| Advisors            | 400,000,000           | 4.00%          | 0.00%         | 1/18 released monthly, 12 month lockup - Allocated through Fight Foundation |
| Liquidity           | 650,000,000           | 6.50%          | 5.00%         | 5% d0, 1.5% locked 12 months  |
| Investors           | 1,750,000,000         | 17.50%         | 0.00%         | 1/18 released monthly, 12 month lockup - Allocated through Fight Foundation |
| <b>Total</b>        | <b>10,000,000,000</b> | <b>100.00%</b> | <b>20.50%</b> |   |

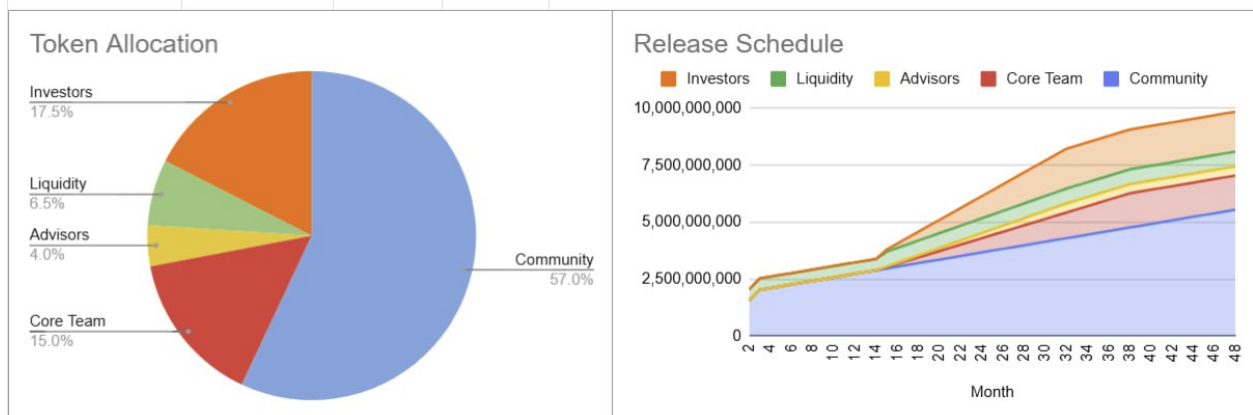


Figure 9.1: Token Allocation Charts

# Chapter 10

## FIGHT Token - Technical Overview

### 10.1 Overview

FIGHT is a cross-chain fungible token deployed on Solana and BNB Smart Chain (BSC), utilizing LayerZero V2 protocol for seamless cross-chain transfers. The token implements the Omnichain Fungible Token (OFT) standard, ensuring secure and efficient bridging between chains.

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### 10.2 Token Specifications

#### 10.2.1 Solana (Primary Chain)

- **Token Type:** SPL Token (Native)
- **Token Mint:** 8f62NyJGo7He5uWeveTA2JJQf4xzf8aqxkmzxRQ3mxfU
- **Total Supply:** 10,000,000,000 FIGHT (10 billion)
- **Decimals:** 9
- **Token Standard:** SPL Token with Metaplex metadata

#### 10.2.2 BNB Smart Chain (Secondary Chain)

- **Token Type:** ERC-20 (OFT)
  - **Contract Address:** 0xB2D97C4ed2d0Ef452654F5CAB3da3735B5e6F3ab
  - **Supply Model:** Wrapped (no native minting, all tokens bridged from Solana)
  - **Decimals:** 18
  - **Token Standard:** LayerZero OFT V2
- 

### 10.3 Architecture

#### 10.3.1 Cross-Chain Bridge (LayerZero V2)

FIGHT utilizes LayerZero's Omnichain Fungible Token (OFT) protocol for trustless cross-chain transfers:

**Solana Components:** - **OFT Program:** FXnms2y5FUjzxxEaDEnEF54pYWZLteTdKUwQhDbCAUfL - **OFT Store:** 8TRG47KgD9KgZaHyKH5CKZRCahfUAzbqivXV8SZWWhYk - **Token Escrow:** 6rZoHSARs-boMx1vNesfqd7q1DasgxWs5yivrRjvKaSPe - **LayerZero Endpoint:** 76y77prsiCMvXMjuoZ5VRrhG5qYBrUMYTE5WgHqgjEn6 - **Endpoint ID:** 30168 (Solana Mainnet)

**BSC Components:** - **OFT Contract:** 0xB2D97C4ed2d0Ef452654F5CAB3da3735B5e6F3ab - **LayerZero Endpoint:** 0x1a44076050125825900e736c501f859c50fE728c - **Endpoint ID:** 30102 (BSC Mainnet)

### 10.3.2 Bridge Mechanism

1. **Solana → BSC:**
    - Tokens are locked in the Solana escrow account
    - LayerZero message is sent to BSC
    - Equivalent tokens are minted on BSC
  2. **BSC → Solana:**
    - Tokens are burned on BSC
    - LayerZero message is sent to Solana
    - Equivalent tokens are released from escrow on Solana
- 

## 10.4 Governance & Security

### 10.4.1 Multi-Signature Wallets

FIGHT token implements multi-signature governance for enhanced security and decentralization:

#### 10.4.1.1 Solana Multisig (Squads V4)

- **Address:** GCQ8wGjU5TYmzC1YJckqgTGQLRjRxktB4rNuemPA9XWh
- **Type:** Squads V4 Vault
- **Controls:**
  - OFT Admin (program configuration)
  - Token Metadata Update Authority
  - LayerZero Delegate (pending multisig action)
  - Program Upgrade Authority

#### 10.4.1.2 BSC Multisig

- **Address:** 0x1381c63F11Fe73998d80e2b42876C64362cF98Ab
- **Controls:**
  - Contract Ownership
  - LayerZero Delegate (pending multisig action)

### 10.4.2 Security Features

1. **Decentralized Control:** All critical functions require multi-signature approval
  2. **Upgrade Protection:** Program/contract upgrades require multisig consensus
  3. **Rate Limiting:** Built-in rate limits for cross-chain transfers
  4. **DVN Security:** LayerZero V2 uses Decentralized Verifier Networks (DVNs) for message verification
  5. **Immutable Mint Authority:** Solana token mint authority is controlled by OFT Store (no additional minting possible)
- 

## 10.5 Token Distribution

### 10.5.1 Initial Supply

- **Total Minted:** 10,000,000,000 FIGHT (on Solana)

- **Circulating (Solana):** Variable based on bridge activity
- **Bridged (BSC):** Dynamic based on user bridge transfers

### 10.5.2 Current Holdings

- **Multisig Treasury:** 10,000,000,000 FIGHT
    - Transaction: 5AGrL5Rm8sQQJnbVHYUVUAJZcYqJcEgNnyhkFiSXuXPY7iKfnMM28YjoPBEGESgHnNd5HvbbXzdJbkRhSy3
- 

## 10.6 Technical Details

### 10.6.1 Solana Program

**Program Type:** Anchor-based Rust program

**Program ID:** FXnms2y5FUjzxxEaDEnEF54pYWZLteTdKUwQhDbCAUfL

**Key Instructions:** - **send:** Initiate cross-chain transfer to BSC - **lz\_receive:** Receive tokens from BSC - **set\_offt\_config:** Configure admin/delegate (multisig only)

**OFT Store Configuration:** - **Type:** Native OFT (uses existing SPL token) - **Admin:** Multisig (controls configuration) - **Delegate:** Controls LayerZero endpoint settings - **Token Mint Authority:** OFT Store PDA (prevents additional minting)

### 10.6.2 BSC Smart Contract

**Contract Type:** Solidity ERC-20 + LayerZero OFT

**Address:** 0xB2D97C4ed2d0Ef452654F5CAB3da3735B5e6F3ab

**Key Functions:** - **send():** Bridge tokens to Solana - **\_lzReceive():** Receive tokens from Solana - **transferOwnership():** Transfer ownership (multisig only) - **setDelegate():** Set LayerZero delegate (multisig only)

**Supply Cap:** 10,000,000,000 FIGHT (enforced at contract level)

---

## 10.7 Deployment Information

### 10.7.1 Deployment Dates

- **Solana Program:** Deployed at slot 376682336
- **BSC Contract:** Deployed November 2025

### 10.7.2 Deployment Transactions

**Solana:** - Program Deployment: Slot 376682336 - OFT Store Creation: On-chain - Token Transfer to Multisig: 5AGrL5Rm8sQQJnbVHYUVUAJZcYqJcEgNnyhkFiSXuXPY7iKfnMM28YjoPBEGESgHnNd5HvbbXzdJbkRhSy3aXVt6

**BSC:** - Contract Deployment: November 2025 - Ownership Transfer: 0xa3f30a326d76c93bd872e501b69aa2a9e67867adc084 (Block 67808442)

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## 10.8 Verification & Auditing

### 10.8.1 On-Chain Verification

**Solana:** - Program deployed and verifiable on-chain - Source code: <https://github.com/Fight-Foundation/token>

**BSC:** - Contract verified on BscScan - Verification: <https://bscscan.com/address/0xB2D97C4ed2d0Ef452654F5CAB3da37351>

### 10.8.2 Security Measures

1. **Multi-Signature Requirements:**
    - All administrative actions require multisig approval
    - Upgrade authority controlled by multisig
    - Delegate configuration controlled by multisig
  2. **LayerZero V2 Security:**
    - Decentralized Verifier Networks (DVNs)
    - Message authentication and verification
    - Configurable security parameters
  3. **Supply Controls:**
    - Fixed maximum supply (10B tokens)
    - No minting capability on BSC (wrapped only)
    - Mint authority on Solana held by OFT Store PDA
- 

## 10.9 Integration Guide

### 10.9.1 Adding FIGHT to Wallets

**Solana Wallets (Phantom, Solflare, etc.):**

Token Address: 8f62NyJGo7He5uWeveTA2JJQf4xzf8aqxkmzxRQ3mxfU

**BSC Wallets (MetaMask, Trust Wallet, etc.):**

Contract Address: 0xB2D97C4ed2d0Ef452654F5CAB3da3735B5e6F3ab

Token Symbol: FIGHT

Decimals: 18

### 10.9.2 Bridging Tokens

Users can bridge FIGHT tokens between Solana and BSC using LayerZero-compatible interfaces or direct contract interaction.

**Important:** Bridge fees apply for cross-chain transfers (paid in native gas token: SOL or BNB).

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## 10.10 Explorer Links

### 10.10.1 Solana

- **Token Mint:** <https://explorer.solana.com/address/8f62NyJGo7He5uWeveTA2JJQf4xzf8aqxkmzxRQ3mxfU>
- **OFT Program:** <https://explorer.solana.com/address/FXnms2y5FUjzxxEaDnEF54pYWZLteTdKUwQhDbCAUfL>
- **OFT Store:** <https://explorer.solana.com/address/8TRG47KgD9KgZaHyKH5CKZRCahfUAzbqivXV8SZWWWhYk>
- **Multisig:** <https://explorer.solana.com/address/GCQ8wGjU5TYmzC1YJckqgTGQLRjRxktB4rNuemPA9XWh>
- **Squads App:** <https://v4.squads.so/>



## 10.10.2 BSC

- **Contract:** <https://bscscan.com/address/0xB2D97C4ed2d0Ef452654F5CAB3da3735B5e6F3ab>
- **Multisig:** <https://bscscan.com/address/0x1381c63F11Fe73998d80e2b42876C64362cF98Ab>
- **Ownership Transfer TX:** <https://bscscan.com/tx/0xa3f30a326d76c93bd872e501b69aa2a9e67867adc084bb3b38d1ca8>

## 10.10.3 LayerZero

- **LayerZero Scan:** <https://layerzeroscan.com/>
  - **Solana Endpoint:** <https://layerzeroscan.com/endpoint/30168>
  - **BSC Endpoint:** <https://layerzeroscan.com/endpoint/30102>
- 

## 10.11 Repository & Source Code

- **GitHub:** <https://github.com/Fight-Foundation/token>
  - **License:** MIT
  - **Documentation:** Available in repository
- 

## 10.12 Support & Contact

For technical inquiries, integration support, or security concerns:

- **GitHub Issues:** <https://github.com/Fight-Foundation/token/issues>
  - **Documentation:** Repository README.md
- 

## 10.13 Appendix: Complete Address Reference

### 10.13.1 Solana Addresses

| Component              | Address                                      |
|------------------------|--|
| Token Mint             | 8f62NyJGo7He5uWeveTA2JJQf4xzf8aqxkmzxRQ3mxfU |
| OFT Program            | FXnms2y5FUjzxxEaDnEF54pYWZLteTdKUwQhDbCAUfL  |
| OFT Store              | 8TRG47KgD9KgZaHyKH5CKZRCahfUAzbqivXV8SZWWhYk |
| Token Escrow           | 6rZoHSARsboMx1vNesfqd7q1DasgxWs5yivrRjvKaSPe |
| LayerZero Endpoint     | 76y77prsiCMvXMjuoZ5VRrhG5qYBrUMYTE5WgHqgjEn6 |
| Multisig (Squads V4)   | GCQ8wGjU5TYmzC1YJckqgTGQLRjRxktB4rNuemPA9XWh |
| Multisig Token Account | HFzqZ8c7pRstrYe9dzk9mZZP7wA2c86p7m5L73o6bsk7 |

### 10.13.2 BSC Addresses

| Component          | Address                                    |
|--------------------|--|
| FIGHT OFT Contract | 0xB2D97C4ed2d0Ef452654F5CAB3da3735B5e6F3ab |
| LayerZero Endpoint | 0x1a44076050125825900e736c501f859c50fE728c |
| Multisig           | 0x1381c63F11Fe73998d80e2b42876C64362cF98Ab |

### 10.13.3 LayerZero Endpoint IDs

| Chain          | Endpoint ID |
|----------------|-------------|
| Solana Mainnet | 30168       |
| BSC Mainnet    | 30102       |

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**Document Version:** 1.0

**Last Updated:** November 11, 2025

**Status:** Production Deployment Active

# Chapter 11

## Links & Resources

This page aggregates official resources, announcements, partnerships, and community links for easy reference.

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### 11.1 Official & Product

- **Fight.ID (identity platform):** <https://fight.id>
  - **UFC Strike:** <https://ufcstrike.com>
  - **MICA Whitepaper (Admission to Trading):** [Download PDF](#)
- 

### 11.2 Community & Support

- **Discord:** <https://discord.gg/fightid>
  - **Instagram:** <https://instagram.com/JoinFightID>
  - **TikTok:** <https://tiktok.com/@joinfightid>
  - **Telegram:** <https://t.me/fightfiofficial>
  - **Support Email:** [support@fight.id](mailto:support@fight.id)
- 

### 11.3 UFC Partnership Announcements

- **UFC × Fight.ID Collaboration:** <https://coinmarketcap.com/community/articles/68c9758b2b7d9874459a321a/>
  - **UFC × Concept Labs Partnership:** <https://www.ufc.com/news/ufc-and-concept-labs-announce-multi-year-partnership-publish-ufc-strike-digital-collectibles>
- 

### 11.4 Social Media

- **Fight.ID on X:** <https://x.com/JoinFightID>
  - **UFC on X:** <https://x.com/ufc>
-

## 11.5 Ecosystem Partners (Selected)

- **Jupiter:** <https://jup.ag>
  - **Moonshot:** <https://moonshot.money/>
  - **Meteora:** <https://www.meteora.ag>
  - **Memeland:** <https://www.memeland.com>
  - **Stakeland:** <https://www.stakeland.com/>
  - **Animoca Brands:** <https://www.animocabrands.com>
  - **Mocaverse:** <https://www.mocaverse.xyz/>
  - **Pudgy Penguins:** <https://www.pudgypenguins.com/>
  - **Combat Sports Agency:** <https://csagency.global/>
  - **Stratosphere:** <https://www.stratosphere.vip/>
  - **MarketAcross:** <https://marketacross.com/>
- 

## 11.6 Key Advisors & Investors

- **Luca Netz (Pudgy Penguins):** <https://x.com/LucaNetz>
  - **Yat Siu (Animoca Brands):** <https://x.com/ysiu>
  - **Meow (Jupiter/Meteora):** <https://x.com/weremeow>
  - **Ray Chan (Memeland):** <https://x.com/9gagceo>
- 

## 11.7 Selected Athlete Supporters (Official UFC Profiles)

- **Gilbert Burns:** <https://www.ufc.com/athlete/gilbert-burns>
  - **Josh Emmett:** <https://www.ufc.com/athlete/josh-emmett>
  - **Dan Ige:** <https://www.ufc.com/athlete/dan-ige>
  - **Vicente Luque:** <https://www.ufc.com/athlete/vicente-luque>
  - **Alexandre Pantoja:** <https://www.ufc.com/athlete/alexandre-pantoja>
  - **Gregory “Robocop” Rodrigues:** <https://www.ufc.com/athlete/gregory-rodrigues>
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## 11.8 Technical Resources

### 11.8.1 Blockchain Explorers

- **Solana Explorer:** <https://explorer.solana.com/>
- **BscScan:** <https://bscscan.com/>
- **LayerZero Scan:** <https://layerzeroscan.com/>

### 11.8.2 Development & Governance

- **Squads (Multisig):** <https://v4.squads.so/>
  - **GitHub (Token Repository):** <https://github.com/Fight-Foundation/token>
- 

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