

VIRAL VIND STUDIOS PRESENT



\$GGC
WHITEPAPER



#AreYouTheGangsta

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THE VISION

VOL 00001

MONDAY 27 MARCH 1950

NO 123

GOSSIP OF THE OLD WORLD

'THE PROBLEM'

Why are we here?

The gaming market is rife with high-quality MMO action-shooter titles (GTA, Fortnite, Hitman) on equally high-spec PCs and consoles such as the Playstation 5.

However, these machines are often beyond affordability for players in less privileged countries, and as such, they miss out on the AAA gaming experience, and a large market remains untapped.

Finally, crypto gaming still has many similarities to Web2 gaming in that it's seen as very much a one-way transaction.



Game Spending

Players are constantly asked to pay more and more to enjoy the next level of the experience.



WEB3 WALLET WOES

Similarly, onboarding traditional Web2 and console gamers into the crypto gaming space is made unnecessarily complicated by clunky wallets, forgotten seed phrases, and ringfenced integration.

Security risks:

Web3 wallets are prone to security breaches and hacks, which can lead to loss of funds and personal information.

Usability challenges:

Web3 wallets can be difficult to use, which creates barriers to adoption for mainstream users.

Limited functionality:

Some Web3 wallets have limited functionality which can limit their usefulness for users who require more advanced features.

Adoption barriers:

The adoption of Web3 wallets is still limited due to lack of awareness, trust and familiarity among users.

Technical complexities:

Web3 wallets require technical knowledge and expertise to use effectively, which can be a barrier for many users.

Interoperability issues:

Web3 wallets may not be compatible with all blockchain protocols, which can limit their functionality.



PLAY TO MINE | OPEN WORLD | MMO | FPS | BATTLE ROYALE

THE SOLUTION

Tuesday, March 28, 1950



GRAND GANGSTA CITY

By delivering a similarly high-quality gaming experience on mobile and computer - at **Viral Vind Studios**, we're in a prime position to service this market and solve several other issues currently in the blockchain gaming space.

With Grand Gangsta City, we provide an entertainment hub with compelling gameplay and an opportunity for players to EARN from their skill and loyalty.

Allow people to build in Factories for NFT-Patches and create consumables for NFTs and run their own syndicate by getting more Power

WWW.GRANDGANGSTACITY.COM

THE CONCEPT

VOL 00003

WEDNESDAY 29 MARCH 1950

NO 123

AESTHETICS



- Era from 1950s
- San Francisco
- Peaky Blinders x Grand Theft Auto x PubG

"Murky streets illuminated only by the riches of the enemy we know and love to hate."

PROJECT SCOPE

- 10 Selectable characters
- 4 Fully Developed Game Areas
- 30+ Weapons
- 15+ Vehicles
- 4 Game Modes
- Unlimited PVP Gameplay
- 30+ hours in Quest Mode
- 100+ NFTs
- Cross-Platform Wallet
- Real-World Earning Opportunity
- First Play-2-Mine Concept

GENRE

30 MMO FPS



Not suitable for people under 15. Under 15s must be accompanied by a parent or adult guardian

TARGET AUDIENCE

AGES 15+

Experience the thrill with your crew

No 07/SN:M5650

9th March 1945



the CITY of the NEWS

Since 1678

SAN FRANCISCO



THE MOST POWERFUL

THEME:

1950's Mob culture of San Francisco.

ATMOSPHERE:

A dangerous & corrupt place, with a noir-like aesthetic & sense of danger & opportunity around every corner.

INCREDIBLE CITY NEWS

INTRODUCTION:

A Crime-ridden Metropolis inspired by 1950s mob in San Francisco.

OVERVIEW OF THE CITY'S GEOGRAPHY AND LAYOUT:

A sprawling 3D metropolis with various neighborhoods and landmarks to explore.

THAT'LL HELP SOME

LOCATIONS:

Examples of notable areas and landmarks within the city: the Grandmaster's headquarters, the police station, the docks, the city center, etc.

BRIEF DESCRIPTIONS OF EACH LOCATION:

Their appearance, their significance within the city's criminal underworld, etc.

THEMES AND ELEMENTS THAT CONTRIBUTE TO THE CITY'S ATMOSPHERE AND IMMERSION:

The 1950s setting, the influence of the mob and organized crime, the lawlessness and corruption, etc.

How these themes and elements are conveyed through the city's visual design, architecture, and other details.

THE MOST CRIME-INFESTED CITY ON PLANET

CASTRO DISTRICT

VOL 00003

WEDNESDAY 29 MARCH 1950

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DESCRIPTION OF THE ATMOSPHERE:

A mix of urban and suburban environments, possibly with a vibrant or lively feel due to the presence of various communities and movements.

EXAMPLES OF ACTIVITIES AND OPPORTUNITIES AVAILABLE IN THE LOOP:

joining protests, learning about history and culture, potentially interacting with a mix of diverse and passionate people.



DESCRIPTION OF THE LAYOUT AND ARCHITECTURE:

a loop-like shape formed by a merger of urban and suburban areas, possibly with a mix of historic landmarks and modern buildings.



This is where the activists and the allies live and work, fighting for their rights and dignity. Choose your cause wisely, and the Loop may well support your next big campaign.

A mixture of urban and suburban areas merge to form a loop that's also rich in history and culture, if you get yourself a decent guide.

Oh, and plenty of protests to join, too.

DETAILS ABOUT THE PEOPLE WHO LIVE AND WORK IN THE LOOP:

possibly a diverse range of individuals and social groups, depending on the specific areas within the neighborhood.

MARK ANY SIGNIFICANT LANDMARKS OR FEATURES WITHIN THE LOOP:

the Castro Theatre, the Harvey Milk Plaza, the GLBT Historical Society Museum, etc.



“
ONLY ONE THING
YOU SHOULD KNOW –
NOTHING.
”

CHINA TOWN

VOL 00003

WEDNESDAY 29 MARCH 1950

NO 123

WELCOME TO HELL



DESCRIPTION OF THE ATMOSPHERE:

ominous and threatening, with a sense of danger and desperation around every corner.

EXAMPLES OF ACTIVITIES AND OPPORTUNITIES AVAILABLE IN THE HUSTLING HUB:

illegal deals, gambling, quests or errands from shady characters.

DESCRIPTION OF THE LAYOUT AND ARCHITECTURE:

narrow streets and alleys, tightly packed buildings that create a feeling of confinement, possibly with dilapidated or run-down appearance.

As the name suggests, this is the hustling hub of hell - you only venture into this part of town if you're looking for trouble.

Plenty of dark alleys, seedy stores, drug dens, and people looking to deprive you of your next breath. But there are also deals to be made, wagers to be won (and lost), and errands (quests) to be had.

Claustrophobically placed buildings loom overhead and make you feel trapped in a maze.



“
ONLY ONE THING
YOU SHOULD KNOW –
NOTHING.
”

DETAILS ABOUT THE PEOPLE WHO LIVE AND WORK IN THE HUSTLING HUB:

criminals, lowlifes, desperate individuals, etc.

MARK ANY SIGNIFICANT LANDMARKS OR FEATURES WITHIN THE NEIGHBOURHOOD:

a notorious bar or club, a hidden underground lair, etc.

FISHERMAN'S WHARF

VOL 00003

WEDNESDAY 29 MARCH 1950

NO 123



DESCRIPTION OF THE ATMOSPHERE:

Bustling and chaotic, with a sense of danger and intrigue due to the illicit activities that may take place there.

EXAMPLES OF ACTIVITIES AND OPPORTUNITIES AVAILABLE AT THE DOCKS:

Importing and exporting goods, possibly through legitimate or illegitimate means, potentially owning or protecting a container or other property within the area.

DESCRIPTION OF THE LAYOUT AND ARCHITECTURE:

A waterfront area with docks, warehouses, and possibly shipping containers or other industrial structures.

If you're shipping stuff in and out (which any self-respecting gangsta is, right?), you'll get to know this part of town well.

You may even be fortunate enough to have your own container here. Lucrative but costly to protect. Be wary of the docks - many men (and women) have been known to fall in (with bricks tied to their ankles).

DETAILS ABOUT THE PEOPLE WHO LIVE OR WORK AT FREQUENT THE DOCKS:

Possibly a mix of legitimate and criminal elements, depending on the specific activities taking place there.

MARK ANY SIGNIFICANT LANDMARKS OR FEATURES WITHIN THE DOCKS:

The risk of falling into the water and being disposed of by rival gangs, potentially other points of interest such as a black market or a hidden hideout.

HAIGHT ASHBURY

VOL 00003

WEDNESDAY 29 MARCH 1950

NO 123



DESCRIPTION OF THE ATMOSPHERE:

Luxurious and extravagant, with a sense of opulence and privilege.

EXAMPLES OF ACTIVITIES AND OPPORTUNITIES AVAILABLE IN THE WEALTHY DISTRICT:

Potentially high-stakes heists or scams targeting the wealthy residents, but also possibly more legitimate business or social opportunities.

DESCRIPTION OF THE LAYOUT AND ARCHITECTURE:

Grand mansions, fancy clubs and restaurants, possibly with a coastal or resort-like setting.

This is where the uber-wealthy live or vacation. Plenty of opportunities exist in this part of town, but these people can afford 'protection,' so choose any job here wisely or you may not make it back across the 'Bloody Bridge.'

DETAILS ABOUT THE PEOPLE WHO LIVE, WORK OR VACATION IN THE WEALTHY DISTRICT:

The rich and powerful, possibly including celebrities, politicians, or other influential figures.

MARK ANY SIGNIFICANT LANDMARKS OR FEATURES WITHIN THE WEALTHY DISTRICT:

The Bloody Bridge, which may be a reference to the area's exclusivity or the potential danger of crossing into it as an outsider.

RUSSIAN HILL

VOL 00003

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A neighborhood that played a significant role in shaping San Francisco's counter culture movement of the 1970s. It was known for its vibrant hippie and radical scene, which drew outcasts and the socially marginalized who were seeking greater tolerance and acceptance of diverse cultures.

Drugs, prostitution, and crime were prevalent in the neighborhood during this time, and it was also the cradle of the pornography industry in the United States. The neighborhood saw a dramatic growth of strip clubs, adult movie theaters, "peep show" booths, and sex shops, as well as the creation of the first feminist advocacy groups for sex workers.

Despite the neighborhood's darker side, Russian Hill was also one of the world's biggest centers for the LGBT community and LGBT rights. The neighborhood's rock music scene, known as the San Francisco Sound, was a prominent part of the counterculture movement during this era, with local rock groups recording and performing music that reflected the community's values and beliefs.

During the 1970s, many skyscrapers were built in Russian Hill, transforming the neighborhood's skyline. Russian Hill also became associated with West Coast jazz and was one of the major centers of jazz fusion, which took off during this time.

The neighborhood was a popular backdrop for American detective/crime television series and police films, such as *Dirty Harry*, which helped to cement its reputation as a gritty and dangerous place.

Although the neighborhood has changed significantly since the 1970s, its legacy as a cultural and counter cultural hub continues to shape its identity today.



I SAY
WHAT
I MEAN,
AND I
DO
WHAT
I SAY

GRAND MASTER

WWW.GRANDGANGSTACITY.COM

CHARACTERS

VOL 00003

WEDNESDAY 29 MARCH 1950

NO 123

CHOOSE A SIDE!!

Players can choose to play as either a Criminal or a Police Officer. Each option opens up an entirely new gameplay experience.

Combined with each character's own appearance, personality, play style, specialization, and story arc, Grand Gangsta City offers an unmatched storyline with an almost endless amount of cinematic gameplay moments.

10 different characters are selectable at the outset, with more available as NFTs.

Skins, special moves, upgrades, wearables, and additional quests will also be dropped for each character as 'Seasons.'

Criminal and Police Officer options: affects the gameplay experience, the abilities of unique side.

Different quest and story Modes for both the sides.

characters in Grand Gangsta City are well-developed and have their own unique identities, which adds depth and immersion to the game.

Examples of how the characters' backstories affect their gameplay experience: for example, a character with a troubled past might have different motivations or abilities than a character with a more privileged upbringing.

LONG-AWAITED
CAPITAL PUNISHMENT

PAGE 5

WORLDWIDE MASS
DEATHS

PAGE 7

SOCRATES WAS RIGHT
SCIENTISTS ARE NOT

PAGE 9

INTERNATIONAL NEWS OF ALL OVER THE WORLD

DAILY ECHO

FRIDAY • 05.05

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SAN FRANCISCO'S MOST WANTED



GRAND MASTER

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Grandmaster is not just a crime boss, he is also an AI-based character who can interact with the gamer according to their interest. He can be a friend or a foe, a mentor or a rival, depending on the choices and actions of the gamer.

He can also offer advice, quests, or challenges, depending on the level and style of the gamer. Grandmaster is a dynamic and complex character who adapts to the game world and the gamer's behavior. He is not someone to be taken lightly or trusted easily.

In an age-old story of rags to riches, Grandmaster was orphaned at an early age when his parents were killed in a carjacking gone wrong, and the perpetrators were never caught. Learning his first lesson that crime does, in fact, pay, Grandmaster moved around foster families until the age of 15 when he was declared 'a lost boy' by a family on the breaking point and cast into the streets of Gangsta City.

With nowhere to go, Grandmaster was taken under the wing of a local crime boss, Big Willy Caballero, until he became an even bigger crime boss than his mentor and gunned him down in the street as a statement of his arrival.

"It's what Willy would have wanted," he often joked to anyone who stayed alive long enough to hear.



GRAND 5

Vol. 220

No. 92

3¢

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921



MAXIMILLIAN CHARLES

A spoiled rich kid who lived off his parents his whole life, Max is way over his head with no other way out. One night while showing off his wealth to a group of lovely ladies, he gambled his trust fund and then his family's entire estate at one of Grandmaster's casinos.

Unable to pay, Grandmaster has given Max a reprieve from the usual death sentence by recruiting him to be the brains of the new criminal enterprise.

DIAMOND DESTINY

A longtime dancer at all the seediest Gangsta bars, Diamond Destiny, aches to leave the grimy world of dancing and forced prostitution behind and create a new life for her and her young daughter. But, with no real-life skills, she is encouraged by Grandmaster to spend 'just a short' while in The Grand 5 gang to set her and her daughter up for life.



BENNY

Benny is a man at rock bottom: a hardened junkie and all-around street thug who literally murdered his own family to feed his crippling meth addiction.

However, Grandmaster sees the potential in him and a purpose for his murderous meth-driven anger. Benny will walk through walls to get his next fix, and Grandmaster controls him as the gang's 'enforcer' by drip-feeding him just enough meth to keep him proactive.

SIR KANE

Once an esteemed banker with his fingers in all the corporate pies, Sir Kane also knows what it's like to lose everything. Caught siphoning funds from the bank into his own account to fund his wife's cancer treatment, Sir Kane narrowly avoided a prison sentence but now finds himself unemployable with the need to earn more than ever. Tapping into his desperation, Grandmaster puts him to use as the team's money man.



POLICE FORCE

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

IF YOU THINK THE CRIMINALS PLAY DIRTY...

Gangsta City is rife with crime, but where there are criminals, there's a healthy police force looking to clean the place up. Of course, in a place like Gangsta City, the police are elite and haven't always gone through 'routine training' to get the skills required to catch the bad guys...



POLICE CHIEF 'ACTION' JACKSON

Only months from retirement, Police Chief Jackson was instrumental in bringing down Grandmaster and his original gang. Now a marked man, he has one choice if he's to make it to retirement age - bring Grandmaster down before he can kill him.

POLICE SQUAD

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

POLICE SARGEANT MICKEY MILLER

While his temper may precede him and preclude him from an office job to instead patrol the streets tackling crime, Mickey was headhunted by Chief Jackson for his ability to think like a criminal (partly because he walks a fine line to becoming one...)



POLICE OFFICER JIN LEI

When his father was killed by terrorists, Jin Lei swore an oath to the force at 18. Hell-bent on making sure no one else suffers like he and his mother have, Jin Lei, is eager, ambitious, and not too shabby with a weapon either.

INSPECTOR ABIGAIL LACEY

Captured by Grandmaster's goons while returning from her supermarket shift one evening, Abigail was almost lost in the prostitution underworld. Determined to gain revenge on the men who sold her as a sex slave and make sure it doesn't happen to any other girls, she quickly joined the police force and rose through the ranks to become an Inspector.



POLICE OFFICER CHETAN ARYA

After his own son became a drug addict after being forced to participate in a gang ritual and died of an accidental overdose, Chetan enrolled in the Police Force to avenge his son's death.

Broken, angry, divorced, and now with an older daughter dangerously close to following the same path, Chetan will stop at nothing until the streets of Gangsta City are drug-free.



THE MODES

VOL 00003

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NO 123

NOT JUST ONE WAY TO PLAY...

GGC offers three main game modes to satiate all types of gamer. Roll-out of each game mode will be in stages, beginning with Battle Royale and concluding with Multiplayer Quest Mode.



OPEN WORLD



STORY MODE



DEATH MATCH



TIME TRIAL

NO ONE CAN STOP ME!

THE QUEST

VOL 00003

WEDNESDAY 29 MARCH 1950

NO 123

THE STORY IS EVERYTHING

Steal a large amount of money from
a Rival Gang's Safe House in the Hustling Hub.

QUEST [SINGLE + MULTIPLAYER]

During this mode, players will undertake the role of one of The Grand 5 or The Police Force and live their chosen life. Either carrying out Heists, Assassinations, or Busting them before they happen!

They will also face normal day-to-day hardships thanks to 'Family Events.'

THE QUEST

VOL 00003

WEDNESDAY 29 MARCH 1950

NO 123

THE BIG SCORE OBJECTIVE

Steal a large amount of money from a Rival Gang's Safe House in the Hustling Hub.

DESCRIPTION:

You have received a tip from an informant that a rival gang is planning to move a large amount of money from their safe house in the China Town to another location. This is your chance to hit them where it hurts and make a big score.

However, the safe house is heavily guarded and booby-trapped, and you will need to find a way to get in and out without being detected or killed. You will also need to deal with any complications that may arise, such as police interference, betrayal, or double-crossing. This is a high-risk, high-reward quest that will test your skills and loyalty.

POSSIBLE STEPS:

- Meet with your informant at the notorious bar in the China Town and get the details of the safe house location, security, and timing.
- Gather your crew and equipment and plan your strategy for the heist. You can choose to go in stealthily, forcefully, or creatively, depending on your preference and resources.
- If you choose to go in forcefully, you will attract the attention of the police and they will try to stop you. You will need to fight your way through the streets and avoid getting arrested or killed. You will also face tighter security in the safe house, as the rival gang will be alerted by the noise and commotion. This is a risky and violent option that will require a lot of firepower and courage.
- Execute the heist and try to avoid or overcome any obstacles or enemies that may stand in your way. You will need to hack or crack the safe, grab the money, and escape before the rival gang or the police catch you.
- Meet with your boss at the hidden underground lair and deliver the money. You will receive your cut and reputation points, depending on how well you performed the heist. You may also face some consequences or surprises, depending on your choices and actions.

TOURNAMENTS

VOL 00003

WEDNESDAY 29 MARCH 1950

NO 123

GO BIG OR GO HOME

Tournaments will be held where participants will compete for GGC tokens and NFTs. Each player has the chance to improve their rank.

Tournaments are buy-in via an entry fee (e.g., \$5), and the pool generated will be distributed to top-ranked players, with 20% going back into marketing, 10% to the team, and 20% into burn.

Tournament matches are broadcast live on our socials so that players can find fame, money, fun, or even a full-time career opportunity via Gangsta City!

All tournaments will be global and held on monthly basis.

Guilds and people who have their own lands can also do tournaments themselves and earn within their community.



**DON'T LET PEOPLE
KNOW TOO MUCH
ABOUT YOU!**



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THE PATCHES

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

WATCHA GOT?

An array of NFT patches will be available for players to buy, sell and use them while playing the quest mode.

NFT Patches will be generated in the factories built by Guilds and syndicate leaders that they can sell to other people.

Production of the NFTs will be AI based on the number of players and will increase or decrease according to the demand and the holders.

NFT Patches will be:

•C4S

•BULLETS CONSUMABLES IN THE QUEST MODE

•OTHER TACTICAL ARMS

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WEAPONS

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CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

DON'T POINT THAT THING AT ME...

RANGE:

Guns
Rocket Launchers
Crossbow
Slingshot

MELEE:

Knives
Clubs
Swords
Baseball Bat

BOMBS:

C4s
Grenades

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AMMUNITION

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CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

IS THAT THING EVEN LOADED?

All ammo in Grand Gangsta City is an NFT. Ammo can be purchased or even manufactured if a player or syndicate has a Munitions Factory.

Types of ammo available to buy or manufacture include -



BULLETS:

Each weapon requires its own bullet type, and the more powerful the bullet, the more it'll cost to acquire.



C4

Explosives feature heavily in the game from blowing open safes to planting booby traps for rivals.



ROCKETS/MISSILES

Long-range weapons are rare and hard to acquire, but they will prove vital - especially for later quests.

THESE WILL BE USED IN QUEST MODES

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PLAY TO MINE | OPEN WORLD | MMO | FPS | BATTLE ROYALE

TRANSPORT

No crook or cop could survive without a trusty set of wheels. They come in all forms in GGC and are again NFTs that can be bought, sold, and manufactured.



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LAND

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CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

GET OFF MY LAND!

Now users can have their lands & build a territory

As in our world, Land in GGC is prime and takes considerable clout to acquire. Most players will need to form a syndicate and pool resources in order to stake a claim on some real estate.

Every square meter has a price that fluctuates with the market. Once a player owns land, they can begin constructing



FACTORIES



HEADQUARTERS



ADVERTISING
BILLBOARDS



PROPERTIES

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THE GAMEPLAY

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CITY DAILY NEWSPAPER

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Set in the expansive open world of 'Gangsta City,' players assume the role of a 'key character' and must perform quests (heists) to appease their boss - the recently fallen 'Grandmaster.'

**GRAND GANGSTA CITY IS
FUNDAMENTALLY FREE-TO-PLAY.
YOU DO NOT NEED TO PURCHASE
THE GAME OR ANY NFTS TO ENJOY
THE CORE GAME EXPERIENCE.**

Example Mission

“COLUMBIAN COVER”

While stopping at The Horse's Head bar in Fisher's Man Wharf, you bump into an old acquaintance. He's got some of Columbia's Grade A finest product coming into Brandon Docks, but he's getting antsy.

A rival gang has somehow got the drop on him and knows the time and place. He needs protection. Value = 10% of what he can get away from the docks...alive.

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MECHANICS

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3¢

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

HOW TO BEHAVE?

It's a dog-eat-dog world, and there are no strict rules.

RULES:

Players can form alliances with others or work solo if they prefer. Any other player is fair game.

Different tactics will need to be utilized to defeat the enemy's different classes - from intelligence to brute enforcer.

As you'd expect, killing a police officer increases their attention and ensures you'll be Most Wanted until you can shake their tail.

COMBAT:

As well as weapon-based combat, the player will have a rudimentary set of physical assault moves, including punch, kick, and rifle butt.

PHYSICS:

In-game physics will be based on real-world counterparts, with added dramatic flourishes - so, for example, a close-range gunshot will send the recipient flying backward in the street

MINE 2 EARN

Vol. 2205

No. 92

3¢

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

HOW TO EARN?

You earn, while playing it all along.

CONCEPT:

Furthermore, the more NFTs you earn/buy/sell, kills you make, and the longer you play, the higher your hash rate and the more tokens you hold. Every Token, NFT you have contribute to making your hash rate higher. Every Kill you do or quest you complete will also increase your hash rate but to start mining you will require NFTs and tokens

HASH RATE:

Furthermore, the more NFTs you earn/buy/sell, kills you make, and the longer you play, the higher your hash rate and the more tokens you hold. Every Token, NFT you have contribute to making your hash rate higher. Every Kill you do or quest you complete will also increase your hash rate but to start mining you will require NFTs and tokens

ECONOMICS

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

HOW IT ALL WORKS?

A complete ecosystem for game economics

PLAY TO MINE

NFT PATCHES

NFTS

TOURNAMENTS

GGC

WALLETS

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THE STUDIO

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CITY DAILY NEWSPAPER

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VIRAL VIND STUDIOS

Viral Vind Studio is currently being established to develop and maintain Grand Gangsta City.

As a sign of the times, the studio will be a global affair - with headquarters in Dubai but with development hubs throughout Asia, USA and Europe.

In future it will develop multiple different games as well and earnings will go back in the economy of GGC tokens. Through Marketing and different activities.



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VIRAL VIND STUDIOS PRESENT



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