



FIGHTPROOF

PLAY. WAGER. WIN.

White Paper

Version 0.71

revision completed Dec. 10th, 2020

Dec. 10, 2020

By Joseph Fossum-Perez, CEO, P1R4T3BoX Studio, formally known as INDIEproof, LLC.

P1R4T3BoX Studio

Vacaville, CA

Abstract

FIGHTPROOF is a competitive online PvP mobile video game utilizing location-based gameplay, arcade style combat, and true digital asset ownership with advanced in-game security through the use of blockchain technology.

No longer is the act of using a controller to move a pixelated 2D or 3D character around in a virtual world to be considered just a hobby. It is a whole new sport, or e-sport as this generation of Millennials calls it. Plus, hobbies don't pay anywhere near what e-sports betting had grossed in 2019.

According to research firm Eilers & Krejcik Gaming, this boom in pro video gaming is fueled by \$2.3 billion in online bets last year alone. It is expected that revenues from the online gambling games market will exceed \$60 billion dollars by 2020. It is no wonder e-sports couples with online betting nicely to form the perfect equilibrium between both competition and online gambling, let alone encompassing with it a forty percent (40%) growth year after year.

With any sport comes competition and with competition comes gambling. Just as if one were to make a bet with a sports bookie on the outcome of a football or basketball game, one could now use many online platforms dedicated to placing those and similar bets to skip the dangerous bookies and gambling laws of their country. Newer platforms are now using certain in-game digital assets like weapon skins, in e-sports games or even as digital currency.

For CS:GO, the introduction of skins led to a thriving gambling market. People would buy weapon skins for cash, then use the skins to place online bets on pro CS:GO matches. Because there's a liquid market to convert each gun or knife skin back into cash, laying a bet in skins is essentially the same as betting with real money.

Not only is e-sport betting big this year, so is location-based gameplay and the use of blockchain technology in mobile games. The most recent, and historically famous, use of location-based gameplay in a mobile video game was that of Pokemon GO.

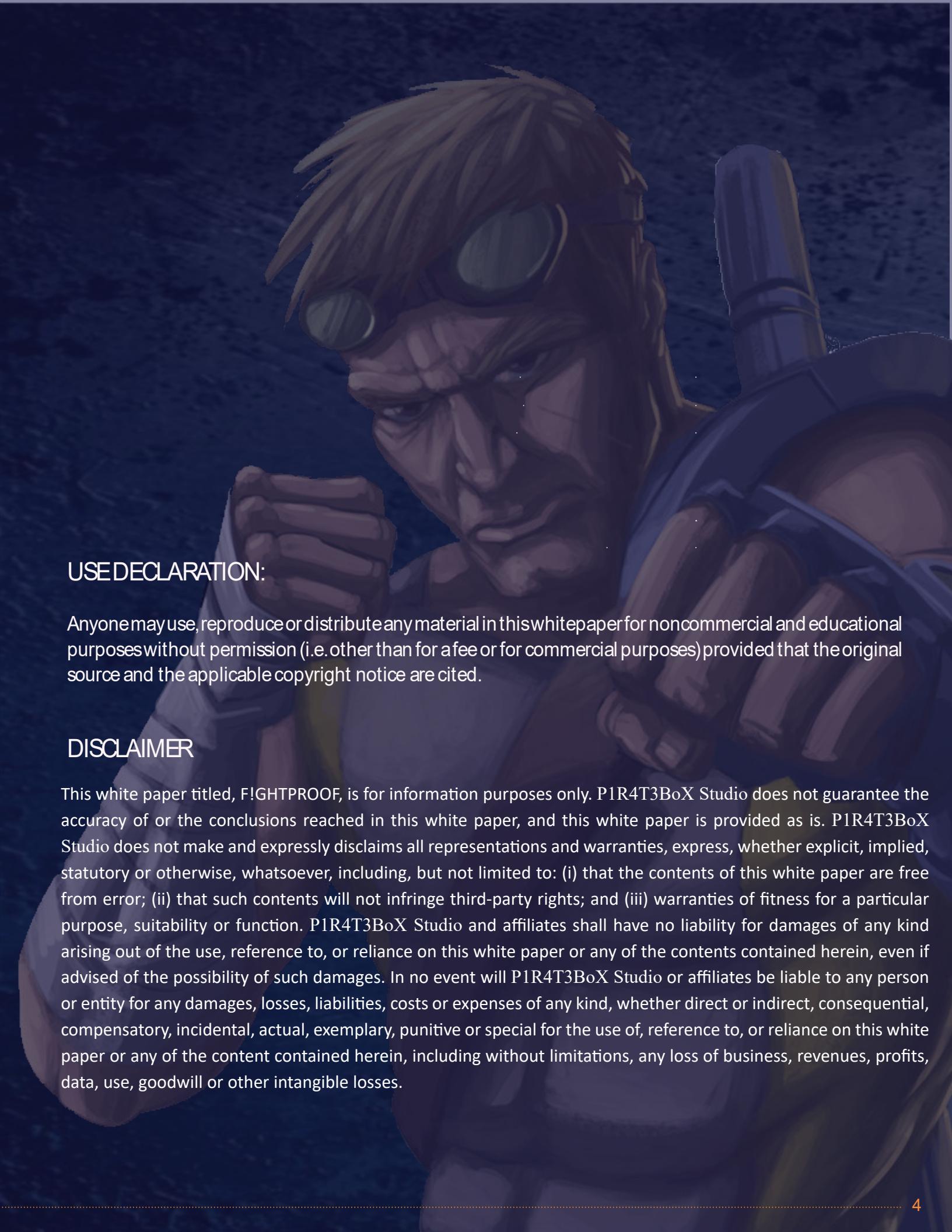
According to data gathered by online survey company, SurveyMonkey, Pokemon GO is the largest mobile game in U.S. history with an astounding 4.3 million (iOS) players and 5.25 million (Android) players for a total of 9.55 million players in its first week of release. It would be the first of its kind to combine seamlessly, the real world with the virtual game world in such a matter that the player can easily lose track of time and space. It basically created its own genre of location-based/A.R. video gameplay with many titles to follow in its foot steps. Titles like "The Walking Dead: Our World", "Men In Black AR", "Ghostbusters: Slimer AR", and many more!



Abstract Continued

The first blockchain was conceptualized by Satoshi Nakamoto and introduced to the world wide web 1.0 in 2008. Essentially, a blockchain is a decentralized, or "autonomous", distributed ledger without any central control. Basically, a blockchain is like a continuously growing list of records, or "blocks", that is secured using cryptography and that runs autonomously and with no central server but rather distributed to an infinite number of nodes all over the world. Blockchain Technology has seen advancements in cyber security now also leads the way in fintech with peer-to-peer digital currencies that do not require a third party such as a bank to function. Ultimately, blockchain technology has created a seamless avenue for extraordinary growth and profit within many different fields.





USE DECLARATION:

Anyone may use, reproduce or distribute any material in this whitepaper for noncommercial and educational purposes without permission (i.e. other than for a fee or for commercial purposes) provided that the original source and the applicable copyright notice are cited.

DISCLAIMER

This white paper titled, F!GHTPROOF, is for information purposes only. P1R4T3BoX Studio does not guarantee the accuracy of or the conclusions reached in this white paper, and this white paper is provided as is. P1R4T3BoX Studio does not make and expressly disclaims all representations and warranties, express, whether explicit, implied, statutory or otherwise, whatsoever, including, but not limited to: (i) that the contents of this white paper are free from error; (ii) that such contents will not infringe third-party rights; and (iii) warranties of fitness for a particular purpose, suitability or function. P1R4T3BoX Studio and affiliates shall have no liability for damages of any kind arising out of the use, reference to, or reliance on this white paper or any of the contents contained herein, even if advised of the possibility of such damages. In no event will P1R4T3BoX Studio or affiliates be liable to any person or entity for any damages, losses, liabilities, costs or expenses of any kind, whether direct or indirect, consequential, compensatory, incidental, actual, exemplary, punitive or special for the use of, reference to, or reliance on this white paper or any of the content contained herein, including without limitations, any loss of business, revenues, profits, data, use, goodwill or other intangible losses.



F!GHTproof Whitepaper (Pronounced, "Fight-Proof")

A blockchain based PvP mobile fighting video game with RPG aspects. F!GHTPROOF is currently utilizing the Ethereum blockchain but will be eventually switching over to its very own blockchain or one suitable to scale with the growth and development of F!GHTPROOF. Blockchain technology in F!GHTPROOF is needed in order to record, store, sort and display in-game combat related data and proof of ownership for the many F!GHTPROOF digital assets also known as non-fungibles or NFTs. Blockchain technology will also secure those digital assets and the overall gameplay of F!GHTPROOF, from malicious characters with the intent on harming the F!GHTPROOF ecosystem through acts of cheating and and/or theft.

F!GHTPROOF is bringing it back old school with the arcade style of 1-on-1 combat gameplay witnessed in such classic titles as Street Fighter and Mortal Kombat but with a modern twist! F!GHTPROOF is to feature both an option to wager our very own utility token/cryptocurrency - the TKO token. The Total Knock Out token (TKO) is dual functioning. It acts as both a utility token and also as an in-game cryptocurrency token to wager during Brawl Matches or to purchase items from in-game marketplaces.

Besides our TKO token, F!GHTPROOF has many more exciting features and options to play with. A new option, when it comes to placing a wager during a Brawl Match is the option to wager a digital asset (erc-721/NFT) instead of TKO just as long as the digital asset is of equal value to the opponent's wager in TKO. F!GHTPROOF is also proud to feature our location-based gameplay that includes randomly generated real-world location spawning of both common, uncommon, rare & legendary in-game digital assets such as power-up cards, item cards, weapon cards, and Fighter character cards (Both Fighter Score Card & Brawler Contract) for players to collect, trade, buy & sell.

F!GHTPROOF's main attraction is its ecosystem we call the F!GHTPROOF Universe. Built to include that of the Brawl Match Wager System (BMWS), Advanced Match Explorer (AME), Dashboard and the TKO Leaderboard. Players will now have the ultimate bragging rights along with all the transparent in-game data saved on the blockchain to back it up. "So what are you waiting for... Put your crypto where your mouth is!"

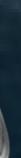


Table of Contents

WHAT IS FIGHTPROOF?

PROBLEM

SOLUTION

TECHNOLOGY: UNITY & BLOCKCHAIN

UNIVERSAL FIGHTING ENGINE: A UNITY ASSET

HYBRID BLOCKCHAIN: BLOXROUTE

ARCH/AIN & BOX POINTS: THE HISTORY OF THE TKO TOKEN

PREVENT CHEATING

ADVANCED MATCH EXPLORER (AME)

LEADER BOARD, SEASON & POINT SCALE

FIGHTPROOF DASHBOARD

FIGHTPROOF PLAYER CARDS

COMPETITION

SIMILAR PRODUCT

GENERAL COMPETITION

HOW DOES FIGHTPROOF DIFFER?

MONETIZATION

(WAGER)

BRAWL MATCH WAGER

SPECTATOR WAGER

OVERWATCH: 3RD PARTY

SIDE WAGER- POINTS

(STAKING/MINING)

MINING OF TKO TOKENS

(MASTERNODE)

RUNNING A FIGHTNODE

INDEPTH CONCEPT OF FIGHTPROOF

START A NEW GAME

SINGLE PLAYER CAMPAIGN

MULTIPLAYER PVP

IN-GAME TUTORIAL

FIGHTPROOF PLAYERS' CARDS

CHOOSE FIGHTER

GPS & LOCATION-BASED GAMEPLAY

WEB JOIN

USE OF INVENTORY

BRAWLER CONTRACT

UPGRADING A FIGHTER

YOUR FIRST BRAWL MATCH

PLAYER-VS-PLAYER AND AI PRACTICE MATCHES

TKO TOKENS & DIGITAL ASSET OWNERSHIP

PRE-RELEASE

POST-RELEASE

ACTION POINTS (AP)

CHARACTER CUSTOMIZATION & ROSTER MANAGEMENT

URBAN OUTFITTERS

CORNER GYM

FIGHT CLUB

BLACK MARKET

MATCH SELECT

WAGERING

LEADERBOARD

SMART CONTRACTS & MATCH HOST OPTIONS

GAME DATA STORAGE

LOCAL DEVICE STORAGE

INTER-PLANETARY FILE SYSTEM (IPFS)

NETWORK CONNECTIVITY

MOBILE DATA, WI-FI, AND MESH

PARTNERS

TEAM

BOUNTY



AUTOMATON



What is F!GHTproof?

F!GHTPROOF is a highly competitive online RPG that is being developed on a hybrid blockchain (Ethereum Mainnet, BloXroute, & IPFS) to aid in low latency gameplay while still remaining decentralized in manner. By leveraging blockchain technology, F!GHTPROOF gains advanced in-game security, true digital asset ownership through NFTs, decentralized file storage for both player & game data, and monetization through the gameification of wagering our Utility token, TKO. In comparison to the many mobile video games today, F!GHTPROOF boosts a breath of fresh air! F!GHTPROOF combines RPG with the popular location-based gameplay feature that made Pokemon Go a hit. Now, add the monetizing and addictive match wagering feature that had made CS:GO skins valuable along with the arcade-style, PvP combat like of Capcom's legandry Street Fighter series or Midway's Mortal Kombat series... and you have one awesome game!



Furthermore, F!GHTPROOF will run on the Ethereum Network and its Ethereum Virtual Machine (EVM) which manages smart contracts and the execution of large-scale Decentralized Applications, or in our case, the entire F!GHTPROOF Universe ranging from in-game security, asset ownership, and monetary transactions to name a few coupled with solid network security, growing network scalability, and with Ethereum 2.0 planned 100,000 TPS of pure blockchain network speed!

Utilizing the innovative smart contract feature coupled with the solid network security and scalability attributes of our own blockchain allows our mobile game DApp to run safe and secure from cheats and hacks. Our final goal is to have the freedom and efficiency to be completely autonomous, scaleable and decentralized. This shall "future proof" its existence against any rules and regulations that call the immediate ban of such e-sport, digital asset - betting games. Until such time, F!GHTPROOF shall function within a hybrid blockchain manner. Such as the hosting of its multiplayer aspects shall be hosted on centralized servers through the implementation of BloXroute, a Blockchain Distribution Network (BDN), until migration to decentralized has been completed. Think of it like Amazon's AWS servers. Everything else shall function on-chain ranging for its in-game currency, TKO, to the tracking, logging, and display of all in-game fight moves (AP) for public view on our Advanced Match Explorer.

When playing F!GHTPROOF on their mobile device, users will experience a ton of awesome features that will give them an easy and unique player experience like no other. Features like that of real-world location based acquisition of digital assets using the GPS built into mobile devices, Character modifications & upgrades, collectible virtual F!GHTPROOF playing cards that represent all digital assets within the game, a Single Player Campaign to go alongside our Brawl Match Multiplayer, and monetization of the TKO token through the wagering of online Brawl Matches or through the sale of players' own F!GHTPROOF cards. The TKO token is not only our in-game currency but also a Utility Token needed to perform staking via our Tap-Out Staking Platform located on our website <https://staking.fightproof.io>. (In-development)

We have included three monetizing features within F!GHTPROOF. Players not only get to challenge their opponents in an all out player vs player (PvP) Brawl Match where winner takes the pot, but also spectators have the option to bet each other on which of the two players will win the selected match. There will also be an API developed to allow Third Party betting without the need to physically watch the Brawl Match and still be able to bet on the matches in question. This will create a whole new type of esports betting! The final and most important exciting monetizing feature is the option to trade and/or sell your ERC-721 F!GHTPROOF Cards on OpenSea.io or through our very own marketplace accessible through your Dashboard.

PROBLEM

Anytime money is involved in any situation, especially an online platform, people will always try and find away to cheat the system or tip it in their favor. On the other hand, we have our governments who will always try to find a way to regulate such activities in ways that may benefit themselves financially and if they cannot, well they will just find away to ban the whole thing altogether.

There have been many instances of online casinos cheating their clients through the use of "rigged" digital slot machines and even "live" dealer tablets. Not only is cheating rampant in the online casino world but it also is happening in the realm of mobile game apps. Many android and iOS owners either root or jailbreak their smartphones to use apps like *Lucky Patcher, Creehack, Freedom, LeoPlay Card, or AppSara* to gain an advantage within a game or to be able to make free in-game purchases that would otherwise cost them money.

When it comes to video game gambling and government rules and regulations, one current game comes to mind with its weapon skins in lieu of money being wagered in its online matches, CS:GO. Players participating in these type of CS:GO wager matches know that it can be very lucrative to the winner. The act of wagering weapon skins in a match where the winner takes the loser's wagered weapon skin comes close to the thin line of illegal online gambling because that player has the option to sell that weapon skin on a variety of websites for real world currency such as U.S. fiat currency or cryptocurrency. For the most part, such a platform is a magnet for underage gambling. With underage gambling on the rise due to ease of accessibility, CS:GO has become extremely popular with the youth of this generation and the birth of e-sports. At any moment, any government can step in and regulate or ban the option to wager in CS:GO or other similar titles, killing the open online market for wagered skins digital asset sales. However, that may open the door to a new kind of black market in its place.

SOLUTION

Implementation of blockchain technology into the core of F!GHTPROOF create the perfect solution to counter act in-game cheating, digital asset manipulation and to also future-proof our title, F!GHTPROOF, from any third party or government entity looking to completely shutdown or push strict regulations on it because of its combination of competitive esports and wager match gambling. To build F!GHTPROOF, on top of a blockchain would create a whole new community or breed of crypto-gaming never seen before! A community made up of hardcore gamers and diehard crypto hodlers. F!GHTPROOF would be the first of its kind!

This partnership would allow F!GHTPROOF to be able to run autonomously, and without a central server, thus making this title unable to be shutdown or regulated by any form of government or censorship third party. The use of a blockchain protocol would also make in-game cheating in F!GHTPROOF near impossible because of its distributed digital ledger, a consensually shared list of synchronized record blocks of each wager bet and Match outcome that cannot be altered or destroyed in anyway. That also goes for the ownership and control of in-game digital assets such as game characters, weapons, and contracts. They can neither be completely destroyed or lack evidence of a true proof of ownership.

TECHNOLOGY: UNITY & BLOCKCHAIN

There are many game engines out now that we could choose from to complete our mobile game. Three AAA game engines come to mind when choosing which best suits our needs; Unity, Cryengine, and the Unreal Engine. We had three main points we had to hit when it came to selecting the which game engine to use.

The game engine must forfill three needs:

1. Cost - Free Membership License
2. Features - Includes AAA game engine features such as volumeric light/fog and particle system
3. Community & Marketplace - A helpful community and large asset marketplace

Unity was chosen to be our AAA indie game engine

Unity is a cross-platform game engine developed by Unity Technologies,^[2] which is primarily used to develop both three-dimensional and two-dimensional video games and simulations for computers, consoles, and mobile devices. First announced only for OS X at Apple's Worldwide Developers Conference in 2005, it has since been extended to target 27 platforms and have six major version releases to date. Best of all, Pokemon GO was created with Unity. That reassures us of its potential to work with what kind of game we are going to build as Pokemon GO and F!GHTPROOF share a few similar important game play mechanics such as geo-location based gameplay with digital assets placement corresponding to real world locations.

UNIVERSAL FIGHTING ENGINE: A UNITY ASSET

We have also purchased a license to Universal Fighting Engine (UFE) Source Code. We will be using this source code to build our MVP alpha to be used for investors to get an idea of what our game is to look and feel like. After we receive our funding from our Token Generation Event, we will be developing our own source code from scratch to include the features and game mechanic that were not included with UFE.

UNITY & BLOCKCHAIN IMPLEMENTATION

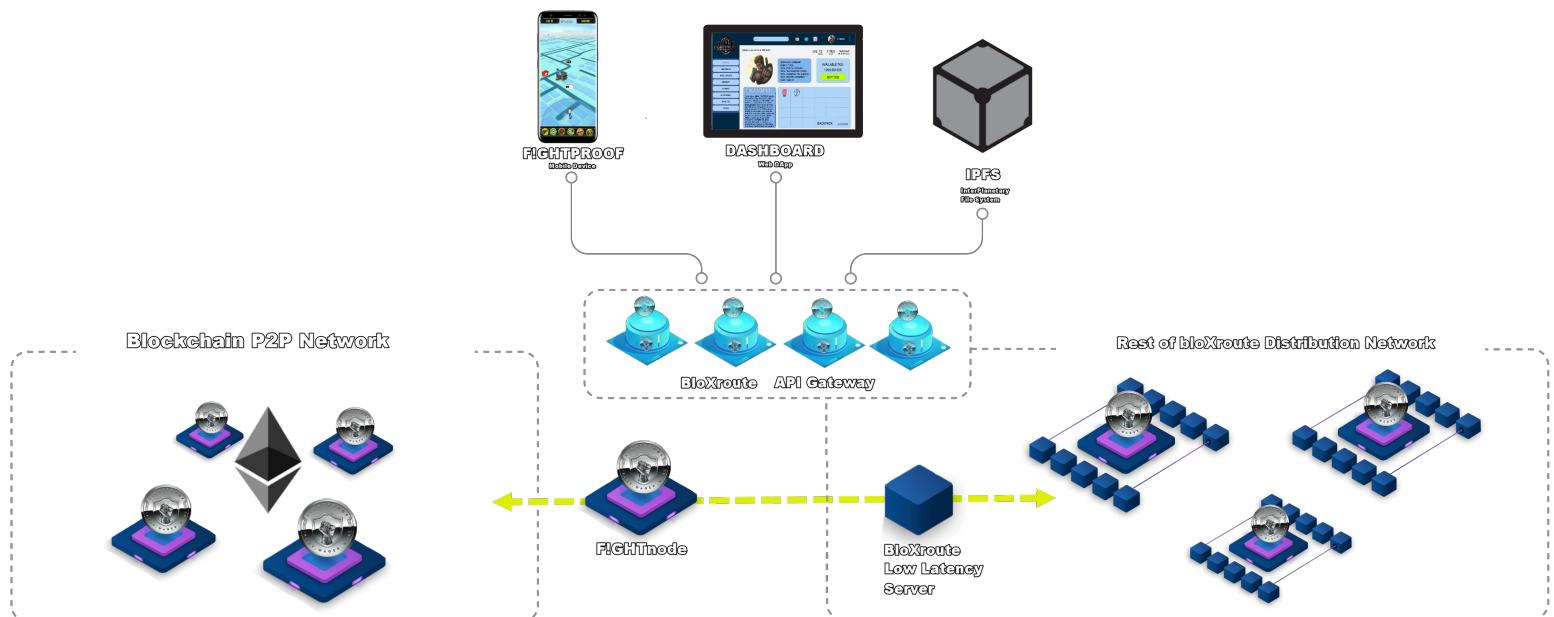
Alongside the Unity game engine, F!GHTproof will inherit into its core, the Ethereum Mainnet Blockchain. Modified to suit our F!GHTnodes and future mining or staking needs until we can switch over to our very own blockchain or find one that can scale with the growth and development of F!GHTPROOF. We shall call our very own blockchain, Katharos - which is the Greek word for 'pure'.

With the hope of utilizing the Ethereum 2.0 consensus protocol, it shall have a whooping capability of 100,000 transactions per second on its native blockchain giving it the ability to resolve conflicting transactions as well as reject double-spends and counter in-game cheating. Furthermore, such transaction speed is accomplished without any lightning networks, validators or off-blockchain solutions! In the meantime, transactions per second with Ethereum 1.0 are nowhere near that of 100k TPS so in order to be faster during development we are looking towards a hybrid blockchain setup with certain game aspects solved offchain with BloXroute, a Blockchain Distribution Network (BDN). More about BloXroute in the next section. In the future, if we must switch to our very own blockchain, it should have our F!GHTnodes making up two-thirds of our network. With that said, our network latency should continue to be a non-limiting factor on transactional throughput. We understand that if we are to focus on data security, network latency, and the overall scalability of our blockchain, then choosing the right Blockchain and Virtual Machine is key.

The implementation of smart contracts into our blockchain will be used to govern F!GHTPROOF's game mechanics or "game laws" to further help prevent cheating and allow its distributed ledger to keep a record of each individual Brawl Match played out of all matches that are being played simultaneously over the entire network. Another feature of our blockchain is having 2/3rds of our network made up of F!GHTnodes (servicenodes), establishing a stable network with near zero latency which is perfect for any online game. The most important blockchain implementation is the creation and use of TKO tokens in-game and in the real world. TKO tokens are used to purchase virtual goods & fund in-game services or to trade on participating third party exchanges for other cryptocurrency. However, the best of all use functions happens in-game where TKO tokens, along with other virtual goods, are to be wagered during Brawl Matches!

HYBRID BLOCKCHAIN: BLOXROUTE

We are currently reviewing BloXroute, a Blockchain Distribution Network (BDN), to solve any problems we may encounter such as that of an easy and simple way to unclog a backed up network of F!GHTnodes or just to speed up our current network until we are able to migrate to our very own Mainnet blockchain. BloXroute was created to help blockchain nodes propagate transactions and blocks quicker and more efficiently while also scaling a blockchain network to achieve thousands of transactions per second (TPS).



BloXroute is developed to function on centralized servers similar to Amazon's AWS or Google Drive. However, BloXroute servers are unbiased. The information being transferred through each BloXroute server had first originated from a decentralized blockchain that encrypted such information before passing it on through the BloXroute. Once the encrypted information has passed through centralized BloXroute servers at blazing speeds, it is then decrypted by the receiving end decentralized blockchain.

ARCH/AIN & B0X POINTS (BPTS) : THE HISTORY OF THE TKO TOKEN

Arch/ain, (pronounced "Arch Chain") is based on CryptoNote technology and will act as P1R4T3B0X Studios main blockchain with its function being that of creating a bridging all present and future P1R4T3B0X Studios decentralized video game titles and DApps via it's bridgeSWAP cryptocurrency coin dubbed B0X Points (B0X). Arch/ain's first use case is to have B0X Points be utilized as a stable placeholder coin, bridging the waiting period between now and the release of F!GHTPROOF's hybrid, in-game virtual cryptocurrency & utility token called the Total Knock Out token and abbreviated as TKO. There were two types of TKO tokens created during the research and development into which blockchain technology best suits the needs of the F!GHTPROOF Universe. The first letter represents the tokens origin. For example, the TKO token with the extra "T" abbreviated as TTKO, is a TRON based TKO token while the Ethereum based TKO token is simply displayed as TKO. B0X Points was also created to serve as a relatively inexpensive, highly interactive, monetizing guerrilla marketing tool. Its current marketing function as a placeholder coin is to bring awareness and traffic to our project, F!GHTPROOF, without spending tens of thousands of dollars on web based advertisement. Instead, we rely on the word-of-mouth spreading through mining blogs due to it being a new coin, its ability to be mined by any CPU & GPU, and its beneficial relationship to the overall F!GHTPROOF Universe. B0X Points can be parallel swapped for the current form of TKO token on an equal scale giving early adopters a head-start in-game upon release.

PREVENT CHEATING

The implementation of the hybrid blockchain into the core of F!GHTPROOF shall give a much needed boost of overall security to our mobile game. When it comes to the final score of a match or the attempted illegal manipulation of a digital asset, F!GHTPROOF 's core database will be secure and tamper-proof due to the end-to-end encryption of such data traveling by way of BloXroute between our very own F!GHTnodes with future plans to include the Inter-Planetary File System node structure. Further securing F!GHTPROOF 's data from corruption is the actions of its own blockchain & the use of the Advanced Match Explorer (AME). The AME was created to store and display to the public, in a simple and easy format, the distributed ledger of the outcome or score of each Brawl Match completed since the launch of the game. Many details are recorded and categorization within that pool of data such as that of each individual action (punch, kick, block) a player commits in-game during the Match. All of such information shall forever be fully transparent and viewable through our custom blockchain match explorer. For example, each Brawl Match shall be recorded and displayed in this or a similar fashion:

ADVANCED MATCH EXPLORER

Similar to the original blockchain explorer, F!GHTPROOF Match Explorer takes the data to a whole new level, a level of complete detail. Included with our F!GHTPROOF blockchain Explorer will be a Match Explorer. The *Match* tab, as it will be labeled within a player's dashboard, will give it's users access to a slew of fight data pertaining to that of each fighter in each individually saved Match. Details of every Match since the launch of our game, will be stored in full transparency for users to view and cycle through. With such a large amount of stored data, we will give the users of our database the option to search for a specific Match by either the unique Match Number, name of any participating fighter, or by the specific date and time that a Match took place. Once they find the specific Match they are looking for they can explore the details on how the fight played out down to a single punch thrown. They can also verify the points of the fight and if it adds up correctly to the winning fighter of that Match. This allows for new avenue of "side bets using points" and a clear explanation of a wager won or lost.



LEADERBOARD, SEASON, & POINT SCALE

F!GHTPROOF Leaderboard is located within a player's dashboard and on the main F!GHTPROOF website. It is a board that showcases in order, the Top 100 players by points accumulated from battling opponents within Brawl Matches during a single season. A season in F!GHTPROOF is considered three months.

Points accumulated are to be calculated at the end of each 3 round Brawl Match. Points can only either be added or subtracted and are to be referenced by individual player moves like a single punch, kick or block. Each move has a corresponding point function to it. All points and their respective moves are recorded onto the blockchain in the order of execution of each individual move placed during a single round. This is done for transparency, so that there would be no room for error when it comes to the winner of the match and the collection of the pot of TKO tokens.

Also this function will open up other ways/outlets for a non-player to wager on a specific Brawl Match without having to participate or even spectate themselves. Wagers can even be broken down into side bets like how many punches or kicks thrown during a single round of a specific Brawl Match. At the end of the season, the board resets and players have another chance to climb the ladder of fame and fortune to be number one! Refer to section SIDE BETS- POINTS for more information.

FIGHTPROOF DASHBOARD

F!GHTPROOF Dashboard is your gateway into the F!GHTPROOF universe! It is located on and accessible through our official website, <https://dashboard.fightproof.io>. A player can get his or her in-game messages, view his or her stats, review past Brawl Match history, read recent F!GHTPROOF news, and update and post your profile. A player can also buy, sell, trade, and store their F!GHTPROOF Player cards (NFTs) for TKO and vice versa. The Dashboard will allow a player to gain access to their Profile, Leaderboard, Advanced Match Explorer, Community (Forum), Exchange (DEX), Black Market (DEX for NFTs), My Roster, and Storage (NFTs). Lastly, the Dashboard will become a TKO & ETH wallet by connecting with Metamask.

The screenshot shows the F!GHTPROOF Dashboard with the following details:

- Top Bar:** Includes a search bar, message icon, wallet icon, and a circular profile picture for "NICKNAME".
- Welcome Message:** "Welcome to your dashboard, NICKNAME!"
- User Stats:** LVL: 12, 1 TKO (\$0.40), TIMESTAMP: 08.16.2019:2100
- Profile Section:** Shows a circular portrait of a fighter and a summary of stats:
 - USERNAME: NICKNAME
 - RANK: 1/10000
 - TOTAL POINTS: 15020384
 - TOTAL TKO WAGERED: 140000
 - TOTAL GAMEPLAY: 75H:34M:54S
 - TOTAL ROSTER: 5 FIGHTERS
 - RARE ITEMS: 12
- Available TKO:** 1200.001029, with a green "BUY TKO" button.
- Announcement:** In light of our official F!GHTPROOF launch, there will be 5 rare, one of a kind, Fight Characters released upon the world! All you have to do is utilize our in-game location based gameplay, known as your field map, and while you're on the go in the real world, keep an eye out for their FIGHTcards and all other abundant and/or rare items that make their appearance! Collect a FIGHTcard and you now own that Fighter! Add that Fighter to your Roster to play as that Character! A rare Fighter has special attributes that cannot be purchased nor acquired by any means for another Fighter. Only through the FIGHTcard, can rare attrib
- Backpack:** Shows 2/21 SLOTS, with icons for a red lantern and a lightning bolt.

F!GHTPROOF PLAYER CARDS

Every F!GHTPROOF Player Card created is represented by its very own non-fungible token or NFT. Wikipedia defines Non-Fungible Token (NFT), also known as a nifty, as a special type of cryptographic token, which represents something unique. For example, there can be a single NFT token representing the Mona Lisa painting in the digital world. Our NFTs represent specific in-game digital assets within F!GHTPROOF. Now besides the graphics on the digital card and its relative description and attributes that are clearly listed pertaining to its use in-game in F!GHTPROOF, it also includes very important metadata that is key to its transition into its represented in-game digital asset. We hope to launch with over 100 unique F!GHTPROOF Player Cards for our community to collect.

Let's break it down equally! Out of 100 cards, 25% Fighter Character cards, 25% power-up cards, 25% weapon cards, and 25% item cards. There will also be 5 levels of scarcity for each NFT and its corresponding in-game asset. Those levels are to be Common, Uncommon, Rare, Epic, and Legendary

COMPETITION SIMILAR PRODUCT

Currently, there are no known similar products that include all the features combined that make F!GHTPROOF unique. There are however, a combination of multiple separate products that when combined together, make up a few similar game mechanics like that seen in F!GHTPROOF. Thus, we would categorize those products as being more of a general competition than a similar product or a direct threat to F!GHTPROOF.

GENERAL COMPETITION

General competition would be considered as a product that may have one or two similar features to F!GHTPROOF, but utilizing those features in a different manner when compared to F!GHTPROOF. For example, both F!GHTPROOF and Pokemon GO share two similar features in game mechanics: Character Collection and location-based gameplay.

These two features may function in the same way but, in fact, are used in a completely different fashion. For example, Pokemon GO uses its augmented reality feature in order for the player to throw out poke' balls towards a little Pokemon creature displayed in 2d overlapping a live video feed of the real world viewed through your mobile device's back facing camera; with the hope of capturing it for their collection of hundreds of pokemon characters. Depending on your current real world GPS location or geo-location, you can find special or rare Pokemon or visit PokeStops to refill your poke'balls. F!GHTPROOF uses its GPS feature to scan our real world environment looking for unique digital assets, such as a fight character or a gym bag full of goodies, spread out all over the world. In F!GHTPROOF the use of location based gameplay is to locate PvP matches, Urban Outfitters, Corner Gyms, Fight Clubs, Black Markets, and randomly spawned digital assets.

HOW DOES F!GHTPROOF DIFFER?

CryptoFighters is similar as far as collecting and trading of fighter cards goes but it doesn't have the complete control of a player's fighter when battling in the Arena. Nor does it have any animated or 3D visuals like what is to be included within F!GHTPROOF. Now another project by the name of EthFighter does have animated, 3D visuals and does give players full control over their fighter BUT that's all the features it has similar to F!GHTPROOF. There are no wagering of tokens or digital assets, no leaderboard or points/moves recorded onto the blockchain and it's only for the desktop while F!GHTPROOF's main feature is being mobile and interacting with the real world via location based gameplay!

MONETISATION

There are a few ways a user can monetize from the overall use of F!GHTPROOF's wager system. In-game monetisation can be accomplished by betting on individual Brawl Matches using its wager token, TKO, as an in-game tender. Other ways to monetize besides the wager system is to acquire TKO, by staking on our Tap-Out Staking Platform <https://staking.fightproof.io>. One can also trade IndieCash for TKO, through your Dashboard, or on an exchange. The final way to acquire TKO tokens is through purchasing TKO tokens ~~during our Pre sale and/or our Main Token Generation Event (TGE) where TKO tokens will be available at a discount for purchase.~~ UPDATE: TKO will be available through Uniswap with liquidity being locked up for 6 months while also allowing staking of TKO tokens during those 6 months time period. After the 6 month lock up is over, the TKO token will be placed onto both centralized exchanges and DEX and the liquidity within Uniswap will be withdrawn. Of the total ETH liquidity withdrawn, 40% will go towards further development of F!GHTPROOF while the remaining 60% of ETH will go towards buying TKO tokens at market price with the intention of raising the value.

MATCH WAGER

A Player-vs-Player (PvP) fight consists of two fighters who battle it out over a single round we call a Brawl Match or Match for short. In order to join a Match, the opponent must deposit the same amount of TKO tokens that the host, opponent fighter, has deposited as his Match Wager. In this Player-vs-Player battle, the winner of the Brawl Match takes home the whole pot of TKO tokens deposited. But wait, are you feeling lucky? Players can also sweeten the pot by throwing in extras like digital assets such as clothing, weapons, etc. or even the ultimate prize, Fighter ownership via Brawler Contracts! Win the Match and take their Fighter!

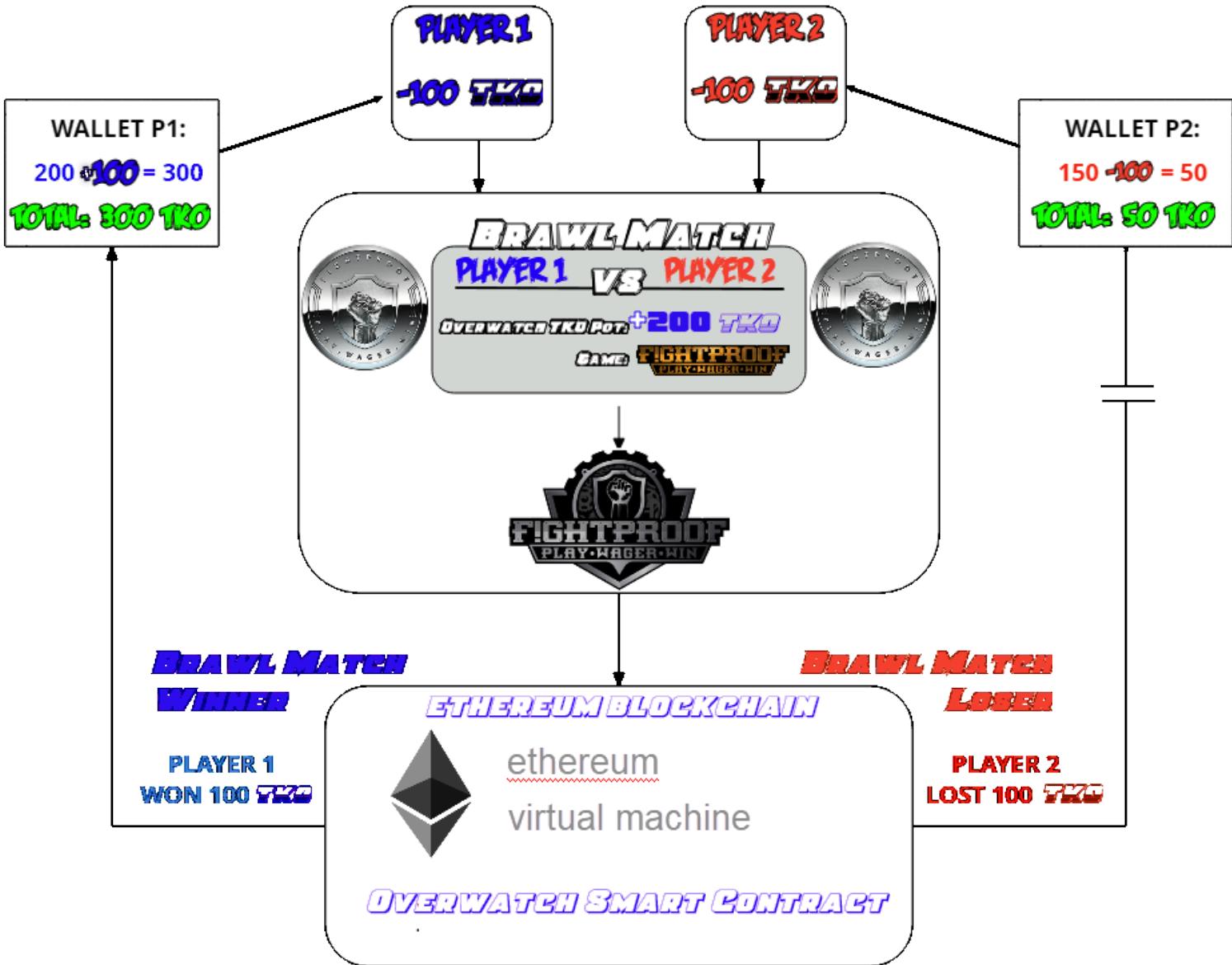


OVERWATCH:3RD PARTY

Each active and future Brawl Match will be posted in the Wager section, under the Third Party Wager tab. Anyone who wants to bet home the whole pot of TKO on a Brawl Match but doesn't care to spectate or participate in the Match directly, will still have the option to wager their TKO tokens. Similar to PvP in Spectator Wager, Overwatch Wager also has a TKO pot in each Brawl Match that anyone can participate in just as long as they meet the minimum deposit requirements set forth by the first, Overwatch Wagered deposit. For more information refer to the Post-Release section under TKO Tokens and Digital Asset Ownership.

SPECTATOR

Each Brawl Match will have the option for players to join in on the match, not as a fighter, but as one of the Spectators. Only four Spectators will be allowed to join in and watch the action without any interaction with either opponent. However, they can converse between themselves via the in-game chat. Spectators can also wager among themselves on which opponent is going to win the match. The first Spectator to join the Brawl Match will have the duty of setting a minimum and maximum deposit amount for the remaining three Spectator seats.



SIDE WAGER- POINTS

All of the extensive fight data of each of the Brawl Matches are recorded onto the blockchain and displayed in full transparency in our F!GHTPROOF Explorer, under the Match tab. Such data displayed is that of a point system that represents each action done by both fighters: punch, kick, and/or block. Players can wager on side bets that are based off that point system. (Still in debate on whether to implement Side Bets).

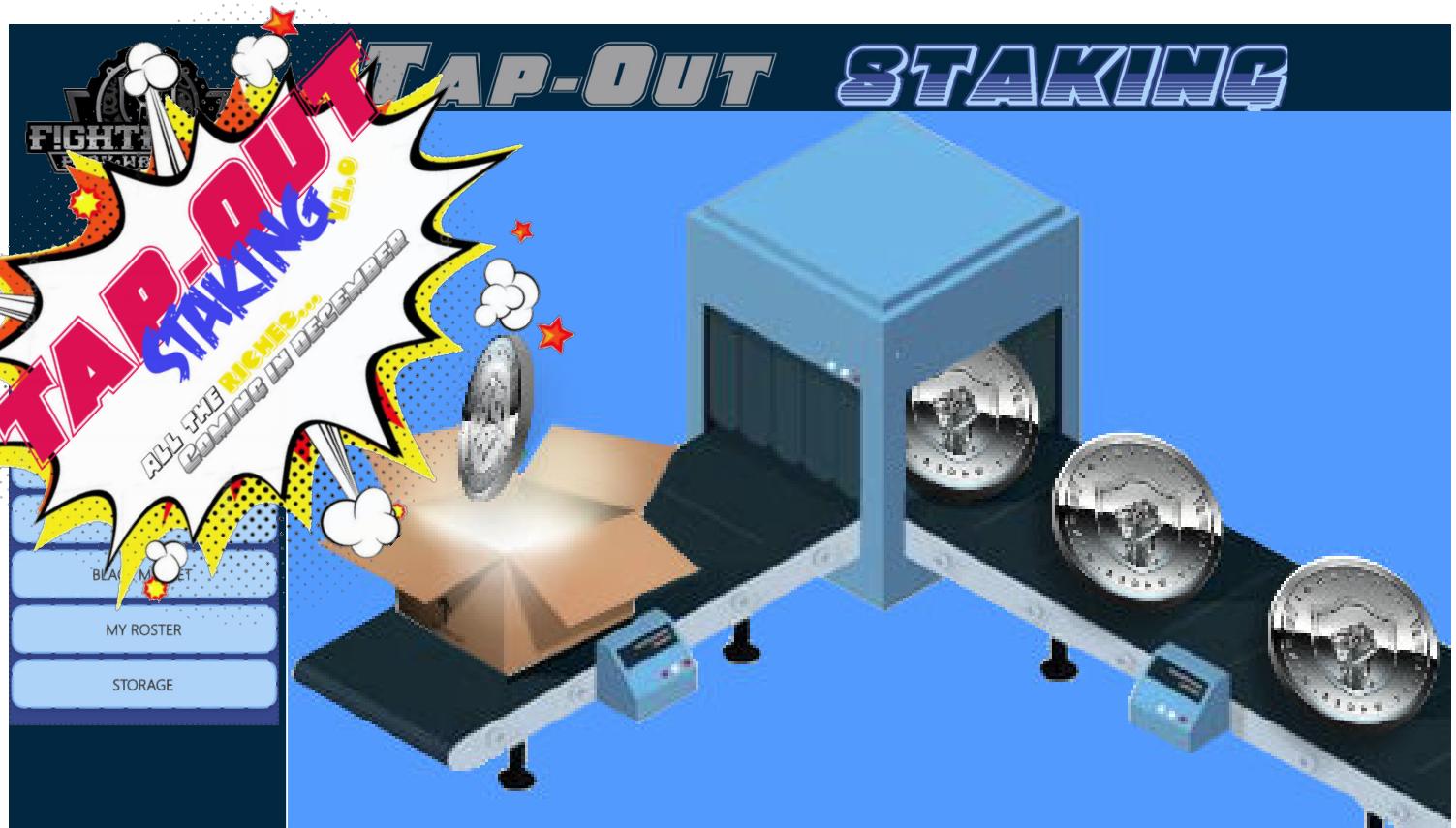
MINING OF THE TKO TOKEN

a.) In-Game Mining

Don't have fancy ASIC mining equipment? Don't worry, in our world our game is your miner! Only while you are in-game, will TKO be automatically mined in the background without using heavy resources or energy! It will essentially be a faux miner , governed by community votes on the amount of tokens per hour that should be "mined" by each player. The launch amount will be decided and controlled by the developers until the community voting system is implemented.

b.) Staking

We will be launching our TKO token on Uniswap with a 6-month Lock up of liquidity. Within that 6-months, we will also allow access to our Tap-Out Staking Platform to incentivize our players by allowing them to stack up on TKO tokens before the official launch of the game! Once the Uniswap 6-month lock up has expired, so will access to our Tap-Out Staking Platform. However, that doesn't mean you will not be able to stake your TKO ever again! Yes, we will be giving access to our Tap-Out Staking Platform during official staking events held a few times a year!



RUNNING A F!GHTNODE (MASTERNODE) UNDECIDED

A F!GHTnode is a servicenode on our blockchain network that will use a Proof-of-Stake protocol consensus mechanism. The benefit of setting up a F!GHTnode is that you will receive a percentage of the transaction fees that are charged by the core system. F!GHTnodes validate F!GHTPROOF's distributed ledger and in return, pays the owner in TKO.

INDEPTH CONCEPT OF F!GHTPROOF

Outline of F!GHTPROOF game mechanics -- First Run

START NEW GAME

Upon launch of F!GHTPROOF, it will ask to connect a compatible ERC20/ERC1155 wallet like MetaMask. The MetaMask address will become the player's core and key access to their in-game account and Dashboard account profiles. The player will have to set up the rest of their online player profile called a Fight Club Profile via their mobile device or they have the option to use a PC with web access to login to their Dashboard to set up and sync their player profile that way. The player can sign-in using MetaMask to load a previously saved Fight Club Profile or register a brand new Fight Club Profile using another MetaMask wallet address which is then also saved onto the Blockchain database. A Fight Club Profile is your fighters' main account. All information of this account is stored on either F!GHTnodes or the IPFS, like the Brawl Match History. The MetaMask account houses a player's collection of NFT F!GHTPROOF Player's Cards (fighters, power-ups, weapons) and their TKO Wallet.

The player will be transferred to the Game Settings page once their Fight Club Profile is loaded. In Game Setting the player has the options to change the default in-game graphics or the default controller input.

Finally, the player will be brought to their dashboard where they will receive their first pack of F!GHTPROOF Player's Cards for free. It will contain: 1 random fighter character card, 2 power-up cards, 1 weapon card, and a small amount of TKO tokens. Next, a player can select to start a new Single Player Campaign, join or host a Brawl Match, enter the Quest Area, open their TKO wallet, view their Roster collection, check their mail, or pull up the map in order to search the real world for goodies and new fighters using a random Geo-locational placement of individual digital assets (F!GHTPROOF Player's Cards) on the map. No matter which direction you choose to go, an in-game tutorial box will appear to guide the player the rest of the way. The player will have the option to turn off or skip the in-game tutorial and hint system altogether. It will not effect game play in any way.

SINGLE PLAYER CAMPAIGN

F!GHTPROOF will also include a single player campaign. In this campaign, the player will battle our in-game Artificial Intelligence or AI for certain F!GHTPROOF Player's Cards without wagering their own TKO or Items. However, there will be Ladders to climb where a player must wager his or her TKO against an AI opponent with a chance to win double their wagered TKO tokens! If the player ends up losing a Brawl Match against an AI opponent, the player's wagered TKO will be deposited into an account set aside to collect such AI winnings. Furthermore, those collected winnings will be recycled back to the player base in many different ways like random monthly air drops or certain quests a player must conquer. For the most part, our single player campaign will be played in a ladder format where a player must challenge AI fighters in multiple round towers located on many fictional maps. The campaign will go by seasons and thus be infinite as that is there are new towers released every month allowing the player to fight in an infinite number of matches in an infinite number of towers. In order to join secret tower matches, the player must physically travel in the real world to the match location labeled in-game by utilizing the GPS a player's mobile device.

MULTIPLAYER BRAWL MATCH

A Player-vs-Player Brawl Match puts two human opponents against one another in 3-round Brawl Match where the winner takes all. Each of the 3- rounds in a Brawl Match has a time limit of two minutes each. A player must win two out of the three rounds in a Brawl Match in-order to win that match's bounty of TKO/digital assets. If the time limit has expired without a winner then the tie breaker will fall to the round's outcome of points accumulated by each player; The player with the most health points sustained during that specific round will be considered the winner of that round. There are no opponent ladders to climb or a certain amount of AI Matches to win in-order to beat the game. That is because there is not an end to playing Multiplayer Brawl Matches. There will always be live human opponents to play. Whether it be through the use of 4G LTE/ 5G, or Wi-Fi. A player can find a Brawl Match to join by reviewing his geo-location on the map which labels an opponent hosting a live Brawl Match located in the real world with the option of allowing web join instead of only allowing in person.

IN-GAME TUTORIAL

When beginning a new game, there will be a pop up screen with hints and instructions on how to play the game. This can be skipped or turned on completely by checking the small box in the lower right hand corner and clicking the skip button.

F!GHTPROOF PLAYERS' CARDS

A collection of decentralized NFT players' cards that represent ownership of in-game digital assets such as Skills & Tactics (PowerUp), Health & Armor (PowerUp), Weaponry, Fighters, and more - within the F!GHTPROOF Universe. Each F!GHTPROOF Player's Card has it's own performance & rarity rating of a one to five star. A one star represents a 'Common' card... all the way to a five star, or what we refer to as a 'Legendary' card! F!GHTPROOF players' cards represent ownership of that specific digital asset and are to be used in-game, in conjunction with our mobile video game, F!GHTPROOF: Play. Wager. Win.

These cards will be sold in packs of five and will be random except when specified as not or when individually sold on our BlackMarket, OpenSea, and other NFT marketplaces.



CHOOSE FIGHTER

Upon release, there will be upwards of **30** unique fighters to collect with more to come each season. Every player can have a max of five, active fight characters, in their Fight Club Roster per individual Account Profile. These are the only five fighters allowed to stack power-ups and weapons for quick access in-between the 3-rounds of a Brawl Match. In the future a player will have the option of full character customization. They will be able to choose between three different species types: Human, Cyborg or Creature. There are special and rare fighters a player can acquire but they will be spread throughout the world. For example, the rarest fighter is Tokanashi Niche'moto, aka Niche'ja, who can, for the most part, defeat an opponent with a single blow! There is only five of his cards to be minted ever and he cannot be customized. All other fight characters can be upgraded by stacking cards and XP points. We will develop a point system that represents the health and other aspects of a fighter. Fighters will be upgraded automatically once a certain amount of experience is met through fighting or by stacking cards to upgrade a character's XP system. With upgrades/powerups, we are referencing to their skill set and fight attributes. You can make your character stronger when it comes to health (defense) so he or she can take more hits in order to get hurt or stronger (offense) when it comes to dishing out punches and kicks to your opponents in order to do more damage. These are just a few of the attributes. When it comes to fight skills, a player must enroll their fighter in a Corner Gym, where they can learn new attacks to add to their arsenal instead of buying random F!GHTPROOF Player's Card packs looking for specific attack skills to attach to a fighter card. The process of enrolling is to stake your ERC721/ERC1155 Fighter card. For a quicker training and a shorter staking time, a player will have to visit in-person, a Corner Gym location within the real world to speed up training. Furthermore, in order to acquire new fighter character cards, a player must use their in-game map (location based gameplay/digital asset mapping) and their mobile device's GPS to locate and sign new fighters they find in the real world. In order to sign a new fighter, a player must have a Brawler Contract. These contracts can be purchased with TKO tokens from the Black Market.

LOCATION BASED GAMEPLAY

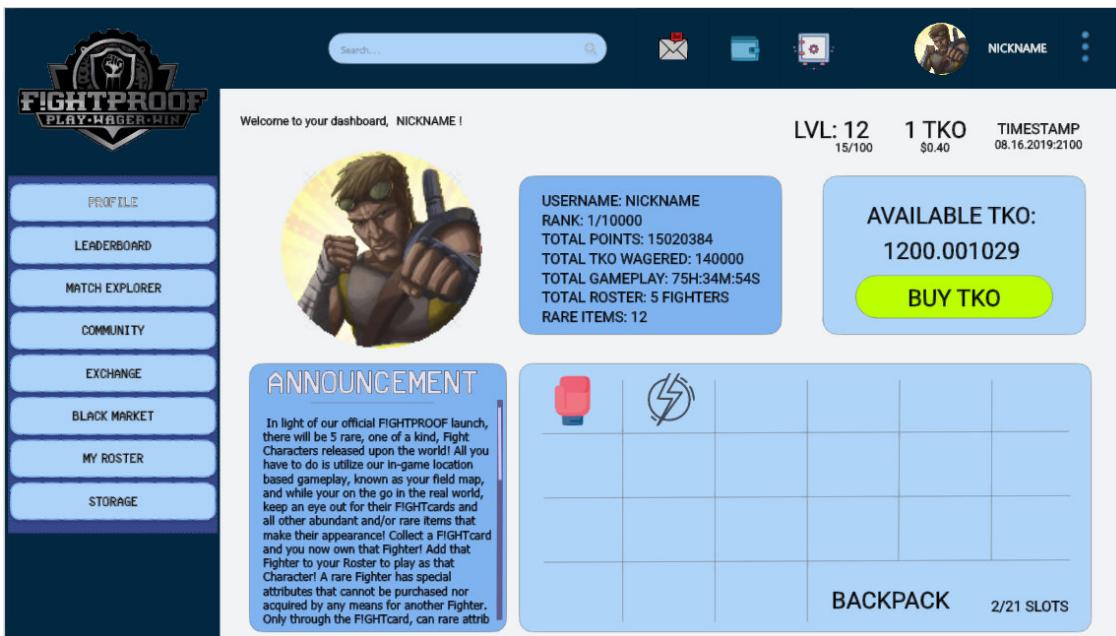
The Map feature uses a player's mobile device's GPS in combination with Google Maps in order to display in real-time a player's exact location on the in-game Map which is a mix between the real world and the game world. You will use this function to locate and acquire new cards that include fighters, weapons, power-ups, and contracts. It also labels important locations, Brawl Matches, and surprises like a Golden Gym Bag.



The Multiplayer option will allow players to do one of three things: Host, Join, or Spectate a Brawl Match. The host of a Brawl Match has to allow opponents, not in his general vicinity, to join his Match via the internet through their mobile device utilizing 4GLTE/5G mobile broadband networks or Wifi.

USE OF INVENTORY

Every player will have a Gym Bag that functions as your inventory storage for keeping your non-fungible F!GHTPROOF Player Cards such as items, weapons, and power-ups, that you find within the map or purchased in online markets like Opensea.io, in a safe place to use at a later time. Your Gym Bag is limited in space but can be upgraded to carry more cards at a cost of TKO tokens. Your Gym Bag is basically an ERC721/ERC1155 digital asset only wallet. It can be accessed on both a mobile device and any web browser by visiting the player's Dashboard located on our official website <https://dashboard.fightproof.io>.



BRAWLER CONTRACT

These are the most important of all contracts in the game. Each individual F!GHTPROOF Player Card that represents a Fighter Character shall include what we call a Brawler Contract. These contract can be used to sign new fighters you find, while out using the location-based map, to your Roster. The Brawler Contract would not only include the fighter character, but all of the skills & tactics knowledge, weapons, and any other upgrades that a player had acquired for that specific fighter. Each player has only 5 slots in their Fight Club Roster to store the fighters they choose to play with. The rest must be stored away in an ERC721 compatible wallet. That information is labeled within the contract along with the owner's wallet address and synced with the blockchain. In doing so, represents proof-of-true ownership for the specific fighter card so you can't mix them up. Simply put, each unique Brawler Contract (smart contract) is attached to a single fighter card (ERC721) and can be sold or traded on the Black Market and other similar Non-Fungible marketplaces.

UPGRADE A FIGHTER

Fight To survive a Brawl Match with a Stronger opponent, players can upgrade their fighter with certain F!GHTPROOF Players' Cards in the areas of Skills & Tactics (Knowledge), Weapons (Defense), and other PowerUps.

In order for a player's fighter to use a new weapon they acquired, the fighter must learn all corresponding Skills & Tactics to that class of weapon. This comes along visually, with new animations representing such weapon skills & tactics learned.

YOUR FIRST MATCH [TRAINING]

A player's first Brawl Match will be fought against an AI opponent before the game unlocks to allow the player to host or join a live Brawl Match. This is to allow the player to have time to learn the controls and gain a tiny bit of TKO tokens to deposit into the pot of their first live Brawl Match.

PLAYER VS PLAYER AND A.I. PRACTICE MATCHES

During training, a player will fight an easy artificial Intelligence opponent in a single round with the option to replay as many times as they would like to in order to get use to the controls or to practice moves. Most important, any and all training sessions fought will not effect a player's Leaderboard points or their fighters' experience points. This training session option can also be accessed from the Brawl Match menu anytime after the first initial go around by selecting "Training" from drop down menu. No matter if the player wins or loses, they will receive 10 TKO tokens for participating. They can come back and fight the AI at any time but only the winner is rewarded the TKO tokens. The amount of TKO tokens a winner will receive when fighting an A.I. opponent will be decided by the developers and will vary from season to season. In the future, the amount will be decided by the community through a vote; governance.

TKO TOKENS & DIGITAL ASSET OWNERSHIP

The TKO token is a utility token and a form of in-game virtual currency. In the future it will also become a governance token allowing the community to vote on certain features such as the amount of TKO tokens to be awarded to a winning player during A.I. opponent Brawl Matches. The TKO token is the life blood of F!GHTPROOF. It is used as an in-game virtual currency to purchase a fighter character's power-ups, weapons, Skills & Tactics Knowledge and other fight attributes that make a fighter unique to the player and the game. The TKO token is also used in Brawl Match Pot as an incentive to entice players to deposit their TKO tokens with the hope of winning the whole pot. In order to join a player's hosted Brawl Match and challenge their fighter to a "winner takes all" fight, the opponent must match the host's pot with either the same amount of TKO tokens the host has deposited or an equivalent in value, non-fungible item. The item must be accepted by the other party to be allowed to take the place of TKO tokens thus unlocking the Brawl Match allowing it to begin. The winner of the Brawl Match shall receive the entire pot or Bounty of TKO tokens. The PvP betting style differs greatly from our in-game, single player campaign.

PRE-RELEASE

The TKO token can easily be acquired in many different ways, prior to the official release of F!GHTPROOF. The first way to acquire TKO tokens is during one of our Private Sale rounds where TKO shall be at a discount for purchase. Thereafter, with the completion of the Private Sale Rounds, we shall deposit with a 6-month liquidity lock, 25 Million TKO tokens onto Uniswap to be available for purchase. To accompany our Uniswap deposit and lock, we will be launching our Tap-Out Staking platform at the same time. Player's can actively stake their TKO tokens during the 6-month liquidity lock to gain even more TKO tokens before the official release of F!GHTPROOF. Each season, for a period of 6 months, we shall give access to our Tap-Out Staking platform with extraordiany APY! But thats not all, after the unlock of liquidity, we will be using 60% of that ETH to buy back our TKO tokens from exchanges at marketprice - raising the value of TKO.

POST-RELEASE

After the official release of F!GHTPROOF, even more ways to get your hands on tons of TKO tokens emerged! Most of these new outlets have to do within the game itself! Besides the given option to purchase TKO tokens within a player's Dashboard becoming available (accessible by visiting the official website of F!GHTPROOF www.fightproof.io), Players now have a more exciting way to acquire TKO tokens while in-game! Players now have the option to wager against one another! This has yet to be done by any other blockchain mobile game and it puts us on the forefront! But wait there's more, players can not only wager any amount of TKO they choose to deposit into the pot that their opponent must match but also their opponent has the added option of choice! They can choose to match the host's TKO wager deposit with their own TKO wager deposit OR they can choose to offer a non-fungible that is equivalent in value to the host's wagered deposit. Ultimately, in the end it is up to the host to accept the non-fungible wager deposit in Lou of TKO tokens. But imagine the prizes options! But wait, there is even more to get excited about when we talk about forefront... There are ways to acquire TKO without having to even participate within the Brawl Match itself. Players can also join in any open Brawl Match as a Spectator and also have the option to wager against other spectators on the specific Brawl Match they are overseeing! What if I don't want to watch the Brawl Match live but I still want to get into the wagering action? Players can also do just that, its called OverWatch. With OverWatch, players can wager on specific Brawl Matches without having to even join them. That means the an OverWatch player can even wager on multiple Brawl Matches at once! There are two different wagering options when it comes to OverWatch. They can either wager on the entire outcome of the Brawl Match as a whole by guessing the winner or have the option of many different minor outcomes involving Action Points (AP) they can wager on like the number of punches that a player has thrown and made contact on or the amount of positive counter block accomplished by the opponent. This is just to name a few. To learn more about Action Points (AP), refer to the next section labeled Action Points.



ACTION POINTS [AP]

When referring to Action Points (AP), these points are described as all the moves a player makes during a Brawl Match that are recorded individually, and in order of execution, onto the blockchain. For example, Player A throws the first punch in round one. This action move is registered on the blockchain by label: AP#1_+1_Punch_Nickname.

AP	#1	+1	Punch	Nickname
<i>Action Point</i>	<i>Order of execution</i>	<i>Point given or subtracted or neutral</i>	<i>move executed</i>	<i>Name of Player</i>

Directly after AP#1_+1_Punch_Nickname, Player B counters Player A's punch with a Block but fails - giving Player A one point and taking a percent of life from Player B's Life Bar. This action move in the form of a counter block is registered on the blockchain and labeled as: AP#2_-1_Block_Nickname. At the end of each round, three rounds total per Brawl Match, all Action Points recorded for that round are then bunched into a single block onto the blockchain. This is done so that there isn't a ton of blocks that must be mines in order for a single Brawl Match to be recorded onto the blockchain. This may change in the future for a process that would be even more economical.



CHARACTER CUSTOMIZATION & ROSTER MANAGEMENT

In F!GHTPROOF, the player will receive their first pack of F!GHTPROOF Players Cards for free. It will contain: 1 random Fighter card, 2 Power-Up cards, 1 Weapon card, and a small amount of TKO tokens. We plan to allow full fighter character customization in the future. A player will have the option to completely customize a fighter character's physical appearance, fighting attributes, and weapon inventory to their liking by spending TKO tokens in either the Urban Outfitter, the Corner Gym, Fight Club, or the Black Market. Thanks to the blockchain technology, all fighter characters, in their entirety, can never be destroyed and will be the sole property of the player unless ownership is traded, exchanged, or sold to another player.



A virtual clothing and accessories store (location to purchase specialized cards) located in the game world can be easily accessed by viewing your in-game Map and traveling to the store's location in the real world utilizing a player's mobile device's GPS and Google Maps.

Corner Gyms are virtual character training grounds that have been randomly placed over gym locations within the real-world. The Corner Gym is only accessible by physically traveling to one of the listed locations which have been mapped out in-game utilizing Google Maps and your mobile device's GPS. The Corner Gym is used to upgrade your fight character's skills such as learning new kicks and punches which do more damage to your opponent. A player must enroll, or stake, their ERC721 Fighter for a 24 hour period. After the allotted staking time has ended, the player can collect their newly minted and upgraded ERC721 NFT fighter.



The Fight Club can also function as a Guild. If the player is part of a Fight Club, they can combine with other players to allow the option to borrow one of the five fighter characters in the Fight Club Roster belonging to another player who is also part of that clan. Anyone can create their own Fight Club Clan. Players in the same Fight Club Clan can share TKO and other resources with all members. They can open up a Fight Club TKO Fund which would allow any member to withdraw TKO to use in upgrading their fighters, etc.

A virtual peer-to-peer market where players can sell their Brawler Contracts and other items, attributes, and resources to one another. This is also the only place to purchase weapons to use in your Brawl Matches.

BLACK MARKET

MATCH SELECT

A player is brought to the Match selection screen when they starts the game and select the Multiplayer option. Match selection screen labels all of the Web Join Brawl Matches that are available to join as well as the option to create and host your own Brawl Match. A player can also access the Wager tab from within this screen.



WAGERING

Players have the option to wager TKO tokens and/or digital assets of equal value within F!GHTPROOF. More information can be found on wagering by viewing the Monetization section within this White Paper or by visiting the Wager tab within the Brawl Match selection screen under Multiplayer.



SMART OPTIONS CONTRACTS & HOST

The many laws of our hybrid blockchain game, F!GHTPROOF, are governed by smart contracts to further prevent cheating and game manipulation. However, the main goal of a smart contract within F!GHTPROOF is to function as not only a match "Referee", keeping track of points accumulated or lost by a player during a fight, but also as the match "Cashier", who is to collect and also pay out the TKO tokens wagered by the fighters. A few things must happen in order for a match to begin thus allowing two players to battle it out. A single smart contract is key in these matters. First, a player must configure the match using the available host menu options to set the following:

**TKO token amount required to "match" the host's wager.*

**The minimum level of fighter able to join (automatic).*

**Environment or level location*

**Schedule a time and date that the Brawl Match is to begin.*

**If the match will be public or if the match will be private and by invite only.*

Secondly, in order for a Brawl Match to begin is for both the opponents to deposit their required TKO tokens into the smart contract of that specific match. Which can easily be accomplished with a single press of the deposit button located within the match waiting room. The deposit functions the exact same way one would deposit Ethereum into an Ethereum ICO contract but in a much more simplified manner. We chose to go this route instead of the familiar "copy and paste" of the contract address into the recipient address field of our in-game wallet. Just that simple change alone can save accidents waiting to happen. The final check that the host menu options are set and the TKO is deposited into the pot, then the smart contract is executed and put into effect by clicking on the **Finalize Match** button.

GAME DATA STORAGE

F!GHTPROOF game database and users' data is divided among a player's mobile device local storage and for the time being, our hybrid central server running BloXroute, until we can establish full decentralization without latency issues. For more information on BloXroute, a Blockchain Distribution Network (BDN), please review the section **Hybrid Blockchain: BloXroute**. Once established, our F!GHTnode servers will be interacting via the Inter-Planetary File System or establishing our very own similar network. Which location each bit of data is stored will depends on what that data entails: personal, private, or public data.

NETWORK CONNECTIVITY

WIFI, 4G/LTE, 5G, WIFI DIRECT

F!GHTPROOF will utilize four or more internet connection outlets of a player's mobile smart phone to connect them with other players online. Those connective functions are: WIFI, 4G/4GLTE, 5G, Wi-Fi, Wi-Fi Direct and maybe in the future we could make use for a Mesh Network connection.

Internet is needed to connect players, via multiplayer, to one another so they can battle each other in Brawl Matches for TKO tokens. Internet is also needed to connect F!GHTPROOF to the blockchain in order to keep the Score Book up-to-date and to prevent cheating. Basically, the internet is needed so that F!GHTPROOF can run correctly. The only thing that the internet is not needed for within F!GHTPROOF is its Single Player Campaign. Although, when a player first downloads and starts F!GHTPROOF, they will need to connect to the internet once in order to download the rest of the game files as what is downloaded from the app store is an installer file. An installer file is uploaded to the app store because the actual size of F!GHTPROOF is quite large in comparison to the average file size of all applications on the app store directly.

There are different use cases for certain connections when it comes to game mechanics. The mobile data network (4G/4GLTE/5G) and Wi-Fi are used for connecting players who live all over the world while the connections of Wi-Fi Direct and a Mesh Network would be used for the connection local players who are in proximity from one another and who do not mind not having their Brawl Match data added to the Advanced Match Explorer right away.

The option to connect players all over the world allows for more opportunity to participate in or wager on more Brawl Matches, form larger Fight Club Clans, or to ultimately obtain more TKO tokens that a player could if they only had access to local matches in proximity. This keeps a game play constant and ever growing and expanding with a new player base daily.

To connect locally over Wi-Fi Direct or a Mesh Network is used when a reliable internet connection is not available or when a challenge or its wager becomes more personal. For example, to have Brawl Matches with friends where winner not only gets the pot of TKO tokens but also must play for the round of beers tonight!

PARTNERS

We are looking to partner with a few companies and projects that have the same feel or direction as F!GHTPROOF. Partners who we can both benefit from each other's work. We would like to partner with IPFS and Unity for starters.

BOUNTY & AIRDROP INFORMATION

We will be releasing Bounty and Airdrop instructions soon. Keep an eye on our Telegram channel.
<https://t.me/fightproofgame>

LOCAL DEVICE STORAGE

Data that is stored within a player's local storage on their mobile device is that of the game engine core database, maps, base models, sprites, textures, sounds, and anything else that is visual and that could have an adverse effect of fps or frames per second. That last thing our game would need would be lag. Within the locally stored database would be a few much needed API protocols that would connect the local database with the blockchain, its Score Book, and a player's more larger game files. Large game files would include customized fighter models, fighter and weapon skins, player avatar patches and the many Fight Club Clan flags that will be stored on the F!GHTnodes servers running within the Inter-Planetary File System or IPFS.

INTER-PLANETARY FILE SYSTEM (IPFS)

The Inter-Planetary File System (IPFS) is a hypermedia distribution protocol created to make the web faster, safer, and more open. The IPFS is designed to provide a decentralized alternative to the current http protocol that is not only censorship resistant but also faster download speeds and more efficient network. IPFS is a peer-to-peer network run by multiple nodes that store files that are submitted to the network and given a unique cryptographic hash. Each unique cryptographic hash allows the IPFS network to automatically delete duplicates and track version history for every file stored within any of its nodes. That data is also time stamped using blockchain technology and then stored on its decentralized distributed ledger in order to be referenced back at any point in time.

This creates a sort of beneficial relationship between the IPFS and blockchain technology. Since blockchain technology is not fit to store large amounts of data, the IPFS will be used by F!GHTPROOF's blockchain or "score book" to record and display its publicly accessible databases of PvP fight Match history and many other kinds of in-game numerical data content. Historic versioning prevents information from being easily erased.

In order for a player to see their opponents customized fight character, a certain specific player model, texture, and animation files must be downloaded onto all other players' devices. Each and every time a player connects to a new Brawl Match, they must download a few character customization files from the F!GHTnodes storing them (This also applies to all Spectators of any Brawl Match). This must be done in order for other players to view your custom fighter model. Without that model being downloaded onto the opponents mobile device, they would just see a base model of a fighter model, one in which has yet to be customized. The same goes for any and all customized game material. However, to save space on a players' local device storage, those character files will be downloaded to the users' temp folder so that they can be deleted after the Brawl Match is completed or after exiting the game application.



Chief Executive Officer CEO - Joseph Fossum-Perez: Game Designer



Data Protection Officer- Austin Metcalf: International Affairs



Android Developer - Darren Rockwell: Programmer (Android OS)



Marketing - Holly Evans: Social Media Manager

