

VIRAL VIND STUDIOS PRESENT



WHITEPAPER



#AreYouTheGangsta

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TABLE OF CONTENT

- 01 - THE VISION**
- 02 - THE CITY (SAN FRANCISCO)**
 - 02 (a) - CASTRO DISTRICT**
 - 02 (b) - CHINA TOWN**
 - 02 (c) - FISHERMAN'S WHARF**
 - 02 (d) - HAIGHT ASHBURY**
 - 02 (e) - RUSSIAN HILL**
- 03 - THE CHARACTERS**
- 04 - THE GRAND**
- 05 - THE POLICE FORCE**
- 06 - THE MODES**
- 07 - QUEST**
- 08 - TOURNAMENTS**
- 09 - BATTLE ROYAL**
- 10 - THE PATCHES**
- 11 - WEAPONS**
- 12 - AMMUNITION**
- 13 - TRANSPORT**
- 14 - LAND**
- 15 - GAME PLAY**
- 16 - MECHANICS**
- 17 - CROSS PLATFORM WALLET**
- 18 - PLAY-2-MINE**
- 19 - ECONOMICS**
- 20 - DEVELOPMENT**
- 21 - THE STUDIO**
- 22 - ROADMAP**
- 23 - TEAM AND PARTNERS**

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



WALLET SOLUTION

GAMERS CAN USE IT LIKE ANY WEB2 APP

There will be a revolutionary integrated DeFi wallet that eases the transition from WEB2 to WEB3.

Along with a system where transactions are bulked and you don't have to pause the game to sign for the transaction, You can wait until you finish the match and then sign in for all pending transactions at once.

Cross-Chain Wallet with SDKs for all major gaming engines.

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

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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

15+ SKEWED
Towards a male audience

DON'T LET PEOPLE
KNOW TOO MUCH
ABOUT YOU!



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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

NO 123

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.

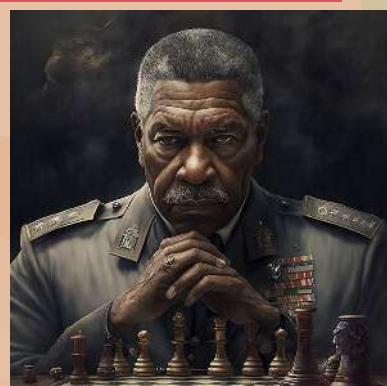
Oh, and plenty of protests to join, too.

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

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).

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.

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

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.'

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.

Details about the people who live, work and 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

WEDNESDAY 29 MARCH 1950

NO 123

A neighborhood that played a significant role in shaping San Francisco's counterculture 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 countercultural 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

PRICE \$1.95

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. 2205 | 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

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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

WEDNESDAY 29 MARCH 1950

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



BATTLE ROYALE

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.



BATTLE ROYALE

VOL 00003

WEDNESDAY 29 MARCH 1950

NO 123

LAST-MAN-STANDING

Classic survival mode that offers a similar game experience to PUBG but with more exciting maps and, again, the ability to mine2earn, form, and break alliances, and increase your hash rate the longer you stay alive!

100 people Battle Royal Experience in Mobile gaming With Different maps and weapons with abilities to use C-4s as well where you can blow up building if you feel enemies are hiding there.

Battle Royal Mode will Allow you to play 5 vs All, 1 Vs All. You can also make friends and play with them in the game.

WWW.GRANDGANGSTACITY.COM

**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:

To include -
Guns
Rocket Launchers
Crossbow
Slingshot

MELEE:

To include -
Knives
Clubs
Swords
Baseball
Bat

BOMBS:

C4s
Grenades

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AMMUNITION

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| 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 -

Headquarters
Factories
Properties
Advertising Billboards

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THE GAMEPLAY

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CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

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

Vol. 2205

No. 92

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

CROSS-PLATFORM WALLET

Vol. 2205

No. 92

3¢

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

HOW TO PAY?

Hassle free wallet ecosystem for the gamers.

OBJECTIVE:

An all-encompassing defi wallet with an NFT ecosystem to utilize within this and other games, there by removing the barrier to entry many players face with traditional Web3 games. Essentially comprised of an SDK solution to work across many titles, our cross-platform wallet will be simple for WEB2 gamers.

IMPLEMENTATION:

Users can easily register and use the wallet using seed phrases or passwords and then be sent an email with their OTP or Mobile number for easy access. Users will gain full access to re-generate seed phrases and other sign in options. Users will also be able to add otp's on withdrawal to minimize the risk of a hack.

SUPPORT:

A Non Custodial wallet will support all Major Chains with providing safe, fast and reliable experience to users with minimizing the risk of hacks, lost Seed phrases and bad UI/UX

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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

WALLETS

NFT PATCHES

NFTS

TOURNAMENTS

GGC

WALLETS

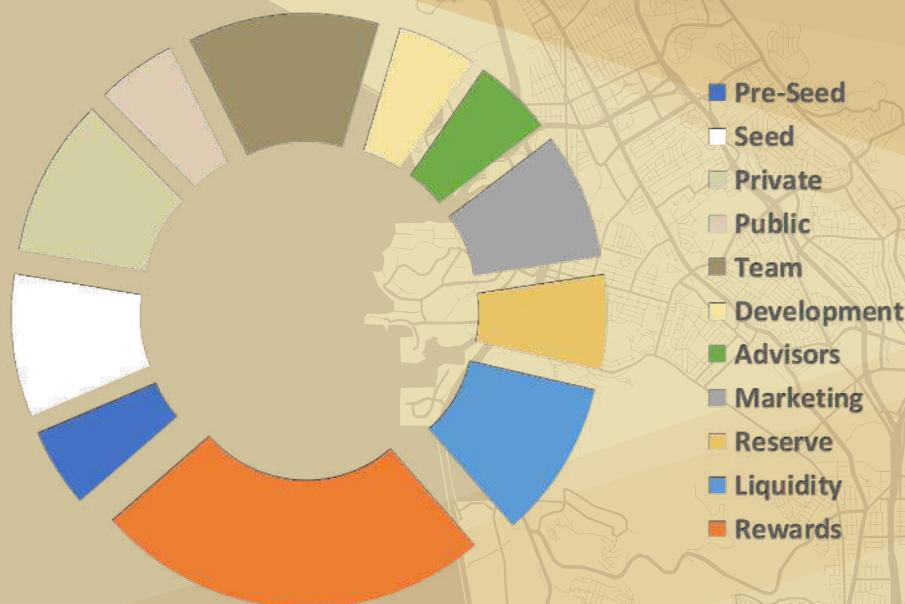
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THE \$GGC TOKEN

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921



Investment Round	Price Per Token	Discount to TGE Price	Amount of Tokens	Allocation of Total Supply	Raise Amount	Valuation	IDO x
PRE-SEED	\$0.007	61%	50,000,000	5.00%	\$350,000	\$7,000,000	2.57
SEED	\$0.009	50%	90,000,000	9.00%	\$810,000	\$9,000,000	2.00
PRIVATE	\$0.012	33%	100,000,000	10.00%	\$1,200,000	\$12,000,000	1.50
PUBLIC	\$0.018	-	50,000,000	5.00%	\$900,000	\$18,000,000	1.00
TOTAL	-	-	290,000,000	29.00%	\$3,260,000	-	-

Allocation	% of Total Supply	Amount of tokens	TGE % of allocation	% of supply unlocked at TGE	Cliff (in months)	Vesting (in months)	Total vesting (in months)
PRE-SEED	5.00%	14,500,000	2%	0.10%	3	18	21
SEED	9.00%	26,100,000	2%	0.18%	3	18	21
PRIVATE	10.00%	29,100,000	3%	0.30%	2	16	18
PUBLIC	5.00%	14,500,000	10%	0.50%	0	8	8
TEAM	12.00%	34,500,000	0%	0.00%	6	36	42
DEVELOPMENT	5.00%	14,500,000	0%	0.00%	6	36	42
ADVISORS	5.00%	14,500,000	5%	0.25%	3	33	36
MARKETING	8.00%	22,500,000	3%	0.24%	3	48	51
RESERVE	6.00%	17,100,000	0%	0.00%	8	64	72
LIQUIDITY	10.00%	28,500,000	15%	1.5%	0	24	24
Rewards	25.00%	70,500,000	0.1%	0.3%	0	72	72

INITIAL MARKET CAP W/O LIQUIDITY: \$287,100

THE \$GGC TOKEN

Vol. 2205

No. 92

3¢

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

CIRCULATING SUPPLY

Month	Pre-Seed	Seed	Private	Public	Team	Advisors	Marketing	Reserve	Liquidity	Rewards	Development	Circulating Supply	Circulating Supply % (to max supply)
TGE	1,000,000	1,800,000	3,000,000	5,000,000	0	2,500,000	2,400,000	0	15,000,000	250,000	0	30,950,000	3.10%
Month 1	1,000,000	1,800,000	3,000,000	10,625,000	0	2,500,000	2,400,000	0	18,541,667	3,718,750	0	43,585,417	4.36%
Month 2	1,000,000	1,800,000	3,000,000	16,250,000	0	2,500,000	2,400,000	0	22,083,333	7,187,500	0	56,220,833	5.62%
Month 3	1,000,000	1,800,000	9,062,500	21,875,000	0	2,500,000	2,400,000	0	25,625,000	10,656,250	0	74,918,750	7.49%
Month 4	3,722,222	6,700,000	15,125,000	27,500,000	0	3,939,394	4,016,667	0	29,166,667	14,125,000	0	104,294,949	10.43%
Month 5	6,444,444	11,600,000	21,187,500	33,125,000	0	5,378,788	5,633,333	0	32,708,333	17,593,750	0	133,671,149	13.37%
Month 6	9,166,667	16,500,000	27,250,000	38,750,000	0	6,818,182	7,250,000	0	36,250,000	21,062,500	0	163,047,348	16.30%
Month 7	11,888,889	21,400,000	33,312,500	44,375,000	3,333,333	8,257,576	8,866,667	0	39,791,667	24,531,250	1,388,889	197,145,770	19.71%
Month 8	14,611,111	26,300,000	39,375,000	50,000,000	6,666,667	9,696,970	10,483,333	0	43,333,333	28,000,000	2,777,778	231,244,192	23.12%
Month 9	17,333,333	31,200,000	45,437,500	50,000,000	10,000,000	11,136,364	12,100,000	937,500	46,875,000	31,468,750	4,166,667	260,655,114	26.07%
Month 10	20,055,556	36,100,000	51,500,000	50,000,000	13,333,333	12,575,758	13,716,667	1,875,000	50,416,667	34,937,500	5,555,556	290,066,035	29.01%
Month 11	22,777,778	41,000,000	57,562,500	50,000,000	16,666,667	14,015,152	15,333,333	2,812,500	53,958,333	38,406,250	6,944,444	319,476,957	31.95%
Month 12	25,500,000	45,900,000	63,625,000	50,000,000	20,000,000	15,454,545	16,950,000	3,750,000	57,500,000	41,875,000	8,333,333	348,887,879	34.89%
Month 13	28,222,222	50,800,000	69,687,500	50,000,000	23,333,333	16,893,939	18,566,667	4,687,500	61,041,667	45,343,750	9,722,222	378,298,801	37.83%
Month 14	30,944,444	55,700,000	75,750,000	50,000,000	26,666,667	18,333,333	20,183,333	5,625,000	64,583,333	48,812,500	11,111,111	407,709,722	40.77%
Month 15	33,666,667	60,600,000	81,812,500	50,000,000	30,000,000	19,772,727	21,800,000	6,562,500	68,125,000	52,281,250	12,500,000	437,120,644	43.71%
Month 16	36,388,889	65,500,000	87,875,000	50,000,000	33,333,333	21,212,121	23,416,667	7,500,000	71,666,667	55,750,000	13,888,889	466,531,566	46.65%
Month 17	39,111,111	70,400,000	93,937,500	50,000,000	36,666,667	22,651,515	25,033,333	8,437,500	75,208,333	59,218,750	15,277,778	495,942,487	49.59%
Month 18	41,833,333	75,300,000	100,000,000	50,000,000	40,000,000	24,090,909	26,650,000	9,375,000	78,750,000	62,687,500	16,666,667	525,353,409	52.54%
Month 19	44,555,556	80,200,000	100,000,000	50,000,000	43,333,333	25,530,303	28,266,667	10,312,500	82,291,667	66,156,250	18,055,556	548,701,831	54.87%
Month 20	47,277,778	85,100,000	100,000,000	50,000,000	46,666,667	26,969,697	29,883,333	11,250,000	85,833,333	69,625,000	19,444,444	572,050,253	57.21%
Month 21	50,000,000	90,000,000	100,000,000	50,000,000	50,000,000	28,409,091	31,500,000	12,187,500	89,375,000	73,093,750	20,833,333	595,398,674	59.54%
Month 22	50,000,000	90,000,000	100,000,000	50,000,000	53,333,333	29,848,485	33,116,667	13,125,000	92,916,667	76,562,500	22,222,222	611,124,874	61.11%
Month 23	50,000,000	90,000,000	100,000,000	50,000,000	56,666,667	31,287,879	34,733,333	14,062,500	96,458,333	80,031,250	23,611,111	626,851,073	62.69%
Month 24	50,000,000	90,000,000	100,000,000	50,000,000	60,000,000	32,727,273	36,350,000	15,000,000	100,000,000	83,500,000	25,000,000	642,577,273	64.26%
Month 25	50,000,000	90,000,000	100,000,000	50,000,000	63,333,333	34,166,667	37,966,667	15,937,500	100,000,000	86,968,750	26,388,889	654,761,806	65.48%
Month 26	50,000,000	90,000,000	100,000,000	50,000,000	66,666,667	35,606,061	39,583,333	16,875,000	100,000,000	90,437,500	27,777,778	666,946,338	66.69%
Month 27	50,000,000	90,000,000	100,000,000	50,000,000	70,000,000	37,045,455	41,200,000	17,812,500	100,000,000	93,906,250	29,166,667	679,130,871	67.91%
Month 28	50,000,000	90,000,000	100,000,000	50,000,000	73,333,333	38,484,848	42,816,667	18,750,000	100,000,000	97,375,000	30,555,556	691,315,404	69.13%
Month 29	50,000,000	90,000,000	100,000,000	50,000,000	76,666,667	39,924,242	44,433,333	19,687,500	100,000,000	100,843,750	31,944,444	703,499,937	70.35%
Month 30	50,000,000	90,000,000	100,000,000	50,000,000	80,000,000	41,363,636	46,050,000	20,625,000	100,000,000	104,312,500	33,333,333	715,684,470	71.57%
Month 31	50,000,000	90,000,000	100,000,000	50,000,000	83,333,333	42,803,030	47,666,667	21,562,500	100,000,000	107,781,250	34,722,222	727,869,003	72.79%
Month 32	50,000,000	90,000,000	100,000,000	50,000,000	86,666,667	44,242,424	49,283,333	22,500,000	100,000,000	111,250,000	36,111,111	740,053,535	74.01%
Month 33	50,000,000	90,000,000	100,000,000	50,000,000	90,000,000	45,681,818	50,900,000	23,437,500	100,000,000	114,718,750	37,500,000	752,238,068	75.22%
Month 34	50,000,000	90,000,000	100,000,000	50,000,000	93,333,333	47,121,212	52,516,667	24,375,000	100,000,000	118,187,500	38,888,889	764,422,601	76.44%
Month 35	50,000,000	90,000,000	100,000,000	50,000,000	96,666,667	48,560,606	54,133,333	25,312,500	100,000,000	121,656,250	40,277,778	776,607,134	77.66%
Month 36	50,000,000	90,000,000	100,000,000	50,000,000	100,000,000	50,000,000	55,750,000	26,250,000	100,000,000	125,125,000	41,666,667	788,791,667	78.88%
Month 37	50,000,000	90,000,000	100,000,000	50,000,000	103,333,333	50,000,000	57,366,667	27,187,500	100,000,000	128,593,750	43,055,556	799,536,806	79.95%
Month 38	50,000,000	90,000,000	100,000,000	50,000,000	106,666,667	50,000,000	58,983,333	28,125,000	100,000,000	132,062,500	44,444,444	810,281,944	81.03%
Month 39	50,000,000	90,000,000	100,000,000	50,000,000	110,000,000	50,000,000	60,600,000	29,062,500	100,000,000	135,531,250	45,833,333	821,027,083	82.10%
Month 40	50,000,000	90,000,000	100,000,000	50,000,000	113,333,333	50,000,000	62,216,667	30,000,000	100,000,000	139,000,000	47,222,222	831,772,222	83.18%

THE \$GGC TOKEN

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

CIRCULATING SUPPLY

Month	Pre-Seed	Seed	Private	Public	Team	Advisors	Marketing	Reserve	Liquidity	Rewards	Development	Circulating Supply	Circulating Supply % (to max supply)
Month 41	50,000,000	90,000,000	100,000,000	50,000,000	116,666,667	50,000,000	63,833,333	30,937,500	100,000,000	142,468,750	48,611,111	842,517,361	84.25%
Month 42	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	65,450,000	31,875,000	100,000,000	145,937,500	50,000,000	853,262,500	85.33%
Month 43	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	67,066,667	32,812,500	100,000,000	149,406,250	50,000,000	859,285,417	85.93%
Month 44	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	68,683,333	33,750,000	100,000,000	152,875,000	50,000,000	865,308,333	86.53%
Month 45	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	70,300,000	34,687,500	100,000,000	156,343,750	50,000,000	871,331,250	87.13%
Month 46	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	71,916,667	35,625,000	100,000,000	159,812,500	50,000,000	877,354,167	87.74%
Month 47	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	73,533,333	36,562,500	100,000,000	163,281,250	50,000,000	883,377,083	88.34%
Month 48	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	75,150,000	37,500,000	100,000,000	166,750,000	50,000,000	889,400,000	88.94%
Month 49	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	76,766,667	38,437,500	100,000,000	170,218,750	50,000,000	895,422,917	89.54%
Month 50	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	78,383,333	39,375,000	100,000,000	173,687,500	50,000,000	901,445,833	90.14%
Month 51	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	40,312,500	100,000,000	177,156,250	50,000,000	907,468,750	90.75%
Month 52	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	41,250,000	100,000,000	180,625,000	50,000,000	911,875,000	91.19%
Month 53	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	42,187,500	100,000,000	184,093,750	50,000,000	916,281,250	91.63%
Month 54	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	43,125,000	100,000,000	187,562,500	50,000,000	920,687,500	92.07%
Month 55	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	44,062,500	100,000,000	191,031,250	50,000,000	925,093,750	92.51%
Month 56	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	45,000,000	100,000,000	194,500,000	50,000,000	929,500,000	92.95%
Month 57	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	45,937,500	100,000,000	197,968,750	50,000,000	933,906,250	93.39%
Month 58	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	46,875,000	100,000,000	201,437,500	50,000,000	938,312,500	93.83%
Month 59	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	47,812,500	100,000,000	204,906,250	50,000,000	942,718,750	94.27%
Month 60	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	48,750,000	100,000,000	208,375,000	50,000,000	947,125,000	94.71%
Month 61	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	49,687,500	100,000,000	211,843,750	50,000,000	951,531,250	95.15%
Month 62	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	50,625,000	100,000,000	215,312,500	50,000,000	955,937,500	95.59%
Month 63	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	51,562,500	100,000,000	218,781,250	50,000,000	960,343,750	96.03%
Month 64	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	52,500,000	100,000,000	222,250,000	50,000,000	964,750,000	96.47%
Month 65	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	53,437,500	100,000,000	225,718,750	50,000,000	969,156,250	96.92%
Month 66	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	54,375,000	100,000,000	229,187,500	50,000,000	973,562,500	97.36%
Month 67	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	55,312,500	100,000,000	232,656,250	50,000,000	977,968,750	97.80%
Month 68	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	56,250,000	100,000,000	236,125,000	50,000,000	982,375,000	98.24%
Month 69	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	57,187,500	100,000,000	239,593,750	50,000,000	986,781,250	98.68%
Month 70	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	58,125,000	100,000,000	243,062,500	50,000,000	991,187,500	99.12%
Month 71	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	59,062,500	100,000,000	246,531,250	50,000,000	995,593,750	99.56%
Month 72	50,000,000	90,000,000	100,000,000	50,000,000	120,000,000	50,000,000	80,000,000	60,000,000	100,000,000	250,000,000	50,000,000	1,000,000,000	100.00%

THE WALLET

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

BE YOUR OWN BANK



We are developing a bespoke wallet solution to ensure security and cross-platform functionality

HOW THE WALLET CAN PROVIDE SECURITY TO USERS

A non-custodial Wallet, 'Tribal Wallet,' allows the full authority of your funds at all times. With the ability to generate new seed phrases, you never need to fear being locked out of your account.

You can also add Google Authentication for withdrawals, so you retain full control and can retrieve your wallet via email. In the unlikely event, you get hacked, no one can withdraw funds without Google Authentication.

**With our Wallet We Change the Statement,
Not your Seed Phrase, not your Funds.**

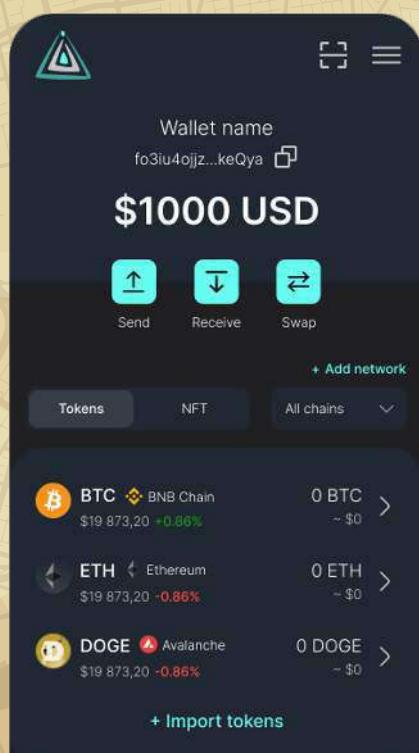
BREAKING NEWS



Seth Thomas, a programmer in San Francisco, spent \$1,000 Bitcoin that he cannot retrieve because he lost his password to his digital wallet. (Brett Coomer/The New York Times)

**Lost Passwords Lock
Millionaires Out of Their
Bitcoin Fortunes**

**NEVER LOOSE
YOUR CRYPTO
BECAUSE OF LOST
SEED PHRASES.**



- The wallet is also an SDK solution for all games which they can easily add to their game and have an In-game Wallet.
- We also focus on corporate companies who can use our wallets and have additional features like Multi-Sign.
- Doing Multiple transactions in one click, or airdropping holders.
- We allow people to add address and amount on excel file from which the transactions can be done accordingly.
- Like sending salaries to multiple people just by one click.

ONE WALLET FOR EVERYONE
GAMERS - TRADERS - HOLDERS - DAOS - CORPORATIONS

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SECURITY

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

HOW SECURITY IS ENSURED DURING TRANSACTION?

Include encryption, tokenization, and 2-FA authentication for security.

STEP 01

The site sends a request to the wallet to complete the transaction

STEP 02

The wallet ask user wether to confirm this transaction

STEP 03

The wallet send request to the backend

STEP 04

The backend signs the transaction

STEP 05

Operation completed

01

GOOGLE AUTHENTICATOR SECURITY

03

WALLET BACKEND INTERACTIONS

02

CHECKING WALLET TRANSACTIONS

04

WALLET TIE WITH BACKEND

05

COMMUNICATION OF DECENTRALIZED APPLICATIONS

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SECURITY

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921



GOOGLE AUTH SECURITY

Google Authenticator is a software-based authenticator by Google that implements two-step verification services using the Time-based One-time Password Algorithm

(TOTP; specified in RFC 6238) and HMAC-based One-time Password algorithm (HOTP; specified in RFC 4226), for authenticating users of software applications.



EMAIL AUTHENTICATION

With this method, you need to store data on your server, which hackers can hack and get user data and steal tokens from the wallet



GOOGLE AUTHENTICATOR

Google takes responsibility for the security of users and stores all data on its own secure servers that hackers cannot access with this kind of two-factor authentication, mere knowledge of username and password is insufficient to break into a user's account

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DEVELOPMENT

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921

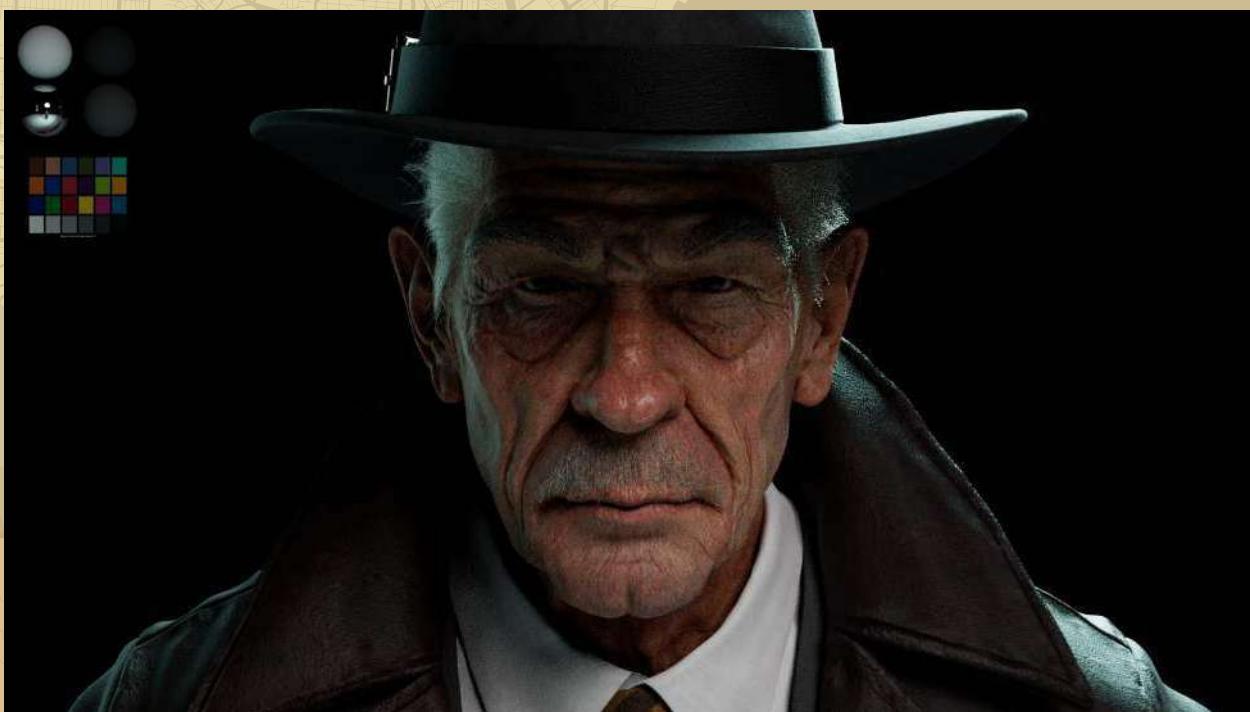
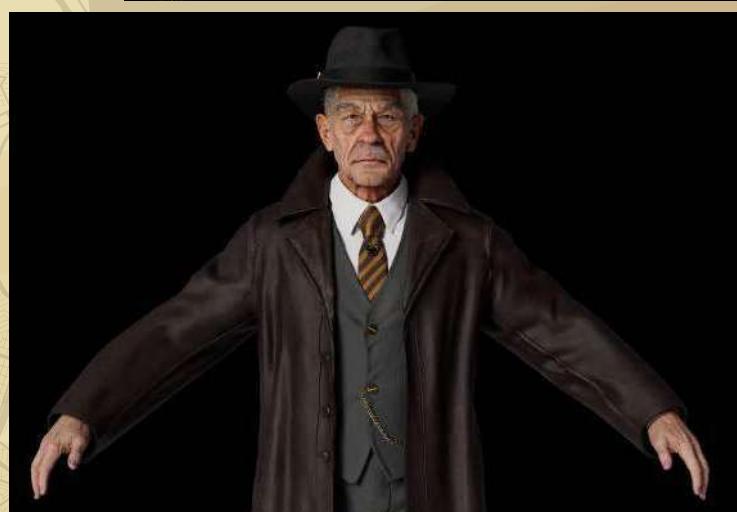


Grandmaster



Grandmaster

Concept Art



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DEVELOPMENT

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921



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DEVELOPMENT

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921



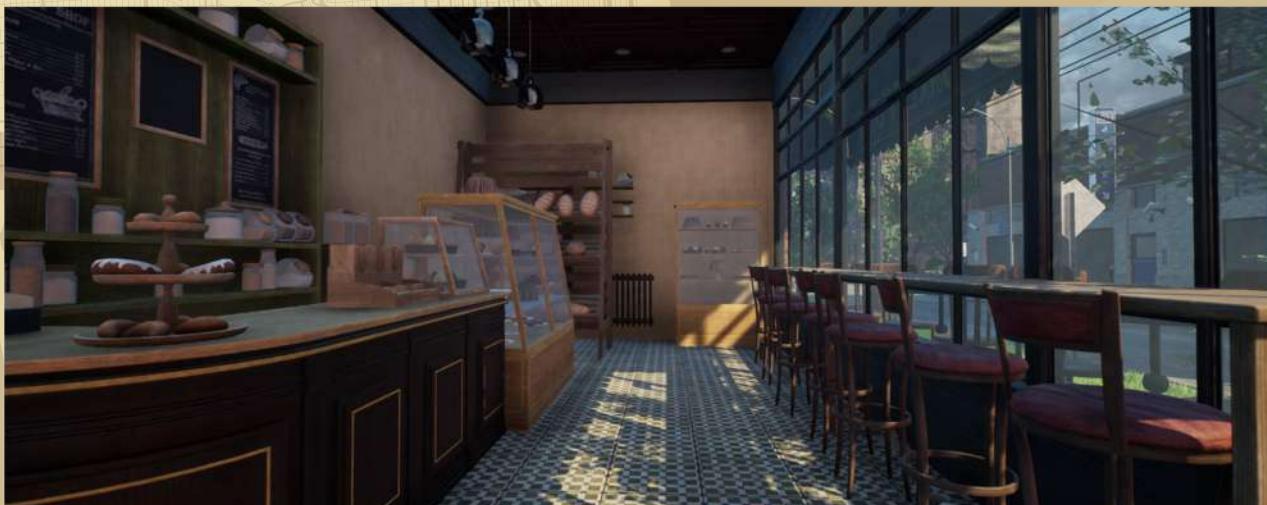
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DEVELOPMENT

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

| Wednesday, April 15, 1921



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DEVELOPMENT

Vol. 2205 | No. 92 | 3¢ |

CITY DAILY NEWSPAPER

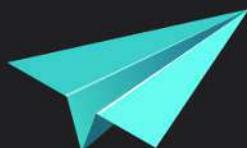
| Wednesday, April 15, 1921



TRIBAL WALLET



Welcome!



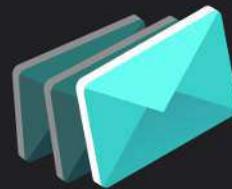
A crypto wallet & web3 solution for those who want to explore blockchain applications and decentralized networks easily. Manage your assets securely, in an instant.

[Create an Account](#)

[Sign in](#)



Create an Account



In order to use the wallet, please log in with your Google mail and create an account first. We use Google authentication system to provide the most secure and easiest connection.

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Create an Account

You have logged in with mail:
namemail@gmail.com

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Set up a seed phrase

You need to write and remember the following 12 words in the right order. Keep your seed phrase in a secure place. The one who knows your seed phrase has a full access to your wallet. Don't tell it to anyone if you don't want them to have an access to your wallet.

varius sodales nulla bibendum interdum natoque habitant arcu ultrices pellentesque elit urna

Copy Generate new

Continue Cancel

Congratulations!

Your Account has been created. You may use your wallet from desktop or download mobile app.

Finish Download shortcut

Wallet name
fo3iu4ojjz...keQya

\$1000 USD

Send Receive Swap

+ Add network

Tokens NFT

Symbol	Name	Chain	Price	Change
	BTC		\$19 873,20	+0.86%
	ETH		\$19 873,20	-0.86%
	DOGE		\$19 873,20	-0.86%

+ Import token

All chains

- BNB Chain
- Ethereum
- Polygon
- Avalanche
- Fantom
- Arbitrum
- Optimism
- Gnosis
- Celo
- Huobi

Connect your wallet

In order to use your wallet on different blockchain platforms, it should be connected to them via WalletConnect extension

History of your transactions

Today

Date	Network	Address	Value	Change
12.09.23 10:00		Quam mollis molestie id	+3.23 ETH	~ \$4 728.07
12.09.23 10:00		Quam mollis molestie id	+3.23 ETH	~ \$4 728.07
12.09.23 10:00		Quam mollis molestie id	+3.23 ETH	~ \$4 728.07
12.09.23 10:00		Quam mollis molestie id	+3.23 ETH	~ \$4 728.07

Show more

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THE STUDIO

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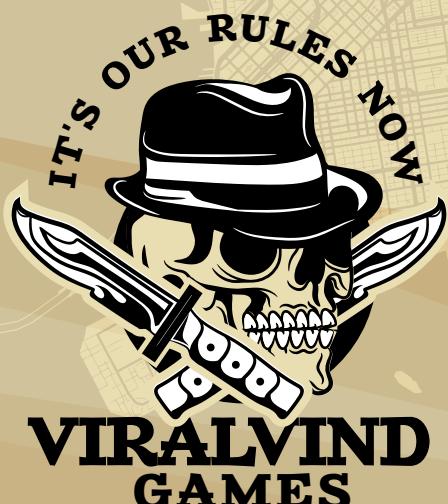
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VIRAL VIND STUDIOS

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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ROAD MAP

Vol. 2205 | No. 92 | 3¢ |

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| Wednesday, April 15, 1921

WHERE ARE WE HEADING?

PHASE 01

- Conceptualization
- Research on the market
- Development of the wallet
- Website Launch
- Social Media Launch
- Game Trailer
- Whitepaper Launch

PHASE 02

- Mobile Game Launch
- Gaming Community Launch
- Wallet Launch

PHASE 04

- PC game Development
- 3d NFT Collections
- CEX Listing
- Game Updates

PHASE 03

- Expand Marketing Strategy
- New 'Season' Launch
- New Maps
- New Story Launch

PHASE 05

- PC game launch
- Development of multiple games

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OUR TEAM

Vol. 2205 | No. 92 | 3¢ |

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WHO WE ARE



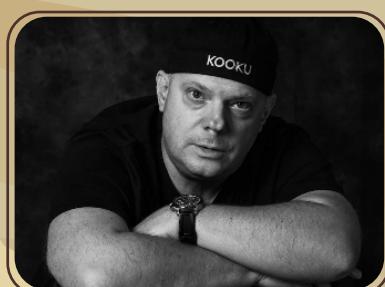
HAMZA SHAMSI
FOUNDER\CEO

SHAIKH DANIAL
CHIEF ART DIRECTOR



ADNAN SAEED
CHIEF PRODUCTION OFFICER

LOUIS HAYWARD
LORE MASTER



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VIRAL VIND STUDIOS PRESENT



WHITEPAPER



#AreYouTheGangsta

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