



# WHITEPAPER

## PEPE the Wrestler

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## Our Vision

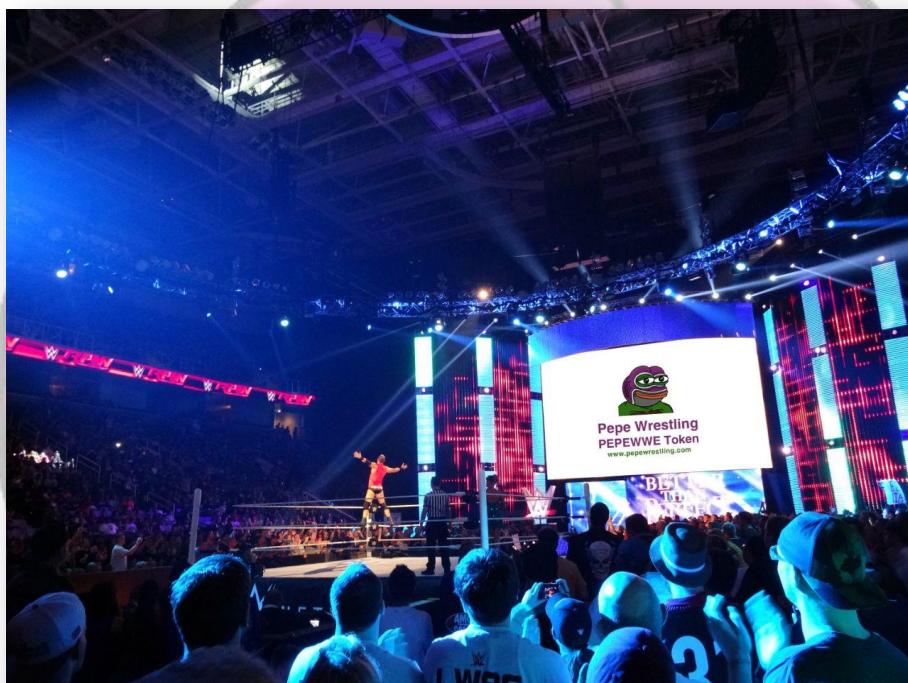
*What are our goals and what drives us to achieve them?*

The Wrestling Pepe team looks towards creating the next blockbuster fighting game with esports competition in mind. Our aspirations towards building an AAA-level game are what first sets us apart from others in the NFT gaming industry.

Such an undertaking used to be impossible for independent studios, but today with the fundraising capabilities of the crypto and NFTs this is a realistic and achievable goal.

Paying homage to the old-school fighting games we all grew up with, Wrestling Pepe looks to take that inspiration and apply it to the industry-defining innovation possible with blockchain technology.

Wrestling Pepe is focused on building a free-to-play competitive fighting game with PVP & eSports at the



forefront of development and design decisions. Fight Legends is fight gaming, simply improved through blockchain technology as opposed to being the center of attention at the behest of gameplay that's dynamic and fun.

## The team behind the project

*We have been busy building a world-class team of industry professionals.*

A project on the scale of Wrestling Pepe is nothing without a dedicated team of superstars and that's exactly what we're bringing to the table!

From day one Wrestling Pepe has focused on bringing aboard the best the fight game industry has to offer, including bringing onto the team artists involved in creating games such as Street Fighter 2, Street Fighter V, the Tekken Franchise, SoulCalibur, and more!

That focus has resulted in an unbelievable team that combines traditional and blockchain gaming experience and passion all towards building the fight game of the future.

A game made for gamers, by gamers. – Wrestling Pepe

## Platforms

*Our goal is to distribute Fight Legends across as many platforms as possible.*

Wrestling Pepe will release on PC (Windows) first. Because we are still in an early development stage, this lets us iterate quickly and ship out updates on a regular basis.

However, our ultimate goal with the game is to launch on as many platforms as possible. The Wrestling Pepe game being developed in Unity allows for just that!

The designated launch plan is as follows:

PC

Mac & Linux

Consoles (Old-gen support is not confirmed yet)

Mobile

Cross-platform play is our end goal here, as players will be able to play with anyone, no matter their platform of choice. Our servers are being designed from the ground up with cross-play in mind!

Wrestling Pepe also supports any kind of input to play: Keyboard & mouse, controller (X-Box or Playstation), and even fight sticks!





## Story Mode

*Uncover the story of Wrestling Pepe while fighting your way through the multiverse earning rewards and becoming the best-of-the-best!*

This epic Story Mode will be the likes of which has never been seen before in the fighting game genre. To experience this mode, players will need to own NFT Fighters or rent them via the free hiring mechanic.

Players in Story Mode will have the option of taking a roster of up to 3 Fighters into their single-player adventures. These different Fighters can be used selectively towards strategically winning matches and progressing.

The world of Wrestling Pepe will be divided into regions and sub-areas therein. Players will fight their way through all of them, completing missions and uncovering secrets towards earning tokens and in-game assets.

Each region's sub-areas serve as 8 different stages to fight in. Each area will feature its own slice of the story with multiple fights & events, eventually culminating in a fight against a boss character distinctly from that area.

To accomplish all this, players have to complete each area in one go: Choose your roster of Fighters wisely because there will be no swapping them, and they won't regain their health at the end of a fight! The only option is to defeat everyone or die trying.

## NFT Mode

*Equip and train your Fighters creating complex strategies to become the best.*

Wrestling Pepe has RPG mechanics at its core. Players will level up their Fighters, equipping them with items and training their stats in the Gym.

Unrelated to the eSports-focused Arcade Mode, NFT Mode will allow players to build up their Fighters into the most legendary throughout the community, no matter the situation.

A Fighter's levels, stats, and items will affect and influence their fighting ability. Plus, a player's equipped Trainers will grant them unique bonuses & buffs in combat!



## Arcade Mode

*Classic competitive Mode will be carefully developed by our developers with your skill you and victory.*

Arcade mode will feature modes we've grown to Player online or local to Pepe will even have a your combos.



*fighting action, Arcade balanced by our the only thing between*

all the fighting game love. From Player vs Player vs CPU, Wrestling training mode to practice

When online, players will either have access to the Fighters they own an NFT of as or they can choose from a rotating roster of Fighters to rent and earn with for free while splitting the rewards!

Fighter levels, stats & items are deactivated in this mode. All the Fighters are constantly balanced so that everyone has a fair shot at beating their opponent. In this mode, the only thing that matters is skill.

*In Arcade Mode players will have a more limited earning potential than in the Story Mode and in the NFT Mode.*

## Ranked

*Rise through the ranks and prove your worth in this classic e-sport mode.*

Players in both Arcade and NFT Modes will be able to hop into quickmatches or ranked mode.

This is where the real competitive gaming starts, as players will be scored for each of their fights and ranked accordingly. Then, it's up to the player to rise the ranks and become the best in the multiverse.

Unranked games will feature a similar, but toned-down, algorithm behind the scenes to keep people in a similar skill bracket matched up against each other.

At the end of each season, players will receive rewards for their effort in ranked. The higher your rank, the better rewards you'll get.

## Trainers

*Trainers are an integral part of the Wrestling Pepe gameplay.*

The Trainers NFTs will be waiting for you back at your gym to help you train your Fighters. Players with Trainers NFTs in their Gym will be able to train specific stats for each of their Fighters at the cost of \$EXP and time. Learn more about AFK Training.

Trainers will come in a collectible format, each with different stats, boosts, as well as rarity: Common, Uncommon, Rare, Epic and Legendary.

Trainers have 3 main in-game trait bonuses:

Training Proficiency: this bonus increases training speed for the listed stat by a small percentage

Types: 'Strength' or 'Speed' or 'Health' or 'Technique'.



Combat Bonus: these influence the combat in 'NFT Enhanced' modes (NFT Mode & Story Mode)

Toughness: Decreases fighter stun gauge by 5% per hit.

Relentless: Decreases fighter knock down duration by 5%

Mastery: increases the number of Fighters trainable concurrently

Level 1 = 1 fighter.

Level 2 = 2 fighters.

Level 3 = 3 fighters.

Each rarity comes with amplified stats and further boosts to your training as well as in-game stats (when in Arcade Mode or NFT Mode). The rarer the NFT, the more powerful!

## The Gym

*Your piece of paradise in a crazy multiverse.*

A Gym is the player's base of operations in the multiverse. The higher level the Gym is, the more Trainers you'll be able to equip at one time. This is where you can train your Fighters, change your roster around, equip/unequip items to your Fighter, and get ready to go for your next fight. Gyms will also be customizable with cosmetic items the player can get through purchasing or rewards.

As your Fighter levels up and trains, your Gym also gains \$WWE and levels up alongside. Once a Fighter reaches the end of the current level progression they will require a variable amount of \$WWE or a larger amount of \$REWARD to level up. Perhaps most importantly, the higher level a player's Gym is, the more Trainers they can equip at once. This added efficiency towards training will be a huge boost to those looking for a competitive edge.

The level of a Gym is equivalent to the number of Fighters that can be trained there concurrently. So, a level one Gym allows for just a single Fighter to be training there at any one time.

## **Marketplace**

*Buy, sell, trade and rent the treasures you brought back from the multiverse.*

The Wrestling Pepe Marketplace is where players will be able to use their hard-earned \$WWE & \$REWARD to either buy the freshest drops from Wrestling Pepe's directly, or partake in auctions with other players.

The auction house will be the deciding factor in the value of any given asset in the game. Every transaction is in either \$WWE or \$REWARD. Fight Legends takes a small fee from these transactions, which will be used in part to fund our charity FightFund.

Every drop on the marketplace for new NFTs will be either supply-controlled (for example only 5000 units) or time-controlled (only for sale for X amount of time). This way we can ensure a healthy valuation for every NFT used in the game.

## **Free 2 Play & Free 2 Earn**

*Everyone should be able to play and enjoy the full experience.*

Free-to-Earn removes the pay barrier that turns a lot of players away from games. So, while Wrestling Pepe will require an NFT Fighter to play, we designed game mechanics so new players can play without owning any NFT Fighters at all.

For those players, a free rotating roster will be available in the Arcade Mode. Players will be able to try out Fighters they do not own yet, with the roster of Fighters changing every week.



*We are very aware of the Pay-to-Earn issues commonly found in Free-to-Play games, and we will always ensure proper balancing to avoid it. We want Wrestling Shiab to be enjoyed by everyone, no matter the size of their wallet.*

Players will be able to 'hire' a Fighter for free from another player who owns it. The NFT renter can then play and earn with this 'hired' Fighter and split the rewards 50/50 with the NFT owner. Learn more about the free hiring mechanic.

Once the hired Fighter exhausts its stamina, it will no longer earn rewards for playing. The player who hired the Fighter will then have to return it and hire a new Fighter to keep playing & earning. This will keep the hiring cycle moving & demand for Fighters high.

## NFTs

*With NFTs under the hood, everyone wins by simply playing.*

Nearly every in-game item in Wrestling Shiab will be an NFT, most of them living on the Binance Smart Chain network in a direct effort to eliminate high gas fees which can deter trading.

Some NFT drops will be on Binance Smart Chain though, simply because BNB is so much more popular, it will help us greatly with fundraising.

We have multiple mechanisms in place to ensure a thriving economy in our ecosystem. By trickling the supply and using burning mechanics, we can ensure that the value of our NFT are never compromised.

We control the supply by automatically monitoring NFT population. We will restrict or allow for the flow of NFTs being awarded to players. If there are too many, we lock further distribution until we decide to unlock it.

We use a 'sacrifice' mechanic where our NFTs require 3 of the same type to upgrade to the next level. This means our system recovers 2 NFTs for every 1 upgraded which is deflationary in its structure. This effectively increases the remaining NFTs population value.

Secondary trading of NFTs on external marketplaces takes a % of royalty which goes back into the game.

Trading taxation will be automatically built into all trades within our in-game/website marketplaces (just like most MMO auction house 'cuts')

We sell new NFTs - Directly from our in-game marketplace, constantly new Fighters and skins will be released in limited quantities for players to directly purchase, the rest will be distributed as in-game rewards.

*One of the most important thing for us, is for players to be able to play without knowing anything about (or caring about) crypto and NFTs.*

