



POWERED BY



White Paper

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LETS FISH!

\$FISH NFT on FishFight.one

FishFight is a Collectable NFT \$FISH Game

DYNAMIC SUPPLY DRIVEN BY PLAYER ACTIONS!

10,000+/- \$FISH





Tokens:

\$FISH (NFT)

\$FISHFOOD

\$FISHSCALE

\$FISHEGG

\$FFLP & \$FBLP

How do you play?

- CATCH YOUR **\$FISH** w/ **\$ONE\$0**
- **FIGHT** & KILL/BURN OTHER **\$FISH**
- GAIN **ALPHA ♂** STATUS, EARN **BREED** fees
- FEED YOUR BEST / FAVORITE **\$FISH**
- PAY TO **BREED** YOUR **BETTA ♀** **\$FISH**
- FEED **\$FISHFOOD** TO YOUR **\$FISH**
- TURN YOUR **\$FISH** INTO **\$FISHFOOD**
- POWER UP YOUR **\$FISH** W/ ++
- EARN **\$FISHFOOD** **\$FISHEGG** & **\$FISHSCALES**



Seasonal Gameplay:

Maintaining the Supply

Seasons are designed to guide the pacing of the game & maintain the **\$FISH** supply long-term.

Depending on the season, different incentives are deployed to direct players to weigh their options.

During each season, the pricing & rewards of each seasonal action; **FISHING, FIGHTING & BREEDING**.

During launch, there will be a multiplier on all Fighting Rewards that will raise and lower w/ seasonal shift.

Day 1
16x

Day 2
8x

Day 3
4x

Day 7
2x

Day 14+
1x

SEASONAL PHASES:



FISHING SEASON

150 \$ONE Fishing Fee
100 \$FISHFOOD Fighting Reward
960 \$ONE Breeding Fee



FIGHTING SEASON

300 \$ONE Fishing Fee
200 \$FISHFOOD Fighting Reward
960 \$ONE Breeding Fee



BREEDING SEASON

300 \$ONE Fishing Fee
100 \$FISHFOOD Fighting Reward
420 \$ONE Breeding Fee

FISHING

Millions of possibilities +/- 10,000 \$FISH NFTs

Our \$FISH NFT are made of 94 **UNIQUE GENES**

These **UNIQUE GENES** hold all of their unique stats used to decide how they behave & appear in-game

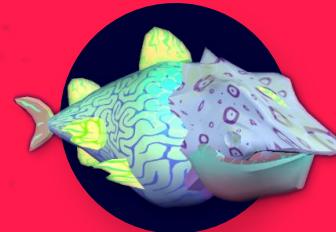
A \$FISH's **UNIQUE GENES** are entirely random if a \$FISH is caught from a public **FISHING** location.

Our "Genesis" **FISHING** location will showcase our first \$FISH type discovered, the "Genesis" \$FISH

A \$FISH's **UNIQUE GENES** randomly generate to their offspring via **ALPHA/BETTA/Random** during **BREEDING**

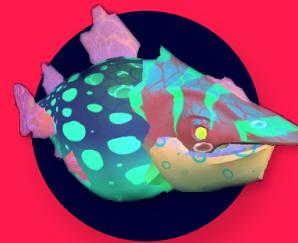
\$FISH can be caught by **FISHING** w/ 150 \$ONE ⚡

Genesis \$Fish:



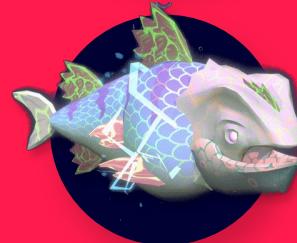
18 Combinations of Scales

These \$FISH blend 2x9 different Types of SCALES



9 Different Fin types

These \$FISH have many fins, each fin has 3-5 variants!



Blending Body Parts

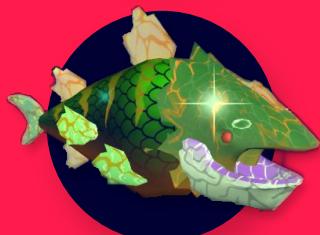
We blend different parts of each fish, leading to 6x more opportunities for unique perfect & mix-matched \$FISH

Genesis Fish:



6 GENETIC LINES

These \$FISH Inherit from 6 distinct ancient \$FISH, creating a dynamic breeding mechanic



Millions of Eye Colors

Every \$FISH have unique eyes that can heal or pierce a soul.



5 SPIRIT BOND GENES

COMMON	- 30%
UNCOMMON	- 22%
SPECIAL	- 17%
RARE	- 11%
ULTRA-RARE	- 1%

BREEDING

ALL 94 **UNIQUE GENES** are used for breeding.

To **BREED**, 1 **ALPHA** & 1 **BETTA** are selected to pair.

During **BREEDING**, all **UNIQUE GENES** are defined based on the **ALPHA**'s & **BETTA**'s **UNIQUE GENES**

A **BETTA \$FISH** owner must pay for the **BREEDING** but receives the new **\$FISH**.

The selected **ALPHA \$FISH** is given a reward of **\$FISHFOOD** for being selected by the **BETTA FISH**.

A **BRED \$FISH**'s **UNIQUE GENES** are defined 1 by 1, with a chance of being inherited from their **ALPHA** or **BETTA** or a new randomly issued **UNIQUE GENE**.

Basic Rules of FIGHTING

3 Rounds

Best Stat Wins

Random Stat Each Round



FIGHTING

FIGHTING is 100% an opt-in process, because during a **FIGHT** the losing **\$FISH** is burned & consumed by the winning **\$FISH**

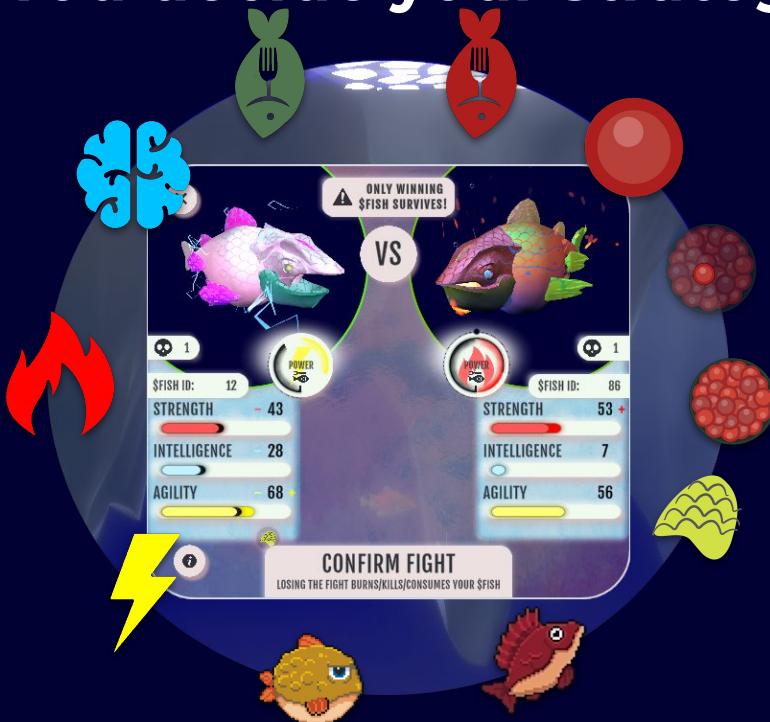
In order to **FIGHT** there must be **\$FISH** deposited into a **FIGHTING POOL**; Any **BETTA \$FISH** can then choose to attack any **\$FISH** deposited.

FIGHTING is both essential to gameplay but not required for everyone to participate, so there is incentives to both **FIGHTING** as well as entering the **FIGHTING POOL** similar to an LP reward pool .

Both **UNIQUE GENES** and in-game choices dictate the results of a **FIGHT**; including a range of **POWERUPS**.

Any **\$FISH** which wins a **FIGHT** become an **ALPHA \$FISH**, with a limited amount of **BREEDs** to use.

Many ways to play... You decide your strategy



POWER UPS

POWER UPS are designed to give flexibility to players to temporarily change the effective values of their **\$FISH**'s **UNIQUE GENES** and **POWER** values

A range of **POWER UPS** will be available upon launch of **FishFight** and more will be added over time.

Some **POWER UPS** can be applied to **\$FISH** at any time, like **\$FISHFOOD**, but others can only be applied if a **\$FISH** is fed to full **POWER**

Currently Supported POWER UPS:

Firgo – +10 **STRENGTH** (Req. Full **POWER**) (3 Uses)

Aberal – +10 **INTELLIGENCE** (Req. Full **POWER**) (3 Uses)

Sparkle – +10 **AGILITY** (Req. Full **POWER**) (3 Uses)

\$FISHSCALE – Removes **FIGHT POWER**-debuff (3 Uses)

\$Bloater – +2 **STRENGTH** & -2 **INTELLIGENCE** (5 Uses)

Roadmap

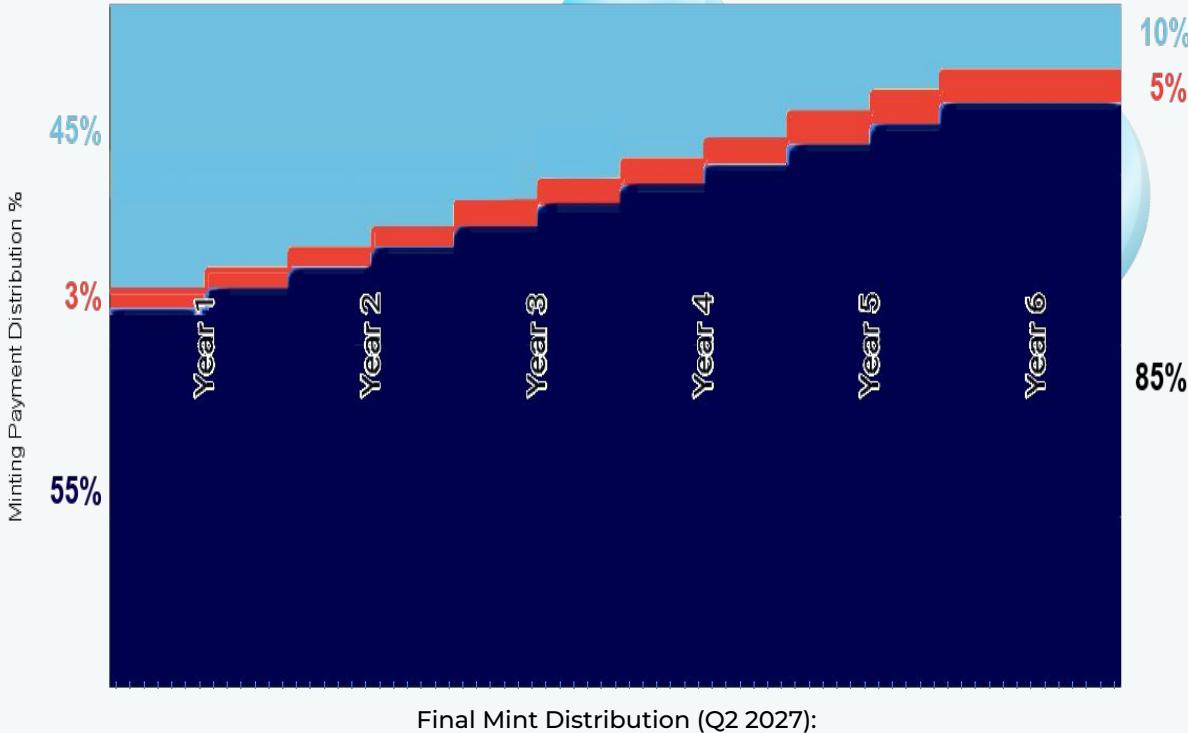
- Q4 2021**
 - TrustlessTeam begins work on **FishFight**
 - EARLY ACCESS TESTNET LAUNCH
 - Harmony ONE Hackathon NFT Grand Prize Win
- Q1 2022**
 - TESTNET LAUNCH!
 - Final Gameplay Adjustments!
- Q2 2022**
 - MAINNET LAUNCH!
 - 10,000 +/- \$FISH NFT (GENESIS Location)
- Q3 2022**
 - New \$FISH Type & New Fishing Locations
 - New Fishing Location on Harmony \$ONE
 - New Fishing Location on DefiKingdoms Chain
- Q4 2022**
 - Additional Graphical Enhancements
 - Additional Community Governance

FishFight Forever?

- **FishFight** is design to remain, as much as possible, exactly as it is on launch.
- **FishFight** will see graphical upgrades, new \$FISH types, new fishing locations, a range of **POWER UPs**, but ultimately, the game is meant to remain the same.
- The **FishFight DAO** Governors will oversee the game for as long as there are active developers alive to support it 

Mint Payment Distribution

Q2 2022	42% – Active Developer
	3% – Operational Costs
	55% – FishFight DAO
Q2 2023	36% – Active Developer
	3% – Operational Costs
	61% – FishFight DAO
Q2 2024	29% – Active Developer
	4% – Operational Costs
	67% – FishFight DAO
Q2 2025	23% – Active Developer
	4% – Operational Costs
	73% – FishFight DAO
Q2 2026	16% – Active Developer
	5% – Operational Costs
	79% – FishFight DAO



Long term, benefits for all...



FishFight DAO Voting

- Using \$ONE, \$FISH & FishFight Tokens, holders will help decide the future of the project via SnapShot.org
- A separate multisig has been setup to maintain the FishFight Economy.
- Over 30 Separate DAO Controlled variables will allow for trustless control without downtime.



Gameplay funds Charity!

- A part of the FishFight DAO's mandates are to use as much as 25% of the funds raised by the game to donate to cleaning up the Oceans!
- The Ocean Cleanup project is our key partner for charitable donations but the FishFight DAO will be able to choose which charitable organization we partner with.



Developer Support Fund

- A FishFight DAO controlled fee from Catching/Breeding \$FISH allows the dev team to remain attached to the project long term & provide support for the project indefinitely!
- A separate multisig has been setup for Operational & DEV costs.
- TrustlessTeam DAO will effectively work for the FishFight DAO.

Our team



@EDDnorris
Lead Game Developer
Game Design Director
Art Production Specialist



@DEVSchwab
Lead Solidity Developer
Lead Front-End Developer



Contractor
Ben Rosendahl
3D Artist
3D Animator

HIRING:
Front-End Dev
Solidity Dev
More 3D Artists

Our highly experienced team has built:

- Nintendo Wii Video Games
- Casino Gambling Games
- Military Simulations
- Apps/Websites & Web Services
 - for World Renowned Brands

Including: Google, Adidas, Dell & More...



ABOUT THE CORE TEAM

@EDDnorris
@DEVSchwab

It's time to go catch some \$FISH

All Aboard Sailors!



Discord

discord.gg/23ArJsQKnT



Twitter

@FishFight1NFT

@TrustlessTeam



Website

FishFight.one

