

Asset 1

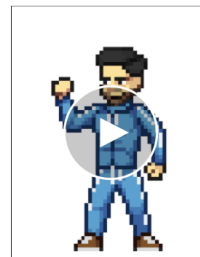
Asset 2

Asset 3

### Meet The Fighters

10047 of the universe's most talented fighters have been sent to the Ethereum blockchain. All generated completely on chain and stored on IPFS.

Fighters were summoned as a response to the current state of play 2 earn gaming projects that prioritize ponzi-like game economies and disregard gameplay.



Asset 4

### Enter the Arena and \$PUNCH your way to glory

Chain fighters grant holders many different perks. Main one being access to exclusive play 2 earn features in the companion platform fighting game releasing in the near future.

## \$PUNCH



fighter punching

Earn the \$PUNCH token by playing ranked playlists, winning tournaments, creating custom games and assets, as well as owning an Arena NFT.

Asset 5

Asset 6

## Choose your Fighting Style

Chain fighters can pick from over 40 pre-made fighting kits, fitting many different battle styles and strategies.

## Become a Legend

Place among the top fighters at the end of a ranked-play season and earn one of the Chain Legend NFTs.

- Earn a large share of game revenue
- Access to Legends verified chat
- Exclusive Airdrops



# Roadmap

### Phase 1: Fighter's Launch

- Fighters sell out: Fighters sell out 100%
- FightStash is created: Community wallet is introduced, receiving funding from mint, secondary market sales and in game revenue.
- Fighter staking is launched allowing \$PUNCH to be earned passively: Holders will be given the opportunity to stack up on \$PUNCH prior to the game's release
- Begin Full swing game development: Game development efforts are accelerated

100



STAKE

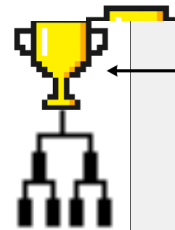
### Phase 2: Dapp Update and Pre-Release

- Alpha Testing access: Active community members will be given the opportunity to test out an early version of the game.
- Wager System introduced in private games.
- 3D Voxel airdrop: Each fighter will receive their own unique 3D Voxel character for use in the SandBox and other metaverses.

WAGER

### Phase 3: Full Dapp + Beta Testing

- Beta Launch: Beta version of the game will be released, allowing all holders to start playing.
- Ranked Leaderboard: \$PUNCH prize pool distributed to top ranked fighters at the end of every season.
- Prize pool tournaments: Fighters can join bracket style elimination tournaments, winner takes all.
- Chain Legends Airdrop to top ranked fighters: At the end of the beta, the highest ranked fighters will each be airdropped a Chain Legend; the VIP Chain Fighters collection, packed with utility.



### Phase 4: Game Launch

- Official game launch: Full free-to-play game release for everyone.
- Introduce community uploadable content: Create custom assets and game modes that earn \$PUNCH royalties.
- Surprise airdrop for fighters
- Arena NFTs: Own fractional NFTs of arenas where matches are held and earn game revenue.

Asset 25

Asset 7

Asset 8-13

Asset 14

Asset 15

Asset 16

Asset 17

Asset 18

Asset 19

Asset 20

Asset 22

Asset 23

Asset 24

# Frequently Asked Questions

How does the minting process work? +

How much does it cost to mint a Fighter ? +

How many fighters can I mint? +

What rights do I have to my fighter and what can I do with it? +

Do I need to have a Fighter in order to play the game? +

Will this be the only Fighter collection? +

Fighters were stealth-launched on a first-come, first-served basis, meaning no paid marketing, no whitelist and no bots. We wanted to make this project accesible to those who found out about it without having to wait weeks for hype to accumulate and spend hours on end fighting for whitelist spot.

Each fighter has a mint price of 0.047 ETH.

You can mint 10 fighters per transaction.

Fighters use a CC0 license meaning you have exclusive rights to do anything you want with the artwork. All traits have been dynamically created on-chain to allow smooth interactions with smart contracts.

No, once the full game is released anyone will be able to play Chain Fighters. However, in order to bring value to this collection we have packed each fighter with exclusive P2E features. To explore all the benefits of holding a fighter, read our Whitepaper.

It depends, if the game is succesfull we might release more Fighters to accommodate a bigger player base. If that ever were to happen though, we would make sure the original 10k Fighters hold significant utility and privileges over the newer gens.

## Team and Collaborators


Asset 26

Asset 27

Asset 29


Team and Collaborators

Mou




Project Lead

CHELO




Game Design Lead

Gandalf



Art

ChainMan



Lead Dev

Asset 28

Asset 30

Built by 47 Labs

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