



# CircleFloat Games

## WHITEPAPER





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## WORD FROM THE FOUNDER

I have always loved hiking, exploring places, reading fantasy books, and daydreaming about mystical creatures walking side by side with us.

For the past few years I have been to many places that exudes a mystical ambience. I have been to Peru, Thailand, Japan, and several countries in Southeast Asia. It has been my dream to create a new world where fantasy meets and overlays with the real world.

In 2014, I became acquainted with blockchain and cryptocurrency for the first time, and the following year I dove in head first and have been actively involved in this sector ever since.

The basic problem in the crypto industry is that everyone is so focused on speculation, profits, and token price increases that they forget that the core of any business is to create a product or service that customers want. My opinion is that if you focus on providing value to customers, they will buy tokens not for profit or speculation, but because they need the product or service. What we want for our product is utility and quality, and that is what drives the token asset's long term value.

With all that said, I have assembled a team to create this project, Circle Float Games. I want to share my vision to the world and in doing so, create a product that people will love. A product that will tickle the imagination of the mass.

CFG will not only drive the crypto sector into mainstream use, but it will also bring a new definition to the word IMAGINATION.



KEN LIANG

*Founder/CEO*





## ABOUT THE COMPANY

Circle Float Games is a start-up game company that envisions to meld NFT, Blockchain technology, Meta Verse, Augmented Reality, and Virtual technology. With its flagship game FURMICRONS, the company will take on the industry, one step at a time.

## OUR MISSION

Circle Float Games will integrate Augmented Reality Technology with the current game, and will see to it that Virtual Reality Technology will be integrated soon, after further development. Making the game fun and safe is the primary goal of CFG, and play to earn system will be implemented along the way to further open the possibilities within the game.

## OUR VISION

NFT based Trading card game where TCG meets real world via augmented reality and Virtual reality. A sustainable play-to-earn economy with fun gameplay, and real world token utility.

## OVERVIEW

Gaming has progressed significantly and is now a significant part of many people's life. Unfortunately, players in these games often have no or limited capacity to exchange or transact their acquired items outside of the game, and these items have little or no value outside of the game. Players are unable to embrace a play-to-earn lifestyle due to a lack of ownership. The introduction of blockchain-based, play-to-earn games effectively transfers asset ownership from the firm to the user. However, the play-to-earn concept is still relatively new, and most blockchain-based play-to-earn games lack a sustainable economy and real-world application.



# **“GAME TIME IS NOT REWARDED WELL AT ALL”**

## **THE PROBLEM**

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Time is gold as the saying goes. But in gaming, most players have their time burned away while playing. Game companies rake millions of dollars annually from in-game purchases with no monetary incentives to players. Play-to-earn features revolutionized gaming. But as we have observed, most games on the market with play-to-earn features have bad or flawed game economy. Over-reliance on a single income channel will eventually lead to the death of the play-to-earn game economy in most blockchain-based games. Inflationary measures (like staking) are used to raise the overall token supply over time, worsening the problem. Such short-term schemes, according to CFG, will destroy value for both players and investors, and proper safeguards must be put in place to protect the value of CFG.

## **THE SOLUTION**

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CFG has identified certain problems regarding the game economy of some play-to-earn games. In the early stage, influx of players and their buying power dominates the economy driving the price of the token upward. As the game reach plateau levels due to less input coming from having lesser new players, the game will reach maturity and that's when the price of reward token starts to plummet. CFG decided to take on this challenge and came up with a solution. All of the details will be explained in details in the game economy of FUR-MICRONS.



## MAJOR FEATURES

### METaverse



CFG is set to explore the many more opportunities within the new world of Metaverse.

### PLAY-TO-EARN



Travel, Enjoy and Earn through multiple ways within the game.

### SUSTAINABLE ECONOMY



With CFG's economic strategy, sustainability within the game is maintained.

### REAL WORLD UTILITY TOKEN



CFG is set to bridge the virtual world and real-world where the token can be used simultaneously on.



## MAJOR FEATURES

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### VR/AR TECHNOLOGY

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The future of gaming is here! CFG is set to grab the first move on new technology available.

### GEOLOCATION BASED GAME

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A new twist on the gaming platform, CFG is set to improve and develop the current Geo-location based gaming concept

### CIRCLEDEX

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CFG has set its eyes to become one of the largest NFT Market place. Trade, buy, and sell while enjoying incentives from the company.

### CIRCLE LICENSE

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Enjoy the vast privileges offered by acquiring a Circle License!



## STORY

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The world of Furmicrons sprang from the collision of elemental spheres that contained the seeds for life. The event was called “The Conjunction”. From that fateful collision, a new world was formed. Everything settled into place shortly after. The skies cleared, the mountains rose, the realms of fire blazed with the heat of the conjunction, and the oceans took shape. New living organisms started to roam the new world that was created. A multitude of swimming organisms evolved and dominated the seas when the vaporized water formed the oceans. The skies, now cleared of the gasses, dust, and smoke of creation was also conquered by bird-like beings that soared them. The mountains molded hardy new creatures, ready to master their harsh new home and the realms for fire burn with their inhabitants. The Stellar Consortium has its sights on this new world and teams of scientists, researchers, and explorers have gathered to see first-hand the majesty of this new world. Behold! A new planet called Terra Virtua! A world filled with strange creatures ready to further evolve, roam and thrive! Adventure awaits. It’s time to explore!

## SETTING:

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Terra Virtua, the new world that resulted from the Conjunction, is filled with strange creatures called Furmicrons, dragon-like creatures that have evolved and thrived on the planet. Furmicrons have adapted in the harsh and brutal conditions of Terra Virtua, their bodies evolving traits that help them adapt to their surroundings, be it for foraging or fighting. Survival is important across all forms of life and these brand new creatures are no exception. A new cycle of life has just begun in this new world. Will you help this new species of life evolve to their fullest potential? If so, get ready for a long adventure that awaits.

## FURMICRONS:

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***Furmicrons*** – is the name given to these special dragon-like beings that were discovered living in Terra Virtua. Scientists, researchers and explorers of the Stellar Consortium are rushing in from all across the cosmos to study and befriend the Furmicrons of Terra Virtua.





## ANATOMY

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Furmicrons are dragonoid in appearance and have differences depending on their chosen habitat. Furmicrons possess limbs and appendages that help them survive. Furmicrons can have varying adaptations on their body. From fur, foliage, rocks, scales, to metallic coverings, the possibilities will surprise you!

## AURAS

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One strange thing that sets Furmicrons unique from all other forms of life is their ability to exhibit Auras. Auras emanate from these creatures when they are threatened or cornered. Auras can statistically boost a Furmicron's ability when it comes to fighting or fending for itself.

## ELEMENTS

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Furmicrons gain specific abilities depending on the element present in their surroundings. Furmicrons can be one of the following elements: fire, air, water, and earth.

## TAMING THE FURMICRONS

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Researchers and explorers have devised a way to help these organisms reach their full potential. A select few of these creatures can be sealed in cards to make them easier to handle and have their stats and abilities be in check. The method to do so was created by the **Stellar Consortium**. And only a few selected individuals can learn this technique and have a license to do so. This top secret project was called "The Eye of Pegasus". You are one of the few chosen people to handle this situation. Are you up for the challenge?



## FACTIONS

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From the original group of researchers and explorers who first worked with the discovery of Furmicrons, three new groups was formed to further study the strange creatures.

### TEAM REA

They are in charge of studying the breadth of intelligence of these creatures. They promote the development of INT stats and skills of Furmicrons to help them evolve and further develop the species.

### TEAM BRASTEN

They focus on the development of strength of Furmicrons. Their resilience to any adverse challenges and the ability to overcome obstacles with brute force is their main focus. The STR stats promotes the Furmicron's power and toughness.

### TEAM SHUN

Agility, dexterity, and spatial awareness. These are the qualities that define a DEX stat. Furmicrons with this stats are fast, and agile on their feet. They have instincts that guide them on their daily struggles. Increasing this stat makes a Furmicron efficient on their advances.



# CLASS, ELEMENT, STAT SYSTEM

## BRAWLERS

Brawlers focus on advancing the game using reinforcements and power boosts. Brawlers must fight together to achieve victory.

## CASTERS

Specialists who can deal a ton of damage but must have a great reserve of mana to do so. Casters can throw fire balls and lightning arcs. They can also resort to necromancy if needed.

## FAUNA

This Furmicron type has their animalistic instinct guide them. They can attack with pure aggression and deal pretty huge damage.

## AQUA

Just like the seas that they evolved in, these creatures are flexible and can attack from anywhere on the field. They also possess the ability of increased regeneration.

## FAE

These Furmicrons focus on supporting their allies with healing and boosting spells. They pack a pretty good punch also if ordered to attack.

## ROGUE

They are like assassins in terms of their capabilities. They can attack your backrow or supporting units compromising your line up. They can disable units also with their silencing skills.

## FLORA

The foliage of the field. These Furmicrons can use their deadly poisons to disable or suppress enemies. They can deal damage overtime and slowly incapacitate enemy units.



## ELEMENTAL STATS

### FIRE FURMICRONS (PYROVERNS)

This attribute focuses on huge base damage inherent to the element of fire. Inherent abilities of this attribute are: +25%, 30%, 40% base damage.

### AIR FURMICRONS (AEROSAURS)

The attribute focuses on evading enemies. With each succeeding level, evasion increases from +10%, 15%, 25% Evasion.

### EARTH FURMICRONS (TERRADONS)

Earth is the element of toughness. Furmicron with this attribute are given +15%, +20%, +40% base armor in each succeeding level.

### WATER FURMICRONS (HYDRAKES)

Water facilitates healing and is the flexible element. Furmicrons that dwell on water are blessed with +40% HP regeneration, and 10%, 15%, 25% attack speed.



## PORTAL RAIDS

Terra Virtua is world full of mysteries. One of it is the appearance of mystical portals throughout the realm of Furmicrons. Explore the vast area of your locality and enter portals that open at certain coordinates, but beware! You do not know what or who is inside those portals. It can be a vicious monster or an easy one but one thing is certain. For every raid that you conduct in a portal, a certain reward awaits depending on the difficulty level.



## QUARTER SEASON SYSTEM

As discussed in the previous pages, present play-to-earn games have flawed economic systems. CFG does not promise to deliver a perfect solution to the problem but a timely one which will evolve to adapt to the many more changes to come. The quarter season system will be the first step in achieving this.

The quarter season system will be divided into two types of season. Farming & crafting, and Chaos & Warfare seasons.

### FARMING & CRAFTING

(JANUARY-MARCH) (JULY-SEPTEMBER)

During this time period, crafting and farming will be the focus of players. Gathering resources for the upcoming Battle & Warfare season must be taken seriously for when the latter comes, players cannot craft anymore. During this time period, players can mine for items, create potions, hunt resources, and forage for supplies that they think might help them in the upcoming chaos that will ensue next season. Furmicrons have HP, MP, and SP. So once these points are severely depleted, your Furmicron can no longer battle the way you want it to be or worse, your Furmicron can faint and will need a revive. PvE will also be deployed. Rewards from the PvE can also be used during crafting. CFG tokens are required to buy certain items from the game, and for crafting and creation of specific items. For each crafting of certain items, a certain amount of CFG will be used. Players can also sell their crafted items in the marketplace.

### CHAOS & WARFARE

(APRIL-JUNE) (OCTOBER-DECEMBER)

This is where the thrill of battle begins. During this time period, players will take on quests, battle with other players, and they will have a chance of defeating dungeon monsters and monster bosses for item-packed loots. Players can still use their crafted consumable items from previous seasons to aid their adventures in the current season. Entering dungeon raids can easily deplete your supply so carefully plan your strategy before entering a dungeon. Players can earn rewards while playing against another person. Quests will also be packed with rewards and will be given daily. Rewards will be in a form of NFTs and CFG tokens. NFTs can be traded in CircleDex or can be used as an equipment.





## GEOLOCATION OVERLAY

With its geolocation feature, CFG will be able to incorporate real world usage of the token.

**PARTNERSHIP WITH REAL WORLD ESTABLISHMENTS** - CFG can be utilized to generate traffic to partner companies/establishments. The said establishments will also accept CFG tokens as part of their commitment to the ever-growing CFG community.

**ONLINE SHOPPING PLATFORM** - CFG will also build an online shopping platform where participating merchants will have incentives when accepting CFG as form of payment. Also, a certain amount of cut will also come from the platform as another source for the development of the company and as an alternative source of funds for the reward pool.

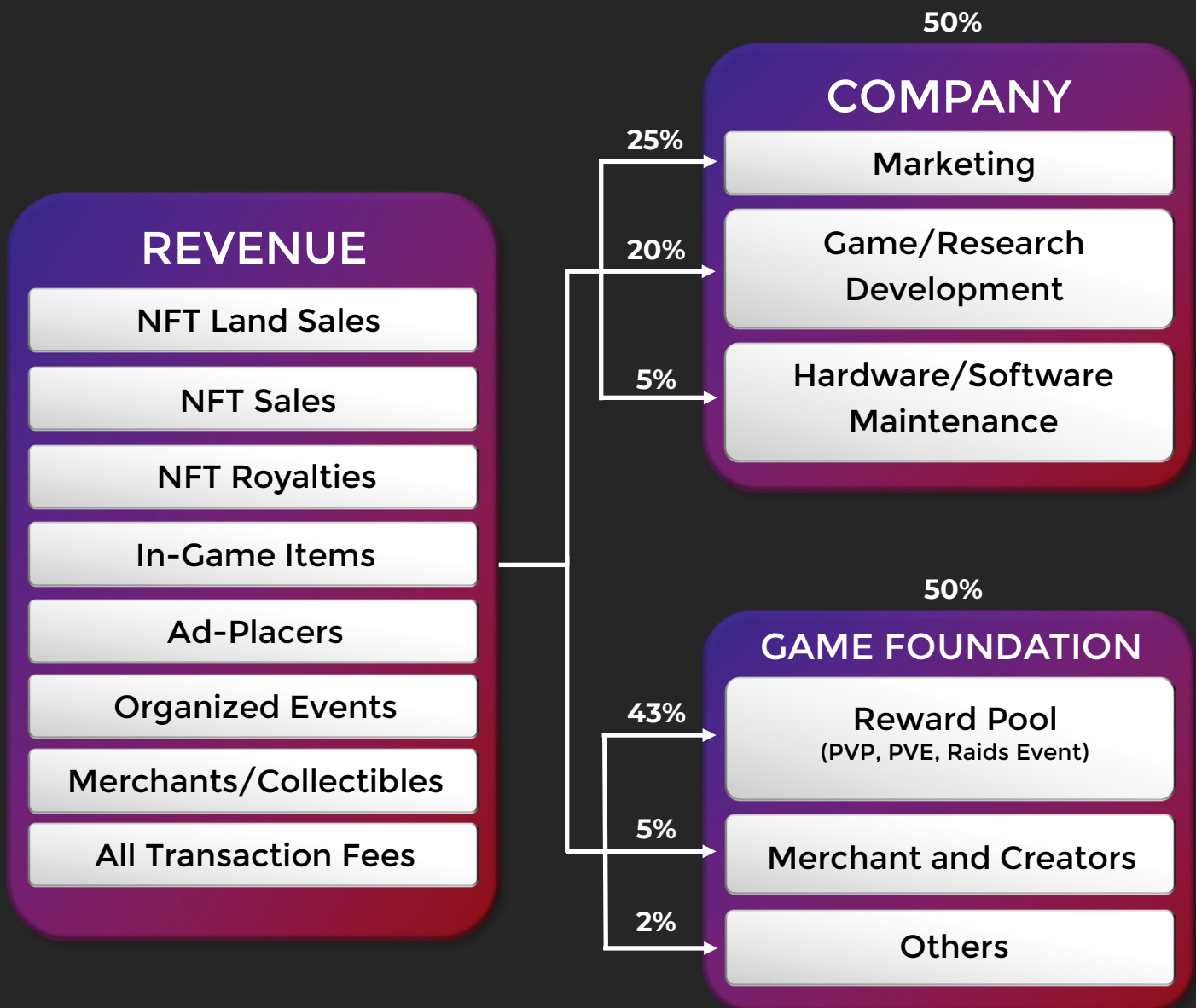
**REAL WORLD EVENTS** - Event organizers, local businesses, etc. can also use CFG to generate traffic to specific places. Organizing events in the CFG metaverse will make use of CFG as payment. A certain amount of cut will also go to the company and to the reward pool.

Companies, business owners, etc. can also use CFG to place their ads in the metaverse. A lease will be given to ad placers. Depending on the duration and size, a certain fee will be paid to the company. The fees collected will be distributed accordingly.



## CFG TOKEN REVENUE STRUCTURE

All revenue received in the form of CFG will be shared 50/50. The other half will go to the company's treasury for marketing and development. The other half will be dedicated to the company's foundation for the aim of furthering the ecosystem's growth and development. To maintain the ecosphere sustainability, the ratio will be kept flexible.





# CFG TOKEN REVENUE SOURCE

## LAND SALES

CFG Land NFT can be purchased from the CFG Marketplace (Circle Dex).

## IN GAME ITEM SALES

A diverse set of items can be purchased from the market place to be utilized by the players.

## FURMICRONS

CFG is needed to craft potions, revives, and many more in the world of Furmikrons.

## AD PLACERS

Ad space can be leased from the market place to interested business owners.

## ONLINE SHOPPING PLATFORM

CFG will have a cut on every items sold in the CFG online shopping platform which is a branch of the Circle Dex Marketplace.

## EVENT FEES

Event fees charged from event organizers and the advertisements that may come with it.

## NFT SALES

CFG will have a cut from every sale made in the Circle Dex.

## CIRCLE LICENSE

Circle License is a subscription based scheme to further improve the client's CFG experience. Numerous perks are given to those with Circle License subscription.



## USER BENEFITS AND ADVANTAGES

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### FUN WITH EXPLORATION

Going on adventures, exploring the metaverse at the same time going outside the real world can be life changing for others. Instead of just sitting idly all day on your gaming loft, you can go and see the digital and real world simultaneously.

### DISCOVERING THE COMMUNITY AROUND

Meeting new people and making new friends. These are just one of the few things that CFG can offer its users.

### REWARDS

Users can get rewards from their daily activities. From tokens to NFTs, users are rewarded well according to their time and effort.

### VIP MEMBERS

Users can acquire premium subscriptions on a monthly basis. Certain rewards and perks await those who take their CFG experience further.

### CONNECTING BONDS

Strengthening relations with other people through cooperative team building activities.

### SATISFACTION

At the end of the day, we want our CFG users to feel fulfilment from their CFG activities. Discovering new places, making new friends, having the fun and entertainment from the games and daily activities, we want your CFG experience to be the reason why you sleep soundly at night.



## ATTRACTING CLIENTS

Attracting new users is very important to CFG. A systematic way of acquiring users will be implemented for the further development of the company.

**MARKETING CAMPAIGNS** – a marketing campaign will be introduced to the game that requires users to invite more users to complete a quest. Special rewards will be given to the completing user. Also, the new user acquired through this campaign will be given a welcome bonus.

**CONTENT MARKETING** – CFG will release new contents from time to time to attract more users. Contents released will contain articles on the mechanics and new gameplays produced by CFG.

**TIMELY GIVEAWAYS** – Seasonal giveaways will be implemented to reward users for their time spent

**PAID ADVERTISING** – CFG will acquire advertising space in popular media sites to further promote the company. This will also help showcase the game, and attract new users from different social media platforms.





## BUILT ON ETHEREUM NETWORK

Ethereum has shown to be extremely resistant to attacks while also supporting a wide variety of applications. It's widely used in public and private networks. Here are some current facts about the public mainnet:

**14K+** live nodes

**1,900+** decentralized applications (dApps)

**94%** of top 100 blockchain projects are built on Ethereum

**250K+** developers (more than any other blockchain community)

**500k+** daily transactions (more than all other blockchains combined)

**DATA COORDINATION** - The decentralized architecture of Ethereum better distributes knowledge and trust among network participants, removing the need for a central body to run the system and mediate transactions.

**RAPID DEPLOYMENT** - Instead of building a blockchain implementation from scratch, organizations can easily create and administer private blockchain networks using an all-in-one SaaS platform like Hyperledger Besu.

**PERMISSIONED NETWORKS** - The open source ConsenSys Quorum protocol layer allows enterprises to build on public or private Ethereum networks, ensuring that their solution meets all regulatory and security requirements.

**NETWORK SIZE** - The Ethereum mainnet demonstrates that a network with hundreds of nodes and millions of users can function. Most enterprise blockchain competitors run networks with fewer than ten nodes and have no precedent for a large and successful network. For enterprise consortia that are bound to outgrow a handful of nodes, network scale is important.

**PRIVATE TRANSACTIONS** - In Ethereum, businesses can obtain privacy granularity by joining private consortia with private transaction layers. Private information is never broadcast to network participants on ConsenSys Quorum. Private information is encrypted and only shared with those who need to know.



## BUILT ON ETHEREUM NETWORK

**SCALABILITY AND PERFORMANCE** - Consortium networks created on Ethereum can outperform the public mainnet and grow up to hundreds of transactions per second or more depending on network setup, thanks to Proof of Authority consensus and bespoke block time and gas limits. Ethereum will be able to boost its throughput in the near future thanks to protocol-level solutions like sharding and off-chain, as well as layer 2 scaling solutions like Plasma and statechannels.

**FINALITY** - The consensus method of a blockchain ensures that the transaction record is tamper-proof and canonical. For varied enterprise network instances, Ethereum offers customizable consensus techniques such as RAFT and IBFT, assuring immediate transaction finality and lowering the required infrastructure that the Proof of Work algorithm requires.

**INCENTIVE LAYER** - The cryptoeconomic layers of Ethereum enable business networks to build rules that punish malicious behavior while also rewarding actions like verification and availability.

**TOKENIZATION** - Any item that has been registered in a digital format can be tokenized on Ethereum. Organizations can fractionalize formerly monolithic assets (real estate), broaden their product line (provably rare art), and open new incentive models by tokenizing assets (crowdsourced data management).

**STANDARDS** - Ethereum is the place to be if you want to set the bar high. The ecosystem is kept from being fragmented through protocols for token design (ERC20), human-readable names (ENS), decentralized storage (Swarm), and decentralized messaging (Whisper). The Client Specification 1.0 of the Corporate Ethereum Alliance outlines the architectural components for compatible enterprise blockchain implementations. The EEA intends to issue version 2.0 of the specification in the near future.

**INTEROPERABILITY AND OPEN SOURCE** - On Ethereum, consortiums are not bound by a single vendor's IT environment. Customers of Amazon Web Services, for example, can use Kaleido's Blockchain Business Cloud to run private networks. The Ethereum ecosystem, like the Java community, encourages contributions to the codebase through Ethereum Improvement Proposals (EIPs).



## UTILITY

### LAND

CFG can be used to buy or sell things. In FURMICRONS, you can rent virtual land (Terra Virtua). Buyers can make bids to property owners. It can be rented on a daily, weekly, or monthly basis. This virtual territory has a variety of monetization options, and is mapped in accordance with the real world. As a result, great locations are essential. Those with a lot of traffic are usually increasing demand and value.

### CIRCLEDEX (MARKETPLACE)

CFG can be used to buy or sell things or register NFT assets in the marketplace. A Furmicon is one of these assets. Skins, accessories, collectibles, and more can be bought with CFG. Sellers, or creators can list their NFTs in the marketplace and CFG can be used to pay.

### FURMICRONS

CFG can be used to craft or buy products like weapons or to earn boosters that can contribute to enhancing users' FURMICRON experience.

It can also be used to participate in FURMICRONS events such as raids, and quests.

### ADVERTISEMENTS

CFG can also be used to set up advertisements within the virtual world. Users can advertise in a variety of methods, including paying landowners, promote brand names or purchasing a specific amount of CFG and offering rewards to players who physically come to their set location to check in and earn.

### CFG MERCHANDISE

CFG can also be used to purchase merchandise such as CFG themed T-Shirts, CFG collectibles, and many more!

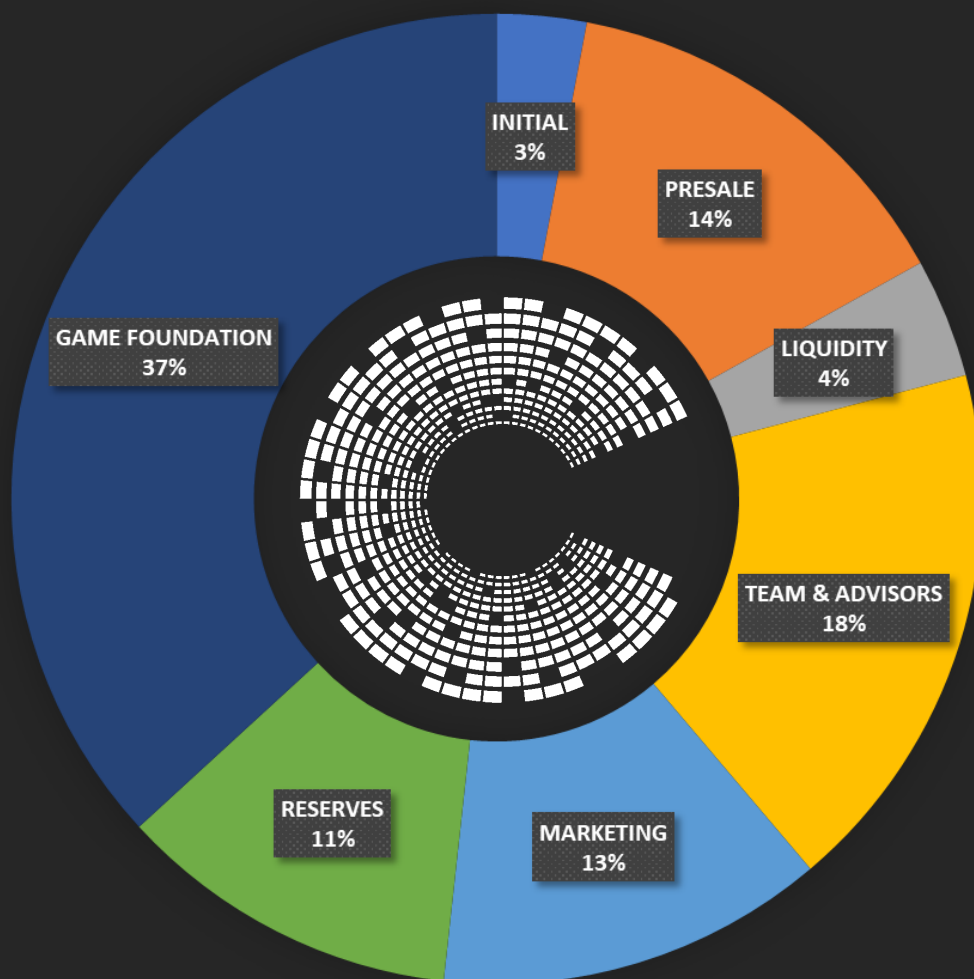


# CFG TOKENOMICS

**Token Name:** CircleFloat Games

**Ticker:** CFG

**Total Supply:** 1 000 000 000



INITIAL PRESALE	3%	30 000 000
PUBLIC PRESALE	14%	140 000 000
LIQUIDITY	4%	40 000 000
TEAM & ADVISORS	18%	180 000 000
MARKETING	13%	130 000 000
RESERVES	11%	110 000 000
GAME FOUNDATION	37%	370 000 000



# CFG TOKENOMICS

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## TOKEN VESTING TIMEFRAME

CATEGORY	Unlock at Listing	VESTING PERIOD
INITIAL PRESALE	10%	10% MONTHLY
PUBLIC PRESALE	100%	
CIRCLEDEX LIQUIDITY	100%	
TEAM & ADVISORS	0%	LOCKED 2 YEARS, THEN VEST LINEARLY OVER 2 YEARS
MARKETING	0%	LOCKED FOR 4 MONTHS, THEN 5% MONTHLY
RESERVES	0%	LOCKED FOR 2 YEARS, THEN VEST LINEARLY OVER 4 YEARS
GAME FOUNDATION	0%	LOCKED UNTIL PLAY-TO-EARN FEATURE IS RELEASED.





### Q2 2021



- Team Formation
- Idea sharing, Analysis, Brainstorming



### Q3 2021



- Market Research
- Design Planning
- Capital Structure and Strategy
- Planning



### Q4 2021



- Project Development
- White Paper Creation
- Website UI/UX Design



### Q1 2022



- Website Launch
- Social Media Marketing
- Social Media Brand Awareness





## Q2 2022

- Initiation of Project
- Fund Raising
- FURMICRON Strategy and Planning
- Security Check
- Further Marketing Campaigns



## Q3 2022

### FURMICRON Development

- Alpha Phase - start of 3D images and animation development.
- Geolocation development
- Marketplace release
- Development of Virtual and Real world services
- Audit checks
- Game Marketing



## Q4 2022

- Grants for artists, creators, to produce NFTs for CFG via sponsored events.
- Presale of Land NFTs in FURMICRONS
- Trailer release for FURMICRONS





### Q1 2023

- FURMICRON Development Beta Phase 1.0
- Gameplay Trailer Release
- Development of Enhanced Features
- Further development of 3D images and animations.
- Listing of NFT merchants in the Marketplace

### Q2 2023

- Partnership with Physical Merchants
- Geolocation Enhancement

### Q3 2023

- FURMICRON Beta Phase 2.0
- Simulations and Beta tests
- AR/VR Feature release
- Development of Circle License



### Q4 2023

- Circle License Release
- PVE/PVP release for FURMICRONS



### Q1 2024/ONWARDS

- Further Development and Enhancement of the Overall services
- Further development of AR/VR features.
- Physical Product Release for AR/VR.
- New Games to be Released SOON.



### FURTHER DEVELOPMENT!







## OUR TEAM



**KEN LIANG**  
*Founder/CEO*



**GREGORY ARSHAW**  
*Co-Founder/COO*



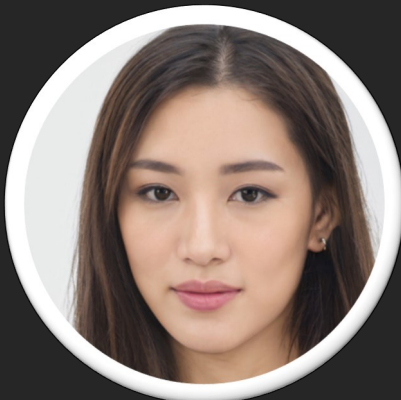
**ALINA LIM**  
*Chief Marketing Officer*



**MARK GOU EN**  
*Chief Development Officer*



**ALLAN XUN**  
*Chief Technology Officer*



**GINA LING**  
*Partnership/Strategic Advisor*

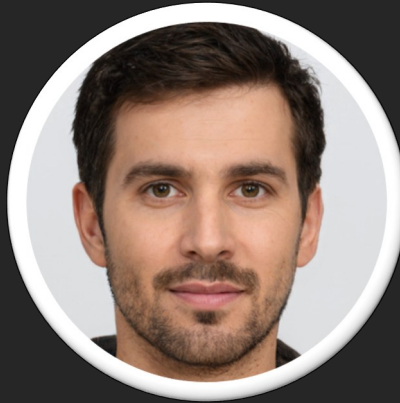


**GEROLD FERNANDEZ**  
*Business Advisor*





## OUR TEAM



**JAMES LUCAS MADISON**  
*Market/Growth Analyst*



**CHRIS YEON**  
*Game Development Director*



**MANUF TRIVEDI**  
*Game/Blockchain Developer*



**LILY MURRAY**  
*Graphics Director*



**IAN MARYADI**  
*3D Graphics Animator*



## OFFICIAL LINKS



Facebook Page

<https://www.facebook.com/CircleFloat-Games-111631818092500/>



Twitter

<https://twitter.com/CirclefloatG>



Instagram

<https://www.instagram.com/circlefloatgames/>



Medium

<https://medium.com/@circlefloatgames>



Telegram

<https://twitter.com/CirclefloatG>



Discord

<https://discord.gg/H2R4hCP6Hx>

[www.circlefloat.com](http://www.circlefloat.com)

