**Fonts:**

<https://www.1001fonts.com/press-start-2p-font.html>

<https://www.1001fonts.com/kongtext-font.html>

(use whichever one looks better in your opinion)

**Links:**

Whitepaper:

<https://vintage-melody-b5a.notion.site/Chain-Fighters-Whitepaper-ec2282bf8c1243c09b2a19243c590fa5>

Discord: <https://discord.gg/HPMs5pdKav>

Twitter: <https://twitter.com/Chain_Fighters>

Opensea:

No link yet

Chelo Twitter: <https://twitter.com/lord_chelo>

Mou Twitter: <https://twitter.com/Ev2Am>

Gandalf Twitter: <https://twitter.com/gandaifhardcore>

Shesho twitter: https://twitter.com/patrickchainman

**Text:**

**FIRST SECTION**

The first on-chain platform fighting game

Fight up the ranks with your fighter, create your own game content and participate in tournaments to earn the $punch token along the way

**SECOND SECTION**

**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.

**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.

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

**Choose Your Fighting Style**

Chain fighters can pick 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
* Increased voting power for DAO proposals

**THIRD SECTION**

Roadmap

Phase 1: Fighters Launch

* Fighters sell out: Chain Fighters collection is sold out in its entirety.
* 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

Phase 2: Initial Dapp release and Chain Fighters 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.

Phase 3: Full Dapp Release

* 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: Chain Fighters 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.

**FOURTH SECTION**

Frequently Asked Questions (dropdowns)

**How does the minting process work?**

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

**How much does it cost to mint a fighter?**

Each fighter has a mint price of 0.047 ETH.

**How many fighters can I mint?**

You can mint ten fighters per transaction

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

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.

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

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.

**Will this be the only Fighter collection?**

It depends, if the game is successful 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.