

GNG — Grind & Glory

Whitepaper v1.0 (EN)

Introduction

GNG (Grind & Glory) is a Telegram-based text RPG that fuses addictive gameplay with real crypto earning potential via the TON blockchain. Players complete quests, collect XP, earn gold, unlock chests, upgrade characters, and gain passive income. TON token is used for purchasing boosts, premium features, and progressing faster.

Core Mechanics

Upon starting, players choose one of three classes - Warrior, Mage, or Rogue - each with unique bonuses. Classes can be rerolled later via /reroll.

Currencies

Gold - in-game currency earned from quests, tavern, mining. Can be spent in the shop.

XP - experience used for leveling up.

TON - blockchain token used to buy boosts, chests, mining pass, and reroll class. Also occasionally dropped in quests or as a bonus.

Level Progression

All players start at Level 1. Higher levels unlock shorter cooldowns and better quest rewards. At Level 10, players unlock Ghost Quests - special high-reward missions focused on gold drops and loot.



Items & Chests

Players collect items of varying rarity: Rare, Epic, Legendary. Items offer temporary boosts to quests and can be upgraded via /fuse.

Chests are obtained via gold or bought directly with TON.



Boosts & Premium Items

Boosts and premium items give powerful temporary advantages (increased XP, better loot, more gold, etc...).



Tavern & Vault System

The tavern lets players deposit gold and earn passive income over time. Players can withdraw anytime, but early withdrawals apply a minor penalty. Vault has limited capacity.



Mining Pass

Mining Pass is a time-limited premium passive income stream, purchased with TON. It generates gold continuously for 7 days. Higher yield, no cap.



Class Reroll

Players can reroll their class using TON. The new class is selected randomly, but cannot match the current class.



Leaderboard & Playstyle Tags

The leaderboard displays top players based on XP and gold. Depending on activity, players earn style tags like Gold Slave, TON Hunter, or Grinder.



Referral System

Every player gets a unique referral link. When someone joins through it, the referrer earns:

% of all quest gold the invited player generates

% of all TON spent by the invited player

Referral stats can be tracked via /refer.

⚠ Note: Percentages are not disclosed in this whitepaper version. These may be subject to future balance changes or tokenomics strategy and will be published separately.



Technical Infrastructure

Fully Telegram-based using the Telegram Bot API

Game economy built on the TON blockchain

All TON payments (boosts, mining, rerolls) are verified via Helius API

Backend tracks user progress, wallet connections, and item inventory

Key Commands:

`/start` - enter the game & choose a class

`/quest` - daily quest with random rewards

`/inventory` - view collected items & boosts

`/boost` - activate time-limited bonuses for TON

`/shop` - buy chests and special items

`/stats` - view player profile (XP, Gold, stats)

`/tavern` - passive gold income system (vault)

`/mine` - premium Mining Pass for higher passive rewards

`/fuse` - upgrade items by fusing them

`/leaderboard` - top players ranking

`/refer` - track referrals and rewards

`/connect` - link your TON wallet

`/help` - display all command