

A general introduction to the TGC game, four major sections.

Main god NFT plan: main god character treasure chest 2000 tokens, 12 main gods, main gods randomly appear after main god treasure chest is opened, main god characters can be strengthened, the highest level is 5.

The main gods can trade freely in the market, strengthen the 100% success rate, and strengthen the consumption of 500 tokens at a time.

The attack attributes of each main god are different, and the attributes can be greatly improved after the artifact is upgraded, making it easier to defeat the BOSS and get as many TGC token rewards as possible.

Artifact NFT plan: Artifact treasure chest with 2000 tokens, 12 artifacts, artifacts can only be used by the main god, and the enhancement volume can strengthen the level of this artifact, up to level 10.

Artifact enhancement: Strengthen coupons are needed to upgrade. Artifacts can be traded freely. Strengthen coupons can only be obtained through BOSS and daily rewards. They are not tradable. The enhancement has a certain degree of failure. After failure, the artifact will stay at this level and will not be destroyed or downgraded.

Artifact enhancement success rate: 100% at level 2-5, 80% at level 6, 65% at level 7, 50% at level 8, and 40% at level 9. The stacking of artifact enhancement coupons can randomly increase the success rate.

Jewelry NFT plan: Jewelry is divided into 5 levels. Each BOSS will randomly drop accessories of different levels. Jewelry can increase token revenue. Jewelry cannot be strengthened, and jewelry cannot be traded.

Level 1 accessories increase by 10%, level 2 accessories increase by 20%, level 3 accessories increase by 40%, level 4 accessories increase by 70%, and level 5 accessories increase by 100%.

Attention, guys. Each main god can only wear one accessory.

PVE: There are five bosses in total, each boss can challenge once a day, and each challenge will consume tokens.

ps: Every time you challenge the BOSS, the combination is 5 main gods. Only flexible matching can defeat the BOSS more effectively. If the challenge fails, you can also get tokens. Rewards will be given according to the defeated HP.

The more rewards you have for thoroughly defeating the BOSS, you can also get enhanced coupons and a chance to drop accessories that increase the revenue of the tokens.

Difficulty 1 star: Medusa-100 tokens for challenge, 200 tokens for defeat

After defeating, the drop probability of enhanced coupons: 80% to 1 ticket, 15% to 2 tickets, 5% to 5 tickets

Jewelry drop rate after defeat: 50% at level 1, 10% at level 2, 5% at level 3, 2% at level 4, 1% at level 5

Difficulty 2 stars: Cerberus Cerberus-200 tokens for challenge, 500 tokens for defeat

After defeating, the drop probability of enhanced coupons: 60% to drop 1 card, 30% to drop 2 cards, and 10% to drop 5 cards

Jewelry drop rate after defeat: 40% at level 1, 15% at level 2, 8% at level 3, 3% at level 4, 2% at level 5

Difficulty 3 stars: Hydra-300 tokens for challenge, 1200 tokens for defeat

After defeating, the drop probability of enhanced coupons: 50% drop 2 tickets, 30% drop 3 tickets, 20% drop 5 tickets

Jewelry drop rate after defeat: 30% at level 1, 20% at level 2, 10% at level 3, 5% at level 4, 3% at level 5

Difficulty 4 stars: Kiklops — 400 tokens for challenge, 2000 tokens for defeat

After defeating, the drop probability of enhanced coupons: 50% drop 3 tickets, 30% drop 5 tickets, 20% drop 10 tickets

Jewelry drop rate after defeat: 20% at level 1, 30% at level 2, 15% at level 3, 8% at level 4, 5% at level 5

Difficulty 5 stars: Ladon, a hundred-headed dragon – 500 tokens for the challenge, 5000 tokens for defeating

After defeating the drop chance of enhanced coupons: no longer drop enhanced coupons

Jewelry drop rate after defeat: 10% at level 1, 40% at level 2, 20% at level 3, 12% at level 4, 10% at level 5

ps: The main god wearing jewelry can stack up the income, and the maximum increase is 500%

ps: Each BOSS defeats the fastest top 50 players to share 10% of the tokens of the ticket of the day

ps: For every 20% increase in the currency price, the tokens obtained by defeating the BOSS will decrease by 10%, and every 20% decrease in the token price, the tokens obtained by defeating the BOSS will increase by 10%. The adjustment mechanism is triggered once every day at 0 o'clock, the same applies to tickets

PVP competition plan:

A 1V1 ranking competition will be held once a week, and each team will send a combination of 5 main gods PK.

The ranking match lasts for 5 days, and each player can challenge 5 times per day.

1st place reward: 100,000 tokens

2nd place reward: 80,000 tokens

3rd place reward: 50,000 tokens

4th-10th place reward: share 100,000 tokens

11-30th place reward: share 100,000 tokens

31-50th place reward: share 50,000 tokens

Reward for the 51st-100th place: share 50,000 tokens