

Pre-ICO White Paper



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Summary

For several years, Blockchain has been at the top of the technological expectations, hundreds of millions have been invested in its development and dozens of new themed currencies are being born every month. Now is the time to productivize the technology. The need to create tangible products that make the use of Blockchain real is acclaimed from the different expert forums.

We strongly believe that Blockchain is the future for any kind of sector: Education, Commerce, Banking, Music, Leisure in general, etc. Just by browsing for a few minutes different ICO websites, you may see that every sector has its own place within the new Blockchain projects.

CFighters aims to be one of those real products going up against the more traditional ones in a sector as competitive as the video game industry, by offering unique features that can be very attractive for the players:

- Unique items: A single player can become the owner of an item with these features, there will be no identical items.
- Unique battles: Since the equipment that each player has is unique, no two battles will be the same. The statistics for each element (the character's armor or weapons) ensure that every battle is different.
- Monetization of items: Thanks to your effort in the game or through the acquisition of Gems Of Power (GOPs) and other elements, you will be able to create the said unique items, which can be exchanged among players in the market using Ethereum.
- Competition: Being the leader of the ranking becomes a complicated and addictive task thanks to the combination of battles and unique items.

Welcome to the first version of the White Paper for the game of the future.

In CFighters, battle is guaranteed.

The game

In an ancient age in which magic and swords are the forces of order, warriors and magicians fight to be the most powerful ones in the entire kingdom.

You will earn different elements to create your own weapons and armor through quests, battles and rankings. Get your Gems Of Power (GOPs) to be able to work in the forge and create a new item.

Travel through their lands, fight against enemies and upgrade your skills to make these items more and more powerful and to be at the top of the ranking.

Make alliances with other players in clans to wage wars and, together, become the most fearsome warriors.

Market and industry

The video game industry is one of the healthiest and most globalized markets. As different studies have shown, countries in every continent have a solid base of players within their borders:



In the different rankings of most downloaded and played games, battle and strategy games are in the top positions every year.

GAMES ▼ REVENUES ▼ CHINA ▼

IMAGE	RANK	NAME	PUBLISHER
	1	王者荣耀 Honor for Kings	Tencent Mobile Games
	2	QQ飞车	Tencent Mobile Games
	3	梦幻西游 Fantasy Westward Journey	NetEase
	4	奇迹：觉醒	Tencent Mobile Games
	5	倩女幽魂 Ghost Story	NetEase

<https://newzoo.com>

Even though creating a game with new technologies, such as Ethereum, may reduce the target audience, there is a large amount of projects, companies and even banks that are already working to include cryptocurrencies among regular currencies, so that they are easily available to their clients. Being able to work in a project based on these new technologies is a bet on the future.

We hope that you join us on the adventure of creating the future of video games.

CFighters Beta

In this paper, we want to explain which elements would be the first ones to be found in the game.

This MVP is a tentative first version. Suggestions on what the players would want to have inside CFighters can be sent via different channels. The present paper will evolve during the Presale months; it might become larger or shorter.

Elements of the game

Forge

The forge is where your warrior will be able to create different armors and weapons to fight. The following factors will affect the weapon forging process:

- Character features: Specifically Intelligence, Strength, Agility and Complexion. The first three features will influence the skill with which the item is created, and the fourth one, the time that may be dedicated to its production. Both factors are variables to create the items, and the items themselves will later improve those factors.
- Learning factors: Within the game, you may obtain books which will improve the level of your forge to create higher level items.
- Materials: Certain materials obtained in battles and/or quests will be needed to start the process of creating an item. (For instance: Gems Of Power - GOPs).

Market

Travelers will arrive every day to the town Market.

There will be two sections in the market:

- Every X period of time (to be determined), 4 equally unique items will be generated and available for sale. This is automatically done thanks to the Smart Contracts that CFighters has. The plan is to assign an affordable price so that anybody can acquire equipment, if they are on the lookout for the items to be released.
- Players market: Where players may sell the items they are not using and buy items from other players. The purchase/sale is made via Ethereum. The GOP Tokens are only valid to create items in the Forge, they cannot be traded.

Arena

Test your skills as a warrior, get ranking points and obtain items required to work in the forge.

The battles will take place as per the following:

- The selection of opponent will be automated.
- The battle will be automated.
- Victory will depend on the value of the armor + weapon + random (dice simulator).
- The winner will earn points.
- The loser will lose points. A percentage of those points will be the ones that the winner earns, so the more points warriors have, the more points will be at stake in each battle.
- Points dictate the ranking of a warrior, with the possibility of having different leagues depending on ranking points.
- Victory can grant the winner other prizes: Coins, items required to work in the forge or books to improve the forge. This is completely random and depends on the level of the league. In the highest-ranking leagues, you can even win GOPs in battles.
- Characters can only fight in battles X times every X period of time (to be determined).

Ranking

Every now and then, the top player of the ranking will level up, and the last one will level down.

There will be different leagues; for instance (the amount of players and name for each league is still undetermined):

- Wood League: infinite leagues
- Bronze League: 700 leagues
- Silver League: 200 leagues
- Gold League: 50 leagues
- Diamond League: 20 leagues
- Platinum League: 1 league

Within each league there will be a number of players, for example 10 or 20.

Inventory

The game promotes collecting, and provides the player with different ways to collect items (armors and weapons). It also facilitates transactions between players with those unique items (market).

The currency is Ethereum, a cryptocurrency that can stimulate collecting by helping to make money with the game or to acquire items that will improve the character just by purchasing them.

Thus, an adequate inventory policy is important, so that the players have a certain number of collectible items, but also the incentive to buy/sell them.

Clan

A game is always better in good company, so what could be better than building alliances with other friends and creating your own clan to contend together?

The clans will have their own Ranking and their chat (still undefined).

Important: The exchange of items between clan members will take place in the market, just like all other players.

Equipment

The equipment for each warrior will consist of:

- Helmet
- Breastplate
- Platelegs
- Gauntlets
- Boots
- Weapon

Armor attributes:

- Protection: Ability to protect against hits
- Strength: The damage effect of the weapon increases, certain weapons might need a minimum amount of strength
- Complexion: It affects the character's life
- Agility: Ability to use the weapon to hit more accurately. A certain agility might be needed to avoid receiving self-inflicted damage with the weapon.
- Intelligence: Ability that facilitates fleeing from battle in case of disadvantage instead of being taken down
- Resistance: Protection against certain elements, which were initially proposed: Fire, ice, poison

There are different kinds of weapons:

- Sword
- Axe

- Broadsword
- Katana
- Spear
- Mallet
- Dagger

Weapon attributes:

- Damage: Relative range. One of the random values of the weapon will be the damage range. For instance: Wooden dagger (1-10 damage numbers) vs. Iron dagger of the titans (5,000-6,000 damage numbers)
- Defense: Ability to stop an attack from your enemy
- Difficulty: Strength, Agility, and other minimum elements for an efficient use of the weapon
- Weight: It affects the speed of the attack with the weapon
- Basic damage: Damage probability of certain elements initially proposed: Fire, ice, poison
- Basics: Complexion, Agility, Strength and Intelligence
- NOTE: Not all weapons will have resistance, basic damage and basics. Some of them will only have one of those elements.

Quests

This will be the interactive part of the game.

Within this section of the game, the character will be able to choose from several scenarios with different difficulty levels.

The scenario will be in career mode, the character will have skills in order to slay different monsters and enemies that may appear on his way.

As the character manages to defeat those monsters by combining the advantages of his equipment with his skills and the different attacks, he will be able to obtain materials that will be needed afterwards to work at the forge.

Quests will be limited, so that the player cannot take part in infinite quests in one single day (restriction to be determined) for security and fair play purposes.

The more difficult the quest is, the greater number of items it will have as reward.

Notes

- These sections are subject to change
- All kinds of suggestions are gladly welcome through the different available channels
- These sections are intended to constitute a first version of the game, but they are not the only ones that will exist. We just wanted to showcase the first ideas in order to better explain what the game will be about

Beginning of the game

All characters will be identically created at the beginning of the game; it will be the only time when players look similar:

- All of them will have the same armor, a very basic one with no special attributes such as Resistance to Elements.
- Those players who have previously participated in the ICO or Pre-ICO will automatically have their GOPs available. Players who have not participated, will start with a specific number of GOPs (to be determined, but ranging between 4-8).
- Other items: These elements are currently being defined but, for the time being, we are considering the following:
 - Gold: Coins obtained after PvP battles or Quests
 - Resources: To be determined, but they may be wood, iron...

Every player will start off with the same number of items (regardless of whether they have participated in the Pre-ICO or ICO), and these items will be necessary to create their equipment in the forge.

Technical Details

Details under construction. Some requirements and technical descriptions of certain elements might already be seen in order to face the development.

Item Token

The Token of each item is completely arbitrary but, since there will be different items with different complexity, out of the 256 random characters, a part not randomly generated must be set aside.

We need to be able to control these values:

- Item level: Not all items have the same level. Thanks to quests and PvP battles, the players will be able to obtain books that improve their skills and, with greater skill, they will be able to create higher level items that, at the same time, need more items to be created. The higher the level, the more powerful they will be. Therefore, a chain must be set aside.
- Type of item: Since there are different armor and weapon items, we need to control a character that indicates the type of item.

Backend

Not all the game content will be developed by means of Smart Contracts and the Ethereum network.

In order to add gameplay, we need a backend that complies with security standards, so that different functions are present in the different environments.

Ethereum Network

Within the Ethereum network, the following functions will be available:

- GOP management: All GOPs will be in the Ethereum network. Acquisition and transfer of GOPs will always take place within the Ethereum network. They will be checked upon and stored within the said network, relying on the security that the cryptocurrency provides and ensuring that it is used as a payment system.
- Creation and possession of armor and weapon items: The tokens that uniquely identify those items are generated and stored in the Ethereum network. They will be exclusively linked to a single account.

External Network

- Secondary items: Virtual coins and the materials needed to create items in the forge are stored in an external network.
- Clan members: clan membership and management are handled through the external network.

- Character customization: Character name, unique features, level, etc. All these characteristics that increase over the course of the game are stored in the external network.
- Chat: To be defined. Management of messages of the clan chat will be done externally.

Security Notes

- GOPs, weapon Tokens or unique data must never be stored in the external network. Security surrounding these data with financial value will be entrusted to the Ethereum network.

ICO and Pre-ICO details

Both the Pre-ICO and ICO are based on Ethereum. This first version of the present paper is focused on the Pre-ICO, providing details on how it will be run and where will the funds accrued be allocated.

All participants in the ICO and Pre-ICO events will support the creation of CFighters by sending their contribution in Ethereum to an address mentioned in the website (the address will be provided on the release date of the Pre-ICO).

In exchange for their contributions, they will receive GOP Tokens (Gems Of Power) that they may use later in the game to start forging their unique items.

The participants in the Pre-ICO and ICO events will receive those Tokens for a lower price than the one they will have afterwards and throughout the game's lifetime, in order to express our gratitude for their support in the execution of this project.

Pre-ICO Table

Pre-ICO	1.000.000 Euros
Required minimum	241.750 Euros
Minimum required percentage	25%

Prices for Pre-ICO Tokens

Pre-ICO Tokens available	4.370.000 GOP
Pre-ICO required minimums	1.092.500 GOP
0.01 Eth	20 GOP (Gems Of Power)
1 Eth	2000 GOP (Gems Of Power)

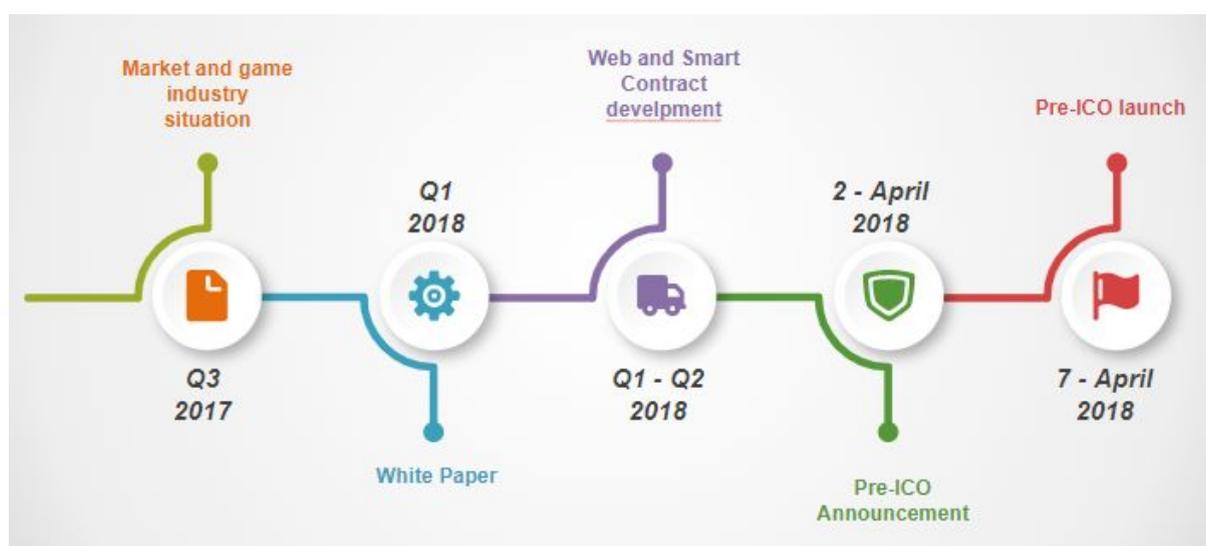
Estimated Prices for ICO Tokens

ICO Tokens available	To be determined
0.01 Eth	10 GOP (Gems Of Power)
1 Eth	1,000 GOP

Pre-ICO Characteristics

- The employed cryptocurrency is Ether.
- It will be run by means of a Crowdsale Contract (ERC20), standard used for Smart Contracts that have been tried and tested and can guarantee their own security for the purchase/sale of the Tokens. Compatibility with the main Wallets of the market, such as MyEtherWallet, MetaMask or Mist, is thus guaranteed.
- The Pre-ICO release will be announced a week in advance.
- The Pre-ICO will last until we run out of Tokens or for 30 days.
- 4.370.000 Tokens will be available in the Pre-ICO.
- It takes 25% of the value to start the project so, if this amount is not reached, a request for the refund of the investment may be submitted.
- The ICO launch date will be announced within a maximum of three months after the Pre-ICO.
- These characteristics are subject to the Pre-ICO. When the ICO is announced, by the end of the above-mentioned period, a new White Paper will be released with the progress achieved and the conditions of the same.

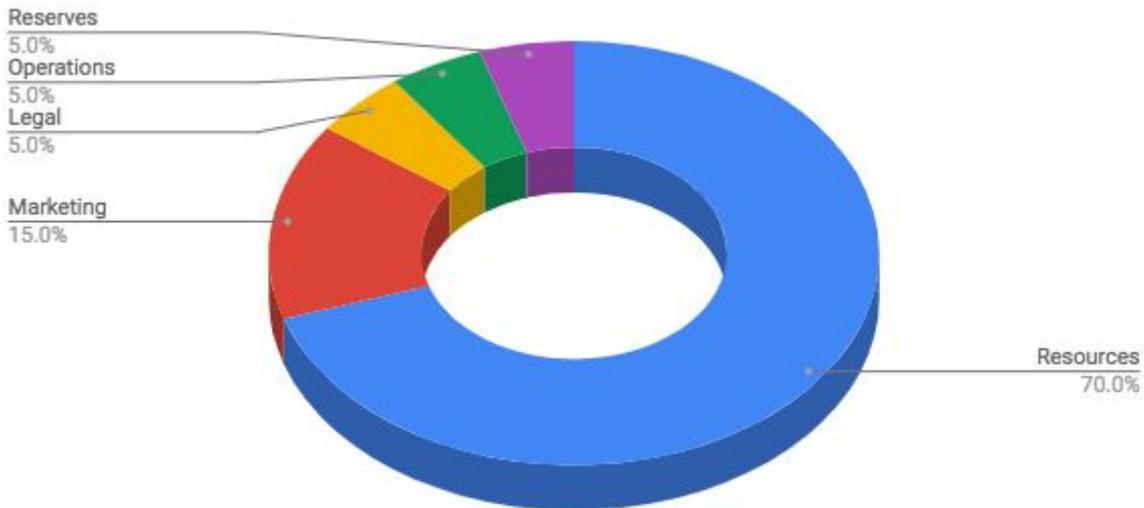
RoadMap Pre-ICO



Allocation of Pre-ICO funds

All funds raised in the Pre-ICO will be allocated as per the following:

Allocation of Pre-ICO funds



The Pre-ICO is entirely destined for the initial creation of the team. The tasks that have been planned to be undertaken with the Pre-ICO funds in regards to the ICO are the following:

- Creation of the first outlines of the elements of the game: Icons for the materials, currency, GOPs, first outline of the different locations.
- Smart Contract for the ICO.
- Initial Smart Contracts for the creation of:
 - Armors per level
 - Weapons per level
- Marketing for the game. The initiative must be advertised in different media and through different influencers.
- Community Manager: In order to manage the different networks available for those people who are interested in the project.

For this reason, the funds have been distributed as per what the chart shows. In further detail:

Development: The team is the most important part of the whole project and, therefore, it is the recipient of the largest amount of funds.

Profiles to recruit for the Pre-ICO stage:

- Marketing Technician: Marketing tasks in order to reach the largest possible audience before the ICO.
- Community Manager: Responsible for the different media available for those people who are interested in the project: Telegram, Reddit, SEO, etc.
- Designer: In charge of making the first sketches and outlines of the game to face the ICO already with the first images of certain elements.
- Smart Contract Developer: Development of the ICO Contract and start working on the development of the contracts to create the elements of the game.

Marketing: Tasks resulting from promotion activities and services provided in the different contact channels with the participants. For instance, funding influencers who can make the project reach a wider audience.

Legal: Tasks resulting from maintaining legality, at all levels. From the creation of the company based in cryptocurrency to the acquisition of personnel around the world.

Operations: Any operation resulting from the maintenance, creation and acquisition of the necessary assets to develop the project.

Reserves: Amount reserved for unplanned costs that may arise during the regular development of the business activity.

Up to 25% of the Pre-ICO

This investment would cover the points described above.

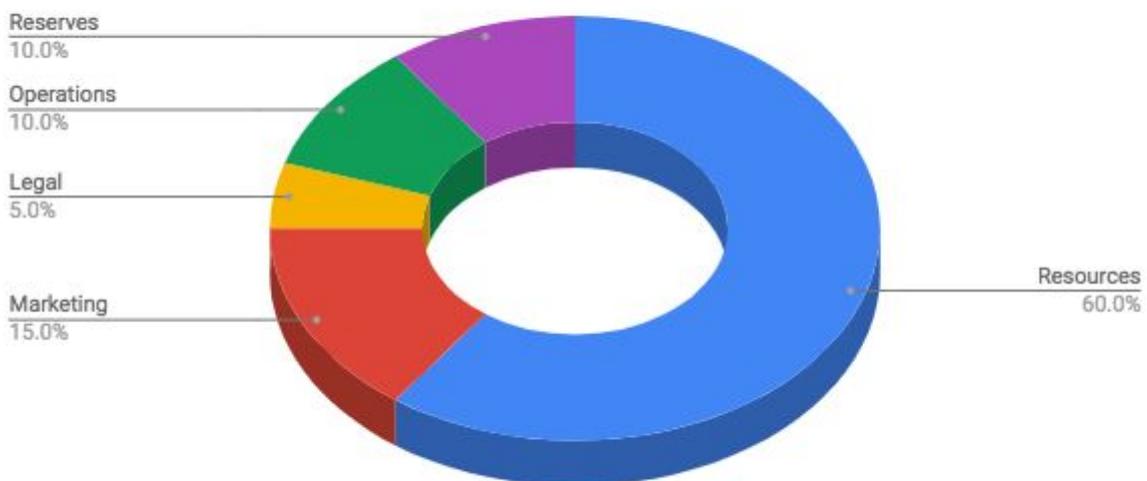
Up to 74% of the Pre-ICO

Recruitment could be increased by adding the following profiles:

- Front-End Developer
- Back-End Developer
- Mobile Developer

The allocation of funds would then vary:

Allocation of Pre-ICO funds as of 75%



This scenario is certainly more beneficial, since it allows to expand the team, by attracting talent to start working on a first and very basic prototype in order to go to the ICO with something that the users can see and test.

If we manage to complete the Pre-ICO with 100% of the Tokens sold, we could expand the team, strengthening those areas that we want to cover with more personnel for this first stage.

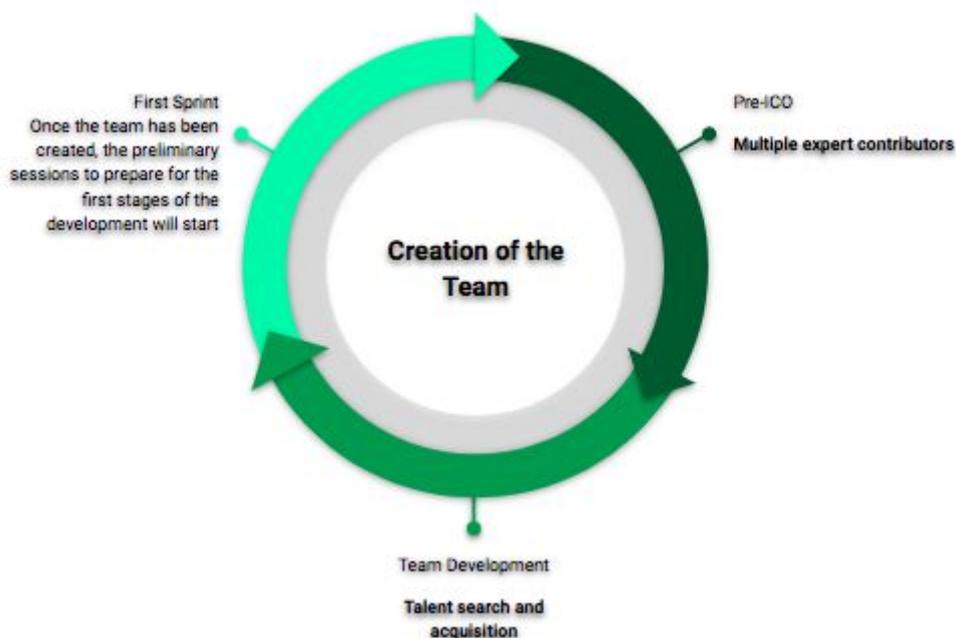
Note for investors

The ICO and Pre-ICO will only distribute Tokens that can be used once the game is developed. This makes it interesting for those users who want to enjoy the game.

If you are an investor, it should be noted that the price for the Tokens during these ICO stages is lower than the price the same Token will have once the game is developed and working, so you may sell those Tokens as you see fit at the price you agree with potential buyers.

Team

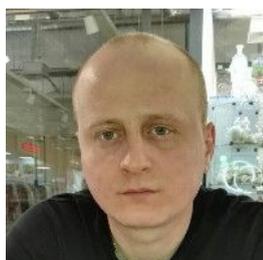
The purpose of the Pre-ICO is to bring the top talent closer and count on the best team to start this project.



The project is led by the CISO, who has extensive experience in Security and Secure Development, and is currently doing a PhD in Telematics specializing in Blockchain and IoT.



Contributors



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Smart Contract Developer





Security Analyst
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Security Engineer for Big Data & Digital Marketing



Cybersecurity & Digital Trust



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