

FIGHT  
LEGENDS

# UTTER PAPER

Version 2.5





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# OUR VISION

Our goal with Fight Legends is to create the next blockbuster in the fighting game industry. Fight Legends is not just another crypto-game in this space : Our goal is to go shoulder-to-shoulder with the giants in the AAA industry.

Such an undertaking used to be impossible for independent studios, but today with the fundraising capabilities of the crypto and NFT space this is a realistic and achievable goal.

Fight Legends is, first and foremost, a free-2-play competitive fighting game with e-sport in mind. This is an homage to the old school fighting games we all grew up with, mixed with industry-defining innovation with crypto and NFTs.

Fight Legends is first a videogame, improved with crypto technology to add value to the players. Unlike a lot of crypto-games in this space, that are just trying to shove money-making schemes in a game-like app.

# FIGHT LEGENDS MULTIVERSE

Fight Legends is a live-action game featuring the best fighters throughout the Multiverse. Players will collect in-game assets while fighting each other for fame and glory. They will trade, level up and customize their Fighters in a player owned economy where users truly own the in-game resources they earn.

There are many different ways to experience Fight Legends, players competing against each other for ranking to be the best, or discovering their Fighter's motivations while gaining rewards in Story mode.

Players can earn prizes by competing in unique, regularly scheduled and rotating, challenges. Prizes can even include in-game NFT assets and free entry into esports tournaments.





# COMMUNITY & ECONOMY

Fight Legends is being designed with fun and tight gameplay mechanics at its core. This will develop a strong competitive community of players who are either interested in our esports friendly Arcade Mode or our NFT Enhanced Mode. While Arcade Mode will feature pure, skill-based competitive gameplay, NFT Enhanced Mode will allow for players to customize their Fighters with additional strategy and tactics for the ultimate outplay of their opponents!

All items in Fight Legends are player owned NFTs and will be earned through the Story mode of the game in addition to other rewards and prizes for completing challenges and competing in tournaments!

NFT Enhanced Mode utilization of NFTs will develop a strong in-game, player driven economy where players can earn through playing and then spending their rewards! Players can spend those rewards towards leveling up and customizing their Fighters and gyms with the items they earn just by playing!

# COMMUNITY & ECONOMY

Furthermore, our GameFi mechanics will allow for players to not only sell their Fighters and other owned, in-game assets, but to also be able to lease out their Fighters as Mercenaries to other players in the community who would like to try a new Fighter or simply don't have any Fighters yet to use!

Players who lease their Fighters will gain a percentage of the rewards that their Fighter gains while being rented out (Staking the NFT).

FightCoin is the premium currency to be used in game. It can be spent on upgrading or summoning Fighters, unlocking stats for the Fighters to be customized with, and purchasing new items.

Players will gain these rewards to advance in-game by engaging in:

- ✕ Winning fights in PvP.
- ✕ Advancing their way through the Story mode with each unique Fighter.
- ✕ Lending their Fighter as a Mercenary to other players to receive a percentage of rewards.
- ✕ Unique daily and weekly challenges to be cleared for rewards.
- ✕ Sacrificing Fighters to generate (Summon) new Fighters or upgrade existing ones to higher Rarities.
- ✕ Wagering when challenging other players to battle.



# GAMEPLAY

## COMBAT

The Fight Legends team is currently developing a tight, mechanically solid combat system. Our team has been reviewing and researching the broad spectrum of combat mechanics from the most popular fighting games of all time such as; Street Fighter, Mortal Kombat, Tekken, Soul Calibur, Guilty Gear, Marvel Heroes and even yet to be released games like Project L.

We are designing our 2.5D system's gameplays to be unique but simple to learn while remaining challenging to master. Each Fighter has their own skill caps to their fighting styles.

We're well underway with the foundations of the system and all of its supporting network architecture.

# GAMEPLAY

## E SPORTS

Because fighting games are intrinsically competitive at their core and our team here have been eSports fans for years, it is a strong goal of ours to create and foster the growth of Fight Legends into acceptance on the global stage that is competitive gaming.

The modes we've designed have been built to support what makes those special "golden moments" in eSports when players develop their own unique style of play and pull off amazing tactics and strategies. Amazing, 200 IQ level plays will be made possible and arenas will be filled with fans exploding with excitement!





# GAMEPLAY

## GYM & FIGHTER CUSTOMISATION

Players own Gyms in Fight Legends. Gyms are where Fighters train to maximize their stats and equip items they earn in order to customize their gameplay. Gyms also offer bonuses as players level them up, allowing for even more Fighters to train at once and other perks.

Spending rewards earned in game to increase the Gyms benefits allow players to increase opportunities by:

- ✗ Allowing Multiple Trainers that boost Fighter's stats and training speeds when equipped.
- ✗ Allowing personal customization of their Gyms (NFT wall art ect)
- ✗ Allowing others to use their Gyms facilities for a fee (Gym Staking)

# GAMEPLAY

## GYM & FIGHTER CUSTOMISATION





# FIGHT LEGENDS PRINCIPLES

Fight Legends is a new breed of fighting game that rewards players for both investing their time playing for fun as well as incentivizing players to interact with the \$FIGHT powered blockchain ecosystem.

We are designing Fight Legends so that the time invested in leveling and customizing Fighters and Gyms gives them real value. Players have total ownership over this value and can choose to keep investing time and money to grow their assets' value.

# PLAYER RETENTION

# & ECONOMIC SUSTAINABILITY

We plan to sustain the economy long-term by:

Releasing 8 new Fighters and 8 new Stages within 1 new Region every few months

Releasing daily and weekly challenges that reward the player for successful completion.

Adding new Fighter skins for players to purchase to keep older Fighters fresh and interesting.

Sacrifice mechanic so that undesirable NFTs can be sunk back into the system. Players can choose to upgrade existing NFTs or summon new NFTs. This will effectively increase the rarity of the NFTs and, in return, increase the value of that particular NFTs remaining population

Having the Mercenary mechanic for existing players who have invested into the ecosystem to gain rewards for helping new players hire Fighters they otherwise wouldn't be able to play.

Players who lease their Fighters will gain a percentage of the rewards that their Fighter gains while being rented out (Staking the NFT).

FightCoin is the premium currencies to be used in game. They can be spent on upgrading or summoning Fighters, unlocking stats for the Fighters to be customized with, and purchasing new items.

Having free to play weekly rotation of playable Fighters users can test out before they decide to make their first purchase, allowing a wider onboarding.

In the beginning of the game the economy will be dependent on early backers purchasing or lending NFTs they have been gifted. As they rent them out to new players, those new players use this mechanic to find and purchase their first NFTs in game. The economy will move away from the early backer subgroup and grow exponentially along with the releasing of new NFTs, Stages and Regions.

# ADDITIONAL FUNDING & CAPITAL

Planning for after the game launches, we've already started designing the next steps for the games income to steadily grow:

- ✦ Sale of Trainer NFTs, Fighter NFTs and Gym sales / upgrades.
- ✦ Selling advertising space on Billboards and posters, as well as areas of our fighting Stages.
- ✦ Holding sponsored tournaments, both invitational eSport and casual.
- ✦ Seasonal Events for items and boosts which help players increase their earnings.



# TOKENOMICS

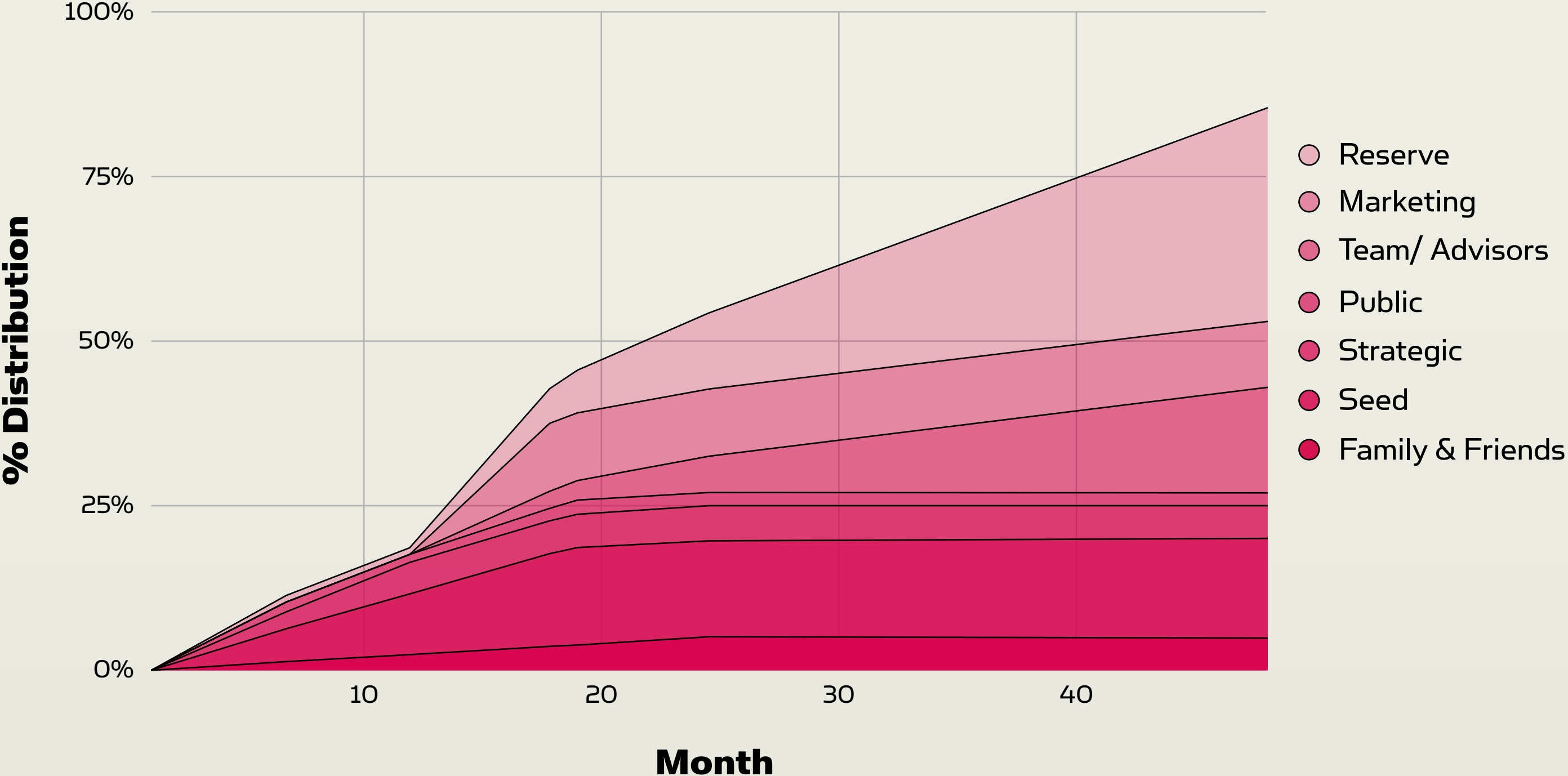
|                 | Price                   | \$FIGHT        | % of Total | CLIFF     | Day 1 Release | VESTING    | RELEASE      | MAX\$       | Tokens TGE |
|-----------------|-------------------------|----------------|------------|-----------|---------------|------------|--------------|-------------|------------|
| Friends/ Family | \$0.005                 | 50,000,000     | 5%         | N/A       | 1.00%         | 24         | Daily        | \$250,000   | 500,000    |
| Seed            | \$0.010                 | 150,000,000    | 15%        | N/A       | 2.50%         | 18         | Daily        | \$1,500,000 | 3,750,000  |
| Strategic       | \$0.025                 | 50,000,000     | 5%         | N/A       | 2.50%         | 12         | Daily        | \$1,250,000 | 1,250,000  |
| Public          | \$0.050                 | 20,000,000     | 2%         | N/A       | 10%           | 6          | Daily        | \$1,000,000 | 2,000,000  |
| Team/ Advisors  | 0                       | 160,000,000    | 16%        | 12 Months | 0             | 36 Months  | Daily        | \$0         | 0          |
| Liquidity       | 0                       | 100,000,000    | 10%        | N/A       | N/A           | N/A        | Pro Re Nata  | \$0         | 0          |
| Marketing       | 0                       | 100,000,000    | 10%        | 12 Months | 0             | 6          | Daily        | \$0         | 0          |
| Ecosystem       | 0                       | 50,000,000     | 5%         | N/A       | N/A           | N/A        | Pro Re Nata  | \$0         | 0          |
| Reserve         | 0                       | 320,000,000    | 32%        | 12 Months | 0             | 36         | Daily        | \$0         | 0          |
|                 |                         |                |            |           |               |            |              |             |            |
| TOTALS          |                         | 1,000,000,000  | 100%       |           |               |            |              | 4,000,000   | 7,500,000  |
|                 |                         |                |            |           |               |            |              |             |            |
|                 |                         |                |            |           |               |            |              |             |            |
|                 | Market Cap at TGE       | \$375,000      |            |           |               |            |              |             |            |
|                 | Fully Diluted MC at TGE | \$50,000,000   |            |           |               |            |              |             |            |
|                 | Total Raise             | \$4,000,000.00 |            |           |               |            |              |             |            |
|                 |                         |                |            |           |               | Fight Coin | Matic        | Price       |            |
|                 |                         |                |            |           | DEX Liquidity | 5,000,000  | \$250,000.00 | \$0.050     |            |
|                 |                         |                |            |           |               |            |              |             |            |

# TOKENOMICS

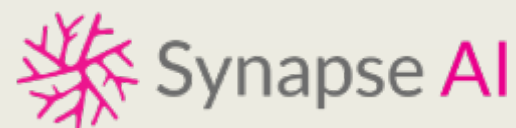


# TOKENOMICS

## Vesting Schedule



# PARTNERS



# 2022 ROADMAP

| Q1                                                                                                                                                                                                                                                                          | Q2                                                                                                                                                                                                                         | Q3                                                                                                                                                                                                         | Q4                                                                                                                                                                                  |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"><li>* First playable TEST demo for NFT holders</li><li>* Announce playable characters of combat sports stars and blue chip NFTs</li><li>* Continue signing additional min of 20 industry partners</li><li>* Rewards for testers</li></ul> | <ul style="list-style-type: none"><li>* Advanced game testing with NFT holders</li><li>* Large prize tournament for NFT holders</li><li>* Companion NFT Drop</li><li>* \$FIGHT IDO</li><li>* In-game Marketplace</li></ul> | <ul style="list-style-type: none"><li>* Early Alpha: NFT owner access</li><li>* Early in game rewards activated</li><li>* Large prize tournament for NFT holders</li><li>* 5k Trainer NFT Drop 1</li></ul> | <ul style="list-style-type: none"><li>* Full Alpha: full public access</li><li>* Full reward / NFT functionality (Alpha)</li><li>* Large prize tournament for NFT holders</li></ul> |

# OUR TEAM



## WILLIAM FAGAN

Founder/ CEO

Former founder of Australian Fighting Championships, Path to Hex, IMMAFA (International Mixed Martial Arts Federation of Australia) and safe Australia. William has worked with and participated in some of the most rapid growth crypto projects of 2021.



## ANTON HARRISON-KERN

GM

Anton has over 20 years experience in IT and business consulting while owning and operating several technology companies including VA, AI and renewable energy. Anton brings a special skill set in project scoping and management and manages our individually sourced developers from around the world.



## YOSHIKI OKAMOTO

Advisor

Yoshiaki Okamoto, is a Japanese video game designer, credited with producing popular titles for Capcom, Konami & Rockstar including Street Fighter, Resident Evil, Red Dead, Devil May Cry & Megaman. He later founded the companies Flagship and Game Republic, and created the hit mobile games Dragon Hunter and Monster Strike. Several franchises he helped create are among the highest grossing video game franchises of all time.



## DALTON GRANT

BDM

With a progressive Mindset and unwavering commitment to seeking better and more efficient ways through advanced technologies. Blockchain and crypto currencies was an easy and natural next step from a 10 year career in finance and property sales. He has been heavily invested in the Crypto Market for the past 3 years and has deployed VC funding to many well known Crypto projects on the market today that are thriving.



## MEAGAN HENDERSON

CMO

Meagan has spent more than 25 years working for some of the world's largest blue chip multinational brands. These include Universal Music Group, Vodafone, Cartoon Network, Burger King and more. Meagan has global connections in gaming and entertainment.

# OUR TEAM



**Sho Akatsuka**

Animation Director  
Animation Director for  
Tekken, Soul Caliber



**Jason Kwak**

Stage Designer  
Stage Designer for  
Street Fighter 5



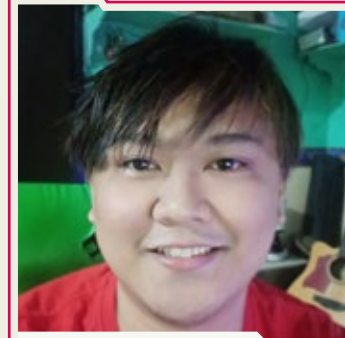
**Daelen Kelly**

Lead Game Developer



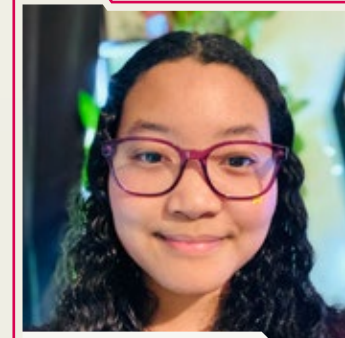
**Jonotan Nunes**

3D Character Artist



**John Bernado**

3D Character Artist



**Joseffyne Robinson**

Concept Artist



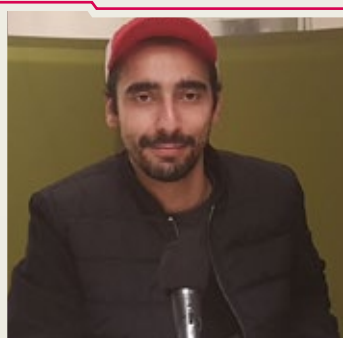
**Valentin Cohere**

Full Stack Developer



**Chidi Nkwochaz**

Solidity Developer



**Walid Alouani**

Network Engineer



**Gimbal Zen**

Rigging



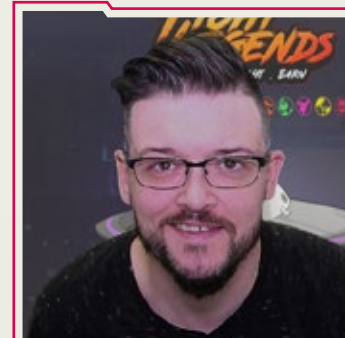
**DICO**

technical Artist



**Nathan Riddington**

Graphic Designer



**Shawn Porter**

Social Media Manager



**Abdullah Abbas**

Advisor



**Vincent Bailey**

Community Builder



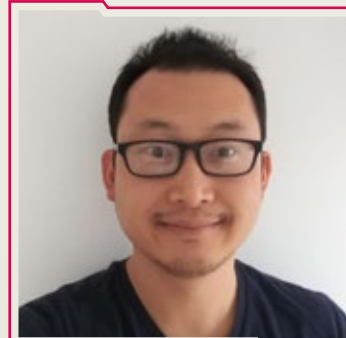
**Edmund Ben**

Community Leader



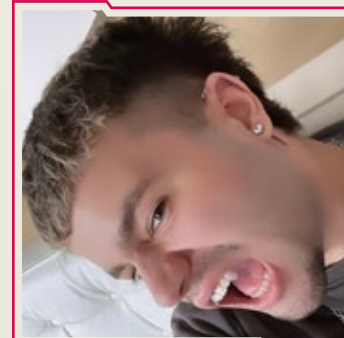
**Annika Shumann**

Administrator



**Seok Kim**

Community Manager



**Will Timlock**

Event Coordinator



**Francis McArdle**

GM Fight Fund

*FIGHT  
LEGENDS*

# THANK YOU



[www.fightlegends.io](http://www.fightlegends.io)



[FightLegendsNFT](https://twitter.com/FightLegendsNFT)



[discord.gg/bUQxhsTRG4](https://discord.gg/bUQxhsTRG4)



[t.me/FightCoin](https://t.me/FightCoin)