



Ethfighter.com

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This whitepaper is a working document that is subject to review and changes

Table of Contents

Table of Content

➤ Introduction_____	01
➤ Gameplay_____	02
➤ Fight Mechanics_____	03
➤ Stages_____	04
➤ Game Modes_____	05
➤ Character Assets_____	06
➤ Rarity index_____	07
➤ How to Play_____	08
➤ Trading_____	09
➤ Character Pre-order_____	10
➤ Game Launch_____	11
➤ Requirements_____	12
➤ Terms_____	13
➤ Risks_____	14
➤ Disclaimer_____	15

1. INTRODUCTION

ETH Fighter is a 3D fighting game. It has been designed to be immersive, and to test the reflexes and skills of players, as well as their mental prowess.

There are 13 fighters to choose from to use in the game. You also have access to two dynamic stages. Both single-player and multiplayer options are supported in ETH Fighter.

Gameplay in ETH Fighter revolves around hand-to-hand combat. The system is built to mirror common fighting games in the sense that there are blocking mechanics, throwing mechanics, ground fighting abilities and blocking abilities.

ETH Fighter is built around the use of Ethereum as a currency to purchase players. The system will be designed to allow people to select and purchase characters from the roster when a limited stock of each character appears.

2. GAMEPLAY

The gameplay of ETH Fighter is all about real-time fighting. The system works by having two players in an arena at any given time, and they will then battle each other in a stunning display of combat. The round ends when either the timer is elapsed for the round, or one player has lost all of their health and been defeated.

Players will be able to seamlessly purchase characters in the form of NFT tokens. Once the character has been purchased, it will be possible to take said character into battle against either a computer controlled player (CPU) or another person.

The initial launch of the game will see two stages available at the beginning, and 13 characters upon initial release. Future updates will include more characters and stages, to be released over a period of a year.

3.FIGHT MECHANICS

Fights in ETH Fighter will be conducted in rounds. Each round has a fixed time period of 90 seconds. When 90 seconds have elapsed, results will be decided by either having the most health at the end of the round, or successfully reducing the health of the opponent to 0 and achieving what is called a knockout, or KO.

Characters will fight according to their abilities with regards to stats and points. A customisation system to further invest stat points into characters will be available at an unspecified point in the future.

04. STAGES

The game will launch with two very well designed, vibrant stages. More stages will be added over the course of 2019 and 2020, with continuous progression and expansion planned.

The stages are designed to offer no intrinsic benefit to any one character, although possible exploits may be found and used by players until a bug fix or patch can be created.

05. GAME MODES

PVP - Player vs Player

The primary game mode will be putting two players against one another via the internet. Those players who do use the most bloke services will need to go to the appropriate in game menu. They will be promoted to select a player and then then the list of available players will load on the screen. From there, the players who are selecting the characters they want to use can navigate the menus.

Once both players have selected a character, the fight will automatically start. Player versus player matches consist of 3 second rounds, and there will be three rounds played. A winner will be decided based on the amount of HP left at the end of each battle, or when one player has been knocked out.

PVC - Player vs CPU

Players will also have the option to compete against a computer-controlled opponent. This is to ensure that everyone has access to a match at any given point. The computer control player will select from the roster of available fighters at random, and will perform at a high level of competency.

The game will launch with player versus computer controlled opponents initially, and the multiplayer game servers will be added in the fourth quarter of 2020. Computer controlled opponents will draw from the full range of characters and will be a testing opponent.

Practice Matches

There will be a practice match option available from the beginning of launch, in order to make sure that players can practice using their chosen fighters. This training exercise will allow you to refine your skills, practice combos, and learn how each character behaves on the battlefield.

The practice matches will be available at all times to ensure that players can adequately prepare for CPU matches and online play.

06. CHARACTER ASSETS

ETH Fighter features a diverse cast of fighters. Each fighter hails from a different background, and puts an emphasis on a different battling style. Every fighting style will be unique to that character, and has three different punch and kick attacks, all of which will vary in terms of their speed and power, as according to the stats is that each player has.

Every fighter will have a stamina index which will be between 1 and 10. Each fight that the player participates in will deplete one stamina. The stamina can be restored through the character menu. There may be a period where use of a character is not possible due to a lack of stamina being available for a given period of time.

Every player has a set of individual strengths and weaknesses, known as stats. These stats represent the various abilities of each character, and are ranked based on the following criteria:

-  Power
-  Health
-  Mobility
-  Techniques
-  Range
-  Stamina

07. RARITY INDEX

The characters in ETH Fighter are only available in limited quantities. There will be some characters which are rarer than others because the amount of tokens available to get these characters will be less. In this way, there will be a rarity index.

As there will be a limited stock of each character available, the system will operate on a “first come, first serve” basis. A trading system will be implemented at an unspecified point to allow players to swap characters, in order to compensate for a limited stock.

7B. Customisation

There will be specific rare characters that are customisable. This feature will allow players to add unique designs to the fighters. Plans for this feature are coming in 2021.

It will also be possible at an unspecified point to add additional stat points into each fighter. This will allow for further customisation of each character, and provide players with the option to build characters as they see fit.

Character Pricing

All of the characters will be priced according to specific criteria. The stamina, rarity and performance of each character will influence how much it costs.

The presale for all characters initially available will begin on the 14th of August. Over the course of four stages, there will be a 40% discount which will decrease by 10% over a period of two months, at 14-day intervals.

The presale has the added benefit of allowing all players who made an early purchase to access the game one week before public launch.

08. HOW TO PLAY

Playing ETH Fighter requires you to follow the instructions provided to select a character, select a battle mode, and then begin a match accordingly.

To begin with, you will need to select a game mode to play. Your choices will be either playing against another person, playing against the computer, or a practice match.

Assuming that you have bought a character using one of the tokens provided, you can now play ETH Fighter. Select your character from the screen and follow the prompts to begin a match. Your game will load on one of the two currently installed stages.

The match will progress until the timer has been elapsed or a player has been defeated. In the event of the former, the victory will be awarded to the player with the most health left at the end of the round.

Tutorial Videos

The ETH Fighter website will have a guide section. This will teach players how to perform various actions in the game, and will assist in advancing the gameplay for any newcomers to the game.

There will be three tutorial videos which have been designed to guide players through basic actions in the game. These actions are movement, attack and defence options.

The tutorial videos will be displayed alongside detailed instructions which will contain illustrations for ease of understanding. The videos will range from 30 seconds to minutes, depending on the amount of information necessary.

09. TRADING

The characters which you collect on ETH Fighter can be traded. They will all be tradable via an opensea marketplace. Players will be able to freely trade with one another to collect characters, and this is a compensation system for the limited stock of each character that will be released.

 <https://opensea.io>

10. CHARACTER PRE ORDER

The pre-sale for ETH fighter will take place 3 months prior to the launch of the game. Players will be able to purchase the characters they want for a discounted price.

The shop will have a presence on the front-end site, and will be set up in Wordpress. This will allow people to pay in multiple currencies. When orders have been placed, the characters will be sent to the wallet of the user as a token.

Key Dates :

- ✚ August 14th. At this stage, the initial presale will go live. There will be a 40% discount on a limited selection of players.
- ✚ September 1st. This is stage 2 of the presale, and will see the discount reduce by 10% down to 30%.
- ✚ September 15th. This is stage 3 of the presale, and will see the discount reduce again by 10% down to 20%. The demo game will also launch at this time, and all characters will be playable against the ETH Fighter CPU system.

- ✚ October 1st. The presale will reach stage 4, and reduce again to a final 10% discount.
- ✚ December. The game will launch in full with multiplayer options and all systems ready for player use.

11. GAME LAUNCH

The game will launch in November 2020 to the general public. All characters will be ready for the launch. Those players who have made presale purchases will be entitled to early access of the game - 1 week prior to public launch.

12. REQUIREMENTS

The minimum requirement for a player to use the game and play is one character. Technically speaking, a modern computer with adequate internet connections is recommended for any player wishing to participate.

It will be the sole responsibility of the player to decide what technology to use and to make investments in order to play. ETH Fighter will perform properly with the full resources of a modern system. A slower computer may experience lag or delayed input.

Minimum running requirements for the game will be decided at a later date, and may change at any point during the lifespan of the product. Players will be given proper warning of this where possible.

13. TERMS

DISCLAIMER

Please read this information in its entirety and with great care.

Terms

ETH Fighter is a distributed application which is run by the Ethereum network. It allows the management of specialist cryptotokens which have a single purpose of demonstrating gaming processes using a GUI client. This client is hosted via servers owned by the developers of ETH Fighter.

Completion of the ETH Fighter game is not yet achieved, and further time, expertise and resources will be required for the management team to launch the game with a full range of services. Changes can be made to the details of the product designated ETH Fighter during the course of completion, as laid out in this document.

Changes, cancellation and ceasing of the product are all at the sole discretion of the development team. Servers, assets, game processes and the product itself may be changed, deleted or updated at the discretion of the development team. Prior warning will be given to players where appropriate, but is not guaranteed.

14. RISKS

There are risks to using the ETH Fighter game. All players should be aware of, accept and acknowledge each of the risks outlined below. They should also read and accept all information on the official ETH Fighter website before a decision to use the game or any of its features is made.

01. THIS PRODUCT MAY FAIL TO LAUNCH

The launch of the product may fail to occur at any time due to unforeseen circumstances or issues beyond the control of the development team. ETH Fighter may fail to be launched, marketed and developed according to the timeline laid out in the document. Players may not receive any services, products or tokens. It is within the realm of possibility that the ETH Fighter game will never be released due to unforeseen circumstances.

02. CHANGES TO THIS PRODUCT MAY OCCUR

ETH Fighter has the right to make changes to the game, it's assets or process at the sole discretion of the development team. It is possible that the developers might be unable to provide the game in a way which is reflective of the specifications and processes laid down in this document.

03. FAILURE TO MAINTAIN IS POSSIBLE

It is within the realm of possibility that the game will malfunction, develop an error or cease working in such a way that it is no longer properly maintained or developed. This may result in harm to the ETH Fighter brand and its assets.

04. PRODUCT MAY CEASE TO OPERATE

It is within the realm of possibility that for a collection of reasons, which includes but is not limited to an unfavorable fluctuation in the value of the crypto currencies employed, or circumstances outside of the control of the development team that the product will cease to operate at any given time.

In the event that this occurs, the development team will no longer be required to continue to operate the ETH Fighter game, and all assets relating to it will simply cease to exist or dissolve. Compensation to players will not occur at this time.

05. HIGH VOLATILITY IS POSSIBLE

It is vital to understand that the Ethereum cryptocurrency is a highly volatile and constantly changing entity. There can be fluctuations in the price of tokens which will have an adverse effect on the value of digital assets. This is outside the control of the development team.

06. BUGS AND THREATS CAN OCCUR

It is within the realm of possibility that ETH Fighter will be the target of cyberattacks, which are malicious in nature. These attacks will be designed to exploit security breaches, insert malicious code, and attempt to delete or steal game assets from the developers or players.

In the event that the security of ETH Fighter is compromised, it will then be the responsibility of the players to cease use of the platform, which can have a negative impact on the game processes and value of assets. This is a situation which will be outside of the control of the development team, and an investigation will need to be conducted to identify, remove and replace damaged assets or code.

07. TAXATION ISSUES MAY OCCUR

At the time of writing, the tax treatment for cryptocurrencies and tokens is unknown. It is within the realm of possibility that there are adverse tax consequences at stake for participants of the game during future events.

08. REGULATORY RISKS

ETH Fighter is liable for experience adverse development of game processes and assets owing to the regulatory systems in place which govern blockchain technology, cryptocurrencies, tokens and distributed networks, which at the time of writing is an unknown entity.

09. LOSS OF CONTROL MAY OCCUR

ETH Fighter developers may experience a loss of control over the product due to the nature of its distribution. This may occur once the project has launched and there is no way to predict what may occur.

10. BLOCKCHAIN RELATED RISKS MAY OCCUR

It is within the realm of possibility that transactions, game assets and tokens may change according to upgrades which are performed by those directly involved with the Ethereum network.

11. LOSS OF FUNDS MAY OCCUR

It is within the realm of possibility that participants may be subject to a loss of all cryptocurrency that is transferred to the ETH Fighter network. Compensation for players may not be possible.

15. DISCLAIMER

DISCLAIMER

IMPORTANT INFORMATION! PLEASE READ THIS INFORMATION CAREFULLY AND IN ITS ENTIRETY!

THIS DOCUMENT IS OF A DESCRIPTIVE NATURE ONLY AND NOT BINDING. THERE IS NO WARRANTY, EXPRESSED OR IMPLIED, THAT THIS FUNCTIONALITY WILL BE DEVELOPED OR RELEASED. ETH FIGHTER GAME IS PROVIDED ON AN "AS IS" BASIS. USE THIS SOFTWARE ON YOUR OWN RISK.

- i. DESCRIBED FEATURES MAY NOT BE RELEASED.
- ii. PRODUCT MAY CEASE TO EXIST.
- iii. NOT AN INVESTMENT / SECURITIES OR SWAP. GAME ASSETS HAVE NO RIGHTS, USES, PURPOSE, ATTRIBUTES, FUNCTIONALITIES OR FEATURES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY USES, PURPOSE OR ATTRIBUTES. GAME ASSETS MAY HAVE NO VALUE, FUNCTIONALITIES OR FEATURES.

- iv. PRODUCT MAY CONTAIN BUGS AND SERIOUS BREACHES IN THE SECURITY THAT MAY RESULT IN LOSS OF YOUR GAME ASSETS OR THEIR IMPLIED VALUE.
- v. ALL THE CRYPTOCURRENCY TRANSFERRED TO GAME SMART CONTRACTS MAY BE LOST.
- vi. PRODUCT DEVELOPERS ARE NOT RESPONSIBLE FOR ANY MONETARY LOSS, PROFIT LOSS OR ANY OTHER LOSSES DUE TO USE OF DESCRIBED PRODUCT.
- vii. THIS DOCUMENT IS NOT FINAL. CHANGES COULD BE MADE BEFORE AND AFTER THE RELEASE OF THE PRODUCT. NO PRIOR NOTICE MAY BE GIVEN.
- viii. ALL TRANSACTION ON THE ETHEREUM BLOCKCHAIN ARE FINAL, NO REFUND, COMPENSATION OR REIMBURSEMENT POSSIBLE.
- ix. YOU MAY LOSE ALL THE CRYPTOCURRENCY TRANSFERRED TO THE GAME SMART CONTRACTS.
- x. THE DEVELOPMENT TEAM WILL TAKE REASONABLE STEPS TO PROTECT THE GAME AND IT'S ASSETS FROM VIRUSES OR CYBERATTACKS. HOWEVER, THIS IS NOT A GUARANTEE OF SECURITY. PLAYERS ARE RESPONSIBLE FOR THEIR OWN SECURITY AND ANTI-VIRUS SOFTWARE.

YOU ACKNOWLEDGE AND AGREE THAT IT IS YOUR RESPONSIBILITY TO REVIEW THE PROJECT WEBSITE, TERMS & CONDITIONS PRIOR TO USING THE PRODUCT. ETH FIGHTER DOES NOT ACCEPT LIABILITY FOR ANY DAMAGE, LOSS OR HARM TO A USER OR THEIR ASSETS DUE TO NOT READING THESE TERMS.