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Edition

GRABCOIN CLUB

WHITEPAPER

CONNECTING PEOPLE TO THE LIFE IN HIGH DEFINITION

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CONTENTS

- Executive Summary 3
- What Makes Us Different? 4
- The Legend of FiHunters . , , , , , , , , , 5
- Revenue Streams 6
- DAO 9
- User Engagement 11
- Tokenomics 12
- Game assets 16
- The Game 18
- NFTs Avatars 20
- MetaMind Construction 31
- Developments. 34
- Roadmap 35
- Core Team 36



EXECUTIVE SUMMARY

GrabCoinClub is a 3D metaverse role-playing game (MRPG) in the MetaMind Metaverse that combines economic strategy with a 3D shooter, role-playing game (RPG), and space simulator.

We are one of the pioneers of the GameFi industry, and we want to contribute to the principles and standards of metaverse games design and development and release one of the fundamental games for game industry fans and professionals.

About MetaMind

Unlike GrabCoinClub game, the main aims of MetaMind are online communication, making new friends, creation, art collaborations, arranging and visiting interesting events, leisure and hobbies. While travelling through MetaMind, you absolutely don't have to participate in GrabCoinClub gameplay. We want every user to find their own place and exciting things to do in the Metaverse.

Key Definitions

Metaverse is a set of metaverses of different gaming, social and other projects standardized through publicly available blockchain networks, fungible and non-fungible tokens, smart contracts, and programming languages (Solidity, Unity, etc.) that operate continuously in real-time.

MRPG (Metaverse Role-Playing Game) is a role-playing game in a metaverse where players are authorized with standard cryptocurrency wallets, the ownership of game assets is achieved through the ownership of NFT, and the main project token and/or other cryptocurrencies serve as the means of mutual settlement.

GC token is intended to be the main currency of GrabCoinClub, fueling an ecosystem that allows players to earn and sell/buy non-fungible tokens (NFT).

NFTs and SFTs in the MetaMind Metaverse are divided into the three large groups: NFT-Avatars, NFT-Artifacts, and SFT-Artifacts.

NFT Avatars - by logging into MetaMind with a crypto wallet containing an NFT avatar, you can choose it as the character you'll use to explore MetaMind and/or play GrabCoinClub. You can use up to 5 characters simultaneously on one wallet. A collection of 15,555 gaming avatars was released on 30.04.2022, with an additional release of NFT avatars planned for the third collection.

NFT Artifacts - these encompass all unique artifacts within the gaming world of GrabCoinClub: weapons, pets, building permits, spaceships, armor, resource gathering tools, etc. A collection of 15,555 gaming artifacts was released on 10.10.2022, and an additional release of NFT artifacts is planned for the third collection.

SFT-Resources are all semi-fungible in-game items such as non-unique types of weapons, territory permits, first-aid kits, resources, ammunition, and other in-game consumables.

¹ The definitions are formulated by our team and are not generally accepted and/or scientific.

² Interim Administration and later DAO reserves the right to release additional SFT and NFT collections to balance the gaming processes of GrabCoinClub and the financial system of MetaMind overall.

WHAT MAKES US DIFFERENT?

We are making the Metaverse called MetaMind and the game under the name of GrabCoinClub in this Metaverse - they are different but inextricably intertwined developments. By doing this, we are trying to formulate new definitions in the Web3 sphere and to set the standards for the industry of metaverses.

Real Digital Ownership

We provide real ownership of in-game items by turning them into tokens ERC-721/NFT and ERC-1155/SFT on the Polygon blockchain network. Players get the right to sell their items for real money, use them within GrabCoinClub and even embed them in third-party games and standardized tools. This sets GrabCoinClub apart from what is offered in conventional and multiplayer video games of recent times.

The game is designed to fundamentally change how games work. Using Ethereum technology and smart contracts on the Polygon network, we are transferring real digital property to players' crypto-wallets, and we also provide mechanisms to obtain items that have value and meaning in the virtual world of MetaMind.

GC token is intended to become the main currency of the MetaMind metaverse and within the GrabCoinClub game, fueling an ecosystem that allows players to earn and sell non-fungible tokens (NFTs) and semi-fungible tokens (SFTs).

GrabCoinClub differs with the following:

- Exciting gameplay
- Awesome game lore
- True digital property
- A whole range of sophisticated Play-to-Earn mechanics
- game economy
- Affordable scaling and complexity

MetaMind will be fun for everyone:

- Anyone who wants to play and win,
- Everyone who wants to make money,
- And even those few who just want to hang out and have a good time in the Metaverse!



INTRODUCING GRABCOINCLUB THE LEGEND OF FIHUNTERS

An old legend says that at the beginning of time on FiToria Exoplanet, in outer space, there lived the ancestors of the FiHunters, financially ingenious tigers and dragons.

FiToria, a Saturn-like exoplanet, is legendary. It is home to FiHunters and the cradle of ancient knowledge about the nature of wealth.

In ancient times the planet was inhabited by intelligent tigers and dragons. They have imbued with the power of FiToria and created 15,555 artifacts, in which they encrypted the answers to the question "How to manage money flows and maintain financial freedom".

When the time came, FiHunters went to the blockchain planet of Polarity, where nowadays several colonies of researchers from Planet Earth landed to explore the possibilities of blockchain.

And now FiHunters are ready to transfer their knowledge to the adepts of the play-to-earn financial model. They've taken artifacts from their home planet with them, including a sacred hourglass. It contains a mini-copy of FiToria and its sand. It is said that whoever possesses the artifact of the hourglass will gain unprecedented power which will change forever the economy of the universe ...

FiHunters apply the sacred knowledge of making cryptocurrency and have promised to provide all their mentors with that skill!



REVENUE STREAMS

MetaMind has a total of 4 revenue streams for users. They are divided into those going to members of the GrabCoinClub closed club, free-to-play players, and even ordinary visitors of MetaMind.

1. Flexible bonus system distributing bonuses to all NFT owners.
2. Play-to-earn system of rewarding players for completing missions and achievements in the game.
3. Royalty payments to privileged DAO members.
4. GC token staking on the project website and DEX is available to everyone.

GC Token Earning Opportunities

In addition to the direct purchase of GC tokens for fiat money or other cryptocurrencies, there are many opportunities to get it in one way or another by participating in GrabCoinClub game processes or the formation of MetaMind market tokenomics.

Play-to-Earn

The number one way to earn GC tokens while playing

The gaming world of GrabCoinClub is so rich and diverse: in-game activities and GC tokens earning opportunities await seasoned and experienced video game enthusiasts!

You can earn by:

- completing DAO missions (for a single player)
- completing missions from other players (for a single player)
- finding and unlocking loot boxes
- upgrading your hero

Trade-to-Earn

A speculative way to earn GC token

You can conduct broad-based and full-fledged economic activity in MetaMind and earn well from it.

You can earn as follows:

- Travel in MetaMind and do the natural exchange and market trading.
- Mine minerals and then sell them to other players or DAO.
- Trade different NFT and SFT assets on various planets and locations. Prices for the same assets are formed by the free market, and this gives truly ample opportunities for speculative trading.

Hold-to-Earn

Passive ways of earning GC tokens in MetaMind

Users who are not or only weakly involved in gaming can enjoy visiting MetaMind and passive models of earning GC tokens (yes, there is indeed a large audience that neither play nor show a strong interest in computer games, which is confirmed by numerous studies).

You keep earning:

- Just by owning an NFT, you get bonuses on the GrabCoinClub website.

Three-year bonus plan for the NFT collection # 1

Series	Circulation	Cost of NFT, USDT	Annual Bonus per series, GC	Total Bonus per series, GC	Annual Bonus per NFT, GC	Total Bonus per NFT, GC
1	3 000	72,5	169 200	507 600	56,4	169,2
2	2 800	116	252 000	756 000	90	270
3	2 300	203	361 560	1 084 680	157,2	471,6
4	2 000	377	585 600	1 756 800	292,8	878,4
5	1 700	725	956 760	2 870 280	562,8	1 688,4
6	1 500	1 160	1 350 000	4 050 000	900	2 700
7	1 000	2 030	1 575 600	4 726 800	1 575,6	4 726,8
8	550	3 770	1 609 080	4 827 240	2 925,6	8 776,8
9	300	7 250	1 687 680	5 063 040	5 625,6	16 876,8
10	200	11 600	1 800 000	5 400 000	9 000	27 000
11	100	20 300	1 575 000	4 725 000	15 750	47 250
12	50	37 700	1 462 500	4 387 500	29 250	87 750
13	25	72 500	1 406 250	4 218 750	56 250	168 750
14	20	116 000	1 800 000	5 400 000	90 000	270 000
15	10	203 000	1 575 000	4 725 000	157 500	472 500
Total	15 555		18 166 230	54 498 690	369 936	1 109 808

Bonuses are awarded by a smart contract to the owner of an NFT on a monthly basis and are available for obtaining at [grabcoinclub.com](https://www.grabcoinclub.com) by the owner of the particular NFT.



Three-year bonus plan for the NFT collection # 2

Series	Circulation	Cost of NFT, USDT	Annual bonus per series, GC	Total bonus per series,GC	Annual bonus per NFT, GC	Total bonus per NFT, GC
1	2 855	100	285 500	856 500	300	900
2	2 200	300	660 000	1 980 000	900	2 700
3	2 000	500	1 000 000	3 000 000	1 500	4 500
4	1 700	700	1 190 000	3 570 000	2 100	6 300
5	1 500	1 000	1 500 000	4 500 000	3 000	9 000
6	1 000	3 000	3 000 000	9 000 000	9 000	27 000
7	1 000	5 000	5 000 000	15 000 000	15 000	45 000
8	600	7 000	4 200 000	12 600 000	21 000	63 000
9	600	10 000	6 000 000	18 000 000	30 000	90 000
10	500	30 000	15 000 000	45 000 000	90 000	270 000
11	500	50 000	25 000 000	75 000 000	150 000	450 000
12	400	70 000	28 000 000	84 000 000	210 000	630 000
13	300	100 000	30 000 000	90 000 000	300 000	900 000
14	240	150 000	36 000 000	108 000 000	450 000	1 350 000
15	110	200 000	22 000 000	66 000 000	600 000	1 800 000
16	50	300 000	15 000 000	45 000 000	900 000	2 700 000
Total	15 555		193 835 500	581 506 500	2 782 800	8 348 400

GC Token Staking

Pool of Liquidity	APY Min*, %	APY Max*, %	Freezing, days	Chilling period, days	Lootbox
4	1 %	60 %	360	30	5
3	1 %	40 %	240	25	3
2	1 %	25 %	180	20	1
1	1 %	10 %	90	15	0

** APY is randomly selected within given Min & Max limits after a Chilling period*

You can place your GC tokens in the smart contract of staking as well as find out the rules of staking on the website grabcoinclub.com. Giveaway Lootboxes are provided when passing the chilling period.

DAO

DAO (Decentralized Autonomous Organization) is an organization governed by smart contracts, based on blockchain technology within the MetaMind metaverse. It provides a mechanism for collaborative management and decision-making within the community.

DAO participants—holders of NFT series from 10 to 15 (Collection I) and owners of NFT series from 10 to 16 (Collection II), along with the DAO token (scheduled for release in 3Q2024), will receive exclusive rights and access to products and services developed and provided by the DAO. This includes events and features within the platform that are not accessible to regular users. They have the right to vote on important community development issues, make decisions regarding the development and implementation of new tools and features to enhance the metaverse, as well as other matters related to the virtual and gaming space of the project.

DAO royalties are only available to owners of NFT series from 12 to 16 in NFT Collections I and II.

DAO Royalties, NFT Collection # 1 Avatars*

NFT Series	Circulation	Quarter Royalty, %	Annual Royalty, %	Quarter Royalty per NFT, %	Annual Royalty per NFT, %
12	50	1,2 %	4,8 %	0,024 %	0,096 %
13	25	1,3 %	5,2 %	0,052 %	0,208 %
14	20	1,4 %	5,6 %	0,07 %	0,28 %
15	10	1,5 %	6 %	0,15 %	0,6 %

DAO Royalties, NFT Collection # 2 Artifacts*

NFT Series	Circulation	Quarter Royalty, %	Annual Royalty, %	Quarter Royalty per NFT, %	Annual Royalty per NFT, %
12	400	1,2 %	4,8 %	0,003 %	0,012 %
13	300	1,3 %	5,2 %	0,0043 %	0,0173 %
14	240	1,4 %	5,6 %	0,0058 %	0,0233 %
15	110	1,5 %	6 %	0,0136 %	0,0545 %
16	50	1,6 %	6,4 %	0,032 %	0,128 %

The percentage accrued for each NFT series depends on the specific NFT series.

Royalties are calculated and paid quarterly. At the end of each quarter, the total royalties for each NFT series are calculated based on the percentage specified in the tables.

The accrued royalties are then distributed proportionally among the total number of NFTs in each series.

DAO royalties will be accrued quarterly from the launch of the DAO. To receive royalties, you can visit the website grabcoinclub.com, log in using the crypto wallet where your required NFTs are stored.

Team Up to Earn

team ways of earning GC tokens for professional gamers

GrabCoinClub members (only the owners of NFT-Avatars) can team up and earn more by completing multiplayer missions and joint walkthroughs than by playing alone.

You earn even more by:

- Completing multiplayer missions from DAO and other players
- Teaming up with other players in joint campaigns
- Earning a percentage from missions completed by players in your clan
- Earning a percentage from your clan's loot
- Gaining bonuses for in-game multiplayer activity



USER ENGAGEMENT

Simple and Fun Gameplay

The main goal of the GrabCoinClub game is to become the richest, and thus the most famous, respected, and powerful character in the FiHunters club. The gameplay combines economic strategy with a 3D shooter, role-playing game, and space simulator.

Each player can choose the most interesting scenarios and ways to earn GC tokens by completing missions, engaging in piracy, speculative trading, or loansharking. And if you know the nature of a modern person, then by all at once!

Spending Time in the Metaverse

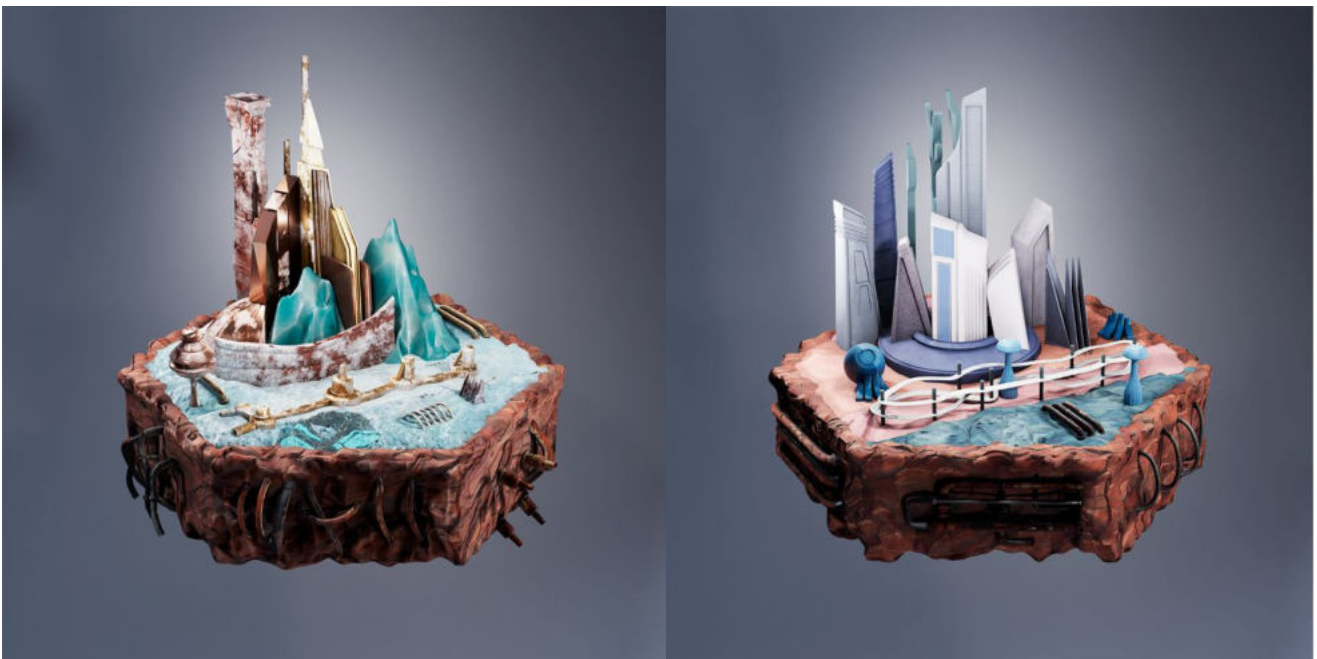
At the same time, the main aims of the MetaMind Metaverse are communication, making new friends, creation, creativity, promenades through a beautiful and mysterious virtual world, arranging and attending interesting events, spending your leisure time, and enjoying your hobbies.

Complicating and Scaling Up

The MetaMind Metaverse is a living and constantly evolving three-dimensional world on blockchain networks. Moreover, the development goes not only through scaling of the world where one new planet appears every six months but also through the complication of game logic and the addition of new mechanics and functions.

Ownership and Earn-Driven Retention

Traditionally within GameFi projects, the additional mechanisms of engagement and retention of the game audience and community of loyal fans are real ownership of in-game tokens, NFTs and SFTs, earning in-game cryptocurrency (which has real value on exchanges), preservation and management of their digital assets with the ability to rent them out and earn on it.



TOKENOMICS

In-Game Currency "GC Token"

GC tokens are ERC-20 standard tokens intended to become the main in-game currency of GrabCoinClub.

Users will be rewarded with GC tokens, just like with existing in-game currencies, while playing the game, but unlike existing currencies, GC will be scarce and available for exchange.

Real digital property is an important foundation for the future but to truly change the world of computer entertainment and gaming, it must be combined with a sustainable Play-to-Earn system.

GC tokens are the key to realizing this, providing the foundation for a digital economy that will allow players to earn money in the game, creating a steady demand for the token and developing GrabCoinClub, attracting more and more users to the system.

Such a digital internal economic system of a gaming or some other crypto project with its internal cryptocurrency, NFTs, SFTs and other tokens is commonly referred to as tokenomics.

The token is created, issued and distributed by GrabCoinClub and will have multiple usage possibilities as well as free market circulation that will make it an integral part of the Play-to-Earn gaming ecosystem and integrate it into the global cryptocurrency trading system on CEX and DEX.

GC tokens can be purchased separately on any exchanges, DEX or GrabCoinClub website at the market rate either for the mainly known cryptocurrencies (BTC, ETH, MATIC and others) or for any fiat funds with payment by debit or credit bank card (using banking gateways).

The currency of the MetaMind Metaverse is also a GC token. The internal settlements in other cryptocurrencies are not supported at early stages in our Metaverse, it is done to stimulate the development of our own tokenomics and stable growth rate of the GC token to the balancing values. At later stages, when a sustainable and solid tokenomics will have been established, we plan to implement the possibility to support other cryptocurrencies as well as tokens of different standards on different blockchain networks from third-party developers.

For example, it will be possible to put an NFT watch from Rolex or NFT sneakers from Louis Vuitton on your game character. And later, you could get him drunk on virtual SFT Coca Cola. This technology opens up almost unlimited and unique opportunities for collaborations in the digital world of metaverses.

Token - Release and Distribution

GC token is a utility in-game and project token.

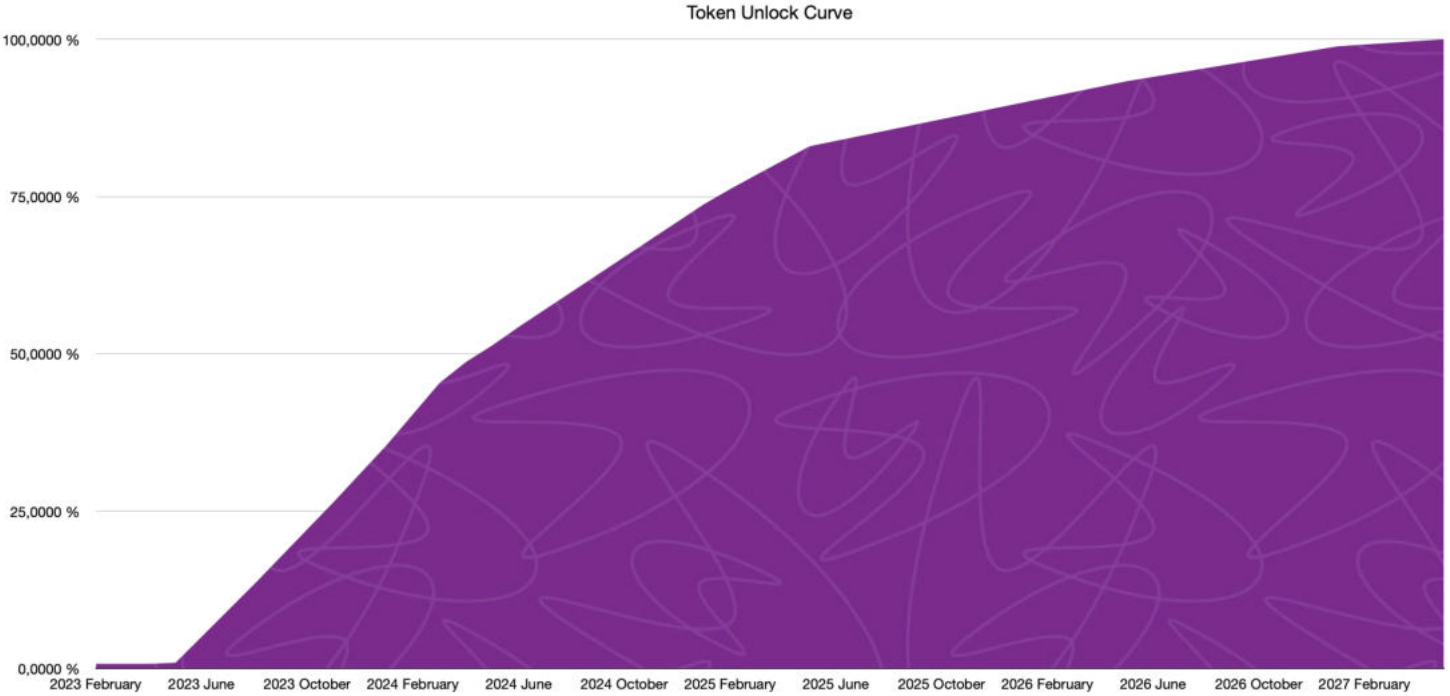
- Blockchain network: Polygon
- Polygon Contract Address: 0xbd9c89536e406478d8a42c51b35bcfb6bf8a1384
- Name: GrabClub
- Ticker: GC
- Decimals: 18 (0.000000000000000001)

The total final emission is 6,000,000,000 GC tokens.

GrabCoinClub Tokenomics Distribution

Token Distribution	% Of The Total Number Of Tokens	Total Tokens GC	% Unlock Tokens TGE	Cliff Month	Vesting Month
Total Emission	100%	6000000000	TGE 14 Feb. 2023		
Pre-Seed (Angel) Round	7.20%	431875000	1		20
Private Round A	16.67%	1000000000	4		10
Private Round B	1.74%	104375000	4		10
Public Seed Round	41.67%	2500000000	-		16
Reserved for Staking	8.33%	500000000	-		
Reserved for Play2Earn	8.33%	500000000	-		
Reserved for DAO Treasury	5.00%	300000000	-		
Other	11.06%	663750000			
Total	100.01%	6000000000			





GrabCoinClub Assets, as of May 19, 2023

Asset	On Hands	On Hands, %	Holders	Locked	Locked, %	Total Sold	Total Sold, %	Contract Address
GC Tokens	23 242 925	0,3874 %	1 019	1 323 905 743	22,07 %	1 347 148 668	22,45 %	0xBD9C89536e406478d8A42C51b35bCfb6bF8A1384
NFT Collection # 1 Avatars	1 250	8,036 %	1 114	-	-	1 250	8,036 %	0x809FaF2BF3C1C8c2dD64c5cdFEF1AE6a524B8166
NFT Collection # 2 Artifacts	549	3,529 %	302	-	-	549	3,529 %	0xC0fbD8c156277BdA379b9C2975a1ed010E213B81

Tokenomics regulatory methodology

- Continuous game analytics with a system called GameAnalytics,
- Balancing tokenomics by releasing and distributing NFTs and SFTs,
- Tokenomics enhancement or optimization based on DAO solutions,
- Adding new game logics or processes based on DAO solutions.



GAME ASSETS

NFT, SFT, and Their Use in the Metaverse and Game

Game assets are divided into:

- NFT-Avatars
- NFT-Artifacts
- SFT-Resources

• All in-game assets are freely circulated in the game and have a significant influence on tokenomics.

NFT-Avatars are used for privileged access to MetaMind and confirm their owner's participation in the closed club of GrabCoin. Only having the NFT from the first collection of our project, you do have the right to call your hero FiHunter. One player can simultaneously upload up to 5 different NFT-Avatars and keep them in parallel development. You can read more about the differences between NFT-Avatars of various series of the first NFT collection of GrabCoinClub in the "Game" section.

NFT - Characters (Collection III) consists of 10 series that include both automotive technology and characters for exploring the MetaMind metaverse. Each character is unique, and its owner has the opportunity to participate in various virtual events and activities, interact with other participants in the metaverse, and travel from planet to planet. Owners can develop and personalize their characters, add new features, acquire new skills and abilities, modify their appearance according to their preferences, trade or exchange virtual equipment and items related to their character, thereby creating a virtual economy within the metaverse.

GrabCoinClub Collection #3

Series	1	2	3	4	5	6	7	8	9	10
Quantity	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000

*The NFT Collection is currently in the active development stage. We will inform you about the completion date, collection composition, and other interesting details in a special update of our whitepaper. Stay tuned for our updates to get detailed information about the magnificent world we are creating for you.

NFT-Artifacts have a market value and can be bought, sold out, exchanged, rented out, or pawned within the MetaMind Metaverse, on the official marketplace of GrabCoinClub's website and third-party NFT marketplaces that support the Polygon blockchain network and ERC-721 token standard (e.g., OpenSea).

Types and Quantity of NFT-Artifacts

Series 1 - 2855 - Firearms	Series 9 - 600 - Kord of Type 1
Series 2 - 2200 - Armour and Cold Weapon	Series 10 - 500 - Kord of Type 2
Series 3 - 2000 - Space Transport	Series 11 - 500- Harvester
Series 4 - 1700 - Land Plots on Planets	Series 12 - 400 - Service Station
Series 5 - 1500 - Land Plots on Planets	Series 13 - 300 - Arenas
Series 6 - 1000 - Pets	Series 14 - 240 - Resthall
Series 7 - 1000 - Refinery	Series 15 - 110 - Teleport
Series 8 - 600 - Energy Station	Series 16 - 50 - The Secret Place
	Total: 15,555

NFT artifacts necessary for balancing the gameplay are added through releasing new, limited-edition NFT collections of the GrabCoinClub project as decided by the DAO members.

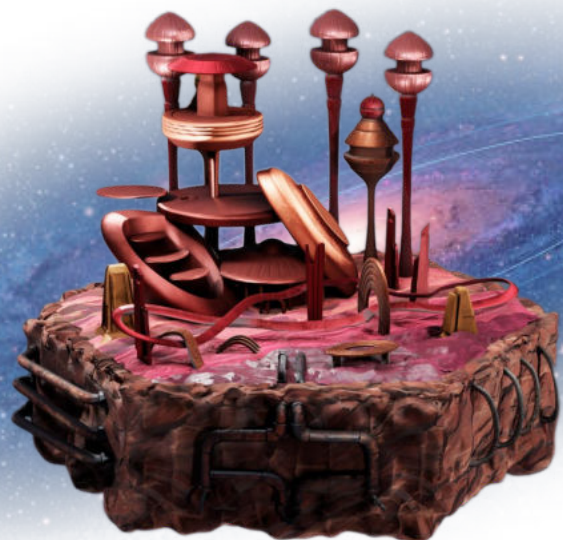
SFT-Resources have a market value and can be bought, sold out, and exchanged within the MetaMind Metaverse, on the official GrabCoinClub marketplace and third-party NFT marketplaces that support the Polygon blockchain and ERC-1155 token standard (for example, OpenSea). Unlike NFT tokens, SFT tokens are released by the project team regularly and without notification to balance tokenomics, gameplay, and diversity of the MetaMind Metaverse.

Examples of SFT-Resources in MetaMind are natural resources, first-aid kits, ammunition, protection, serial (not unique) weapons and items, clothing (hero skins), etc.

Economic Background of MetaMind

The economic basis of the MetaMind Metaverse is an open market system in which each participant can sell and/or buy NFT and SFT assets for a single internal currency of the GC token setting the prices at their discretion.

NFT and SFT can be purchased either on the GrabCoinClub marketplace or any other marketplaces compatible with the Polygon network and ERC-721 or ERC-1155 token standard or from other NFT owners in any technically available way on the open marketplace



THE GAME

Game Start

The game in GrabCoinClub begins with authorization in the game with a crypto wallet (e.g. MetaMask). If the user has previously purchased NFT-Avatars from the first GrabCoinClub NFT collection, the user plays as one of them. You can upload up to 5 NFT-Avatars and develop each of them separately in the game.

If the user has no NFT-Avatar on his/her wallet, Free-to-Play (F2P) game mode will be activated and the Fitorian character will be randomly assigned to help the gamer (this is FiHunters' disciple, apprentice serving them for a fee).

The player begins each game session appearing randomly in one of the Resthalls of a planet. If the player has an NFT land on the planet, he can build the Manor House in any part of that plot and choose to start each new game session at either a specific Resthall or the Manor House on his/her plot.

War, Peace, and Life in the Metaverse

FiHunters are a warlike race, but since their bodies are nothing more than metadata forever tied to NFTs, they are inherently immortal, just like the blockchain itself. The only way to destroy FiHunter is to burn his or her NFT token by sending it to a non-existent crypto wallet. However, only the owner of the token himself can do this.

On the territories of planets and in outer space players are allowed to attack each other, except for the territories of Houses, Resthalls, created for communication, trade and relaxation of characters, and Arenas, designed for battles with the use of traditional cold weapons.

The point of all FiHunters' battles, whether these are traditional battles in Fitorian armor in Arenas, clan-on-clan skirmishes on the planets' areas or battles in outer space, it's all about grabbing the opponent's SFTs and GC tokens and getting richer. And the whole point of FiHunters Club is to become the wealthiest one and learn more secrets that the nature of the Metaverse and blockchain technology hides in it.

NFTs, according to the rules of our Metaverse, are inalienable - there is no way they can be won back, taken away or stolen from a character. GC tokens and SFTs, in their turn, can be obtained by staking, completing missions, grabbing them from a defeated character or robbing them in space from a disabled spaceship, etc.

But this rule does not put any restrictions on arbitrating NFTs - you can buy, sell, rent them out, etc. on the official marketplace of GrabCoinClub or any other marketplace that supports Polygon network and our token standards.

When a character runs out of health, he does not die but simply loses ability to take part in the gameplay. His or her soul returns to the nearest Resthall, where the character regains health and energy and can again take part in the endless game and travel through the MetaMind Metaverse.

Game Characters

The following types of characters and creatures are included in the MetaMind Metaverse:

- FiHunters are main characters with at least one NFT-Avatar.
- Phytorians are Buy-to-Play (B2P) characters without NFT avatars
- NFT-Pets are characters animated by artificial intelligence who help their FiHunter and/or enhance their character's playability.
- Non-Player Characters (NPC) are creatures of flora and fauna on planets, brought to life by artificial intelligence, as well as space aliens.

FiHunters NFT-Avatars are the key active players in the game of GrabCoinClub and inhabitants of the Metamind Metaverse, and they are also the main characters that determine prices in the gaming market and shape the MetaMind tokenomics. Game designers have planned that up to 90% of trade deals will be done by the characters with NFT-Avatars.

NFT Characters for virtual events in the MetaMind metaverse, allowing owners to personalize, evolve, travel, attend virtual gatherings, and trade within the virtual economy they create.

On the grabcoinclub.com website, you can rent out your NFT avatars and NFT artifacts to other users for their participation in the gaming process.

GrabCoinClub FiHunters

Series	Circulation	Cost of NFT	Annual Bonus per NFT, GC	Total Bonus per NFT, GC	DAO Member	DAO Quarter Royalty	Club Discount	Resource Extraction Modifier	Stamina (how long the hero can run)	Lung Volume (how long the hero can hold his breath)	Strength (how far a tiger jumps or a dragon flies in a jump)
Units	Pcs	USDT	GC	GC		%	%	%	seconds	seconds	meters
1	3 000	72,5	56,4	169,2	No	-	10,0 %	200 %	20	40	2,2
2	2 800	116	90	270	No	-	15,0 %	215 %	30	60	2,4
3	2 300	203	157,2	471,6	No	-	20,0 %	230 %	40	80	2,6
4	2 000	377	292,8	878,4	No	-	25,0 %	245 %	55	110	2,8
5	1 700	725	562,8	1 688,4	No	-	30,0 %	260 %	70	140	3
6	1 500	1 160	900	2 700	No	-	35,0 %	275 %	85	170	3,2
7	1 000	2 030	1 575,6	4 726,8	No	-	40,0 %	290 %	100	200	3,4
8	550	3 770	2 925,6	8 776,8	No	-	45,0 %	305 %	120	240	3,6
9	300	7 250	5 625,6	16 876,8	No	-	50,0 %	320 %	150	300	3,8
10	200	11 600	9 000	27 000	Yes	-	55,0 %	335 %	180	360	4
11	100	20 300	15 750	47 250	Yes	-	60,0 %	350 %	210	420	4,2
12	50	37 700	29 250	87 750	Yes	1,2 %	65,0 %	365 %	250	500	4,4
13	25	72 500	56 250	168 750	Yes	1,3 %	70,0 %	380 %	300	600	4,6
14	20	116 000	90 000	270 000	Yes	1,4 %	75,0 %	395 %	350	700	4,8
15	10	203 000	157 500	472 500	Yes	1,5 %	80,0 %	410 %	400	800	5
B2P	-	No NFT Needed	-	-	No	-	-	100 %	10	20	2

Buy-to-Play characters of Fitorians can stay in the MetaMind Metaverse without an NFT-Avatar but they have limited functionality and closed access to different parts of the Metaverse. The gameplay encourages the Buy-to-Play character to acquire an NFT-Avatar and NFT-Artifacts for a complete entertainment experience in the MetaMind Metaverse and the GrabCoinClub game.

The class of **Buy-to-Play Characters (B2P)** characters was initiated by us to enable new users to get into the game, assess its world and only afterwards decide about buying the paid access to the game in the form of an NFT-Avatar or maybe earn some money for it while playing as a B2P.

NFT pets are the hero's pets (with an NFT-Avatar only), which are controlled by artificial intelligence and help the hero in the game world and/or give him/her additional useful properties (for example, healing from poisons, creating a protective field, harming the enemy or increasing the owner's stamina).

Non-Player Characters are all other living creatures of the Metaverse that are controlled by artificial intelligence. The number, habitat, and properties of such creatures are regulated by game designers based on game analytics.

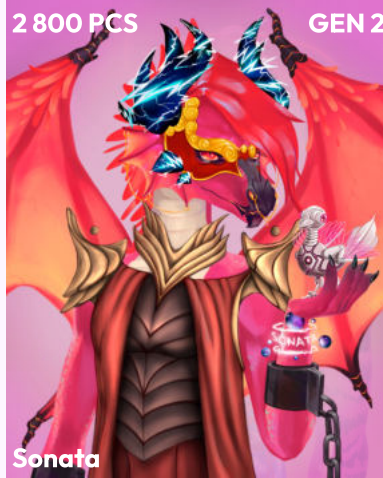
NFT AVATARS

PRICE 72,5 USDT



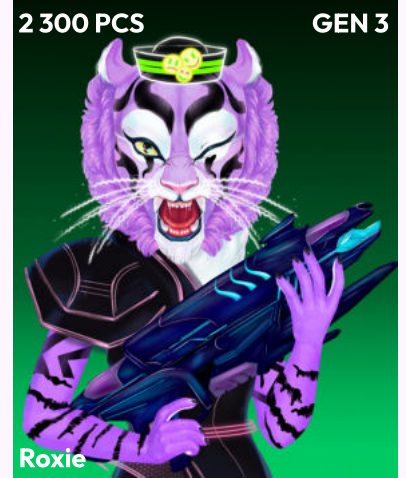
Bonus: 169,2 GC Stamina: 20s
 Club Discount: 10% Lung Volume: 40s
 R.E. Modifier: 200% Strength: 2,2m

PRICE 116 USDT



Bonus: 270 GC Stamina: 30s
 Club Discount: 15% Lung Volume: 60s
 R.E. Modifier: 215% Strength: 2,4m

PRICE 72,5 USDT



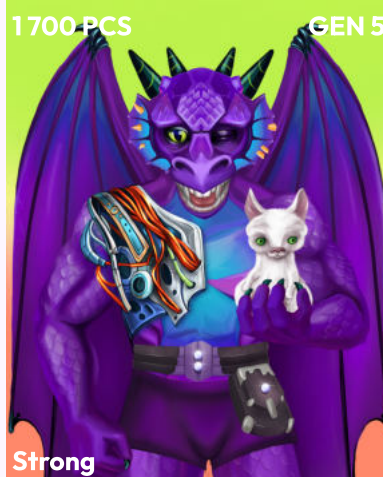
Bonus: 471,6 GC Stamina: 40s
 Club Discount: 20% Lung Volume: 80s
 R.E. Modifier: 230% Strength: 2,6m

PRICE 377 USDT



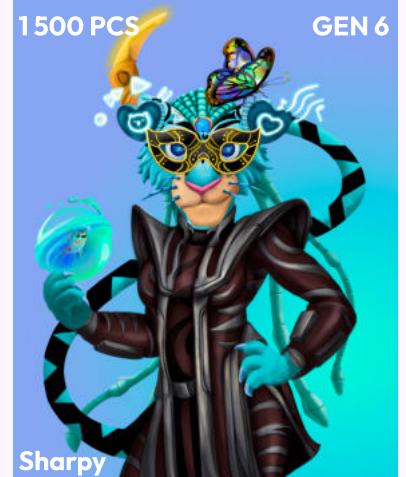
Bonus: 878,4 GC Stamina: 55s
 Club Discount: 25% Lung Volume: 110s
 R.E. Modifier: 245% Strength: 2,8m

PRICE 725 USDT



Bonus: 1688,4 GC Stamina: 70s
 Club Discount: 30% Lung Volume: 140s
 R.E. Modifier: 260% Strength: 3m

PRICE 1160 USDT



Bonus: 2700 GC Stamina: 85s
 Club Discount: 35% Lung Volume: 170s
 R.E. Modifier: 275% Strength: 3,2m

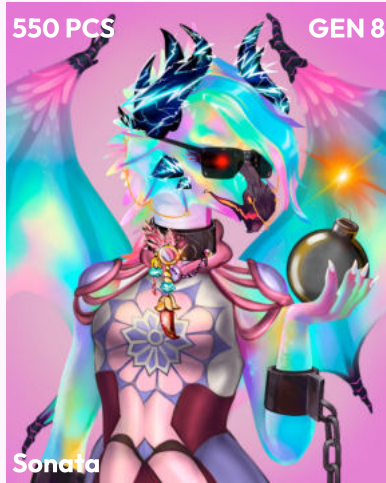
NFT AVATARS

PRICE 2030 USDT



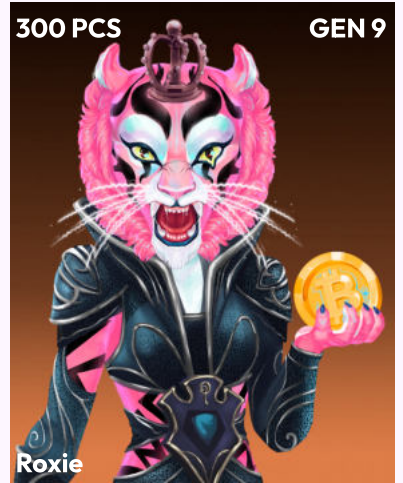
Bluma
 Bonus: 4726,8 GC Stamina: 100s
 Club Discount: 40% Lung Volume: 200s
 R.E. Modifier: 290% Strength: 3,4m

PRICE 3770 USDT



Sonata
 Bonus: 8776,8 GC Stamina: 120s
 Club Discount: 45% Lung Volume: 240s
 R.E. Modifier: 305% Strength: 3,6m

PRICE 7250 USDT



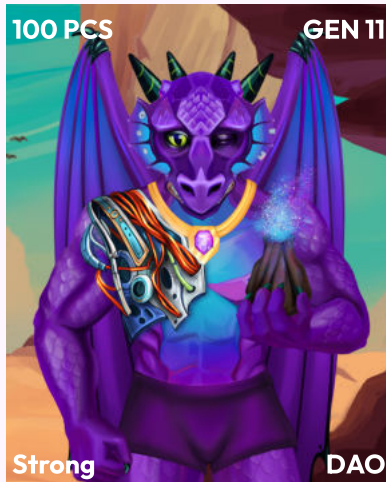
Roxie
 Bonus: 16 876,8 GC Stamina: 150s
 Club Discount: 50% Lung Volume: 300s
 R.E. Modifier: 320% Strength: 3,8m

PRICE 11 600 USDT



Claw **DAO**
 Bonus: 27 000 GC Stamina: 180s
 Club Discount: 55% Lung Volume: 360s
 R.E. Modifier: 335% Strength: 4m

PRICE 20 300 USDT



Strong **DAO**
 Bonus: 47 250 GC Stamina: 210s
 Club Discount: 60% Lung Volume: 420s
 R.E. Modifier: 350% Strength: 4,2m

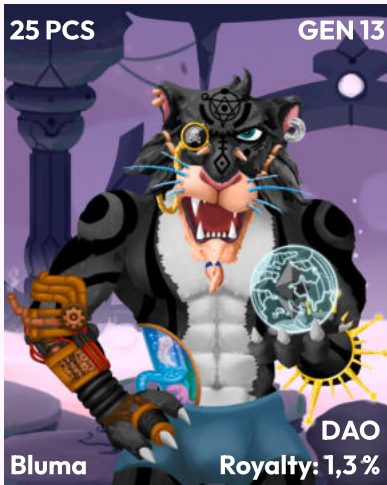
PRICE 37 700 USDT



Sharpy **DAO**
 Bonus: 87 750 GC Stamina: 250s
 Club Discount: 65% Lung Volume: 500s
 R.E. Modifier: 365% Strength: 4,4m
 Royalty: 1,2 %

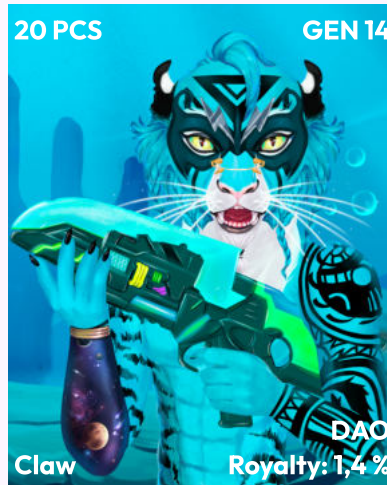
NFT AVATARS

PRICE 72 500 USDT



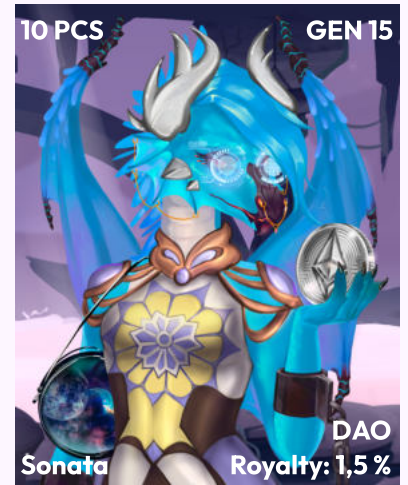
Bonus: 168 750 GC Stamina: 300s
 Club Discount: 70% Lung Volume: 600s
 R.E. Modifier: 380% Strength: 4,6m

PRICE 116 000 USDT



Bonus: 270 000 GC Stamina: 350s
 Club Discount: 75% Lung Volume: 700s
 R.E. Modifier: 395% Strength: 4,8m

PRICE 203 000 USDT



Bonus: 472 500 GC Stamina: 400s
 Club Discount: 80% Lung Volume: 800s
 R.E. Modifier: 410% Strength: 5m

Buy-to-Play



Bonus: - Stamina: 10 s
 Club Discount: - Lung Volume: 20 s
 R.E. Modifier: 100 % Strength: 2 m
 Free-Play: 3-5 times a year

AVATAR CHARACTERISTICS

Price - mint price of one NFT in USDT

Gen - generation number of NFT, from 1 to 15

PCS - circulation of NFTs in this generation

DAO - DAO Membership

Royalty - DAO members royalty in % of the treasury profit, divided among all members of generation and paid quarterly

Bonus - total bonus per one NFT in GC

Club Discount - FiHunter GrabCoinClub members discount value in %

Free-Play - Phytorians, Buy-to-Play (B2P) characters without NFTs, are available for free during Free-Play events, occurring 3 to 5 times a year (see event schedule on the website).

Resource Extraction (R.E) Modifier - value indicating the efficiency of resource processing in %

Stamina - how long can a FiHunter run in seconds

Lung Volume - how long can a FiHunter hold his breath in seconds

Strength - how far can a tiger jump long or a dragon fly in meters

Player Control, Cross-Platform

We try to provide players with simple and intuitive control from the computer keyboard, mobile device, or even a VR set (helmet+joysticks) so that the player would not have to memorize complicated key combinations and any newcomer to the game could immediately play it without distracting to studying tutorials or annoying pop-up tips.

Direct control of the player comes down to spatial movement, moving in any direction and jumping, selecting weapons/utilities from the available, and applying them. By analogy, being in an on-planet or space vehicle, the player controls its movements, weapons, and utility capabilities.

As our game and the Metaverse evolve, we will add all the features, new vehicle models, spaceships, and weapons.

Types of Weapons

The game of GrabCoinClub provides two large classes of weapons. These are modern firearms, which can be used by the characters, and traditional Fitorian cold weapons and armor, which can only be used by FiHunters and only for gladiatorial battles in Arenas.

In addition, there are SFT weapons that are not rare and are available to FiHunters and all other characters in the game, including F2P characters.

Power Bracelet

Every FiHunter owns a personal electronic power bracelet. With it he/she can control his/her in-game assets remotely: point to a particular terrain for resource extraction with Kords and Harvesters, manage buildings, see a terrain map, enter into smart contracts with other players, etc.

With the bracelet, the desired menus and tabs appear in FiHunter's mind, and their settings can be easily changed by the power of his mind. It is impossible to remove the bracelet from FiHunter's wrist as it is securely fastened with the help of blockchain.

The capabilities of these bracelets are constantly being updated and improved by the developers, and also, through votes, the DAO can influence decisions on connecting new features and/or boosting the old ones.

Gameplay on the Surface of the Planets

The player develops his land plot, builds a Manor House, an Energy Station to supply all other buildings with electricity, a Refinery to unload Harvesters and Kords to process minerals, a Service Station to repair Harvesters and Kords, and other buildings, which list will be updated in the future.

The player's Harvesters and Kords automatically or at the owner's direction, collect valuable resources from the area and take them to the Refinery for refining. They must be protected from attacks by other players, who can damage, destroy them and take away already collected valuable resources.

The player should also protect his land plot from attacks on buildings and on unsanctioned collection of minerals by enemy Kords and Harvesters.

The minerals collected can be used for various needs or freely sold to other participants in the gameplay.

In addition, players can build Arenas on their plots and earn money from the duels taking place there, Resthalls - to earn income from the activities taking place there (discos, concerts, NFT exhibitions, etc.), Teleports - to earn money from the penalty for teleporting heroes within a planet and Secret Place, which is the most expensive asset in GrabCoinClub, which we will tell about at later stages of development (now it is a trade secret).

Gameplay in Space

Players with NFT-spaceships can leave the surface of a planet and enter outer space. Players' space travels and battles begin from the orbit of the planets and will be described in detail in the next edition of this document.

It is worth noting that we have already released in the first GrabCoinClub NFT-collection the following types of ships: reconnaissance, transport and warships, for which 3D models have already been created, and exactly these ships will be released at the opening of the MetaMind space.

An Economic Strategy Close to Reality

The world of the MetaMind Metaverse combines an economic diversity that is close to the real world.

It is not completely immune to various economic phenomena possible in the real world, such as: inflation and deflation, price volatility of resources, deficits and surpluses of goods or services, high economic inequality, unemployment, various economic crises, etc.

At the same time, the balancing of this world is handled by the team of professionals in game analytics and development executing DAO decisions.

For example:

If at a certain point in the gameplay there will be a shortage of energy stations, first-aid kits or any other in-game asset, then additional release of them and rules for their sale or distribution within MetaMind can be assigned by DAO's decision in order to balance the game world and improve the quality of gameplay and player engagement.

Land Plots on Planets and Useful SFT-Resources

Each planet is divided into a certain number of land plots. The plots are NFT-assets of the MetaMind Metaverse. Each planet has its map with markup into plots. On each plot, there are different types of planet surfaces, which differ with in-game properties (link to Table 2).

By buying or renting an NFT-Refinery and an NFT of a Kord or a Harvester, the player can automate the mining and refining of minerals on his/her plot, another vacant plot, or even an opponent's plot (link to the Table).



List of Buildings

Manor House (MH) - 15,555 pcs.
Refinery (RF) - 1000 pcs.
Power Station (PS) - 600 pcs.
Service Station (SS) - 400 pcs.
Arena (A) - 300 pcs.
Resthall (RH) - 240 pcs.
Teleport (TP) - 110 pcs.
Secret Place (SP) - 50 pcs.

General Rules for Buildings

A character may construct a building independently, so, in this case it cannot be controlled while being under construction.

If attacked during construction, the building will take damage, and the construction time will increase.

A character can hire F2P characters to guard buildings and to construct them. The more characters you get involved in constructing a building, the faster it will be built. If they are hired to guard a building, they get a certain fee per hour and bonuses for damage to attackers.

Each building has its own defense system, which consists of laser cannons embedded in the building perimeter. It is controlled automatically. Every building can be upgraded from levels 1 to 3, which differ in performance, defense, armor strength.

Each building has an access point, by sneaking to which, passing the defensive system, the enemy can rob the building getting GC tokens or SFT resources. It is impossible to get inside technical buildings (RF, PS, SS).

It is not possible to destroy buildings completely. A building that is 100% damaged just stops functioning completely until it is rebuilt or repaired. The level of damage is inversely proportional to the productivity of the building.

A building can be dismantled and rebuilt in a new location. This also takes the player's or F2P characters' time. NFT-buildings are a kind of building permits, not buildings per se.

Manor House

If you have an NFT-Avatar and buy an NFT-Land, you can build a Manor House on it first. No additional NFT-permission is required to build a Manor House on your land. Only one Manor House can be built on one piece of land.

The Manor House is where the hero appears each time he connects to the game. This building has an interior area that you can walk around. The landlord can let other characters in or limit their access to the Manor House.



Refinery (RF) - 1000 pcs

It is where the Harvesters go to unload and where the Kords, F2P characters, and the NFT-Avatars march. Only owning an NFT Refinery, it is possible to mine and refine resources on the planet.

The hero can donate resources that need to be processed (Rafid, Kelva, and Tarum) to his/her Refinery. After the resources have been turned in for recycling, they begin to show up in the owner's account after a while. Refining different resources in the Refinery takes different amounts of time.

You may submit resources for refining to your Refinery or someone else's Refinery if its owner has set up the ability for other players to process fossils and the percentage of commission for this.

Harvesters and Kords are sent to the nearest Refinery automatically or forced to the one chosen by the owner.

You can bind a Harvester or Kord to a specific Refinery and make other commands and settings from the Hero's Tablet menu.

Power Station (PS) - 600 pcs

To keep all the buildings on the land plot functioning, you definitely need a Power Station. Each building has a rate of electricity consumption per unit of time. If the total consumption of all buildings on the plot exceeds the capacity of the Power Station, then the player should build more Power Stations for the normal functioning of his/her buildings.

Power Stations consume the resource called Tarum to generate electricity and power all the buildings on the same plot. Due to the highly technical development of the FiHunters civilization, electricity is delivered to buildings wirelessly through an underground blockchain network in encrypted form.

Service Station (SS) - 400 pcs

This is a garage where any vehicles that move around the planet automatically or are piloted by FiHunters can be manufactured, repaired, and refueled by Tarum. Regular F2P Fitorians are not licensed to use vehicles on planets or in space. Production and maintenance are done by nanorobots inside the Service Station automatically. A character can't enter the Service Station.

Arena (A) - 300 pcs

The Arena is a large dome-shaped structure with sectors on the principle of the Coliseum in which spectacular fights of FiHunters take place. It has a central Arena with closed access and spectator seats. The prices for the spectators' seats are set by the Arena's owner and depend on the popularity of the fighting FiHunters. By attending fights in the Arena, spectators enjoy the spectacle of fighting in Fitorian armor and gain combat skills and experience points from watching the fights.

To fight in the Arena, FiHunter must have NFT-armor and sign up to be a gladiator in a particular Arena and contribute their share to the winner's prize. The system offers slots of convenient battle times, and if both opponents agree to the same time, a duel is scheduled. The winner's prize is made up of gladiator fees, a portion of the ticket sales, and minus the DAO gladiator fee.

The Arena is a very sturdy structure made of blocks of Tarum, it is very difficult to damage, and it has quite a long construction time. On the front of the Arena you can display an image or video downloaded from the gaming device (advertisement, billboard).

Resthall (RH) - 240 pcs

The giant landscape structure is designed as a beautiful multi-level space park where you can walk, chat, trade, swap, replenish health and energy levels, join clans, get missions, etc.

The Resthall has between 5 and 15 separate (depending on the upgrade level of the building) spaces for various events (NFT-exhibitions, concerts, forums, digital clothing shows, competitions, etc.). Access to the spaces can be given by the host of the Resthall by characters' crypto wallet numbers. Access can be given for a fee or for free and for a certain period of time. As decided by the DAO, Resthalls cannot be shelled or damaged. Anyone who shells a Resthall or pulls a weapon inside a Resthall will be suspended from play for one hour.

Teleport (TP) - 110 pcs

It allows FiHunters to move instantly across the surface of a single planet.

It consumes a fairly large amount of energy. Each move requires Rafid consumption and payment of a small fee in GC tokens. When a regular Fitorian gets into the Teleport, the blockchain short-circuits, and the Teleport throws him to a random place on the planet, or, more often, just kills him.

The owner of the Teleport can set it up to his wishes: either for personal teleportation, or also for teleportation of other FiHunters for a certain fee. Part of the fee for using the Teleport goes to the DAO treasury, and part of it goes to the owner of the Teleport.

The Teleport works in the following way: FiHunter enters a teleportation gate and chooses an area where he wants to occur. The Teleport takes the gas for teleportation in Rafid and the fee in GC tokens and sends FiHunter to a random but non-dangerous point of the plot selected by him/her.

Secret Place (SP) - 50 pcs

Information about Secret Places is strictly classified by the DAO's decision, only the owners of the NFT of the Secret Place will have access to it when the fifth planet is opened.



Resource Collecting and Recycling

There are only 5 types of natural resources known in the MetaMind Metaverse: Psion, Rafid, Kelva, Lemmit, Tarum. Some of them can be collected manually by FiHunters and F2Ps characters, and some require automated collection by Kords or Harvesters with further compulsory processing in the Refinery.

Natural Resources

Name	Image	Color	Visual Detection	Unit of Measure	Use
Psion		Green crystals in various sizes	Shiny, lying scattered in a few pieces or one at a time.	Grams	Making magical items, jewelry, enhancing FiHunter's magical abilities.
Rafid		Rainbow square crystals	Impossible, they are found in the soil and very small.	Cubic nanometers	They are used to create protective and gravitational fields.
Kelva		Nuggets of pink gold-like material	Shiny, lying scattered in a few pieces or one at a time.	Grams	Manufacturing and repairing equipment, weapons, gear.
Lemmit		Matte red crystals, larger than Psion	Matte, fairly large, quite quickly growing on the mountains or at the foothills.	Kilos	For the manufacture of health-improving products and medicines.
Tarum		The ore of an absolutely black color with a very large weight and density	It has no glare, no reflection, completely black, irregularly shaped pieces.	Tons, very heavy at small size	The main energy source, for spaceships, transport, etc. The ore is cleaned of impurities and pressed into heavy briquettes.



Natural Resources (continued)

Name	Image	Location	Type	The Tool for Collecting	Processing
Psion		In the jungle, it is more often found near swamps.	Magic	Hands	Don't need recycling
Rafid		In deserts.	Field	Harvester	In need of recycling
Kelva		In quarries, rarely can be found just lying on the ground, more often on the banks of rivers and lakes. They are not found near swamps.	Technique	Hands, pickaxe, Kord, Harvester	In need of recycling
Lemmit		At the foot of the mountains, sometimes randomly encountered in the steppe.	Health	Hands	Need to be processed, can be consumed without processing to improve health.
Tarum		In the quarries.	Energy	Pickaxe, Kord, Harvester	Needs recycling



MetaMind Construction

Our MetaMind Metaverse does not limit the users to only those NFT buildings and landscapes that are laid down in the GrabCoinClub game design.

Some of the buildings are created by the DAO on its territories. These are spaces for events, VR apps and rooms using for virtual communication.

But our Metaverse possibilities are not limited to this either! We introduce internal development tools — MetaMind Construction.

By using them, users who have no code knowledge or complex design and other professional 3D modeling programs will be able to build customized buildings on their sites, change the landscape and even make NFT sculptures.

The MetaMind Construction environment consists of three apps — Architect, Sculpture and Landscape. Each app is an important component in the Metaverse Construction.

Architect

The Architect app allows to create buildings using standard elements and textures:

- walls of a certain thickness, height and material
- floors and ceilings
- roofs and external decorative elements
- doors and gates having different opening keys (password, NFT token, SFT ticket, etc.)
- windows and stained-glass panels
- internal decorative elements
- components of defense against attacks (automatic guns and drones)

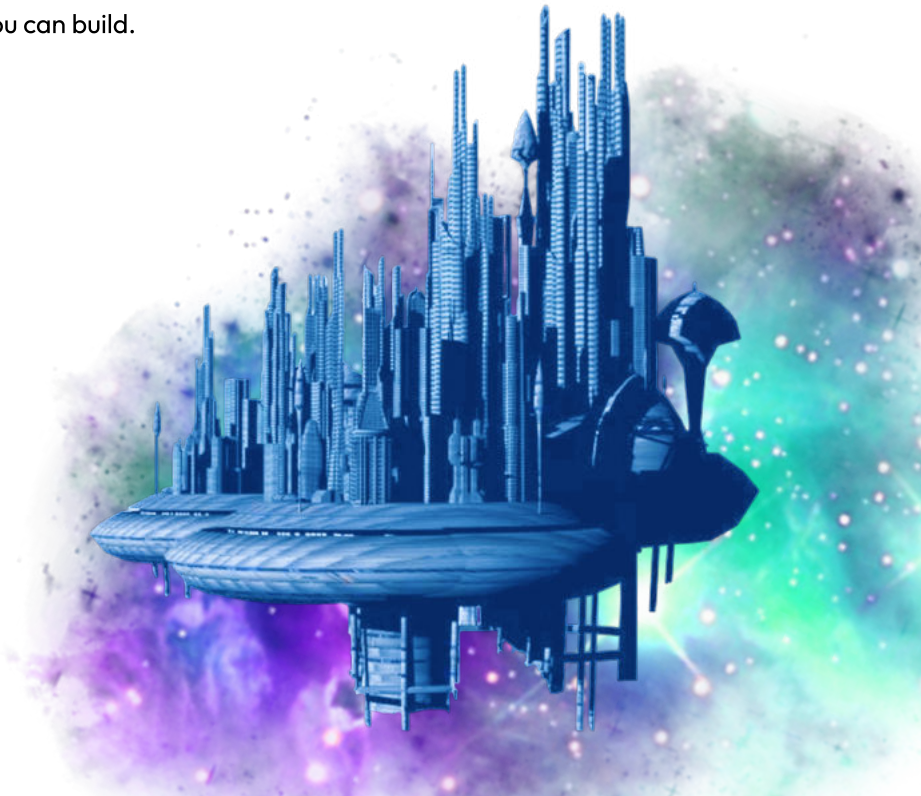
Each element has its own unique set of customizable options such as texture, color, width and height, material, etc.

Thus, users will be able to independently build customized buildings and entire defensive structures on their sites.

Valuable SFT resources, SFT nano-robots and time are used for constructing. For example, to get a space stone wall 5 meters long and 3 meters high, you need:

- 150 kg of Tarum
- 15 operation hours of 1 nano robot.

The more SFT nano-robots you have, the faster you can build.



Sculpture

The Sculpture app in a VR mode allows to:

- remove or add parts of any material,
- give them a lot of different textures and colors,
- adjust the material transparency
- adjust the glossiness / mattiness to the surface
- locate artificial lighting sources
- add special effects (flame, ice, lightning, shine, etc.)

You can edit only those materials in the Sculpture app that can be created in the Architect app. DAO and NFT buildings are not editable.

For example, in the Architect app, you have created a 3 x 3-meter stone cube. Then, go to the Sculpture app, wear a VR headset and take the joysticks and remove parts of this cube, as if a sculptor removes real stone parts and makes a sculpture.

The Sculpture app also offers a wide range of virtual instruments:

- palette knives
- chisel
- drills
- brushes
- air-brush
- nozzles for polishing
- sandblasting machine
- pressurized air (to remove dust and unnecessary elements)

By adjusting the nozzle type, intensity and size, you can cut, engrave, mill, paint, clean, polish, cut and grind all kinds of materials.

In the Sculpture app you can create both individual sculptures and customize buildings and objects created using the Architect app. For example, decorate walls or make design elements for the interior or exterior of buildings.

Using the Sculpture app, valuable resources and the player's time are used.

Using the app, you can tokenize your indivisible works created in NFT here and place them on marketplaces or give them to friends.

Important: The Sculpture app is only available to users using the VR mode.



Landscape

The Landscape app works in 2D as a terrain editor on your site.

In the Landscape app, you can edit only those materials that are created on the sites by nature itself — the surface, trees, plants, stones, ponds, etc.

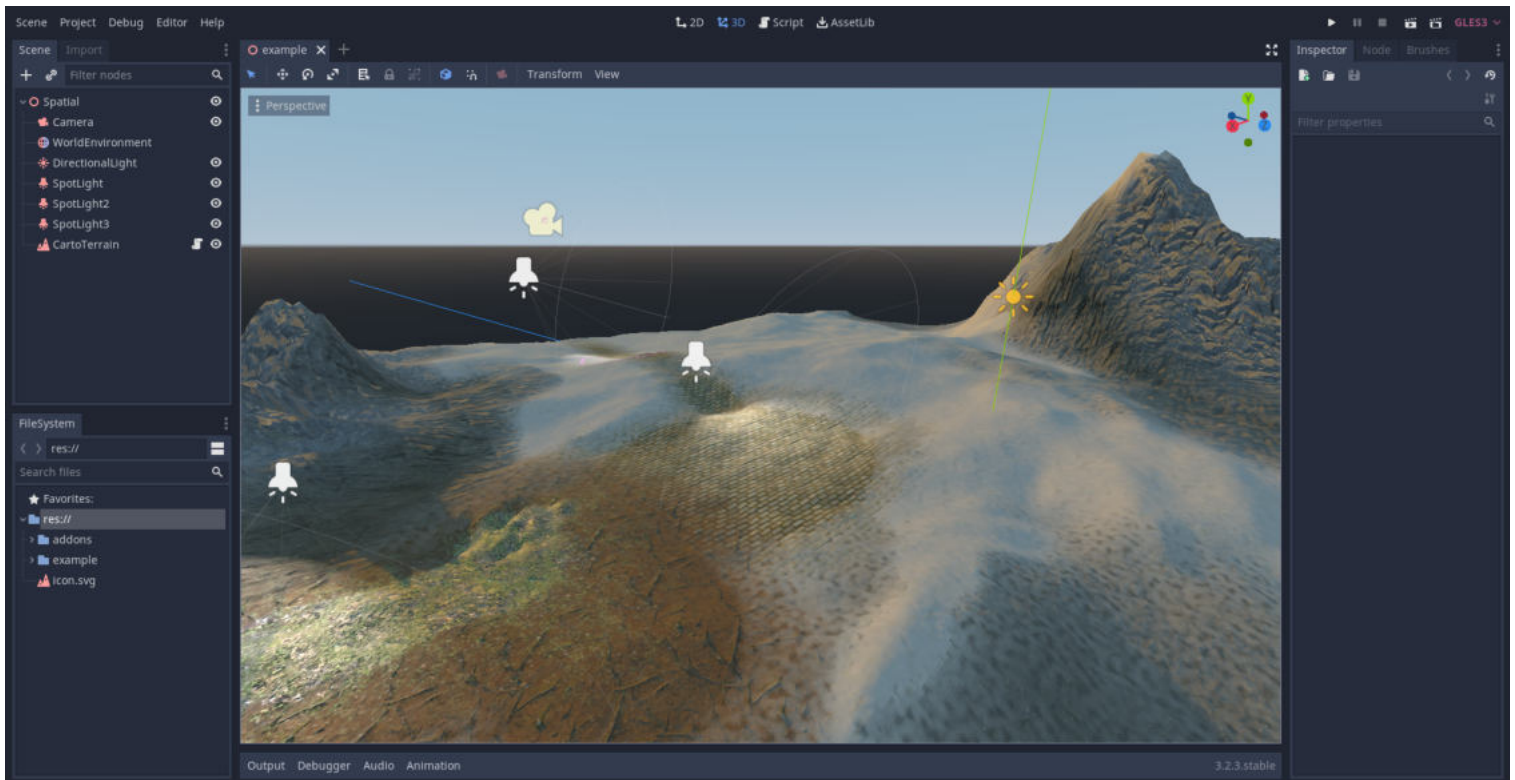
It allows you to work with the landscape:

- remove or build up different types of surfaces (soil with grass, sand, clay, stone, etc.)
- fill with water or dehydrate cavities in the landscape
- add and remove natural landscape elements (trees, plants, stones)

For example, you want to build a building in the Architect app, but the surface for its construction is not ideal — it contains trees, stones, a pond, and it has a complex terrain. Using the Landscape app, you can clear the area you need and even out its relief.

Using the app, you can't radically and instantly change the entire site, but you can gradually change what you don't like or clear areas for buildings and sculptures.

Also, when working in the Landscape app, certain useful SFT resources and the player's time are spent.



DEVELOPMENTS

We use the following stack of technologies to design and build the Metaverse and the game component within this Metaverse:

- Ethereum and Polygon blockchain networks
- Solidity smart contracts
- Unity game engine
- Game Analytics system
- Modern 3D-reality animation creation software suite
- Neural network and artificial intelligence for game and economic balancing
- Other professional software for testing, prototyping, updating, and other tasks.

Audit and Security

All of our smart contracts undergo fusions procedures performed by in-house experts from our team, followed by a comprehensive security audit performed by CertiK, the results of which are available at the permanent link: <https://www.certik.com/projects/grabcoinclub>

The software code of our products goes through several monitoring and optimization stages as well as final testing by game auditors.

We carry out both closed testing of our products and early open testing for the most dedicated fans of our project.

Game Design of the Game and Metaverse

Designed by professional game designers from AppFox video game development studio - Ilya Tishin and Dmitry Korolev - the game design document consists of 445 pages which include all game mechanics and logics which we had thought up for the game and the Metaverse development within 5-7 years.

As we said before, the Metaverse is a living virtual world that starts from birth and evolves to infinity. Game design is a detailed plan of this world according to which we conduct our development step by step and introduce all new logics and mechanics, as well as scale it up by opening new planets and areas on them every six months.

Plans to Improve the Technology Stack

- Adding new blockchain networks (Solana and so on)
- Developing new smart contracts
- Development of cross-chain and bridges between metaverses

More details about the project's completed phases, current status, and future developments can be found in the project's [Roadmap](#) at grabcoinclub.com, which is duplicated in the whitepaper and updated regularly.

ROADMAP

2022Q2

- Naming and Product Architecture ✓
- Development of the 1st NFT Collection ✓
- Development of Smart Contracts ✓
- Website Launch ✓

2022Q3

- Metaverse and Game Design ✓
- Release of the 1st NFT Collection ✓
- MVP Developments ✓
- Audit of Smart Contracts ✓
- Core Team KYC ✓
- Development of the 2nd NFT Collection ✓

2022Q4

- First MVP Release ✓
- MVP Multiplayer Developments ✓
- Release of the 2nd NFT Collection ✓
- New Year Giveaway ✓

2023Q1

- MVP Multiplayer Developments ✓
- Private Round A ✓
- Bonuses Smart Contract ✓

2023Q2

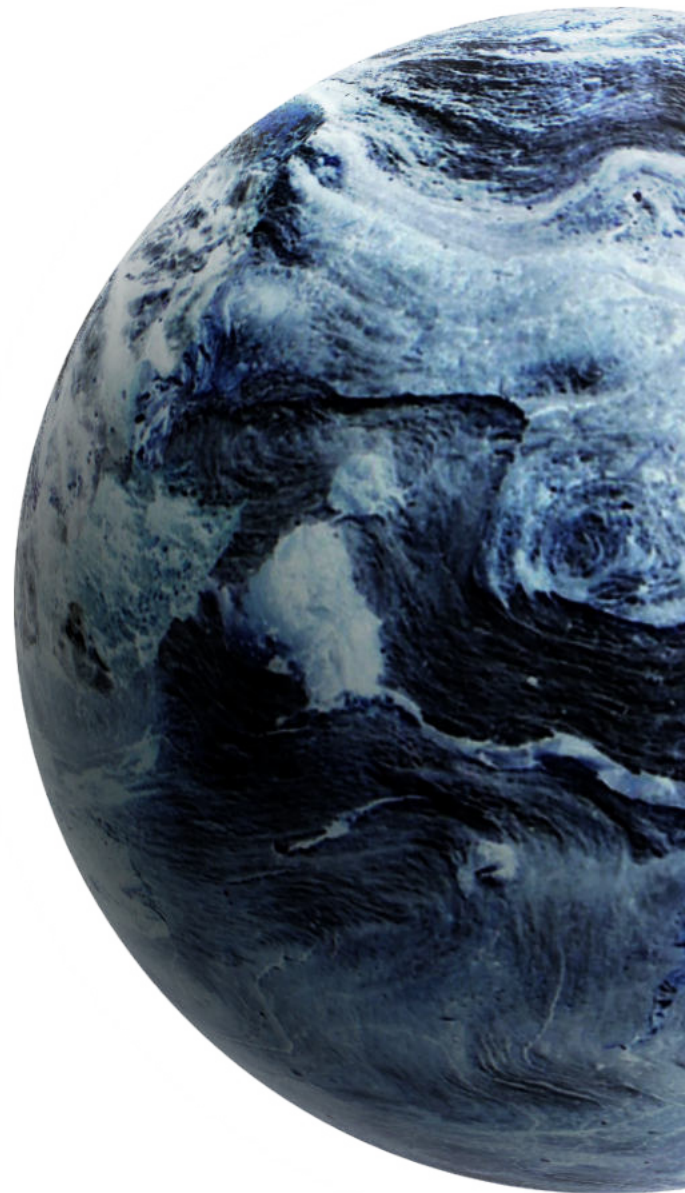
- Metaverse & Game Trailer ✓
- MVP Multiplayer Release ✓
- Private Round B ✓
- IDO & IEO ✓
- First Planet Developments ✓
- Marketing Campaign ✓
- Spring Giveaway ✓

2023Q3

- First Planet Developments ✓
- Marketing Campaign ✓
- Game Beta Release ✓
- Staking & Bonuses Launch ✓
- NFT Marketplace ✓

2023Q4

- Multi-user version of MVP release ✓
- Development of the first planet ✓
- Marketing campaign ✓
- NFT Marketplace ✓



ROADMAP

2024Q1

- iOS and Android integration
- Development of the first planet
- Integration of new gaming mechanics
- GrabCoinClub Social Network
- Blockchain bridges

2024Q2

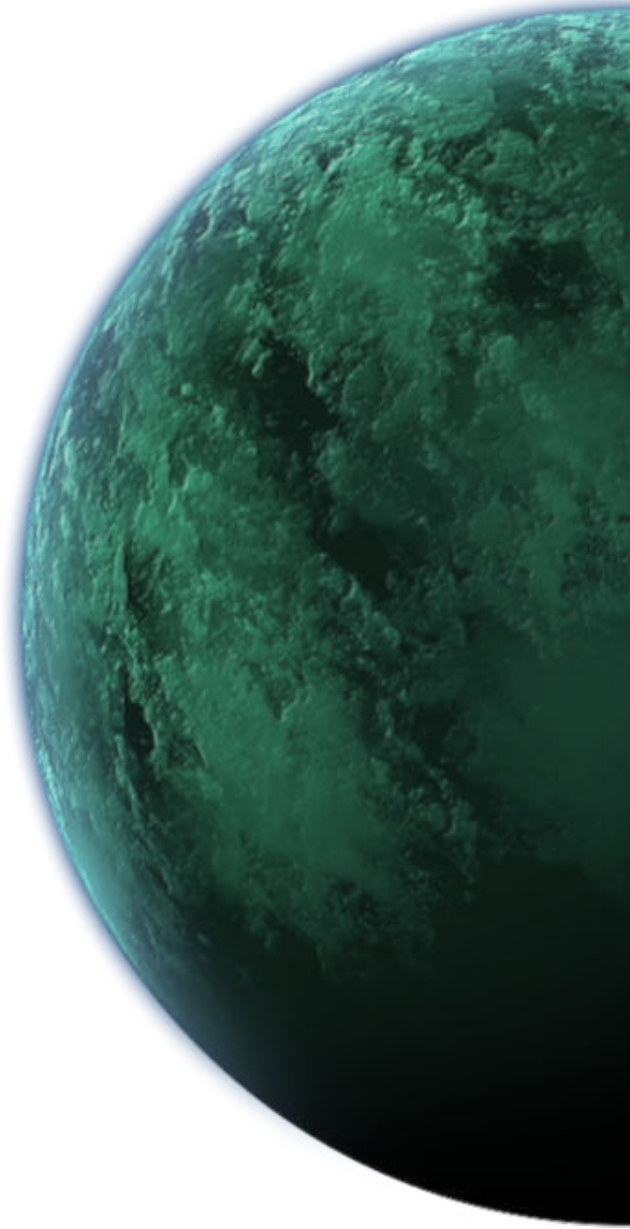
- Development of the first planet
- Integration of new gaming mechanics
- Marketing campaign

2024Q3

- Release of the first planet
- DAO Launch
- Start of development for the second planet
- Integration of new gaming mechanics
- Marketing campaign

2024Q4

- Development of the second planet
- Integration of new gaming mechanics
- Marketing campaign



CORE TEAM

Our team is committed to make digital worlds more real through projects like GrabCoinClub. Our leader Anatoly Ribchin has contributed to products and technologies that are used by many people around the world.

GrabCoinClub team consists on more than 35 employees: designers, developers, 3D artists and other high-class specialists. The game design and development team are partly comprised of the talents of the leading development studio CrocoApps, which has in-depth knowledge of many aspects of game development and game blockchain design.

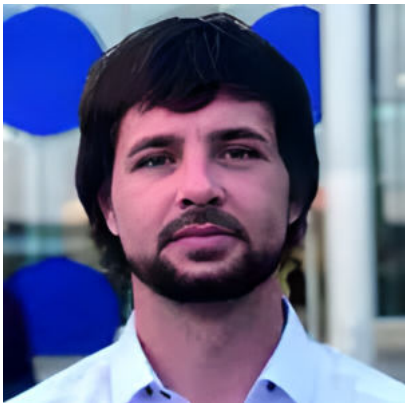
Our Certik KYC Silver award is published on the Certik Security leaderboard and it always can be checked by the link: <https://www.certik.com/projects/grabcoinclub>

This comprehensive KYC badge provides an extra layer of security for our project and proves to our community and all interested people that we are willing to demonstrate the highest level of transparency and reliability.

There are three different KYC awards available to project teams: Bronze, Silver or Gold.

The KYC project will be reviewed every 90 days for higher KYC rewards based on track record and updated risk assessment.

Anatoly Ribchin
CEO & Founder



Founder and leader of GrabCoinClub, professional trader, businessman, financial consultant, founder and co-owner of the CRM system Megalodon, the trading robot BANKCOINBOT and the new DEX exchange Poolex.

Anatoly successfully held the position of a top manager at Moldova Agroinban and advised blockchain projects in the DeFi field before starting his own business projects. He has extensive experience working with start-ups in the field of IT and also has extensive knowledge in the field of project management, product management and corporate governance. A lot of start-up founders in related fields are grateful for his professional consultancy.

Anatoly has a deep understanding of the blockchain crypto ecosystem. He is a practicing trader in the cryptocurrency market, has over 10 years of successful trading experience. Invention of author's effective trading methodology in compliance with the rules of money management and risk management, pushed him to create his trading bot.

Victor Han
Blockchain Developer



Victor Han is an experienced Full-Stack Developer and Blockchain Engineer with over 12 years of experience in the field of information technology. Specializing in blockchain architecture, he has successfully led projects in cryptocurrency wallet development, smart contract creation, and the development of decentralized finance (Defi). He has made significant contributions to the creation and development of various platforms, including Ethereum and Solana.

Proficient in multiple programming languages used in software development, Victor stands out in providing high-quality solutions. As a passionate gamer, he combines his knowledge to bridge the technical gap between cryptocurrency concepts and traditional gaming mechanisms that players have learned to explore and love. Victor emphasizes his commitment to creating innovative and user-friendly blockchain solutions.

Jason Hung
IDO Advisor



Jason is a serial entrepreneur and inventor in mobile internet, blockchain ecosystem, digital marketing, AI, and enterprise software-related business. He is the co-founder of Treascovery, Chidori, TimeBox, Cuisinart, and the advisory board for more than 20 blockchain startups including BitRewards, DateCoin, BlockLancer, ICO Max, EZPOS, FaxPort, USAT, EVEN FOUND CoinArt, SafeCrypt and GrabCoinClub.

He has more than 20 years of proven track record on managing RD, IT, sales, and consulting services with 9 technology-related patents which use at more than 2000 Apps. He was also formal PeopleSoft and JDE solution head in Greater China. He is also a blockchain expert of ICOBench and International Blockchain Consulting Announcement Group.

Stan Kosh
GameFi Advisor



Well-known YouTube blogger, gaming industry veteran with over 20 years of experience. Manages several Youtube channels and a well-known portal for gamers. Collaborates with many game and application development companies. Constantly strives to improve and learn new things.

As a passionate gamer, he combines his technical knowledge to bridge the technical gap between cryptocurrency concepts and the traditional gaming mechanics that players have learned to learn and love.

Margo Orlova
CMO



Dynamic Chief Marketing Officer with over 10 years of experience in developing and implementing marketing strategies for international companies and consumer brands.

She led a team of 15 marketers and creatives at BANKCOINBOT project that increased the number of clients by 78% in 12 months. The key achievement in her work is to increase the brand awareness of the company and enlarge the influx of potential customers.

Margo has blurred the lines between traditional technologies and Web3 technologies throughout her career. She is dreaming on breaking new ground by creating a global gaming reality that will benefit both game creators and gaming communities.

Anna Fokina

NFT Art Director



She has extensive experience as an art director of computer games in Europe, America and Asia and is professionally involved in creating world-class NFT game art for many games. Supervised the creation of more than 20 NFT collections. Created a 100-page comic in collaboration with Marvel Studios. She founded the illustration studio UDIVISIO in 2016.

Her love for people and their talents allowed her to create a good and well-coordinated team that works like clockwork, bringing ideas and dreams to life. She started her successful career 15 years ago, having graduated from the university with a degree in design. And since then, her life has been closely connected with the creative and commercial world of illustration and design. She has a great love for pictures and people!

Alexandr Saprykin

CFO



Since 2005, Alexandr has built a successful career as a financial manager at Vertical, Bakaristo and Investment Project Group. He has attracted bank guarantees in the amount of more than 5 million dollars. Engaged in the formation of financial strategy and policy, optimization of financial and management accounting, control and analysis of receivables and payables, assessment of the attractiveness of investment projects.

He has excellent knowledge of tax, labor and civil legislation, possesses modern methodologies for the preparation and control of company budgets, and has extensive experience working with audit companies.

Alexandr is able to analyze the financial and economic activities of the enterprise, manage risks, automate business processes. Manages the working capital and liquidity of the company.

Controls costs and ensures efficient use of resources.

Stan Monk

COO



Worked as an NFT Producer and Product Owner for Timelab, Cyber Fantasy, MetaVanguard and others. He has held the positions of COO and CEO in startups FactCloud and DEALERBAG. Took part in Skolkovo Startup Village, completed the acceleration program at Startup Wise Guys. Specializes in blockchain projects in DeFi, GameFi, NFT and Metaverse spheres. He has a Master of Business Administration degree.

Previously participated in the development and optimization of the Microsoft Navision CRM system at Nestle. Carried out foreign trade, logistics, import and export activity for the Pronet Group of companies in positions from a logistics manager to the general director of an importing company.

Stan has defined and popularized the genre of computer games MRPG - Metaverse Role Playing Games.

Our official channels

Web site: <https://grabcoinclub.com>

Twitter: <https://twitter.com/grabcoinclub>

Discord: <http://discord.gg/2K5YCkv88k>

Telegram group: <https://t.me/grabcoinclub>

Telegram chat: <https://t.me/chatGrabCoinClub>

