



# Overview

StarCrazy is a blockchain game empowered by NFT.

It is currently running on IoTeX blockchain and can be transferred to other public blockchains compatible with web3 in future. In this game, players can bid for NFT cards, fuse and get better cards. They are also free to trade all the NFT assets they own in the free market.

There are two types of tokens in the game. One is GFT Token that serves as currency. The other is GFS token that is used for governance. They complement each other and form an entire token economy.

Players can acquire these tokens through many ways in the game. And they can make money while playing. Moreover, we are different from the other blockchain games. While the most popular blockchain games in the market are all token economy under the cover of games with little fun, we, by contrast, offer our players a happy experience.

So, our aim is to have a **happy game**

that uses the token economy of blockchain. We believe this basic concept of design will make our game more competitive in the future.

# Player can earn by:



Bid for NFT cards in auctions and sell them in the free market



Get rewards by ranking high on the ladders in the arena



Fuse lower-level NFT cards to get higher-level ones and sell them



Win the formal tournaments organized by us



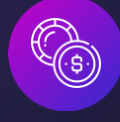
Use NFT cards to enter the mines and do mining



Buy and sell planets and make a profit



Win the battles in the arena



Make a profit through the peripheral functions of the planets



# Our Vision

Our team is composed of game developers with rich experience. From programming, planning to graphics, we have experts who have been working in the field for many years. So, we are experienced in designing games. Our vision is to establish a Game Studio where we will develop a series of intriguing games based on our gaming background.

Moreover, all games will use the same token economy and form a massive community. This way, we will realize the long awaited Metaverse. We believe no game in the market can achieve such a goal by itself because one single game is limited in its power and scope. However, our target has always been the same even since the start, and that is building a plural gaming world. This will also make our tokens more attractive and competitive.

Our vision is to establish a Game Studio where we will develop a series of intriguing games based on our gaming background.

## Roadmap

Through half year's hard work and development, StarCrazy was finally launched on September 27th, which marks a significant milestone for us. But it is only a beginning. From 2021 to 2022, StarCrazy has set four major strategic goals, which are the development of the battle functions, the development of the Metaverse functions, the listing of GFT on centralized exchanges and the decentralized self-governance of the game.

### Battle

(Q4 2021 to Q1 2022)

The game will have battle functions and enable battling among NFT cards. By then, the NFT cards will get corresponding battling skills and features depending on the levels of the skins and parts of the cards held by the players. Different combination of the skills and features will mean different responsibilities in the battles. Players are encouraged to make the most out their cards and combinations and form the best possible teams for battling. By winning a battle, players will get additional rewards.

The game will adopt the most popular ladder tournament mechanism. Players have to accumulate enough points through daily competitions before entering the next level. This means both honor and big rewards to players. When the season is closed, players can share the rewards per their rankings.

Every once in a while, StarCrazy will hold a grand tournament. Top ranking players will be invited to the tournament. It will be an elimination game. But the players with good scores will receive abundant rewards and honor. Besides, they will also get limited edition of NFT cards, which will be special.

### The Metaverse

(Q1 2022 to Q3 2022)

In the game, Starz live in a wonderful universe. They come from different planets distributed in this massive universe. Each planet has its unique attributes and location. Many things that will happen in the universe will have a location and the locations of the planets impacted by them. So, a good position will earn more benefits and opportunities for players.

The auction of the first batch of planets is expected to open in Q1 2022 in the game. GFT and GFS can be used in the auction. To thank all the players who have made contribution to the game and who have supported the game for a long time, this auction will ask players to burn a certain number of GFS to enable them to bid in the auction. The planets will offer various benefits to the players in the future.

# Roadmap

## The listing of GFT (Q3 2022)

We understand that players would like GFT to be listed. Our public beta received favorable feedbacks. We believe after one year's hard work; our community will grow bigger and support our above-mentioned vision. We encourage every player in the community to grow with the game and bring more vitality to the game.

We have not decided on which exchange we list it. But we will communicate with different exchanges to secure more opportunities. GFT, as a community token, will have its unique functions and will play an important role in the future core games.

## Decentralized Self-governance (Q4 2022)

After one year's development, our GFS tokens will be distributed to most of our players who love our game. At that time, we will activate in-game DAO self-governance. By then, some significant decisions and changes in the game will be decided collectively by GFS holders. Let us make our game better together!

This means GFS not only can be used for DAO self-governance, it will also be required in future game functions. To experience full functions of the game, GFS will be a must-have token.

# Token Economy

Both GFT and GFS are native tokens used by StarCrazy, and each has a total of 30 MILLION supply.

The tokens have different purposes in the game.

Their applications in the entire game ecosystem are introduced below.

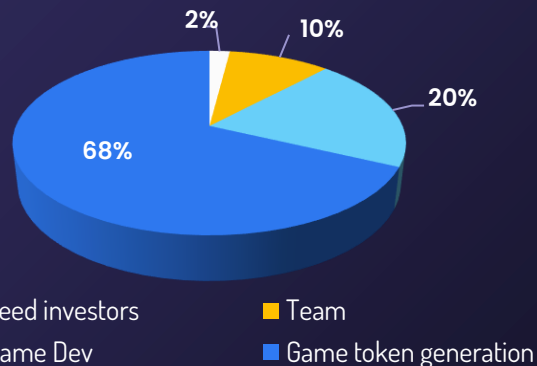


## GFT Token Economy

# 30M

Total supply of GFT

Because we did not conduct a public or private sale, we are able to offer a larger supply of to the players. The total amount of GFT supply will be unlocked in the following manner:



- The total supply of GFT is 30 million, and this upper limit is **hard coded** and **not modifiable**.
- There is no way to change this maximum supply amount in the contract.
- Players need GFT to play the game, and through their effort in playing the game, they earn additional GFT.

GFT tokens overview can be found in the following link:  
<https://iotexscan.io/token/io1zl0eI07pek4sly8dmsccnm0etd8xr8j02t4y7>

# GFT Token Economy

# of months	Unlock Period	% of team tokens unlocked (GFT)	% of ecology tokens unlocked (GFT)	Acc. unlock token amount (GFT)
3	12/27/2021	300,000	600,000	900,000
6	3/27/2022	600,000	1,200,000	1,800,000
9	6/27/2022	900,000	1,800,000	2,700,000
12	9/27/2022	1,200,000	2,400,000	3,600,000
15	12/27/2022	1,500,000	3,000,000	4,500,000
18	3/27/2023	1,800,000	3,600,000	5,400,000
21	6/27/2023	2,100,000	4,200,000	6,300,000
24	9/27/2023	2,400,000	4,800,000	7,200,000
27	12/27/2023	2,700,000	5,400,000	8,100,000
30	3/27/2024	3,000,000	6,000,000	9,000,000



Among this, the Team's share of the tokens allocated will be unlocked over a period of **30 months**. Starting from the third month after game launch, 10% of the total Team tokens will be unlocked each quarter, and the total supply of Team tokens will be fully unlocked in 30 months.



The remaining 68% of GFT token will be unlocked by players **playing and participating in the game** being mining and added features released progressively.



GFT will be the utility token for all of GameFantasy Meta-verse games released in the future. Depending on which game you prefer, **GFT will be universally accepted as the game token**.

# GFS Token Economy

**30M**  
Total supply of GFS

- GFS was originally designed to be a governance token with a total supply amount of 30 million. This upper limit can be adjusted by DAO.
- 100% of the tokens are game-generated, there's **no pre-mining and no Team shares**.
- GFS is mainly used for in-game DAO governance, in-game bonus rewards, and ability to participate in in-game dividend payments. Each of these will be explained on the next pages.

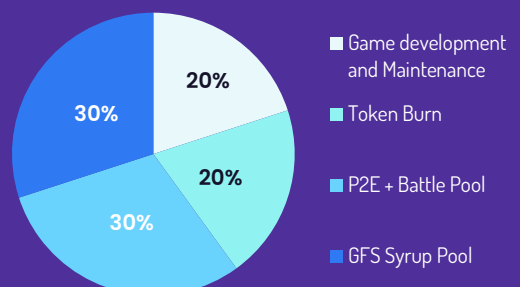
Relevant details on the GFS tokens can be found in the following link:  
<https://iotexscan.io/token/iolt585efyp14e9ex7xks2upnjm8saawfk0v0s5sj>

## 1. Participate in in-game dividend payments

Through the auctioning of NFT cards, and from the transactions in the free market, a tax on transactions between players collected in GFT becomes the revenue to the game.

30% of this revenue goes into a special liquidity pool as dividends for all GFS holders. You can stake your GFS tokens in the liquidity pool to earn GFT rewards.

Below is the use of the game revenue:





# 1. Participate in in-game dividend payments



After the official launch of the game on September 27, 2021, we will focus on the development of the syrup pool, which is expected to be done by the end of October (within one month). As mentioned above, at that time, **the syrup pool will share 30% of the game's revenue it has received.**



Players can stake their GFS tokens to earn this revenue – this pool of fees will be mined by anyone staking GFS in Starmine. The syrup pool will be distributed to the staked players each month and refilled each month with new revenue allocations. **The amount of GFS that can be earned and the rate of mining of each month is based on the game's revenue that was distributed to the syrup pool overtime.** New GFS balance will be refreshed each month and the mining rate will be adjusted accordingly based on previous month's revenue



**We encourage players to stake their GFS to grow with the game.** If we cooperate with other GameFantasy projects in the ecosystem, you can also stake your GFS to mine tokens of other projects.

## 2. In-game Bonus Rewards

GFS acts as the community token produced in the game, and **StarCrazy will give it a new meaning in the game.**



GFS will be applied to some of the advanced features in the game. That is, you have to spend your GFS to make use of these advanced features, and any GFS spent in this manner will be burnt.

Currently, StarCrazy's first planet auction will be open in the fourth quarter, requiring the wallet to burn a certain amount of GFS to gain access to the auction. Planets are limited edition NFTs, each has its own unique location and attributes in the Metaverse. The unique features of the planets will add unique gameplay elements accordingly.

In addition, there will be many other features coming that will require the use of GFS. Stay tuned.

## 3. In-game DAO Self-Governance

**Decentralized autonomous governance** is an important feature of a blockchain game.

We believe that after developing for more than a year post-launch, our DAO token GFS will be distributed to all the players who love our game. At that time, all GFS holders will be able to participate in discussions about future game topics by pledging their GFS and voting for the future direction of the game. We believe that player votes will lead the game to a better future. GFT and GFS will also be used for future GameFantasy games. Hope you have a lot of fun playing in GameFantasy's Metaverse.





## Conclusion

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# 90%

4-star and above rating

Our game was launched. The public beta version received positive feedbacks from players. According to our questionnaire, more than 90% of the players rated us 4-star and above, which is a great encouragement to us.

Without market promotion, we have already **ranked number 32 among the games on DappRadar after launch**. We believe with further improvement and promotion; we can achieve more and our tokens will increase more in their values.