

The Universe of Battle For Giostone



**Developed by
M-Tech Entertainment**
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CONTENTS

1 INTRODUCTION

2 BGF UNIVERSE

Economy

Mission

Vision

3 GAMEPLAY

Battle

Stats

Hero Classes

Melee Warrior

Ranged Warrior

Melee Assassin

Ranged Assassin

Melee Wizard

Ranged Wizard

Hero Levels

Tournaments and E-sports

Economy and Long Term Sustainability

NFT Forging

4 TOKENOMIC AND DISTRIBUTION

Battle For Giostone - BFG

Distribution and Unlock

BFG Tokens Distribution

Pre-Seed

Seed

Public Sale

Liquidity

Player Rewards

Staking Rewards

E-Sports

Team

Partners and Advisors

Reserve Fund

Marketplace Fee

Roadmap and completed milestones

The Team

INTRODUCTION

Battle For Giostone is a gaming universe filled with amazing and unique species of heroes. While playing the game, the player can also earn resources, which they can trade and sell to other players.

You would also have the freedom to customize your heroes. Not only would you battle against other players in **5 vs 5 MOBA** matches, but you will also be able to play a **Story Mode**. By playing the Story Mode, you will encounter and battle unique creatures that drop materials for the Production Machine, which offers you the option to produce new heroes (NFTs).

Whether you choose to Battle, Collect or Produce, there will always be space for you in our Universe. There are countless unique Heroes that can be produced through our system. Heroes can have a limited combination of **4** abilities out of a total of **72** abilities.

Each ability has a different value and use, meaning players can utilize and produce countless combinations to use in a battle. The creative Battlers will always find the best strategy to steal the Giostone, destroy the enemy base, or meet another victory condition.

BFG Universe

ECONOMY

BFG is different from other games because it has a unique set of game mechanics and requires the player to utilize a wide range of skills to compete on a higher level.

The key difference is the player-driven economy that allows players to earn rewards in many ways. You will be able to earn through:

- Battling against other players to earn rewards for maintaining a spot as one of the Top Players on the leaderboard and earn **Battle For Giostone (BFG)** tokens and Giostones (**GST**).
- Fighting against different Creatures to collect parts for the Production Machine and produce new heroes.
- Collecting Rare Heroes.

MISSION

To create a game intended to set new standards for the **MOBA** Genre while rewarding the community for their time and effort spent in our game and creating International **E-sport** events.

To create new types of jobs in the real world. We encourage teaming up with other players and grinding up in the leaderboards, creating guilds, and competing in their own **E-sports** events organized by communities or individuals.

To create a fun and enjoyable game for all types of players.

To create an ecosystem where every individual will have a place.

These things will create a sustainable Ecosystem that connects gaming with crypto and makes the game worthwhile even if you are not a Top Player.

VISION

M-Tech Entertainment was established in **2020** with **5** core members. The team is focused and dedicated to this project as the whole team are gamers themselves. We believe that, in the past, gamers have not been treated as they deserved.

We want to show that gaming is not a waste of time and that it's a worthwhile experience. We want to change the way people look at games by giving gamers the opportunity to be a part of something bigger, while being compensated for their time, effort, and skills.

GAMEPLAY

THE BATTLE

Battle For Giostone is a multiplayer online battle arena (**MOBA**) in which two teams of five players compete against each other to destroy a base defended by the opposing team or meet another victory condition. Each player controls a character (Hero) with a set of unique abilities. Every ability has a separate class which can be any of the **6** (six) hero classes (Melee Warrior, Ranged Warrior, Melee Assassin, Ranged Assassin, Melee Wizard, Ranged Wizard). An ability position can be either first, second, passive, or ultimate, and the type of ability can be either Common, Rare, or Legendary.

Example: Ability Name: Downbursts
Ability Class: Melee Warrior
Ability Position: Passive
Ability Type: Rare

Each hero can have a unique ability in one out of 4 slots, represented by an equipment type (hands, legs, head, body). These abilities will be in slots **1, 2, 3**, or **Ultimate**. The total number of abilities in-game is **72**. The same ability can't be in two slots at the same time.

For example, if your hero has **Lightning Bolt** in **Slot 1- Hands**, it will always remain there. The ability class is **Ranged Wizard**, meaning that **Ranged Wizards** will get boosted stats from the equipment. All other Hero classes will have reduced stats.

The Hero can have a combination of all the abilities available. The only rule is that one Hero can not have multiple abilities in the same position.

To destroy the enemy base, you will have to collect stones defended by the dragon **Gio** to gain a certain power. **Gio** is a unique character that can spawn at a random time in the game, either at the top left or bottom right of the map. Each stone holds a different power, and the combination of all the three powers is called **Giostone**.

The dragon Gio will spawn **3** times during a match unless the game has already ended. Each time, one player will receive a power-up from the stone, and if they get killed, another player can take the power-up by walking over the dropped stone.

Players will collect **GST** (utility token, non-blockchain) through the game and they have to win to keep their **GST** at the end. The collected tokens will be divided among five players at the end of the game for the winning team.

(Subject to change)

You will be able to convert **GST** to **BFG** (blockchain token) based on some factors decided in the future and forge new heroes.

(Subject to change)

Above anything else, **Battle For Giostone** has to be a fun game to play.

Stats

There are **3** base stats that heroes have and represent:

Strength (Damage / Max Health / Health Regen)

Agility (Evasion / Attack Speed / Armor)

Intelligence (Mana Regen / Spell Amplification / Max Mana)

1 Strength = 0.02 HP/ sec Regen

1 Strength = 10 Health

1 Strength = 1 Damage

1 Agility = 0.3% Evasion

1 Agility = 0.03 Attack per second for Melee and 0.045 for Ranged

1 Agility = 0.3% Armor

1 Intelligence = 0.3% ability amplification (AMP)

1 Intelligence = 10 Mana

1 Intelligence = 0.02 Mana/sec Regen

(This is only a reference)

Evasion represents a chance for the Hero to dodge an attack.

Evasion applies only for Normal Attacks (auto-attacks), not for abilities.

Hero Classes

Battle For Giosone comes with **6** (six) different types of heroes. Each of them has different base stats. Furthermore, their stats are extended by a certain amount depending on which abilities they own.

Choose a hero with certain abilities, depending on which position you want to play in the game.

Example: If you want to play as a support, choose a hero with abilities that will help your team rather than choosing a hero that will only deal damage.

The 6 Types of Heroes are :

Melee Warrior

Ranged Warrior

Melee Assassin

Ranged Assassin

Melee Wizard

Hero Levels

The Hero always starts the battle at Level 1. During the game, they can level up to level 10 by killing creeps and heroes.

Melee

**1 - 2 Level = 1 Main Attribute Stats,
0.5 Other Attributes for Melee**

**2 - 3 Level = 2 Main Attribute Stats,
1 Other Attributes for Melee**

**3 - 4 Level = 3 Main Attribute Stats,
1.5 Other Attributes for Melee**

**4 - 5 Level = 4 Main Attribute Stats,
2 Other Attributes for Melee**

**5 - 6 Level = 5 Main Attribute Stats,
2.5 Other Attributes for Melee**

**6 - 7 Level = 6 Main Attribute Stats,
3 Other Attributes for Melee**

**7 - 8 Level = 7 Main Attribute Stats,
3.5 Other Attributes for Melee**

**8 - 9 Level = 8 Main Attribute Stats,
4 Other Attributes for Melee**

**9 - 10 Level = 9 Main Attribute Stats,
4.5 Other Attributes for Melee
(This is only a reference)**

Ranged

**1 - 2 Level = 0.8 Main Attribute Stats,
0.6 Other Attributes for Ranged**

**2 - 3 Level = 1.6 Main Attribute Stats,
1.2 Other Attributes for Ranged**

**3 - 4 Level = 2.4 Main Attribute Stats,
1.8 Other Attributes for Ranged**

**4 - 5 Level = 3.2 Main Attribute Stats,
2.4 Other Attributes for Ranged**

**5 - 6 Level = 4 Main Attribute Stats,
3 Other Attributes for Ranged**

**6 - 7 Level = 4.8 Main Attribute Stats,
3.6 Other Attributes for Ranged**

**7 - 8 Level = 5.6 Main Attribute Stats,
4.2 Other Attributes for Ranged**

**8 - 9 Level = 6.4 Main Attribute Stats,
4.8 Other Attributes for Ranged**

**9 - 10 Level = 7.2 Main Attribute Stats,
5.4 Other Attributes for Ranged**

(This is only a reference)

TOURNAMENTS AND E-SPORTS

BFG is a game with a competitive spirit. **E-sports** is a crucial component that will drive long-term sustainability.

Due to the skill-based spirit of the game, our system is a perfect fit for hosting competitive **E-sports** events.

In order to reward our most talented and skilled players, we will be hosting events with large prize pools that will provide countless hours of entertainment for everyone in our metaverse.

There will be avenues for third-party tournament organizers to be able to create their own events.

We strongly believe that competitive players will be a core part of our community and want to be able to make their skills and effort worthwhile. Building a game with a robust infrastructure in E-sports is one of the main goals of our project.

We will host and allow the community to host **E-sport** tournaments, and we believe this will be the key factor for our future growth.

ECONOMY AND LONG TERM SUSTAINABILITY

Battle for Giostone has a **100%** player-owned, real money economy. Our community members will get rewarded for the time and effort they spend playing our game.

To ensure that our economy will last for a long time, we must act very carefully because it takes only one mistake to ruin the economy. At the same time, we must always care and listen to our community's feedback.

The key strategies to satisfy the community and sustain the long-term economy are:

To make BFG a FUN and EXCITING game to play.

Although many players will be playing for returns on their effort, having players that play for fun and enjoy the game regardless of the rewards is the key to long-term sustainability. This is the reason why we are making BFG a fun and exciting game above anything else.

More Utility to your Heroes

We will add new Game Modes in the **BFG** Universe to add more Utility to your Heroes. This means that the Hero you buy now will be able to play new game modes outside the Classical and Ranked **5v5** mode and Story Mode and earn different resources and tokens.

Automated Forging fees Adjustment

We are building an Algorithm that will adjust the forging fees and avoid problems like **GST** oversupply or undersupply.

Oversupply may result in an extremely low **GST** price, making the game unprofitable for the players that grind **GST** or Managers.

Undersupply may result in an unreal high **GST** price that, after a certain time, will fall and mislead the community and new players.

Therefore, our automated algorithm will take care of the forging fees and ensure those 2 things will never happen.

Based on factors such as network activity, **BFG** price, **BFG/GST** conversion rate, daily active users, and the number of forges per week. We will publish the concrete math in the future.

Make BFG independent of Player Growth

In the beginning, we have to maximize our growth, and **BFG** Economy will be dependent on new Players for some time. This way, Forgers will profit by selling new heroes on the Marketplace, and **GST** Grinders are making a profit by selling **GST** to Forgers.

We will create cosmetics that will make your Hero look exclusive. These cosmetics will be purchasable with **GST**.

Wager x Amount of **GST** and play a ranked match.

After the match, the winning team shares **90%** of the Tokens, and 10% are burned.

Craft cosmetics upgrades by releasing one of your Heroes.

Merge **2** heroes to gain a certain ability.

We will introduce more Plans later.

E-sports and Tournaments

BFG is a game with a competitive spirit.

E-sports is another key thing when it comes to long-term sustainability.

We will host events with large prize pools to reward the best players in our Universe. This is critical because competitive players will try different strategies to become the best in the world.

Those players will always strengthen our economy as they will put effort, time, and resources into the ecosystem.

GST UTILITY

- **GST** is a non-blockchain token.
- **GST** is like in-game Credits that are stored in a centralized database.
- **GST** can be used to Forge new heroes and obtain certain cosmetics from the in-game shop.
- **GST** can be obtained by playing the game or converting **BFG** to **GST** in the Marketplace.

How it works:

- When you convert **BFG** to **GST**, you send **BFG** to the Treasury and receive **GST** in return.
- When you convert **GST** to **BFG**, you will be taking **BFG** from the Play and Earn fund initially. This will be the case for the first 5 years. When the fund is exhausted, after 5 years, you will be taking **BFG** from the Treasury, which will be filled in the meantime by different activities such as marketplace fees, compendium purchases, E-sports, etc.
- This way, people can not trade **GST** on exchanges and make a profit from it.

We are building an AI algorithm that will try to predict the next week's Forgings based on previous stats, daily active users, and other statistics.

Based on these stats, the AI will adjust the **GST** needed to forge a hero to protect the **GST** from oversupply or undersupply. This makes our unique utility token economy different from the other games and economies.

NFT FORGING

After the initial **NFT** Pre-Sale, players that will reach a certain level in our Story Mode will be able to forge new heroes and sell them on the Marketplace.

To Forge a hero, you must select Hero Class and desired abilities. The Forge cost is determined by the percentage you set for each ability.

Let's say you want a Melee Warrior with certain abilities. You have to select the Class and your desired abilities and then set them to a maximum percentage of **80%** for abilities **1, 2, and 3** and **65%** for Ultimate. The cost will be higher, but you have higher chances of getting your desired combination.

Subject to change

TOKENOMICS AND DISTRIBUTION

BFG

Battle For Giostone is an **ERC-20** governance token for the **BFG** Universe. **BFG** Holders will be able to vote for future updates on the game and earn rewards by staking.

The Top Players in the Universe will also earn **BFG** by playing the game or participating in tournaments. **BFG** Holders will be able to stake their tokens and earn rewards.

By staking, Holders are showing their support and trust in **BFG**. Our Goal with the **BFG** Token is to decentralize the ownership and the governance of **BFG**. **BFG** Holders will be able to vote about future updates in the **BFG** Universe. We believe that true decentralization is what gamers deserve. The shift to a proper Decentralized organization will happen gradually over time.

The Treasury receives tokens from:

5% of all **BFG NFT** marketplace transactions.
The **BFG** Fee for Reproduction.

There will be more income sources for the Treasury later.

Example 1: When buying cosmetics, **x** percentage will go into the Treasury.

DISTRIBUTION AND UNLOCK

The text below shows the maximum issuance of **BFG** over the years and the total supply.

BFG Tokens Distribution

(Total Supply: **150,000,000**)

Pre-Seed : 3%

Seed: 20%

Public: 5%

Liquidity: 8%

Player Rewards: 20%

Staking: 14%

E-sports: 6%

Team: 20%

Reserve Fund: 4%

Marketplace Fee: 5%

Marketplace Fee Distribution: 25% M-Tech (Further Development, Expenses, etc.), 75% (Community Treasury)

The Total Supply will be unlocked in 48 months, but it doesn't mean that all the rewards will be released until then.

BFG Tokens Distribution

The total supply of our governance token is limited to 150,000,000.

BFG Holders will be able to vote for future updates of the game and earn rewards by staking. With staking, you are showing us your loyalty, which is extremely beneficial to us.

Tokens will be locked. Over time, a certain amount of the tokens will be unlocked. (Subject to change)

Pre-Seed : 3%

Seed: 20%

Public: 5%

Liquidity: 8%

Player Rewards: 20%

Staking: 14%

E-sports: 6%

Team: 20%

Pre-Seed

4,500,000 tokens

Price per token: 0.033\$

Detailed Unlock Schedule

Unlocking starts with a Token Generation Event (TGE), where 10% are unlocked.

After Month 6, the linear daily vesting starts.

Each day after Month 6 will unlock an additional 0.246% for 12 months 100% unlock.

Seed

30,000,000.00 BFG

Price per token **0.033000\$**

Right after the purchase, **5%** of their tokens will be unlocked.

Detailed Unlock Schedule

Unlocking starts on **TGE** where **10%** are unlocked.

After Month **6** the linear daily vesting starts.

Each day after Month **6** will unlock an additional **0.246%**, for **12 months 100%** unlock.

Public Sale

7,500,000.00 tokens

We have reserved **7,500,000** Tokens for the Public Sale.

Price per token: **0.053\$**

Detailed Unlock Schedule

Unlocking starts with **Week 1. 10%** are unlocked right after the purchase.

Month 2 will unlock another **10%**.

Each Month after **Month 2** will unlock an additional **10%** until **100%** unlock.

Liquidity

12,000,000 tokens

100% Unlocked on TGE

Player Rewards

30,000,000.00 tokens

Issuance starts in Q3-Q4 2022.

The Best Players are always rewarded. It doesn't necessarily mean that others will not receive rewards. We reserved 20% of our maximum supply for the players.

Detailed Unlock Schedule

After Month 3, the linear daily vesting starts with a duration of 48 months.

Month 3 - Month 51, each day unlocks x0.136%

Staking Rewards

21,000,000.00 tokens Locked

Issuance starts in **Q1 2022**. This pool is reserved for those who will stake their token.

By staking and believing in our project, we will reward you. The staking rewards are **BFG** tokens.

The Rewards will depend on how many tokens you have staked and the total amount staked.

Staking Rewards

Detailed Unlock Schedule

After Month **3**, the linear daily vesting starts with a duration of **48** months.

Month **3** - Month **51** each day unlocks **x0.136%**

E-Sports

9,000,000.00 tokens

We Reserved **9,000,000** Tokens for **E-sports**. We are all passionate about competitive games and will organize international e-sports events. All the prizes will be in **BFG Tokens**.

Detailed Unlock Schedule

After Month **3**, the linear daily vesting starts with a duration of **48** months.

Month **3** - Month **51**, each day unlocks **x0.136%**

Team

30,000,000 tokens

Tokens are reserved for the team, rewarding the team for their loyalty, dedication, and hard work.

Detailed Unlock Schedule

After Month **12**, the linear daily vesting starts with a duration of **36** months.

Month **12** - Month **48**, every day unlocks **x0.091%**

Reserve Fund

6,000,000 tokens

To keep the pleasure that our Universe brings to you, we need to release updates. This fund is reserved for further development updates.

Detailed Unlock Schedule After Month **6**, the linear daily vesting starts with a duration of **18** months.

Marketplace Fee

Marketplace transactions Every transaction that goes through our Marketplace will have a fixed **5%** fee.

Fee Distribution

We split the fee. The **M-Tech** team keeps **1.25%**, and the rest goes to the Treasury.

ROADMAP AND COMPLETED MILESTONES

March 2021 - Initial Idea and Game Concept

April 2021 - Team Formation

July 2021 - Hiring Dev and Arts Team

October 2021 - **PC** game Pre-production phase and GDD

Q1 2022

- **BFG ERC - 20** token development ✓
- Official Website Launch ✓
- **BFG** Staking Platform Dev ✓
- **PC** game Production phase ✓

Q2 2022

- SEED** Round Funding ✓
- Official Forum Launch ✓
- Closed **MVP** Game launch ...

Q3 2022

- Closed Pre-Alpha Game Launch
- **GST** utility token launched
- **NFT ERC-721** token launch
- **NFT** Heroes Pre-Sale
- Marketplace Launch
- Coinmarketcap Listing
- Liquidity pools created

Q4 2022

- Open Alpha Game Launch
- Story Mode
- E-sports

THE TEAM

**Founder & CEO
M-Tech Entertainment**



Mile Gramatikov

COO
M-Tech Entertainment



Dimitar Solakov

**Art Director
M-Tech Entertainment**



Aleksandar Ljushev

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*Make sure you read and understand this document and **TERMS AND CONDITIONS FOR PARTICIPATING IN THE BFG TOKEN SALE** (including all warnings regarding the possible token value, technical, regulatory, and any other risks; as well as all disclaimers contained therein), as will be published on*

*our website **Battle for Giostone** (as they may be amended from time to time). Should you have any questions regarding the Giostone project, **BFG** token, the contents of this document, or the sale of **BFG** tokens, please, do not hesitate to contact contact@battleforgiostone.com or **Discord**.*