GONFTY

Metaverse & NFT gaming infrastructure

GONFTY Gamebench · GONFTY Market · GONFTY World · GONFTY Wallet · GONFTY DEXswapp

Whitepaper

V.1.5

Contents

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GONFTY

Introducing you to the Metaverse

| Market Opportunity

Metaverse Industry Landscape

The Metaverse is the gradual convergence of the digital world with the physical world. A convergence in a way that is persistent, real-time rendered and infinite in its ability to offer shared experiences allowing for total sense of presence.

Virtual identities will become interchangeable with physical identities and new economies will form around this immersion into virtual/augmented realities. The effects on our lives will be profound creating a world where we no longer notice a distinction between our digital avatars and our physical selves.

This evolution originated mostly out of accumulation of technology in the video game industry but is now transcending it leading to a world where smart lenses and BCI devices enable us to be surrounded by information – interactive information for work, entertainment, education, and more.

The economic opportunities of this next iteration of the internet will be immeasurable.

Market Opportunity – Industry Landscape

REAL WORLD OVERLAPS			
VIRTUAL COMMUNICATION / COLLABORATION		**COMEMRCE AND FINANCE**	
INDUSTRY	**SOCIAL/TEAMS**	**FASHION ITEMS**	**FINANCE**
Virtual representation of real-world assets (e.g., real estate agents allowing to experience properties that are for sale) — Real time collaboration around models of future products (e.g., in the automotive industry).	Corporates transitioning from video conferencing to team-collaboration VR environments (e.g., metaverse version of MS Teams) — Social media companies (such as Facebook, now "Meta") are trying to enrich user interaction by migrating it into the metaverse	Multiple mainstream fashion brands have already created and are offering for sale digital wearables available for sale in the metaverse	There is an emergent class of financial instruments related to the metaverse, such a REIT for virtual real estate. It is expected that there will be an increasing proliferation of more and more sophisticated structures to invest in metaverse assets, finance their purchase, borrow against them, and so on.

METAVERSE OPERATION			
VIRTUAL WORLDS		**ASSET CREATION**	
GAMES	**MULTI-WORLD UNIVERSES**	**AVATARS**	**DIGITAL WEARABLES**
Several multi-player VR games have transcended the purely gaming experience and now act as [gated] metaverses, where real life pop-stars can sing in front of hundreds of thousands of fans, or real-life match teachers conduct their lessons.	Providers of infrastructure for user-generated virtual worlds.	Multiple providers of avatar creation tools, including the creation of synthetic human avatars and photo-realistic avatars from photos or videos.	Weapons, items of clothing, avatar enhancements.

VIRTUAL WORLD CREATION INFRASTRUCTURE			
DEVELOPER TOOLS		**METAVERSE COMMERCE FOUNDATION**	
3D RENDERING	**GAMING ENGINES**	**BLOCKCHAIN**	**MARKETPLACES**
Tools for the generation and live streaming of 3D environments. Other tools, such as creating volumetric holograms, converting buildings and building designs into metaverse properties, etc.	Generation of gaming content and interactions with in-game characters, objects, or environments, real-time game development tools.	Blockchain enabled portable identities and non-fungible assets (NFTs) representing tradeable digital assets from the metaverse	Decentralized exchanges (DEXs) for trading NFTs (digital wearables, digital collectables), some specifically dedicated to metaverse items

BASIC INFRASTRUCTURE							
INTERNET ACCESS AND CLOUD COMUTING				**HARDWARE**			
Traditional ISPs	Traditional providers of cloud computing	Spatial computing	AI services	VR headsets	Haptic sensor devices	Game consoles	Computer monitors

Market Opportunity

At a basic infrastructure level, it is served by mostly commoditised providers of internet access, cloud computing, as well as hardware such as gaming consoles and hardware interfaces (e.g. VR headsets and haptic tech).

At the next level of enablement – that of metaverse tools, we have (i) developer focused rendering and game engines and developer tools that allow the building of virtual worlds and generate gaming content (interactions with in-game characters, objects, or environments, among others); (ii) virtual world platforms and (iv) user and developer tools for the creation of digital assets (avatars, weapons, digital real estate, fashion items and works of art) by users.

The dominant players among programming engines are Improbable (creation of virtual worlds), rct AI (AI-generated content for metaverses), Forte (blockchain powered economic engine for online games), Manticore (digital playground and community), Unity (real-time game development platform), VirtualFlow (T4Framework – metaverse framework for the Unreal Engine), Polystream (interactive streaming for metaverses), Latent Space (generative models for business and creatives), Aireal (converting buildings and building designs into metaverse properties).

Prominent players in the field of asset creation are threekit (3D product visuals and augmented reality for ecommerce), Marxent (3D product visualisation), Tetavi (volumetric rendering), Occipital (spatial computing), IKIN (hologram technology), Faceunity Technology (3D digital avatars), Oben (AI-driven avatar generation), Cesium (3D geospatial platform), Cappasity (3D product imaging), Metaverse Studio (augmented reality platform), Vntana (3D product visualisation), gravity sketch (3D design), 8i (volumetric video holograms).

Companies active in the field of avatars are: Genies (avatar creation SDK), Cryptoavatars (tradeable avatars usable in multiple virtual worlds), Didimo (user-generated realistic-looking avatars), Soul Machines and Uneeq (photo-realistic avatars for customer service), Naver Z (3D avatar creation platform), wolf3d (3D avatar creation from photos), itsme (avatar-based social network), volograms (multi-platform volumetric video creation), malivar (synthetic humans and video face swap), mirror (avatar stickers), replika (personalised chatbot avatars).

Market Opportunity

Virtual worlds are being created by: EVE online (galactic adventures), Somnium space (VR online game), EPIC Games (through Unreal Engine), Wave (streaming of virtual entertainment), VR Chat (community created virtual worlds), Sandbox (multi-player VR games), Crucible (open infrastructure for virtual worlds), Sky Mavis (blockchain-based virtual worlds and virtual world infrastructure), Decentraland (user created virtual worlds), Gather (customisable spaces for virtual interactions), Immersed (team collaboration VR environment).

Beyond this, we have the layer of commerce and finance, enabling trading and finance for the metaverse world, which includes exchanges as well as peer-to-peer trading infrastructure. The commercialisation and interoperability (portability and tradability of digital assets and identities across virtual worlds) of the metaverse is inextricably linked to blockchain technology such as non-fungible tokens (NFTs) representing asset ownership, as well as decentralised exchanges (DEXs) for the trading of such assets.

Asset marketplaces are being developed by Sorare (trading of football player cards), OpenSea (NFT marketplace), AON, makersplace (digital art), cgtrader (3D models), Zora (digital art), Rarible (digital art), Dmarket (in-game items), SuperRare (digital art), HighRise (digital wearables / avatar customisation), Pixura (no-code tool for launching NFT marketplaces), Wax (digital collectables).

Beyond this, we are currently observing the nascence of an ecosystem of new entrants pursuing metaverse specific businesses models, a notable example of which are traditionally structured investment vehicles that invest in digital real estate in the metaverse (Metaverse REIT).

Market Opportunity

From a horizontal perspective, many traditional corporates see the metaverse as an evolutionary enhancement of e-commerce and online collaboration tools through VR and AR. Specifically, the highest enterprise push is towards virtual interactions for enhancing social (Facebook, now "Meta") and workspace collaboration (Microsoft) through the creation of digital avatars that interact in virtual spaces, or on virtual models of future products (e.g. in automotive). Notably, Facebook is doing this to rediscover a product market fit among younger users and Microsoft is building "enterprise metaverse" as an extension of Teams ("Mesh for Teams"). Some corporates less bound by traditional thinking and with products attractive to gamers (e.g. the fashion and entertainment industries – Balenciaga, Burberry, Louis Vuitton, Dolce & Gabbana, etc.) have adopted a more "metaverse-native" approach by using advertising space in virtual worlds, sale of digital fashion brand assets, live performances inside the metaverse.

Since the market very fragmented, with no single solution that provides end-to-end unified experience, we see the highest value creation opportunity in bundling a seamlessly aggregated offering of the non-commoditised part of the metaverse technology stack. As the gaming industry is the most advanced in terms of embracing the various aspects of the metaverse, our initial focus will be on addressing the needs of game creators and players with focus on interoperability, ease of use, and true ownership and portability of identity and digital assets.

Our Vision

Mission statement

GONFTY is a metaverse & blockchain gaming infrastructure project building an industry leading integrated NFT web3 on-chain gaming metaverse platform ecosystem. We like to refer to ourselves as 'the Netflix for the metaverse & blockchain gaming' – our end game is to have a compelling, industry-leading infrastructure platform housing a suite of high-quality interoperable, independent blockchain games co-existing within our metaverse infrastructure for end-users to navigate and play.

Our mission is simple; to unleash tomorrow's virtual economy by unlocking the full potential of NFTs in the metaverse. To do this we are breaking the barriers to entry and facilitating the creation of new economic models for value-creation and next gen innovation in the metaverse and blockchain gaming. We aim to scale the metaverse and digital gaming economy ushering a new age of true power to the players and content creators.
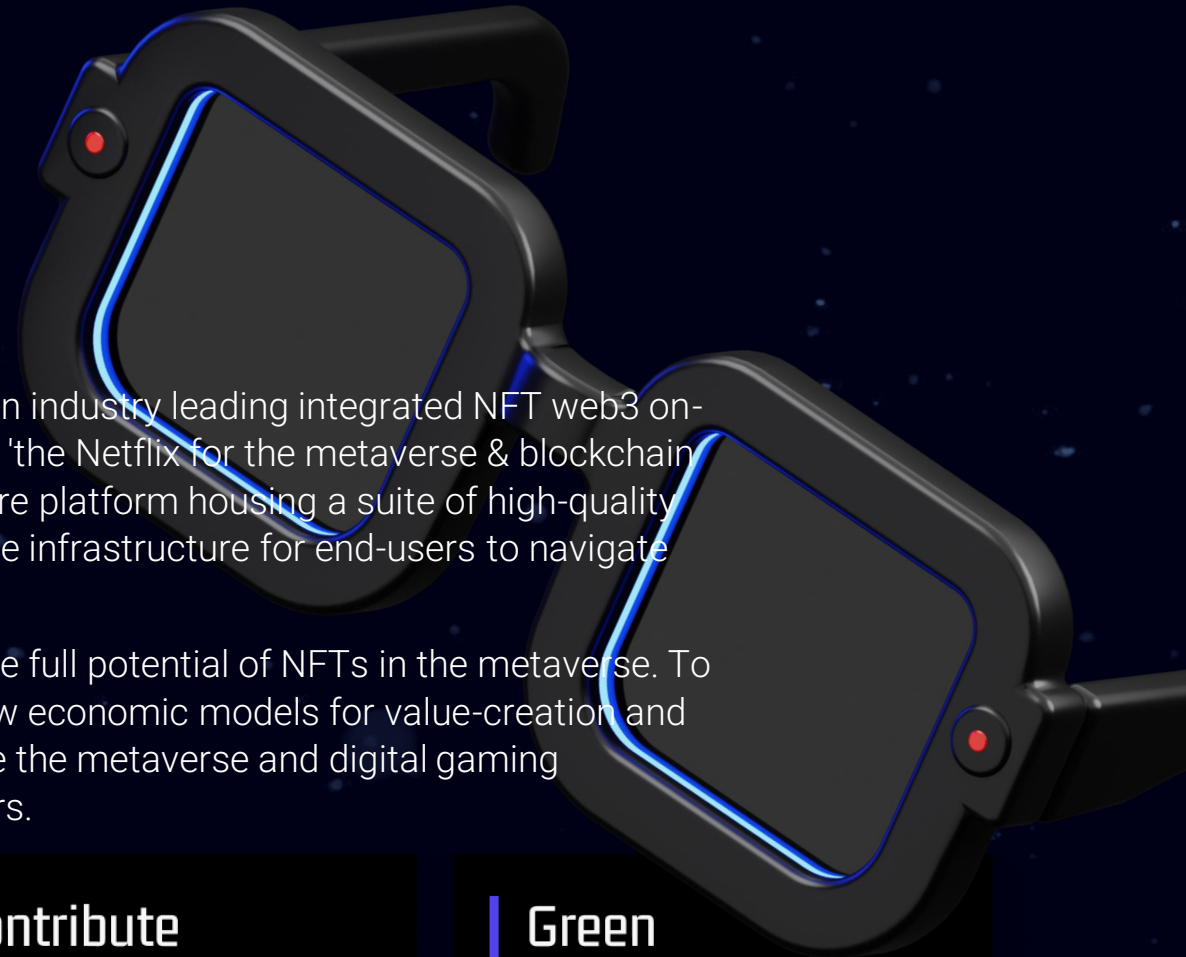
Lead

To be the leading integrated digital platform ecosystem facilitating the next generation of NFT value-creation in the metaverse

Decentralize

To be the preferred decentralized, non-custodial, long-term partner for community networks engaging with the cross-sectional NFT gaming metaverse sector

Contribute

To contribute to the sustainable growth of the virtual economy with accessible and user-friendly NFT innovation on a scalable, high TPS blockchain

Green

To be the greenest, fastest, and highest TPS (transactions-per-second) blockchain enabling superior FPS (frames-per-second) gaming development on-chain with enhanced gaming experience

Ecosystem Vision

Introducing our Metaverse vision:

GONFTY
World

Our vision on use-cases: features of metaverse economy & what you can do?

1. **NFT minted virtual real estate & infrastructure**

- **land** – buy / sell / develop

- **residential properties** –
buy / sell / lease / renovate

- **commercial properties** – buy / sell / lease

- **landmarks** (venues / sports stadiums)

- **space shuttles** – interplanetary colonization

- **time machines** – travel in time and build

Your avatar

in our metaverse

GONFTY.world

2. **NFT minted digital collectibles & experiences**

- **digital wearables** – your favorite fashion brands
- **digital vehicles**
  - automotive industry brands
  - marine industry brands
  - aviation industry brands
- **digital art** – artists / art galleries
- **digital entertainment**
  - film studios / independent content creators
  - Sporting leagues
  - musicians / record labels
- **digital experiences**
  - Concerts / film premiers / sporting events
  - Product launches / unveiling (VR)
 - Launch VR/AR Hardware

3. **Integrated and interoperable gaming**
play2earn games (with interoperable NFT in-game assets, e.g., avatars; skins, digital wearables)

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Ecosystem Vision

Our vision is to create the platform that will proliferate next-gen gamified virtual economy

As the metaverse facilitates the gradual convergence of the digital world with the physical world, the economy of the physical world will too enter the metaverse giving birth to new hybrid economies. More and more brands will crossover into the metaverse to expand market share and create new revenue streams, which will in turn accelerate mainstream adoption and exponentially grow the market size of the metaverse.

Our ecosystem vision is to create the platform that will proliferate the next-gen virtual economy coalescing around NFTs and Social Gaming. Strong brands and IP in the Automotive; Entertainment; Fashion; and Sports industries will be well-positioned to crossover into the metaverse launching new revenue streams with branded NFTs.
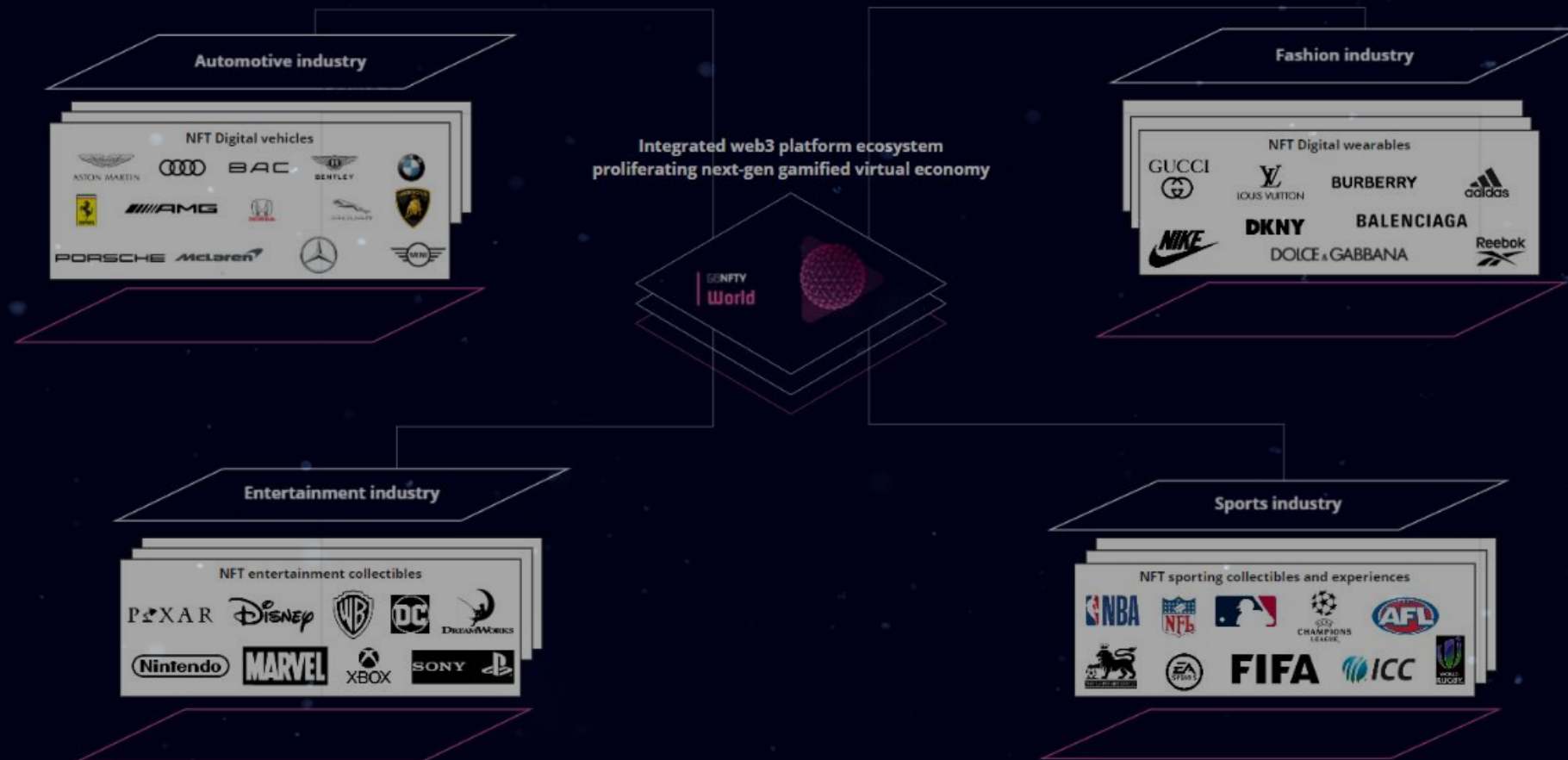
Ecosystem Vision

Our integrated applications: functionality of our metaverse applications & what you can do?

GONFTY Gamebench

Our Gaming Launchpad with bundled SDKs for gaming developers to create gaming dApps on our platform and integrate with our Metaverse

GONFTY World

All platform components will feed into GONFTY World, our metaverse, to create a virtual world for end users to interact with

GONFTY Market

Our NFT Market with an NFT generator and auction-place to mint, buy and sell NFTs, which can be used within the gaming ecosystem as personalized in-game assets
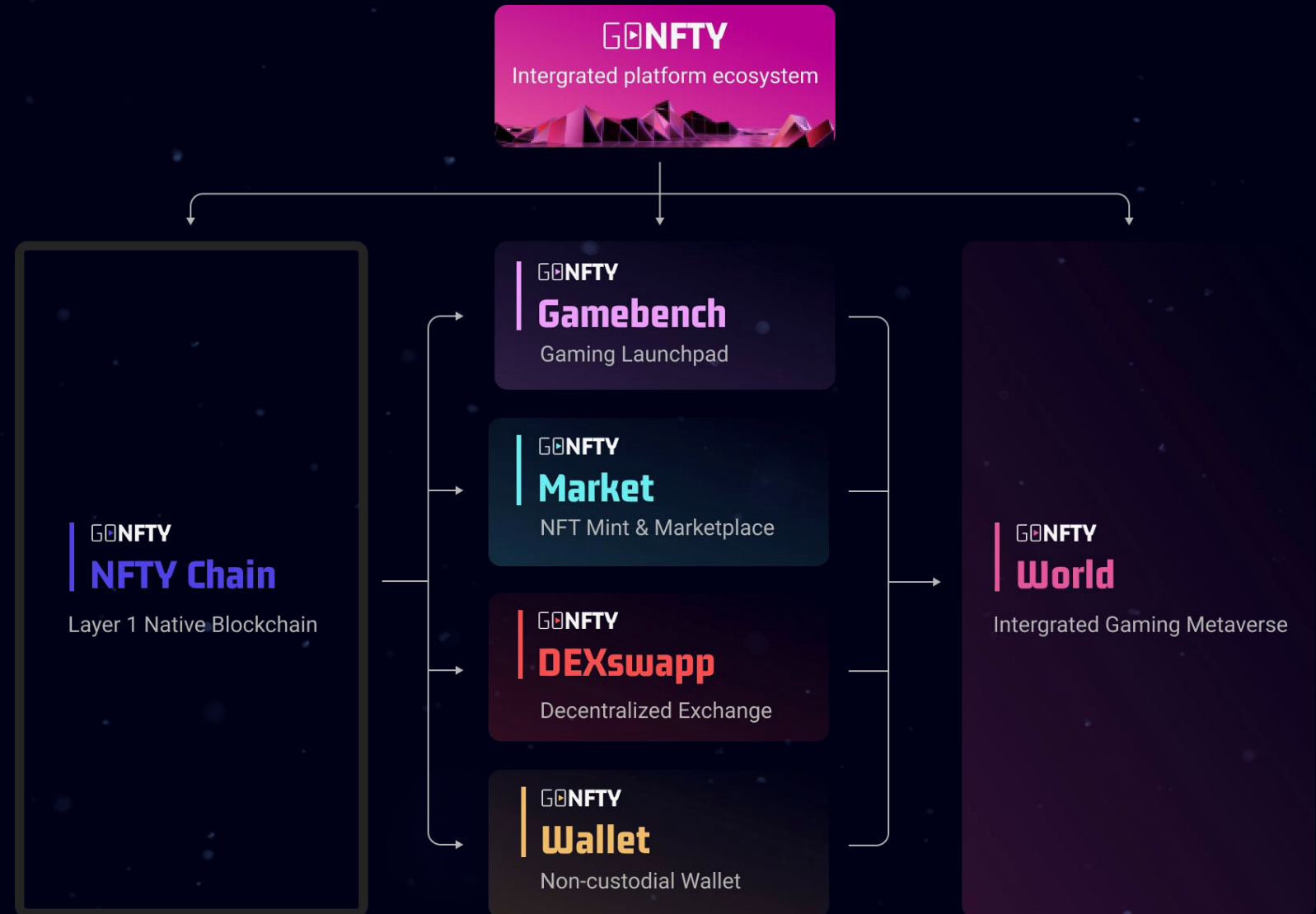
GONFTY Wallet

Our non-custodial wallet with human-readable addresses linked to user account and username to store in-game NFT assets on our platform

GONFTY DEXswapp

Our integrated gamified decentralized exchange to swap in-game assets directly with other players within the gaming dApps on the platform

Our Technology

Platform ecosystem architecture

G⊡NFTY
Intergrated platform ecosystem

G⊡NFTY
NFTY Chain
Layer 1 Native Blockchain

G⊡NFTY
Gamebench
Gaming Launchpad

G⊡NFTY
Market
NFT Mint & Marketplace

G⊡NFTY
DEXswapp
Decentralized Exchange

G⊡NFTY
Wallet
Non-custodial Wallet

G⊡NFTY
World
Intergrated Gaming Metaverse

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| Our Technology

PROTOCOL LAYER:
NFTY Chain (Beta Version)

Our native blockchain (NFTY Chain) is a blockchain built on **substrate** which is **natively compatible** with the **Polkadot ecosystem**; and is the on-chain foundation of our GONFTY ecosystem platform.

NFTY chain can become a parachain that uses Polkadot Relay Chain validators for its consensus, while allowing GONFTY to have an independent economic framework, data, and state. Our native blockchain is a hard fork of substrate core and its official pallets, which makes is compatible with Polkadot ecosystem, but nonetheless enables NFTY Chain to maintain its independence to develop tailormade pallets to serve its' clients.

NFTY Chain aims to be a **next generation blockchain**, an enabler for future games. Not only will it be environmentally aware, but also self-aware by incorporating AI to make it a self-managing and self-optimizing blockchain.

Polkadot is a blockchain framework that enables a completely decentralized internet of parachains where users are in control of their identity and data. The Polkadot network is designed to operate two types of blockchains:

1. **Relay Chain:** The core of Polkadot, responsible for the network's shared security, consensus, and cross-chain interoperability; and

2. **Parachains:** Sovereign blockchains that use the relay chain's computing resources to confirm that transactions are secure and accurate

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Our Technology

PROTOCOL LAYER:
NFTY Chain (Beta Version)

Pillars of the NFTY Chain Architecture

1. **Reliability:** The ability of a system to recover from infrastructure or service disruptions, dynamically acquire computing resources to meet demand, and mitigate disruptions such as misconfigurations or transient network issues.

2. **Security:** The ability to protect information, systems, and assets while delivering business value through risk assessments and mitigation strategies.

3. **Flexibility:** ability for the software architecture to adapt to possible or future changes in its requirements. A software architecture is flexible when its parts have low coupling

4. **Usability:** ability of being accessible to all people, even those with disabilities. This can be accomplished implementing assistive technology in the UI and providing text for all images and multimedia resources.

5. **Cost Optimized:** The ability to run systems to deliver business value at the lowest price point

6. **Anonymity:** the ability to keep the privacy of the users
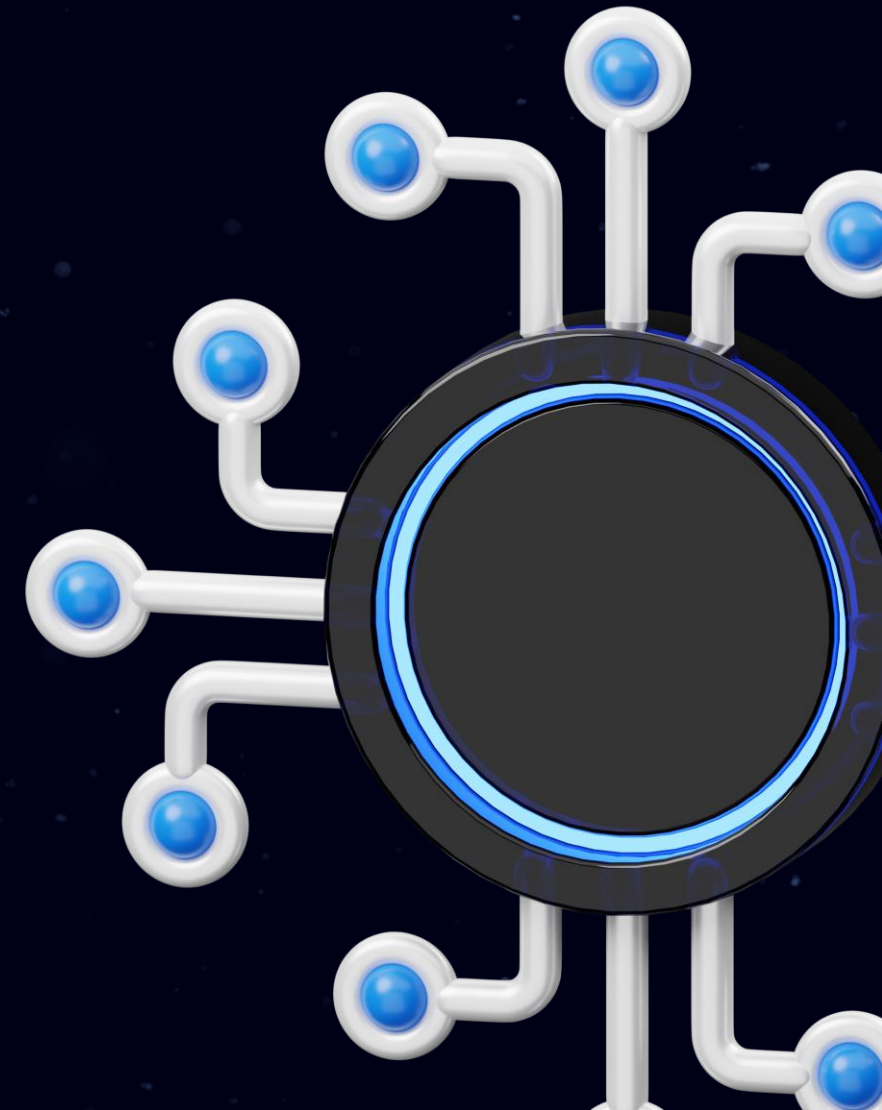
Our Technology

PROTOCOL LAYER:
NFTY Chain (Beta Version)

High-Level Components

NFTY Chain inherits high-level components of the Substrate node, with subtle changes that enables NFTY Chain to perform better and be horizontally and vertically scalable. The following figure shows the core components of the NFTY Chain node.
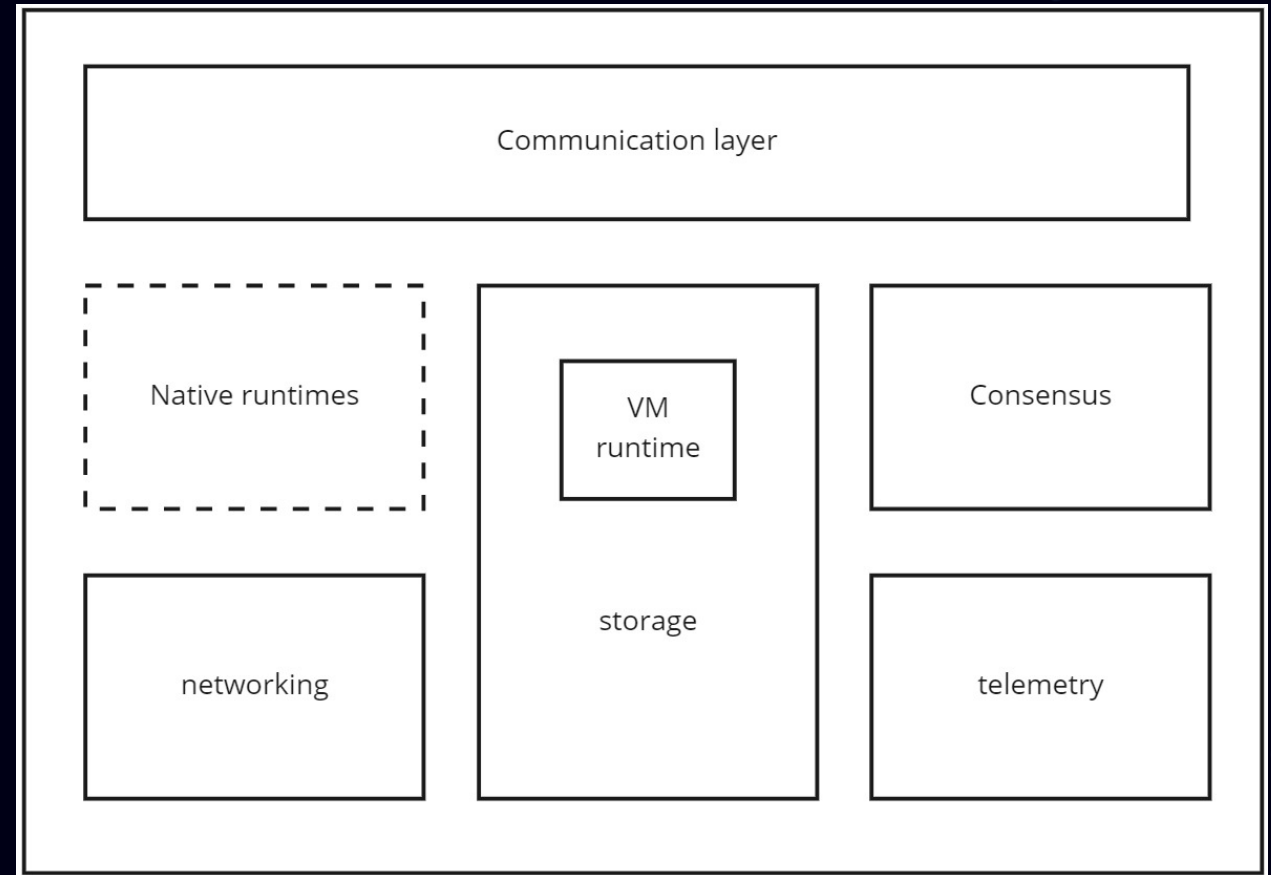
Our Technology

PROTOCOL LAYER:
NFTY Chain (Beta Version)

High-Level Components

- **Storage:** the ledger in blockchain is required to kept persistent and stored on the nodes, and the storage unit fulfils this task. Other blockchains usually use filesystem or some light version key-value/sql storages on their node. The storage on NFTY Chain is designed to be capable of storing ledger on decentralized storages and different storage system available, this helps nodes to run lightly and make better use of their underlying capacity to perform complex tasks.

- **VM runtime:** VM runtime is like Wasm in Substrate, and networking as well as consensus are exactly inherited from Substrate, however our goal is to provide an enhance RBFT, as the default consensus mechanism.

- **Telemetry:** Although telemetry unit in Substrate is utilizing Prometheus, NFTY Chain service mesh establishes a programmable, application-aware network using the powerful Envoy service proxy. NFTY Chain's extended telemetry unit brings standard, universal traffic management, telemetry, and security to complex deployments.

- **Communication:** This layer is the layer that enables communicating with the network, in addition to http and websocket rpc servers, NFTY Chain also provides grpc.

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Our Technology

PROTOCOL LAYER:
NFTY Chain (Beta Version)

FRAME

The Framework for Runtime Aggregation of Modularized Entities (FRAME) is a set of modules and support libraries that simplify runtime development. In Substrate, these modules are called Pallets, each hosting domain-specific logic to include in a chain's runtime.

Pallets

When building with FRAME, the Substrate runtime is composed of several smaller components called pallets. A pallet contains a set of types, storage items, and functions that define a set of features and functionality for a runtime.

Substrate consist of over 30 pre-built pallets, in addition to that NFTY Chain offers: 1) **NAFT**; and **2) GLP**

NAFT

This pallet is a simple and secure module for dealing with non-fungible assets.

GLP

This is the Game Launch Pallet, a module coupled with inherited para-chain-readiness enabling NFTY Chain to host games on-chain. There are some attempts in the market to provide this capability but the reality is the decentralization is sacrificed for providing a seamless experience for their users. On NFTY Chain, parachains launched for games communicating with GLP enables NFTY Chain to provide a seamless and truly decentralized gaming infrastructure.

Our Technology

Application layers

Gamebench

GONFTY Gamebench is the gaming launchpad which is composed of a set of SDKs for gaming developers to build their games and dApps on our blockchain. Essentially, the Gamebench is an SDK wrapping communication layer on the core protocol. This SDK enables gaming developers to adapt NFTY Chain functionalities in their game engine of choice.

NFT Mint and Marketplace

One of the key components of the Metaverse is the ability to create and offer NFTs. GONFTY Market is an NFT minting and marketplace platform which in essence, is a vanilla interface and set of APIs on NFTY Chain enabling these functionalities for the GONFTY World and others to make use of.

DEX

GONFTY DEXswapp is another pre-built dApp created on NFTY Chain, which is a decentralized exchange enabling users to transfer and exchange their assets freely and in a decentralized and trust-less manner. The web app built on NFTY Chain consist of an exchange; liquidity pool; trade pool; and locking mechanism. Users can swap and exchange their assets, provide a liquidity and trading pool, and lock their assets.

Our Technology

Application layers

5+ G vision

5G with its revolutionary speed range has created more opportunities, especially for Streaming Services. Among these Streaming Services, game streaming platform such as PS now and Google Stadia are benefiting the most. Due to the high internet speed delivering the game, running on data centres has become easier and therefore the use of / and need for game consoles is phasing out.

The mechanics and the economy of Streaming Services such as PS now and Google stadia, are based on centralized models. This results in an inherent imbalance and unfair economic model wherein these platforms monopolize both ends of the supply and demand with subscription fees and commission on the sales of the games.

GONFTY, by providing a high throughput ecosystem, and thanks to underlying blockchain entangled with a decentralized vision, is set to revolutionize this industry. It is strongly believed that providing a trust-less network in which both supplier and consumer interact with each other freely, provides a fundamentally fairer ecosystem where value-creation and economic models are democratised.

The GONFTY ecosystem is set to replace the traditional game streaming platforms and provide a fairer economy for both suppliers and consumers.

| Our Technology

Application layers

NFTY Chain operates a dual-token network. The 2 native tokens of the network are:

1. **governance NFTY (ticker: gNFTY); and**

2. **NFTY bucks (ticker: NFTY$)**

gNFTY is the Governing Token which primarily allows holders to participate in the GONFTY network management, including voting for network upgrade proposals. It also entitles holders to receive the network currency token (NFTY$) through the auto-staking mechanism. The total amount of gNFTY is 100 million. Its minimum unit is 1 and cannot be divided. It's registered in Genesis block and stored in standby validators' multi-signature addresses.

**NFTY$** is the network currency token used to fuel the network transactions and settle the network fees. Users can obtain NFTY$ either by the auto-staking mechanism by virtue of holding the Governance Token or purchase directly. When using the GONFTY network, users need to pay a certain amount of NFTY$ as network fees, such as transfer, registering assets, publishing assets, running dApps, etc. The total amount of NFTY$ is 100 billion.

Separate to the dual-token network, users can mint unique Non-Fungible Tokens (NFTs) on our NFTY Chain blockchain.

Non-Fungible Tokens (NFTs):

ERC-721 underpins the majority of NFTs that have been minted on Ethereum to date. ERC-721 tokens are unique and non-fungible. Accordingly, the value of two tokens belonging to the same contract can be different due to different previous owners, age, rank in an ecosystem, or several other attributes. SPL underpins NFTs on Solana which are a part of the Solana Program Library (SPL). Each token in the SPL are also absolutely unique and non-interchangeable with other tokens.

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Our Economy

Metaverse economy

It's time. Be an inter-planetary, inter-dimensional, time-traveling species.
Traverse the metaverse.
GONFTY.world
Reality re-imagined.

Core Infrastructure	NFT assets

Core Infrastructure
- Virtual Real Estate
- Ad space
- Space shuttles
- Time machines

NFT assets
- Avatars
- Digital wearables
- Digital transport

Our Economy

Metaverse economy

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Platform Producers (content creators)	Platform Consumers (players)

PREMIUM SERVICE WITH THREE TIERS:

1. NFTY amity – Community DAO

   - ✓ Token-based membership
   - ✓ engage / experiment with platform with free open-source access

2. NFTY ark – B2B self-managed service (gaming studios; etc.)

   - ✓ Fee-based commercial license agreements
   - ✓ Access to tailor-made SDKs

3. NFTY alchemy – B2B fully managed service

   - ✓ Fee-based commercial service & license agreements
   - ✓ In-house white-glove service for full lifecycle project delivery

FREEMIUM SERVICE – Free at point of use

- ✓ Gaming

- ✓ Multiplayer live gaming

- ✓ Traverse the Metaverse (terrestrial, extra-terrestrial, inter-dimensional)
   1. exploration, settlement, and colonization timelessly
      - ▪ Land parcel and building blocks
      - ▪ Space shuttle to explore and colonize your own section of metaverse
      - ▪ Time machine to go forward or backward in time to explore, settle or colonize

Dual-token economy

Governance token	Ecosystem currency token
✓ Admission into Community DAO (NFTY amity)	✓ Network Trading fees
✓ Community Proposals Voting	✓ Metaverse / in-game purchases
✓ Exclusive Access to Metaverse Land pre-sale	✓ NFT trading pairs & liquidity pools
✓ Passive Income: auto-stake gNFTY to earn NFTY$	✓ Reward for gNFTY holders & ecosystem participants

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Our Economy

Platform value capture

It's time. Be an inter-planetary, inter-dimensional, time-traveling species.
Traverse the metaverse.
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Reality re-imagined.

| PLATFORM TOKENS		
Earn Passive Income with auto-staking of governance token (gNFTY) for currency token (NFTY$)		
Application	Metaverse	Gaming Applications
GONFTY Gamebench: Play2earn Gaming	SDKs to develop your own proprietary Play2Earn games benefiting from integrated metaverse ecosystem creating community network effects	Player rewards / bounties / loots e-sports competitions / prizes (including money, exclusive NFT trophies)
GONFTY Market: NFT Minting & Auction	Mint & auction limitless NFT assets for the metaverse, including brand merchandise from virtual storefront in the metaverse (e.g. digital wearables, entertainment)	Mint in-game assets like avatars; skins; weapons; etc.
GONFTY Dexswapp: Secondary Market P2P Trading	Decentralized trading of metaverse NFT assets on secondary market	Decentralized trading of tokenized in-game assets
GONFTY Wallet: Integrated Non-Custodial Wallet	Full control over NFT assets across the metaverse and within individual gaming applications – deposit / store / withdraw	

Tokenomics

Dual Utility –token economy

GONFTY Governance Token [gNFTY]:

- NFTY amity DAO Membership
- Community Proposals Voting
- Exclusive Access to Metaverse Land Pre-sale
- Passive Income: Auto-stake gNFTY to Earn NFTY$
- Max Supply: 100 Million Tokens

NFTY bucks Ecosystem Currency Token [NFTY$]:

- Network Trading Fees
- In-game Purchases
- NFT Trading Pairs & Liquidity Pools
- Rewards for Ecosystem Participants
- Max Supply: 100 Billion Tokens

Tokenomics – Governance Token Sale

G◦NFTY

20% Token sale
40% Treasury fund
5% Liquidity fund
20% Community & business developemnt
15% Team
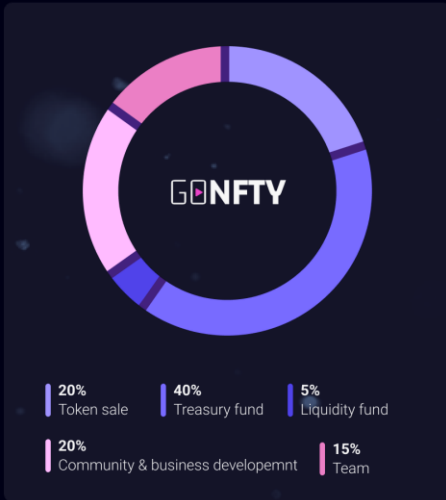
Total raise: $4,000,000
Payment: USDC / USDT

1. Private Pre-sale:
- Round 1 Price = $0.10
- Round 2 Price = $0.20
- Round 3 Price = $0.25

2. Public IDO:
- Min Price = $0.30

Total Supply: **100m tokens**
Initial Circulating Supply: **782,500 tokens**
Initial Circulating Market Cap: **$234,750**

Parties	Token Allocation (gNFTY)	Total Allocation %	Release on TGE #	Release on TGE %	Initial Lock-up	Vesting schedule
Token sale: Private pre-sale: Round 1	5,500,000 tokens	5.5%	137,500 tokens	2.5%	N/A	15 months (1.52% weekly release)
Token sale: Private pre-sale: Round 2	5,500,000 tokens	5.5%	165,000 tokens	3%	N/A	12 months (1.92% weekly release)
Token sale: Private pre-sale: Round 3	7,000,000 tokens	7%	280,000 tokens	4%	N/A	9 months (2.56% weekly release)
Token Sale: Public IDO / IEO	2,000,000 tokens	2%	200,000 tokens	10%	N/A	9 months (2.56% weekly release)
Liquidity Fund (locked)	5,000,000 tokens	5%	N/A	N/A	N/A	N/A
Community & Business Development	20,000,000 tokens	20%	0	0%	3 month	2.5 years (2% release per quarter)
Treasury	40,000,000 tokens	40%	0	0%	6months	10 years (2.1% release bi-annually after 6month lock-up period)
Team	15,000,000 tokens	15%	0	0%	6months	2 years (2.5% release per quarter after 6month lock-up period)
TOTAL	**100,000,000**	**100%**	**782,500**	**0.78%**	**3-6 months**	**10 years**

Tokenomics

Token overview

GONFTY	gNFTY	NFTY$	Avatars	Land Parcel
GONFTY Platform Tokens Overview				
Token Type	Fungible (ERC20 / SPL)	Fungible (ERC20 / SPL)	Non-Fungible (NFT)	**Non-Fungible** (NFT)
Token Network	Multi-chain Ethereum / Polygon / Avalanche / Fantom / Solana	**Multi-chain** Ethereum / Polygon / Avalanche / Fantom / Solana	**Solana** (SPL)	**Solana** (SPL)
Usage	Governance Token	Ecosystem Currency	Metaverse Avatar	Metaverse Digital Real Estate
How to acquire	Listed on DEX & CEX	Staking	Listed on GONFTY Market	Listed on GONFTY Market only with gNFTY tokens
Initial Price	Min $0.30	$0.0030	Auction TBC	Auction TBC
Initial Market Cap	$234,750K	N/A	TBD	TBD
Circulating / Total Supply	782,500 / 100M	0 / 100B	10K / 10K	54,166 / 100K

Roadmap

Q1-Q2 2022	Q3 2022	Q4 2022	Q1 2023
▪ Private & Public Pre-sale ▪ IDO / IEO Listing ▪ Beta Version of Metaverse ▪ Metaverse Land Sale ▪ Non-Custodial Wallet Beta with Integration	▪ Beta Version of GONFTY gamebench ▪ Beta Version of GONFTY market ▪ Beta Version of GONFTY DEX ▪ Integration with Metaverse ▪ Human-Readable Wallet Addresses	▪ Build-out Metaverse Ecosystem ▪ Scalable On-chain Gaming ▪ Strategic Commercial Partnerships	▪ Mainnet Launch (Blockchain 3.0) ▪ Native Token Launch & ERC20 swap ▪ Airdrop & Auto-staking Enabled ▪ Developer Community Building / Hackathons