



GRAND COMBAT

Litepaper v1.3



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About Grand Combat

Grand Combat is a platform featuring an engaging game with clicker elements available for everyone on Telegram. It immerses users in a metaverse world, allowing them to earn coins and compete for resources. The game creates a unique gaming experience by allowing users to develop their crypto startup, enhance various aspects of their startup, and generate more resources. The primary resource in the game is points, which players use to develop their startup, purchase various boosts, participate in tournaments, and much more.

Points allow players to improve their game level, which is also the level of their startup. There are 5 levels in total.

1. Bronze (starting level)



2. Silver



3. Gold



4. Diamond



5. Platinum



Main Game Mechanics

COMPANY DEVELOPMENT

The player's goal is to develop their crypto startup. Users earn points by tapping on their character in the "Company" section, inviting friends, and logging in daily to earn rewards. Points are required to pay for the business activities such as hiring staff, launching products, etc. Points can be spent on project development in the "Mine" section, where players purchase the necessary business activity cards. Each completed action increases the company's passive income - profit per hour.

INVITE FRIENDS

Players can invite their friends and earn points based on their progress. When invited friends reach a certain company level, the player receives a valuable reward. If a player invites a Telegram Premium user, the reward is significantly higher! The table below shows all rewards available for inviting friends.





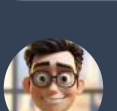

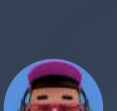
| Friend Level | Reward for Regular User | Reward for Telegram Premium User |
|--------------|-------------------------|----------------------------------|
| Silver | +1,000 points | +5,000 points |
| Gold | +2,500 points | +15,000 points |
| Diamond | +5,000 points | +25,000 points |
| Platinum | +10,000 points | +35,000 points |

PVP BATTLES

In the world of crypto startups, competition is fierce, so no company can grow without challenges. Grand Combat features raid mechanics - PvP duels between players, where the winner takes a portion of the loser's resources. In PvP battles, users attack another user's base with troops.

CLANS

Clans allow players to team up with like-minded individuals for joint company development. Clan members have access to unique mechanics such as participating in clan tournaments.

| | | | |
|---|-------------|--------|---|
|  | Linkin park | 15 024 | 1 |
|  | Ed Sheeran | 12 124 | 2 |
|  | You | 10 552 | 3 |
|  | Jay-Z | 10 552 | 4 |
|  | Milka | 8 928 | 5 |
|  | Binance | 5 100 | 6 |
|  | Grand Ton | 390 | 7 |

TOURNAMENTS

Tournaments give players the chance to showcase their corporation's power and win significant prizes. There are two types of tournaments - with reward in points or \$GRAND tokens. The difference is in the entry fee and the rewards participants can receive.

- Players must pay points or \$GRAND tokens (the amount depends on the tournament settings) to get a tournament participation ticket.
- The prize pool consists of all points/GRAND tokens spent by players on tickets.
- The winner receives 75%
- The second place receives 15%
- 5% of the prize pool will be burned
- The remaining 5% is taken by the platform as a fee

CLAN TOURNAMENTS

Clan tournaments operate similarly to regular tournaments but last 1 day to allow all clan members to play.

VGRAND

By playing in the Grand Combat strategy players can earn vGRAND - in-game currency that can be used to purchase in-game items and converted into tradable on-chain \$GRAND token.

Tokenomics

The token economy of the Grand Combat project is primarily aimed at rewarding users for active gameplay on our platform. We want to provide our community with an exciting gaming experience and significant rewards, so 79% of all GRAND tokens will be distributed as rewards.





ABOUT THE TOKEN

| | |
|------------------------------|----------------------------|
| Ticker | \$GRAND |
| Total supply | 1,000,000,000 GRAND |
| TGE (Token Generation Event) | TBD |
| Blockchain | TON |
| Vesting period | 24 months |


TOKEN DISTRIBUTION

| Allocation | % of Total Supply | Number of Tokens | Unlocked at TGE | % Unlocked at TGE | Cliff | Vesting (linear) |
|--------------------------|-------------------|------------------|-----------------|-------------------|-----------|------------------|
| Treasury | 35.00% | 350,000,000 | 30,000,000 | 3.00% | 0 | 24 months |
| Grand Rewards | 24.00% | 240,000,000 | 0 | 0.00% | 0 | 24 months |
| Airdrops | 10.00% | 100,000,000 | 0 | 0.00% | 0 | 3 months |
| Liquidity | 10.00% | 100,000,000 | 20,000,000 | 2.00% | 0 | 6 months |
| Farming Rewards | 10.00% | 100,000,000 | 10,000,000 | 1.00% | 0 | 12 months |
| Marketing & Partnerships | 6.00% | 60,000,000 | 0 | 0.00% | 0 | 9 months |
| Team | 5.00% | 50,000,000 | 0 | 0.00% | 12 months | 12 months |

 **Treasury** - tokens with 24 months linear vesting, allocated to reward users for progress in games and new projects on the platform.


 **Grand Rewards** - monthly token rewards for all users who have reached the second level (Silver). Every month for 2 years, 1% of the 24% will be unlocked to distribute rewards to players. The minimum level for participation will increase by 1 every couple of months, encouraging players to continuously improve their achievements. Moreover, the higher user level - the better monthly reward they receive.


- First 3 months - Silver
- Months 4-6 - Gold
- Months 7-12 - Diamond
- Months 13-24 - Platinum


 **Airdrops** - tokens will be distributed in two stages. The first airdrop covering 3% of the total supply will take place in November 2024. The second airdrop covering 7% of the supply will take place in March 2025.

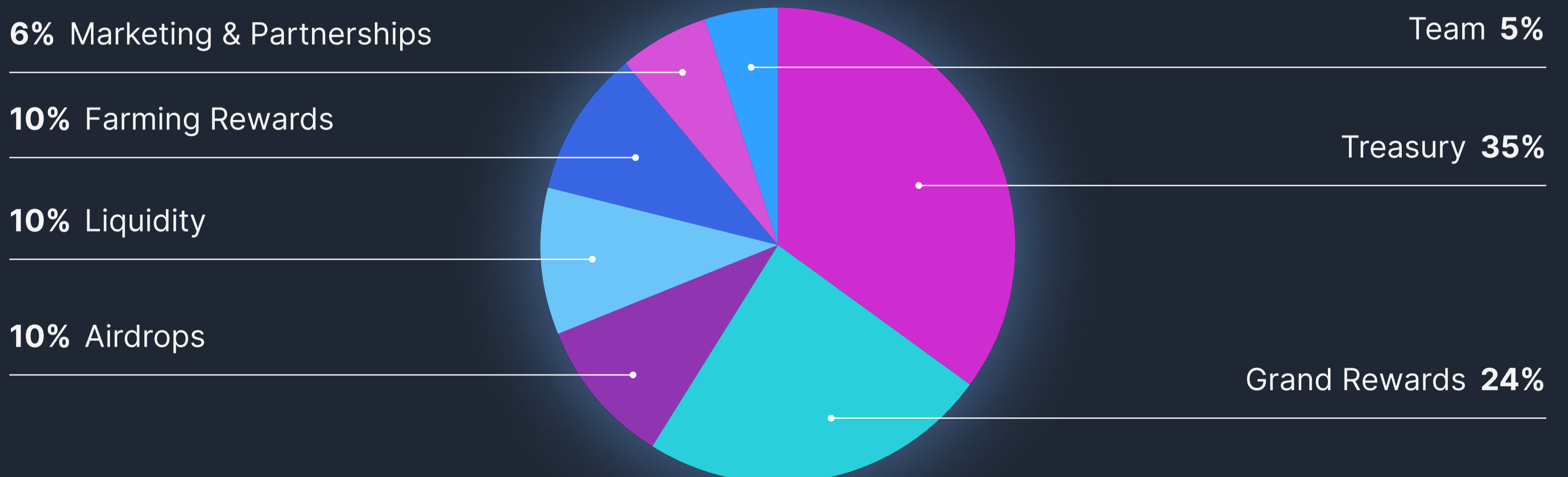
- **Airdrop mechanics:** The first airdrop will happen on **November 15th. At 10:00 CET**, the team will take a snapshot of the players base and distribute 30,000,000 GRAND tokens among all players, based on their profit per hour (PPH). If, for example, the total profit per hour of all users are 1,000,000,000 and a player has reached 1,000,000 PPH, they will receive $1,000,000 / 1,000,000,000$ (or $1/1000$) of all tokens ($30,000,000 / 1000 = 30,000$ GRAND).
- **After the first airdrop, all points and PPH of users will be reset to give all players an equal chance to participate in the second airdrop.** The second drop will take place on **March 15th, 2025, at 10:00 CET**. This time, 7% of all GRAND tokens will be distributed among players.
- If a player does not claim their airdrop rewards within 14 days, they will be burned.

 **Liquidity** - tokens with 6 months linear vesting, allocated for liquidity pools.

 **Farming Rewards** - tokens to increase rewards in farms on TON ecosystem decentralized exchanges Ston.Fi and DeDust. Will be fully unlocked after 12 months of vesting.

 **Marketing & Partnerships** - tokens with 9 months of vesting, allocated for marketing and partnerships, including working with influencers, conducting contests, and other activities that will contribute to community growth and project awareness growth.

 **Team** - tokens allocated for the team, reflecting our contribution to the development and advancement of the project. To show commitment to long-term success, team tokens have the longest cliff of 12 months, and will then be unlocked after 12 months of vesting.



\$GRAND Token Distribution

USE OF GRAND TOKENS

- ① **Purchase of a Battle Pass**, which will temporarily improve the rewards received by the player for achievements on the platform.
- ② **Purchase of boosters** that enhance various aspects of the games, such as energy replenishment in the clicker or buying a shield from PvP attacks for 3 days in Grand Combat.
- ③ **Participation in tournaments** - to participate in a tournament where players can win tokens, they need to purchase an entry ticket in \$GRAND.
- ④ **Tokens can also be spent on projects and games** that will be launched on the platform in the future.

BURN

GRAND tokenomics includes additional deflationary mechanisms that help reduce the overall level of token inflation and allow for regular reductions in the circulating supply over the long term.

Burn Triggers: The following mechanisms automatically burn part of the GRAND tokens:

1. 100% of all tokens not claimed by users during airdrops
2. 50% of the Battle Pass purchase amount
3. 50% of the booster purchase amount
4. 5% of the prize pool of each tournament

GRAND Token Utility

Airdrop and monthly rewards

Games & new projects

50% Golden cards purchase

50% Boosters purchase

5% Participation in tournaments

% Percentage of tokens, that are burned upon each transaction

Roadmap

2024

January-June

- Team formation
- Clicker development
- Project conceptualization

July

- Clicker launch
- Community formation
- Token economy development

August

- Grand Combat game launch
- Token Generation Event (TGE)
- Listing on Ston.Fi and DeDust

September

- Introduction of clans in Grand Combat and clicker

November

- Airdrop 1 (3% of total supply)
- New projects launch on the platform
- Introduction of tournaments in Grand Combat

December

- Listing on CEX

2025

- Airdrop 2 (7% of total supply)
- Increase of the number of new projects on the platform
- introduction of clan tournaments in Grand Combat