Welcome to Chibi Fighters,

one of the longest running blockchain games on the Ethereum blockchain coming 2019 to TRON Blockchain.

Chibi Fighters is primarily an action-oriented fighting game with a strong emphasis on grinding for gear and fighting in PVE (The Hunt) and PVP matches.

Action RPG style.

USPs are:

- fully animated, all 6 billion+ Chibi combinations are animated
- makes players money in various ways, e.g. battles over ether or crystal cave (as reward for playing daily) this is not some crappy pyramid scheme, we basically share our profits with players
- on its surface a simple game, but you can go hardcore and the game will still satisfy you
- open API, technically everyone can make their own game with our Chibis

Contents

Company

Chibi Fighters came to life February 2018 by Garry Runke.

We have two very talented 2D artists, one programmer (Garry) and 1 additional programmer.

We are using several bought art packages to cut on cost and see what works first. Lots of the art is proprietary to us though. For example, the boss Chibis, all the backgrounds, loot, UI elements.

There is no office. We don't see that overhead justified for a small game at all. It is also a lot more convenient to work with people all around the world, then being bound to talent of one city.

Current State

Crypto in general is in very bad shape. We are not making any noteworthy cash. We did not have an ICO so funds are pretty much nonexistent.

TRON offers a lot of cool thing over Ethereum, for starters free transactions. We are working on a TRON port for Chibi Fighters. While doing so, upgrade the contracts to latest versions and improve the code.

Many Ethereum player missed out on the Founder sale and are already getting their funds ready. By now they know their incredible value.

Founder = Gen 0 Chibis with a badge, founder traits, fusion counter of 0 and a legendary weapon they can claim once we release the weapons contract on TRON *(already out on Ethereum).*

Average daily active users as per DappRadar are 50-100.

Average income a month 1-2 ETH, but steadily increasing. We don't offer a lot for player to spend money on. You can play with the free Chibi forever if you like and enjoy the game.

There are no premium items as of now. PVP scrolls are the only item and even that you don't need to buy at all. You receive up to 10 free scrolls each day.

Integration of Axie Infinity and Crypto Kitties was a huge success.

Future

We do not want to be an ultra-polished shiny product. We are focused on fun and content.

One might call us the trashy underdog.

Most of Chibi Fighters is based on community feedback and involvement. We would never be where we are if it wasn't for all those awesome people.

Near future goals are a **TRON server**. If our presale succeeds it makes sense to have a counterpart on TRON.

We are missing **Raids**. There are so called boss Chibis like Stomper etc. They will be featured in raids. A special version of the Hunt on a bigger scale.
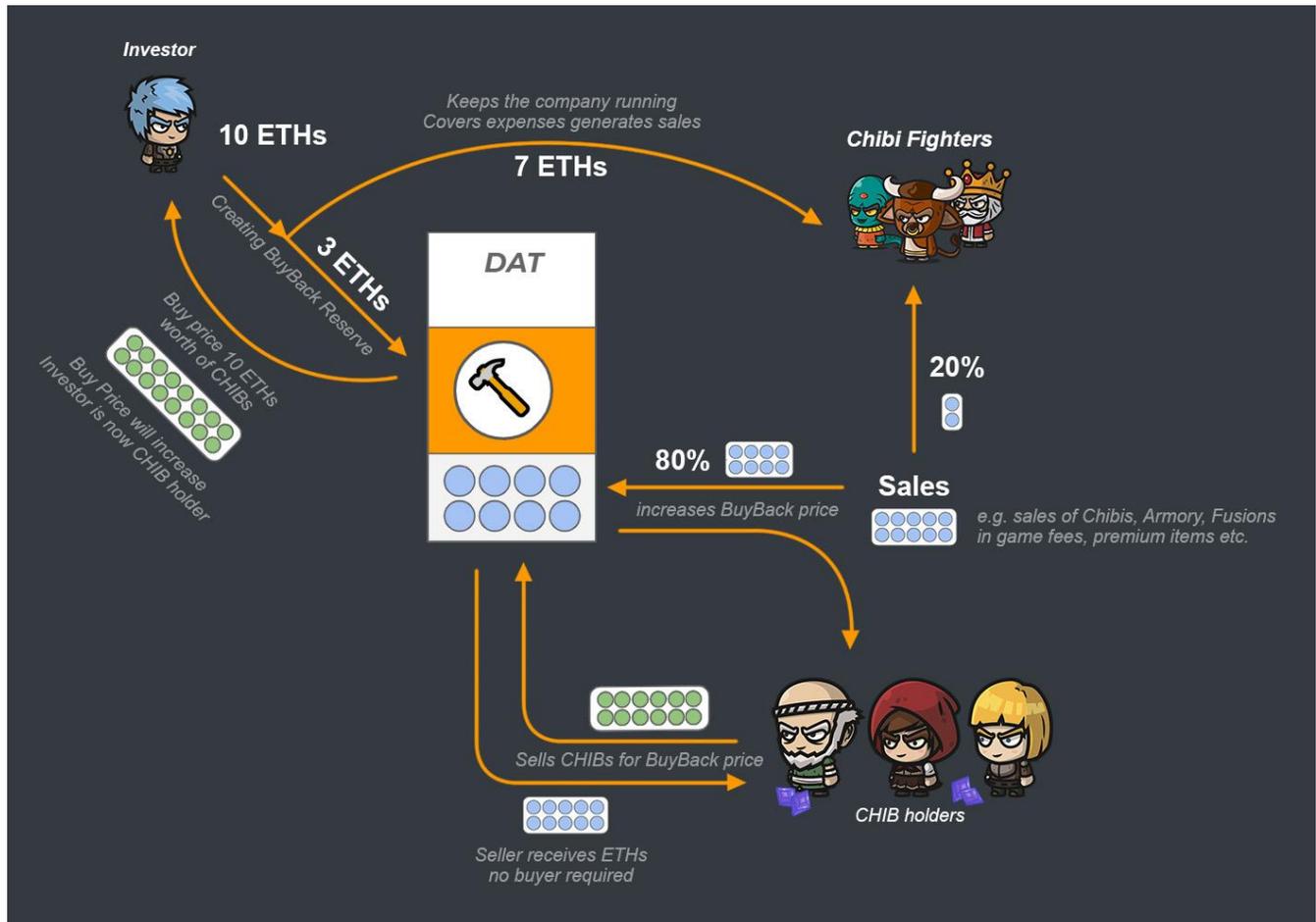
Clans. In its current form clans are just a preset of 5 banners you can chose from. We want to make custom clans, and these clans should be able to fight each other too.

Bit longer term goals are missing mechanics like **Achievements** and **Crafting**.

Biggest goal: converting Chibi Fighters into a **Continuous Organization** starting 2019.

Continuous Organization

Here a schematic how we are planning to restructure Chibi Fighters in 2019 and allow for any player to be part of our profits.

We will become a player funded operation. Similar to a kickstarter, but at a whole new level.

Tl;dr: Investors can invest 10 ETH, they receive CHIBs, 7 ETH go to us and finance the operation, 3 ETH go in a DAT (decentralized autonomous trust, a smart contract).

At this point he can sell his CHIBs immediately and receive some Ether back. No buyer is ever required.

With those 7 ETH we can work on Chibi Fighters and create new content etc. which will result in sales.

80% of our sales go straight back into the DAT, while 20% go to Chibi Fighters.

This will increase the buyback reserve. Now CHIBs will return more ETH when the investor decides to sell. Similar to dividends.

When more investors come in, the sell price of CHIBs is adjusted by their volume. The more exist, the higher the price. If investors cash out, token are burnt, volume decreases, price drops.

It's a fluid model. The emphasis is on us returning profits to fuel other investors and not new investors fueling old investors *(though technically to a small degree they do, this rewards for early investors, otherwise you could invest any time and early adopters don't have a reward for their risk taken).*

Chibi Fighters

Chibi Fighters are an ERC721 token following that standard. They are traded at OpenSea and RareBits or any ERC721 exchange for that matter.

Ownership, DNA and various other stats are stored on the blockchain.

Data that is modified often or doesn't make sense to be on chain resides in our server system. That allows for free gameplay and avoids gas costs or other blockchain related costs, players shouldn't even worry about.

They can fuse with other Chibis, this word is bad though, nobody loses their Chibi. They just create a new Chibi. Penalty is an exhaust, the more they fuse, the higher their fusion counter, the higher the counter the longer they exhaust. Currently capped at 14 days.

Chibi Fighters have traits. They yield various benefits or penalties throughout the game. You can inherit them via fusions. For example, boss Chibis have unique traits no other Chibi can have, however they can offer them for fusion and if you are lucky you can inherit a trait.

This allows for players to make some nice ether since minimum price of a fusion is currently 5$ of which 80% go to the player that offers them.

Off chain currency

To battle gas prices and other expenses players have no interest in, we wrote our own off chain solution.

A sidechain is a fancy word that just puts overhead on a well-established system, so we skipped that altogether and went back to centralized database structures.

0.0022 ◆ ↓ ↑ 1 ◈
500 ◉
Coins are used to buy all sorts of ingame items

1 ◈ ↔ 32 🔹
ETHShards, smallest premium currency

1 ◈ ↓ ↑ 0.002 ◆

They run on backups precise to the minute and are constantly tested by 2 hired hackers for security breaches.

You can buy ETHCrystals for 0.0022 ETH. This off-chain currency can be swapped back any time. You receive 0.002 ETH. The blockchain is used to log your buys. It is not possible to "lose" any ether when the TX cleared.

Minimum payout is 3 ETHCrystals. The past has shown that malicious players do anything to ruin it for others, 3 crystals seems the magic threshold that keeps spammers away.

There is a spread between buy and sell to avoid bots. Again, malicious players made us integrate. This spread is used to pay for the payout TX, fund the cave and offer it as referral.

Crystal Cave

Every month we take 20% of our profits and put them in the crystal cave.

Players can complete daily tasks, some are free, some will require an expense. E.g. buy 1 ether chest, or play 1 zeppelin game.

Players are rewarded with gems for those tasks. These gems can be put in the crystal cave and depending their share they receive ETHShards once the cave flushes. Currently every 7 days.

12% of the cave content is "flushed" every 7 days.

Currencies

There are various ingame currencies available in Chibi Fighters. Coins for example drop all over the place, they are used for non-premium items.

Coins are fully off chain and are used for non-premium things. Potions etc.

ETHCrystals, ETHShards
32 ETHShards = 1 ETHCrystal = 0.002 ETH
Combining shards or breaking down crystals doesn't cost anything
Shards are the smallest currency we have
Shards are used for battles over ether or premium items

Gems. Not a real currency, they are still very valuable since they are needed for the cave share.

You receive glass by restocking the shady merchant. It is unknown what this rare shard might do. Possible future use is buying weapon crates.

Adventures

Adventures are more of an offline activity. You send your warriors out on an adventure and it will return some time later with precious loot and XP.

However, one of the coolest things is the grouping system. Once you start an adventure you can add either your own Chibis, or Chibis from other players to the group.

This can cut travel time and will increase loot.

On a Chibis page you can set it for player lending. Setting a Chibi for lending is great when you are off for the day. Other players can pick it up while you are asleep and the next day you will have some loot boxes in your account.

The Hunt

Currently our core game. You can grind your way through ork after ork. It includes buffs, cool effects and uses your Chibis traits.

You are not interacting, you can consume a potion between battles, but other than that you are watching a pre-solved battle.

No cheating possible.

Every 20 levels there is a boss starting at level 20. They are tougher and can drop better loot.

Drops are consumables and wearables. No weapons yet.

You earn XP too. Great way to level up your Chibi.

PVP

Same as the hunt, but 1 vs 1 Chibi. You earn PVP points by defeating a Chibi. And lose points by being defeated.

You are matched against Chibis that have your points or more. You can end up against way stronger Chibis. It's the nature of PVP, strongest Chibi wins. You can level up in the Hunt. No XP in PVP.

There are no points for defeating lower ranks. You won't be matched against them either. If you are #1 there is no other Chibi to defeat. This system allows for the strongest, best equipped Chibi to be #1.

54 **ESMAMMA:)**	23 **Super Chibi**	21 **Bill**
Rank 22 - Points 344	Rank 23 - Points 342	Rank 29 - Points 254
Detail page	Detail page	Detail page

Refresh

Best of the best

Rank	Chibi Fighter	PVP points
1	254 Lancelot	846
2	174 Geronimo	806
3	152 Super LnQ	778
4	42 AggroMan	766
5	59 Dusty Mat	602

Markets

Chibi Fighters has various ingame markets.

There is a consumables market to get your necessities you don't want to wait to drop. E.g. health potions.

Then there is a loot market where you can trade looted gear for ether.

Lastly there is the armory, which is a little bit different since weapons are fully on chain. Here you trade on the blockchain.

Consumables

You will find consumables during the hunt or adventures. But sometimes you don't need to wait for a drop and just buy the component. That's what the shady merchant is for.

But to make this more interesting: the shady merchant is restocked by players themselves. If no player sells, for example a health potion, to the merchant, it will be empty and no other player can buy one.

Of course, we can refill the merchant, too. But so far, the system works great.

Players are rewarded for selling their loot by coins, of course, but also so-called glass. Very interesting looking shards. It is unknown what they are used for, but later on they will be used to buy unique things.

Maybe even weapon crates tickets.

A shady merchant approaches you and takes you by the hand. He shows you a hidden compartment underneath his counter. Your eyes widen. It is filled with rare consumables. You can't wait to spend your hard earned gold here.

The shady merchant sells consumables you can also receive by going out on adventures. It is for players that just don't get that one drop, are short of that one item or just can't be bothered grinding away.

12x	1061x	841x	268x	247x	340x	2000x	1745x
each 200	each 250	each 300	each 500	each 500	each 500	each 350	each 4

Loot market

The loot market allows for players to sell their loot for ETHShards. Which in the end can be converted to ether.

Especially with so many different stats you can build a Chibi the way you see fit.

Cloth helmet	Cloth feet	Leather gloves	Cloth feet	Cloth legs	Cloth gloves
16	16	16	16	16	16
token 105465	token 102194	token 97453	token 101953	token 94667	token 104525
itemLvl 1	itemLvl 1	itemLvl 5	itemLvl 2	itemLvl 1	itemLvl 1
20 armor	24 armor	32 armor	19 armor	36 armor	18 armor
+24 hp	+3% stun	+7% stun	+3% stun	+20 hp	+5% stun
+6 physique	+3 reflexes	+3 brainpower	+1 reflexes	+4 physique	+6% crit
+14 threat	+17 damage	+13 damage_elem	+10 damage	+3 reflexes	rare
mythic	mythic	mythic	mythic	mythic	Dec. 14 - 06:16am
Dec. 15 - 08:56am	Dec. 10 - 04:01pm	Dec. 02 - 04:44am	Dec. 10 - 02:05am	Nov. 26 - 02:32am	Swoopsy
Cryptojunk	Swoopsy	Swoopsy	Swoopsy	Swoopsy	

Armory market

Since armory items are on chain, they have their own market. You trade here directly for ether.

You can sell so called infused items. They are infused with a legendary fragment.

When buying an infused item, you will also receive the legendary fragment. You can remove it from the weapon anytime and reuse it yourself.

Dreams Killer	Malificent Staff	Ban	Lifedrinker	Ban	Dreams Killer
0.1 ETH	0.004 ETH	0.75 ETH	0.17 ETH	0.35 ETH	0.06 ETH
token 656	token 649	token 258	token 574	token 623	token 215
itemLvl 0	itemLvl 0	itemLvl 0	itemLvl 0	itemLvl 0	itemLvl 0
20 armor	**13 damage**	+106.4 76 hp	+16 energy	+58 hp	+56 hp
+71 hp	**25 dElemental**	+28% 20 stun	+2% poison	+7 physique	+15% bleed
+6 physique	common	+7 5 physique	+4 physique	**76 damage**	**77 damage**
68 damage	Dec. 06 - 07:09pm	**91 65 damage**	**36 damage**	**21 dElemental**	+10% crit
+9% crit	Wuzzerd	**29.4 21 dElemental**	**22 dElemental**	+7% crit	+10 threat
legendary		+11.2% 8 crit	mythic	+15 threat	legendary
Dec. 07 - 06:19pm		**infused**	Nov. 30 - 06:17pm	legendary	Nov. 17 - 06:19pm
Warson		legendary	Sqthelion	Dec. 03 - 05:49pm	Wolverine
		Nov. 17 - 10:53pm		Sqthelion	
		Sqthelion			

Promotional

Icon

https://chibifighters.io/img/logo.png

Company logo

https://chibifighters.io/promo/public/logos/logo_sml.png

Promo Folder
All sorts of promo material

https://chibifighters.io/promo/public/

Links

linkedin

https://www.linkedin.com/company/chibi-fighters/

game

https://chibifighters.io

https://trx.chibifighters.io

discord

https://discord.gg/wc5c2Fp

twitter

https://twitter.com/ChibiFighters

telegram

https://t.me/chibifighters

peepeth

https://peepeth.com/ChibiFighters

facebook

https://www.facebook.com/chibifighters

reddit

https://www.reddit.com/r/ChibiFighters

youtube

https://www.youtube.com/c/ChibiFighters

Short descriptions
Chibi Fighters is an action-oriented fighting game with a strong emphasis on grinding for gear and fighting in PVE (The Hunt) and PVP matches.

Make real ether while destroying your opponents. Chibi Fighters is a brutally fun and addicting game.

Tagline
Come visit us and join the slaughter fest

Tags
ethereum, tron, trx, trc, trc20, gaming, chibifighters, chibi, fighters, blockchain, cryptogaming, cryptogame, erc20, erc721, lets, play, action, rpg, adventure

Token

Name / Symbol
Chibi Fighter Founder Token / FCF

Chibi Fighters / CBF

Contracts
For websites like DappRadar or wherever contracts are needed.

DappRadar

STATE OF THE DAPPS

A great page to track contracts is SCM Smart Contract Monitor

https://smartcontractmonitor.com/main/0x71c118b00759b0851785642541ceb0f4ceea0bd5/overview

Ethereum
Founder Token

0x85Dd50BB40b7770564d35D71B0C6EAf3ec1d9603

Chibi Fighters

0x71C118B00759B0851785642541Ceb0F4CEea0BD5

Crystals

0xcf1F6377f2756446B1Ca87C8a2cA2B6Ea692EDAE

Daily Rewards

0xD31A5AfCF4f2168d0e3A47685C85b2166EDf69d9

Weapons/Armory

0x9db37d15fefbf42dc390c3c81fee453465841038

TRON
Founder Token

TMDtkmMKZLN7k53Boekk1ovULShZJodysy