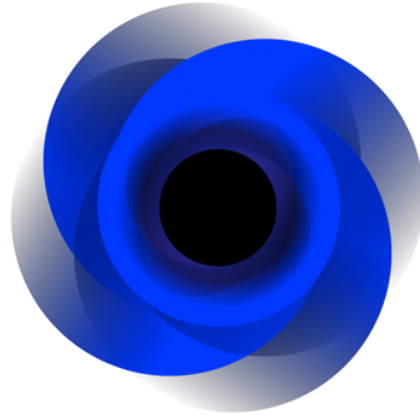


Gravity Review (\$GRAV)



TGH SUMMARY

Welcome to Gravity, a browser-based MMORPG that has over 200 levels of gameplay to be released in Chapter 1! Having been in development for approximately one year, the team at Gravity is ready to release to the public! Gravity is a fantasy/anime inspired universe where players equip their heroes with loot they obtain through idle questing. This system is heavily inspired by games such as AFK Arena and the Class Hall Missions in WoW. By combining a tried-and-true method from web2 and adding a unique web3 spin, that actively rewards players just for playing, we're quite excited for the game launch! Not only does the game reward you for playing, there are mechanisms to prevent someone from simply paying-to-win, like in other web3 games. By making all in game resources and experience tied to an NFT that is your save file's metadata, you cannot sell loot alone for tokens, you would have to sell the entire account. This heavily mitigates simply selling off loot for money, because you would also be selling off all levels and progress on that NFT. This system also makes it so in-game there are *no on-chain transactions mid-gameplay*, thus providing a more seamless gameplay experience. By having all loot/progress tied to your NFT, transactions aren't needed in game, only for token rewards or interacting on the marketplace.

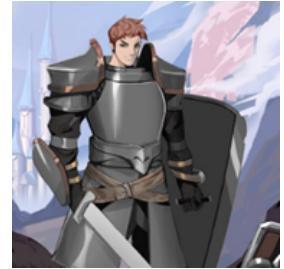
The game is heavily lore focused, allowing players to immerse themselves in the world of Zetyik, as they strategically compete with others worldwide for Prestige. Since questing is idle, much of the gameplay is strategy focused, specifically on how you equip your hero, which hero class you pick, and what loot you obtain from questing. Whether you love to play as the mighty Tank, an all-out DPS attacker, to support as a healer, or to be the ultimate all-rounder, there's a unique progression for every playing style.

With over 200 levels in Chapter 1 alone, an in-depth and deep story line, and the ability to play on either PC or mobile, the world of Zetyik awaits, let's dive in!

GAMEPLAY

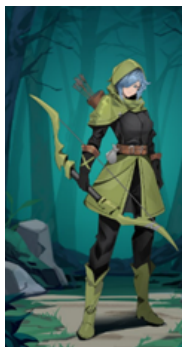
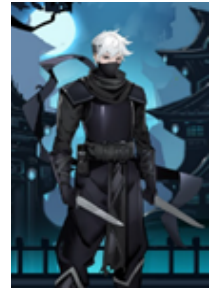
The game starts off with the selection of your Hero, of which you have 6 classes to choose from:

1. **Warrior:** The Warrior is your classic Tank style Hero. With the ability to not only absorb massive damage, but deal it out in turn, the Warrior is your go to if you enjoy a more aggressive, melee combat style.



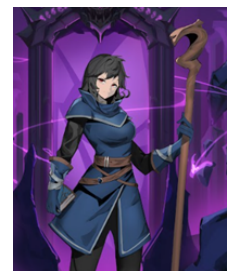
2. **Demon Knight:** Like the Warrior, the Demon Knight is a melee combatant but with either two axes or broadswords, and the ability to use dark magic. If you prefer being a magical adept over a defensive adept, the Demon Knight is for you.

3. **Shinobi:** The master of speed and agility, the Shinobi is your classic rogue class Hero, but with the bonus of ninjutsu knowledge. With some of the best close-quarters combat, and some of the fastest speed in the game, the Shinobi is a sure-fire fun pick. Be careful though, kunai has a tough time breaking through heavy armor!



4. **Ranger:** The Ranger is our long-range Hero, with an increased focus on stealth, and the addition of companions. By combining their precision with long range weapons, with either an animal or robot, and their ability to sneak, the Ranger is by far the best choice for players who prefer a more strategic combat style.

5. **Soul Reaper:** The Soul Reaper is both powerful and exciting to play; with focus on both magic and long-range attacks, the Soul Reaper can annihilate opponents with magic from afar. Don't underestimate their damage output, even if they have low defense, they're the ultimate glass cannon.



6. **Sage:** Last, but most certainly not least, we have our team healer, the Sage. With the ability to utilize spells and shields to heal/mitigate damage, the Sage is the absolute best support role to boost your team and allies. Alongside healing, the Sage has access to nature magic to boost healing spells/shields, but it should be noted that the damage output is quite low.

Each of these classes has 5 base stats, as well as 8 enhancements possible.

Base Stats	Enhancements
1. Stamina	a. Attack Power
2. Strength	b. Spell Power
3. Agility	c. Critical Strike Rating
4. Intellect	d. Accuracy Rating
5. Spirit	e. Dodge Rating
	f. Block Rating
	g. Spiritual Pressure Rating
	h. Health Points

As you progress through the game, all your data will be saved to your NFT as metadata. So, as you level up, get stronger, obtain better stats, etc., that all sticks with you. Additionally, all Gold, CP, and Prestige XP stay with the NFT. This gives a rather direct incentive to play the game, because to obtain a higher ranking for Theos (the Ranking system that gives boosted rewards), you must have a high enough level and enough in-game accomplishments to rank well. These mechanisms combined heavily mitigate the ability for a whale to buy their way into a position of power, and heavily incentivize playing the game for fun, not just to sell rewards.

Theos Ranking System

The Theos Leaderboard is the primary public ranking system that shows each players' Theos Score. Each players' score determines which bracket they are apart of, and thus what % of rewards they will obtain. Earnings are both USDT and \$GRAV tokens. For USDT, 80% is distributed to players, and 20% is used as revenue for the protocol; for \$GRAV, 80% is distributed to players and 20% is burned. The reasoning behind the 20% USDT to the protocol

is that the mint to play is, and will always be, free, thus the 20% USDT is providing the protocol with a revenue stream based on player activity. The 20% of \$GRAV that is burned is to provide a deflationary pressure on the token to counterbalance the inflation.

$$\text{Theos Score} = (1 + \text{Prestige Bonus} + \text{VIP Bonus}) * ((0.35 * \text{AP per day} * (1 + \text{Prestige Bonus})) + (0.65 * \text{Power}))$$

- **Prestige Bonus:** Bonus % earned from Hero Prestige Level
- **VIP Bonus:** Bonus % earned from Hero VIP Rank
- **AP/day:** Achievement Points earned by the Hero in the prior 24 hours
- **Power:** Power Level of the Hero

Due to the way that the equation is formatted, your Theos Score is most heavily weighted by your Prestige Bonus and your VIP Bonus. Both are added to the 1 at the beginning, and multiplied by everything else, thus giving them the largest weights. Prestige Bonuses also give a bonus multiplier towards the AP weight, so a high Prestige is by far the single most valuable. AP is only multiplied by 0.35, while your actual Power is multiplied by 0.65. So, in order of most valuable to least to get the highest Theos Score: 1) Prestige, 2) VIP Bonus, 3) Power, 4) AP per day.

Ascension

Ascension is the act of upgrading Loot with Ascension Points (AP), which are obtained by sacrificing unwanted Loot. Ascension is only allowed for Loot with a rank of Rare or higher. For example, if you receive a weapon that you don't prefer, you can sacrifice that weapon to upgrade the weapon you have equipped. The higher the rarity of the Loot that you sacrifice, the more AP you receive. Additionally, you can earn AP by using Gold, Celestial Power, and Primal Nether.

In-Game Resources

- **Achievement Points** – Earned via campaign quests, daily quests, weekly quests, and bounties. At the end of each day, the highest players on the public leaderboard earn the highest share of the stablecoin reward prize pool.
- **Celestial Power** – Earned via Campaign Quests, used to purchase powerful Loot from the in-game vendor, to heal Heroes, or to repair Loot later in the game.
- **Durability** – Gained over time. All Heroes starts with 100% Durability. Completed quest is -5%, while a Failed quest is -10%. Once Durability reaches 0%, the player must add their Hero to the Replenishment Pool for 12 hours. They can also spend Celestial Power + Gold + Primal Nether to immediately heal.

- **Experience** – Most common resource which is obtained predominantly via the main story, but also can be obtained in the future through class/faction quests, and group dungeons and raids. Experience increases proportionally as the player progresses through the campaign and their level increases.
- **Gold** – Earned via all questing types, bounties, and in the future during group content. Gold is used to heal Heroes and is used for Ascension.
- **Primal Nether** – Rarest resource in the game, only available through the Enchanted Emporium (in-game store). Primal Nether is the premium resource for boosted Durability regeneration, and for higher tier Ascensions.
- **Prestige XP** – A secondary XP system that is determined by the amount of volume of in app purchases from the in-game store. The Prestige XP value is a part of the Theos Score equation, which determines the % of GRAV that an individual will earn, thus it's a rather important value. There are 20 PXP levels, each harder to obtain than the next, and each giving increased rewards for resources per quest, i.e., instead of only 1 primary item dropping in a quest, you might get 2. High PXP will also give eligibility to future NFTs like cosmetic skins, mounts, and weapon skins. It's important to note that even if someone spends a lot of money in the in-game store, they still must be at a high enough level in-game to reach each PXP level. For the exact table of levels required for each prestige, check the Gravity Litepaper linked at the bottom of the review.
- **VIP Levels** – A tertiary system that also is incorporated into the Theos score. If others stake their \$GRAV behind your Hero, then your VIP Score will increase; you can also stake for yourself of course. This mechanism incentivizes top tier players and gives rewards to those who stake behind said Heroes. When players decide to stake behind another Hero, the rewards (in both \$GRAV and \$USDT) are split 70:30 between the primary player and the stakers respectively. Players can also edit the 70:30 ratio. For exact boosts, GRAV staking requirements, and in-game level requirements for each VIP level, check out the Litepaper linked at the bottom of the review.
- ***Important Note for both Prestige and VIP***: You cannot simply buy your way into a high level of Prestige or VIP, you also must be at a high enough level in game, thus incentivizing playing for fun with a bonus of earning.



TOKEN USE CASES

The \$GRAV utility is simple, yet effective. Overly complicated token utilities are often unnecessary, so GRAV has three direct use cases.

1. GRAV is used to purchase Primal Nether.
2. GRAV is used to ascend higher level Loot items.
3. GRAV can be staked to earn a share of another player's rewards via the Scholar Program.

By making GRAV have specific use cases, there is no need to make transactions with the token in game. The token is solely used in the marketplace to purchase resources to power up and can also be staked to earn some of the GRAV/USDT rewards via the Scholar Program. We believe this to be a smart decision, to have a focused utility that doesn't interfere with in-game play, simply can enhance it via the marketplace.

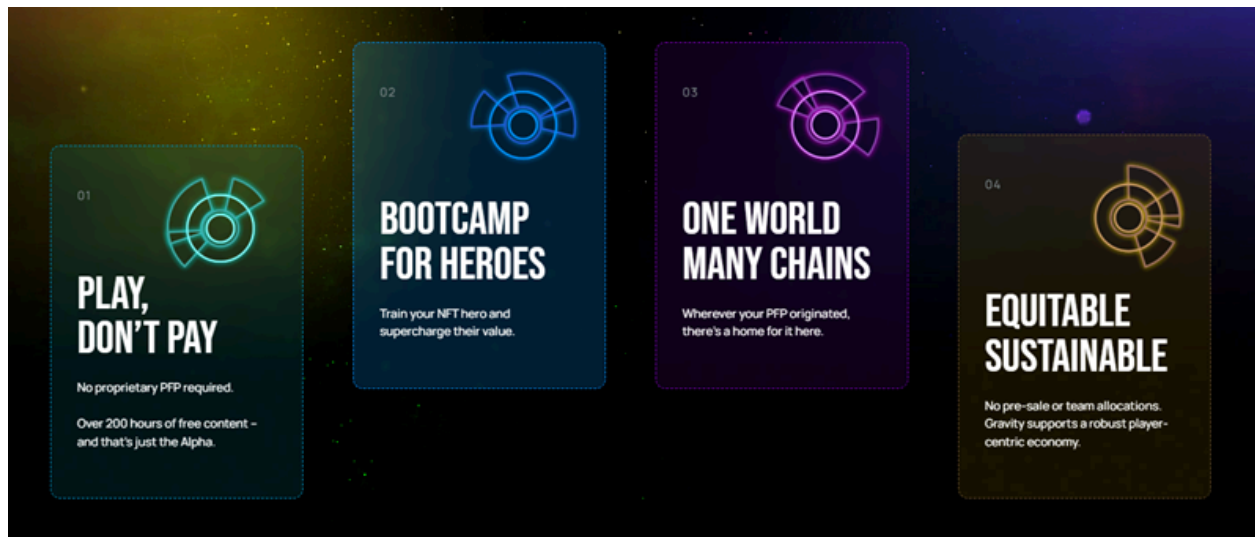
TOKENOMICS

\$GRAV has a maximum supply of 5 billion tokens, with an initial supply of 1.825 billion tokens that were generated from a previous token swap, \$NIF.

Emissions are a direct function of the percentage of circulating supply staked:

The maximum inflation rate is 40 \$GRAV per \$5 in USDT spent in-game. 75% is emitted to players, and 25% is emitted to Uniswap LP providers. This means that inflation is tied to two variables, the % staked, and the amount of USDT spent in-game. By forcing inflation to be tied to these two variables, inflation will be a more direct indicator of actual player participation, instead of having an overly excessive inflation rate that is regardless of real activity levels. Players can also receive boosts to their rewards, from inflation, by staking not only Hero NFTs

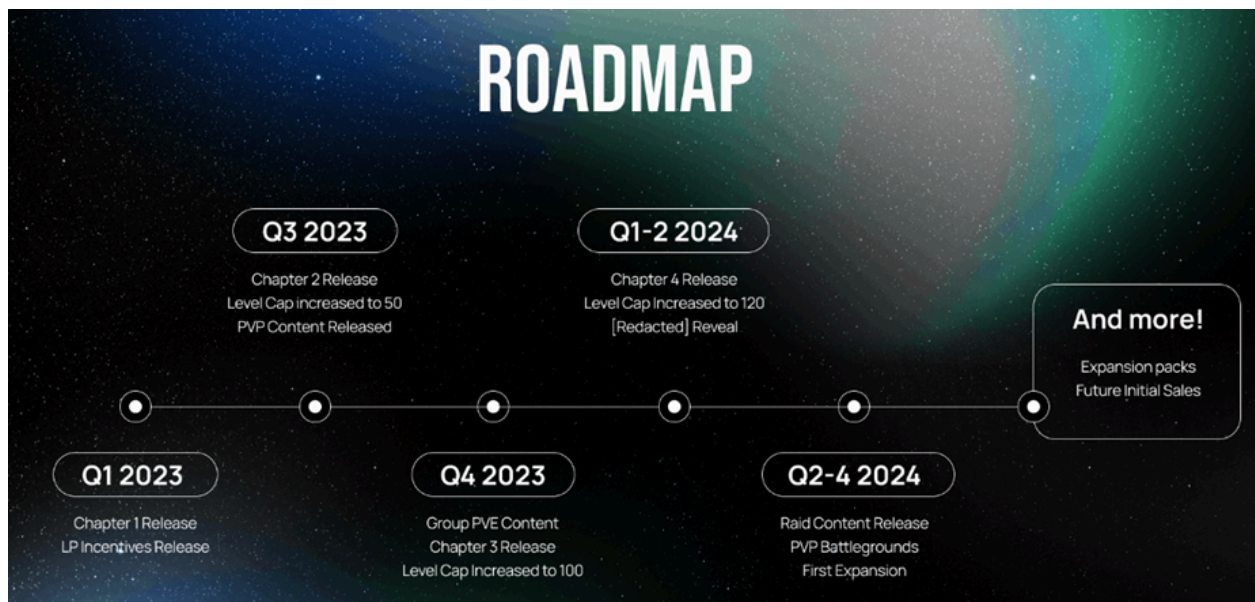
but having them equipped with higher level Loot. Exact % boosts can be found in the tokenomics section of the Litepaper, but higher-level loot gives better rewards than staking a Hero with lower-level loot.



THE TEAM

The team behind \$GRAV is anonymous, and do not plan on being publicly doxed. Even though anonymous, that doesn't negate their incredible production so far. You can find out more about the company behind \$GRAV by visiting <https://www.gravitylabs.xyz/>. The website will be updated shortly with more information regarding the game, the ecosystem, and how you too can join in on the fun!

ROADMAP



As we enter Q2 of 2023, Chapter 1 is awaiting release! This will also be when the LP incentives go live, and the token will be able to more actively trade.

Throughout the next year, multiple chapters will be released, the level cap will be increased periodically, PVP and PVE content will be added, and in 2024 there will be Raids, PVP Battlegrounds, and the First Expansion! These are just the major milestones in the works, so make sure to stay tuned to keep up to date! [Redacted] Reveal has our attention also.

RESOURCES

- Ticker: \$GRAV
- Total Supply – 5,000,000,000 \$GRAV
- Initial Circulating Supply – 1,825,000,002 \$GRAV
- Website – <http://gravitylabs.xyz/>
- Discord – <https://discord.com/invite/gravityxyz>
- Resources – <https://gravity-2.gitbook.io/litepaper/>
- Twitter - https://twitter.com/gravity_xyz
- Telegram – https://t.me/gravity_xyz_official
- Crew³ – <https://crew3.xyz/c/gravitylabs/guestboard>
- Contract address – 0xd8e2F184EedC79A9bdE9Eb7E34B0fF34e98692B7
- Decimals – 18

CATALYSTS

- Game releasing this month, April 2023.
- **Mint for all character is FREE, you just need to pay the gas fee to mint!**
- NFT Launch on ETH, followed by BSC and ARB soon after.
- Led by Gravity Labs, a top-tier group with multiple decades of experience in business development, programming, and gaming.
- Chapter 1 with 200 quests to start, with chapters 2, 3, and 4 throughout the next year.
- Browser based MMORPG, but also mobile compatible!
- All progress and loot tied to an NFT that acts as a Heroes save file.
- \$GRAV tokens will always be on ETH only; NFTs available on both ETH and BSC to allow for cheaper optionality. More chains to be added in the future for NFTs also.
- Liquidity incentives to be added extremely soon.