



1. Intro

- a. This is the official Gridiron Goons White Paper. It should be viewed as a living document that will go through many revisions and updates as we build and grow. Everything in this document is subject to change. Our goal is to stay true to our core roadmap and keep things as stable as possible by being as transparent and forthcoming as possible.
- b. Who Are We?
 - i. Gridiron Goons is a [Brovember Rain LLC](#) Joint, and we want Gridiron Goons to become the first ever NFT Play2Earn American Football Manager Game.
- c. What is an American Football Manager Game?
 - i. An American Football Manager Game simulates the role of being a Professional Head Coach/GM. Build your team, set your lineup, choose your tactics, and let your team compete.
- d. Why Play?
 - i. Everyone can armchair quarterback, right? Now prove it! We do everything we can to make quality goods and FUN experiences with the Play2Earn profit potential built in.
- e. Where did Gridiron Goons come from?
 - i. The team at Brovember Rain loves sports, especially American Football, fantasy sports, video games, as well as the aesthetics of the Horror movie genre, and decided to try merging them together. The result is an American Football manager game, where you get to be the Head Coach/GM and build a team of human and Goon players and compete.

2. Roadmap

- a. Whitelist on Atomic Hub - Completed
 - b. Whitelist on Nefty Blocks - Completed
 - c. Promo Cards - So far Gridiron Goons Collection Includes genesis and series1
 - d. Release Whitepaper - v1
 - e. Game Outline - Wen Championship? NFT Play2Earn American Football Team Manager Game. You are the Head Coach/General Manager.
 - f. Play2Earn
 - g. gigDAO
 - h. Game Development - MVP
3. **Promo Cards** - promo cards are a fun way to introduce, and promote Gridiron Goons. We do our best to make a quality art collection that can stand on its own but will also become part of a quality game experience. All player promo cards have been made with the plan for them to be playable in the game (this includes genesis and series1 NFTs).
4. **Game Outline** - Gridiron Goons will be an american football team manager game. The plan is to develop and launch a MVP (Minimally Viable Product) and iteratively improve and expand the game by adding feature functionality to become a more immersive, entertaining, and exciting experience. For example, to release the game quickly, the



MVP will most likely just involve setting up your team, clicking on Play Game and a final score will be presented, but we plan to quickly build out that experience so that there will be unique game scripts, followed by Head Coaches being able to select tactics, to eventually being able to adjust tactics in game/call specific situational plays, until finally coaches can call plays all game (if they want to). Another example will be that MVP will probably be launched to only play friendlies and tournaments, but league play and club play will be developed and released in future iterations. More details to come.

5. **Game Universe** - In some distant multiverse humans and Goons inhabit the planet and the only thing both seem to agree on is sports. In fact the entire economy is built around the league. It's crazy to watch an American Football game where teams are made up of humans and Goons of all shapes/sizes and varying ratios of human to Goon. More detail and lore will be released over the course of game development.
6. **Play2Earn** - The goal of the project is to create a fun and rewarding game experience. Part of that experience will include creating an open economy model where managers are able to play2earn. We will evaluate every possible play2earn system including staking/mining/land ownership, but ideally we want the play2earn proposition to seamlessly integrate with gameplay (or at least run parallel with gameplay) so managers benefit by contributing and participating in the Gridiron Goons universe. For example, we love the idea of a staking system, but rushing out a staking system and token without any utility or any deflationary mechanisms to spend on (like gameplay, swag, packs, cards, ingame environmentals) doesn't result in a great game experience nor develop a sustainable play2earn or game experience over the long term. Instead, we like the idea of building a system where in-game teams sign deals (like a Name Image Likeness deal) based on the team/players skills and performance in games. This would incentivize and reward managers that are active and building a competitive roster. We will do our best to give early adopters enough advance notice to prepare and take advantage.
7. **Token Info** - There will be an in-game token, for now we will refer to it as \$GIG. \$GIG will be used in-game for a variety of functionality like paying salaries, all revenues/expenses, building/upgrading stadiums and other buildings, and revenues for winning matches.
8. **Initial Player Cards/Initial Drop** - You will be able to purchase all of the required NFTs to compete via drops and from the secondary market. More details will be released as the MVP is developed. As mentioned above, all current and future NFTs have been designed to be playable in the Goons universe.
9. **Game Release** - MVP will be when managers can create a team, build out a roster, and play games (friendlies, league, club, tournaments).
10. **gigDAO** - We want to create gigDAO for two reasons.
 - a. First, we want everyone that is interested to be part of the Gridiron Goons development and evolution. A focused and motivated brain trust will be an awesome asset going forward. GigDAO holders will participate in decision making as well as receive early access to the drops and beta feature/functionality. The long term goal is for the gigDAO to be the governing



body over the game and how it will continue to evolve (like eventually making the decision to make it fully playable or not)

- b. Second - the initial sale of gigDAO will help to finance the game development. As the game succeeds, gigDAO holders will succeed and profit as well!