



# FF4

FLIGHT FORCE 4



PLAY



# INTRO

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**FF4** (Flight Force 4) is an ambitious Sci-Fi first person shooter game built in **Unreal Engine 5** for PC

The game will be an online multiplayer shooter with a unique focus on **Xanite** as a primary in-game mechanic, combined with **EOD** mode (Extract or Destroy) set to shake up the shooter industry!

With **free to play** and **high stakes** options, combined with revolutionary **web3** and **A.I technology** mean this game is not going to disappoint!





# BACKSTORY & LORE



## When

The year 2087



## Where

Outer Xanite belt,  
Terra 4



## Species

Defenders (Humans)  
X-ions (Aliens)



## Current State

War & consistent  
battles over Xanite

They discover five new planets rich in Xanite - rebuilding begins.

Surviving humans retreat to nearby planets: Kalleon, Helios, Morok, and Serum. The Defenders are born.

Players navigate alliances, secure xanite, and shape the fate of the cosmos in Flight Force 4.



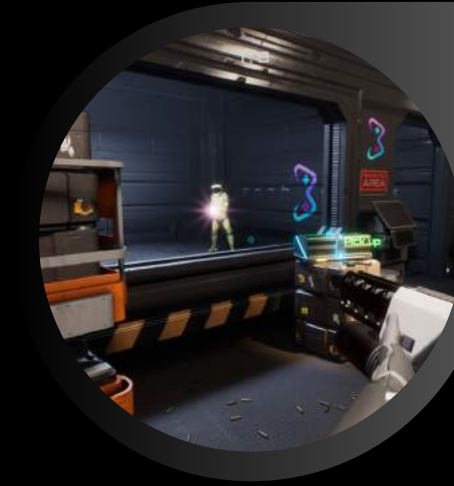
Humanity's struggle for survival prompts the search for new planets.



The X-ions must also find a new planet. They attack and conquer Earth 2. The humans suffer massive casualties and any survivors retreat



Choose your side carefully, Defender's or X-ion's.



The story will continue as the game progresses, there is plenty more to come!



# XANITE

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**Xanite** is the central resource behind the conflict in the FF4, influencing every aspect of gameplay, from the overarching narrative to the minute-by-minute action.

This rare mineral, discovered across all five planets within the game, acts as the **primary energy source**, and is integrated into every aspect of the game.

Xanite powers **weapons, perks, armor, vehicles, drones**, and even the **cities**.

Found in every **map** and game mode - **Xanite** isn't just a universal resource, but a strategic element, forcing all players to find strategies that work for them to gain any advantage possible!





# CHARACTERS

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DEFENDERS  
HUMANS

VS

X-IONS  
ALIENS





# GAME MODES - FREE TO PLAY



## Death Match

Everyone vs Everyone  
2-10 Players



## Team Death Match

2 teams - Team vs Team  
4-16 Players



## Extract or Destroy (EOD)

2-4 teams - Team vs Team  
4-16 Players

## Earn



T3XP

NFTs

XANITE





# GAME MODES - HIGH STAKES



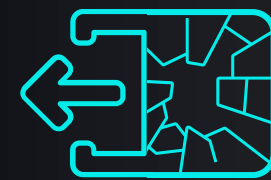
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Earn



T3XP



NFTs



XANITE



\$T3P





# EXTRACT OR DESTROY (EOD)

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EOD, FF4's trademark game mode combines **Xanite** extraction, mini missions, large maps, multiple teams, with and one final mission in each game!

There is a minimum of 2 teams of 2 players each, with a maximum of 4 teams of 4 players.

EOD relies on teams using their comms and skills to either complete all the mini mission and the final extraction mission, OR, **destroy every enemy team!**

The final extraction mission involves calling in your **spaceship** and leaving with a huge supply of **Xanite** for you and your team!





# PLAYER PROGRESSION

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FF4 is a [free to play](#) game, so anyone can access the free to play zone easily by signing up with their email/social media.

After signing up, players can play and earn [XP](#) to purchase in-game assets from the marketplace to build up their loadouts. Players can choose to connect wallets holding FF4 assets too, or use the wallet they are given on signup.

Players can slowly progress and eventually rent or purchase any FF4 Character NFT which will grant them access to high stakes mode and the ability to swap their earned XP into [\\$T3P tokens](#).

There are big benefits to owning [Characters](#), [AVKs](#) (Armory Vault Keys), and [Power banks](#) in FF4.





# HIGH STAKE MODES

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High stakes mode is the same as free to play mode with one **BIG** difference. You can play for real **\$T3P tokens**.

To access high stakes mode you must hold **any FF4 character NFT** and **\$T3P** tokens to participate.

There will be multiple tier options from low to high entry price options for players using the **T3P token**.

## Example:

Player enters a high stakes deathmatch game against 9 other players with a buy in cost of **1 \$T3P** token each. This creates a total prize pool of **10 \$T3P** tokens minus platform fees

At the end of the match the tokens will be transparently distributed to the winners **on-chain**.





# IN-GAME ASSETS & REWARDS

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FF4 will have hundreds and eventually thousands of in-game assets that players can earn or purchase with [XP/\\$T3P](#). Every asset in the game will be an NFT you can own, sell, or rent!

There will be super rare items, rare, common and more all with their own extra benefits. Some assets will be cosmetic, and others will be highly beneficial in the game, all having different strengths!

Further to these assets are the rewards in the form of loot boxes and tokens. All maps and game modes will have loot boxes containing ammo, armor, [Xanite](#), [XP](#) and [\\$T3P](#) tokens.





# LOOT BOXES

Loot boxes are going to have a big role in in FF4  
Every match will have **multiple** loot boxes hidden in the map.  
These boxes will contain **Xanite, XP, \$T3P, in-game assets, armor, ammo, NFTs** and much more!



NFT's



XP



Matic



\$T3P



Armor



Ammo





# CURRENT STATE

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## PRESENT

Free to play single player demo available on Hyperplay & 6 other game launchpads

1 Level, multiple stages, time trial system  
Shoot all the Bots and targets  
1 Player character, 2 weapons

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## CURRENT BUILD

Free to play [Multiplayer](#) demo  
4v4 Multiplayer team deathmatch  
4-8 Characters, 4-8 Weapons  
1 New map

## NEXT STAGE

Multiplayer Phase 2  
Demo

More characters,  
maps, weapons  
[High stakes mode](#)

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## NEXT BUILD

Full Game with  
Xanite, EOD, and full  
web3 integrations



# PLANNED ROADMAP

X-Ion character  
mint



Launch token  
rewards campaign



Launch  
T3P token



Launch Phase 1  
Space Kartz



FF4 High Stakes  
(Additional goal)



H1

H2



Launch Phase 1  
Poly Gunned



Launch FF4  
Multiplayer Demo



Launch T3 Play  
Platform



Phase 2  
Poly Gunned  
(Additional goal)



# LINKS

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