Introduction

GM Dynasty is a play-to-earn digital sports management game where players can oversee a football franchise. Upon purchase of a franchise (NFT), owners can build and manage their player roster, coaching staff and front office to build a football dynasty. Franchise owners can earn by participating in competitive play or by simply owning assets within the game.

To start playing, simply purchase a customizable Franchise NFT. As an owner, you have the power to name your team, choose their hometown affiliation, select team colors and pick a logo. All Franchise NFTs are unique. Upon completing the customization process users will have their team assets revealed. All franchises will have a full roster of 53 players, 3 coaches and 3 GMs.

Franchise owners can engage in competitive play by entering leagues. At any given time, there will be multiple open leagues to join. Owners can select by league type, entry fee and/or skill level. There is also the ability to invite friends to engage in competitive play. League winnings/payouts will vary based on the league type entered.

Prior to the assigned game time, franchise owners will put on their "coaching hat" and select their game strategies. These decisions include setting player depth charts, determining base offense/defense and developing their offensive/defensive game plan. These decisions will have a significant impact on the game and the ultimate outcome.

Game play will be visually displayed as the play unfolds over a 12-minute period. Play-to-play results will be shown, and statistical information will be constantly updated throughout the game. In the background, the GM Dynasty game engine is utilizing information from over 3,000 variables to accurately mimic real-life football.

Upon completion of the game there will be more to see than who won or lost. All players, coaches and GM ratings will be updated based on their performance. Game assets will progress/regress in rating based on decisions of the franchise owner. Franchise owners also control if and when a game asset (player, coach, GM) is minted and an NFT is generated. When an asset is minted, the assets performance ratings are locked. The NFT can continue to be utilized on their franchise roster or sold in the open market.

Franchise owners will have access to game and player data to help shape their roster. In addition to developing their own players, Franchise owners can utilize the draft or acquire minted players to further enhance their roster.

GM Dynasty Economy

The team at GM Dynasty set out to build a platform that provides easy entry for both rookies and savvy veterans. We understand, to attract more players to the P2E ecosystem you need to overcome inexperience with crypto currency. We needed to provide familiar and accessible payment options.

FRANCHISE NFTs:

Franchises can be purchased using PayPal or Ethereum. When using Ethereum as a payment it will be transacted on the Ethereum Mainnet (no need to bridge funds to the Polygon Network). GM Dynasty does not charge a gas fee for minting and will mint all NFTs on the Polygon Network. Franchise purchases are final and can't be reversed.

FRANCHISE UPGRADES

Franchise owners can use PayPal, Ethereum or internal wallet funds (if available) to add upgrades to their Franchise. Pricing will vary based on the upgrade selected. Some upgrades will require the Franchise to have participated and won league games.

LEAGUE FEES:

Upon entering your first league you can choose to make payment via PayPal or Ethereum. GM Dynasty will collect your entry fee and hold these fees until the league is completed. All league payouts will be directed to your personal internal wallet on GM Dynasty. GM Dynasty wallet maintains the funds as an internal currency. The internal currency is intended to be a utility currency and used solely inside GM Dynasty. Users can request payout of the internal currency to their connected wallet in the form of MATIC or USDC (USD Coin). User must withdraw in a value greater than $50.

Users can also choose to utilize the funds in their internal wallet to pay for new leagues or for asset minting (described below).

ASSET MINTING

Franchise owners can use PayPal, Ethereum or internal wallet funds (if available) to mint in-game assets. Minting of players, coaches and GMs is solely at the discretion of the franchise owner. Minting pricing will vary based on the rating of that asset. GM Dynasty will monitor pricing and player availability to best maintain player valuation in the open market. Our goal is to build an ecosystem in which assets will build in valuation.

NOTE: GM Dynasty is not creating a unique game token currently. We wanted to make the inflow and outflow of currency to be as easy-as-possible and not dependent on trading fluctuations.
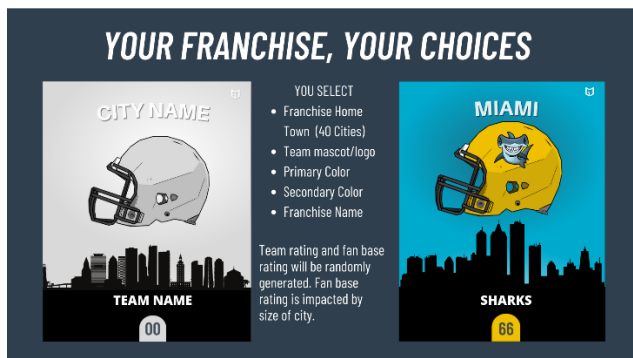
Franchises

GM Dynasty will sell franchisees directly to owners during specified allocation periods. These allocation periods will have defined time windows and specify the number of franchises available. We expect to allocate 800 Franchises for BETA play and up to 5,000 for the second allocation period.

Franchises may also be purchased on OpenSea.

All franchises will have unique traits and can be customized by the owner. Franchises will derive their value by rarity, in game attributes and owner's customization choices.

- Rarity: Hometown affiliation, fan base rating and number in release
- Game attributes: Team rating and upgrades
- Customization: Team name, team colors and team logo

HOMETOWN AFFILIATION

GM Dynasty will initially have 40 hometowns in which franchises will be affiliated. As an owner you have the option of selecting a hometown or have the hometown randomly selected. Pricing of the franchise is based off the hometown selected. A randomly selected hometown will be lower in price but come with an unknown outcome. Our overall pricing strategy is to offer a range of prices and maintain affordable entry points into the game. We want to build our community as well as provide valuation upside to our early supporters.

Hometown selection will also have an impact on the assigned Fan Base Rating. The larger the population of the hometown the better probability of a higher fan base rating. Fan base rating is a trait that helps determine the impact of home field advantage.

Finally, hometown availability will be capped during each allocation window and in total numbers. The initial allocation of 800 franchises will be spread evenly over the 40 hometowns with each having 20 franchises available. Overall sales of the Franchises associated with these 40 cities will be capped at 40,000.

	Population	Fan Base Range	Allocation	Initial Price
NEW YORK	19,752,408	70 / 90	2000	$350
LOS ANGELES	14,100,584	69 / 89	2000	$335
CHICAGO	10,340,685	68 /88	2000	$320
DALLAS	7,775,098	67 / 87	2000	$305
HOUSTON	7,380,824	66 / 86	2000	$290
ATLANTA	7,077,814	65 / 85	2000	$275
MIAMI	6,459,442	64 / 84	2000	$250
WASHINGTON DC	6,319,959	63 / 83	2000	$240
PHILADELPHIA	6,149,832	62 / 82	2000	$230
PHEONIX	5,836,205	61 / 81	2000	$220
BOSTON	4,493,489	60 / 80	2000	$210
DETROIT	4,467,449	59 / 79	2000	$200
SAN FRANCISCO	4,156,137	58 / 78	2000	$190
SEATTLE	3,708,247	57 / 77	2000	$180
MINNEAPOLIS	3,592,940	56 / 76	2000	$170
TAMPA	3,408,555	55 / 75	2000	$160
SAN DIEGO	3,167,189	54 / 74	2000	$150
ST. LOUIS	3,009,016	53 / 73	2000	$145
BALTIMORE	2,888,579	52 / 72	2000	$140
DENVER	2,852,938	51 / 71	2000	$135
ORLAND	2,764,594	50 / 70	2000	$130
LAS VEGAS	2,671,689	49 / 69	2000	$125
SACRAMENTO	2,639,496	48 / 68	2000	$120
PORTLAND	2,577,531	47 / 67	2000	$115
SAN ANTONIO	2,476,977	46 / 66	2000	$110
CINCINNATI	2,306,863	45 / 65	2000	$105

PITTSBURG	2,232,736	45 /64	2000	$100
KANSAS CITY	2,252,265	45 /63	2000	$95
CHAROLETTE	2,146,464	44 / 62	2000	$90
CLEVELAND	2,031,493	44 / 61	2000	$85
COLUMBUS	1,965,438	44 / 60	2000	$80
INDIANAPOLIS	1,974,874	43 / 59	2000	$75
NASHVILLE	1,776,279	43 / 58	2000	$70
JACKSONVILLE	1,637,288	43 / 57	2000	$65
MILWAUKEE	1,524,223	42 / 56	2000	$60
RALEIGH	1,025,320	42 / 55	2000	$55
SALT LAKE CITY	952,470	42 / 54	2000	$50
NEW ORLEANS	615,480	41 / 53	2000	$45
MEMPHIS	580,600	41 / 52	2000	$40
BUFFALO	576,710	41 / 51	2000	$35

TEAM RATING AND UPGRADES

GM Dynasty Franchises will have a variable Team Rating that will change based on game play. The Team Rating is primarily determined by the player roster. The better the players the higher the rating. Additional factors in the calculation include Fan Base Rating. Coaching Staff, GM Staff and upgrades. Rules pertaining to Team Rating

- Team Rating ranges from 44 to 99
- Newly purchased Franchises will have an initial Team Rating of 52.
- Team Rating will be adjusted after each completed game.
- When teams are sold/purchased the progression in the Team Rating is not directly passed to the new owner. The new owner will be allocated new players and the team rating will be adjusted based on those players. Sold Franchises with higher Team Ratings will have a greater probability of receiving higher rated players.

Franchise owners can enhance their Team Rating with upgrades. Upgrades in the game can be purchased via PayPal, Ethereum or internal wallet funds (if available). Some upgrades require the Franchise to have participated in a number of league games before it can be purchased. Available upgrades:

- Upgraded stadium; provides an enhancement to Fan Base Rating
- Upgraded practice facility: improves speed of player progression or regression
- Upgraded scouting staff: improves quality of players in the draft
- Upgraded team trainers: reduces risk of player injury during games

Franchise upgrades will be included in phase 2 of GM Dynasty. Additional details on cost and enhancement level will be provided at that time.

ALLOCATION OF PLAYER, COACH AND GM ASSETS

Newly purchased Franchises will generate new assets.

- 53 players: 3 QB, 4 RB, 6 WR, 10 OL, 3 TE, 9 DL, 6 LB, 6 CB, 4 S, 1 P and 1 K.
- 1 Head Coach, 3 assistants

- 1 General Manager, 3 assistants

Imported Franchises (purchased on OpenSea) will generate new assets.

- 53 players: 3 QB, 4 RB, 6 WR, 10 OL, 3 TE, 9 DL, 6 LB, 6 CB, 4 S, 1 P and 1 K.
- 1 Head Coach, 3 assistants
- 1 General Manager, 3 assistants

Please note, if an owner re-connects a Franchise utilizing a different wallet address the old assets of the team will be used to populate the roster.

League Selection and Entry

To engage in league play you must own a franchise. Franchise owners will be able to sort available leagues by type, entry fee and/or skill level. Most leagues will also require an entry fee.

There will be three types of leagues.

1. Season play:

    Number of team: 32 teams (8 divisions with 4 teams)

    Number of games: 16 weekly head-to-head matchups (no bye weeks). There will be 8 home games and 8 away games.

    Playoff qualification: 6 division winners, 4 wild card teams (2 from each conference). All playoff teams will be slotted per the standings and tiebreakers.

    Playoff schedule (similar to NFL prior to 2020):

        i. week 1: wild cards against lowest seeded division winners (within same conference).
        ii. Week 2: Conference top seed V. winner of week 1, Conference 2nd seed V. winner of week 1
        iii. Week 3: Winners of week 2 (within the same conference)
        iv. Week 4: Conference winners

    Game time: Game play for Seasons will be scheduled weekly Sunday at 11:00 AM EST. All Season games will show the ongoing simulation (slide 66) starting Sunday at 11:00 AM EST.

    All participants in Season play will qualify for a draft upon the completion of the league.

    Winner Payout: 50% to winner, 20% to runner-up, 5% to each of the remaining playoff participants.

2. Head-to-head:

    Number of team: 2 teams

    Number of games: 1

    Playoff qualification: No playoffs.

    Game time: Games are scheduled as the head-to-head competition is filled with 2 teams. Once both teams are entered the game simulation will start 30 minutes later.

Winner Payout: 100% to winner

3. Single Elimination:

Number of team: 16 teams

Number of games: Minimum of 1 game with winning teams advancing to next round.

Playoff qualification: All teams are automatically entered into a playoff bracket, single-elimination tournament.

Game time: Game play for Elimination will allow you to select the schedule. We will offer the following schedules:

- Rapid play: All game occurring in a succession until tournament is complete. Total play typically last less than 90 minutes.
- Daily play: Daily game scheduled at the same time
- Weekly play: Weekly game scheduled at the same time

League Winning: 50% to winner, 20% to runner-up, 5% to each of the remaining playoff participants.

Winner Payout: 65% to winner, 25% to runner-up, 5% to week 3 losers.

LEAGUE RULES

1. Participation
   a. A franchise can only be entered into one Season game at a time. Once the franchise has been eliminated from competition (end-of-season or playoff loss) it can then be entered into a new season.
   b. A franchise can participate in only one head-to-head game at a time. The game must be completed before a new head-to-head is entered.
   c. A franchise can participate in only one single elimination at a time. Once the franchise has been eliminated from competition (loss) it can then be entered into a new single elimination tournament.
   d. Each franchise can only be engaged in 3 games at any one time (1 league, 1 head-to-head and 1 single elimination)
   e. An owner can acquire multiple franchises and each of those franchises can be engaged in 3 games at any one time.
2. Participation Experience Level
   a. All leagues/games will have an assigned team rating range. All participating teams must be below the maximum team rating to participate.
   b. Teams may choose to participate in higher experience leagues.

GM Dynasty will collect and hold all entries fees until league play has been completed. The prize pool will typically be set at 90% of all fees collected. The remaining 10% is retained by GM Dynasty to cover costs and expenses related to the site. As we grow and add sponsors, we see a path to reduce our fees and even add events with prize pools exceeding the collected fees. In addition, some leagues will offer a Leather Bucket Heads NFT as part of the winnings.

Roster Management and Asset Minting

Roster management is a key aspect of GM Dynasty game play. Not only do the game assets (Player, Coaches and GMs) have a direct impact on game outcomes they are essential part of the P2E aspect. As the Franchise owner you will be responsible for managing your roster and maximizing the potential of all your assets.
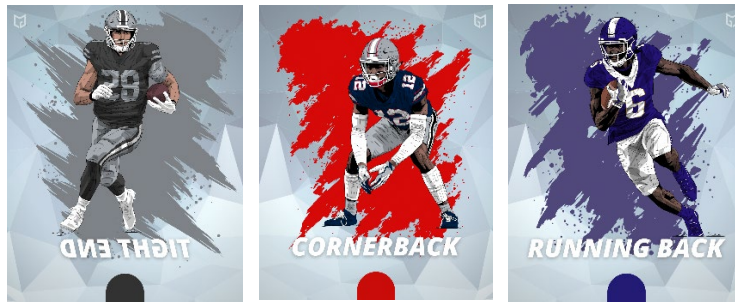
PLAYER TRAITS

Players have a wide variety of performance traits that determine how that player will perform within the game. There are three categories of traits:

1. Static: traits that are set and do not change with game play
   - Height: range varies based on position
   - Weight: range varies based on position
   - Hand size: range varies based on position
   - Wing span; range varies based on position
   - Strength: ranges between 40 and 99
   - Speed: ranges between 40 and 99
   - Agility: ranges between 40 and 99
   - Explosiveness: ranges between 40 and 99
   - Special skill: 10% of all players will be assigned a special skill. These skills vary by position and will enhance a specific skill set.
2. Variable: traits that change based on game play
   - Passing: ranges between 40 and 99
   - Running: ranges between 40 and 99
   - Receiving: ranges between 40 and 99
   - Blocking: ranges between 40 and 99
   - Rush: ranges between 40 and 99
   - Coverage: ranges between 40 and 99
   - Tackling: ranges between 40 and 99
   - Run Defense: ranges between 40 and 99
   - Kicking: ranges between 40 and 99
   - Punting: ranges between 40 and 99
3. Invisible: traits that impact the player performance but are not visible to owners
   - Consistency: ranges between 40 and 99
   - Intelligence: ranges between 40 and 99
   - Durability: ranges between 40 and 99
   - Work ethic: ranges between 40 and 99
   - Desire: ranges between 40 and 99
   - Intangibles: ranges between 40 and 99

All players will be assigned a position and have traits randomly generated by the GM Dynasty engine. The higher the value the better that player performs in that specific area. Additional notes on the game logic:

- The GM Dynasty game engine has been optimized to generate players that mimic real life. The goal is to ensure game play is fair and accurately reflects the real world.
- Every position will have traits in which they have higher/lower scores. A Quarterback, for example, will have on average a higher Passing rating than a Defensive lineman.
- Invisible traits have subtle impacts that can be seen within the game play. A player with higher durability is less likely to be injured within the game. A player with higher intelligence is less likely to generate penalties. Reviewing box scores and performance data will give the owner insight into the invisible traits.

- Every player will also have a variable Player Rating. The Player Rating is calculated by using all the previously discussed traits as inputs. It serves as a quick way to compare players and track progression/regression.

COACHES AND GM TRAITS

Just like players, Coaches and General Managers will also have performance traits that determine how they will perform and interact with the game.

- Coaches will have variable, fixed and invisible traits. The variable and invisible traits will determine the coach's ability to positively influence the offense, defense and/or special teams.
- General Managers do not influence game results. Their associated traits impact the quality of players within the draft.

ROSTERS

The active roster size is set at 53 players. Owners are required to maintain a minimum number of players at each position (1 QB, 2 RB, 3 WR, 6 OL, 1 TE, 6 DL, 3 LB, 4 CB, 2 S, 1 P and 1 K). Each team can also carry 10 players on a taxi squad. There are no position requirements. Players on the taxi squad are not available for game action.

In order to make roster improvements new players assets can be acquired in three ways.

1. After a completed League Season, owners can participate in a seven-round draft.
2. Players can be acquired on OpenSea.
3. Players can be traded between teams. (Future phase 2 development)

Each Franchise also maintains a roster of coaches (1 head coach and 3 assistant coaches) and GMs (1 GM and 3 assistant GMs). After a completed season, owners can choose to hire and replace coaches/GMs.

GAME ASSET PROGRESSION/REGRESSION

Each player within GM Dynasty is imbued with traits (discussed above) that influence their potential and ultimate progression. Progression arcs mimic real-life as some players get better and others wash-out. It is up to you to get the most out of your players and maximize their potential. Key features of progression arcs:

- The only way to know if a player will progress/regress is to have that player participate in games.
- The pacing of the progression/regression is variable and influenced by invisible traits.
- Each position has different progression/regression arcs. Just like real life, Quarterbacks have a higher chance of washing-out versus offensive lineman.
- Initial rating level will have a direct impact on progression arcs. A college superstar will have a greater chance of progressing than a low round draft choice.
- Most importantly, game planning and strategy selected by the Franchise owner will directly impact the progression arcs.

Franchise owners will be able to track the progression/regression within the GM Dynasty site. After each game results will show which players had the biggest changes.

GAME ASSET MINTING

GM Dynasty puts the Franchise owner in control of selecting if and when to mint a game asset (player, coach, GM). Owners will use an in-game tool to convert a standard asset into a minted asset on the Polygon Blockchain. The minting process requires the owner to pay a minting fee to complete the process. Rules governing minting:

1. An asset's traits/ratings get "fixed" at their current level during minting. Game results will no longer impact the asset and the rating will remain static.
2. Assets will be designated a category based on the Player Rating. The category will determine the cost to mint. Category will be displayed on the created NFTs.
   - **90+:** GOAT
   - **80 to 89:** HOF
   - **70 to 79:** ALL STAR
   - **60 to 69:** QUALITY STARTER
   - **50 to 59:** STARTER
   - **Below 49:** BENCH
3. Once a player is minted the process cannot be reversed. It is up to the owner to pick the point at which they want to mint the asset.
4. All minted assets will be transferred to the Franchise Owners wallet on the Polygon Mainnet. Franchise owners can choose to sell the NFT at their discretion. Once a asset is removed from the owners wallet it will not be available for game play.

Game Play

PRIOR TO GAME

GM Dynasty utilizes a gaming engine that accurately mimics professional football. The core gaming engine has over 1,000,000 games played and has been continuously updated to reflect real-life action. All game play is simulated within the engine. The outcome of a game is based on the following factors:

1. Individual player ratings
2. Coach ratings
3. Location of game (fan base rating will help determine degree of home field advantage)
4. Franchise owner's game planning and strategy
5. Simulation variance/randomness

Franchise owner's game planning and strategy are essential in winning games. Competing teams will have similar Team Ratings and the outcome will be decided by these decisions. Franchise owners will have control of the following:

1. Setting player depth chart by position and formation.
2. Selecting offensive and defensive base schemes.
3. Selecting offensive and defensive game strategy. There are 19 in-game variables in which the owner can influence. These variables range from selecting pass frequency to frequency of blitzing.

GAME TIME

After entering a league, you will be notified of an official game time with a link to view the game. All game planning must be completed 5-minutes prior to kick-off. Upon the start of the game the page will display the play-by-play outcome as well as on-field movement of the current possession. Additional graphics will be shown to highlight big plays and scores.

Game screens will also include chat functionality and the ability for others to view the ongoing action. Our mission is to build a gaming platform that engages, entertains and provides ongoing excitement. This will be an ongoing effort and we will continue to make improvements to the in-game experience.

Over time owners will learn what strategies work best for their team. They will learn how to use past game data to plan and exploit weaknesses with their opponents. However, owners are cautioned to think that learning a few strategies will allow them to win every game. There are thousands of variables that will determines who will win. Plus, the game will not stay static, as with professional football new trends, formations and plays will be added to the game.

POST GAME

Upon the completions of the game, the outcome will be determined, and results posted:

1. League standings for Season and Elimination will be updated.
2. Game statistics including play-by-play, scoring summary, player stats and team stats will be available.
3. Asset Ratings will be updated based on performance.
4. Player injuries will be reported. Note: injuries do not carry-over to other games or new games.
5. Team Rating updated based on performance.

GM Dynasty will also maintain leaderboards, team records and record-breaking performances. As participation grows Franchise owners will be awarded internal currency for achievements within Season League play.

Player Draft

Upon the completion of Season League play all teams will become eligible to participate in a player draft. The draft process allows an influx of new talent and the opportunity to improve your roster. Players available in the draft will be randomly generated by the GM Dynasty game engine. Draft specifics:

1. The draft consists of seven rounds. Selections will go in sequential order and start over after each round.
2. Your position in the draft will be determined by your record in the Season League just completed. Teams with the worst record will draft first.
3. You will be participating in the draft with 31 computer generated team. The computers will make selections based on best available player and need.
4. The draft will be populated with college level players. Players will have attributes that have been randomly generated by the game engine. The traits include
   a. Physical traits: Height, weight, hand size and wingspan
   b. Combine results: 50 yard dash, bench press, cone drill and vertical jump
   c. College performance grades: Position dependent ratings for relevant skills
   d. Personal Traits: Invisible traits that will drive the career trajectory of that player.
   e. Special skill: Based on position. Only 10% of players will have a special skill.
   f. Overall grade: Calculated from the traits listed above.

5. The GM and Assistant GMs hired by your team will have an impact on the quality of players within the draft. The higher the skill of the GM the better the pool of prospects.
6. The pool of prospects is also impacted by the entry fee of the Season League just completed.

Leather Bucket Heads

Leather Bucket Heads are a rambunctious, rousing, and rumbling group of randomly generated NFTs. It is art born of cuts and bruises, that show the harsh reality of the game. When you own a leather bucket head it is an act of individualism, patriotism and a salute to the football gods.

- A collection of 5,650 algorithmically generated vintage football players.
- Stored on the Polygon blockchain.
- Generated from over 105 visual attributes across 5 categories.
- Initial drop of 3,000 NFTs @ 0.02 ETH on OpenSea. The remaining allocation will be utilized as giveaways and prizes within GM Dynasty.

Most importantly, Leather Bucket Heads was created to be part of the GM Dynasty gaming ecosystem. All Leather Bucket Heads can be utilized as players on your franchise's roster. Upon importing a Leather Buckets Heads the GM Dynasty game engine will utilize existing traits (player position and draft position) to generate all remaining traits needed to function within the game. Leather Bucket Heads features:

- All Leather Bucket Heads will have a special skill as compared to only 10% of standard players being imbued with a special skill.
- Leather Bucket Heads on average will have a more favorable progression arc. They are more likely to progress versus regress and ultimately obtain a higher Player Rating.
- Leather Bucket Heads ratings never get locked. They will remain variable and change based on game outcomes.
- Leather Bucket Heads can be sold/purchased like other minted players.
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Founders Franchisees

Join the ranks of George Halas, Tim Mara and Curly Lambeau as a founding football franchise owner. GM Dynasty will issue one Founders Franchise for each hometown (40 in total at launch).

- Limited edition NFT, with unique customization options.
- Invites to special leagues and events.

- Inclusion in the GM Dynasty Hall of Fame. You will always be recognized even if you sell the franchise.
- Early drop access
- Logo merchandise
- Inclusion in Owners Meetings. Ability to cast a vote and influence proposals, major game changes, and additions to the game.

Future Developments and Vision

GM Dynasty was created by Diversify Games, Inc. We are an independent game developer focused on the emerging segment of play-to-earn games. We recognize that the gaming ecosystem is changing rapidly and that offering ownership over in-game assets is the new requirement.

In order to build a thriving community Diversify Games will take a 3-pronged approach to development. These three areas include enhancements to GM Dynasty Football, expansion to other sports and development of limited edition NFTs.

GM DYNASTY ENHANCEMENTS:

- Game time experience will be continually enhanced with the inclusion of better graphics and more immersive experience. With these improvements there will be the ability to add advertisements and allow Franchise owners profit from viewership of their games.
- Functionality to allow team-to-team trades of games assets.
- Creation of a Hall of Fame and site leaderboards. Offering franchise owners incentives and rewards for finishing at the top.
- Providing more league options including a sponsored Champion Leagues for top owners.
- Development of esports league with active viewership.
- Availability of T-shirts and other SWAG.
- Exploration of an in-game token.
- Exploration of wagering and in-game betting

EXPANSION TO OTHER SPORTS:

- Next up, Basketball. More detail coming in Q2 2022.
- Other sports in the current pipeline include soccer and hockey.
- Future consideration of cricket, baseball and rugby.

LIMITED EDITION NFTs:

- Complete integration of GM Dynasty results into Leather Bucket Heads locker room.
- Enhancement to the Leather Bucket Heads locker room.
- Release of High Toppers NFTs, a series of randomly generated old school basketball players
- Availability of T-shirts and other SWAG.

Just curious if you worked with a