# Combat Arms community acquisition project

## Project concept, campaign plan and funding commitment

Revised by Nepix Network | 15 November 2026




This dossier explains the community initiative to pursue worldwide Combat Arms rights and a complete technical handover, while developing Nexus and supporting the existing Classic community. It sets out what the project intends to build, how supporters can participate and how acquisition funding will be reported.

**Current stage:** preliminary proposal. No acquisition agreement, seller price, licence or VALOFE endorsement has been announced. Direct campaign donations should open only after the organiser, collection terms and financial controls are ready. Signing and participating without spending must remain possible.

The organiser has chosen a **100% eligible gross receipts commitment**. Taxes, payment fees and all operating and professional costs must be funded separately; they must not reduce the amount earmarked for acquisition. Funds actually transferred to the reserve are reported separately from this commitment.

# 1 Purpose and acquisition scope

We want to preserve Combat Arms and give its community a sustainable future. The proposed approach combines continuity for Classic players, measurable balance improvements and the Nexus development programme. The acquisition objective is worldwide coverage, subject to the rights that each seller can legally transfer.

| Workstream | What the proposed transaction should cover |
|---|---|
| Rights | Classic, Reloaded and other agreed versions; trademarks, publishing and distribution rights, relevant territories and adaptation rights where transferable. |
| Technical access | Client and server source; authorised assets; build and signing procedures; tools and schemas; deployment, operations and security documentation. |
| Service continuity | Transition support, operational handover, transfer or replacement of third-party services and a tested rollback plan. |
| Player continuity | A lawful migration plan for existing accounts, inventories and entitlements. No access to official player data before the necessary agreement and privacy process. |

Buying physical servers, a database copy or a client archive would not by itself transfer intellectual property rights. Engine licences, anti-cheat, music, regional publishing and other third-party agreements may need separate consents or replacements. The final asset schedule must name each title, territory, source repository, licence and excluded obligation.

## How the discussion starts

Invite VALOFE business development to a confidential conversation, then agree an NDA and a financial, legal and technical review. Request a version-by-version and territory-by-territory ownership schedule. Only then negotiate a price, funding conditions and transition milestones. An exclusive licence with an option to purchase could be explored separately if a worldwide asset sale is unavailable. Return affected direct-donation principal before any separately described campaign; do not silently repurpose this acquisition collection.

# 2 Classic and the Nexus concept

Classic remains the heritage and gameplay reference. Nexus is being developed as a Godot-based client covering the longer-term gameplay plan. The current direction supersedes earlier Unreal and split-engine plans. Existing account data, owned items, durations, currencies, ranks, clans and equipment are intended to be preserved where technically and legally possible.

| Area | Status and intended outcome |
| --- | --- |
| Existing community platform | Website accounts, launcher distribution, community tools, store and competitive features already form the project foundation. This describes the independent project, not ownership of the official franchise. |
| Nexus foundations | Project records describe 36 interface views, launcher/account integration, inventory and eight equipment slots, and dedicated-server networking and combat prototypes. |
| Initial gameplay goal | A social lobby and initial world map, Elimination, an initial complete Fireteam mission, items and shop. Scope and readiness remain subject to acceptance tests. |
| Longer-term concept | Nexus Central with districts and portals; cars, motorcycles, aircraft and helicopters; clan territories and personal spaces; creative tools; expanded modes and battle royale. |

Prototype completion is not the same as public production readiness. Public client version, online capacity and release dates must follow the actual release record. Features are presented as in development until tested and released. Earlier project announcements may describe superseded engine decisions; the campaign must link to the current direction.

## Balance and fair play

Build a baseline from verified weapon, armour, movement and equipment data. Measure time to kill, recoil, accuracy, usage and match outcomes by mode and skill band. Separate PvE and PvP tuning where necessary, run public test windows and publish changes with evidence. Preserve the feel of familiar maps while improving server authority, abuse controls and reliability. Do not sell guaranteed competitive superiority as a campaign reward.

# 3 Campaign platforms and participation

| Channel | Recommended use | Important distinction |
|---|---|---|
| Own website | Canonical project dossier, funding figures, acquisition updates and account spending controls. | Publish the accounting basis and dates beside every counter. |
| Change.org | Free petition addressed to VALOFE and the relevant rights holders. | Optional petition promotion payments go to Change.org, not the acquisition reserve. [S1] |
| GoFundMe | New Italian EUR draft for the registered sole proprietor; subject to actual business verification and compliance with platform Terms. No purpose pre-approval is offered. | Use a personal/business fundraiser with a verified beneficiary; no shares, returns or goods promised in exchange. [S2-S4] |
| Crunchbase | Optional company profile and business research if the project has a verified legal identity. | Its company intelligence purpose does not meet the combined petition and donation need. [S5] |

The English Change.org petition is published under Nepix Network. A separate Italy/EUR GoFundMe draft is prepared for Gennaro Ereditata trading as HUBERWAY DI EREDITATA GENNARO. The earlier US/USD draft remains unpublished; direct collection is not open. Do not publish placeholder donation links. The website is the authoritative point of reference when external counters update at different times.

## Free participation

Players can sign, share the project, join testing, report balance problems, volunteer translation or contribute relevant technical skills. No purchase should be required to take part or receive community standing. Petition signatures are not donations, and neither should be described as an investment commitment.

## Message to supporters

We are preparing a constructive proposal to preserve and improve Combat Arms with its community. We seek a negotiated acquisition and complete technical access; we do not claim that VALOFE has agreed to sell. We will publish the scope, target and failure policy before inviting direct campaign donations.

# 4 The gross receipts commitment

**Scope:** 100% of completed real-money campaign contributions and website purchases and subscriptions from the publicly stated commitment date, excluding refunded or reversed amounts. Reconciled funds already available before that date are added as a separate opening balance. A retrospective gross sales figure must not be represented as cash still available.

Payment processors normally deduct fees before settlement. To honour the gross commitment, the organiser must top up those deductions from separate money. Taxes, hosting, salaries, professional advice and transition costs also need a separate budget. Optional tips paid to an external platform do not reach the organiser and are outside the acquisition commitment.

| Example in USD | Acquisition reserve | Separately funded |
|---|---|---|
| Italian contribution: EUR 100.00 / USD 110.52 reference | USD 110.52 equivalent must reach the reserve. | EUR 3.15 fee = USD 3.48 reference; organiser tops up the fee separately. Actual bank FX can differ. |
| Website sale of 100.00 | 100.00 must reach the reserve, if not refunded. | Any VAT due, card fee, fulfilment and operating cost is covered separately. |
| Purchase using existing NX or GP | No second contribution is recorded. | Count the original real-money top-up once. |
| Refund of 100.00 | Remove the corresponding commitment and disclose the refund. | Process any refund and reconcile the reserve through documented records. |

The Italian fee illustration is 2.9% plus EUR 0.25: a EUR 100 donation produces a EUR 3.15 deduction and EUR 96.85 settlement before the separate organiser top-up. The table expresses its equivalent in USD at the fixed reporting reference of 1.1052 USD per EUR. Actual payment methods, international conversions and platform terms must be checked at activation. [S6]

## Two budgets are essential

Keep an acquisition reserve and a separately financed operating/tax budget. Record top-ups without counting them again as a supporter donation. Report any shortfall between the gross commitment and actual reserve transfers. This initiative is not an independent escrow arrangement, a charity claim or a regulated investment fund.

# 5 Accountability and failure terms

Gennaro Ereditata, trading as HUBERWAY DI EREDITATA GENNARO, is the proposed Italian organiser, recipient and purchaser. The available registry extract dated 28 September 2024 identifies an individual business; current status and address require confirmation. Secure business verification unlocks only after publication. No US LLC account or assumed US residence is used for this draft. Identify a finance owner, a technical owner and a community communications owner. Where possible, require two-person review for payments from the reserve. Keep acquisition funds separate from routine operating cash.

| Public figure | Accounting rule |
|---|---|
| Eligible gross receipts | Count paid transactions once; deduct recorded refunds and reversals. Exclude test payments, NX/GP spending, pending payments and unverified pledges. |
| Verified acquisition reserve | Recorded deposits less verified acquisition payments. A website counter does not itself move money. |
| Campaign reporting in USD | Original USD payments retain their actual amounts. Other payments and older ledger entries use the fixed campaign reference of 1.1052 USD per EUR dated 13 November 2026. Reconcile settlement differences separately. |
| External contributions | Import reconciled processor receipts with unique references. Do not add a public cumulative fundraiser total on top of its individual receipts. |
| Opening balance | Include only verified money still available. Mark earlier funds as awaiting reconciliation until complete. |

## Recommended direct-donation failure policy

The Italian draft uses a EUR 750,000 planning envelope; the website retains USD 828,900 at its dated reporting reference. No seller price or final funding gap is established. The proposed long-stop is 31 May 2027, 23:59 Europe/Rome (CEST, UTC+2). Proposed full-principal refunds and funded instructions within ten business days are obligations of Gennaro Ereditata in his business capacity. GoFundMe Support can arrange organiser-requested refunds only while unwithdrawn; after payout the proprietor must execute them independently. GoFundMe provides no escrow or automatic deadline refund. Demonstrate a secure funded process before adopting these promises. Fees, taxes and operations require separate funds.

Website purchases retain their terms and consumer rights. The website operator and Italian donation recipient are distinct roles: commitments do not establish a lawful transfer or cash held by the Italian buyer. Document the allocation and actual transfer before treating website receipts as its reserve. Obtain Italian accounting/legal review of receipt treatment and formalities; claim no charity status or tax deduction. Keep personal tax codes and bank/ID details private.

# 6 Responsible spending and launch sequence

Every website account starts with a personal monthly NX purchase limit, adjustable in Account settings. The amount is a ceiling, not a recommendation. Players can reduce it, including to zero, or increase it after acknowledging a clear warning. The calendar month follows Europe/Rome. Paid purchases and live pending checkouts consume budget; refunds do not reopen spending allowance during that month.

The server checks Stripe and PayPal orders when they start, rechecks checkout, and checks PayPal again before capture, including webhook-triggered captures. A decrease must first close existing unpaid provider sessions. USD and BRL payments use a saved ECB reference conversion rounded up to the next reference cent; this can differ from a card issuer's conversion. The limit does not count GP/NX spending again and cannot control contributions made on external platforms. Additional future real-money payment channels must integrate with the same controls before launch.

The warning explains that loss of control, repeated overspending and spending essential money can indicate harm. A limit increase alone is not a medical diagnosis. Encourage a break and qualified support when needed. This wording follows public health information about harmful gaming and gambling behaviour. [S7]

| Stage | Deliverable and release condition |
|---|---|
| Preparation | Name organiser; reconcile opening funds; publish dossier and commitment; qualify spending protection. No direct campaign donations yet. |
| Seller dialogue | Send the approved non-binding introduction; NDA; verify title rights, financials, source/build access and regional contracts. |
| Collection launch | Confirm current Italian registration and bank evidence; review legal/tax treatment, seller scope and funding; adopt executable refund terms. Publish deliberately, then complete secure business verification when it unlocks. Use only the actual live URL. |
| Weekly reporting | Publish reconciled receipts, reserve top-ups, transfers, material risks and substantive seller updates. Never imply that silence means seller approval. |
| Transaction and transition | Proof of funds, definitive documents and consented transfers; technical acceptance before final release of acquisition payments. |

Suggested communications cadence: a factual launch announcement, a project walkthrough in week one, a weekly funding update and a monthly reconciliation. Avoid countdown pressure or appeals to raise personal spending limits. This schedule is a campaign plan, not a calendar automation.

# Sources and evidence

Project sources researched on 14 November 2026; Italian setup and platform guidance rechecked on 15 November 2026. Platform policies may change; reconfirm them before activation. Technical progress is based on the current Nexus direction, roadmap and delivery records in the project workspace. Those records are internal development evidence, not an independent audit.


**S1** Change.org explanation of promotion payments
https://help.change.org/en_US/billing-membership/promoting-a-petition

**S2** GoFundMe fundraiser types
https://support.gofundme.com/hc/en-us/articles/203603984-Choosing-a-fundraiser-type

**S3** GoFundMe transfers to business bank accounts
https://support.gofundme.com/hc/en-us/articles/360041758152-Transfer-to-a-business-or-organization

**S4** GoFundMe terms of service including prohibited fundraisers
https://www.gofundme.com/c/terms

**S5** Crunchbase description of its company intelligence product
https://about.crunchbase.com/blog/starter-pro-or-business-a-guide-to-finding-the-right-crunchbase-plan-for-you

**S6** GoFundMe pricing and country fee schedule
https://www.gofundme.com/it-it/c/pricing

**S7** Istituto Superiore di Sanita information on warning signs
https://usciredalgioco.iss.it/faq

**S8** ECB euro foreign exchange reference rates
https://www.ecb.europa.eu/stats/policy_and_exchange_rates/euro_reference_exchange_rates/html/eurofxref-graph-usd.en.html

**S9** Registro Imprese: individual business
https://www.registroimprese.it/impresa-individuale/