



GAMEVERSE

Bringing all your favourite games to the Play2Earn stage.

Whitepaper v1.1

Introduction



The recent boom of Play2Earn has revolutionised the way we think about gaming. Games like Axie, Alien Worlds and Illuvium are paving the way for generations to come.

But when you analyse these games in more detail, you ask yourself, would you play this game if there wasn't a financial incentive? The starting costs can be astronomical and the complicated nature of participating in these games can stop the average Joe from playing, creating barriers for mass adoption.

DID YOU KNOW?

- There are 2.51 billion mobile gamers worldwide
- The global free-to-play mobile games market was estimated at 73.8 billion U.S. dollars in 2020
- 76% of app revenue was generated through video ads, display ads, and native ads

This is where GameVerse comes in. By re-creating and re-branding fan favourite, globally recognisable games we can bring Play2Earn to everyone and pave the way for mass adoption.

Tokenomics



Rewards

5% of every transaction is sent in BNB to our rewards wallet. This will be used to pay rewards to gamers and fund our holders lottery. Although the wallet will receive all funds in BNB we will still distribute a portion of rewards in our token, using our BuyBack and Reward system. Unlike many tokens whose rewards provided are all in their native token, which can lead to big price dumps, ours will be first received in BNB then bought back into our token (GMV) pumping the price, before being distributed.

Reflections & Deflation

2% of every transaction will be passed on to GMV holders to reward our investors who hold. Our largest "holder" will be a dead wallet with 30% of the initial supply burned. As this wallet will not be excluded from reflections, a portion is sent to the burn wallet and will decrease the circulating supply on every transaction.

Marketing

Without a Marketing budget the project will struggle to spread awareness, bring in new investors and continue development on it's platform. Therefore 4% of every transaction will be allocated in BNB to our Marketing wallet, so as to ensure the longevity of the project and continue implementing our vision.

Liquidity & Security

Trust and Security is integral in the BSC space. So to ensure people have a safe place to invest, liquidity will be locked for 1 year on launch. Also, to ensure stability in growth and strong price floors, we will distribute 2% of every transaction back to the liquidity pool.

5%

Rewards

4%

Marketing

2%

Reflections

2%

Liquidity Pool

Vision



The global gaming market is forecast to be worth \$256.97 billion by 2025, a large portion of this revenue is generated through free-to-play games. These games are often fun, simple and addictive where success can easily be measured through high scores and the sense of personal achievement.

GameVerse aims to create original games in addition to utilising popular, proven, recognisable formulas from other titles and giving them a spin of our own. Incentivising this through a Play2Earn structure that is accessible to everyone, holder or not, helping push GameVerse into the public eye.

As GameVerse matures, we aim to develop an in-house store with skins, customisable avatars, new levels and many more. All of which can be purchased with GMV and fiat.

We will also look to develop a GameFi launchpad for our holders. As volume, exposure and revenue increase we will look to enact our long term vision to create our own games studio, which will not only develop in the crypto space, but all manner of games, spanning across all platforms.

How it Works

We will select games to be featured on our website and app. Top the leaderboards to be rewarded either in GMV or BNB which will be airdropped via our rewards wallet.

As our platform and catalogue grow, new games will be cycled into featured competitions. Daily, weekly and monthly prize pots will be up for grabs.

Pop up competitions will be held featuring a surprise game for a short period of time. This will be exclusively for holders of GMV and not available to our non-holding player base.



Expanding the Reach



Mass adoption is something every project aims to attain, yet it is one of the most elusive accomplishments in crypto. Only few projects are on the path to achieve this and many will fall by the way side.

GameVerse hopes to be one of the few who can break into the mass market through the power of gaming. We have previously mentioned in this paper that we aim to make Play2Earn accessible for everyone, even if they are not a holder of GMV.

How can this be done?

Non-holders will be able to earn rewards the same way holders do, by playing our games and topping our leaderboards.

However, if a non-holder wins a prize then they only receive 10% of the prize pot. *(This also applies to people who hold less than 0.2BNB worth of GMV and/or have never purchased GMV)* The remaining 90% will go towards our holders lottery which you can read more about on the next page.

Scams run rampant in the BSC space, the worst of those come from connecting your wallet to sites that do not have the correct security measures in place. Our games will be designed in such a way that there is no need to connect your wallet to take advantage of the Play2Earn feature. This will help appeal to the general public and ensure the crypto community feel safe and secure.

In addition, the Play2Earn feature will be optionable for players. If you do not have a wallet or do not wish to provide it then you can still play our games for entertainment. This will also help us market our games in the retail space, drive traffic to our site and apps which in turn will generate revenue via in-game purchases & advertisements.

Initially non-holder rewards will not be available as further development is needed.

Holder Benefits



More Rewards

Holders of GMV will receive greater rewards, receiving the full prizepool for topping the leaderboards and the chance to win our lotteries.

Furthermore, as part of our tokenomics 2% of every transaction is reflected back to you, proportionate to the size of your holdings.

Profit Sharing

From reading this paper you get a sense of what we are trying to achieve. When we accomplish our goals, taxes from trading GMV will not be our only source of income and will result in profit being received through various different avenues. A Portion of this profit will purchase BNB, BuyBack GMV and redistribute this to our holders.

Launchpad

As GameVerse becomes more established we will look to develop a GameFi launchpad where new crypto projects can launch their token through GMV. These projects will be pre-vetted, audited and KYC'd to ensure security for investors. This will be a tiered structure allowing holders to contribute varying amounts based on their GameVerse holdings.

Lottery

To reward our holders we will have daily, weekly and monthly lotteries. *(daily lotteries subject to volume)* Our monthly lotteries will have the largest pool and be paid from the rewards wallet. Rules are subject to change so follow our socials to stay up to date.

Roadmap



Level 1

- Token Development
- Create Socials
- Website Development
- Build Community
- KYC & Dox
- Private Sale

Level 2

- Community Competitions
- First Game Teaser
- Whitelisted Pre-sale
- First Game Release
- Token Launch on PCS

Level 3

- Influencer Marketing
- First Rewards Paid
- Second Game Teaser
- List on CG & CMC
- Second Game Release
- Contract Audit

Level 4

- First App Release
- More Game Releases
- Develop In-Game Store
- Expand Team
- Apply for Tier 2 CEXs
- Launchpad Development

Level 5

- Launchpad Release
- More Games
- Onboard Partners
- Marketing Push
- Apply for Tier 1 CEXs
- Launch Game Studio



Thank you for taking the time to read the GameVerse Whitepaper

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Disclaimer



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Under no circumstance can the GameVerse team be held liable for a failed investment due to price dumps that were out of the team's control, nor any other type of lost investment. Always do your own research and invest responsibly. The team maintains the right to utilize the funds generated via the marketing and team wallet as they see fit for any purpose including and not limited to development and team expenses