

TGC

THE GAME COMPANY

WHITEPAPER

INTRODUCTION

THE GAME COMPANY IS A PIONEERING CLOUD-BASED VIRTUAL GAMING PLATFORM COMBINING A WEB2 APPLICATION WITH A WEB3 WALLET. IT FOCUSES ON GAMING TOURNAMENTS, WITH PROFITABILITY DRIVEN BY USER PARTICIPATION AND A NATIVE TOKEN GMRT.

DUE TO OUR A.I ENHANCED, CLOUD GAMING PLATFORM WE CAN DELIVER A NO LAG GAMEPLAY EXPERIENCE THAT ALLOWS YOU TO PLAY ANY GAME, ON ANY DEVICE, ANYWHERE IN THE WORLD.



VOTE-STAKE INSTRUMENT

**GMRT TOKENS ENABLE USERS TO VOTE FOR
TOURNAMENTS, INFLUENCING THE
DISTRIBUTION OF PLATFORM REWARDS.**

PLAY AS YOU GO

**USE GMRT TOKENS FOR FLEXIBLE, PAY-AS-
YOU-PLAY GAMING OPTIONS.**

SPECTATOR TOOL

**STAKE GMRT FOR ACCESS TO EXCLUSIVE
PLAYER DATA AND STATISTICS.**

TOURNAMENT ENTRANCE FEES

**UTILIZE GMRT TOKENS TO PAY FOR ENTRY
INTO VARIOUS GAMING TOURNAMENTS.**

FANTASY LEAGUE PARTICIPATION

**EMPLOY GMRT TOKENS TO PARTICIPATE IN
FANTASY LEAGUES WITHIN THE PLATFORM.**

IN-PLATFORM PURCHASES

**SPEND GMRT TOKENS ON A RANGE OF IN-
PLATFORM PURCHASES, INCLUDING
MERCHANDISE AND OTHER GAMING-RELATED
ITEMS.**

PLATFORM REWARDS

REWARDS ARE DISTRIBUTED IN GMRT, GENERATED FROM TOKEN SUPPLY INFLATION AND GAME ENTRY FEE REVENUE.

GAME MODES

- | **FREE-TO-PLAY (F2P): PARTICIPATION WITHOUT ENTRY FEES, SHARING IN PLATFORM REWARDS.**
- | **PAY-TO-PLAY (P2P): ENTRY FEES PAID BY PLAYERS FOR RANKED PRIZES, WITH A PORTION OF REVENUE DISTRIBUTED TO GMRT HOLDERS.**

TOURNAMENTS

SPECIAL COMPETITIVE EVENTS WHERE PLAYERS CAN USE GMRT TOKENS FOR ENTRANCE, COMPETING FOR EXCLUSIVE REWARDS AND RECOGNITION WITHIN THE GAMING COMMUNITY.

STAKING MECHANICS

- | **PLAYERS:** USE GMRT TO STAKE FOR TOURNAMENTS WITH REWARDS BASED ON TOKEN STAKE AND GAME PERFORMANCE.
- | **SPECTATORS:** STAKE GMRT FOR ACCESS TO PLAYER DATA.
- | **GLOBAL EFFECTS:** STAKING ADJUSTS THE RECYCLED GMRT FOR BURNING AND DISTRIBUTION, MODIFYING THE INFLATION CURVE.
- | **STAKE DECAY:** IMPLEMENTED TO PREVENT LARGE PLAYER DOMINATION.

CAPITAL STRUCTURE AND TOKEN ALLOCATIONS

| **TOKEN TAXONOMY:** SINGLE FUNGIBLE TOKEN SYSTEM WITH A MAXIMUM SUPPLY OF 1 BILLION GMRT TOKENS. INITIAL SUPPLY AT LAUNCH IS 89.75 MILLION GMRT TOKENS (8.975% OF MAXIMUM SUPPLY).

FUNDING ROUNDS AND VALUATIONS

- P** SEED ROUND: UP TO \$800,000 (VALUATION: \$15 MILLION, SUPPLY: 5.33%)
- L** PRIVATE ROUND: \$2 MILLION (VALUATION: \$30 MILLION, SUPPLY: 6.66%)
- A** PUBLIC ROUND: \$1 MILLION (VALUATION: \$60 MILLION, SUPPLY: 1.66%)
- Y** KOL ROUND: \$1.2 MILLION (VALUATION: \$50 MILLION, SUPPLY: 2.4 %)
- G** TOTAL SUPPLY FOR ROUNDS: 16.05%



TOKEN ALLOCATION, VESTING AND CLIFFS

CATEGORY	ALLOCATION %	% RELEASE AT TGE	CLIFF (MONTHS)	VESTING (MONTHS)	LIQUIDITY	TVL (USD)	
EXECUTION TEAM	12.50%	0%	12	30	DAILY RELEASE		
ADVISORS	7.00%	0%	6	30	DAILY RELEASE		
TREASURY	20.00%	0%	0	30	DAILY RELEASE		
STAKING REWARDS	10.50%	0%	0	60	DAILY RELEASE		
MARKETING/OPS	6.00%	0%	2	10	DAILY RELEASE		
LIQUIDITY	12.00%	60%	0	4	DAILY RELEASE		
PARTNERSHIPS	1.39%	0%	6	30	DAILY RELEASE		
ECOSYSTEM/FOUNDATION	14.56%	0%	0	12	DAILY RELEASE		
INVESTMENT ROUNDS	SEED INVESTOR	5.33%	5%	3	20	DAILY RELEASE	15,000,000
	PRIVATE INVESTOR	6.66%	7.50%	3	20	DAILY RELEASE	30,000,000
	PUBLIC INVESTOR	1.66%	15%	0	7	DAILY RELEASE	60,000,000
	KOL	2.4%	15%	0	7	DAILY RELEASE	50,000,000



ECONOMIC VALUE

THE SYSTEM ADJUSTS TO UTILIZATION THROUGH INFLATION. DYNAMIC STAKING PRIORITIZES HIGH-VALUE TOURNAMENTS TO MAXIMIZE CAPITAL VALUE.

IN CONCLUSION, THE GAME COMPANY'S INNOVATIVE INTEGRATION OF TRADITIONAL GAMING WITH BLOCKCHAIN TECHNOLOGY REPRESENTS A SIGNIFICANT LEAP FORWARD IN THE GAMING INDUSTRY. THROUGH THE USE OF GMRT TOKENS, WE AIM TO CREATE A MORE ENGAGING, DYNAMIC, AND REWARDING GAMING EXPERIENCE FOR PLAYERS WORLDWIDE. AS WE EMBARK ON THIS JOURNEY, WE INVITE THE GAMING COMMUNITY, INVESTORS, AND ENTHUSIASTS TO JOIN US IN SHAPING THE FUTURE OF DIGITAL ENTERTAINMENT. YOUR SUPPORT AND PARTICIPATION ARE CRUCIAL TO OUR MISSION OF REDEFINING GAMING FOR THE DIGITAL AGE.