

GameInfinity Whitepaper

Web3 Gaming & NFT Metaverse Platform



Acknowledgments

Version 1.6

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The whitepaper is a mode of public representation of the project and is drafted by Authors : Philip Wessel and Casper. R.

For latest project update visit : <https://t.me/gameinfinityBG>

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Introduction

GameInfinity is a Blockchain gaming metaverse to host and deploy Single-player and Multiplayer games. The platform includes a games store to download and play games and a gaming collectible NFT marketplace integrated with games.

The GameInfinity mission is to offer a friendly and lucrative Blockchain gaming experience with access to NFT's as well.

Vision

GameInfinity combines the gaming and blockchain in its most superior way and wishes to develop a passive economy to the project. We believe in the future of Blockchain and Metaverse in the gaming world and there is an opportunity now to build good reliable products and a strong economy from gaming.

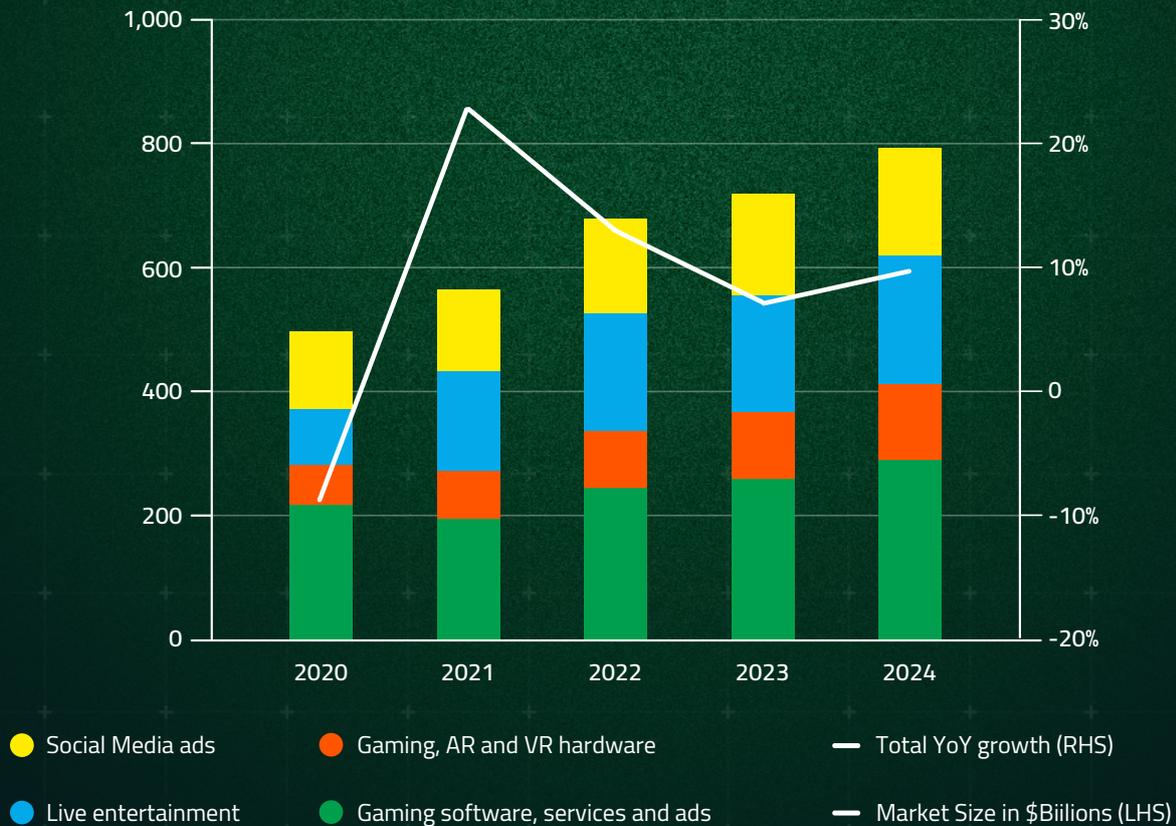
At the same time we want to create value for our token holders and provide them an identity in this revolutionary gaming world. Inline with the roadmap we will have active gamers, developers, content creators to fuel the GameInfinity metaverse.

We aim to bring all the game enthusiasts, players and developers at one panel to build, explore games of all categories on Web3 & Metaverse. The panel is also intended to generate a common sharing economy for all the active participants.

Market Statics

GameInfinity is a bilateral model that connects Gaming and Blockchain both in potential business approaches.

- The total Blockchain gaming market reached \$190 billion and expected to hit \$250 by 2023
- NFT sales in Oct 2021 surged to \$10.7 billion
- Crypto wallet holders crossed 70 M activer wallets
- DeFi tokens have reached \$35 billion in TVL
- The global gaming industry is now worth \$200 billion and expected to hit \$314 billion by 2026
- Metaverse and the Blockchain are a strong and reliable platforms to take Gaming to the next level



Project Role

The GameInfinity's aims to maximize the value of both gaming and NFT marketplace platforms. The project ultimately targets to provide token holders with authority to vote and explore features.

1. Building a global community of play-to-earn gamers who play competitively to collect in-game rewards
2. Reserve high yielding assets (games, crypto & NFT's) for the organization to generate a network based earning
3. Allow the community to participate in the project developments via voting and proposals.
4. Coordinating with gamers and developers to work on metaverse games and minting NFTs.

Business Model

With the ongoing developments in technology , the Blockchain and Metaverse is attracting more users towards going online for gaming and entertainment. GameInfinity's business model is based on a diverse gaming service and multiple use cases of our token.

Revenue Source

- **Games** : The Primary Revenue of GameInfinity will come from deploying games and leveraging Game Infinity owned NFT's.
- **NFT's** : We will create and list in-game NFT elements, characters, lands and arts. These NFT's are backed with a value and adds revenue to the creator on every trade.
- **Token Use Cases**: When Gameinfinity members utilize the tokens on playing games and trading NFT's. Every single transaction on the network will make use of native token
- **Holders & traders** : With the rise in holders and more use cases the evaluation of the project will also grow.

Team focus

The GameInfinity team will work on the following:

- Acquire new players, streamers, ambassadors, community managers, and game masters
- Incentivize participants through reward program, events, tournaments, and voting participation;
- Distribute token grants;
- Build new GameInfinity features;
- Build technology to expand its core activities of Gaming and NFT;
- Purchase virtual gaming assets.

The GameInfinity Metaverse

GameInfinity is working to present an ecosystem of gaming and NFT with Blockchain and Metaverse, a combined mechanism of AI, VR and AR which is also the future.

- **Blockchain/ Web3 gaming**

Users can play single player and multiplayer games on web3 (Online games) which is connected to a wallet and makes instant reward payments.

As of the drafting of this whitepaper we have released 2 single player games 1. 2048 and 2.Hexter and third one is to be Tic-Tac-Toe which is also in the releasing stage.

All these games can be played from the BSC wallet browser and players can use the META tokens to participate , winners get rewards directly to their wallets.

GameInfinity will also launch multi-player web3 games that allow multiple users to connect with each other and play.

- **VR / AR Gaming**

Virtual reality and Augmented reality are much anticipated terms from a long time but the existence of them in the real world is limited.

VR & AR applications are most commonly used in gaming, but now as the focus grows , more applications are taken into consideration. Social media, ecommerce sites and mobile apps have started using VR and AR to simplify and modernise their services.

Gaming with VR and AR is also a part of GameInfinity, our team is in collaboration with resources who will help us achieve this and present this to our users in a bigger way.

• Tournaments

Game tournaments are a vital part of the gaming network, the platform will allow sports and indoor games betting tournaments.

We already see cricket and football betting live and the casino will also be live in the early 2022. Live video streaming will also be a part of tournament category gaming on GameInfinity platform.

• Gaming Rewards

GameInfinity's token supply is designed to offer a satisfactory value of rewards. Every individual involved in the initial push of the project will be rewarded with GAMEIN tokens, NFT's and other crypto rewards.

Reward spots for users

- Register and Refer users to the GameInfinity
- Play games
- Hold NFT's
- Participate in governance & voting

• Game Rewards

Web3 Games :

- For single player games, the winners will receive 80% of all total funds charged for the game The
- The Referral will receive 5% immediately on participation and also 5% on winning

Tournament Games :

- Tournaments are basically betting games , that involve sports, casino and fantasy
- 80% of the total votes (Meta points) are distributed to the winner of slot or team
- 5% will be distributed to the referral of the participant and 5% on winning as well

• Meta Points

Meta Points (MTP) is the Gameinfinity network currency for gaming, Meta Points are an unlimited supply , functionally generated points that will have a static value to be converted into GAMEIN tokens.

Meta points hold equal value and can never differ, this can also be called the Stable currency to swap between GAMEIN.

Users get rewarded with 100 Meta points on registration (whitelist reward) and also 100 meta points for each successful referral.

Use-Cases of Meta points

- Pay and Participate, Play-to-Earn games
- Winning Rewards
- Referral rewards
- Convert GAMEIN Tokens & trade
- Reserve NFT;s

Economical Approach

GameInfinity economy is designed to be balanced with necessary backup and retention in all dimensions. We want to make the GAMEIN holders feel safe about their holdings and continue using the network with the same confidence.

The GAMEIN Economy

- Reserving 30% of Liquidity for 4 years span when the listing phase begins
- Backing up NFT's with GAMEIN and GameInfinity reserve
- 100% of token will be into existence unless the necessary burning is required
- Arbitrage yielding of funds
- Invest in futuristic gaming projects
- Regular accounting, audits and reporting also involved

Fund Raising

GameInfinity needs to secure around \$1 Million to undertake all the operations to develop and run topmost metaverse and web3 gaming products.

The Gaming NFT's on the other hand will play a very important role in reserving the token value and thus the team can focus on development without

We are also inviting potential investors to participate in the Private sale through the whitelist program.

The direct investors can reach us at partners@gameinfinity.io

GAMEIN Token

Call it “ Gaming Currency” “Web3 token” “NFT token”

GAMEIN token is a BSC(Binance Smart chain) based crypto asset and the native token of GameInfinity platform. The token will be used as the major currency of the whole game infinity platform and will have multiple use cases actively.

Token Name : GAMEIN token

Symbol : GAMEIN

Network : BSC 20

Total Supply : 270 Mn (270000000 GAMEIN)

Launch : Private sale, Presale, Dex Listing , Exchange listing

The token value can be calculated as - $GAMEIN\ Token = A + B + C + \dots + Z$

- 1.A Stands to volume of games that are actively played using GAMEIN token in the network and in outside applications
- 2.B Stands for the NFT's that are being minted, listed and sold on the platforms, this also includes amount of NFT's reserved the GameInfinity team
- 3.C Stands for the no of holders and trading volume of the token on different exchange and for different purchase
- 4.The others eventually stand for the GameInfinity partnerships, events, NFT assets and game contracts.

We aim to hit 72X as the first milestone as there is also a roadmap to Launch of total of 72 Games

Note : The token and platform will also be launched in different networks preferably ERC20, Polygon, Solana, TRC, Matic .. etc.

Tokenomics & Distribution

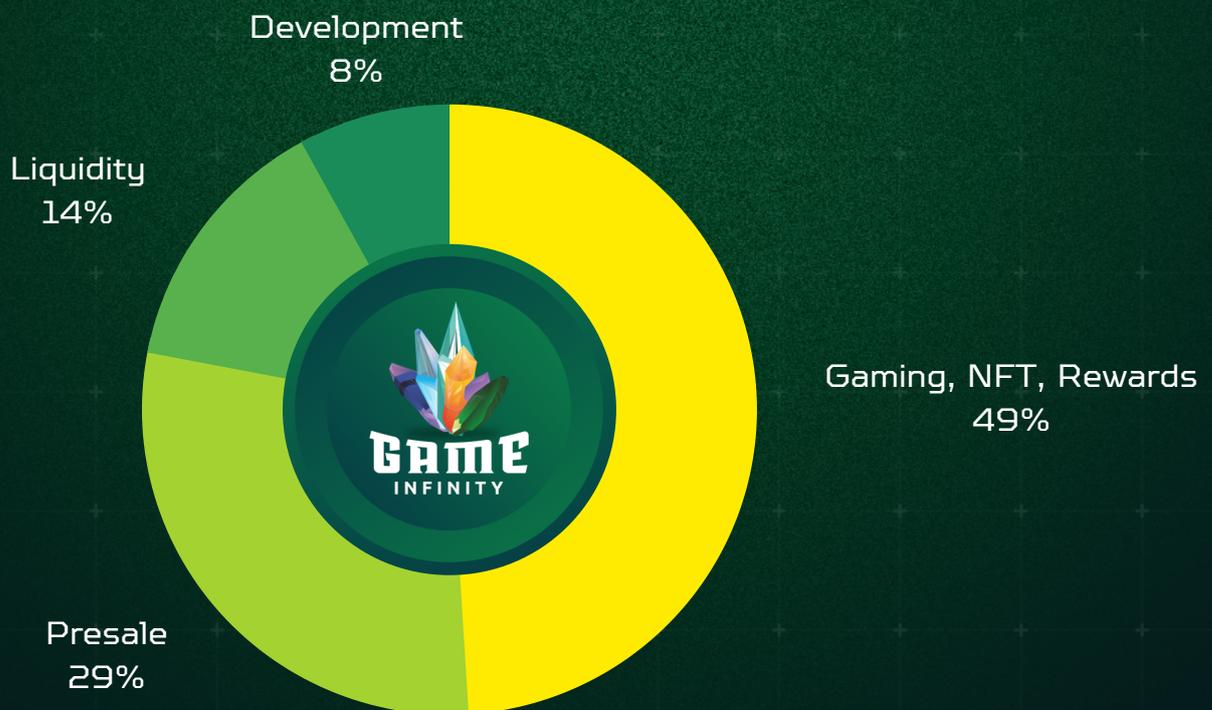
There will be a total of 270000000 GAMEIN (270 mn) minted in aggregate. Distribution of supply will occur in multiple phases scheduled at different dates and for different purposes.

There are no locking or vesting of tokens allied to the community

Allocation is as follows:

- 49% Gaming, NFT, Rewards
- 29%(4%+25%) of token will be distributed 2 phases of presale
- 14% Liquidity will be added to Dex
- 8% reserved for team and developments.

The tokens left out in the private sale and Public sale will be distributed in the Security reserve through the lock smart contract.



Roadmap

- **August 2021 - Whitepaper launch**

The Gameinfinity.io website & whitepaper was launched with the basic project information and a free access to account.

- **Sept 2021- Airdrop & Bounty Starts**

Inviting crypto and web3 gaming enthusiasts to join the success journey of GameInfinity

- **Oct-2021 - 1st Web3 Game release**

We released our first web3 game 2048 for the public play and it crossed 60,000 sessions in just 30 days.

- **Jan 2022**

Whitelist Program

Access to early adopters of GAMEIN token for simple price

Launch 2nd Game

Releasing cricket voting game, first ever Web3 game on cricket

Design Game NFT

First set of Unique in-Game NFT's designed for 2 games

- **Feb 2022**

Open Presale

Open Presale phase 1 of 4% total supply at 1 BNB=80,000 GAMEIN

Airdrop Host

Release Airdrop for social media, youtube and writers community

Partnership drive

Setup active partnership with developers, promoters and gaming platforms.

- **March 2022**

Launch Hextris Game

The 3rd Game of our Web3 gaming panel, the same metrics as 2048 game

Gamer Profile Launch

A public profile of Gamers on GameInfinity, share it and build profile value.

Update Tokenomics

Updated the airdrop and presale distribution as per the experts advice for rapid growth.

- **April 2022**

Presale Phase 2

A small raise in price for early adopters of GAMEIN, 1 BNB = 60,000 tokens

NFT Minting

Minting / presale of all in-game NFT's, the holders will only receive NFT rewards

GAMEIN Listing

Listing of GAMEIN token on PancakeSwap with a higher price than of Presale

Launch 4th game

The 4th game will boost up the token usage and platform users too.

- **May 2022**

NFT Listing

The NFT's minted will be listed in the early may with high volume announcement

Reward Distribution

Distribution of all rewards in locked fund, NFT rewards and Airdrop rewards

Launch 5th Game

More engaging game with maximum use of GAMEIN token from direct purchase.

Acknowledgements

This Whitepaer is a representation of the GameInfinity.io project, considered to be the initial support document to learn core and upward about the project.

We will keep updating the Whitepaper dynamic information in future versions.

Thanks very much to the following people for reviewing the paper and providing feedback: Simon Pon, Julien Rouviere, Bruce De la. Thanks to my excellent colleagues at GameInfintiy.io for the collaboration in building towards this. Finally, thanks to the broader Gameinfinity community for their ongoing support.
--Casper R.

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