The Gameness Whitepaper

Table of Contents

1. Legal Disclaimer **2**
1.1. Non-Liability Statement 4
1.2. Applicable Law & Jurisdiction 4
1.3. Whitepaper Revision Alert 4
2. Gameness Overview **5**
2.1. As a SuperAPP: Gameness 5
2.2. Blockchain Integration 5
2.3. Multi-Platform Support 6
3. Mission & Vision **6**
3.1. Mission 6
3.2. Vision 7
3.2.1. Short Term Vision 7
3.2.2. Long Term Vision 7
4. Market Overview **8**
4.1. Global Gaming Market 8
4.2. Esports Market 9
4.3. P2E & Crypto Market 10
5. How Gameness Work? **11**
5.1. Gameness Services & Features 12
5.1.1. Esports Teams 12
5.1.2. Tournament Organizations 12
Organizing Tournaments 12
Participating in Tournaments 15
Registering Tournaments 16
Tournament Types 17
Global Statistics & Ranking 17
Tournament Streaming 17
5.1.3. Esports Educations & Events 18
5.1.4. Guilds Support 18
5.1.5. Play-to-earn (P2E) Compatibility 19
5.1.6. Gameness Ambassadors 19
Staffs 20
Nessie 20
5.1.7. Instant Messaging Functionality 20
6. Gameness Applications **21**
6.1. Gameness Super APP 21

6.1.1. The Problems Gameness Super APP Solves 22
6.1.2. Supported Games 22
6.1.3. Gameness User Dashboard 23
6.1.4. Game Integrations 24
6.1.5. App Notifications 24
In-App Notifications 24
Push Notifications 25
6.2. Gameness Web Application 25
7. Gameness In-Platform Assets 25
7.1. $GMNS 26
7.1.2. The Primary Utilities of $GMNS 26
Medium of Exchanges - Payment 26
Play-to-earn (P2E) Incentives 27
Gameness Governance 27
Esports Tournaments 27
Gameness Marketplaces 27
Gameness Privileges 28
Sponsorship/Partnership Benefits 28
Staking, Farming & Trading Incentives 28
7.1.3. $GMNS Tokenomics 29
7.2. Gameness NFTs 29
7.2.1. Base NFTs 29
Base Points 30
7.2.2. Trophy House NFTs 31
7.3. Blockchain Technology 31
7.3.1. $GMNS Technology 31
7.3.2. Technology of Gameness NFTs 32
7.3.3. Security & Audits 32
8. Gameness DRM Wallet 33
9. Gameness DAO 34
10. Gameness Roadmap 35
14. Thank You! 36

1. Legal Disclaimer

The information given in this whitepaper may be updated or changed and should not be interpreted as a commitment, promise, or guarantee by Gameness or any other person or organisation mentioned in this document regarding the future availability of services related to the use of tokens, platforms or the asset's future performance or value. None of the content in this whitepaper or on the Project website is an offer of a security or any other financial

instrument related to any company, including the platforms that back the Gameness team or any associated companies. This material does not provide advice to purchase, sell, trade or solicit any offer by the token provider to purchase $GMNS tokens, nor should it form the basis of any contract or investment decision.

The sale and transfer of $GMNS tokens will be performed by Gameness platform, and the proceeds of the sale will fund the cryptocurrency projects, businesses, and operations described in this document. No person is required to enter into any binding legal commitment regarding theornd, or purchase of $GMNS tokens. Any agreement between the Token Provider and a purchaser concerning the sale and purchase of $GMNS tokens will be governed solely by a separate set of documents outlining the terms and conditions of such agreement. If you are a citizen, resident, or green card holder of certain countries, including the USA, China, Singapore, Iran, and North Korea, you are not eligible to purchase $GMNS tokens in the $GMNS ICO/IDO events.

No regulatory or official authority has approved or examined the information presented on the Gameness website or in this whitepaper, and no such action will be taken under the laws or regulatory requirements of any jurisdiction.

The publication, distribution, or dissemination of any content in this whitepaper or on the Gameness website does not imply compliance with the laws, regulatory requirements, or rules of any specific country. The whitepaper, the token sale website, platforms or any copy thereof must not be transmitted to any country where distribution or dissemination of this document is prohibited or restricted.

Purchasers of $GMNS tokens should consider the risks and uncertainties associated with the ICO/IDO, including the potential loss of value of the issued token, which may result in a complete, partial loss of its value, as well as the businesses and operations of Gameness platform and/or the Token Provider.

1.1. Non-Liability Statement

Gameness platform and/or the token provider accountable for operating the platform website wants to make it clear that they cannot be held liable for any indirect or consequential losses, whether they be contractual or not. This includes but is not limited to losses in any revenue, or profits, and the loss of any data or use of services. This applies to any reliance placed on the pre-sale, initial token sale or whitepaper, and regardless of the laws, regulations or rules that apply. The companies strive to ensure the accuracy and reliability of their information, but users should be aware of the risks involved and make their own informed decisions.

1.2. Applicable Law & Jurisdiction

In case of any dispute, legal action, or controversy arising from the pre-sale, ICO/IDO, the token sale processes, this website, platform or any material associated with it, including links, information, or access provided through the Gameness website, the governing law shall be that of Great Britain. The legal authorities, courts of Great Britain shall have exclusive and sole jurisdiction over such matters.

1.3. Whitepaper Revision Alert

The whitepaper shall undergo regular updates pursuant to the enhancements made to Gameness platform, changes to $GMNS token economy model for ensuring the sustainability of Gameness platform, different revenue, incentive models added over time for the participants, and the improvements in the roadmap.

Announcements regarding the improvements and changes made to Gameness Whitepaper shall be continuously published on platform website, social media, and communities.

Stay informed about latest updates on Gameness Whitepaper and Platform by following Gameness official website and official social media accounts.

2. Gameness Overview

2.1. As a SuperAPP: Gameness

Gameness is a SuperAPP, multi-purpose application developed by an experienced team in esports, gaming and, Web3 industry aiming to bridge all the stakeholders of the esports and gaming world in one SuperAPP. Gameness It is the first play-to-earn (P2E) based esports SuperAPP.

As esports and gaming are very intertwined and complementary concepts, Gameness aims to bring together the developers, applications, players of esports and gaming ecosystems and other industry stakeholders who want to take part in this world, through the SuperAPP it has developed with tournaments, events, trainings and many in-app developed services.

2.2. Blockchain Integration

Blockchain technology, which is a revolutionary technology with its fast, secure, peer-to-peer, low transaction fee and 100% ownership infrastructure by end users, has transformed and continues to transform many sectors, especially the financial sector. Blockchain technology has also transformed the gaming industry in recent years with the tokenization of all in-game assets, levels and profiles with models conceptualized as play-to-earn (P2E).

As an esports and gaming-based platform, Gameness aims to realize the potential arising from the mergence of the blockchain and gaming industry, with the blockchain integration to its platform and the blockchain-based assets and applications Gameness will offer.

While Gameness will integrate blockchain-based NFTs (Non Fungible Token) as proof-of-ownership to its platform and present many unique or limited assets on its platform in NFT form, it will offer blockchain-based $GMNS token and other integrated app tokens to its users on its platform as incentive models and in-app revenue and payment method.

$GMNS token is the native token of the platform that will be used primarily for Gameness governance and in-app payment. In addition to the governance and payment functions, in-app utility will be added to the $GMNS token with products and models such as play-to-earn (P2E), staking.

With the aim of provide an effective platform experience, in addition to the $GMNS token and other in-app crypto assets, Gameness will plan to offer its users the opportunity to use in-app fiat on-ramp & off-ramp transactions over time with the payment service provider integrations it will make with.

Gameness will do not only asset-based blockchain integrations, but also dApp-based blockchain integrations such as decentralized NFT marketplaces, trading and staking services. Ultimately, it is aimed to make the largest number of blockchain integrations to reach the largest blockchain gaming communities and being a multi-chain platform.

2.3. Multi-Platform Support

Gameness will support PC (Windows, Mac OS), mobile (IOS, Android), console and VR games at platform level.

Gameness will continue to regularly integrate the latest technologies into its platform and develop it in line with the latest gaming technologies and the most up-to-date system requirements.

3. Mission & Vision

3.1. Mission

We aim to bring together all the aspects of the gaming and esports ecosystem in one inclusive SuperAPP, Gameness. Aiming to maximize UX with a unique, seamless user experience, our platform will utilize the potential of blockchain technology while providing gamers and esports enthusiasts with opportunities to compete, connect and earn rewards through

play-to-earn (P2E) models and other prizes and incentives. We believe Gameness will change the way people interact with gaming and esports, and build an inclusive, permissionless and 24/7 accessible environment across many applications with the power of blockchain technology.

Join us to take the esports and gaming experience to the next level with the Web3 revolution by merging it Web2!

3.2. Vision

3.2.1. Short Term Vision

Our short-term vision is to bring our applications to life on the Gameness platform, providing a wide range of services and features for gamers and esports enthusiasts, reaching and connecting esports and gaming communities in a wide framework, having a seamless user experience and meeting all the needs of gamers and esports enthusiasts.

After we launch the Gameness platform, we will achieve our mission to stay ahead of the competition by improving our platform and applications by constantly receiving feedback from the community and conducting UX surveys.

3.2.2. Long Term Vision

Our long-term vision is to empower all stakeholders of the esports and gaming ecosystem by utilizing the potential of blockchain technology and transform the gaming and esports industry by combining the power of Web2 and Web3 in the SuperAPP we have developed.

One of our most important visions is to build a decentralized ecosystem that our users can access 24/7, permissionless, while combining Web2 and Web3 applications in our SuperAPP.

We will empower all Gameness participants through cutting-edge technology, innovative applications, play-to-earn (P2E) and other incentive models that we have developed, and unique services we will offer unmatched in the industry, while enabling our individual users, gamers and communities to develop and monetize their skills. In addition to play-to-earn

(P2E) incentives, compete-to-earn models will be implemented in-app, in which esports and blockchain-based incentives will be composited.

We will expand our user base to global scale by continuously improving our platform and collaborating, partnering and integrating with major gaming, esports and, Web3 platforms to strengthen our communities.

4. Market Overview

In this section, the size of the market in which Gameness operates will be revealed through the data on the markets related to the services and applications to be provided by the Gameness platform. Based on these data, a projection will be made to the market value potential that Gameness will reach.

4.1. Global Gaming Market

The gaming market has seen significant growth, especially in 2020 and 2021, the years with lockdowns caused by COVID-19. Although there is a relatively small decrease in the revenue projection in various studies in 2022 compared to 2021, the growth in the industry and the potential to support this growth are outstanding.

In the report named 2022 Global Games Market Report published by Newzoo in November 2022, it is stated that the total number of players in 2022 is approximately 3.198 million, an increase of 4.6% compared to the previous year. Middle East & Africa leads the way with 488 million players. After Middle East & Africa, Europe comes next with 430 million players and Latin America with 315 million players.[1]

Another important point in Newzoo's report is that the global games market generated $184.4 billion in revenue as a projection for 2022. Mobile games have the biggest share in this revenue with $92.2 billion. Mobile games are followed by console games with $51.8 billion

[1] The Games Market in 2022: The Year in Numbers, Newzoo, Dec 2022, https://newzoo.com/resources/blog/the-games-market-in-2022-the-year-in-numbers#:~:text=For%20the%20first%20time%20since,%2D4.3%25%20year%20on%20year

in revenue, PC games (downloaded / boxed) with $38.2 billion in revenue, and browser PC games with $2.3 billion in revenue.

In a study published by Statista[2], the projection that the Video Games market will generate $384.9 billion in revenue by 2023 and that this number will reach $521.6 billion with an annual growth of 7.89% by 2027 has been shared.

4.2. Esports Market

Although esports is included in the gaming concept, which is an umbrella concept, it differs in gaming as video games that can be played solo or as a team with its competitive nature. Esports has come to the fore as a separate sector in gaming in recent years. COVID-19 has an important impact on this.

According to the report titled "2023 Esports in Asia and MENA" (May 2023)[3] published by Niko Partners, the game-market analytics firm focusing on MENA and Asia, the esports market generated $1.3 billion in revenue and the largest share in this revenue belongs to Asia and MENA regions with 56%. In the year in review esports report[4] published by Newzoo in 2022, the projection of esports 2022 revenue was expressed as $1.38 billion.

In the projection made by Statista, it is stated that the esports market revenue will reach approximately $1.6 billion in 2023 and will reach approximately $2.2 billion by 2027 with an annual average increase of 8.31%.

Projections made by different authorities and analyticl firms, both as esports revenue projections for 2022 and as esports revenue in the next 5 years, are generally quite close to the above figures with similar annual growth rates.

---

[2] Video Games - Worldwide, Statista, May 2023, https://www.statista.com/outlook/dmo/digital-media/video-games/worldwide

[3] Esports In Asia And MENA, Niko Partners, May 2023, https://nikopartners.com/esports-in-asia-and-mena/

[4] Newzoo's Global Esports & Live Streaming Market Report 2022, Newzoo, Apr 2022, https://newzoo.com/resources/trend-reports/newzoo-global-esports-live-streaming-market-report-2022-free-version

In the study published by Statista, it is estimated that the 2022 esports audience is 532 million, with this number predicted to rise to over 640 million by 2025.

Market researches on esports reveals that the growth rate and income generation potential of this sector is quite high in the upcoming years and this sector is at a very early stage.

4.3. P2E & Crypto Market

Although the cryptocurrencies that entered our lives after the Bitcoin blockchain network became live in January 2009, it has reached the level of about $3 trillion in the last quarter of 2021, although it has a history of just over 10 years.

Rather than increasing the price or market value of cryptocurrencies, the novel and promising use cases of blockchain technology accelerated Web3 and we met with many innovative concepts such as DeFi, DAO, NFT, GameFi. Although the concept of Metaverse is not just a crypto and blockchain related concept, it has a strong trend with NFT and crypto asset-based blockchain integration.

The play-to-earn (P2E) based GameFi (Game Finance) concept is a key component of the Gameness platform. As stated above, in line with GameFi, different concepts such as compete-to-earn will be presented to gamers and esports enthusiasts on the Gameness platform.

GameFi is a concept used synonymously with models called play-to-earn (P2E). Games with play-to-earn (P2E) mechanisms are game models in which in-game assets are tokenized based on NFTs, and in-game tokens gain utility in in-game payment and incentive models. Therefore, play-to-earn (P2E) models are highly correlated with both the NFT market and the cryptocurrency market.

According to data from blockchain-based on-chain data analytics company DappRadar[5], the on-chain NFT transaction volume for 2022 remained virtually unchanged at $24.7 billion compared to the previous year. Despite the sharp declines in all markets and in the

[5] Behavior Report – What Do Consumers Want from NFTs?,
DappRadar, Feb 2023, https://dappradar.com/blog/behavior-report-what-do-consumers-want-from-nfts

cryptocurrency market in general, the strong standing of the NFT market is an important data that reveals the potential and resilience of this market. In addition, according to DappRadar data, total NFT sales increased by 67% to 107 million in 2022.

Play-to-earn (P2E) based GameFi projects continued to be the driving force of the industry in 2022, when significant crises and declines were experienced, and continued to receive significant investments from VCs and achieve significant valuations, while investments in general declined. Undoubtedly, it is an important factor that this concept merges the potential of both the blockchain and the gaming industry.

The following data about blockchain gaming are included in the 2022 Industry Overview report prepared by DappRadar and BGA Games[6];

- GameFi projects account for 52% of all blockchain-based on-chain activity,
- In 2022, an average of 1.13 million unique blockchain addresses were connected to GameFi projects per day, and this figure corresponds to an increase of 60% compared to 2021,
- On-chain game transactions reached 7.4 billion, an increase of 37% compared to 2021, which corresponds to an increase of 3,260% from 2020,
- In 2022, GameFi and metaverse projects received $7.6 billion investment from VCs and this increase was 59% compared to the previous year.

Gameness With its mission and vision, it will position its platform and services at the core of esports, traditional gaming and blockchain gaming, and will open a new way with its novel, competitive products by realizing the market potential that will arise from the intersection of these concepts.

5. How Gameness Work?

Gameness platform, as stated above, will offer gamers, esports entrepreneurs and other stakeholders who want to take part in this ecosystem for different purposes, the opportunity

[6] DappRadar x BGA Games Report – 2022 Overview, DappRadar, Jan 2023, https://dappradar.com/blog/dappradar-x-bga-games-report-2022-overview

to engage with different features and services through a single platform with the Super APP it has developed.

In this section, the services to be provided by Gameness and the features of the platform will be explained, but these features and services will be constantly increased, developed and optimized in line with Gameness's mission, so the features and services mentioned here are not final.

5.1. Gameness Services & Features

5.1.1. Esports Teams

Gameness allows creating permissionless esports teams on its platform in align with Gameness’s mission to evolve into a decentralized, permissionless app.

Gameness participants, users can easily create esports teams on the platform in align with basic requirements.

5.1.2. Tournament Organizations

One of the most important features of the Gameness platform is that it offers its users tools for professional tournament organizations within the platform.

Organizing Tournaments

Gameness users like gamers, esports teams, agencies, professional tournament organizers, university clubs, game publishers will be able to prepare tournaments. The tournament organization functions allow the organizer to access professional tournament organization tools and hyper-granular settings that enable the end user to design tournaments of any level of complexity and quality.

When creating a tournament, the organizer must specify a tournament name, pick the game, add a description and establish the rules of the tournament.

Tournaments can be customized with the organizer's branding and logo.

Tournaments will have a minimum and maximum number of participants. Participation in tournaments may be restricted based on country/region/state or tier, level based on users under certain conditions.

The organizer can never set an entry fee. Entry fee will automatically be free of charge by default.

When there are not enough participants for a tournament, the final decision will be made based on the tournament organizer's rule booklet.

If the final decision regarding the insufficient number of participants is considered unfair or wrong, the following options will be offered to the organizer.

- Alter the date of the tournament to give more time for the participant slots to fill up. In this case, participants will be notified and will be given the option to re-confirm the new scheduled time.
- Drop the minimum requirement, in this case, existing participants will be notified and given the option to reconfirm under the new conditions.
- Cancel the tournament, in this case, existing participants will be notified, and may be given the option to overtake the tournament as the new organizer to ensure the tournament takes place.

Tournament license is owned by the organizer, but the final decision will be made by Gameness. In case of cancellation of tournaments for various reasons, organization's license can be confiscated.

The organizer will be able to set a start time and an end time. The organizer can set the registration period to be closed some time before the tournament start time (e.g., 6-12-24 or 48 hours before).

Timing and scheduling of subsequesnt rounds in tournament are also set by the organizer. Gameness provides the organizer with the capability to establish rules for subsequent rounds, which can be announced to all participants in advance to ensure they are aware of it. Additionally, the platform allows the organizer to set the starting time for subsequent rounds only after the completion of subsequent rounds, giving players an opportunity to take a break and reorganize.

The participants will be informed in advance about the timing, format and, general structure of subsequent rounds, enabling them to willingly acknowledge the tournament's framework their participation.

The following concepts are key to the organizational procedure of the tournaments for the application.

- Portfolio
- Rule Book
- Tournament Formats
- Tournament License
- Structures
- Estimated Participation
- Invitations
- Sponsors
- Stages / Rounds
- Fixtures
- Winning
- Payouts
- Broadcast
- Hosts

Different options, including but not limited to the above, may be decided upon by Gameness.

The organizer can only organize the tournament with invited teams and it is necessary to contact the related teams for the relevant tournament.

Tournament rules, prize pool distribution will be determined by the organizer at the beginning of the tournament. Sponsored prizes will be allowed in tournaments. Tournament sponsors can contribute to the prize pool with NFT or other assets.

Since Gameness will support a large number of game types, the rules will differ depending on the type of game played. This includes the duration of a tournament, the number of matches in the tournament, its duration, conditions, conditions for a player or group of players to moves to the next round, and many other features.

Participating in Tournaments

To access the services and features offered by Gameness, users are required to download and install the Gameness Super APP, available on the Google Play Store (Android), App Store (IOS) and, Huawei (HarmonyOS) .

Gameness app will also support tablets in the future such as iPads. Gameness will support different platforms including PC (Windows, Mac OS), mobile (IOS, Android), console and, VR in general.

After installing the Gameness application, only users who have completed the registration process can access the platform.

Users can register with social login or after filling out a form that asks for information such as name, location, age, preferred games etc. along with users' emails. After registration, users must verify with a 6-digit code sent to their e-mail or phone as e-mail or SMS.

In the future, with the blockchain-based wallet integrations (Web3 integration), users will be able to login and register on the Gameness platform with their Web3 identity.

After completing the registration process, users can upload profile pictures associated with their accounts to the platform and enter their bio. User profiles contain the following information and features:

- User profile photo
- Teams profile
- DRM Wallet
- The full history of tournaments a user has participated in or is registered for
- Win/loss ratio per game
- KDA ratio per game
- Number of games played
- NFT gallery that shows the NFTs the user has won in tournaments
- Any badges associated with tournaments
- Follow and subscribe to notifications functionality
- Add friend functionality
- Report functionality

Users can also create teams and invite other players to their teams via their profiles.

Registering Tournaments

After registering to the Gameness platform, users can search for the tournaments they want to compete through the search bar on the home screen.

After users find the tournaments via the search bar that they want to compete in, they can access the following details about the tournaments:

- Game title
- Tournament calendar
- Number of max competitors
- The tournament format (e.g. single or double elimination, swiss, ladder, time trials etc.)
- Rules

- Prizes
- Participants
- Results
- Tournament brackets
- Tournament details
- Sponsor details

After finding the competitions that the user wants to compete in, examining the details and deciding to participate in a competition, it is enough to click on a "join" button.

Tournament Types

Gameness platform will support multiple tournament formats like ladder, swiss time trials, control points, single and double elimination, round-robin etc. Tournaments can be prepared in different formats like player vs player; team vs. team tournaments.

Gameness will allow esports, guilds, play-to-earn (P2E) based tournaments on its platform.

Global Statistics & Ranking

Gameness will monitor and publicize global statistical data related to tournaments, including metrics such as the aggregate count of tournaments participated in, player rankings based on tournaments won, guild rankings based on player win-loss ratios, number of tournaments entered, and highest earnings, among various other parameters. An important part of these statistics will be recorded on the blockchain for enhanced transparency and integrity.

Tournament Streaming

All live broadcast rights of the tournaments will belong to Gameness.

Live broadcasts can be on different channels and in different languages. Gameness reserves the rights of the languages it will broadcast live in.

Users will need referees' permission to open their own live streams.

5.1.3. Esports Educations & Events

One of the most important goals of Gameness is to continuously contribute to the development of the gaming and esports ecosystems and take the esports and gaming experience to the next level. To achieve this goal, the Gameness platform will allow education events, especially esports training, on its platform.

Gameness will provide tools that allow creating and participating in digital and physical events.

Gameness will provide a strong community and platform infrastructure for organizers of training and similar events.

5.1.4. Guilds Support

Gameness will allow its users to create guilds, join guilds and organize guilds tournaments on its platform.

Gameness will have an integrated guild ranking system based on player win-loss ratios, tournaments entered, comparative number of winnings and other performance metrics and user will be able to check the list in real-time.

The guild ranking system will include the following features:

- A leaderboard that tracks guild performance as an aggregate of guild members' win/loss ratios
- Guild tournament creation
- Guild applications.

5.1.5. Play-to-earn (P2E) Compatibility

In line with the blockchain gaming, GameFi concept, the Gameness platform will offer its users unique earning opportunities and incentives with blockchain integration, blockchain-based assets and play-to-earn (P2E) models. As an important point, not only play-to-earn (P2E) based blockchain gaming, but also traditional gaming and esports gamers will benefit from on-platform NFT, token and cash incentives.

Gameness platform features a bridge function for competitive play-to-earn (P2E) games for tournaments and other related events. Through Gameness, gamers can easily and directly interact with integrated P2E games.

Gameness users can apply to guilds from the guild list for different revenues, apply to teams or create a team for free and participate in all tournaments for free and win prizes. Gameness does not charge any fees for P2E revenues generated by its users.

Users can win prizes by predicting who will win in tournaments and participating in polls.

play-to-earn (P2E) based rewards on the Gameness platform can be in the form of NFT, $GMNS token, other integrated tokens and, cash.

Prizes and in-platform incentives will vary based on tournament organizers, sponsors and the nature of the tournament. Gameness reserves the rights to which incentives it will distribute.

5.1.6. Gameness Ambassadors

Gameness ambassadors act as a bridge between the community and the Gameness team, communicating decisions and requests made by the community directly to the Gameness team.

Gameness ambassadors carry out the necessary communication process for the correct understanding and resolution of the demands and complaints of the community by keeping in touch with the community and constantly listening to the community.

Gameness ambassadors develop growth strategies, build networks and lead networking events to grow the Gameness community.

Gameness ambassadors can earn rights such as free participation in events, premium user rights and the right to work at events in return for their contribution to the Gameness community, and an effective ambassador is also entitled to a salary in addition to these rights.

Staffs

Gameness staffs begin their duty by receiving training as a tournament referee. They review the rules of the tournament and ensure that the tournaments go smoothly.

In return for their services, Gameness staffs gain the right to attend events free of charge, premium user rights and the right to work at events. In addition to these rights, effective staff are also entitled to regular bonuses.

Nessies

Anyone who has staked $GMNS tokens on the Gameness platform or participated in more than 50 tournaments is considered a Nessie.

Nessie can submit their requests directly to ambassadors and have the right to vote in decision-making.

5.1.7. Instant Messaging Functionality

Supporting enhanced connectivity and collaboration within the Gameness and gaming ecosystem that take place in is a fundamental principles of Gameness.

Currently, chat functionality serves as a minimal feature for the application, specifically facilitating tournament chats to provide user-referee communication during tournaments.

In future improvements, the chat functionality will offer comprehensive support for different forms of communication, including live, direct messaging functionality for users who have established a mutual connection as "Friends," group chats including multiple participants, global game chats, and team chats for enhanced collaboration & communication.

Unlawful content such as threats, insults, humiliation, racism, gender discrimination and pornography will not be allowed in the messaging application. Such content will be regularly monitored and relevant users will be removed.

6. Gameness Applications

In line with Gameness's vision and mission, Gameness will be developed to be able to run on different platforms and many different applications on each platform in order to maximize user experience and connect different ecosystems in the most effective way.

6.1. Gameness Super APP

Gameness mobile application, Super APP, will be available on IOS (App Store), Android (Google Play Store) and, HarmonyOS (Huawei).

Gameness users will be able to participate in and create tournaments while engaging in the gaming and esports ecosystem with the Super APP.

Gameness Super APP will also be a gateway to the gaming and esports ecosystem for its users, allowing users to create their own strong communities in this ecosystem. Gameness Super APP will allow its users to communicate with Guilds and see the rank of Guilds.

The Gameness Super APP will allow the creation of education and many other events.

Gameness Super APP, with its blockchain, Web3 integration, will also function as a wallet (with their built-in DRM Wallet) and transaction platform for NFTs and other blockchain-based assets and users will be able to see their blockchain-based assets on the application in align with Gameness's play-to-earn (P2E) integration.

The Gameness Super APP will also serve as a gateway for brands to reach gamers, esports enthusiasts and their communities. Brands can sponsor tournaments, educations and other events through the Gameness Super APP. Brands can also receive exclusive tournament services aligned with their own purposes.

6.1.1. The Problems Gameness Super APP Solves

- Data management problem
- Infrastructure and organizational deficiencies in tournament processes
- Lack of sustainable projects in the crypto ecosystem (play-to-earn (P2E)), gaming and esports industry
- Lack of valuable NFTs with sustainable utilities in esports ecosystem
- The problem of bringing together the gaming, esports, and play-to-earn (P2E) communities within and separately
- Lack of effective and right communication channels between brands and the gaming ecosystem
- Lack of apps to engage with the gaming, esports and play-to-earn (P2E) ecosystems; Web2 and Web3 in one app.

6.1.2. Supported Games

Gameness Super APP is a game-agnostic platform that supports any game that meets the following criteria:

- Skill-based
- Non-Pay-to-Win
- Non-pornographic

Skill-based games are games that require a player to use their physical or mental skills to achieve a specific game result. Skills may include dexterity, hand-eye coordination, speed of execution, tactical mastery, strategic know-how, etc.

Games of chance based on precise mathematical model or imprecise randomness are not supported by Gameness. Such games are accepted by Gameness in the category of gambling games, not in the esports.

6.1.3. Gameness User Dashboard

In the Gameness Super App, there will be a dashboard where users can see their achievements, general statistics (tournaments launched, participated, awards won, levels reached, platform usage time etc.), NFTs, $GMNS tokens and other supported crypto assets owned.

By connecting their Web3 wallets to the Gameness platform, users can transfer their NFTs, $GMNSs and other crypto assets via the dashboard. Users can likewise deposit supported assets on the platform.

Users can swap their $GMNSs and supported crypto assets directly through the dashboard via integrated liquidity pools and DEXs. No additional fees will be charged by Gameness apart from the integrated liquidity pool and DEX transaction fee from users.

Without being limited to the above, new features will be added to the user dashboard and users will be able to easily access many services offered by Gameness through the user dashboard.

6.1.4. Game Integrations

The Gameness game library functions as a whitelist on the platform. It will be pre-populated with a list of approved skill-based esports games. Users will be able to request a game that is not in the library to be added to the library. The project requested to be added to the Library will be added to the platform if deemed appropriate after internal review by the Gameness team.

Games do not need to be integrated directly into the Gameness platform to be played, but many games will be directly integrated into Gameness in the future.

Teams of games that want their games to be integrated into the Gameness platform can contact Gameness. After the necessary examinations are made, exclusive integrations and activities can be planned for advanced cooperation with the projects deemed appropriate.

6.1.5. App Notifications

There are two types of notifications in Gameness Super APP, in-app notifications and push notifications that users can see on their home screen.

While the in-app notifications may also be pushed to the screen when the app is not active, the push notifications may also be used for marketing, and win-back purposes. Gameness reserves the right to use push notifications.

In-App Notifications

Users can subscribe to the following with in-app notifications:

- Other users
- Tournaments
- Matches
- Events
- Educations

Users automatically subscribe to tournaments and matches that they personally organize or participate in. Not to be limited to these, the subscribe policy can be changed by the Gameness team.

Push Notifications

Push notifications are device-level notifications that users can receive even when the Gameness app is inactive, regularly informing users of important developments regarding the platform and users' account. Push notifications are allowed by default, these notifications can be revoked by the user. To improve UX, users can turn these notifications on or off based on their category.

6.2. Gameness Web Application

Gameness web application will be released at specific time after the mobile application went live.

The Gameness web application developed for web browsers will support all tournament organization functions and many more features already in the mobile application.

The Gameness app will support many features including but not limited to:

- Overall platform statistics
- $GMNS explorer
- On-chain tournament data and results
- On-chain consensus voting results

7. Gameness In-Platform Assets

Gameness platform will support cash and crypto (NFT & coins/tokens) assets in line with the platform's function of being a bridge between Web2 and Web3 ecosystems and integrating play-to-earn (P2E) projects and community on its platform.

The main asset of the platform will be $GMNS token. However, there will be native NFTs and other crypto assets within the platform.

With $GMNS token and blockchain integrations in general, Gameness users will be provided with an permissionless, decentralized, fast, secure, scalable transaction experience.

7.1. $GMNS

As the driving force of Gameness economy, $GMNS is the native token of the Gameness ecosystem.

7.1.2. The Primary Utilities of $GMNS

As the governance token of Gameness DAO, $GMNS will give its holders the right to participate in decision making processes, while it will have many different utilities such as payment, staking, farming, and some important privileges on the Gameness.

Medium of Exchanges - Payment

$GMNS's first and most important utility is that it is the key asset of Gameness as a medium of exchange.

As a medium of exchange, $GMNS will be given a utility in all payments on the platform.

$GMNS token will be used as medium of exchange for purchases of in-game assets, items, upgrades, customization preferences and certain benefits within the platform.

Exclusive contents produced by the participants within the platform can also be accessed with $GMNS.

$GMNS's payment functionality is only available within the Gameness platform and $GMNS was not developed as a general payment asset.

Play-to-earn (P2E) Incentives

In play-to-earn (P2E) based games, in addition to external game integrations and assets associated with these integrated games, users will also be given $GMNS token rewards, and in this way, $GMNS will be given a utility.

$GMNS awards can be given for participation in a game (gameplay rewards), tournament, achievements, exclusive content produced, general performance and contribution to the relevant game or platform.

Gameness Governance

$GMNS is the governance token of the Gameness ecosystem. $GMNS token holders will have the right to vote and participate in the decision-making processes of Gameness will have a say in the future of the ecosystem by staking their $GMNSs and getting staking rewards.

Esports Tournaments

In the future, Gameness reserves the right to participate in tournaments free of charge to $GMNS holders. used by holders to participate in special tournaments (special to $GMNS holders) and take advantage of some tournament benefits.

Tournament participants, organizers and sponsors who are holders of $GMNS in esports tournaments will have some exclusive rights in the future.

Gameness Marketplaces

Within the Gameness ecosystem, virtual in-game items, assets, collectibles and many other things related to integrated games and esports tournaments can be traded with $GMNS.
Gameness will support blockchain-based decentralized marketplaces.

Gameness Privileges

$GMNS will offer its holders many privileges on the Gameness platform, including but not limited to the above. Many exclusive features offered by the Gameness platform will be exclusive to $GMNS holders.

$GMNS holders will be able to access special content related to games and tournaments, and access exclusive levels, game modes, items, characters, features specific to games.

$GMNS holders will be able to participate in in-platform loyalty events, benefit from discounts, win additional rewards, and benefit more from incentives compared to the held $GMNS amount tiers. All of this will increase engagement and encourage the Gameness community to be more active within the platform.

Holders of $GMNS will also have rights such as early access to games integrated or indirectly cooperating with the platform, and the right to participate in beta testing of games.

Sponsorship/Partnership Benefits

Those who want to sponsor tournaments in the Gameness ecosystem, who want to partner with games or who want to organize exclusive events with integrated games, specific to tournaments, or special to the Gameness community will have special privileges to hold $GMNS.

Staking, Farming & Trading Incentives

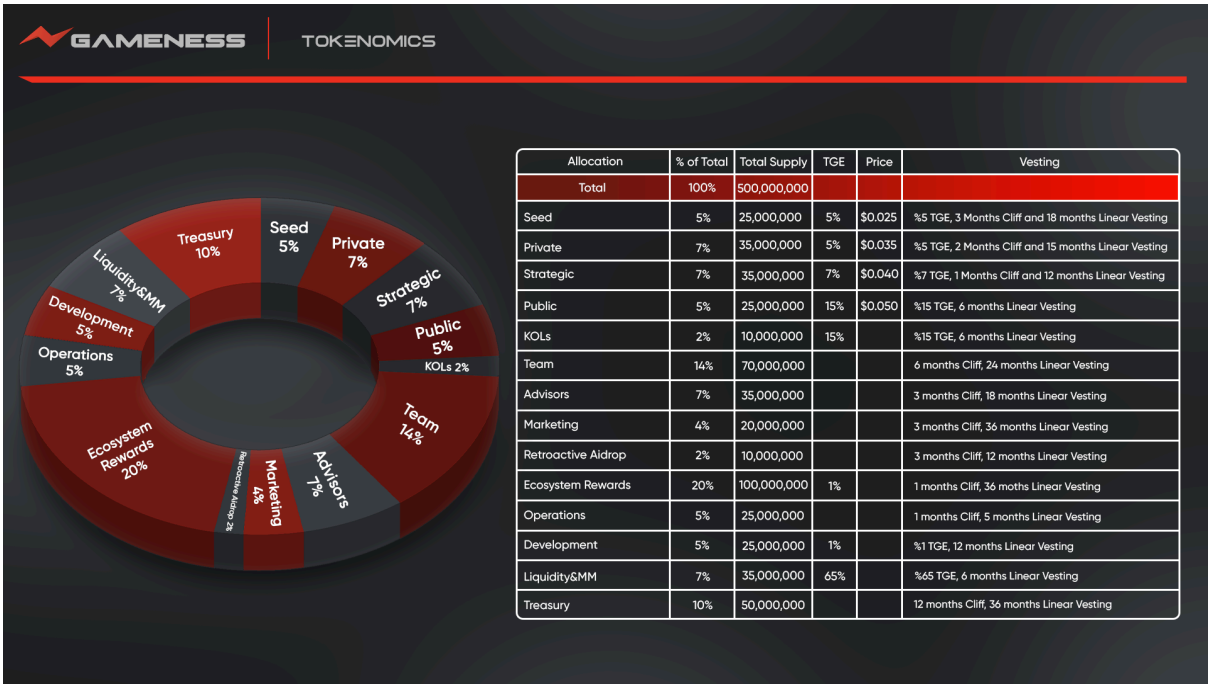
$GMNS holders will be able to earn passive income with staking, farming, associated with play-to-earn (P2E) based game integrations to Gameness or directly as a platform-based service.

According to the $GMNS trade volumes created by Gameness users in the marketplaces, users can be given trade, $GMNS reward incentives.

The above utilities are limited and there will be many more in addition to the above, but over time many new utilities will be added to $GMNS.

7.1.3. $GMNS Tokenomics

[Tokeneconomics]



Allocation	% of Total	Total Supply	TGE	Price	Vesting
Total	100%	500,000,000			
Seed	5%	25,000,000	5%	$0.025	%5 TGE, 3 Months Cliff and 18 months Linear Vesting
Private	7%	35,000,000	5%	$0.035	%5 TGE, 2 Months Cliff and 15 months Linear Vesting
Strategic	7%	35,000,000	7%	$0.040	%7 TGE, 1 Months Cliff and 12 months Linear Vesting
Public	5%	25,000,000	15%	$0.050	%15 TGE, 6 months Linear Vesting
KOLs	2%	10,000,000	15%		%15 TGE, 6 months Linear Vesting
Team	14%	70,000,000			6 months Cliff, 24 months Linear Vesting
Advisors	7%	35,000,000			3 months Cliff, 18 months Linear Vesting
Marketing	4%	20,000,000			3 months Cliff, 36 months Linear Vesting
Retroactive Aidrop	2%	10,000,000			3 months Cliff, 12 months Linear Vesting
Ecosystem Rewards	20%	100,000,000	1%		1 months Cliff, 36 moths Linear Vesting
Operations	5%	25,000,000			1 months Cliff, 5 months Linear Vesting
Development	5%	25,000,000	1%		%1 TGE, 12 months Linear Vesting
Liquidity&MM	7%	35,000,000	65%		%65 TGE, 6 months Linear Vesting
Treasury	10%	50,000,000			12 months Cliff, 36 months Linear Vesting

7.2. Gameness NFTs

NFTs will be an indispensable component of the Gameness ecosystem, compatible with play-to-earn (P2E) integrations and not limited to play-to-earn (P2E) models.

NFT collections for gamers, esports tournaments, games, special events, sponsors, partners and much more will be released on the Gameness platform. There will be NFTs representing in-game items, characters, assets associated with play-to-earn (P2E) models. All these NFTs will be traded on the decentralized marketplaces offered by the Gameness platform.

There will basically be two types of NFTs on the platform, Base NFTs and Trophy House NFTs.

7.2.1. Base NFTs

Base NFTs are the Digital IDs of every account on the Gameness platform.

Base NFTs can be understand as the Digital IDs that reference characters who have a certain level on the platform and can improve their equipment.

Base NFTs can be developed as a non-transferred Soulbound NFTs associated with IDs, profie.

Base NFT's will basically be in the form of dynamic NFT, based on the user's performance and level, with other metrics added in the future, and will show the user's current ranking and attributes.

Base NFTs allow users to:

- Keep a record of their current staking and activity scores
- Increase account level and hence increase the amount of rewards received
- Buy or win NFTs (so-called “Trophy House”) that can be equipped in the user profile to provide bonuses
- Aggregate Base points ($GMNS tokens will be used for ranking)
- Mint account-specific tokens

Base Points

The activities and achievements of each member of the Gameness platform will be measured by Base Points, which can be seen on the respective member's account, digital ID.

Base Points have 2 main purposes:

- Seasonal leaderboard ranking: season after season, Gameness members will be invited to global competitions, and those with the highest aggregated Base Points will win additional rewards in $GMNS and/or Trophy House NFTs

- Activity score: the average amount of Base Points collected in last [n]-number of months will be used as an additional activity score measurement used to upgrade user's account level and subsequently increase received rewards and bonuses.

7.2.2. Trophy House NFTs

Trophy House NFTs are another internal asset in the Gameness ecosystem. Trophy House NFTs can be traded on the internal marketplaces or rewarded to users through tournaments.

Each Trophy House will offer unique benefits to NFT Base accounts. For example:

- Champions CUP: -1% on all ecosystem fees
- Mana Potion: 1 free access to any Gameness event

The above are exemplary and Gamenessreserves the right to change and improve it.

7.3. Blockchain Technology

7.3.1. $GMNS Technology

$GMNS will first be developed as a BEP20 token on Binance Smart Chain (BSC), which stands out with its scalability, low transaction fee, fast & secure transactions and economy of the gaming ecosystem on BSC.

In line with the main vision and mission of Gameness, $GMNS will be multi-chain to bring together the blockchain gaming ecosystem and combine the gaming communities of different chains and use the potential of the gaming economy on these chains. For different chain integrations, the most suitable chains for this purpose will be prioritized.

7.3.2. Technology of Gameness NFTs

Gameness platform NFTs, like $GMNS, will be initially developed on Binance Smart Chain (BSC) due to low transaction fees, scalability, fast & secure transactions and gaming ecosystem on BSC.

ERC-721 and ERC-1155 NFT protocols will be primarily supported on the Gameness platform, and in this way, NFTs will be utilized in the most flexible way in terms of games integrated into the platform and the operation of the platform. At the same time, NFT integrations on a larger scale will be supported in this way.

In the future, different NFT protocols and different chains will be supported by the Gameness platform in line with the above purposes and multi-chain infrastructure support will be provided.

7.3.3. Security & Audits

Blockchain-based assets, marketplaces, other products, and related smart contracts developed by the Gameness platform will be subjected to strict and regular internal audits (including stress, penetration and other security tests) and audits will be made by the most reputable audit firms. The vulnerabilities detected during the audits will be patched immediately and the safest trading experience will be offered to the users.

Audit reports made by reputable organizations will be shared with the Gameness community on a regular basis.

For each upgrade made in Gameness smart contracts or for each new smart contract-based product developed, the audit process will be repeated and the security risks that may occur will be minimized.

8. Gameness DRM Wallet

Every user on the Gameness platform will have a multi-currency DRM Wallet associated with his account.

With DRM Wallets provided by the Gameness platform, users will be able to hold fungible and non-fungible crypto assets, perform transactions such as receiving and sending supported assets on supported chains internally and externally within the application, trading on marketplaces, viewing transaction history and tracking final balance.

In addition to the blockchain integration, DRM Wallet will also have fiat integration (fiat on-ramp and off-ramp) through third party payment provider integration. Thus, users will be able to make fiat deposits and withdrawals through their DRM Wallets via the relevant third parties. Gameness DRM Wallet will support all major currencies.

Users can perform the following transactions through their DRM Wallets:

- To buy $GMNS token, they can deposit fiat in their DRM Wallet, in which case the fiat will be stored in an escrow account and the corresponding $GMNS token amount will be credited to the user's account.
- When depositing cryptocurrency to buy $GMNS, the user's crypto asset is first converted to stablecoins or fiat, and then the corresponding $GMNS amount is credited to the user's account so that the user's crypto asset is not exposed to crypto market volatility.
- When the user wants to withdraw a certain amount of $GMNS in a fiat, $GMNSs are bought by the Gameness treasury and sold through the platform's liquidity pool or swapped over an external DEX.
- When the user wants to withdraw $GMNS, the desired amount of $GMNS will be sent to the address they specified.

When there is a difference between the $GMNS amount held by the users and the $GMNS amount held by the platform due to $GMNS price fluctuations, the withdrawal transactions will be balanced with the $GMNS sales made on the exchanges to prevent losses to the company. This process will be handled by liquidity programs (providing liquidity to the liquidity pools) with incentives and/or offers to the general public or DEXs.

The keys of the DRM Wallet, which are specially created for each user profile, will be stored in the platform database in a fragmented and encrypted form, with additional security protocols so that even developers and other people cannot access them apart from users who has the keys with their accounts.

In addition, apart from the DRM wallet, users will be able to connect their non-custodial Web3 wallets to the platform and use many features of the platform with their non-custodial Web3 wallets and withdraw their crypto assets to their non-custodial Web3 wallets whenever they want.

9. Gameness DAO

The core function of the Gameness DAO is to democratize the platform and empower the Gameness community by involving users in the decision-making processes that affect Gameness users. Other important functions of the DAO are to provide Gameness users with an open, transparent, accountable, participatory platform.

The DAO's governance token is $GMNS. By staking $GMNS or fulfilling other prerequisites stipulated and announced by Gameness, $GMNS holders can prepare proposals on the future of the platform or platform-related improvements, and submit it to the community for voting. Likewise, fulfilling simple prerequisites, $GMNS holders can voice their opinions and vote on any proposal submitted in the DAO.

$GMNS holders can raise any topic by preparing a proposal in the DAO on the development of the Gameness platform, esports tournaments, games to be integrated, blockchains to be

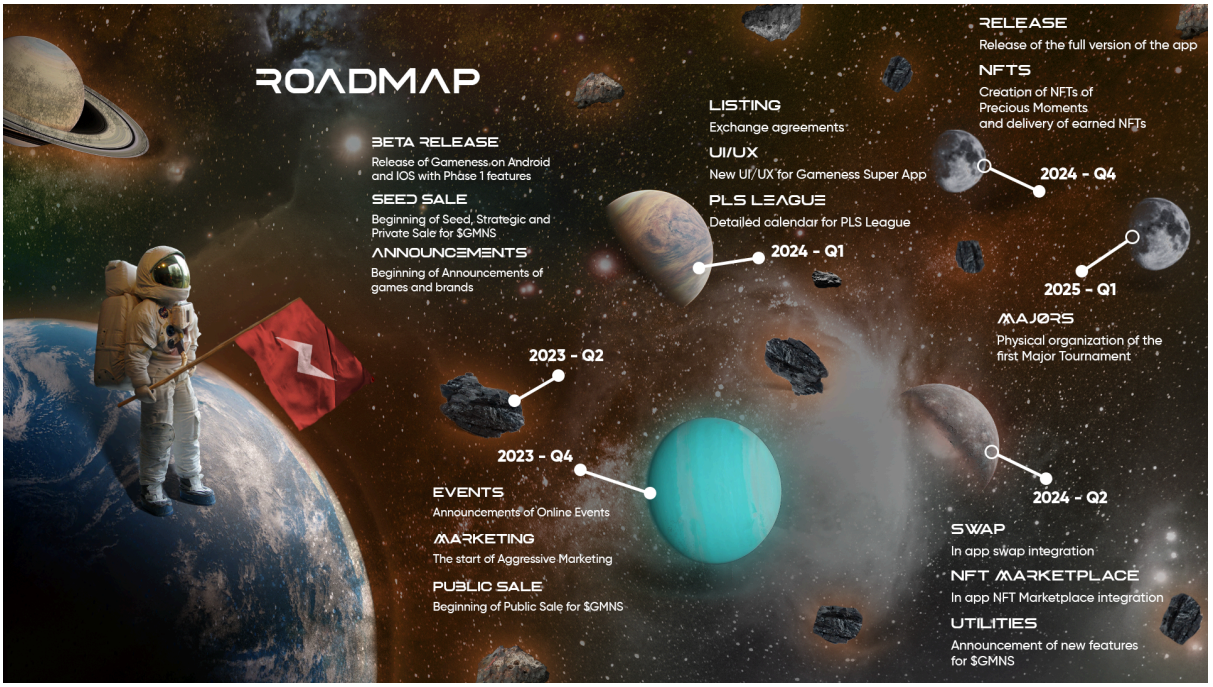
integrated, incentives and more. For example, they can decide which game to choose in a tournament through the DAO.

Incentives in the form of $GMNS can be given to users who contribute to the development of the platform with the proposals they submit in the DAO and the proposols they vote on.

Community members who add value to the Gameness ecosystem with their DAO proposols and their contributions to the community will have the status of Contributor, and Contributors will be given some additional incentives in proportion to their contributions in specific actions and quality.

In the DAO mechanism, there will be a Council that will provide support on important issues such as tournament decisions and rulebook support. Council will consist of a mix of platform staffs, community members (Gameness Ambassadors, Nessie), advisors, but not limited to those listed.

10. Gameness Roadmap



https://gameness.app/assets/images/road-map.png

14. Thank You!