



GAMSTER

WHITE PAPER

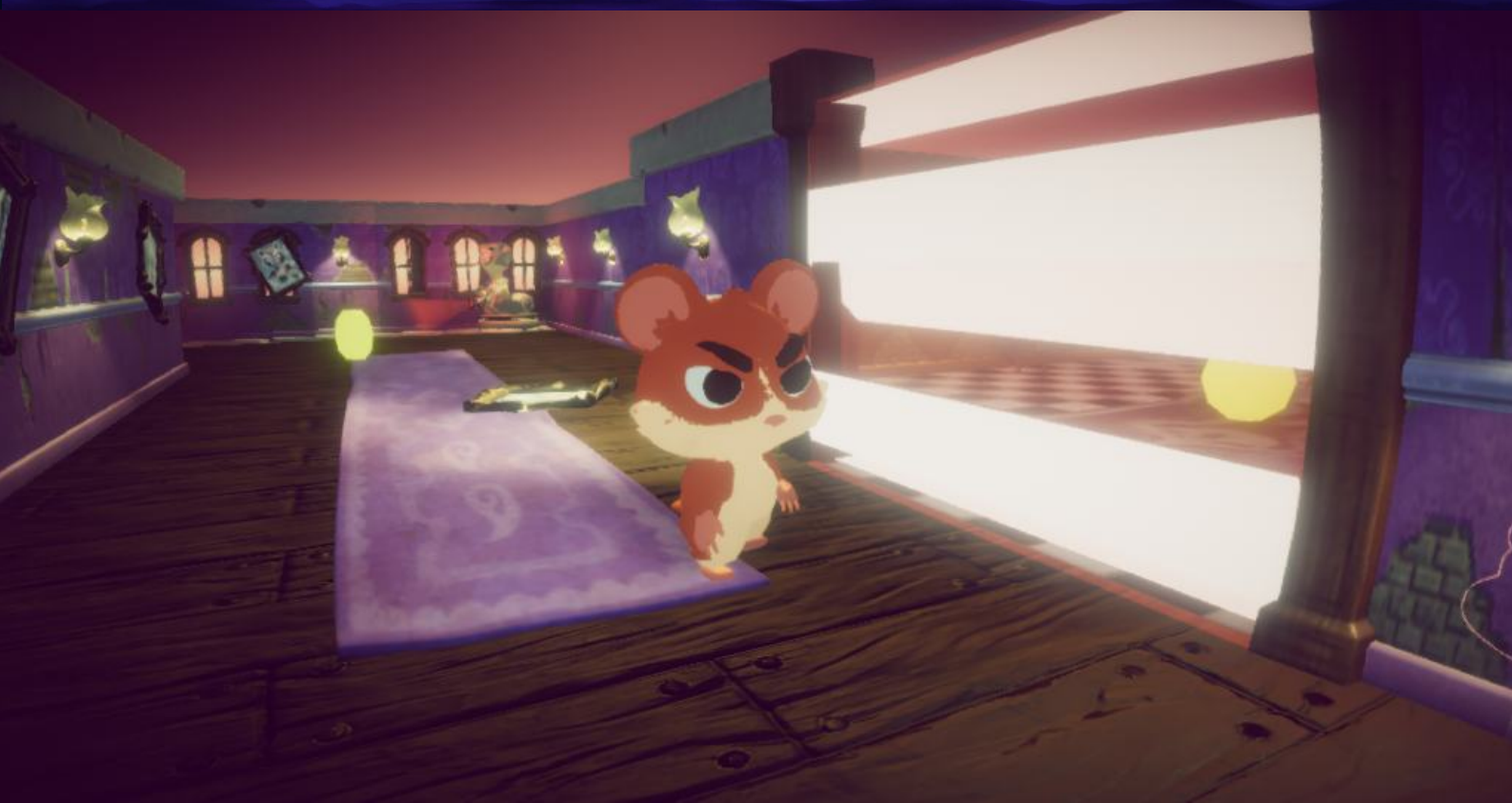
Introduction

Overview of Gamster

Gamster is a spooky adventure where you and your friends play as hamsters trying to escape a haunted mansion filled with ghostly animal spirits. Team up to gather essential items and coins, outsmart the ghosts, and find your way out. The goal is to escape while earning rewards through the Play-to-Earn concept! With its blend of adventure and strategy, Gamster is a thrilling and fun ride!

Gamplay

Our game takes place in a spooky haunted house with AI-generated levels. The dark setting makes it mysterious, and the fast-paced gameplay keeps it exciting. Players can easily move through ghosts and other obstacles, making the game both thrilling and fun.



Enemies

Snakes

Are a static enemy that just stands still. You get caught by a snake if you enter its territory.



Weasels

Are patrolling enemies which go from point A to point B and so on. You get caught if you get in their way of patrolling.



Foxes

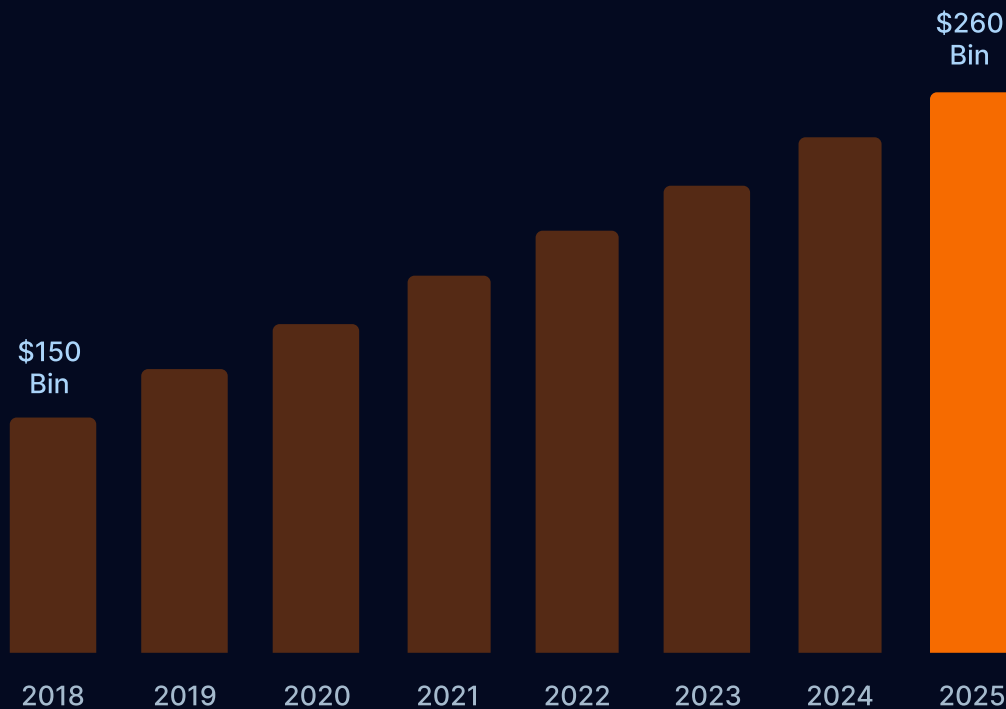
Are just like patrolling enemies, but if they see you, they start to chase you until you run away far enough for them not to see you anymore.



Market Analysis

The current gaming industry landscape

The gaming world is leveling up, set to hit \$268.8 billion by 2025, with a 9.6% annual boost. Play-to-Earn (P2E) games are the new craze, skyrocketing from \$3 billion in 2021 to \$39.7 billion by 2025. AI and cloud tech are powering up game experiences, with AI in gaming growing at a whopping 40.3% per year. Gamster is ready to ride this wave, offering an exciting and rewarding adventure for gamers everywhere



Global Gaming Market Size (2019-2025)

Opportunities and challenges

Opportunities: Gamster is poised to shine in the booming P2E (Play-to-Earn) and WEB3 gaming markets. By leveraging AI for dynamic gameplay and cloud computing for smooth performance, Gamster attracts tech-savvy players seeking fresh experiences. Its P2E model encourages active participation, fostering a loyal and potentially profitable player base.

Challenges: Despite its potential, Gamster faces challenges. The competitive gaming industry, especially in P2E and WEB3, demands constant updates and marketing to remain visible. It's crucial to ensure the AI-driven environment consistently provides high-quality, unique experiences without technical problems.

Layer 2

Layer-2 Blockchain Architecture

Gamster uses the Layer-2 Base blockchain to enhance the gaming experience with faster transaction speeds, lower fees, and better scalability. This advanced architecture seamlessly integrates AI-driven dynamic environments, ensuring smooth and efficient gameplay. By leveraging the Base blockchain, Gamster provides a more responsive and secure P2E model, enabling instant rewards and transactions.

Features and functionalities

Scalability with Base: The Layer-2 Coinbase "Base" blockchain handles a high volume of players and transactions effortlessly, ensuring smooth performance even during peak times.

AI Integration: The "Base" blockchain works seamlessly with AI, allowing for the creation of dynamic and adaptive game environments that keep players engaged and entertained.

Game Stability: The robust "Base" blockchain ensures reliable and uninterrupted gameplay, crucial for maintaining player satisfaction and continuous engagement.

\$GOIN

Utility

The \$GOIN token is vital to the Gamster ecosystem, providing practical benefits for players. With \$GOIN tokens, players can unlock special in-game items and gain advantages in the haunted house. Players can also stake \$GOIN tokens to earn extra rewards, encouraging active participation. Additionally, \$GOIN tokens are awarded for reaching in-game milestones or participating in special events.

Potential Business and Users Earning model

Players earn \$GOIN tokens by successfully escaping the haunted house. Referral bonuses reward players with tokens for inviting new users. Additionally, players earn tokens by sharing or creating content about Gamster on social media. This model encourages active participation and community growth, building a loyal player base.

Tokenomics

Round distribution, and supply

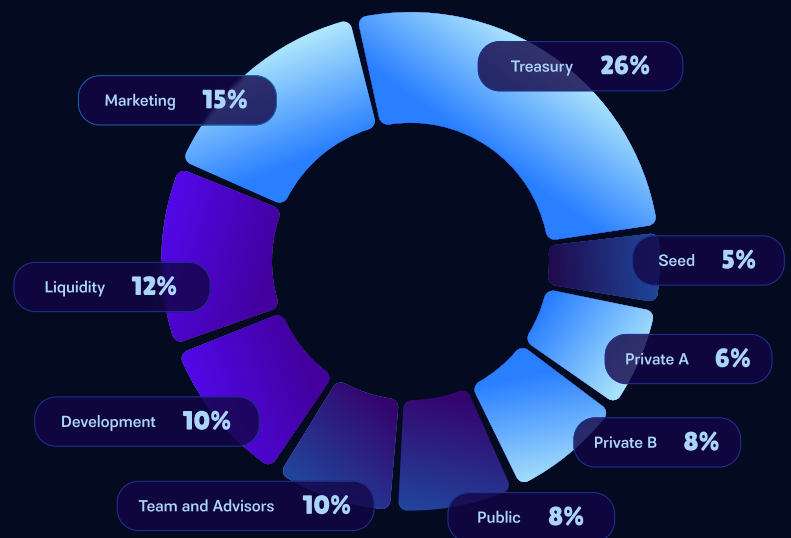
Token Name: Gamster

Symbol: GOIN

Total Supply: 1,000,000,000 GOIN

Initial Distribution

- Seed: 5%
- Private A: 6%
- Private B: 8%
- Public: 8%
- Liquidity: 12%
- Treasury: 26%
- Team and Advisors: 10%
- Development: 10%
- Marketing: 15%



Smart contract address

0x902BED84297DCC988A106d9c321dC2B682b84116

Features



Heart system

Players will have a couple of free tries to play and escape the room, certain rooms will have not only coins but hearts as well so that players can boost their health and be able to play more.



Star system

80% collected coins and a certain time threshold passed gives you 3 stars, 50% collected coins gives you 2 stars, and the passed level no matter how many coins you pick up will give you 1 star



Door system

In the third level players are introduced to the door mechanic, players will need to find a key if they want to escape the room, and with that key, they will be able to unlock the doors.

————— And many more in the future! —————