

GAMOFI

Gamofi Develop To Earn #D2E Platform
A no-code video game maker

Gamofi is a no-code video game maker that empowers a non-tech, non-gamer audience to create, share & monetize their own video games with no code and at lightning speed. Everyone can create snackable games for entertainment, educational, marketing, and training purposes with ease.

Create your own games with less coding effort and without needing to learn multiple programming languages from any device, anywhere, and everywhere. Use a desktop app, web app or mobile app. A single account gives you access to our cloud projects at any time.



DISCLAIMER

The information in this Whitepaper is subject to change or update and should not be construed as a commitment, promise or guarantee by The Gamofi or any other individual or organisation mentioned in this white paper relating to the future availability of services related to the use of the tokens or to their future performance or value.

The document does not constitute an offer or solicitation to sell shares or securities. It does not constitute or form part of and should not be construed as any offer for sale or subscription of or any invitation to buy or subscribe for any securities not should it or any part of it form the basis of or be relied upon in any connection with any contract or commitment whatsoever. The Gamofi expressly disclaims any and all responsibility for any direct or consequential loss or damage of any kind whatsoever arising directly or indirectly from reliance on any information contained in the whitepaper, any error, omission or inaccuracy in any such information.

This is not a recommendation to buy or financial advice, It is strictly informational. Do not trade or invest in any tokens, companies or entities based solely upon this information. Any investment involve substantial risks, including, but not limited to, pricing volatility, inadequate liquidity, and the potential complete loss of principal. Investors should conduct independent due diligence, with assistance from professional financial, legal and tax experts, on topics discussed in this document and develop a stand-alone judgment of the relevant markets prior to making any investment decision.

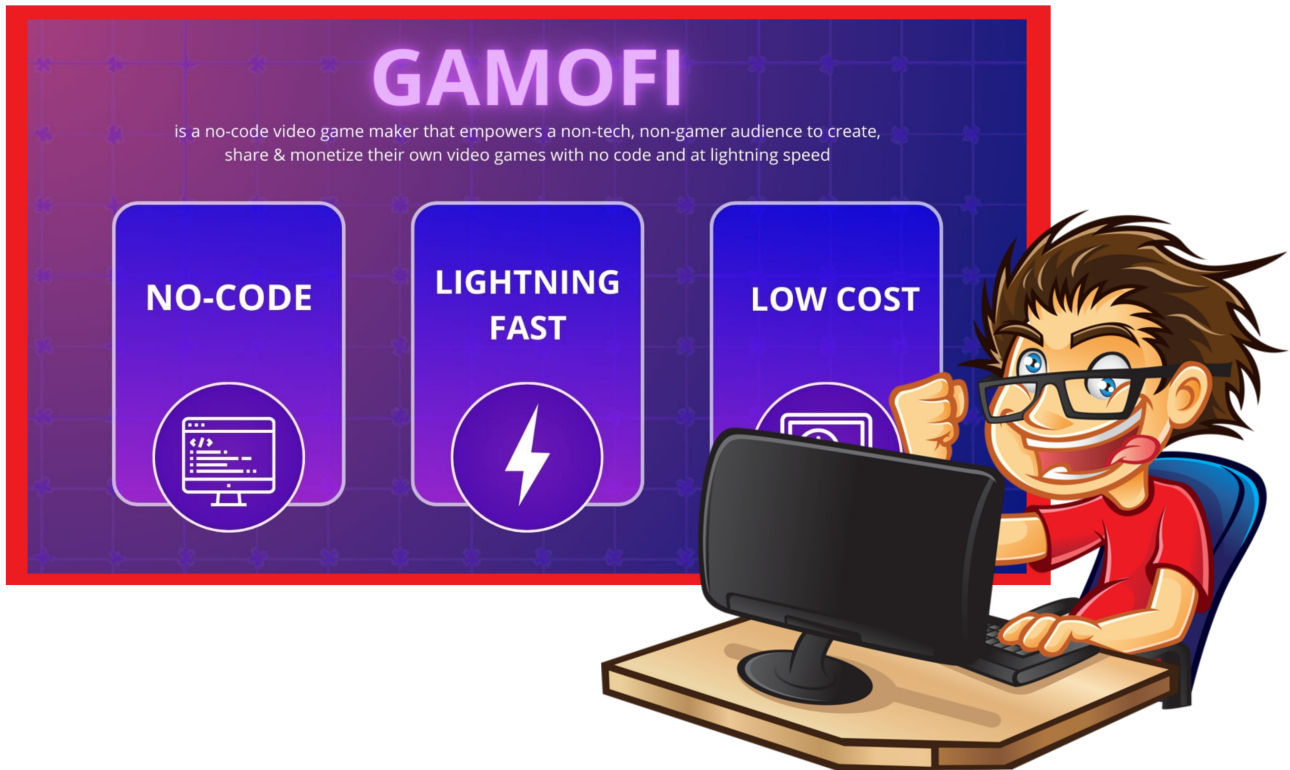
The information contained in this document may include, or incorporate by reference, forward-looking statements, which would include any statements that are not statements of historical fact. No representations or warranties are made as to the accuracy of such forward-looking statements. Any projections, forecasts and estimates contained in this document are necessarily speculative in nature and are based upon certain assumptions. These forward-looking statements may turn out to be wrong and can be affected by inaccurate assumptions or by known or unknown risks, uncertainties and other factors, most of which are beyond control. It can be expected that some or all of such forward-looking assumptions will not materialize or will vary significantly from actual results.

Table of Contents

DISCLAIMER	1
Table of Contents	2
Overview	3
Develop to Earn	4
What is GAMO and what is it used for?	5
What do we plan next?	6
The Gamofi Platform	6
The Gamofi Platform	6
Mission	6
Game Maker Overview	7
GAMO	7
GAMO Stakeholders	8
GAMO Revenue Streams	9
Benefits	10
Market Overview	11
Roadmap	12
Tokenomics	13
Conclusion	13

The Whitepaper

1. Overview



Gamofi is a no-code video game maker that empowers a non-tech, non-gamer audience to create, share & monetize their own video games with no code and at lightning speed. Everyone can create snackable games for entertainment, educational, marketing, and training purposes with ease using GAMO, the platform's utility token.

Our vision is to offer an easy no-code video game maker platform to develop own video games with no code and at lightning speed and rewarding their participation with our utility token – GAMO.

Video games are powerful communication tools. The impact they leave on our brains far transcends the virtual boundaries in which we play them.

Games have immense potential to transform industries beyond entertainment, including education, social impact, marketing, and training.

And yet, we do not see video games being mainstreamed for purposes beyond entertainment. That's because making video games is costly, complicated, and time consuming. At Gamofi, we are breaking the time, skills and cost barriers of making games!

1.1. Develop To Earn

How To Make Money Making Video Games From Gamofi Premium in-app purchases and beyond, there are many ways to monetize your game. We will explain about how to make money making video games.

1. **In-App Purchases: Mobile's New (Old) Norm**

In the world of mobile gaming, in-app purchases reign supreme. In very basic terms, in this model you get the base game for free, say, from the Google Play Store or iOS App Store. You can play for free, too. But in-game items which might make it easier or more enjoyable for you to play the game are locked behind a paywall: if you want them, you have to pay with real money.

2. **In-Game Ads: Sitting Through Commercials**

This is another staple of mobile gaming, and it consists of displaying advertisements to the player in key UI locations or moments in the game. Every time a player watches an ad, you get paid.

3. **More Options**

These aren't the only revenue options out there, but they are the most common. You can also make a game on-demand, from a client. Licensed video games are a great way of getting into the industry and making a name for yourself. And they pay you up front in a lot of cases!

You can also sell game templates and other assets on digital storefronts. But we'll touch more on that later.

1.2. What is GAMO and what is it used for?

Gamofi Token (GAMO) is an essential part of The Gamofi platform and we are working on establishing key mechanics that makes it intrinsically tied to The Gamofi platform and its value. GAMO is an ERC-20 utility token built on the Ethereum blockchain that serves as the basis for transactions within The Gamofi, and has the following uses:

Through the use of NFTs, The Gamofi users will be able to benefit from:

A. Access The Gamofi platform

Players spend GAMO in order to build games, buy equipment, or customize their Avatar character.

B. Governance

GAMO is a governance token that allows holders to participate in Governance decisions of the platform, using a DAO structure. They can exercise voting rights on key elements such as Foundation grant attributions to content and game creators and feature prioritisation on the platform Roadmap. GAMO owners can vote themselves or delegate voting rights to other players of their choice.

C. Staking

GAMO allows for staking, which allows for passive revenues: you get more GAMO by staking it. This is also the only way to get valuable Gems and Catalysts, needed for ASSET creation

F. Fee Capture model

5% of all transaction volume carried out in GAMO tokens (Transaction Fees) shall be allocated with 50% to the Staking Pool as rewards for token holders that Stake GAMO tokens and 50% to the "Foundation."

G. Foundation

The role of the Foundation is to support the ecosystem of The Gamofi, offering grants to incentivize high quality content & game production on the platform.

1.3. What do we plan next?

We have a strong product roadmap ahead and a top team to execute a strong vision to build a unique video game maker platform where players can build, own, and monetize their gaming experiences and spread the power of blockchain as the lead technology in the gaming industry.

In the short term, we will be launching the fourth GAMOLAND. This will be complemented with the SAND public launch. As such, we expect to have GAMO available for individuals and corporations in order to increase liquidity and availability of it with the main purpose to collaborate with the community growth and ecosystem flow.

In relation to the proposed GAMO offering, the community of creators and players will need to get access to GAMO. We plan to make it accessible to the community through multiple ways with controllable supply mechanisms, such as purchasing GAMO from multiple exchanges. As the community increases in terms of the number of creators, players and ASSETS exchanged in the marketplace, there might be an increased need for GAMO within the ecosystem.

2. The Gamofi Platform

Gamofi is a open-source, low cost and cross-platform game creation tool that anyone can use to create games without programming skills.

We are building a world where everyone, irrespective of their coding or design skills, can tell their story through video games. We believed in the power of video games, but everyone are not have the tools to create their own game. Gamofi is the way of transforming non-tech creatives to become empowered game makers.

2.1 Mission

Gamofi empowers everyone to engage their audience in a fun and impactful way!

Gamofi operates at the intersection of no code, hyper-casual games, web3 and social impact. Gamofi web3 layer will empower users to not only create and share their own games but also own and monetize them. Users will be able to input their own NFTs into their video games and also display them in the Gamofiverse, a virtual carnival.

2.2 Game Maker Overview

Gamofi is a open-source, low cost and cross-platform game creation tool that anyone can use to create games without programming skills.

Gamofi Game Maker allow users creating video games withno-code, zero-cost, & at lightning speed. Everyone can create snackable games for entertainment, educational, marketing, and training purposes!

Think abouta teacher who wants to make math learning fun. She can create a run & catch game, where students are catching even numbers and dodging odd numbers & having a blast.Or a small business owner looking to better engage their community.

With Gamofi Game Maker, they could effortlessly design a jigsaw puzzle revealing a new product or discount code!With Gamofi Game Maker, everyone can engage their audience in a fun and impactful way! It's the Canva for video games.

2.3 GAMO

Gamofi Token (GAMO) is an essential part of The Gamofi platform and we are working on establishing key mechanics that makes it intrinsically tied to The Gamofi platform and its value.

GAMO is an ERC-20 utility token built on the Ethereum blockchain that serves as the basis for transactions within The Gamofi, and has the following uses:

A. **Access The Gamofi platform**

Players spend GAMO in order to build games, buy equipment, or customize their Avatar character.

B. **Governance**

GAMO is a governance token that allows holders to participate in Governance decisions of the platform, using a DAO structure. They can exercise voting rights on key elements such as Foundation grant attributions to content and game creators and feature prioritisation on the platform Roadmap. GAMO owners can vote themselves or delegate voting rights to other players of their choice.

C. Staking

GAMO allows for staking, which allows for passive revenues: you get more GAMO by staking it. This is also the only way to get valuable Gems and Catalysts, needed for ASSET creation

F. Fee Capture model

5% of all transaction volume carried out in GAMO tokens (Transaction Fees) shall be allocated with 50% to the Staking Pool as rewards for token holders that Stake GAMO tokens and 50% to the "Foundation."

G. Foundation

The role of the Foundation is to support the ecosystem of The Gamofi, offering grants to incentivize high quality content & game production on the platform.

2.4 GAMO Stakeholders

We will develop a Stakeholders approach to ensure that the success of Gamofi Ecosystem. Therefore, we will set through smart contracts, that revenues generated through The Gamofi will be distributed across stakeholders to provide support to the ecosystems of creators and players as well as to provide the resources needed to grow the market and develop high quality gaming experiences.

Here is the stakeholders are:

1. Foundation Pool: Is designed to ensure that revenue generated through the game is redistributed to support the growth of the ecosystem. The token allocation of this Foundation pool will be progressively decentralised as we implement a DAO/Community driven solution towards a decentralized model for the benefit of the token ecosystem.
2. Staking Pool: Is designed to provide incentives to token holders who are actively locking their funds in smart contracts. Its governance will migrate from a centralized decision on year 1 towards a DAO mechanism in the coming years. Token holders that are also active players will generate an extra yield rewarding their activity.

3. **Company Treasury:** This represents the GAMO that is owned by the Gamofi Founfation that comes from the proceeds of sales of company owned assets with a 3 months lock-up. The GAMO generated through this Treasury will be sold back to the market to pay operational expenses.
4. **Company Reserve:** This is the initial company reserve of 500K GAMO (5% of total Token Supply). This reserve with the proceeds of sales of company owned asset

2.5 GAMO Revenue

01

Transaction Fees = 5% any GAMO trx

Transaction Fees to be restructured as 5% of all transaction volume carried out in GAMO tokens.

**50% allocated to the Staking Pool
as rewards for token holders that Stake
GAMO tokens;**

**50% of all Transaction Fees
shall be allocated to the "Foundation"**

02

Advertising Revenue

**50% allocated to the Staking Pool
as rewards for token holders
50% allocated to the "Foundation"**

03

Subscriptions & Services

**50% transferred to the "Foundation"
to support the growth of the token ecosystem
50% allocated to the Staking Pool
as rewards for token holders**

04

Gamofiverse

**Sales 50% locked for 3 months then being sold in
auction sales and proceeds go to the Company's
Treasury**

2.4 Benefits



<i>GAMOFI BENEFITS</i>	
With Blockchain (Gamofi)	Without Blockchain (Roblox & Minecraft)
<p><i>True Ownership</i></p> <ul style="list-style-type: none"> • Assets stored in player wallets through tokenization of UGC; • User retention of copyright in perpetuity; • Ownership not tied to a game; and • Creative authorship is immutable. 	<p><i>True Ownership</i></p> <ul style="list-style-type: none"> • Assets stored in game systems; • Copyright limited and items can be modified by third parties; • Ownership is tied to the game; and • Creative authorship is hard to prove.
<p><i>Secure</i></p> <ul style="list-style-type: none"> • Less fraud possibility thanks to blockchain's record keeping technology. 	<p><i>Insecure</i></p> <ul style="list-style-type: none"> • Server-based transactions; and • High possibility of fraud (13% average).
<p><i>Fair Revenue Share</i></p> <ul style="list-style-type: none"> • Creators will receive 100% of the selling price they set for their creations; and • Multiple creators can automatically share payments and revenue. 	<p><i>Limited Revenue Share</i></p> <ul style="list-style-type: none"> • Creators receive partial payment for items they sell; and • Ownership limited to one player entity.
<p><i>Decentralized Trading</i></p> <ul style="list-style-type: none"> • Blockchain allows assets to be shared between users for collaboration; and • Peer-to-peer trading 	<p><i>Centralized Trading</i></p> <ul style="list-style-type: none"> • Centralized system limits collaboration; and • All trades are controlled by 3rd parties.

3. Market Overview

Everyone has chance to become video game developer. The current gaming market presents favorable conditions that offer The Gamofi Platform including all devices; a unique opportunity to exploit on both PC/Mac and mobile platforms, as the opportunity to shift power and earning potential into the hands of players in the growing UGC gaming market will add significant value to their gameplay experience.

- The global gaming market is expected to reach: USD 200 billion by 2025;
- The Game Maker segment, which is one of The Gamofi's target platforms, is projected to gain momentum and exhibit a compounded annual growth rate (CAGR) of 7.3% over the coming years, owing to increasing smartphone penetration across the globe;
- The online segment is estimated to witness substantial growth over the next eight years, expanding at a CAGR of 8.6% from 2020 to 2025. This can be attributed to increasing broadband penetration and growing online betting, gambling, and social network gaming; and
- The Asia Pacific market is expected to gain traction, attaining a market size of USD 100 billion by 2025. Emerging countries such as China, India and South Korea are offering lucrative growth opportunities for market augmentation, which can be partly attributed to growing smartphone and Internet penetration in these countries.

The game's developers innovations and improvements over current titles in the market make it probable that The Gamofi can expand its audience beyond the 1,000,000 Developers who have idea to develops their own games.

The first stage of this process is the creation of a semi-decentralized gaming community with some elements under the central control of The Gamofi and other elements decentralized to the creators and players themselves.

4. Roadmap

The Gamofi has been operating since 2022 September , and it follows that this issue of GAMO is one of the next steps in its journey towards creating this decentralized game

Building 2022-2023

- **Team**

We have assembled the right senior team to execute our vision

- **Gamofi Beta Version Released**

Gamofi Released App in Beta version (try for free).

- **Funding**

Gamofi's team collected fund from company that supported Gamofi project, their ads will shown on our platform as the rewards.

- **Community**

Building community overs telegram, twitter and discord. Gamofi targetting 5,000 members on our Social median on the first month of token launches.

- **Smart Contracts**

All our smart contracts is available publicly on Github and has been audited by Solidproof

Future Milestones 2023-2024

- **GAMO Uniswap listings**

- **Releasing Gamofi App**

Gamofi App full version will be released for premium subscriber

- **Revenue Share**

GAMO holders are able to stake and earn more GAMO through GamoStake.

- **Marketplace – GAMO purchases, P2P sales, ASSET minting with Gems & Catalysts**

- **GAMO Cex Listings**

Major Features 2024-2025

- **Game Maker**

Major updates with more gaming packages and behaviors added

- **Partnerships**

New IPs and Premium NFTs to be announced

- **Events**

Additional Seasons with big rewards to earn

- **DAO**

The GAMO DAO will allow to participate in major decisions on the Game Maker Platform

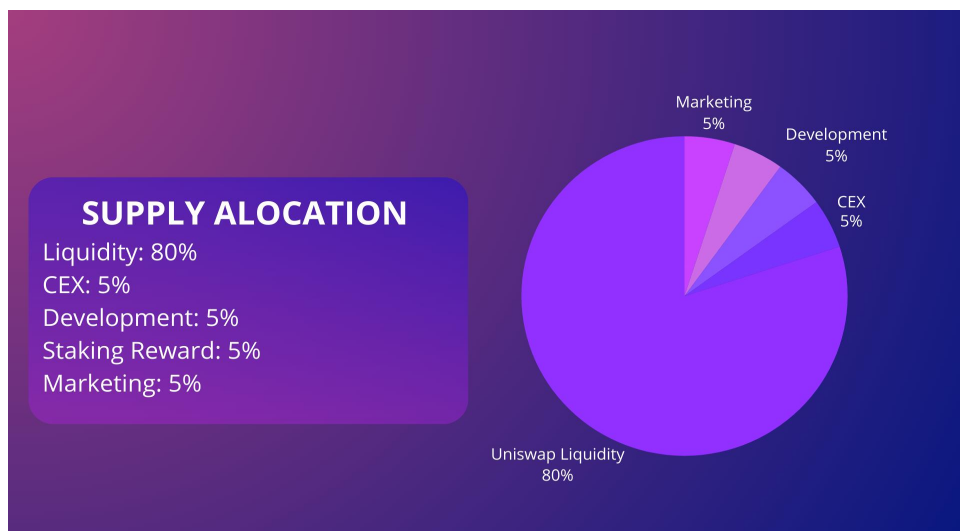
- **Update the future roadmap**

5. Tokenomics

Tokenomics is a crucial aspect of The Gamofi ecosystem. In this chapter, we explore the fundamental principles of the Gamofi token (GAMO). Discover its utility, distribution, governance mech.

Name: Gamofi Token
 Symbol: GAMO
 Total Supply: 10Millions
 CA: TBA

Token Allocation
 Liquidity: 8,000,000
 CEX: 500,000
 Development: 500,000
 Staking Reward: 500,000
 Marketing: 500,000



CONCLUSION

The Gamofi decentralized platform allows holders to develop their own video games, participate in the governance and economy (GAMO), while creating and enjoying a simple way to benefit from their playing time.

In the coming year, our experienced and dedicated team will build a unique way to develop games and land in a virtual world where you can play, create, collect, earn, govern, and own anything in the game.