



## GG Arena

Whitepaper v1.0

Play • Compete • Win

## 1. Introduction

GG Arena is a competitive gaming platform that enables players to participate in skill-based matches using stable digital assets while earning rewards through a dual-economy system.

The platform combines:

- Real-money competition (USDC/USDT)
- Token-based utility (GGR)
- Engagement rewards (GXP)

This structure ensures:

- Fair gameplay
- Sustainable token economics
- Scalable revenue model

## 2. Vision

To build a global competitive gaming ecosystem where:

- players compete fairly
- value flows transparently
- digital ownership is meaningful
- skill and participation are rewarded

## 3. Core Components

### ■ GG Arena Platform

- 1v1 competitive games
- Real-time matchmaking
- Secure escrow system
- Mobile-first experience
- Global accessibility

### ■ Stablecoin Layer (USDC)

- Used for match entry
- Forms the prize pool (pot)
- Provides stable value for players

### ■ GGR Token (L1 Utility Token)

- Required for platform perks
- Unlocks advanced features
- Drives ecosystem participation

### ■ GXP (L2 Experience Points)

- Earned through gameplay
- Used for entries
- Non-tradable and internal only

## 4. Game Economy Model

Match Flow:

1. Player joins match
2. Pays: Entry → USDC, Fee → GXP
3. Funds are locked in escrow
4. Match plays
5. Winner receives: USDC pot + GXP bonus
6. Loser receives: GXP reward

## 7. Tokenomics

Total Supply: 1,000,000,000 GGR

Allocation:

- Rewards Pool: 40%
- Team & Founders: 15%
- Treasury: 15%
- Liquidity: 15%
- Marketing: 10%
- Advisors/Partners: 5%

## 8. Fee Model

- Match Fees: Paid in GXP (\$2 equivalent)
- Withdrawal Fees: \$1–\$5 · 2% for \$500+
- Future Fees: Swap fee (0.5%–1%), Tournament fees

## 15. Conclusion

GG Arena merges competitive gaming, stable financial systems, and token-based incentives to create a sustainable and scalable gaming ecosystem.