



WHITEPAPER V1
GAMEOLOGY
THE GAMERS' **REVOLUTION** V2



GAMEOLOGY
THE GAMERS' REVOLUTION

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WHO WE ARE



THE TEAM IS MADE UP OF EUROPEAN PLAYERS AND PROGRAMMERS, WITH A PASSION FOR TECHNOLOGY AND GAMES.

OUR BEST GAMERS BOAST IMPORTANT ESL WINNINGS IN EUROPE AND HAVE ALSO ACHIEVED EXCELLENT POSITIONS IN THE REST OF THE WORLD.

THE PROGRAMMERS HAVE MANY YEARS OF EXPERIENCE IN THE IT FIELD AND BEYOND. THE EXPERIENCE AND THE DESIRE OF BEING IN CONTINUOUS DEVELOPMENT AND CREATING NEW CONTENT LED US TO CREATE GAMEOLOGY.

CHECK THE "CAREER" SECTION WITHIN OUR SITE, WE ARE ALWAYS LOOKING FOR NEW TALENTS TO ADD TO THE TEAM TO MAKE THE PROJECT EVEN BIGGER AND MORE AMBITIOUS!

OUR MISSION



Gameology is a global innovation, we want to change the vision of gaming and streaming by taking it to a higher step by associating it with the crypto world while integrating the NFT world at the same time.

As you well know, these two worlds advance day by day thrilling millions of gamers, from playing with friends to Esports tournaments with super prize pools. Why not intertwine gaming and crypto? The cryptocurrency universe is now increasing exponentially, and mass adoption seems to be getting closer and closer.

What are we waiting for to unite the two worlds and become "future"?

The word is only one:

GAMEOLOGY



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THE ROADMAP

HYDRA V1

- HIRING NEW MEMBERS FOR THE PROGRAMMING TEAM
- WRITING WHITEPAPER
- SITE CREATION
- START OF DEVELOPMENT (APP - G-SHOP - PLATFORM)

Q1

HYDRA V2

- FIRST TESTS OF THE GAMEOLOGY PLATFORM
- UTILITY TOKEN CONCEPT PREPARATION
- BEGINNING OF BETA DEVELOPMENT OF MOBILE APP FOR IOS & ANDROID
- STRATEGIC PARTNERSHIPS

Q2

HYDRA V3

- SECOND TESTS OF THE GAMEOLOGY PLATFORM
- REALESE OF THE PLATFORM IN BETA VERSION
- COLLABORATION WITH MAJOR STREAMERS, GAMERS, NFT-ARTISTS
- PRIVATE TOURNAMENTS FOR GMY OWNERS WHIT PRIZES IN GMY
- CREATING NFT CARDS FOR THE GAME

Q3

HYDRA V4

- BEGINNING OF BETA DEVELOPMENT OF THE G-NFT MARKETPLACE INTEGRATED TO THE PLATFORM
- RELEASE THE G-NFT MARKETPLACE
- LAUNCHING THE IOS & ANDROID APP
- DEVELOPMENT AND DESIGN OF THE GAME, WHIT THE HEROES AND DETAIL

Q4

KRAKEN V1

- PARTNERSHIP WITH COMPANIES RELATED TO AUGMENTED REALITY (VR-GAMING)
- PROGRAMMING AND TESTING OF VR-GMYV1
- CREATION OF THE FIRST GAMING ROOMS IN EUROPE
- LAUNCH THE GAME
- AND MUCH MUCH MORE ...

2022

THE GAMING INDUSTRY

THE GLOBAL VIDEO GAME MARKET SEEMS TO BE ENJOYING AN INCREASINGLY SPLENDID STATE OF FORM.

DATA FROM A RESEARCH CONDUCTED BY AMPERE ANALYSIS TELL US THAT IN 2020 THE CONSOLE SECTOR (CONSISTING OF HARDWARE, ACCESSORIES, GAMES AND SERVICES) GENERATED AN ESTIMATED TURNOVER OF 53.9 BILLION DOLLARS. AND THE PROJECTIONS FOR 2021 SPEAK OF 58.6 BILLION DOLLARS.

THE SEGMENT THAT INCLUDES HARDWARE, ACCESSORIES, GAMES AND SERVICES GREW BY 19% IN 2020: THIS MARKET WAS WORTH 45.2 BILLION IN 2019.

PRECISELY THE DATA CONCERNING THE BOOM IN DIGITAL PRODUCTS, TOGETHER WITH THE GROWING NUMBERS OF THE CONSOLE SECTOR COMPARED TO 2019, CANNOT BUT MAKE US THINK OF THE EMERGENCY SITUATION THAT THE WHOLE WORLD HAS BEEN EXPERIENCING SINCE MARCH 2020.

THE GLOBAL PANDEMIC, IF IT NEGATIVELY AFFECTED THE PHYSICAL SALE OF PRODUCTS (DUE TO THE RESTRICTIONS THAT IN SOME COUNTRIES HAVE BEEN VERY STRICT), HAS CAUSED THE FIGURES FOR THE USE OF VIDEO GAMES TO SKYROCKET.

THE GAMING NUMBERS IN 2020 ARE STAGGERING. AMONG THE MANY STUDIES, THE ONE CALLED DIGITAL CONSUMERS TREND, CONDUCTED BY DELOITTE, REVEALS THAT IN 2020 THE GLOBAL VIDEO GAME MARKET REACHED 135.8 BILLION DOLLARS. THE INCREASE, THE STUDY SAYS, IS LARGELY DUE TO THE EFFECTS OF THE COVID-19 PANDEMIC (PRIMARILY THE LOCKDOWN). BUT ALSO FROM THE LAUNCH OF NEW CONSOLES.

THE FORECAST OF THE DIGITAL CONSUMERS TREND IS THAT BY 2025 THE INDUSTRY WILL RECORD AN ANNUAL GROWTH OF + 10.2% WORLDWIDE. CHINA HOLDS THE LARGEST MARKET SHARE, WITH \$ 42.4 BILLION AND ANNUAL GROWTH OF + 10.9%.

STREAM INDUSTRY



STREAMING IS A RELATIVELY NEW TECHNOLOGY, WHICH ALLOWS YOU TO SEND MULTIMEDIA CONTENT TO ANY TYPE OF DEVICE THAT IS CONNECTED TO THE NETWORK. THE INTERNET IS PRECISELY THE CHANNEL THROUGH WHICH DATA TRAVELS, SO IT IS ESSENTIAL TO HAVE A GOOD CONNECTION TO BE ABLE TO TAKE ADVANTAGE OF A SERVICE OF THIS TYPE. WITH STREAMING, DATA STREAMS ARE TRANSMITTED CONTINUOUSLY AND THIS ALLOWS FOR NUMEROUS ADVANTAGES, FIRST OF ALL THE ABILITY TO START WATCHING THE CONTENT ALMOST IMMEDIATELY.

AFTER YEARS OF STELLAR GROWTH, THE STREAMING BOOM IS EXPECTED TO CONTINUE OVER THE NEXT FEW YEARS, MAINLY DUE TO AN INCREASE IN GLOBAL VIDEO STREAMING DEMAND. ACCORDING TO DIGITAL TV RESEARCH, GLOBAL REVENUES FROM ONLINE TV SERIES MOVIES AND EPISODES COULD DOUBLE BETWEEN 2019 AND 2025, FROM \$ 83 BILLION TO \$ 167 BILLION¹. THIS YEAR THEY WILL INCREASE BY APPROXIMATELY \$ 16 BILLION.

THE OVERALL ONLINE TV MARKET IS MADE UP OF VARIOUS SEGMENTS, THE MAIN ONE BEING VIDEO ON DEMAND SUBSCRIPTION (SVOD), OFFERED BY ACTORS SUCH AS NETFLIX, DISNEY AND AMAZON PRIME VIDEO. DIGITAL TV RESEARCH EXPECTS SVOD'S GLOBAL SERVICE REVENUES TO

DOUBLE IN THE COMING YEARS, INCREASING BY \$ 50 BILLION BETWEEN 2019 AND 2025, TO REACH A COMBINED FIGURE OF \$ 98 BILLION. THE STREAMING MARKET, ALSO KNOWN AS THE OTT ('OVER THE TOP') MARKET, REFERS TO ALL TYPES OF MULTIMEDIA SERVICES AND CONTENT OFFERED TO CUSTOMERS DIRECTLY ONLINE, BYPASSING TRADITIONAL CABLE, BROADBAND OR SATELLITE TELEVISION NETWORKS AND PLATFORMS.

IT THEREFORE INCLUDES NOT ONLY THE INCREASINGLY POPULAR SVOD SERVICES, BUT ALSO MUSIC STREAMING AND VIDEO GAME SERVICES.

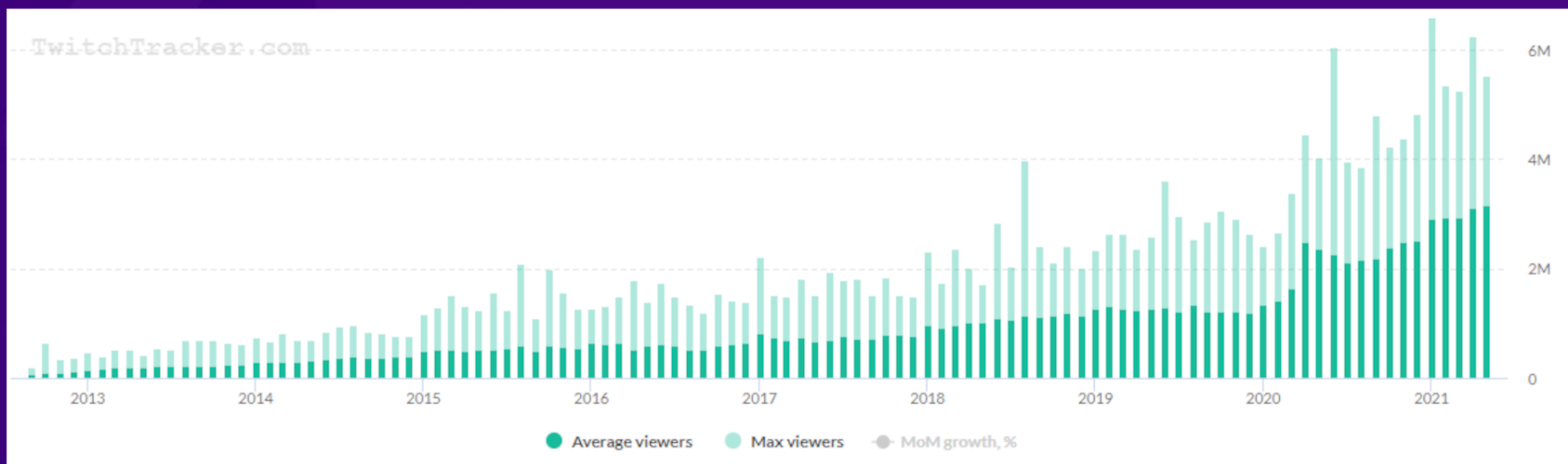
ONE OF THE MAIN ELEMENTS SUPPORTING THE DEMAND FOR OTT SERVICES IS THEIR CONVENIENCE AND PRACTICALITY. CUSTOMERS CAN EASILY SUBSCRIBE (OR UNSUBSCRIBE) ONLINE AND THE CONTENTS ARE ALWAYS AVAILABLE. SUBSCRIBERS CAN WATCH WHAT THEY WANT, WHERE THEY WANT AND WHEN THEY WANT, USING THEIR FAVORITE DEVICE. THIS IS BECOMING INCREASINGLY IMPORTANT FOR CUSTOMERS, ESPECIALLY THE YOUNGER GENERATION.

STREAM INDUSTRY



ANOTHER DECIDING FACTOR IN FAVOR OF DEMAND, PARTICULARLY FOR SVOD SERVICES, IS THE COST. OTT SERVICE PROVIDERS CHARGE THEIR CUSTOMERS RELATIVELY LOW MONTHLY RATES, COMPARED TO CABLE NETWORKS AND MORE TRADITIONAL DISTRIBUTION CHANNELS, WHICH SELL DVDS OR MOVIE THEATER TICKETS. THIS IS VERY IMPORTANT, ESPECIALLY GIVEN THE RELATIVELY HIGH QUALITY OF THE CONTENT TYPICALLY OFFERED BY THESE PLATFORMS TODAY.

TO ALL THIS IS ADDED THE WORLD OF GAMING. THE MOST POPULAR PLATFORM FOR STREAMING IS TWITCH, IN WHICH EVERYONE, AFTER REGISTRATION AND APPROPRIATE HARDWARE AND SOFTWARE DEVICES, CAN BROADCAST LIVE. THE SECTIONS ARE MULTIPLE, RANGING FROM VIDEO GAMES TO THE "CHAT" SECTION.



TOTALS BY MONTH				
Month	Avg. concur. viewers	Avg. concur. channels	Time watched	Active streamers
May 2021	3,172,689	111,982	991M hrs	n/a
April 2021	3,108,249	115,681	2,238M hrs	9,355,405
March 2021	2,931,862	116,994	2,181M hrs	9,602,746
February 2021	2,945,135	122,623	1,979M hrs	9,517,967
January 2021	2,919,533	119,271	2,171M hrs	9,894,745
December 2020	2,522,869	106,845	1,876M hrs	9,241,666
November 2020	2,487,091	103,917	1,790M hrs	8,546,985
October 2020	2,385,206	95,074	1,774M hrs	7,844,426

*More details will be displayed at the launch of the platform



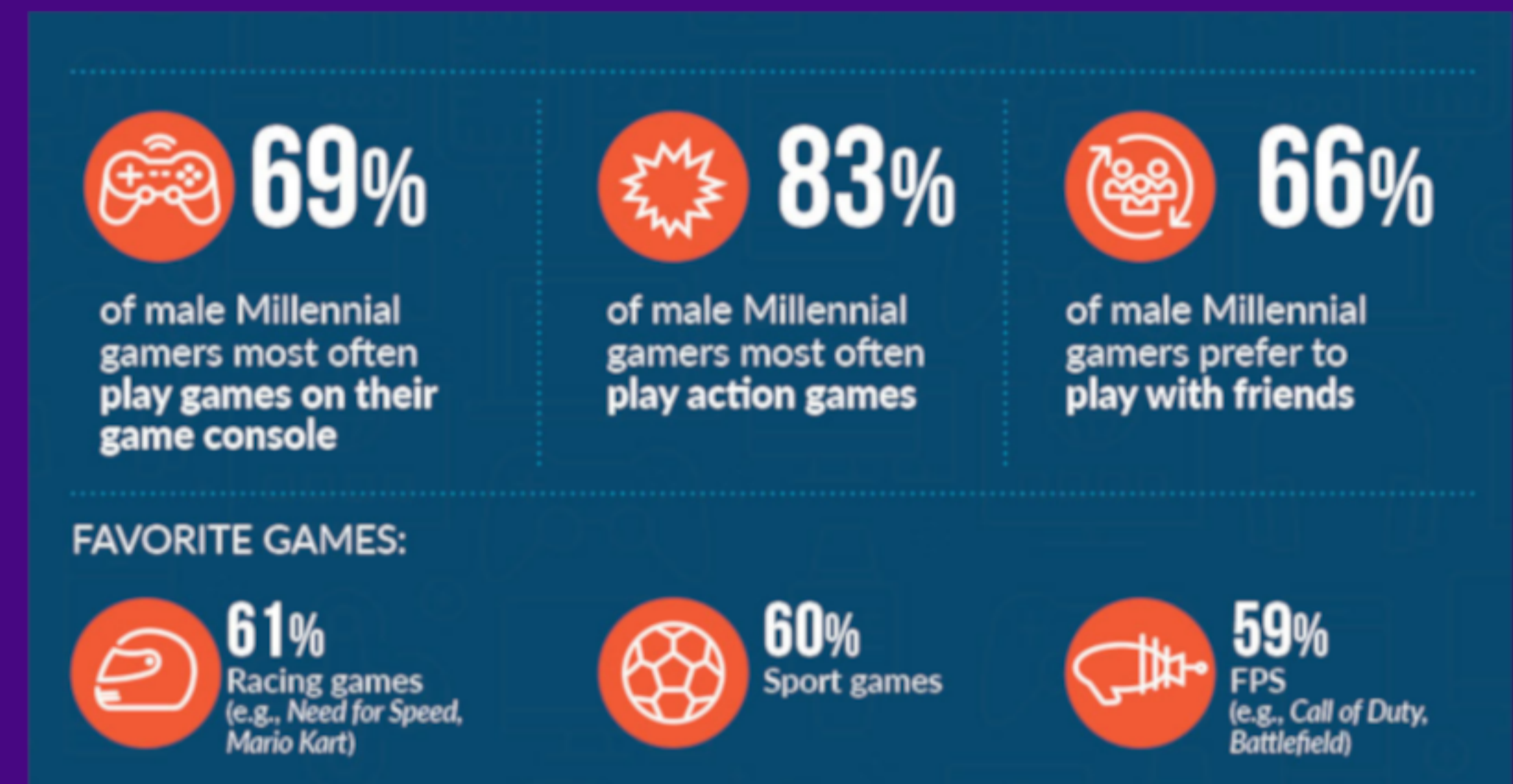
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GAMERS



A GAMER IS SOMEONE WHO LOVES TO CHALLENGE HIMSELF, NEEDS COMPETITION OR SIMPLY WANTS TO RELAX IN FRONT OF A BEAUTIFUL VIDEO GAME JUST BACK FROM WORK. THE PASSION FOR VIDEO GAMES WILL NEVER FADE, A GAMER IS FROM A CHILD TO OLD AGE (LIKE ANY OTHER PASSION FROM THE WORLD!)

HERE ARE SOME WORLD AND US SURVEYS:



HOW WE PLAY

An entire generation of adults grew up on computers and smartphones. Even for those who didn't, video games are a natural part of their lives and their children's lives.

Devices Owned by Gamers

- 73%** own a game console
- 43%** own a handheld system
- 29%** own a VR device
- 25%** own a mobile VR device

Most Common Devices Used for Video Game Play Among Adult Players

- 61%** smartphone
- 52%** game console
- 49%** personal computer

Most Popular Game Genres

- 71%** casual games
- 53%** action games
- 48%** shooter games

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VR-WORLD

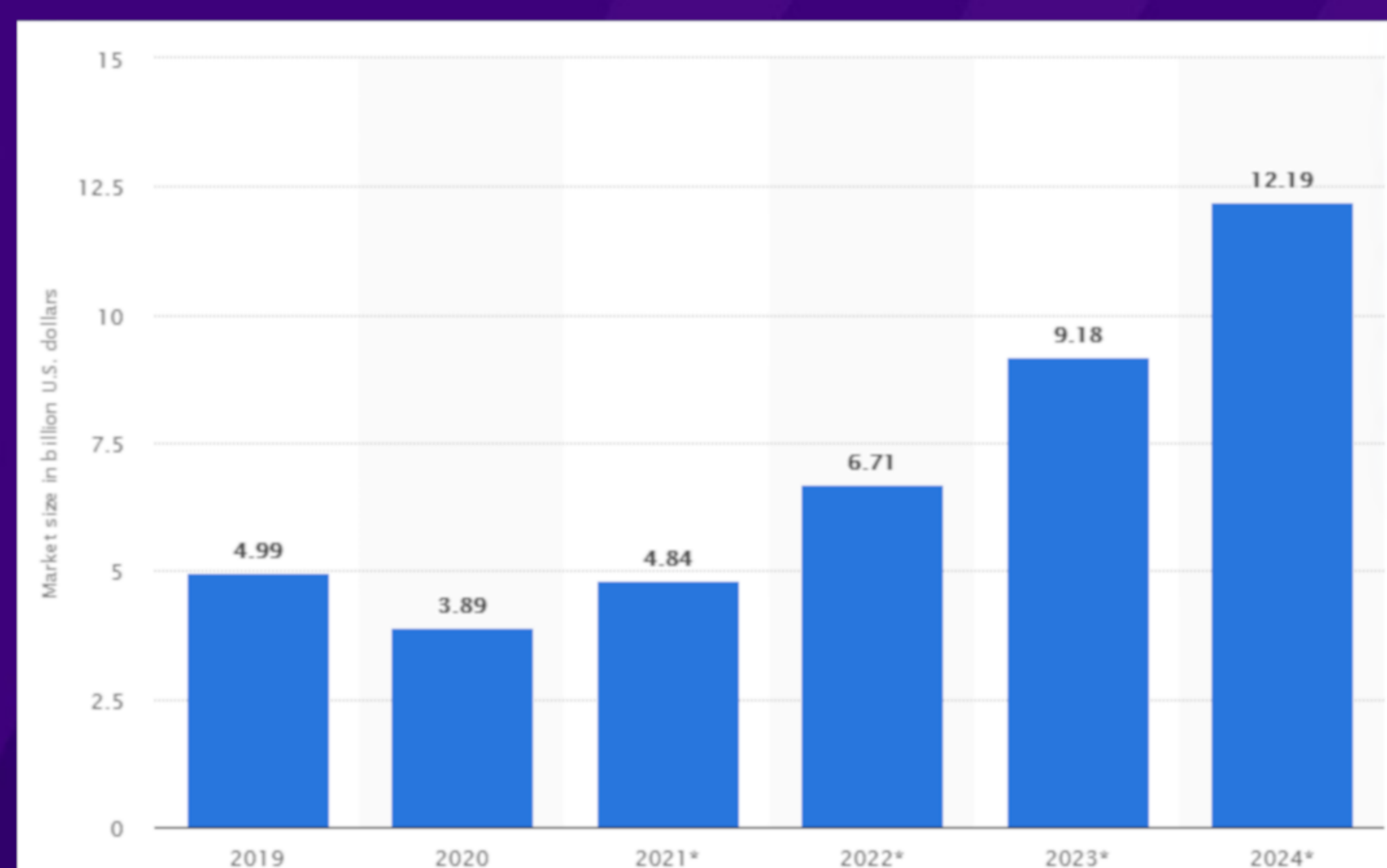
WE'VE PROBABLY ALL HEARD OF VIRTUAL REALITY, VIRTUAL REALITY OR VR BY NOW. WE MAY HAVE SEEN SOME COMMERCIALS ON TV SHOWING VR HEADSETS, FLYING OSTRICHES AND DINOSAURS CHASING US. SO WHAT IS VIRTUAL REALITY? IN A NUTSHELL IT COULD BE DEFINED AS A SIMULATED REALITY, IN PRACTICE IT IS A DIGITAL WORLD WHERE YOU ARE IMMERSED WEARING A VR VIEWER, SOMETIMES ALSO CALLED WITH THE TERM VR GLASSES.

VIRTUAL REALITY PROJECTS THE USER IN ANY PLACE, ALLOWING HIM TO EXPERIENCE FIRST-PERSON ADVENTURES AND EXPERIENCES, BREAKING DOWN GEOGRAPHICAL BARRIERS AND SIMULATING ANY SETTING. IN PRACTICE, VIRTUAL REALITY IS A TECHNOLOGY THAT ALLOWS YOU TO DEVELOP VR APPS THAT CAN TOTALLY IMMERSE THE USER IN A NEW WORLD, IN A NEW SPACE, IN A NEW TIME. HAVE YOU EVER TRIED A VR APP? IT IS PROBABLY ONE OF THE EXPERIENCES THAT HAVE REMAINED IN YOUR MIND THE MOST IN RECENT YEARS, IT LEAVES ITS MARK, IT LEAVES AN EMOTION.

STILL BEING A "NEW" WORLD, MOST OF US WILL NEVER HAVE TRIED AN OCULUS RIFT FOR EXAMPLE. FOR THE LITTLE DESIRE? FOR THE LACK OF CURIOSITY? FOR THE EXCESSIVE COST? WELL, WE WANT EVERYONE TO ENTER THIS FANTASTIC WORLD, ALL TO BE DISCOVERED AND FELT!

OUR PROGRAMMERS ARE CONSTANTLY DEVELOPING ABOUT THIS TECHNOLOGY NOT YET WITHIN EVERYONE'S REACH. OVER THE YEARS, WE WILL CREATE SPECIAL VR-GMY ROOMS AROUND THE GLOBE, WHERE THANKS TO OUR PLATFORM YOU CAN STAY CONNECTED, PLAY WITH US, HAVE FUN AND, AS ALWAYS, EARN AS MANY GMYS TO SPEND AS YOU WANT!

THE CREATION OF SPECIAL EQUIPMENT WILL BE OUR POINT OF REFERENCE AND OUR BRAND WILL BE ON EVERYONE'S LIPS (AND EYES)!





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THE G-PLATFORM

GAMEOLOGY IS A DECENTRALIZED GAMING PLATFORM FIRST AND FOREMOST.

A PLATFORM THAT WELCOMES PEOPLE FROM ALL CORNERS OF THE WORLD TO CONNECT THEM TOGETHER. WITHIN THIS PLATFORM, VARIOUS "ACTIVITIES" CAN BE PERFORMED:

- PLAY
- STREAM
- HAVE A CHAT
- FIGHTING FOR GLORY
- STAKING
- BUYING AND SELLING ITEMS AND MORE

BUT LET'S TRY TO UNDERSTAND MORE DEEPLY.

THE FOCUS OF THE PROJECT IS THAT EVERY INDIVIDUAL WHO BECOMES PART OF THE PLATFORM AND THEREFORE OF THE PROJECT EARNS GMY WHILE HAVING FUN AND GETTING INVOLVED.

THE CREATION OF OUR FIRST CARD GAME WILL BRING A HUGE INFLUX OF PLAYERS, SO MANY THAT AS SOON AS YOU FINISH A DUEL YOU WILL HAVE TO START ANOTHER ONE AND SO ON!

JOIN US

GAMEOLOGYCRYPTO.COM



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THE CARD GAME V1

THE FIRST GAME TO BE CREATED ON THE GAMEOLOGY PLATFORM WILL BE A CARD DUEL GAME.

THE CARD GAME (NFT) IS BASED ON THE DUEL BETWEEN TWO OR MORE PARTICIPANTS, WHO WILL HAVE TO PAY A CERTAIN SUM OF GMY IN ORDER TO ACCESS THE ROOMS (THE SUM OF GMY WILL BE RELATED TO THE PLAYER'S SKILL RANKING LOCATED ON THE PLATFORM). THE AMOUNT THAT WILL BE WON WILL DEPEND ON THE DIFFICULTY OF THE POOL. THERE WILL BE DIFFERENT TYPES OF ROOMS, EACH WITH A HIGHER DIFFICULTY LEVEL (WHERE THERE WILL BE PLAYERS WITH MORE EXPERIENCE AND SKILL).

THE GAME WILL BE STRUCTURED THROUGH SPECIALLY CREATED NFT CARDS AND EXCHANGED BOTH PRIVATELY BETWEEN USERS AND ON THE G-NFT.

* NFT CARDS WILL NOT RUIN THE GAME EXPERIENCE BY MAKING IT PAY-TO-WIN, THEY WILL BE SIMPLE SKIN-BASED CARDS *

BELOW, YOU WILL FIND THE TYPES OF CARDS AVAILABLE SOON:

- COMMON
- UNCOMMON
- RARE
- ULTRA RARE
- RARE GOLD
- RARE DIAMOND
- RARE ULTIMATE
- RARE SUPREME

EACH WARRIOR COULD BE PART OF OTHER SECTIONS THROUGH HIS EVOLUTION DI LUI, HAVING A RARE SUPREME CARD WILL NOT GIVE YOU THE VICTORY IN EVERY GAME AS THE GAME WILL BE BALANCED ON THE TACTICS AND NOT ONLY ON THE POWER OF THE CARDS THEMSELVES (AS MENTIONED BEFORE), SO IT WILL BE YOURS INTELLIGENCE TO BE ABLE TO DEPLOY THE BEST POSSIBLE CARDS TO BRING YOU HOME THE MATCH. A SUPER RARE CARD HOLDER MAY NOT NECESSARILY BEAT A COMMUNITY CARD HOLDER, IT'S ALL UP TO YOU!

DUELISTS WILL TAKE PART IN A LOBBY OF THEIR CHOICE.

LOBBIES WILL HAVE A SKILL PERCENTAGE GIVEN BY THE CREATOR OF THE LOBBY ITSELF. IT MEANS THAT IF PLAYER X, WHO HAS A SKILL OF 80, CREATES THE LOBBY AND WAITS FOR THE OPPONENT, HE WILL FIND ONE EQUALLY GOOD. A SKILL GAP TOO LARGE BETWEEN THE COMBATANTS, WILL CLOSE THE LOBBY BEFORE THE START. (THERE WILL BE MATCHMAKING BASED ON PLAYER SKILLS).

EACH PLAYER WILL HAVE TO PAY (GMY) THE ENTRY PRICE IN THE POOL, THIS PRICE WILL BE FROZEN IN THE PLATFORM UNTIL THE END OF THE MATCH AND WILL PAY THE WINNER THE PRIZE IN THEIR WALLET. A FIXED % WILL BE RETAINED IN FEES, WHICH WILL ADD LIQUIDITY TO THE ECOSYSTEM.



THE OFFICIAL RULES WILL BE DRAWN UP AT THE LAUNCH OF THE PLATFORM AND THE GAME ITSELF!



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THE CARD GAME V1

A simple scheme to understand how duels work:



*More details will be displayed at the launch of the platform



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THE G-NFT

AS YOU WELL KNOW THE NFTS ARE HAVING A HUGE GROWTH, JUST LOOK AT THE DATA AND THE FIRST PAGES OF THE NEWSPAPER. IN OUR PROJECT THE NFTS WILL BE FUNDAMENTAL AS THEY WILL BE AN INTEGRAL PART OF THE CARD GAME WE ARE GOING TO LAUNCH. AN NFT SHOP IMPLEMENTED ON THE TRADING CARDS OF OUR GAME WILL BE CREATED WITHIN OUR PLATFORM. THEY WILL BE COLLECTIBLE CARDS THAT WILL ENHANCE THE GAMING EXPERIENCE. DO YOU REMEMBER WHEN AT SCHOOL YOU MET WITH YOUR CLASSMATES TO EXCHANGE STICKERS? HERE WE WILL MAKE YOU GO BACK IN TIME MAKING YOU STAY COMPLETELY AT HOME USING YOUR COMPUTER OR APPLICATION.

SO WHAT IS OUR NFT MARKET INSISTING ON?

- BUYABLE PACKAGES WHERE YOU CAN FIND COLLECTIBLE CARDS FROM OUR GAME. THE RARER CARDS WILL BE MORE DIFFICULT TO FIND
- EXCHANGE CARDS WITH OTHER PLAYERS
- SELL YOUR CARDS
- PARTICIPATE AS A SELLER OR BUYER IN A TRADING CARD AUCTION.

ALL OF THIS WILL ALSO BE DEVELOPED FOR VR. IMAGINE PARTICIPATING IN AN NFT CARD AUCTION AND SEEING THROUGH VR ALL THE POSSIBLE BUYERS AND THE BEAUTY OF THAT CARD AT YOUR FINGERTIPS. ALL NFT CARDS WILL BE LINKED TO A SPECIFIC ANIMATION OF THAT CARD AND THE RARER THE CARD THE MORE SPECTACULAR AND EXTRAORDINARILY BEAUTIFUL THE ANIMATION WILL BE. IMAGINE PUTTING ON VR, PLAYING OUR GAME, ENTERING THE ARENA AND FINDING YOURSELF IN FRONT OF YOUR OPPONENT, DEPLOYING A RARE NFT CARD AND BRINGING YOUR WARRIOR TO LIFE WHO WILL FIGHT TO THE DEATH FOR YOU TO WIN. THE ONLY LIMIT WILL BE YOUR MIND. SOME NFTS WILL BE OF SUCH EXTREME RARITY THAT THEY WILL UNLOCK ESTEREGG WITHIN THE GAME AND YOUR EXPERIENCE. WHAT ARE YOU WAITING FOR TO JOIN OUR FAMILY?*





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THE G-SHOP



TO IMPROVE THE GAMING / STREAMING EXPERIENCE, OUR PLATFORM WILL BE EQUIPPED WITH A SHOP TOTALLY DEDICATED TO THESE SECTORS.

ONE OF OUR GOAL IS TO SELL HARDWARE / SOFTWARE COMPONENTS, WHICH CAN BE PURCHASED THROUGH OUR TOKEN OR OTHER CRYPTOCURRENCIES, THAT IS, TO CREATE A CONVENIENT AND EASY-TO-REACH SHOP.

THE PRICE WILL BE COMPETITIVE WITH OTHER PLATFORMS BUT WILL HAVE THE CONVENIENCE OF BEING BOUGHT THROUGH GMY.

THE GOAL IS ALSO TO OPEN OUR WAREHOUSE AND HIRE STAFF SO AS TO MAKE SHIPMENTS VERY FAST AND EFFECTIVE AND TO BE ABLE TO SHIP THE PRODUCT DIRECTLY. THERE WILL BE VOTES ON THE TYPE OF ITEMS TO ADD OR REMOVE FROM THE SHOP, WITH GMY REWARDS FOR THOSE WHO HAVE THE HIGHEST VOTES.

ONCE OUR G-SHOP HAS BEEN SUCCESSFULLY LAUNCHED, WE WILL MOVE ON TO THE FINAL STEP. CREATE PHYSICAL STORES ALL OVER THE WORLD UNDER THE GAMEOLOGY BRAND AND GIVE THE POSSIBILITY TO BUY ANY PRODUCT WITHIN THEM THROUGH CRYPTO.



435 GMY

100 USD

BUY ON G-SHOP NOW!



435 GMY

100 USD

BUY ON G-SHOP NOW!



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THE STREAM ON AIR

GAMEOLOGY WILL DEVELOP ITS OWN STREAMING PLATFORM DEDICATED TO ALL LOVERS OF THE GENRE. IT WILL BE AN INNOVATIVE PLATFORM, ANYONE CAN EARN GMY, FROM THE STREAMER TO THE VIEWER (ONLY IF YOU ARE REGISTERED AND CONNECTED TO THE PLATFORM). THE STREAMING MODE WILL BE CLASSIC, THE CONTENT CREATOR WILL AIR WITH HIS FAVORITE GAMES OR CAN HAVE A CHAT WITH THE AUDIENCE. AFTER THE REALIZATION OF THE GMY GAMES, THERE WILL BE A SECTION DEDICATED ONLY TO THEM AND WITH A HIGHER GAIN IN VIEWS THAN A NORMAL GAME. WE WANT TO BRING ALL PLAYERS TO ENTER THIS WORLD BY DIRECTING THEIR DUELS WITH OTHER PARTICIPANTS ON THE PLATFORM (REFERENCE TO THE CARD GAME V1). THE MORE TIME YOU SPEND WATCHING YOUR FAVORITE STREAMER, THE MORE GYM YOU WILL EARN. (GMYS WILL BE FROZEN IN THE PLATFORM AND WILL BE DISTRIBUTED TO PARTICIPANTS ONCE EVERY CERTAIN AMOUNT OF TIME WITH A MAXIMUM LIMIT). WHAT ARE YOU WAITING FOR TO START? GAMEOLOGY IS THE WAY!





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THE G-APP

THE APPLICATION, WHICH WILL BE DEVELOPED BY THE GAMEOLOGY TEAM OF PROGRAMMERS, WILL BE AVAILABLE FOR ANDROID AND IOS OPERATING SYSTEMS.

IT WILL BE A USER-FRIENDLY APP WHERE EACH OF US WILL HAVE FULL CONTROL OF EVERYTHING THAT WILL BE PLACED INSIDE.

BELOW ARE SOME OF THE OPTIONS THAT WILL BE DEVELOPED:

- **PERSONAL AREA WHERE TO MANAGE YOUR GMY**
 - **PRESET GAMES FOR SMARTPHONES**
 - **STAKING YOUR GMY**
 - **G-SHOP**
 - **G-NFT MARKETPLACE PLATFORM**

IN THE PERSONAL INTERFACE YOU CAN CHECK YOUR GMYS, YOU CAN SEND THEM, RECEIVE THEM AND SPEND THEM! IN ADDITION TO DEVELOPING 2D / 3D / VR PC GAMES, THE TEAM IS ALREADY HARD AT WORK DEVELOPING NEW ONES FOR SMARTPHONES! (CHECK THE "CAREERS" SECTION ON THE SITE!)

USING THE BUTTONS, YOU CAN NAVIGATE BETWEEN THE G-SHOP, G-NFT AND OTHER FACADES IN TOTAL FREEDOM!



STAKE

STAKING WILL BE DONE VIA THE PLATFORM IN YOUR PERSONAL AREA.

THIS IS NORMAL STAKING WHERE YOU CAN FREEZE YOUR GMY FUNDS FOR A SET AMOUNT OF TIME IN EXCHANGE FOR A % INTEREST.

IT WILL BE FLEXIBLE STAKING AT 15-30-60-90 DAYS WITH THE ABILITY TO WITHDRAW FUNDS WHENEVER YOU WANT! ONCE THE STAKING PERIOD IS OVER, YOUR FUNDS WILL BE "RESTORED" WITH THE NEW BALANCE IN YOUR PERSONAL AREA!

A MAXIMUM OF 5% OF THE TOTAL SUPPLY WILL BE USED IN THE STAKING PROGRAM

OTHER BENEFITS WILL COME WHEN THE PLATFORM IS LAUNCHED!



Annual interest rate

34.3%

Minimum amount locked

0.12000 GMY

Duration

15 Days | 30 Days | 60 days | 90 Days

STAKE YOUR GMY

THE TOKEN



GAMEOLOGY is the platform and GMY is the token connected to it! GMY is a useful token, developed on the Binance Smart Chain. GMY is therefore a BEP20 token.

You will be able to buy GMY via PancakeSwap and CEX (Like Binance, WhiteBIT, Bittrex, ect).

Tokenomics and technical specifications will be listed below:

TOKEN NAME: GAMEOLOGY v2

SYMBOL: GMYX

**TOTAL SUPPLY:
50.000.000.000 GMY**

**BLOCKCHAIN:
BINANCE SMART CHAIN (BSC)**

CONTRACT ADRESS:

0x1dd813524E0a0f4a36965F24D13bD8a37E51D848

THE TOKEN



THE DISTRIBUTION OF THE TOKENS WILL BE CARRIED OUT IN THE FOLLOWING MANNER:



TOTAL SUPPLY
50.000.000.000

All tokens NOT sold in the presale will be added to the percentage (%) of the initial burn (10% + % Tokens NOT sold).

**GMY
SOLD-OUT
WE'RE SORRY!**

THE PRE-SALE

To get the much desired GMYX, a pre-sale managed by the DEV team on UNICRYPT.
The pre-sale will be programmed as follows:

*** 4,000,000,000 GMY ready to be bought ***

The pre-sale will be done through DxSALE.
The price of each GMY in the pre-sale will be **4.000.000 GMYX / per BNB**, at launch the official price will be **3.000.000 GMYX / per BNB**.

The pre-sale will have a predetermined duration and will close as soon as the HARD CAP is reached or when the days are over.



DISCLAIMER

We would like to remind you that even if the project and ideas can be solid and innovative, we do not take responsibility for your actions in the purchase and sale of GAMEOLOGY. Remember to always risk what you can risk and not to exceed your economic possibilities. The service is provided as described there with all its strengths and weaknesses without guarantees of any kind. To the maximum extent permitted by applicable law, the company expressly disclaims all warranties, express, implied, legal, in relation to the service. The company makes no warranties or commitments and does not guarantee any type of service that will meet your needs. Neither the company nor any supplier of the company makes any representations or warranties of any kind, express or implied, regarding the operation or availability of the service, or the information, content and materials or products. It also informs that the service, its servers, content or e-mails sent by or on behalf of the company are free of viruses, scripts, trojans, worms, malware, other harmful components. The laws of the country, excluding its conflicts of law, will govern the Terms and the use of the service by the user. The use of the application may also be subject to other local, state, national or international laws.

- Recall that the whitepaper is in V1 -

THIS PROJECT IS IN BETA PHASE AND SO THE WHITEPAPER, SITE, ROADMAP MAY BE CHANGED.

WE ARE ALL GAMEOLOGY