#### Tokenomics

**NAME** 

**GAME LAUNCHER** 

**SYMBOL** 

**GML** 

**NETWORK** 

**BINANCE SMART CHAIN** 

**INITIAL MARKETCAP** 

**500K** 

**TOTAL SUPPLY** 

100 MILLION

### Tokenomics Distribution

Public Sale : 14%
Private Sale : 10%

Seed Sale: 5%

Airdrop: 1%

Liquidity: 13%

Staking: 16%

Marketing: 16%

Reserves: 7%

Advisors: 6%

**Team** 12%

## Token Sale Details



ROUND

Seed

TOKEN PRICE

\$0.06

**\$** 

**Private** 

\$0.075

\$

**Public** 

\$0.09

# **Token Utility**



Access to IGO Projects via Tier system.



Access to Prediction games



Access to P2E Games



4 Staking Rewards



Earn Rewards from Farming pools



Earn Holders Rewards from Sell Tax.

## Vesting Schedule

Seed 15% First Month, then Linear Release over 12 Months.

**Private 30% First Month, then Linear Release over 10 Months.** 

Public 40% First Month, then Linear Release over 6 Months.

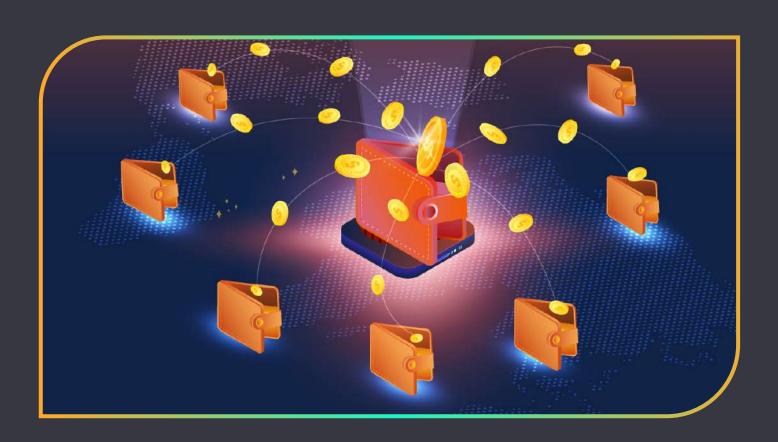
Airdrop 10% First Month, then Linear Release over 9 Months.

Liquidity 25% unlocked before listing, then 7.5% Monthly over 10 months.

Marketing 6 months fully locked, then 10% Monthly.

Foundational Reserve 1 year fully locked, then 10% Monthly.

**Team and Advisors 1** year fully locked, then 10% Monthly.



Collaboration is important not just because it's a better way to learn. The spirit of collaboration is penetrating every institution and all of our lives. So learning to collaborate is part of equipping yourself for effectiveness, problem solving, innovation and life-long learning in an ever-changing networked economy.

~ Don Tapscott

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