GL

Game Launcher

Launchpad of the Future
For Blockchain Games and the Metaverse

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Content

Overview

The widespread adoption of the massively popular play-to-earn model and significantly increased accessibility in recent months have led to a boom in blockchain-based games.

With the overall popularity of video games and the idea that NFTs could replace the in-game virtual items, many video game developers have started to look at this new opportunity to attract game players around the idea of real ownership of their virtual assets. Furthermore, as a reaction to the trending market, many protocol chains have dedicated hundreds of millions of dollars of investment to NFTs and video games.

In a nutshell, the current situation is as follows: The market for digital goods are large and growing fast. Video games are already north of a $140 billion market, and tokenized consumer products are a $1.8 trillion market and growing. Indie game development is booming as a result of an apparent creative drain in major studios. Therefore, it's safe to say that a number of key industry trends are converging to make the development of a breakthrough game crowdfunding platform possible.

What is Game Launcher (GML)?

GameLauncher is a platform for organising Initial Game Offerings (IGO) for gaming projects. It intends to provide premium blockchain games built on the BSC network. The project's ecosystem also comprises Launchpad, Staking, Games, Farming, Marketplace, News, and KOL Program. The ecosystem makes use of its native coin, GML for a variety of purposes. Investor categories are categorised by the projects using a tier/ranking system. Owners of the GMLtoken can stake it in the GameLauncher staking pool to advance to any of these tiers and be qualified to take part in IGO/INO token sales.

Game Launcher is set out on the journey to overtake its competitor Gamefi. Game Launcher (GML) will be deployed on Binance Smart Chain (BEP20) with multiple options that include Staking Rewards, GML Tier benefits, Prediction Games, NFT Marketplace, Native Farming & Super Farming. The Native GML token will be the driving force to power up all of these features adding exceptional value to the native GML token.

GL

Game Launcher

VS

A QUICK COMPARISON OF GAMEFI AND GAME LAUNCHER'S MARKET CAP & TOKEN PRICE.

Comparison	Gamefi	Game Launcher (GML)
Market Cap (ATH)	327 Million (ATH)	0.5 Million (Initial Market Cap)
Token Price	$352 (ATH)	$0.09 (IDO Price)

A QUICK COMPARISON OF GAMEFI AND GAME LAUNCHER'S FEATURES

Features	GameFi	GameLauncher (GML)
Launchpad Platform	Yes	Yes
Staking	Yes	Yes
NFT MarketPlace	Yes	Yes
Prediction Games	No	Yes
Native Farming	No	Yes
Super Farming	No	Yes

What does Game Launcher (GML) Offer ?

GAMELAUNCHER (GML) TOKEN:

The Gamelauncher ecosystem is backed by the native "GML" token. Game Launcher Aims at bringing Multiple streams of Utility to its Native GML token. Users will have to hold GML tokens to be eligible for the Tiers System, Staking Rewards, Farming Rewards, buying NFT's on Marketplace and much more. On the other hand Projects that get launched on the Game Launcher platform will have to buy GML tokens and burn the tokens which will lead to an inevitable growth in the token value.

IGO, INO & IDO Launchpad

Gamelauncher aims to be the Market Leader in providing Top Tier Projects into Play to Earn games, Move to Earn, MetaVerse and projects with real time solutions to current problems and the platform to raise funds through our decentralized Launchpad.

DECENTRALIZED STAKING

Game Launcher will be offering a fully decentralized Staking platform from the minute the token gets listed on CEX & DEX exchanges.

The Staking system is fully developed and already tested and ready to be deployed. Community Members will get the opportunity to enjoy great APY's in Staking Rewards that get credited every 24 hours automatically with the option to Withdraw or Re-stake the earned GML tokens.

Users will be categorized into different Tiers based on the amount of GML tokens staked which will entitle them to participate in the promising IGO,INO & IDO's to be offered on the Game Launcher platform.

GAME LAUNCHER TIERS

In the GameLaunchpad ecosystem, users are categorized into

01 Rookie

02 Master

03 Elite

04 Legendry

Each level requires a different amount of GML token to stake and offers different facilities and benefits. Community members earn GML Power based on the number of tokens staked on which the users get the opportunity to participate in the IGO, INO & IDO's on the Platform. The Tiers also determine the Max Allocation granted when participating in the Initial offering. In addition to the above the users have added benefits from Tiers where they get access to Prediction Play 2 Earn games, Native Farming Pools & Super Farming Pools.

FARMING POOLS & REWARDS

Game Launcher will be offering 3 Types of Farming Pools to its community Members.

01	02	03
Top 3 Crypto Farming Pools	Native Farming Pools	Super Farming Pools

Community Members will get to enjoy a variety of Native Pools on Game Launcher that will be powered by the GML token.

There's more ! Community members will have access to Super Farming Pools on the very own decentralized platform of Game Launcher. Rewards and Fees generated from these pools will get distributed within Staking Rewards.

Gamelauncher will be offering multiple farming pools to promising upcoming projects in the Gaming and NFT sector with amazing rewards.

PREDICTION GAMES

A variety of Play to Earn, Play & Earn and Fantasy games will be available on the Game Launcher Platform not just for the Community Members but also for the Public. Users will get the opportunity to Play multiple games from different streams such as Fantasy Sports, Social Games, Card Games and most popularly Prediction games completely decentralized and based on popular coin Price predictions.

Game Launcher will give the community the opportunity to maximize their holdings and build their portfolio playing prediction games.

NFT MARKETPLACE

Gamelauncher offers a marketplace for trading digital items from games that have been successfully launched. For the NFT ecosystem to flourish, it is crucial to provide NFT owners as much autonomy as possible, as well as the option to sell and gain real-world value from their holdings.

What Makes GML the Next Gem?

▶▶ Gamelauncher (GML) will provide the community with opportunities to be early investors in verified Tier 1 projects.

▶▶ Community Protection with option to Refund your IDO investment in the event of underperforming projects. Community security is our priority!

▶▶ Staking Rewards benefits with best Annual Percentage Yields offered to community members to grow their portfolio for being a valued member of the community.

▶▶ Prediction Games will create engagement and exposure along with Play to Earn opportunities not only for community members but for all visitors on the GameLauncher platform.

▶▶ Top 3 Crypto Farming for Gamelauncher community members to earn yields by participating in the Bitcoin, Ethereum and BNB Pool.

▶▶ Native Farming for the GameLauncher community members to earn yields by joining the GML native farms.

▶▶ Super Farming offered to external Top tier projects creating their pools onto the GML platform brings together communities and exposure along with rewards shared amongst the GML token holders.

▶▶ NFT Marketplace will enable you to trade NFT's in an open NFT Marketplace bringing value to your NFT holdings similar to Opensea.

Market Overview

In this, we'll explore the 2020 revenues for mobile, PC, and console gaming. The games market will continue to grow in the following years, exceeding $200 billion at the end of 2023. By then, we forecast the games market to grow with a +8.3% CAGR to $200.8 billion. All game segments saw an increase in engagement and revenues as a result of the COVID-19 measures, but mobile gaming saw the biggest increase.

There are a few reasons why mobile will enjoy more growth than both PC and console gaming:

▶▶ **MOBILE GAMING HAS THE LOWEST BARRIER TO ENTRY:** more than two-fifths of the global population owns a smartphone—and many mobile titles are free to play.

▶▶ **MOBILE GAMING AS AN ALTERNATIVE TO PC CAFES:** the closure of these cafes has led many to (temporarily) churn to mobile gaming.

▶▶ **THE MOBILE DEVELOPMENT PROCESS IS LESS COMPLEX** and, therefore, less likely to suffer delays from COVID-19-related disruption.

We expect engagement for mobile games to rise even more rapidly. After all, it is infamously difficult to convert players into payers on mobile.

Console and PC Are Still on Track for Healthy Growth

Meanwhile, console gaming will grow +6.8% year on year to $45.2 billion, boasting over 729 million players. Engagement and revenues are set to grow due to the lockdown measures, at least in the short term, but COVID-19 is also having negative effects on console gaming.

To Be More Precise, Game Launcher will

Present developers with beneficial funding options. In addition to keeping all of their equity and intellectual property, developers will be able to raise money.

Establish new sources of income for both developers and gamers.

Create a robust economy based on tokens. Powering rewards programmes, digital items, referral benefits, and more.

Offer developers exposure to the GameLauncher community and efficient marketing tools.

Targeted Issues

INDIE DEVELOPERS FACE CHALLENGES

The game market system is incredibly unjust because the majority of revenue is distributed to publishers, digital distribution services, and marketing. Additionally, if the game developers need money for their next project, they will be forced to give up their equity, commit to a single publishing platform, or in certain cases, even sign away their intellectual property, which will reduce their ability to make money.

NFT PURCHASERS FACE PROBLEMS

The general availability of NFTs should be known by buyers. Future prices will render the vast majority of acquired NFTs useless. The majority of visual art, such as digital paintings, fall within this category, though. The value and return of such assets will be significantly increased over time, though, by being a part of an in-game ecosystem.

HIGH GAS PRICES

Gas fees are the sums paid to miners who support the blockchain's proof-of-work algorithm and the transaction verification it performs. They are now pricey enough that it would be unfeasible and theoretically indefinitely expensive to create an NFT for EVERY item in the game. If developers didn't want to create their own coin to support the technology, the functionality would need to be more narrowly focused in order for them to implement NFTs properly.

The Solution

For game developers and content producers

FUND YOUR PROJECT :
Get the money you need to finish the game without giving up any equity or intellectual property.

DEVELOP YOUR NEIGHBOURHOOD :
Engage the people in your community who care about the virtual world. To boost your visibility, use GameLauncher.

INCREASE GAME ENGAGEMENT :
Because of the monetary development, game participation will increase.

For players and NFT enthusiasts

HIGH-QUALITY SCREENING :
On GameLauncher only carefully screened and highly rated projects will be listed, assuring the greatest possible future asset value.

GENERATE INCOME :
In addition to Play to Earn games, Game Launcher will also bring in live Prediction games for the Game Launcher Community. Members will be able to participate and win using GML Tokens.

NFTS IN EVERY PRICING RANGE :
Customers will be able to invest at all price points, making NFT widely available.

Physical distribution, massive cross-company collaboration, and certification are a major part of console game development, which may result in game delays in the future or games scaling down scope or features to hit release windows.
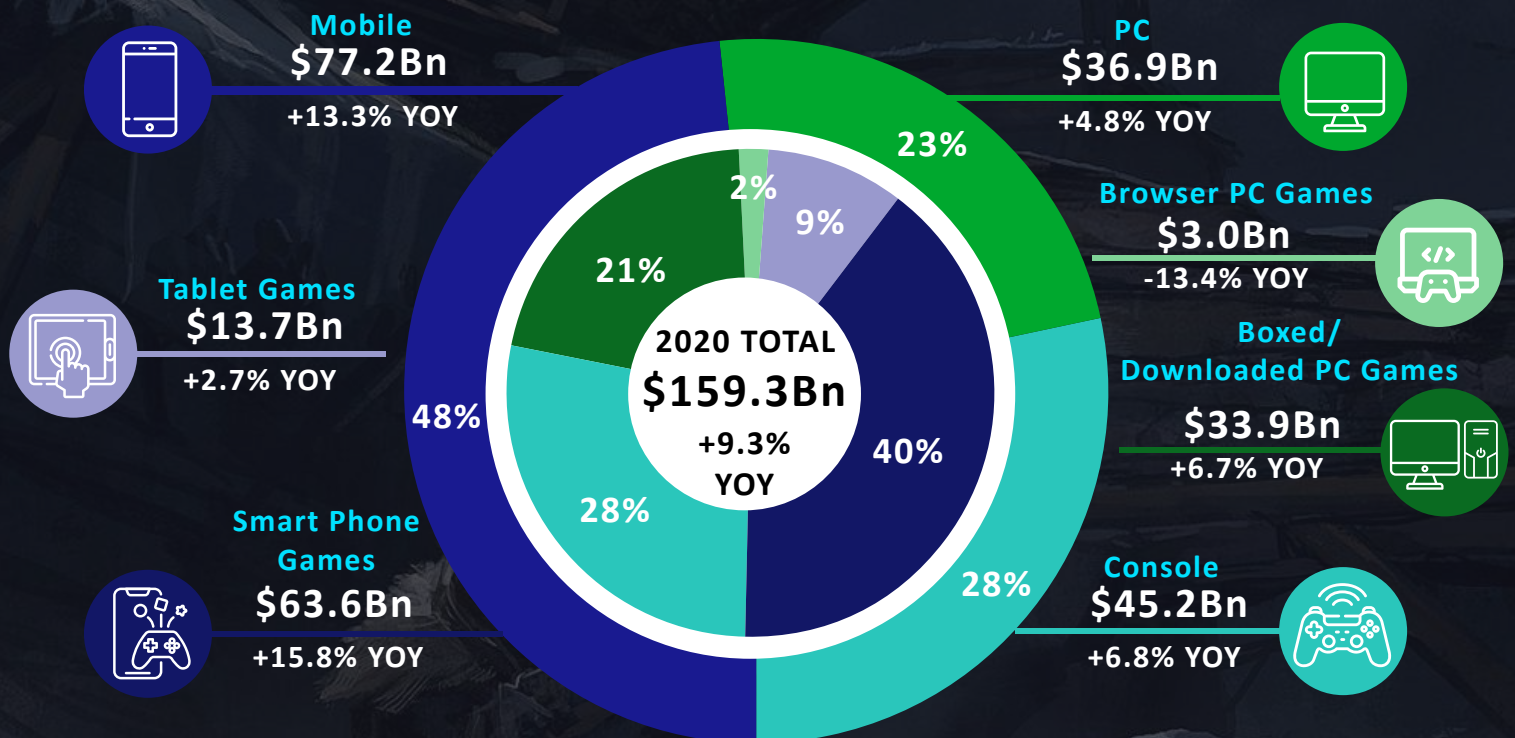
Growth in the console market has slowed down significantly compared to the heights it reached in 2018. Anticipation for the next-gen consoles already led to lower-than-expected spending on consoles last year.

Finally, PC gaming, driven by its 1.3 billion players Unlike console gaming, new releases for PC rarely reach revenues that significantly change the market's outlook.

Many of PC's most popular games have been at their respective positions for at least three years, with some retaining popularity for over a decade.

What's more, the PC ecosystem moved to digital (from physical) much quicker than consoles did, so physical distribution is almost a non-issue for PCs.
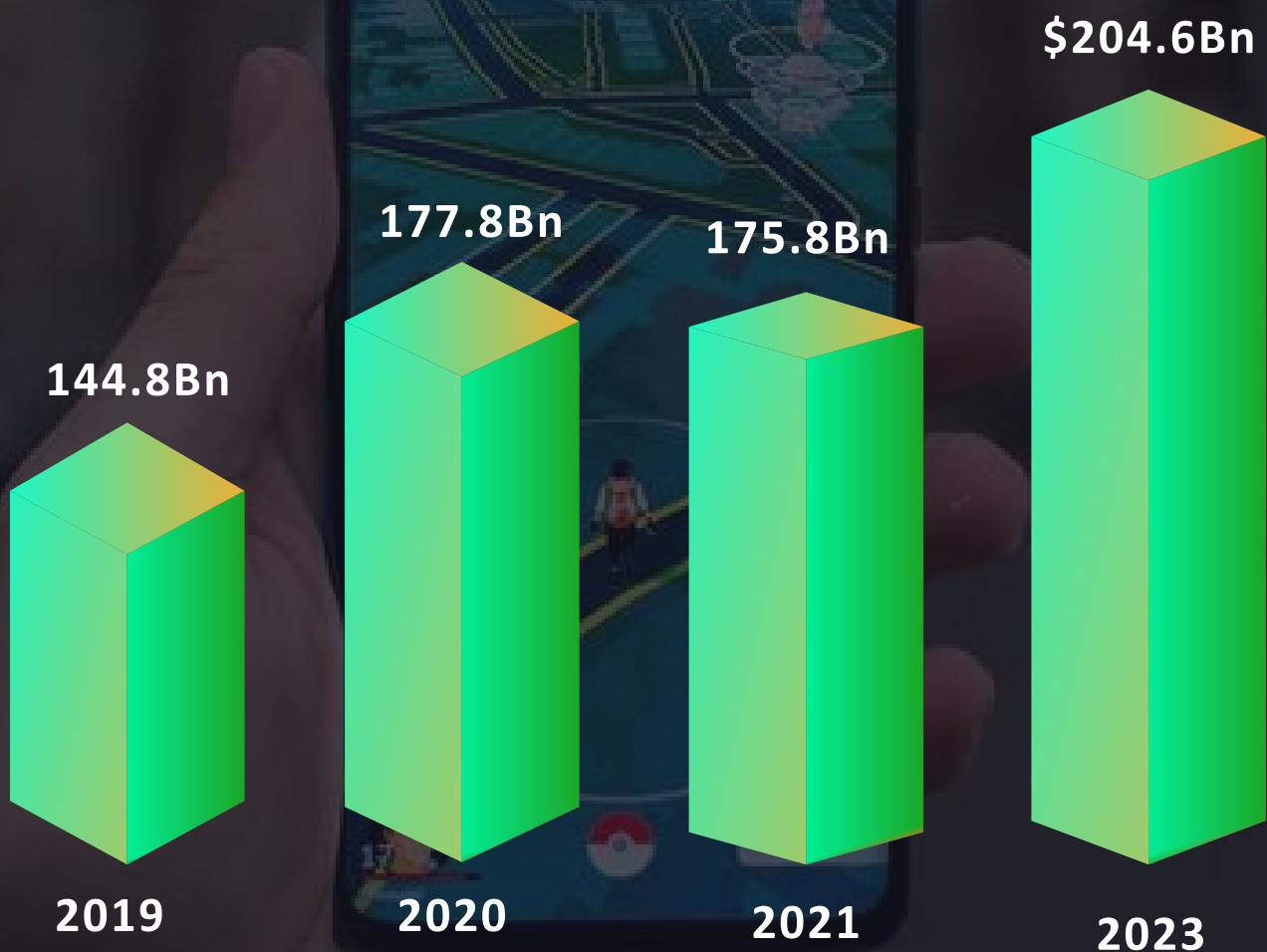
GLAUNCHER GAMES MARKET

Mobile
$77.2Bn
+13.3% YOY

PC
$36.9Bn
+4.8% YOY

23%

2%

9%

Browser PC Games
$3.0Bn
-13.4% YOY

21%

Tablet Games
$13.7Bn
+2.7% YOY

2020 TOTAL
$159.3Bn
+9.3% YOY

Boxed/ Downloaded PC Games
$33.9Bn
+6.7% YOY

48%

40%

28%

Smart Phone Games
$63.6Bn
+15.8% YOY

28%

Console
$45.2Bn
+6.8% YOY

Per device and segment with year-on-year Growth Rates

WHAT IS THE FUTURE OUTLOOK FOR THE GLOBAL GAMES MARKET?

The games market will continue to grow in the following years, exceeding $200 billion at the end of 2023. By then, we forecast the games market to grow with a +8.3% CAGR to $200.8 billion.

Due to the new generation of consoles, growth in console game revenues will steadily grow every year, although we do not foresee revenues reaching double-digit growth before five to six years into the launch. Mobile gaming will continue to be the fastest-growing segment overall.

GLAUNCHER GAMES MARKET FORECAST

$204.6Bn

177.8Bn

175.8Bn

144.8Bn

2019   2020   2021   2023

Glauncher Games market Report

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%
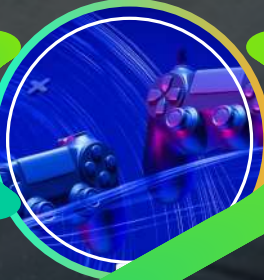- Reserves : 7%
- Advisors : 6%
- Team 12%

Token Sale Details

ROUND	TOKEN PRICE
Seed	$0.06
Private	$0.075
Public	$0.09

Token Utility

1 Access to IGO Projects via Tier system.

2 Access to Prediction games

3 Access to P2E Games

4 Staking Rewards

5 Earn Rewards from Farming pools

6 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.

Roadmap

Q2 2022
- RND and Initial Concept
- Team building
- Website design
- Social media presence

Q3 2022
- Smart Contract Development
- Marketing Campaigns
- Whitepaper
- Tokenomics

Q4 2022
- Community Expansion
- Strategic Partnerships
- Social Media Boost
- Airdrop Campaigns

Q1 2023
- Website Launch
- Full-scale Launchpad Launch(IGO)
- Seed and Private Round
- Marketing Boost
- Community Engagement Campaigns
- Kol Program

Roadmap

Q2 2023
- IDO Launch
- Token Listing
- Decentralized Staking
- Social media presence

Q3 2023
- Strategic Partnerships
- Native Farming
- Super Farming
- Farming Yield Rewards

Q4 2023
- Prediction Games Launch
- NFT Marketplace Launch

END

> 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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