

Whitepaper



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Storyline of the Game

In the year 2050, a global catastrophe has left the world in a corrupt system. The only way to survive is to fight for resources in a deadly Battle Royale competition. The competition is run by a mysterious organization known only as "AmazeGames," which offers huge rewards for the last person standing.

As a player, you are one of the contestants in the competition. You start off with a strong crypto personality standing strong with your own values, trying to survive by gathering resources and avoiding danger. But as you progress through the game, you begin to uncover the secrets of AmazeGames and the true nature of the competition.

You discover that AmazeGames is not just a group of wealthy investors, but a secret society with a bold vision. They seek to empower the world's strongest fighters and train them to become the ultimate force against the corrupt system that has enslaved humanity.

Excited by this prospect, you dive headfirst into the competition, determined to become one of the elite few who will represent the best of the best.

As you progress, you face increasingly difficult challenges and obstacles, pushing you to your limits and beyond. You learn new techniques and strategies, hone your abilities, and become stronger with each passing day.

But the competition is not just about physical prowess. You discover that the greatest fighters also possess a deep understanding of the world around them, and a powerful sense of justice and morality. As you develop these qualities, you realize that you are not just fighting for personal glory, but for a greater cause.

As you embark on your journey to become one of the Top fighters, you quickly realize that collecting resources is crucial to your success. You must search for NFTs, which are powerful tools that will give you an edge in battle.

These NFTs come in many forms, such as guns, meds, attachments, grenades, and much more. Each one is unique and has its own strengths.

To find NFTs, you must explore the game world, scouring every nook and cranny for hidden treasures. Some NFTs are easy to find, while others are guarded by tough opponents or hidden behind tricky puzzles.

But collecting NFTs is not just about brute force. You must also use your wits and strategy to outmaneuver your opponents and stay one step ahead. You may need to form alliances with other players, trade resources, and share information to succeed. any situation and overcome any challenge. With your newfound power and knowledge, you are ready to take on the corrupt system and fight for a better future for all.

Finally, the day of reckoning arrives. The Top Players are revealed, and you stand among them, ready to take on the system and fight for a better world. The only thing you need to do, after collecting all necessary resources, is to be strong enough and fight the ultimate fight, you will win but only if your spirits are high and your determination unbreakable.

In the end, victory is not just yours, but humanity's. Amazegames created a strong fighter. Over time many more will join and the corrupt system will fall, and a new era dawns, one of freedom, justice, and hope. As you look back on your journey, you realize that AmazeGames was not just a game, but a powerful force for change in the world, and you are proud to have been a part of it.

Executive Summary

AmazeGames is an innovative gaming platform that provides two distinct gameplay modes: Hunger-Games style and Battle Royale-style.

In the Hunger Games-style, players collect Non-Fungible Tokens (NFTs) to enhance their gameplay, while in the Battle Royale-style, players use NFTs to compete against each other and climb the leader board.

AmazeGames also offers a tournament system for the top 100 players on the leader board, and a Play-to-Earn ecosystem through the Maze token and NFT assets.

Maze tokens are the platform's primary currency that players can use to enter games, purchase in-game items, take part in tournaments, and earn rewards. NFT assets provide players with ownership and control over their digital assets and offer unique opportunities for both gamers and non-gamers to become virtual stadium or arena owners.

AmazeGames is an excellent example of GameFi, combining blockchain technology with gaming to provide players with a more engaging and rewarding gaming experience.

Purpose of this Whitepaper

This whitepaper introduces the novel gaming platform built on blockchain technology and summarizes its distinct attributes and advantages. The paper's focus is on showcasing the interesting applications of blockchain in gaming and how they can enrich the overall gaming experience.

Although not intended to delve deep into the technical details, the whitepaper aims to provide a broad introduction to the platform's potential to disrupt the gaming industry.

Intended Audience

The target audience for this whitepaper includes gaming enthusiasts, investors, and businesses intrigued by the transformative potential of blockchain technology in gaming

Introduction

AmazeGames is a highly advanced gaming platform that offers two distinct gameplay modes to cater to players' different preferences.

In the first gameplay mode, hunger-games style, players embark on a search for Non-Fungible Tokens (NFTs) scattered across the game map. These NFTs represent various in-game items, including guns, equipment, and other valuable assets that players can collect and use to enhance their gameplay experience. As players collect more NFTs, they build their inventory and boost their confidence to prepare for the second gameplay mode.

In the second gameplay mode of AmazeGames, players are required to pay a travel fee to enter the game and compete against each other using the NFTs they have collected in the first gameplay mode. The travel fee acts as an entry fee to take part in the highly competitive Battle Royale-style game mode.

As players progress through the game, they must use their skills and resources, including their NFTs, to eliminate their opponents and climb the leader board.

Each time a player eliminates an opponent, they receive back their initial travel fee, effectively making their participation in the game free. If a player eliminates multiple opponents, they can earn more than their initial travel fee, making the game more rewarding and exciting as they progress.

AmazeGames offers an additional incentive for players to compete in this gameplay mode. We will invite the top 100 players on the leader board to take part in a tournament, where they will compete against each other for a share of the travel fees collected by the platform. This feature not only adds to the competitive nature of the game but also rewards players who excel in the game and motivates them to continue playing and improving their skills.

Overall, AmazeGames provides an innovative gaming experience that combines the thrill of Battle Royale-style gameplay with the strategy and value of NFTs. By offering both scavenging and competitive gameplay modes, and integrating a travel fee and tournament system, AmazeGames creates an engaging and immersive platform that is poised to revolutionize the gaming industry.

Hunger Games Style

Hunger games offer a window into the human mind, revealing our natural instincts for survival, strategy, and collaboration.

Born from the pages of a bestselling novel series, Hunger Games has grown into a cultural phenomenon, inspiring movies, merchandise, and now, a game format that brings the thrill of survival and strategy to the forefront.

Beyond the entertainment value, Hunger Games is also about the human spirit, our natural instincts for survival and collaboration, and the power of the human mind to overcome adversity.

Battle Royale Format

The Battle Royale format is a highly popular and engaging type of game that has taken the gaming industry by storm. This format typically involves a large group of players competing against each other in a last-player-standing-style competition. The gameplay mechanics often involve players scavenging for resources, weapons, and other items to aid them in their mission to eliminate opponents and survive.

One of the key benefits of Battle Royale games is that they offer players the opportunity to improve their cognitive and motor skills. The fast-paced nature of these games requires players to make split-second decisions, react quickly to changing situations, and maintain a high level of focus and concentration. Additionally, players must use problem-solving skills to strategize their gameplay, adapt to changing circumstances, and outmanoeuvre their opponents.

Play-to-Earn Ecosystem

P2E games are a new type of blockchain-based games that allow players to earn real-world value while playing their favourite games. By leveraging decentralized blockchain technology, P2E games enable players to own in-game assets and currency, which they can trade in various marketplaces for real-world value. This decentralized approach provides a more engaging and rewarding gaming experience for players while also enabling them to own and control their assets.

Maze Token

The Maze token is a unique digital currency that serves as the primary currency for the AmazeGames platform. Maze tokens can be used to enter games by paying the travel fee, buy the latest in-game items and accessories, take part in exciting tournaments, and earn rewards for skillful gameplay.

Maze token holders can enjoy exclusive discounts and bonuses, giving them an edge in the gaming world. The Maze token is a decentralized cryptocurrency that operates on a blockchain network, ensuring secure and transparent transactions for players.

NFT Assets

NFT assets are a critical component of the AmazeGames platform, offering unique benefits to players. NFT assets are digital assets stored securely on the blockchain, providing players with complete ownership and control over their assets. On the AmazeGames platform, players can acquire two types of NFT assets: in-game assets and land assets for stadiums and arenas.

NFT in-game assets allow players to possess unique digital items that can be used in games or traded in various marketplaces for real-world value. These assets provide players with a sense of ownership and control over their in-game items, enhancing their gaming experience.

NFT land assets are unique opportunities for both gamers and non-gamers to become virtual stadium or arena owners. The platform divides each stadium into 100 arenas, with 100 seats in each arena, represented by individual NFTs. Thus, NFT holders can acquire ownership of land assets and sell tickets to their seats, creating a revenue stream for owners. These NFT land assets provide an exciting opportunity for players to engage with the AmazeGames platform and take their gaming experience to the next level.

GameFi

GameFi is a new concept that has emerged in the gaming industry, combining blockchain technology with gaming to provide players with a more engaging and

rewarding gaming experience. AmazeGames is a platform that offers various GameFi features that add significant value to the Play-to-Earn (P2E) ecosystem.

Staking is a GameFi feature that allows players to earn rewards for holding their Maze tokens on the platform. Players can stake their tokens and earn rewards in the form of additional tokens, providing an incentive for players to hold their tokens on the platform. Staking also helps to ensure the stability of the platform's economy by reducing the number of tokens in circulation.

Revenue and profit sharing is another GameFi feature offered by AmazeGames. Players and token holders can earn a share of the revenue and profits generated by the platform, specific games, or tournaments. This feature is designed to provide players with a more significant incentive to participate in the platform's activities and games.

The revenue and profit-sharing mechanism work by allocating a percentage of the profits generated by the platform to a shared pool. This pool is then distributed among the players and token holders based on their contribution to the platform's activities. This distribution may be proportional to the number of tokens held or the level of participation in the platform's activities.

Overall, AmazeGames GameFi is an exciting new way for players to engage with the world of P2E gaming and earn rewards for their participation. The staking and revenue and profit-sharing features provide players with a more significant incentive to participate in the platform's activities, while also helping to ensure the stability and growth of the platform's economy.

DAO

The AmazeGames DAO (decentralized autonomous organization) is a community-driven governance system that empowers token holders to suggest and vote on modifications to the platform. The DAO is built on blockchain technology and operates in a decentralized manner, allowing for transparency, fairness, and inclusivity.

The DAO functions through a voting system where token holders can submit proposals and vote on them. The proposals may include changes to the platform's rules, features, or economic model. The voting process is transparent, and the results are recorded on the blockchain, ensuring that the voting process is tamper-proof and trustworthy.

The DAO's decision-making process is designed to be democratic, with each token holder having an equal vote in the platform's governance. This ensures that the platform's direction is determined by the collective wisdom and interests of the entire community.

The AmazeGames DAO also includes a treasury system, where a portion of the platform's revenue is allocated to a shared pool. The treasury is then used to fund proposals that have been approved by the community through the voting process. This system ensures that the platform has a sustainable funding mechanism to support its growth and development.

Overall, the AmazeGames DAO is a powerful tool that enables the community to take charge of their gaming experience and shape the future of P2E gaming. Its decentralized nature, transparency, and democratic decision-making process make it a reliable and trustworthy governance system.

Game Mechanics

AmazeGames offers diverse challenges, quests, tournaments, and events to keep players engaged. The platform is built on the Hunger Games and Battle Royale formats and features game mechanics like scavenging, fighting for survival, and permadeath.

NFTs enhance the gameplay experience by offering unique opportunities to acquire rare assets, trade with other players, and earn a profit. Maze tokens serve as in-game currency to purchase items and unlock features. Overall, AmazeGames provides an immersive and rewarding P2E NFT gaming experience.

Membership & Access

Membership is required to access platform services, and users must hold either Maze tokens or NFTs. We grant differentiated access to platform services based on the "game modes", incentivising users to familiarise themselves first and then upgrade their membership for higher levels of service.

For example, visitors to the platform have limited information access. However, once they connect and authenticate their wallet, they gain a higher level of access, including the ability to play games, provided their wallet has a minimum token holding or NFT.

Payments & In-Game Economy

Maze tokens serve as the primary payment backbone for the AmazeGames platform, enabling players to enter games by paying the travel fee and for purchasing NFT assets to take part in tournaments and earn rewards for their skillful gameplay.

The in-game economy is a display of skills and strategy in eliminating competition and winning in-game assets like NFTs, travel fee, and XRP (leadership) points.

NFT assets, including in-game assets and land, offer players an additional layer of experience and benefits that can enhance gameplay and potentially increase in value. This creates an exciting and engaging ecosystem that motivates players to take part and contribute to the platform's growth.

Game Modes

AmazeGames platform offers four game modes to suit players of all levels, from novice to experienced. The first mode, Practice Pit, allows players to hone their skills and test strategies in a low-risk environment. Mode 2, Prepare for War, challenges players to prepare and strategize before heading into battle. Mode 3, Competitive, offers intense, skill-based gameplay for players looking to prove their abilities.

The fourth mode, Tournament, provides an opportunity for players to compete with others for prizes and bragging rights.

Each game mode offers a unique experience tailored to different levels of play, ensuring that every player can find their place in the AmazeGames community.

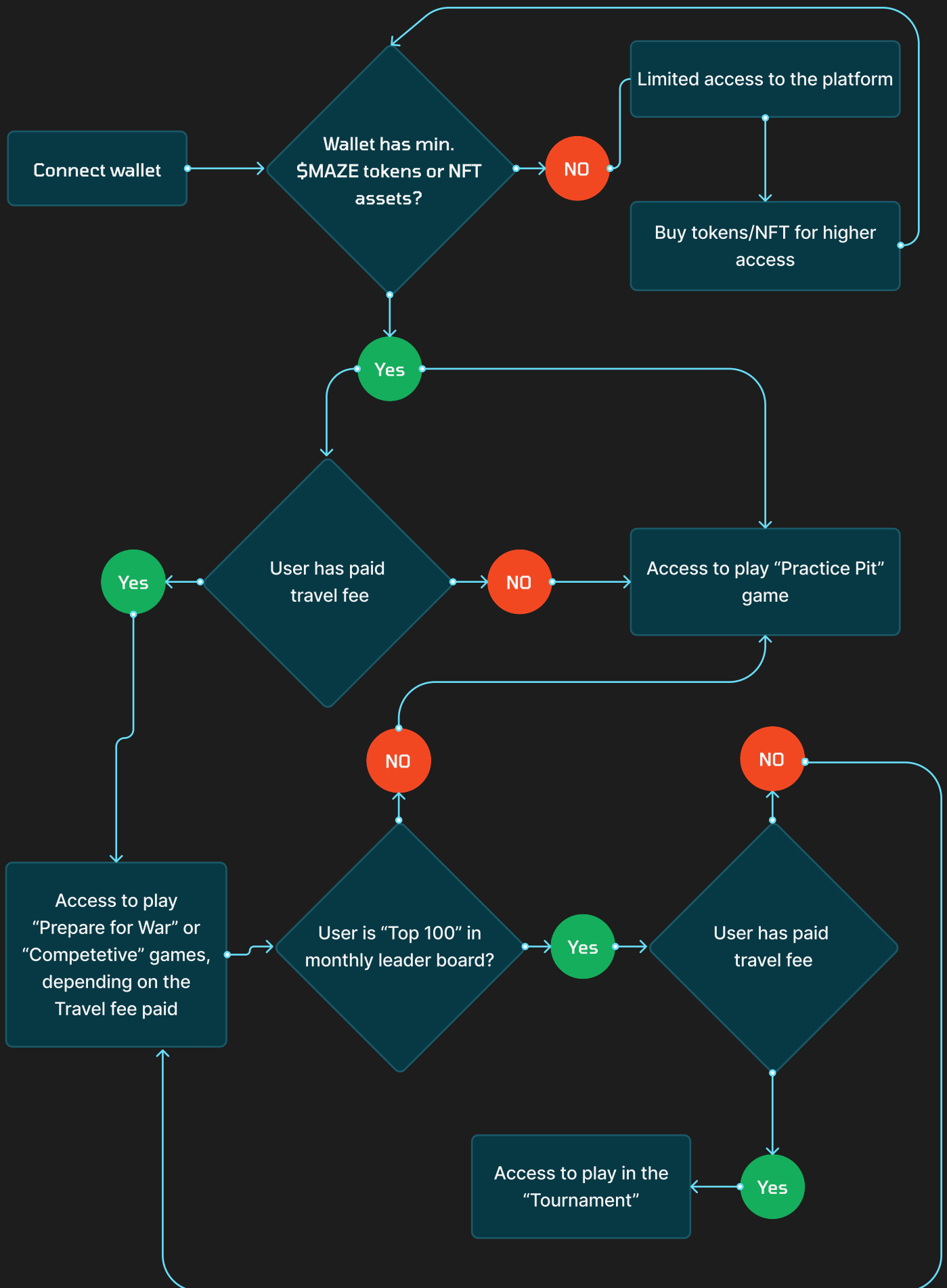


Figure: Flowchart for membership & Access

	Mode 1 Practice Pit	Mode 2 Prepare for War	Mode 3 Competitive	Mode 4 Tournament
Style	Hunger Games	Hunger Games	Hunger Games + Battle Royale	Hunger Games + Battle Royale
Structure*	20 to 50 players	20 to 50 players	20 to 50 players	Top 100 players
Objective	Escape through the centre portal	Escape through the centre portal	Escape through the centre portal	Last player standing
Joining the game	Free	Travel Fee (3 choices)	Travel Fee	Travel Fee
In-Game mechanics				
• Collecting NFTs				
• Using NFTs				
• Stealing NFTs				
• Stealing Travel Fee				
• Earning Points				
• Leadership Ranking				
Exiting the game				
• Exit using central portal (winner)				(Last standing player is the winner who will exit via the central portal)
• Multiple winners				
Game rewards				
• Retain NFT, fee, points collected				
• Winner prize / Jackpot				

	Mode 1 Practice Pit	Mode 2 Prepare for War	Mode 3 Competitive	Mode 4 Tournament
Community involvement				
• View games from stadiums				
• Vote during games				
• Bet during games				
• Win viewer prizes				

*A game usually comprises of 20 to 50 players & in the initial days of the gaming platform launch, the game may be played with less than the usual size.

Mode 1 - Practice Pit

The Practice Pit mode in AmazeGames is designed as a beginner-friendly game mode for players to hone their skills and get familiar with the game mechanics. The game mode follows the Hunger Games format, where players must escape through a central portal to win.

Style

The game mode follows the Hunger Games format, where the objective is for players to escape through the central portal to win.

Structure

Each game round starts with a total of 20 to 50 players (and possibly lesser players during the initial stages of the gaming platform launch), who ascend from underground via an elevator and begin from the centre of the map. The map gradually shrinks over time, forcing players into a maze resembling the one in the movie "Maze Runner."

Objective

The objective is to eliminate as many opponents as possible and successfully exit through the central portal. Multiple winners can exist, as more than one player can exit through the portal.

Joining the Game

Anyone can join and play the game. There are no fees to play.

In-Game Mechanics

The game mechanics will include loot boxes which contain a random assortment of basic items, level 1 guns, and medicine. It's important to note that the loot boxes will only be available for the duration of the game. Players won't have the opportunity to collect NFTs, earn XRP points, or be concerned about any ranking system.

Exiting the Game

Exiting the game is possible by leaving through central portals, and all in-game rewards collected, including loot boxes and points, will disappear. There are no rewards offered for winning, and all in-game rewards are reset at the end of the game.

Game Rewards

The winners are the player(s) who successfully exit through the central portal, but there are no rewards offered, and all the in-game rewards, including the collected loot boxes and points earned, will be reset at the end of the game.

Community Involvement

Community involvement is not present in the Practice Pit mode, and players can solely focus on honing their skills and improving their gameplay without external interference. Overall, the Practice Pit mode is a suitable starting point for novice gamers looking to learn the basics of the game and improve their skills.



Figure: Flowchart for Tournament Game Mode

Mode 2 - Prepare for War

Prepare for War mode is similar in gameplay to Practice Pit mode, but with added features, including NFT assets.

Style

Prepare for War mode is structured like the Hunger Games. The objective is for players to exit the map through the central portal to become winners.

Structure

Each round of the game comprises 20 to 50 players (and possibly lesser players during the initial stages of the gaming platform launch), who will rise from the underground, through an elevator, upwards. The players will start from the centre of a map. As time passes, the map will slowly shrink, and players will be pushed into a maze - like the one in the "Maze Runner" movie.

Objective

The objective is to kill as many opponents as possible and exit the map through the central portal. Multiple players can exit, resulting in multiple winners.

Joining the Game

Anyone can join the game by paying a travel fee. Depending on the fee paid, each player will receive a backpack and the ability to collect a predetermined number of NFTs. The following fee structures are available:

- **Kid:** Small Backpack, capable of holding up to "1" NFTs collected in-game,
- **Teen:** Medium Backpack, capable of holding up to "2" NFTs collected in-game, and
- **Adult:** Large Backpack, capable of holding up to "3" NFTs collected in-game.

Exiting the Game

Players who wish to exit the game can do so through the central portals, and their in-game NFT rewards earned until the point of exit will be added to their collection.

In-Game Mechanics

Collecting NFTs

In-game mechanics consist of loot boxes, gaming ATMs, and special locations across the map where players can find NFTs. Players can only collect NFTs based on the size of their backpack.

Players must be strategic in choosing the right NFTs since there are three classes available: Common, Uncommon, and Rare.

- **Common:** Easily obtainable and have high supply, lower value and strength compared to Uncommon and Rare NFT assets,
- **Uncommon:** Rarer and more difficult to obtain than Common NFTs, with unique properties or features that make them more valuable and stronger, and
- **Rare:** The most valuable and scarce type of NFTs, with limited availability and unique features, properties, or significance that make them highly desirable.

Using NFTs

Not allowed in Prepare for War mode.

Stealing NFT

Eliminating another player also allows the player to steal the backpack and NFTs collected by the eliminated player. Each subsequent elimination adds to the player's NFT collection. Players who exit the game through the central portal retain their backpacks and all the NFTs they have collected.

Stealing Travel Fee

Not allowed in Prepare for War mode.

Earning Points

Not allowed in Prepare for War mode.

Game Rewards

The player(s) to exit through the central portal are the winner(s). On exit all the in-game NFT assets collected and earned, until the point of exit, will be added to the players kitty.

Community Involvement

None for Prepare for War mode.



Figure: Flowchart for Tournament Game Mode

Mode 3 – Competitive

The competitive mode takes gameplay to a new level by incorporating the Battle Royale style into the Hunger Games format. Players are motivated to eliminate opponents to steal their travel fee and leadership (XRP) points as a reward for their victory.

Style

The tournament is a Battle Royale + Hunger Games format game, where the last standing player to exit the map through the central portal is the winner.

Structure

The final round of the game comprises 100 players (and possibly lesser players during the initial stages of the gaming platform launch). Players will begin the game by jumping out of an airplane with a parachute, and they will be randomly placed at different locations on the map. As the game progresses, they will be gradually pushed towards the centre.

Objective

The aim of the game is to eliminate all opponents and win the tournament Pot.

Joining the Game

Only the Top 100 players of the month can join and play the game, and each player must pay a travel fee.

In-Game Mechanics

Collecting NFTs

Not allowed in this game mode.

Using NFTs

The players can use their NFTs collected in the previous modes in this game play. The NFTs have unique features, properties, or significance which the players can leverage in the game to vanquish their enemies.

Stealing NFTs

Not allowed in this game mode.

Stealing Travel Fee

When a player eliminates another player, they steal the eliminated players travel fee and can continue playing the game with the possibility to win the pot. The last player standing will win all the other players travel fee and the tournament pot.

Earning Points

Not allowed in this mode.

Exiting the Game

Not allowed in this mode.

Game Rewards

The last standing player who exits through the central portal is the winner, and all in-game rewards and points earned until the point of exit will be added to their kitty.

Exiting the Game

Players can exit the game through the central portals, and all the in-game rewards and

points earned until the point of exit will be added to the player's kitty.

Game Rewards

The player(s) to exit through the central portal are the winner(s), and all the in-game rewards and points earned until the point of exit will be added to the player's kitty.

Community Involvement

None for the mode.

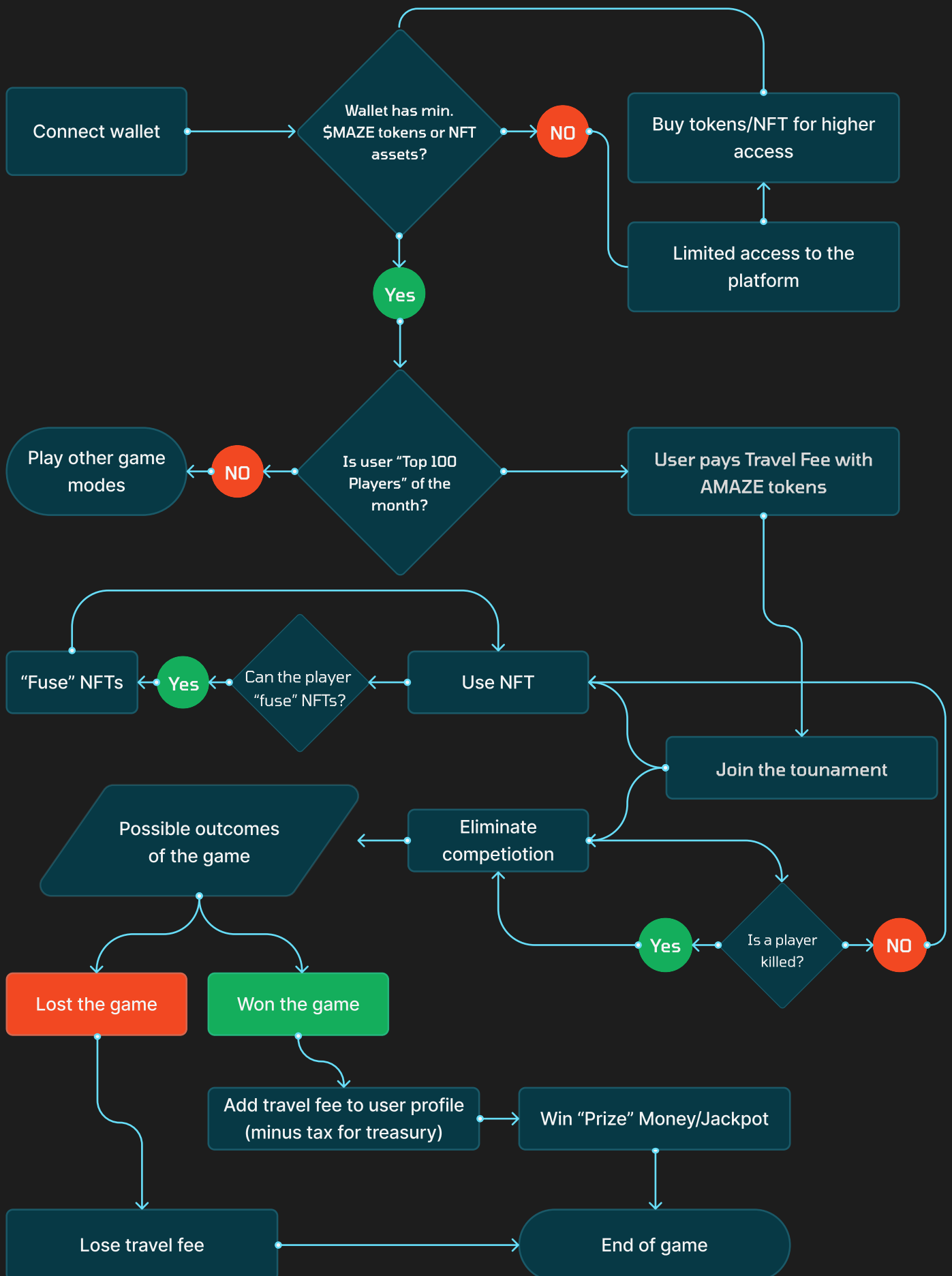


Figure: Flowchart for Tournament Game Mode

Mode 4 – Tournament

The tournament game mode is like the competitive mode, but only the top 100 players of the month are eligible to compete. The tournament consists of several rounds, with players being gradually eliminated until only the best remain. The stakes are high, with millions of dollars in prize money up for grabs.

Style

The game mechanics will include loot boxes which contain a random assortment of basic items, level 1 guns, and medicine. It's important to note that the loot boxes will only be available for the duration of the game. Players won't have the opportunity to collect NFTs, earn XRP points, or be concerned about any ranking system.

Structure

Each round of the game comprises 20 to 50 players (and possibly lesser players during the initial stages of the gaming platform launch), who are randomly placed at different locations on the map after jumping out of an airplane with a parachute. As the game progresses, players are gradually pushed towards the centre, and the players to exit through the central portal are the winners.

Objective

The objective is to eliminate as many opponents as possible and acquire their travel fee and XRP points. Players must be strategic and vigilant in their gameplay to achieve

the goal of leaving the game through the portal in the centre. There can be multiple winners.

In-Game Mechanics

Collecting NFTs

Not allowed in this game mode.

Using NFTs

The players can use their NFTs collected in the previous modes in this game play. The NFTs have unique features, properties, or significance which the players can leverage in the game to vanquish their enemies.

Stealing NFTs

Not allowed in this game mode.

Stealing Travel Fee

When a player eliminates another player, they steal the eliminated players travel fee and can continue playing the game with the possibility to win the pot. The last player standing will win all the other players travel fee and the tournament pot.

Earning Points

Not allowed in this mode.

Exiting the Game

Not allowed in this mode.

Game Rewards

The last standing player who exits through the central portal is the winner, and all in-game rewards and points earned until the point of exit will be added to their kitty.

Community Involvement

Venue

The games take place in NFT stadiums and arenas, and tickets to the venue can be purchased by anyone from NFT land asset holders.

Voting

The AmazeGames platform distinguishes itself from others by offering players the ability to influence the game through their votes, thereby promoting community engagement. This innovative feature allows players to vote on sudden changes that affect all participants, such as weather or new obstacles, during gameplay.

For instance, players may vote on whether to have a sandstorm sweep through the playing area, obstructing visibility for all participants, or whether to have a sudden flood wash over parts of the map, requiring all players to quickly adapt their strategies. This approach not only injects more excitement and unpredictability into the game, but also fosters teamwork and collaboration among players. Additionally, it enables viewers to become more invested in the game, as they witness the community's influence on the gameplay.

Betting

AmazeGames presents a distinctive prospect to Maze token holders to engage in betting during tournaments and events. By betting on their preferred players or teams with Maze tokens, they have the chance to win thrilling rewards like NFTs, valuable in-game items, and even tangible prizes.

NFT Assets

Non-Fungible Tokens (NFTs) are an integral part of the AmazeGames platform, offering players unique benefits and ownership over their digital assets. NFTs are unique digital assets that are stored on a blockchain and verified as authentic, making them one-of-a-kind and irreplaceable.

The platform offers two main types of NFT assets: in-game assets and NFT land assets for stadiums or arenas.

NFT In-Game Assets

Non-Fungible Tokens (NFTs) are an integral part of the AmazeGames platform, offering players unique benefits and ownership over their digital assets. NFTs are unique digital assets that are stored on a blockchain and verified as authentic, making them one-of-a-kind and irreplaceable.

The platform offers two main types of NFT assets: in-game assets and NFT land assets for stadiums or arenas.

NFT Fusion

NFTs can be combined to create a single, more valuable NFT with higher rarity or unique attributes. The following in-game NFTs can be fused: guns, helmets, shields, meds, vests, knives, grenades, attachments, optics, magazines, grips, stocks, barrels, and laser sights.

The following NFTs can be found in the game and can be fused:

Guns	Shields	Helmets	Meds	Vests	Optics	Knives	Grips
Barrels	Grenades	Attachments	Magazines	Stocks	Laser sights		

For example, if a player finds three level 1 guns of the same type, they can be combined to create a level 2 gun. Similarly, if a player finds three level 2 guns of the same type, they can be combined to create a level 3 gun. This upgrading system applies to other items as well, such as knives, laser sights, shields, and meds.

All level 2 and level 3 guns and attachments are stronger and more powerful than their level 1 counterparts.

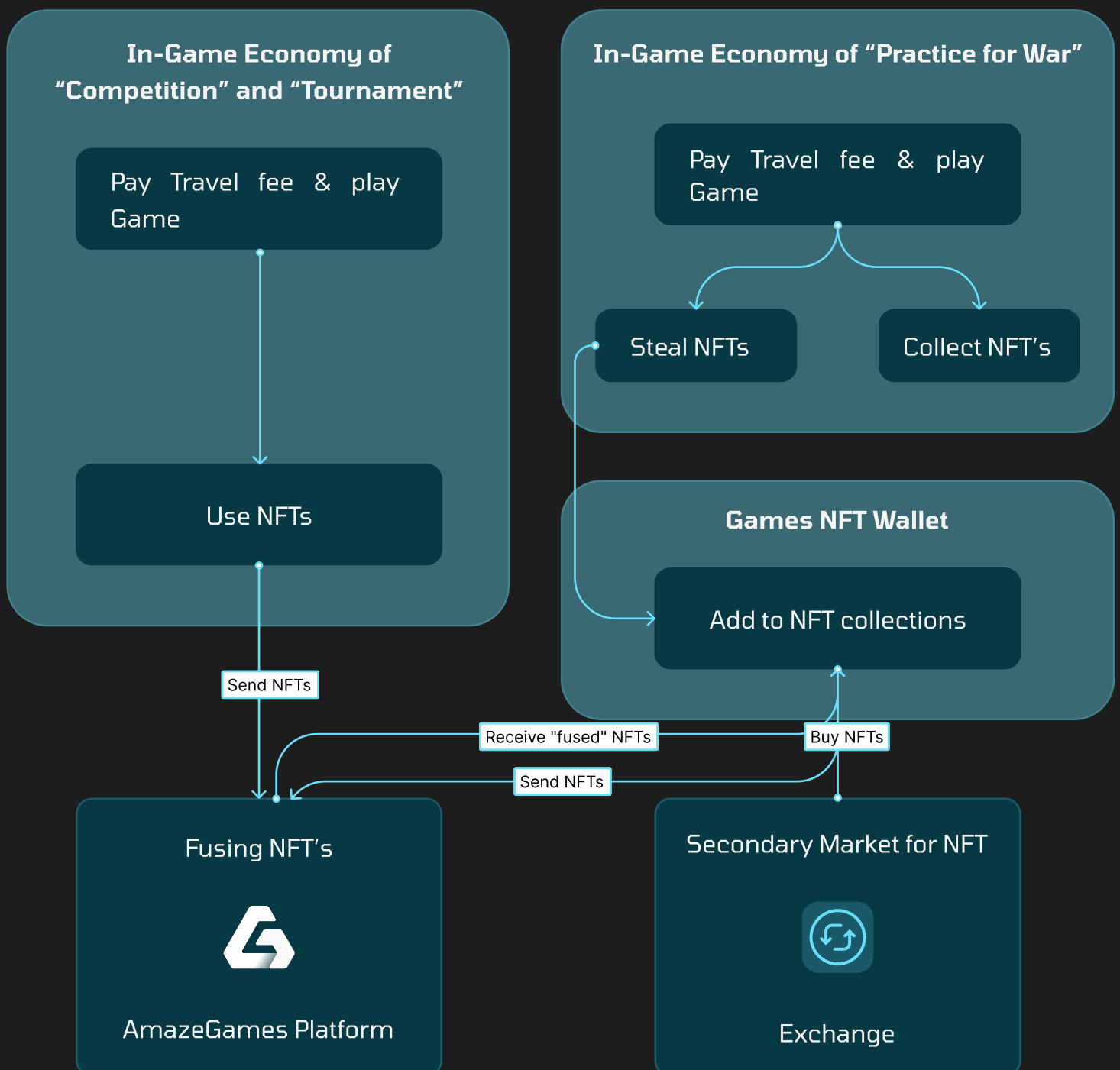


Figure: Flowchart for NFT In-Game Assets

NFT Land Assets

In addition to in-game NFT assets, AmazeGames offers NFT land assets that allow players and individuals to own virtual parts of stadiums and arenas. These venues host various tournaments and events within the game, making NFT land assets a highly sought-after investment.

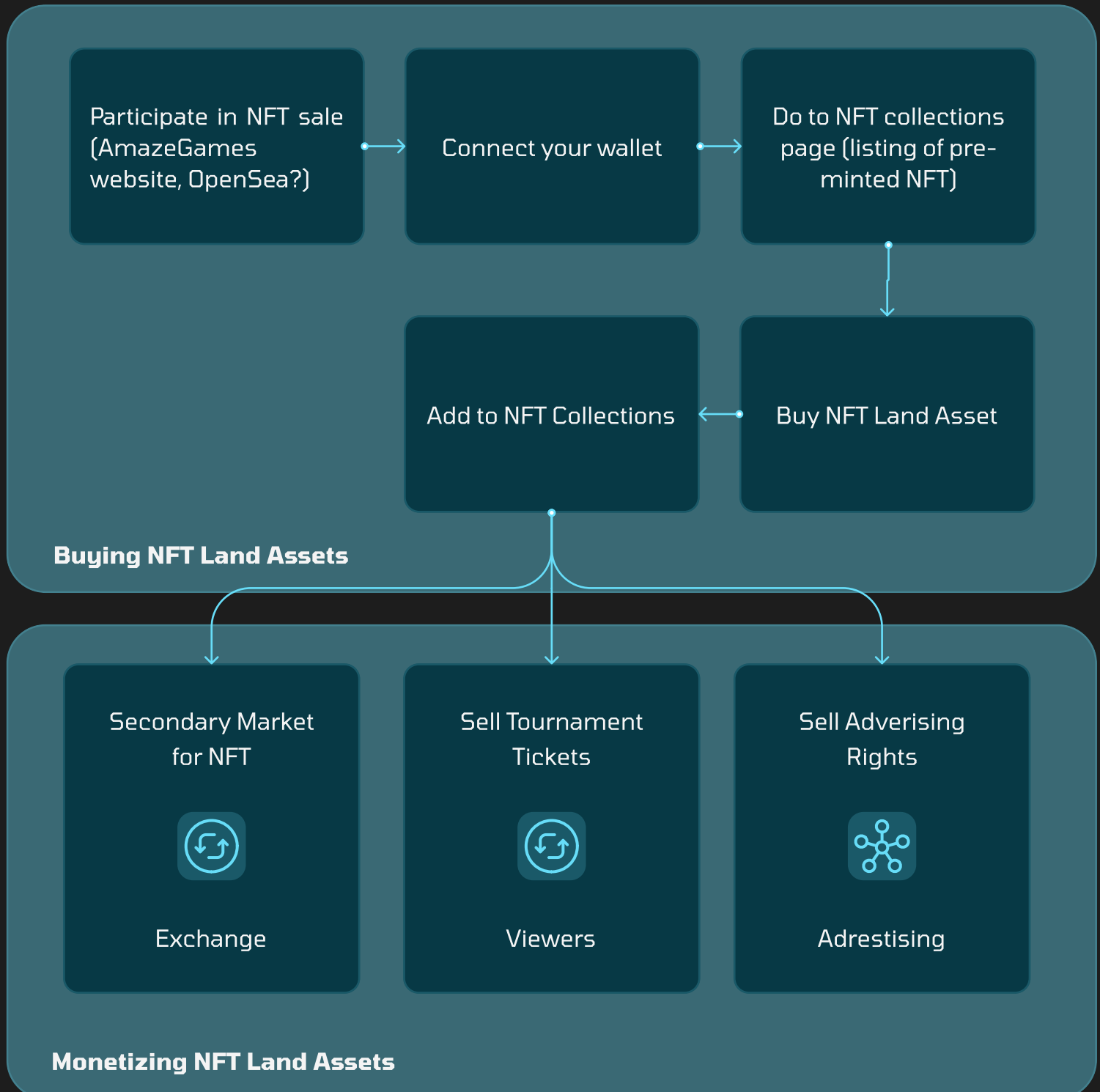


Figure: Flowchart for NFT Land Assets

Venue Ticket Sales

Virtual stadia are divided into 100 arenas, each with 100 seats. Players or individuals can purchase the arena and sell the seats to viewers during tournaments and events, creating an extra level of excitement and competitiveness.

This adds an extra level of excitement and competitiveness to the game, as players and individuals benefit from the sale of their virtual land assets.

NFT Assets Marketplace

An NFT assets marketplace is a digital platform where users can buy, sell, and trade Non-Fungible Tokens (NFTs). The AmazeGames NFT marketplace would serve as a platform for players to trade NFT assets, such as weapons, skins, and avatars, as well as NFT land assets. These land assets would allow players to claim ownership over specific virtual territories within the game, creating a new dimension of gameplay and value.

There are two types of purchases associated with NFTs: primary purchases and secondary purchases.

Primary Purchase

Primary purchase refers to the initial sale of an NFT in-game or land asset directly from the game developers or the authorized seller. This transaction happens on the primary market, where the price of the NFT is determined by the seller, based on factors such as rarity, demand, and the perceived value of the asset.

- **NFT In-game assets:** The primary purchase is usually done through collecting NFTs in the "Prepare for War" mode.
- **NFT land assets:** The primary purchase is usually done through an auction.

Secondary Purchase

Secondary purchase refers to the sale of an NFT asset or land from the current owner to another buyer, after the initial primary purchase has already taken place. This transaction occurs on the secondary market, where the price of the NFT is determined by the current owner and the buyer's willingness to pay for it. The secondary market is where most NFT trades happen, and the prices can fluctuate, depending on the demand and supply of the NFT asset or land.

Revenue & Reward

AmazeGames generates revenue through various means, enabling the platform to provide rewards to its players and community while also building a treasury to invest in its future. The platform's success can foster a passionate and engaged community of players who benefit from the rewards and features that AmazeGames offers. As the platform continues to grow and generate revenue, it can expand its impact on the gaming industry and offer even more benefits to its players and community.

Please note that the figures provided in this section are subject to change without notice and are intended to serve as indicators only.

Travel Fee

Players are charged a one-time travel fee to access AmazeGames' diverse game mechanics and enter its gaming ecosystem. The fee is required for gaming mode 2 and above and helps to sustain the platform's operations, allowing it to provide rewards and incentives to its players and community.

96% of the travel fee charged by AmazeGames goes back to the players and community as rewards and incentives, and 4% to a token buyback and burn pool.

Token buyback and burn pool is a mechanism used by AmazeGames to progressively reduce the total supply of Maze tokens in circulation, thereby increasing the value of each remaining token. It involves buying back tokens from the market and sending them to a "nonrecoverable" wallet, where the tokens sent are permanently locked and taken out of circulation.

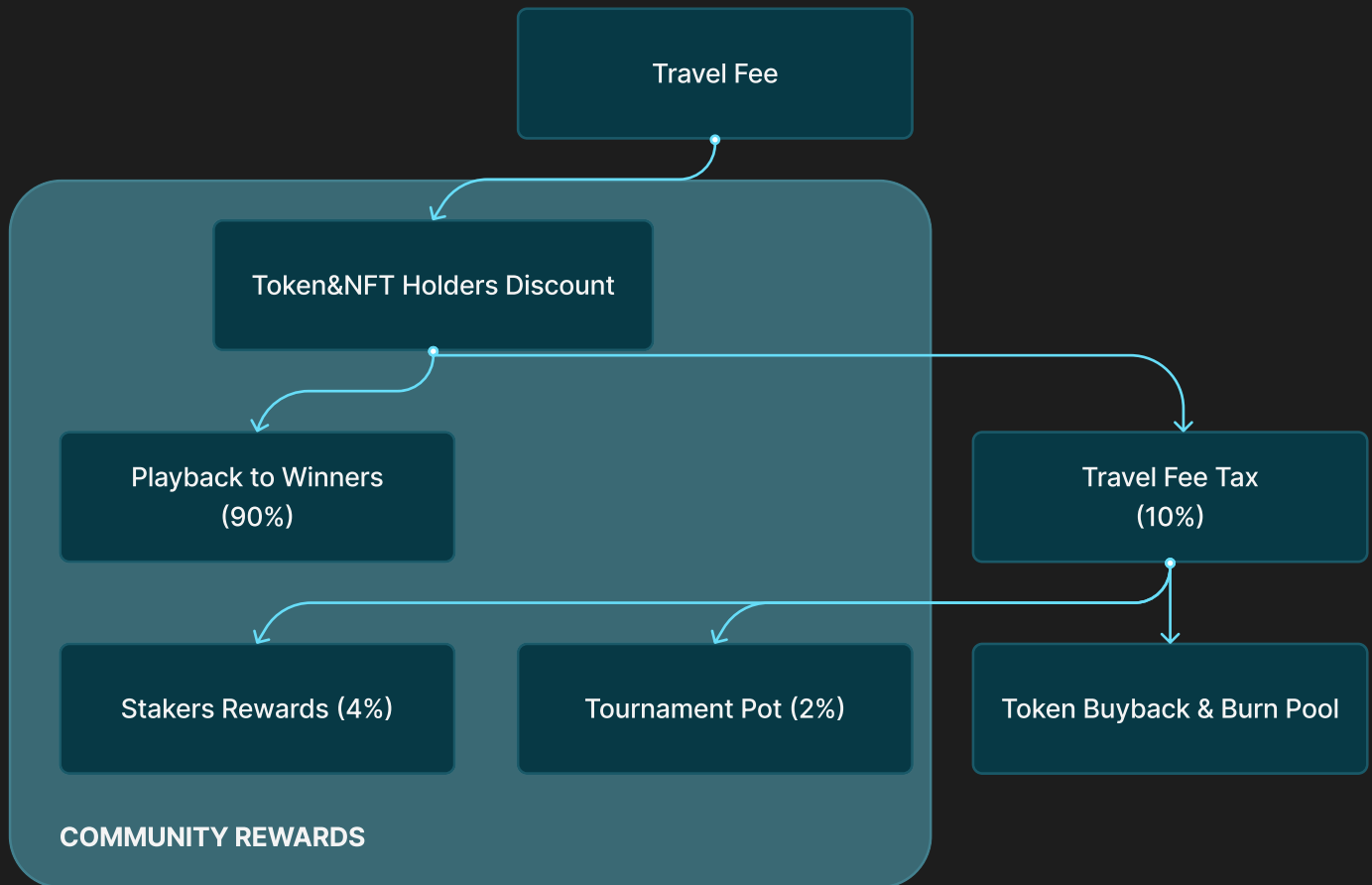


Figure: Flowchart for Travel Fee

NFT In-Game Assets

In the AmazeGames platform, players can acquire unique and valuable NFT in-game assets. There are certain fees associated with these assets, which help to incentivize and reward creators while also contributing to the platform's revenue stream.

Fusing Fee

Firstly, there is a fusing fee charged when players combine NFTs to create new and more powerful assets.

Creator Fee

Additionally, creators of NFT assets also receive a fee on secondary sales when their creations are resold by other players.

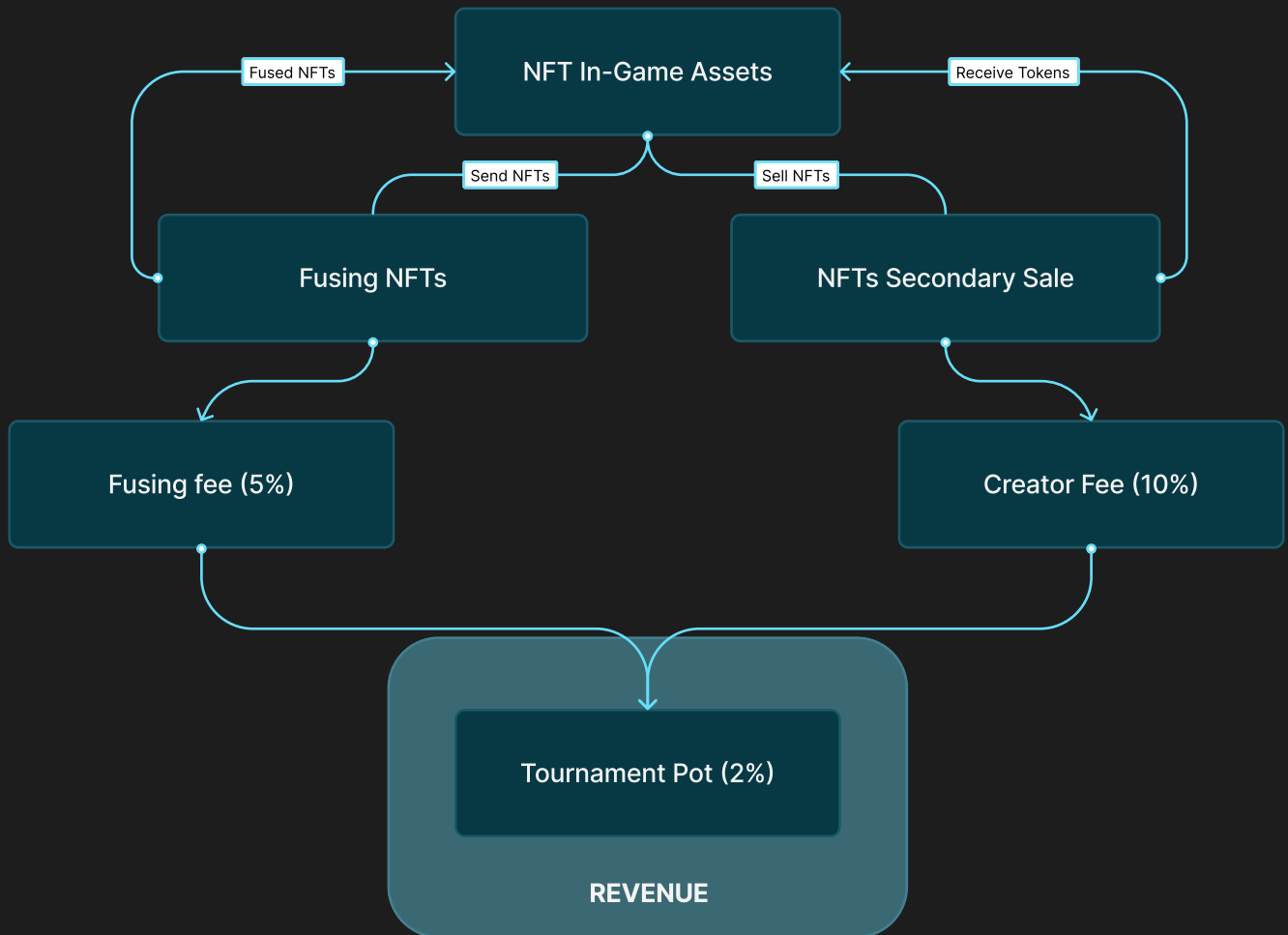


Figure: Flowchart for NFT In-Game Assets Fees

NFT Land Assets

Revenue from NFT land assets on the AmazeGames platform is generated through several means. Primary sales of arena land, ticket sale fees, advertising fees, and betting fees contribute to the revenue stream from NFT land assets on the AmazeGames platform. Overall, the revenue generated from NFT land assets helps to sustain the platform's operations and allows for continued development and growth.

Arena Sale

The virtual stadia of AmazeGames allows both players and non-players to purchase the arena land NFTs, with the proceeds from the primary sales contributing to the platform's treasury.

Ticket Sale Fee

AmazeGames also collects a ticket sale fee for tournaments and events hosted in the stadiums. This fee is charged to viewers who wish to attend the events. 85% of the fee collected goes to the NFT land asset owner. The remaining 15% of the fee goes to the AmazeGames treasury. Additionally, 5% of the ticket sale fee is allocated for viewer prizes, incentivizing viewers to participate and engage in the events.

Advertising Fee

During tournaments hosted on NFT land assets, the landowners can sell advertising rights for their arena to interested sponsors. This allows sponsors to reach a targeted audience of engaged gamers, while providing an additional revenue stream for the landowners. The proceeds from the advertising rights sale are split between the landowner and the platform, with the landowner receiving 70% and the platform receiving 30%.

Betting Fee

Finally, the platform allows for betting on tournaments. Viewers can participate in betting, with the platform collecting 5% of the total betting pool as revenue, while the remaining amount is distributed among the winners.

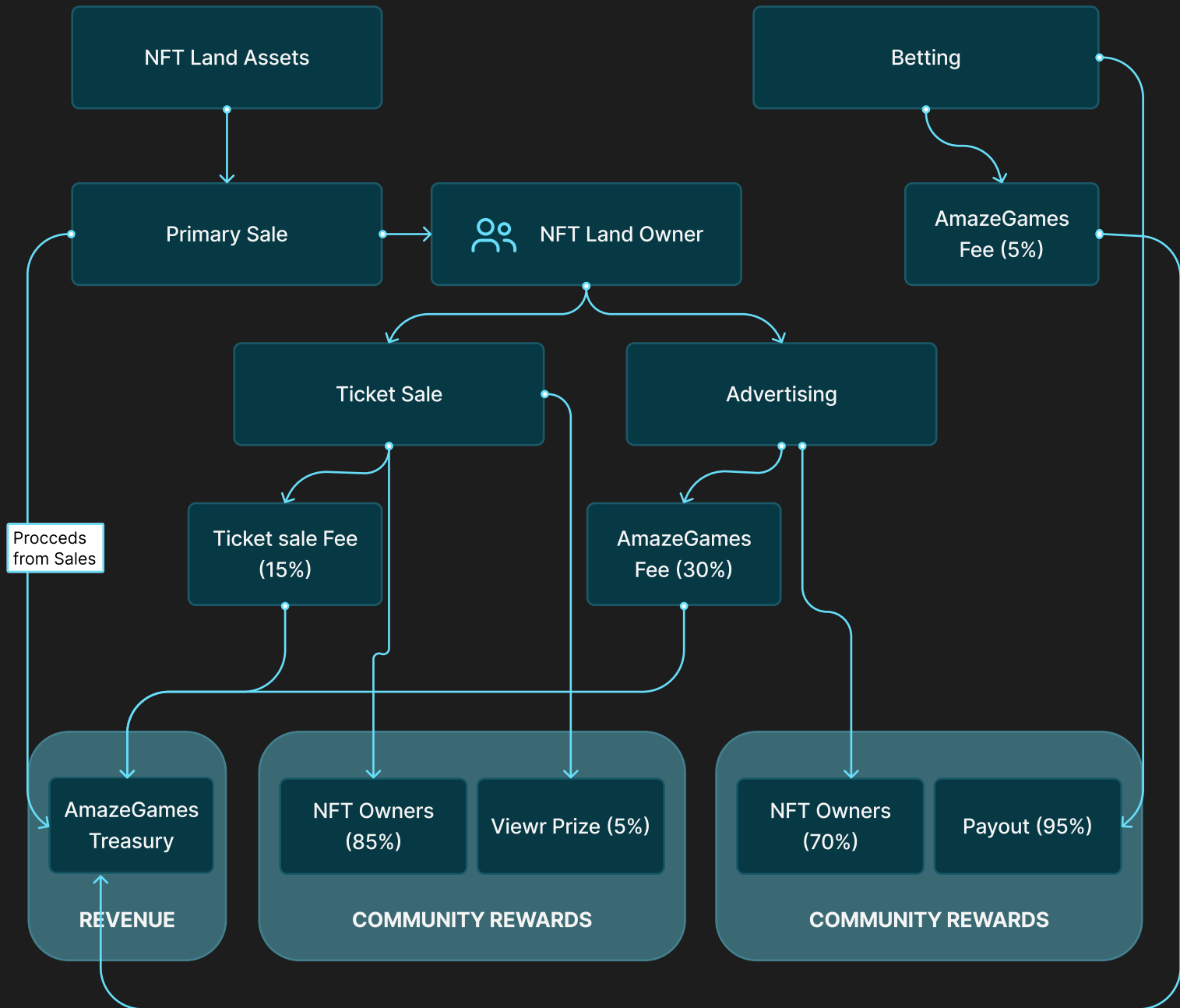


Figure: Flowchart for NFT Land Assets Fees

AmazeGames

Tokenomics

The economic system in AmazeGames' virtual universe plays a critical role in driving player engagement and creating value for the community. By leveraging the power of blockchain technology, the platform offers a seamless and secure way for players to transact and exchange virtual assets.

At the core of this system is the Maze (MAZE) token, which serves as the primary currency for in-game transactions and value transfer. By using Maze, players can buy, sell, and trade virtual assets such as weapons, armor, and other items, creating a thriving economy within the game.

But our ambitions go beyond providing an immersive gaming experience. We are confident that the innovative virtual world we have created, which combines the hunger games and battle royale format, can be leveraged as a sandbox for real-world economic and governance research. This will provide valuable insights into how decentralized communities and markets can function, helping to advance the broader adoption of decentralized technologies.

By encouraging players to participate in this experiment, AmazeGames hopes to not only create an engaging and entertaining gaming experience but also to drive innovation and progress in the broader world. It's a bold vision, but one that has the potential to revolutionize how we think about gaming, economics, and community-building.

Maze Tokens

AmazeGames platform runs on Maze tokens (MAZE) which play a pivotal role as the primary currency for in-game transactions and value transfers. These tokens enable players to purchase virtual assets and engage in trading with other players, driving commerce within the virtual world. Maze tokens will also be the go-to currency in the NFT marketplace, facilitating streamlined and hassle-free trading of unique digital assets.

Maze token's deflationary nature ensures that its value increases over time based on the number of transactions executed. By holding and donating more Maze tokens, users stand to receive greater rewards. These rewards can be redeemed quickly for other cryptocurrencies, providing users with the flexibility and convenience to manage their digital assets.

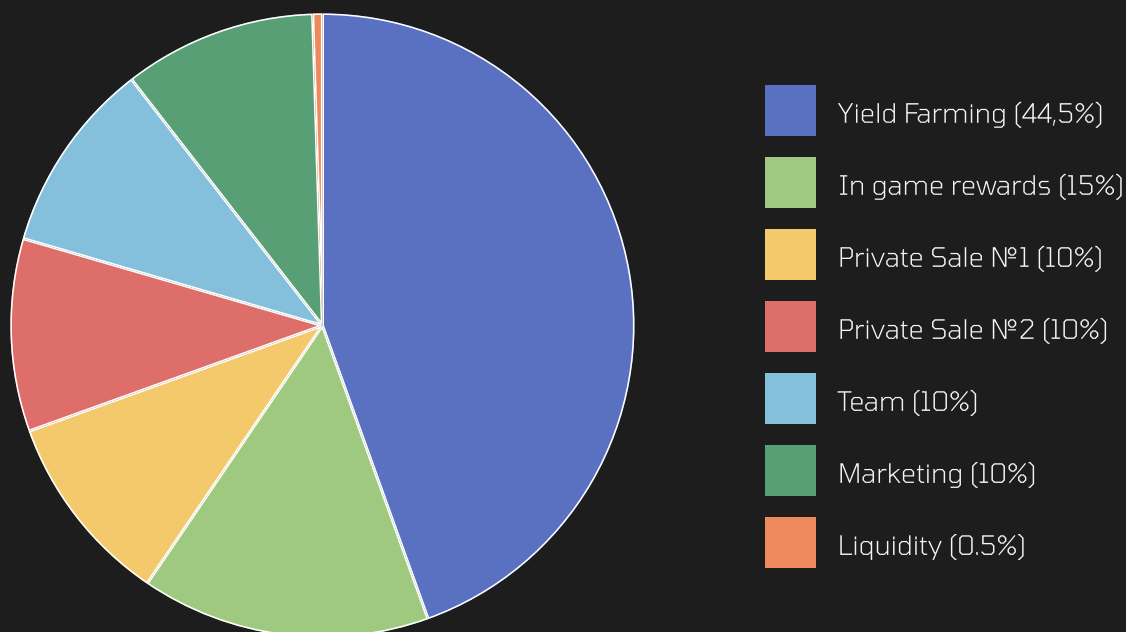
Token Name	Maze Token
Token Ticker Symbol	\$Maze
Price per Token (Listing Price)	\$ 0.10
Tokens Minted	100,000,000
Token Type	Fixed Supply + Burn

Token Allocation

The allocation of Maze tokens is thoughtfully planned to ensure a fair and equitable allocation among stakeholders, including investors, developers, and community members. Our goal is to promote active participation and encourage the formation of a strong community, ultimately leading to increased adoption of the platform and a rise in token value.

The total supply of Maze tokens is limited to 100 million, and they have been allocated as illustrated below.

Maze Token Allocation



Token Sale

AmazeGames' token generation event is set to begin in October 2023, with the sale being conducted in three waves to raise \$1.3 million. The funds collected from the crowd-sale will primarily be utilized for platform development, marketing, and business development activities.

	Private Sale №1	Private Sale №2
Tokens for sale	10,000,000	10,000,000
Token listing price	\$0,10	\$0,10
Discount	80%	35%
Token sale price	\$0,020	\$0,065
Sale period	To be announced	To be announced

Token Sale Stages & Sale Price

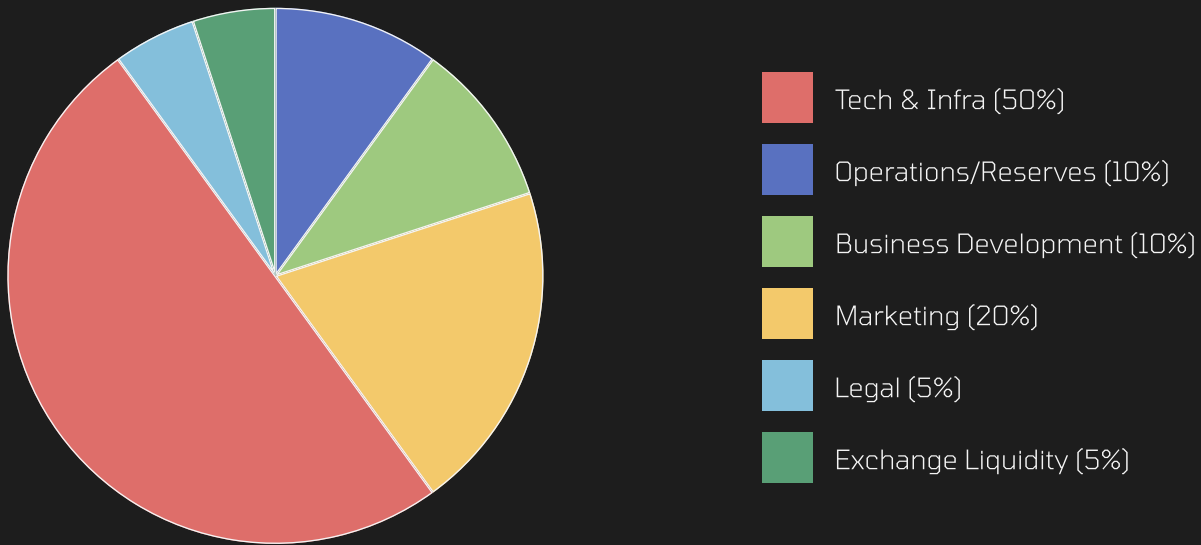


Fund Allocation

The funds raised from the AmazeGames token sale will be allocated towards various aspects of the project's development and growth. A significant portion of the funds will be dedicated to technology development, ensuring that the platform is able to offer innovative features to users.

Additionally, a portion of the funds will be allocated to marketing efforts, aimed at increasing platform visibility and attracting new users. Another important allocation will be towards initial liquidity, ensuring that Maze tokens are available for trading on various exchanges. Overall, the allocation of funds from the token sale will be carefully considered to promote long-term growth and sustainability for the AmazeGames ecosystem.

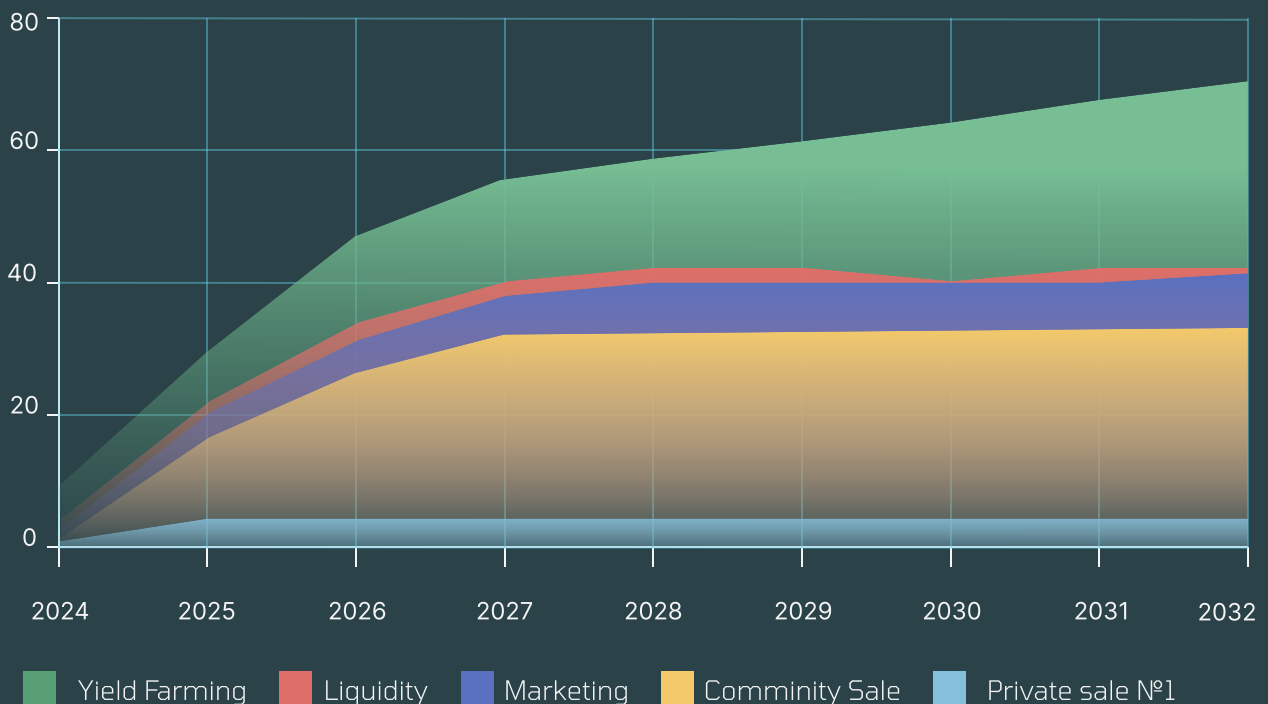
Token Sale Stages & Sale Price



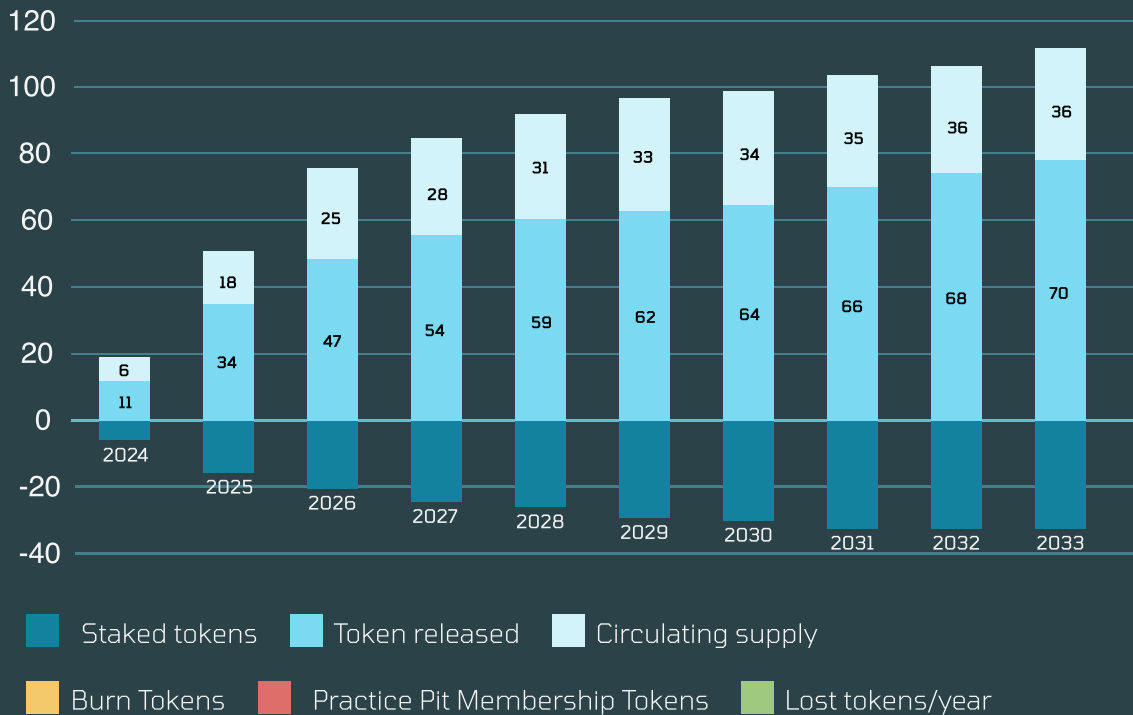
Token Emission & Supply

To ensure better demand-supply dynamics, the total supply of Maze tokens, which is 100 million, will be gradually released over a period of 10+ years. Additionally, to reduce the circulating supply, various mechanisms such as staking, HODLing, privileged access, and burning are deployed.

Token Sale Stages & Sale Price



Token Circulating supply



Yield Farming Rewards Pool

In total, approximately 45% of the 100 million tokens in circulation have been allocated to a yield farming (staking) reward pools, demonstrating the platform's commitment to incentivizing active participation and engagement from token holders.

The yield farming reward pool is a perpetual pool that will continuously release tokens as a percentage of the outstanding tokens in the pool. This unique reward pool is designed to encourage long-term participation in AmazeGames ecosystem and will ensure a steady supply of staking rewards for participants.

Every day the pool rewards are distributed as a percentage of the outstanding tokens in the pool. Thus, the staking rewards are high in the initial stages of the project and will get less and less over time like Bitcoin. However, with platform adoption and increasing demands for the Maze tokens, the net USD value of the rewards will increase as the price of the Maze token increases.

Releasing the Reward Tokens

The tokens will be released from the yield farming pool based on the following formula:

$$T_r = T_b * r$$

Where:

T_r are the rewards tokens released for the day to be distributed;

T_b is the outstanding token balance of the pool;

r is the daily reward rate as set by the platform.

For example, let's consider a scenario where the yield farming pool has 44.5 million tokens allocated and the daily reward rate is 0.03%.

On day 1, the total tokens released for staking rewards will be:

$$Tr = 44,500,000 * 0.03\%$$

$$Tr = 13,350$$

The outstanding tokens in the pool at the end of day 1 will be 44,486,650 tokens. Therefore, on day 2, the total tokens released for staking rewards will be:

$$Tr = 44,486,650 * 0.03\%$$

$$Tr = 13,346$$

The outstanding tokens in the pool at the end of day 2 will be 44,473,304 tokens. And so on.

Distributing the Reward Tokens

The APR, which stands for Annual Percentage Rate, is a measure of the yearly return that stakers' can expect from their staking activity. APR is dynamic and calculated based on the following formula:

$$APR = (T_r / T_s) \times 100$$

Where:

T_r are the rewards tokens distributed during a period;

T_s are the staked tokens during the same period.

For example, let's consider the scenario, from above, where the yield farming pool has 44.5 million tokens allocated and the daily reward rate is 0.03%. Let's assume that on day 1, a total of 20,000 tokens (T_s) are staked. Considering a release of 13,350 tokens (T_r) from the yield farming reward pool on day 1, the APR on day 1 will be:

$$APR = (13,350 / 20,000) \times 100$$

$$APR = 66.75\%$$

The reward tokens will be proportionately distributed to the stakers, based on the formula:

$$SR = (T_u / T_s) \times T_r$$

Where:

SR is the staking reward for a user during a period;

T_u are the tokens staked by the user during a period;

T_s are the total tokens staked during the same period

T_r are the total tokens staked during the same period

Now, let's assume User-1 has staked 1,000 tokens on day 1. Then, the reward tokens for User-1 will be:

$$SR = (1,000 / 20,000) * 13,350$$

$$SR = 667.5 \text{ tokens}$$

On day 1, user-1 has therefore earned a 66.75% APR on their staked tokens. Progressively, the APR yield will come down due to the reducing supply of the tokens from the yield farming pool. However, the increase in the value of the token is expected to compensate for the reducing supply.

Therefore, early stakers have an advantage of not only benefit from the token price appreciation, but also from accumulating a larger reward available in the early days.

Community & DAO

Governance is often not given priority in most centralized companies, platforms, social networks, and marketplaces. Decentralization is a fundamental aspect of blockchain technology, making governance a crucial consideration in its design.

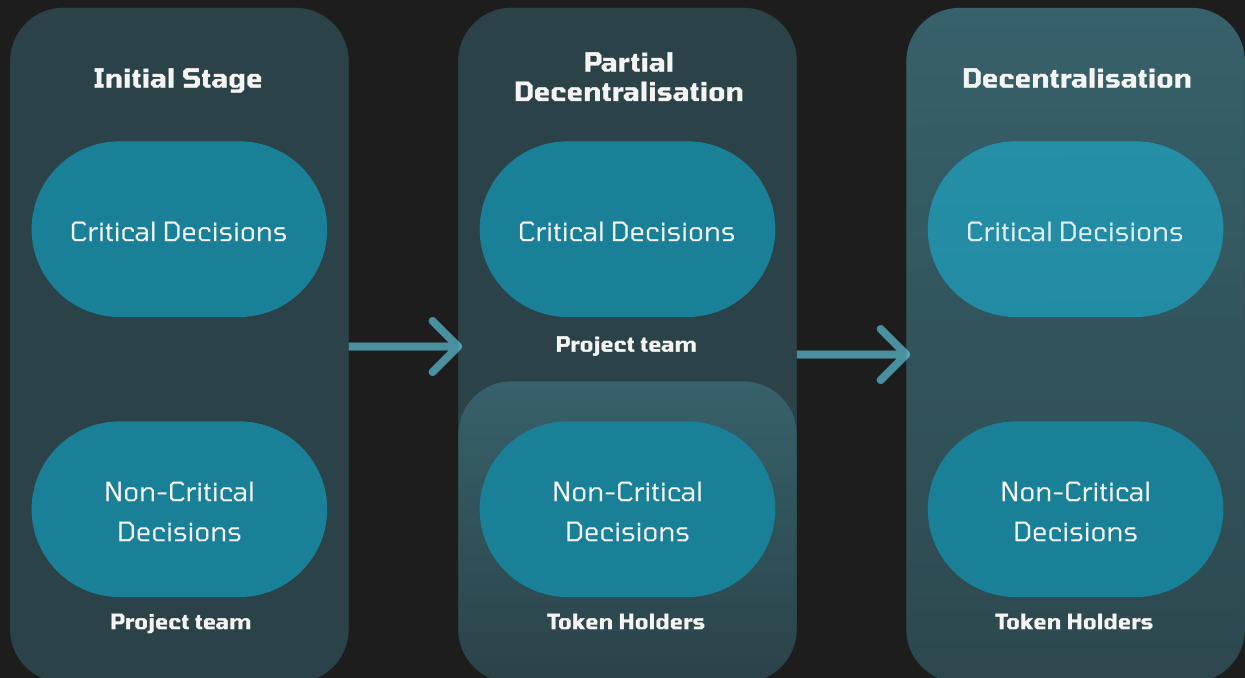
To that end, AmazeGames platform will start as a centralized entity, but over time will shift towards complete decentralization, governed by a dedicated DAO community, with voting rights and privileges derived from the Maze token. This transition will occur in three stages:

Initial stage: In the initial stage, AmazeGames will be in full control until we stabilise the protocol, and no voting will be done.

Partial decentralisation: In the partial decentralisation stage, AmazeGames will still control critical aspects of the platform, but non-critical issues can be democratically voted upon. The voting can be on-chain or off-chain, depending on the implementation.

Decentralisation: Finally, in the decentralisation stage, the platform will be fully decentralised, and all decisions will be made by the DAO through on-chain voting. This ensures that the community has a say in the platform's future and decisions, making AmazeGames a truly democratic and decentralised platform.

Figure: Transition to a Decentralised Governance



Roles & Responsibilities

To ensure effective functioning, various roles are required to make up the DAO. The following roles are the minimum required:

Role	Responsibilities
Core developers	Core developers provide bug fixes, developing, and implementing the protocol, technical support, and maintaining high coding standards.
Community managers	Community managers play a vital role in ensuring the smooth functioning of the digital communities. Their responsibilities include welcoming new members, responding to inquiries, managing social platforms like Discord and Snapshot, and acting as stewards of the community.
Voting members	Voting members vote on proposals for change, but we limit voting to token holders.
Council members	Council members audit proposals and implement code to ensure that the platform's security is not compromised. They may also be part of a core community (e.g., multisig) that can take emergency action, such as shutting down the platform, on a majority vote.

Governance Process

The DAO governance process typically involves several steps, including proposal creation, voting, and execution. Any member of the community can create a proposal for change, which is then presented to the voting members. The voting members are typically token holders who have a say in the decision-making process. Once a proposal is approved, it is executed on the platform. The governance process plays a crucial role in ensuring the platform's smooth functioning and enables the community to take ownership of the platform's future development.

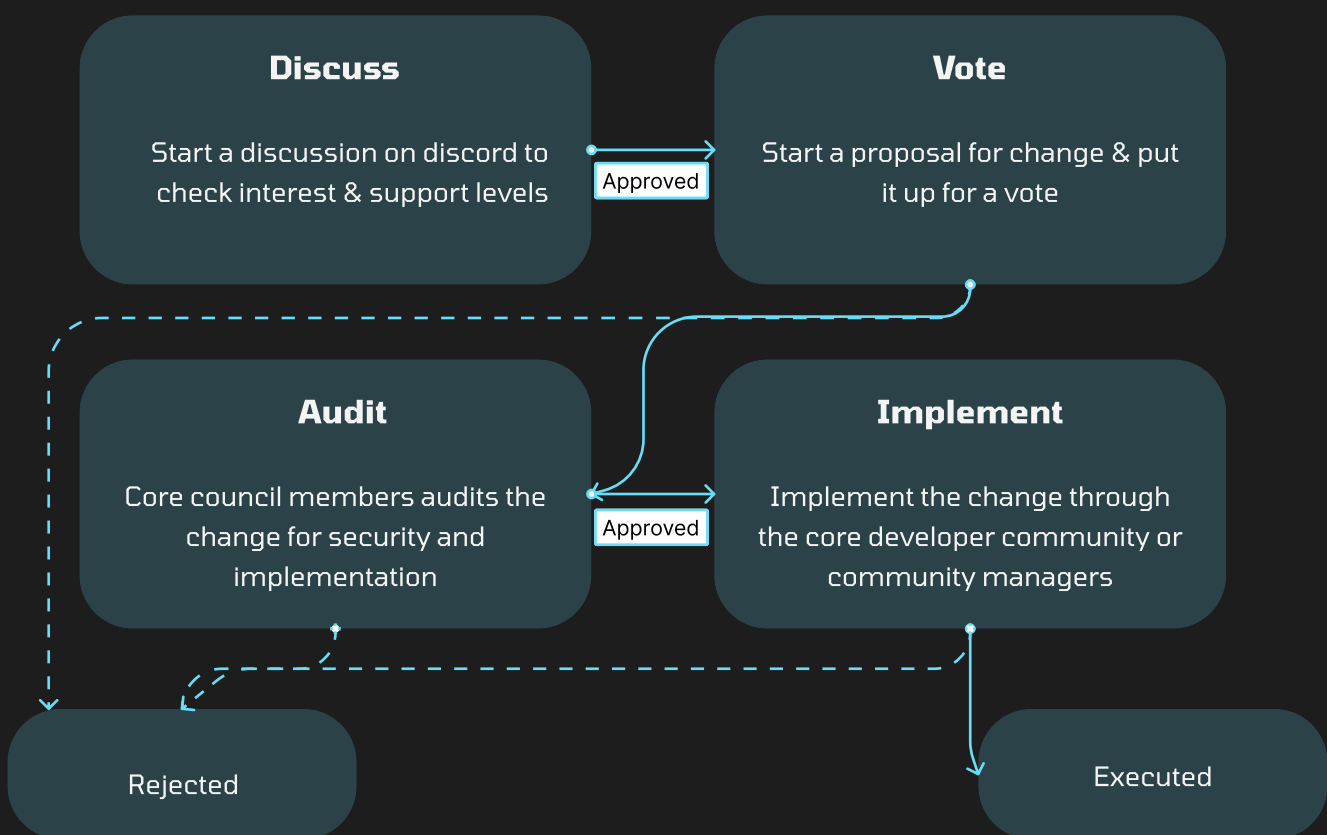


Figure: DAO Governance Process

Team

The AmazeGames project is led by a team of 30+ seasoned professionals who share a common enthusiasm for developing innovative gaming solutions. The team is composed of experts with backgrounds in game development, finance, marketing, and blockchain technology, bringing a broad range of skills and perspectives to the project. With a united goal of transforming the gaming industry, the team is dedicated to creating a secure, rewarding, and seamless gaming experience for users worldwide.

Game Development

Experience Unparalleled Excellence with the Elite Minds Behind at Amaze Games, we have assembled an exceptional team of industry veterans who have honoured their craft working on blockbuster titles such as Far Cry 6, Diablo, Nintendo favourites, Gameloft sensations, Paramount Pictures, Samsung innovations, Warner Bros Games, Rockstar Games. With an unwavering commitment and relentless dedication, our team is tirelessly pushing the boundaries of what's possible to create the first ever triple-A blockchain-based game.

Blockchain Team

Our blockchain team consists of three highly experienced individuals with diverse backgrounds and expertise, bringing over 45 years of combined experience in the IT and blockchain industries. One team member, with a decade of dedicated blockchain development, has made significant contributions as a lead development architect, inventing features like the Lachesis consensus algorithm and the Special Fee Contract for fantom (SFC). Another member specializes in designing and improving complex blockchain networks, while the third excels in managing IT technology operations and delivering enterprise-grade solutions. Together, our team combines deep understanding, industry experience, and diverse skills to drive innovation and advance blockchain adoption.



Timothy

Co-founder with a strong passion for gaming and crypto Excels in leveraging crypto advancements to enhance the gaming experience Committed to pushing the boundaries and exploring new frontiers in the gaming and crypto industries.

10 years of experience in the crypto industry

Lead Investor in Europe's largest Bitcoin ATM network, providing potential clients for token listing and serving as a strategic marketing opportunity.



Max

Lead Blockchain Developer Master of computer applications.

Inventing and implementing the Lachesis consensus algorithm

Developing the Special Fee Contract (SFC)

- Over 20 years of IT industry experience
- Focused on blockchain development for the past 10 years
- Worked as a lead development architect at Fantom.Foundation



Konstantin

Senior Software Engineer

Expertise in developing and maintaining blockchain system architectures

Proficient in designing protocols, developing security patterns, and overseeing network operation

- 15 years of experience in designing architecture and enhancing complex blockchain networks

Notable projects as a Core Blockchain developer:

- Energi.world
- Luxcore.io
- Ochain



Angela

Head of Digital Marketing and Human Resources, is a passionate storyteller and leader. Her client relations background refined her skills in communication and problem-solving. Angela excels in crafting compelling narratives and inspiring teams to create innovative campaigns. With unwavering dedication, she pioneers in digital marketing and human resources, making a lasting impact



Dennis

Co-Founder with main Focus on the Tokenomics Design and innovative Gameplay Mechanics to ensure a sustainable Reward system and incorporating Blockchain into Game Logic.

Roadmap

The AmazeGames roadmap is a comprehensive strategic plan that outlines the company's key objectives and milestones over a specific timeframe. It provides a detailed overview of the development and launch of the gaming platform, marketing strategies, partnerships, and expansion plans.

Please note that the roadmap is subject to change without notice and is intended to serve as a reference only.

Technology

Initial Prototype **DONE**

- NFT collection & in game characters
- 3D Character Creation
- Asset Creation
- Generation of NFTs
- Smart Contract Development
- DApp Development
- Integrate NFT and Maze token Functionality

Smart Contract **DONE**

- Token contract creation
- Yield Farming contract creation
- In game contract creation
- Creation of NFT marketplace
- Smart contract deployment
- Smart contract Auditing

Game Development [Q1/ 2025]

- Game design
- Server programming
- UI/UX Design
- 3D Art/Animation
- Sound Design
- VFX
- Network infrastructure
- Colour grading

Testing [Q2/ 2025]

- Comprehensive testing of game functionality
- Bug fixes and optimisation based on feedback
- Alpha and beta Testing.

Launch & Release [Q2-3/ 2025]

- Release of the game on the platform
- Ongoing user support for troubleshooting
- Regular updates and feature additions.

Sales & Marketing

Pre-Launch Sales [Q4/ 2023]

- Believers round (upcoming)
- Seed Round (upcoming)
- Private round (upcoming)
- Pre-sale of NFT character, limited edition and rare NFTS offered to incentivise early adoption
- Integration of Maze token for pre-sale purchases offering discounts.
- Partnerships with NFT marketplaces & crypto exchanges for Maze token sales and trading

Post Launch Sales [Q1/ 2024]

- Ongoing sales of NFT characters with regular drops and promotion
- Integration of Maze token for NFT purchases inc. discounts.
- Offering premium subscriptions with additional in game benefits such as exclusive game modes, increased revenue share percentage purchasable with Maze
- Expanding partnerships on marketplaces for the Maze token in sales Trading.

Expansion [Q2/ 2025]

- Expand the game to new platforms and audiences to increase player base and revenue potential
- Continue to build partnerships and collaborations to expand games reach and visibility leveraging the Maze token ecosystem
- Release new NFTs and games on the platform with unique abilities all purchasable with Maze in the ecosystem and marketplace.

Glossary

Access: The ability of a user to enter and use a platform or service.

Advertising Fee: A fee charged to advertisers for displaying their ads during the tournament.

AmazeGames: A platform that offers blockchain-based games and allows players to earn rewards.

Arena Sale: An event in which virtual land or other assets are sold to players on the AmazeGames platform.

Arenas: Blocks of spaces within a virtual stadium where viewers can sit and watch the game.

Authentic: Genuine and original, without being counterfeit or fake.

Avatars: Digital representations of a player within a game.

Battle Royale: A game mode in which players compete against each other until only one player or team is left standing.

Betting Fee: A fee charged to players who place bets on games or events.

Blockchain: A decentralized and distributed digital ledger that records transactions and is used for cryptocurrencies and other applications.

Bragging rights: The ability to boast or show off about a player's achievements or skills in a game.

Challenges: Goals or tasks that players must complete in a game to earn rewards.

Competitive: A game mode or environment that focuses on players competing against each other to win.

Creator Fee: A fee charged by AmazeGames on secondary sales of NFT assets.

DAO: Decentralized Autonomous Organization, a blockchain-based organization that operates through smart contracts and allows for decentralized decision-making.

Demand: The quantity of a product or service that consumers want to purchase.

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Demand: The quantity of a product or service that consumers want to purchase.

Digital assets: Non-physical assets that exist in digital form, such as cryptocurrency or virtual land.

Events: Scheduled or planned activities or competitions within a game or platform.

Fighting for survival: A game mode or scenario in which players must fight to survive against various threats or challenges.

Fund allocation: The distribution of funds or resources to different areas or purposes within a project or organization.

Game mechanics: The rules, systems, and interactions that govern how a game is played.

Gameplay experience: The overall experience of playing a game, including the mechanics, visuals, and sound.

GameFi: A subcategory of DeFi that uses gaming elements to create financial products or services.

Grenades: Explosive weapons used in games to damage or defeat opponents.

Guns: Firearms or weapons used in games to damage or defeat opponents.

Helmets: Protective headgear worn by characters in games to reduce damage taken.

Hunger Games: A game mode or scenario in which players must compete for resources and fight to survive.

In-game assets: Virtual items or resources that exist within a game, such as weapons or currency.

In-game economy: The system or mechanics that govern the flow and distribution of resources within a game.

Jackpot: A large prize or reward offered in a game or contest.

Knives: Sharp weapons used in games to damage or defeat opponents.

Land: Virtual real estate within a game or platform that can be owned or used by players.

Laser sights: Attachments used in games to improve accuracy and aiming.

Low-risk environment: An environment in which there is a low risk of losing or damaging assets or resources.

Magazine: A container that holds ammunition for a firearm or weapon in a game.

Maze token: A cryptocurrency used on the AmazeGames platform.

Meds: Medical items used in games to restore health or remove negative effects.

Membership: A program or service that offers additional benefits or perks to subscribers of AmazeGames.

NFT Assets: Unique digital assets that are non-fungible and can be owned and traded on a blockchain network.

NFT fusion: A process of combining two or more NFT assets into a single, more valuable asset.

NFT land assets: NFTs that represent virtual land or real estate in a game or metaverse.

Non-Fungible Tokens (NFTs): Unique digital assets that are indivisible and cannot be exchanged for other tokens on a 1:1 basis.

Optics: Attachments for weapons in video games that improve accuracy and aim.

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Non-Fungible Tokens (NFTs): Unique digital assets that are indivisible and cannot be exchanged for other tokens on a 1:1 basis.

Optics: Attachments for weapons in video games that improve accuracy and aim.

Permadeath: A game mechanic where the player's character dies permanently, and the player must start over from the beginning.

Play-to-Earn (P2E) ecosystem: A gaming ecosystem where players can earn rewards in the form of cryptocurrency or digital assets by playing games.

Practice Pit: A virtual training area within AmazeGames platform where players can practice and improve their skills.

Primary market: The initial sale of a token or digital asset to the public by the issuing company or project.

Primary purchases: The initial purchase of a token or digital asset on the primary market.

Quests: Tasks or challenges given to players within a game to complete for rewards or progression.

Rarity: A measure of how uncommon or valuable a digital asset or item is within a game.

Rewards pool: A pool of rewards, such as cryptocurrency or digital assets, that are distributed to players within a game or platform.

Scavenging: A game mechanic where players can search for and collect items or resources in the game world.

Secondary market: A market where tokens or digital assets are bought and sold after the initial sale on the primary market.

Secondary purchases: Purchases of tokens or digital assets on the secondary market.

Shields: Items or equipment that protect a player's character from damage within a game.

Skills: Abilities or attributes that a player's character possesses within a game.

Skins: Customized visual designs for in-game items or characters.

Stadia: Virtual stadiums within a game where players can compete against each other.

Staking: The act of holding tokens in a cryptocurrency network to support the network and earn rewards.

Strategy: A plan or approach used by players within a game to achieve their objectives.

Supply: The amount of a cryptocurrency or digital asset that is available in circulation.

Tactical Attachments: Items or equipment that improve the functionality of weapons in a video game.

Token allocation: The distribution of a cryptocurrency or digital asset to different stakeholders, such as investors, developers, or users.

Token emission and supply: The creation and distribution of a cryptocurrency or digital asset to the public.

Token rewards pool: A pool of rewards in the form of cryptocurrency or digital assets that are distributed to users who stake or hold a certain token.

Token sale: The process of selling a cryptocurrency or digital asset to the public in exchange for another cryptocurrency or fiat currency.

Tokenomics: The economics of a cryptocurrency or digital asset, including its supply, distribution, and use.

Tournaments: Competitions or events within a game or platform where players can win rewards or prizes.

Travel fee: A fee paid by players to play the games on AmazeGames platform.

Unique attributes: Distinctive characteristics or features of a digital asset or item within a game.

Upgrading system: A game mechanic where players can improve or upgrade their characters, items, or equipment.

Venue Ticket Sales: The sale of tickets to virtual events or tournaments within a game.

Vests: Protective clothing worn by characters in games to reduce damage from enemy attacks.

Virtual parts: In-game items that can be collected or purchased to enhance a player's avatar or equipment.

Virtual stadia: Virtual stadiums or arenas where online events, competitions or battles can take place.

Weapons: Objects used in games for attacking and defending against other players or enemies.