

# GLC Token Whitepaper

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## **1) About us**

### **a. Vision**

To become a pioneering and exemplary organization that comprehends all the dynamics of the gaming industry related to blockchain and contributes to its development. Our goal is to be a leader in the gaming industry by understanding and leveraging all the dynamics of blockchain and contributing to its development, while setting an example for others to follow.

### **b. Mission**

To serve as a connector and control center by uniting investors, companies, and players in the gaming industry under GLC technologies.

To establish a framework that adopts GLC Token as the primary currency in the gaming industry.

To provide the fundamental driving force needed by projects and game companies within the gaming ecosystem, creating a positive impact on the ecosystem's balance.

To rejuvenate glc20dev protocols under AI with web3 standards.

Our goal is to establish an organism that will positively impact the balance within the ecosystem and become the go-to solution for projects and game companies. Additionally, we aspire to revive GLC20dev protocols using web3 standards under the guidance of AI. With our cutting-edge technology and industry expertise, we strive to make a meaningful impact on the gaming world and create a better future for gamers and industry professionals alike.

## **2) GLC Token**

### **a. General Description**

The GLC Token operates on the Binance Smart Chain (BSC) network with eight decimals and has a total supply of 27,500,000 tokens, exclusively for use in the gaming industry. The number of tokens cannot be increased. Game Store Items and transactions will be executed with GLCS tokens. There is no stable price policy but the dev team and project community integrated with gaming industry, which will create strong barriers for GLC and utilities for all stakeholders will have significant effect on protecting our ecosystem.

### **b. glc20**

Glc20 or glc20.com serves as the official website and hierarchy panel for GLC Token services. Users and companies can pre-register through glc20, where project announcements, broadcasts, whitelist, and whitepaper are published. Members and investors enjoy smooth UX and have the opportunity to even invest in new games with our crowdfunding services and airdrops. The glc20 website and app will also host users' staking and cold wallets. This way our loyal members can earn Whitelist spots and other advantages for upcoming

projects or collect rare game store items that they can sell to other game developers or investors. Member ticket panel, another feature of glc20, will address the issues, requests, and suggestions of end-users and companies promptly.

### c. glc20dev

Glc20dev functions as the control URL for APIs, libraries, and chain links. The GLC Token for GLC Service and GLCS Token for the Item Store run on glc20dev. Additional tools related to security, payment, and web3 will also be accessible through this URL.

Glc20dev Key:

- GLC Service API
- GLC Exchange API
- GLC Gameligo Cloud API
- GLC Gameligo Report Tool
- GLCS Store and Changes API
- Unity Web3 and Item Upload Tool

## Token Information

Get basic token information from our developer network.

Action Name: tokeninfo

Parameters:

Name	Type	Mandatory	Description
action	STRING	YES	
symbolid	INTEGER	NO	

Request Url: <https://api.glc20dev.com/?action=tokeninfo>

Request Method: GET

Response Data: JSON

```
{
  "api": 1.xx,
  "code": 200,
  "action": "tokeninfo",
  "description": "Token Information",
  "data": {
    "symbolid": 1,
    "symbol": "GLC",
    "name": "Gameligo Token",
    "totalsupply": 27500000,
    "liveprice": 0,
    "network": "bsc20",
    "contract": "0x1253fedb6f9e00d0b6ae88b66786aa9ab91d49a0",
    "decimal": 8,
    "url": "https://bscscan.com/token/0x1253fedb6f9e00d0b6ae88b66786aa9ab91d49a0",
    "exchanges": []
  }
}
```

## 3) Web3 & Gaming

### a. Web3

Web3 represents a new iteration of the World Wide Web, encompassing concepts such as decentralization, blockchain technologies, and token-based economies. Contrasting with Web 2.0, where data and content are centralized in a small group of companies, Web3 aims to promote greater data security, scalability, and privacy for users while counteracting the influence of big tech companies.

Web3 has the potential to unlock new possibilities for gaming ecosystems, particularly with innovative ideas like the GLC token. By establishing a shared digital currency for services, game items, and more, developers, investors, game studios, and fans can create a thriving, interconnected ecosystem that fosters growth and collaboration.

### b. P2E

Play-to-Earn (P2E) is a concept that enables users to monetize their in-game achievements and progress. Earnings are typically generated through crypto tokens, awarded to players by

P2E games for completing various challenges or participating in other ways. Players can buy and sell their acquired tokens on crypto markets, ultimately converting their virtual earnings into fiat currencies (e.g., USD, EUR, CAD). In the GLC system, all winnings are converted into GLCS tokens, and tokens can be exchanged for other currencies.

### c. Gaming and Crypto

The integration of Web3 and P2E concepts with projects like the GLC token can pave the way for new business models and revenue streams within the gaming industry. It fosters a more open and participatory environment, encouraging innovation, collaboration, and engagement from all stakeholders in the ecosystem.

The merger of the crypto and gaming industries has led to the creation of an innovative ecosystem where game studios, developers, and players can seamlessly interact and transact using cryptocurrency. This integration has given rise to GLC Token that can be used to purchase in-game items, assets, and services, streamlining the process for users.

Game developers can also benefit from this ecosystem by using the GLC to access tools and services for the gaming infrastructure. As the adoption of this digital currency increases, its utility and value within the gaming industry are expected to grow exponentially. The convergence of these two sectors will potentially revolutionize the way games are created, distributed, and monetized, providing new opportunities for growth and innovation.

GLC Token is backed by various projects and income channels, which will develop bulletproof volatility sensitivity, our first and only value is to keep our users and investors happy. This is not a marketing sentence, the tools will be shared, the crowdfunding and the compliance documents, the game store items that multi parties will transact simultaneously will need a strong team with top-notch experience. We have it all and now it is ready for our community!

## **4) Token Economy**

### a. Dual-Token Economy: GLC and GLCs

Our project implements a dual-token economy, utilizing a governance token (GLC) and a utility token (GLCs). The total supply of GLC is **27 million (27.000.000)**, while the supply of GLCs tokens can be increased by the dev team to achieve an optimal automated market maker for the GLC/GLCs pair. Initially, **1 billion (1.000.000.000) GLCs** will be deployed for use in the game item store, exchanges, and GLC services. Both token pairs will be developed to enable successful swaps within the website and other platforms such as Uniswap.

### b. Benefits of the Dual-Token Economy

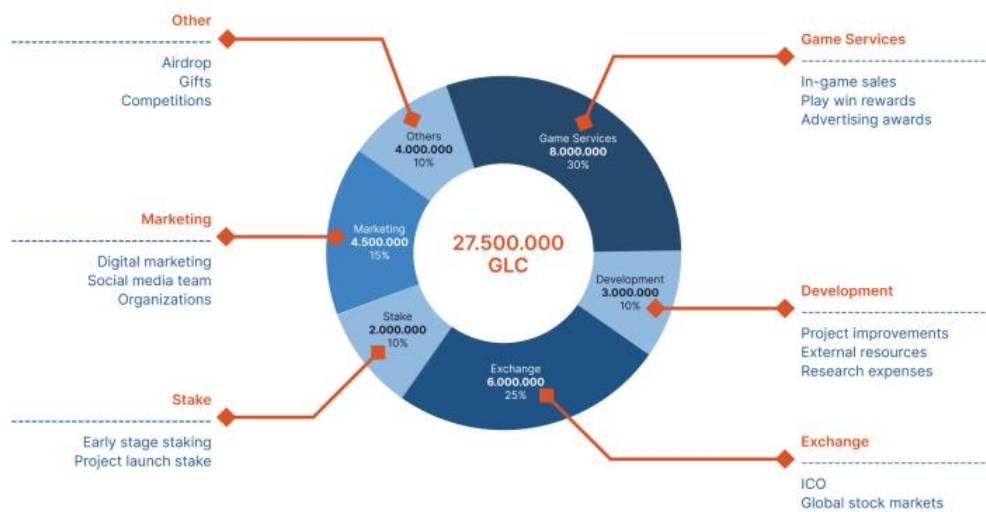
The dual-token economy brings several benefits to our project. With GLC, users will have voting power proportional to their locked GLC balance. Some users will receive fast track privileges based on their staking conditions. This structure facilitates the creation of a web3

gaming ecosystem where new projects seeking investment and awareness can connect with GLC holders and our advisory board. Upon board approval, users can invest in gaming projects launched from GameLigo, capturing opportunities typically reserved for venture capitalists and whale investors. GLCs serve as the utility token, enabling players, developers, and the broader community to purchase items from the Game Store and trade with each other. Users and players participating in games built with GLC services will also earn GLCs as rewards. By implementing this dual-token system, we prevent the gaming industry from falling into the hands of profit-driven companies that may not prioritize long-term growth, web3 integration, and industry expansion.

The GLC and GLCs tokens will function in distinct projects, establishing a robust GLC ecosystem. Our goal is to be part of thousands of web3 games that utilize our services, each with unique game store items available for trade or as in-game rewards. GLCs tokens can be converted to USDT through swaps or trading on listed exchanges.

Simultaneously, this decentralized industry can participate in and invest in upcoming projects launched on our GameLigo crowdfunding platform by staking GLC or swapping GLCs to GLC. We aim to create an ecosystem where users, gamers, and investors, regardless of size, can use GLCs for game rewards and GLC for investing in new projects. This approach will foster a self-sustaining ecosystem that benefits all parties involved.

### c. GLC Distribution Model



**Play-to-Win Rewards:** A total of **4,000,000 GLC** is reserved for prize money, which will be distributed to players according to the preferences of game developers. Developers can convert an appropriate amount of GLCs from GLC for use in their games and projects. We will provide agreed amount of GLCs and services to third parties who want to integrate to our ecosystem. To transfer Play-to-Win rewards earnings to the Item Store, they must be converted into GLCs. Additionally, there is no need for an extra conversion when transferring to exchanges. Multi-cryptocurrency pairings will be provided for convenient conversion or swapping.

Advertising Rewards: A total of **1,500,000 GLC** will be distributed as advertising rewards over five years, in line with the preferences of game companies for advertisements watched and clicked in games. Third-party projects and games can also lease our banners for advertising, increasing awareness within the ecosystem.

In-Game Sales: The valuation of in-game items is determined in GLCs for standard web3 games. However, for more exclusive items, GLC will be distributed within the framework of specific rules. Valuations in GLC will be made for higher-tier rewards. A total of **2,500,000 GLC** has been allocated for this purpose.

By offering these game services, we aim to create a comprehensive, user-friendly ecosystem that incentivizes player participation and promotes the growth of our platform. Our professional approach ensures a seamless integration of rewards and advertising mechanisms, empowering developers to build engaging and rewarding gaming experiences for their players.

#### d. About GLCs

GLCs Token is the utility token within the GLC ecosystem, designed to facilitate various transactions and services related to gaming. With a starting supply of 1 billion tokens, the GLCs supply can be adjusted by the development team to maintain optimal liquidity for the GLC/GLCs automated market maker algorithm.

The primary use cases for GLCs tokens include:

In-Game Purchases: Gamers can use GLCs tokens to purchase in-game items and assets from the Game Store, making transactions seamless and efficient within the gaming ecosystem.

Trading: Players and community members can trade GLCs tokens amongst themselves, as well as on exchanges that list GLCs, to buy, sell or exchange in-game items and assets.

Rewards: GLCs tokens are used as rewards for players participating in games built with GLC services, creating an incentive for users to engage with the platform and its associated games.

Services: Third party developers and game studios can use our infrastructure and GLCs tokens to create their own web3 gaming experience and contribute to a self sustaining crypto economy.

The dual-token economy of GLC and GLCs tokens ensures that the ecosystem remains balanced and sustainable, with GLC tokens serving as governance tokens that give voting power and investment opportunities to holders, while GLCs tokens act as the utility token for in-game transactions, trading, and rewards. This structure allows the GLC ecosystem to thrive, providing benefits and opportunities to gamers, developers, investors, and all other stakeholders involved in the web3 gaming industry.

#### e. Multi – Chain



This is a platform that bridges cryptocurrencies and NFTs on different blockchains. Formerly known as Anyswap, Multichain enables users to connect through indexed tokens or liquidity pools. GLC services convert requests from different chain structures to the smart chain and integrate them into the system. At this stage, the Item Store and glc20 supports ETH, SOL, BTC, GLC provides the ability to convert these coins. We are currently adding more pairs supported with /GLCs and /GLC enabling our users to have comfort using our platform. Multichain is not currently applicable on the Gameligo side. It is mandatory to proceed with swap via glc20.

## 5) Exchanges

### a. Staking – Early Stage

Crypto staking is a method of earning rewards when an investor holds on to a cryptocurrency and keeps it as a deposit for a lock-in period instead of trading.

GLC Staking is a key feature of our ecosystem, with **2,000,000 GLC** tokens allocated for this purpose. Users can stake their GLC tokens to earn rewards, which can then be un-staked or unlocked to invest in new projects or trade by converting them into GLCs tokens. The lock-up periods and reward rates for staking will be determined and announced to provide a profitable experience for users and investors. When users unlock their staked tokens, they will be able to sell them as GLC on the Item Store, exchange them by converting to GLCs, or transfer them to exchanges for profit or trading. To maintain the overall economic balance, the daily sale of locked tokens is limited to 15% of the total amount allocated. If users unstake before lock-up period, an early settlement fee of 20% of the total amount will be deducted. A total of **2,000,000 GLC** are reserved for staking, with three different stake packages available:

Basic	Professional	Investment
6 Months (180 Days)	9 Months (270 Days)	12 Months (365 Days)
<b>10% APY</b>	<b>15% APY</b>	<b>20% APY</b>
2.500 GLC – 10.000 GLC	10.000 GLC - 100.000 GLC	100.000 GLC – 250.000 GLC

The whole ecosystem of GLC and the functions within aims to sustain long-term efficiency and profitability to all parties involved. Due to our strongly established and diversified business operations, we will not be pursuing short term staking options like other projects. We are keen to protect GLC ecosystem and the valuation that's backing it, we are also keen to reward users or investors with generous APY ratios significantly higher than guideline standards in cryptocurrency world. GLC staking will be beneficial for investors who are also in gaming industry or want to be in gaming industry, they will have the opportunity to invest in new upcoming dApps, games and projects that are exclusively reviewed by the advisory board. These projects are reviewed by specific requirements and limitations for both investors and third parties. Users who staked for a period of time will have the access to

invest in new projects or they can unlock their GLC according to their chosen plan and receive a higher APY.

#### b. ICO

GLC is poised to revolutionize the gaming industry with an ambitious and comprehensive ecosystem, backed by multiple projects and revenue streams. Our ICO presents a unique investment opportunity for gamers, developers, and investors alike. With GLC functioning as the governance token, holders can expect numerous future benefits as the project matures and expands.

During the ICO, **1,000,000** GLC tokens will be offered at an attractive price of **2 USDT** per token. This is not just another meme coin – our dual token economy is designed to create a sustainable and thriving ecosystem for all stakeholders. By investing in GLC, you are investing in a project with a solid foundation and the potential for exponential growth.

#### c. Crypto Exchanges (CEX) & Swap (DEX)

In our quest to build a robust and thriving gaming ecosystem, GLC recognizes the importance of being listed on Crypto Exchanges (CEX) and Decentralized Exchanges (DEX) such as Uniswap and Pancakeswap. As a growing project, we understand that listing on Tier 1 exchanges like Binance or Coinbase may come at a later stage due to their popularity.

After the ICO process is completed, the GLC team plans to list the GLC token on various exchanges. Within two years, a total of **5,000,000** GLC tokens will be distributed to these exchanges.

Exchange liquidity management will be done constantly due to fact that our main purpose is not being a buy-sell token just for trading. Swap connections will be executed as we launch the initial steps, a swap exchange option will be developed in our official website, where investors and users can convert their GLC or GLCs easily. We are confident as a family because our ecosystem thrives for so much more and backed by strongly established operations, we will not have a problem about listing processes both legally and operationally.

Our objective in being listed on multiple exchanges is to provide our community with a variety of options to trade, sell, or buy GLC and GLCs tokens, as well as to engage in arbitrage trading across different platforms. We believe that expanding our presence on exchanges will not only grow our audience but also contribute significantly to the overall success and sustainability of the GLC ecosystem.

By showcasing our commitment to various gaming-related ventures, we aim to distinguish ourselves from simple meme coins and emphasize the long-term value and benefits that GLC brings to gamers, developers, and investors alike. Recent updates will be shared with the community if there is currently a listing process ongoing.

#### d. Transaction fee

A fixed percentage of **4%** is applied to each buy or sell transaction on GLC20 swap or any other decentralized exchange for GLCs conversions. This fee will be divided among the following purposes:

- 1. Burn account: 1%** of the transaction fee is allocated to a burn account, which will automatically burn the tokens, reducing the total supply and helping to prevent inflation.
- 2. War chest (security): 1%** of the transaction fee is allocated to a war chest. This fund will be used to recover from any malicious attacks or address security issues that may arise.
- 3. Development team: 1%** of the transaction fee is allocated to the development team for funding and operating the ecosystem, marketing and branding of the ecosystem, ensuring continuous improvements and support.
- 4. Liquidity pool: 1%** of the transaction fee is allocated to the liquidity pool, helping to maintain a stable and accessible market for the token.

In this model, the 4% transaction fee for GLCs is equally distributed among the burn account, war chest, development team, and liquidity pool, with each purpose receiving 1% of the transaction fee. This straightforward allocation ensures a balance between inflation control, security, development funding, and liquidity provision. GLCs is the utility token that enables adjustable supply, we backed the economics of it by also developing burning mechanism also supporting Liquidity pools for access and use.

### **6) Projects**

#### a. Who are we?

GLC (Games Loop Coin) is a web3 service token that provides crypto services to mobile and computer games. It is essential for investors to know that GLC's primary focus extends far beyond mere token trading. Our comprehensive ecosystem comprises multiple operations and businesses. For instance, we offer a **Game Store** where players can trade, buy, or sell in-game items such as weapons and skins. Additionally, we have the **GameLigo** Launchpad platform, a hub for gamers, developers, and gaming studios to invest with GLC, creating an incubation zone backed by a loyal community that shares a common goal - integrating gaming with web3 and blockchain. Furthermore, **GLC services** enable developers, low-budget studios, or anyone interested to develop their web3 games or migrate their existing games to web3, allowing their community to earn crypto rewards and actively participate in the ecosystem.

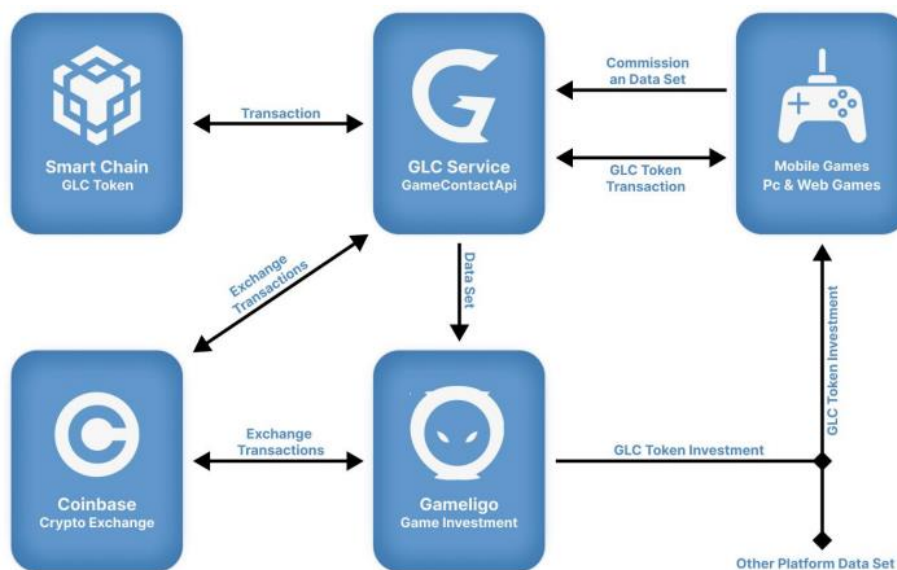
It aims to stop dirty production in the gaming industry by becoming a common digital currency with a technology which will be quickly integrated into mobile computer games. The primary purpose of the platform is to **provide blockchain-related know-how and technology** for gaming projects to help them reach large audiences, be internalized and raise funds. Projects to appear on GameLigo are chosen by the GLC team and advisors. Suggestions and alternatives offered by the GLC community are also considered.

## b. GLC Services

The GLC Services project is an integral part of the Game Loop Coin (GLC) ecosystem, designed to provide developers, gaming studios, and individuals with a suite of tools and resources to develop web3-enabled games or migrate existing games to a web3 environment. The primary goal is to facilitate the integration of gaming with blockchain technology and create a thriving ecosystem where users can earn cryptocurrency rewards and actively participate in the community.

GLC Services offers a library of deployable services that can be easily accessed and implemented by game developers. This infrastructure allows for the creation of innovative gaming experiences that leverage the benefits of web3 and blockchain technologies, such as decentralization, security, and token-based economies. By using GLC Services, developers can create games that offer Play-to-Earn (P2E) mechanics, enabling players to monetize their in-game achievements and progress through crypto tokens like GLCs.

In addition, GLC Services aims to support the GameLigo Launchpad platform, an incubation zone for gaming projects that seek investment and community backing. This collaborative environment brings together gamers, developers, and investors who share a common vision of integrating gaming with web3 and blockchain technologies.



### **GLC Services – Capabilities**

1. **GLC Service API:** Gaming companies will be able to integrate with blockchain through our service API. (We can create GLCs or tokens for each project. In the gaming ecosystem, we offer support for both common GLCs and white-label token solutions.)
2. **GLC Exchange API:** Players will be able to easily transfer tokens they earn in games to crypto exchanges, Game Item store, and GameLigo platform.
3. **GLC GameLigo Cloud API:** GameLigo will serve as a launchpad platform, enabling game companies, studios to launch and showcase their game projects, thus facilitating the investment process.

4. **GLC GameLigo Report Tool:** In the event of a launch to GameLigo, developers will be able to manage relevant tracking through the platform's services, such as investment monitoring and progress updates.
5. **Unity Web3 & Item Upload Tool:** An upcoming Item Store connection tool will be available for game companies utilizing the Unity game engine. This feature will allow for the direct purchase and integration of in-game assets using tokens, all within the game engine itself.

### c. Game Item Store

Game Item Store is an in-game item store where games that benefit from GLC Token services and players who play these games can buy, sell and trade items. The main currency used in this store is GLCs Token, but it is also possible to trade by converting from GLC. Game Item Store does not offer the possibility of connection with the games of the receiving service and these games are not included in the transport times.

The Item Store, which will establish its own eco-market, also works in full integration with GameLigo predictions. Each member of the GLC structure is considered a common user on all GLC platforms.

#### **What Will Game Studios Do?**

The actions that game studios using GLC services can take on the Item Store are as follows:

1. Able to create profile pages specific to web3 games.
2. Able to load inventories to be sold in in-game rewards, missions, etc.
3. Able to plan inventories.
4. Able to create a joint inventory in more than one game connected to the same studio or developer.
5. Able to auction inventory with GLCs token. They can make detailed explanations about their items.

#### **What Can the Players Do?**

The actions that players using GLC services can do on the Item Store are as follows:

1. They will be able to enter the games using the GLC service with the same Item Store membership.
2. They will be able to transfer their earnings from the games directly to the Item Store.
3. They will be able to buy inventory on the Item Store, sell their own inventory or exchange it with other users.
4. They will be able to buy or hold GLC or GLCs Tokens on the Item Store without having to enter the exchanges.
5. They will be able to benefit from the campaigns of the games and new projects.

Game inventories are priced in GLCs when uploaded to the store. The reason for this is to protect the rights of Item Store users by preventing the token from being affected by the movements in the exchanges. Also, GLC refers to a more of a governance token, creating opportunity for GLCs to be used in different platforms and projects.



### Game Item Store – Capabilities

1. **In-Game Item Earnings** - Players will be able to sell items they earn through certain achievements in web3 games using the Item Store connection for GLCs.
2. **In-Game GLCs Earnings** - Players can use the GLCs tokens they earn through certain achievements in web3 games connected to the Item Store to purchase items, invest in Gameligo, or trade on exchanges.
3. **Game Company Item Sales** - Web3 games utilizing the Item Store connection can sell in-game items to players for GLCs, a feature currently offered by Google Pay and Steam under in-game sales.
4. **Partner Game Project Item Sales** - If multiple game companies collaborate to develop games containing the same items, they can conduct joint sales, allowing players to use purchased or earned items across all partner games.
5. **Item Auctions** - Game companies and players holding in-game items can participate in item auctions, with the platform's fee for this service being higher than regular sales.
6. **Individual Developer Item Sales** - Individual developers' assets will not be available to end-users. Only game companies can purchase these items with GLCs for use in their games.
7. **Advertising Game Trailers** - Potential games with item sales and earnings can be promoted.
8. **Item Set Completion Screen** - Players wishing to create sets can collaborate to form item packs. More details can be provided upon request.
9. **Multi-Chain Token Change** - Users can deposit cryptocurrencies like ETH and SOL to convert them into GLCs. However, final purchases must be made using GLCs.

#### d. GameLigo Launchpad Platform

Gameligo is a crowdfunding and collaboration system for the gaming industry. Equity-based crowdfunding refers to a project or venture company raising the funds it needs from the

public through an electronic platform ("Platform"). There are many crowdfunding systems operating globally. Examples of these include Kickstarter, Indiegogo, Wefunder and Fonbulucu. Since the crowdfunding systems actively serving in the market are established to evaluate all projects and companies involving production and technology, the application and evaluation processes are not very compatible with the game industry and its dynamics. For this reason, most of the projects that have applied to global systems and received funding investments do not include projects from the gaming industry or do not reach the required audience. This situation causes players not to be interested in crowdfunding systems and not to invest.

Gameligo follows a path that follows the dynamics of the sector from the parameters in the application process to the pre-evaluation, committee, and interview processes. The evaluation and committee teams are experts and managers who are active in the gaming industry. Again, the basic information requested in the application process; Category, Genre, Platform, Concept, Theme, Story, Mechanics, and Dynamics etc. are parameters directly related to the industry.

### **Why Games Fail in Global Crowdfunding?**

- 1) The application parameters do not overlap with the game sector and projects. For this reason, the scope of the game cannot be understood.
- 2) The evaluation committees are not from the game industry in general. And an accurate assessment cannot be made.
- 3) The investor audience is unaware of the gaming industry and its volume and therefore cannot make earnings valuations. Investors who cannot make earnings valuation feel insecure and avoid investing.
- 4) Crowdfunding systems support all projects involving manufacturing and technology, so the investor is divided.

### **What Can GameLigo Traders Do?**

**Making an investment** - Investors can invest in crowdfunded game projects and studio projects up to a maximum of 10% of the total funds requested. They will be able to make their investments via GLC token, where whitelist spots will be reserved for holders and stakers to let them enable to invest into most voted and popular projects. There will be a tiered program which is currently under development. GameLigo investing will be an exclusive event for our community. The share information of the investment made will be available in the My Investments section of their profile.

### **Gameligo Entrepreneur Process**

**Entrepreneur Registration** - To become an entrepreneur, users can complete the registration by accepting studio information, personal information, contact information and digital entrepreneurship agreements.

Fund Applications: The funding application consists of 2 main parts, game fund application and game studio application.

#### Game funding application:

- 1) Basic Information of the Game (platform, category, genre, game name, logo, game engine)
- 2) Details (theme, story, concept, mechanics, dynamics, components, characters)
- 3) Sectoral Information (place in the ecosystem, development process, references and competitors, additional information)
- 4) Team Information (active positions, expansion, external resources, team list)
- 5) Analysis (risks, weaknesses, opportunities, innovative aspects, advertising and promotion, investment tour plan)
- 6) Funding and Financial Statements (fund demand, valuations, fund utilization, income, and expense items)
- 7) Documents, Visuals and Videos (business plan, design document, timeline, in-game visuals, in-game videos, other)
- 8) Selections and Contracts (broadcaster, investment case, sponsor and shipper, additional funding)

#### Application for studio funding:

- 1) Organization Information (platform, category, genre, organization information, logo, game engine, partnership structure, mission and vision, sectoral consultancy)
- 2) Team Information (active positions, expansion, external resources, team list)
- 3) Funding and Financial Statements (equity, fund demand, valuations, fund utilization, income, and expense items)

#### Preliminary Evaluation:

This is the stage before the game projects applied for funding go to the committee. Here, editors review, score and comment on the game projects assigned to them in line with their fields. Game projects that achieve a success score are presented to the committee. Reviews are as follows:

- 1) Spelling and Narrative Controls
- 2) Work Plan Controls
- 3) Suitability for Gamification
- 4) Suitability for Development

#### Committee Approval:



The committee is composed of experts and managers from the sector. The evaluations made here are based on the project. The committee can send the project to the editorial team for re-evaluation, cancel it, put it through the interview process or transfer it to the studios. The committee has the authority to bring the projects with the highest success score directly to the investors, but this authority must pass through the board of directors.

#### Interview:

An online interview is organized for the entrepreneurs to describe their game project. There will be 2 people from the editorial team and 2 people from the committee. Pre-prepared questions are asked and reactions from the entrepreneurs are obtained. If deemed necessary, a consultant can be assigned to the project.

#### Board Approval:

The board highly evaluates the project's legal processes, analysis, marketing strategies and goals. Board approval means that the project is accepted for crowdfunding investment. Live Streaming On a set day and time, entrepreneurs present their projects and answer investors' questions. Live broadcasting is considered one of the most important factors affecting crowdfunding. It is also considered as the advertising and promotion phase before the funding round.

#### Funding Tour:

Crowdfunding lasts 60 days. In this process, entrepreneurs must raise at least 80% of the funds targeted for their game projects in order to reach the fund. Projects collected below 80% are considered unsuccessful in crowdfunding. Funds collected up to 20% above the target are optionally included in the project. Funds raised above are returned to investors.

#### Contract and Funding:

Legal processes are first initiated with the entrepreneurs whose funding round is successful. The fund is transferred to the entrepreneurs to be implemented in accordance with the fund utilization plan.

#### Project Tracking:

Monthly reports and checks are carried out to ensure that the project is in line with the business plan, fund utilization plan, expenditure, and income plan in the application process. Here, 1 editor is assigned to each project to support and check where necessary. Legal proceedings are initiated for projects that do not act in accordance with the given plans. GameLigo is responsible to its investors.

#### Gameligo Exchange:

Gameligo exchange is the section where traders can sell, transfer, trade and auction their shares. Traders can set the pricing of their shares according to 3 basic rules:

- 1) According to the total valuation of the projects in which they hold shares

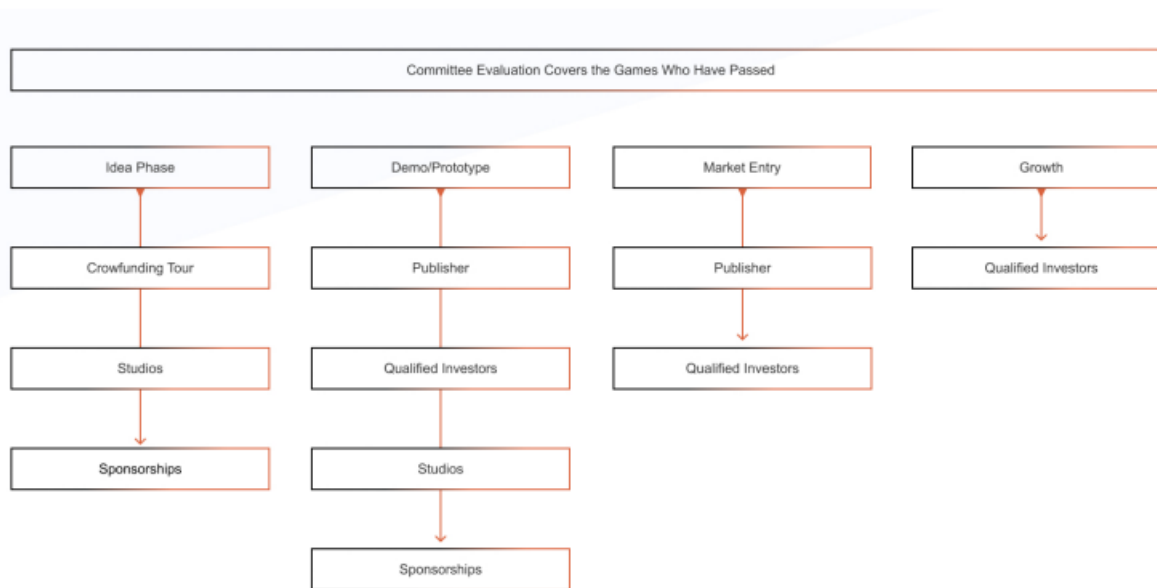
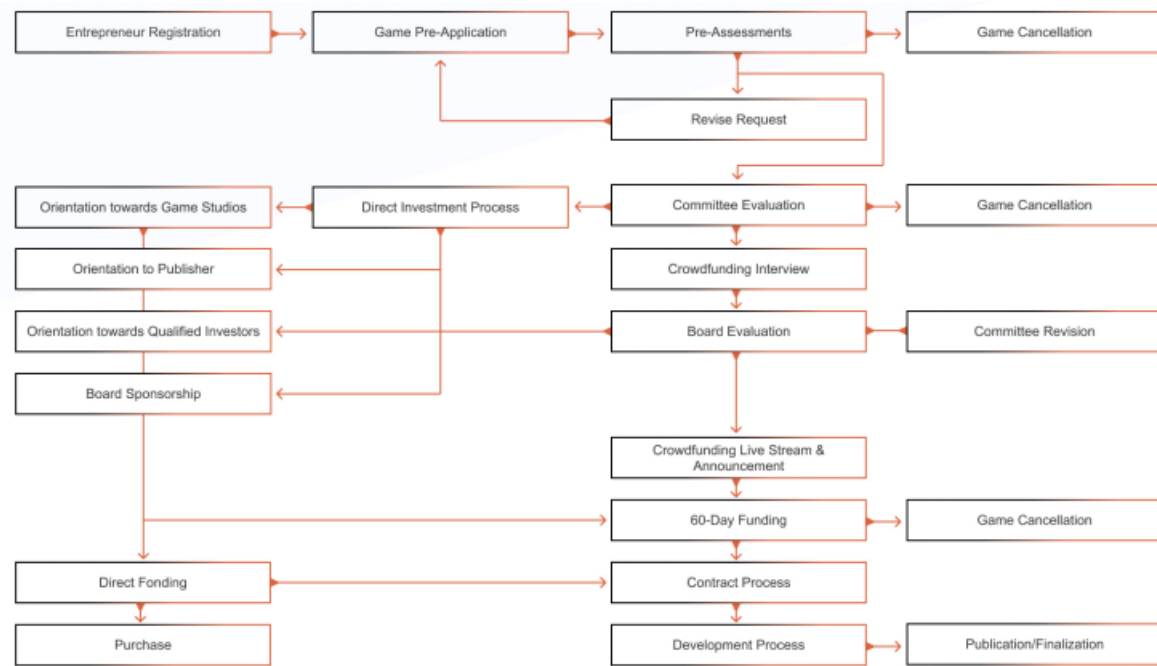
- 2) According to the total valuation of investors who are shareholders in the same project
- 3) According to the upper limit of the Gameligo exchange project share valuation committee

#### Promotion Strategies:

- 1) Including well-known names in Gameligo
- 2) Promoting its strong and well-known staff on social media platforms and all digital platforms related to the sector
- 3) Taking an active role in gaming communities
- 4) Building partnerships with broadcasters and known studios
- 5) Sponsoring game organizations
- 6) Building the Gameligo angel investment team, collaborating with other angel investors and platforms
- 7) Implementing Gameligo gaming academy

#### **GameLigo Launchpad – Capabilities**

1. Game Fund Request - This area serves as a funding platform for those who wish to create games, develop existing games, or raise funds for processes such as marketing.
2. Game Company Fund Request - It is a space for aspiring game companies to request funding and attract investments.
3. Game Project Pool - This pool is where game companies seeking investors can gather, with connections being established between investors and game companies based on their qualifications.
4. Investment Shares Trading Panel - The panel, also known as Gameligo Exchange, allows crowd investors to trade their GLC shares. After a certain period, they can transfer their shares to external exchanges.
5. Investment Demand Pool - This pool accumulates the requests of qualified investors who want to invest and partially utilizes artificial intelligence to match them with game companies.
6. Qualified Investor Panel - It is an area where qualified investors can invest before crowdfunding and follow projects. This tier of membership will be the highest level, requiring users to hold a certain amount of GLC.
7. Consultant Project Evaluation Panel - There will be a workflow panel where all requests will be assessed and scored. Evaluations will be conducted in stages: first by editors, then advisors, and finally the board of directors.



## 7) Team



## 8) Financing Capabilities

### a. Income Model

The income models of GLC projects differ. All revenue models planned under the GLC corporation are listed below with their explanations.

- Service Membership** - It is the monthly membership fee charged from the game companies that will use the GLC service. Here, the pricing will vary according to the membership type and the service features offered. There will be three types of membership which the users can use.
  - Basic – Free of charge** where users can participate in Game Item Store capabilities and invest in GameLigo Launchpad.
  - Studio – 119.99 USD** charged monthly where developers can use GLC services to develop their projects, participate in Game Item Store to expand their community.
  - Invest – 299.99 USD** charged monthly where above capabilities are all included and also Invest members have the opportunity to join early access to upcoming launches.
- GLC Payment Commission** - Gaming companies that use the GLC payment instrument for in-game sales will pay a payment instrument commission. The commission rate here is set at 1%.
- Item Store Commission** - Inventories sold and bought in the Item Store will be charged a commission during the transaction. The commission rate here will vary according to the type and category of the inventory . In addition, the commission

rate will be higher for users who are not game companies but use Item Store. This is because there is no membership fee.

4. **Item Store Advertisement** - In the Item Store, game companies or users with inventory can increase the sales and promote their products by paying an advertising fee. The pricing here will vary according to the category and inventory type , just like the user commissions . Advertising fees here will be charged daily, weekly or monthly.
5. **GameLigo Funding Commissions** - Gameligo will transfer the funds for the games funded by GLC as a safe deposit box. Before each fund transfer, 8% of the total funds to be transferred belongs to Gameligo. The tokens of the projects that are not successfully completed or canceled are returned to the fund group without any deduction.
6. **GameLigo Investor Commissions** - Investment commission will be taken from projects that go to direct investment instead of crowd-token funding through the system or from projects that have received investment through Gameligo. This rate is determined between 3% and 5% depending on the size and nature of the project. In addition , it is accepted as a partner board during the Gameligo project process with the investor.

## **9) Marketing & Brand Awareness**

### a. Real Marketing

Real-time marketing is referred to as "on the fly" marketing to determine the appropriate or most appropriate approach to a particular customer at a particular time and place. Even though technology projects are mainly driven by digital marketing, the dynamics in the game industry lead to the need for real marketing and promotion. Below are the real marketing plans planned:

1. Attending conferences and game events to interact with game studios.
2. A sponsor and promotional room in e-sports competitions where players come together.
3. Collaborating with Web3 trading platforms and technology companies.
4. Establishing organizations that bring together actively sought-after games and users in the Item Store.
5. Organizing voluntary web3 and game trainings by creating a GLC foundation budget.

### b. Digital Marketing

1. Search Engine Advertising (Google Ads)
2. Social Media Marketing
3. Influencer Marketing

#### 4. Affiliate Marketing

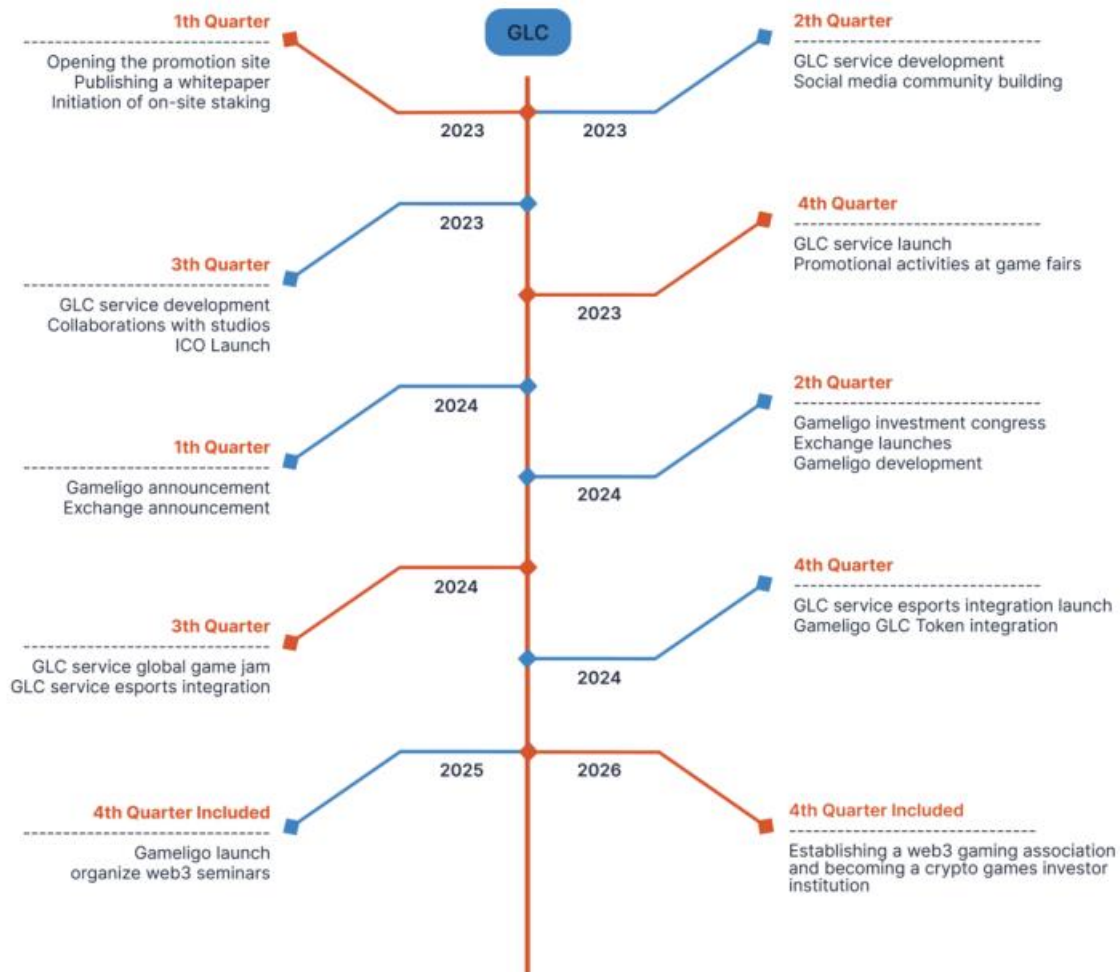
Search Engine Advertising (Google Ads) Google Ads , also known as search engine advertising; It is a digital marketing method that increases website visibility in search engines thanks to paid advertisements in order to increase brand awareness, attract visitors and make more sales. It is planned to be implemented for glc20.com, glcstore.com and gameligo.com.

Social Media Marketing Attracting visitors, increasing brand awareness, promoting campaigns, reaching the target audience, etc. Work will be done on Instagram, Facebook, Youtube, Twitter, Tiktok. In addition, the media units of the special game sales platforms where the players come together will be contacted and advertising activities will be carried out. The focus will be on promoting and community work in Telegram groups. Audience Selection Competitor analysis Sharing days and times post images Post texts Hashtags

Influencer Marketing Collaborations will be made with accounts with high followers on social media platforms such as Instagram, Youtube, Twitter, and Tiktok in order to reach people in the target audiences of our projects more easily. Increasing brand awareness gaining followers Attracting visitors Increasing Conversion Rates make a sale

Affiliate marketing Efforts will be made to increase awareness by advertising on crypto and game sites with high visitor numbers . Here, from time to time, websites that are not related to crypto and games are also preferred, and reaching different audiences is among the strategies.

#### **10) Road Map**



The contents of the roadmap will be updated regularly for clear tracking process. Detailed updated roadmap of GLC corporation is under development and will be updated in our official site and whitepaper when the process is completed.

## 11) Legal Disclaimer

### a. Legal Disclaimer

The information provided by GLC Corporation ("we", "company", "us", "us", "firm" or "our") on [www.glc20.com](http://www.glc20.com) (the "Site"), this whitepaper and our mobile application is for general informational purposes only. All information on this website "[www.glc20.com](http://www.glc20.com)" and this white paper is published in good faith and for general information purposes only. The content on the site and this whitepaper is actively kept up to date, but our site and this whitepaper do not guarantee the completeness, reliability and accuracy of the information. Any action you take on the information you find on this website ([www.glc20.com](http://www.glc20.com)) and in this white paper is strictly at your own risk. The firm will not be liable for any loss and/or

damage in connection with the use of our website, white paper and any content on these pages. Our website or the firm cannot and does not contain financial advice. Financial information is for general informational and educational purposes only and is not a substitute for professional advice. , we recommend that you consult with appropriate professionals before taking any action based on such information. Use of or reliance on any information contained on the Site or our mobile application is entirely at your own risk.

#### b. External Links

This Site, this whitepaper and our official applications may contain (or may be posted through the Site or our mobile applications) links to other websites or content or websites owned by or originating from the third parties and features in banners or other advertisements. Such external links are not reviewed, monitored or checked by us for accuracy, adequacy, validity, reliability, availability or completeness. We do not guarantee, endorse, warrant or assume responsibility for the accuracy or reliability of the information provided by third party websites linked through the Site or any website or any banner or other advertising linked feature. We will not be a party to, nor is www.glc20.com responsible for monitoring in any way, any transaction between you and any third party product or server providers.

#### c. Intellectual Property Rights

The Websites and all of their content, features and functionality (including, but not limited to, all information, software , text, images, pictures, video and audio, and the design, selection and arrangement there of) are owned by us, our licensors , or other providers of such material and are protected by copyright, trademark, patent, trade secret and other intellectual property or proprietary right laws.

#### d. Risk Awareness

You are guaranteed to understand that NFTs, cryptocurrency token and initial coin offering (ICO) projects are highly risky and highly speculative in nature. Cryptocurrencies are vulnerable at an early stage of development, with experimental software and business models, lack of government protection for your investment, dramatic price volatility, strong potential for poor documentation, and high risk of fraud. You should only invest in NFT, crypto and ICO projects if you have sufficient technical knowledge and requirements. Before investing in an NFT, Coin, or ICO, you are advised to conduct careful due diligence on the projects, network, coin, and team. You are advised to consider that your and others' investments may not result in a viable and/or valuable NFT or coin, and that you may lose the full value of your investments. You are advised to consider the advice and warnings issued by the following jurisdictions about the significant risks of this industry (including loss of value, risk of fraud):

USA – [https://www.sec.gov/oiea/investor-alerts-and-bulletins/ib\\_coinofferings](https://www.sec.gov/oiea/investor-alerts-and-bulletins/ib_coinofferings)UK – <https://www.fca.org.uk/news/statements/initial-coin-offerings>Europe <https://www.esma.europa.eu/press-news/esma-news/esma-highlights-ico-risks-investorsand-firms>



## e. Experimental Technologies

Certain transactions, including but not limited to primary sales, secondary market sales, listings, offers, acceptances and other transactions through the Website or our applications use experimental smart contract and blockchain technologies, including NFTs, cryptocurrencies, consensus algorithms, etc. NFT holders acknowledge that such technologies are experimental, speculative and inherently risky. NFT holders acknowledge and agree that NFTs may be subject to errors, malfunctions, hacking and theft, or changes to the protocol rules of the blockchain and any related products that may adversely affect smart contracts and expose you. To the risk of total loss or confiscation of your cryptocurrencies or NFTs or loss of opportunities to buy or sell NFTs. XXXGLC20XXX assumes no responsibility or liability for any such smart contract or related failures, risks or uncertainties.

## **12) APPENDICES**

### a. Risks

Below are some of the risks posed by the projects under the roof of GLC and the measures we will take against these risks.

1. The risks to be experienced in the prices and token economy arising from the sales on the stock market of the staking and ICO processes.

**Solution;** Daily sales of stake tokens will not exceed 10% to avoid high sales. In addition , in order to prevent a possible manipulation , GLC tokens will be collected back from exchanges by keeping liquidity reserves and dumps on the boards will be prevented.

2. Risks arising from the pricing of the GLC token against the high trading volume in the games.

**Solution;** The limited number of GLC tokens will always push up the GLC price in the market. However, if the volume in the Games is too high compared to the GLC price and the GLC total does not match the game volume, GLC v2 will be created with an official announcement or additional transfer will be provided from the company liquidity. Such cases cannot be given without the decision of the board of directors.

3. Risks to investors arising from the failure of the funded games to be successful.

**Solution;** The games have to make a solution and IP contract with GLC before going on the funding round. If the game companies can not get the funding and complete the projects in the deadlines, all the rights of the game will pass to Gameligo. Gameligo management may continue the game with its own teams, put in-game inventories on sale, or initiate the legal process regarding the request for payment of funds to the game company, depending on the status of the game. Gameligo is responsible for protecting the rights of its investors, even if the crowd investors are not given a commitment to the success of the games.

4. Recession risks arising from pricing in Item Store inventory sales.

**Solution;** Price policies on the Item Store are at the discretion of game companies and users. However, in cases such as raising or pumping the market, the supervisory board has the right to interfere with the prices on the Item Store.

5. Risks that may arise from a technical failure.

**Solution;** Strict consultancy agreements will be made with Cyber security and System management companies in order to avoid any technical gaps or disruptions. GLC is obliged to cover the losses arising from technical failures.

b. Opportunities

Below are the opportunities that GLC projects offer to their investors:

1. Stakes and ICO investors will be able to sell to Item Stores or exchanges with high profitability.
2. Stakes and ICO investors will be able to exchange inventory on the Item Store .
3. Item Store membership will be free for 1 year for stake and ICO investors.
4. Stake, ICO and Exchange investors will have priorities such as preliminary information, evaluation and rewarding in project funding through gameligo.
5. Stake, ICO and Stock Exchange investors will be able to gain discounts or free rights in the organizations organized under the roof of GLC.
6. Stake, ICO and Exchange investors will be able to earn discounts from in-game sales and game sales according to agreements made with games using GLC service.

Below are the opportunities that GLC projects offer to game companies:

1. Getting rid of blockchain costs.
2. Being exempt from processes such as setting up the token economy and finance.
3. Generating native advertising revenues through the platform.
4. Increasing sales through the Item Store.
5. Reaching the required game development and marketing budgets thanks to Gameligo.
6. Reaching qualified investors thanks to Gameligo.

Below are the opportunities that GLC projects offer to players:

1. To prevent high price policy.
2. To prevent loss of earnings from the token economy.
3. Ensuring socialization through player communities
4. Generating income for players from in-game sales.

c. Technologies

All system and software technologies to be used in the R&D phase are listed below:

1. GLC Service Api – is developed with python.
2. Item Store – Services of web and mobile applications are developed with Core Api, React will be used as the back end.
3. Game services as Gameligo – Item Store. .Net Core and React will be used as the development language.
4. Item Store and Gameligo MsSql will be used as database model.
5. All projects are located on our Amazon Cloud servers.

#### d. Communication

Our active e-mail addresses you can reach;

[info@glc20.com](mailto:info@glc20.com)

[info@gameligo.com](mailto:info@gameligo.com)

All our websites belonging to our projects;

<https://glc20.com/>

<https://gameligo.com/>

<https://api.glc20dev.com/>

Our Telegram address;

<https://t.me/+jVRMI6Bhje9jMjNk>