Gecko Project

Highlights

Low cost user acquisition	➤ Leveraging Ton ecosystem
The fair coin distribution	➤ Seamlessly guide users to WEB3
Easy play, Quick result	➤ WEB3 gamers are not traditional gamer
Online battle	➤ Social sharing with friends for victory
Transparency and Fairness	➤ Result back up and Check system
Entree fee	➤ Powerful revenue model

Summary

- Web3.0 social clicker game on Telegram

- 'Choose Gecko → Tap → Race → Prize'

- Not gambling , Online voting

- Social race game built on tap record. – Gecko Sprint

- Investment game built on game data – Gecko owner's club

- Every 2 min. New competition = Fast Rotation

-Gecko Team Goal-

- Best & fast airdrop game for all token

- Entry fee – Prize – Charge Revenue model

- ' Tap battle with Reward'

  → Choose the Gecko as a champion

  → Tap to generate coin for Prize Pool

  → Prize pool = Total taps of all participants

  → Send a Telegram msg. to frens for more taps for the Gecko = social clicker

  → Most taps Gecko Win the race

  → Prize coin distribution based on race ranking

  → Prize coins can be exchanged for $Vouchers or $Geckoin (future)

  → Daily free ticket and additional ticket purchase

Gecko taps

Geckoin

- **This business model repeats Every 2 minutes.**

- 'Every Gecko's Owner win the prize in every race' = Racehorse owner's benefit

  → Choose Geckos in champions list

  → Staking Geckoin

  → Gecko wins Prize in the race

  → Share the prizes(5%)

  → All results managed fairly
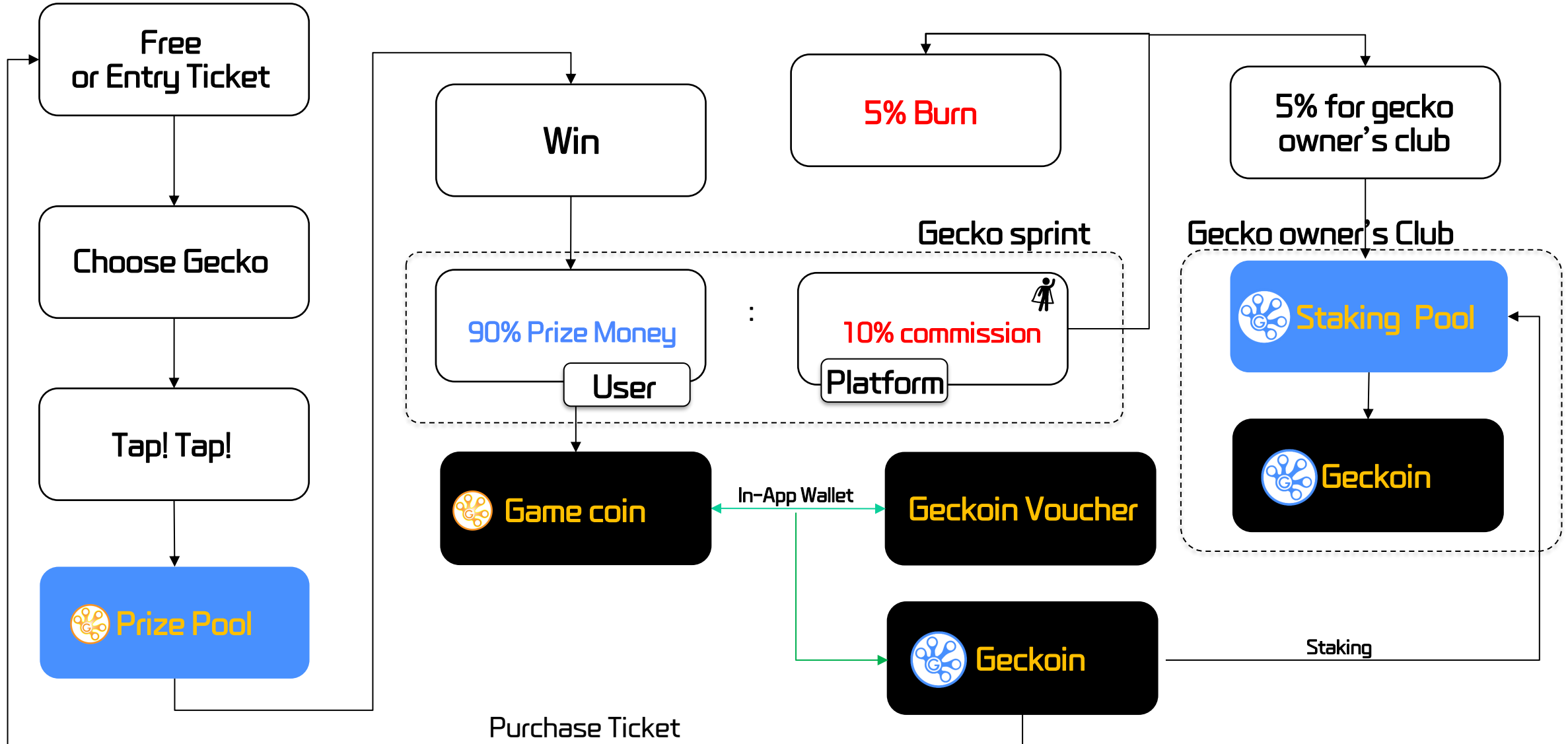
  based on the number of user click

- **This business model repeats Every 2 minutes.**

Business model

Free or Entry Ticket → **Choose Gecko** → **Tap! Tap!** → **Prize Pool**

Win

5% Burn

5% for gecko owner's club

Gecko sprint

90% Prize Money : 10% commission

User : Platform

Gecko owner's Club

Staking Pool

Geckoin

Game coin ←In-App Wallet→ **Geckoin Voucher**

Geckoin

Staking

Purchase Ticket

- This business model repeats Every 2 minutes.

- Geckoin
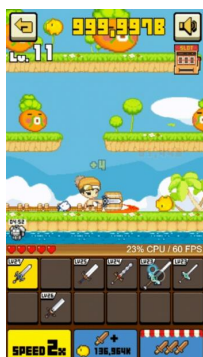- In game Play coin
- Pay as entry fee
- Given as Prize
- Burned as hosting fee

TEAM :
20Y GAME INDUSTRY EXPERTS

More than 20 years of experience game developers have joined the project.
Our members believe in the potential of messenger-based projects and are working together to achieve a successful global service.
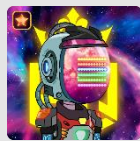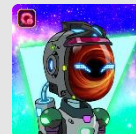

Dosik : Leader
23Y Game Industry as CEO
- 20+ Mobile games
- Granage with NHN
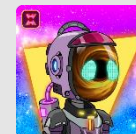- Soul Slash Saga with Nexon
- Fantasy Stadium with Naver
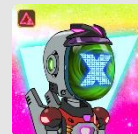
Eunjun : Producer
20Y Game Industry as Planner
- 10+ Mobile games
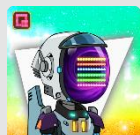- Fairy Taile with Copro Japan
- Clashmon project PD

Jungho : Main developer
15Y programmer
- 20+ IT & Gameproject
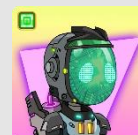- DAEWOO Information system
- Next platform at Gaea Soft
- Clashmon project

Eungoo : Server developer
16Y as server developer
- 6+ Mobile games
- Level up with Facebook
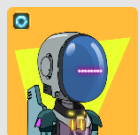- Server programe in Iskra project

Yuu : WEB3 planner & designer
20Y Game Indusrty as Designer
- 10+ Mobile games
- Andamiro Pump AD
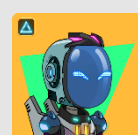- Line puzzle friend with Line
- Bot-gevara NFT Designer

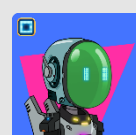**Sunny : Designer**
10Y game industry
- Designe works in Japan

Tom : AI programmer
16Y Game Indusrty as Developer
- 5+ Mobile games
- 3Y Blockchain tech as CEO
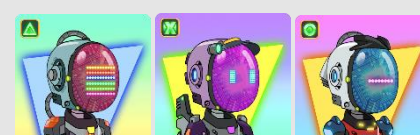- Working as AI developer

Edy : Operation tool developer
20Y Game Indusrty as Developer
- 10+ Online & Mobile games
- Ragnarok at Gravity
- Fantasy Stadium with Naver

S.Tiger : BGM Composer
15Y Music Indusrty
- 30+ Hit songs
- Famous Music producer

D.smith : WEB3 developer Team
20Y Lead developer
- Blockchain DAPP 3 developers
-

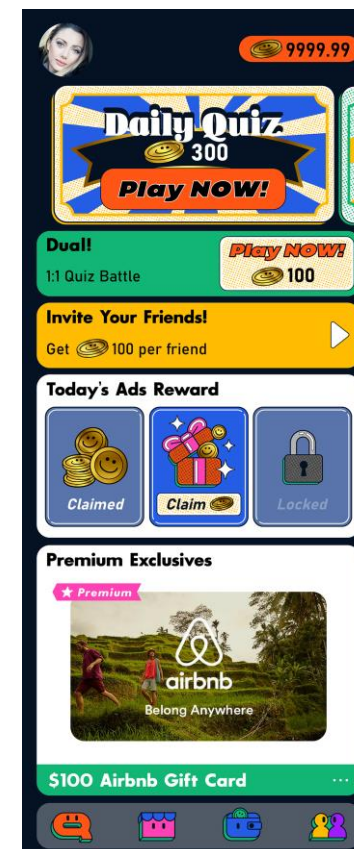**40+ projects
From 2000 to Present**

2024 3Q
Team building

2024 4Q
Gecko Sprint Launching
Geckoin Minting

2025 1Q
Gecko owner's club update

2025 2Q
Geckoing CEX listing
+2 Game launching

10 million+ users

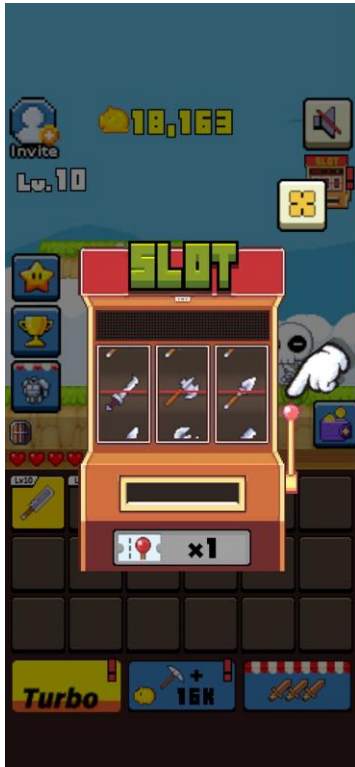100,000 monthly paid users

$10 million in-game Prize

Binance Listing

Future

- 1st telegram game project

- Merge swords for more airdrop

- Slot machine feature in game

- Collaborating with Avery project (non exclusive)
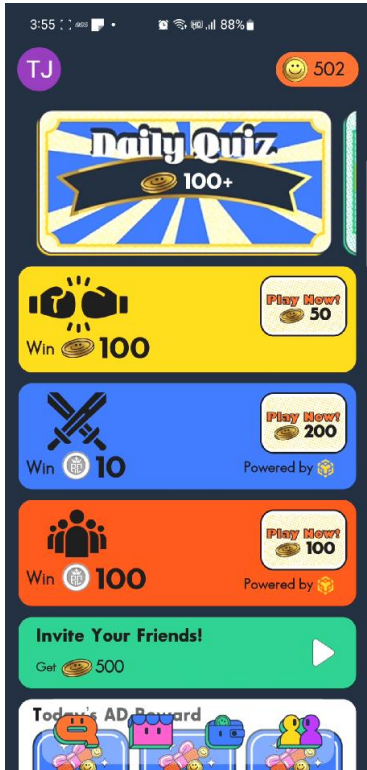
- https://t.me/Averysword_live_bot

Messenger racing 'pass mem if you can'

- Messenger-based racing game

- Play and send it (=play data)

- Send a message like 'Pass me if you can!'

- Offline competition VS millions

- 800,000 users in FB messenger instant game

- Massive online quiz game
- 10000+ quiz battle
- Play time only 10min.
- New game in every 10min
- Entry fee – Prize model