Gamer Ammo

Gaming is a Profession.

The Problem

Gamers aren't getting paid. Gaming blockchains aren't working.

- No middle class gamer: gamers are either the beginner, the top level streamer, or the eSports pro.

- Incentive only goes to the big man: Only the big companies earn money from users, gamers aren't incentivized to do anything else.

- Lack of clear blockchain usability: Financial speculation and insecurity is not what gamers look for.

The Solution

Gamer Ammo

- Gamer-led platform: we built this software taking every measure to ensure the people using it determine its outcome. Being built on the only blockchain ideologically aligned with gamers and that exclusively supports you means only building the user base is left.

- 2nd wave blockchain: A blockchain Technology that isn't money. It provides a way to earn it.

- The utility token: utilize the tokenization technology to earn value in your life.

Gamer Comes First

Utility > Security

Value from use

- Security tokens are representations of real world money. The community using them don't derive their value. Speculation of how the community uses it by others and the accuracy of that speculation does.

- Utility tokens are the ability to earn money. We made the success of earning a token dependant on community approval. Then we made the reward another utility. Circular economy.

- The future of gaming for a living depends on utilities that payout. Gamers need a reason to act professional, a platform to do so, and an economy to thrive.

Incentivizing the Gamer

Reward for use

- Content Creation: reward good content production to gamers by letting their fellow gamers decide collectively if they should be.

- Spreading the word: give users purpose to share the platform and have friends join. Its beneficial to them because it's too good not to.

- Curating/moderating content: Think twitch moderation bots.

Clutchat

The platform

- A chat based "utility belt". A collection of resources available to help gamers do what they love. Wiki full of the best streaming content. Rewards from using platform. Access to more capability for quality.

- Everything outside of the game is native. Chat system modeled like Discord. Content system modeled like Reddit. Merging the aspects gamers love from each into a UI rebuilt for them by gamers.

- The place that your voice has meaning. Voice determines the value of the content you're reading. Gamers earn from Voice being given it to them. The use voice to produce content. A circular economy is born.

Tokenization Technology

How it works

- Voice - stewardship incentive. Provide 10 every 3 hours that if not used are destroyed. This builds studious approach to content & quality rewarded

- Float - value incentive. The mechanism that gives the Gamer a way to pay out of the system and have real currency to use irl.

- Gamerammo - improvement incentive. The way to receive goods and services needed to become a better gamer from the best gamers on the system.

Rewards

The token's benefit to the Gamer

- Products that help or impact the Gamer in a positive way. Clothing, Computer Hardware, Protective Eyewear, Branded Equipment.

- Services from players that are in a tier of rank appropriate to the player who should be coaching them on getting to the next level. A standard for coaching.

- Success in their gaming lives that would be able to provide stability in their real one. Gaming becomes a profession.

Marketing

Organic rewards

- Grass-roots marketing in the gaming industry: targeting smaller level influencers to start the system snowballing.

- Referral programs: Rewarding users for bringing their friends on right within the system.

- Social Media: Gamers use social media, this means we do too.

Value

Gamer Ammo profitability requirements

- Token being used for rewards that matter.

- Users on the platform who want to make content and users who want to become better gamers.

- A data set of anonymous gamer data to provide the right content and services to the right gamer from the right gamer.

Scalability

Getting bigger

- Exponential platform growth: due to the nature of a blockchain, the bigger it gets the better it gets.

- Platform size = integration possibilities: piggy backing off that, we made it so the more users it get the better it gets.

- The community manages itself: blockchains can make the user the stakeholder. We made the stake the content, so they manage it themselves.