

# Chain Assassin One-Pager

Hunt or be hunted. On-chain.

## What It Is

Chain Assassin is an open-source real-world elimination game with crypto-native prizes across Base today, with Arbitrum support planned. Players join location-based matches, and once a game is funded and started, progression and settlement run by deterministic rules with no live moderator.

## How a Match Works

1. Players register with a wallet and join a scheduled game.
2. Players check in at the meeting area and enter the live phase.
3. Targets are assigned and players hunt while staying inside a shrinking zone.
4. Winners and rewards are settled transparently, with refund paths for cancelled games.

## Why It Stands Out

- **Autonomous lifecycle:** funded matches run by rules, not organizer discretion.
- **Open source:** stack and logic are publicly auditable.
- **Real-time UX:** mobile gameplay + live spectator web experience.
- **Transparent rewards:** prize and refund flows are verifiable on-chain.

## Product Surfaces

- **Android app:** wallet operations, registration, check-in, and gameplay actions.
- **Website:** game discovery, live spectating, and lightweight account/game management.

## Current Status

- Network: Base Sepolia (Arbitrum support planned)
- Contract: `0x6c14a010100cf5e0E1E67DD66ef7BBb3ea8B6D69`
- AI-audited contract:  
<https://sepolia.basescan.org/address/0x6c14a010100cf5e0E1E67DD66ef7BBb3ea8B6D69>

## Links

- Website: <https://chainassassin.xyz>
- GitHub: <https://github.com/kalinbas/chain-assassin>
- X: [https://x.com/assassin\\_chain](https://x.com/assassin_chain)
- Discord: <https://discord.gg/SayMP2cJsp>