GUNZ

GUNZ: THE LAYER-1 BLOCKCHAIN ECOSYSTEM EMPOWERING COMMUNITY-DRIVEN ECONOMIES IN AAA GAMING

[WHITEPAPER]

MARCH 26, 2025

COMPLIANCE STATEMENTS:

The GUN Token ("Token" and/or "Coin") is a utility token intended solely for use within the GUNZ Platform and the "Off The Grid" multiplayer video game ecosystem. The Token provides access to specific in-game features, as outlined in this document. It does not grant any ownership, profit-sharing, governance, or voting rights in Poseidon 133 Pte. Ltd. (the "Company") or any affiliated corporate entity.

01 The Token does not constitute a security under the U.S. Securities Act of 1933 or as defined by the Howey Test.

02 The Token does not constitute a security-based swap under the U.S. Commodity Exchange Act.

03 The Token is not classified as a "virtual currency" under the regulations of the U.S. Commodity Futures Trading Commission (CFTC).

04 The Token is not considered a "digital payment token" under Section 2(1) of the Payment Services Act of Singapore.

05 The Token is not deemed a "capital markets product" under Part I of the Securities and Futures Act 2001 of Singapore.

06 The GUN Token does not constitute a "security" under the Securities Investment Business Act of the Cayman Islands.

07 The GUN Token does not constitute a "security" under Korea's Financial Investment Services and Capital Markets Act.

08 The Token is not covered by the investor compensation schemes under Directive 97/9/EC of the European Parliament and of the Council.

09 The Token is not covered by the deposit guarantee schemes under Directive 2014/49/EU of the European Parliament and of the Council.

Regulatory Disclaimer:

The Token may not be eligible for sale or use in certain jurisdictions. It is the sole responsibility of each prospective purchaser to understand and comply with all applicable laws and regulations in their respective jurisdiction.

The Company does not provide any opinion or any advice to purchase, sell, or otherwise transact with Tokens.

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EXECUTIVE SUMMARY

GUNZ is a Layer 1 blockchain purpose-built for AAA Web3 gaming, developed by **Gunzilla Games**. It powers a comprehensive gaming ecosystem with services tailored to the needs of both developers and players. Originally created to support a community-driven economy for Gunzilla's flagship title, Off The Grid (OTG), GUNZ has evolved into a full-featured platform offering blockchain-native infrastructure essential for modern game development.

Problem: Currently there are no ecosystems in Web3 for true AAA games. At the same time in Web2 there are no clear tools available for asset ownership and community economies that can greatly enhance the user experience.

Solution: Gunzilla built the World's first AAA Web3 ecosystem, GUNZ, onboarding both Web3 and Web2 native games.

Built by game developers for game developers, GUNZ eliminates the need for studios to make deep investments in custom blockchain architecture. Instead, it offers a suite of white-label products and easy-to-integrate SDKs, enabling any studio to launch community-driven economies seamlessly. Core features include in-game wallets, P2P marketplaces, block explorers, token and NFT minting engines, and more.

GUNZ is already fully integrated with leading third-party service providers, including NFT marketplaces like OpenSea, custodial wallet solutions such as Fireblocks, and community engagement platforms like Zealy and others, ensuring a robust and interconnected ecosystem for developers and players alike.

For gamers – GUNZ is the underlying infrastructure behind games like Off The Grid, enabling true digital ownership, seamless interoperability, and enhanced player-driven economies:

Key Advantages for Gamers:

- **True Ownership:** Players truly own their in-game items, which are secured and tradeable on-chain, offering full control and real-world value.
- **Player-Driven Economy:** Empowered by decentralized tech, players can trade, sell, or rent their assets, turning playtime into real opportunity.
- **Security & Transparency:** All transactions and ownership records are secured and visible on-chain, reducing fraud and increasing trust.
- **Next-Gen Ready:** Tailored for AAA games with high performance and scalability, supporting fast, secure, and low-cost transactions.

By March 2025, the GUNZ ecosystem delivered record-breaking testnet results:

- 14M+ unique wallets
- 440M+ transactions processed
- 900,000+ daily active wallets at peak

Following its successful debut in OTG—which reached over 14 million active wallets and peaked at 900,000 daily unique users—GUNZ is now ready to empower other developers who want to harness the power of blockchain to build thriving, player-owned ecosystems within their games.

GUNZ has received over $120 million from industry's top investors, including Delphi Digital, VanEck, Coinbase Ventures, Republic Capital, Coinfund, Spartan Group, Hack.VC, Animoca Brands, Griffin Gaming Partners, Raptor Group, Justin Kan (founder of Twitch) and others—demonstrating strong industry confidence in Gunzilla's vision.

Leading venture capital firms such as VanEck and Delphi Digital have published in-depth analyses of GUNZ and Off The Grid:

- VanEck Report: Get Onchain with Off The Grid
- Delphi Digital Blog: Delphi Ventures x Gunzilla Games

GUNZILLA GAMES

Gunzilla Games is a AAA game developer behind the cutting-edge multiplayer shooter Off The Grid, the innovative blockchain gaming ecosystem GUNZ, and Game Informer—the most recognized gaming magazine in the world, with a 33-year legacy.

Founded in 2019 and headquartered in Frankfurt, Germany, Gunzilla Games has grown into a powerhouse studio with over **450 full-time employees**. The team includes industry veterans, and the studio's founders previously stood behind Warface—a multiplayer shooter that reached over **140 million players** and generated more than **$1 billion** in lifetime revenue—as well as Plink, the world's largest social network for gamers with over **20 million users**.

Gunzilla's creative leadership features Oscar-nominated film director and screenwriter **Neill Blomkamp** (District 9, Elysium, Chappie) as a Creative Director and Co-Founder, alongside acclaimed author **Richard K. Morgan**, best known for the Altered Carbon series, which was adapted into a hit Netflix show.

OFF THE GRID

Off The Grid (OTG) is an innovative free-to-play battle royale game developed by Gunzilla Games, initially conceived as a direct competitor to renowned multiplayer battle royale titles such as Call of Duty: Warzone, Fortnite, Apex Legends, and PUBG—games that collectively generate more than $12 billion annually. Meticulously crafted over five years by a dedicated team of more than 400 industry professionals, OTG leverages Unreal Engine 5, delivering exceptional visual fidelity and setting new standards for graphical quality in the gaming industry.

OTG distinguishes itself as the first AAA game to feature a fully community-driven economy. Every transaction involving in-game assets occurs exclusively between players who have earned these items through gameplay or acquired them from other players. OTG releases regularly highly desirable, limited-edition collections of in-game items with capped supply, empowering the community to determine their value. This innovative economic model significantly enhances player engagement, deepening professional involvement by granting gamers full control over their digital assets and enabling them to monetize their playtime through peer-to-peer trading.

OTG monetizes by charging a commission for decoding in-game items that players initially collect for free through gameplay, as well as a 5% commission on all trades conducted between players. Additionally, OTG generates revenue primarily through a completely optional monthly subscription model priced at $11.99, offering subscribers exclusive features and additional in-game benefits.

This dynamic player-driven economy is uniquely integrated with the GUNZ blockchain, which grants players the optional ability to withdraw their in-game items as tradable NFTs from the game to supported blockchain wallets, NFT marketplaces, and centralized exchanges. This groundbreaking blockchain integration provides genuine digital ownership and facilitates secure and transparent transactions powered by the native GUN token.

Further elevating its appeal, OTG includes an immersive narrative crafted by highly acclaimed director Neill Blomkamp, seamlessly blending rich storytelling with intense gameplay. Players engage fiercely on Teardrop Island, an expansive battlefield capable of hosting matches of up to 150 simultaneous participants.

Days after its launch, OTG attracted millions of users, quickly surpassing 900,000 daily unique players and overtaking Fortnite as the most popular title on the Epic Games Store. Its exceptional impact was recognized at the 2024 GAM3 Awards, where OTG secured the prestigious "Game of the Year" honor, alongside awards for Best Action Game, Best Shooter Game, and Best Multiplayer Game.

Currently, Off The Grid is available in early access on PlayStation 5, Xbox Series X|S, and PC via the Epic Games Store, and accessible on mobile devices, Mac, tablets, and TV sets through NVIDIA's GeForce Now streaming platform.

OTG's monetization approach aligns its business interests closely with the long-term success and growth of its vibrant, player-driven economy and its native GUN token.

KEY METRICS AND ACHIEVEMENTS

GUNZ and Off The Grid are redefining the gaming landscape, seamlessly merging AAA gameplay with blockchain innovation. With an explosive launch, record-breaking engagement, and backing from industry giants, we are setting new benchmarks in both mainstream and Web3 gaming. Here's a look at our key achievements:

- Days after the launch, Off The Grid (OTG) skyrocketed to the #1 Free-to-Play game on the Epic Games Store, surpassing Fortnite
- The game's excellence has been recognized within the industry, earning it the Game of the Year award at the 2024 GAM3 Awards. Additionally, it secured accolades for Best Shooter Game, Best Multiplayer Game, and Best Action Game, highlighting its multifaceted strengths.
- Many times OTG was ranked among the Top 3 streamed games on Twitch, achieving:
  - 138K+ concurrent viewers
  - 2.77M+ hours watched on Twitch in October alone, and over 7.3M total hours watched to date
  - 3,200+ participating streamers
- The game received an outstanding reception from both the mainstream gaming community (including top streamers like Ninja, Shroud, Scump and Timthetatman playing OTG) and crypto audiences.
- OTG has garnered extensive organic media coverage in mainstream and Web3 outlets, in particular in Forbes, CNET, Cointelegraph, The Block, Decrypt, IGN and many others.

REVENUE MODEL

GUNZ operates on a dynamic revenue model strategically designed by Gunzilla Games, the owner and developer of both GUNZ and its flagship product, Off The Grid. Initially created to comprehensively support Off The Grid, the GUNZ blockchain ecosystem directly influences the demand and economic stability of its native token due to its integration with the game's economy.

GUNZ provides AAA game developers with seamless access to essential blockchain infrastructure solutions, including NFT marketplaces, digital wallets (custodial and non-custodial), blockchain scanners, and companion applications. By eliminating significant upfront costs and reducing technical complexities, GUNZ facilitates the easy integration of blockchain technology into gaming ecosystems.

Rather than charging developers for these robust tools and products, GUNZ monetizes directly through user-driven on-chain activities. Specifically, GUNZ generates revenue from:

- **Transaction Commissions:** A modest commission (gas fee) is collected from every on-chain transaction made by users or enterprises interacting with the blockchain.
- **Marketplace Resale Commissions:** A 5% commission is collected from resale transactions of in-game items traded on the GUNZ Marketplace, with proceeds strategically shared between GUNZ and Validators based on predefined criteria.
- **HEX Opening Fees:** Players contribute fees when opening NFT HEXes (digital loot containers) within Off The Grid, providing another revenue stream that directly correlates with user engagement and activity.

Additionally, Off The Grid features an optional monthly subscription model priced at $11.99, which introduces additional features. Since the game's launch in October 2024, the number of subscribers rapidly exceeded 100,000, proving the model's early success and has continued to grow steadily, reflecting strong user engagement with the recurring monthly payment model.

GUNZ PRODUCTS

Off The Grid is Gunzilla's flagship product utilizing all of the GUNZ ecosystem products and features. Gunzilla is the owner and developer of both GUNZ and Off The Grid.

P2P NFT MARKETPLACE

The GUNZ Marketplace is a robust P2P trading platform integrated into the GUNZ blockchain ecosystem. Users can conveniently access the marketplace through the official GUNZ website, directly within the GUNZ Wallet, or via in-game interfaces such as in Off The Grid. Specifically tailored for the exchange of NFTs earned through gameplay or trading activities, the GUNZ Marketplace supports assets from titles including Off The Grid, Technocore, and other forthcoming releases. Driven entirely by players, the marketplace allows users to set their own prices, fostering an authentic economic environment where value naturally emerges from supply and demand dynamics.

A commission ranging from 1% to 5% is applied to each transaction conducted within the marketplace. This fee structure uniquely benefits both GUNZ and Validators, with distributions based on the rarity of the Validator NFT responsible for decoding the traded in-game item. This innovative economic model not only ensures ecosystem sustainability but also incentivizes Validators, promoting continuous engagement and healthy growth within the community.

Players retain complete flexibility with their digital assets, as NFTs obtained in-game can easily be withdrawn and traded on external marketplaces, significantly enhancing the overall ownership and trading experience.

Moreover, third-party developers within the GUNZ ecosystem benefit from access to comprehensive blockchain infrastructure. Leveraging powerful Software Development Kits (SDKs) and white-label solutions provided by GUNZ, developers can quickly and efficiently create custom NFT marketplaces tailored to their communities. These tools empower developers to deploy fully functional, branded web and mobile marketplace applications without dedicating substantial resources or prolonged development cycles, thereby accelerating market entry and community engagement.

GUNZ NFT MINTING ENGINE

GUNZ features a unique NFT minting engine where 10,000 Validator NFTs play a crucial role in generating all in-game assets. Each in-game NFT originates from HEXes, which players must decode (open) to mint items. Players pay commissions to Validators for minting, while Validators must maintain a sufficient balance of GUN tokens on their Validator NFTs to keep them operational.

To help Validators track their rewards and manage their NFTs, GUNZ has developed the Hacker Platform – https://hacker.gunz.dev. This platform enables Validators to monitor earnings, activate or deactivate their Validator NFTs, and refill token balances as needed. By providing a streamlined interface for Validator management, the Hacker Platform ensures smooth operations and efficiency within the GUNZ ecosystem.

CUSTODIAL AND NON CUSTODIAL WALLET

The GUNZ Wallet is the official digital asset wallet designed specifically for the GUNZ blockchain ecosystem. Developed by Gunzilla Games, the wallet empowers users to securely store, manage, and trade their digital assets, including GUN tokens and NFTs. With its user-centric design, the GUNZ Wallet integrates a secure storage solution with an intuitive NFT marketplace, providing users with a robust yet accessible environment to handle their digital collections. The wallet uniquely supports both custodial and non-custodial modes within the same application, enabling users to select their preferred level of decentralization and control. Users seeking enhanced decentralization and ownership can easily create a non-custodial wallet within the GUNZ Wallet, powered by Fireblocks technology. Cross-platform compatibility ensures users can manage assets conveniently across various devices. Furthermore, its deep integration with GUNZ-powered games allows players to effortlessly convert in-game achievements into tradable blockchain assets, enhancing the gaming experience through meaningful digital ownership.

The technological capabilities provided by the GUNZ Wallet are accessible to third-party developers via robust Software Development Kits (SDKs). These SDKs enable developers building on the GUNZ blockchain to efficiently create their own custodial or non-custodial wallets, integrating all advanced GUNZ features into their products within a short timeframe.

BLOCKCHAIN SCANNER

The GUNZ Scanner is an advanced blockchain explorer purpose-built for the GUNZ blockchain ecosystem, offering comprehensive transparency and seamless accessibility to blockchain data. Users can effortlessly track transactions, monitor Validator activity, verify asset authenticity, and analyze detailed blockchain statistics in real-time. Available through the official GUNZ website and integrated directly within the GUNZ Wallet, the Scanner provides users with intuitive, user-friendly tools for exploring and auditing blockchain activities.

The GUNZ Scanner uniquely highlights Validator contributions, enabling the community to observe Validator performance and the distribution of rewards transparently. This feature promotes accountability, supports informed decision-making by asset holders, and fosters trust within the ecosystem.

Additionally, the GUNZ Scanner delivers powerful tools for tracking and verifying NFT provenance, ensuring asset authenticity and enhancing the overall security and value of in-game assets and digital collectibles. Users can analyze visual representations of their in-game items and access information about their total supply, significantly enhancing transparency and user engagement. This robust verification system significantly strengthens trust among players, collectors, and investors.

Third-party developers within the GUNZ ecosystem also benefit from the Scanner's extensive capabilities. Utilizing accessible Software Development Kits (SDKs), developers can integrate blockchain exploration and transaction verification functionalities into their own products, streamlining development and significantly reducing resource expenditure. The GUNZ Scanner thus empowers developers to build transparent, secure, and engaging blockchain-powered applications efficiently.

TOKEN MINTING

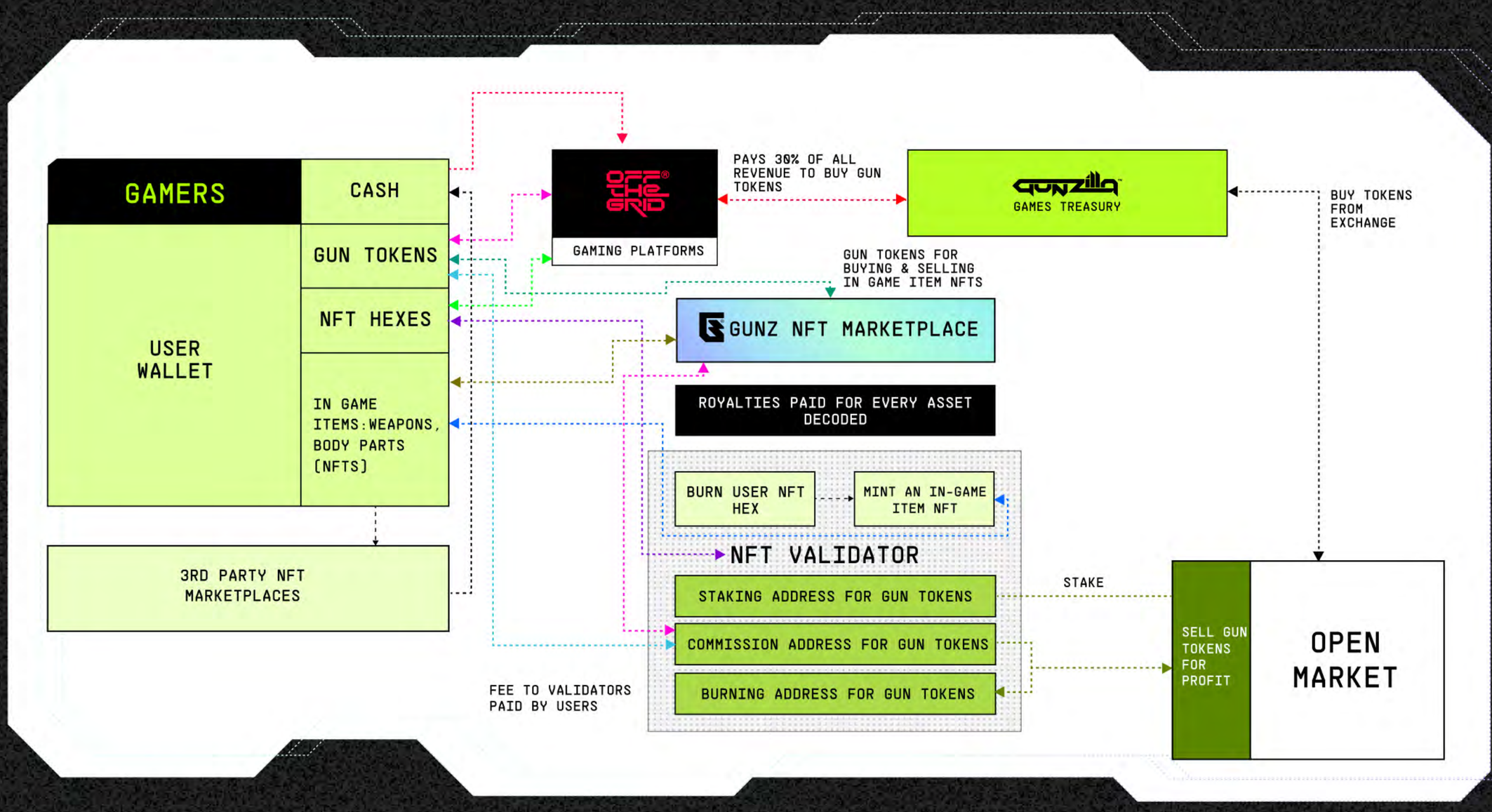
The GUNZ blockchain ecosystem offers a powerful Token Minting feature that enables third-party developers with an official partnership agreement with GUNZ to create and manage their own digital tokens directly on the GUNZ chain. As a permissioned blockchain, GUNZ ensures a high standard of quality and trust, allowing partnered projects exclusive access to mint tokens using the native GUN token as gas for transactions, simplifying operational costs and streamlining blockchain interactions.

Developers minting tokens on the GUNZ chain automatically gain full access to the extensive suite of GUNZ ecosystem products and support services at no additional cost. These products include seamless integrations with major centralized exchanges, leading NFT marketplaces, custodial service providers, and numerous strategic partners. The expanding network of integrations and partnerships available through GUNZ significantly accelerates developers' ability to bring their projects to market and ensures efficient adoption and operational scalability.

Utilizing the GUNZ infrastructure allows partnered developers to capitalize on existing relationships and integrations already established by GUNZ, thus reducing the barriers to entry, enhancing market reach, and promoting rapid growth and success within the vibrant blockchain community.

GUNZ ECONOMY AND GUN TOKEN

The GUNZ platform is a high-performance blockchain built to meet the scalability demands of AAA game economies. During the OTG launch weekend, GUNZ ranked among the most-used blockchains globally (second only to Base) and handled a stress test with over 900,000 daily active unique wallets. This robust foundation is designed to scale alongside Off The Grid, supporting 100 million players and future titles.



Central to the GUNZ platform is its native ecosystem token: GUN. The total supply of GUN tokens is **capped at 10 billion.** The GUN token serves as a universal currency within the GUNZ ecosystem facilitating a variety of crucial functions.

UTILITY

GUN has two primary utility types: **Ecosystem Utility** (across all GUNZ projects) and **In-Game Utility** (specific to Off The Grid).

Some examples of Ecosystem Utility include:

- GUN is the exclusive currency for gas fees in the GUNZ ecosystem.
- GUN fuels Validator NFTs, enabling them to function.
- Future updates will allow upgrading Validator NFTs to earn rewards from multiple games on GUNZ, beyond Off The Grid.
- Hardware Validators receive GUN tokens as rewards for validating on-chain transactions

In-game utility is directly tied to Off The Grid.

GUN serves as the primary currency that powers, governs, and validates the game. Players can use GUN for various in-game transactions, including character and weapon customizations, base cosmetics, animations, weapons, accessories, and additional character or loadout slots for highly engaged players. Some key examples of in-game utility include:

- Purchasing in-game NFT items from GUNZ P2P Marketplace.
- Paying for customization items and expendables.
- Paying for the Off The Grid monthly subscription and Battle Pass.
- Covering HEX decoding fees, resale commissions, and all other in-game fees.

With more games launching on GUNZ, GUN's utility will expand to accommodate new mechanics.

Gamers can obtain GUN tokens through the following methods:

- Playing Off The Grid or other games on the GUNZ chain.
- Purchasing GUN tokens using cash via in-game or web interfaces (processed by third-party providers).
- Depositing GUN tokens from external wallets and/or exchanges.

In order to maintain compliance with the biggest gaming platforms on the planet, exporting $GUN tokens from in-game wallets is not permitted. Users are, however, able to convert GUN tokens into in-game assets and withdraw them from their GUNZ wallets to external NFT marketplaces where they can be freely traded.

NFT Minting with Validators

Each time a Validator NFT mints an in-game item, a portion of GUN tokens is burned. This burning process is a fundamental requirement for minting in-game items in Off The Grid, adding another key utility layer to the $GUN token.

$GUN TOKENOMICS

	TOKEN ALLOCATION	% OF TOTAL SUPPLY	DAY 0 UNLOCK	CLIFF, MONTHS	VESTING, MONTHS
PRIVATE A	1,250,000,000	12.500%	0%	12	18
PRIVATE B	2,000,000,000	20.000%	0%	12	18
STRATEGIC ROUND	500,000,000	5.000%	0%	12	6
KOL ROUND	30,000,000	0.300%	15%	6	6
TREASURY	1,300,000,000	13.000%	0%	12	36
COMMUNITY INCENTIVES	400,000,000	4.000%	100%		
LIQUIDITY POOL	300,000,000	3.000%	66% *		
NFT VALIDATOR STAKING	510,500,000	5.105%	OUT OF CIRCULATION SUPPLY, USED FOR DECODING IN-GAME NFTS		
GUNZ FOUNDATION	900,000,000	9.000%	0%	12	36
FOUNDERS & TEAM	1,280,500,000	12.805%	0%	30	18
ADVISORS	529,000,000	5.290%	0%	12	18
PLATFORM REWARDS	1,000,000,000	10.000%	0%	1	12
TOTAL SUPPLY	**10,000,000,000**	**100.00%**			

* – the remaining 33.3% of this allocation will be unlocked 1 day after GUN is listed.

The **$GUN token** is strategically allocated to ensure long-term sustainability, ecosystem growth, and fair incentives for all stakeholders.

PRIVATE SALE (3.78B TOKENS — 37.8%)

These tokens were sold via SAFT agreements between 2021 and 2024 to GUNZ partners across four pools:

- Private A: 1.25B tokens
- Private B: 2.00B tokens
- Strategic Round: 0.50B tokens
- KOL Round: 0.03B tokens (0.3%) — allocated to top Web3 KOLs supporting the project.

TREASURY (1.3B TOKENS — 13%)

A reserve fund dedicated to ecosystem growth, partnerships, infrastructure development, and unforeseen operational needs, ensuring long-term project sustainability.

COMMUNITY INCENTIVES (400M TOKENS — 4%)

Allocated to early adopters, active community members, and promotional campaigns at the TGE to drive adoption.

LIQUIDITY POOL (300M TOKENS — 3%)

Used to maintain liquidity on centralized and decentralized exchanges, ensuring smooth trading of $GUN.

NFT VALIDATOR STAKING (510.5M TOKENS — 5.1%)

These tokens are locked within Validator NFTs and cannot be withdrawn. Instead, they will be burnt over time as they are used for minting in-game assets in Off The Grid, reducing circulating supply.

GUNZ FOUNDATION (900M TOKENS — 9%)

Allocated to the GUNZ Foundation, a not-for-profit entity that funds ecosystem expansion, governance, and infrastructure development.

FOUNDERS & TEAM (1.2805B TOKENS — 12.8%)

Reserved for the founding team and core contributors, subject to a vesting schedule to align incentives with long-term project success.

ADVISORS (529M TOKENS — 5.29%)

Distributed to technical consultant teams conducting blockchain R&D to enhance the GUNZ ecosystem.

PLATFORM REWARDS (1B TOKENS — 10%)

Designed to incentivize gameplay, competitions, and in-game economic activities, ensuring a dynamic and sustainable player-driven economy.

The $GUN tokenomics model is designed to ensure long-term sustainability, investor confidence, and a balanced economy for the players. It is built around three key objectives:

01 **Sustainable Allocation for Game Operations**

A dedicated portion of tokens (Platform Rewards) is allocated to support ongoing game operations, ensuring the ecosystem remains healthy and continuously evolving.

02 **Community-Friendly Lockup & Gradual Unlocking**

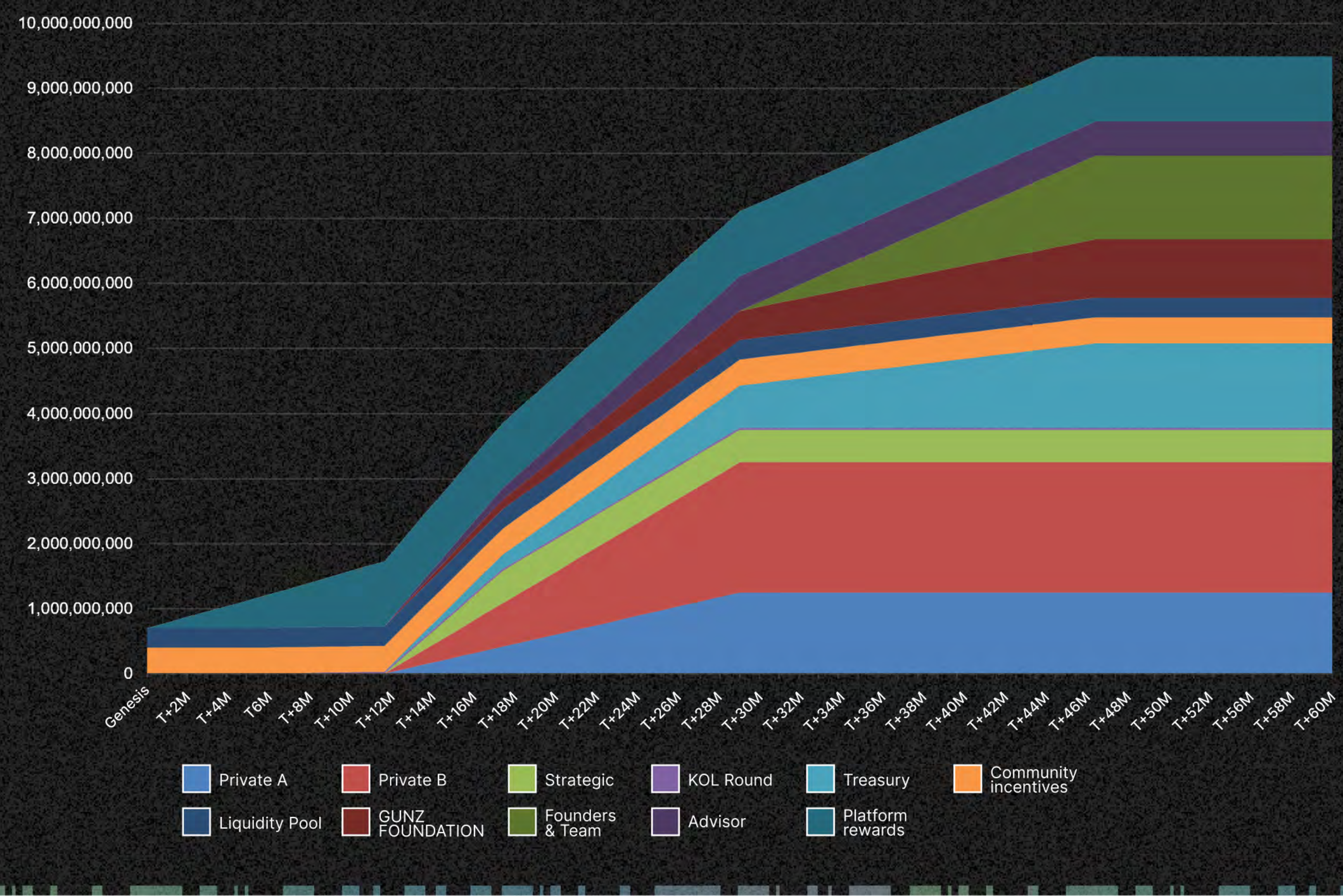
All tokens sold(excluding those sold to KOLs) remain locked for the first year to maintain market stability. Unlocking is structured gradually, aligning with expected project growth to prevent sudden supply shocks.

03 **Buyback & Burning Mechanisms**

GUNZ maintains buyback and burning mechanisms to counterbalance the additional supply from unlocked tokens. This approach helps to stabilize the token's economy and incentivize long-term holding.

By implementing this strategy, $GUN ensures a balanced ecosystem where players, investors, and the project itself benefit from a sustainable and scalable token economy.

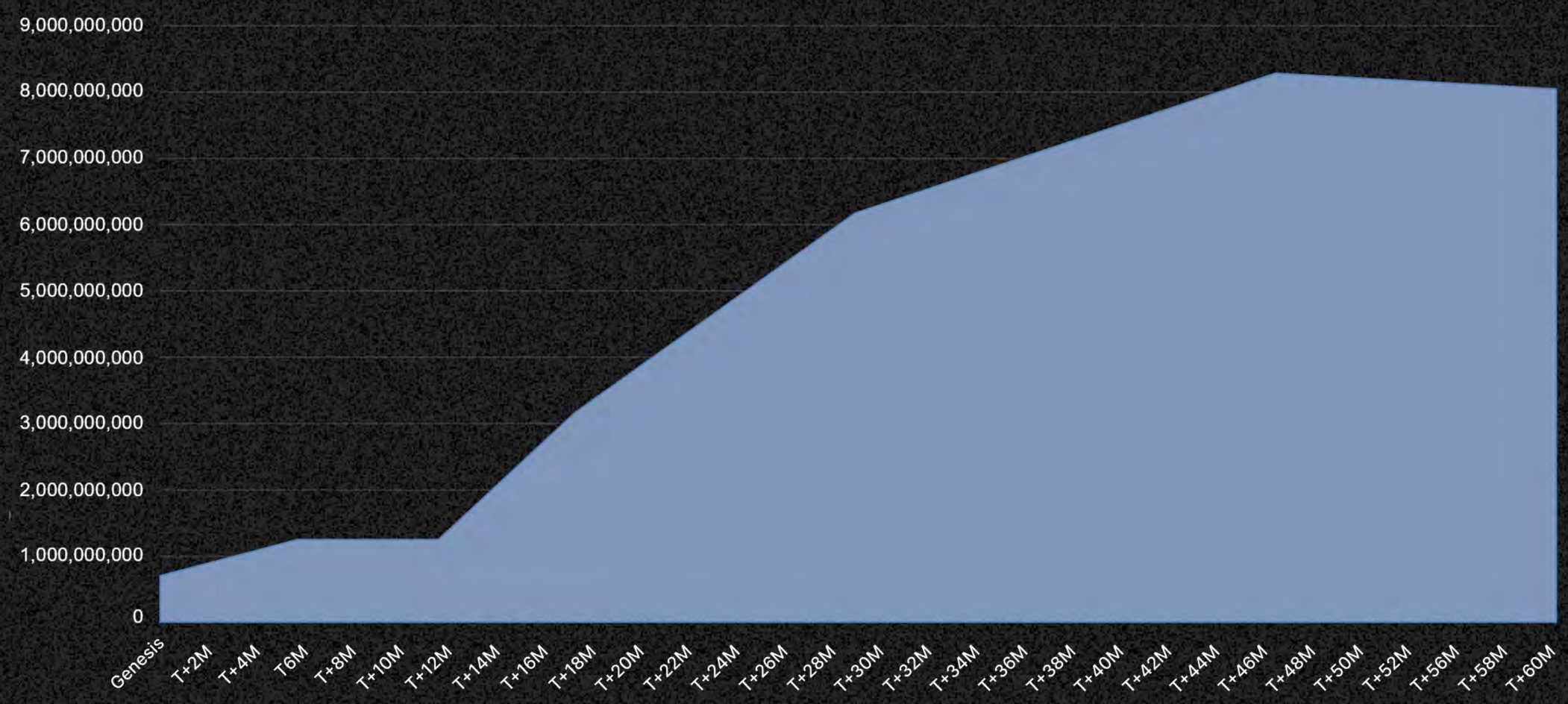
Token unlock chart



BURNING MECHANISM

Each time a Validator NFT mints an in-game item, a portion of GUN tokens is burned. The burn rate remains lower than the rewards earned by Validator NFT owners, ensuring economic incentives while introducing a deflationary factor. The actual amount will be determined by the game's actual revenue.

Total circulating supply



BUYBACK MODEL

Gunzilla Games commits 30% of Off The Grid's revenue to consistently repurchasing GUN tokens from the open market. These tokens are then used to replenish the platform rewards fund and are redistributed to players based on their in-game performance. This model ensures sustained game operations while fostering continuous demand for the token.

VALIDATOR NFTS

Validators are a cornerstone of the GUNZ ecosystem. They decode Off The Grid loot containers—known as "HEXes"—to mint in-game NFTs, earning decoding fees in the process. As players progress and acquire more HEXEs with different in-game items such as cyberlimbs, weapons, and attachments, they pay minting fees to Validators. Additionally, when these minted items are traded on the internal in-game marketplace, Validators receive resale commissions as a creator reward.

Each Validator holds a unique NFT property, referred to as a Validator NFT, which contains a specified amount of locked GUN tokens. With a total of 10,000 Validator NFTs available, this system not only ensures exclusive participation but also underpins the decentralized nature of the GUNZ blockchain economy.

VALIDATOR NFT RARITY	RARITY %	AMOUNT	GUN LOCKED IN ONE NFT	TOTAL AMOUNT OF LOCKED GUN
COMMON	60.00%	6000	20 000	120 000 000
RARE	30.00%	3000	50 000	150 000 000
EPIC	9.00%	900	200 000	180 000 000
LEGENDARY	0.93%	93	500 000	46 500 000
ANCIENT	0.07%	7	2 000 000	46 500 000
TOTAL	100.00%	10000		510 500 000

Players can acquire HEXes in-game and extract them for decoding. Decoding involves burning the original HEX lootbox NFT and minting new in-game items, such as weapons, skins, cyberlimbs. These in-game items can be used in the game or sold on the P2P Marketplace.

Upon decoding a HEX, Gunzilla employs a random number generator to select a Validator based on their total active "hashpower." Validators with higher hashpower control a greater portion of the total hashpower, increasing their likelihood of decoding a specific HEX.

Players pay GUN fees to Validators for HEX decoding, with the fee dynamically adjusted to ensure that total Validator rewards approximate 30% of total Off The Grid fiat revenues, denominated in GUN.

Different rarity levels of Validator NFTs determine the probability of a Validator being chosen:

VALIDATOR NFT RARITY	RESALE COMMISSION %	HASHPOWER H/S	TOTAL HASHPOWER	% OF TOTAL H/S
COMMON	1%	40	240 000.00	15.39%
RARE	2%	120	360 000.00	23.09%
EPIC	3%	600	540 000.00	34.64%
LEGENDARY	4%	3000	279 000.00	17.90%
ANCIENT	5%	20 000	140 000.00	8.98%

Each Validator NFT comes endowed with a specific quantity of locked GUN tokens, contingent on the rarity of the Validator NFT. These locked GUN tokens serve exclusively as fuel for the decoding process, and all of them will eventually be burned during the decoding process. These tokens cannot be withdrawn from the Validator NFTs. Each time a Validator is chosen for HEX decoding, a designated amount of locked GUN tokens is withdrawn from the Validator NFT and subsequently burnt. When the particular Validator NFT no longer contains any locked GUN tokens, it becomes ineligible for the decoding of new HEXes. Owners of the Validator NFT can contribute to the locked GUN balance at any given moment. Future plans include offering various rewards and additional benefits to Validator NFT owners based on the amount of locked GUN tokens within their respective NFTs.

Holders of Validator NFTs accrue the following benefits:

A Fees from each decoding, with players remitting a dynamic fee in GUN tokens directly to the Validator. The total fees paid to Validators amount to approximately 30% of Off The Grid fiat revenue but are denominated in GUN.

B A resale commission ranging from 1-5% for each item decoded by the Validator.

All rewards obtained by Validators are transferred to their non-custodial wallets and Validators can trade them on CEXes or elsewhere.

The Validator NFT is an indispensable component of each HEX decoding, implying that every in-game item obtained from HEXes is accompanied by a corresponding Validator NFT.

Validators can operate their NFT nodes through a dedicated Hacker Platform, specifically designed for managing Validator NFTs. https://hacker.gunz.dev/

Validator NFTs can also be used in Guild Mode, where they can be owned by Guilds, offering an accelerated progression rate to players within the guild.

P2P NFT MARKETPLACE

Gunzilla Games through its Virtual Asset Service Provider subsidiary - Fireflies Island Limited (hereinafter FIL) - offers a P2P NFT Marketplace (also known as Internal Shop or P2P Marketplace) where players can post bids and offers denominated in $GUN token to buy and sell in-game NFTs from and to other players in a peer-to-peer manner. No other Virtual assets (hereinafter VAs) are permitted in the P2P Marketplace.

FIL can also post bids and offers to buy and sell in-game accessory NFTs from and to players in the same manner and with the same rights as a player using the P2P Marketplace, and any such transaction shall be between the player and FIL in that capacity and not between the player and the shop.

FIL plans to support the following VAs in its in-game wallet and P2P Marketplace:

- $GUN token

Separately, FIL also offers in-game NFTs, which we believe are not VAs, as their sole purpose is for use in-game, and not for investment purposes.

In-game NFTs represent different in-game items, such as cyberlimbs, weapons and skins. In-game NFTs are awarded for participating and/or performing in games, and can also be purchased and sold (with $GUN) in the P2P Marketplace. In-game NFTs are minted on an ongoing basis (based on in-game activity) by Validators. The idea is that players accumulate and trade $GUN and In-game NFTs to progress in the game and develop their character.

FIL will not support any other VAs, nor will it support fiat.

FIL operates a closed-loop VA system. Only players that request the ability to deposit $GUN or withdraw In-game accessory NFTs will be able to do so, providing they pass KYC and KYT checks. Therefore, KYC will be carried out on players that wish to deposit the $GUN token into the FIL ecosystem, or withdraw In-game accessory NFTs from it. We do not KYC players who do not deposit or withdraw assets to or from the ecosystem because they pose no AML/CFT risk.

The following VA transfers are permitted in relation to the FIL ecosystem:

- Players can deposit $GUN (purchased from external third-party VA exchanges, in order to use in-game);

The following transfers are also permitted and/or form part of the ecosystem:

- Players can withdraw In-game accessory NFTs to external wallets ;
- Players can deposit in-game NFTs (that they have previously withdrawn or have purchased on external third-party NFT P2P Marketplace);
- Validators receive $GUN to third-party non-custodial wallets in order to benefit from their validator activities.

Players are not permitted to withdraw $GUN from the in-game ecosystem.

FIL's aim is not to offer a play-to-earn game, but a game that allows for in-game progression incorporating native VAs.

NOTE: KYC is required by law after a deposit exceeds $1,000 or equivalent per account per month. Check the current FIL terms for additional details.

FIL will perform KYC, AML/CFT and KYT checks on players who wish to:

1. Deposit the $GUN token into their in-game wallet from outside of the ecosystem;
2. Deposit in-game accessory NFTs into their in-game wallet from outside of the ecosystem; or
3. Withdraw in-game accessory NFTs from their in-game wallet to outside of the ecosystem.

TECHNOLOGY

TECHNOLOGY OVERVIEW

GUNZ is a standalone Layer 1 blockchain implemented as a dedicated subnet within the Avalanche ecosystem. This means that while GUNZ utilizes Avalanche's core infrastructure, it operates as an independent network with its own set of validators. While GUNZ follows Avalanche's standard consensus model for subchains (Snowman), it is permissioned in terms of smart contract deployment, meaning only approved addresses can deploy code within the ecosystem. The blockchain is fully EVM-compatible, allowing seamless deployment of Solidity-based smart contracts and full support for Ethereum-based tooling by authorized entities.

Thanks to Avalanche's technology, GUNZ offers high throughput and low latency, with transaction finalization times averaging sub-second (≈0.8s) finality and a theoretical throughput of over 4,500 transactions per second (TPS). This ensures a seamless and scalable experience, especially for high-performance gaming applications. The consensus mechanism enables unparalleled scalability, supporting thousands of validators while maintaining decentralization and network security. By leveraging parallelized transaction processing, blockchain minimizes congestion, ensuring a smooth user experience for gaming applications and in-game asset transactions.

CHAIN NETWORK ARCHITECTURE

GUNZ operates as a private permissioned blockchain within the Avalanche ecosystem, ensuring controlled access for selected partners. The network consists of:

- Validator nodes responsible for block production and consensus.
- Wallets and users, emitting transactions into blockchain.
- DApps, providing user interfaces to smart contracts.

Unlike public blockchains, GUNZ is designed to be a controlled environment where only approved validators can participate in consensus. While everyone can submit transactions in GUNZ, this does not imply centralization or unrestricted control—the network strictly follows consensus rules and cannot arbitrarily alter node behavior, override transactions, or bypass consensus integrity.

The permissioned nature of the chain is solely intended to ensure a stable and high-performance validator set, as validators must meet specific operational standards to handle high transaction throughput efficiently. While validators are pre-approved, they cannot unilaterally change the ledger, manipulate transaction ordering, or modify execution rules, ensuring a decentralized and trustless verification process at the protocol level.

By leveraging Avalanche's scalability and interoperability, GUNZ remains logically isolated from other networks while retaining the ability to connect with external chains via cross-chain bridges when necessary.

SUBNETWORKS

In the Avalanche ecosystem, a subnetwork, or subnet, is a dynamic set of validators working together to achieve consensus on the state of a specific set of blockchains. Each blockchain is validated by one subnet, and a subnet can validate multiple blockchains. Validators can participate in multiple subnets simultaneously.

The subnet model offers several advantages:

- Efficiency: Validators only process transactions for the subnets they are a part of, reducing computational and network overhead compared to monolithic blockchains where all validators must process every transaction.
- Customization: Subnets can enforce unique rules for governance, validator participation, and execution environments. For example, subnets can require validators to meet jurisdictional compliance requirements or operate under specific contractual obligations.
- Privacy and Permissioning: Subnets enable the creation of private or permissioned blockchains where only selected validators can participate, ensuring higher security and reliability for enterprise use cases.

GUNZ utilizes the Avalanche subnet architecture to maintain a balance between decentralization and operational stability. While validators must be pre-approved to participate in the GUNZ chain, they still adhere to the consensus model, ensuring immutability, security, and efficient transaction processing. The GUNZ subnet operates independently but can interoperate with other subnets via cross-chain bridges when necessary.

VALIDATOR NODES IN GUNZ

Physical validators play a critical role in ensuring the integrity, security, and smooth operation of the GUNZ chain by verifying transactions and maintaining consensus. Validator staking in the GUNZ blockchain follows a customized and permissioned approach, tailored specifically for a high-performance gaming environment.

At the core of validator participation is an economic commitment known as staking. Staking serves as a crucial economic incentive, binding validators to honest behavior through tangible financial commitments. Nodes wishing to become validators within the GUNZ chain must first fulfill Avalanche's validator requirements by committing (staking) a predefined amount of Avalanche's native token ($AVAX). This stake is immobilized for the entire duration of the validator's participation in the Avalanche network, including its subnetworks such as GUNZ. This immobilization provides an economic incentive, deterring malicious behavior by ensuring validators have tangible financial commitments at stake. The economic logic behind staking dictates that the feasibility of malicious activities, such as double-spends or transaction manipulation, becomes economically prohibitive due to the costliness of compromising staked assets.

To become a validator, nodes initiate participation by submitting a staking transaction directly to Avalanche's primary validator chain. This transaction explicitly states the exact stake amount (in AVAX), the duration of the stake commitment, and the start time for validation duties. Upon network acceptance, the funds become locked, meaning validators cannot access, move, or alter their staked AVAX until the committed staking period has ended.

Unlike certain proof-of-stake (PoS) systems that employ punitive mechanisms such as slashing—penalizing validators for downtime or protocol violations—Avalanche and therefore GUNZ do not implement slashing penalties. This design choice ensures validators face no risk of losing their stake due to unexpected software or hardware issues, significantly reducing operational risk and enhancing node reliability. Upon completion of the defined staking period, the stake is fully returned to validators, reinforcing predictable operational economics and minimizing potential losses.

Furthermore, staking keys used in GUNZ are solely utilized for consensus participation and have no functionality for asset transfers or fund management. As such, potential loss or compromise of a staking key poses no direct threat to the validator's funds, ensuring an additional layer of security against theft or unauthorized asset movements.

Validators in the GUNZ chain must first be approved participants due to the chain's permissioned structure, ensuring network performance and security compliance. Once validated, nodes can subsequently participate in the GUNZ chain's consensus operations.

Validators begin their participation by staking $AVAX, Avalanche's native token, at the Avalanche mainnet level. This initial AVAX stake is mandatory because, according to Avalanche's design, all subnet validators must first validate the primary network before they can participate in any blockchain, including GUNZ. The stake is locked and immobilized for a predefined duration, ensuring validators have a tangible financial commitment that discourages malicious or negligent behavior.

In return for validating transactions and maintaining network consensus, validators are rewarded through two complementary mechanisms. Validators earn rewards in $AVAX tokens at the Avalanche mainnet level for validating transactions and participating in consensus on the Avalanche primary network. Additionally, for their role in validating transactions specifically within the GUNZ chain, validators earn rewards denominated in the chain's native token, $GUN. These chain-specific earnings originate from the gas fees paid by users during transactions on the GUNZ blockchain. Thus, validators directly benefit from the success, growth, and user engagement within the GUNZ ecosystem.

This dual-incentive structure clearly aligns validators' economic motivations: while their initial staking commitment is made in AVAX, validator earnings within the GUNZ chain are directly tied to user activity through GUN coin transaction fees. Validators are thus incentivized to maintain high operational standards, contributing directly to the growth and security of the GUNZ ecosystem.

To join and actively participate in the GUNZ chain, validator nodes undergo a bootstrapping process comprising three distinct stages:

CONNECTION TO SEED NODES

Physical validators play a critical role in ensuring the integrity, security, and smooth operation of the GUNZ chain by verifying transactions and maintaining consensus. Validator staking in the GUNZ blockchain follows a customized and permissioned approach, tailored specifically for a high-performance gaming environment.

There is no barrier to become a seed anchor, therefore a set of seed anchors can not dictate whether a node may or may not enter the network, since nodes can discover the latest network of peers by attaching to any set of seed anchors.

NETWORK STATE SYNCHRONIZATION

After establishing connections with seed nodes, the validator synchronizes its state with the network. It requests the latest validated blocks—referred to as the accepted frontier — from the connected seed nodes. The accepted frontier consists of the most recent state transitions (blocks) that have been finalized and agreed upon by a majority of validators.

The validator cross-references responses from multiple seed nodes. State transitions confirmed by a majority consensus among seed nodes are recognized as valid. This ensures each validator node reliably acquires the correct and up-to-date network state even in dynamically changing environments.

VALIDATOR SET DISCOVERY AND ACTIVATION

Simultaneously with state synchronization, validators retrieve the current membership set, which is maintained on a dedicated internal blockchain known as the validator chain. This blockchain defines the active set of validators authorized to participate in GUNZ's consensus mechanism.

By synchronizing with the validator chain, a new node obtains a precise view of the currently authorized validator set, guaranteeing that it only interacts with legitimate, approved peers. Validators become active participants in the consensus process once fully synchronized and recognized as part of the membership set.

Through this structured yet flexible process, GUNZ validators swiftly join the network, reliably synchronize the state, and begin actively contributing to network security and transaction validation.

OPTIMIZATION

Pruning is a critical optimization feature for validators operating on the GUNZ chain, designed to maintain high performance and sustainable growth over time. Unlike blockchains using traditional consensus mechanisms (such as Bitcoin), which require validators to maintain the entire transaction history indefinitely, GUNZ enables effective pruning.

Validator nodes do not need to permanently retain historical data once transactions are deeply committed. Instead, validators only need to maintain active state information—such as current balances, recent transactions, and pending (uncommitted) state changes. This approach significantly reduces storage requirements, enhancing validator efficiency and enabling the network to scale sustainably as usage grows.

Validators joining or synchronizing with the network do not require access to the entire historical state. Instead, new nodes synchronize by obtaining the current active state and recent consensus snapshots, which further accelerates onboarding and reduces computational overhead.

This pruning methodology ensures GUNZ remains highly performant, scalable, and resource-efficient, critical for supporting the demanding transaction workloads expected in a high-performance gaming environment.

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SMART CONTRACTS ON GUNZ BLOCKCHAIN

The GUNZ blockchain is fully compatible with Ethereum Virtual Machine (EVM-compatible), enabling seamless integration and deployment of Solidity-based smart contracts. EVM compatibility means a blockchain can execute Ethereum bytecode and use the same tooling (Solidity compilers, wallets like MetaMask, etc.) as Ethereum. Developers can leverage existing Ethereum tooling, libraries, and infrastructure to build and deploy decentralized applications (dApps), enhancing interoperability and simplifying integration with the broader blockchain ecosystem.

A smart contract is essentially a program deployed to the blockchain at a specific address. Each contract account holds immutable code (the compiled EVM bytecode) and a persistent storage state for variables. The code is stored as part of the contract's account data and defines the contract's functions and logic, while the storage is a key-value store (256-bit slots) that persists between transactions. In addition to code and storage, a contract account can also hold a coin balance and has an ever-increasing nonce value (like any Ethereum account).

The EVM is a stack-based virtual machine. It uses a stack (LIFO structure up to 1024 elements of 256-bit words) for holding operands and results of computations. It also provides a chunk of memory (volatile byte-array, cleared after each execution) for use during transaction execution. Persistent data is kept in contract storage (a Merkle-Patricia trie mapping 256-bit keys to 256-bit values), which is part of the global state.

In high-level languages like Solidity, a contract's code is organized into functions and state variables. When compiled, this turns into EVM bytecode plus metadata. The bytecode includes function selectors for external calls and the sequence of opcodes implementing each function. The deployed bytecode is immutable — once a contract is created on GUNZ, its code cannot be changed (except through design patterns like proxy contracts). All state changes must happen via transactions that call the contract's functions, which execute within the EVM sandbox.

Gas is a core part of the EVM's design that ties computational work to economic cost. Gas is the unit that measures the amount of computational effort required to execute operations on the EVM network. Every single opcode in the EVM has an associated gas cost (reflecting its complexity or impact on the network — e.g. writing to storage costs much more gas than a simple addition). When a user submits a transaction, they must specify a gas limit (the maximum gas they are willing to consume) and pay a fee for the gas used by the transaction. This gas fee is paid in GUN (native currency) denominated in gwei.

Because computational resources on the network are limited, gas fees ensure that users pay for the compute and storage their transactions consume, deterring attackers from spamming the network or running infinite loops without cost. In practice, a smart contract's execution cost depends on the complexity of the transaction: e.g., a simple token transfer might use ~50,000 gas, whereas an interaction with a complex DeFi protocol could use hundreds of thousands of gas.

CONTRACTS DEPLOYING ON GUNZ

GUNZ operates as a permissioned chain, meaning that the deployment of smart contracts is restricted to authorized addresses only. This permissioned deployment model provides critical operational and compliance advantages:

- Security and Compliance: Only approved entities can deploy smart contracts, significantly reducing the risk of malicious or faulty contracts entering the network.
- Performance Optimization: The permissioned environment ensures that smart contracts meet predetermined standards for efficiency, resource management, and operational reliability, crucial for gaming applications requiring high transaction volumes and real-time responsiveness.

GUNZ ensures interoperability through EVM-compatibility, facilitating easy integration of external Ethereum-compatible wallets, third-party marketplaces, and decentralized exchanges (DEXs). Leveraging standards such as ERC-20 and ERC-721, GUNZ integrates with external platforms (e.g., OpenSea) and cross-chain bridges (e.g., LayerZero) for broader market access and liquidity.

CONSENSUS AND SECURITY

GUNZ adopts Avalanche's Snowman consensus—a high-performance, linear consensus mechanism optimized for smart contract execution.

Unlike traditional Proof-of-Work or standard Proof-of-Stake models, Avalanche's consensus achieves near-instant finality through a probabilistic sub-sampling technique, where nodes validate transactions by iteratively querying a small subset of other validators. In Snowman, there is no single leader or miner; any validator can propose a block, and consensus is reached through repeated random sub-sampled voting rather than heavy computation or round-robin leadership. Each validator randomly queries a small subset (k) of other validators for their preference on a proposed transaction or block. If a supermajority (α) of the sampled validators agree on one choice, the querying node adopts that preference. This process repeats across the network, quickly snowballing toward agreement as nodes recursively reinforce the majority decision. Validators do not form fixed committees or follow a strict leader schedule. This makes Snowman consensus lightweight and scalable: each node's communication overhead remains constant even as the validator count grows.

The design of Snowman allows high transaction throughput and fast finality. Blocks are produced and finalized in seconds (often under 1–2 seconds), compared to the longer confirmation times in PoW systems (which often must wait for multiple blocks to ensure irreversibility). Because Snowman's validators only need to sample a small random set of peers (e.g., 20 peers out of thousands) to reach a decision, consensus can be achieved very quickly without waiting for global communication. This rapid, probabilistic voting mechanism enables chain to process thousands of transactions per second in practice, vastly outperforming the ~7 TPS of Bitcoin or dozens of TPS in many first-generation PoS chains. This efficiency makes Snowman ideal for a gaming blockchain like GUNZ, where fast-paced interactions and low latency are critical.

Once a transaction or block is decided by Snowman consensus, it is considered final and irreversible within a couple of seconds. This yields a security threshold such that all honest validators will almost surely make the same decision on a transaction, and the chance of two conflicting outcomes propagating is negligible. Finality is thus both fast and reliable — once a block is accepted, it will not be forked away. The probability of it being reversed or a conflicting decision being chosen can be made vanishingly small — effectively zero for practical purposes. By adjusting the β (confidence threshold) parameter, chain can require more consecutive rounds of consensus before finalizing, thereby exponentially decreasing the chance of error. For example, with β = 20 as used in defaults, and each round requiring a supermajority agreement, the chance of a contradictory outcome after finalization is astronomically low (e.g., 1 in 10^n, with n being very large). This is crucial for applications like gaming: in the GUNZ chain, in-game asset transfers or state updates can be confirmed within a second and players have confidence that outcomes won't be rolled back, preserving fairness and consistency. Players can trust that once an in-game transaction (like purchasing an item or winning a battle reward) is confirmed, it won't be reversed or altered.

Snowman's consensus mechanism selects validators in a random and fair manner for each round of voting. Every decision round, each validator will randomly pick a small set of other validators to poll. Importantly, this random selection is weighted by stake, not purely random per node. That means if a validator has 5% of the total stake, roughly 5% of the random polls (network-wide) will query that validator. This prevents a swarm of small staked nodes from outvoting a big staker by sheer count, while still giving small stakers collective influence proportional to their sum stake. Over many rounds, every validator's opinion (weighted by stake) is heard often enough that the network gravitates to a consensus that reflects the majority of honest stake. No fixed committees or delegation are required — every validator continuously participates in the process, maintaining a fluid and decentralized decision-making. Every validator has a voice in every consensus decision (with probability proportional to stake), which strengthens decentralization and consensus fidelity. The combination of open access, stake-weighting, and random sampling yields a network that is decentralized in practice, not just in theory.

Consensus achieves remarkable scalability by keeping communication overhead independent of the network size. Each validator only needs to send a fixed number of messages per round (to k sampled peers). For instance, if k = 20 (a common default), a node queries 20 others regardless of whether the network has 50 validators or 5,000 validators. This means the network can add many validators with minimal impact on latency or bandwidth. Subsampling also means the consensus protocol's load grows gracefully: adding more validators marginally increases security (more nodes to sample from) without bogging down the network in communication. This property is especially beneficial for gaming blockchains like GUNZ, which might attract many validators (e.g., game guilds, community members) — the chain can expand its validator set for decentralization without sacrificing performance.

Consensus is designed to maintain liveness (the network continues to process new transactions) even when a portion of validators are faulty or malicious. As long as the share of malfunctioning or malicious stake remains below the protocol's threshold (commonly around 20% by stake weight for default parameters), the network will continue to progress and finalize transactions. Even if the threshold is exceeded, the network doesn't halt immediately; instead, the agreement process might slow or require more rounds, but there's no hard fail-stop at exactly 1/3 like in classical BFT systems.

The absence of a leader also improves liveness because there is no single validator whose failure or malicious behavior can stall the block production. In protocols with fixed leaders or block proposers, if the leader is offline or censoring transactions, progress can be delayed until a new leader is chosen. In Snowman, if one validator doesn't issue a block in a timely manner, others can simply continue proposing blocks. This ensures that even if some validators drop out or attempt to censor, the rest of the network can keep confirming transactions. For GUNZ, this means the game remains responsive and available even if some subset of validators (or their hosting providers) have outages or are under attack — an important consideration for an uninterrupted gaming experience.

Additional security layers—including custom validator requirements, internal monitoring, and access control mechanisms—are enforced to ensure that all validators maintain high operational uptime and computational standards. This permissioning approach is designed to enhance network stability, scalability, and efficiency, ensuring that validators can handle the expected high transaction throughput required for gaming applications while maintaining the decentralized and autonomous nature of the consensus process.

Snowman consensus mechanism has matured into a highly efficient, secure, and scalable protocol. Its security model leverages PoS to guard against Sybil attacks while delivering near-instant finality, which is essential for a fair gaming environment on GUNZ. Validator selection in Snowman is inclusive and distributed, promoting a decentralized set of validators — a critical factor for credible neutrality in games. The protocol's scalability ensures that even as GUNZ grows to many players and complex game economies, the underlying blockchain can handle the load with quick responsiveness. For the GUNZ blockchain, building on Snowman consensus means inheriting a battle-tested, game-ready foundation: fast, secure, and scalable — capable of supporting an immersive, trustless gaming experience on its chain.

GUN COIN

$GUN functions as a native utility coin and is deeply integrated into the GUNZ blockchain architecture. In EVM-compatible blockchain networks, the native coin is the fundamental currency that powers the system. It is integral to paying for computation (gas fees), incentivizing validators, and enabling core network functions. In the context of the GUNZ chain, the native coin plays roles similar to Ether on Ethereum, serving as the gas currency and part of the network's security and economic model.

Every transaction and smart contract operation consumes gas, which is a unit of computational work. To have a transaction processed by the network, the sender must pay the gas fee in the native coin of that blockchain. This mechanism serves two critical purposes: (1) it prevents abuse by making denial-of-service attacks and infinite loops economically expensive, and (2) it rewards those who validate and include transactions. Because each transaction requires computational resources, requiring payment in the native currency ensures the network is not vulnerable to spam or endless execution. In practice, validators will only include a transaction in a block if the sender offers an adequate gas fee (in the native coin) as an incentive. If the offered fee is too low, validators may ignore the transaction, meaning it may be delayed or never confirmed. Thus, the native coin underpins transaction validation by acting as the fuel that users spend to have their transactions executed and confirmed on the blockchain.

Smart contract execution on an EVM chain incurs computational costs that are measured in gas. The native coin is used to pay for this gas consumption: for every step of a contract's execution, a small amount of GUN is expended. For example, reading from storage, writing to storage, performing arithmetic, or calling another contract all have predetermined gas costs, as defined in the gas schedule. The total computational cost of a transaction equals the sum of gas for all operations it executes. Users specify a gas limit (the maximum gas they are willing to allow for the transaction) and a gas price (how much of the native coin they will pay per gas unit). The product of these (gas used × gas price) is the fee in the native coin that the user ultimately pays.

The native coin in an EVM environment is implemented at the protocol level rather than via a smart contract. Each account in the EVM state has a balance field for the native currency, and operations to transfer the native coin are baked into the EVM's rules. For example, when you send a transaction with a value that indicates an amount of native coin to transfer to the recipient address (or to a contract's payable function).

COIN SUPPLY

The native coin of the GUNZ blockchain, $GUN, has a strictly fixed supply capped at Genesis, meaning the entire supply was minted at the initial blockchain launch. Specifically, all $GUN tokens were created at the Genesis event, setting a permanent, immutable supply ceiling that the protocol itself enforces. This fixed-supply model provides predictability and long-term stability, essential for maintaining consistent economic incentives for validators, players, developers, and other ecosystem participants.

No additional issuance, inflation, or minting mechanisms exist within the GUNZ blockchain after the genesis event, preventing future dilution or unpredictable inflation scenarios. Consequently, $GUN becomes increasingly scarce relative to network utilization, especially as coins are consumed.

Moreover, the fully pre-minted token model simplifies the economic model for users, developers, and validators by removing uncertainties around future issuance, inflation schedules, or unexpected supply changes. The transparency provided by a fixed total supply model facilitates clearer asset valuation, planning, and risk management across the entire GUNZ chain ecosystem.

In summary, the capped and pre-minted supply structure is a deliberate economic design decision intended to foster a stable, transparent, and predictable ecosystem—critical factors in supporting sustained network usage, confidence among participants, and long-term economic viability within the high-performance gaming context of GUNZ.

LINKS

LINK	The official platform of GUNZ
LINK	Node implementation for the Avalanche network and GUNZ
LINK	EVM implementation for Avalanche GUNZ Subnet
LINK	Official Avalanche documentation
LINK	The code repository for the Avalanche wallet
LINK	Avalanche CLI is a command line tool for GUNZ
LINK	A repository that provides a Rosetta API implementation for Avalanche and GUNZ
LINK	Smart contracts built on top of Avalanche Interchain Messaging (ICM) to facilitate GUNZ cross-chain application development
LINK	Avalanche app for GUNZ
LINK 01 LINK 02	Avalanche and subnets audits

TEAM

Gunzilla's team has a wealth of proven knowledge, touching on all corners of the gaming industry. Alongside developing the skills to produce wildly successful titles, everyone at Gunzilla has a passion for pushing player experiences forward; this fuels our current project and the ongoing work around it. To put it simply, we are dedicated to player enjoyment. We have 450 full-time employees on board, which is one of the biggest teams in the space. Some members of our management team include:

VLAD KOROLEV

Vlad is a Co-founder and CEO — Founder of the biggest matchmaking app for gamers, PLINK (20m users).

He also co-founded Blackwood Games, the developer of the AAA F2P shooter Warface (140m+ users and generated $1.3bn revenue and $350m EBITDA).

ALEXANDER ZOLL

Alex is a co-founder, and Chief Strategy Officer of Gunzilla Games. Previously Co-founder and CEO at Blackwood Games, the developer of the AAA F2P shooter Warface

NEILL BLOMKAMP

Co-founder and Chief Visionary Officer — Oscar Nominee Director, Screenwriter, Producer, and Visual Effects Artist renowned for blending nature and photo-realistic CGI to create immersive and believable sci-fi worlds.

His portfolio includes District 9 ($210.8m), Elysium ($286.1m), Chappie ($102.1m), Gran Turismo ($117.4m)

CHRISTIAN SULLIVAN

Operating Partner – Recognized as a distinguished investor and strategist, Christian brings a wealth of experience in leading and investing in Gunzilla.

With a notable history as a seed investor in more than 10 unicorns, including prominent firms such as Yubico, Moonpig, Relativity Space, Astranis, Cruise, Republic, Rescale, and Retool, Christian is highly regarded in the investment world.

Christian's investment career traces back to the early 1990s in the CIS region, where he made a significant impact on the United Financial Group (UFG) trading desk. Following the acquisition of UFG by Deutsche Bank in 2005, he transitioned to angel investing, successfully backing over 200 companies globally.

TIMUR DAVIDENKO

CTO — Has 18 years of experience in game development and was previously the Technical Director at Warface (150m users), Far Cry (80m users), Crysis Franchise (8m users), Cryengine (The game engine acquired by Amazon for $180m).

DAVID NICHOLSON

Executive Producer – Throughout his 25-year career, David held pivotal senior leadership roles in Development and Publishing at renowned companies such as Psygnosis, Infogrames, Atari, Jagex, and Electronic Arts.

He also contributed his expertise to smaller, independent development studios.

Notably, David steered the award-winning Console team at Creative Assembly for more than 8 years, culminating in his role as Executive Producer on acclaimed titles like Halo Wars 2 and Hyenas.

KRASIMIR NECHEVSKI

Animation Director – Krasimir brings over 20 years of experience in animation to Gunzilla. Before joining us, he worked as the Animation Director at Unity, one of the leading game engines. His diverse skill set and innovative approach resulted in numerous remarkable projects during his tenure at Unity.

Notably, he directed the animation for "Adam," a Webby-award-winning short film showcasing robots.

NIKOLAS GEKKO

Lead Art Director – Over the years Nikolas shaped the visual style of many AAA titles, including Far Cry Primal, Call of Duty: WWII, Halo Infinite, Destiny, Battlefield 2042 and many more. His work was noticed by Neill Blomkamp, who asked him to create a number of concepts for Off The Grid.

Since Nikolas made an indelible mark on some of the biggest multiplayer shooters of the last years and OTG as well, he was a perfect fit for Gunzilla.

DMITRIY MARKOV

Technical Director – Dmitriy was passionate about how things work on the technical level since high school.

His professional purpose became clearer when he joined 4A Games to work on Metro: Exodus. Dmitriy worked on the franchise as Lead Gameplay Developer and then Game Technical Director for 4A Engine, also having a hand in Arktika.1, one of the first high-quality VR shooters for Oculus Rift.

RICHARD MORGAN

Script Writer – Richard K. Morgan is an acclaimed and prolific author, widely known for his award-winning novel and subsequent Netflix series Altered Carbon. Other notable works include Thirteen (Arthur C. Clarke Award), Market Forces (John W. Campbell Memorial Award), and The Steel Remains

He is also well-regarded for his work on comic books following a seminal run with Marvel's Black Widow. Richard's videogame experience includes lead writer credits on Crysis 2 and 2012's Syndicate reboot.

He joined Gunzilla as a writer, utilizing the experience gained throughout his illustrious career to guide the narrative direction, stories, and characterization in the upcoming next-gen title.

VOLODYMYR SAVIN

Audio Director – Volodymyr studied music and art before pursuing a career in composition and sound design, using his training, experience, and passion to explore the vital connection between visuals and audio.

He entered the videogame industry creating audio for mobile series Cut the Rope, working his way through various titles to his most recent gaming accomplishment on the critically acclaimed Metro Exodus.

Alongside work on videogames, Volodymyr has comprehensive experience in many facets of music production and sounds design, from working with AC/DC and Sony Music to running his own virtual instrument company, Strix Instruments.

With Strix, he created the incredible PRIPYAT Pianos audio plug-in used on the HBO Chernobyl series, which required seven years of recording within the exclusion zone itself.

SVEN SCHETZKE

Associate Product Director – Sven became our Associate Product Director after proving his leadership skills as our previous Lead Game Designer. His expertise spans system and economy design, monetization, free-to-play models, live operations, gamer psychology, and player engagement.

Sven is recognized for his management and ability to mentor dynamic teams, with additional strengths in UX design and user research. His dedication to the gaming industry is evident in his active participation in conferences, jury roles in game awards, and ongoing professional development in communication and leadership.

A seasoned game designer with a 14-year tenure in the gaming industry at Ubisoft, Sven played a crucial role in customer relations, product management, and game and monetization design, significantly boosting EBIT through strategic monetization.

MARINA DANYLYUK

Chief Legal Officer – Detail-oriented, Marina always had a fascination with the products and services her employers offered, beyond the scope of her lawyer-based roles. This led her to develop an interest and expertise in blockchain technology, eventually becoming a legal advisor for the Swiss Blockchain Legal.

Marina is also the co-founder of MiBit OÜ, a FinTech and blockchain consulting company. Marina has earned many academic achievements alongside her career successes, including a master's degree in international economics, a bachelor's degree in law, a specialist diploma, and a further master's degree in law.

KIRAN PULICHERI

Technical Art Director – Kiran Pulicheri, our Technical Art Director, boasts a career spanning over 23 years in technical art. He has served as a Tech Art Lead on various AAA projects, including Control, Death Stranding, Marvel's Avengers, and others. Prior to joining Gunzilla, Kiran dedicated nearly three years to the development of Far Cry 6.

Find more info at our website:
https://gunzillagames.com/en/about/

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Dear User,

For your information, GUNZ offers the following list of risks related to cryptographic tokens. You warrant that you understand that GUNZ does not guarantee that this list includes all possible risks.

EARLY-STAGE TECHNOLOGY

Cryptographic tokens are created and distributed using distributed ledger or blockchain technology. This technology is highly experimental; therefore, participation in cryptographic token sales is very risky. Issuers of tokens or virtual coins often use software, new technologies, and new ways of doing business that are in an early development stage and unproven. The software, technologies, and related businesses invested in by the entity issuing tokens could be unfit for their intended purpose and/or not work as effectively or as well as anticipated.

PROTOCOL-RELATED RISK

Many cryptographic tokens are based on the Bitcoin, Ethereum or other third parties protocols. The project using them will be adversely affected by any malfunction, dysfunction, or abandonment of these protocols. Additionally, these protocols could be rendered less valuable or valueless by advances in cryptography or other technical advances, such as the development of quantum computing.

UNPROVEN SOFTWARE

Cryptographic tokens use software and other technology that are likely to be in an early development stage and unproven, and there is normally no warranty that the process for receiving, using, and ownership of tokens or virtual coins will be uninterrupted or error-free. Such software and other technology could contain weaknesses, vulnerabilities, or bugs that could cause serious problems, including but not limited to the inability to use tokens or virtual coins and the partial or complete loss of tokens or virtual coins.

LOSS OF YOUR CREDENTIALS

If you lose your crypto-wallet credentials or they are stolen, tokens or virtual coins you purchased will be permanently lost. A private key, or a combination of private keys, is necessary to control and dispose of tokens stored in your wallet. Loss of the private key(s) associated with your wallet will result in a loss of tokens. Any third party that acquires the ability to access your private key(s), including by acquiring login credentials of a hosted wallet service you use, may be able to steal your tokens. If your crypto-wallet malfunctions or fails for any reason, including your own failure to properly maintain or use it, it may also result in your tokens being lost. Failure to correctly follow the procedures set out in any token sale documentation for buying and receiving tokens, including providing an incorrect wallet address or an address that is not compatible, may result in token loss.

FAILURE OR ABANDONMENT

Any aspect of any cryptographic token abandoned or required to be restructured, become or remain technologically or commercially unsuccessful, or be shut down for many reasons, including, but not limited to lack of interest by the public; statutory, regulatory, or other legal changes; lack of funding; and lack of commercial success due to competing projects. There is no assurance that any tokens or virtual coins you acquire will have the value expected, or any value, at the time you wish to use them. You should understand and accept that the ownership and use of tokens or virtual coins is very risky such that they could be or become unusable or valueless with respect to the exchange of information, services, or value with other token or virtual coin owners, and they typically cannot be exchanged or redeemed to the entity that issued the tokens in return for fiat or alternative cryptographics.

REGULATORY RISK

The sale or use of tokens or virtual coins could be prohibited under applicable securities law. It is possible that existing regulations could be applied, or new regulations could be enacted, affecting blockchain technology-based applications and sales of tokens or virtual coins such that any aspect of cryptographic token could be negatively affected, requiring its modification or discontinuance and potentially resulting in the loss of tokens or token value.

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