GameSwift

Play. Build. We make it Swift.

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Intro

Imagine that you invest in a single token, which gives you exposure to hundreds of others.

This is exactly what $GSwift holders receive: staking rewards in the native tokens of all games plugged into our modular chain.

In exchange for staking rewards, we provide game studios with the shared security of our layer1 chain. Thanks to zkEVM technology, we also give them the opportunity to scale and maximize revenue.

To be successful, any game needs players. At GameSwift, we provide easy access to a wide range of quality titles. All you have to do is log in with your socials, pick a game and jump right into the action. No wallets, gas fees, bridges, seed phrases... We've literally made the blockchain layer invisible.

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But we go two steps further.

We are not only enabling players to store all their in-game assets on a single wallet, regardless of the chain of origin. For the first time, gamers will also be able to pay with all these assets in real life. And this is a real game changer.

So whether you're an investor, builder or player, come join us on this industry-changing adventure.

And we'll make it Swift.

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Value Proposition

GameSwift is a one-stop shop ecosystem for Web3 gaming based on a modular chain and zkEVM technology

With a comprehensive range of tools designed to respond to the current needs of Web3 gaming, GameSwift helps onboard non-crypto gamers and supports building and scaling Web3 games.

GameSwift Ecosystem is built around the **GameSwift modular blockchain** network, consisting of:



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This tech stack lets gaming studios develop Web3 games faster and easier, providing them with a scalable and efficient environment.

The opportunities to build on GameSwift include building dApps on our gaming-optimized GameSwift Layer1 modular chain or creating zkEVM rollup chains with their own native tokens.

Developers choosing the latter will not have to worry about

- Development
- Infrastructure
- Security

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Our modular network allows for a frictionless launching of your zk rollup and takes advantage of the shared security model from GameSwift Layer1 nodes.

The complementary piece of the puzzle cementing our gaming-optimised ecosystem is our multichain GameSwift Platform, which ensures that the games built within our modular ecosystem are not isolated from other networks. The Platform provides solutions that respond to the needs of non-crypto gamers, who may not be familiar with interacting with blockchain technology. Gamers are not investors, they want to access and play a game, not necessarily invest in volatile assets (directly).

The Platform streamlines browsing and playing games while removing the need to

- navigate multiple chains
- connect crypto wallets
- cover gas fees
- learn about blockchain technology

Gamers access their accounts with one click, enjoy ownership of digital assets, and quickly cash out their game earnings using the integrated payment solutions.

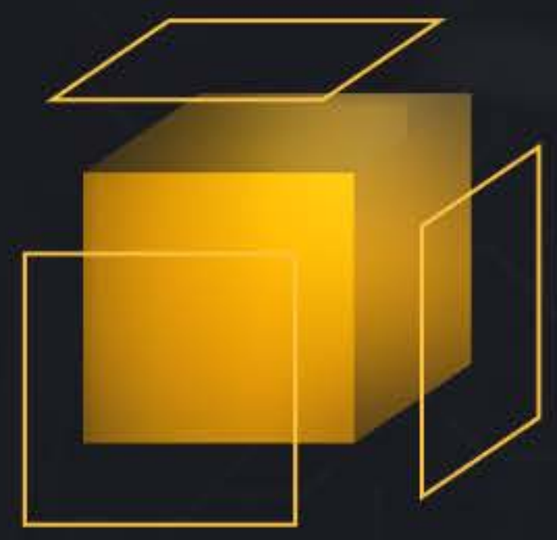
> *Our core thesis is that most gamers are not full-time investors, so we shouldn't force them to invest in volatile assets and spend money on gas fees just to process transactions. Instead, we should provide them with immersive games and a straightforward, gasless environment where the blockchain is just the technology working in the background.*
>
> — Wojciech “Pan Paragraf” Gruszka - CEO of GameSwift on World Economic Forum in Davos

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Core Features

zkEVM Modularity and Scalability



GameSwift Chain leads Web3 gaming optimization with its modular blockchain network integrating zkEVM rollups as the execution layers. **Game developers can maximize their revenue** by launching their game dApps on zkEVM chains built within our modular network. The security is provided within an interchain shared security model boosting the utility of the GameSwift layer1 chain.

Masterpiece of User Experience



To maximize user experience, we ensured that GameSwift's proprietary tech stack processes all blockchain operations underneath. Gamers can play any game listed on the GameSwift Platform with one click by **signing in to the Platform with their Google, Discord, or Apple account**. The automatically created built-in wallet will securely store all their game purchases or earnings, regardless of the game's chain. **GameSwift makes the blockchain layer invisible for the users, processing all operations underneath in a gasless and fully interoperable manner.**

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Almighty Token Utility



GameSwift token lies at the heart of our modular gaming ecosystem and accrues value from various use cases. This token is required to validate and pay transaction fees on the GameSwift layer1 blockchain and the entire modular network based on zkEVM rollups. We're utilizing the Atom 2.0-inspired shared security model based on **capturing staking rewards from native tokens of every rollup used by Games within our modular network.** In exchange, we ensure the security of GameSwift mainnet validators. Moreover, **GSWIFT accrues value from the real yield generated on our multi-chain platform** based on multiple revenue streams.

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Executive Summary

Vision

GameSwift aims to revolutionize the accessibility of Web3 gaming by addressing the biggest challenges that prevent the mass adoption: blockchain integration, cross-chain transfers, managing multiple wallets, and security.

GameSwift boosts adoption by enabling players to seamlessly access Web3 games without blockchain knowledge or prior preparations.

Revenue Maximization: GameSwift Modular Blockchain based on zkEVM technology

GameSwift Chain is a gaming-optimized Layer 1 chain and modular blockchain network that leverages zkEVM technology to enable game developers to deploy their dApps more efficiently and securely.

While building on GameSwift, game developers and gaming studios can maximize their revenue streams, leverage the scalability of zkEVM and save time working on their own security infrastructure by using shared security modules built into the network.

GameSwift Chain is an environmentally friendly and efficient option for gaming applications as it uses a proof-of-stake consensus that reduces energy consumption and improves transaction throughput.

Furthermore, GameSwift Chain supports cross-chain interoperability, allowing games to interact with other blockchain networks seamlessly.

All in one for Game Devs: GameSwift Platform and Launcher

GameSwift Platform and Launcher provide a multichain gaming solution that lets players easily discover, download, and launch their favorite Web3 games.

GameSwift Platform streamlines the onboarding experience by removing the barrier to entry for non-crypto users.

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Top notch user experience - Gamers don't need to:

- navigate different chains and bridges
- install extra extensions
- store private keys
- pay gas fees

Gamers using our Platform can log in with a one-click (using their Google, Facebook, Apple IDs) and securely store all their Web3 assets, including tokens and NFTs earned in-game, in their automatically-created built-in wallet. Additionally, gamers can cash out their in-game earnings with one click, with GameSwift handling all the complexities.

Data driven growth: GameSwift Analytics

GameSwift Analytics lets gaming projects and studios access in-depth gaming data analysis, such as player behavior, to ensure optimized, data-driven growth of their games.

Simultaneously, users are given a personal gaming hub to check their gaming statistics, track digital assets earned in-game, and compare their achievements with their friends. This feature enables gamers to communicate with each other and build their dream gaming teams.

With GameSwift Analytics, users receive access to in-depth game data. Gamers can easily monitor their in-game progress while gaming studios can explore player behavior.

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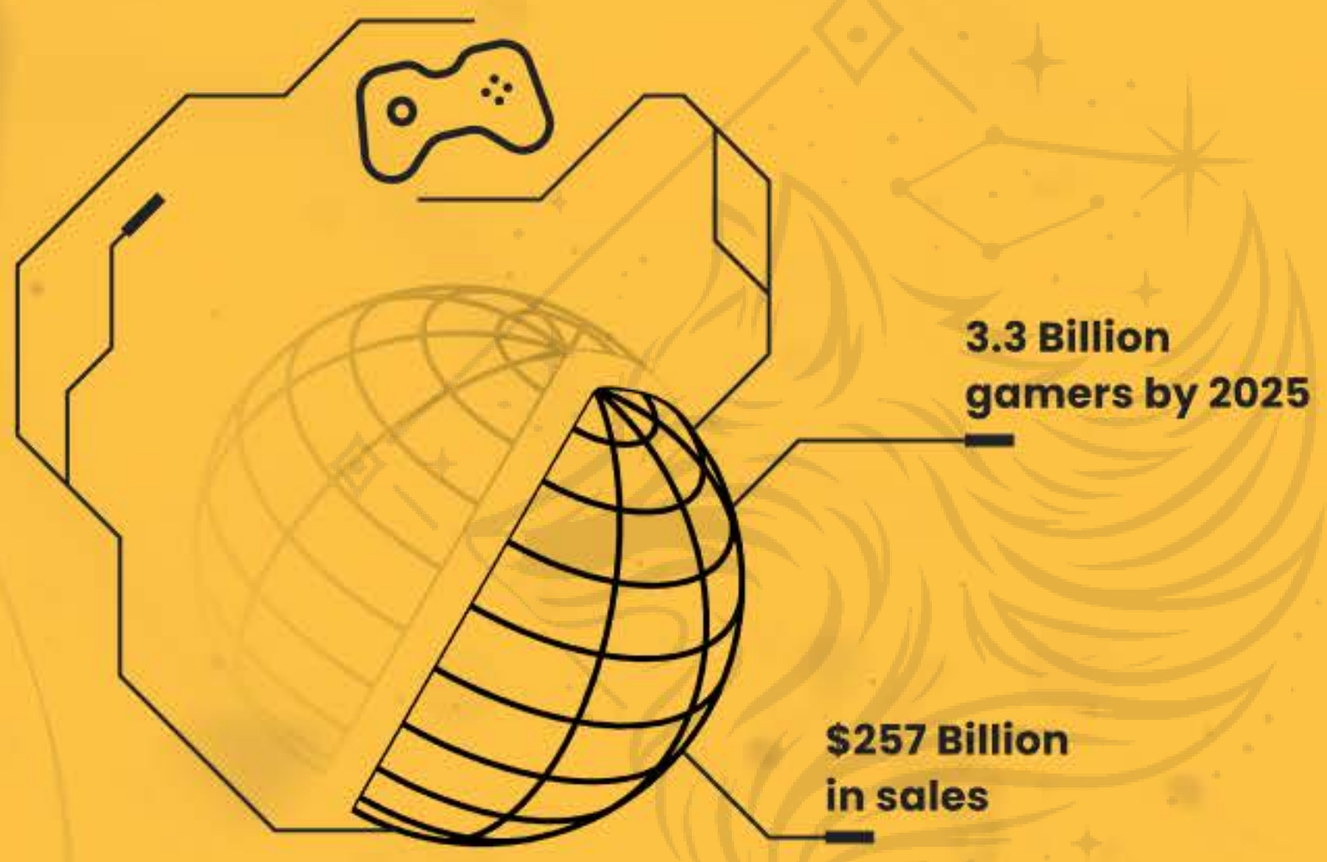
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Opportunity

Problems and solutions

Almost 2.9 billion gamers worldwide make up the over $180 billion business for video games.

Outpacing other forms of entertainment like movies, television, and music.



Blockchain technology integration into the gaming industry unlocked much more than just the play-to-earn paradigm. This technology continues transforming the gaming industry by snatching the power of owning digital assets and making decisions from the central authorities to the hands of the players.

In Web3 gaming, players can own their in-game assets indefinitely, impact the development direction of their favorite games in community governance, and profit from the gaming activity.

By establishing a new economic model where players may own game assets, and developers can earn royalties from exchanging these assets, blockchain is on the path to disrupt the gaming industry. As developers receive royalties for each sale of game components, this new model gives gaming studios a potent, unique chance to generate revenue. This recurring revenue business model offers games an improved economic structure.

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How can GAMERS benefit from playing Web3 games?

- Monetizing the time spent in game
- Full ownership of in-game assets
- Access to the secondary liquidity
- Snatching the power from the central authorities (major gaming studios)
- Transparency and fairness of games (on-chain data as a transparent and immutable record of all transactions and outcomes)
- DAO gaming (player-driven design and experience)
- Joining communities in the metaverse

How can GAMING STUDIOS benefit from building Web3 games?

- Improved funding possibilities
- Larger and more engaged communities (increased user installs and involvement)
- Increased marketing opportunities
- New ways of generating revenue

More than $10 billion has been invested in gaming studios developing their games on the blockchain.

All these game developers and gaming studios are going to need an infrastructure: and here comes GameSwift

According to the DappRadar x BGA Games Report report, until now, over $10 billion in investment went into gaming studios developing Web3 games. Those games and their developers will inevitably seek infrastructure solutions to scale and match their games with a group of non-crypto gamers.

Web3 has altered the gaming experience and cemented its unique position for the future of the gaming industry.

Challenges that GameSwift is solving:

- the complexity of blockchain integration
- lack of interoperability between different blockchain networks
- high transaction fees
- prejudices and security concerns
- complicated onboarding process (numerous wallets, bridges, and chains)

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Imagine you're one of **3 billion non-crypto gamers willing to play one of the blockchain games** and buy one of the in-game skins, tokenized in the form of NFT.

Current process of launching web3 games vs GameSwift's sollution

Current process

1. Create wallet
2. Securely store the seed phrase
3. On-ramp your fiat
4. Go to a DEX/CEX and buy one or couple of gas fees native token (i.e. ETH, Matic, Sol, BNB)
5. Find the right marketplace
6. Buy the NFT of the in-game asset
7. **Download and play the game**

GameSwift's solution

1. Login using your Google/ Facebook/Apple ID
2. The built-in wallet is created automatically for you
3. Buy NFTs using your Debit Card
4. **Play the game!**

GameSwift aims to simplify this process and deal with all those complicated steps underneath. This way, as GameSwift takes care of the complex technicalities, gamers can focus solely on enjoying games.

We provide our users with a one-stop center easing their way into engaging with Web3 games without any crypto knowledge or experience.

Thanks to the GameSwift Platform, gamers will not even need to know which chain the game is based on! There is no need to create a crypto wallet, cover gas fees or navigate across different chains.

And gamers can still receive access to the full potential of the Web3 technology.

What's more, GameSwift provides a secure and efficient infrastructure through its modular blockchain network built on zkEVM, which will help game developers access the world of Web3 gaming without hassle.

Game developers, who decide to build on GameSwift, will be able to scale their Web3 games and build engaged communities of players. They will get to deploy smart contracts more efficiently and securely, reducing gas costs and improving the contract execution speed. Additionally, the scalability of the GameSwift Chain ensures optimal and incremental growth for gaming projects.

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GameSwift

Ecosystem

GameSwift zkEVM
modular blockchain

GameSwift
Studio

GameSwift ID

GameSwift
Analytics

Platform and
Launcher

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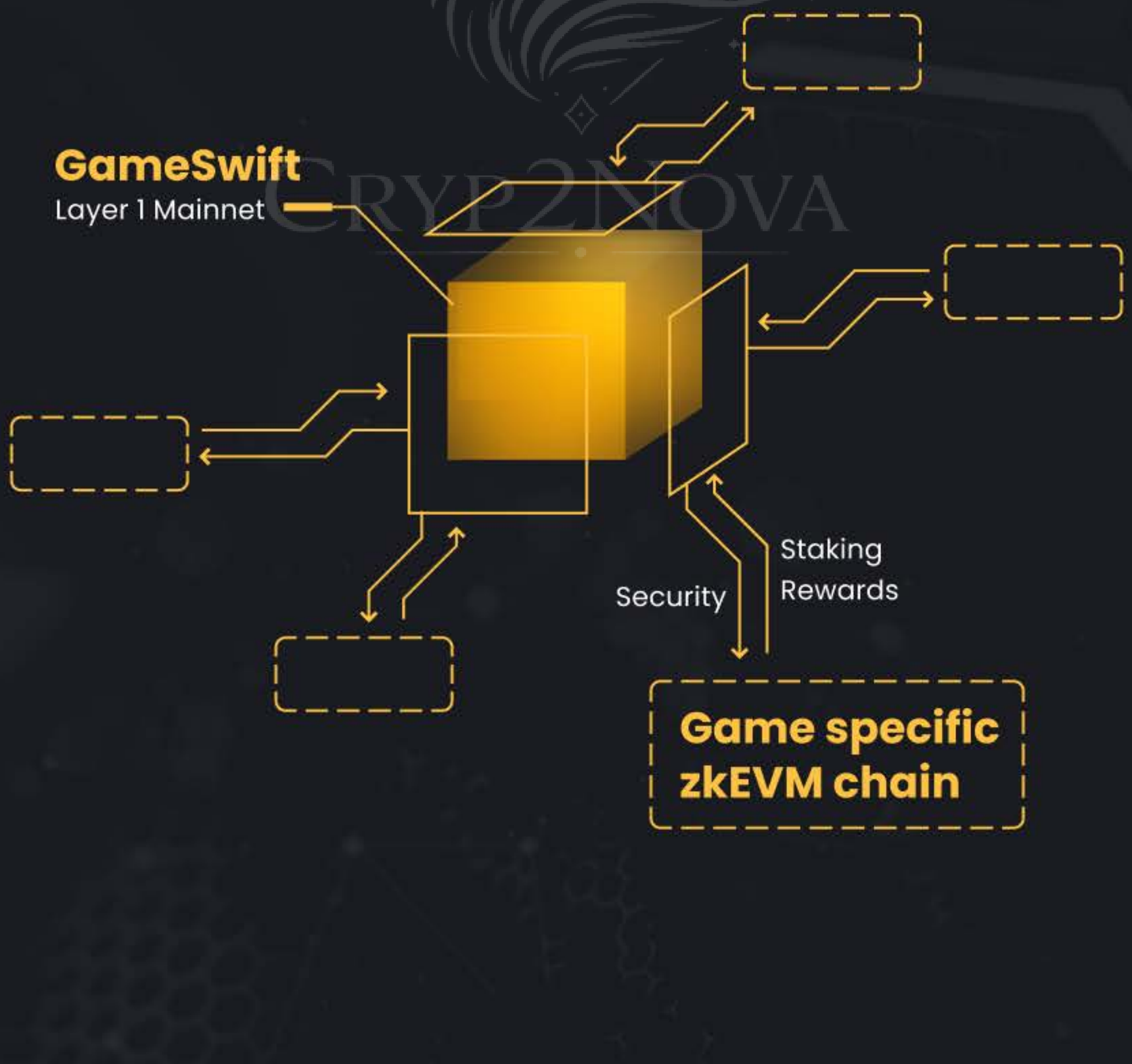
zkEVM modular chain

GameSwift Chain is a modular blockchain network comprising the gaming-optimized layer1 chain and zkEVM rollups designed on demand for specific games.

The GameSwift Chain will act as the settlement layer, while zk rollups, based on zkEVM, will serve as the execution layers. GameSwift Chain uses a proof-of-stake consensus, which reduces energy consumption and improves transaction throughput.

GameSwift provides an optimized infrastructure for game developers to deploy smart contracts efficiently and securely. By leveraging zkEVM, developers can reduce gas costs, optimize contract execution speed, and enable confidential computation.

What's more game developers don't need to take care of the security on their own. We've developed **"ZK Shared Security"**



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this is a system which is enabling every zkEVM rollup to leverage security of the GameSwift mainnet validators. At a very high level, **"ZK Shared Security"** allows a provider, Gameswift layer1, to produce blocks for a consumer zkEVM rollup chain. It does this by sharing the set of validators in charge of producing blocks. The participating validators would run two nodes, one for the GameSwift mainnet and one for the consumer rollup chain, and receive fees and rewards on both chains.

It means GameSwift stakers may expect to earn staking rewards in GSWIFT tokens and in the native tokens of every game that decided to run their own zKEVM rollup chain.

GameSwift optimizes the Web3 gaming environment, allowing developers to focus on building their games with low-gas fees for all parties. At the same time, the scalability of the GameSwift Chain ensures optimal and endless growth, cross-chain interoperability, and permissionless deployment. It allows games to interact with other blockchain networks seamlessly.

(i) GameSwift Chain is not a Layer 2 of Polygon but a Layer 1 chain itself. GameSwift chain will have its own GameSwift $GSWIFT tokenStaking the $GSWIFT token will provide rewards for users of the GameSwift Chain.

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GameSwift Platform

GameSwift Platform is a **multichain gaming platform that allows gamers to easily download and play any Web3 game with one click** and without any crypto-related know-how.

How are zero gas fees even possible?

Thanks to GameSwift, **gamers don't need to connect a wallet or other external applications.** They just need to perform one step - sign in using Google or Apple ID - to download and play any Web3 game from our extensive game library.

What also sets GameSwift apart is that **gamers don't need to bother about gas fees or navigating across different chains.** We believe the future of blockchain gaming is multichain, and quality games will be built not only on GameSwift modular blockchain but also on **Polygon, Arbitrum, or Immutable.** So rather than forcing our users into one isolated ecosystem, we're aggregating games from every significant chain in one place with full interoperability.

Let's dig into this. Assuming you're a non-crypto gamer who would like to play games based on Solana and Polygon to interact with their on-chain assets, first, you need to invest in SOL and MATIC tokens to cover potential gas fees. But **most gamers are not investors, so we shouldn't require them to invest in volatile assets just to cover transaction fees.**

It is why we created our tech stack, so you don't need to have any gas fees native token in your wallet to play and fully interact with blockchain games.

Thanks to the **GameSwift built-in wallet and our proprietary tech stack, gamers can buy or sell any tokens or NFTs without paying the transaction fees upfront.** Our wallet system is a proprietary hybrid of custodial and non-custodial solutions. Whenever users trade any in-game assets, GameSwift does all the hard work for them. We find the best possible exchange or marketplace and cover all necessary fees. Users are just paying using your fiat or crypto, and we deduct all necessary expenses underneath.

Let's proceed with a summary

GameSwift is a Steam-inspired Web3 gaming platform where you can

- easily sign in using your social media
- download and play any blockchain game regardless of the chain it's based on
- trade any in-game assets without having to pay for the gas fees upfront
- one-click cash out to fiat

On top of that, users will receive tons of other social features like chat and a friends list which will help them to find other gamers playing their favourite game.

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GameSwift Studio



GameSwift Studio is a subsidiary of GameSwift that aims to curate high-quality games on the blockchain. By focusing on incubating, developing, and promoting the most promising blockchain games developed using our products, **our goal is to elevate blockchain gaming to enable massive adoption.**

Our team members boast credentials of working with well-known games such as The **Witcher 3: Wild Hunt**, **Cyberpunk 2077**, **and This War of Mine**, providing us with in-depth experience to help game creators and developers overcome the challenges of Web3 gaming and reach their game development goals.

In addition, we aim to help our partners build sustainable game economies and deep liquidity pools. We offer additional token gaming rewards and lucrative LP incentives to achieve this.

At GameSwift Studio, **we are committed to supporting the growth of blockchain-based games** and helping them reach their full potential in the Web3 space. Hence, we have prepared a comprehensive Financial Grant Program to attract brilliant talents and reward the most successful projects in our ecosystem.

The first premiere production of the GameSwift Studio is **StarHeroes Game** - a third-person space shooter multiplayer game.

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GameSwift

In Q2/Q3 GameSwift will announce its **killer feature** which is going to revolutionize the web3 gaming industry.

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Road Map

2022

Q1

- Team Formation
- Market Research

Q2

- Chain Ecosystem Evaluation
- Product Scope

Q3

- Partnership with Polygon zkEVM
- GameSwift ID Early Access

Q4

- GameSwift Chain Devnet
- GameSwift Launcher Beta Tests

2023

Q1

- Partnership with Casper labs
- GameSwift Platform Alpha Launch

Q2

- GameSwift Chain Testnet
- GameSwift Token Listing

Q3

- Full GameSwift Platform Live
- GameSwift Modular Blockchain Mainnet

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$GSWIFT Token

At the heart of the GameSwift ecosystem is the **GSWIFT token**, which serves as the native currency of the network and is essential for validating transactions and paying transaction fees on the GameSwift layer 1 blockchain. Additionally, the **GSWIFT token will serve to validate transactions on zkEVM roll-ups,** which benefit from the shared security model introduced by GameSwift's modular technology.

The GSWIFT token is designed to generate revenue for token stakers from all GameSwift products, including a subscription-based model for games, in-app purchases and NFT sales, swap/aggregator fees, cash-out fees, battle passes, and premium accounts. It creates multiple revenue streams for the GameSwift Platform, which can generate real yield for GSWIFT token holders.

The **GSWIFT token is a vital component of the GameSwift ecosystem**. Its innovative tokenomics capture value from all blockchain activities and all GameSwift products and services, creating a robust and sustainable economic model that incentivizes network participation and generates real value for GSWIFT token holders.

$GSWIFT is a multi-utility token:

- required for validating and paying transaction fees on the GameSwift layer 1 blockchain
- essential for validating transactions on zkEVM roll-ups
- benefits from the shared security model introduced by our modular technology, which enables deployment of app-specific roll-ups on top of the GameSwift Chain
- benefits from the shared security model, which enables GSWIFT stakers to earn staking rewards from every game that is plugged in to our zkEVM chain in modular ecosystem
- accrues real yield generated by the GameSwift Platform from multiple revenue streams: a subscription-based model for games (B2B), in-app purchases and NFT sales (B2B), swap/aggregator fees (B2C), cash-out fees (B2C), battle passes and premium accounts (B2C)

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THE Team

The C-level representatives combine a complementary skill set and experience, enabling GameSwift to deliver an **ambitious strategy of becoming a one-stop shop gaming ecosystem**, the first of its kind.



Wojciech Gruszka
CEO & Founder

Wojciech is a lawyer and an advisor for various blockchain projects and fintech organizations. Thanks to his experience gained in international corporations such as Deloitte and Shell, he's been providing consultation on business development for many projects in the Web3 space. Wojciech is the founder of StarTerra, which scaled into a major fundraising platform with over 40,000 KYC-ed users and a $120M market cap in its prime. Outside of his professional pursuits, Wojciech is known to his 60 thousand followers on Twitter as "Pan Paragraf," a pseudonym he uses to share insights and commentary on various Web3-related topics.



Tomasz Kowalczyk
CTO

Tomasz is one of CEE's most reputable IT and blockchain experts. With extensive experience at Microsoft and 11-bit studios, the creators of popular game titles This War of Mine and Frostpunk, Tomasz possesses a wealth of technical knowledge and expertise. The YouTube community may know him from his CryptoDev channel, where he educates people about the technical aspects of blockchain technology. Additionally, Tomasz has successfully run his own audit company, earning a reputation for delivering secure and reliable solutions. With Tomasz leading the development of our smart contracts, we are confident that GameSwift will meet the highest levels of technical excellence.



Katarzyna Dyrcz
CMO

Katarzyna has extensive marketing experience gained over the years working for well-known companies such as G2A.COM, Revolut, and Google. This combination gives her an excellent understanding of the gaming audience. While working for the Unicorn - Revolut, she gained exclusive experience building fast-scaling brands. Within the Web3 space, she has been an advisor and marketing strategist for various DeFi, NFT, and gaming projects. She is a seed investor and blockchain technology enthusiast with a strong focus on the growth of Web3.



Michał Kurdziel
COO

Michał is a seasoned leader with a 15-year career in the software development industry. With a comprehensive understanding of the software development lifecycle, he has held various positions and has been instrumental in delivering successful projects from concept to launch. As an accomplished team leader, Michał has honed his soft skills and technical understanding to drive high-performing teams and create innovative solutions. His exceptional ability to learn quickly and solve complex problems has made him a valuable asset to the GameSwift team.

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Lucas Caley
CBDO

Coming from a legal background, Lucas has developed strong analytical skills that help him think outside the box. At GameSwift, he is responsible for outlining a strategy for product development and treasury investment strategy and handling relations with partnering projects. Ex-DLA Piper. Previously involved in legal advisory for numerous Web2 game studios, including Movie Games, Ultimate Games, and Creative Forge Games. Privately a passionate crypto farmer and a massive fan of Web3 gaming.



Maverick Miłkowski
CDO

Maverick is a world-class product architect and successful IT entrepreneur. As co-founder and CEO of the StarHeroes game, he supports GameSwift with his in-depth knowledge and experience in game development. Being the founder of imTU, a company specializing in design and development, he has learned to create products that satisfy the most demanding customers. At GameSwift, he is responsible for everything visual.

Aside from the Founding Team, GameSwift boasts **over 30 Web3-savvy employees**, including **managers**, **developers**, **designers**, and **marketers** with experience working for several Fortune 500 companies, crypto startups, and gaming studios. Our team is a well-experienced group of professionals whose competencies assure the execution of the taken strategy.

GameSwift key competencies:

Blockchain: Our blockchain developers were the pioneers who built from scratch, expanded, and audited multiple Terra and Layer Zero Ecosystem projects (StarTerra, Layer Zero Protocol, Stargate, Kujira, Terra Station Wallet, Lunaverse, Loop Finance) thanks to their great expertise in numerous programming languages, including Solidity, Rust, Vyper, and Golang.

Game Dev: A gaming studio owned by GameSwift (and currently developing StarHeroes) hires experts formerly working at CyberPunk and The Witcher series.

Marketing and Business Development: GameSwift employs experts previously working for companies like Revolut, G2A.COM, Amazon, Google, GamerHash, and more. This combination enables GameSwift to understand its audience well and map out critical factors for winning the market and quickly scaling up.

UI/UX, Product Team: GameSwift experts in this field were developing their experience working for Amazon, BCG, Terra Station Wallet, and UX agencies.

Since we operate in the decentralized sector, our team members continuously strive to maintain close connections with the community by

- Actively Managing Their Social Media Accounts
- Organizing Community Gatherings
- Producting Live Video Content
- Participating In Industry Conferences And Events

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Partners

And investors

polygon

Labs

#HASHED



SVC

QIG CAPITAL

Play Way

KINGDOM KARNAGE

DRAGON MASTER

SPACE CARTELS

CRYPTO MAYHEM

BIT STAR WAR

LCE

skynity

CASTLES THE NFT GAME

MOTODEX

SOL CRAFT

WAGMI GAMES

LAZY SOCCER

XANDAR

ALPHA LEAGUE RACING

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