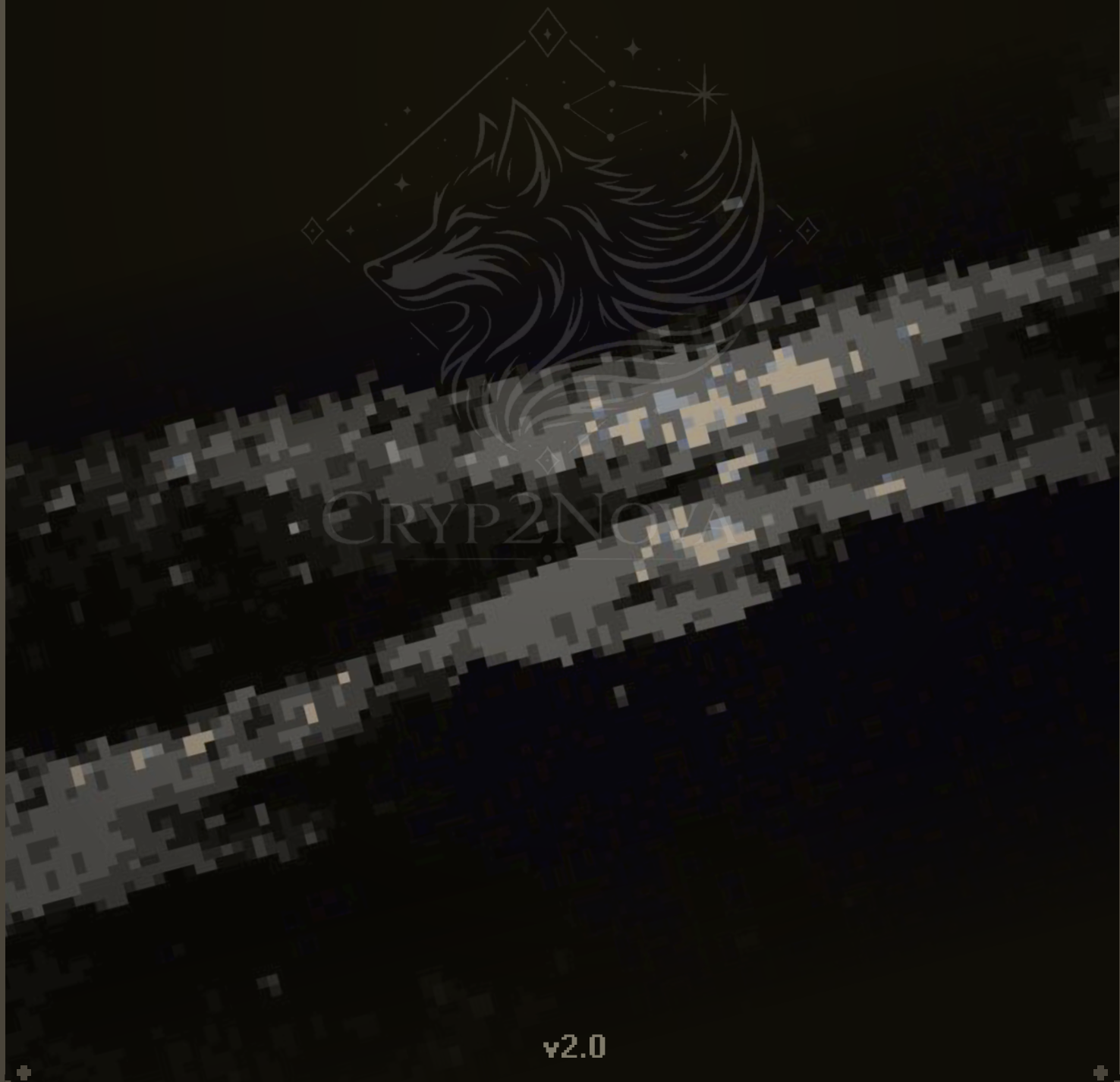
MATTLE.FUN

# WHITEPAPER



v2.0

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# 1. INTRODUCTION

## 1.1. WHAT IS MATTLE.FUN

Mattle.fun is a gamified trading platform where your on-chain activity directly fuels your in-game power. It seamlessly merges two thriving ecosystems – crypto trading and survival gaming – into one unified experience.

On the trading side, users can swap any token to build trading volume or hold specific tokens to unlock daily rewards. On the gaming side, players enter a vampire-survival-style arena where trading milestones translates into battlefield advantage.

As your trading volume grows, you unlock higher Boost Levels that enhance in-game Traits such as Health, Armor, Speed, and Luck. The more you trade, the stronger you become – making Mattle.fun the first platform where trading isn't just profitable, it's playable.

## 1.2. PROBLEM

### Memecoins lack real utility or sustained engagement

The explosion of memecoins has brought fun and virality to the blockchain space, but most of these projects suffer from a lack of substance. Once the initial hype fades, users are left holding tokens that serve no purpose beyond speculative trading. There are few (if any) meaningful ways to interact with these tokens, resulting in short-lived communities, poor retention, and no lasting value.

### Blockchain games struggle to retain players

While play-to-earn (P2E) games were once hailed as the future of gaming, many failed to deliver on the promise of merging entertainment with blockchain rewards. Most blockchain games prioritize token farming over actual gameplay, resulting in dull mechanics, low player satisfaction, and economies that collapse without sustained user growth. In many cases,


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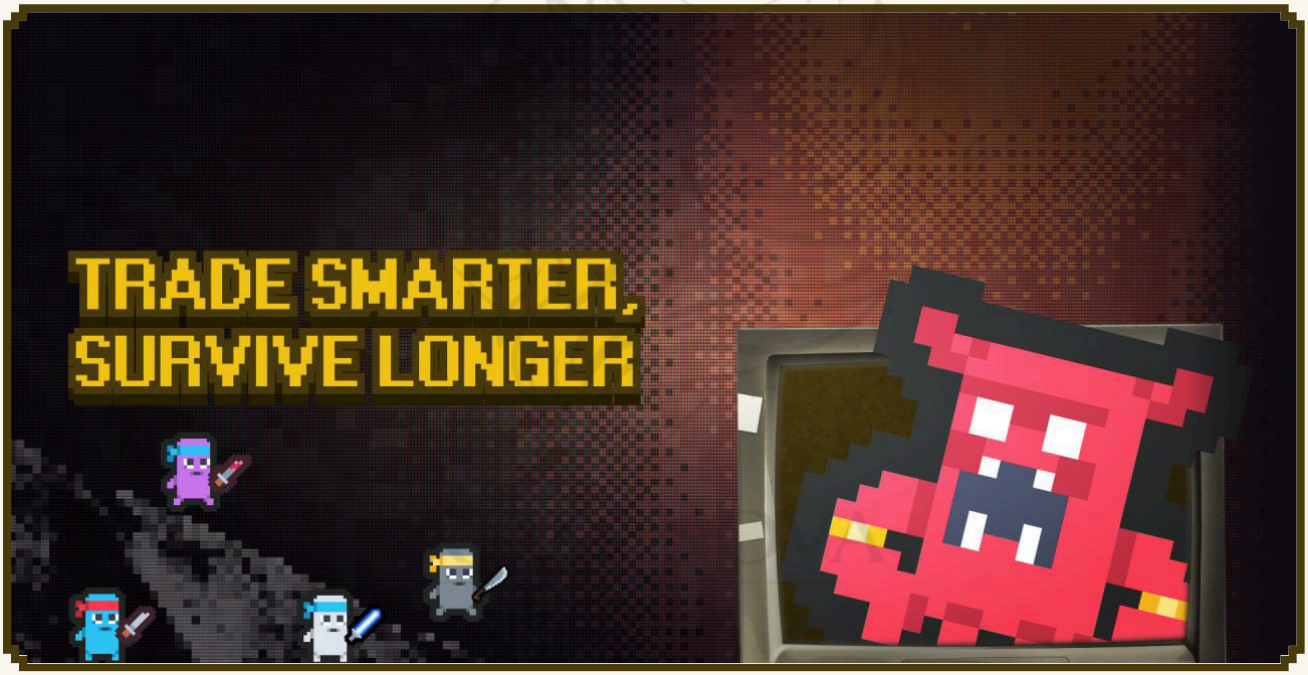
early adopters extract value while later players are left without incentives or fun.

### The gap between trading and gaming remains wide

Despite massive interest in both crypto trading and gaming, few projects have successfully combined the two in a way that feels natural and rewarding. Traders lack engaging outlets for their skills, while gamers are disconnected from real-world economic dynamics.

## 1.3. SOLUTION

Mattle.fun bridges the gap between crypto trading and gaming through a unified platform that rewards both activity and strategy.




Mattle.fun bridges the gap between crypto trading and gaming

### A volume-driven ecosystem

At its core, Mattle.fun measures each player's on-chain trading volume and directly links it to their in-game progression. As players reach higher volume thresholds, they unlock new Boost Levels, enhancing key Traits such as Health, Armor, Speed, and Luck. The more you trade, the stronger you become – turning market activity into a real gameplay advantage.


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## A survival game powered by your trading activity

In the vampire-survival-style arena, every second counts. Players must dodge waves of enemies, collect upgrades, and fight to survive. What makes Mattle.fun unique is its seamless connection between on-chain volume milestones and in-game strength – your trading activity determines your starting power each round, creating a real sense of progression beyond pure gameplay.

## A self-reinforcing loop of fun and value

Volume creates power. Power leads to better gameplay. Enjoyable gameplay drives deeper engagement. This loop ensures that both traders and gamers benefit meaningfully, making Mattle.fun more than a game or a trading app – it's a hybrid ecosystem designed to reward effort, consistency, and strategy across two worlds.

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# 2. TRADE-TO-BOOST PLATFORM

The Trade-to-Boost platform enables users to seamlessly swap tokens, monitor trading volume, track boost status, and enhance in-game Traits through unlocked Boost Levels. This trading layer forms the foundation of gameplay progression and strategic advantage.

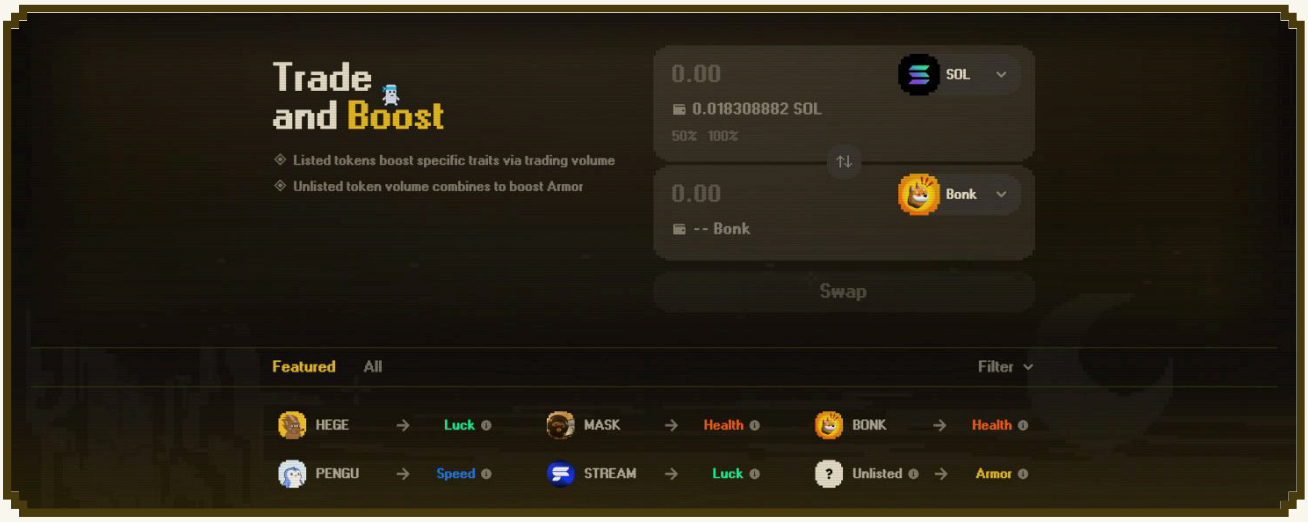
## 2.1. TRADING TERMINAL

Mattle.fun features a custom-built trading terminal, optimized for fast, low-friction token swaps:

- Direct integration with Jupiter for optimal routing and best pricing
- Simple, intuitive UI designed to support both new and experienced traders

Within the interface:

- The bottom panel displays a list of Listed Tokens and the Traits they influence
- Users can track how trading volume impacts Boost Levels and overall in-game power




Mattle.fun trading terminal


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## 2.2. TOKEN GROUP

We categorize Solana tokens into four distinct groups based on their contributions to the ecosystem and their in-game effects.

### Stable Tokens

- Includes SOL, USDC, USDT
- Trading volume from these tokens is not tracked and does not contribute to any in-game boosts

### Listed Tokens

- Tokens from partnered projects or top-tier Solana assets
- These provide the strongest in-game boosts, with each token mapped to one trait

### Unlisted Tokens

- Solana tokens that are verified on Jupiter but do not fall under the Stable or Listed categories
- Unlisted token volume combines to boost Armor

### Hidden Tokens

- Tokens outside all categories above
- These tokens are excluded from the Boost interface and do not offer any visibility or reward

## 2.3. HOW VOLUME IS COUNTED

Only trading pairs in the format Listed / Stable or Unlisted / Stable are eligible for volume tracking.

- Stable tokens: SOL, USDT, USDC
- Listed tokens: WIF, SEND, TRUMP, BONK,...
- Unlisted tokens: PUMP, JUP,...


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Examples:

- WIF / SOL (Listed / Stable) → counted toward volume
- PUMP / SOL (Unlisted / Stable) → counted toward volume
- SOL / USDC (Stable / Stable) → not counted
- WIF / SEND (Listed / Listed) → not counted

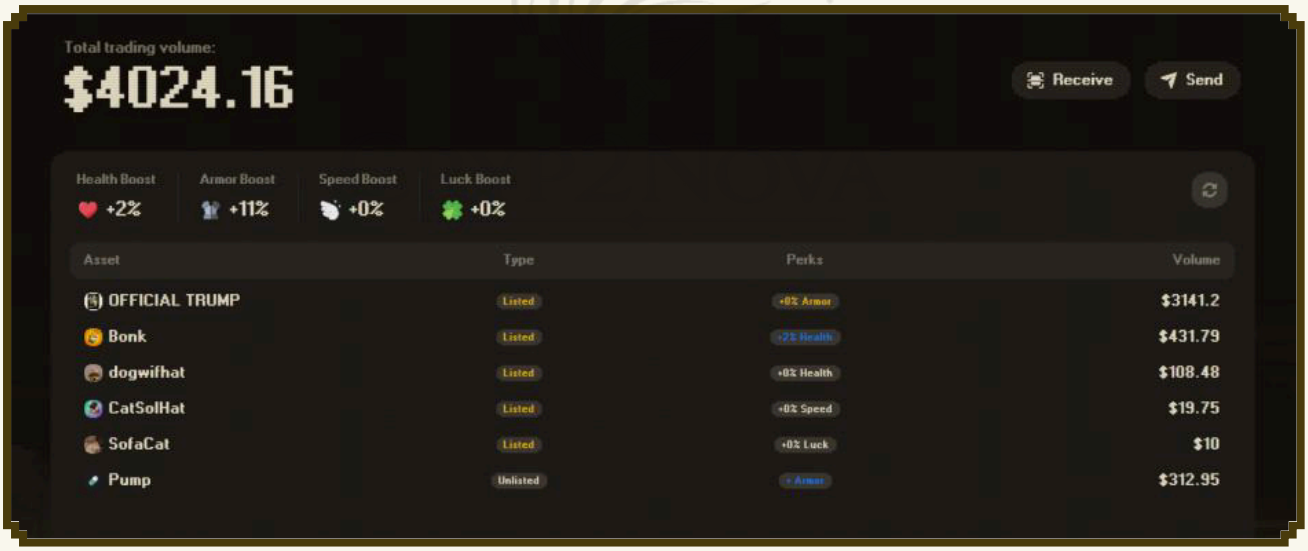
To generate volume for both tokens when swapping between two Listed Tokens, users should follow a two-step route (for example, when trading WIF to SEND):

- WIF → SOL
- SOL → SEND

By routing trades through a Stable Token, both transactions will contribute to your total tracked trading volume.

## 2.4. BOOST STATUS

The Boost Status interface provides a real-time overview of a user's total trading volume and its impact on in-game Traits.




Boost status interface


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Each Listed or Unlisted token contributes to specific Traits such as Health, Armor, Speed, or Luck, depending on its category. The panel displays:

- Total Trading Volume
- Current Boost Percentages for each Trait
- A detailed breakdown by token, including type, associated perk, and tracked volume

This allows players to clearly understand how their trading activity translates into in-game strength and progression.

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# 3. GAMING PLATFORM

## 3.1. GAMES ON MATTLE.FUN

The second core component of the Mattle.fun ecosystem is our gaming platform – a space dedicated to delivering accessible, fast-paced, and rewarding gameplay experiences. This platform is designed to be modular and scalable, supporting a variety of games that merge casual fun with trading and on-chain activities.

At launch, we introduce Mattle Run, a vampire-survival-style game where players face relentless enemy waves and fight to survive as long as possible. Unlike traditional games, Mattle Run draws power from the user's trading activity. The more you trade, the stronger your character becomes in-game.

Future titles will feature different genres and mechanics, but all will share one core principle:

> Your trading volume directly enhances your in-game traits

Whether it's higher HP, faster movement, tougher armor, or greater luck, players who reach higher trading volume thresholds gain a tangible edge in gameplay.

## 3.2. WHAT IS MATTLE RUN

Mattle Run is a fast-paced, bullet-dodging, XP-hoarding survival game where players must outlast relentless waves of enemies. With intuitive controls and progressively chaotic gameplay, Mattle Run is easy to pick up, hard to master, and dangerously addictive.

Your primary mission is simple: survive as long as possible.


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Mattle Run home screen

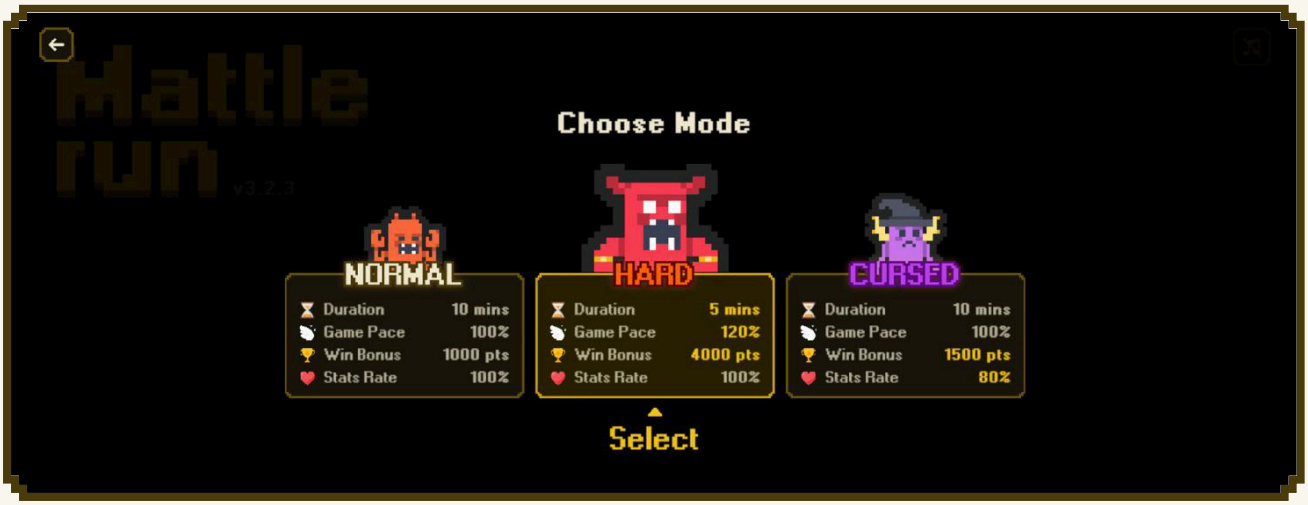
As the game progresses, enemies become stronger and spawn in greater numbers. Among them are two key threats:

- Mini Boss: appears in the middle of the game
- Final Boss: appears at the end of the game

If you defeat the Final Boss, you win the match. The longer you survive and the more monsters you defeat, the higher your performance score - and ultimately, the better your rank.

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## 3.3. GAME MODE




There are 3 game modes in Mattle Run


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Mattle Run offers three distinct game modes, each designed to suit different playstyles and reward strategies:

- Normal Mode: A balanced experience with standard pacing and duration.
- Hard Mode: A fast-paced mode with shorter duration but higher rewards.
- Cursed Mode: A challenging mode featuring lower base stats but greater endurance.

If you defeat the Final Boss, you win the match. The longer you survive and the more monsters you defeat, the higher your performance score - and ultimately, the better your rank.

## 3.4. GAME POINT SYSTEM

Although each game within the Mattle.fun platform will feature its own gameplay mechanics and objectives, every match will ultimately generate a unified metric: the **Game Point**.

This Game Point serves as the foundation for player ranking and reward eligibility, regardless of the game being played.

### Mattle Run Scoring Formula

In Mattle Run, your Game Point (P) is calculated using three core performance metrics:

- T: Survival time (in seconds)
- K: Total number of monsters killed
- D: Total damage dealt

If the player fails to defeat the Final Boss, their score is calculated as:

$$P_{loss} = \frac{T^2 + K \times 30 + D/2}{100}$$


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If the player wins the game (by defeating the Final Boss), they receive a 1000-point bonus:

$$P_{win} = \frac{T^2 + K \times 30 + D/2}{100} + 1000$$

Important Notes:

- The maximum possible value of T is 600 seconds (10 minutes).
- Survival time is the most heavily weighted factor due to the exponential term $T^2$.
- The maximum Game Point per match is 7000. Any value above this cap will be rounded down to 7000.

The above scoring formula applies specifically to Normal Mode.

> The Hard and Cursed modes follow a similar structure – using the same core metrics (T, K, D) and a win bonus – but may apply different scaling factors or duration adjustments to reflect each mode's unique difficulty and pace.

## Consistent Scoring Across Games

Each future game released on Mattle.fun will have its own point-calculation logic, tailored to its mechanics, but all scores will be converted into a standardized Game Point system. This ensures that performance across different games can be fairly compared and aggregated for rankings.

## Leaderboards & Rewards

Players have a limited pool of **unified Energy** each day.

Each game session consumes a specific amount of Energy, depending on the game mode and the character selected. This system naturally limits daily playtime and adds depth to decision-making, encouraging players to choose their battles wisely and make every run count.


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By performing well, players can:

- Climb the leaderboards through consistent, high-scoring gameplay
- Earn seasonal rewards based on total Game Points accumulated during the season

To maintain fairness and reward dedication across all skill levels, Mattle.fun distributes seasonal reward pools based on leaderboard standings, while also providing incentives for broader participation.

> Game Points not only determine leaderboard rankings and seasonal rewards, but also serve as the foundation for airdrop eligibility during special events – including the $MATTLE Token Generation Event, where players receive token allocations proportional to their all-time accumulated Game Points.

## 3.5. IN-GAME TRAITS

### Token-Trait Binding

There are four core traits on Mattle Run:

- Health: Increases maximum health
- Armor: Reduces incoming damage
- Speed: Increases movement speed
- Luck: Enhances item drop rates and critical effects

Trading volume is translated into in-game strength through token-linked Traits.

Each token position contributes to one specific trait based on its category:

- Listed Tokens are individually bound to one of the four traits: Health, Armor, Speed, or Luck.
- Unlisted Tokens are grouped together and contribute collectively to Armor only.
- Stable and Hidden Tokens do not generate any trait boosts.


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## Boosting Workflow

The Boosting System in Mattle.fun is designed to translate a player's on-chain trading activity directly into in-game strength.

The process follows a clear progression:

- Trade Tokens: Every eligible trade contributes to your tracked trading volume.
- Count Volume: The system aggregates your total trading volume across all supported token pairs.
- Unlock Boost Levels: As your cumulative volume surpasses specific thresholds, you advance to higher Boost Levels.
- Gain Trait Power: Each Boost Level grants a corresponding percentage increase to the Traits linked with your traded tokens.

> **Note:**
> Volume thresholds for each Boost Level are dynamic and may be adjusted periodically based on overall trading activity across the platform. As the ecosystem grows and user trading volume increases, these thresholds will scale accordingly to maintain fairness, competitiveness, and long-term balance within the game economy.

Current thresholds can be checked directly on the Trading page at any time.





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# 4. TOKENOMICS & ROADMAP

The **$MATTLE** token is the backbone of the Mattle.fun ecosystem, supporting gameplay, rewards, governance, and long-term platform growth.

Token metrics:

- Name: Mattle.fun
- Ticker: $MATTLE
- Total Supply: 50,000,000
- Blockchain: Solana

This section outlines its utility, allocation, and vesting structure.

## 4.1. TOKEN UTILITY

The $MATTLE token holds critical utility across both the gaming and trading platforms, ensuring it remains in active demand throughout the ecosystem.

### In-Game Utility

- In-Game Purchases: Used to purchase Energy Boost, Points Multiplier, and other premium assets that enhance gameplay.
- Trait Boosting: Spend $MATTLE to temporarily boost specific traits before a game, offering strategic advantages.
- Seasonal Access & Event Entry: Certain special modes, seasonal events, or exclusive campaigns may require $MATTLE for entry or participation.
- Character Upgrades: Unlock exclusive skins, effects, and characters using $MATTLE.
- Premium Game Modes & Tournaments: Access special game modes with higher difficulty and larger rewards by paying $MATTLE entry fees.


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## Ecosystem Utility

- Trading Fee Reduction: Users can hold or stake $MATTLE to enjoy reduced trading fees on the platform, rewarding loyal participants and active traders.
- Listing & Advertising: Partner projects seeking to list their tokens on Mattle.fun or promote exclusive characters and banner ads are required to pay a listing fee in $MATTLE.
- Deflationary Mechanism: A portion of $MATTLE revenue generated from in-game purchases, trading fees, and listing or advertising fees may be burned to reduce supply and support long-term token value.
- Leaderboard Reward Pooling: $MATTLE is used to fund weekly and monthly rewards distributed to top-ranked players.
- Staking & Passive Rewards: Stake $MATTLE to earn passive rewards and unlock gameplay enhancements.
- Governance: Token holders may participate in governance decisions, including new features, partnerships, and reward systems.

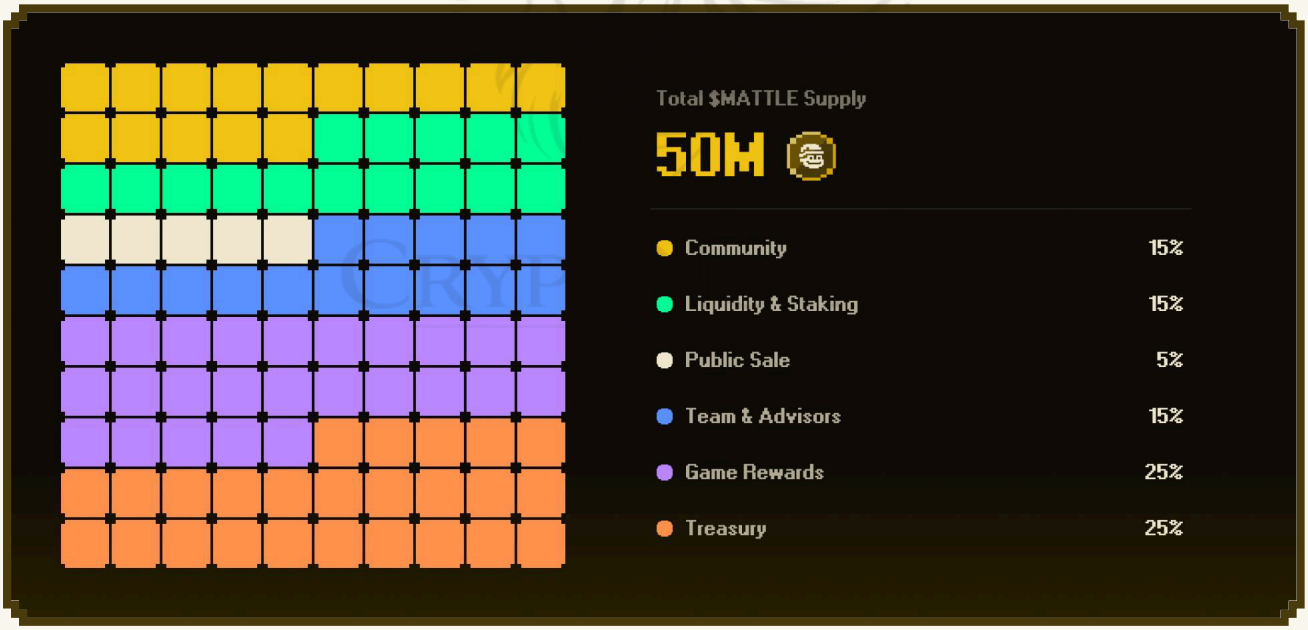
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## 4.2. TOKEN ALLOCATION

The total supply of $MATTLE is distributed across various stakeholders and functions to maintain a healthy balance between incentives, development, and community ownership.

- Community (Initial airdrops for players, early supporters, and marketing initiatives): 15% Supply
- Liquidity & Staking (Liquidity for DEXs/CEXs and incentives for staking and liquidity provision): 15% Supply
- Public Sale (Public Sale hosted directly on our platform): 5% Supply
- Team & Advisors (Compensation for core contributors and strategic advisors): 15% Supply
- Game Rewards (Incentives for gameplay and leaderboard performance following the TGE): 25% Supply
- Treasury (Ecosystem expansion, strategic partnerships, grants, and reserves): 25% Supply




Token Allocation


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## 4.3. TOKEN VESTING

To ensure sustainable and responsible token distribution, $MATTLE will follow a structured vesting schedule:

- Community: 30% TGE unlock, then linear vesting over 2 months
- Liquidity & Staking: 40% TGE for DEx, 30% reserved for CEx, 30% distributed over 24 months as incentives based on participation and demand
- Public Sale: 100% TGE unlock
- Team & Advisors: 0% TGE unlock, 6-month cliff, then linear vesting over 18 months
- Game Rewards: 0% TGE unlock, then released progressively based on game activity and ecosystem growth following TGE
- Treasury: 0% TGE unlock, locked for 6 months, then gradual release for strategic use




Token Vesting


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## 4.4. PROJECT ROADMAP

### Phase 1 – Build the Foundation

Establish the core systems and infrastructure that define the Mattle.fun experience:

- Launch Core Game: Deploy the first version of Mattle Run, the flagship survival game
- Trading Core: Integrate the on-chain trading engine, enabling seamless swaps and volume tracking
- Boosting System: Introduce the Trade-to-Boost mechanic that links trading volume to in-game power
- Community Growth: Foster an active and engaged community through targeted campaigns and early-access programs.

### Phase 2 – Power the Economy

Strengthen the ecosystem through deeper integrations and economic expansion:

- Partner Integration: Expand partnerships with key Solana projects for token listings and co-marketing
- Mobile Apps: Launch mobile versions to enhance accessibility across platforms
- Go-to-Market Strategy: Execute coordinated marketing efforts to drive user acquisition and retention
- $MATTLE Token Launch: Introduce the native token to power gameplay, rewards, and ecosystem utilities

### Phase 3 – Fully On-Chain Gaming

Transition the Mattle.fun ecosystem toward full on-chain functionality and interoperability:

- PvP Modes & User Profile: Launch competitive modes and persistent user profiles for advanced features

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- On-Chain Rewards & Farming: Enable reward distribution and farming directly on-chain
- NFT-Powered Upgrades: Introduce NFTs as upgradeable assets, enhancing gameplay and player progression
- Fully On-Chain Gameplay: Migrate game logic and progression to a fully on-chain environment

### Phase 4 – Gaming DEX Hub

Evolve into a decentralized hub connecting trading and gaming within the Solana ecosystem:

- Solana DEX Launch: Deploy a native DEX optimized for Mattle.fun users, offering low-fee trading and seamless integration with in-game assets
- Perpetual DEX Launch: Enhance trading capabilities by introducing perpetual contracts
- AI-Powered Aggregator: Launch the first AI-driven aggregator to optimize trade routing, liquidity sourcing, and overall user experience
- Leading Gaming Hub: Introduce the GameFi Launchpad and position Mattle.fun as the premier hub for GameFi projects and trading on Solana

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