

**Problem:** No on-chain infrastructure is good enough for real gaming

**Problem:** No way to monetize existing computing power when computers are idle

**Problem:** New computing hardware is in shortage

### Analysis of public company documents mentioning "Chip Shortage"

#### Document Trend

32,630

TOTAL DOCUMENTS

185.45% +

% CHG

#### LEGEND

Transcripts

Company Docs

Research

News

#### # OF DOCUMENTS

863

1,395

26,207

4,165

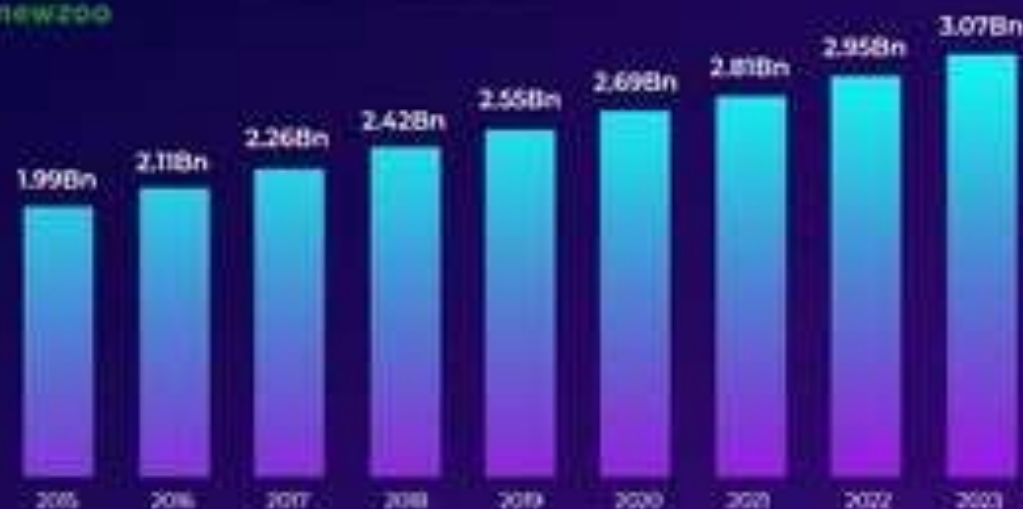


# Gamer GPUs are the most untapped segment of computing power:

## 1.6B PC and 2.5B Mobile Gamers



### 2015-2023 Global Players Forecast Toward 2023



Total Players CAGR  
2015-2023  
**+5.6%**



PC Players in 2020  
**1.6Bn**



Mobile Players in 2020  
**2.5Bn**



Console Players in 2020  
**0.8Bn**

## Why PC Gamers?

"Every gamer has a supercomputer in their PC"

- Jensen Huang

President & CEO of Nvidia

"GPUs are optimized for taking huge of data and performing the same operation over and over very quickly, which makes them perfect for data processing."





# OUR VISION: Merging the worlds of decentralized computation, gaming and blockchain to scale compute while you have a blast



## Cloud computing economy for the future of computation



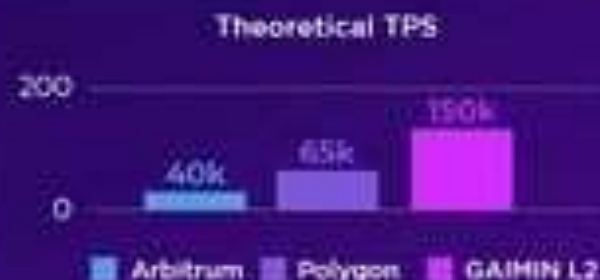
CPU "renting" is our first product and already live

## The worlds biggest source of online decentralized GPUs



300,000+ GPUs within our network, the most out of ANY GPU "renting" platform

## The fastest L2 blockchain built for web3 gaming



Built on BNB Chain, with blazing L2 speeds of 150k+ TPS

## \$GMRX: A token for our fully built computing and gaming platform



Fully-built, plug-and-play cloud computing, games distribution and gamer experiences platform

## GAIMIN Gladiators, one of the best Esports organizations worldwide



Most hours watched at TI DOTA 2 2023 of any organization, creating an unparalleled user funnel

## \$GMRX buybacks based on revenue from "renting" your compute



\*Estimated buybacks based on 100,000,000 \$GMRX

Estimated token buybacks based on user adoption and revenue



# **We have partnered with BNB Chain and Movement Labs to create a game-ready L2 with 150K+ TPS**

## **opBNB stack + Movement → 150K+ TPS**

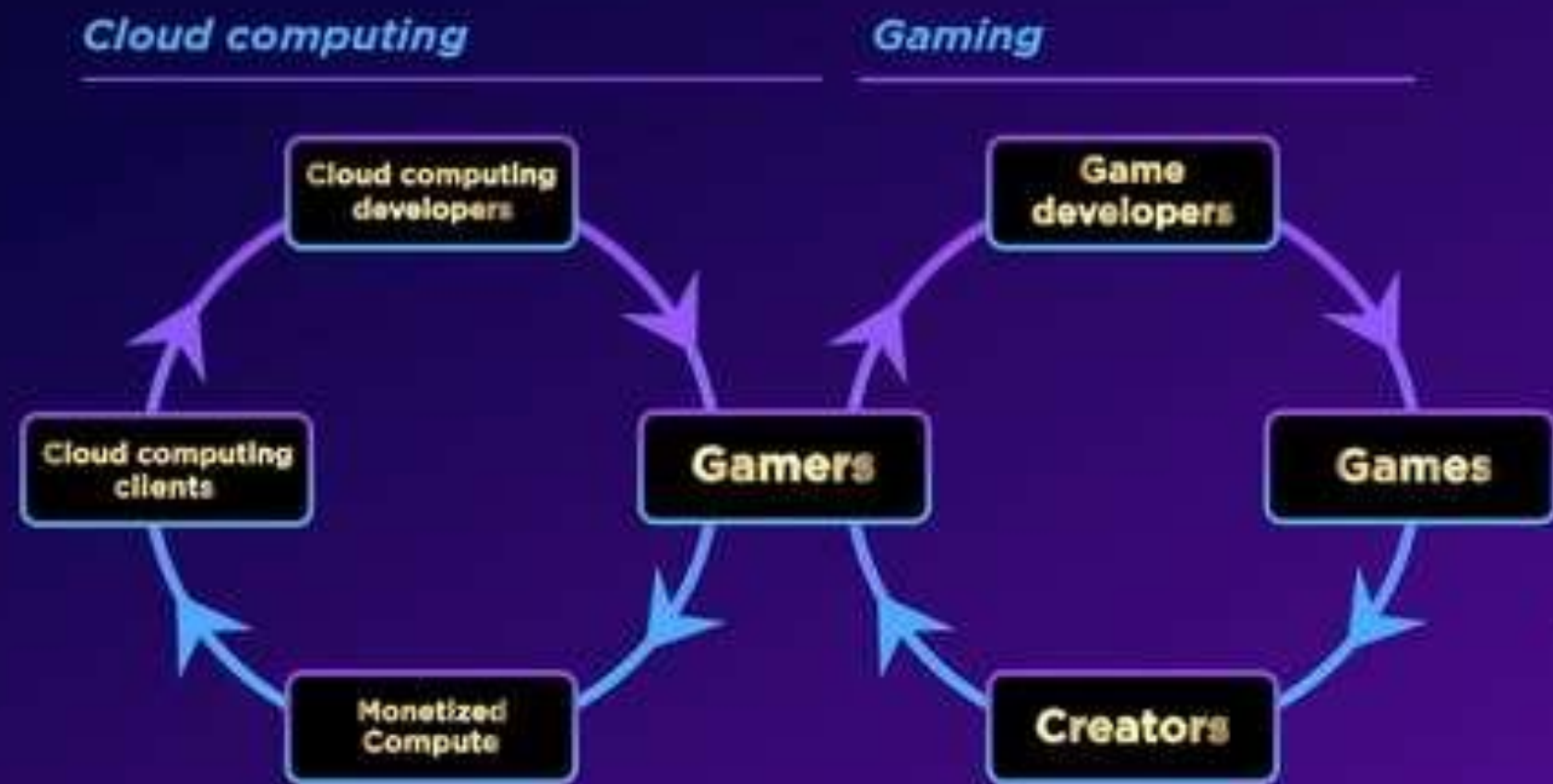
GAIMIN + BNB + Movement facilitate crucial speed and security requirements necessary for mass adoption of gamers.

1. opBNB's Optimism bedrock pushes throughput beyond 4K TPS, with the potential for +100M gas per second.
2. Movement Labs, an EVM ZK with integrated Celestia and key SDKs, scales TPS to 100K+.
3. Unused computing power will go towards the blockchain, scaling to +150K+ TPS in the immediate future.

## **Integrated gaming features**

- Native Account Abstraction
- Pre-confirmation validates TXs in-game to bypass L1 finality;
- Session keys to facilitate flexible TX signing; Fully gasless TX capability.
- Passkey-based wallets for easy Web2 gamer onboarding
- Users are the nodes, increasing speed and decentralisation

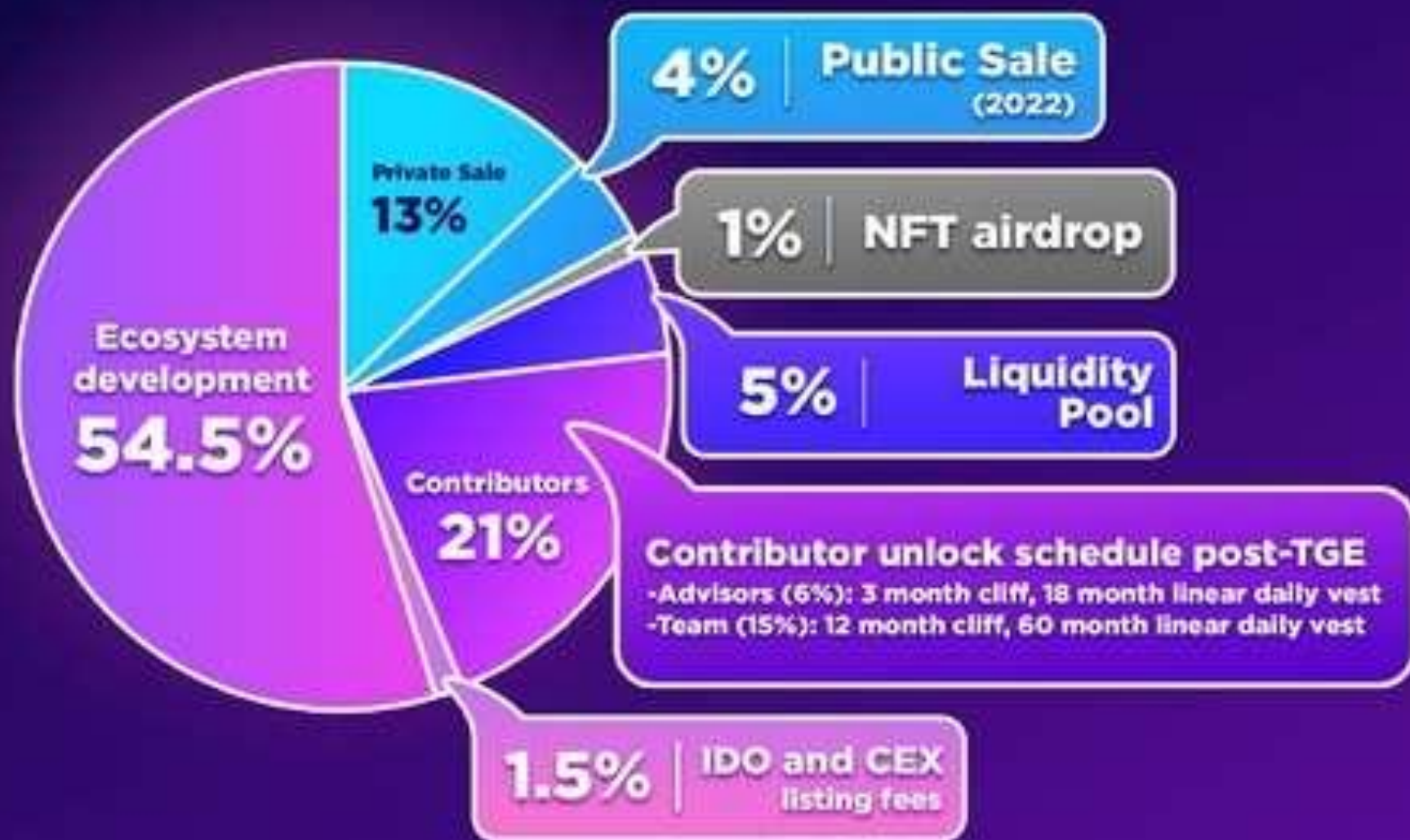
# **GAMIN's platform generates a user acquisition and developer ecosystem flywheel, with gamers front and center**





Description	(GMRX)	Decentralized Computation		Gaming Platform		
		Render Network (RNDR)	Akash Network (AKT)	STEAM	PORTAL <sup>2</sup>	elixir
Circulating Market Cap	TBA	\$4.5 Bn	\$1.1 Bn	N/A	\$0.43 Bn	N/A
Fully Diluted Market Cap	TBA	\$6.3 Bn	\$2.2 Bn	N/A	\$2.6 Bn	N/A
GPU Network MAU	56,052	1,140	109	N/A	N/A	N/A
Rendering software	✓	✓	✓	✗	✗	✗
Powering blockchains as default	✓	✗	✗	✗	✗	✗
Ease of use / Plug-and-play	✓	✗	✗	✓	✓	✓
Game launcher and games platform	✓	✗	✗	✓	✓	✓
Mass market positioning for 3b+ gamers <sup>1</sup>	✓	✗	✗	✓	✓	✗
Integrated marketplace	✓	✗	✗	✓	✓	✗
Gaming token and NFT launchpad	✓	✗	✗	✗	✓	✗
Fan token utility	✓	✗	✗	✗	✗	✗
Watch and earn streaming	✓	✗	✗	✗	✗	✗
Token staking	✓	✗	✓	✗	✓	✗
Token buybacks and burns	✓	✓	✗	✗	✗	✗
Referral system	✓	✗	✗	✗	✗	✗
Native blockchain	✓	✗	✓	✗	✗	✗
Native account abstraction	✓	✗	✗	✗	✓	✗
Governance token	✗	✓	✓	✗	✓	✗
SocialFi	✗	✗	✗	✗	✓	✗

# \$GMRX token distribution





# Simplified \$GMRX tokenomics



## General flow

1. User acquisition e.g., via Esports
2. Rent compute to GAIMIN users rewarded with \$GMRX
3. Sell compute for fiat/crypto or power blockchains
4. Games and esports activities are integrated onto the platform; GAIMIN paid in fiat/crypto
5. GAIMIN acts as game launchpad in exchange for gaming tokens on TGE or fiat
6. Users spend \$GMRX for fan token and gaming utilities (outlined below)
7. Users time-lock stake \$GMRX for \$GMRX from buyback pool and other rewards e.g., NFTs/skins
8. User becomes GAIMIN L2 validator and earns \$GMRX validator rewards
9. Blockchain users utilize network spending \$GMRX tokens for network fees
10. Significant portion of revenue for \$GMRX buybacks, used for burns, staking rewards or ecosystem pool

## 6. Token utilities deep dive (and related \$GMRX flow)

- Live streams and other events (+donations/tips to GAIMIN)
- GAIMIN-exclusive NFTs with composability (primary \$GMRX cost and secondary royalties)
- Gaming experiences and content (primary \$GMRX cost)
- VIP subscription: Exclusive content, experiences and rewards (\$25/quarter in \$GMRX)
- Tournaments with \$GMRX prize pools (entry fees)