



Gauntlet Whitepaper V4.0



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Introduction

Gauntlet is a cryptocurrency and gaming based project which aims to change how gaming is done in the industry and beyond. Gauntlet will provide popular and unique gaming products/services for gaming and cryptocurrency enthusiasts along with many more client functionalities and features. The platform endeavours to be one of the first ever cryptocurrency platforms to launch a fully integrated cryptocurrency gaming and educational rewards system ... Connect, Engage, Reward!

Are you aware that the future of the gaming industry rests securely in cryptocurrencies? One of the most exciting elements of the cryptocurrency, gaming and educational niches is that they are booming right now and are expected to exponentially grow into the future.

The entire gaming market is expected to be worth over \$200 billion US dollars by 2023. In 2015 there were almost 2 billion video gamers globally, this is expected to rise to over 3 billion gamers by 2023. It is estimated that over 56% of active PC gamers are millennial's aged between 23 to 38 and 51% of gamers are Gen x aged between 39 and 50 years of age worldwide. This year, the console gaming market will see an additional \$4 billion dollar increase in digital gaming purchases from last year and it is estimated to go over that in 2022.

[GAUCient.com](https://gaucient.com) will be the first all-in-one gaming client platform to reward its users using the paid-to-play model.

Connect, Engage, Reward!



Who Are Gauntlet?

We are a group of passionate, dedicated, and like-minded individuals overcoming real-life borders, cultures and distances who are focused on delivering engaging technologies that positively impact the lives of people across the globe. We want to make a positive impact in the lives of users from the very moment they receive our products, whether it's downloading our software or listening to a podcast or participating in one of our micro-gaming courses.

The modern digital era is overflowing with virtual worlds, new sources of knowledge, innovations and challenges that once conquered, can only result in making our lives more connected and healthier. Gauntlet wants to rise up to meet these challenges and introduce a platform where people can get rewarded for their efforts in creative engagement as we learn to do things in a new and exciting way. We believe we can allow gamers, cryptocurrency enthusiasts and project supporters to explore our products in ways that can make significant positive changes in their lives.

From gaming to education, business to health, Gauntlet was made by people like you for you! Assets We believe that our IP (Intellectual Property), team-driven attitude, mission and brand position are our primary assets. This is what our value is based upon. User data is also important to us to drive our product range in delivering a high quality customer journey process.

One of course core beliefs is behind every gamer is a real life waiting to thrive! There is more to a person than just a screen-name, there is a family, a hope and a dream and a willingness to fulfil their true potential. We want to capitalise on this!



What is Gauntlet?

Gauntlet is a new gaming project being developed by the tech newcomer, Silver Titan Limited. According to the company, it's the gaming client everybody's been waiting for! Players will be able to purchase games, accessories and other store items, access streaming services and participate in ESport events. In addition, users can integrate their existing desktop games into the client and enable them eligible for cryptocurrency rewards for game-time played.

Users can also donate GAU to their favourite friends or steamers or anybody that has the Gauntlet client downloaded. Gamers can also enjoy unlimited audiences and even create their own ESport events amongst their friends or communities and interact with everybody in more ways than just text chat. The future is bright also with our micro-gaming educational portal and other technologies planned for Gauntlet. Why can't you have everything? Nobody should be left out!

We are about to change the way gaming is done forever because we will be addressing far more than gaming. We are not only interested in your playing skills and time spent on our client, we also want to help you thrive through recognition awards and educational opportunities all planned in our Gauntlet Academy.



Connect, Engage, Reward!

Behind every gamer is a person waiting to thrive!

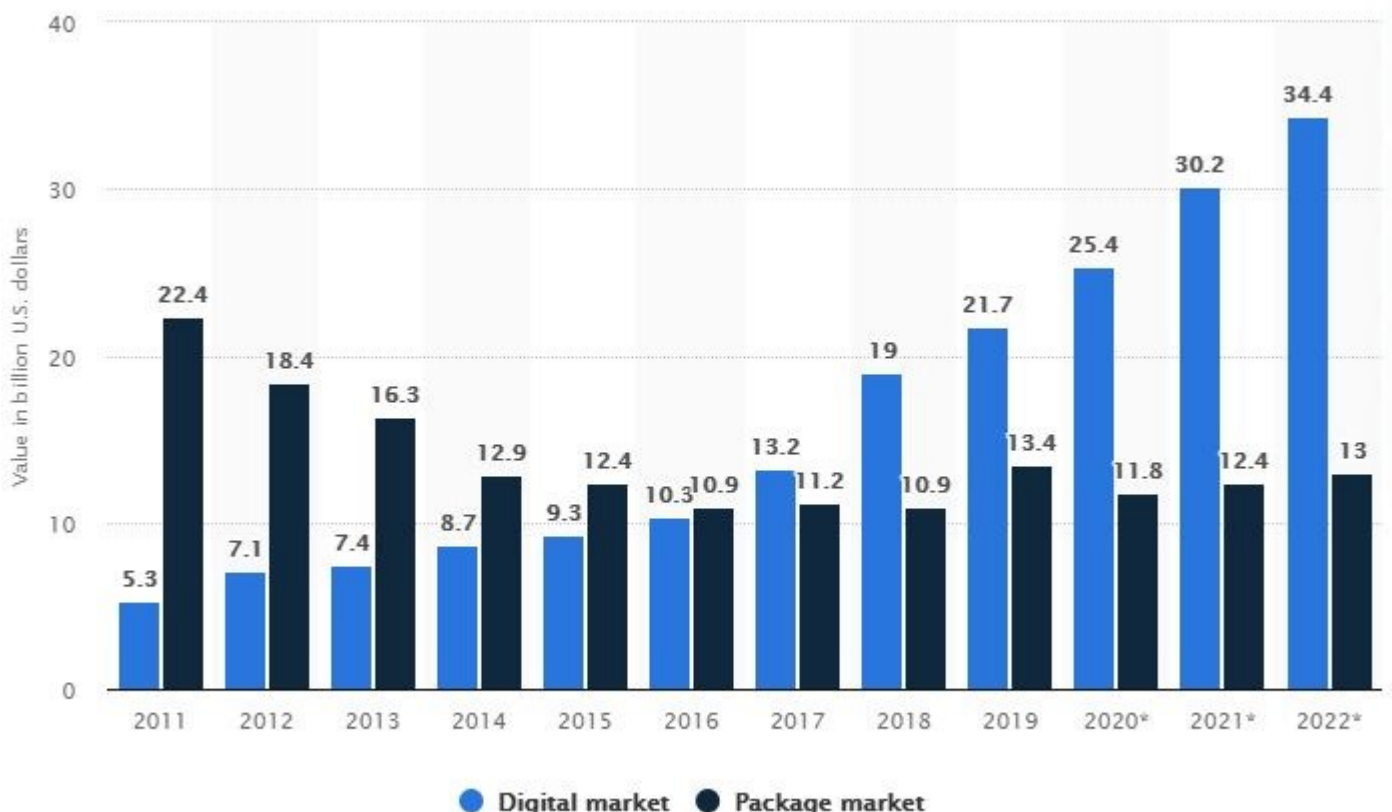


The Gaming Landscape

The entire gaming market is expected to be worth over \$200 billion US dollars by 2023. In 2015 there were almost 2 billion video gamers globally, this is expected to rise to over 3 billion gamers by 2023. It is estimated that over 56% of active PC gamers are millennials aged between 23 to 38 and 51% of gamers are Gen X aged between 39 and 50 years of age worldwide.

This year, 2021 the console gaming market alone will see a further \$4 billion dollars increase in digital gaming purchases from last year and it is estimated to go over that in 2022. (Source: Statista.com)

Console gaming content market value worldwide from 2011 to 2022, by distribution type (in billion U.S. dollars)

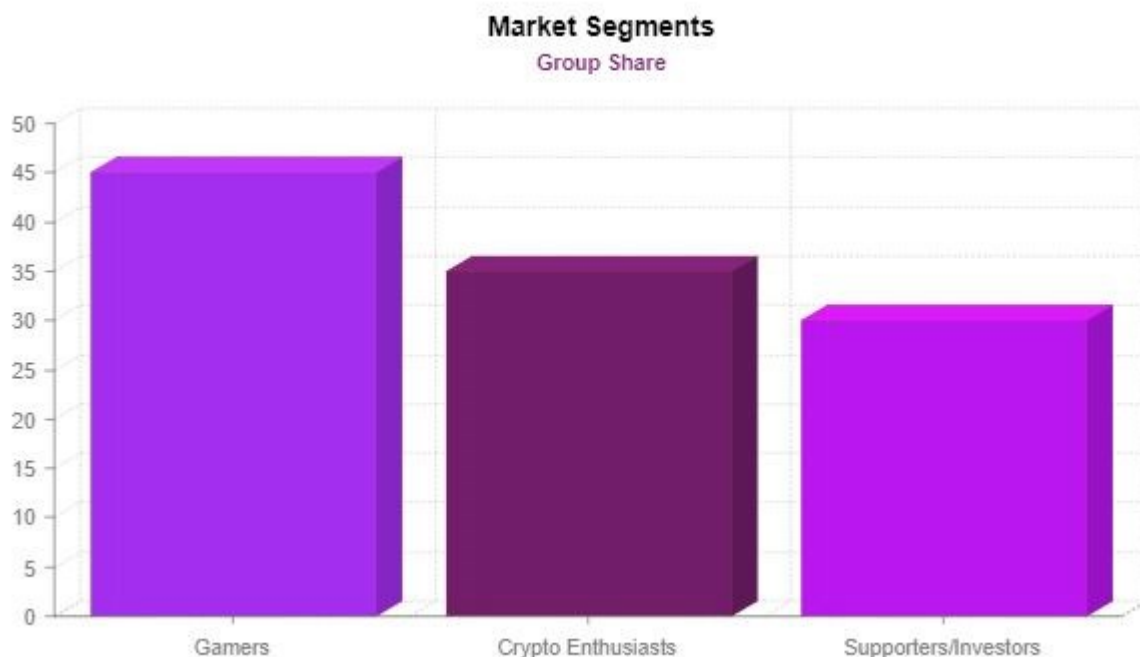




Market Segments

We've identified three main segments that are highly likely to engage with Gauntlet and they are as follows: Gamers, Crypto Enthusiasts and Project Supporters. These segments might blend into each other in the real world, and create a crypto enthusiastic gamer for example, but we plan to start with looking at these segments separately as they target different areas of the Gauntlet ecosystem. Each will be drawn to the GAU Client for different reasons and this will be our focus.

We cannot tell what percentage of each will join our community however it would be logical to assume that most of them will be gamers and cryptocurrency advocates. We expect these groups to emerge from all over the world however specific countries may be attracted to at first before the rest of the continents begin to join and this will depend on specific sets of demographics such as; age, income, available technology and awareness.

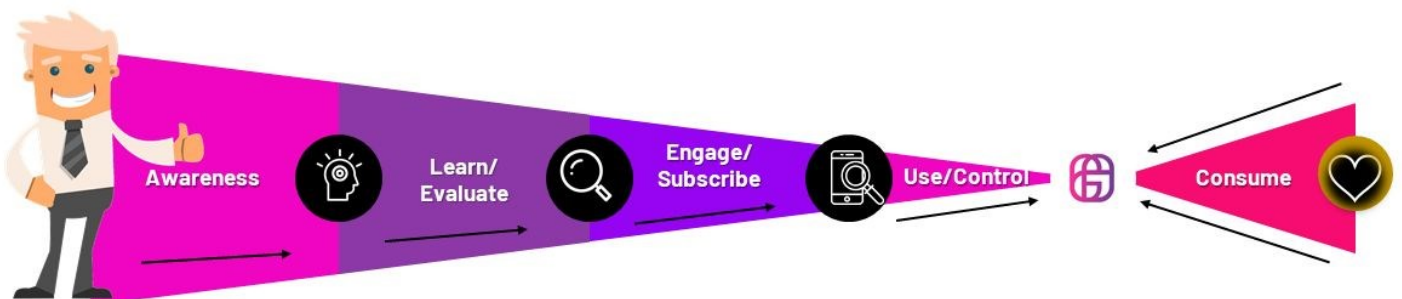




Customer Journey

The entire process for GAU users needs to be direct and engaging at the same time. In order for a user to try out our software, they first must become aware of our presence in the marketplace. We've already outlined a strategy under our internal brand approach that will cater for this. Once a user becomes aware of what we are doing, they will be led to the site if not initially then shortly afterwards. As previously discussed many factors will contribute to this decision.

It is here where the user will examine our front end presentation, documents (Whitepaper etc.) and dialogue whether or not it may be something that interests them. If they decide to download the client and give personal information, this is the point where they engage. There will be many ways to engage in our client as there are many things proposed activities to do.



The users will then use our client for whatever reason, whether it is to integrate their existing games into the client, play and get rewards, Stream, participate in ESport events or simply learn a topic that interests him or her in our micro-gaming educational portal. The customer journey is one that will be very much dynamic in nature and won't necessarily follow the above flow. Some users will join immediately and start engaging with the client whereas others will wait to see how the feedback is before committing. If users like the client, word will spread to other gaming community and this is our goal.

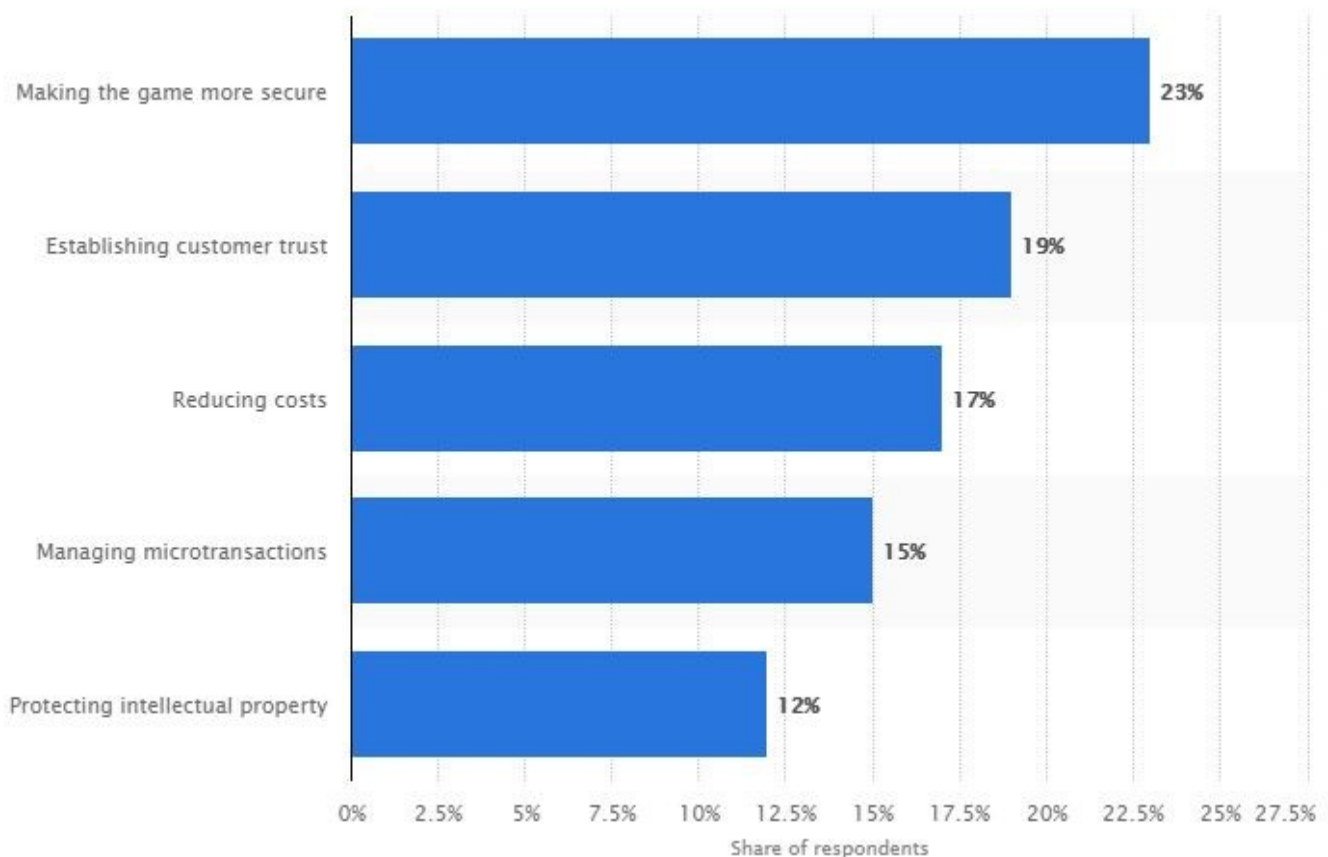


Gaming & Cryptocurrency

As of 2021, there are over 6,000 crypto tokens - a huge increase from just a handful of digital tokens in 2013. It is believed that the top 20 cryptocurrencies make up nearly 90 percent of the total market, Binance, Bitcoin, Ethereum and Tether being major players in that!

Revenue in the gaming industry is increasingly reaching into billions of U.S. dollars worldwide every year and is forecasted to grow certainly even further in the coming years. A significant part of this growth is largely influenced on the success of blockchain technology. With the onset of 5G and transformation in workplace environments, blockchain technology will continue to enhance the gaming industry.

Impact of blockchain on the gaming industry according to gaming executives worldwide as of May 2019 (Source: Statista.com)





Future of Game Rewards

Reward systems are an important characteristic of games, serving as motivational components to positively encourage player's progress and enjoyment. Gauntlet aims to provide optimistic player experiences through multiple reward types including cryptocurrency, game passes, gift cards and vouchers to name a few. These rewards will be integrated into the gaming client for users to engage with, which will allow players to receive direct game rewards but also attached client rewards through, game play, stream play, ESport participation and P2P donations along with educational micro-gaming courses.

The future of gamer rewards can be pretty much summed up in four words; achievement, connectivity, fun and tradable rewards while providing a level of high engagement throughout each process.





What Gamers Want

All gamers want a high level of satisfaction when using clients to play their games and achieve a high level of engagement. They want:

- ⇒ Access to **high quality** content as well as early content access. Minimum pay to unlock features coupled with free to play (FTP) or freemium games.
- ⇒ Players also want a client that is **easy-to-use** and doesn't require too much hard work to find new games or the most popular ones without sifting through heavy company advertising. Gamers want easily defined categories, proper rating systems and accessible gaming gems all contribute to a great gaming repository.
- ⇒ A **high volume** of largely AAA-rated games at their disposal. Some, however, enjoy the mix of highly-rated, often high quality expensive games and cheap indie games.
- ⇒ The right mix of **rewards** can make a significant difference when selecting a gaming client. Clients that allow you take advantage of in-client virtual currency, sales and exclusive pre-orders. Gamers want to get paid for their game-time as this is the future of gaming technology and innovation.
- ⇒ Great **customer service** is probably the final 'want' gamers seek. Great service can mean everything when choosing a client and developing a loyalty relationship with them. Efficient customer service extends to more than solving gaming issues, money-back guarantees are very important to the curious gamer looking to jump from genre to genre or to return a bugged early access game.

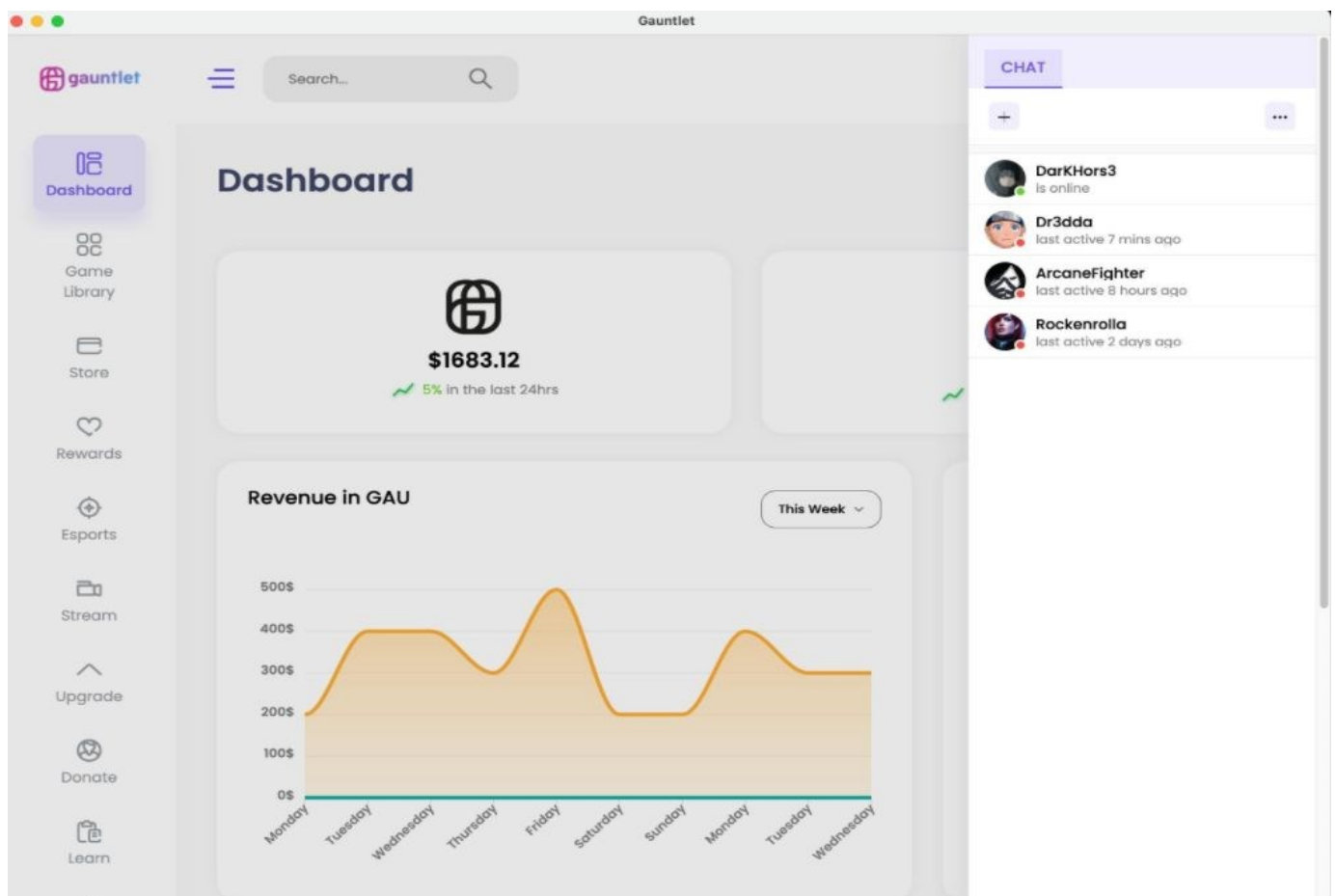
Source: <https://www.makeuseof.com>



The GAU Client

 Dashboard

The Dashboard is what every user will see when they first open or load their client. It's essentially a snapshot of the players financials with rich data filter options, progress charts, holdings, top players , games and more.

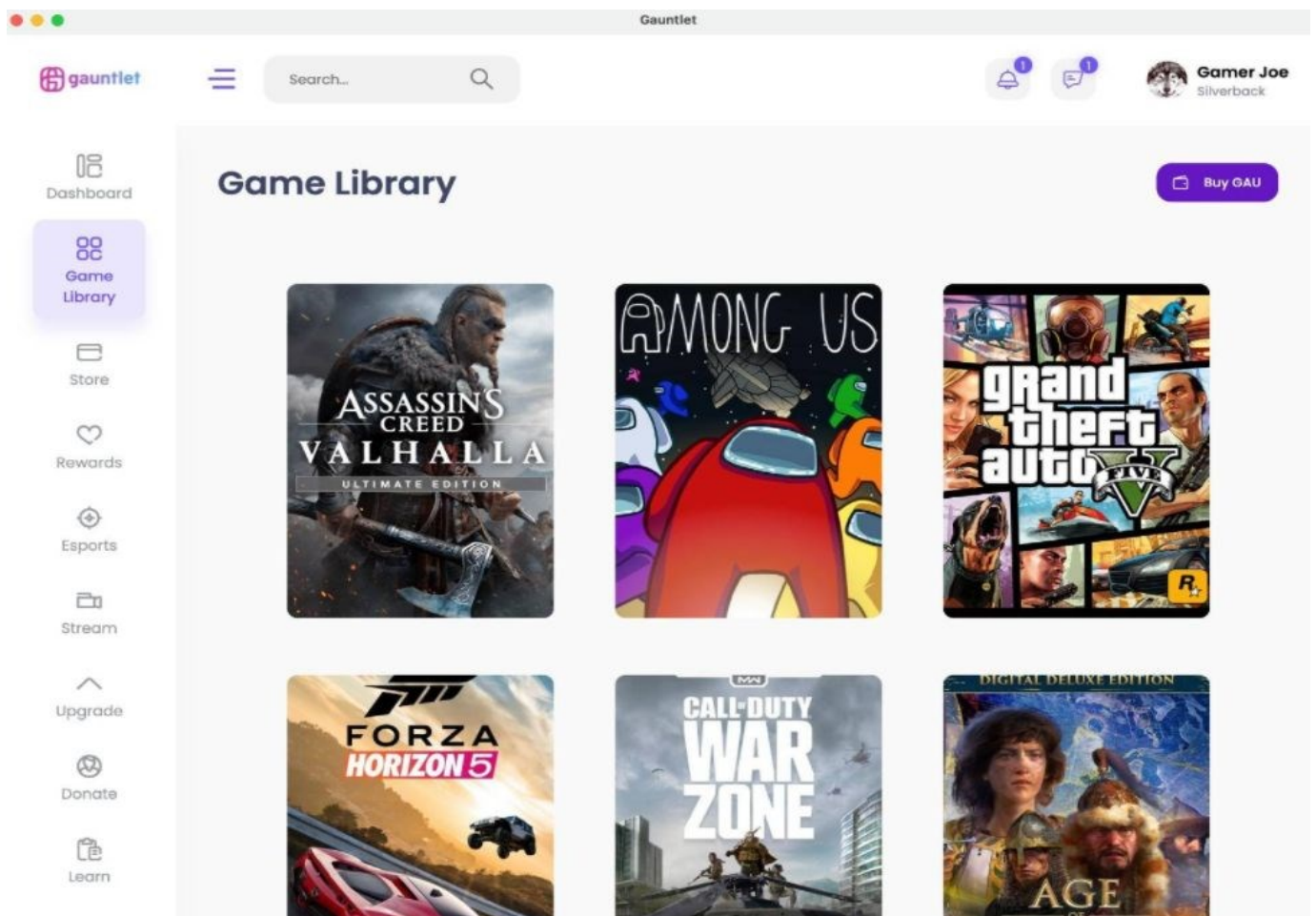




The GAU Client

Game Library

The library will contain all the games that users purchase and will be listed in order of favourites and preferential play. Existing games that were integrated from your desktop will also be here. These games will be added to the rewards algorithm so you can earn rewards on them too. We will be adding more features to this page after prototype completion.





The GAU Client

 Store

From best sellers to new releases, pre-orders, high and low cost games in different genres to gaming gift cards, subscriptions, software and much more, Gauntlet will offer access to thousands of products for users to choose from. All purchases will be made with either BTC or GAU however we will offer purchase discounts when buying with GAU. This will be announced closer to our client launch.

 Rewards

Gauntlets unique crypto rewards centre has all the information you will need to gauge your progress from game type, earnings to date, play time and time left until your next reward. You'll always know where you are with each game at any given time.

GAU rewards will be based upon game-time, currency value and other parameters. We will integrate our GAU wallet into the rewards tab of the client and will be showcased in our up and coming prototype. Other types of rewards will include; free games, subscriptions, gift cards and more.



The GAU Client

Messages

Why go to other chat platforms when you when you can chat to your friends in the GAU Client. Select your custom avatar, accept donations, add unlimited friends, create group chats, send files, images and voice messages. These additional features will show in the working beta release.

Esports

Players can view existing events that are happening or future based scheduled events and can even participate! Create your own event for fun with your own friends and offer GAU as rewards! If you are 100% serious about Esports, we will have a host of design options, parameters and elements users can use to drill down and create customised professional events, which can be shared on social media using our social sharing features which will be coming soon. Additional features will be added in the working beta release.



The GAU Client

 Stream

Want to build a following? Start streaming and showcase your skills to an unlimited global audience, accept GAU donations and engage with your viewers via chat box with our streaming features. Those wishing to stream will also get rewarded for their stream time and can allow their audience to interact with them via text, and invitation only voice chats. Revenue sharing will also be available to streamers at some point in 2022 onwards. Don't want to stream? No problem, choose from a host of streamers across the GAU network and select the one for you to watch and support. Our working beta release will showcase these additional features.

 Upgrade

Every new user to the Gauntlet gaming client will begin at the free level where they will be able to enjoy all the benefits and earn crypto rewards for game-time and stream-time. Alternatively players can, if they wish, upgrade to the Silverback package and get additional value via exclusive offers, releases and priority support along with a host of other perks than the basic package offers. The cost of the upgrade has not yet been established however users will be able to upgrade using their GAU rewards.



The GAU Client



Donate

Users can both accept and donate GAU p2p. Simply just select the amount and put in the username of the recipient and proceed to click the donate button. It couldn't get more easier than that. Our working beta version will have more additional donate integration features into other client tabs in our prototype to prevent tab hopping. We may in the future also look at other token types to include in later client versions.



Learn

Our learning portal is a very exciting addition to our client offering. Users will be able to select from a range of courses delivered through a micro-gaming format to increase engagement and completion success rates. These courses will begin as stand alone courses but we plan to make them progressive so that users can start at a very basic level and work their way up to more advanced content.

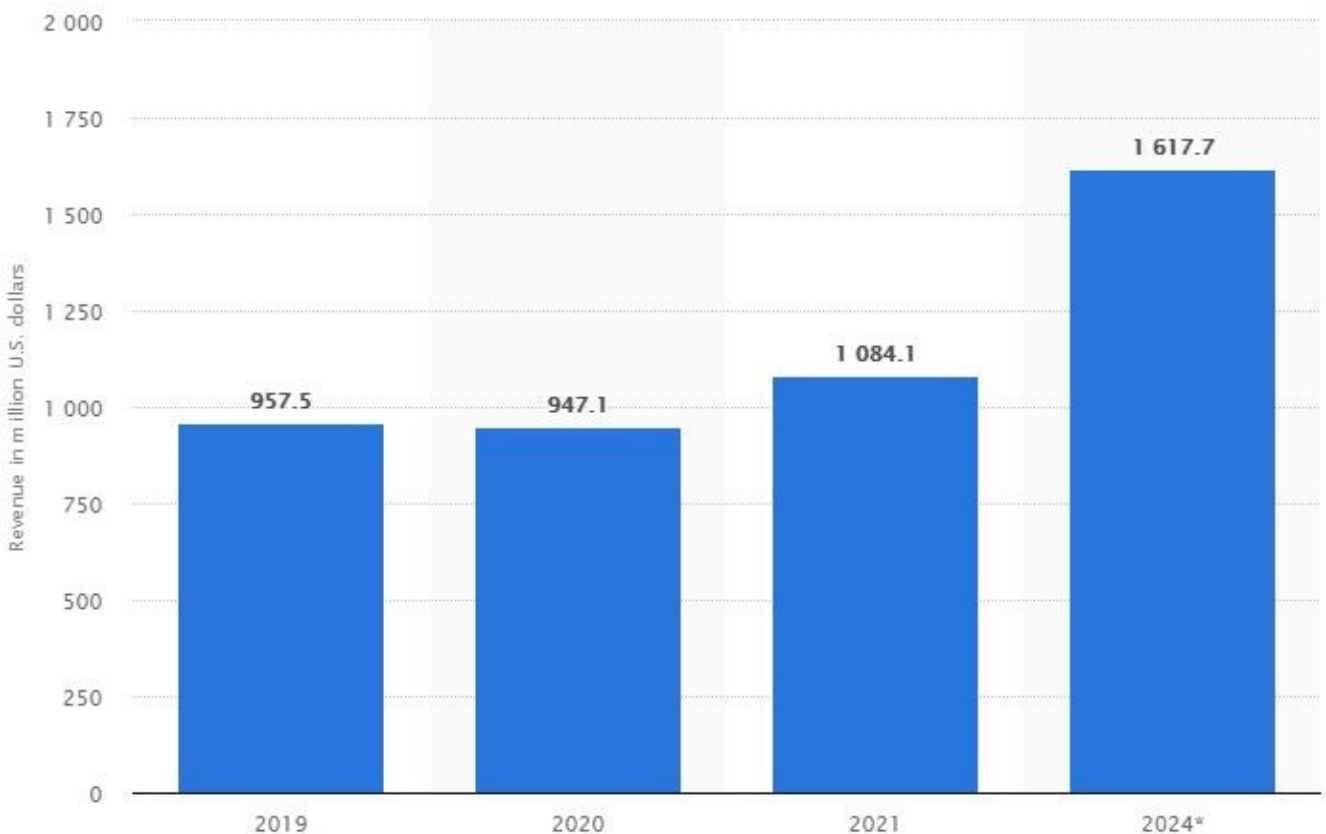
The courses will be based solely on technology and innovation and that will include cryptocurrency, artificial intelligence, augmented reality, gaming advancements, future technologies and business intelligence. Our plan is to launch our own Gauntlet educational academy in partnership with other global course providers.



ESport Snapshot

In 2021, the global eSports market was valued at just over 1.08 billion U.S. dollars. According to the source's estimates, the global eSports market revenue will reach almost 1.62 billion U.S. dollars in 2024, suggesting that the industry is expected to grow rapidly in the coming years.

The majority of these revenue streams come from sponsorships and advertising, and the rest from media rights, publisher fees, related merchandise, tickets and streaming. Gauntlet will meet eagerly this demand by integrating its very own client ESport features which will open up a host of other opportunities for GAU.



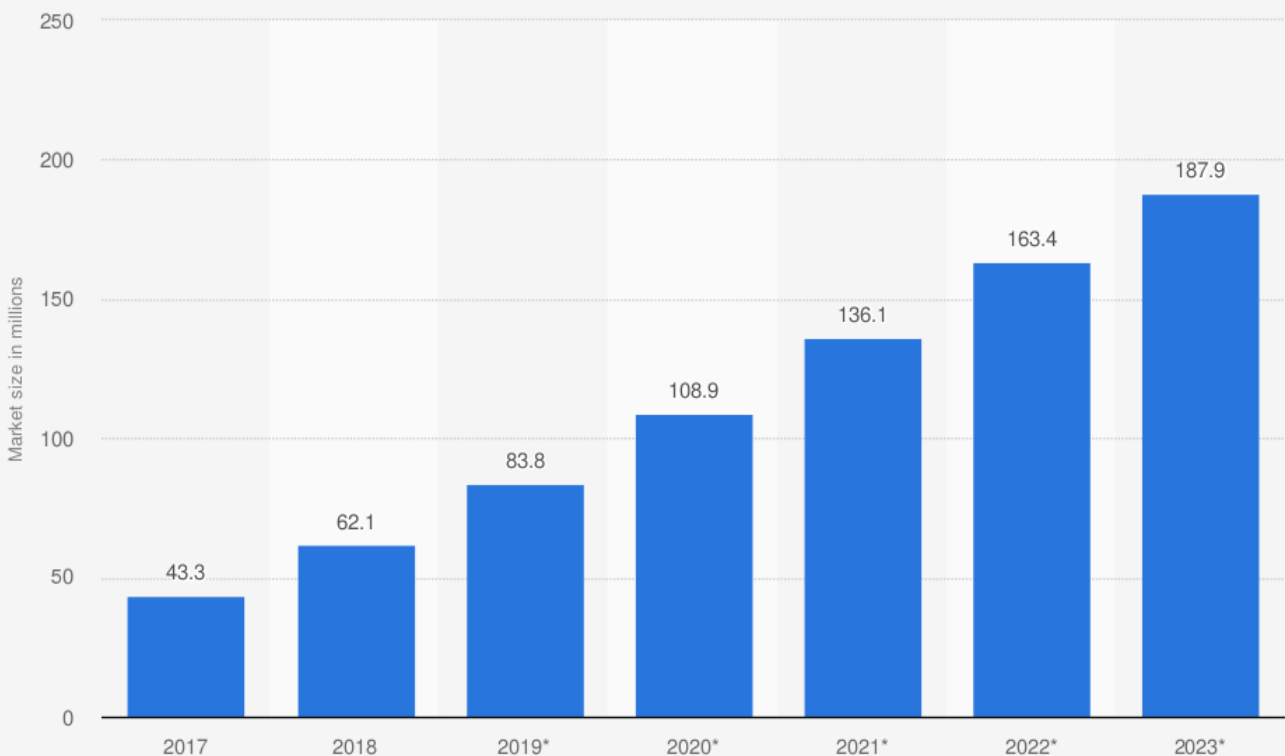


Streaming Snapshot

In the first quarter of 2021, a total of 8.8 billion hours of video game live streams were watched across the world, up from merely 3.6 billion hours two years previously. We can see from the graph below that Twitch, a top signature games streaming service has experienced tremendous growth since 2017 and it's only going to get better.

Gauntlet wants to capture a slice of this market by integrating it's own streaming service and allowing gamers to uniquely capitalise on their audiences worldwide which will have revenue sharing options also projected from 2022 onwards.

Market size of Twitch worldwide from 2017 to 2023 (in million viewers)



Sources
Canaccord Genuity; Strive
© Statista 2021

Additional Information:
Worldwide; Canaccord Genuity; 2017 to 2019



Why Gauntlet is Unique

Gauntlet is the first of its kind to hit the marketplace and more will come as the cryptocurrency and gaming markets explode in the coming years.

Gauntlet caters for multiple services in one client, namely; gaming, streaming, ESports, community support features such as donations and enhanced file and voice sharing features.

Gauntlet pays real cryptocurrency rewards unlike popular clients that only pay in a native coin which only has value within that system. GAU will have a global value or value possibility where it can be traded, exchanged or donated and can be used to purchase items, upgrades and much more within the Gauntlet ecosystem.

Gauntlet will pay gamers for game-time and not just rewards after completing a number of purchases or reaching specific levels, you actually get paid GAU to play!

Gauntlet pays gamers to stream! As you are playing while streaming, you get paid and you can receive donations in GAU from unlimited audiences around the globe.

Gauntlet values its members and will update its members weekly on developments, new releases or team news and will focus a large emphasis on user feedback to improve the quality and experience of the client going forward.



Why Gauntlet is Unique

Gauntlet has a vision to become the number 1 gaming client on the planet and is committed to the long term development and user satisfaction.

Gauntlet is forward thinking, we value our users and their education so we are aiming to integrate a Gauntlet academy and other services to improve the impact gaming has on people's lives. It's not just about playing, it's about learning and fulfilment!

Gauntlet cares very much about our social responsibility to it's users and plan to implement safe and efficient systems to ensure that play is fair, moderate, enjoyable and most importantly healthy.





Income Streams

Games including but not limited to - Bestsellers, latest releases, pre-orders, bargain sales, gaming gift cards, gift cards, subscriptions and software.

Gaming hardware including but not limited to - Gamepads & Controllers, Sony PlayStation 4 & 5, Console Accessories, Nintendo Switch, Microsoft Xbox One, Retro games and related consoles, headsets, microphones all gaming peripherals.

Advertising Partnerships - Companies who wish to advertise on both our website and in-client promotional spaces.

Game Testing Partnerships - Gaming companies who are looking for places to test their games by seasoned gamers within a reliable and supportive gaming community. Both gamers and Gauntlet would be rewarded.

Monthly Silverback GAU subscriptions - the Silverback low cost subscription can be paid from earned rewards or additional GAU purchases.

Future based subscriptions - such as a proposed Gauntlet Education programme and associated partnerships/VR & AR services.

Sales from GAU token - Users purchasing tokens to upgrade their rank to the Silverback monthly subscription or use to purchase items from the store or to donate to other players/streamers or to hold.

Streaming Revenue Share - Users can partner up with their favourite streamers and support them monthly using a revenue sharing model which Gauntlet will receive a percentage every month.



GAU Tokenomics

Token Name:	Gauntlet
Ticker:	GAU
Chain:	Binance Smart Chain
Contract:	0xFF5d7f91382DCB2a75BB3ff A968E5044567ac4eb
Supply:	10 Million
Max Supply:	100 Million
Decimals:	9
Staking Feature:	Yes
Burning Feature:	Yes
Blacklisting Feature:	Yes
Deflation (Tax):	Yes
Transaction Speed:	Instant
Tx Fees:	4%
Tx Fee Recirculation:	Yes (3%)
Liquidity Rewards:	Yes
Gamer Rewards:	Yes



Future Vision

Gauntlet wishes to be the number one gaming client before 2025 and this will come only by hard work, strategic development, partnerships and a large global marketing initiative. Our highly forward thinking and development plans have us very excited and we wish to expand into other gaming related avenues as well as improve upon and upgrade our existing client features and associated services through scheduled releases, community feedback and in-demand driven technologies. Here are some of the areas Gauntlet is already looking into:

Gauntlet Academy - Education has always played a large part in the Gauntlet Teams approach to problem solving and creativity so it's no surprise that Gauntlet are interested in looking into how gaming can play a part in real-life problem solving through various real-time on demand based learning curriculum and courses aimed at students from all levels and ages.

GAU Gaming Entrepreneurship - Starting a business can be a daunting task for people and leading on from the Gauntlet Academy, a niche entrepreneurial programme could help any user to develop strong start up skills and perhaps even access funding for their new venture via the programme which would increase their chances of succeeding in their chosen industry.

VR/AR/AI Gaming Partnerships - With the onset of Virtual Reality, Augmented Reality and Artificial Intelligence rapidly becoming powerful marketing and promotional technologies, Gauntlet endeavours to engage with partnering companies which would provide real ready-made, audience engaging solutions for both gaming and non-gaming businesses across the globe.



Future Vision Continued...

Mobile Client Release - With the mobile market expected to boom over the next 5-10 years it would be no surprise to people that Gauntlet would want to have their mobile presence known. This would allow Gauntlet to develop increased gaming customisations, features and widen Gauntlet's social reach across the global gaming community.

Cryptocurrency Ecosystem - As the blockchain ecosystem grows over the next few years, Gauntlet will be seeking out new partnerships and avenues to advance the utility of cryptocurrency in gaming and will look into potentially accepting other tokens/coins as well as create/support other sustainable utility based tokens within the gaming niche.

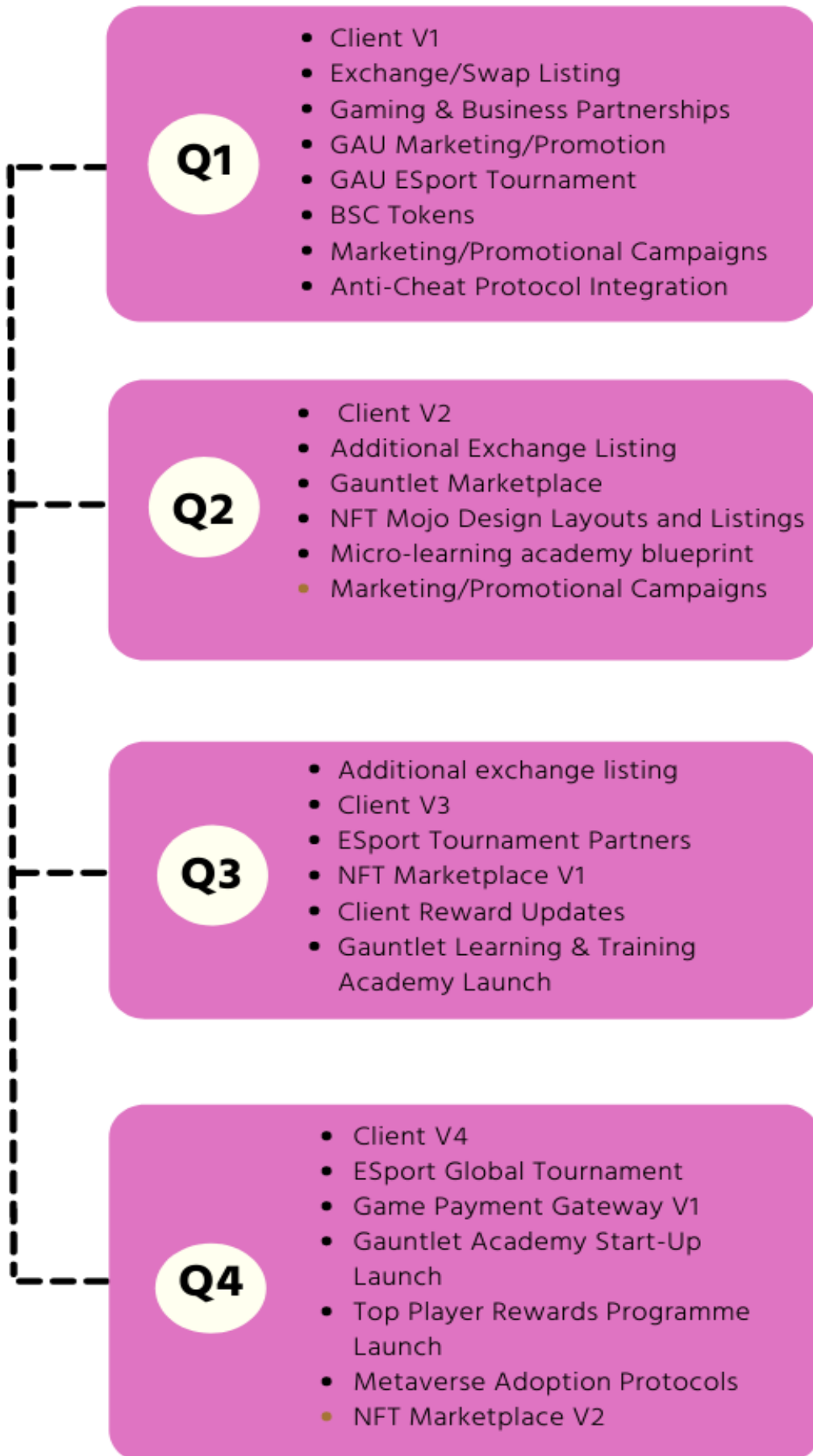
Gauntlet Client Upgrade - The Gauntlet client will release a series of upgrades as more client development features are enhanced and added to, over the duration of elemental design and implementation. This will result in users receiving a richer gaming experience and a much more efficient use of their favourite client features.

Note...

Roadmap Deliverables - All our roadmap deliverables are based on preceding components being completed or fulfilled. We will endeavour to ensure we stick to our objectives within the proposed timeframes as much as possible. We have allowed additional time in case there are delays however if there are delays beyond that we will communicate this clearly with the community as they occur.



Gauntlet Roadmap 2022





Conclusion

So what's the big deal? By combining cryptocurrency and gaming into one client what do you get? You can get a powerful mix of players getting paid to play and subsequently using the currency to purchase in-game accessories, upgrade features, merchandise or even niche advertising; the sky is the limit! Gamers don't just want great games, exciting experiences, ease of use and social interactions...they want to make money or its equivalent from gaming also!

As technology grows, the employment market will change and will point more towards online work placements and virtual hiring. Virtual jobs will become a new norm. Gaming and cryptocurrency are two industries that will thrive in the coming years so it won't be surprising when huge employment opportunities start emerging from there.

Rewards in cryptocurrency, in addition to more traditional type based rewards such as; gift cards, free games, passes etc...provide far more safer and anonymous features to protect people's identities and the whole operational ecosystem.

Gauntlet wants to enter the marketplace initially to grow a very much dedicated community while it develops it's flagship product and associated services. Gauntlet will be first Crypto-based token project to build an all-in-one gaming client solution like no other!

Thank you for viewing our Whitepaper. If you have any questions about our client, roadmap or even if you are interested in supporting us, please contact us on our [Discord](#) channel or email us at: info@gauntletesport.com or info@gaucient.com.

Thank you!



Links/Resources

Website: <https://www.gauclient.com>

BCS Scan: <https://bscscan.com/token/0xFf5d7f91382DCB2a75BB3ffA968E5044567ac4eb#readContract>

Twitter: <https://twitter.com/gauntletesport>

Discord: <https://discord.gg/QheCzDr>

Telegram: <https://t.me/gauntletesports>

Facebook: <https://www.facebook.com/gauntletesport>

Email: info@gauntletesport.com
contact@gauntletesport.com

Medium: <https://medium.com/@gauntlet>