



**S T A S I S**  
**G A M I N G**

UNIVERSAL GAMING REWARDS PLATFORM  
POWERED BY BLOCKCHAIN

**WHITEPAPER - V1.8.1 - Sept 5, 2018**

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## Executive Summary

The gaming industry is one of the most exciting, competitive, and profitable markets that exists today and is expected to reach over \$138 billion by the end of 2018. Gaming publishers have seen exponential growth, while rewards for users playing games have remained the same. Over 1 billion consumers spend their free time and money gaming each year, but only 4,000 pro gamers make a profit from the time and skill they spend gaming, including the trading of in-game items they accumulate. Now more than ever, gamers deserve to be rewarded for time spent playing and investing in games.

Stasis Gaming is a universal gaming rewards platform, powered by blockchain, that rewards gamers based on their in-game performance, achievements, skills, and time spent in-game. Stasis Gaming will target the top online competitive games like League of Legends, Fortnite, PUBG, and CS:GO. Stasis is not limited to any single platform, we are able to process game data from consoles, PCs, and some mobile games.

The first game that was integrated into the Stasis Gaming Rewards Platform is League of Legends (LoL). At the time of writing, the LoL community has 90 million active gamers, with 27 million of those gamers logging in daily. Stasis Gaming has a working minimum viable product and is in closed testing.

Gamers on the platform will be rewarded with our native currency Stasis (SAS) based off criteria such as score, levels, and other in-game metrics. The gamer can use Stasis (SAS) to either purchase digital or physical items in our online marketplace and hold or stake Stasis (SAS) to support the network.

# What is Blockchain?

A blockchain is a ledger of system transactions, called blocks, which are linked and secured using cryptography. Every block contains a cryptographic hash of the previous block, a timestamp, and any transaction data. The blockchain is immutable to modification of the data. It is "an open, distributed ledger that can record transactions between two parties in an efficient, verifiable, and permanent way". A blockchain is managed by a peer-to-peer network collectively adhering to a protocol for inter-node communication and validating new blocks.

Blockchains are secure by design and exemplify a distributed computing system with high Byzantine fault tolerance. Decentralized consensus has been achieved with a blockchain. This makes blockchains potentially suitable for the recording of events, medical records, and other records management activities, such as identity management, transaction processing, documenting provenance, food traceability, and voting.

Blockchain was invented by Satoshi Nakamoto in 2008 to serve as the public transaction ledger of the cryptocurrency bitcoin. The invention of the blockchain for bitcoin made it the first digital currency to solve the double-spending problem without the need for a trusted authority or central server. The bitcoin design has inspired other applications.

Proof-of-Stake (proposed initially and applied in conjunction with Proof-of-Work as a Hybrid algorithm in Sunny King's Peercoin) offers an alternative dual method of securing the network and distribution of new coins. In this more energy efficient system, miners are joined by coin owners that help protect the network relative to the number of coins they own and stake. As compensation for their protective service, stakers generate or 'mint' new coins based off of consumption of coin age, a stark contrast to the energy-wasteful PoW model.

Coin age is calculated by the number of coins held multiplied by the number of days held unmoved and acts as the priority selector for awarding minted interest payments in traditional PoS systems. Since Peercoin's initial implementation, Proof-of-Stake has evolved to be used alone without Proof-of-Work by a number of coins in existence today to provide an even more energy efficient solution as well as for security, transaction confirmations, and continued distribution functions.

# What is Stasis Gaming?

Stasis Gaming is the world's first true blockchain-based Rewards Platform.

The Rewards Platform is used to reward gamers based on their time spent in-game as well as their performance and achievements in supported games. There will be daily challenges gamers can complete and one time achievements to unlock additional Stasis (SAS).

Stasis Gaming has developed its own Proof-Of-Stake (PoS) blockchain with masternodes in order to perpetually fund the Rewards Platform by its native currency Stasis (SAS).

## Stasis Gaming Components

The Stasis Gaming Ecosystem is comprised of the Rewards Platform, Rewards Pool Reserve, Marketplace, and Stasis Blockchain. Each component plays a major role in the overall Stasis Ecosystem.

- **Stasis Gaming Rewards Platform**
  - A web-based portal for gamers to earn Stasis (SAS) through gameplay and to access all of the features available to gamers on the platform.
- **Rewards Pool Reserve**
  - Coins will be minted at mainnet launch solely for gamer rewards.
  - 30% of block reward split will be constantly added to the Rewards Pool Reserve, estimated at 23,000 Stasis (SAS) per day.
  - Revenue Streams will be partially used to fund the Rewards Pool Reserve.
- **Stasis Gaming Marketplace**
  - A web-based store featuring physical, in-game, collectible, and digital items that can be purchased with Stasis (SAS). The marketplace will also feature an auction section where users can bid on items using purchased bids with Stasis (SAS).
- **Stasis Gaming Blockchain**
  - **Stasis Wallet** - An open source, downloadable, Proof-of-Stake, wallet that is used for hot or cold wallet storage, staking coins, and masternodes.
  - **Stasis Gaming Blockchain Explorer** - An online blockchain browser which allows you to search and navigate through the blockchain. It displays the contents of individual Stasis (SAS) blocks, transactions, transaction histories, and balances.

## Our Vision

We foresee the business model of the gaming industry being completely disrupted by the enablement of blockchain technology and mass adoption of cryptocurrency. The economic life-cycle of the gaming industry will be transformed from a game publisher centric model to a model of a “sharing economy”, where every single party in the entire gaming ecosystem is rewarded fairly.

## Our Mission

We believe gamers play a critical role in driving the growth of the gaming industry and should be in the formula of sharing the economic output.

By leveraging blockchain technology as the backbone, Stasis Gaming aims to drive the mass adoption of cryptocurrency through a zero barrier to entry platform which is designed to reward gamers.

## Why Blockchain?

Blockchain technology is key to sustainability in the Stasis Gaming Ecosystem. The primary function is to perpetually fund the Rewards Pool Reserve. A portion of each block reward will go directly into the Rewards Pool Reserve to be distributed to gamers. This will ensure there is always a supply of Stasis (SAS) available for gamers on the platform.

We believe in the value of gamers, and they should be rewarded with a more practical and accountable technology. Gamers should have the freedom to use those rewards outside of the game platform in which they were earned. Stasis Gaming aims to be the leader in mass adoption of cryptocurrencies with a zero barrier to entry platform that rewards gamers for time spent playing and investing in games

# How does the Rewards Platform work?

Stasis Gaming Rewards Platform is accessed through a user-friendly web portal with no download required. The platform will display full historical statistics, achievements, challenges, competitive leaderboards, and more. By verifying their user account on our Rewards Platform, we can collect game data by using the API's of supported games. By processing the collected data, we are able to determine the user's performance based on custom KPI metrics about the games such as time spent in-game, kills, deaths, and overall score. The rewards are distributed at the end of every game when the data is available from the API. The rewards go straight into the user's account, where they can spend their earnings on digital and physical merchandise in our marketplace.

Current Supported Games with player base:

- **League of Legends** - 100 Million Players

Future additions with player base:

- **Fortnite** - 100 Million Players
- **DOTA 2** - 15 Million Players
- **Counter Strike:Global Offensive** - 15 Million Players
- **Heroes of the Storm** - 5 Million Players

# KPI Metrics for League of Legends

Each individual gamer has a cap for potential earnings in any 24-hour period based on the Rewards Pool Reserve availability. The user can achieve their full target quickly by playing exceptionally well, or not meet the full target within the 24-hour period, if performing poorly.

Rewards cannot be below zero for each round of reward distribution. The balance of each reward cycle will always be positive. Reward amounts are subject to change in order to maintain balance within the platform.

Stasis Gaming receives all data supplied through an API and indexes game information about user performance. Stasis Gaming uses this data to calculate rewards based on numerous in-game criteria. Below is an example of the criteria used to evaluate a gamer's performance in League of Legends. This criteria is subject to change based on testing prior to public release and will be dynamic to maintain balance.

## Reward : (+)

- Total Time Spent in-Game
- Champions Killed
- Total Assists
- Influence Points Earned
- Barracks Killed
- Minions Killed
- Largest Multi Kill
- Victory

## Penalty : (-)

- No. of Deaths
- Defeat

## Rewards Cap :

- Max Stasis (SAS) Per Player (every 24 hours)
- Max Stasis (SAS) Per Game

## Rewards vary based on :

- Current Active Users
- Player Level
- Player Ranking

# Rewards Platform Features

The Stasis Gaming Rewards Platform will have daily challenges, one time achievements, leaderboards, game history, and more. We will use feedback from the community as we develop these features.

- **Stasis (SAS) Rewards Claim** - Users will be able to claim Stasis (SAS) based on time spent and performance of their gameplay.
- **Game History** - View and share details from epic past battles over multiple games. For example, League of Legends would include stats like kills, deaths, assists, creep kills, and rewards earned.
- **Leaderboard** - Scoreboard showing the usernames and rewards earned by the top gamers. Leaderboards will be searchable so that gamers can see how they stack up against their friends.
- **User Profile Details** - Each gamer will have access to their own personal profile which they will be able to edit their bio and avatar. On display will be their rank, games played, total time played, and personal Stasis (SAS) balance.
- **Friends List** - Real-time friends list so you can talk with like-minded gamers and friends. Keep a close eye on your friends achievements and rewards.
- **Daily Challenges** - Unique daily challenges for bonus Stasis (SAS).
- **Achievements** - Challenging one time achievements to unlock additional Stasis (SAS).

# Stasis Gaming Marketplace Features

The Stasis Gaming Marketplace includes a traditional marketplace, bidding fee auctions, and a promotional item section. All sections will enable gamers to use Stasis (SAS) to exchange for a range of items.

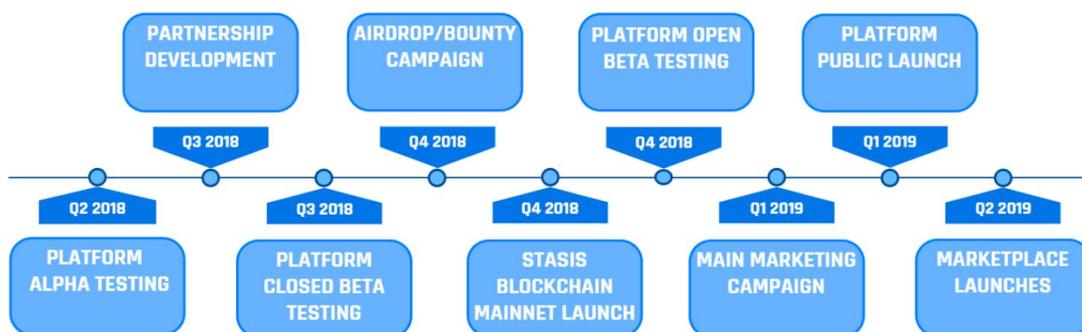
- **Traditional Marketplace** - The Marketplace will be stocked with physical items such as PC peripherals and in-game digital items for purchase with Stasis (SAS) earned on the platform.
- **Bidding Fee Auction Marketplace** - Users can participate by purchasing Bid Packs with Stasis (SAS). The Bid Packs entitle users to bid on the desired items within the auction style marketplace.
  - Promotional items will be run on special bidding fee auctions.

Bidding fee auctions start at a determined price and the end price of the item raises by an incremental amount (set before the auction begins) whenever a bid is placed. There is limited time on each auction and no new bidders will be allowed to enter past a certain point to prevent last-minute sniping of items. The final bidder is the winner of the auction, enabling the user to purchase the item for the final bid price.

Stasis Gaming plans to grow and develop this marketplace with each additional game we support. Community engagement is essential to marketplace development as we want a marketplace selection that is relevant to all gamers.

The Marketplace will also have a customer service portal where gamers will have access to support before, during, and after purchase to ensure customer satisfaction.

## Stasis Gaming Roadmap



Stasis Gaming will continue to develop our platform during all aspects of the roadmap. In Q3 2018, Stasis Gaming will look to grow and engage the community through public relations and sponsorships, with an initial mass user acquisition strategy through an airdrop campaign in Q4 2018.

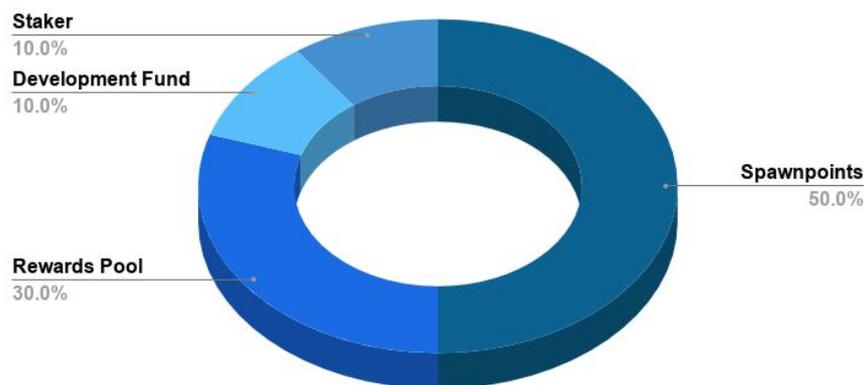
Our Beta Testing consists of two phases; closed and open, and we will open the application for Open Beta Testing in Q4 2018. In early 2019, we will launch a series of marketing campaigns as we work towards the public launch of the Stasis Gaming Rewards Platform and Marketplace.

# Blockchain Specification

Stasis (SAS) is a utility coin that operates under a Proof-of-Stake (PoS) consensus model with masternodes (Spawnpoints).

<b>Block Size</b>	40 MB
<b>Block Time</b>	60 Seconds
<b>Theoretical Throughput</b>	12,000 TPS
<b>Spawnpoint (Masternode) Collateral</b>	175,000 SAS
<b>Block Reward</b>	55 SAS

Block rewards are split as the following allocations:



**Spawnpoints (Masternodes)** - Spawnpoints provide increased security to the network and have a collateral requirement to participate. Stasis masternodes have been named "Spawnpoints".

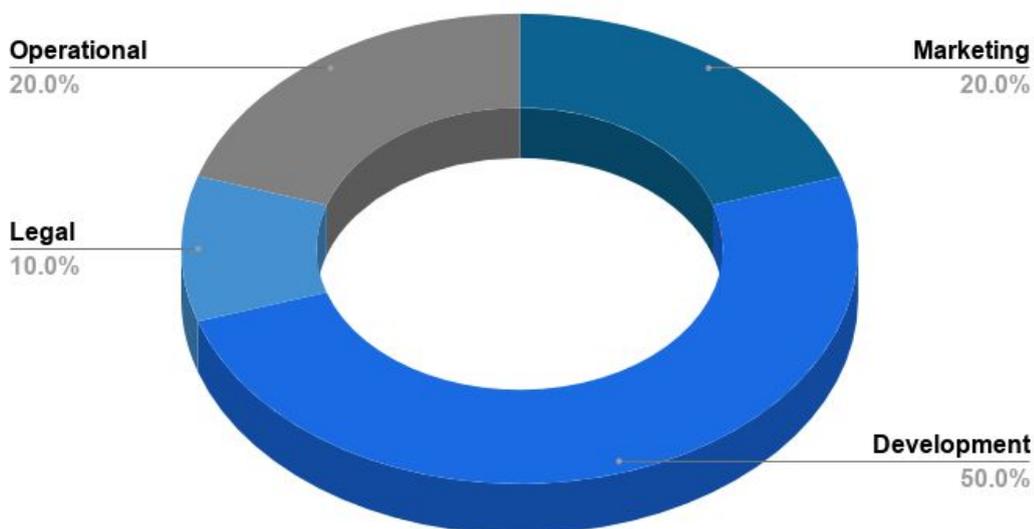
**Rewards Pool Reserve** - The Rewards Pool Reserve is to perpetually fund the platform. The Rewards Pool Reserve is only available to gamers by playing our supported games.

**Development Fund** - The purpose of the development fund is to ensure future expansion, community engagement, partnership development, charities, and team sponsorship.

**Staking** - Staked coins are the driving force in the Proof-of-Stake model. Stakers are rewarded with 10% of block rewards for supporting the network.

# Use of Raised Funds

Funds from the raise will be used in the following manner:



**Development** - This is key to preparing the platform for the public and Open Beta testing. The Marketplace will be a continuous project that will take time to develop to a high level, and our key focus from initial funds will be in these two areas.

**Community Management** - Building a community is essential for success, and we will have a strong focus on customer support and engagement.

**Legal** - Necessary for legal advice and agreements to ensure compliance in all jurisdictions where we operate.

**Marketing** - This will be for our initial marketing campaign, comprising of streamer interactions, advertising on gaming forums, Facebook, Twitch, and other social campaigns.

**Operational** - Operational funds will be used to cover a range of day-to-day operational expenses such as team salary, server costs, hosting, and business expenses.

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