THE GAME COMES FIRST / EDITION 01

GO2WINS.

WHITEPAPER 2026—27

A living game world. Verified progress. A deliberate path toward Web3.

GO2WINS connects short play sessions, persistent player progress and community mechanics with a proposed future $G2W token. This paper explains the product that exists today and the token plan that remains ahead.

A game world with a longer horizon

GO2WINS starts with reasons to play. Web3 is the direction of the ecosystem, not a substitute for the game.

The project brings an endless 3D runner, a fast arena game and a tap-based energy loop into one profile. A player can start in a browser or through the GO2WINS Telegram experience, return for another session, compare progress and invite friends.

The longer-term ambition is to develop in the Web3 games industry. A planned $G2W token and airdrop may add a new layer to the ecosystem after token design, eligibility and launch conditions are finalized. The games and their recorded progress are available before that launch.

PLAY

Short sessions with skill, rhythm and repeatable goals.

KEEP

Server-recorded progress connected to a recoverable profile.

GROW

Friends, rankings and seasons that give progress context.

The playable core

Different rhythms lead into the same player journey.

Runner ∞ is an endless, level-based course. Difficulty and energy cost rise as a player advances. The daily course gives everyone a shared challenge, and verified results can appear in rankings.

BONK ARENA adds a short 3D match. Tap-to-Earn gives another route to earn in-game G2W within an energy limit. The Vault contains game items and energy options. These modes create choices between a quick return, a longer run and a competitive session.

RUNNER ∞

Keep progressing beyond level 100.

BONK ARENA

Play a focused 3D match.

TAP + ENERGY

Build a rhythm and decide when to refill.

Progress that belongs to a profile

A balance matters only when a player can find it again.

The server records verified game results, purchases and entitlements against a GO2WINS profile. My Assets separates in-game points, energy, tickets and future token allocations, so the same symbol does not hide different rights.

A browser guest can begin without a password. A private recovery code lets that profile be restored on another device. Telegram uses a signed identity; accounts with conflicting valuable assets are not silently combined. Payment return pages wait for verified provider confirmation before displaying a delivered item.

G2W

In-game points for game progress and the game economy.

$G2W

A future token allocation recorded off-chain before token launch.

TICKETS

Numbered entries issued under the draw rules.

Progress is better when shared

Competition and invitations connect individual sessions to a visible community.

GO2WINS includes level and invitation rankings, result sharing, daily challenges and referral links. These mechanics let a player show what they achieved and bring a friend into the same game world.

Referral rewards follow their published conditions. Inviting a friend can earn in-game G2W; a free draw ticket is tied to an eligible invited participant's first confirmed paid ticket purchase. An invitation alone does not create a paid ticket or future token allocation.

COMPARE

See level and invite rankings.

SHARE

Pass a result or invitation to a friend.

VERIFY

Qualifying actions are checked before rewards are issued.

A proposed $G2W economy

The planned maximum supply is 1,000,000,000 $G2W. The token is not live.

The published distribution is a proposal for a game-centered ecosystem: community and player rewards, an ecosystem treasury, launch liquidity, contributors, partners, presale and reserve. In-game G2W points are a separate balance and have no automatic conversion into tokens.

Within the 38% community allocation, the current plan reserves 9% of total supply for the first airdrop, 25.5% for future seasons and verified participation, 0.5% for the capped paid-ticket bonus and 3% for the presale 1:1 bonus. A 9 million $G2W reward pool is assigned within the 4% strategic reserve.

Proposed distribution **1,000,000,000 $G2W**

Community & player rewards	38%	Ecosystem treasury	20%
Liquidity & launch	15%	Team & contributors	12%
Partnerships & creators	8%	Public presale	3%
Strategic reserve	4%		

Community and ecosystem allocations are planned for staged releases over 48 months. Team: 12-month cliff, then 36-month linear release. Partners: 12-month cliff, then 24-month linear release. Liquidity is allocated around launch; reserve use is planned for quarterly disclosure.

1B

Planned maximum supply.

38%

Community and player rewards.

Q3 2027

Target window for token launch and airdrop.

Presale: an allocation before launch

A confirmed purchase records future $G2W against the buyer's profile.

The published presale has a 30 million $G2W purchase allocation (3% of planned supply) and a $300,000 round target. The live price and remaining capacity are shown on the presale page. Purchases range from $50 to $2,000 in total per profile. A 1:1 bonus adds an equal future allocation from a separate, capped community pool.

The published release schedule for purchase and bonus allocations is 25% at token generation and 75% in six equal monthly releases. Eligible confirmed purchased allocation can be locked before launch under the presale page's rules: 10% reward per 30 days, up to 90 days, without compounding; the 1:1 bonus is excluded. This is an off-chain allocation lock, not an on-chain token deposit. Its reward is assigned at launch from a capped pool.

Net presale proceeds are planned for launch liquidity and post-launch $G2W buybacks for burning. Exact proportions and transaction confirmations are to be published before funds are used.

30M

Planned purchase allocation.

+100%

Equal future-token bonus on a confirmed purchase.

PROFILE

Verified allocations appear in My Assets.

The million is a target, not a ceiling

The prize follows actual confirmed ticket receipts.

A $100 crypto purchase creates one numbered draw ticket after verified payment. The winner's share is 90% of actual paid-ticket receipts; 10% is allocated to infrastructure. $1,000,000 is the target prize. If ticket receipts support more, the prize grows with the pool.

An eligible referral can create one free ticket under the first-confirmed-paid-buyer rule. A confirmed paid ticket also carries 100 future $G2W bonus tokens while the first 50,000 qualifying paid-ticket places remain, capped at 5 million tokens. Free referral tickets do not carry this token bonus.

The published draw date of 31 December 2026 is tentative. The current draw page contains the live pool, ticket availability and detailed rules.

$100

One numbered paid ticket.

90 / 10

Winner share / infrastructure.

$1M+

A target that can be exceeded.

A roadmap with clear boundaries

The strongest roadmap separates what can be used now from what still needs final terms.

Today the site offers live games, account and recovery access, game economy, sharing, rankings, the published draw and the presale allocation flow. The Telegram bot and channel connect the product to its community.

The proposed token distribution, first-season airdrop and token launch target Q3 2027 remain plans. The exact token launch date, final eligibility, allocation and vesting rules will be published before launch. The future chain, token contract and any exchange market are not specified in this paper.

This whitepaper is a dated view of the published product. Live product pages show current prices, limits, draw status and program terms. No game score alone guarantees a token allocation, and the $1,000,000 draw target is not a fixed prize.

NOW

Play, save progress and inspect current offers.

BEFORE LAUNCH

Publish final token and airdrop terms.

TARGET

Q3 2027 for token launch and airdrop.

The current product pages govern live offers and terms. This edition records the published plan on 22 November 2026.

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