



DECENTRALIZED REWARD & GROWTH ECOSYSTEM

GAIN NETWORK

Whitepaper • Version 1.0

“Turn your participation into value.”

PLATFORM Mini App • Telegram • Android • iOS	MAX SUPPLY 100,000,000 GAIN
CONTRACT 0x8231965d7641CA249e5cF84482d9817A1f6Fb544	DOCUMENT Technical & Economic Project Draft

01 / Abstract

GAIN Network is a gamified digital reward and growth ecosystem that enables users to accumulate GAIN coins by actively participating within the platform. At the core of the network are four production levels—Bronze, Silver, Gold, and Diamond—each providing a different daily GAIN production capacity.

The ecosystem in one view

Production & Rewards • Growth & Progression • Community & Referrals • Engagement • Future Utility

Core Components

- **Production & Rewards:** Daily coin production, tasks, activity rewards, Leaderboard, and achievement system.
- **Growth & Progression:** Referral system, user levels, level bonuses, and seasonal events.
- **Ecosystem & Utility:** GAIN use cases and the future blockchain-based GAIN token economy.

The purpose of GAIN Network is not merely to distribute coins, but to combine user activity, community growth, and long-term user engagement within a sustainable reward system.

02 / Vision

“Turn your participation into value.”

The more active a user is on the platform, the more new users they bring into the ecosystem, and the further they progress within the system, the more their GAIN production capacity increases.

EARN	The user earns GAIN within the platform.
GROW	The user grows their own network by inviting friends.
LEVEL UP	The user reaches higher levels to increase daily production bonuses.

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03 / GAIN Network Ecosystem

GAIN Network consists of five main layers:

Mining Layer	Bronze, Silver, Gold, and Diamond production assets.
Progression Layer	Level system tied to the user's GAIN balance and activity.
Referral Layer	Users earning rewards by bringing in new users.
Engagement Layer	Daily tasks, streaks, achievements, and seasonal events.
Utility Layer	Areas where GAIN can be utilized within the ecosystem in advanced stages.

04 / GAIN Mining Assets

The primary production tools for users within the GAIN Network consist of four levels:

Asset Level	Production Power	Ecosystem Role
Bronze	1	Low / Entry
Silver	2	Medium / Development
Gold	3	High / Advanced
Diamond	4	Very High / Premium

Bronze

The entry point for new users into the system. It aims for low cost, low daily production, familiarizing the user with the system, and facilitating initial level progression.

Silver

Features a higher production capacity than Bronze. Silver users are recognized as active participants in the system.

Gold

An advanced mining asset providing high daily production. Reaching Gold serves as an important indicator of success for the user.

Diamond

The premium mining asset of GAIN Network. Diamond can be minted in limited quantities or obtained under specific conditions, becoming both a high production capacity and a symbol of status and achievement.

05 / Proposed Mining Mathematics

Example production rates for the initial version are as follows:

Asset	Daily Earnings
Bronze	22 GAIN
Silver	75 GAIN
Gold	143 GAIN
Diamond	333 GAIN

Note: These values are not the final tokenomics. Actual production rates will be adjusted dynamically based on total user count, active user ratio, GAIN supply model, referral rate, token utility areas, and daily retention data.

06 / Level System

One of the most important gamification mechanisms of GAIN Network is the Level system. When a user reaches a certain amount of daily earnings, they achieve a new Level. Each Level provides an additional bonus to the user's total daily GAIN production.

Level	Daily Earnings Threshold	Daily Bonus
Level 1	0	+0%
Level 2	+50	+0%
Level 3	+250	+0%
Level 4	+750	+0%
Level 5	+1,500	+2%
Level 6	+3,000	+5%
Level 7	+5,000	+8%
Level 8	+8,000	+12%
Level 9	+12,500	+16%
Level 10	+20,000	+20%

This system encourages the user not only to earn coins, but also to retain coins within the ecosystem and progress.

07 / Level Bonus Formula

The source document contains a formula heading, but no formula itself. Therefore, no new formula is introduced in this redesigned version; the example calculations from the source are preserved below.

Example	Output
15 Bronze Tokens	330 GAIN / daily
20 Gold Tokens	2,860 GAIN / daily
Total	3,190 GAIN / daily (Level 6 bonus = 5%)
69 Bronze Tokens	1,518 GAIN / day (Level 5 bonus = 2%)

08 / Referral System

GAIN Network utilizes a referral system that achieves its growth through the user community. Each user has their own unique referral code or referral link. When a new user registers via this link, the inviting user can earn a referral reward.

Example referral link

GAINNETWORK.IO/REF/ABC123

09 / Referral Model

Referral Count	Reward
1–10	1 Bronze Token per referral
11–30	1 Silver Token per referral
31–100	1 Gold Token per referral
101+	1 Diamond Token per referral

These rewards are tested before and after the final economy.

10 / Referral Anti-Abuse System

Preventing abuse of the referral system is of critical importance for GAIN Network:

- Same device control and multi-account detection.
- Suspicious IP behavioral analysis and abnormal referral pattern analysis.
- Minimum activity requirement and minimum account age.
- Task completion requirement and human verification mechanisms.

A referral should not generate full rewards simply for registering. The referral reward becomes fully active following Registration Activation stages.

11 / Daily Rewards

Users can log into the system every day to claim daily bonuses:

Day	Example Reward
Day 1	1x Bronze Token
Day 2	1x Bronze Token
Day 3	1x Bronze Token
Day 4	1x Bronze Token
Day 5	1x Bronze Token
Day 6	1x Bronze Token
Day 7	1x Bronze Token

When the 7-day streak is completed, the cycle continues. The streak system aims to increase user retention rates.

12 / Leaderboard

GAIN Network features a comprehensive Leaderboard system to boost community competition:

- Daily, Weekly, Monthly, and Total GAIN rankings.
- Referral, XP, and Level rankings.
- Diamond Holders list.
- The most successful users are positioned at the top of the RANK system.

13 / GAIN Seasons

To keep the ecosystem constantly vibrant, a seasonal system can be utilized, such as Season 1 Genesis, Season 2 Expansion, and Season 3 Evolution. Each season can last 30 or 60 days.

- Leaderboard rewards and special NFT/Badge badges.
- Limited Mining Assets and bonus GAIN earnings.

14 / Advanced Stage of GAIN Ecosystem

GAIN Network will not remain merely a mini app. Long-term products proposed for integration include:

Wallet Infrastructure	A wallet where the user can securely manage their GAIN assets.
Marketplace	Purchasing digital products or in-platform assets using GAIN.
DEX / Swap Infrastructure	Swap infrastructure between supported assets in later stages.
Staking	Ecosystem advantages based on locking GAIN once proper legal and technical structures are established.
DAO & Mini Games	Community participation in decisions and mini-games utilizing the GAIN economy.

15 / GAIN Token Utility

GAIN must be transformed not just into an earned asset, but an asset used within the ecosystem:

- Purchasing premium mining assets and access to limited assets.
- Marketplace transactions, seasonal events, and premium tasks.
- Profile upgrades, special campaigns, and partner advantages.

16 / Treasury

GAIN Network possesses a Treasury structure. Areas of resource utilization include:

- Ecosystem development, marketing, and partnerships.
- Liquidity, community rewards, security, and operations.

It is aimed to report Treasury movements as transparently as possible.

17 / Tokenomics

Maximum Supply: 100,000,000 GAIN

Category	Ratio
Community & Mining Rewards	35%
Ecosystem	20%
Liquidity	15%
Treasury	10%
Team	10%

Category	Ratio
Marketing	5%
Advisors / Partners	5%

- **Community & Mining (35%):** Long-term user rewards.
- **Ecosystem (20%):** App development, partnerships, and new products.
- **Liquidity (15%):** Liquidity requirements.
- **Treasury (10%):** Long-term operation and strategic reserve.
- **Team (10%):** Founder and development team (12 months cliff + 24/36 months linear vesting recommended).
- **Marketing (5%):** User acquisition and brand growth.
- **Advisors & Partners (5%):** Strategic partners and advisors.

18 / Emission Control

To prevent excessive GAIN production, the system must not generate coins infinitely:

Dynamic Emission	Adjusting daily production coefficients based on the total active user count.
Mining Caps & Halving	Imposing limits on certain assets and periodic reward reductions.
Utility Sink & Burn	Increasing GAIN spending areas and burning tokens in certain transactions.

19 / GAIN Economy Flywheel

The economic flywheel described in the source can be summarized as a continuous participation loop:

New User	→	Mining Asset	→	Activity / Referral
GAIN Production	→	Network Growth	→	Level Up
Higher Bonus	→	Utility & Spending	→	Burn / Treasury
		Stronger GAIN Network		

20 / User Journey

1	Join	The user joins GAIN Network.
2	Activate	Activates their first mining asset.
3	Earn	Starts earning daily GAIN.
4	Invite	Invites friends.
5	Level Up	Levels up by accumulating GAIN.
6	Upgrade	Transitions to more powerful mining assets.
7	Compete	Participates in Leaderboards and seasons.
8	Use	Utilizes GAIN in use cases within the ecosystem.

21 / GAIN Network Roadmap

Phase	Focus
Phase 1 • Genesis	Mini App, GAIN balance, Bronze/Silver/Gold/Diamond, daily mining, referral, basic level system.
Phase 2 • Growth	Daily Check-In, Daily Tasks, XP, Achievement, Leaderboard, anti-bot systems, referral milestones.
Phase 3 • Expansion	Seasonal events, Diamond Elite, GAIN Marketplace, premium features, partner ecosystem, limited assets.
Phase 4 • Tokenization	GAIN token, wallet infrastructure, token utility, on-chain & liquidity infrastructure.
Phase 5 • Ecosystem	GAIN DAO, GAIN Games, partner applications, marketplace expansion, cross-platform utility.

22 / Security

GAIN Network's security approach is based on user account security, referral abuse detection, bot detection, rate limiting, anti-fraud systems, database security, API authentication, wallet security, smart contract audit, and treasury security. Independent smart contract audits are planned for transactions taking place on the blockchain.

23 / Risks

Risk Type	Description
Market Risk	The market value of GAIN may fluctuate.
Liquidity Risk	GAIN may not always have sufficient liquidity.
Technology Risk	Technical problems may occur in smart contracts, backend, or blockchain infrastructure.
Regulatory Risk	The legal status of crypto assets may vary by country and usage model.
Economic Risk	Excessive coin production can negatively impact tokenomics.
User Growth Risk	Failure to achieve expected user growth may affect the economic model.
Security Risk	Cyber attacks, bots, and multi-account systems can pose risks.

24 / Regulatory Disclaimer

The offering of GAIN Network in any country, the nature of the token, its marketing method, and sales model may give rise to different legal obligations. Under the European Union, whitepaper obligations under MiCA may apply.

Important notice

This document is a technical and economic project document draft; it is not legal or investment advice. Guaranteed earnings, token price, return, or risk-free investment are not promised. The value of crypto assets can decrease or be completely lost.

25 / Core Philosophy

GAIN Network is not merely a coin mining application. It is a user economy composed of the combination of Mining + Referral + Level + Community + Utility + Competition mechanisms.

26 / Conclusion

Mine. Grow. Level Up. Gain More.

GAIN Network aims to transform a simple daily coin-earning mechanism into a long-term digital ecosystem. With its four-level mining system, level system, referral model, tasks, streak mechanics, leaderboard, and utility solutions, GAIN becomes the core digital asset of the ecosystem.



Mine. Grow. Level Up. Gain More.