



BUILT ON STABLE

GTAMINER

Protocol Whitepaper

Wallet-native mining with native USDT0 settlement, verifiable randomness, progressive prizes, fixed-supply token rewards, and a proposed long-term staking system.

DOCUMENT	VALUE
Version	1.0
Published	July 2026
Network	Stable Mainnet / Chain ID 988
Status	Pre-mainnet design

Contents

DOCUMENT STATUS

This is a pre-mainnet technical design. Staking is proposed and not live. All parameters remain subject to independent security, market, and legal review before activation.

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01 / EXECUTIVE SUMMARY

Executive Summary

GTAMINER is a 30-tile mining game designed for Stable, an EVM-compatible Layer 1 where USDT0 is used as the native gas and settlement asset. A player chooses one or more tiles, assigns an equal native USDT0 amount to each tile, and submits one wallet transaction. Verifiable randomness resolves both the winning tile and an independent progressive-jackpot roll.

Every settled mine credits points and scheduled GTAMINER token rewards. A normal tile hit or jackpot hit additionally credits native USDT0. Eligible wallets can redeem points for private reward-code delivery without connecting a social account. Funds for normal prizes, the progressive jackpot, reward inventory, buybacks, and operations are accounted for independently.

PROTOCOL FACT	DESIGN
Grid	30 equal-probability tiles
Settlement	Native USDT0 on Stable
Normal payout	18x the amount assigned to one selected tile
Jackpot contribution	15% of every settled mine
Token supply	1,000,000,000 fixed GTAMINER
Staking	Proposed Phase 2; not currently live

Design principles

- **Wallet-native ownership.** A wallet initiates mining, owns credited balances, requests redemption, and reveals eligible reward codes.
- **Separated balances.** Normal prizes, jackpot liquidity, reward inventory, buybacks, operations, pending rounds, and player claims remain distinct.
- **Reconstructable outcomes.** Round inputs, randomness, tile results, jackpot results, pool changes, and credited rewards are intended to be verifiable.
- **No hidden yield promise.** Probabilities are disclosed. Proposed staking yield must be funded and realized, never fixed or guaranteed.

02 / STABLE SETTLEMENT

Stable Settlement

Stable Mainnet is an EVM-compatible network with chain ID 988. USDT0 is the network's native gas token and native value-transfer asset. The protocol therefore accepts mining stakes through native value, denominates prize pools in USDT0, and credits USDT0 rewards without requiring a separate volatile gas asset.

Stable exposes USDT0 through both native balance semantics and an ERC-20 interface. GTAMINER game accounting uses native 18-decimal USDT0. Exchange and liquidity integrations use the supported ERC-20 interface and its documented decimal conventions. These paths must remain explicitly separated in deployment and testing.

**STABLE
TRANSACTION
POLICY**

Client transaction construction, gas estimation, USDT0 balance handling, and allowance behavior must follow the current Stable network specification at the time of launch.

Why native USDT0 matters

- The mining asset and user-facing prize asset are denominated in the same dollar-linked unit.
- Users do not need to acquire a separate volatile asset solely to pay gas.
- Pool accounting, user stake, and claimed value can be presented consistently in USDT0.
- Stable-specific native and ERC-20 semantics are included in the protocol test plan.

03 / MINING PROTOCOL

Mining Protocol

The five-step mining loop

STEP	ACTION	PROTOCOL RESULT
01	Select	Choose one or more tiles and one equal USDT0 amount per tile.
02	Commit	Submit one transaction with a tile mask and player-generated seed.
03	Resolve	Verifiable randomness determines the winning tile and jackpot roll.
04	Credit	Points, tokens, and eligible USDT0 rewards are recorded to the wallet.
05	Claim	The wallet pulls USDT0, GTAMINER, or an eligible private reward code.

Normal-prize mathematics

Let n be the number of selected tiles and a be the equal USDT0 amount assigned to each selected tile. Total stake is $S = n * a$. One of 30 tiles is selected with equal probability. A normal hit pays 18 times the amount assigned to one tile.

EXPECTED NORMAL RETURN

$$P(\text{hit}) = n / 30 \quad R(\text{hit}) = 18a \quad E[R] = (n / 30) * 18a = 0.60S$$

Selecting more tiles increases normal-hit frequency but does not change the expected normal return as a percentage of total stake. The normal-prize component is aligned with the 60% normal-prize allocation.

Liability reservation and refunds

Before accepting a mine, the game reserves the worst-case normal-prize shortfall associated with that pending request. If available prize liquidity cannot cover all reserved liabilities, the transaction reverts before accepting the player's USDT0.

A randomness request that remains unresolved beyond the published timeout can be refunded. The current design uses a 24-hour timeout. Refunded rounds receive no points or token emission and release their reserved reward and prize liabilities.

04 / VI PROGRESSIVE JACKPOT

VI Progressive Jackpot

The VI Progressive Jackpot is resolved independently from the normal tile result. Every valid paid ticket contributes to the jackpot and receives a jackpot roll, whether or not the selected tile wins the normal prize.

PARAMETER	CURRENT DESIGN	PURPOSE
Contribution	15%	Share of every settled mine added to the jackpot
Base chance	0.05%	Initial chance per paid ticket unit
Pressure ramp	+0.01%	Increase after each 50 units without a jackpot
Per-ticket cap	1.00%	Ceiling on the progressive per-ticket chance
Transaction cap	25.00%	Maximum effective chance for one transaction
Winner payout	70%	Share credited to the winning wallet
Next seed	30%	Share retained for the next jackpot
PROGRESSIVE CHANCE MODEL $\text{chancePerTicket} = \min(\text{base} + \text{pressure}, 1.00\%)$ $\text{effectiveChance} = \min(\text{chancePerTicket} * \text{ticketUnits}, 25.00\%)$		
MINIMUM JACKPOT GATE	A jackpot can resolve only after the jackpot pool reaches its published minimum. The deployment value must be disclosed before real-value play begins.	

05 / TREASURY ROUTING

Treasury Routing

DESTINATION	SHARE	PROTOCOL PURPOSE
Normal prize pool	60%	Liquidity-reserved 18x tile payouts
VI Progressive Jackpot	15%	Cumulative jackpot and next-round seed
Reward-code vault	10%	Acquisition of eligible GTA VI-related reward inventory
Buyback vault	10%	Transparent GTAMINER buybacks
Operations	5%	Randomness, RPC, audits, support, compliance, and legal operations

Normal-prize and jackpot balances are not general treasury funds and cannot be swept through treasury-withdrawal functions. Gift-card, buyback, and operations balances can be transferred only to their designated treasury addresses under the published role model.

External creator fees and sponsor contributions sent through the reward-vault funding function are reserved 100% for reward inventory and do not alter mining probabilities.

06 / REWARDS AND WALLET CLAIMS

Rewards and Wallet Claims

Mining settlement credits balances rather than forcing immediate transfers. This pull-payment model isolates external receiver behavior from settlement and lets a player claim later.

REWARD	CLAIM MODEL
Native USDT0	Normal-prize and jackpot proceeds are credited to the winning wallet.
GTAMINER	Scheduled emissions are reserved before mining and credited after settlement.
Onchain points	Settled ticket units earn non-transferable protocol points.
Private reward code	An eligible wallet signs verification and receives one atomic inventory assignment.

Reward-code delivery

- 1 The wallet reaches the published points threshold or qualifies through a funded promotion.
- 2 The wallet submits the required onchain redemption request when applicable.
- 3 The claim service verifies the wallet signature, network, event, and eligibility.
- 4 An atomic inventory ledger assigns one available code to that wallet.
- 5 The code is returned only to the verified wallet and can be revealed again by the same wallet.

PRIVATE BY DEFAULT

Full reward codes must never be bundled in frontend assets, contract storage, public feeds, analytics logs, or draw APIs. A social-media account is not required for redemption.

07 / GTAMINER TOKEN ECONOMICS

GTAMINER Token Economics

GTAMINER is designed as a fixed-supply ERC-20 token with EIP-2612 permit support. The token contract mints the full supply once at deployment. It has no owner mint function and no transfer tax.

ALLOCATION	SHARE	TOKENS	LOCKING INTENT
Mining rewards	40%	400,000,000	12.5% initial unlock; remainder linear over 48 months
Liquidity	20%	200,000,000	Initial and protocol-owned liquidity under disclosed custody
Ecosystem	15%	150,000,000	10% initial unlock; remainder linear over 36 months
Jackpot reserve	10%	100,000,000	Seasonal token rewards and reserve coverage
Team	10%	100,000,000	6-month cliff; then linear over 24 months
Operations	5%	50,000,000	Infrastructure, audits, integrations, and legal operations

Mining emission seasons

SETTLED TICKET RANGE	REWARD PER TICKET	SEASON EMISSION
0 - 2,000,000	50 GTAMINER	100,000,000
2,000,000 - 6,000,000	25 GTAMINER	100,000,000
6,000,000 - 14,000,000	12.5 GTAMINER	100,000,000
14,000,000 - 30,000,000	6.25 GTAMINER	100,000,000

Transactions crossing a season boundary are priced across the relevant season ranges. After 30 million settled ticket units, scheduled token emissions stop. USDT0 prizes and points can continue subject to funded pools and deployed protocol configuration.

08 / LIQUIDITY AND BUYBACKS

Liquidity and Buybacks

Stable V3 launch

The initial GTAMINER/USDT0 market is designed to be created once through Stable's canonical Uniswap V3 infrastructure. The launcher refuses a second pool at the selected fee tier, mints one initial position, clears approvals, refunds unused launch inventory, and sends the LP NFT directly to a disclosed recipient.

The launch transaction should identify the fee tier, initial price, tick range, minimum amounts, deadline, liquidity controller, and LP NFT recipient. The recipient should be a time-controlled contract or multisig with a published liquidity policy.

Buyback policy

Buybacks should be executed in transparent batches rather than immediately after every mine. Each execution should publish the source transaction, USDT0 input, route, average price, purchased amount, and destination.

**PROPOSED
DESTINATION POLICY**

A reference policy is 50% permanent supply reduction through a verified non-zero sink mechanism compatible with Stable and 50% protocol-owned liquidity. Final rules remain subject to audit, market review, and applicable law.

09 / STAKING - COMING SOON

Staking - Coming Soon

PROPOSED PHASE 2

No production staking contract is currently deployed, no deposits are accepted, and no APY is available or guaranteed. The final contract and funding schedule must be published and audited.

The proposed staking system creates wallet-owned, non-transferable lock positions. Longer terms receive higher reward weight. Principal remains held by the staking contract until the recorded unlock time.

LOCK TERM	PROPOSED WEIGHT	POSITION BEHAVIOR
30 days	1.00x	Base-weight commitment
90 days	1.25x	Medium-term alignment
180 days	1.60x	Extended protocol commitment
365 days	2.20x	Maximum reference weight

REFERENCE REWARD ACCOUNTING

$$\text{stakingPower} = \text{lockedAmount} * \text{termWeight}$$

$$\text{walletReward} = \text{fundedRewards} * \frac{\text{walletPower}}{\text{totalPower}}$$

Proposed staking properties

- Positions are non-transferable and represented by wallet-owned contract state.
- A position may be increased or extended, but its unlock date cannot be shortened.
- Rewards can be claimed without withdrawing principal, subject to funded inventory.
- Principal becomes withdrawable after expiry. The reference design has no discretionary slashing.
- An emergency pause may stop new deposits but must preserve post-expiry withdrawals.
- Normal-prize, jackpot, reward-code, pending-round, and player-claim balances can never fund staking.
- Staking must not increase mining odds or alter jackpot randomness.
- Displayed yield must be trailing realized yield, never a fixed promised return.

Permitted reward sources

Initial staking rewards must be pre-funded from a disclosed ecosystem allocation, sponsor contribution, or other separately identified source. Any future protocol-revenue contribution requires explicit public parameters, contract-level accounting separation, legal review, and audit.

Activation gate

- 1 Publish the final specification, source code, deployed addresses, and funding wallet.

- 2 Complete independent smart-contract and economic-security audits.
- 3 Run public testnet deposits, extensions, claims, expiry withdrawals, and emergency-state tests.
- 4 Move administrative roles to disclosed multisigs and apply required timelocks.
- 5 Publish caps, reward epochs, realized-yield methodology, and jurisdiction restrictions.
- 6 Enable the production interface only after contracts pass the public launch gate.

10 / SECURITY ARCHITECTURE

Security Architecture

Randomness boundary

Mainnet mining requires an independently verifiable randomness provider. A testnet mock provider or operator-selected random value must never secure real-value outcomes. The provider can be updated only through controlled governance conditions while the game is paused and no rounds are pending.

Solvency controls

- Pending stake, reserved prize liability, pool balances, and player claims are included in accounting.
- Every state transition verifies the real native USDT0 balance against the complete accounted balance.
- Normal-prize shortfall is reserved before a mine is accepted.
- Token rewards are reserved against pre-funded inventory.
- Checks-effects-interactions and reentrancy protection cover value-moving functions.

Operational controls

- New mining and reward-redemption requests can be paused during an incident.
- Existing player claims and eligible stale-round refunds remain independently recoverable.
- Reward codes remain server-side and are assigned through an atomic inventory ledger.
- Source, parameters, treasury wallets, audited hashes, and official rules must be published before launch.

11 / ROLES AND GOVERNANCE

Roles and Governance

ROLE	AUTHORITY	EXPECTED CUSTODY
Game owner	Pause and controlled configuration under safety conditions	Disclosed multisig
Randomness provider	Resolve pending round randomness only	Independent verifiable system
Liquidity controller	Execute the one-time V3 launch	Dedicated multisig
LP NFT recipient	Custody of initial liquidity position	Timelock or policy multisig
Reward treasury	Purchase wallet-claimable reward inventory	Separate disclosed treasury
Buyback treasury	Execute published buyback policy	Separate disclosed treasury
Operations treasury	Fund infrastructure, audits, support, and legal work	Budget-controlled treasury

No administrative role can mint additional GTAMINER through the fixed-supply token contract. Normal-prize and jackpot funds remain outside treasury-sweep authority.

12 / ROADMAP

Roadmap

PHASE	STATUS	SCOPE
Phase 0	Current	Contract review, Stable testing, randomness selection, treasury setup, legal review, and launch rehearsal
Phase 1	Planned	30-tile mining, USDT0 prizes, VI Jackpot, points, token emissions, reward claims, buyback accounting, and public statistics
Phase 2	Coming Soon	Audited non-transferable staking locks, funded reward epochs, realized-yield reporting, and post-expiry withdrawals
Phase 3	Subject to review	Seasonal modes, sponsor vaults, advanced statistics, and governance of non-custodial parameters

13 / RISKS AND DISCLOSURES

Risks and Disclosures

- Smart-contract risk. Defects, integration failures, or unexpected network behavior may cause loss, delay, or unavailability.
- Randomness risk. Security depends on the production provider, fulfillment availability, and correct integration.
- Liquidity and token-price risk. GTAMINER may be volatile, illiquid, or lose all market value.
- Stablecoin risk. USDT0 introduces issuer, bridge, network, liquidity, and peg-related risks outside GTAMINER's control.
- Operational risk. Reward inventory, infrastructure, RPC services, multisigs, and support processes may fail.
- Regulatory risk. Paid chance-based gameplay, promotions, tokens, and staking may be restricted by jurisdiction.
- Staking risk. Proposed parameters may change, activation may be delayed or cancelled, and realized rewards may be zero.

NO PROMISE OF PROFIT

Probabilities, pool balances, token emissions, buybacks, and staking proposals do not guarantee profit or positive expected value. This document is technical and informational, not financial, investment, tax, or legal advice.

Real-value participation should be limited to eligible users under published official rules, age and geography controls, responsible-play limits, and jurisdiction-specific legal review.

GTAMINER is an independent project and is not affiliated with or endorsed by Rockstar Games, Take-Two Interactive, Stable, Tether, USDT0, or their affiliates. Third-party names and marks belong to their owners. GTA VI-related reward descriptions refer to independently purchased inventory and do not imply an official partnership.

14 / REFERENCES

References

- 1 Stable Mainnet Information - chain ID, RPC, explorer, block time, and native gas asset.
- 2 Stable: USDT0 as Gas - native balance, ERC-20 behavior, fees, and integration requirements.
- 3 Stable Architecture: Key Features - EVM compatibility, finality, and network design.
- 4 GTAMINER Official Site - launch status and future verified contract references.

Verified production contract addresses, audits, randomness documentation, treasury labels, launch parameters, official rules, and source repositories will be appended before mainnet activation.

GTAMINER Protocol Whitepaper v1.0

Published July 2026 / Pre-mainnet design / <https://gtaminer.com>