

VIPERSCORE

Official Whitepaper

\$VPR Token · Base Network (Chain ID 8453)

Version 1.2 · March 2026

Website: viperscore.io · X / Twitter: [@viperscore](https://twitter.com/viperscore) · Telegram: [@viperscoreIO](https://t.me/viperscoreIO)
Base Name: [viperscore.base.eth](https://base.eth/viperscore)

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PART I — GAMEPLAY

1. Game Overview

ViperScore is a skill-based arcade game with snake elements, built on the Base blockchain. The premise is straightforward: control your viper, collect mice, climb the leaderboard, and earn real rewards. There are no shortcuts, no pay-to-win mechanics, and no luck-based progression. The player who performs best wins.

Players choose an entry tier, pay a small fee to participate in a competitive session, and earn a share of the prize pool based entirely on their score. The better you play, the more you earn. It is that simple.

ViperScore launched on Base mainnet in March 2026, making it one of the first fully on-chain skill games with real-money prize pools operating on a Layer 2 network. The game is accessible from any wallet-enabled browser, with no downloads required.

2. Core Gameplay Mechanics

The core loop is intentionally tight: enter, play, score, get rewarded. Each session is independent. There is no persistent health bar, no energy system, and no pay gate between you and your next game beyond the entry fee.

Entry & Plays

New players receive 10 plays on their first entry to explore the game. Every subsequent paid entry grants 5 plays, with Bronze tier entries adding 2 bonus plays. Players who cannot commit to a paid entry can access 5 demo plays every 24 hours, giving everyone a genuine chance to learn the mechanics before investing.

Battle Mode

Battle Mode is a head-to-head competitive format where two players enter a real-time match against each other. Both players pay a fixed entry fee to participate. The winner takes the majority of the combined entry pool; the loser earns nothing.

Matchmaking is handled automatically by the protocol. When a player queues for a battle, the system pairs them with an available opponent of comparable activity. Once both players are matched, both sessions are locked and the match begins simultaneously. Scores are submitted on-chain at the end of each session, and the winner is determined by highest score. In the event of a tie, the entry fees will be located to the yearly prize pool.

As the ecosystem scales, larger battle formats will be introduced. 50v50 and 100v100 team-based modes are planned for Q3 2026, where coordinated groups compete for a shared prize pool. These formats introduce a social and strategic layer on top of the core skill-based loop.

Battle Mode entry fees follow the same distribution logic as standard entries: the majority flows to the winner, with a small percentage allocated to operations and liquidity.

Tournaments

ViperScore hosts bi-weekly Community Tournaments with dedicated prize pools, higher stakes, and exclusive cosmetic rewards for top finishers. Tournament entry costs \$2 per player. Entry fees are distributed as follows: 80% to the prize pool, 10% to liquidity, 8% to operations, and 2% permanently burned.

To enter a tournament, a player pays the entry fee on-chain and receives a confirmed tournament slot. Play takes place within the defined tournament window. Scores are submitted through the same verified flow as standard competitive sessions — no separate client, no separate wallet interaction. Results are finalised automatically at the close of the tournament window.

Top-3 finishers receive unique champion rewards, including exclusive cosmetics not available through any other game mode. Players who reach 10, 25, 50, 100, 150, and 200 tournament appearances unlock milestone cosmetics that mark their competitive history on-chain — a permanent, verifiable record of commitment to the competitive format.

Community Tournaments are partially governed by the player base. \$VPR holders can influence tournament parameters — modifiers, prize structure weighting, and scheduling — through on-chain governance votes. This creates a competitive format that evolves with its community rather than being dictated by the development team.

Daily Modifiers

Every Wednesday and Saturday, a daily modifier changes the game conditions. Modifiers range from easy (larger hitboxes, wrap-around walls) to extreme (reversed controls, shrinking play area). Harder modifiers carry higher score multipliers — up to 2.0x — rewarding players who can adapt. This keeps the competitive meta fresh and prevents repetitive play patterns.

Bonus & Trap Mice

Beyond standard mice, the arena features bonus mice that grant extra points and trap mice that punish careless players. A Lucky Mouse can occasionally appear, carrying a rare reward: extra plays, a cosmetic unlock, or \$VPR tokens.

Streak System

Consecutive Days Active	Bonus Reward
4 days	5 extra plays
10 days	10 extra plays
30 days	50 extra plays

Achievements

The game tracks dozens of cumulative and single-session achievements across categories including score, trap avoidance, bonus collection, and games played. Achievements unlock at Common, Uncommon, Rare, Epic, and Legendary rarity tiers. They serve as a visible record of skill and commitment, and form the basis for future cosmetic rewards.



Figure 1 — Entry tiers: price per entry and prize pool multiplier

3. In-Game Assets & NFTs

ViperScore introduces a controlled, merit-based NFT system tied directly to gameplay activity. NFTs are not sold — they are earned through consistent paid participation.

Rare Tradable NFT Drops

Each paid entry tier — Bronze, Silver, and Gold — has a small chance of triggering a rare NFT drop per entry. A maximum of 10 NFTs per tier are issued per calendar year, ensuring genuine scarcity. These are not mass-produced collectibles; they are limited, verifiably rare assets earned by active players.

Player Ownership & Trading

All ViperScore NFTs are owned by the player, stored in their wallet, and fully tradeable on secondary markets. The project does not retain royalty controls that would impede peer-to-peer trading. Players are free to hold, sell, or transfer their assets at will.

Cross-Game Utility

NFTs earned in ViperScore are designed for cross-game utility. As the ViperScore ecosystem expands with new titles, existing NFTs will grant in-game advantages — cosmetic, mechanical, or access-based — in future games. This creates a compounding incentive to collect and hold assets from the beginning of the ecosystem.

NFT Tier	Max per Year	Cross-Game Utility
Bronze NFT	10	Yes — advantage in future titles
Silver NFT	10	Yes — advantage in future titles
Gold NFT	10	Yes — advantage in future titles

On-Chain Identity — VPRSocialProfile

Every player can claim an on-chain gaming identity via the VPRSocialProfile contract, deployed on Base. This profile links your wallet to your ViperScore username, achievement history, and social handles — building a verifiable, portable gaming identity that travels with you across the ecosystem.

4. Reward System

The prize pool is funded entirely by entry fees and distributed to players on a rolling schedule. There is no reliance on token inflation or treasury subsidies for daily payouts — the system is self-sustaining from day one.

Prize Pool Periods

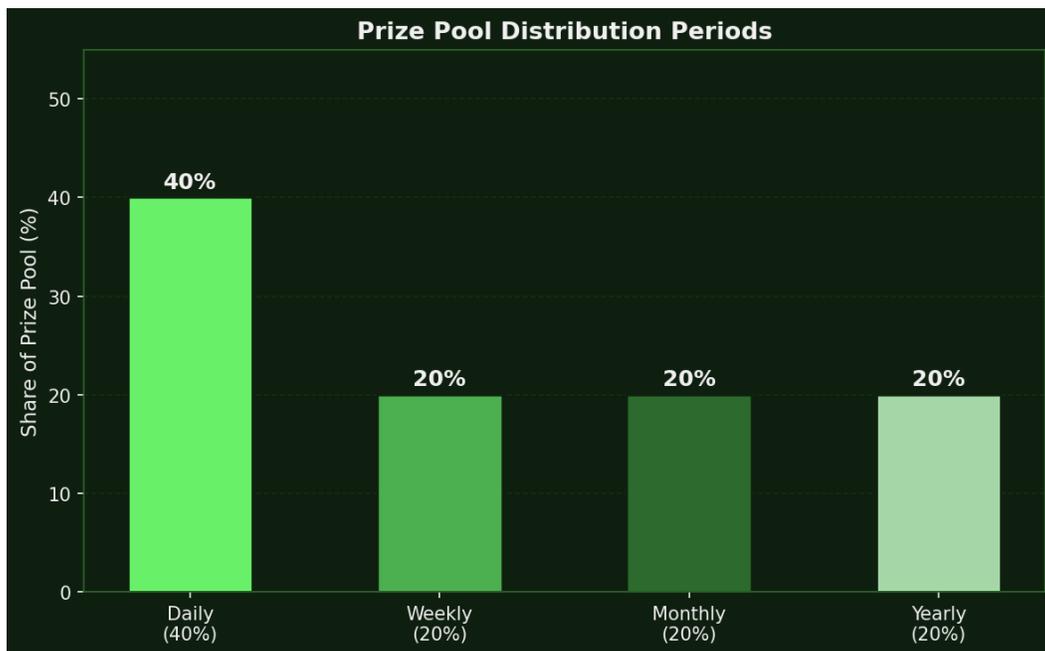


Figure 2 — Prize pool split across daily, weekly, monthly, and yearly periods

Of each period's prize pool, winners are paid out as follows:

Rank	Reward
1st Place	40% of period pool — paid in ETH, USDC, or \$VPR (+5% bonus)
2nd Place	25% of period pool
3rd Place	20% of period pool
Ranks 4–100	10% of period pool — paid in \$VPR, split by tier
Liquidity Reserve	5% of period pool — reinvested into game liquidity

VPR Reward Bonus

Players who choose to receive winnings in \$VPR receive a 5% bonus on top of their payout — an incentive for players who want to accumulate tokens and participate in the ecosystem long-term.

Tournaments

ViperScore hosts bi-weekly tournaments with dedicated prize pools, higher stakes, and exclusive cosmetic rewards for top finishers. Tournament entry fees are \$2 and distributed as 80% prize pool, 10% liquidity, 8% operations, and 2% burned. Top-3 finishers receive unique champion rewards. Players who reach 10, 25, 50, 100, 150, and 200 tournament appearances unlock milestone cosmetics marking their commitment to competitive play.

Referral Rewards

Referring a new player earns 2 bonus plays immediately, plus a 3% commission on all entry fees paid by the referred player for 24 months. The commission is paid in \$VPR via an automatic buyback — meaning every referral adds buy pressure to the token. Both parties also receive 2 bonus plays upon the first entry of the referred player. When a referred player spends \$25, the referrer earns an additional 40 bonus plays.

5. Player Economy

The player economy is designed to be simple, transparent, and driven by skill rather than speculation. Players earn by being good at the game. Value flows from entry fees into prize pools, from there to skilled players, and from players back into the ecosystem through re-entry, trading, and token participation.

In-Game Shop

Players can purchase cosmetics, extra plays, and additional features through the in-game shop using \$VPR. An Unlimited Play Pass is available for players who spend \$20 or more in the shop in a single day, granting unrestricted play for 24 hours. First-time buyers receive 3 bonus plays; the fifth purchase unlocks 10 bonus plays. Shop revenue is distributed as 60% operations, 20% prize pools, 15% treasury, and 5% burned.

Marketplace (Q3 2026)

A dedicated NFT marketplace is planned for Q3 2026, enabling players to trade their earned NFTs, cosmetics, and in-game assets directly within the ViperScore ecosystem. This creates a closed-loop player economy where assets have real, market-determined value.

Payment Flexibility

ViperScore accepts ETH, USDC, USDT, and \$VPR for entry fees. Paying with \$VPR unlocks tier-specific bonus plays: 1 extra for Basic, 3 for Bronze, 5 for Silver, and 9 for Gold. This creates consistent demand for the token beyond speculative holding.

PART II — TOKENOMICS AND ECONOMIC MODEL

6. Token Overview

Parameter	Value
Token Name	ViperToken
Symbol	\$VPR
Hard Cap	52,000,000 VPR
Initial Supply	28,000,000 VPR (at launch)
Blockchain	Base (Chain ID 8453)
Token Standard	ERC-20

\$VPR is the native utility token of the ViperScore ecosystem. It is deployed on Base, Coinbase's Layer 2 Ethereum network, chosen for its low transaction fees, high throughput, and growing ecosystem of applications and users. The hard cap of 52,000,000 VPR is immutably enforced in the smart contract — no additional supply can be created beyond this ceiling.

7. Token Utility

The \$VPR token is not a speculative asset sitting outside the game economy. It is embedded in every major player interaction. The following utility functions are active at launch:

Utility	Description
Entry Fee Payment	Players can pay entry fees in \$VPR, receiving tier-specific bonus plays as an incentive.
Reward Payouts	Players can opt to receive winnings in \$VPR, earning a 5% bonus on their payout.
Top 100 Bonus Pool	10% of every prize period is paid exclusively in \$VPR to ranks 4 through 100.
In-Game Shop	All cosmetic purchases, extra plays, and shop items are denominated in \$VPR.
Referral Commissions	All referral commissions are paid in \$VPR via automatic buyback from the open market.
LP Staking Rewards	Monthly inflation is distributed to liquidity providers staking VPR/ETH pairs on Aerodrome.
Voluntary Token Locking	Players can lock \$VPR for 14 to 180 days to signal long-term commitment and qualify for loyalty programs.
Community Governance	Token holders will participate in community governance decisions for upcoming games in the ecosystem (Q2 2026).
Cross-Game Ecosystem	As new games launch, \$VPR will serve as the shared currency across the entire ViperScore ecosystem.

8. Token Distribution

The initial supply of 28,000,000 VPR was allocated at launch across three primary functions, each with a distinct purpose. The remaining 24,000,000 VPR is released over time through a controlled vesting schedule and a capped inflation mechanism.

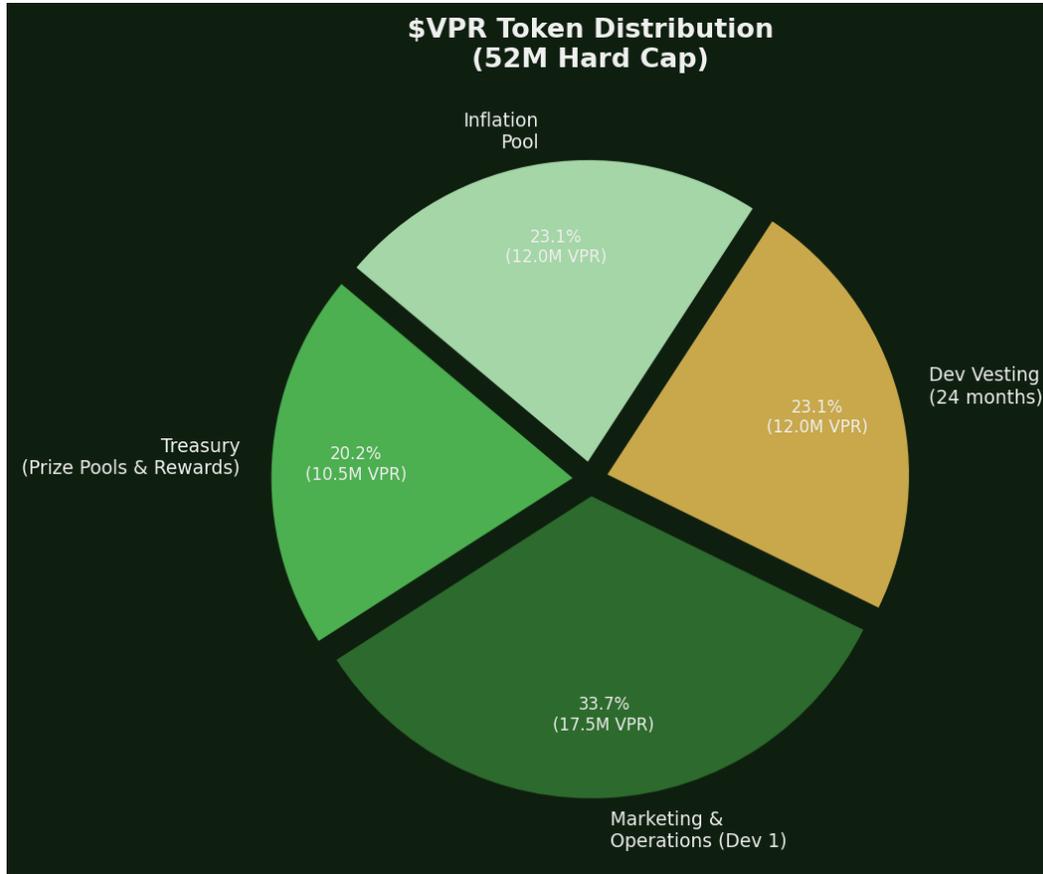


Figure 3 — \$VPR token distribution (52M hard cap)

Allocation	Amount (VPR)	% of Hard Cap	Purpose
Treasury	10,500,000	20.2%	Prize pools, ecosystem rewards, operations
Marketing & Operations	17,500,000	33.7%	Marketing, operational costs, team wallet, airdrops
Dev Vesting — Medium	6,000,000	11.5%	Released linearly over months 1–12
Dev Vesting — Long	6,000,000	11.5%	Released linearly over months 12–24
Inflation Pool	~12,000,000	23.1%	Controlled release to LP stakers, treasury, dev reserve

Vesting Schedule

Team and development tokens are subject to a smart-contract-enforced vesting schedule spanning 24 months. Claims can only be made every 4 days, capped at approximately 1/75th of each tranche per release. This prevents any sudden supply shock from team allocations and aligns long-term incentives between the team and the community.

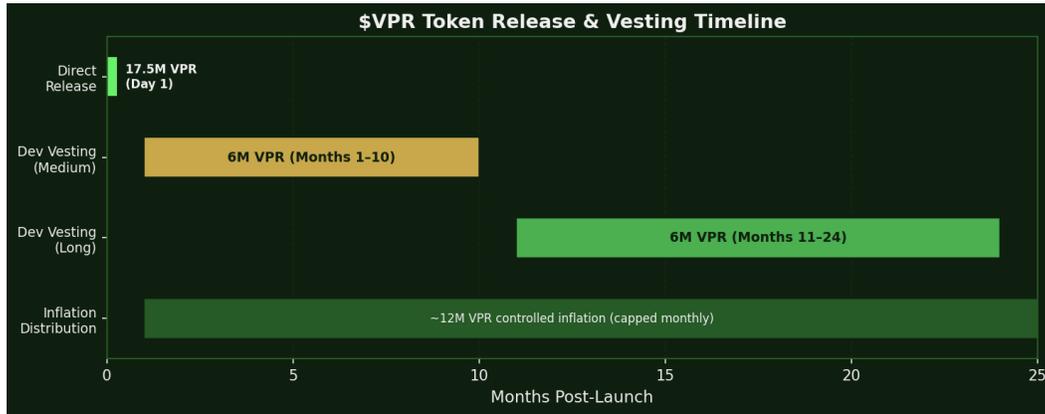


Figure 4 — Token release and vesting timeline

Early Sell Fee Structure

To further protect against short-term speculation by early holders, VPR token transfers to exchange pairs carry a time-decaying sell fee for the first 24 months:

Period	Sell Fee
Months 0–3 (first 48h after buy)	20%
Months 3–6 (first 48h after buy)	10%
Months 6–9 (first 24h after buy)	5%
Months 9–12 (first 24h after buy)	5%
Months 12–24 (first 24h after buy)	0.5%

Sell fee proceeds are distributed as: 50% buyback, 30% liquidity, 15% team wallet, 5% burned. After 24 months, all sell fees expire entirely.

9. Economic Model

The ViperScore economic model is built around a single principle: revenue generated by players flows back to players, with the protocol sustaining itself from a transparent operations allocation. There are no hidden mechanisms, no rug-pullable treasury withdrawals, and no off-chain accounting that players cannot verify.

Entry Fee Flow

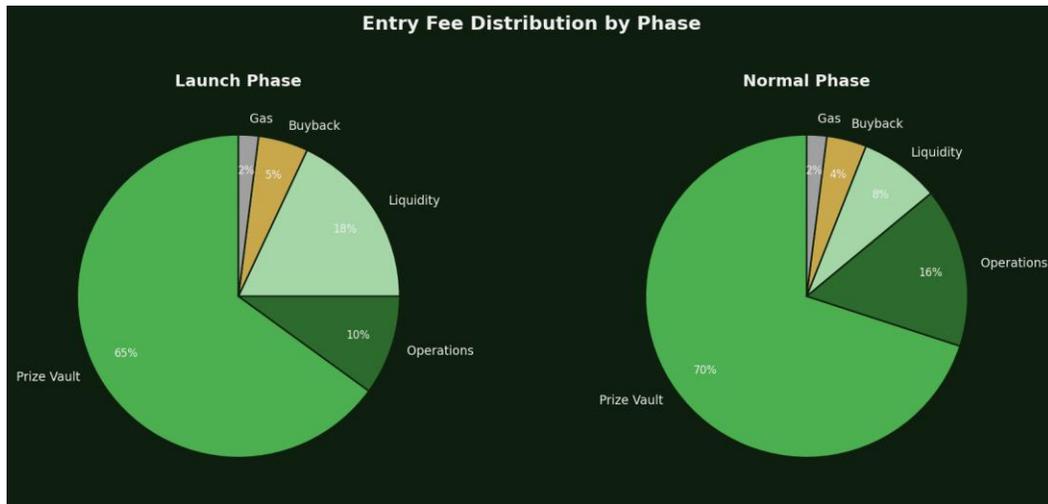


Figure 5 — Entry fee distribution: launch phase (left) and normal phase (right)

During the launch phase, 65% of every entry fee goes directly to prize pools. This percentage rises to 70% in the normal phase as liquidity stabilises. The buyback allocation — 5% at launch, 4% normal — continuously purchases \$VPR from the open market, creating structural buy pressure that scales with game activity.

Inflation Distribution

Monthly inflation (capped at 520,000 VPR per month) is distributed as follows: 60% to LP stakers, 30% to treasury for ecosystem use, and 10% to the development reserve. Inflation only occurs up to the 52M hard cap. Once the hard cap is reached, minting ceases permanently.

Buyback Mechanism

The protocol operates an automated buyback mechanism via Aerodrome on Base. Accumulated entry fees in the buyback pot are used to purchase \$VPR from the open market at intervals, reducing circulating supply and supporting token price without requiring manual intervention. This mechanism is on-chain, transparent, and verifiable.

10. Sustainability Mechanisms

The long-term sustainability of a token economy depends on two things: credible token sinks that reduce circulating supply, and a reward emission structure that cannot be drained faster than it is replenished. ViperScore addresses both.

Token Sinks (Burns)

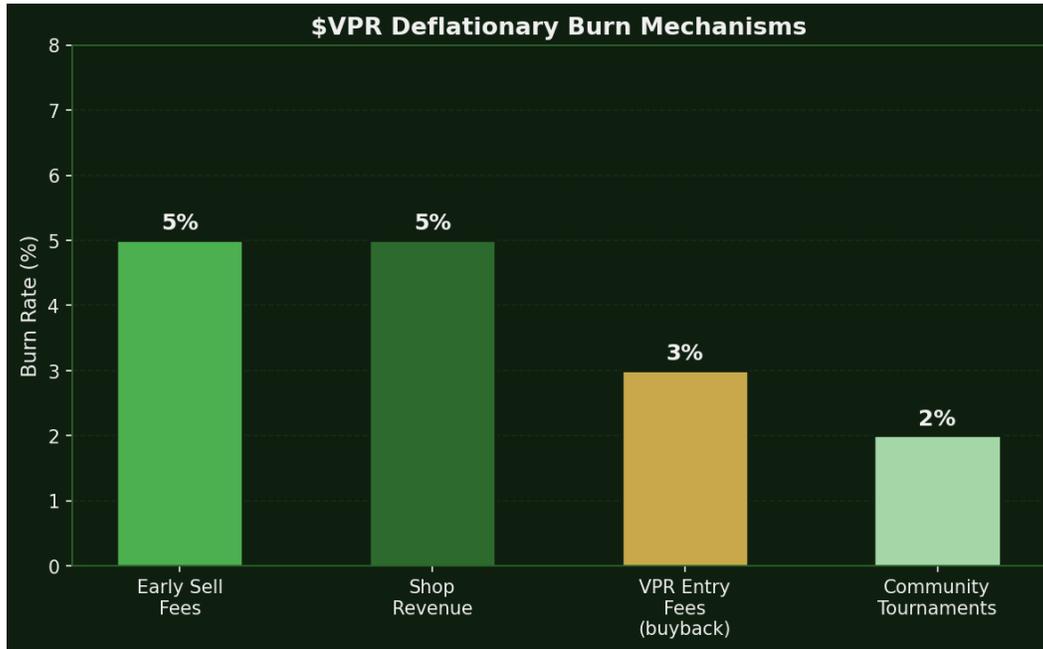


Figure 6 — Active burn mechanisms across all revenue streams

Mechanism	Burn Rate	Notes
Early Sell Fees	5%	Drops to 2.5% after hard cap is reached
Shop Revenue (VPR)	5%	Permanent deflationary pressure from shop
VPR Entry Fee (buyback)	~3%	Buyback portion burned directly from entry fees
Community Tournaments	2%	2% of tournament entry fees burned

Inflation Cap & Schedule

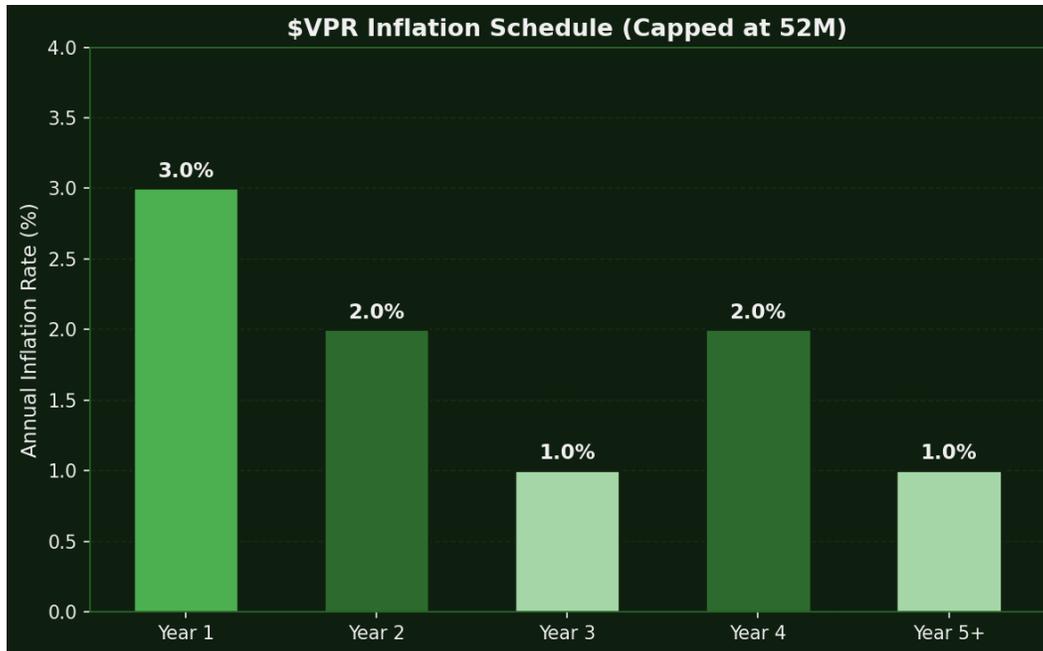


Figure 7 — Annual inflation schedule (% of current supply)

Inflation begins at 3% in Year 1 and follows a descending schedule, settling at 1% per year by Year 3 and beyond. The absolute monthly mint cap of 520,000 VPR prevents any scenario where a single epoch generates disproportionate supply. The combination of declining inflation rates and active burn mechanisms is designed to make the token net-deflationary as ecosystem activity grows.

LP Staking as the Airdrop

Rather than a traditional staking contract, ViperScore uses liquidity provision as its core long-term incentive mechanism. Players who add VPR/ETH liquidity on Aerodrome and hold their LP position receive 60% of monthly inflation. This deepens market liquidity, reduces slippage for all participants, and rewards holders who actively contribute to ecosystem health.

Anti-Inflation Guardrails

Smart contract-level controls prevent any single epoch from minting beyond its authorised limit. The treasury and game contracts are the only authorised minters. The development team cannot mint tokens outside the vesting schedule. All contract interactions are logged on-chain and publicly verifiable on Base.

PART III — ECOSYSTEM VISION AND ROADMAP

11. Ecosystem Vision

ViperScore is not a single game. It is the first step in building a Web3 gaming ecosystem on Base where skill, ownership, and community converge.

The long-term vision is a multi-game platform where every game shares the same token, the same NFT standard, and the same player identity layer. A player who earns a Gold NFT in ViperScore carries that asset — and the advantages it confers — into every future game in the ecosystem. A player who builds a reputation on-chain through VPRSocialProfile builds a portable gaming identity that grows in value as the ecosystem grows.

The platform is designed around three pillars: skill over luck, transparency over trust, and community over speculation. Every tokenomics decision, every fee split, and every reward mechanism is on-chain and auditable. Players do not need to trust the team — they can verify.

Growth will be community-driven. As the game finds its player base, the community will play an active role in shaping upcoming titles, voting on features, and steering the ecosystem's direction. The team builds the infrastructure; the community builds the culture.

12. Development Roadmap

Q1 2026 — Launch

- Live mainnet launch on Base
- Token live on Aerodrome DEX
- Initial liquidity established
- Marketing campaign and community building
- Anti-bot systems, tournament infrastructure, and referral system active

Q2 2026 — Expansion

- Ecosystem expansion with a second skill-based game
- Community governance introduced for upcoming game decisions
- Extended marketing push
- NFT cross-game utility activated for existing holders

Q3 2026 — Multiplayer & Marketplace

- Large-scale multiplayer game modes: 50v50 and 100v100 formats
- Competitive leagues and ranked competitive gameplay
- NFT marketplace launch — player-to-player trading within the ecosystem
- CEX listing pursuit with community support

Q4 2026 — Charity Initiative

- Launch of the ViperScore Foundation
- Charity-based gameplay initiative for rescue dogs and dog care organizations
- On-chain donation tracking and community involvement in fund allocation
- Transparent reporting via social media and on-chain records

13. Charity Initiative

In Q4 2026, ViperScore will try to launch its charity initiative. The most distinctive component of the ecosystem's long-term identity. The cause is animal welfare, specifically the rescue and care of dogs.

The ViperScore Foundation

Rather than routing donations through existing organizations, ViperScore will build its own foundation from scratch. This is a deliberate choice. Building from the ground up means full transparency, direct control over fund allocation, and the ability to shape an organisation that reflects the values of the community — rather than inheriting the structure and overhead of an established institution.

How Donations Are Generated

A portion of gameplay revenue will be allocated directly to the Foundation. Players generate donations simply by playing — there is no separate action required. The more active the platform, the more funds flow to the cause. Special charity tournament events will be organized where a larger share of entry fees is routed to the Foundation.

Transparency

All donation flows will be tracked on-chain and reported publicly. The ViperScore social channels, X (@viperscore) and Telegram (@viperscoreIO), will serve as the primary transparency layer, with regular updates on fund totals, allocations, and impact. The community will have visibility into and influence over how Foundation resources are deployed.

The ViperScore Foundation is not a marketing exercise. It is a commitment built into the roadmap from day one, because a project that outlasts its hype cycle needs a purpose larger than price performance.

14. Team and Transparency

ViperScore is built by a team of four individuals with backgrounds spanning game development, blockchain engineering, and product design. Team members remain pseudonymous by choice, a deliberate decision driven by security considerations, not a lack of accountability.

The code is open to inspection. The contracts are deployed on Base mainnet and verifiable on-chain. The tokenomics are hardcoded in public smart contracts, not managed off-chain in spreadsheets. The team cannot mint tokens outside the defined schedule, cannot withdraw from the treasury without

on-chain authorization, and cannot alter the prize pool distribution without a contract update that is publicly visible.

Development Philosophy

The team's philosophy is to build slowly, correctly, and publicly. Every feature ships when it is production-ready, not when it is good enough for a beta. Every economic parameter is documented, explained, and traceable to a specific design decision. No testnet shortcuts, no temporary workarounds, no private configurations that differ from what the public can verify.

Community Engagement

The team is reachable and responsive. The X account (@viperscore) and Telegram (@viperscoreIO) are actively maintained. Governance decisions, product updates, and financial reports will be communicated proactively — not reactively. The community is not an audience; it is a stakeholder.

15. Legal Disclaimer

This whitepaper is provided for informational purposes only. It does not constitute financial advice, investment advice, or a solicitation to purchase any token or security. The \$VPR token is a utility token designed for use within the ViperScore ecosystem. It is not intended to represent ownership in any company, entitle holders to dividends, or constitute a security under any applicable jurisdiction.

Participation in blockchain-based games and token ecosystems involves significant risk. Token values may be highly volatile. Past performance of any token, game, or ecosystem is not indicative of future results. Users should conduct their own due diligence and consult independent legal, financial, and tax advisors before making any decisions based on the contents of this document.

The ViperScore team makes no representations or warranties regarding the accuracy, completeness, or timeliness of the information contained herein. The roadmap reflects current intentions and is subject to change based on technical, regulatory, and market conditions. No guarantee is made that any feature, game, or milestone described in this document will be delivered on the stated timeline or at all.

Regulatory frameworks for blockchain assets, tokens, and Web3 games vary by jurisdiction and are rapidly evolving. It is the responsibility of each user to ensure that their participation in the ViperScore ecosystem complies with the laws and regulations of their jurisdiction. The ViperScore team reserves the right to restrict access to residents of jurisdictions where participation may be prohibited or restricted by law.

By participating in the ViperScore ecosystem, users acknowledge that they have read and understood this disclaimer and accept the inherent risks associated with blockchain technology and digital assets.

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