Version 1.0 | 2026

SHOOTMINER

A football management game on the TON blockchain

Build your virtual club, buy real players, compete in 3D matches and earn real income

100	40	4
Billion tokens	Arena stages	Airdrop seasons

Executive Summary

What is SHOOTMINER?

SHOOTMINER is a football management game built on the **TON** blockchain that combines traditional sports management with a **Web3** economy.

Players can build their own virtual football club, buy real players, compete in 3D football matches and earn real income through an innovative **dual-token** economic system.

- Sports management simulation
- 3D football matches
- TON-based economy
- Passive mining



Project Vision

- Experience football club management
- Upgrade their club and progress in the game
- Take part in exciting competitions
- Earn real economic returns through in-game activities
- Take part in project governance and community decisions

Features

Key Features

3D Matches

Experience football gameplay with a distinct style and Three.js graphics

Player Name System

Purchased players appear on the pitch with their real name and number

Dual-Token Economy

ShootMiner (game token) + GEM (governance/airdrop token)

Competitive Modes

League, leaderboard, the 40-stage Arena and Kick-off battles

TON Integration

Real asset flow through TON Connect

Seasonal Airdrop

Distribution of 40 billion tokens over 4 quarterly seasons

Game System

Game Structure and Mechanics

Club System

Lineup Structure

Starting lineup	**7 players**
Bench	**4 players**
Total capacity	**11 players**



Position System

Position code	Position name	Bonus
GK	Goalkeeper	100%
LB	Left back	100%
RB	Right back	100%
LM	Left midfielder	100%
RM	Right midfielder	100%
LF	Left forward	100%
RF	Right forward	100%

Wrong-position penalty: a player in the wrong position produces only 50% of his power | **Bench:** bench players produce only 1 unit of power

Team Power Calculation

Base power = sum of each player's real power

Final power = base power × (1 + coach bonus) × (1 + stadium bonus)

Coach System

Level	Bonus	Multiplier
1	+10%	1.1×
2	+25%	1.25×
3	+50%	1.50×
4	+80%	1.80×
5	+120%	2.20×
6	+160%	2.60×

Stadium System

Level	Bonus	Multiplier
1	+10%	1.10×
2	+30%	1.30×
3	+100%	2.00×
4	+150%	2.50×
5	+230%	3.30×

Player System

Player Levels

Level	Name	Icon	Power	Price (ShootMiner)
1	Beginner	🔵	1	100
2	Amateur	🟢	5	1,000,000
3	Professional	🟡	14	5,000,000
4	World-class	🟠	25	15,000,000
5	Legendary	🔴	40	40,000,000

Mining System

Income Formula

Income per second = 10 ÷ total team power

Income is credited every 20 seconds via a Cron Job

Bank and Vault System

Default cap	**10,000 units**
Maximum safes	**5 safes**

Safe Levels

Level	Cap increase	Price
1	+20,000	1,000,000
2	+100,000	2,000,000
3	+500,000	5,000,000
4	+1,000,000	20,000,000
5	+2,000,000	50,000,000

Competition System

League Mode

Win

3 points + 2,000 coins

Draw

1 point + 500 coins

Loss

0 points

Weekly League Leaderboard Rewards

Number of users	Top players	GEM	ShootCoin	TON
50 - 500	10 users	110	55M	5.5
500 - 5,000	20 users	50	110M	11
5,000 - 20,000	50 users	100	300M	35
20,000 - 100,000	500 users	400	2B	140
Over 100,000	1000 users	2000	5B	1500

Arena Mode — 40-Stage Map



Stage	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36-40
AI difficulty	Gradual increase from level 1 to level 20							
Base reward	1000	2000	3000	4000	5000	6000	7000	8000

Resets every Sunday — each win unlocks the next stage

Kick-off Mode (Betting)

Entry amount	AI level	Result
500	6	Win: 2× the amount Draw: the amount is returned Loss: the amount is lost
1,000	10	
2,000	14	
5,000	17	
10,000	20	

Energy System

30
Starting energy

30
Maximum energy

30
Minutes / recovery

1
Cost per match

Economy

Dual-Token Economic System

ShootMiner

Game token

- Buy players and safes
- Enter Kick-off matches
- Convert to GEM and TON
- Earn through mining and matches

1 TON ⇒ 10,000,000 ShootMiner
1 TON ⇐ 100,000,000 ShootMiner

GEM

Governance / airdrop token

- Determine the share of the next airdrop
- Convert from ShootMiner (1,000,000 = 1 GEM)
- Convert from TON (1 TON = 10 GEM)
- Task rewards

One-way, irreversible conversion

Tokenomics

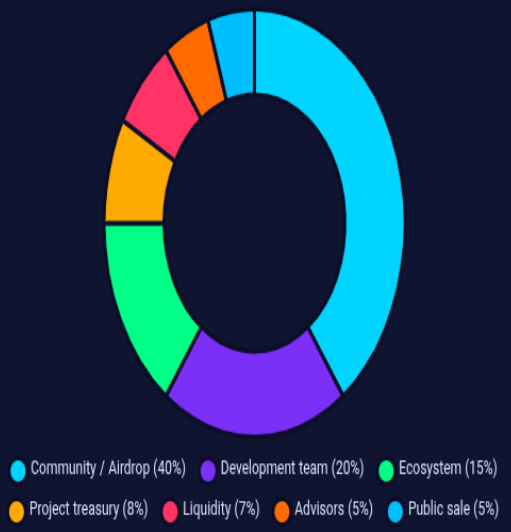
SHOOTMINER Token Allocation

Total supply

100,000,000,000

SHOOTMINER

Token allocation chart



Allocation details

Community / airdrop	40% — 40B
Development team	20% — 20B
Ecosystem	15% — 15B
Project treasury	8% — 8B
Liquidity	7% — 7B
Advisors	5% — 5B
Public sale	5% — 5B

Vesting schedule summary

Category	Cliff	Release period	Total period
Development team	12 months	24 months	36 months
Advisors	4-8 months	12-18 months	16-26 months
Public sale	None	6-18 months	Up to 18 months
Community / airdrop	None	4 seasons + Claim	12 months
Ecosystem	6 months	30 months	36 months
Liquidity	None	At TGE	At TGE
Treasury	6 months	30 months	36 months

Airdrop

Seasonal Airdrop Program

Eligibility

Play at least one match

Hold GEM tokens

Calculation formula

User share = (10B × user's GEM) ÷ total GEM

Anti-Sybil

- Checking accounts created within a single day
- Checking real activity (not just registration)
- Checking the age of the Telegram account
- Checking real TON purchases
- Checking automated referral accounts
- Minimum activity threshold (10 matches)

Seasonal airdrop cycle

01

Season start

Users begin activity and earning points

02

Season end

Activity closes at the end of the third month

03

Snapshot

User data is recorded

04

Results announced

Eligible users are announced

05

Claim

15 days to claim the tokens

Security

Security Measures

Account security

Mandatory Telegram authentication

Authentication

Telegram-Init-Data is verified on all APIs

Backend security

CORS, parameterized queries, DB transactions

Wallet security

TON Connect, TXID verification

Withdrawal security

Minimum 1 TON, maximum 50 TON, fee 2% + 0.1 TON

Anti-bot

Mandatory Telegram authentication

Risks

- Market risk: token price volatility
- Regulatory risk: changes in laws
- Technical risk: contract bugs
- Competitive risk: entry of new competitors

Roadmap

Project Development Path



01



Phase 1 ✅ Completed

Infrastructure

The core foundations of the project were built.

- Telegram authentication and registration system
- Players and positions system
- Mining and energy system
- Vault and withdrawal limit
- Coach and stadium

02



Phase 2 ✅ Completed

Game Expansion

Matches and competitive modes were added to the game.

- 3D football matches (Three.js)
- League mode and standings table
- Arena (40-stage map)
- Kick-off battle with betting
- Tasks system

03



Phase 3 ✅ Completed

Economy

The Web3 economic system was implemented.

- GEM system for end-of-season airdrops
- TON wallet integration
- Currency conversion
- One-way internal market

04



Phase 4 🔄 In progress

Web3

Blockchain infrastructure and advanced markets are being built.

- Core token
- Smart contract
- Smart contract security audit
- Contract testing on testnet
- Internal two-way market (players, coaches, stadiums)



Phase 5 Planned

Token Launch

The SHOOTMINER token is released to the market.

- TGE (Token Generation Event)
- DEX listing
- CEX listing
- Airdrop

05

06



Phase 6 Planned

Ecosystem

Full ecosystem development and community governance.

- Governance
- NFT marketplace
- Staking
- Ecosystem development

MORE THAN A GAME — A GLOBAL ECOSYSTEM

Market

Listing and Referrals

DEX listing

Target DEXes	STON.fi, DeDust, TonSwap
Trading pair	SHOOT/TON
Estimated timing	Less than 1 month after TGE

Referral system

```
https://t.me/Shootmainerappbot?
start=ref_{userId}
```

Rewards for inviters

Referral stats in the Tasks section

Legal Disclaimer

- ⚠ This game is an entertainment game and does not guarantee any financial profit
- ⚠ In-game tokens (ShootMiner, GEM) have no monetary value until listed on an exchange
- ⚠ Participating in the game means accepting its rules
- ⚠ Users must comply with the local laws of their country
- ⚠ The project reserves the right to change rules and mechanisms
- ⚠ There is no guarantee of an airdrop or of a listing on any specific exchange
- ⚠ Tax matters are the user's responsibility

Conclusion

By combining a football management game, 3D matches and a Web3 economy, SHOOTMINER offers a unique gaming experience. We have designed a sustainable ecosystem that allows players to:

- Enjoy the game
- Earn income
- Take part in governance
- Own digital assets
- Develop their club