

GamersPayGamers (GPG) Litepaper

Instant Intent-Driven Liquidity (IIDL™)

Version: 0.9 (MVP / Partner Pilot)

Status: Live routing prototype (venue selection + simulated execution)

GamersPayGamers is building **intent-driven routing rails** for Web3 gaming assets.

IIDL™ detects **real demand signals**, computes **conviction**, and recommends the best settlement venue based on **execution confidence** and **economics**—while keeping **consent** with the user and **execution** with partner marketplaces.

1) The Problem

Web3 gaming has created millions of in-game assets (skins, gear, rewards, collectibles), but the market is fragmented:

- Demand is scattered across venues
- Listings become stale and illiquid
- Users don't know where an asset will actually sell
- Liquidity forms late, inconsistently, or not at all
- “More minting” doesn't fix the core issue: **settlement efficiency**

The result: many assets become “owned” but not meaningfully **exchangeable**.

2) What is IIDL™?

Instant Intent-Driven Liquidity (IIDL™) is a routing and settlement-coordination protocol for in-game assets.

IIDL does **not** replace marketplaces.

IIDL does **not** custody assets.

IIDL does **not** execute trades.

Instead, IIDL acts as a **neutral intelligence layer** that:

- interprets demand (“intent”)
- scores routes
- recommends venues
- records outcomes

- improves routing over time

3) What We Built (MVP Reality)

The current GPG/IIDL MVP supports:

A) Intent → Route Recommendation

- Intent recorded as **PENDING**
- Routes computed and ranked across supported venues
- Recommendation stabilized to reduce churn (anti-switch logic)

B) Consent-Preserving Settlement

- The user chooses the venue (or accepts recommendation)
- Settlement occurs **externally** through the venue

C) Learning Loop

- Each settlement outcome (SUCCESS / FAILED / ABANDONED) updates provider reputation
- Routing improves over time based on real outcomes and revenue

4) How It Works (Pipeline)

1. **Player expresses intent**
2. **Consent is requested and confirmed**
3. **Asset metadata + traits are normalized**
4. **Blueprint conviction is computed**
5. **Routes are scored and ranked**
6. **User selects a settlement venue and completes externally**
7. **Outcome is recorded and improves future routing**

5) Key Concepts

Intent

A structured signal that indicates a user's desire to transact (buy/sell/settle), paired with asset identifiers and context.

Conviction

A confidence layer describing how strong/real the demand appears (ex: MEDIUM / HIGH / ELITE).

Conviction helps prevent routing based on noise.

Execution Confidence

A venue-specific score estimating probability of successful settlement, based on:

- liquidity indicators (when available)
- provider reputation (smoothed + confidence-weighted)
- historical outcomes

Yield-Weighted Recommendation (Phase 6.5+)

IIDL can recommend the best venue using:

`yieldScore = execution_confidence × revenue_multiplier`

Where revenue multiplier includes:

- GPG routing fee
- optional revenue share with venues (if agreements exist)

Important: execution confidence has minimum safety gates so revenue never “forces” a risky recommendation.

6) Venues & Routing (Current)

IIDL currently supports routing options on Immutable zkEVM such as:

- **TokenTrove**
- **AQUA**

Other venues can be added via adapters.

7) Fees & Monetization (Current Design)

IIDL supports two revenue layers:

Layer A — Routing Fee (Core)

A platform fee applied when routing results in a successful settlement.

Layer B — Venue Revenue Share (Optional)

If a venue has a fee agreement, GPG can earn a share of the marketplace execution fee.

This is **not required** for the protocol to function. It's an expansion path.

8) Reputation & Learning

Provider reputation is updated from:

- settlement outcomes (success/failure)
- confidence smoothing and acceleration
- optional revenue-weighted signals (when statistically valid)

This allows IIDL to:

- avoid repeatedly recommending failing venues
- stabilize recommendations over time
- converge toward reliable settlement pathways

9) Trust, Safety, and User Control

IIDL is designed around:

- **Consent first** (user chooses venue)
- **Transparency** (ranked options can be displayed)
- **No custody** (assets remain with user wallets/venues)
- **Partner alignment** (venues execute trades)

10) What's Next

Near-term roadmap priorities:

- Additional venue adapters (Immutable-compatible)
- Better liquidity snapshots + price signals
- Stronger fraud/spam resistance on intent signals
- Partner pilot onboarding + reporting dashboards
- Commercial licensing + certification program

11) Partner Pilots (What We Want)

We're looking for pilot partners who want:

- better settlement conversion
- improved asset velocity
- reduced dead listings
- measurable routing performance

Partners integrate via lightweight adapter patterns and can start with simulation.

12) Disclaimer

IIDL is an evolving protocol. Current capabilities focus on **routing intelligence and settlement coordination**, not trade execution or custody.

Contact

GamersPayGamers (GPG™)

Partnerships: info@gamerspaygamers.com

Website: www.gamerspaygamers.com