

# aires

**Blockchain.  
Gaming.  
Network.**

# aires

is

**Scalable** Blockchain  
**Social** Gaming  
**Network.**



**suite**

All-in-one  
solution



**arena**

Gaming  
Platform



**connect**

Business  
Resources

# Why Game Need Blockchain

- ▶ Transparent, fair and tamper-proof rule of games
- ▶ Encrypted assets belong to Games and can be transferred across games
- ▶ Token economy and consensus change games

# Does Game Really Need Blockchain?

- ▶ ~~Transparent, fair and tamper-proof rule of games~~ Big production company don't want to give away control
- ▶ ~~Encrypted assets belong to Games and can be transferred across games~~ Cross Story and Universe is hard
- ▶ ~~Token economy and consensus change games~~ Existing mechanisms are already mature and effective

# Social Game needs Blockchain

▶ Chess and cards game desperately need fairness

~~Big production company  
don't want to give away  
control~~

▶ Single Intellectual property leads group of casual games

~~Cross Story and Universe is  
hard~~

▶ Token Ecosystem energize social context

~~Existing mechanisms are  
already mature and effective~~



Casual Game

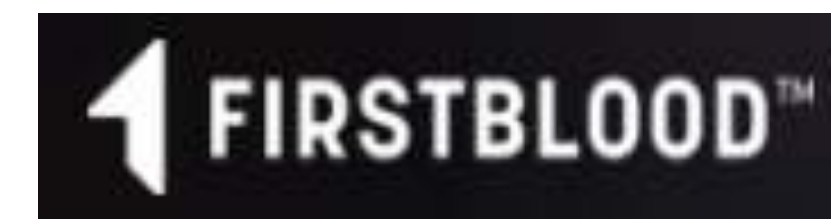
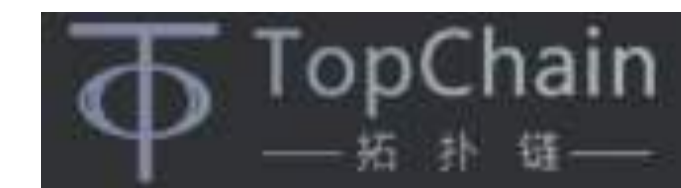
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CryptoKitties

Distribution  
platform

Battle Platform



eSports

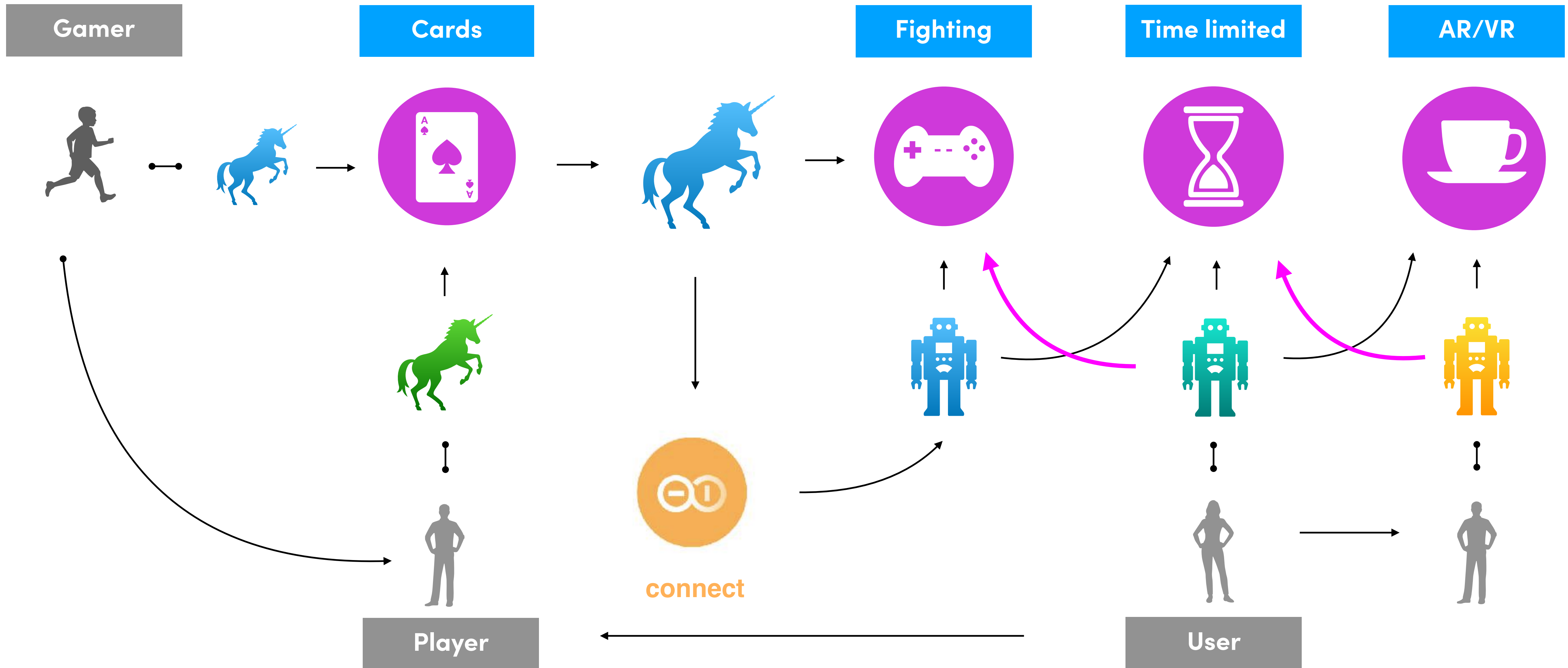




ares arena

User Case



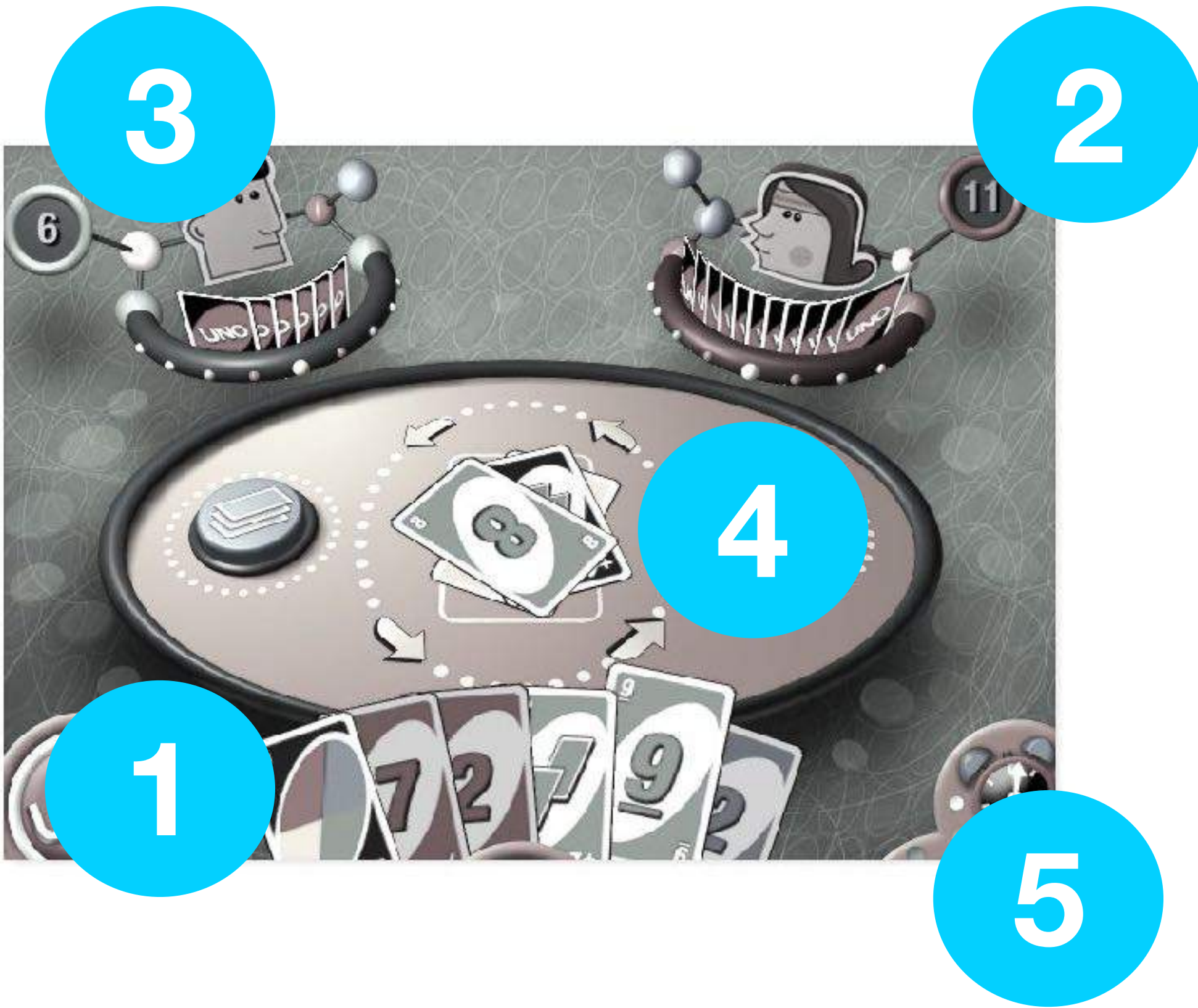


1. A gamer entering the arena will first gain a unique encrypted personal image.
2. The gamer can upgrade his/her encrypted image by playing different games.
3. A simulation gamer can invite a card gamer to join his/her game, and both can win ares tokens.
4. Simulation gamers can increase their assets by playing games and change their images, and they can choose to sell their assets in the market of ares connect.
5. Gamers can buy more encrypted assets to participate in different games.
6. Gamers with limited free time can play small games that limits time between other duties.
7. In a real life socializing scenario, gamers can project their images by using a AR projector on a coffee table to fight with each other for more fun.
8. They can also use VR equipment to experience a full socializing experience in a room escaping game.
9. Ares will invite renowned artists to create unique encrypted assets, which withhold higher values for collection and trading.



**ares** suite

**Ref-Game: UNO**



1. Hard to start

**Usability**

Adapter

2. Unfriendly environment

**Integration**

SDK+IDE

3. Centralized Storage

**Safety**

BigchainDB

4. Blackbox for game rules

**Fairness**

RNG

5. Interaction speed

**Feasibility**

Plasma



# Team



**Jack Li**  
CEO



**Christian Gehl**  
CTO



**Toni Qiu**  
Managing Director



**Jasmine Zhang**  
CMO



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**Jiani Yu**  
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**Sandro Moscogiuri**  
Chief Graphic Designer



**Steven Karch**  
Chief Architect



# Advisors



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Scientific Advisor



**Prof. Dr. Lorenz-Meyer**  
Media & PR Advisor



**René Gerstenberger**  
Data Security Advisor



**Simon Schwerin**  
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**Yun Cao**  
Game & Marketing Advisor



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**Zeta Zhu**  
Marketing Advisor



**Ying Guo**  
Marketing and Sales Advisor



**Maurus Radelow**  
Cyber & Information Security Advisor



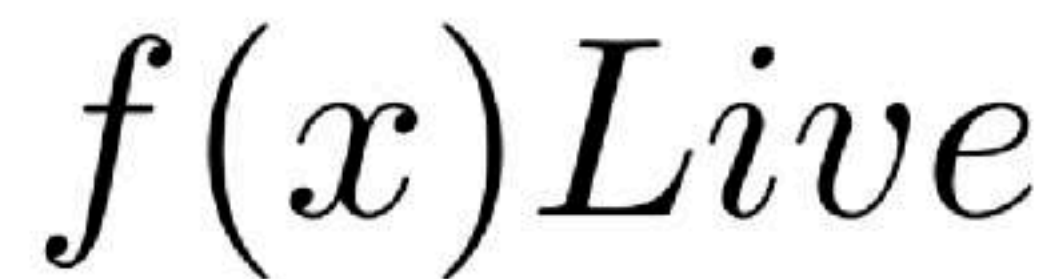
**David Espinosa**  
Technical Solutions Advisor



**Ran Wang**  
Game Publishing Advisor



# Partners



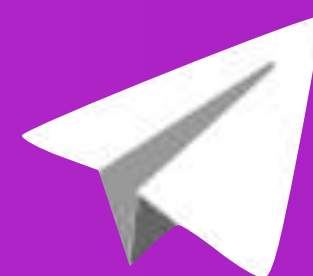
# Roadmap



ares



Symbol: <b>ARES</b>	Total Supply: <b>1,000,000,000 ARES</b>	Sale Supply: <b>300,000,000 ARES</b>
Token Format: <b>ERC20</b>	Soft Cap: <b>100,000,000 ARES</b>	Hard Cap: <b>300,000,000 ARES</b>
Conversion Rate: <b>1 ARES = 0.1 EUR</b>	Public Sale Date: <b>TBD</b>	



[t.me/ares\\_tech](https://t.me/ares_tech)