



# BLOCK GAME SQUARE

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# WHITE PAPER

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BGS is a game distribution platform which was developed by integrating DAPP based on the mainstream public chains in the market such as ETH and EOS.

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Public Version



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## I. Overview

BLOCKCHAIN GAME SQUARE (hereinafter referred to as BGS) is a game distribution platform integrating DAPP developed, which is based on the mainstream public chains in the market such as ETH and EOS, and it can seamlessly connect with traditional gamers. BGS blockchain game platform integrates exchanges, wallets, and information by taking blockchain games as a carrier. We are committed to transforming BGS into Tencent and 360 (DAPP game distribution platform) in the blockchain circle.

BGS will serve to all kinds of blockchain games at normal operation, and select the best blockchain game products for gamers. Besides the senior blockchain gamers, BGS will also introduce large amounts of traditional internet gamers. BGS simplifies platform operation via technology realization and underlying architecture, so as to allow the ordinary gamers to get rid of the tedious process and high entry threshold of blockchain and experience the grace of blockchain. Therefore, BGS is a game platform serving for both game development teams and gamers. BGS will be promoted perfectly in terms of performance, experience, security and selectivity.



## II. Background

### 2.1. Development of blockchain

Since bitcoin was born, blockchain technology has been used by people, and moreover, it has been changing the traditional financial and social systems as well as wealth distribution gradually. Blockchain technology promoted the development of industries and propelled the social progress. Since 2017, blockchain projects have increased by leaps and bounds.

In May 2018, General Secretary Xi Jinping indicated in a meeting of academicians of the Chinese Academy of Sciences and Chinese Academy of Engineering that “the new generation of information technology represented by AI, quantum information, mobile communication, Internet of Things and blockchain will accelerate and break through application.” China, together with many countries in the world, supports and promotes the development of blockchain from top to bottom.

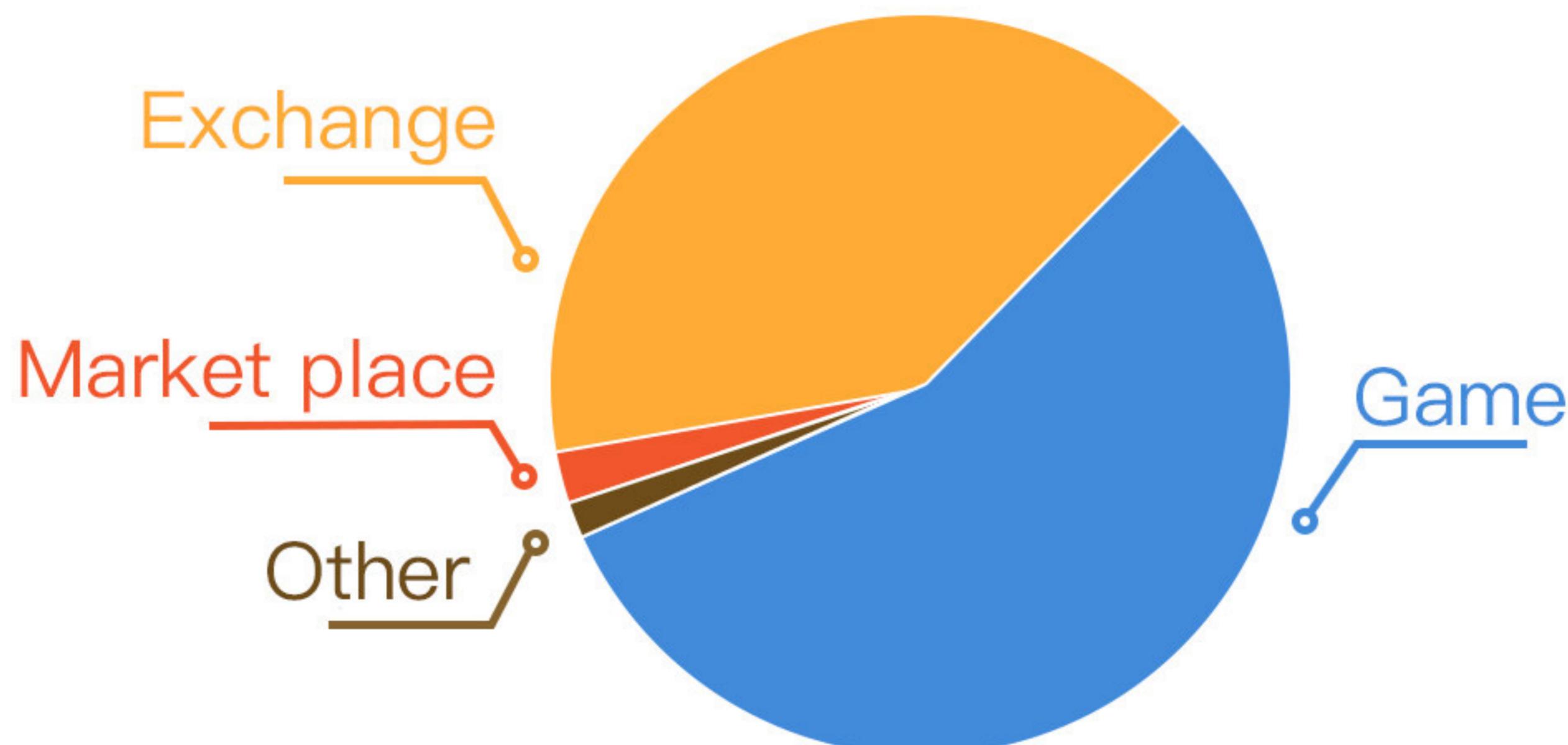
As the underlying platform, public blockchain is able to promote the whole society to enter into the era of “credible digitization” and truly open a new chapter of “value internet”. On one hand, the motivation model based on blockchain promotes the sharing economy (share personal assets with others) to upgrade to share economy (share assets together), which completely conforms with the new development philosophy of innovation, coordination, eco-friendliness, and sharing, and it is a new platform economy of the higher level. On the other hand, blockchain based on underlying public blockchain will also usher in an explosive eruption, which is projected as the DAPP era. DAPP for the underlying public blockchain is like APP for IOS and Android, and in the future, it may derive a new ecosystem. The heavyweight products such as APP Store and Myapp in DAPP are needed to be innovated.

### 2.2. Development of blockchain games

As blockchain technology developed and progressed, more and more people realized that blockchain games are some of the best applications for the implementation of blockchain technology, and that the blockchain games possess vast potential for future development. Therefore, more and more investors started to invest in blockchain games, and develop their own game products, and among which, some outstanding products even caused a stir in the industry.

Games in DAPP take up a lot of territory, and blockchain games have become the first choice for investors and stakeholders.

DAPP type constitution in blockchain is shown below:





Since the end of 2017, more than a hundred of blockchain games were launched in one quarter, and the games range from Let's cat bike to two-dimensional games. The game themes are also diversified, including Chinese Zodiac, celebrities, vehicles, countries, and territories, etc. The mainstream gameplay is Hot Potato, Ponzi, Collection Transaction, and lottery. The most famous is CryptoKitties, becoming the new favorite after "Honor of Kings" and "PlayerUnknown's Battlegrounds", and the games have been garnering the attention of the market rapidly.

From 2017 to the early 2018, DAPP mainly gave priority on developing games on ETH public blockchain, and of course, there were some homemade small circle blockchain games. After EOS major net launched in June 2018, games based on EOS have made considerable development, such as EOSBet. In the future, as the mainstream public blockchain develops, the ecology of blockchain games will become richer.

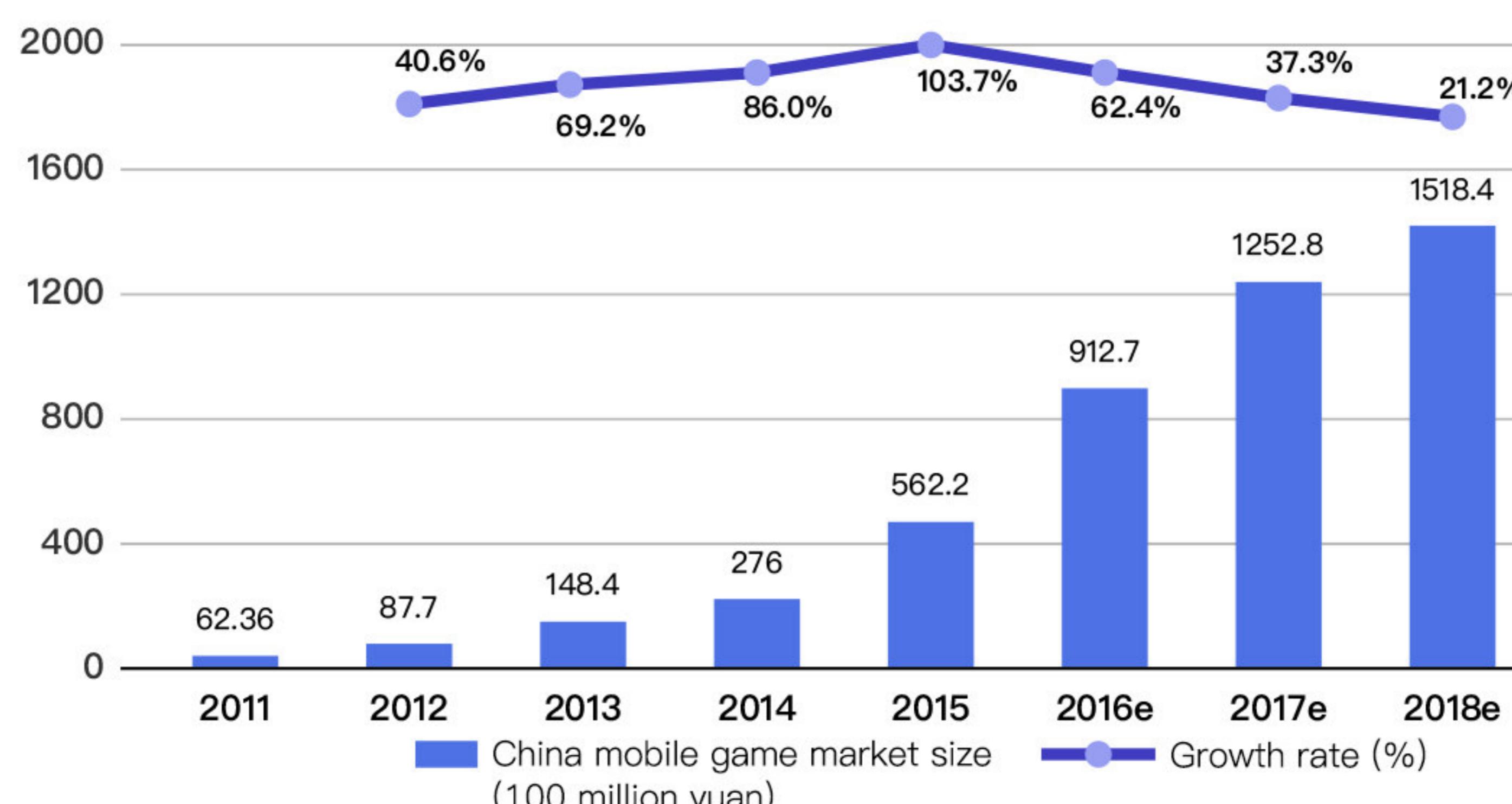
### 2.3. Comparison between traditional games and blockchain games

Recent data suggests that the number of global gamers is over 2.2 billion at present, with the number of paying users over 1 billion. Although the number of blockchain game users is only in millions, its scale of benefit is amazing. Therefore, there is a huge potential for blockchain games.

Traditional games still hold an important position, but there are also lots of disadvantages. For example, homogenization of traditional games is serious, monopoly leads the industry to encounter with development bottleneck, and game balance is destroyed. In traditional games, fairness and justice are criticized. The essence of blockchain is to transfer games from information internet to value internet. The technology characteristic of blockchain based on distributed accounting reforms the traditional games subversively. It is an innovative technology that makes

players value the fictitious assets under the card economy besides ensuring game experience. Therefore, there is a huge development potential for blockchain games. At present, blockchain game DAPP is developed well in both quantity and flow, but comparing to traditional games, there is still a huge space for increase.

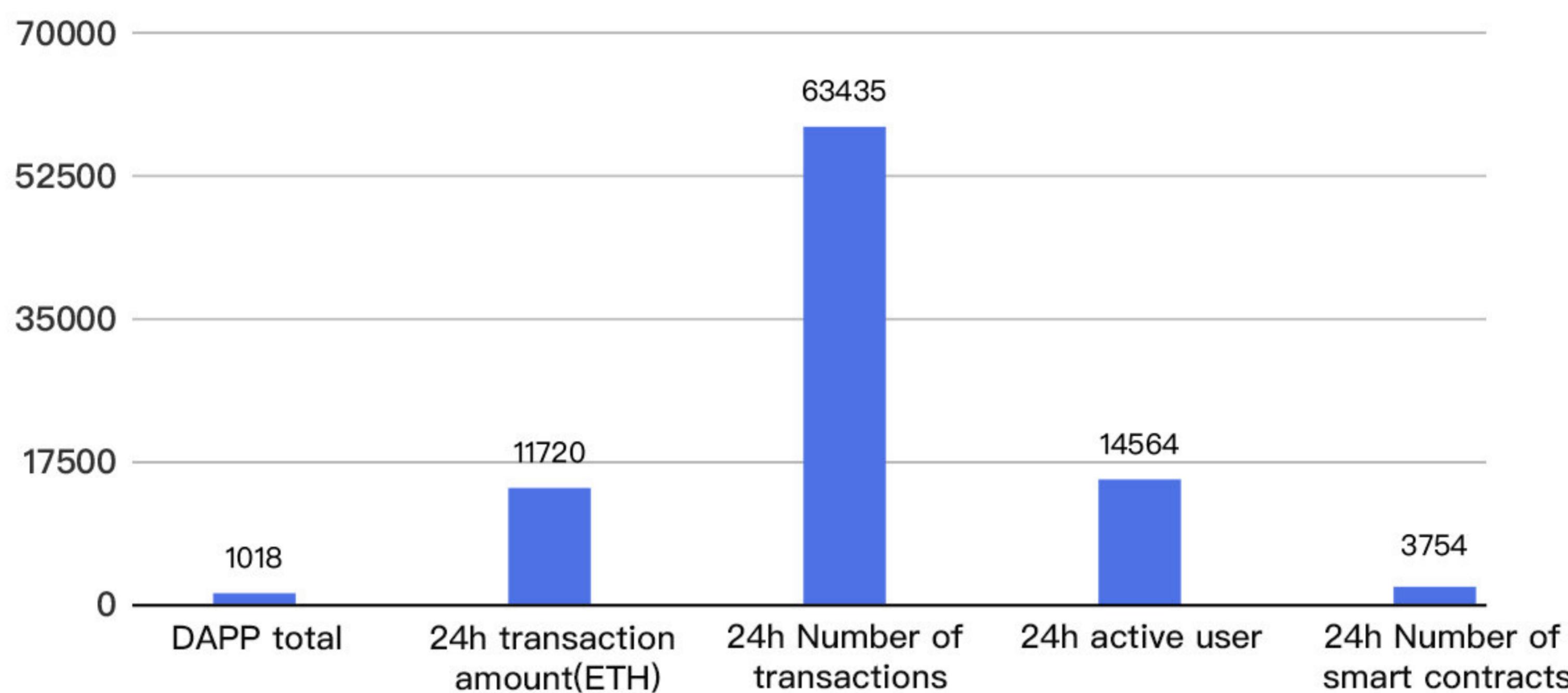
The market scale of mobile terminals of traditional games reached 100 billion annually, as shown below:



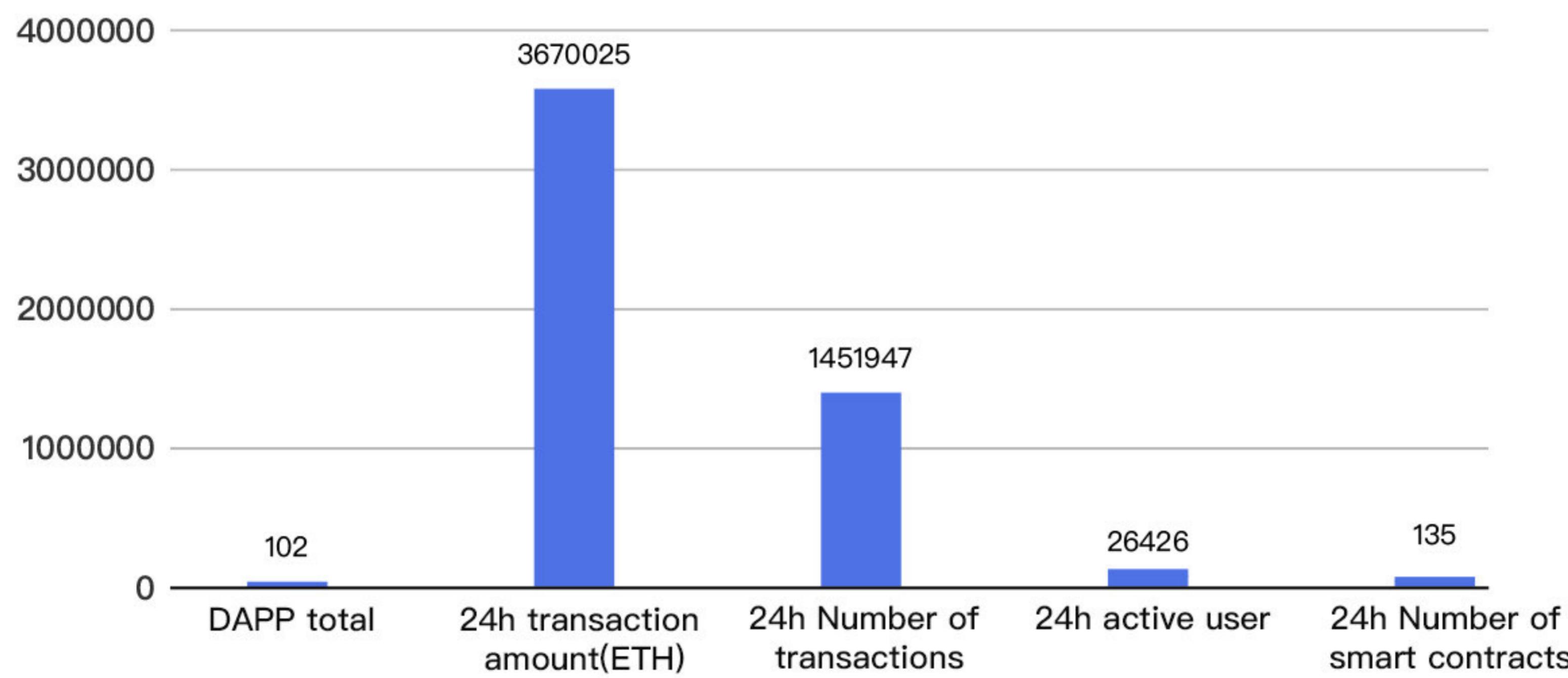


The current DAPP number of mainstream blockchain games, daily active users and turnover are shown below:

### DAPP data based on ETH development



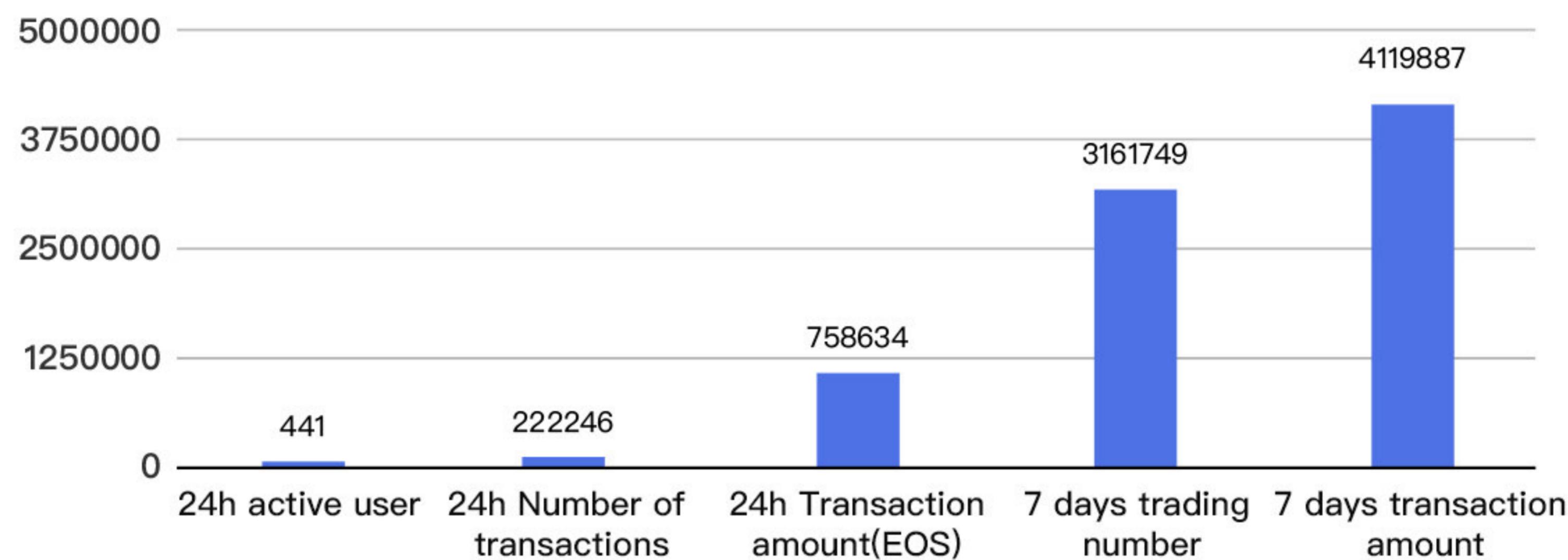
### DAPP data based on EOS development



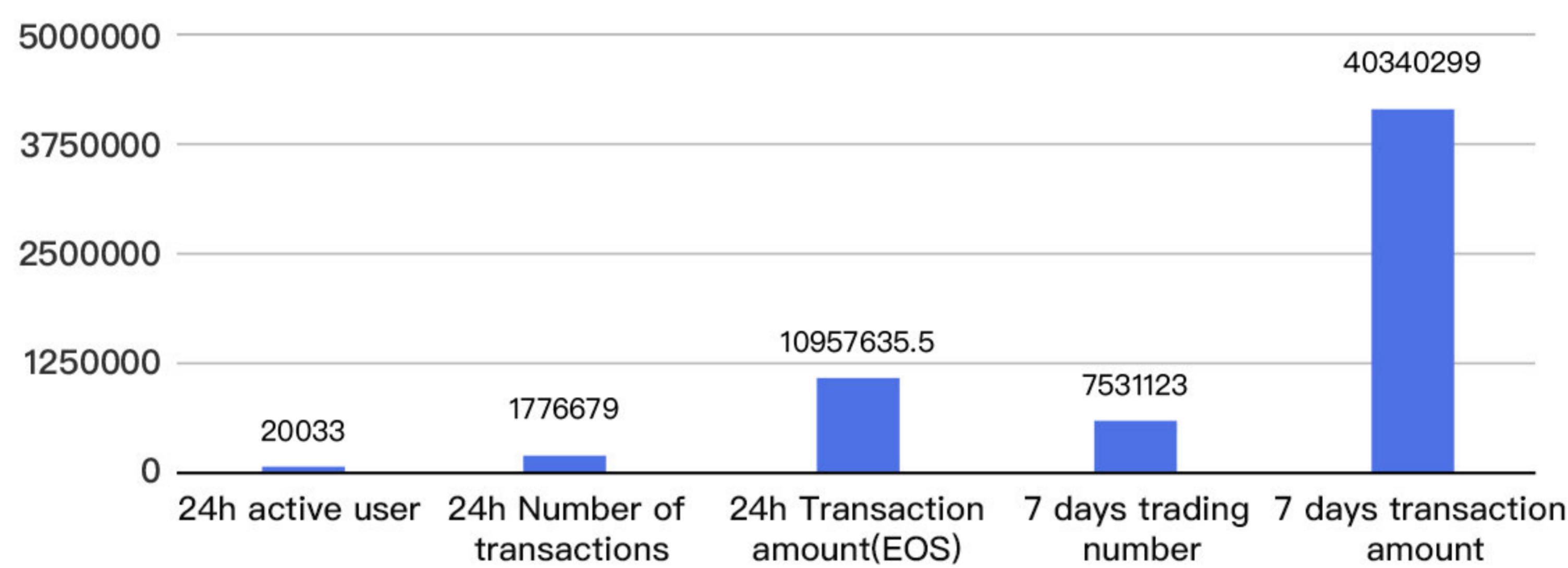


Analysis on DAPP software item developed based on EOS is shown below:

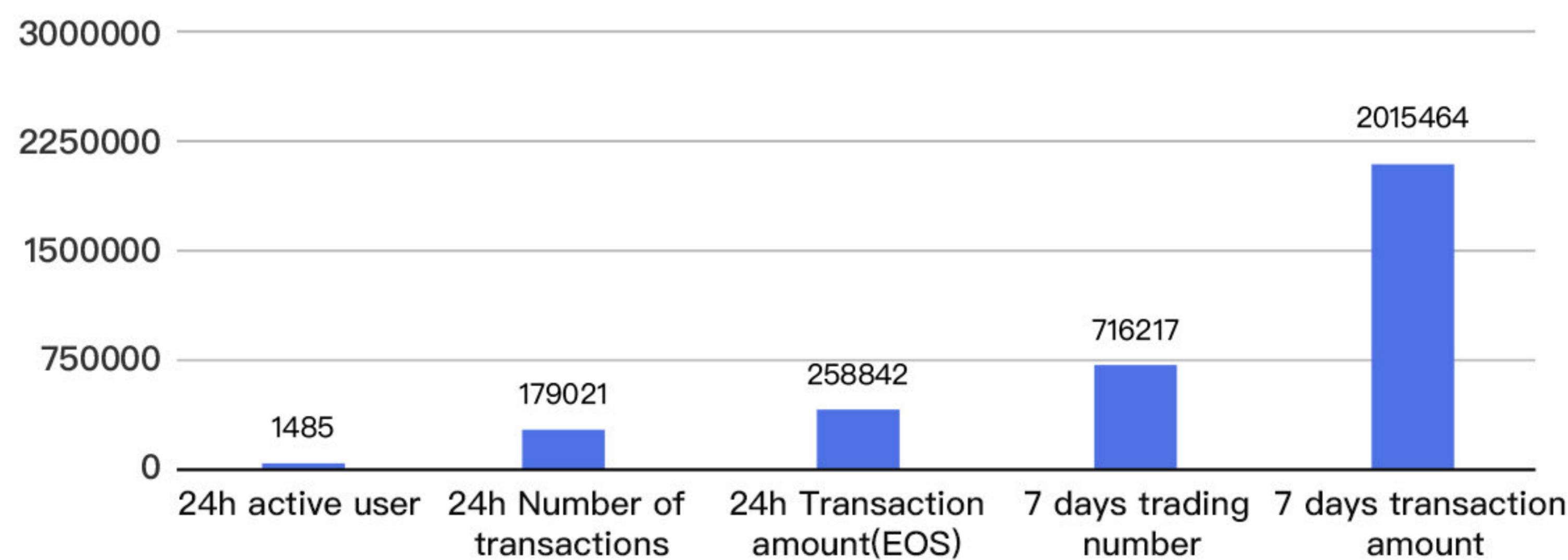
**EOSBet**



**BetDice**



**EOSPlay Lottery & Dice**





## 2.4. Current status of blockchain games

Although blockchain games are developed rapidly at present, there are still lots of deficiencies for it is still at the early stage. The main problem is that there are multiple blockchain game products with small audiences, and players cannot correctly select the games suit them best, and it lacks the comparison feature.

Blockchain games are all developed based on different main chains. If players want to play this game, they must learn about this main chain first and need to hold the token issued by this main chain. Comparing to traditional games, its research cost is higher.

For traditional gamers, they are used to playing the straightforward traditional internet games. If they want to play blockchain games, they must learn about and study the knowledge related to blockchain first, and thus it is a barrier for gamers. Therefore, it is a major roadblock for most of traditional gamers. Moreover, because of the inherent characteristic of blockchain games, it caused that there are some harsh rules that must be abided by when playing blockchain games, thus games' playability and user retention rate are reduced. Therefore, it urgently demands a platform to integrate and solve this current problem.

## 2.5. Blockchain gameplay

Cultivation: players collect and cultivate the specific objects (roles or parts) in games, and reproduction and transaction are allowed.

RPG (role play game): players play one or more roles in the virtual world, the roles are unique, and it allows growing, fighting or trading.

ARPG (action role-playing game): the role play games that add lots of action elements (fighting and other operations).

MMORPG (massively multiplayer online role-playing game): the roles controlled by players and other players interact in the virtual world, promoting plot and circumstances change and the roles grow and evolve.

SIM: simulate the real society, and players operate, manage, sell and buy assets and territories in the virtual world, such as country, real estate, and company.

Sandbox: open scene games ensuring rich open world experience and allowing users to buy and sell and construct their own lands.

TCG (trading card game): card collection battle games in which players possess their own cards, and war and free trade are allowed.



Placing: it almost cannot operate the games, players experience the joy of nominal growth of games with spare and small amounts of time.

Strategy: players deploy the game roles and resources through making decisions, so as to reach the game purposes.

Athletics: players can join in competition and make investments in order to gain the corresponding rewards.

Although it is almost the same with the existing gameplay superficially, with the aid of blockchain, players can possess the unique digital assets which belong to them only, and it is a safer option. The rich blockchain gameplay also reflects the diversification and promising future of blockchain games.

## 2.6. Differences between blockchain games and traditional games

Compared	Traditional game	Blockchain game
rule	Independent manufacturers change at any time	Transparency and non-defective modification
Scenes	Centralized server	Decentralized and developers have no control over
Prop	Feel free to spam, change	In accordance with smart contract regulations

### Traditional games and blockchain games:

Traditional games are manipulated by game developers irrespective of game rules, scene framework, or prop ownership. In other words, game developers control game control right, which guarantees the benefits of developers maximally but damages the benefits of players largely.

For example, in the traditional shooting game, players can improve their fighting capacity by purchasing gun prop, and if game developers change game rules and prop properties, players will have to invest according to the new rules for avoiding any loss, and players become dependent on developers' whim and fancy in this kind of game.

However, blockchain games are different. For example, TAOTAO Poker was introduced by combining distributed Deing algorithm with blockchain underlying technology, making the Deing mechanism completely transparent, which solved the long-term difficulty in chess and card industry.



## Characteristics of blockchain games:

- Assets truly belong to users. Tokens and prop assets of players in blockchain games are regarded as the private property of players, trading, circulation, and even crossing DAPP is allowed, as long as the private key is here, the manufacturer is incapable of recycling it, which is hard to be realized in traditional APPs;
- Transparent and unchangeable rules. It is extremely prominent in each DAPP, rules are chained in the form of smart contracts, which eliminates the possibility of being the banker fundamentally.
- The cross-APP use of assets becomes possible. In blockchain circle, the game equipment can be circulated and used among multiple games, which is hard to

## Differences between blockchain games and traditional games:

Assets of blockchain games are circulated globally, but the economic system of traditional games is closed, as both cross-server circulation and global circulation are forbidden.

The economic system of blockchain games is deflationary or constant, but the economic system of traditional games is expanding infinitely.

Of course, the above essential differences will heavily shock the present mature game models, and generate a huge unpredictability. Therefore, there is still a long way to go for blockchain games.

## Transformation of blockchain era:

Blockchain games are contending from overseas “CryptoKitties”, to “ETHER-CRAFT”, “ETHERBOTS”, and to domestic “Netease Planet” and “Baidu Let’s Go”, among which, there are chaotic phenomena known as “Ponzi”. More and more players’ requirements on blockchain games tend to be alike the experience of traditional games.

As the blockchain games have just emerged, there are reasons to believe that with the capital involvement, well-developed blockchain games may usher a heyday.

## 2.7. Development tendency of blockchain games

The development tendency of traditional internet games, starting from the client games, web games to the mobile games, took one to two years to reach its crescendo, and there is also a bottleneck, as it is hard to have a big breakthrough.

Nowadays, as the traditional internet games have already reached a saturation point, the development of blockchain games is getting faster and faster. It is predicted in the next one to two years, more and more traditional internet games will transform into blockchain games, bringing users with better game experience.



## III. Blockchain Game Square.

### 3.1. Introduction to blockchain game square

BGS is a platform integrating all mainstream public chain DAPP in the market. A wallet is embedded in the platform, and it provides kerb transaction service and all games' interface function. Gamers can easily buy and sell tokens needed by all game DAPP and play games once they completed the real-name registration on the platform. Multiple dimensional ranking and pushing of heat and playability of the games are conducted through algorithm and information acquisition comparison, the embedded wallet in BGS will also dock with the prices of mainstream tokens in real time, so that players can know about their personal assets in real time.

### 3.2. BGS business logic

BGS is a bridge docking with all game DAPP in market. On DAPP, we are not simply linking with games and players, but we are also providing more convenient services, aiding user experience and benefits of projects.

First off, there is an interface supporting all main chain DAPP, allowing all blockchain games to dock with our user data. Our users can also directly play this game via our platform, and a series of complicated operations such as download and conversion is not demanded.

Secondly, we will open a super wallet, supporting all mainstream tokens in market and thus it also meets the requirements of tokens demanded for playing games. Players can buy and experience any DAPP games with BGS via this wallet.

In the end, we will provide an efficient customer service system. Players can directly trade through the players introduced in the customer service system without learning about the token value and specific usage. The price will refer to the market price, and all bids and offers would oscillate along with the market, but there will be no tiered pricing for buy 1 and buy 2. It only has the price of buy 1 and sell 1, so as to guarantee the bids and offers of users to be aligned with the market's mainstream reasonable price. It doesn't need tedious resting order and waiting. The system will initiate liquidation and advance payment in advance according to real-time price.

Players only need to complete real name authentication and to open payment and settlement accounts when using BGS platform, and it doesn't need users to backup blockchain wallet accounts. If users forgot the password, they can find it back through safety verification, and do not need to worry about the losses caused by missing wallet. Therefore, we encourage users to liquidate the wallet assets in real time.



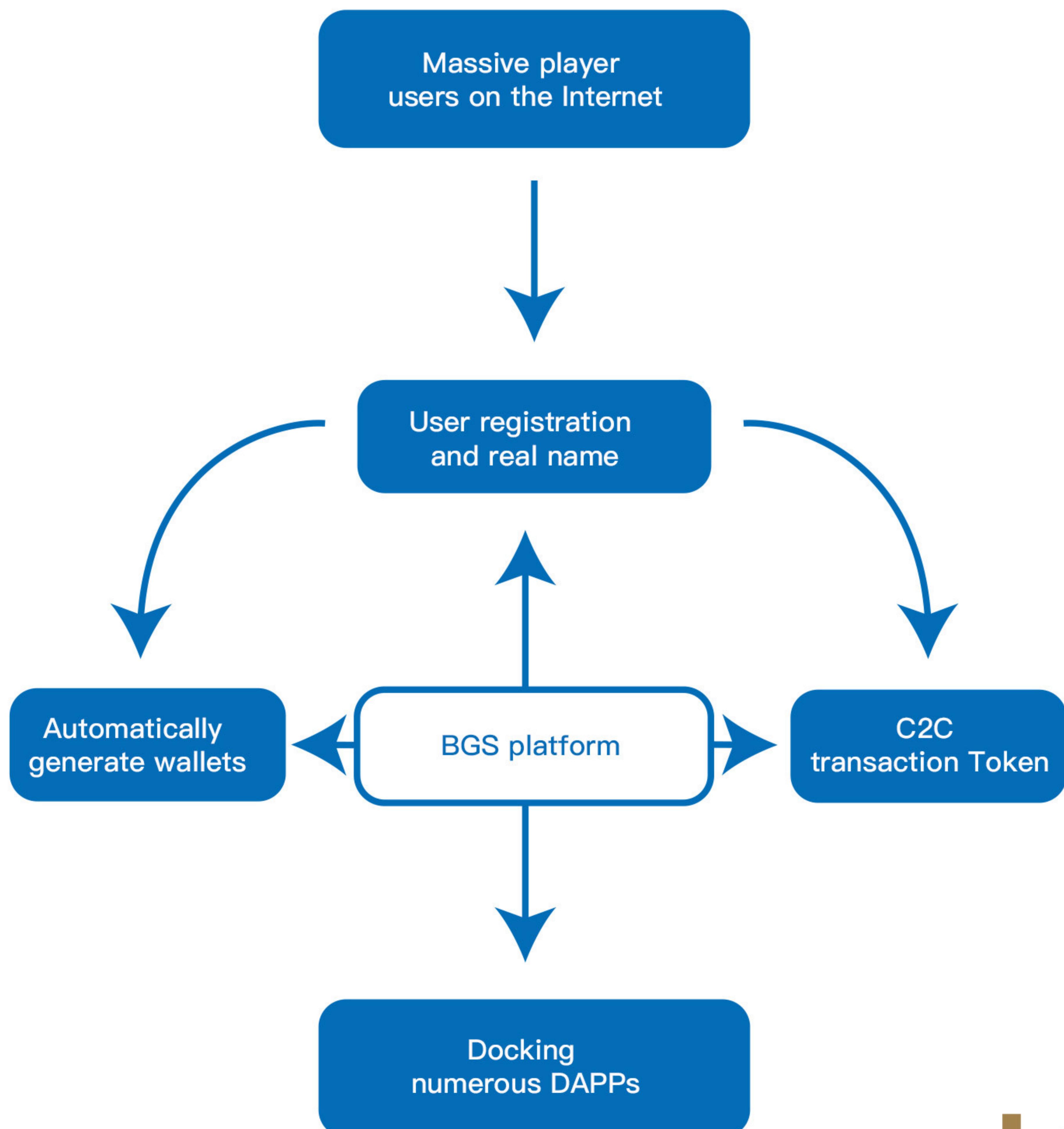
BGS business logic diagram is listed as follows:

Placing: it almost cannot operate the games, players experience the joy of nominal growth of games with spare and small amounts of time.

Strategy: players deploy the game roles and resources through making decisions, so as to reach the game purposes.

Athletics: players can join in competition and make investments in order to gain the corresponding rewards.

Although it is almost the same with the existing gameplay superficially, with the aid of blockchain, players can possess the unique digital assets which belong to them only, and it is a safer option. The rich blockchain gameplay also reflects the diversification and promising future of blockchain games.





### 3.3. BGS profit-making model

Any project demands a benign profit-making model which is accepted by every user if it wanted to have a long-term and sustainable development. The main sources of BGS profit-making model are proposed as follows:

0.1% commission is required to sell and purchase Tokens

Project party's platform fee on DAPP

Advertisement Income

Benefits arising from other project docking and data interfaces

The income of the game stream is fed back to the users who hold and lock the BGS.

### 3.4. BGS super flow ecology

BGS aims at creating the seamless connection between traditional internet and blockchain. BGS will serve as a super flow entrance of blockchain games. Specifically, the combination between game users and blockchain game DAPP allows the traditional internet gamers to reap the benefits of blockchain games, and allows the traditional internet gamers to gain the bonus generated by the games when playing games. It plays a leading role for future development tendency. What we are doing now is to lower the threshold, and make it possible for ordinary players to enter into blockchain game field.

BGS project party already possesses the experience and accumulation achieved from engaging in the game industry for many years. There are 3000 franchised internet bars and tens of millions of gamers under BGS project for interacting and realizing a big flow pool of gamers. It makes sure that there are more players to play the outstanding blockchain games, and more people to accompany with the ordinary gamers.



### 3.5. Technology of blockchain game square

BGS integrates the existing mature main chain blockchain technology and smoothly docks with the existing main chain game ports such as ETH and EOS, with security, compatibility, and high concurrency, and consequently, the players won't feel the delay brought after the complicated blockchain technology transformation, and it will also not influence game performance and experience.

BGS wallet adopts autonomous encryption, guaranteeing the safety of each wallet address.

BGS server adopts the top-level Aliyun and Amazon server with the highest performance and best safety. For core data, it possesses its own independent server, with bouncing multiple data backups, thus to prevent accidents.

BGS token distribution selects the mature ERC20 code for execution, and its distribution principle abides by the model that consumption means mining and game means mining. Once the rules are established, it won't change anymore, which guarantees BGS token distribution to be fair and equal. Moreover, it requests the professional security companies such as Slow Mist and 360 to check code and real-time data changes.

BGS also possesses a set of complete self-inspection and audit mechanism tools, and its responses toward hostile attack and bug handling are all in milliseconds, and it can rapidly locate problems so as to start the response mechanism. We guarantee the safety of users' information and wallet and also guarantee the safety of data and assets of project party.

### 3.6. Complete content and easy to expand

BGS is a game distribution platform integrating DAPP developed based on the mainstream public chains in the market such as ETH and EOS, and it provides a super flow pool to allow the traditional internet gamers to experience blockchain games. In later period, it will access more currency circle DAPP and high-quality games of the traditional internet.

BGS is also extensible on its own templates, and according to business needs and users' demands, it will open their own functions and modules such as game DAPP, game news, currency circle news, exchange, and social contact system.

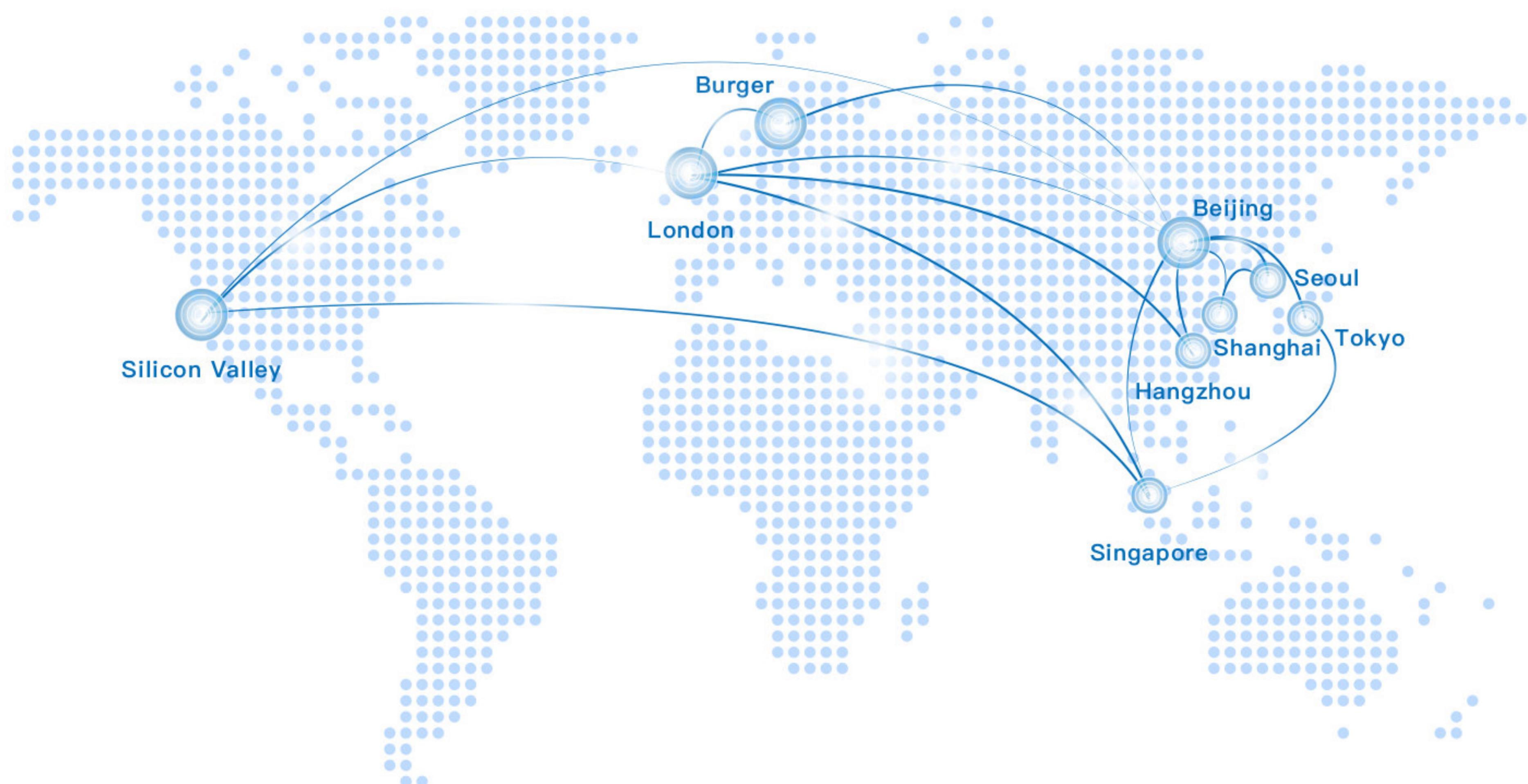


### 3.7. Centralization and decentralization

Two paradoxes of centralization and decentralization inevitably appear in blockchain projects. According to the present development, any blockchain product cannot be decentralized completely. To solve this, we created the DAPP which abides by blockchain spirit and logics. Authentication and asset custody are centralized while user experience and player game are all decentralized. Free trading and diversified game experience, all operations of players just perfectly fit with the essential demanding of this game, and all data and transparent and chained. Players' security certification and wallet centralized custody mean to prevent the loss of assets caused by malicious upgrading, losing password, and pilfering accounts. Therefore, we adopted the safest schemes such as identity authentication, phone verification and mail verification aided.

### 3.8. Global super partners

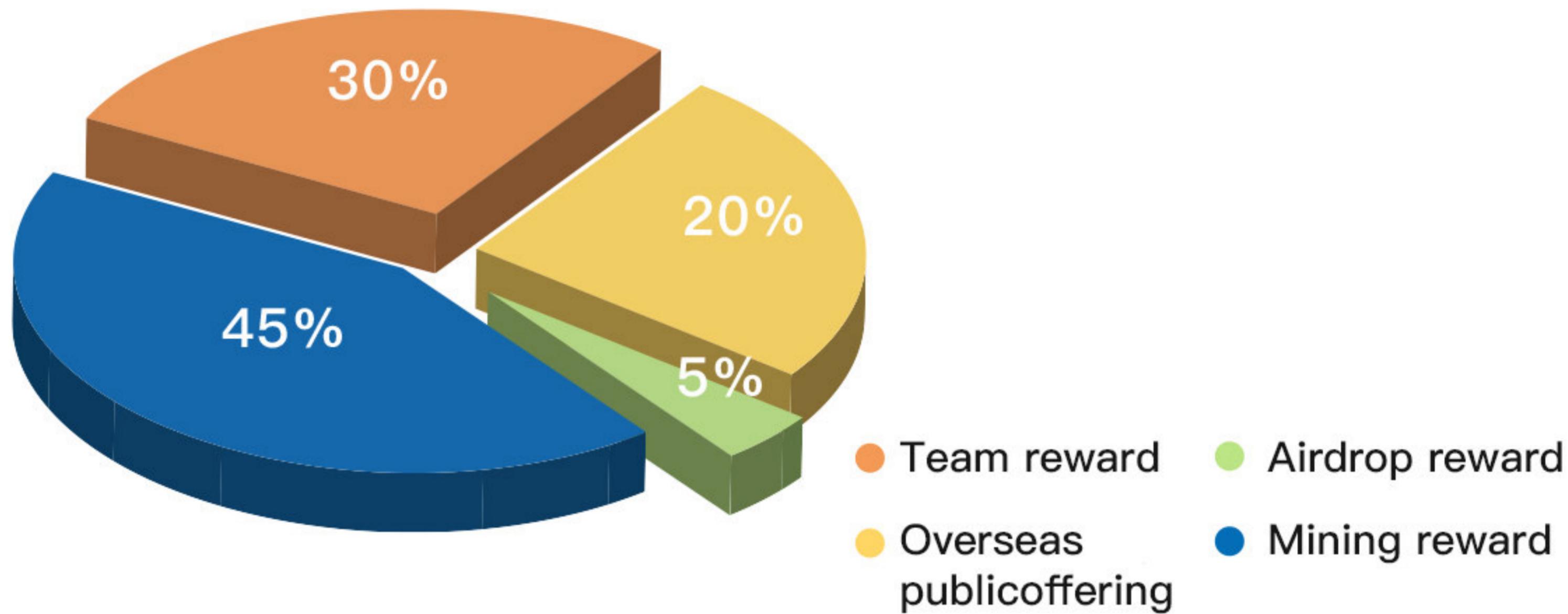
8 super partners are established worldwide, thus to link with global DAPP developers faster.





## IV. BGS Token Distribution

### 4.1. BGS total amount and distribution



Amount of distribution: **1 billion**, the amount is constant.

**Team incentive:** 20%, namely **0.2 billion**. It will be applied into founding team incentive, constant BGS platform development, operation and market value management, etc.

**Overseas public offering:** 30%, namely **0.3 billion**. Once users hold tokens they can join in sharing dividends.

**Air-drop reward:** 5%, namely, **0.05 billion**. For promotion, and namely, participation in profit.

**Mining reward:** 45%, namely, **0.45 billion**. Consumption means mining. Adopt the model that game means participation in profit, golden ratio halving attenuation mechanism, until it is digged out.

### 4.2. Distribution, rights and interests of BGS mining

BGS mining reward is 45% of BGS total amount, and namely, 450 million. Its mining mechanism is that consumption means mining and game means mining. Players will gain the reward of 1BGS when they consumed tokens which are equivalent to 10EOS, mining is subject to availability. For preventing the phenomenon that bad money drives out good money, the mining reward for games ranked top 10% of this platform will be doubled, and namely, reward 1BGS when consuming tokens which are equivalent to 5EOS, and the mining reward for games ranked after 40% on this platform will be halved based on the existing mining reward, and namely, reward 1BGS when consuming tokens which are equivalent to 20EOS, and moreover, the games ranked after 80% on this platform are forbidden to join in mining reward.



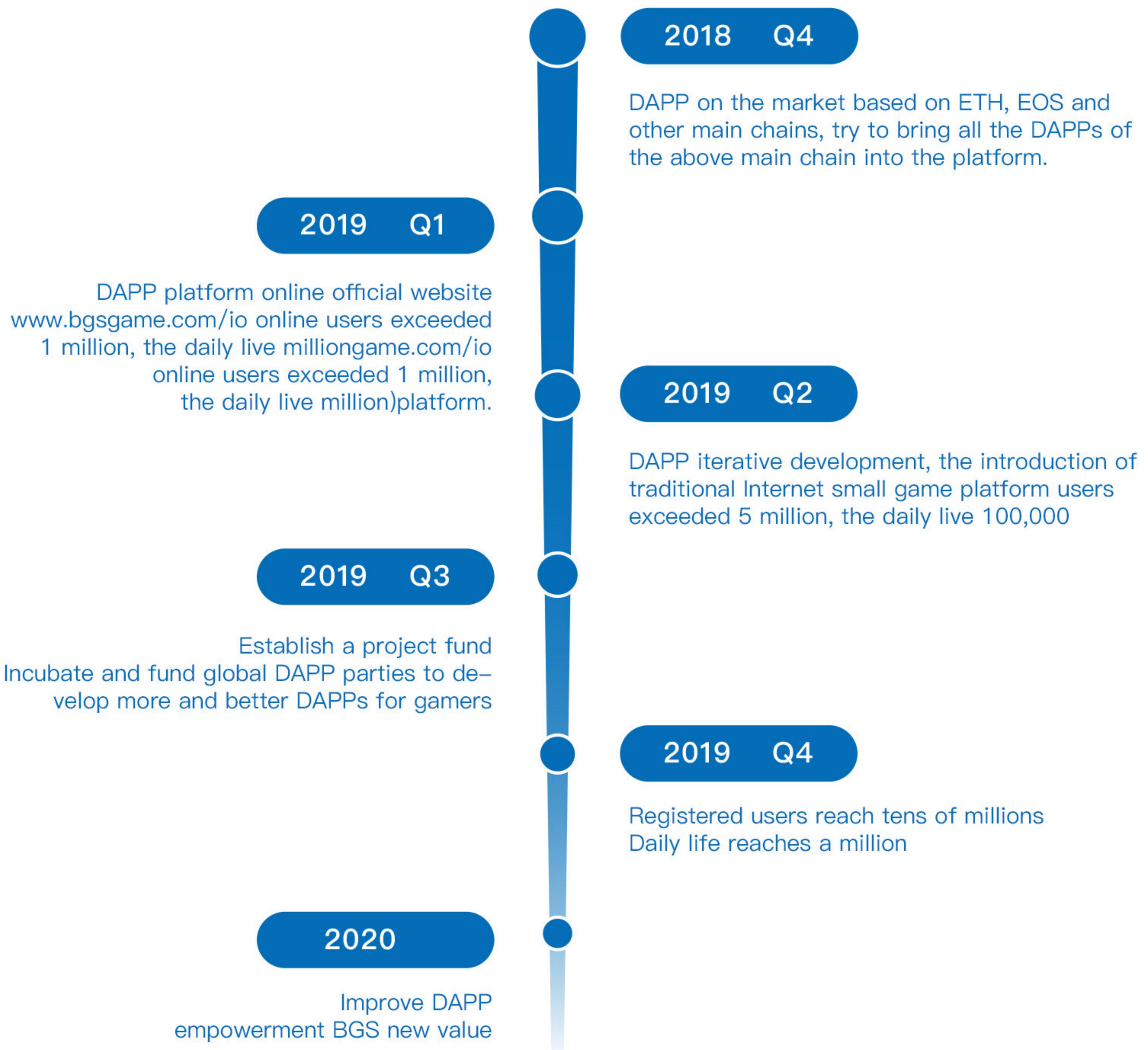
Once mining reward quota and distribution proportion of BGS are determined, it will not be changed anymore. The system has the strict and nearly perfect golden section attenuation mechanism, and namely, the mined output BGS in each attenuation period / the rest BGS waiting to be mined is 0.618:1. For example, BGS mined node triggered by the first attenuation is  $\text{mined BGS} / (\text{0.45 billion BGS-mined BGS}) = 0.618$ , and namely, the node of the first attenuation is halving in the 171878862 BGS; the mined part will enter into the next calculation period. BGS mined node triggered by the second attenuation is  $\text{mined BGS in the second period BGS} / (\text{0.45 billion BGS - the mined part in the first period} - \text{the mined BGS in the second period}) = 0.618$ , and namely, the node of the second attenuation is halving in the  $171878862 + 106229210$  BGS, and so on.

Possession BGS means reserving the rights and interests of profit shares on the platform. The platform takes 80% profits as participation in profit to share for the unlocked BGS accounts regularly. The part which is not mined and the frozen part caused by malicious operation do not join in sharing dividends. Calculate according to the minimum value of the currency held within the distribution cycle, for example: the period of participation in profit is one week, a player holds 20,000 BGS on his account on Monday, the player sells 10,000 BGS on Wednesday, and the player buys another 50,000 BGS on Friday, then dividend will be shared based on the interest of 10,000 BGS held on Wednesday. For example, there are 200 million BGS participating in sharing dividend, but only 150 million actually participate in sharing dividend for the current accounts such as trading, the reward corresponding to dividend spillover of 50 million caused by the circulation will be transferred to the next total dividend pool.

The project party will buy BGS back from the market irregularly thus to guarantee the long-term and stable operation of BGS. The project party has the right to recycle less than 10% of the total turnover at 10 times equal ratio of initial issue price to ensure BGS demanded for emergency. For example, the project party needs to dock with a large-scale partner or exchange, but they lack of tokens and the circulated BGS in the market is 80,000, the project party has the right to deduct less than 10% BGS from every account, and namely, less than 80 million BGS and return 10 times of BGS at issue price back to users.



## V. Time Diagram





## VI. Law and Disclaimer

We only provide the platform, will not guide or induce players to play games, and meanwhile, strictly prohibit any person who is under 18 years old to join in the platform games.

We don't make any commitment, and don't guarantee the intrinsic value and room for appreciation of BGS. Meanwhile, BGS doesn't represent equity or ownership of blockchain game square. Players should fully consider the token price risks in mining, and avoid to use the fund which is beyond their loss tolerance to join in the game.

Joining in the game may make players suffer from loss, and players need to undertake any risks by themselves. Blockchain game square project team only serves as the technology support team, and it will not take responsibilities for the problems of operation of blockchain game square project caused by non-subjective reasons. Please play the game carefully. If you cannot undertake the corresponding risks, please don't join in the game.

Different countries have different laws and regulations on encryption currency, blockchain and DAPP. Players should fully consider the laws and regulations of their belonged countries and regions, and guarantee their behaviors to be legal. Blockchain game square project team doesn't not possess any intentions to induce players to violate laws and regulations of any regions and any countries.

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