



# Dimension Chain White Paper

V0.9

*NOTE: We're still actively developing this document. Please pay attention to the updates!*

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# 1 Overview

Nowadays, blockchain is one of the most popular technologies. It is a digitized, decentralized, public ledger of all cryptocurrency transactions. Once recorded, the data in any given block cannot be altered retroactively without the alteration of all subsequent blocks, which requires collusion of the network majority.

The pan-entertainment industry in China is unbalanced and difficult for the development of small teams, with uneven distribution of funds, less outstanding original IP. The combination of blockchain and pan-entertainment industry can solve the core issues of the industry and change the industry chain, including the game industry, film, idol training and AGC, etc.

Recently, we combine the blockchain technology with our existing businesses and come up with innovative projects: By using game as a breakthrough, we can build a distributed pan-entertainment ecosystem on the blockchain, to use the virtual currency in real application scenarios. **Dimension Chain constructs three layers of systems: the general account system, the digital asset trading system, the monetization system.** Decentralization of the blockchain solve the problem of industry data hegemony. The digital assets on the chain can properly solve the pain points of the players, to ensure the safety and transparency of transactions. The blockchain of digital assets is a very good solution to the problem of a single vendor profit model for digital entertainment companies to provide more value for digital assets.

The Dimension Chain is a project that has landed and is under way. In the white paper, we introduced the domestic and international pan-entertainment market and industry development, business model, and described the concept, design and application of the Dimension Chain in detail.

## Key word

**Pan-entertainment, distribute user traffic, blockchain, game**

## 2 Market and industry

### 2.1 Introduction to the pan-entertainment industry

In recent years, the cultural industry has a rapid development, especially in the pan-entertainment industry, which has become one of the most active areas. Pan-entertainment, was first proposed as an interdisciplinary and multi-platform business development model based on IP (intellectual property), game operation and network platform. With the development of the industry, the definition of pan-entertainment has been expanded, referring to the multi-domain symbiosis between the Internet and mobile Internet, creating a fan economy of star IP. Games, literature, animation, film and television, music, drama and other industries will develop together to build a new pan-entertainment ecology. The core commercial value of pan-entertainment lies in the diversified derivative operation mode, the continuous high-quality content to achieve the cash realizable value. Its essence is to produce different cultural transmission and economic realization by creating different scenes.

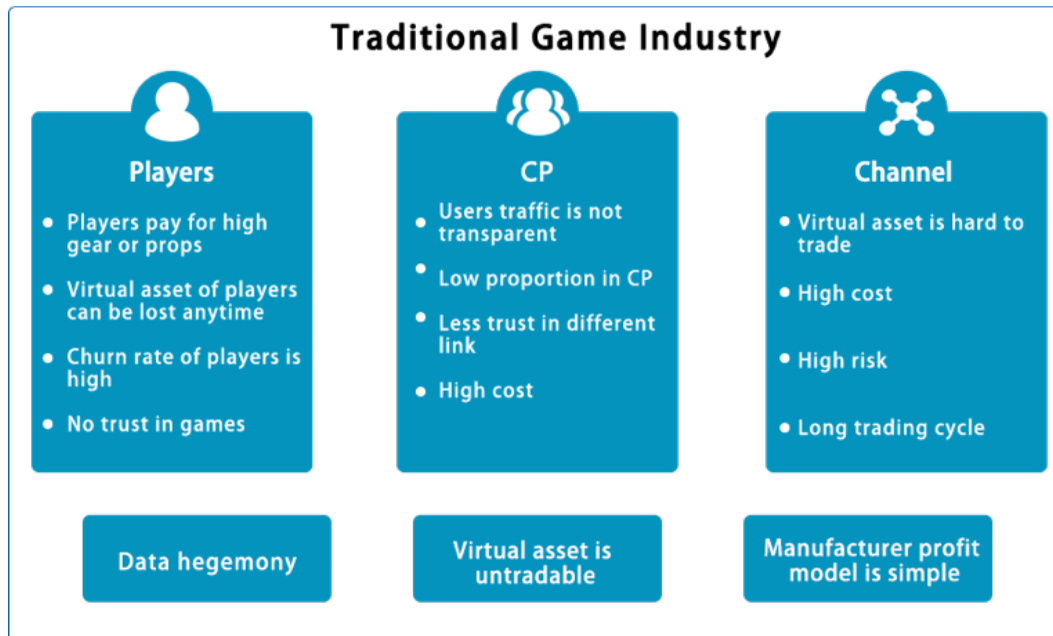
According to the data, the total output value of China's "pan-entertainment" industry is about 415.5 billion Yuan in 2016, and is expected to reach 480 billion Yuan in 2017. In recent years, the game industry has become the largest market in the pan-entertainment industry. Besides, it is the best cash realizable channel of the entertainment industry. Now, the games, especially the mobile games, have become the common way of social life. In terms of Tencent, king glory alone had earned more than 3 billion Yuan per month. Pan-entertainment will depend on the game, game at the same time shows the ability of IP hatch. On the other hand, the intervention of the game can active the upstream and downstream resources and the user traffic, and then form a closed loop of the pan-entertainment ecological industry chain. In a word, the game can achieve the cash realizable value to feedback the whole entertainment ecology. In addition, the big data of game users will provide a more comprehensive value for the pan-entertainment ecology.

According to the 2017 China game industry report, the scale of Chinese players is up to 583 million. The actual sales revenue of the game market reached 203.61 billion yuan. Among them, the mobile game is still the top income in China game market. The actual sales of mobile game are 116.12 billion yuan this year, among the market, the most growth is Netease and Tencent, according to data, the two-main game company's business revenue grew 34% and 78.5% in the first quarter of 2017, respectively. The actual sales revenue of the client game market was 64.86 billion yuan, with a decrease of 31.9%. The actual sales revenue of the online game market is 15.60 billion yuan; The real sales revenue of the console game market is 1.37 billion yuan. In addition, the electronic competitive market, chess and card market, secondary game and other game industry chain also have outstanding performance.

### 2.2 industry development issues and trends

The game industry has become a high-profile star of pan-entertainment industry. In the linkage of industry, the cooperation between online game manufacturers and literature and film companies is increasingly close, and the industrial chain from upstream IP production to downstream IP realization is more stable.

Pan-entertainment industry, however, still has many problems, such as the market is too monopoly, the development of the small team development is difficult, the cost of distributed channels is high, participants are lack of trust, and virtual assets and integral cannot be exchanged. Therefore, the application of block chain technology in the pan-entertainment industry will become an effective implementation strategy.



Lately, there are some blockchain projects in the game industry, such as ugchain and wax. Taking ugchain as an example, this project is an early blockchain application of the game industry. It is mainly used in game accounts and virtual assets trading. At the same time, the trading will be much fairer via smart contract. Compared with the ugChain project, our dimension chain project is more widely used. According to the decentralization of the blockchain and the characteristics of smart contracts, the problem of data hegemony in the industry is solved; The digital assets trading on chain can properly solve the pain points of players; And digital assets monetization is good solution of the problem that the manufacturer's profit model of the single. The dimension chain not only establishes the player's unified account on the chain, but also provides a complete platform to serve the players. Not only solved the issuance costs, property trading, untrusted between players, manufactures and channels, but also provide special avatar system and reward mechanism. In addition, Yo platform, Hexin publicity website, has already planned to use the dimension chain and guaranteed the business development of the chain in many aspects.

## 3 Business models

### 3.1 Introduction to the dimension chain

As a decentralized distributed ledger database, the value of blockchain is that by building the organization network, the use of cryptography associated algorithm produced a string of data blocks, not tamper with the time, each block contains the transaction confirmation information for many times, thus establishing the mechanism of distributed consensus, so as to realize decentralized trust system. Therefore, excellent open source blocks to chain public chain technology as the foundation to build a new platform for the game will have to

ensure equal participation, intelligent, collaborative and professional division of labor, value share marked characteristics, patterns, transparent.

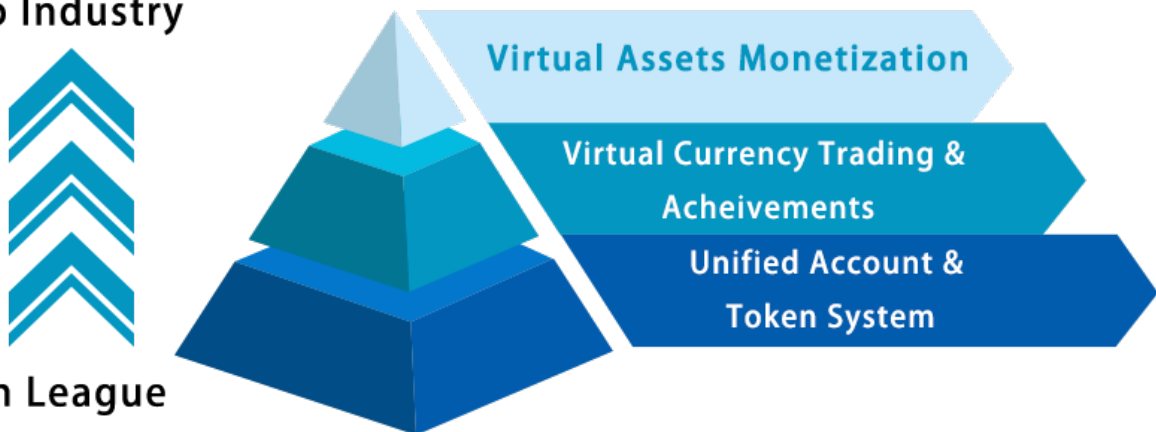
Game industry as a breakthrough, we integrate the upstream and downstream resources of pan-entertainment industry, establish a new league containing games, entertainment, music, ect. The members of league are both at home and abroad (Japan, Korea, etc.). As the builders and users of the dimension chain, the supporters guarantee the commercial use and long-term development of the dimension chain in pan-entertainment ecology circle.

### 3.2 Business model

The roles of the dimension chain are: 1. Platform organizer, mainly responsible for maintaining the order of the whole community, establishing the initial rules of the platform, the promotion of manufacturers' joining and community construction; 2. The manufacturer is the provider of platform content or service, including: game, online and offline channels, and advertisers, providing content or services to players through the franchisee platform; 3. Player, the user of content or service, shall consume the content or service provided by the manufacturer;

The business model of dimension chain includes three stages: 1 unified account system, 2 virtual digital asset trading, and 3 virtual asset monetization among industries.

#### To Industry



#### 3.2.1 Unified account system

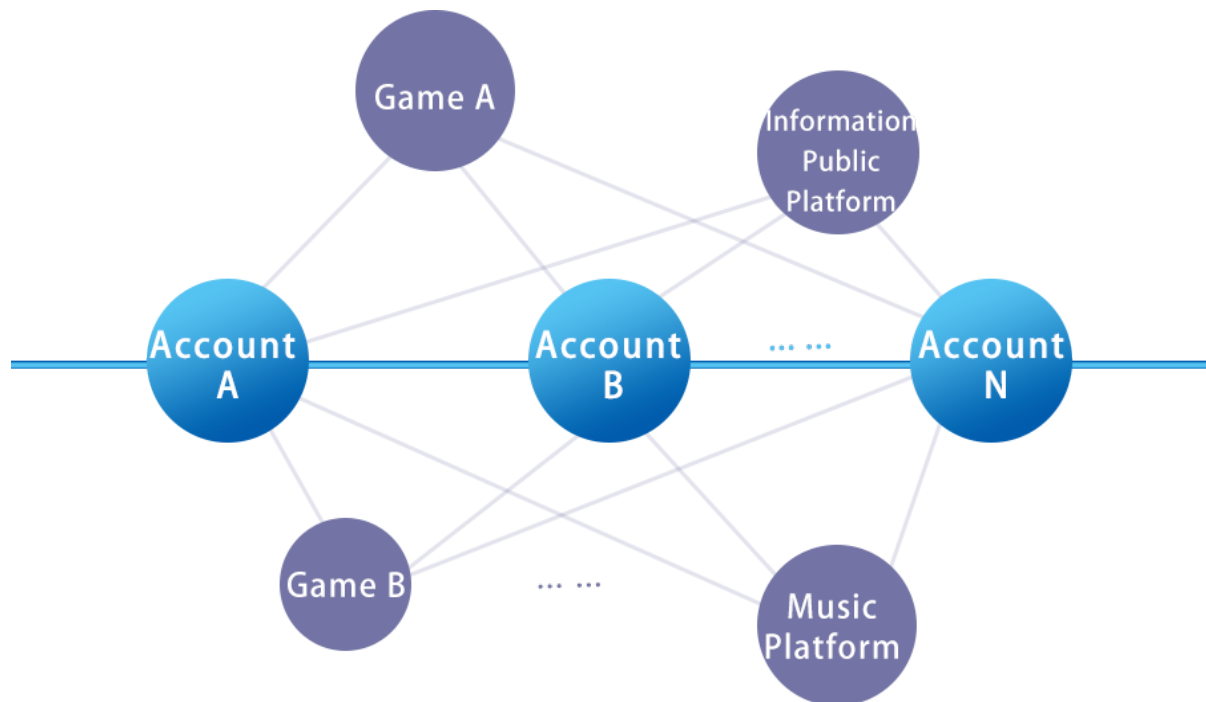
Gamers are often considered as the most avid users of cryptocurrency payments. Most game ecology comes with virtual currency, such as coins, diamonds and Q-coins, which allow the players to buy equipment, props. Take Tencent game ecosystem as an example, all games have their own ecosystem, meanwhile, they accept Q-coins as other recharge method in their closed-loop system. Or Valve, an oversea company that specializes in games, have accepted bitcoin last year.

##### 1) unified account system

The account system is the most basic service for players to enter the platform. Different games usually contain different account systems, which is unfriendly for the players. For some large game platform, such as tencent, netease game, they have their mature but closed ecosystem. They provide SDK access for game developers, which contains unified account system, payment module, etc. In this situation, the account is centralized

management, and the information stored in centralized server. Even the large companies will face the risk of server attack and the leak of data, not to mention some small companies.

Users will use the unified account system anchored on the blockchain. It is a kind of decentralized unified account, to save the key information on the chain, the scattered around the world completely equivalent block chain node guarantee the security of the system. User accounts is not controlled by any personal belongs. It can improve the user experience when they try different games at low cost, besides, it guarantees that important data of virtual assets recorded on the chain can be proved its ownership, and can be exchanged or transferred.



## 2) token exchange and smart contract

Dimension crystal is the tokens of dimension chain, it is mainly used as value-added items fee, or service fee, etc. Tokens transactions shall be carried out by smart contracts. The smart contracts are automatic, tamper-resistant, safe and reliable, it can replace the traditional centralized service provider. The smart contracts can be used in different scenarios, and protect users to complete tokens trading quickly and conveniently.

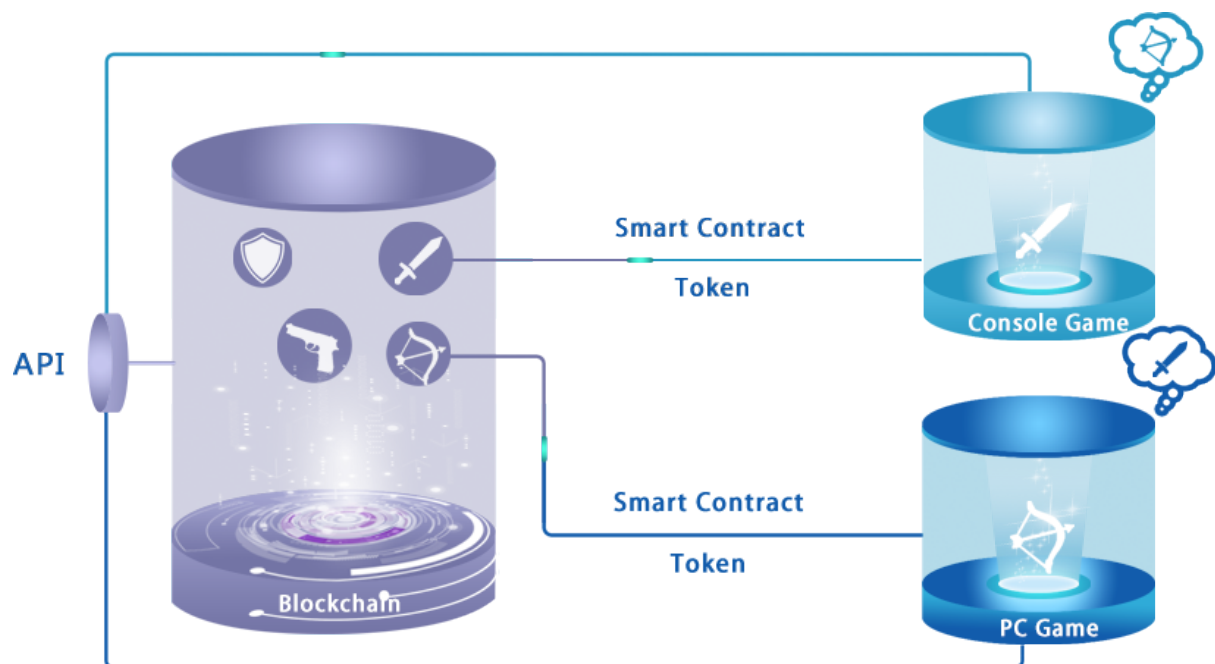
### 3.2.2 transaction of virtual digital assets

In the traditional mode of game digital asset transfer, transactions rely on third-party dealers, and traders use artificial ways to conduct asset verification and confirmation, and collect fees, which may lead to the tripartite fraud between buyers and sellers, and destroy the normal game ecological. For this reason, domestic and foreign companies also focus on the integration of blockchain and game industry, and propose that the virtual digital asset transaction can be realized with block chain technology. But they tend to ignore the game's inherent economic system. The own ecological system in game is relatively closed, the barriers is high to break through, and the changes may directly destroy, even collapse, the original game economy.

Therefore, we will be targeted transformation, considering the trade demand of players without too much interference to the original economic system. We will integrate the game economy together with manufactures by set up the block chain game special area, and divide the virtual assets traded and non-tradable. On the dimension chain, players can register the tradable virtual assets on the chain. Thus, the players can establish their own virtual assets store and conduct trade in the way of market set bidding. Via smart contract, the virtual assets can transfer between different games transparently, irreversibly, and permanently. The blockchain will greatly improve the player's experience, ensure the interests of players, and gradually establish and display the virtual commodity economy system.

### 1) virtual asset transaction

The tradable virtual assets on chain will be set up limited terms, to prevent unwanted data from being uploaded and to ensure that the items traded are recognized by the game system. In the game, the user can set the limited virtual asset to the chain account and transfer it to other users via the chain. The user who gets the virtual asset is unlocking and restoring the items on the chain to the account in the game. Under the license of the game rules, items can also be traded as other equivalents of different games. Calibration, trading and unlock takes certain fees, which can be used as a reward for ledger.



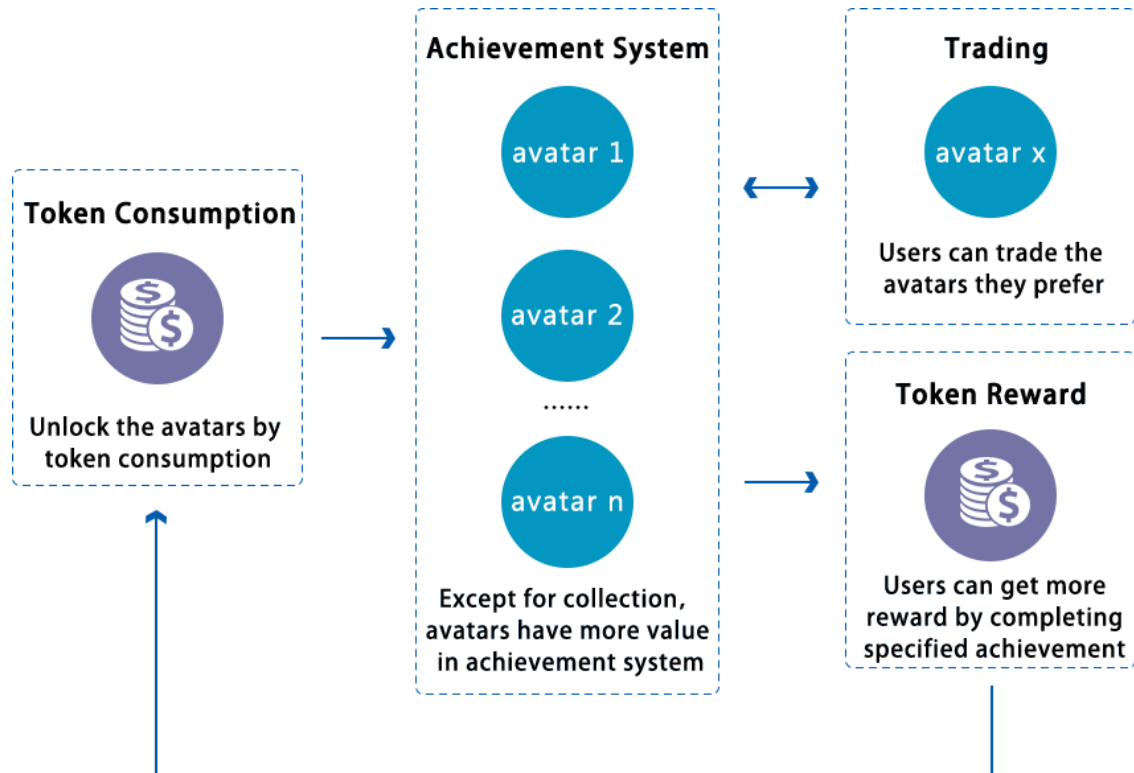
### 2) Avatar and reward mechanism

The Crypto Kitties is a popular game project combining block chain and virtual goods. After buying the virtual cat on the platform, the virtual cat is gradually developed, and then continues to mate and reproduce. the color and the stripes, pupil, hairstyle, facial expression and tail are random for each Crypto Kitties due to its own unique code, so in theory, two cat cannot be at the same time, thus ensuring the uniqueness, scarcity, and the growth of the item. In addition, these Crypto Kitties cannot be copied, stolen and destroyed, but live on the block chain indefinitely.

In the achievement system, we can produce different avatars based on different games. The players can achieve different achievements through the consumption of tokens and the



participation of activities, so as to unlock different avatars. In addition to a certain collection value, the avatars can also be traded, and players can freely trade the avatars of their favorite games. In addition, players can get additional tokens, rewards, by completing specified achievement to encourage players to take an active part in platform project, so as to form a complete closed loop system.



### 3.2.3 monetization of digital assets

As the dimension chain develops, the platform will enter the third stage of development, namely, the monetization of digital assets. Each big enterprise, whether it is a game, or a cross-industry companies, such as cultural industry, the financial industry, etc., can be a side chain of the dimension chain, and launch their own digital assets on the chain. In this way, more and more industries are going to join the chain, and use the tokens, in turn, tokens will rise in value. Finally, we hope to become the head enterprise in the game vertical industry.

#### 1) Join games

For the manufacturers that join in league, they will receive a certain amount of initial dimension crystal as the reward. These tokens are the basis of the operation of the manufacturers in the platform, and ensure that they can carry out various operation activities and interactive transportation through unified token. The manufacturer needs to show the exchange relation of various virtual assets within the game, or the mode of operation activity consumption and the replacement of the currency, and other details of the interaction with the platform community.

#### 2) digital asset issuance

For the manufacturers joining in league, they can choose to become the side chain and issue exclusive digital assets on the chain to monetization their digital assets. On the one hand, it

brings new business opportunities and traffic to the manufacturers. On the other hand, it also provides players with more scenarios for the use of tokens, thus increasing the value of tokens. In addition, in order to guarantee the deflation of the whole platform economy, it is necessary to temporarily freeze a certain proportion of the Dimension Crystal when the manufacturer issues the new currency. Once the value of the new currency rises, players, vendors and platforms will benefit.

### 3.3 Platform Revenue Model

#### 3.3.1 Benefits of customers

##### 1) Protect the virtual assets of the players

In the traditional game industry, virtual assets are recorded only in the server. Block chain technology makes the digital assets issued in the game by game developers real fair and transparent, so that constant value of the players' assets will never devalue on the unlimited development of game developers, nor disappear.

##### 2) Virtual digital assets can be traded

The game assets acquired by players in the game can be traded on the platform, and the fast trading and exchange of game assets can be realized. The technology of decentralization through block chain can make the players' game assets more liquid. Since it guarantees the stability of game currency, and it can also improve the game experience of players.

##### 3) Platform transaction is safe and convenient

The decentralized features of the block chain and the security traceability feature can guarantee the fair and secure trade between players, players and developers, players and platforms.

##### 4) Fast and low-cost experience of new games

In the traditional game mode, when a user wants to switch from Game A to B, his huge investment of time and money on props, gold COINS, equipment and so on in Game A will be zero; But in this platform, it runs different games, and uses unified tokens for asset management and trading, so that the players can quickly transform their currency in Game A and carry into another game they want to play.

##### 5) The incentive mechanism of gamification

Players can get extra rewards by playing, trading, and completing achievements in the game. Through visualizing the different avatars, it makes the incentive no longer appear in a single form, and gives the user more real reward.

##### 6) Original and creative community

On one hand, players can participate in the game content production. Through the accurate record of players' game experience, the player community can gather a lot of experienced players, and bring a lot of qualified evaluators and advisors, and game companies can also set up high-quality feedback system with players. It also makes UGC (user-generated content) a feature of the community, which is better for content providers to maintain and improve their contents and services.

On the other hand, original and creative communities provide more opportunities, services and games for players.

#### 7) Cross-game guild

The player community that shares the data can easily serve the community or guild of players across different games. Since digital assets can be independent from single content, a stable community can be maintained for a long time.

### 3.3.2 Benefit of content providers

Join the game alliance community platform can enable game developers to gain a variety of benefits.

#### 1) Low transaction cost and fast speed

At present, most of the game platforms have a high share from developers, which is not conducive to small and medium game developers. Our platform only takes a small amount of share. In addition, game companies usually have to wait a few days to get a return, which is faster on our platform.

#### 2) Convenient SDK integration

SDK integration on our platform is quick and easy, which allows developers to upload the APK folder to obtain an integrated environment, and then system will integrate the SDK and all of the links, without any development resources from game developers.

#### 3) Return on digital assets

After joining the alliance platform, the content provider can issue digital assets on the new sub-chain according to its own conditions.

#### 4) Distributed distribution channels

Distributed distribution channels can completely subvert the distribution mode of traditional game companies. There are a large number of fans of game anchors, Internet celebrities, guild leaders and other individuals who can participate in game distribution. For customers who join the community platform, it can help them to innovate at the operational level, reduce the cost of game distribution, and increase the breadth of distribution channels.

#### 5) Increase traffic and pay rates

As the game players within the platform can exchange resources in different games with each other, it can attract more players to trade, and also make it easier for players to try new games.

#### 6) More accurate data analysis

By integrating the resources of various partners, the alliance community may provide more and better data analysis for customers in the future. Through an analysis of the huge amounts of user data and the corresponding operational activities, one can improve the retention rate, pay rate of game products, and push more accurate advertising. It also helps game developers to develop good games more in line with user needs.

### 3.4 Ecological support of the Dimension chain

The dimension chain is based on the business alliance of the entertainment industry. The participants are among the entertainment fields, not just in the game industry. In order to maintain the ecological stability, we need various ecological supports.

## 4 Technological Schemes

### 4.1 Blockchain Technology

Blockchain is fundamentally a decentralized and distributed ledger database. Its value is based on constructing a self-organizing network. It builds a chain of data blocks generated by Cryptology algorithm, with time order and resistance to falsifying, every data blocks contains multiple valid transaction confirmation information, companying with consensus mechanism, blockchain accomplishes a decentralized trust system. The first application of blockchain technology is in digital currency field, the BitCoin uses Blockchain technology as the fundamental framework, with features as decentralizing, resistance to falsifying, opening and transparency, distributed ledgering, smart contract, shows the world the possibility of value transaction without centralized agency. As the next generation of Blockchain platform, Ethereum can be used for programming, distribution, vouch and exchange everything, including real and virtual assets. And the newest generation of blockchain applications are fast deploying in many different fields. With the applying Blockchain technology to all fields of the society, it would be a great leap for the whole human civilization.

### 4.2 Tokens

Token, considered as digital coin or virtual coin, is issued by a digital coin facility, not by a central bank or fiduciary institution. Since blockchain has solved problem of trust by decentralization and encryption algorithm, tokens have become a specified payment method of virtual or specific assets on the chain.

Tokens have such features:

- 1) Virtual digital assets meet the request of modern electronic environment, having the supreme flexibility comparing to the real assets.
- 2) Token is programmability, traceability, and is more suitable for monitoring, tracking, review.
- 3) With digital encryption technology, tokens have higher security than physical currency.

With Bitcoin come forth, we can divide the world into: the real world, the Internet world, the blockchain world. The world of blockchain will greatly enhance the ability to gain value. Since the opening of the process of human business civilization, the blockchain world has been the link between the real-world business civilization and the Internet Better migration of the virtual world.

## 4.3 Consensus mechanism

In the blockchain technology, how to reach a consensus in a decentralized environment is a fundamental issue. Different requirement of blockchain usually result in different consensus algorithms. Current mainstream consensus algorithms are POW, POS, DPOS, PBFT and so on.

The dimension chain plan to uses DPOS (delegated proof of stake) for distributed ledgering. DPOS is a proof-of-stake authorization mechanism that is based on POS-derived professional solutions that are analogous to voting by the board of directors, who hold a certain number of nodes and proxy them for verification and accounting purposes. It has significantly reduced the number of participating verification and accounting nodes, and can achieve the second-level consensus verification advantages, in line with the chain of high-frequency records and high concurrency business needs. Its drawback is dependent on the virtual currency, does not apply to the application of non-holding currency mechanism.

Other mainstream consensus algorithms, such as POW (proof of work), mainly used in Bitcoin, are the consensus mechanism that allows nodes to agree on a common currency blockchain, which is the proof of work for hashing in the processing of transaction data, Node unanimously confirmed the legality of accounting. However, its shortcomings are obvious. The proof of work need to compete with the power of calculation. The fast calculating and professional mining machine gradually forms a monopoly and excludes ordinary mining participants. And mining mechanism consume a lot of energy, resulting in a lot of waste of resources.

Or, POS (proof of stake), reduces the calculation difficulty according to the proportion and time of the token in each node, and changes the competition on calculation power to the competition of currency age. The advantage of POS is its high efficiency compared to POW, but the disadvantage is waste of energy and is not suitable for high concurrency needs.

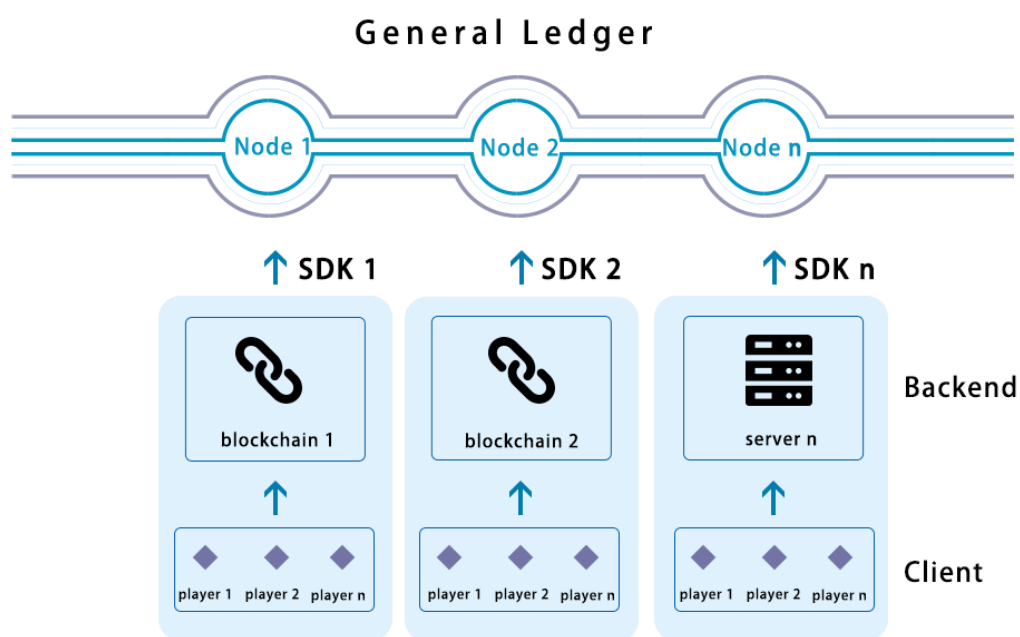
## 4.4 Dimension Crystal

Dimension chain designated Dimension Crystal (DC) as token. DC can circulate on the dimension chain, it is the implementation of smart contract payment, but also as the currency for the gaming platform to pay, playing a dual role, for a variety of digital asset trading provides the primary liquidity and, more importantly, a mechanism for paying transaction costs. The main way to obtain tokens is pre-release. The main consumption is transaction gas, or smart contract gas. The Dimension Crystal as the middle bridge, establish a specific exchange ratio within the game in the game alliance. Due to its tremendous appreciation potential, the community will provide regulated virtual exchanges that facilitate the trading of community currency holders. Dimension Crystal can exchange for game currency, virtual props in players' account, it can also be used to pay for games and equipment props costs, players and manufacturers can exchange of resources with it, in addition, the platform can purchase token bay by the exchange to regulate the market in order to achieve a tightening of the token market.

## 4.5 Building of Dimension chain

The business goal of the dimension chain is to create a new digital blockchain for the distributed business operations and player community. In addition to the basic characteristics of the blockchain, the new chain also adds the following features:

- 1) Interaction with the game economy: most games will have a built-in economic system, in-game currency is cheap, easy to get. In initial stage, DC cannot be directly traded with the in-game currency so that it would not destroy the built-in economic system.
- 2) Support the data storage of non-monetary attributes of information, such as publicity game mechanics, game content records, activity records and so on.
- 3) Provide unified user accounts that support digital assets trade and transactions.
- 4) Support for low latency and high concurrency of connections and transactions.
- 5) Support the huge amount of player data combining and indexing
- 6) Support for complex hardware environments (servers, dedicated hosts, desktops, mobile devices)



### Traditional Content providers & the ones with Blockchain

The dimension chain uses a third generation blockchain to back up a general ledger by distributed ledgering to manage and combine all game ledgers. The general ledger contains a unified account data, the game ledgers and other data. The main chain utilizes DPOS consensus mechanism to distribute ledgering.

Smart contracts on the chain are mainly used in the following scenarios:

- 1) Record core data of the game in real-time and permanently to the side chains, and then summer the data to the main chain.
- 2) Perform data operations on the chain of data, such as statistics, monitoring, screening, etc.
- 3) Build various new smart connections and data mining within the game chain and in-game
- 4) enable users to develop the game step by step on the chain

## 4.6 Structure of dimension chain

The chain system is divided into five layers: basic layer, service layer, community layer, engine layer, game (application) layer.

- The basic layer serves as the most basic architectural layer of the dimension chain. It mainly provides module related to blockchain technology, including the main chain module, sidechain module, smart contract module, fault tolerant management module (consensus mechanism and forked arbitration).
- The service layer provides users with the most core services, including modules such as unified account management, common game character management, general game achievement management and general asset management.
- The community layer mainly provides services for user groups and developers groups, including account management, joint community, developers' community and regulatory review channels and other modules.
- The engine layer provides game development service providers with architecture services for game or game content, including different engine modules such as 2d engine, 3d engine, VR engine, AR engine and mobile engine.
- The game (application) layer provides application or game services, including various types of games or applications.

## 4.7 Future-AI and Dimension community

Artificial Intelligence, abbreviated as AI, is a research, development discipline for simulating the extension and expansion of human intelligence. Machine learning is a relatively young branch in AI research. By analyzing large amounts of data, artificial intelligence can be used to summarize useful rules and iteratively form effective behavioral patterns.

As a data platform integrating game elements, the dimension chain community naturally possesses various data resources required for the research of artificial intelligence and provides rich application scenarios and models for machine learning.

### 1) Intelligent service application scenario

In the sub-community and game services, all-time customer service system is needed, artificial intelligence can handle various needs well and improve the intelligent service of the entire community.

### 2) Data control scene

Through data analysis and mining, artificial intelligence can dynamically adjust the game values and parameter settings, so as to provide more perfect and reasonable game content, and serve a variety of different player needs.

### 3) game agent scene

By setting different levels of agent intelligence, players can easily, efficiently and reasonably arrange resources, handle multiple game tasks and activities, and greatly enhance the player's game experience.

### 4) NPC, IP virtual personality

In the current era of the Internet, a large number of virtual characters already exist. In the dimension chain community, artificial intelligence can run as an independent NPC virtual personality or IP virtual personality, and continue to iterate intelligently to make it lifelike.

#### 5) Intelligent maintenance scenarios

Through continuous iteration, artificial intelligence can respond to a variety of emergencies, automate maintenance tasks and solve various problems, so that the communities and game platforms maintain normal and orderly operation.

#### 6) Game content iteration scene

Further deepen the learning of artificial intelligence will control the production and iteration of the entire game content, and for gamers and game producers to provide various programs to improve the game, add new content, and then launch a new game content.

### 4.8 Dimension chain development path

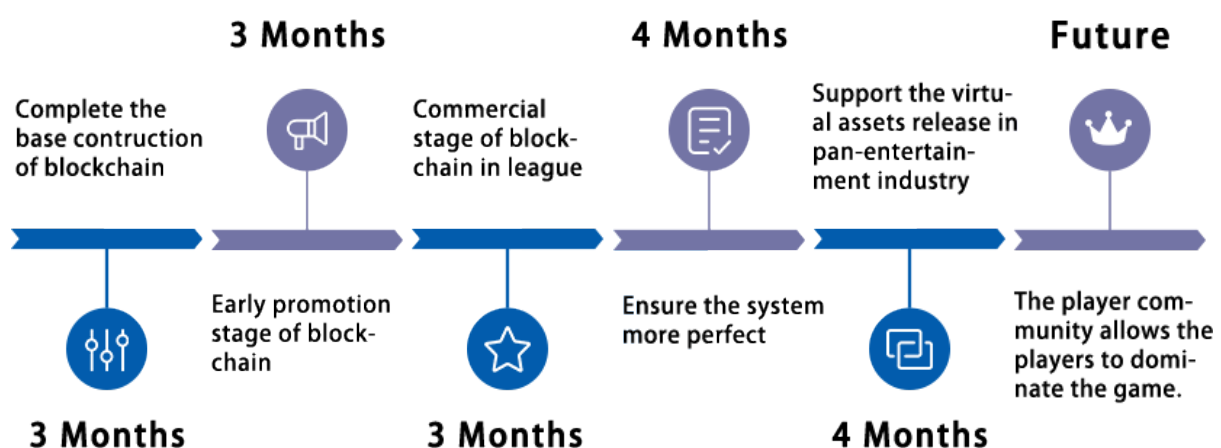
For the long run, the development path of the dimension chain is divided into three stages:

- 1) Early stage - digital asset trading, issuance and monetization on the chain
- 2) Middle stage - programmable smart contract community
- 3) Late stage - players and developers, using the chain to create a joint virtual world

In the future development plan, the smart game node will be gradually established, which not only possesses a consensus ledgering node, but also provides functions such as VR, AR, AI (Machine Learning). Intelligent nodes can eventually integrate a variety of resources, the non-game things to build game logic (intelligent gamification). The smart node will replace the roles of vendors and platforms to develop integrated games for the player community and create new games (smart game creation). At the same time, the immersive VR experience combined with the social experience purchased in virtual money in-game may create an exciting virtual world based on the real-world community.

## 5 Plan and Schedule

Provisional plan implementation schedule is as follows:



- 1) First phase: 3 months



Complete the basic construction of blockchain

In the first phase, we focused on the completion of the platform, including the design and development of the platform, the expansion of alliance members, and the commercial docking of more games and channels. At the same time, we focus on the development of blockchain technology and use the latest technology to complete the construction of the underlying blockchain technology.

2) Second phase: 3 months

The initial promotion stage of blockchain

In this stage, we mainly focus on the record of data and assets, as well as the payment and settlement functions.

3) Third phase: 3 months

Commercial stage of blockchain in league

In the third phase, we will improve various aspects of the platform, including the integration of tokens into player information, status and rewards, as well as the chain and traceability of assets (including video, game sharing, and gaming competitions) around the game, Information publicity (game probability, gaming competitions) and other features.

4) Fourth phase: 4 months

Perfect period

In the fourth phase, we will further improve the centralized digital game market for players, so that each game allows gamers, game developers, game alliance can get the corresponding benefits.

5) Fifth phase: 4 months

Support the digital asset issuance on the chain in pan-entertainment industry

We will support the digital asset issuance in the pan-entertainment industry, so that more user traffic, certificates and other functions will integrate into the dimension chain platform.

6) Future, let the players dominant the game

Complete intelligent node community, so that players can freely develop the community game, the development of game-related art, music, etc., so that players dominate the game.

## 6 Cooperation

### 6.1 core technical team

MatriX Fintech (HK) is the core technology team of the dimensional chain. It is an international technical team, the team has a number of blockchain experts, who have a deep understanding and experience in application and landing.

### 6.2 cooperation

#### 1) ecological support

**Magicoranges** is the head enterprise in blockchain vertical field, which provides ecological support for dimension chain, and also provides the blockchain and game related technical

support. The core team has rich experience in game vertical industry, covering from game development, optimization, distribution to operation stages. Magic orange has abundant resource advantages. The Yo platform is based on the concept of distributed business and gaming construct platform for distributed flow, through the gaming operations - multi-channel import - combination between platform - pan entertainment - fans in the sky into a distributed traffic ecology. The Yo platform, as a supporter and participant of the dimension chain ecosystem, plans to use the functions of the secondary chain comprehensively, including the unified account system, digital asset transaction, smart contract, etc. The Yo platform is used for the use of dimension crystal. At the same time, the Yo platform will bring more traffic to the manufacturers and advertisers, and will bring more game experience and different services to the alliance users.

**The pan-cultural entertainment distributed business research alliance (CEDB alliance)**

is the supporter of the dimension chain. Alliance members are all over China, Korea, Japan, the United States and other countries and regions, is a global alliance. The aim of the alliance is to promote the landing of distributed commercial projects and the scene of blockchain technology. In addition to the introduction of high-quality game entertainment resources better service to users, at the same time actively assist SMEs widen channels, reduce promotion cost.

**2) technical support**

**Wan yun** is the leading blockchain Bass platform in the world. It is committed to making the blockchain technology serve the industry through the distributed business model. By helping communities, businesses and developers to reduce the chain block threshold of applied research and development, the development and operation for the user to save costs, reduce the repeated work, so as to promote real landing business. Wan yun will provide technical support for the dimension chain.

## 6.3 Cornerstone purchasers

Subordinates of Wan Xiang blockchain fund

Subordinates of Fenbushi Capital fund

## 7 Release details and terms

### 7.1 Tokens Issue Plan

#### 7.1.1 Issuance Purpose

In order to effectively encourage the eco-builders and participants in the Dimension league to achieve the ecological prosperity and growth, the Alliance plans to issue the Dimension Crystal(DC) as the currency in the ecosystem.

### 7.1.2 Tokens system

As the intermediate bridge, the pre-purchase of DC does not participate in the exchange of the game, only as a transaction fee on the chain. Due to its tremendous appreciation potential, league will provide standardized virtual exchange to facilitate transactions between community currency holders. DC can be used to pay for games and equipment props costs, so players, manufacturers can their virtual assets in virtual exchange, in addition, the league can also repurchase Tokens in the exchange to regulate the market in order to achieve a deflationary token market.

#### 1) The acquisition and exchange of DC

For the users, it can be obtained as activity reward, such as playing games, participating activities, achievement awards and so on. Besides, it can be obtained through ecological trading. Users can also buy on a legitimate exchange after that. All maintenance roles receive partial rewards. For example, users who are in charge of ledger can receive the transaction fees, and the developers can receive the maintenance fees.

Users are encouraged to use current exchange rates for the purchase of services and applications using other digital currencies and for support of Crystal and other digital currencies such as Ether, during which time certain exchange service fees will be charged.

#### 2) Token storage

The DC will be stored in the user's digital wallet. Via encrypted and authenticated, the safety of assets can be guaranteed.

#### 3) Token circulation

In the decentralized ecology, all people are free to trade in accordance with the basic rules, and the ecology neither participates nor supervises.

#### 4) Token backflow

Except for part of the reward to accountants, the fee that users paid during the trading will be back to the Foundation's token pool to ensure the stability and development platform.

#### 5) The Dimension Crystal reward system

Dimension Alliance set up a special incentive pool to reward users who contribute to the ecosystem, such as users, who unlock the achievements system, or active UGC users, who publish and generate generic entertainment content. The reward system will attract more gamers to participate, as well as other users, to build a thriving ecosystem.

### 7.1.3 Distribution Plan

The total number of DC is 2,000,000,000 (2 billion). among them:

- 1) 15% for Institutions to buy, which is only for special buyers, and is raised in ETH.
- 2) 25% for the league Fund, as the development of incentive fund, mainly for further commercial expansion, blockchain construction. This section is hosted by the league Foundation.
- 3) 40%for the community incentive. It is used for the incentive fund to encourage participators to maintain the ecology of chain.
- 4) 20% for the team. It is used to reward the team for their effort in the process of blockchain construction and development. 4-year vesting, during which the team will vest 1/48th of tokens each month.

The detail use for the initial token soled to institutions:

40% for technology research and development.

30% for market operation and maintenance.

30% for ecological construction.

\* individual purchasers with Chinese nationality or U.S. nationality are not accepted at present. For more details, please refer to our terms of service and compliance statement.

## 7.2 Risk Warning

This document is provided for information purposes only and does not constitute an offer to sell shares or securities of Dimension or any affiliated company. The DC does not give control. Control of DC cannot give its controller to the dimension or any affiliated companies ownership or equity. The DC does not give any right to participate in decision-making related to the platform. Dimension Crystal can be used to get the state of the data on the platform for special permissions such as platform discounts or rewards. DC can be used inside the virtual market, the game and the player battle.

### 1) DO not guarantee the benefits or profits generated by marketing

All examples of returns and profits in this article are for illustrative purposes only or represent industry averages and do not constitute a guarantee of marketing results.

### 2) Regulatory uncertainty

Blockchain-related technology has become the regulatory and censorship of different regulatory bodies around the world. Dimension Crystal Networks may be subject to one or more regulatory inquiries or actions, including but not limited to the use of or restrictions on DC, which may impair or limit the future functionality and repurchase of Dimension Crystal operating.

### 3) Dimension Crystal is not an investment product

DC does not represent any formal or legally binding investment products. In the light of unpredictable circumstances, the number of DC may change. Although we will do our best to achieve all of the objectives of this white paper, all individuals and groups who purchase DC will therefore be at risk.

### 4) Quantum computer

Technological developments, such as quantum computers, may pose a risk to cryptocurrencies, including DC.

### 5) Lack of application

Although the Dimension Crystal should not be considered as investment goods, but it does appreciate over time. Such value may become limited in the absence of applications and popularity of the platform.

### 6) Risk of loss

In the event of a loss or loss of value, no public or private insurer will provide protection to the purchaser.

### 7) Risk of failure

It may happen that for any possible reason, including but not limited to the failure of a business relationship or marketing strategy, follow-up marketing supported by the platform and all investment funds will not be successful.

### 8) Integration

This Agreement constitutes the entire agreement between the parties to the subject matter herein. All other prior agreements, discussions, representations, warranties and agreements are hereby incorporated into this agreement. Except as provided in this Agreement, there are no other warranties, representations, agreements or agreements, express or implied, between the parties. This Agreement can only be amended by paper documents signed by all parties.

### 9) Disclaim

You agree, you use or can not use the DC at your own risk, and pursue the responsibility of the foundation. After the initial release, DC will be sent to you without any warranty of any kind, either expressed or implied, including all implied warranties of merchantability, fitness for a particular purpose, title, and non-infringement. Since some jurisdictions do not allow implied warranties, these representations of implied warranties may not apply to you.