

# GameBit WHITEPAPER





# Precautions

A

This white paper provides general information regarding the GameBit Protocol project for informational purposes only, and the information contained is current as of the date stated on the cover. The contents of this white paper are continuously updated and may be subject to revision after review. At any time, we reserve the right to renew this paper.

**The goals set out in this white paper may not necessarily be achieved or completed as intended. None of the future plans, goals, etc. outlined for the GameBit Protocol project in this white paper should be taken as absolute facts.**

B

Activities participating in the Token sale may involve high speculation, and there is also a risk of complete loss of principal in this regard. Prospective buyers should thoroughly review the Token Sale Terms and Conditions and carefully consider all risks associated with them.

This white paper by itself does not guarantee security. Token sales in many jurisdictions are subject to scrutiny, and related regulations have not been fully enacted. In addition, some organizations consider that the token sale itself may meet the requirements of an investment sale contract.

This white paper is not considered to recommend the purchase of 'Gbit' Tokens in any way. Since regulations related to cryptocurrencies around the world are constantly changing, activities that participate in the purchase of 'Gbit' tokens may involve significant risks, and prospective buyers should undergo careful consulting with the help of legal and tax experts in advance.

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**No regulatory authority has reviewed, examined or approved the information described in this white paper. No such action has been and will not be implemented in any jurisdiction.**



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# Introduction



Blockchain game & metaverse platform created by players themselves

## 1. VISION

**"Blockchain game & Metaverse Platform created by Players"**



NFT Game made by players



Game Metaverse Platform

**Players selected and Invested Game NFT Funding!**

## 2. NFT Market Status

### 1) Summary Report

01 2021년 3분기 전년대비  
**509%** 성장

02 NFT Game의  
산업 성장 주도

03 BaaS의 성공모델  
**NFT Game**



04 Play to Earn  
Game 유저와 coin 유저

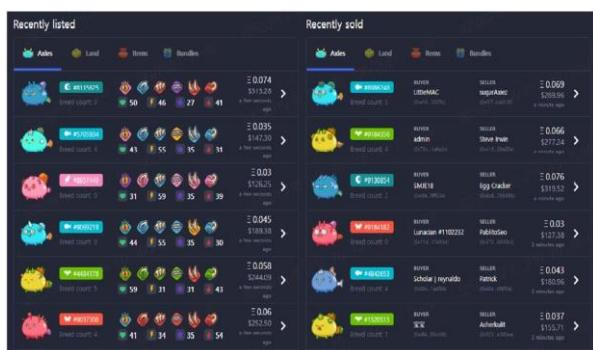
05 Global, Light, 경쟁적

### 2) Recent Trend

The NFT industry will grow the most explosively from 2021, and blockchain will contribute most to be established in real life.

The most successful model of blockchain as a BaaS is the NFT game. NFT games are being established by presenting a successful business model as P2E games.

Casual games such as Axie Infinity are low-capacity, low-quality P2E games that can be easily downloaded and monetized through play. Casual games account for 78% of total mobile game downloads, and the success of casual game Axie Infinity is recognized as an opportunity for new revenue generation by players in underdeveloped countries in Southeast Asia, and continues to enthusiastically expand its base to underdeveloped countries such as the Middle East, Central Asia, Africa, and South America.



A Successful Example of a P2E game (Axie Infinity, MIR4)

## 3. Problems in the Game Industry

Currently, the game industry is reaching a stage where major game companies dominate both the player and content market, distorting the market ecosystem.

Game companies, who were trying to get the players' choice in the early days, are distorting the supply chain by reigning as powerful intermediaries in the distribution, community, and content markets using their strong capital and superior position. Game market becomes one that Players must consume what big game companies offered without any choice. As a result, game users are gradually losing interest, and in the end, the entire game industry is shrinking, showing a vicious cycle.

In such a situation, the emergence of Axie Infinity in Vietnam, which was evaluated as lacking the purchasing power and productivity of the game, caused a global craze was enough to give a fresh shock. In addition to the fact that the new revenue generating model through blockchain technology was presented, the fact that the decline of the game industry is not the problem of players who love games, but the problem of large game companies distorting the market is also a reminder once again.

However, as giant game companies enter the NFT game market and P2E model, it is only a matter of time before the emergence of a middleman called a giant game company in the NFT game market.



# Introduction

In order to reorganize the market centered on large game companies, an ecosystem that can provide capital and marketing opportunities to many individual developers or small developers should emerge, and new games incubated in such an ecosystem will provide new content that suits players' tastes, thereby increasing player's freedom of choice, game items, character NFT, and further if you create an ecosystem that allow players and developers to coexist by creating a structure for trading game development investment and copyright, unprecedented added value will be created and give vitality to the whole game industry..

## 4. Goal of GameBit

### 1) Provide platform users with the enjoyment of the game

Games exist to give pleasure to players. If they can't give the players pleasure, we wouldn't dare say we're in the game business. Developers only make a game that players are satisfied with, and if it is operated without being greedy, they can get enough rewards. All the efforts we make are only the parts of our ultimate efforts for the enjoy of players.

### 2) For developers who are worried about development funds and marketing funds

GameBit Platform has been started as a concern for the shaken purpose of development due to concerns about development funds and marketing funds. upon entering the GameBit platform, players will know what they want. Also, players are not simply consumers. It is GameBit Platform where consumers become producers and producers become investors.

### 3) Consumer is king, so is Player

The GameBit platform is a platform that makes it clear that players are the main players in the game industry. This is where there is game content chosen by the player, not by the game company. This is where the profit model for Big Game Companies is not an important criterion, but profit sharing of player is. Players become producers and investors, not just consumers, and it is GameBit Metaverse Platform where the ideas of players can make new games come true.

### 4) To all operators who want to get new opportunities through the game market

The most successful B.A.S in the blockchain business is games. In particular, there is no ecosystem that has a trend in which development takes place depending on the player's choice. These ecosystems are bound to be highly profitable. In this ecosystem, your business model can also be your partner that creates good synergy effect.

# Introduction

## 5) For players who want to get rewards through P2E

GameBit is a platform that serves NFT games. Therefore, we will do our best to ensure that the typical characteristics of NFT games, that is, the enjoyment of the game itself and sufficient rewards for players who work hard in the game, are made. Because it is the fastest shortcut that satisfies both developers and players.

## 6) To those who invest in GBit token

All game-related participants on the platform will enjoy the effect of a single economic community through the blockchain economy. Individual games are connected with Game Token (pwr), which is a platform token, and Game Token (pwr) is linked with GBit Token again. Therefore, if a game they are not directly involved in succeeds, it is an economic system in which all ecosystem members can enjoy the benefits, and GBit Token investors in this structure will enjoy a synergy effect that increases the probability of profit increasing as the game is launched more and more.

# Global Eco-System



The GameBit ecosystem allows all members of the game industry to participate, and forms a blockchain ecosystem through the blockchain system.

## 1. Business Model



### 1) Beginning of Metaverse – Flagship Game:

In order to provide a marketing pool to small and medium-sized startup developers, a group of game players must exist in the Metaverse. Therefore, we first release our own NFT game as a precedent game that can attract players. There could be an attracting effect of the Metaverse platform itself. However, there must be a standard game system in order to facilitate support for DAPP games that will be attached to the Metaverse Platform, and Flagship Game will make a big contribution even in building such a system.

### 2) Open Metaverse:

Portals of giant game companies only upload and operate games that match their portfolio plans. In addition, considerable rights of the original game developer are transferred and

managed by them.

All games in GameBit Metaverse are open to all game companies or It is open to developers through Open API. Developers who do not have a blockchain development manpower are serviced to link Blockchain or Metaverse on only a small amount of compensation. Regardless of whether a game that lacks marketing funds, a game still in the planning stage or in production, or a game that has received direct production orders from players in the community, anyone can be connected to the GameBit Metaverse and Ecosystem.

These games go through an incubation process in the Metaverse at the player's choice. In this process, games that do not reflect the players' needs will be eliminated from the ecosystem, and games that can follow the players' preferences will be reborn as successful NFT games.

### 3) Token Economy

Players can sponsor games on the platform through the NFT exchange. If the intended development or marketing funds are not sufficiently collected, the tokens are returned to the sponsor. GameBit is a platform where NFT games can be traded and invested as a single digital asset through the Token Economy.

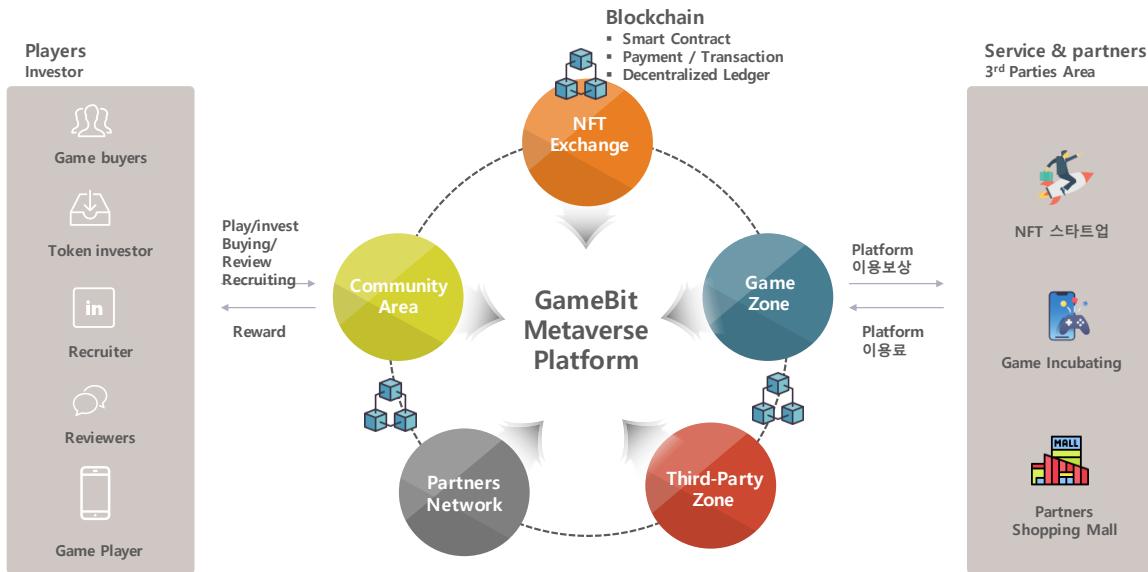
### 4) Global NFT Game Platform

GameBit aims for global service. Game developers can get the advantage of being able to start service by selecting many regions as their primary service area where many of the players supporting their games exist.

There is no limitation of game genre, but in order to serve a wider global region, casual games for the quicker check the result of the playing investors' choices are judged to be suitable for the initial market.

# Global Eco-System

## 2. Eco-System



GameBit Eco-System uses block chain technology to transform the existing game ecosystem centered on giant game companies. It is also designed to have high productivity while reorganizing into a horizontal structure that was decentralized and does not require an intermediary.

In order to bring about this structural change, i) Developers and players can easily communicate without an intermediary. ii) Players should be able to have a choice on the content, iii) Player's choices should be able to produce a finished game, and iv) It should be a structure that developers with limited experience and capital are able to easily develop with the support of players. And finally v) It should be a platform in which various members of the industry can participate.

Under this goal, the GameBit platform is designed so that all members of the game industry can have an organic relationship with each other in the Metaverse platform centered on the Player Group.

Within On-Chain, Player Group can contribute through the platform to produce the game they want while concentrating on enjoying the game or communicating with the developer group, and increase added value accordingly.

The developer group can introduce the Player Group to their customer base within the platform, and can improve the perfection of the game through communication with the Player Group. In addition, the developer group can outsource development or market their own games through the Partners Group, get a development engine or tool in an inexpensive and efficient way with the help of a Third Party Group to increase development efficiency, collect the necessary funds or marketing expenses from the Investor Group. This correlation is because Gbit token (listed

# Global Eco-System

coin) and Game Token (pwr) (stable token) act as a medium as a key currency in the platform, and these key currencies are designed to be mutually convertible through the internal P2P exchange. And if the related parties adopt these token system as their payment system, the partner's participation to the ecosystem will make the expansion of the total ecosystem resilient.

As the GameBit ecosystem expands, the game ecosystem centered on giant game companies is dismantled and the industrial structure is decentralized, intermediate goods costs such as unnecessary administrative costs disappear, and the integration of consumption, production and investment will be increasing. Therefore, there will be more and more high-quality content based on a strong market, the profits of ecosystem participants will increase, and a virtuous cycle of value chain will be completed when someone's success in the ecosystem leads to their own benefits.

## 1) BlockChain-based Metaverse Platform

- ☞ GameBit Platform is a blockchain-based Game Metaverse. Therefore, all Groups participating in the Metaverse (Player, Developer, Third-Party, Partners) are designed to get rewards according to their contribution to the ecosystem as well as in games.
- ☞ Players could become sometimes Developers, Third-Party or Partners, according to the role in the ecosystem.
- ☞ Through the NFT exchange and internal exchange within the platform, these contribution activities are connected to Token Economy System and build an ecosystem differentiated from the general Metaverse.
- ☞ All community channels are operated by DAO (Decentralized Autonomous Organization), a token-based decision-making body, in addition to community functions such as chat/board.

Case) A game guild community, B developer community, C investor community, etc.

## 2) Player Group

- ☞ You can find and enjoy games that are right for you.
- ☞ You can buy and sell your own NFT characters or NFT items, or realize a profit from trading
- ☞ Due to the nature of P2E games (Play to Earn Game), skilled players receive rewards through continuous play, and they can sell their reward Game Token (pwr) to other players or exchange them for Gbit Tokens and earn profits through the exchange market.

# Global Eco-System

- By suggesting improvements to the existing game service, you can receive rewards, or get profit from the investment by participating in the cloud funding for the development of the games wanted.
- You can participate in game investment that is in development through the game NFT exchange or game that requires marketing expense.

## 3) Developer (Startup Group)

- You can expand the player pool by launching the game they developed on the platform.
- Developers or small and medium-sized enterprises (SMEs) who have game development capabilities and ideas but lack capital or marketing skills can collect development funds and players through the platform at each stage of development.
- You can launch a successful service by receiving and utilizing various supports like game engine, story, design, translation, overseas market development, etc. through a third party linked to the platform.
- Players become developers and make a game by suggesting their own game in the form of a request, or they sell their ideas and they can recruit and proceed with game development.

## 4) Third-Party Group

- You can sell or promote your own digital items as assets within the Metaverse platform. In other words, game items can be produced using the Metaverse tool, and the items can be sold to developers or players on the NFT exchange.
- Software or tool operators that support game content development can create their own products within the platform, promote it, and sell tools or engines by linking the payment system with a DApp.

## 5) Partners Group

- Partners are required a system based on Smart Contract because their targets, scopes, and contract types are diverse. (Revenue sharing, Subscription, Installment payment, etc.)
- Even an external shopping mall operator can participate in the platform as a service chain if the payment system is connected to the token system with DApp.
- MKT partners or outsourced services can participate in a contract conditional on the completion of the service on the Partners Web/App, and any case of conflict can be settled down by entrusting it to the Committee with some compensation.

# Global Eco-System

- ❖ A form of continuous maintenance work such as CS service that handles customer inconvenience can be participated in the ecosystem in a form of subscription contract.

## 6) Investor Group

### <Game Investor>

- It has an ecosystem where players can become game investors.
- It is easy to find a game with a high probability of success because it is easy to see what kind of game players prefer and to what extent.
- It has the effect of hedging risks because the investment proceeds with a number of co-investors.
- Contents that generate pre-sales can be configured from the pre-service stage.

### <Token Investor>

- It has an ecosystem in which players become game investors and token investors.
- Through the added value induced in the game ecosystem, it is possible to obtain the result of increasing the token value.
- Token value-added synergistic effect can be obtained through game contents.

## 7) Governance

"Committee", the Governance of the Platform, consists of 21 board members. Membership is limited to the top 21 Game Token (pwr) holders among the top Gbit token holders. For any actions and objects that harm the autonomy and openness of the platform, sanctions are decided by voting. In the event of a dispute that the two parties cannot agree on the completeness of the outsourcing/service between partners or developers and consumers or investors, Committee shall exercise the right to arbitrate the dispute. "Committee is operated on a token base as a decentralized autonomous organization (DAO).

The right to arbitrate a dispute is exercised in a transaction that cannot be reached by agreement between the parties. When a dispute occurs on outsourcing a development or making a contract that specifies the standard and time for the completion of the service at the NFT exchange, an arbitration is executed only on the limited case requested to the judge. Since the case continues to be unsettled while the dispute has not been agreed upon, the balance of tokens will remain in the Exchange in a HOLDING status, so the payment should be made after the final decision by Governance or the completion of the contract should be followed.

# Global Eco-System

Board members receive a dividend according to their activities for the funds collected through fines or penalties.

## < Organization and operation of Governance>

Participants in Governance must register their wallet in Governance D.A.O and disclose the amount of GBIT token they hold and the amount of PWR (Game token) they hold. As of the D.A.O registration deadline, the 21 holders with the most holding amount of both tokens will be registered as members of the "Committee". The method is determined in the order of the holding amount of the 1st Gbit token, and only those who hold the same Gbit token are ranked based on the 2nd PWR (Game Token) quantity. At this time, those who only have GBIT tokens cannot participate in the committee. This is because it is difficult to see that they are active in the platform ecosystem. You must hold PWR tokens equal to or greater than 1/100 of your GBIT tokens.

In principle, the Governance D.A.O is held once a quarter (the schedule and frequency may be changed by the decision of the Governance), and registration must be completed 72 hours before the registration deadline. There are no restrictions on the use or movement of tokens in the wallet just because they are registered. However, when the deadline arrives, the token holding amount of the registered wallet is confirmed as a "Committee" member, or the size of voting rights is only determined.

Voting rights are determined based on the combined points of Gbit token and PWR (Game token), and the total sum of 21 points is calculated as 100% of governance voting rights to determine the share of each voting right.

Dispute arbitration judges consist of 3 out of 21 board members as one team, and in principle, the dispute arbitration team consists of up to 7 teams. (However, the decision of Governance can designate a professional team and increase the number of teams) Each dispute arbitration judge makes a decision on behalf of Governance, and each judge has the same voting rights, and based on the token I never do that.

In governance, 50% of the total settlement (quarterly settlement) of the PWR (Game Token) fee generated within the platform and the penalty imposed as a token penalty for violating the platform rules is allocated according to the stake, and the remaining 50% is paid by judges. and is equally distributed among the experts.



# System Configuration, MainNet (1)

## 1. GameBit MainNet

Own MainNet will be applied in 2~3 years. Platform first!

Since the GameBit platform should allow all members of the gaming industry to participate, it is better to configure your own MainNet rather than participating as a MainNet DApp. But in order to fully operate the Platform, we believe that time is needed for content to accumulate, and that the ecosystem within the Platform should be stably soft landed and strategically prioritized, so we are going to complete our own MainNet based on Ethe 2.0 in the end after applying temporary MainNet with Ethe based Klaytn MainNet.

### Reason why Solana is selected for our MainNet

The reason why Klaytn is used as the MainNet of the platform is that, first, it is possible to build an independent network. If we don't have our own MainNet, it only works as a DApp of other network. In Klaytn, however, building our own network will enable us to ensure independent functions. Second, it provides an environment where developers can easily use Solana by presenting the necessary development tools (toolkit) and tutorials for developing blockchain-based services. Being able to provide the necessary development tools and tutorials to many game developers connected to GameBit platform is an essential element in securing content. Finally, we need to bench mark the user-friendly interface and excellent business friendly environment.

**Since GameBit has an accurate MainNet model suitable for the platform, our own MainNet will be applied immediately after the Metaverse platform and Flagship Game are stabilized**

GBit listed tokens are also produced based on Solana, and Game Token (pwr), an unlisted Stable Token used only within the platform, is also created based on Solana. Therefore, the two tokens are linked by coding and traded through the internal P2P exchange.

# GameBit world & Killer game contents



## 1. GameBit World

- The Metaverse platform configures MMOW (Massively Multiplayer Online World) in a client/server system method and provides a full 3D graphic environment. Among the 3D production tools, only the very basic ones among the prims used in CGS are provided to support creation by combining them. Shapes beyond those in the primitive transform guides are never created, but almost anything can be created from a combination of these.
- Information pages that need to be linked with World are provided in a hybrid app method. Using the media object creation automation tool known as CGS, you can create almost any content you can imagine, from the appearance of the character to the interior and furniture making.



- In City Hall, you can organize community, meet virtual world introduction AI in Metaverse, establish personal mailbox, get various event and job information with rewards.
- In the Security Zone, courts and banks are installed, so you can keep your digital assets and manage your personal information.
- There are two types of NFT exchanges: Item NFT Exchange and Game NFT Exchange, which digitalizes the game itself. Through the Item NFT exchange, you can create in-game avatars and trade items, and invest from early-stage games to finished games on Game NFT Exchange.
- Those who want to play the game being serviced can select the game they want to play through the Game Service zone (DApp Game Portal function).



- ❖ Entering in Game Factory Zone, the Player can propose a new game (Request Function), sponsor or invest in games under development (Game NFT Exchange, Incubation function)
- ❖ There is an Item NFT Exchange in the game in service, so each game item can be traded,
- ❖ A player can create a specific Game item using the Metaverse's production tool, then sell it to other players or developers.
- ❖ Provides a community environment that supports direct communication between all users (player, developer, third party, etc.) in the Metaverse (channel room, full chat, community chat, one-on-one chat).
- ❖ In the Third-Party Zone, software third-party companies related to game development or services are entered so that developers can experience each software and apply engines or tools through API.
- ❖ In the Partners Zone, external solutions (Ex shopping malls, marketing agencies, etc.) can also be linked (DAPP).



- ❖ The Metaverse Platform is also connected in the form of a DApp of MainNet.
- ❖ Games and apps connected to the platform also come into their respective DApps, and within the platform, the Zone connected in a way.

# GameBit world & Killer game contents

## 2. Killer Game... Meta Racing (tentative name)

### Metaverse version of CTracer online

GameBit developers are the core developers of CTracer Online (Chinese name Bicha Online), which has been played by 60 million players in Korea and China. Ctracer is an MMORPG game in which you run through the city with a vehicle modeled after a real vehicle in a real city setting. Even if it is a vehicle of the same model, the player has developed a system that allows them to create their own vehicle through tuning, and in Meta racing (tentative name), purchase a real brand vehicle as NFT and develop it into your own NFT vehicle. We will develop it so that users can trade with each other.

### The first game to be launched in the NFT Game zone

Ctracer online has been serviced in Korea, China, India, and Turkey for 18 years. The existing game method was a game in which a community was formed between users with real vehicles in a real city (Seoul, Busan, Shanghai, Istanbul) and raced between players.



(The picture is a picture of Meta-Racing under development)

In addition, CTracer online was able to have differentiated competitiveness by tuning the vehicle and upgrading it to one's own vehicle.

# GameBit world & Killer game contents



(Ctracer online image)

Not only the appearance of the vehicle, but also various tunings were possible, and Meta-Racing plans to upgrade this part so that it can issue its own NFT token by purchasing a brand vehicle NFT. Meta Racing will be launched as the first game in the NFT game zone.

# GameBit world & Killer game contents

# Another Metaverse within a Metaverse

The automobile industry has a huge production and consumption ecosystem, and numerous contents within it have a solid user base. We have already had this transcendental experience through Ctracer online, and we want to implement another metaverse that only uses these cars as a medium in the mirror world we will create.



(CTracer online image)

## Main Contents

1. Within Meta Racing, various real vehicle brands will be sold as NFTs.



2. Players can create their own NFTs with various items.



(Ctracer image)

# GameBit world & Killer game contents

3. We will provide the original fun of racing games.



(Ctracer online image)

4. You will experience various metaverses at the places you want to visit.



(Game image under development)

# GameBit world & Killer game contents

## Map Development Procedure

Phase 1 : Main Field City - Seoul (Gangbuk Cheonggye Highway Version),

Field Main Event – Runaway Time

4 Types of Circuit

Phase 2 : Main Field City – Seoul (Gangnam)

Field Main Event – Guild Battle

4 Types of Circuit

Phase 3 : Main Field City – Jakarta, Indonesia

Phase 4 : Main Field City – Rio de Janeiro, Brazil

Phase 5 : Main Field City – Mumbai, India

## Vehicle

Could be changed by NFT Contract

Basic Vehicle : GM Matiz Creative

Initial NFT Vehicle : Hyundai & Kia Electric Car Series ( KIA EV6 ,HYUNDAI IONIC 5..)

# Game Open Market



The GameBit platform aims to be a game open market platform to achieve the goal of "developers and players must create and select games". In other words, it is a platform where anyone can upload their own developed game to the market and it can be incorporated into a service game at the consumer's choice. Accordingly, the GameBit protocol seeks to implement content supply and demand in three ways.

## 1. Platform Upload via Beta-Zone

- Developers must upload their Trial version game to the Beta-zone so that players who come to the Beta zone can experience the Trial version.
- All games within the Beta-zone receive public ratings and feedback from players.
- The game that gets the most support from players is upgraded to the service verification stage.
- Games that have been raised to the service verification stage must undergo security and illegality inspections (copyright, speculative behavior, appropriate age). Even when problem elements are found, re-upload is possible through sufficient reinforcing opportunities.
- After going through the service verification phase, the game must purchase PWR Token or Gbit token in proportion to the reward item to be given to players and deposit it into the reward wallet.
- When a developer decides on a game session to be serviced and completes service preparation, the service starts with that session during the new game launch week.

## 2. Platform made or Platform Player demanding Game

### Crowd funded Game

- A game in which the developer showcases his or her ideas and skills, is created with funding from players on the platform, or finances marketing.

# Game Open Market

- Games for which NFT tokens are issued to raise production or marketing costs within the platform are themselves confirmed as games that have already been verified by players.
- Therefore, it goes directly to the service verification stage, and after that it is the same as the Beta-zone game..

## Sourced or player demanded

- Games other than Platform, but games that players request service can be serviced by a platform developer signing a sourcing contract. Even in this case, you can move directly to the service verification stage and complete the service preparation. (Sourced game)
- Likewise, even if it is difficult for a platform developer to sign a sourcing contract among games that are non-platform but require platform players to provide in-platform services, games that meet Player Demanded requirements go directly to the service verification stage, subject to the developer's application. will go
- The conditions of Player Demanded are in accordance with the standards set by the platform governance.

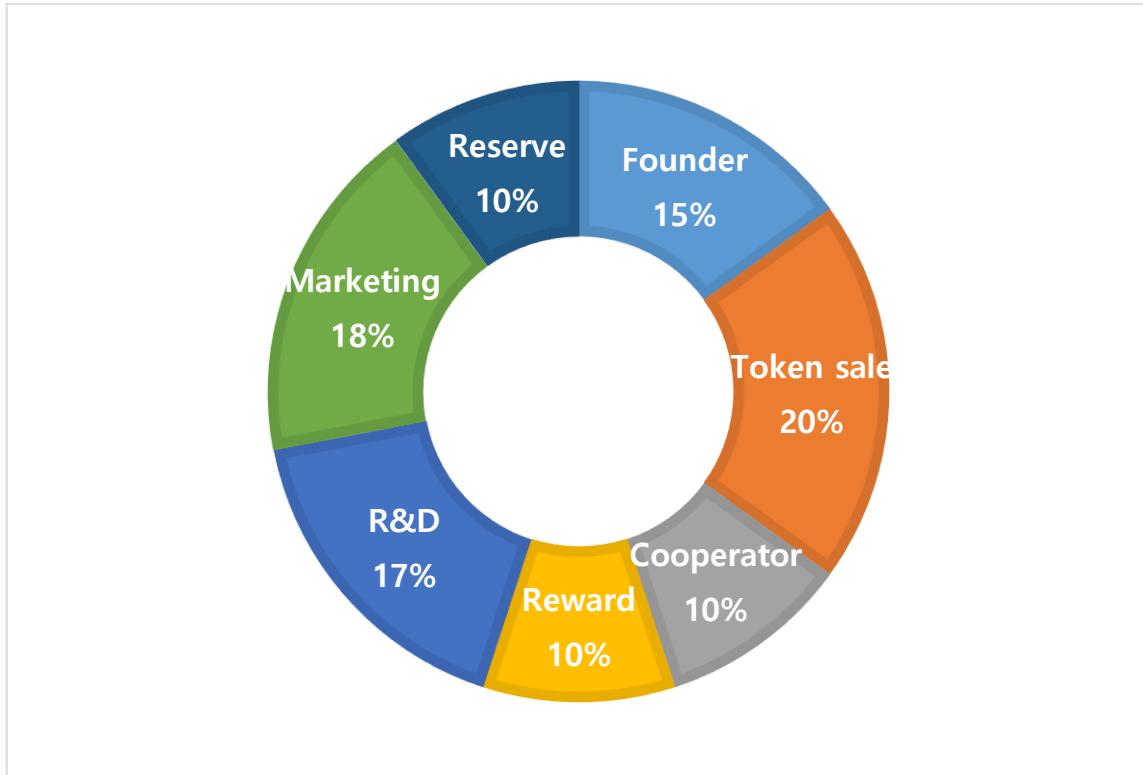
## 3. Gbit Billing Connected

- GameBit protocol can be used without uploading the game to the platform.
- Developers can attach a GBIT coin wallet to their Game Contents payment system and use Gbit coins as payment or user compensation.
- In this case, since it is not directly connected to the platform Onchain, it is operated regardless of the platform policy.
- However, this type of content provision is widely recognized because it has the effect of activating the token economy and increases the reliability of the platform.

# Token Economy



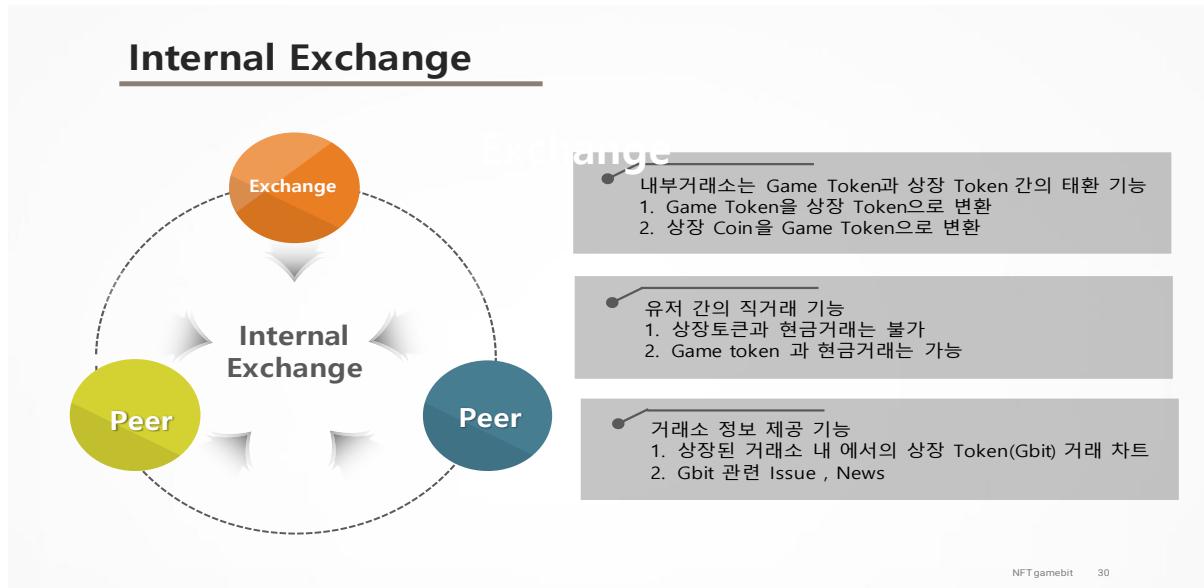
## 1) Token Allocation



- The total issuance of listed tokens is 5 billion (5,000,000,000), of which 1 billion (20% of issuance) will be sold to investors. The remaining tokens are locked up for 1 to 3 years. However, in order to minimize the amount other than Sales Token in the market, the remaining quota is paid first with Sales Token, and the remainder is distributed after Sales Token is exhausted. The amount first paid with Sales Token is converted to Reserved.
- Gbit token is a listed token, issued as a Solana-based token, and Game Token (pwr) is a stable token used only within the platform, and the target listing price for Gbit is 1.00 USDT.

**Mining Token = GBIT Token ; Platform (Game) Token = Power Token or PWR**

## 2) Internal Exchange



- ✓ The internal exchange is a P2P exchange within the platform where the listing token (Gbit) and Power token are mutually interchangeable (Gbit <-> Power token <-> Game Point)
- ✓ The ratio of Game (pwr) Token to Game Point must be checked in the game.
- ✓ Platform (pwr) token is issued for the first time with the same amount of Gbit token issued (1:100 ratio)
- ✓ Since the internal exchange is a transaction between individuals, the exchange rate between Gbit and Pwr is flexible.
- ✓ Display exchange price changes of Gbit token in real time
- ✓ Gbit token is a floating currency, Game Token (pwr) is a stable token pegged to USDT

Gbit token, a listed token, is a Mining Token and can be interchanged with Pwr (Game Token) and P2P internal exchange.

At the time of listing, Gbit token and Game Token (pwr) are first issued in the Platform with a 1:100 ratio as a reference point. However, in the internal exchange, the exchange rate is determined by the transaction of the parties, so the exchange rate may change.

Game token (PWR) is a stable token used only inside the platform pegged to USDT.

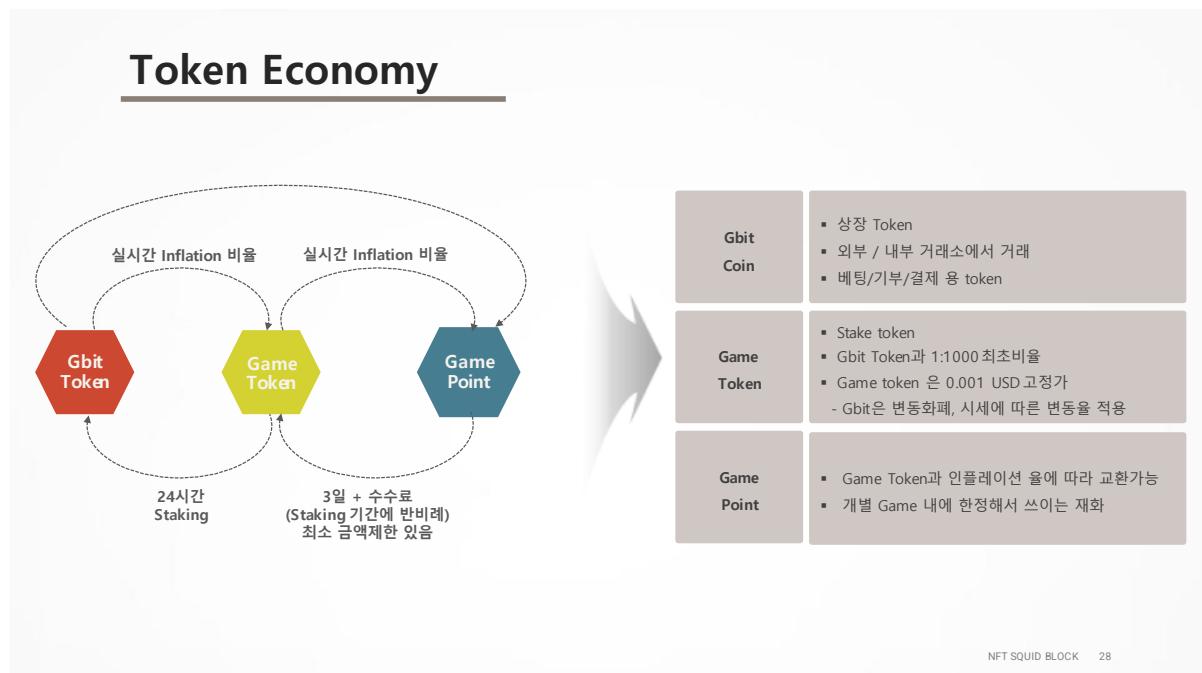
Therefore, even if the Gbit Token changes, the exchange rate changes, but the value of the Game Token (PWR) remains constant.

# Token Economy

When a developer wants to service a game within the platform, the GBIT token purchased from the exchange must be converted into PWR so that it can be exchanged with the game point in the game at a certain rate. Even if Game Points cause excessive inflation, Game Tokens that can be used as rewards for players cannot exceed the total amount of Game Tokens (PWR) they have purchased or received as payment from players.

Game Point is a measure to protect the value of tokens because it is a structure that inevitably causes inflation due to in-game mining effects or abusing behavior by malicious players due to the influence of various marketing.

In the end, the player purchases GBit Token, converts Game Token (pwr), recharges in-game with Game Token, and enjoys the game by paying for items, a certain amount of time, or receiving Points. You can get economic rewards by exchanging the Game Token (pwr) for Game Token (pwr) by measuring the exchange rate in-game, and then exchanging the Game Token (pwr) with GBit Token.



<Token Structure>

You cannot directly purchase Power tokens or Game Points with local fiat currency.

For Sourced Game, platform service is decided by the votes of players. Even if it is a game for which the platform service has been confirmed or an external game for which the platform service has not been confirmed, pre-order sales can be made through the NFT exchange for the purpose of Power tokens. In this case, the developer of the Sourced Game specifies the minimum target

# Token Economy

amount, the effect of pre-order sales, and the game service schedule, and collects Power tokens in the form of pre-sale. It should be used at more than two times.

For example, in case you are raising money for marketing expenses, if you are going to collect at least 100 million Power tokens at a 50% discount, you will raise money on the NFT exchange with a plan to use it 3 times at intervals of 1 month according to the marketing plan. The collected tokens will be accumulated in the platform wallet once, and will be paid out 3 times at intervals of 1 month from the day the fundraising is completed by the Smart Contract.

This split payment is to prevent tokens from being released all at once after fundraising. In addition, if the fundraising did not reach the minimum target, it was collected back to the investor by smart contract.

This also applies when a game is produced by 2) crowd funding method of Platform made Game.



## <Token Sales Plan>

GBit Token has a target listing price of 1.00 USDT.

In the private sale, 50,000,000 GBit was sold, and 1 billion out of 5 billion issued tokens (20% of the total issuance) is set as the total SALES token.

# RoadMap



# Reference



GameBit's developer members have been working as developers and publishers in the game industry for an average of over 15 years.

Published games include [Ragnarok][Sealonline][Rohan], and games developed and operated are "CITYRACER" and "Peace on the plane"

From the second half of 2018, while producing Coin Exchange, we participated in the blockchain business, along with the ICT Convergence Lab of Korea University Seochang Campus, a prototype of the government project "Blockchain-based apartment portal system" and blockchain-based management fee operating system platform "P2P Electricity Transaction" as a producer of "Platform", and we also participated in the production of E.O.S-based MainNet and Hyper Ledger Fabric-based MainNet.



# Game Introduction



Games in preparation

## 1) Cake Invader : Shooting Game (Mobile)



7 Characters  
with 3 weapon types



In the Stage, Diverse Monsters  
attack their own ways



Dynamic & Diverse  
Attack Pattern



Finale of each Stage!  
Boss Emergence!



Boss-Targeted Play



When Player fails to kill boss in  
limited time, Boss gets mad!  
Mad Boss Attack!



Valuable Items Available  
Item Shop



Helpful Pets  
Gacha(Randomly pick)  
And Equip

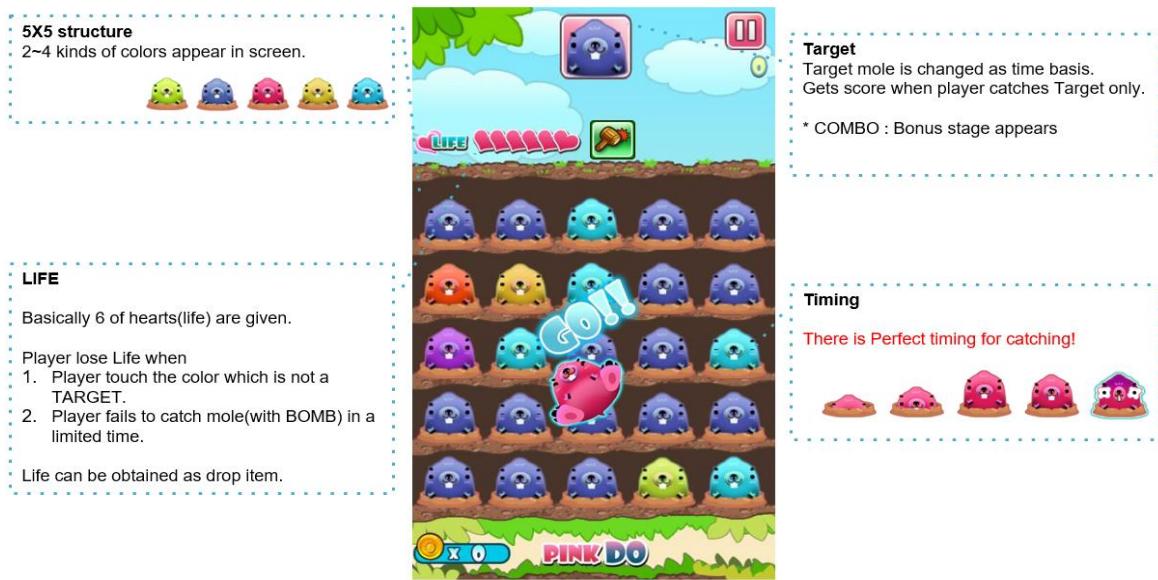


Select Friend for  
Emergency help

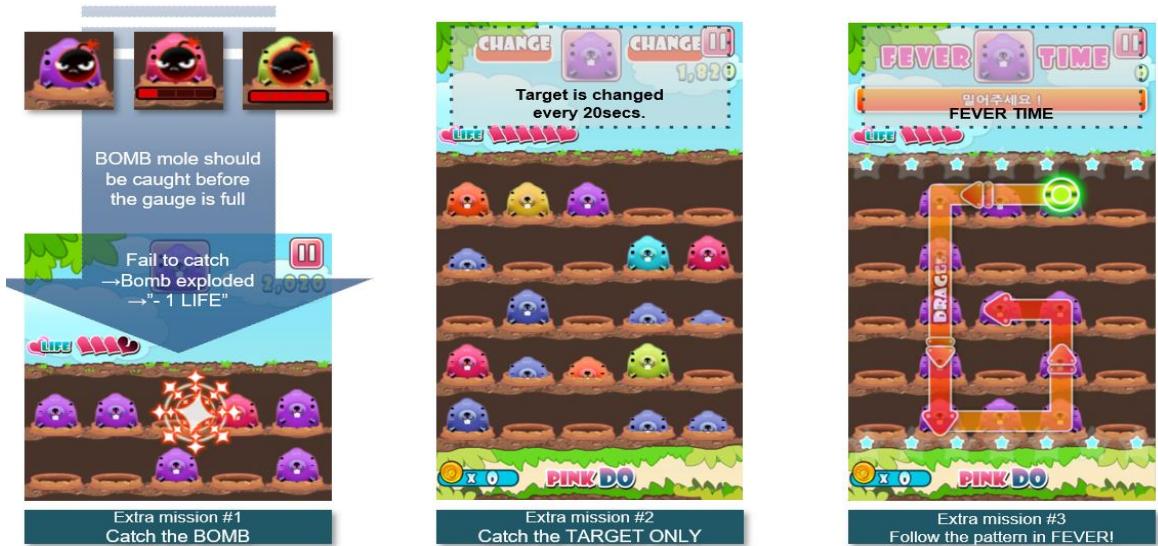


Once the Game Over,  
"Relay Play" available  
with Possessed character

## 2) PinkDo : Casual Game (Mobile)



Simple enough, but PinkDo makes player FOCUSED.



Easy to understand for anyone



### 3) Touch of Death : Action (Mobile)

- Touch of Death is dynamic action mobile game that GameBit is currently developing.
- Designed as silhouette type with black and white background.
- Launch expected : September, 2022



# MEMBERS

Core-team



Hyung-min KIM	Jung Hoon Choi	Inky SHIN
C.E.O	Vice	C.F.O
Yu-Dong Kim	Sang-jun Yeom	Jeo Park
C.T.O	Web/App Team Leader	Product Designer
Jong-chul Kim		
C.A.O.		