GAMECHAIN

BUILD YOUR WORLD. **RULE** YOUR WORLD.

WHITEPAPER

A lightning fast EOS-fork customized specifically to the needs of the gaming community. With Smart contracts, cross-chain interoperability, atomic swaps and state-of-the-art on-chain developer tools to build amazing games. Game developers can run ICOs for their games directly on the GameChain.

GameChain is the first blockchain-agnostic gaming blockchain and is brought to you by the creators of worldwide best selling games such as "Star Wars: The Old Republic" and the upcoming mobile blockbuster "Warhammer: End Times". Supported by EOS Gravity, the leading EOS community. A prototype is available since July 2018.

DISCLAIMER

The contents are subject to change in accordance to local regulations and other factors evolving over time. GAMECHAIN may have to make changes to the business model or tokens for any number of legitimate reasons.

To the maximum extent permitted by the applicable laws, regulations and rules, GAMECHAIN shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this white paper or any part thereof by you.

TABLE OF CONTENTS

GAMECHAIN

ABSTRACT

Gamechain is a lightning fast EOS-fork: EOS reached 1275 TPS on its mainnet in July 2018, a speed that is fit and future proof for needs of the gaming industry. In 2019 GameChain will implement its own custom blockchain allowing all features to be on-chain.

GameChain is customized specifically to the needs of the gaming community by gamers and experienced gaming developers. These customizations include tournaments, chain-wide scoreboards and reputation features as well as trading in-game items.

GameChain is also a gaming ICO platform. Game developers can easily run an ICO for their gaming idea on the GameChain. This allows creatives to access funding, and ICO supporters to participate in the game's success.

On-chain smart contracts allow gamers full flexibility to write any kind of smart contract rules to fit their gaming needs. This includes any type of gaming logic, in-game incentive structures as well as payment processes handled by custom smart contracts.

GameChain comes with a powerful toolkit named Bcreator, that allows for simple drag and drop for game development, allowing anyone to work with smart contracts for game creation. Gamechain makes creating blockchain-based games easy and fun, opening up game development to everyday users. Passion and a love for gaming are the only ingredients required to become a professional game developer on the GameChain.

GameChain's unique reward system creates an economic incentive similar to Steemit for users to create content on the GameChain platform. This ensures longevity and growth of the GameChain ecosystem.

GameChain is cross-chain interoperable. This allows GameChain to seamlessly interact with other chains such as Ethereum, NEO, Wanchain or Icon. Game developers can integrate other chains' data into their games, such as Augur prediction results, or can accept other currencies such as BTC or DASH as in-game payments. The possibilities are endless. GameChain's cross-chain interoperability also allows the integration with other gaming platforms such as Gamecredits or Gamebank, making GameChain the first blockchain-agnostic gaming chain.

GAMECHAIN

ABSTRACT

Atomic swaps on the other hand allow for instantaneous exchanges of GamechainCredits (GCC) for tokens of other chains, such as ETH, WAN or USDT. An exemplary application of this is GameChain's gaming ICO feature, where all contributions can immediately be swapped for USDT, keeping the value of the funds stable.

GameChain is brought to you by the creators of worldwide best selling games such as "Star Wars: The Old Republic" and the upcoming mobile blockbuster "Warhammer: End Times".

GameChain is proud to call Shanghai-based EOS Gravity its key strategic partner. EOS Gravity is the largest and most influential EOS community worldwide with over 100.000 members. Gravity's Co-Founder Li Wan Cai is a close advisor to GameChain and supports the project in terms of visibility, connections and adoption.

The Gamechain team has a strong track record of delivering quality products. The 35 member team is following an ambitious technical roadmap with the Gamechain prototype already available since early July 2018.

FEATURES

Interoperability

Built using specially modified EOS technology, GameChain is extremely flexible. The platform is blockchain agnostic and interoperable between chains. When game developers host crowdsales, or when users buy/sell items, they can accept ETH, BTC, LTC, EOS, GAME and other digital currencies, with all financial processes performed on-chain. This will make it much more convenient for developers and users to interact and use the features of the GameChain system.

Verified Identity

Many of the activities on GameChain involve users interacting with each other in a financial sense. In order to provide security and accountability platform-wide, GameChain has developed 'Verified Addresses'. These verified addresses have gone through KYC and are connected to a user, so that malicious action around crowdsales and spam generation are almost entirely eliminated.

AI and Computational Power

GameChain provides all the tools necessary for game development including computational power to power non-playable-characters (NPCs) and other in-game AI. The computational power provided by GameChain can also be used by GameChain community members for any computational task that they might need.

Adding decentralized items and currencies to any game

Allow in-game items and interactions to go beyond the game. Using GameChain's SDK game developers can easily create decentralized in-game items, incorporate any cryptocurrency into the game using atomic swaps, and allow the games themselves to become tradable digital assets that can be exchanged between players.

Ease of Use

GameChain enables game developers and creators to do what they do best: build and create games. GameChain accomplishes this by providing turn-key crowdsales for any game developer on the GameChain platform. The only requirement is that the Game Developer has gone through a KYC process, in order to prevent scams and enforce accountability after the crowdsale.

ICO and Stable Currencies

When a game developer hosts a crowdsale, the community and supporters can examine the game developer's past work, reputation score, and communication to determine if they are interested in playing the game, testing, or would like to participate in the crowdsale. The game developer has the option to accept contributions in a wide selection of currencies due to GameChain's interoperability capabilities. Once contributed funds are sent to the crowdsale smart contract, the funds are immediately converted to Tether ("USDT"). This prevents any loss in crowdsale funds that are raised for game development. Game developers can issue their own unique in-game digital currencies equivalent to ERC20 tokens.

FEATURES

GameChain game development SDK

GameChain developers have created a SDK to integrate games into the GameChain platform. The SDK is available in C#, Java, Python, and C++. Game developers can download the SDK and immediately create on-chain items, transactions, user identity verification and more with GameChain's intuitive API.

User Reputation and Rewards

GameChain platform users will generate and establish reputation points for themselves for every action and interaction that they perform from within the GameChain ecosystem. The user's reputation is calculated using Machine Learning technology which calculates the level of contribution and involvement that the specific user has with GameChain. The greater the reputation the user has, the more rewards the user receives for positive interactions on the GameChain platform. Content Producers, publishers, authors, reviewers, game developers and any other user will receive GCC tokens as rewards for performing actions within the GameChain ecosystem such as publishing game reviews, being active in GameChain user forums, hosting and completing a crowdsale, etc.

Live stream and social capabilities

The best way to game is to game with friends. Users can message their friends throughout the platform and live stream themselves playing any game similar to Twitch.tv. During this process users can tip the streamer and communicate with them. The GameChain platform also has a social feed similar to Facebook's, which displays the in-game status and event updates of all of your friends to keep you up to speed with their progress.

Cross-Chain items, games, and reputation

Game Developers can create in-game items and games that are cross-chain. This means items and games can be traded in other blockchain marketplaces. Game developers can also host crowdsales, build and deploy games on the GameChain platform, while integrating with other blockchains such as GameCredits or Bitcoin. GameChain strongly believes in the integration, collaboration, and usage of other gaming blockchains and platforms.

FEATURES

Community Features

Create teams, groups, and clans
Games and quests aren't made to play alone. Create teams with your friends, pass the trials to join your favorite clan, and more.

Platform wide IM system
Stay in contact with your friends at all times, GameChain has a built-in communication system which allows in-game communication

Competitions between teams and groups
Battle against rival clans and teams. Will your team rise through the ranks to ultimate victory?

Platform wide achievements
Leveling up and completing unique tasks rewards you with achievements much like the Xbox live system

Cross-chain items and achievements
Gain points and achievements from cross-platform interactions, trade your in-game items on any blockchain marketplace

Live stream system
No need to use third-party software; stream your gaming sessions and battles from right within the platform

Live Social Feed
Stay up to date with all your friends' games, activities and achievements

Game and Item marketplace
Purchase, sell and trade both in-game items and GameChain games with other community members

Crowdsales
Have a great idea for a game? Host a crowdsale and get your idea funded in a few Clicks

Crowdsourced Testing
When developing games, the entire GameChain community is at your disposal as QA and beta game testers.

Community Forums
Chat, learn, earn GCC tokens and more for participating in GameChain's community forum
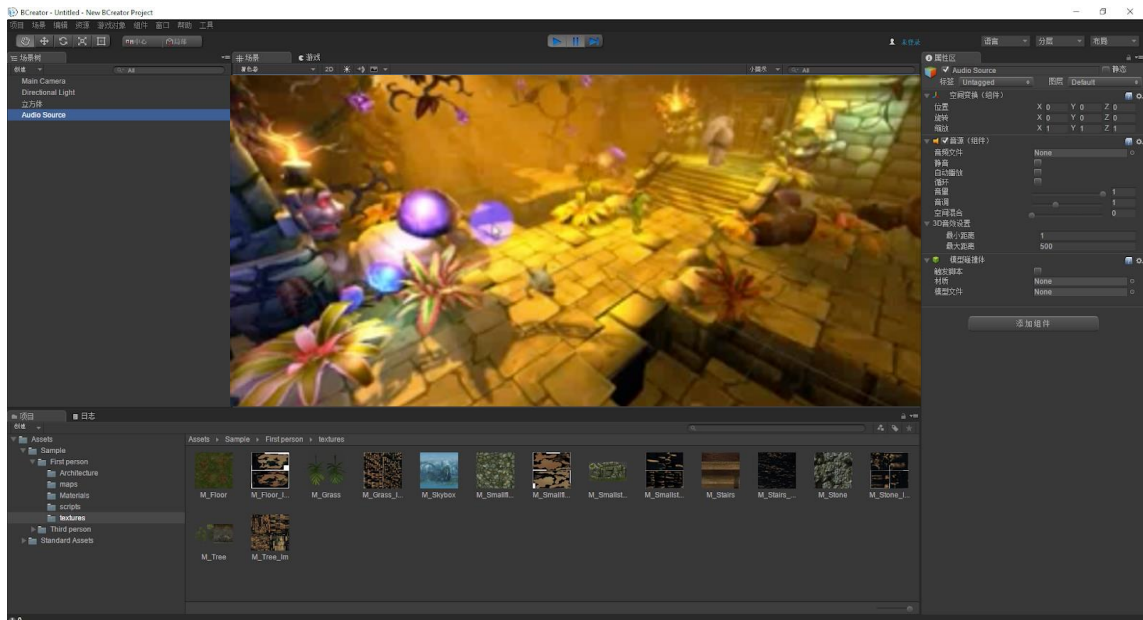
TOOLKITS AND GAMES

BCreator - Build beautiful maps, characters and more

BCreator is the powerful new game development studio created by the GameChain team, which will allow users the freedom to design and construct games however they imagine. This software will cater to all levels of user expertise with no programming required.

The software includes scene model rendering, skeletal motion, particle system, advanced physics simulation and many other components. It has the ability to handle huge amounts of 3D data, including large scale natural environments. Seamless maps of theoretically infinite size are possible, as well as graphic effects such as dynamic light/shadow, landmark high gloss, reflection and refraction, pace distortion, volume fog and vertex lighting.

Artificial intelligence is used to control the behavior and reaction of various active objects in game. The advanced physical simulation engine enables real physical motion, which creates a vivid and relatable virtual world. There will also be full support and integration with Oculus, HTC VIVE, Microsoft HoloLens and other VR/AR instream devices.

In short, BCreator is an advanced, capable and serious development platform, and any type of game development will be possible when using it's wide range of features.

Bcreator.io screenshot

TOOLKITS AND GAMES

Track Record

The **monthly revenue** of 《三国志 2017》(Three Kingdoms 2017) reached **100 million yuan ($15 M)**

Link to game ([click](#))

The **monthly revenue** of 《全民乐舞》 (Let's Dance – Love Show), reached **10 million yuan ($ 1.5 M)**

Link to game ([click](#))

The **monthly revenue** of《幻想学院》 (Fantasy Academy) reached **10 million yuan ($ 1.5 M)**

Link to game ([click](#))

The **monthly revenue** of《初代吸血 鬼》(The first Vampire) reached **$50,000** per server

Link to game ([click](#))

There are **many more games** available, built by Gamechain developers. You can see an excerpt of the track record of games and the magnitude of games that will continue to be built on GameChain: ([click](#))

TOKEN UTILITY

GCC is a utility token. The GameChain ecosystem is powered by GameChainCredits ("**GCC**"), without **GCC** the GameChain ecosystem would not exist. GCC powers the GameChain ecosystem by creating rewards, fees, and incentive for various activities and participation in the GameChain ecosystem. GCC tokens reward positive behavior and encourage individuals to perform tasks which keep the network operational and vibrant!

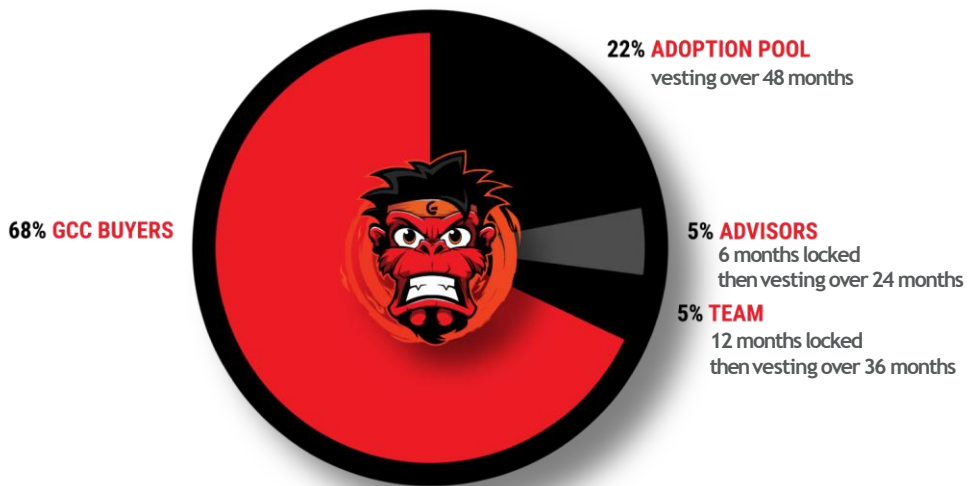**GCC** is the key to the GameChain. Owning **GCC** tokens provides access to:
• Priority transaction processing (increased bandwidth)
• Access to GameChain storage
• Computational Power
• Passive generation of GCC tokens through GameChain's reward system
• Premier access to GameChain-hosted games and releases

GAMECHAIN ICO

ICO Metrics

HARDCAP	$9.4 Million
% OF TOKENS FOR GCC BUYERS	68%
TOTAL TOKEN SUPPLY	10,000,000,000 GCC
CIRCULATING SUPPLY AT LAUNCH	723,320,000 GCC
TOKEN PRICE	$1 = 69.6 GCC
UNSOLD TOKENS	Burned

ICO Distribution

22% ADOPTION POOL
vesting over 48 months

68% GCC BUYERS

5% ADVISORS
6 months locked
then vesting over 24 months

5% TEAM
12 months locked
then vesting over 36 months

Lock ups and vesting schedules

See the following details for an overview of the locks and vesting schedules. All locks and vesting schedules are hard-coded in smart contracts and visible to the public.
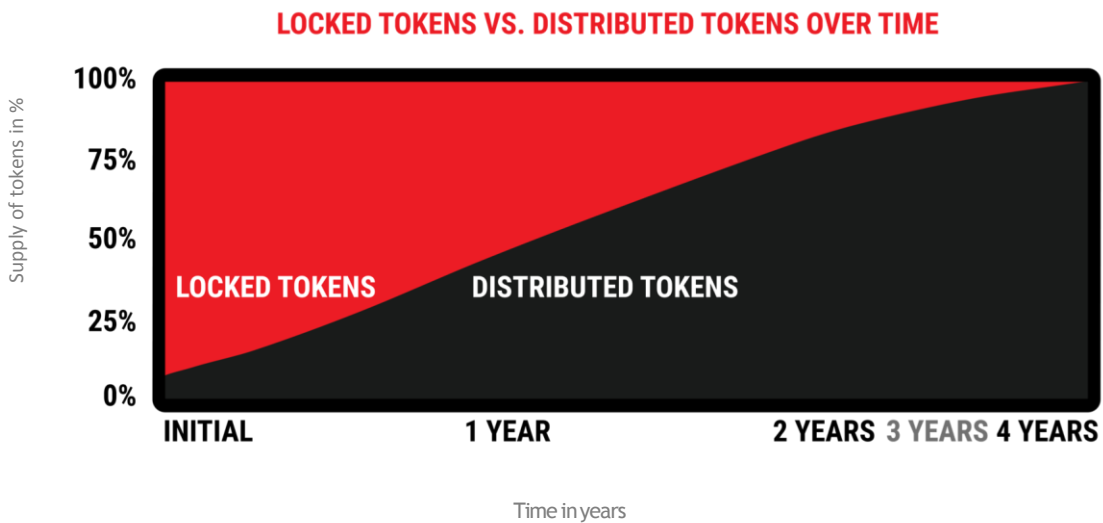
Company Tokens:
- Team tokens (5%)
  - Locked for 1 year, then a linear monthly vesting over 2 years (4.17% per month).
- Advisor tokens (5%)
  - Locked for 6 months, then a linear monthly vesting schedule over 18 months (5.6% per month).
- Adoption pool (22%)
  - Used to incentivize gamers and developers on the GameChain blockchain.
  - Initially 4% (= 1% of total supply) released to kickstart the usage of the platform, then a linear monthly vesting schedule over 48 months is applied (2% per month).

GAMECHAIN ICO

Tokens for GCC buyers:

Seed round: A seed round was completed with $325.000 USD collected with a 186% bonus. These tokens are fully locked for 1 year, then a linear vesting schedule over 2 years is applied (5% per month).

ICO: During the ICO GCC tokens will be sold at a rate of 199 GCC per $ based on holding tokens for 2 years. The rate of GCC per ETH will be locked at the start of the ICO to match this. 35% of tokens will be released initially and the remaining 65% will be supplied through the GCC Holder Rewards (see the section on this for more detail). The initially released tokens will be approximately 69.6 GCC per $. To avoid confusion, our website will only show this rate

LOCKED TOKENS VS. DISTRIBUTED TOKENS OVER TIME

Time in years

TOKENOMICS

GameChain has a unique and innovative ICO and tokenomics model. The purpose of the tokenomics design is to make holding GameChainCredits ("**GCC**") fun and attractive!

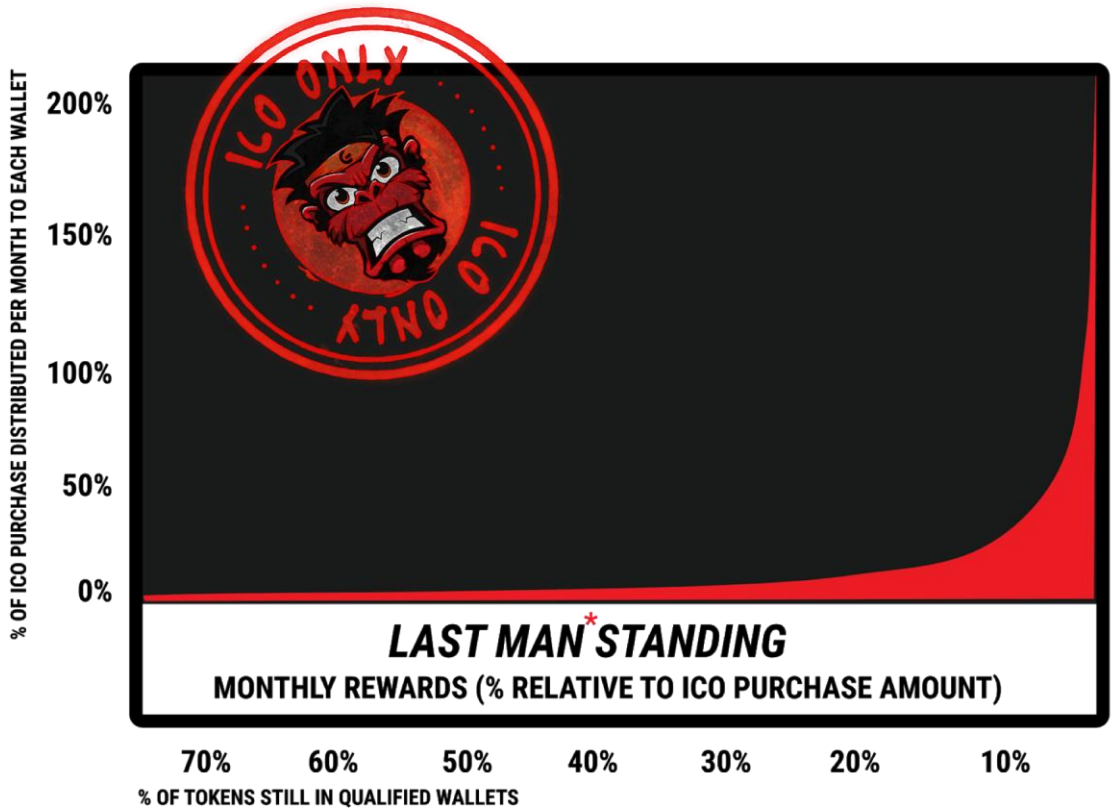**The Genesis Pot: Last Man Standing Rewards**

To reward token sale participants for their loyalty and early support, we have a put aside a huge pot of tokens. The Genesis pot represents 8.2% of the total GCC token supply! Tokens from this Genesis Pot will be distributed to ICO buyers every month, but only to ICO buyers who did not move ANY tokens out of their ICO wallet, the "Last Men Standing"! It really is that simple. With GameChain, loyalty is greatly rewarded.

But it gets better: If other ICO buyers are disqualified (by selling or moving tokens from their ICO wallet), they will no longer receive Genesis Pot rewards. This means your share of the Genesis Pot will grow bigger and bigger over time.

Rules
- Only ICO buyers are eligible for the Last Man Standing Rewards
- "Last Men Standing" are defined as ICO buyers who haven't moved ANY of their ICO tokens out of their ICO wallets.
- The Genesis Pot represents 10% of the total GCC supply (800.000.000 GCC).
- The Genesis Pot is distributed to all ICO holders linearly over 24 months.
- When one ICO buyer moves ANY of their ICO tokens, they are considered "fallen" or "disqualified".
- The monthly Genesis Pot is now distributed amongst the remaining "Last Men Standing", increasing each individuals monthly distributed tokens. When a big ICO buyer moves ANY tokens, then a large amount of tokens will be distributed amongst the remaining "Last Men Standing".
- This mechanism rewards holding the GCC token, especially when other ICO buyers are moving their tokens out of their wallets.
- The reward for the "Last Men Standing" increases exponentially the more ICO buyers sell or move their tokens.
- This principle continues until all "Last Man Standing Rewards" have been distributed or until there is no "Last Man Standing" left, i.e. no untouched ICO wallet left.
- Depending on the ICO buyer's "ICO Level", he/her gets a multiplier of the standard monthly rewards.

TOKENOMICS

Percentage of "Last Men Standing" and their monthly reward relative to their ICO purchase amount.

Example

- Tom bought 1.000.000 GCC tokens during the ICO and reached ICO Level 5 through his actions in the Level Up program.

- If 25% of ICO tokens are no longer qualified (because owners moved their tokens out of their ICO wallets) he's part of the last 75% of "Last Man Standing". As a consequence he receives **2.7% of his ICO purchased tokens every month**, i.e. 27.000 GCC (1.000.000 GCC x 2.7%) as a monthly Last Man Standing Reward.

- If he's part of the last 50% of "Last Man Standing" he receives **4.14% of his ICO purchase (1.000.000 GCC) every month**, i.e. 41.400 GCC tokens per month!

- When he's part of the last 25% of "Last Man Standing" he receives **8.28% of his ICO purchase every month**, 82.800 GCC tokens per month!

- If he reaches the last 5% of "Last Man Standing" he receives he received **41.42% of his ICO purchase every month**, 414.200 GCC tokens per month!

- If he reaches the last 1% of the "Last Man Standing" he receives **207% of his ICO purchase every month**, 2.071.100 GCC tokens per month! (until the end of the program, 24 months after the ICO)

15

ICO LEVELS AND LEVEL UPS

The GameChain ICO has been designed to be fair for all participants and our ICO Levels are independent of the size of your purchase. As in every good game, everybody starts at Level 1. And as with every good game, you have to put in more and more effort to get to the higher levels!

Level Ups provide our community with the opportunity to help us think outside of the box and allows the community to contribute their unique talents to our project. By integrating the talents of our community and the talents of our team, GameChain will be able to develop a better blockchain ecosystem and enhance its adoption.

The benefit of Leveling Up to a higher ICO Level is that you get a bigger multiplier of the Genesis Pot, which is a pot of 800.000.000 GCC tokens that are distributed exclusively to ICO holders every month. The higher your level, the more tokens you receive every month from the Genesis Pot!

LEVEL	MULTIPLIER	LEVEL UPS
DIAMOND	1.5X	Your support has a **very big** positive impact impact (e.g. connect us to individuals, groups or companies that are creating great value for GameChain)
PLATINUM	1.4X	Something cool with a **big** positive impact (e.g. YouTube Review on a relevant channel)
GOLD	1.3X	Something cool with a **medium** positive impact (e.g. keep a reddit post on the front page for a significant amount of time)
SILVER	1.2X	Something cool with **small** positive impact (e.g. original tweet on a medium size account, blog post)
BRONZE	1.0X	You start here :-)

Don't forget: Little things add up to big things!

You can apply for a Level Up here: (click) **(Don't forget to provide a valid email address!)**

Our team will review your efforts and get back to you as soon possible.

GCC HOLDER AIRDROPS/REWARDS

Separate to the "Last Man Standing" rewards, The GCC holder pot represents an impressive 4.000.000.000 GCC tokens. Every month, tokens from the GCC Holder Pot are distributed to GCC holders. When you keep holding GCC the power of compounded rewards will quickly increase your GCC holdings!
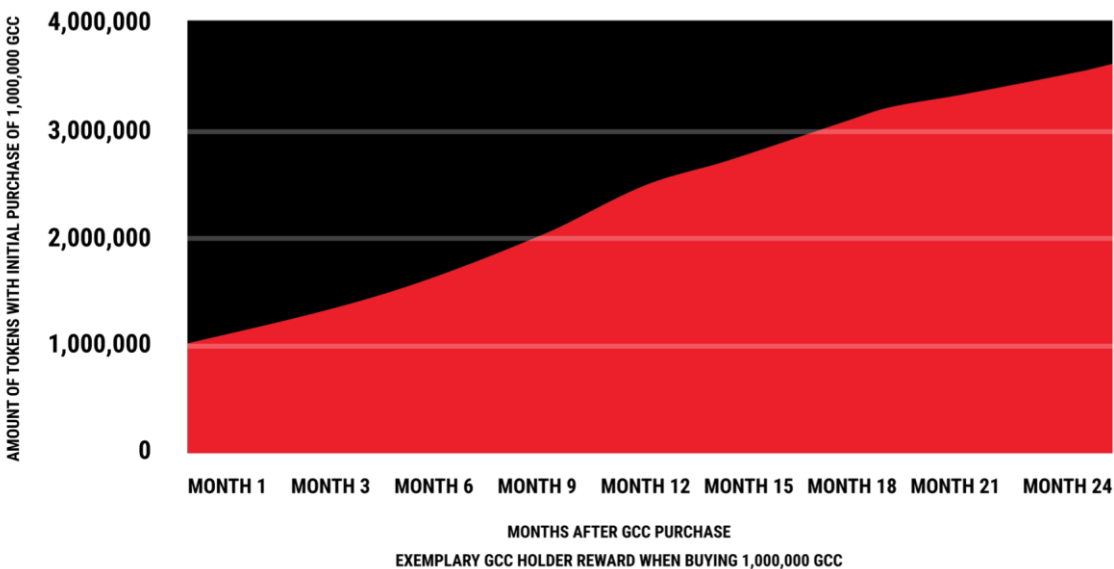
Rules
- All GCC holders (people who bought during the ICO or after the ICO) are eligible to the "Holder Rewards".
- 40.8% of the initial total GCC supply is reserved to be distributed monthly to GCC holders
- Every month GCC holders get a fixed percentage of tokens added to their current holdings.

MONTHLY GCC HOLDER REWARDS	
MONTHS	**REWARD**
1 - 12	8% Per Month
13 - 20	4% Per Month
21 - 24	2% Per Month

Example
If a user holds 100 GCC tokens during month 1:
- Month 1 they would receive 8 tokens (8% bonus on holdings), totaling 108 GCC tokens
- Month two they would receive 8.64 tokens (8% bonus on holdings), totaling 116.64 GCC tokens etc. (compounded rewards).
- But If that same user were to sell all of their GCC tokens, then he/she would have 0 GCC and consequently receive 8% of 0 GCC tokens, which is 0 GCC tokens.

EXEMPLARY GCC HOLDER REWARD WHEN BUYING 1,000,000 GCC

USE OF FUNDS*

* FUNDS ARE SAFU

DEPARTMENT	AMOUNT	DESCRIPTION
Platform R&D	45%	GameChain platform development funds to design, implement and create new features within the GameChain platform.
Operation Management	15%	Funds are allocated for personnel, legal, accounting and other operational expenses.
Market Promotion	35%	These funds will be dedicated to marketing, promotion and community growth on the Gamechain platform, Entrepreneurs, investors, game developers, gamers and all else form the GameChain community.
Other Expenses	5%	Miscellaneous expenses and crisis funds.

5% OTHER EXPENSES

35% MARKET PROMOTION

15% OPERATION MANAGEMENT

45% PLATFORM R&D

ICO Summary

- Rate of 69.6 GCC per $ or $0.0144 per GCC
- The ETH rate will be locked at the start of the ICO to match the $ rates above.
- KYC/AML is required
- United States and mainland China residents & citizens are excluded from the sale.

ROADMAP

Prototype of GameChain platform software released for public testing and demo.

GameChain users can now receive GCC tokens for participation and interaction on GameChain.

GameChain mainnet released on EOS blockchain.

GAMECHAIN PLATFORM PROTOTYPE RELEASED.

COMMUNITY PARTICIPATION REWARD FEATURE RELEASED.

GAMECHAIN MAINNET DEPLOYED.

OCTOBER

DECEMBER

2018

2019

JULY

NOVEMBER

JANUARY

GAMECHAIN TESTNET DEPLOYED.

BCREATOR SOFTWARE INTEGRATED WITH SMART CONTRACTS ON TESTNET.

GameChain testnet released on EOS blockchain.

Features added to BCreator game development software which allow users to create and edit smart contracts inside the BCreator application on the GameChain testnet.

Features added to BCreator game development software which allow users to create and edit smart contracts inside the BCreator application on the GameChain mainnet.

Atomic swaps implemented on the GameChain's proprietary public blockchain testnet.

Atomic swaps implemented on the GameChain's proprietary public blockchain mainnnet.

BCREATOR SOFTWARE INTEGRATED WITH SMART CONTRACTS DEPLOYED ON MAINNET.

CROSS-CHAIN ATOMIC SWAP FEATURE RELEASED ON TESTNET.

CROSS-CHAIN ATOMIC SWAP FEATURE RELEASED.

FEBRUARY

SEPTEMBER

DECEMBER

FEBRUARY

SEPTEMBER

DECEMBER

CROWDSALE FEATURE DEPLOYED.

GAMECHAIN PUBLIC BLOCKCHAIN TESTNET RELEASED.

GAMECHAIN PUBLIC BLOCKCHAIN MAINNET RELEASED.

GameChain users can now host crowdsales and fund game development.

GameChain's standalone universal blockchain testnet released.

GameChain's proprietary blockchain mainnet released, smart contracts, crowdsales, and interoperability features live.

GAMECHAIN

TEAM

Leadership Team

Oliver Wu – CEO
- Chief Architect of www.goodgaming.com, a leading e-gaming website in Asia, serving millions of customer with over $1 million daily revenue.
- Producer of both the famous classic text MUD game ''3Kingdoms Wizard' (established for over 22 years) and the upcoming mobile blockbuster 'Warhammer: The End Times'.
- Oliver has held a highly respected role at the Singapore Interactive Media Center, being responsible for the development and operation of the Virtual Reality World for the Youth Olympic Games.
- PHD at the University of Pennsylvania.
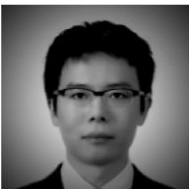- Research Scientist - Sun Yat Sen University .

Dong Hao - Co-Founder CTO
- Dong worked with Perfect World Research Center and the former CTO at VRSTANDARD (VR Huangpu Military Academy).
- He is the founder or C^2Engine, a platform-based company that has been fully developed in China and the overseas markets including Japan, Korea, South East Asia, the Middle East and North America.
- Has over 15 years of experience in the gaming industry and began studying the application of blockchain for the gaming industry in 2014.

Mao Jie - Co-Founder COO
- Mao was the original Vice President and Chairman at Shanghai Ganglian E-Commerce Co.,Ltd - A large scale company that provides market information and B2B e-commerce services for steel and steel related industries.
- Mao has been held in high regard for his ability to strive for the best from company foundation to company listing.

Frank Liu - System Architect
- Frank is a postdoctoral researcher at Singapore Nanyang Technological University.
- He is held in high esteem due to the volume of his intellectual properties, patents, and his deep understanding of algorithms, Virtual Reality and Distributed Computing.
- He also has vast research experience in 3D graphics, cryptography, peer-to-peer communications and blockchain consensus mechanisms.

Xin Xiaoqi - Operations Director
- Xin participated in the production of the massively successful 2011 GameSpy MMO game of the year 'Star Wars: The Old Republic'.
- He has over 11 years experience working in the game industry and has been involved in many large scale network games.
- Alongside this, Xin has many years' experience in the managerial and operations roles for project development. Currently responsible for QA management, Community Operations and user growth within GameChain.

TEAM

Development Team

Blockchain Development				
Blockchain Development Director	Zheng Xuwen			
Blockchain Developer	Guo Dongming	Liu Xiaoguang	Li Baozhou	Cao Yintong	Zhou Qilun
Developer				
Product Director	Shi Kaikai			
Developer	Luo Zhicheng	Chen Zhen	Lu Chunfeng	Xie Hanwei	Jia Xingjian
	Wu Bo	Dong Dingxing	Yang Zongyang	Guo Moli	Sun Xun
Quality Assurance	Wang Yiwei	Shen Zifan			
Creative				
Art Designer	Xue Wen	Meng Di			
User Experience Specialist	Zhu Mengnan	Yang Yanjie			
Operations				
Operations	Dong Xiaolin	Wang Lifang			
Editor	Wei Di	Wu Yuhua			
Planner	Yuan li	Chen Yunqi			
Growth	Wen Zhou				

TEAM

Advisors

Li Wan Cai - Co-Founder of [EOS Gravity](), Founder of [WaterDrop]() Capital
- Co-founder of EOS Gravity, the leading EOS community with over 100,000 members, pioneering and promoting the application of EOS technology.
- Founder and director of WaterDrip Capital.
- Li Wan Cai, Ph.D. expert of data encryption, network security and Internet of Things. in computer science specializes in incubation, investment and technical development of blockchain projects.
- Has more than 10 years of experience in technology R&D in scientific several research institutions and dozens of patents.

Li Chong - Co-Founder of [PPTV](), Sponsor of [DL Capitals]() Angel
- Li is not only a high end investor, but the Co-Founder of PPTV along side being a direct sponsor of DL Capitals.
- His main focus is on mobile and blockchain implementations.
- Li emerged through a large number of outstanding projects, including bubi.cn (A leading blockchain financial technology company in china), Boqi and P2 joint office.

Dr. Wu Jian Kang - Chairman at [Microsens Technologies]()
- Professor at the University of Chinese Academy of Sciences, director of Sensor Networks and Application Research Center, Chairman of Microsens Technologies Co Ltd.
- Was principal scientist at the Institute for Infocom Research, Singapore
- Received 9 distinguished awards from the nation and the Chinese Academy of Science.
- Dr. Wu pioneered researches in the area of visual information processing
- 32 patents, 200 publications and 5 books.

TEAM

Partners

EOS Gravity is the leading EOS community, working to further the fast developing EOS industry and to ensure the prosperity of the EOS ecosystem. Shanghai-based, Gravity has over 100,000 members, plays an indispensable part in the development of the EOS community, and has grown to become an industry leader.

As a strategic partner EOS Gravity will help to make a big impact on the blockchain space, and offers us access to the visibility and talent provided in the EOS community.

Part of EOS gravity is the EOS Gravity Fund - A fund of $20 Million USD with the direct goal of supporting DApp incubation on the EOS ecosystem. The EOS incubation platform is set to assist teams to bring very high quality and competitive DApp projects to the public, helping EOS become the most valuable public chain ecosystem out there.

eosgravity.com

DLCapitals is focused on investing and nurturing high-tech innovative companies with an international perspective.

As an experienced industry leader, the company has solid technical foundation, strong management ability, and a keen sense of industry.
In the past few years, companies that have successfully invested in the field of technology investment include: PPTV, Boqi Network, Youjia, Can Technology, People Square Joint Office and other excellent technology companies.

dlcapitals.com

TERMS & LEGAL

Important Notices

PLEASE CAREFULLY READ THIS SECTION AND THE FOLLOWING SECTIONS ENTITLED "DISCLAIMER OF LIABILITY", "NO REPRESENTATIONS AND WARRANTIES BY GAMECHAIN LTD ", "REPRESENTATIONS AND WARRANTIES BY YOU", "CAUTIONARY NOTE ON FORWARD-LOOKING STATEMENTS", "NO ADVICE", "RESTRICTIONS ON DISTRIBUTION AND DISSEMINATION", "NO OFFER OF SECURITIES OR REGISTRATION" AND "RISKS AND UNCERTAINTIES". IF YOU ARE IN ANY DOUBT AS TO THE ACTION YOU SHOULD TAKE, YOU SHOULD CONSULT YOUR LEGAL, FINANCIAL, TAX OR OTHER PROFESSIONAL ADVISOR(S).

The GAMECHAIN Token (the "Token"), as defined in the Whitepaper, are not intended to constitute securities in any jurisdiction. This Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction.

This Whitepaper does not constitute or form part of any opinion on any advice to sell, or any solicitation of any offer by GAMECHAIN LTD to purchase any Token nor shall it or any part of it nor the fact of its presentation form the basis of, or be relied upon in connection with, any contract or token purchase decision.

All proceeds of sale of the Tokens to fund GAMECHAIN LTD businesses and operations.

No person is bound to enter into any contract or binding legal commitment in relation to the sale and purchase of the Tokens and no cryptocurrency or other form of payment is to be accepted on the basis of this Whitepaper.

Any agreement as between the distributor and you as a purchaser, and in relation to any sale and purchase, of the Tokens (as referred to in this Whitepaper) is to be governed by only a separate document setting out the terms and conditions (the "T&Cs") of such agreement. In the event of any inconsistencies between the T&Cs and this Whitepaper, the former shall prevail.

No regulatory authority has examined or approved of any of the information set out in this Whitepaper. No such action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction. The publication, distribution or dissemination of this Whitepaper does not imply that the applicable laws, regulatory requirements or rules have been complied with.

This Whitepaper, any part thereof or any copy thereof must not be taken or transmitted to any country where distribution or dissemination of this Whitepaper is prohibited or restricted.

No part of this Whitepaper is to be reproduced, distributed or disseminated without including this section and the following sections entitled "Disclaimer of Liability", "No Representations and Warranties by GAMECHAIN LTD ", "Representations and Warranties by You", "Cautionary Note On Forward-Looking Statements", "No Advice", "Restrictions On Distribution and Dissemination", "No Offer of Securities Or Registration" and "Risks and Uncertainties".

Disclaimer of Liability

To the maximum extent permitted by the applicable laws, regulations and rules, GAMECHAIN LTD shall not be liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof by you.

No Representations and Warranties by GAMECHAIN LTD

GAMECHAIN LTD does not make or purport to make, and hereby disclaims, any representation, warranty or undertaking in any form whatsoever to any entity or person, including any representation, warranty or undertaking in relation to the truth, accuracy and completeness of any of the information set out in this Whitepaper.

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Representations and Warranties by You

By accessing and/or accepting possession of any information in this Whitepaper or such part thereof (as the case may be), you represent and warrant to GAMECHAIN LTD follows:

you agree and acknowledge that the Tokens do not constitute securities in any form in any jurisdiction;

1. you agree and acknowledge that this Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities in any jurisdiction or a solicitation for investment in securities and you are not bound to enter into any contract or binding legal commitment and no cryptocurrency or other form of payment is to be accepted on the basis of this Whitepaper;

2. you agree and acknowledge that no regulatory authority has examined or approved of the information set out in this Whitepaper, no action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction and the publication, distribution or dissemination of this Whitepaper to you does not imply that the applicable laws, regulatory requirements or rules have been complied with;

3. you agree and acknowledge that this Whitepaper, the undertaking and/or the completion of the Token Sale, or future trading of the Tokens on any cryptocurrency exchange, shall not be construed, interpreted or deemed by you as an indication of the merits of GAMECHAIN LTD, the Tokens, and the Token Sale;

4. the distribution or dissemination of this Whitepaper, any part thereof or any copy thereof, or acceptance of the same by you, is not prohibited or restricted by the applicable laws, regulations or rules in your jurisdiction, and where any restrictions in relation to possession are applicable, you have observed and complied with all such restrictions at your own expense and without liability to GAMECHAIN LTD.

5. you agree and acknowledge that in the case where you wish to purchase the Tokens are NOT to be construed, interpreted, classified or treated as:
    - any kind of currency other than cryptocurrency;
    - debentures, stocks or shares issued by any person or entity, rights, options or derivatives in respect of such debentures, stocks or shares;
    - units in a collective investment scheme;
    - units in a business trust;
    - derivatives of units in a business trust; or
    - any other security or class of securities.

6. you have a basic degree of understanding of cryptocurrencies, blockchain-based software systems, cryptocurrency wallets or other related token storage mechanisms, blockchain technology and smart contract technology;

7. you are fully aware and understand that in the case where you wish to purchase the Tokens, there are risks associated with GAMECHAIN LTD, the respective business and operations, the Tokens, and the Token Sale;

8. you agree and acknowledge that GAMECHAIN LTD is not liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof by you; and

9. all of the above representations and warranties are true, complete, accurate and non-misleading from the time of your access to and/or acceptance of possession this Whitepaper or any part thereof (as the case may be).

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Cautionary Note on Forward-Looking Statements

This Whitepaper may contain certain forward-looking statements including, but not limited to, statements as to future operating results and plans that involve risks and uncertainties. We use words such as "expects", "anticipates", "believes", "estimates", the negative of these terms and similar expressions to identify forward looking statements. Such forward-looking statements involve known and unknown risks, uncertainties and other factors which may cause the actual results, performance or achievements of GAMECHAIN LTD to differ materially from any future results, performance or achievements expressed or implied by those projected in the forward-looking statements for any reason.

No Advice

No information in this Whitepaper should be considered to be business, legal, financial or tax advice regarding GAMECHAIN LTD, the Tokens, and the Token Sale. You should consult your own legal, financial, tax or other professional adviser regarding GAMECHAIN LTD and the respective business and operations, the Tokens, and the Token Sale. You should be aware that you may be required to bear the financial risk of any purchase of the Tokens for an indefinite period of time.

Restrictions on Distribution and Dissemination

The distribution or dissemination of this Whitepaper or any part thereof may be prohibited or restricted by the laws, regulatory requirements and rules of any jurisdiction. In the case where any restriction applies, you are to inform yourself about, and to observe, any restrictions which are applicable to your possession of this Whitepaper or such part thereof (as the case may be) at your own expense and without liability to GAMECHAIN LTD. Persons to whom a copy of this Whitepaper has been distributed or disseminated, provided access to or who otherwise have the Whitepaper in their possession shall not circulate it to any other persons, reproduce or otherwise distribute this Whitepaper or any information contained herein for any purpose whatsoever nor permit or cause the same to occur.

No Offer of Securities or Registration

This Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction. No person is bound to enter into any contract or binding legal commitment and no cryptocurrency or other form of payment is to be accepted on the basis of this Whitepaper. Any agreement in relation to any sale and purchase of the Tokens is to be governed by only the T&Cs of such agreement and no other document. In the event of any inconsistencies between the T&Cs and this Whitepaper, the former shall prevail.

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Risks and Uncertainties

Prospective purchasers of the Tokens should carefully consider and evaluate all risks and uncertainties associated GAMECHAIN LTD and the respective businesses and operations, the Tokens, and the Token Sale, all information set out in this Whitepaper and the T&Cs prior to any purchase of the Tokens. If any of such risks and uncertainties develops into actual events, the business, financial condition, results of operations and prospects of GAMECHAIN LTD could be materially and adversely affected. In such cases, you may lose all or part of the value of the Tokens.

Risk Factors

A purchase of the Token involves a high degree of risk. You should consider carefully the risks described below, together with all of the other information contained in this Whitepaper before making a decision to purchase the Tokens. The following risks entail circumstances under which, our business, financial condition, results of operations could suffer.

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GAMECHAIN LTD may be forced to cease operations or take actions that result in a Dissolution Event.
It is possible that, due to any number of reasons, including, but not limited to, an unfavourable fluctuation in the value of cryptographic and fiat currencies, the inability to obtain the Tokens' utility, the failure of commercial relationships, or intellectual property ownership challenges, GAMECHAIN LTD may no longer be viable to operate and GAMECHAIN LTD may dissolve or take actions that result in a dissolution event.

The tax treatment of the Token distribution is uncertain and there may be adverse tax consequences for purchasers upon certain future events.
The tax characterization of the Tokens is uncertain, and each purchaser must seek their own tax advice in connection with a purchase in the Tokens. A purchase of the Tokens pursuant to the Token Sale may result in adverse tax consequences to purchasers, including withholding taxes, income taxes and tax reporting requirements. Each purchaser should consult with and must rely upon the advice of its own professional tax advisors with respect to tax treatment of a purchase of the Tokens.

The products offered by GAMECHAIN LTD may not be widely adopted and may have limited users.
It is possible that GAMECHAIN will not be used by a large number of individuals, companies and other entities or that there will be limited public interest in the creation and development of the business. Such a lack of use or interest could negatively impact the development and therefore the potential utility of the Tokens.

The regulatory regime governing the blockchain technologies, cryptographic tokens and token offerings is uncertain, and new regulations or policies may materially adversely affect the development of GAMECHAIN and the utility of the Tokens.
Regulation of tokens and token offerings such as this, cryptocurrencies, cryptographic tokens, and blockchain technologies is undeveloped and likely to rapidly evolve, varies significantly among international, federal, state and local jurisdictions and is subject to significant uncertainty. Various legislative and executive bodies may in the future, adopt laws, regulations, guidance, or other actions, which may severely impact the development and growth of GAMECHAIN LTD and the adoption and utility of the Tokens. Failure by GAMECHAIN LTD or certain users of GAMECHAIN to comply with any laws, rules and regulations, some of which may not exist yet or are subject to interpretation and may be subject to change, could result in a variety of adverse consequences, including criminal penalties, civil penalties and fines.

Purchasers will have no control over GAMECHAIN LTD
Purchasers are not and will not be entitled, to vote or receive dividends or be deemed the holder of capital stock of GAMECHAIN LTD for any purpose, nor will anything be construed to confer on purchasers any of the rights of a stockholder of GAMECHAIN LTD or any right to vote for the election of directors or upon any matter submitted to stockholders at any meeting thereof, or to give or withhold consent to any corporate action or to receive notice of meetings, or to receive subscription rights or otherwise.

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Purchasers may lack information for monitoring their investment.
A purchaser may not be able to obtain all information it would want regarding GAMECHAIN LTD, or the Tokens, on a timely basis or at all. It is possible that a purchaser may not be aware on a timely basis of material adverse changes that have occurred with respect to GAMECHAIN LTD.

The Tokens have no history.
The Tokens will be a newly formed token and have no history. Each Token should be evaluated on the basis that any GAMECHAIN LTD or any third party's assessment may not prove accurate, and that GAMECHAIN LTD may not achieve its objective. Past performance of any similar token is not predictive of future results.

If GAMECHAIN LTD is unable to satisfy data protection, security, privacy, and other government-and industry-specific requirements, its growth could be harmed.
There are a number of data protection, security, privacy and other government and industry-specific requirements, including those that require companies to notify individuals of data security incidents involving certain types of personal data. Security compromises could harm GAMECHAIN LTD's reputation, erode user confidence in the effectiveness of its security measures, negatively impact its ability to attract new users, or cause existing users to stop using GAMECHAIN LTD's services.

The prices of blockchain assets are extremely volatile. Fluctuations in the price of digital assets could materially and adversely affect our business, and the Tokens may also be subject to significant price volatility.
A decrease in the price of a single blockchain assets may cause volatility in the entire blockchain asset industry and may affect other blockchain assets including the Tokens. For example, a security breach that affects investor or user confidence in ETH may affect the industry as a whole and may also cause the price of the Tokens and other blockchain assets to fluctuate.