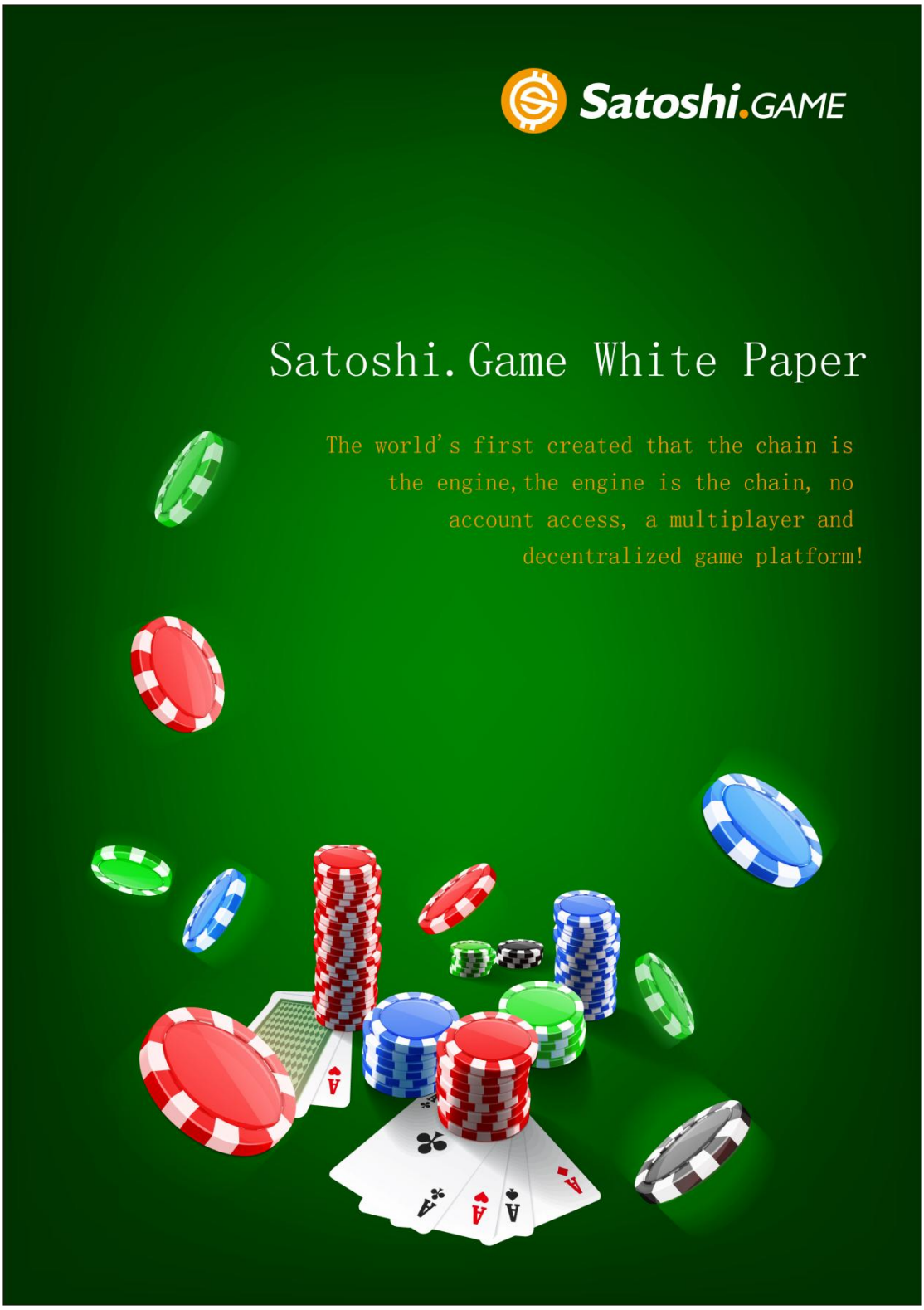

Satoshi.GAME
Satoshi.Game White Paper
The world's first created that the chain is the engine,the engine is the chain, no account access, a multiplayer and decentralized game platform!

Contents

Table of

1. Satoshi.Game Brief Introduction

If you say Satoshi Nakamoto, the founder of Bitcoin, pioneered the era of blockchain and VitalikButerin, founder of Ethereum, has turned smart contract from theory to reality, then Satoshi.Game applied blockchain and smart contracts technologies to pioneer the decentralized era of the game industry.

Unlike other projects that just draw one cake in the sky, they just provide an unattainable concept. After unremitting efforts day and night, our team has already preliminary made the vision into reality and realized the landing of products!

1.1 Product Brief Introduction

Satoshi.Game contains three revolutionary products, first is Satoshi Texas Hold'em, the second is Satoshi game platform, and Satoshi game chain third.

1.1.1 Satoshi Texas Hold’em – Global Texas Hold’emOverlord

Satoshi Texas Hold'em is the world’s first decentralized Texas Hold'em poker, based on the Satoshi game chain, using the blockchain and smart contract technology to achieve disruptive innovations such as an accountless mode, no payment binding mode, on-chain query of RNG data and shuffle record, verifiable fairness and so on.

This is not a vision. Because we have already made this vision a reality. Satoshi Texas Hold'em has been developed and completed, the product is landing on the line. The number of online players is growing steadily. Together with players from all over the world, All in! Game address---
https://satoshi.game/#/holdem

1.1.2 Satoshi Game Platform –DecentralizedLas Vegas

The Satoshi game platform is the world's first fully decentralized game platform based on the Satoshi game chain, built using blockchain and smart contract technology. Through the unique no-account mode and no payment binding mode, players' privacy and financial security are completely protected. All games are implemented by blockchain technology and smart contracts, completely fair, fair and open.

In the follow-up development of the platform, not only access the platform's own games, but also support the games of the alliance manufacturers and personal developers!

Currently, the platform has successfully accessed two games. One is decentralized multiplayer Texas Hold'em and the second is decentralized multiplayer roulette. The follow-up platform will gradually improve the game of poker and casino games, while accessing big lotto lottery games and sports quizzes games. Decentralized multiplayer Texas Hold'em is the most difficult developed in poker games. Decentralized multiplayer roulette is the most difficult developed in casinos games. We have already developed and completed. Can other games be far behind? Stay tuned!

1.1.3 Satoshi Game Chain –Ethereum in the Game World

Let the game server run on the chain completely, to achieve the decentralization of the server, the game into the decentralized era of no centralized server! Satoshi game chain has successfully supported the running of multiplayer poker games, has successfully supported the running of multiplayer casino games, and has been tested by actual products!

Satoshi Game Chain has also developed support for lottery games and sports quizzes games.

At the same time, the support for card games and RPG, MOBA games is being developed and perfected!

1.2 Satoshi.Game Technology Brief Introduction

1.2.1 The chain is the engine, the engine is the chain

The traditional game platform is inseparable from the centralized server.The game engine of the traditional game platform must be deployed on a centralized server.

Thanks to the blockchain and smart contracts technologies, the Satoshi.Game does not require a centralized server and implements the chain is the engine, the engineis the chain. This is the pioneered firstly technology in the whole world.

1.2.2 Blockchain technology

Using distributed storage, peer-to-peer transmission, consensus mechanism, encryption algorithm and other blockchain basic technology, Satoshi.Game uses blockchain technology to realize fair, fair and open of the game data. Using decentralized technology and ideas to ensure that the user's information security.

1.2.3 Public blockchain technology

The advantage of the public blockchain is that it is completely fair and open, and anyone can participate in the transactions and data circulation of the public blockchain and execute the public blockchain contracts and other operations. Bitcoin Cash, as one of the public blockchain, can satisfy the falsifiability of data and meet the fair, fair and open demand. Satoshi.Game combines the core data of the game with the public blockchain through the public blockchain technology to achieve true fairness, fairness and openness, and to achieve traceability of game core data.

1.2.4 Private blockchain technology

The private blockchain can be highly customized, reducing some of the redundant features, in exchange for superior performance and less storage space.

The use of the efficient performance and lightweight nodes of the private blockchain, combined with the public blockchain's characteristic including the fairness, fairness and openness as the engine, on the one hand ensures superior performance and on the other hand ensures the transparency and fairness of the data.

1.2.5 Smart contract technology

The essence of smart contracts is trust and commitment, agreement and enforcement, that is, through agreement of the contract, the execution of the contract after the specific conditions are met, the execution of the computer-readable code in the agreement. This characteristic of smart contract makes the use of smart contract as a game engine to become a reality. Smart contracts are also the technical foundation of that the chain is the engine and the engine is the chain, so that from the architecture the centralized server can be completely abandoned, and the complete decentralization of the game architecture can be realized.

1.3 Feature Brief Introduction

Satoshi.Game is a subversive blockchain smart contract project. The platform in the user access, payment access, the game fair, fairand op en characteristics and so on completely subvert the traditional games.

1.3.1 The global pioneered no account mode

Play games on Satoshi.Game, users do not need to register, do not need an account, do not need to provide any extra things and do not need to save any extra things, sweep code to play, go offline to leave,

completely subvert the traditional game needs registration, account and o ther complicated processes. User retention rate higher, better experience.

1.3.2 The global pioneered no payment binding mode

Users of Satoshi.Game do not need to bind the payment informatio n, do not need to pay careful attention to the safety and disclosure of p ayment information, completely subvert the payment methods of traditiona l games. Simple and quick, safe and reliable, leaving no trace.

The best business model is not to set barriers for the user, go on t he line to play, go offline to leave. Satoshi.Game game platform has do ne it!

1.3.3 The world's first decentralized multiplayer platform

Based on blockchain and smart contracts, public blockchian and private blockchian are combinedwith, Satoshi.Gamegame platform is the world's first truly decentralized multiplayer platform.

1.3.4 The world's first architecture decentralized the game platform

Achieved the chain is the engine, the engine is the chain. Satoshi.Game does not use the centralized server. It is the world's first game platform that uses blockchain and smart contracts as the game engine.In the aspect of the architecture of the game, we have achieved completely decentralized. In the game industry has a subversive significance.

1.3.5 Really realized the globalization of the game

The realization of no account model and no binding mode, eliminates the barriers of the account and payment, making the game truly global.

2. Traditional game industry analysis

Newzoo in the game industry data research institute recently released 2017 Global Game Industry Report shows that in 2017 the total scale of the global games market will reach $108.9 billion. According to the report, there are 2.2 billion active gamers in the world, of which 1.0 billion gamers, spend money while playing. And with the development of the global economy and technology, the global people's life will be further prosperous, the time for leisure and entertainment will increase, and the pursuit of spiritual entertainment will be more and more. The game industry will continue to develop at a high speed, players will be more and more, and the economies scale of the game will be more and more.

On the one hand, while the game industry is thriving, all kinds of problems and disadvantages have become more and more serious. More and more Big Mactype game companies, fewer and fewer small and medium game development teams, the more serious industry monopoly.

On the other hand, the contradiction between players and developers has become also more obvious. With the dramatic increase in the game economic scale, the profits are also growing, and the contradictions caused by the unfairness in the game become more and more obvious.

2.1 Industry monopoly

Centralization will inevitably lead to monopolize, monopoly will inevitably bring about risks and problems. The game industry is no exception. Giants in the industry monopolize the market, eliminate competition, squeeze users, charging more and more expensive. It would stifle innovation and create various kinds of inequalities, which would eventually make the whole industry unable to get effective development.

2.2 Player split

At present the game industry, including the monopoly giant industry and small and medium game developers, are through the account system to circle users in their own ecosystem, users need to play the game within their account system of the ecosystem. Users face a variety of game manufacturers and Big Mac companies to play different games need to register a variety of accounts, record a variety of passwords, bringing a variety of inconvenient. Due to the monopoly of different game companies, players split and could not communicate.

2.3 Information leaked

Because of the monopoly, playing different games requires registering different accounts and passwords.This often leads to some security issues, such as Hit the library leads to account password leakage, resulting in a huge loss of virtual property. There have been more than a dozen big giants information leaks things in 2017. This kind of thing is more numerous small companies. This is a huge security and risk issue brought by a centralized monopoly.

2.4 Payment barriers and barriers

The current payment methods are varied. Different game companies often need to use particular payment methods. Some monopoly giants even use their monopoly pressure to force users to only use the special payment methods provided by their companies. Some users who do not have the corresponding means of payment can only be deterred from the game, crossing payment methods often include excessive fees. Payment barriers intangibly damage the interests of users, but also caused the loss of users. It is a double-lost situation for game companies and users.

2.5 Pay information security

Centralized payment methods often lead to information security problems. When the user binds the payment,the centralized server will cause user information leakage, credit card theft, personal identity leakage and a series of information security problems because of security reasons. Payment is not safe at all. Because of the payment part that led to a significant loss to the users and the number of these events is innumerable.

2.6 Internationalization difficulty

Account mode and payment barrier directly lead to the difficulties in the game internationalization. Playing non-domestic game, unless through the agents, otherwise difficult, not only in account registration difficulties, but also there are difficulties in payment. And through agents, one more threshold, game companies and game users need to pay more fees to agent middlemen, and it is also a double-lost situation.

2.7 Contradictions between the player and the manufacturer

The contradictions between players and manufacturers are mainly the contradictions between the centralized game manufacturers and the vast majority of users which could not establish trust, information asymmetry and so on.

On one hand, the manufacturer cannot self-prove fair. On the other hand, because of the centralized monopoly, players at a disadvantage position, unable to do anything for the black-box operation of the manufacturer.

One of the most intuitive examples is the extraction of paid virtual items.For example, the manufacturer indicates that the probability of extracting an item is 5%, and the manufacturer also cannot fair and open self-prove extraction probability is 5%, and the player cannot draw the item even if a large amount of money is invested. In fact, the dropping probability of the item is 1%,

the player is being cheated.Under the centralized scenario, players and manufacturers must stand on the opposite side and cannot establish a trust relationship. This contradiction intensified, players continue to suffer the centralized monopoly manufacturer exploitation, the playability and fairness of game are poor, but without any solution.

3. How Satoshi.Game will subverts the game industry

The Satoshi.Gameusing blockchain and smart contract technology, from the business model and architecture mode completely realized the decentralized, to solve all the drawbacks of the game industry in the past, completely subvert the game industry.

3.1 Subverting the game industry from the business model

At present, the global business model both is a model. It is to construct ecology under its own credit system. Through the ecosphere under the credit system to circle users and maintain user's stickiness (the user's stickiness is also a kind of trust relationship in essence, which is the trust of the users to the manufacturers), to gain and create value.

And account system is a very important means of this business model. The essence of the account system is credit. He is based on the user's one-way trust in the enterprise and established a kind of credit relationship. Under this system, individual users give all their information completely to the enterprise and trust the enterprise.Account system is a barrier artificially caused by enterprise, the user split, circle into their own absolute power, and then create a variety of unequal treaties, the user cannot resist, but only passively accept.This business model is unequal, the user is in an absolutely inferior position, and very easy to cause monopoly of large enterprises. With the monopoly will bring a variety of problems. For example, Blizzard games and Ubisoft games, two big giants is a very obvious example.

The payment system is also a very important means of this business model.The same as the account system, but also based on the user's one-way trust for the enterprise.The user's payment information is completely exposed, and the enterprise's commitment to information confidentialitycannot be supervised.The payment system under this business model, artificially

castingone payment barrier, the monopoly of payment, and the harm is the interests of the user. For example, Paypal and Stripe, the two large monopolies monopolize the payment field, the payment methods are not interoperable, and the ultimate victims are the users.

Regional constraints and international difficulties are also the product of this business model.Centralization will inevitably lead to monopoly, while the main characteristics of the account system and payment system under the monopoly are regional, as well as the national monopoly caused by thisregionalism.This is easy to understand because the current business model is to construct the ecosphere by self-building a centralized credit system, to circle into users. This ecosphere has obvious regional. For example, Carte-Blue Pay circles the French users, Invoice circles the German users, PayPal circles the American users, and it is difficult to penetrate each other.

3.1.1 Subversion of the monopoly of the traditional game platform

The centralized game platform will inevitably lead to monopoly, and there must be unequal treaties that will damage the interests of the players. The fully decentralized Satoshi.Game ensures absolute equality between players and players, and between players and platforms through blockchain and smart contract technologies. There is no monopoly here and everyone is equal.

3.1.2 Subversion of the account system of the traditional game

Satoshi.Gamedoes not require registration, no account required.

Users want to play games only need to sweep the two-dimensional code will be able to directly access the platform.Users who are tortured by the traditional game manufacturer's account password system can say goodbye to the account password on the Satoshi.Game.This is the experience I never dared to think!

3.1.3 Subversion of the recharge system of the traditional game

On the payment level, Satoshi.Game does not require to know the user identity any information, and does not require to bind any user information.

User sweep code to play, go offline to leave, the platform will not store any information of the user. Users play games on Satoshi.Game without leaving a trace of trace, do not have to worry about payment information leakage, do not have to be careful because all kinds of losses caused by information leakage, safety and trustworthy!

3.1.4 Subversion of the access system of the traditional game

The traditional game access is very complicated. Accessing by different manufacturers needs different SDK, different technologies, and different programming languages, but also through the exploitation of various agents.

The Satoshi.Game platform implements that the chain is the engine, and the engine is the chain,no centralized server, and the architecture is completely decentralized.Accessingto the game,do not need SDK, no middlemen, no agent. No matter who, what group it is, what manufacturers, regions and countries people, just need to well write a smart contract, you can access the Satoshi.Game platform anytime anywhere, and can share all the user groups of the platform.

3.1.5 Subversion game industry's profit model

Satoshi.Game will release two Tokens, respectively Satoshi Game Chain Token and Satoshi Game Token.

Satoshi Game Chain Token is a Token for businesses accessing the game platform, and normal player users do not need to touch it. Satoshi Game Chain Token is the Token of the game chain engine, and the Token is used to as Gas which drives the running of game after accessing the game platform.

Businesses holdingSatoshi.Game Chain Token have the following rights and interests:

- Access the game to the Satoshi.Game platform.
- As gas, driving the game chain engine and running the accessed game.

Satoshi Game Token is for gamers. Satoshi Game Token is also the tokens of the Satoshi.Game game platform. All games on the Satoshi.Game platform will accept access to Satoshi.Game Token.

Users holding Satoshi Game Token have the following three rights and interests.

- Users with Satoshi Game Token can use Satoshi Game Token to smooth play all the games of Satoshi.Game platform.
- Users with Satoshi Game Token can 100% divide the profit of platform according to the occupation proportion of token.
- Satoshi Game Chain Token is required for businesses to access the game and drive the game.Satoshi Game Chain Token needs to be purchased by using the Satoshi Game Token, this part of profit is belongs to the profit of the platform merchant access to the platform.Users with Satoshi.Game Token divide up based on a certain proportion the accessing profit of this part of merchants.

In the profit model, Satoshi.Game platform achieve a completely decentralized.Satoshi.Game platform is a platform for the public.As long as you have Satoshi Game Token, you are a member of the platform.You can be the merchant by yourself to access your own game, and you can also use token to participate in the platform's activists plan to divide up the profit reward of the platform.But the game platform of the traditional monopoly game

industry, the profit is all to the manufacturer, the player will only be exploited by the unequal treaties.

3.1.6 Subverting the game industry ownership issues

Ownership of the traditional game platform belongs to the monopoly game vendors, and the ownership of the Satoshi.Gamegame platform which is a decentralized game platform belongs to all who own the Satoshi Game Token. Every person who owns the Satoshi Game Token, regardless of age, gender, nationality, is a shareholder of the Satoshi.Gamegame platform.

3.1.7 Realizing thegames realwithout borders

The Satoshi.Game platform realizes the games real without borders. Because the platform player's access has realized the completely decentralized, no need account and payment binding, no matter where you are, which country,you can join the platform anytime anywhere to play the game. There is no monopoly here, where everyone is equal, players and businesses are completely equal.

3.1.8 Implementing supports for multiple virtual currency

Platform in addition to the earlier support for bitcoin cash and Litecoin, the next step will also support the platform's own token (Satoshi Game Token), as well as other mainstream virtual currency, including not only limited to Bitcoin, Ethereum, Ethereum Classic, Ripple, EOS.

Platform will support the mainstream currency that having user consensus, safe and stable and conveniently transfer accounts. Followed by the need to give priority to support the currency, Satoshi Game Token users have the voting right.

3.2 Subverting the game industry from the implementation pattern

Thanks to blockchain technology and smart contracts, the Satoshi.Gamegame platform has fully decentralized in terms of implementation pattern and architecture. Thanks to Mr. Nakamoto, founder of Bitcoin blockchain, and Mr. VitalikButerin, founder of Ethereum.

3.2.1 Say goodbye to game server centralization times

The Satoshi.Game game platform does not have a centralization server. Thanks to blockchain and smart contract technology, in the technical realization the Satoshi.Game game platform has been done the completely decentralization.

3.2.2 The chain is the engine, the engine is the chain

The chain is the engine, implementing engine with blockchain smart contract technology, this technology is the world's first.

On the access way, that the engine is the chain makes the game access way is different from all the previous ways, more simple, convenient and fast. The access way is also more unified one, not because of different vendors, there are different standards. The access vendors only need to achieve the perfect access platform by realizing their own part of the smart contract.

On the access range, the engine is the chain, makes the game access without so many restrictions and admittances as traditional games.The access of traditional games requires large manufacturers or powerful manufacturers.And this way makes ordinary individuals, as long as understand smart contracts, you can safely access the game, there is no limit.

3.2.3 The combination of private blockchain and public blockchain

The advantage of the public blockchain is that it is completely fair and open, and that anyone can participate in the trading and data circulation of the

public blockchain and the execution of the public blockchain contract and other operations. Public blockchains accept all users, facing all users, meet all universality demands. Precisely because of this, public blockchains cannot achieve the demand for efficiency on specific needs. For example Ethereum , has a certain performance problems because of too many applications, too much congestion, and various functions unrelated to the game itself, such as token generation and distribution and so on. Ethereum cannot meet the performance requirements of the engine. However, BitcoinCash as public blockchaincan satisfy the falsification of data and meet the requirements of fairness and fairness and openness. Satoshi.Game game platform through the public blockchain technology to achieve fairness, fairness and openness, data traceable.

Private blockchain enjoys alone the write permission of the blockchain, can be highly customized according to business, have more superior performance. The private blockchain is highly customized, taking away the functions which are redundant for the game, combining the smart contracts through the private blockchain, and running the game logic as a contract to nodes in the private blockchain.Through the public blockchain to solve the fair, fairand open demand, the private blockchain and smart contracts as the game engine, to achieve the architecture decentralized.

The public blockchain guarantees fairness, fairness, openness and traceability, ensures that the key data is transparent and falsifiable, and that the private blockchain as an engine assurance architecture, has more superior performance in the case of decentralized.

Later,when the private blockchain is robust enough and nodes is sufficient enough, the private blockchain is upgraded to the consortium blockchain.

When the resistance to pressure and the resistance to attack is strong enough, it is upgraded to the public blockchain.

3.3 Subverting the game industry from the nature of the game

The nature of the game should be fair, fairand open, and safe and trustworthy. Unfair and unsafe games which damage the interests of the players, should be resisted and condemned. It is disgraceful that under the monopoly game vendor exploits the player and the player's unequal treaties.

3.3.1 Fairness, fairness and openness

Through public blockchaintechnology, to achieve key core data open and transparent and traceable, completely fair, fair and open. For example, the core random number involved in the game, game props drop probability, game lottery probability, etc., can be completely fair, fair and open. Users can query on the chain at any time.

3.3.2 Safe and reliable

The platform achieved no account accessing and no payment binding, and on the safe and reliable dimension has completely subvert the traditional game platform.

There are no centralized servers in the platform, some are completely decentralized blockchain and smart contracts, no so-called centralized server and terminal, and in the aspect of security and trustworthiness once again completely subvert the traditional game platform.

4. Platform architecture detailed design

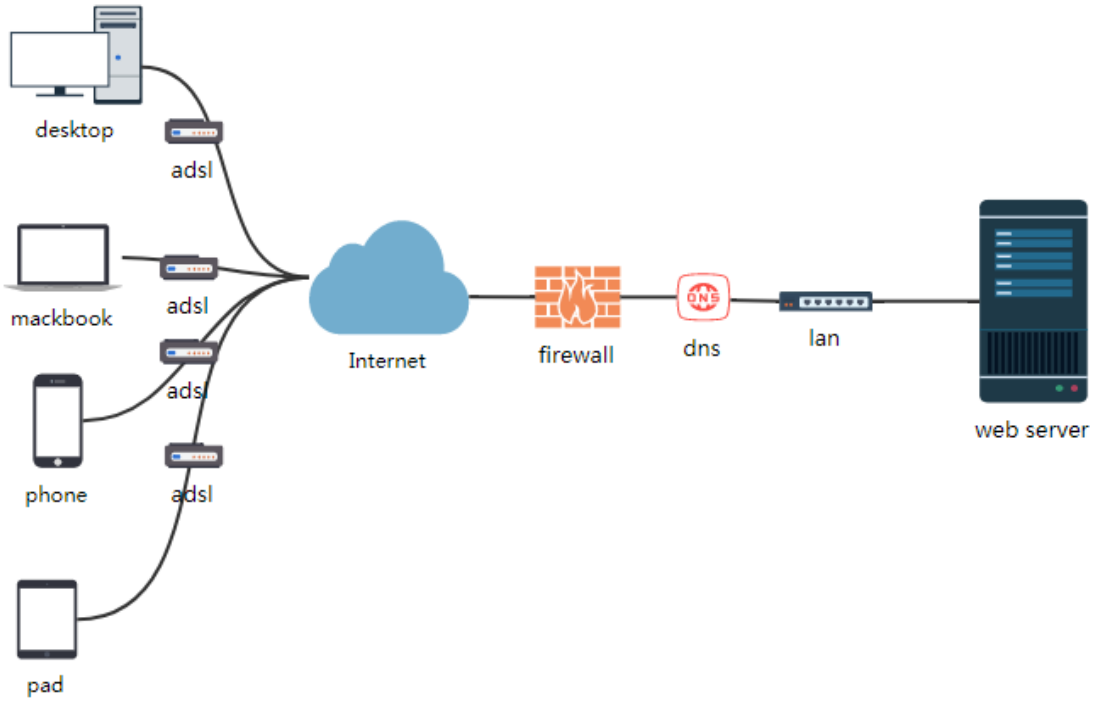
The platform architecture realizes the chain is the engine, the engine is the chain. This is the concept that was first mentioned and implemented in the world.In order to better understand this new architecture, the detailed design of the platform architecture evolves from changes in server architecture one step by step to how the platform implements the new game service architecture of that the chain is the engine and the engine is the chain.

4.1 Architecture evolution

4.1.1 Single server phase

In the early days of the traditional game server, when users scale was very smaller, the logic and storage were simple. In this stage, the single server could meet all requirements. Because business logic and database and persistent store were placed in one server, the consumption of network was omitted, the efficiency of single server mode is even higher.

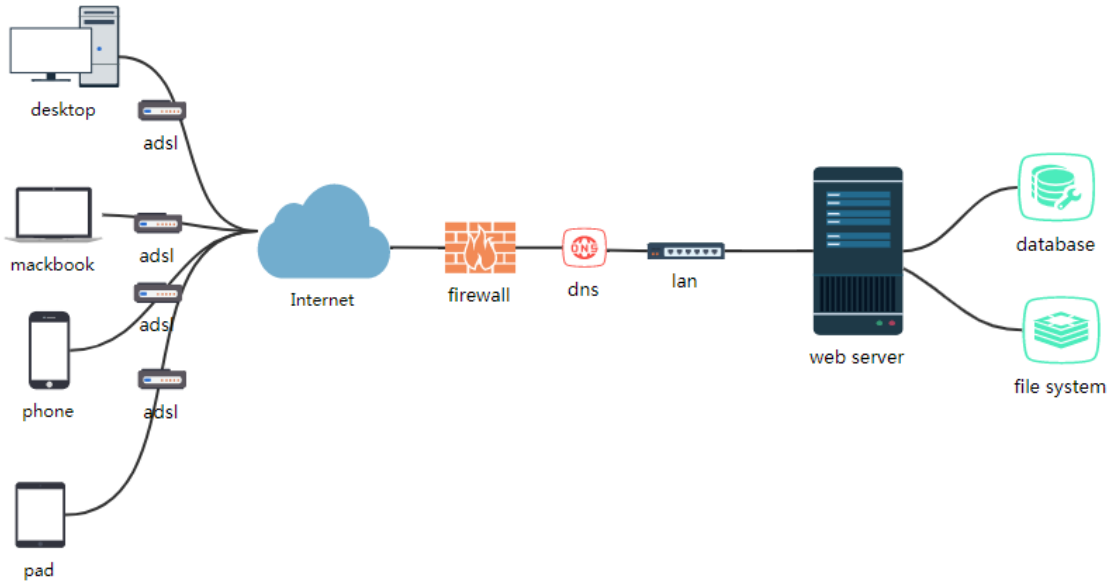
But as the game logic and business become more complex, as well as the improvement of storage performance requirements, business logic and storage often preempt resources, this model is no longer satisfied the demand.



4.1.2 Logical services and storage separation

Logic services and storage separation, business logic and storage will not preempt resources, not only increased the capacity of single machine's disaster recovery, but also improve the overall load capacity.After the entire system through this division, relative to the logic and storage persistence stuffed into one server, more lightweight, higher fault tolerance.

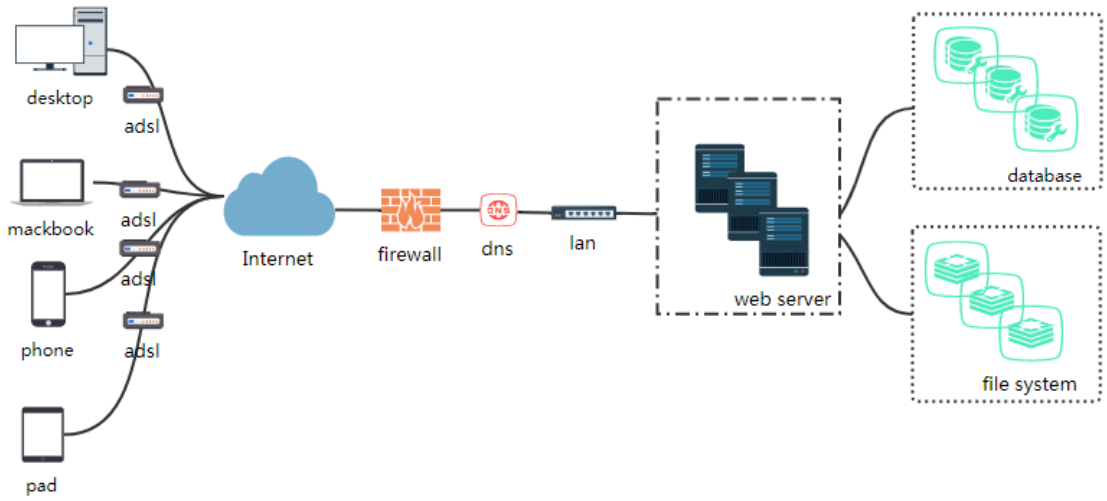
This model is also single-server model in essence. With the expansion of the user scale, this mode will soon be eliminated, because the stand-alone server with the best performance and the largest storage capacity also impossible cannot meet the expanding demand of users scale.



4.1.3 Server Cluster

The advantage of server clustering is that you can allocate users to the optimal server through algorithm load balancing and improve the load capacity of the entire system.At this time, through the DNS load balancing, reverse proxy, IP layer load balancing and other ways to solve the load balancing problem, to solve scheduling problem through cluster scheduling algorithm. This approach can meet the needs of a large number of users. The face of the growth of users of scale, only need to add the server on the cluster will be able to complete the expansion.

In this model, the server only diverts different users, and there is no interaction between servers. The problem with this is that there will be redundancy on the one hand, and on the other hand, when the amount of users reaches a certain scale and in facing of burst traffic, it can't thoroughly solve load balancing and scheduling problems. In addition, there will be encounter considerable big problems on the data synchronization.



4.1.4 Distributed Systems

The distributed mode has many advantages relative the server cluster.

- **Improved fault tolerance and reliability**

A single point of failure does not affect the overall situation. The system crash of one server has no impact on the whole distributed system.

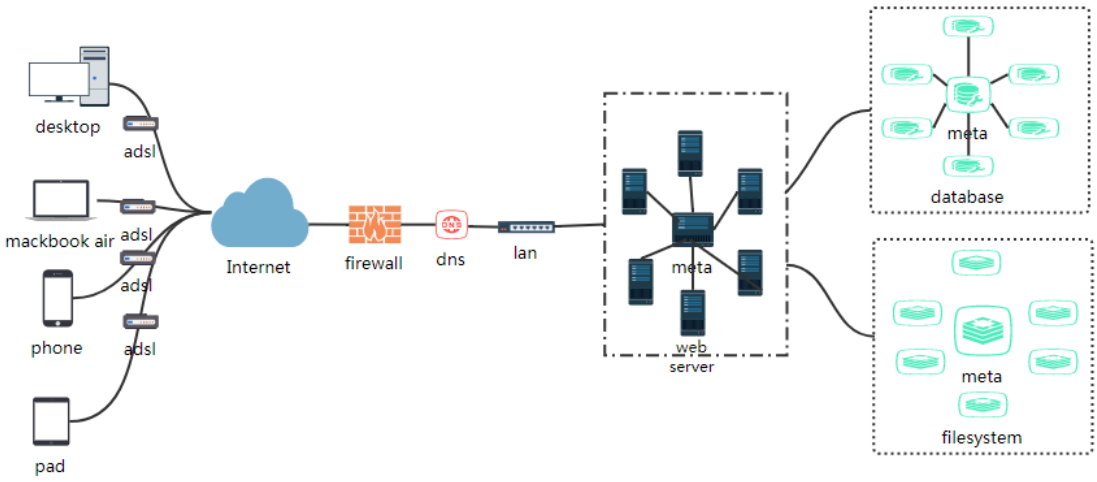
- **Flexibly extensibility**

When the whole distributed system needs capacity expansion,it can convenient to add ordinary servers to the whole distributed network without any difference, and there is no special performance requirement for the newly added servers. Debugging, updating and installation are very flexible and convenient.

- **Higher and faster performance**

A single server computing performance is limited, the server cluster because of unable to communication between servers, and performance bottlenecks are also on a single server. The computing power of distributed services is the sum of the capabilities of the entire cluster, the performance of distributed clusters is higher and faster.

However, this model also has great drawbacks, that is, it still cannot be completely decentralized, and a centralized Meta server is needed.In addition, distributed servers will also face the issue of data consistency.Although there are a variety of compromise solutions to solve these problems, for example, using master + slave way to do meta server master- slave backup and master-slave replication to solve the problem of centralized server downtime, to solve the problem of data consistency by avoiding distributed transactions, and asynchronous messaging and other ways. But these methods can not completely avoid the drawbacks of centralized. Some of the centralized node abnormalities will bring big disaster to the entire system.



4.2 The chain is the engine, the engine is the chain

The chain is the engine, and the engine is the chain, which is the new game service architecture in decentralizedblockchain era and smart contract era.

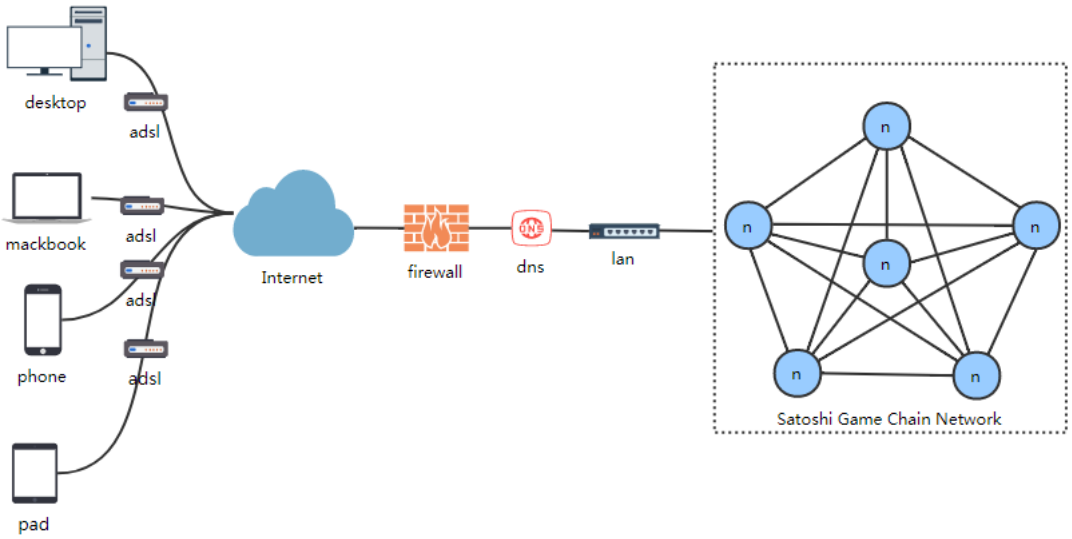
4.2.1 To do the engine in the chain, the engine into a chain

The problem that the traditional game service architecture cannot solve is actually the problem of centralization. Even a powerful distributed system, this problem is a thorn, cannot be solved.For example, Meta server of distributed server, this centralized point crashed will lead to the collapse of the entire

distributed system. Data consistency of distributed databases is also a big problem that cannot be completely solved.

The biggest feature of the blockchain is the decentralized. One advantage of decentralized blockchain is that the entire blockchainnetwork,the failure of a single node has no impact on the entire network. Another characteristic of the blockchain, blockchain saves a distributed open ledger, the data of this ledger cannot be forged, tampered, all nodes remain consistent.Compared with the disadvantages of traditional servers, we can find that the blockchain technology can perfectly solve the problems that the traditional server because of centralization brings with the center node's disadvantages and inconsistent data.But that's not enough. Game server not only includes data storage, as well as computing power.The server needs to handle the various logic of the game, which is computing power. Simply solve the problem of centralization and data inconsistent, there is another one is the computing power to deal with logic. However, this is not a problem because we have smart contracts.

Smart contracts are computer programs that run on the blockchain and can automatically execute when the conditions written by their source code are met. As long as the smart contract has been made up, it can be trusted by the user. The contract terms cannot be changed and the contract cannot be changed. The smart contract based on blockchain not only includes transaction processing but also the complete finite-state machine. When the trigger conditions of the finite-state machine are met, finite-state machine automatically executed according to the contract of predefined information. These characteristics of the smart contract are the important foundation of that the game engine is deployed to contract. Game engine decision logic can be achieved through the finite state machine, while the engine content is achieved through contract content.



4.2.2 Why not use Ethereum directly

Smart contracts can execute on Ethereum, in theory, can complete the related functions by Ethereum.However, the Ethereum contract mechanism is a universally applicable contract mechanism. Ethereum's design is geared toward all requirements. Because of this, Ethereum's data structures and nodes are too large and bloated.Many non-game contracts run on Ethereum, causing Ethereum to become overly obstructed, highlighting the disadvantages of insufficient performance and high latency.For the delay experience more sensitive games, direct use of Ethereum cannot meet the demand.

For example, Ethereum node will keep all the data since the genesis block. Node will continue to increase.The purpose is to ensure that all time periods all trading information is not tampered with and can be traced back. But for the game, you do not need to save all the complete information. Only need to ensure that in a certain time window on the information will not tampered with, traceable. The verified information not in the time window can be deleted.

It's easy to understand this. For example, Texas Hold'em game. In order to be fair, fairand open, we use the contract to achieve the logic of Texas Hold'em, the entire Texas Hold'em licensing order, the player's playing order

both can be recorded in the blockchain.Cards records and how to play cards are both recorded in the chain, the entire system has been running for 10 days, a total of 10 days is recorded. These 10 days of record, transparent and open, users can view. The system is running for 20 days, and then there are 20 days of data logging.The above 10 days window period, users have enough time to view the record, to ensure fair, fair and open. After the system is running for 20 days, records validated by user in the above 10 days can be actually deleted and do not require long-term preservation.

The account information is public and verified by the public in the window period. The information verified through the window period can be deleted, this is the place where the game engine chain needs to be customized, but also Ethereum can not to do it.At the same time, the engine chain contract is dedicated to the customization of the game, so that it can remove the redundant data as much as possible, keep the light node status of the node, and also make the performance of the engine more efficient, which is not achieved by Ethereum.

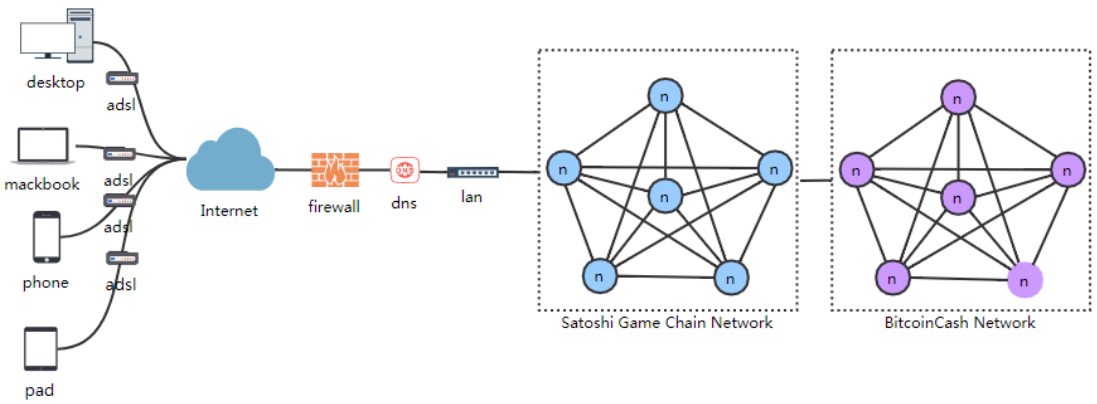
4.2.3 **Combined with public blockchain**

When the game engine chain is beginning be pushed out, it cannot be pushed out in the public blockchain way.Early deployment of fewer nodes, fewer users, the initial very fragile, it is vulnerable to attack.This situation not only affects data consistency but also performance.The initial launch mode is the private blockchain way.In the medium term access to other games through admittance mechanism, this chain will become a consortium blockchain.Consortium blockchain has the support of alliance, more node and more stable, computing power has the guaranteed, the whole chain will be more powerful. When the whole game chain is strong enough, it will be fully developed into a public blockchain. At that time, businesses and individuals

can always access their own game contract, publish their own game on the platform.

Game engine chain in the design, in order to better performance, for the data after the window period will be automatically deleted.But for some other data, you need long-term preservation.For example, user's equipment information, user's level and other long-period information cannot be deleted and need persistent storage.

On the game architecture the early game engine chain as a private blockchain has been decentralized, and achieved extreme and efficient performance in the case of lightweight nodes. However, the content of the private blockchain is partially decentralized and it has not been able to be completely decentralized. In order to maintain the performance at the same time be completely decentralized, which we combine the BitcoinCash public blockchain technology, so that the game involves the data completely fair，fair and open. For example, the random seed involved in the Texas Hold'em game. Random seed data is implemented and managed via the public blockchain, allowing users to validate random seed data via the public blockchain at any time and fully reproduce Texas Hold’em all the hand information of every hand that user has been played and the process of playing.



4.3 Satoshi Game Chain design ideas

Game engine Using blockchain smart contract technology is a big breakthrough.

Satoshi.Gamegame platform achieved that the chain is the engine, the engine is the chain. Get rid of the traditional game service architecture, innovative use of blockchain as a game engine.At the same time the introduction of public blockchaintechnology, one step further to ensure fair,fair and open data and data traceability.

Satoshi.Game game platform, the entire platform does not have a centralized node. Satoshi Game Chain network and the public blockchain network support the operation of the entire platform. Decentralized public data ledger guarantees fairness, fairness and openness, and based on smart contracts as game engine drive game to run.

Here we share the design idea of Satoshi Game Chain. Satoshi Game Chain In the following chapter we call SGChain for short.

4.3.1 Node Lightweight

A very important aspect of the engine is efficient performance. It's a focused to maintain efficient performance while meeting decentralization. This is a key point.

One feature of the decentralization is transparent and trustworthy, data cannot be tampered with. SGChain preserves the window period data, SGChain ensures that the data in the window period is transparent and trustworthy, and cannot be tampered with. But SGChain does not need to always maintain the data beginning from the genesis block. For the old data which are verified by the user and not in the window period, can be deleted.

Users can view any user's concerned and interested data in the window period, where the data is open and transparent. After the window period, this

part of the data will be automatically destroyed, so that the design can achieve the node's lightweight, to ensure performance. That is to say, SGChain is not a chain that has increased over time. This is where SGChain differs from other blockchain and is SGChain's new ideas and features.

For data that exceeds the time window but cannot be destroyed, it is stored on public blockchain through smart contracts. Such as the user's level, and equipment information and so on, this type of information amount is relatively small, need to deal with the frequency is very low, less demanding on performance and immediacy, put on the public blockchain.

SGhain's window information destruction mechanism is an innovation that combines the features of the game.This mechanism makes SGChain not like other blockchain products, node data will surge over time.SGChain's nodes maintain lightweight nodes with this mechanism, laying the groundwork for high performance.

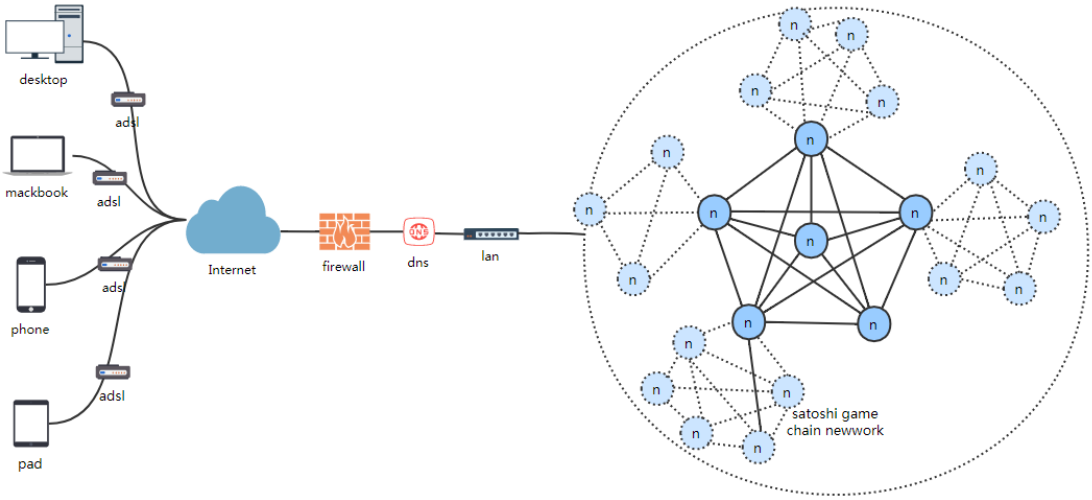
4.3.2 Original Node

The original node is the initial node for SGChain deployment.These nodes are maintained by the initial team until SGChain is upgraded to consortium blockchain and public blockchain.The original node will never be deleted, and it is very important for the original node to maintain the stability of the entire SGChain in the early stages.

4.3.3 User Entity Node

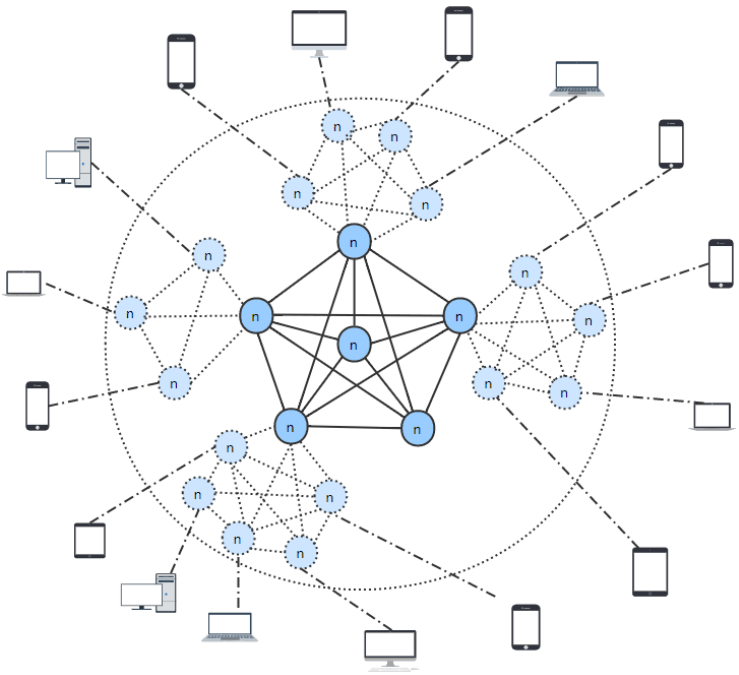
When SGChain evolves into a public blockchain, users can install entity nodes. User entity nodes can be installed or deleted by the user. The difference between the user node and the original node is that it can be deleted, and the other aspects of the data functions are the same as the original node. In the period of public blockchain, the user node plays a very important part, is the key to maintain the stability of the entire SGChain.

Because SGChain's window information destruction mechanism, SGChain's node data is very small, the entity node users will be very friendly, and the entity node and the user node belong to the node created by the user. The users use Satoshi.Game game platform to join SGChain network priority binding User local entity node, later stage deploy the entity node's user, the game experience will be smoother.

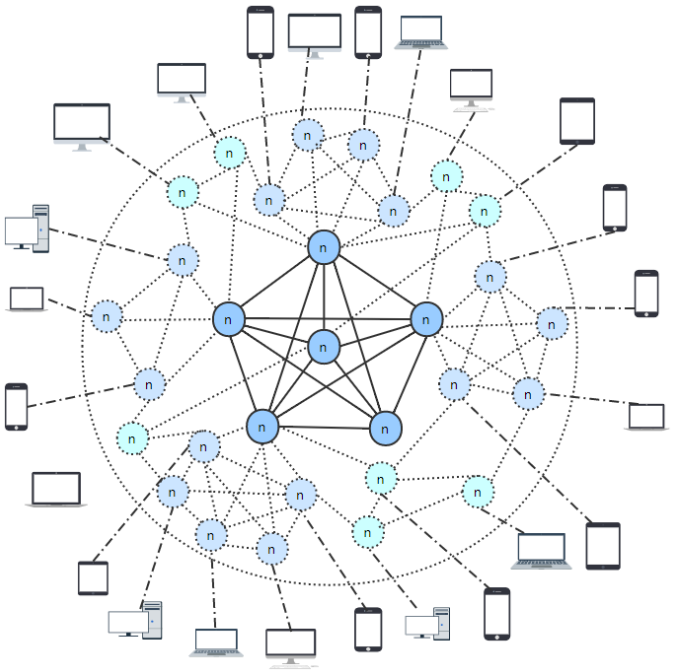


4.3.4 Dynamic Node

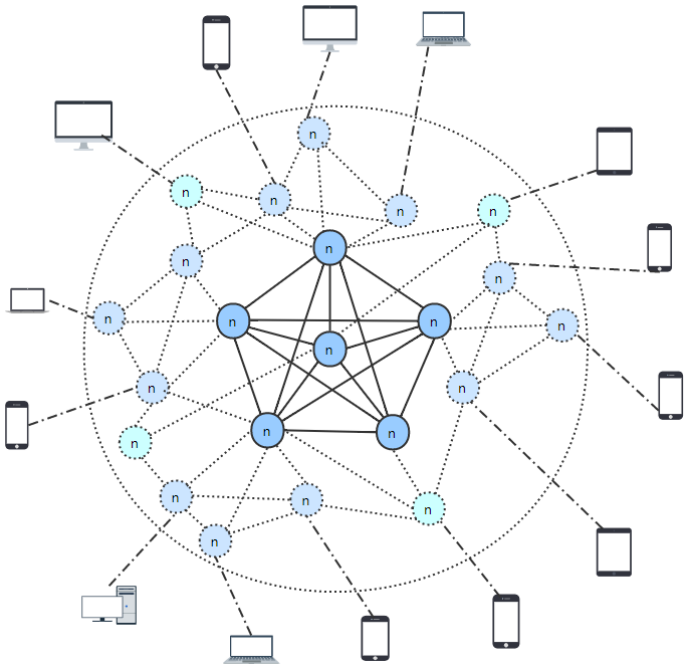
While SGChain is in the stage of private blockchain and consortium blockchain, users use the Satoshi.Game platform to replicate one node for the user through the original node. This node is a dynamic node, and his life cycle begins with the user using the Satoshi.Game game platform, ending with the user leaving the Satoshi.Game game platform.



When the user uses the Satoshi.Game platform, the original node will copy one node according to the user's session information. This node has the same content with the original node, there is no difference, and only the user session information is added. The replicated node is a node that binds the user session, handling all the logic and game logic that interacts with the user. These are all achieved through smart contracts of the replicated node. The work of the original node will not participate in the binding of user information. The original node and the replicated node are undifferentiated nodes, and the replicated node contains more piece of information than the original node, that is session information. In this way, every user who accesses the Satoshi.Game platform can be regarded as an undifferentiated node in the SGChain topology network.



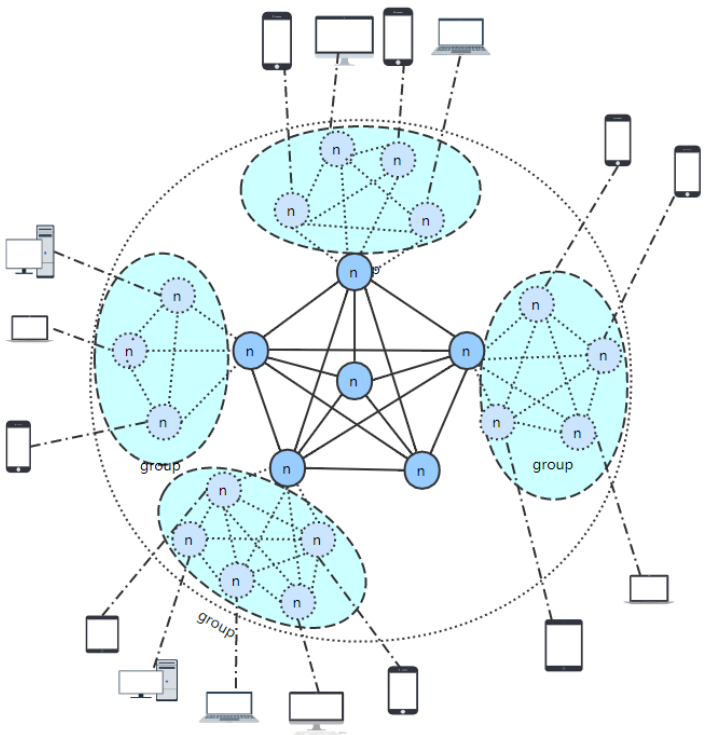
When the user leaves the Satoshi.Game platform, the user returns within the expiration time, the replication node will still be bound.After the expiration time, the node will be completely deleted. In the next time period the user back to the Satoshi.Gamegame platform, the node will be re-created.



When the user scale reaches a certain degree, users to exit,there are users to join, the number of nodes in the whole topology network will reach one dynamic balance.

4.3.5 Node Groups

Node group refers to the user node that joins the SGChain network. When playing multiplayer games, group matching is required. The simplest scene, the Texas Hold'em player needs to organize the room with other users to play games. Nodes need to play multiplayer games, and when group matching is needed, we will go deep to the entire network starting from the neighboring nodes, looking for nodes that have the same requirement of the same game group, and temporarily establish a weak organizational relationship. When the users all exit or the game is over, the group relationship is dissolution.



4.3.6 Factors Affecting Node Size

The traditional blockchain needs to save the data from the genesis block transaction until the current data. The size of a node grows with the passage of

time, and time and trading volume are the factors that affect the node. The size of the SGChain node is not pure to grow over time. The factors that affect him are not the accumulation of time, but the total transaction data accumulated by the user during the time window period.

In the window period, the user scale is large, the total transaction data is large, and the SGChain node will be large. On the contrary SGChain nodes will be small. The node size of SGChain is proportional to the amount of data generated by the user during the window period. This is one important factor affecting the size of the node, but also completely different from the traditional blockchain.

4.3.7 Node ladder-type optimization

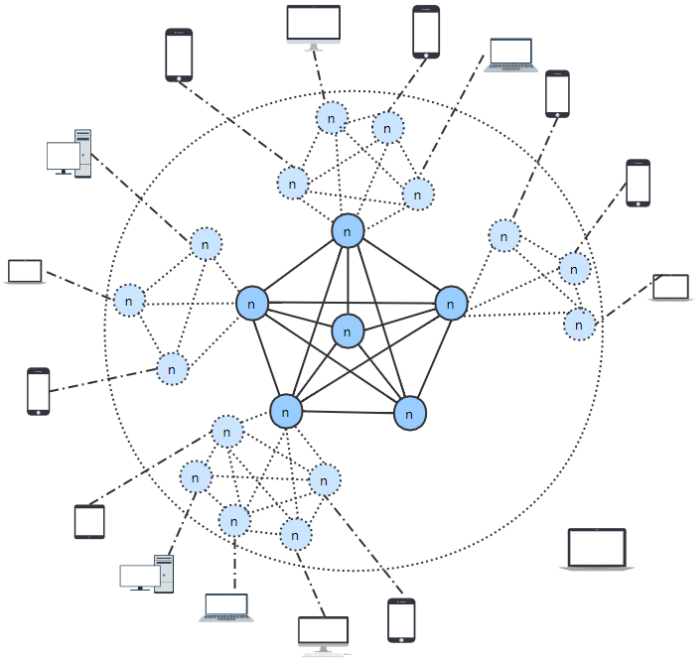
For the information starting from the genesis node, synchronize one copy to the public blockchain for saving before deleting during the window period. The public blockchain’s performance is sufficient for this information to be synchronized before deleting the expired data in the window period, and has no effect on the performance of the game. For the original node, saves one month's information. The window period is 1 month. For user nodes, save one week's information, the window period is 1 week. For dynamic nodes, save one day or one hour of information, it's okay to save 15 minutes of window information, even when the platform scale is very large. This ensures the lightweight nature of the dynamic nodes, because dynamic nodes need to be deleted frequently, and nodes too large affect performance issues. And the need for long-term data traceability can be satisfied by the user nodes. If the user node is not satisfied, it can be satisfied by the fixed node. If the fixed node is not satisfied, eventually through the public Ethereum network to satisfy. This is a ladder-type relationship. Not only can data be kept fair, fair and open, the data can be traced back, but also the overall performance of the entire game chain engine s improved to the maximum extent.

That is to say, the window information of public blockchain, fixed nodes, user nodes and dynamic node is ladder-type. The window period of the public blockchain is infinite, the fixed node window period is one month, the user node window period is one week, and the dynamic node window period is one day. These can be specific adjusted according to the development degree of SGChain. In the early days, we let each node's window period consistent, that fixed nodes, user nodes, dynamic node window information consistent, and no difference between the data between nodes.

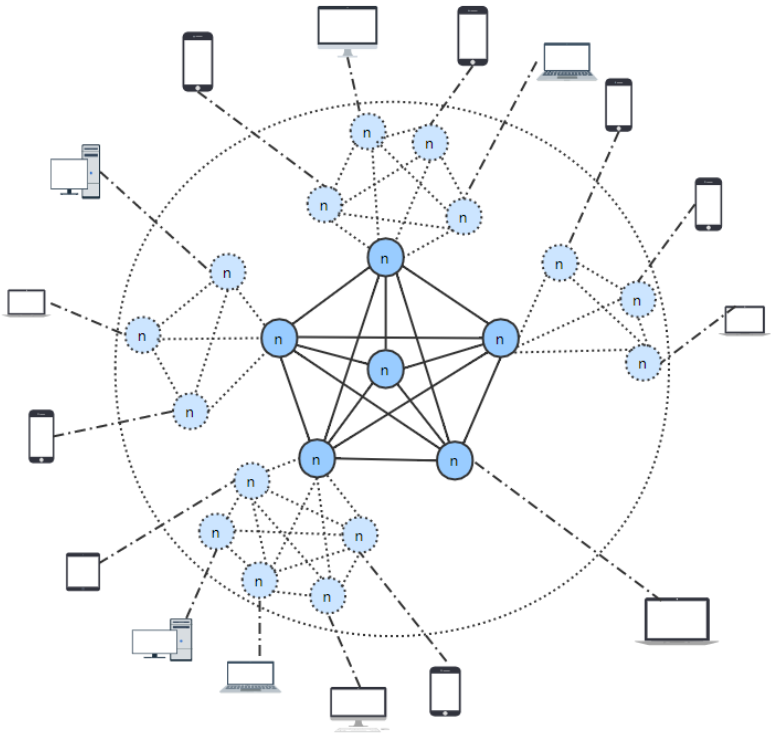
4.3.8 Users join SGChain Interaction Process

Taking one user as an example, the following detailed describe SGChain a detailed interactive process.

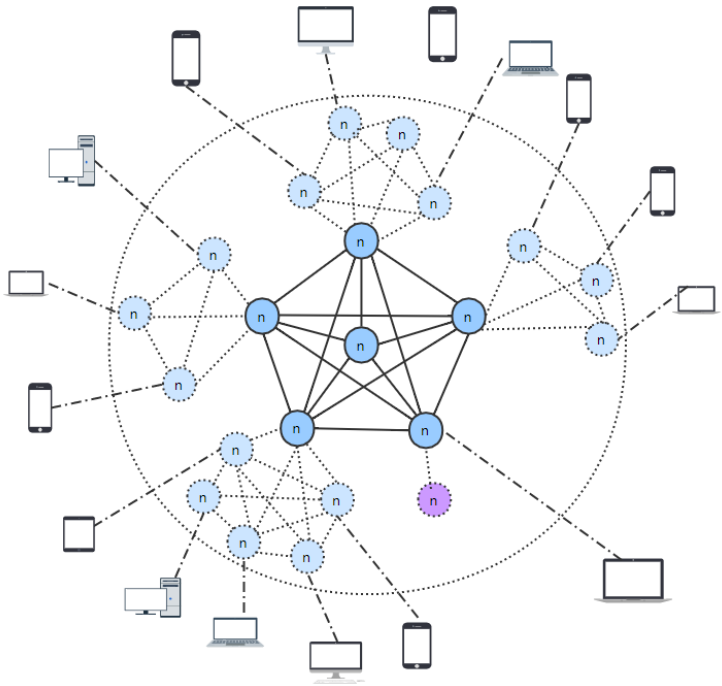
- Users have no any contact with SGChain network before joining SGChain.



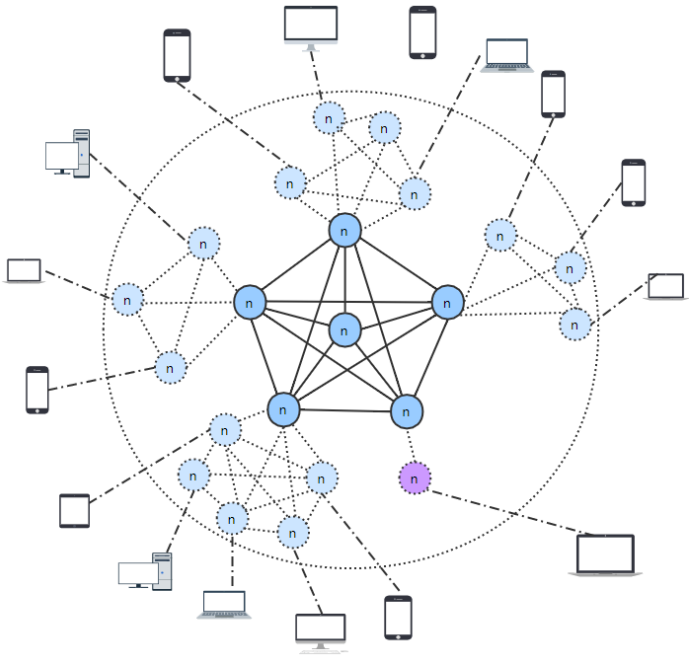
- Users join the SGChain network, the first time they will connect with the original node of one SGChain.



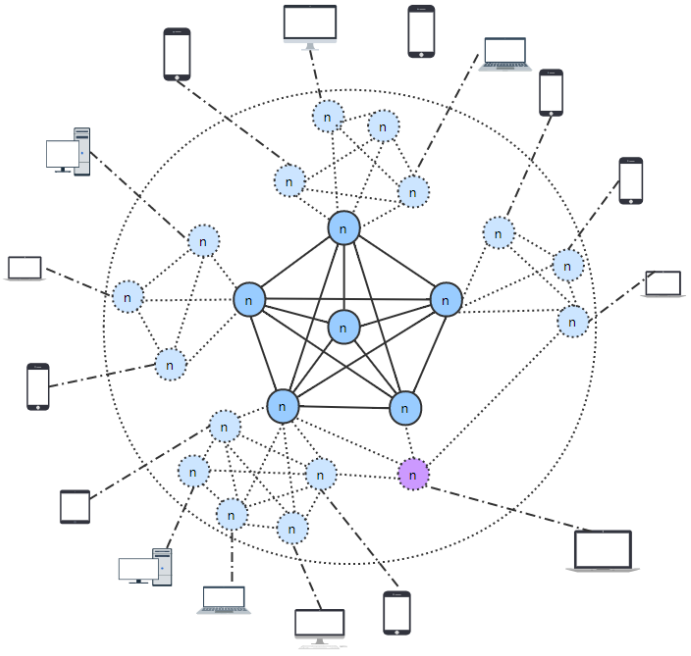
- The original node will determine whether the user is connected to SGChain network for short-term. If the short-term landing, allowing this user to connect the node that generated for the user before and has not been destroyed. Otherwise, the original node smart contract will create a new node.



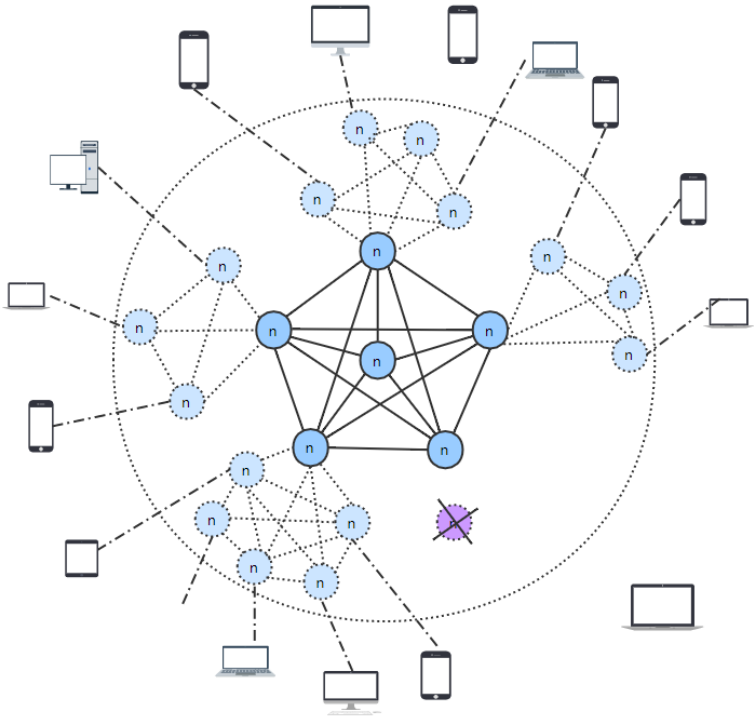
- The new node is bound with the user. The original node and the user unlink.



- The new node is integrated into the entire SGChain network and bound with the user. The user is the topological node of the entire SGChain network.



- After the user leaves the platform, the node saves for a period of time, until the expiration time, the node will be deleted, and the user will completely exit.



4.3.9 Time Window Data Synchronization Delete Mechanism

When the time window expires, the node will delete all the blocks before some block based on the expiration time. One risk of being automatically deleted merely based on expiration time is the time stamp of a node has a possible to have a subtle difference. To be more secure and reliable, before deleting, according to the PBFT (Bypass Fault Tolerance) algorithm, unanimously confirm the block that needs to be deleted, and the data is deleted.

4.3.10 Proof of Work Mechanism POW + POS

Originally the POS mechanism is more suitable for the private blockchain. SGChain in the initial stage, in the node is not enough, the user is not big enough case, is still relatively fragile, and only in the form of a private

blockchain exists.But SGChain will eventually escalate into a consortium blockchain. The scale of the user is large enough, enough more nodes, the entire strong enough network of SGChain case, will be completely upgraded to the public blockchain. At this point to take POW + POS mechanism will be more secure and reasonable.

4.3.11 SGChain Token and SG Token

- SGChain Token full name is Satoshi Game Chain Token

SGChain Token is the Token of the game chain network. It is not made available to ordinary user. SGChain Token is a token that drives a smart contract to execute on SGChain, equivalentto Ethereum's gas.

In the private blockchain stage, SGChain Token is produced and controlled by the Satoshi.Game platform to ensure the normal operation of the game on the platform.

In the consortium blockchain stage,join the Satoshi.Game platform's Alliance of Game Manufacturers and add their games to the Satoshi.Game platform via SGChain. In order to drive the operation of the alliance game, the Alliance needs to purchase SGChain Token from the Satoshi.Game platform.

In the public blockchain stage, SGChain maintain by the mass miners. Ordinary users can also access the game through SGChain. SGChain Token is required for small developers and vendors accessing SGChain, and how to acquire the SGChain Token is determined by the entire ecology of the time, such as buying it from a miners or a stock exchange.

- SG Token full name is Satoshi Game Token

SGToken is a game tokens issued by the Satoshi.Game game platform. SGtoken is for ordinary users all players. All games on Satoshi.Game game platform accept SGToken. At the same time SGToken also serves as the

shareholding proof of the entire Satoshi.Game game platform to obtain a certain percentage of the platform profit sharing.

5. Satoshi.Game Business Model and Development Plan

Satoshi Texas Hold'em, Satoshi game platform, Satoshi game chain have their own each alone business model and development plan. Satoshi Texas Hold'em is an important part of the horizontal development strategy of Satoshi.Game. Satoshi game platform is an important part of the vertical development strategy of Satoshi.Game. Satoshi game chain is an important part of Satoshi.Game's ecological strategy.

5.1 Satoshi Texas Hold'em - Global Texas Hold'em Overlord

In addition to realizing the traditional functions of the game, Satoshi Texas Hold'em also uses blockchain smart contract technology to achieve blockchain-specific functions such as verifiable public, RNG query on the chain, and shuffling records query. Follow-up will focus on the in-depth development of the characteristics of Texas Hold'em Poker, including increasing tournament mode, card quiz, player live, gift mode, room card mode and other functions.

Already online functions: Verifiable fairness, queryable RNG, queryable shuffle records, multiplayer competitive mode, mainstream virtual currency support, onlookers mode, barrage mode, chat mode.

Functions in the closed beta that will go online: multiplayer tournament mode (every day there are tournaments, there are weekly games every week, there are monthly games every month. Every year there are annual finals). Card type quiz function (onlookers can quiz the types of hands on the board).

Functions under being development: Live mode (players can turn live mode on), Gift mode (players can interact with anchors by gifts), Room card mode (for example, you can create rooms, invite friends to play in the same room).

5.2 Satoshi Game Platform - Decentralized Las Vegas

The Satoshi game platform will continue to optimize the user experience and launch multiple decentralized games, allowing users to experience Las Vegas at home. The Satoshi game platform will do the in-depth development in poker games, casino games, lottery games and sports quizzes games.

Poker games: Decentralized multiplayer Texas Hold'em (already developed and completed), Blackjack, HI-LO, Stud.

Casino games: Decentralized Multiplayer Roulette (already developed and completed), Satoshi Dice, Slot Machine, Wheel of Wealth, Roll of Chance.

Lottery games: 24 selected 4, 36 selected5, 45 selected 6, instant lottery ticket.

Sports Quizzes: Soccer Quizzes, Basketball Quizzes, Tennis Quizzes, World Cup Quizzes.

5.3 Satoshi Game Chain - Ethereum in the Game World

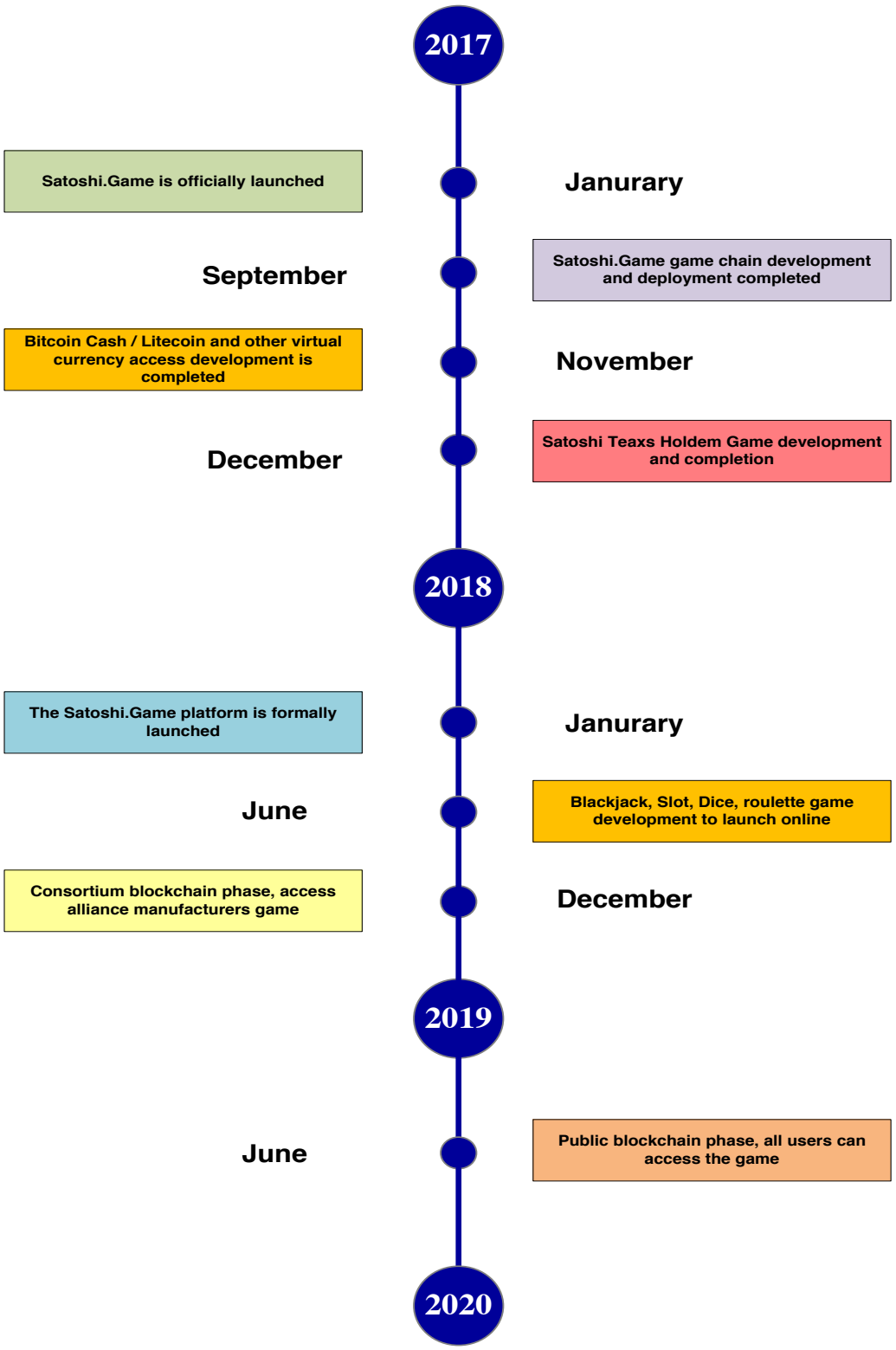
The Satoshi game chain can now smoothly support the running of the most sophisticated poker games - multiplayer Texas Hold'em game, the most complicated multiplayer casino games - multiplayer roulette games, and it is a game chain with real products landed.

The Satoshi game chain is also fully capable of carrying the running of big Lotto and sports betting games. The related games will soon be able to meet everyone!

After Satoshi.Game is presale, the game chain will access the alliance game and provide support to the alliance manufacturers. Follow-up will provide SDK and API and provide support for personal developer games!

After the alliance game support, the Satoshi game chain will provide support for card games, RPG games and large MOBA games, and will be Ethereum of the game world!

6. Development Route



7. Profit Model

Satoshi Texas Hold'em, Satoshi game platform and Satoshi game chain have the very clear profit model.

7.1 Satoshi Texas Hold'em Profit Model

7.1.1 Platform pumping profit

The pumping profit of Satoshi Texas Hold'em itself is the day-to-day fixed profit of Satoshi Texas Hold'em, which follows international standards.

7.1.2 Card type quiz profit

After the onlookers mode, the user can guess the card type! Satoshi Texas Hold'em can get a steady profit in the quiz.

7.1.3 Tournament profit

The tournament has daily game, weekly game and monthly game. The tournament mode turn a profit by collecting registration fees of players participating in the tournament.

7.1.4 Live mode profit

In the live broadcast mode, Satoshi Texas Hold'em obtains the virtual gift sales net profit on the one hand and receives a share of the anchor gift revenue on the other hand.

7.1.5 Room card mode profit

In the room card mode, Satoshi Texas Hold'em charges the VIP fee of the room card mode.

7.2 Satoshi Game Platform Profit Model

7.2.1 Platform game itself profit

Satoshi game platform, decentralized Las Vegas, through the profitability of the dealer advantage of various casino games.

7.2.2 Access fees for platform access to alliance games

The platform charges access fees of alliance games, which is part of the platform's net profit.

7.2.3 SDK and API access fees for platform access to personal developer games

The platform charges SDK and API access fees of personal developer, which is part of the platform's net profit.

7.3 Satoshi Game Chain Profit Model

7.3.1 Private blockchain phase

In order to protect the SGChain network, when the number of early nodes is relatively small SGChain, as the private blockchain, can effectively protect the entire network from being attacked, facilitating the rapid development of the Satoshi.Game platform.The profit model at this time is mainly the profitability of the inside game on the platform.

7.3.2 Consortium blockchain phase

Platform will accept qualified high-quality game manufacturers in the Satoshi.Game game platform access high-quality games. Manufacturers access Satoshi.Game game platform, essentially access SGChain game chain. At this point SGChain is the consortium blockchain phase, the coalition will run some original nodes.

Manufacturers access the SGChain game chain, driving the operation of the manufacturer game requires SGChain Token as gas. At this time SGChain Token needs to be purchased using SG Token. So the platform gets the SG Token revenue from the game vendor. The income of this part SG Token will be as dividends and in proportion distributed to the users of SG Token.

7.3.3 Public blockchain phase

When SGChain is strong enough, SGChain will be fully developed into a public blockchain and all users will be able to run the original node.Each participating user is an undifferentiated topology node for a regular SGChain network.

At this stage, the initial maintainers of the Satoshi.Game platform will completely retire like Satoshi Nakamoto, handing the Satoshi.Game platform to all the people in the world and allowing the entire community to spontaneously maintain the Satoshi.Game platform.

Like Bitcoin Ethereum, SGChain needs miners to maintain during the public blockchain phase. At this stage, whether manufacturers or individuals can join their games through SGChain. At this time the SGChain Token's acquisition can be obtained according to the ecological channels at that time, such as the purchase from the miners or the purchase from the exchange.

The maintenance of SGChain's network at this stage was handed over to people running SGChain nodes around the world. In the private blockchain and consortium blockchain phase, SGChain's network maintenance is mainly maintained by the platform itself.During the public blockchain phase, because the maintenance of the node is handed over to the user, at this time, the funds for node maintenance and network maintenance should be returned to the all SG Token holders.

8. Team Introduction

The developers of the Satoshi.Gamegame platform are made up of a group of people who inherit to Satoshi Nakamoto's idea of decentralized ideas. We cherish the same one the decentralized dream, hoping to use the decentralized idea to changing the world.

Satoshi.Game has no core team, no core organizer, and just People all over the world who have worked hard for the same decentralized dream. Everyone for one common dream, in every corner of the world division of labor cooperation, achieve this project. There are the world's top product designers, the world's top UI designers, the world's top FE engineers, the world's top Internet engineers, the world's top preachers and developers of blockchain smart contract, the world's top security engineers, the world's top operating talents, and the world's top variety of talents. We have different ages, different occupations, different nationalities, and different skin colors and do not even know each other. However, we all have the same one decentralized concept and dream.

We exhaust our own resources, spent nearly a year's time to achieve Satoshi.Gamegame platform.

The Satoshi.Game platform is relatively fragile at the early stage, which needs the maintenance of the initial developers. Just like bitcoin network in 2009 and 2010, at the early stage it needs the maintenance of Satoshi Nakamoto. When the user scale of the Satoshi.Game platform is large enough, the SGChain node is enough more, and the anti-risk capability is strong enough, SGChain will be directly upgraded to a public blockchain. This is the last step in the decentralization of the Satoshi.Game platform. At this time SGChain is strong enough, Satoshi.Game platform is strong enough, Satoshi.Game initial maintainers will inherit Satoshi Nakamoto's will, once again like Satoshi Nakamoto, completely out of Satoshi.Game, meanwhile the

Satoshi.Game game platform and SGChain completely open, handed over to the community and all people who own SGToken.

Like Bitcoin, Satoshi.Game will be one great experiment, as well as a dream of people influenced by Satoshi Nakamoto's thought. Now this dream has taken off, we hope that you who have the same one dream can join in together, soar together, and together change the world!

9. Donation and TokenOffering

Satoshi.Game game platform uses blockchain and smart contracts to achieve the world's first fully decentralized multiplayer game platform. The successful integration of Satoshi.Game game platform and the idea of blockchain and smart contract, the successful realization of the chain is the engine, the engine is the chain.

This is a visible, tangible, completely landed project. Unlike other projects that beginning a variety of ICO just after put forward a concept, the Satoshi.Game game platform does not require a celebrity platform. The Satoshi.Game platform serves as a landed product and endorses for itself. The quality of a product, the product itself is the key, rather than by celebrity platform. Some projects endorsed by celebrity platform were closure, everyone can see that the number of these projects is countless.

Unlike other projects that beginning a variety of ICO and to circle money just after put forward a concept, Satoshi.Game platform successfully turned theory into reality, the success of landing, and in the early stage of the platform is not prepared to ICO. More we are fighting for the decentralized dream of the whole world. However, for the rapid development of the project, to make SGChain more robust and upgrade as soon as possible to the public blockchain, the earlier stage of platform only accept the donation and presale of people who really understand the project and understand the white paper. Investors who cannot understand the white paper, investors who want to burst stir when the SG Token trades on the exchange, and investors who want the endorsement of celebrities platform to circle their money, please stay away from the Satoshi.Game game platform.

9.1 Donation

The Satoshi.Game game platform accepts user donations. For those who have the same decentralized dream, if you feel that the Satoshi.Game game platform completes your dream and you haven't joined us before, we accept your donation. At this time, you have joined in, and also a member of the Satoshi.Game game platform.

9.2 SG Token offering

In order for the platform to grow, maintain and large-scale SGChain nodes as soon as possible, in order to let the Satoshi.Game game platform be completely delivered to users all over the world as soon as possible, the platform plans to issue 1 000 000 000 SG Tokens that comply with the ERC20 standard, 50% of which are 500 000 000 billion tokens for presale, 1ETH = 10000 SG Token. Presale only accept the presale of personnel who has played the Satoshi.Game platform game and they truly understand the Satoshi.Game game platform and white paper.

9.3 SG Token allocation

- Private placement: 50%
- Initial maintenance team: 20%
  - initial release of 20%
  - 6 months release: 40%
  - 12 months release: 60%
  - 18 months release: 80%
  - 24 months release: 100%
- After the public blockchain, the community maintenance reserve funds: 20%
- Platform reward funds: 10%

9.4 Funds use plan

Fundraising is mainly used to strengthen and large-scale the deployments of SGChain nodes and make SGChain more robust, making the Satoshi.Game platform more secure and upgrading to the public blockchain as early as possible.

Donated funds are all used to deploy and maintain SGChain nodes.

Raised funds, of which

- Node deployment, SGChain maintain 30%
- Platform global market expansion 20%
- Platform global market operation 20%
- Research and development of new products on platform 30%

10. SGC Value

SGC is not only as the Token of the platform, but also of great value!

10.1 International Mainstream Exchange

After the end of ICO will immediately trade on the international mainstream exchange.

10.2 100% Profit Distribution

100% of the platform's profit is distributed to the holders by smart contract according to the proportion of the holding currency. Currency Holders are shareholders, and the currency holders and the platform make money together and grow together.

10.3 Platform Game Token

SGC enjoys smoothly playing all platform games, and relative to other currencies offers additional benefits.

10.4 Repurchase Program

After the end of ICO, the platform will turn on a repurchase program and buy back 40% of the tokens. The tokens are more valuable.

10.5 Purchase of Value-Added Services

Pay for internal value-added services in the game, such as the Texas Hold'em Room Card Mode, pay the fees of opening the room, and pay the VIP fees.

10.6 Never the Secondary Public Offering

Never the Secondary Public Offering. No new token will be produced.

10.7 Paying Game Access Fees

As a developer, purchase the fees of API and SDK for game access.

10.8 Purchase Platform Virtual Goods

Purchase the platform's virtual gifts. After the Texas Hold'em live broadcast mode goes online, everyone can purchase platform virtual gifts and interact with the anchor.

10.9 Preference Dealer Qualification

Currency holders are given priority to obtain the qualification of game dealer. For example dice games, players can be dealers. Currency holders have dealer priority.

11. Disclaimer and Risk

11.1 Disclaimer

Anyone who participates in the purchase of SG Token needs a deep understanding of the white paper. People who cannot understand the white paper description do not to buy SG Token. Buyers of SG Token need to comply with local laws and regulations. The purchase decision must be based on a complete understanding of the white paper and a well-thought-out decision.

In order to avoid buyers buying SG Token because of following suit or speculative factors, the issuance of SG Token has removed quantity discount, early bird discount, private placement progress display and other reward mechanisms that will stir up user emotions to lead users to follow suit and make irrational buying behavior.

The Satoshi.Game game platform will only be responsible for the contents described in the White Paper and will not be responsible for anything that is not described in the White Paper. Platform is currently in the private blockchain stage. For the promotion of the consortium blockchain and the public blockchain, the platform will do its utmost to promote, but because of various realistic factors, cannot guarantee the exact time to complete.

This white paper document is intended to provide the user with the architecture and design ideas for the entire platform product. This white paper document does not constitute any investment advice, does not constitute any contract or commitment, and buying and selling behavior of instigation or invitation.

The Satoshi.Game game platform refuses to assume responsibility for the content involved in the following clauses.

- For all the negative impacts caused by both all the disclosure risks described in the White Paper and the missed disclosure risks which not comprehensive enough described in the White Paper. All risk and negative consequences caused to users who violate the White Paper regulations.
- The influence on the platform that both the blockchain virtual currency policies of existing various government agencies and the follow-up related policies of various government agencies. As well as the prohibitions, supervision and other legal actions against SG Token's owners.
- About the basic technologies for the use of platforms such as blockchain, smart contracts and cryptography, the platform collapse or malfunction caused by the loopholes or technical problems of these basic technologies themselves, as well as other unpredictable consequences.
- Due to various factors caused the funding-raising plan cannot meet expectations, postponed, interrupted, or give up.
- For violations of local laws and regulations in the purchase of SG Token, including not limited to the acts of regulatory requirements such as anti-money laundering and anti-terrorist financing.
- Other users in the exchange's speculation behavior on the SG Token and the risk of the trading platform itself, such as supervision, bankruptcy, delisting and so on.

11.2 Risk

The Satoshi.Gamegame platform is the world's first fully decentralized multiplayer platform that utilizes blockchain and smart contracts, successfully integrate blockchain and smart contract ideas and successfully implement that the chain is the engine, the engine is the chain.As a platform that uses block

chains and smart contracts to create innovative in the game field, there are opportunities, challenges and risks.

In essence, the Satoshi.Game game platform is one platform for all the people. Because the unique architecture design of Satoshi.Game platform completes that the chain is the engine, the engine is the chain, in the public blockchain stage, nodes are maintained by users, and supporting the entire Satoshi.Game game platform is the world's all user nodes. This is the same as bitcoin. So in essence, the Satoshi.Game game platform does not belong to an individual, a group, a country. Like the bitcoin network, he belongs to people all over the world.

But before the Satoshi.Game game platform completely evolves into the public blockchain, the platform is still facing some risks. All the users expected to purchase Satoshi.Game need to fully understand these risks, and make decisions through their own weigh and analysis.

11.2.1 Policy Risk

Blockchain and virtual currency are new things. At present, the relevant laws and regulations of various countries and regions are not perfect, and there is no way to predict what laws and regulations will be promulgated at a later date. The operations of Satoshi.Game game platform business may face the restrictions of various relevant laws and regulations of various countries and regions. Satoshi.Game game platform may be resisted by some countries and regions, SG Token may be prohibited from being held or traded by some countries or regions. Because Satoshi.Game is a world-class platform for users, especially in the public blockchain phase nodes are maintained by users. Theoretically unless all the countries and regions in the world have laws and regulations against Satoshi.Game, Satoshi.Game platform can't work. But this policy risk, because it is impossible to predict the policies of various countries and regions, is an objective existence.

11.2.2 Market Risk

Combining blockchain smart contracts with games is a great experiment. For any new mode, there will be market risk. Market risk refers to this new model of Satoshi.Game game platform has no sufficient amount of user and not be accepted by market, or with the development of the time, the homogenization type platform increased, resulting in the market development of Satoshi.Game game platform blocked, the market Share not reach expected. But as the first platform to achieve that the chain is the engine and the engine is the chain, we believe the Satoshi.Game game platform the same as bitcoin network, will constantly develop and grow as time going on. However, in the early stage, market risk is objective existence.

11.2.3 Technology Risk

Technology risks refer to such as blockchain smart contract, cryptology and other underlying technologies have major problems, resulting in the delay, abnormal, collapse and other issues of the Satoshi.Game game platform. But the Satoshi.Game game platform condenses the power of the global decentralized dreamers and condense the power of the world. Platform maintainers will keep pace with the times, continue to constantly optimize the underlying technology, to ensure that the risk brought by the underlying technology reduce to the lowest level.

11.2.4 Funds Risk

Both SG Token sold on the Satoshi.Game game platform to the get platform development funds, and the reserved SG Token may be stolen or lost due to hacking or other reasons, thus affecting the entire platform maintenance, development and operation. This is the funds risk. The platform has the world's best cryptology engineers and safety engineers, will take the most secure and most advanced technology to ensure the safe of funds.

11.2.5 Security Risk

Hackers and malicious competitors will attack the platform such as Trojan horse implantation, DDoS attacks and other information theft and attacks behavior. This situation can cause information leakage of platform and the platform delay paralysis and other issues. This is the security risk. Platform design supports no-account mode and no payment-binding mode, does not save any information of users. The characteristics of platform in theory cannot cause information leakage. In addition the platform has the best safety engineers from around the world, as well as the support of users worldwide, can be very good to prevent all kinds of attacks. However, security risks cannot be ignored, and users who buy Satoshi.Token need to know it explicitly.