



GAME CHAIN WORLD

BlockChain-Based Global Gaming Platform

www.gamechainworld.com

1. Summary

Game Chain World is a game platform based on blockchain technology that is dedicated to the standardization and trading of virtual assets. the purpose is Use blockchain technology combined with the technical characteristics of blockchain to build a fair, open and decentralized game ecosystem. Solve the game industry

The trust problem and fairness problem faced before, through the GCW token and decentralized game trading platform to achieve a benign ecosystem of fair play and free trade. Game Chain World integrates the world's best game resources, through the system built-in exclusive token GCW can be used for virtual game asset trading, game recharge, digital signature and other smart contract operations, is to achieve contract execution, drive the centralized game system operation

blood. After the blockchain game is launched, the Game Chain World team will quickly launch the world's first blockchain game virtual asset trading platform, providing free trading services for different blockchain game assets, and finally form a self-developed game product, traditional game block. Chain block service, blockchain game asset trading, complete blockchain game ecosystem.

Game Chain World's vision is to introduce the blockchain tokens to the game platform to lose the game currency distribution rights, while completely losing the manual intervention of the game economy, the virtual game economy will also be completely market-oriented. As more and more games use blockchain tokens as currency, users can experience and enjoy the revolutionary changes that blockchain technology brings to online games, while creating a global decentralized game ecosystem.

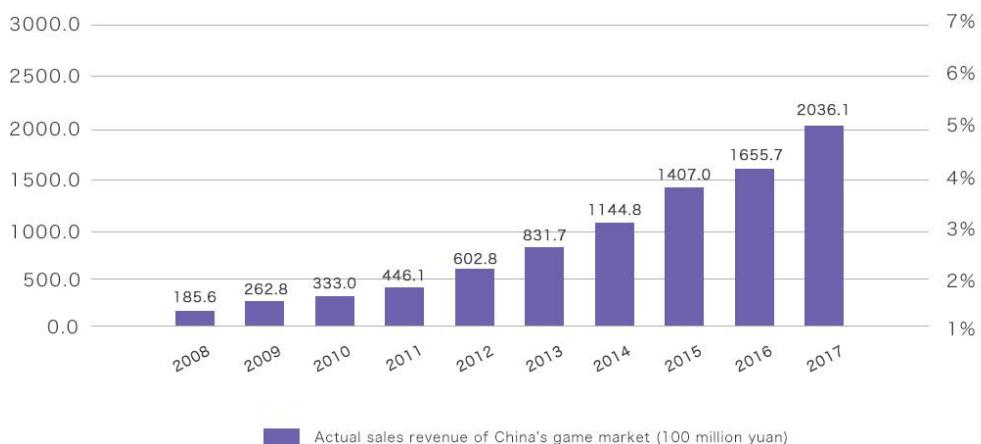
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2. background

2.1 The scale and current status of the global game market

According to statistics, as of the end of 2017, China's game industry officially broke through the 200 billion mark. The actual sales revenue reached 203.31 billion yuan, a year-on-year increase of 23.0%. The actual sales revenue of the mobile game market was 116.12 billion yuan, and the share continued to increase. The decline in revenue growth rate since 2014 has been eased this year, and the Chinese game market has shown a good development trend.



Some analysts believe that blockchain games, as the most popular market concept in 2018, will gradually evolve into the development direction of mainstream game products in the future. It has become a necessary way for traditional game manufacturers to break through and achieve profit expansion.

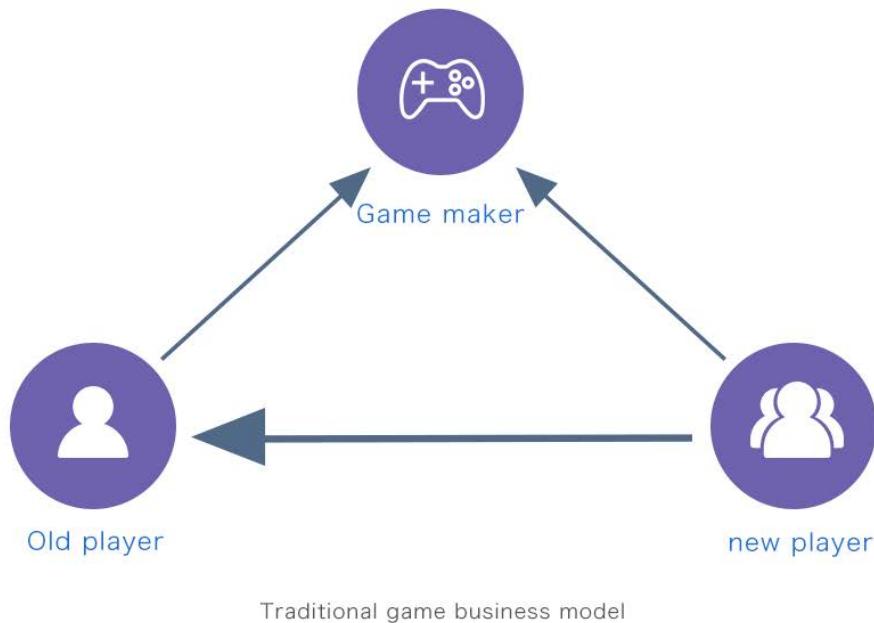
2.2 Blockchain games vs. traditional game types

Blockchain game type	Traditional game type
Drumming flower	Role playing class
Develop, trade	Action adventure
Gaming class	Simulation business class
Card class	Chess board game class
Strategy	Leisure puzzle
Combat class	War strategy class
Mining	Music game
VR, AR class	Social games
Simulation business class	Shooting game
	Sports competition
	...

Compared with the traditional game industry, the blockchain game industry is simpler in type, and the variety is not as rich as the traditional game industry, and the gameplay is relatively low. However, as an emerging industry, the blockchain game industry has developed rapidly, adding dozens of new games and adding multiple game types in just a short time.

2.3 Problems in the traditional game industry

2.3.1 Traditional game business model single



Traditional games are single in business model, and the interests of players are not guaranteed. They are completely centered on game makers. The profit model is also relatively single-pay or one-month/point-card, lacking interaction with players and interaction between players and players.

2.3.2 Unfair competition environment

Traditional games can't prove fairness due to the core value of black box operation. In almost all online games, users get game props, game rewards, and various types of lottery activities. However, in the existing game development and operation systems, these core numerical algorithms Are not open, opaque, or even unfair. Game

development and operation systems, these core numerical algorithms Are not open, opaque, or even unfair. Game developers and operators control such core values by using black box operations on the server, resulting in game playability, fairness, and ongoing operational capabilities. Not equal between.

2.3.3 Paying for pain points

The traditional game mode, whether it is a large capital inflow or outflow through a certain game manufacturer, the player is always passive. No institution

To supervise, the interests of funds are not properly protected. Poorly operated game systems or system bugs can cause damage to player funds.

On the other hand, in the past few years, the state has controlled and controlled the virtual assets of the game, and the inflow and outflow of funds have been strictly restricted. The limitation of the payment port will be a fatal blow to game makers, and there is no better solution in the traditional game business model. This problem is becoming more and more prominent.

3. Blockchain and game industry combination

3.1 Game fairness

Traditional online games are seriously lacking in trust mechanisms, and this lack can lead to a series of user experience problems and game operation problems. Blockchain technology can provide fairness and ability. We combine this fair, just and open blockchain capability with traditional online games to realize the use of blockchain technology to improve the game trust mechanism.

Through the blockchain non-tamperable mechanism, the completely fair random number generation mechanism, and the completely fair gaming experience, it is verified that the blockchain technology can perfectly provide fairness to online games.

3.2 Decentralization mechanism

Combined with the blockchain decentralization mechanism, the user will be away from the original center in any game, and the acquired game assets (points, props, facilities, equipment, etc.) will be chained, that is, the real personal assets will be passed through the district. Blockchain technology realizes that assets are open, transparent, and unavoidable

Change and freely trade through the decentralized asset trading platform.

3.3 Payment, withdrawal and decentralization

The payment link that is closest to the money is a "fragrance" that everyone is jealous of. Blockchain technology has solved the shortcomings of the traditional game business model.

Player funds will no longer be controlled by a single game vendor, but will be regulated through the third-party platform Game Chain World. Through the blockchain technology, all data will be made public, and the player's assets will no longer be dominated by the game makers. The Game Chain World platform will provide funds for players and game makers. Players don't worry about game makers running, and game makers are not worried about collecting. Not less than the cost.

The Game Chain World platform completes the conversion of legal currency to digital currency. Digital tokens have always been an important part of the game. For some game makers who are sensitive to policy, they have solved the problem of import and export of game assets.

3.4 Free Trading Game Assets

In addition, in traditional online games, the game points, props, and the ownership of various personal game assets in the game are generally common.

The view is that these assets (Assets) belong to the game platform operator reason because these are generated on the game platform, so ownership belongs to the game platform.

The Game Chain World team believes that the game operator provides the game environment and gameplay. The game player usually spends a lot of time and money in the game. At the same time, the game points and game assets are full of game users' creativity. These through the user

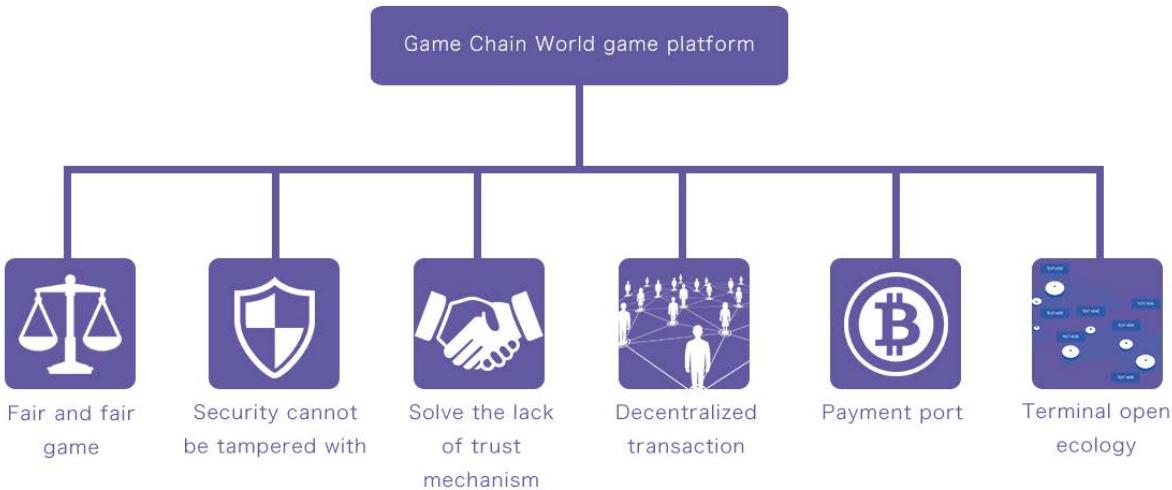
Personalized Assets in the game itself, ownership and use rights should belong to the users themselves. While traditional online games cannot provide such assetization capabilities, the game equipment transactions in the past ten years are essentially game account transactions, which gives the security of user accounts.

The compliance management of the play operation brings a series of problems and is always in a backward technology implementation.

With the advent of blockchain technology, we can chain the points, props, and game assets that users get in the game to make these virtual assets of the game that are full of users' creativity, energy, time and money truly personalized.

Therefore, we will soon launch the world's first platform to support blockchain game asset trading. Through this platform, hundreds of millions of gamers are free to trade their blockchain game assets, and blockchain technology to provide trust and security.

4. Game Chain World blockchain game platform features



4.1 The game is fair and just

Game Chain World will publicize the core random number values used to ensure fairness in all running games on the platform, including the game props reward probability, the game random number acquisition, the player matching balance value, etc., and the core data is completely transparent.

At the same time, Game Chain World uses the blockchain's open and transparent features to export the digital assets in the game to the blockchain and expose its integrity and uniqueness to achieve virtual digital asset blockchaining and fair trade support for the game.

4.2 Security cannot be tampered with

Private key security

The Game Chain World platform only requires the user to enter the wallet address, so that the game can be used for game consumption and inter-user transactions. The entire transaction process does not

require the user to provide any private key and password, and no user account sensitive information will remain on your computer or browser, and will not spread on the network to achieve the best security protection status.

Terminal security

Game Chain World uses HTTPS protocol, which is a secure hypertext transfer protocol. It uses secret channels to encrypt and transmit information. It has the functions of identity verification, information encryption and integrity verification, which can effectively prevent information eavesdropping, information tampering and information hijacking. risks of.

Asset security

All the virtual assets or tokens involved in the platform are stored and exchanged in the chain by blockchain technology, which fully guarantees the security of users' funds and assets.

4.3 Solving the Missing Mechanism of Trust

Game Chain World is developed based on blockchain technology. What the blockchain can do is to become a "global ledger". This model can create trust for others by any ordinary person through more "smart" code. This has never been the case before: in a two-way or multi-party transaction, a third party is needed as a "balance" for the benefit of justice. Now, through the blockchain, people can abandon third parties.

4.4 Decentralized trading

Game Chain World Game Ecology is different from the traditional game industry. The value evaluation and trading of all virtual assets

are carried out between players and players, completely abandoning third-party game operators. The third-party decentralized exchange will provide a trading channel for the majority of players to convert the transactions between the player and the game service provider to the exchange.

4.5 Payment Port

The Game Chain World platform uses the GCW token as the base platform to become the payment port for the connection with the French currency, and supports other Tokens in the subsequent development of the platform business.

The Game Chain World platform will also establish a new Token access mechanism to assess the accessibility of its blockchain assets to platform users and fully consider their security for new tokens that apply for circulation.

4.6 Terminal Open Ecology

The Game Chain World platform will open up terminal docking ports and hope to have more quality games to join in, and build a multi-platform integrated blockchain game ecosystem.

Game Chain World will carry a variety of theme games in the future, and a large number of players will flood into the platform. In the game, they will not only consume a lot of GCW, but also hold GCW. GCW will be the only pass on the platform.

4.7 Resource Integration Sharing

Through the blockchain sharing mechanism, players on the Game Chain World platform will be able to choose their favorite games one-stop and the game assets can be transferred to each other; game

vendors join the Game Chain World platform to share the user resources of all other game vendors, each game Mutual benefit between manufacturers.

5. Game Chain World opens a new game mode

5.1 Working mechanism

GCW coins are the medium of interaction on the Game Chain World platform and can be used to pay for the recommendation system and reward system.

Into, is committed to building a universal digital currency in the global chess and card game industry. The Game Chain World ecosystem is an ecosystem of cross-reference elements.



GCW Coin: GCW Coin is the blood and token of the entire ecological circulation. Game service providers and players need to realize the profit through the operation, circulation and use of GCW tokens in the ecosystem. Since GCW tokens based on blockchain technology will not be issued, the value will be more and more obvious because the destruction mechanism will be less and less.

Game platform: The whole ecological serial terminal is the game platform, and all game platform service providers can receive this ecosystem.

Come. Compared with traditional games, service providers will no longer be dominated, and all fund-related services will be transferred to the virtual digital asset trading market.

Players: Players' interests are protected throughout the ecosystem, and asset trading will not be subject to game service providers, but fair trade between players and players. Virtual game assets such as game achievements, points, and props will be freely traded.

Virtual asset trading platform: Virtual asset trading is disruptive and plays a vital role in the whole system. Transaction decentralization, rationalization of virtual assets, transparent disclosure of transactions, etc. are all through the virtual asset trading platform.

5.2 Profit model

Profit model		
	Profit method	Description
Exchange platform	Transaction Fees	When the player trades with the player, he/she needs to pay a certain fee to the platform.
	Cash withdrawal fee	The user has to pay a certain amount of cash withdrawal fee when transferring or realizing the token.
	advertising fee	As a player flow station, the platform will sell a portion of the advertising space for revenue.
Game platform	Game access fee	Other game providers join the docking and pay the access fee.
	Service fee	A part of the service fee will be drawn from the game platform between the player and the player.
	Room card charge	A VIP card will be charged for a separate VIP room.

5.3 Establish a global decentralized game ecosystem



Game Chain World hopes to bring more domestic and international quality games into the ecosystem by creating and integrating game content. Players around the world buy Tokens on decentralized exchanges for gaming platform entertainment consumption, and investors buy coins for investment appreciation.

6. development road map



Development route map

7. Introduction to GCW Token

7.1 Introduction to GCW Token

Game Chain World (GCW) is committed to becoming the universal digital currency for the global gaming industry. GCW constant circulation is 2.1 Billion.

7.2 GCW Token Assignment and Use

GCW Token Assignment:



The constant circulation of GCW is 210 million pieces and will never be issued.

- 9.5% public offering;
- 20% development and operations team, locked for four years, unlock 25% per year;
- 15% Community Development Fund, locked for five years, unlocking 20% per year;

- 15% strategic partner, locked for one year;
- 40.5% game platform rewards.

GCW Token Use:



- 20% of platform products continue to develop;
- 20% of the GCW development and operations teams maintain, upgrade and manage the entire platform;
- 25% marketing promotion;
- 35% as a game platform reserve;

7.3 Game Chain World's vision

Game Chain World will carry a variety of theme games in the future, and a large number of players will flood into the platform. They will not only consume a lot of GCW, but also hold GCW. GCW will be the only pass on the gaming platform.

As the number of platform users continues to grow and the ecosystem continues to expand, the value of GCW will continue to increase, meaning that all users will enjoy the benefits of value-added assets beyond entertainment.

7.4 GCW destruction mechanism

After the Game Chain World game platform is launched, the GCW coin corresponding to the platform's 50% handling fee will be directly destroyed every month. The GCW currency will be directly transferred to an address where no one has a private key to destroy it. The address will be made public. Supervision. Users can browse through the blockchain

Query to ensure transparency and transparency until the destruction reaches 100 million GCW coins.

8. Team

Martin Pal FOUNDER, CEO

Martin Pal is a top blockchain technology expert with a forward looking vision for blockchain technology. He began researching Bitcoin in 2012, focusing on the development of cryptocurrency and blockchain technology. In 2018, the GCW blockchain was created.

Timothy Reed CO-founder.developer

Timothy has overseen the technical engineering of GCW for nearly a decade. He champions best-practices in software design, security and testing, and leads GCW Coin development, implementation and integration.

Bin Burhan CO-founder.developer

Burhan is a visionary and creative director with 18 years of expertise in creative direction, project management, and UX design. He's an expert in concept & strategy development for large interactive applications.

Beverly Little technical director

The University of Toronto has a master's degree in computer engineering, a senior developer of blockchain technology and years of research on digital cryptocurrency, participating in and guiding the development of multiple blockchain projects.

9. Disclaimer and Risk Statement

Disclaimer

This document is only used to convey the purpose of the information and does not constitute a trading-related opinion. The above information or analysis does not constitute an investment decision, or is specifically built.

Negotiation. This document is not intended to be an understanding or offer of any purchase or sale, or any invitation to buy or sell any form of conduct, nor is it a contract or commitment of any kind. Game Chain World clearly indicates that the intended users have a clear understanding of the risks of Game Chain World. Once investors participate in the investment, they understand and accept the risk of the project and are willing to personally bear all the corresponding results or consequences. Game Chain World expressly disclaims any direct or indirect damages resulting from participation in the Game Chain World project, including: This document provides any error, negligence or inaccuracy of the reliability of all information as a result of personal understanding, or resulting in Any behavior.

The Game Chain World platform hereby expressly disclaims and refuses to assume the following responsibilities:

- Anyone who violates any country's anti-money laundering, counter-terrorism financing or other regulatory requirements when purchasing GCW tokens;
- Anyone who violates any of the representations, warranties, obligations, promises or other requirements set forth in this white paper when purchasing GCW tokens, and the resulting inability to pay or the inability to extract GCW;
- Platform failures caused by technical problems such as loopholes, errors, flaws, crashes, rollbacks, or hard forks in Ethereum or related blockchain source code;
- Any participant leaks, loses or destroys the GCW's wallet private key;
- Anyone's trading or speculation about GCW;
- GCW is listed or delisted on any exchange;
- GCW is classified or considered by any government, competent authority, or public agency to be a currency, securities, commercial paper, negotiable instrument, investment, or other thing that is subject to prohibition, regulatory, or legal restrictions;

Risk statement

As a new investment model, digital asset investment has various risks. Potential investors need to carefully assess investment risk and their own risk tolerance: judicial supervision risk and blockchain technology have become the supervision of major countries in the world. The main object, if the jurisdiction exerts influence, the Game Chain World application or GCW token may be affected, restricted, hindered or even terminated by the development of the Game Chain World application. Game Chain World is built on cryptographic algorithms. The development of cryptography may also be a potential technical risk. Vulnerabilities may also be discovered during project development. Hacking and crime risk Electronic tokens are characterized by anonymity and difficulty in traceability. They are easily exploited by criminals, attacked by hackers, or may involve criminal activities such as illegal asset transfers. Unforeseen other risks, in addition to the risks mentioned above, there are also risks that have not been mentioned or are not anticipated.