

dreS

**Blockchain.
Gaming.
Network.**

aires

is

Scalable Blockchain
Social Gaming
Network.



suite

All-in-one
solution



arena

Gaming
Platform



connect

Business
Resources



ares suite

Provide creators with **all-in-one** development solution for efficient and friendly corss-chain collaboration.



ares arena

the first **zero commission** gaming platform and decentralized application.



ares connect

ecosystem that connects global business resources, help the developers to upgrade indie games to **profitable IP**



ares suite

如何上手开发?



ares arena

如何获取用户?



ares connect

如何开始盈利?

Why Game Need Blockchain

- ▶ Transparent, fair and tamper-proof rule of games
- ▶ Encrypted assets belong to Games and can be transferred across games
- ▶ Token economy and consensus change games

Does Game Really Need Blockchain?

- ▶ ~~Transparent, fair and tamper-proof rule of games~~ Big production company don't want to give away control
- ▶ ~~Encrypted assets belong to Games and can be transferred across games~~ Cross Story and Universe is hard
- ▶ ~~Token economy and consensus change games~~ Existing mechanisms are already mature and effective

Social Game needs Blockchain

▶ Chess and cards game desperately need fairness

~~Big production company
don't want to give away
control~~

▶ Single Intellectual property leads group of casual games

~~Cross Story and Universe is
hard~~

▶ Token Ecosystem energize social context

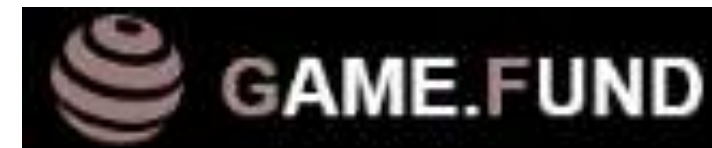
~~Existing mechanisms are
already mature and effective~~

Casual Game

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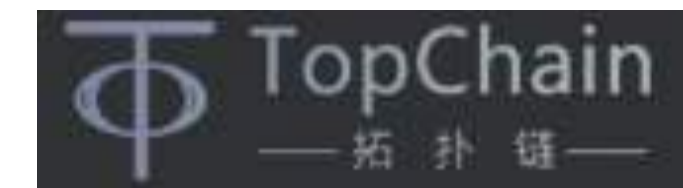
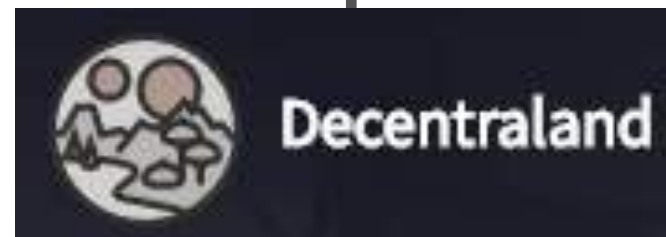


CryptoKitties



Distribution platform

Battle Platform



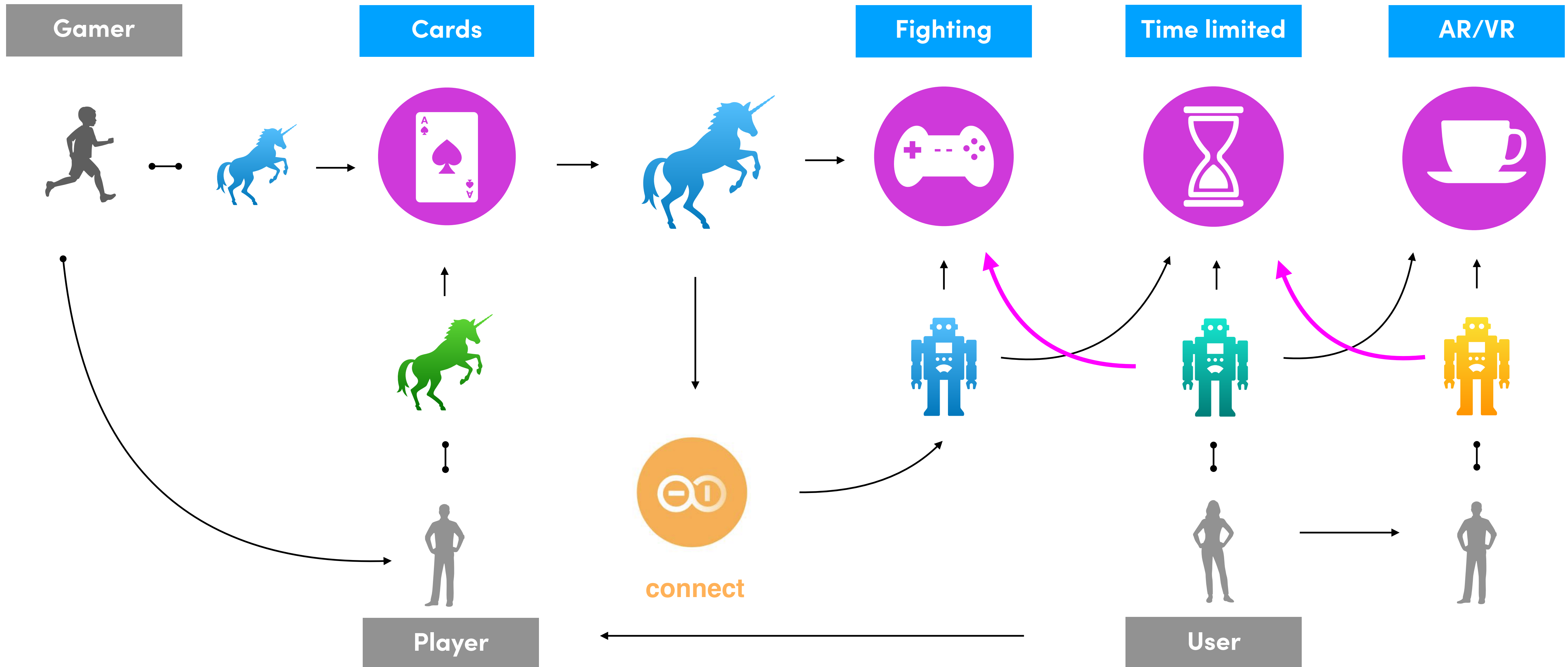
eSports





ares arena

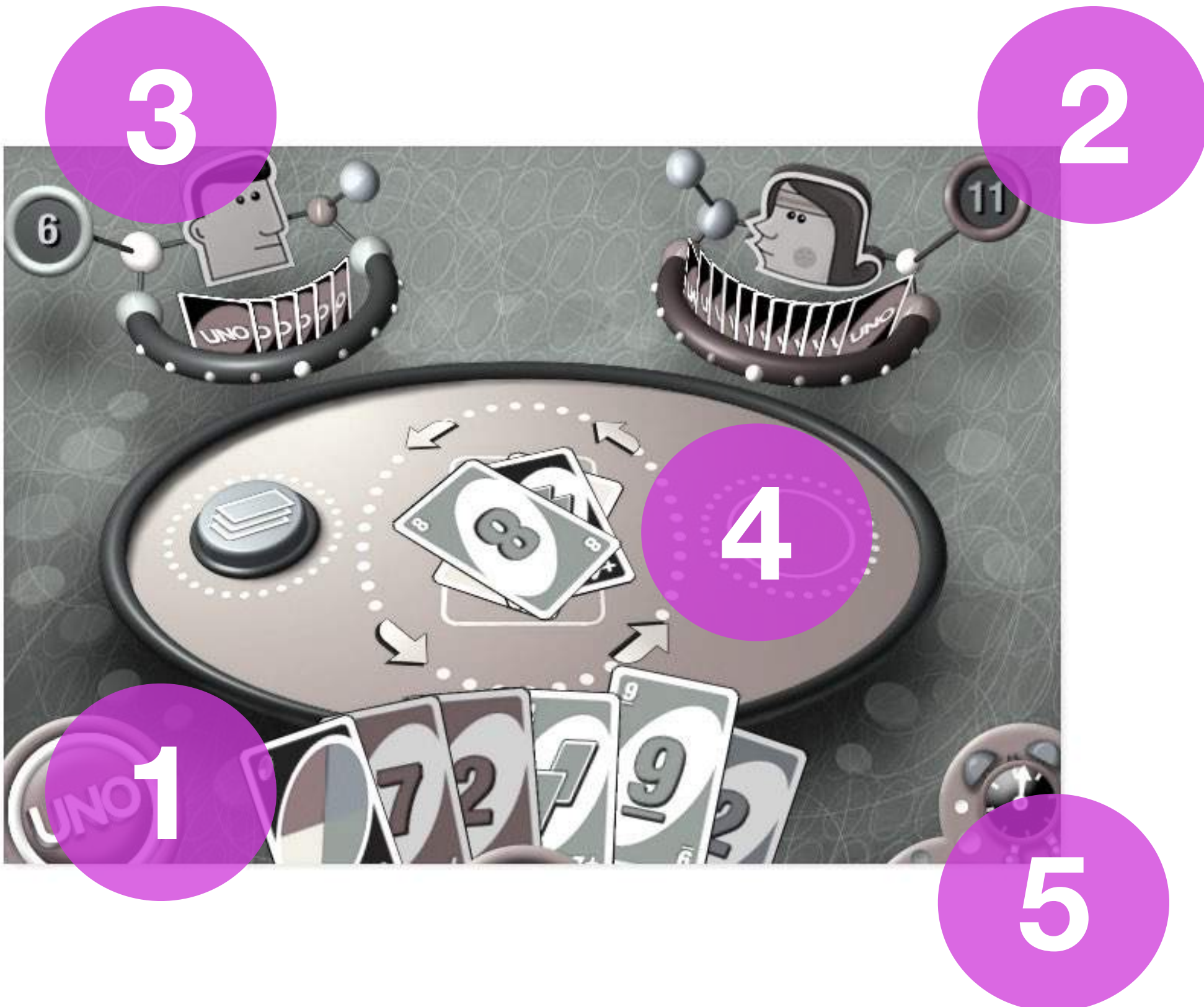
User Case





ares arena

Ref-Game: UNO



1. Hard to start

Usability

Adapter

2. Unfriendly environment

Integration

SDK+IDE

3. Centralized Storage

Safety

BigchainDB

4. Blackbox for game rules

Fairness

RNG

5. Interaction speed

Feasibility

Plasma

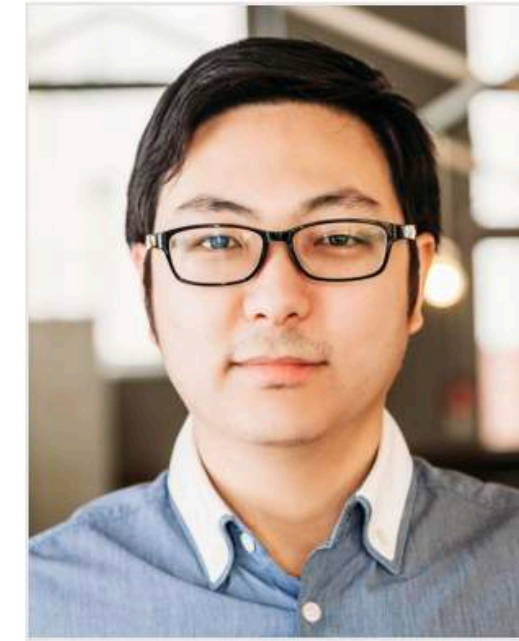
Team



Jack Li
CEO



Christian Gehl
CTO



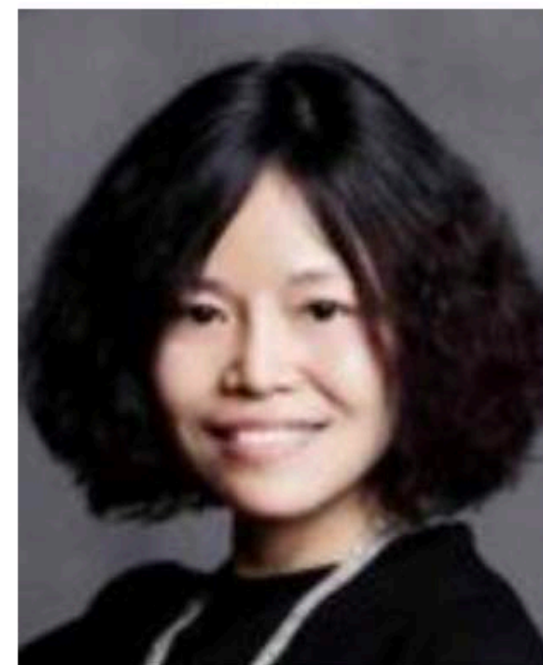
Toni Qiu
Managing Director



Jasmine Zhang
CMO



Ciarán Dold
UI/UX Designer



Qin Liwen
Public Relations Director



Jiani Yu
Project Manager



Sandro Moscogiuri
Chief Graphic Designer



Steven Karch
Chief Architect

Advisors



Prof. Dr. Konrad Rieck
Scientific Advisor



Prof. Dr. Lorenz-Meyer
Media & PR Advisor



René Gerstenberger
Data Security Advisor



Simon Schwerin
Blockchain Advisor



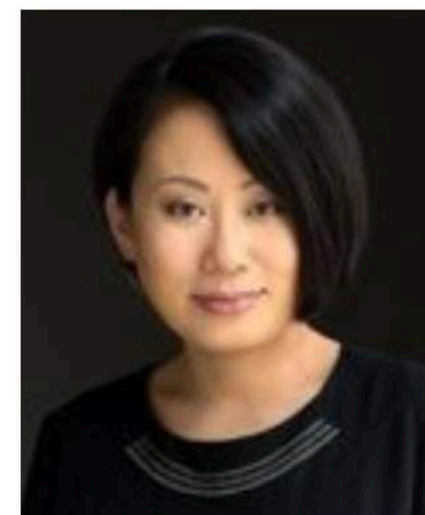
Yun Cao
Game & Marketing Advisor



Füsün Wehrmann
Engineering Advisor



Zeta Zhu
Marketing Advisor



Ying Guo
Marketing and Sales Advisor



Maurus Radelow
Cyber & Information Security Advisor

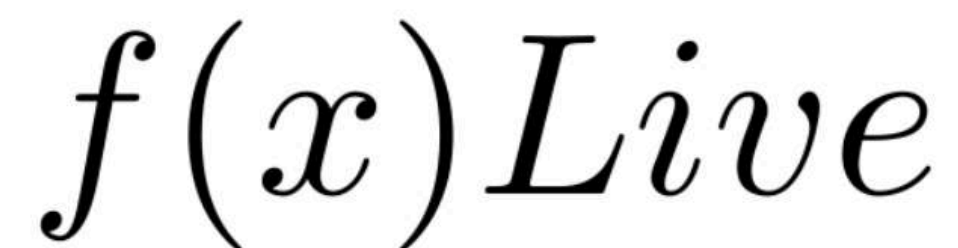


David Espinosa
Technical Solutions Advisor

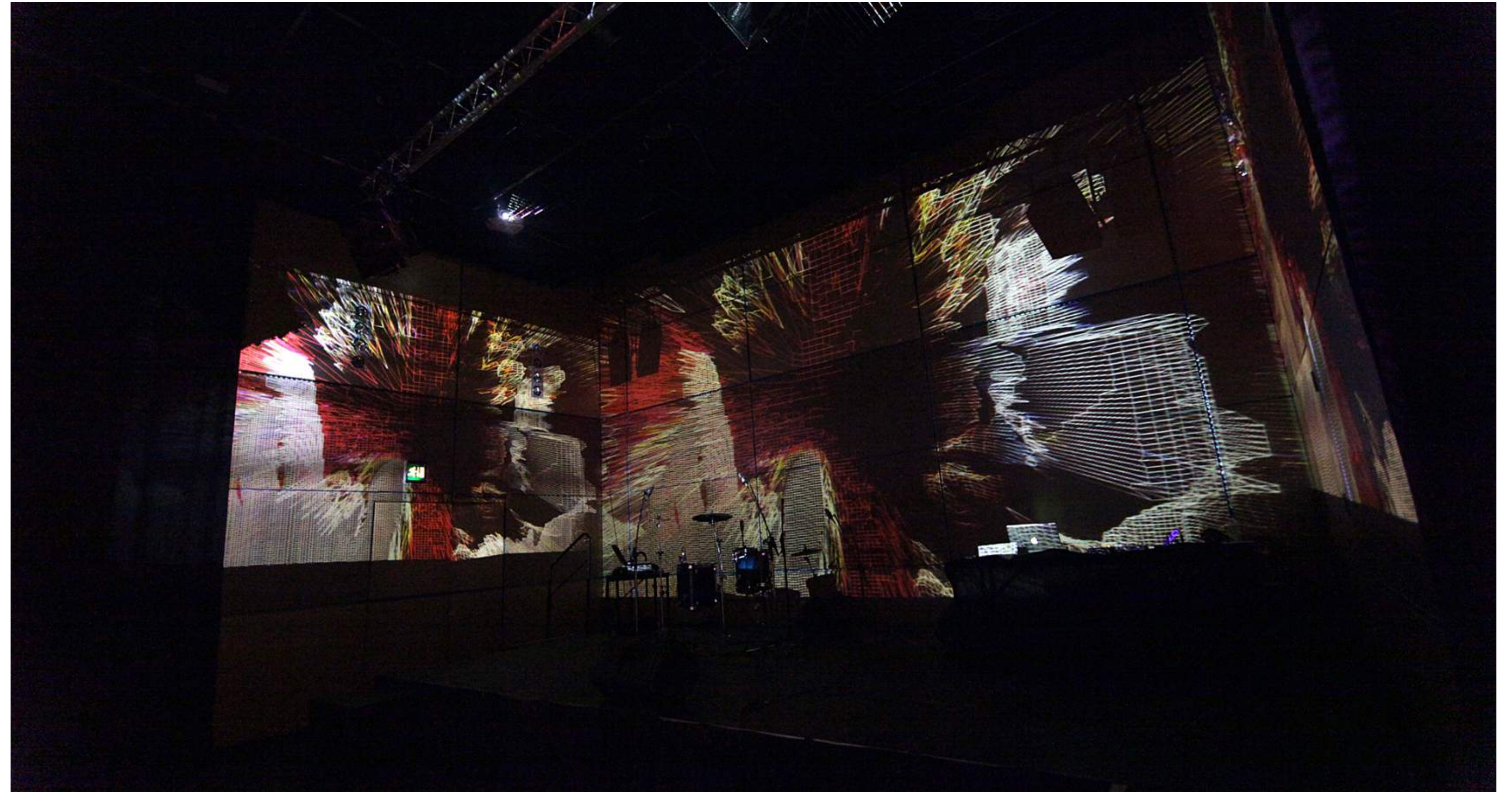


Ran Wang
Game Publishing Advisor

Partners



Partners



Lu Sisi – Ares Art Director

Partners



Schedule



6.6 杭州GBLS峰会

Global Sleepless Blockchain Leadership Summit

Schedule



6.6 杭州GBLS峰会

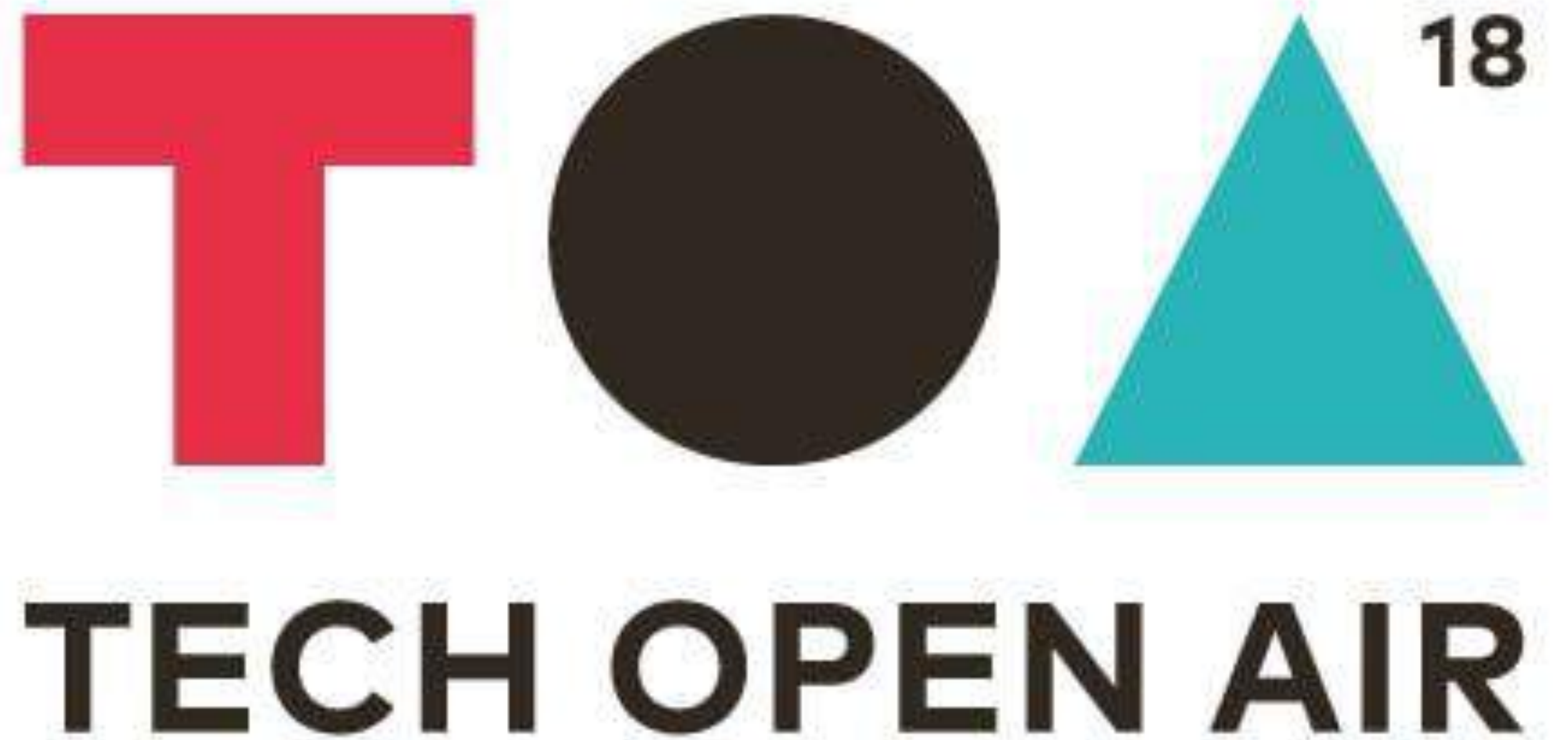
Global Sleepless Blockchain Leadership Summit



Schedule

6.29 Tech Open Air

6.22 cornerstone sale close



Schedule



6.26-6.27 Silicon Valley Roadshow

Schedule

CHAINERS® 2018

Block Rise · Chain World

July 1st -2nd | Seoul, Korea

CHAINERS
2 · 0 · 1 · 8



在线咨询
ONLINE CONSULTATION

7.1-7.2 Korea Seoul Roadshow

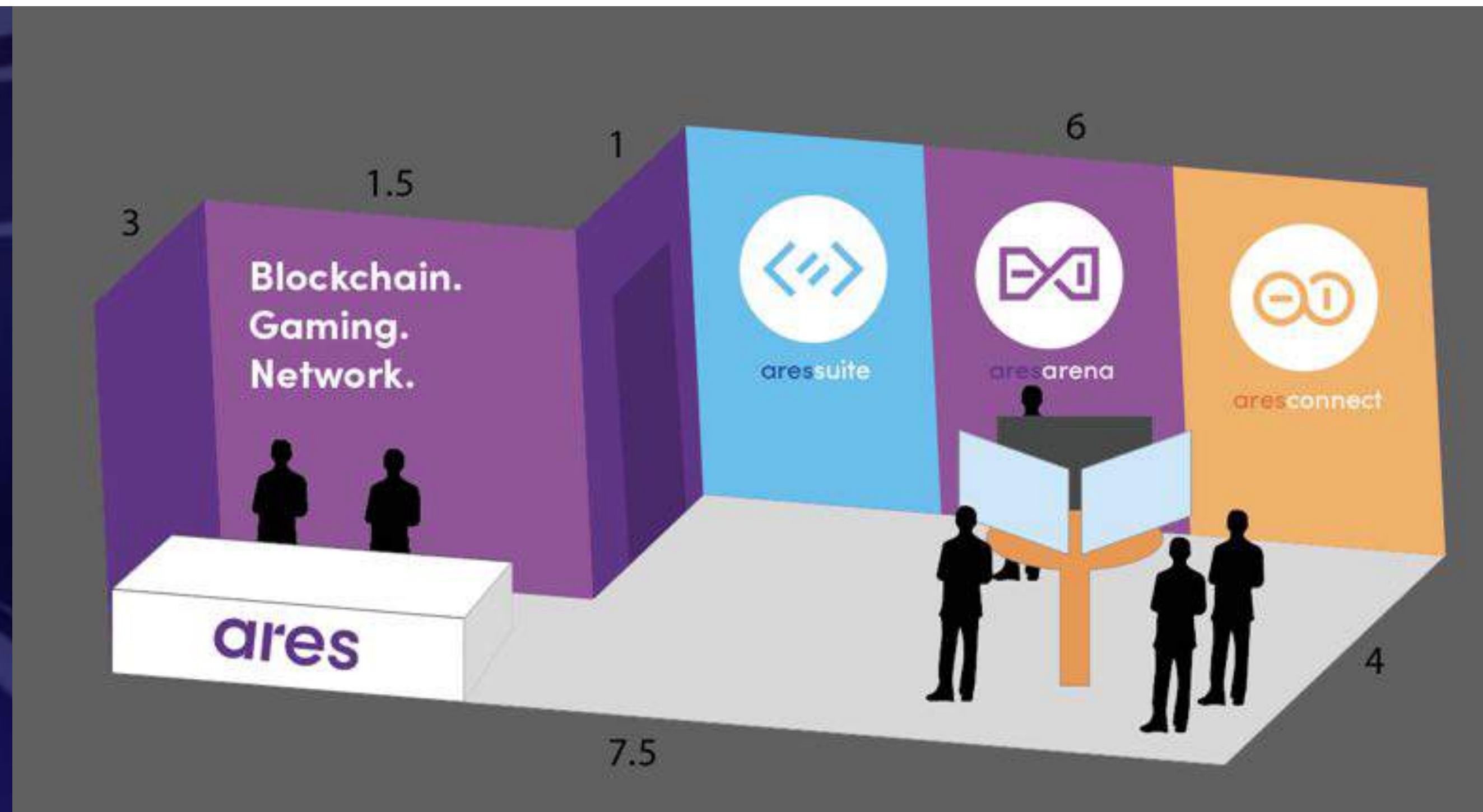
Schedule



SESSIONS BLOCKCHAIN

Zug, Switzerland | 6 July 2018

Schedule

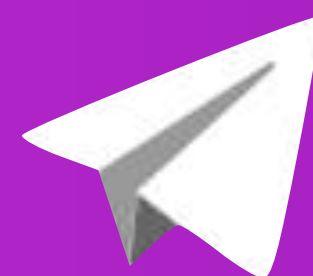


8.22 – 25 Gamescom Köln 2018

ares



Symbol: ARES	Total Supply: 1,000,000,000 ARES	Sale Supply: 300,000,000 ARES
Token Format: ERC20	Soft Cap: 100,000,000 ARES	Hard Cap: 300,000,000 ARES
Conversion Rate: 1 ARES = 0.1 EUR	Public Sale Date: TBD	



t.me/ares_tech