

A large, glowing red wireframe sphere composed of many interconnected points and lines, centered in the background.

# eGamingFund

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Tokenized community environment and marketplace  
for game developers and gaming operators

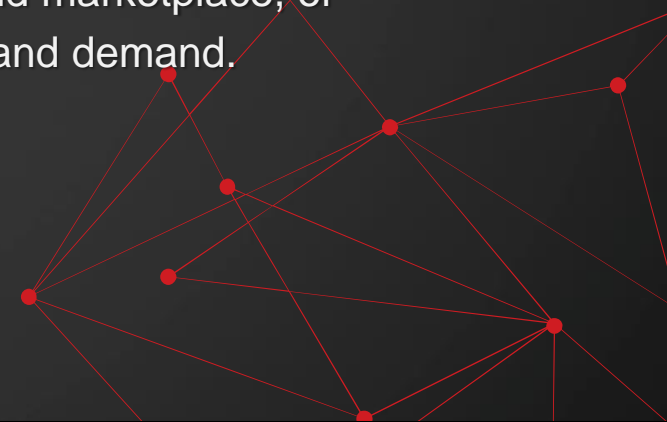


# What is eGamingFund?

eGamingFund is an online community and tokenized marketplace with a unique set of tools for game developers and content for gaming operators. Powered by proprietary blockchain technology, eGamingFund is an innovative platform, providing licensing and distribution opportunities for independent developers that are not available today.

eGamingFund utilizes its own native currency, the GFG token. This token is used for game creation, and to automate the validation, activation and expiration of purchased game licenses on the platform. The transparency and immutability of blockchain protects developers from fraudulent usage, and the community feedback loop will ensure content buyers only purchase safe and high quality content.

The GFG token will be available for purchase in small quantities directly in the eGamingFund marketplace, or through third-party exchanges. The value of the token will be based on free-market supply and demand.





# How It Works

eGamingFund will largely focus on development of freemium model and social gaming, and online gambling content.

Currently, there are no platforms that offer independent game developers a one-stop-shop to develop, test, showcase and license their games to potential suppliers and gaming operators. This is why we built eGamingFund. The underlying blockchain and proprietary algorithms will automate the entire platform, creating an efficient and fraud resistant licensing environment.

An online community will grow around the GFG token that powers eGamingFund. New games will be immediately available to operators to license the content.





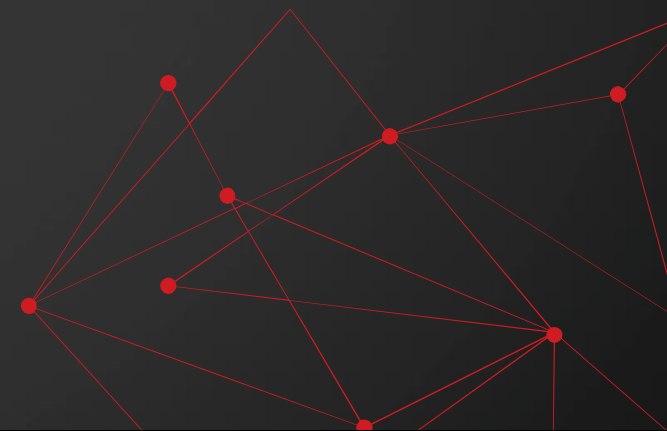
# Opportunity

In 2018, freemium model gaming revenue was over \$110 billion, with Chinese accounting for 62% of the total. Native Chinese speakers now make up over 55% of customers on Steam, the pre-eminent video gaming distribution platform.

The global cryptocurrency market cap sits at \$240 billion\*, with Chinese acting as a key market in terms of trade volume, influence and infrastructure.

Until now, no platform has linked these two multi-billion dollar global markets. With the consistently growing global gaming market, and the recent recovery and performance of the cryptocurrency market, there is no better time to launch eGamingFund.

\* Accurate as of May 2019







## Blockchain Technical Specs

- **Algorithm:** Consensus Ledger
- **Native currency:** CasinoCoin (CSC)
- **Network transaction fee:** 0.25 CSC (flat fee)
- **Avg transaction time:** 3 - 5 seconds
- **Transactions per second (TPS):** Up to 1,500



# Blockchain cost, speed and scalability comparison

	eGamingFund (GFG)	Bitcoin (BTC)	Ethereum (ETH)
Transactions per second	1,500	3.87	15
Average confirmation time*	3 – 5 seconds	60 minutes (average six blocks for confirmation)	6.3 minutes (average 20 blocks for confirmation)
Average fee per transaction*	Less than \$0.01	\$2.42	\$0.01
Ease of scalability	Easy: Increase server capacity and connection speed to increase transaction scale and efficiency	Difficult: Core developers have failed multiple times to reach consensus for scaling strategy	Moderate: Currently testing new consensus mechanism to solve scaling issues. No indication on timing or probability of success

\* Accurate as of May 2019



## GFG Token Metrics

- **Ticker symbol:** GFG
- **Total supply:** 5,000,000,000 (five billion)
- **Gas fee:** 0.25 CSC per transaction (flat fee)\*
- **Distribution:** GFG available on cryptocurrency exchanges
- **Exchange(s):** NLexch.com, plus more to come

\* Subject to change



# Revenue Sources

## Software (IDE) License Fees

Percentage of license/sales fee

eGamingFund Creator \* content export fee

Content listing fee

## Revenue Share

Percentage of game

usage profits

\* See appendix



## Marketplace Fees

Percentage of fees from

operator licensing

## Marketplace Advertising

Banner ads

CRM/promotional space

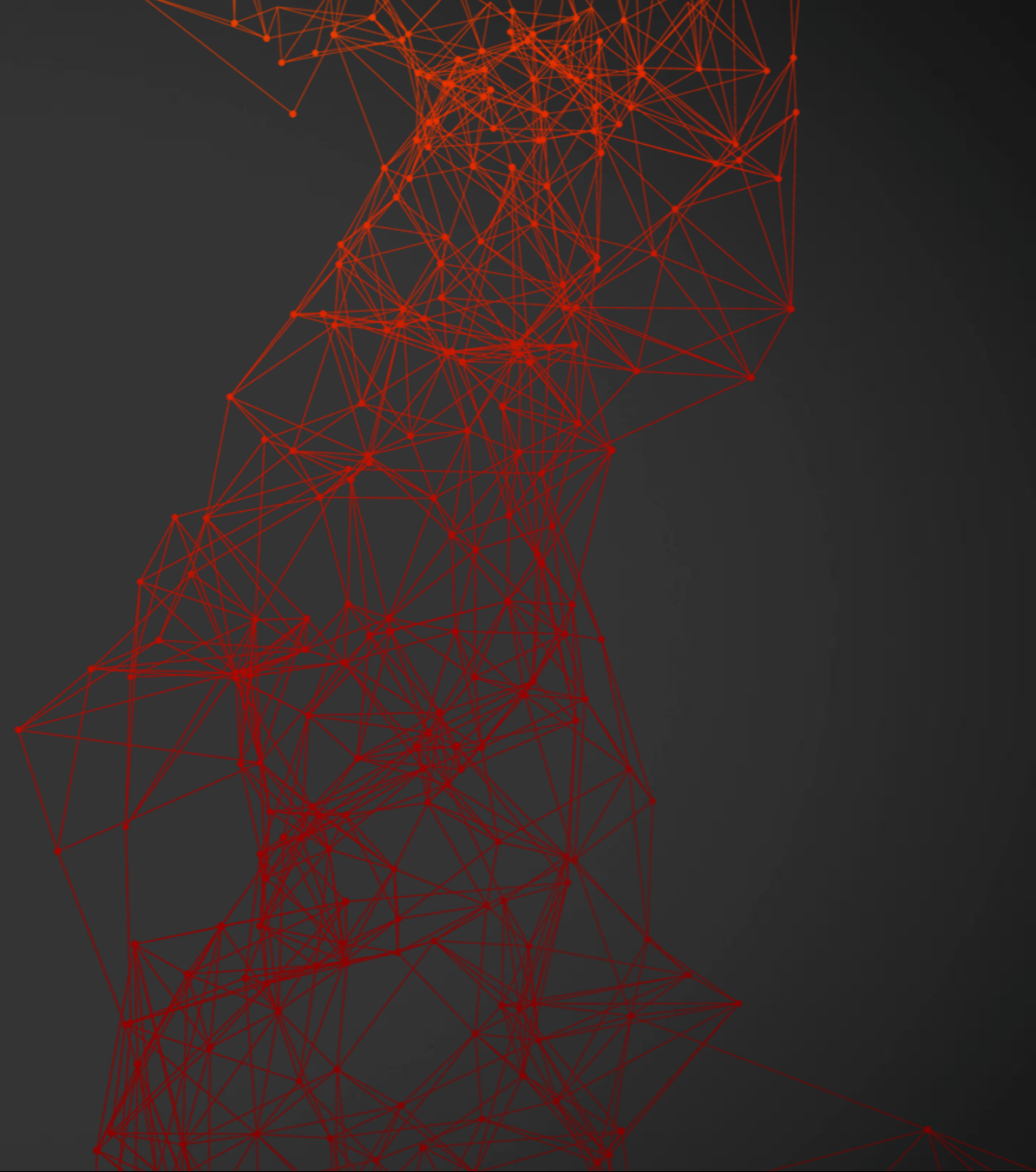






# Marketplace Features

- Developers able to export their games from eGamingFund Creator to the marketplace to license for revenue
- Game licensing is automated through the marketplace from operator through to developer accounts
- Opportunities for developers to offer referral rewards on sales
- Operators live monitoring of usage and any associated fees





# Appendix

## eGamingFund Creator

eGamingFund features a proprietary game development tool called eGamingFund Creator. This allows developers to design and build their games, user test and distribute licenses all within the same community and ecosystem.

eGamingFund Creator specialises in cloud gaming, providing end users with a frictionless direct-play experience, removing the need for download and installation. It also supports 3D and virtual simulation, and is compatible with Oculus Rift, HTC VIVE, Microsoft HoloLens and other VR and AR devices.

Tool screenshots

