



GINEX

WHITEPAPER

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Abstract

In recent years, information technologies are increasingly penetrating our lives. Automation and computerization of various spheres of activity have long ago lost their innovative meaning. This is what already emerged yesterday, exists today and will be developing at a pace to be envied tomorrow. A significant development has also been observed in the sphere of leisure and gaming industry. Both new types of games and new types of gaming services emerge. However, the most drastic change is marked in economic relations and the ways of gaming systems monetization. Many intangible assets become tangible ones, a lot of stuff that was virtual as recently as yesterday, is now gaining quite real economic foundation.

All of the above is connected to the development of commodity-money relations between users and vendors. GINEX is a project that fits perfectly into such commodity-money relations. GINEX will provide a full range of services within the framework of these relations with due regard to all the modern technologies and needs of both users and vendors.

GINEX is an international Internet exchange of gaming facilities enabling the gamers (users) and vendors (game manufacturers) to sell on the global market their gaming products, accounts, currencies and bonuses. The convenience and functionality are the basis of GINEX. The vendors' simple access to the market, the easy entry and withdrawal of moneys, convenient purchasing, safe transactions and reliable account protection, a vast number of gaming systems and multiple language support, such are by far incomplete merits of the proposed system. GINEX will become the first international exchange supplying the gaming facilities and currencies as commodities that form the basis of market relations between the users and the vendors.

The project mission is to create a new financial ecosystem in the sphere of information technologies and gaming industry, that would make it possible for vendors, users and other interested persons to address issues of purchase, exchange and implementation of gaming objects, currency, bonuses and many other things in a quick, effective and safe way.

Our goal is to provide vendors, users and other interested persons with a new, highly effective financial tool in the sphere of gaming industry.

Thus, according to the results of GINEX project implementation, users will be able to meet their own needs for gaining and implementing gaming objects, currency, bonuses, tokens, as well as to exercise economic relations with vendors anywhere in the world with an Internet connection in a convenient and simple way. In their turn, vendors will receive a powerful financial tool that will allow them to maximize profit, enter new markets, and, if necessary, attract financial resources to a project to be implemented. And ICO project participants will have the opportunity to gain profit from the functionality sold in GINEX with due regard to a huge demand and market.

About GINEX

Functionality

GINEX, an international game object exchange, will possess a full list of functionalities in order to carry out the core activity. A special emphasis is given to the generality of gaming systems, simplicity and convenience of economic transactions connected to the cash settlement and withdrawal, extended functionality of the acquiring services, extended range of language support.



Cash settlement to and withdrawal from fiat gaming accounts



Publication of information about games, gaming objects, bonuses and services



Lot placement and gaming currency sale



Lot placement and gaming objects sale



Purchase and sale of tokens of gaming systems and projects



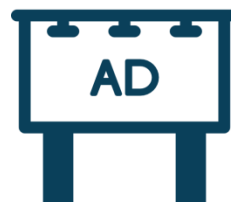
Lot placement and gaming bonuses sale



Lot placement and games sale



International Acquiring



Promotion and Advertising

GINEX is created as the best environment for trade off-game interaction between users and vendors. Convenience, simplicity, functionality, and security are the core of GINEX.

About GINEX

GINEX Advantages

GINEX International Exchange was originally created as a financial tool providing a great advantage compared to all the existing counterparts. Multilingual capacity and distribution global reach make it possible for you to use GINEX all over the world and for a vendor to present the product sold to his or her consumer. Transaction security is one of the key advantages of GINEX that is implemented during a multi-stage process to ensure security of users and vendors from different angles. The simplicity of entering the international exchange, convenience and speed of economic transactions and, of course, a large market and project profitability make GINEX stand out among its competitors.



GINEX is the first and only international gaming object exchange.



Distribution Global Reach of GINEX: USA, the United Kingdom, China, India, Korea, Japan, Germany, Russia and other countries.



GINEX ensures security of users and transactions.



In order to ensure economic transactions GINEX uses the most popular acquiring systems.



A huge world market that totals USD 89.4 bln.



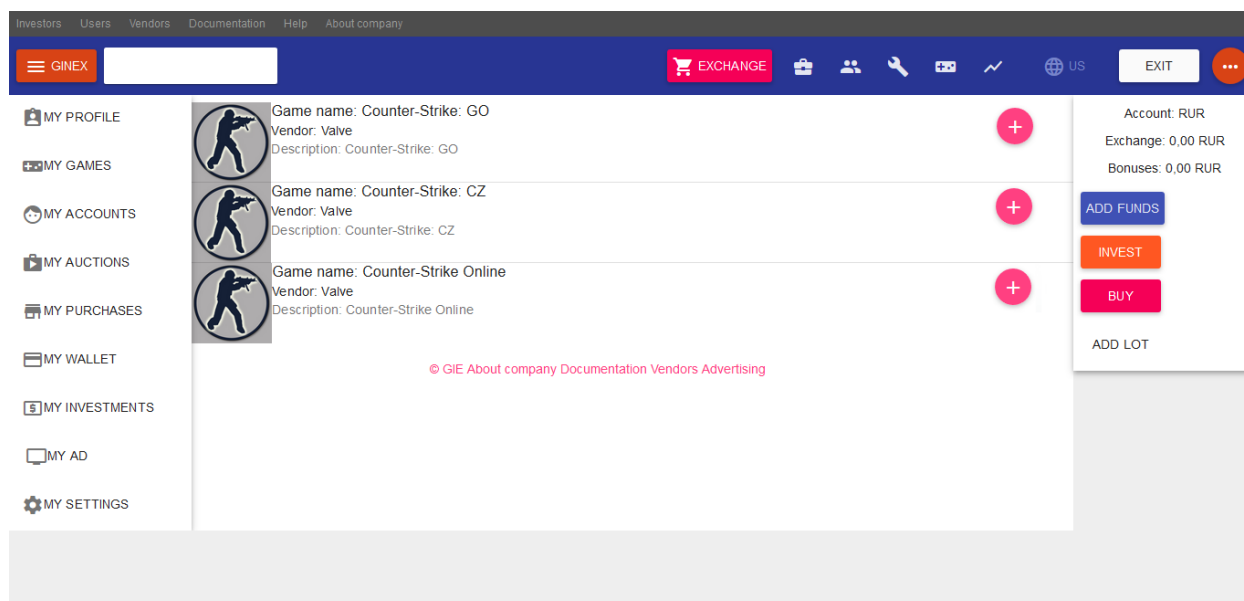
Token holders will receive up to 50% during a quarterly profit distribution.

About GINEX

Minimal Viable Product

Within the framework of the project, GINEX has conducted research and development and created a Minimal Viable Product (MVP). The following modules and functionality have been implemented in the MVP in full or in part:

- User and vendor registration;
- User and vendor information publication;
- Game and gaming object information publication;
- Adding games to the list of games of users;
- Security check functions;
- User cash account;
- Account replenishment by means of acquiring systems;
- API interaction with vendors.



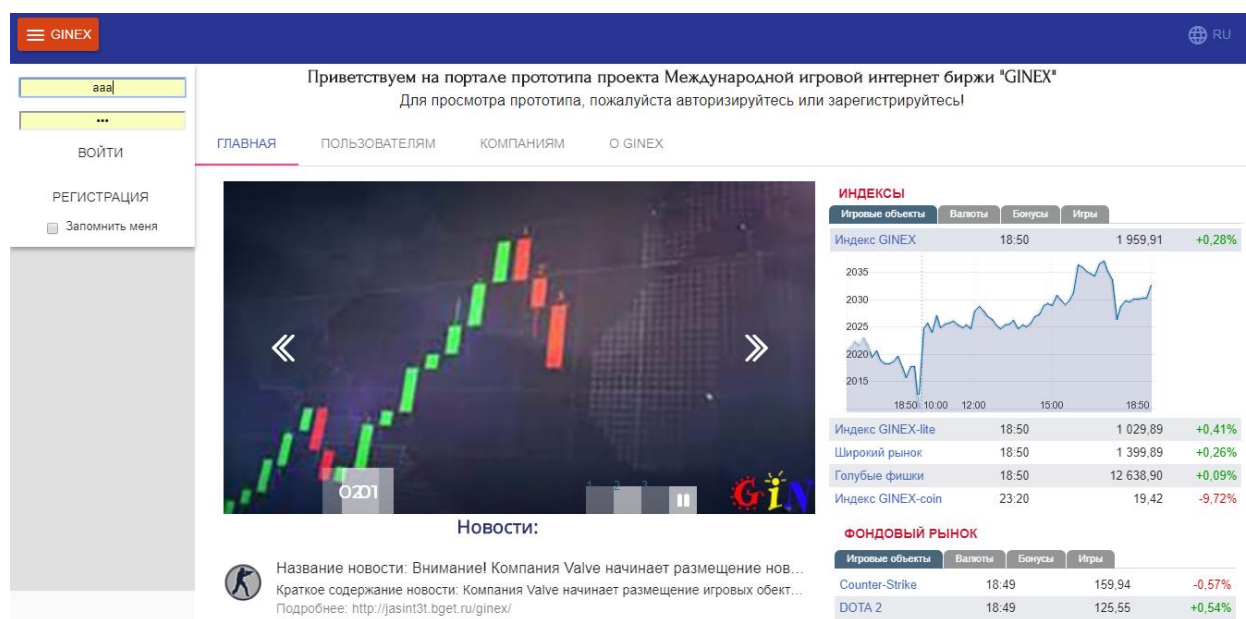
The following user languages are integrated into the MVP: English, German; Korean; Polish; Russian; Czech, Portuguese; Arabic; Ukrainian; Greek; Indonesian; Dutch; Hebrew; Chinese; French; Spanish; Swedish; Hungarian; Hindi; Norwegian; Turkish; Kazakh; Uzbek; Japanese; Italian; Taiwanese; Romanian; Azerbaijani.

About GINEX

Minimal Viable Product

Intellectual property rights registration certificate RU No. 2017613847 has been obtained for the MVP.

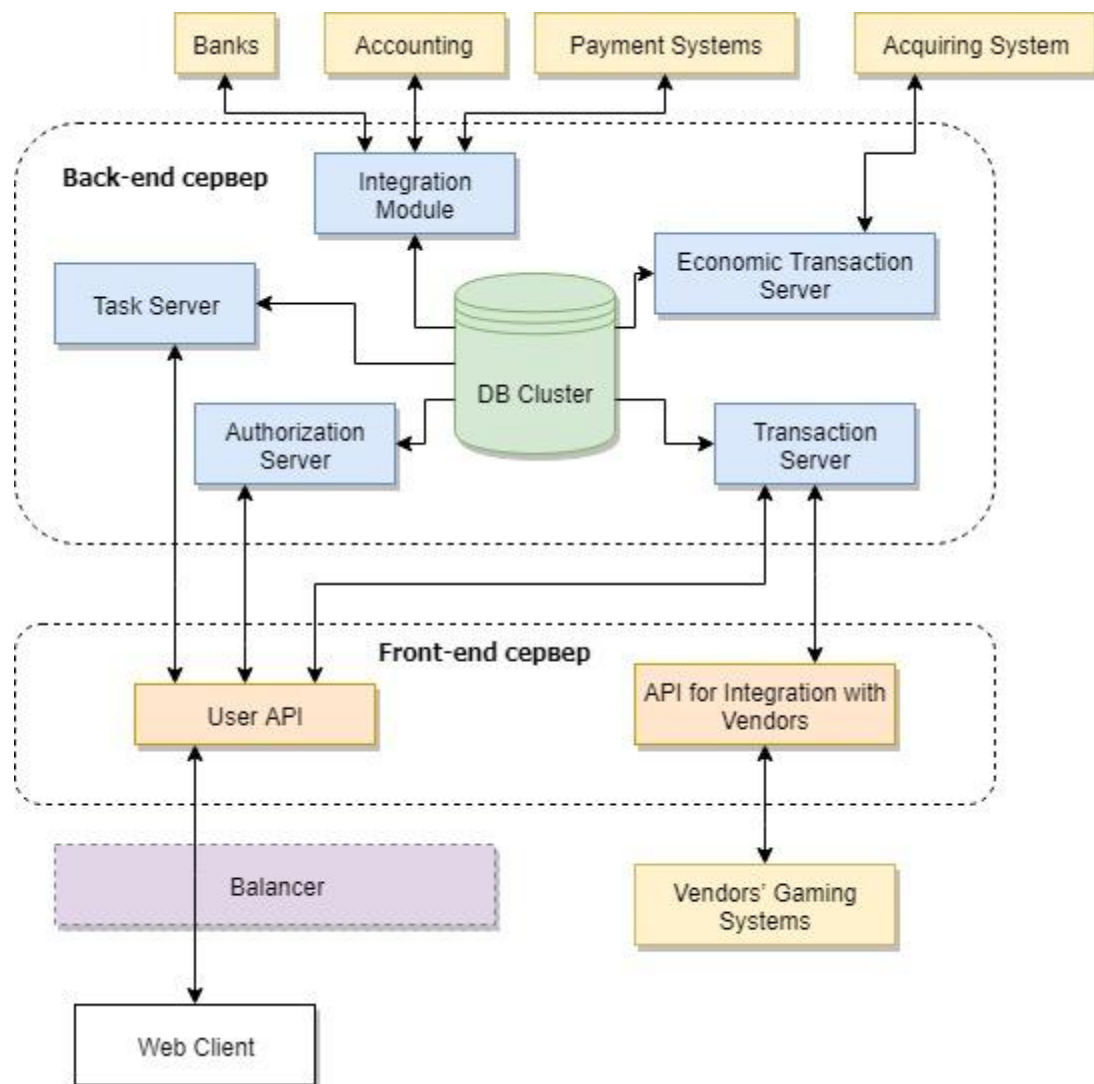
Currently, GINEX development is in progress.



About GINEX

Technical specifications

GINEX is a Web-application with a classical three-tier architecture:



1) **Data base** — BD cluster on the basis of PostgreSQL.

In order to protect the BD, access of Back-end servers with SSH tunneling is provided.

In order to prepare the server to high load the following technologies are applied:

- Sharding and partitioning

.

About GINEX

Technical specifications

- Replication;
- Postgres-XL

2) **Back-end server** is a classic server API.

Technologies applied: Apache, PHP 7.1, Redis, php-fpm, Zabbix, docker containers.

In order to protect the product from DDOS attacks, Nginx front-server will be used for requests caching and a load balancer.

In order to protect the product from cracking, the access to the server will be allowed only from hosts on the front-server.

In order to monitor the server, Zabbix will be used.

Authorization (first level): login and password.

Authorization (second level): TOTP, SMS, Google Authenticate.

Application programming interface with front-end: REST API.

Technologies for preparation of the server to Highload:

- memcached, RabbitMQ;
- scale out.

3) **The front-end server** on the basis of Nginx performs load balancing and caching.

The user interface is built on the basis of a single page application.

Technologies applied: Nginx, HTML5; CSS3; JavaScript; AngularJS; Material Design (AngularJS Material);

Interaction with the back-end server is carried out by means of REST-json API.

Interaction with a user is carried out by means of a https-protocol.

Digital signature: ev.

Encryption: SSL.

Scale out: yes.

Any modern browser is a client.

In the future, it is planned to develop mobile applications for iOS and Android.

Ways to ensure resiliency applied: low level fault tolerant services, redundancy, load balancing, defensive coding.

Revenue Model Overview



A fee from users exchanging:

- Gaming objects
- Gaming currency
- Gaming bonuses
- Gaming tokens



A fee from vendors for sale of:

- Gaming systems
- Gaming objects
- Gaming currency
- Gaming bonuses
- Gaming tokens



A fee for withdrawal of funds from:

- A user account
- A fiat account of a gaming system



Payment for services of:

- Acquiring
- Advertising



Investments:

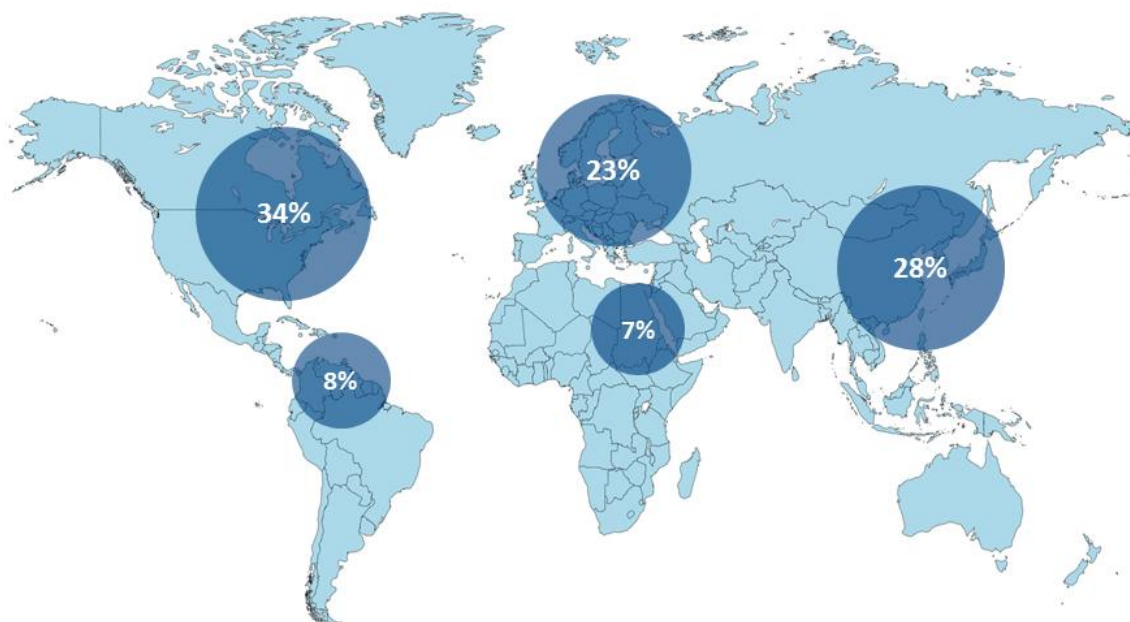
- Deposit
- Investment funds
- Direct investments

Market

The volume of the world IT industry market (according to Comptia.org [1]) totals USD 3.4 mln, a significant part belongs to the sphere of online games. According to hubspot.net [2], the gaming industry market of the top-20 leading countries in this branch totals USD 89.4 mln.

The Global Information Technology Industry: \$3.4 Trillion

Estimated 2016 revenue at constant currency | Encompasses hardware, software, services and telecommunications



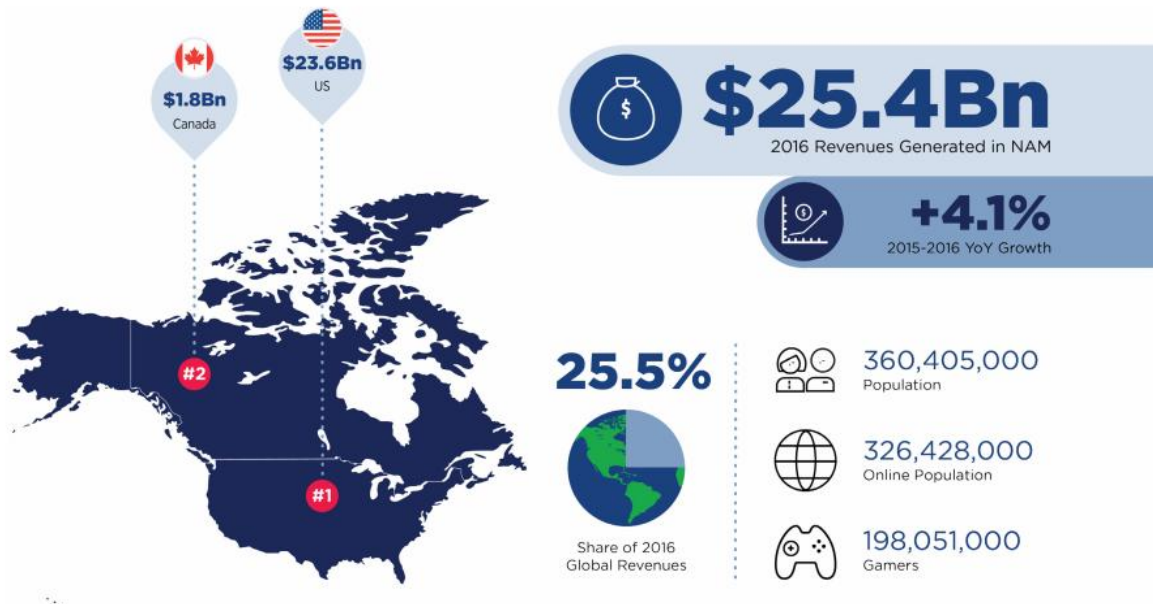
CompTIA

Source: IDC

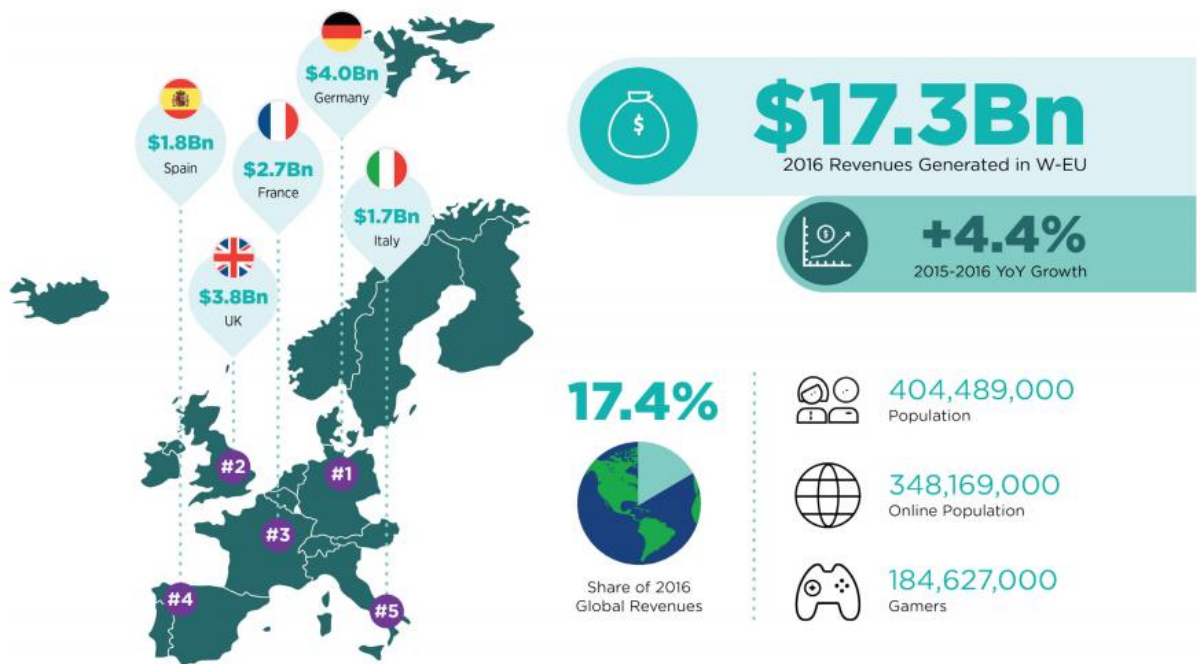
The figures below show some data about the audience and market volumes in some parts of the world.

Market

North America

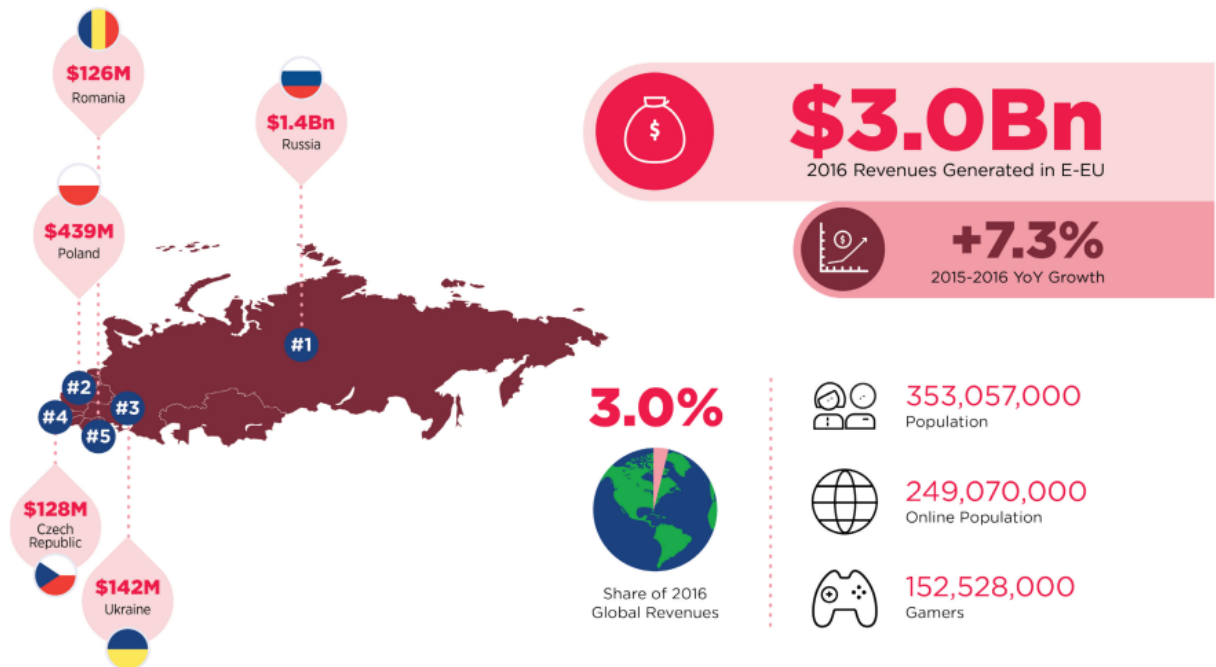


Western Europe

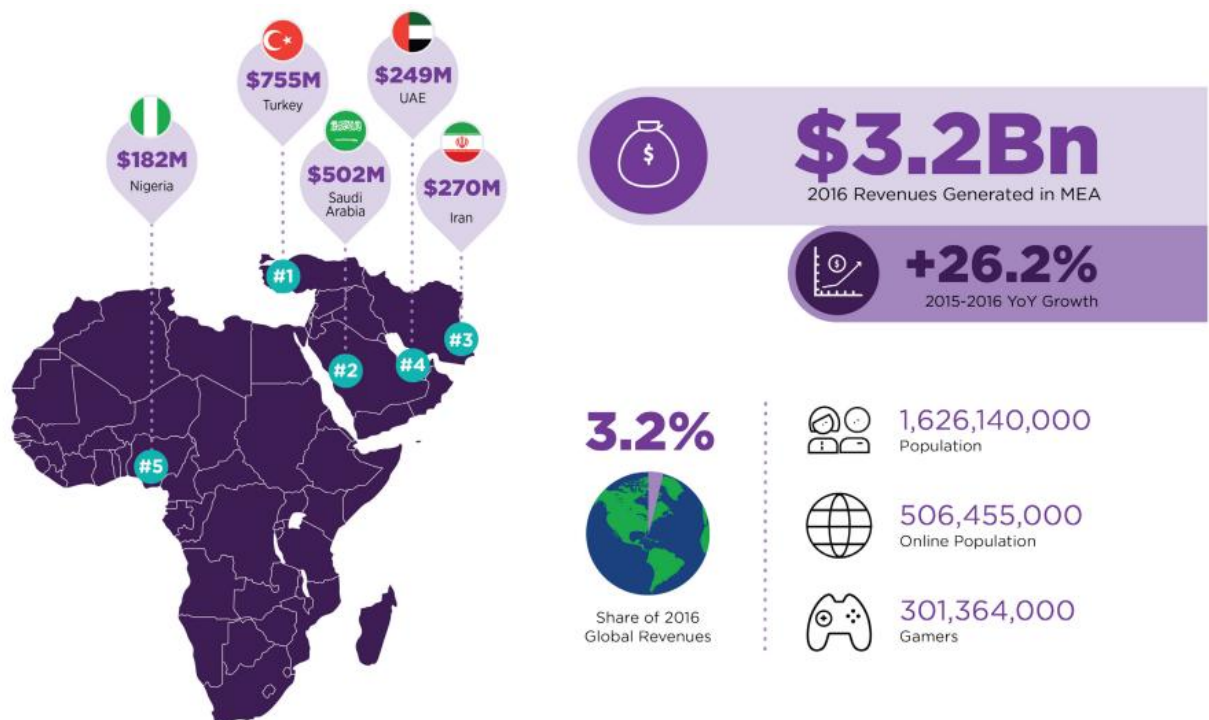


Market

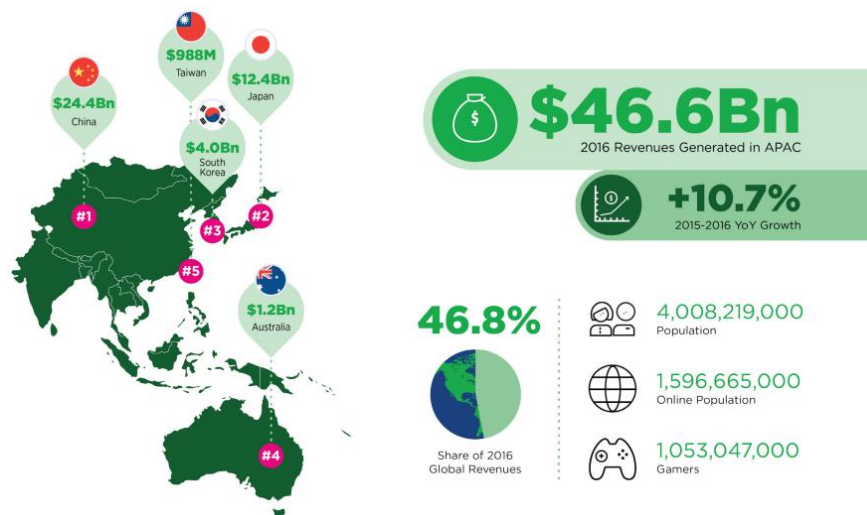
Eastern Europe



Middle East and Africa



Asia and Oceania Океания



Moreover, this market is growing year after year. On the one hand, users have new requirements both for the quality of the games themselves and their service. On the other hand, vendors (software developers) wish to accommodate customers to the maximum extent and unleash the potential of the product developed commercially to the maximum extent, too. Service provision, gaming currency or item purchase, gaming bonuses receipt and purchase have long ago lost their innovative meaning. However, at the present moment these services for gaming item sale are, as a rule, provided by vendors themselves. The prospect for market development is to create international trading platforms that will allow vendors to maximize the profit from the sale of goods represented on the platform. It is especially relevant for small and medium-sized companies that are going to enter international markets in the future. In case such trading platforms are used vendors receive a finished financial tool to enter international markets, to promote gaming systems being developed and to sale both gaming objects and the very games, users receive a possibility to use all the advantages of the financial world relating to online games that suit them, and investors gain profit from the sale of such an international trading platform. A project that aims to create an international trade exchange of gaming objects is bound to be successful, as an active customer (user) audience totals up to 1,800 mln people, and the market itself is huge.

ICO

ICO Details

Token name: GNX

What is the token? The GNX token is a proof of participation in the project. It entitles to distribution of profit from the project ensured by a smart contract based on Ethereum.

The payment structure: the smart contract enables the token holders to obtain part of the project's quarterly profit as dividends depending on the acquired share in the total number of tokens.

The number of issued tokens is regulated automatically based on the smart contract depending on the ICO participants' demand.

The number of tokens permitted for purchase is not restricted.

The token price: 0.001 ETH

Regulations: The possession of GNX tokens by the GINEX TECH LTD company is ruled out. The GNX tokens shall not be re-issued. The GNX tokens shall be crypto markers based on Ethereum.

Pre-ICO bonuses:

- stage 1 (the first 24 hours) +30% of bonus tokens;
- stage 2: +15% token bonuses;
- stage 3: +10% token bonuses;
- stage 4: +5% token bonuses

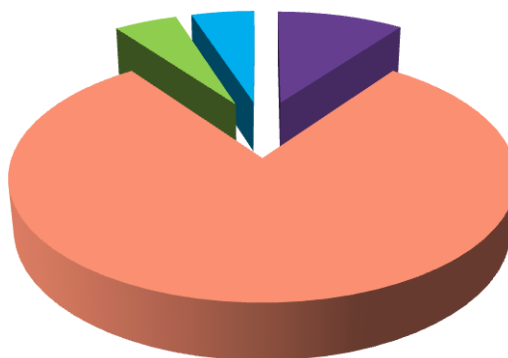
Timeframe of conducting pre-ICO: 07.06.18 – 08.09.18 00:00:00 GMT

Timeframe of conducting ICO: 08.09.18 – 08.10.18 00:00:00 GMT

ICO

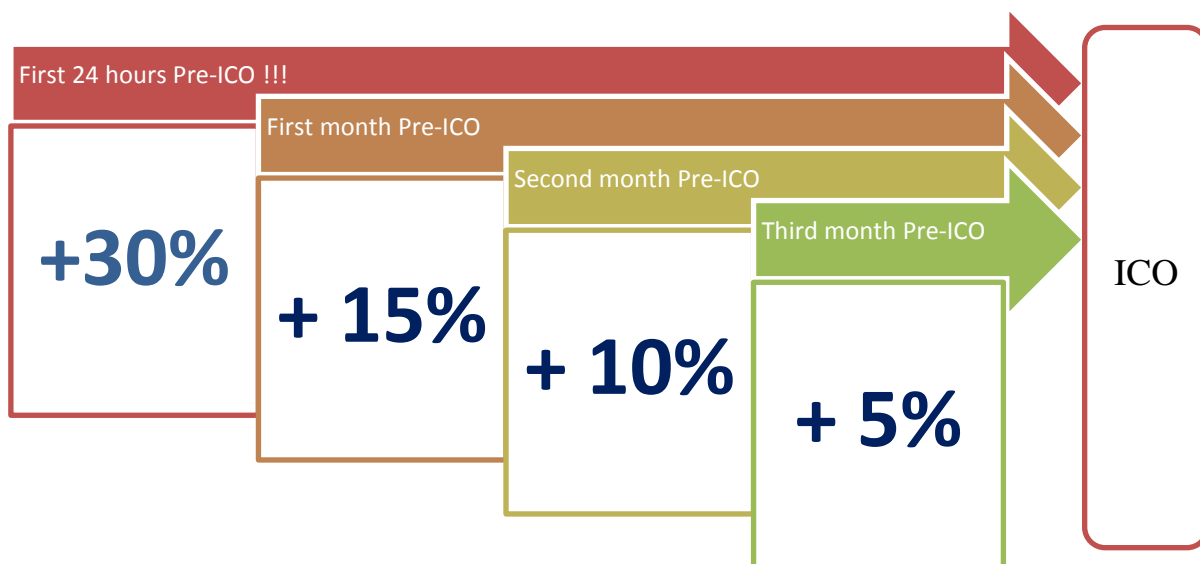
ICO Details

Token Issue Structure



■ 10 % – Project Management ■ 80 % – Участники ICO
■ 5 % – Advisers ■ 5 % – Bounty

Pre-ICO bonuses



ICO

What Token Holders Receive?

In accordance with the user agreement [4], each user is entitled to receive a part of the profit distributed. All the received profit of the company is shared with the help of corresponding functionality of a contract between all of the holders of tokens:

```
function claim(address payee, address ginexIcoContract) public returns
(uint256 paymentDiv) {
    /*address payee = msg.sender;*/

    require(shares[payee] > 0);

    uint256 totalReceived = ginexIcoContract.balance.add(totalReleased);
    /*uint256 totalReceived = 1;*/
    uint256 payment =
totalReceived.mul(shares[payee]).div(totalShares).sub(released[payee]);

    require(payment != 0);
    require(ginexIcoContract.balance >= payment);

    released[payee] = released[payee].add(payment);
    totalReleased = totalReleased.add(payment);

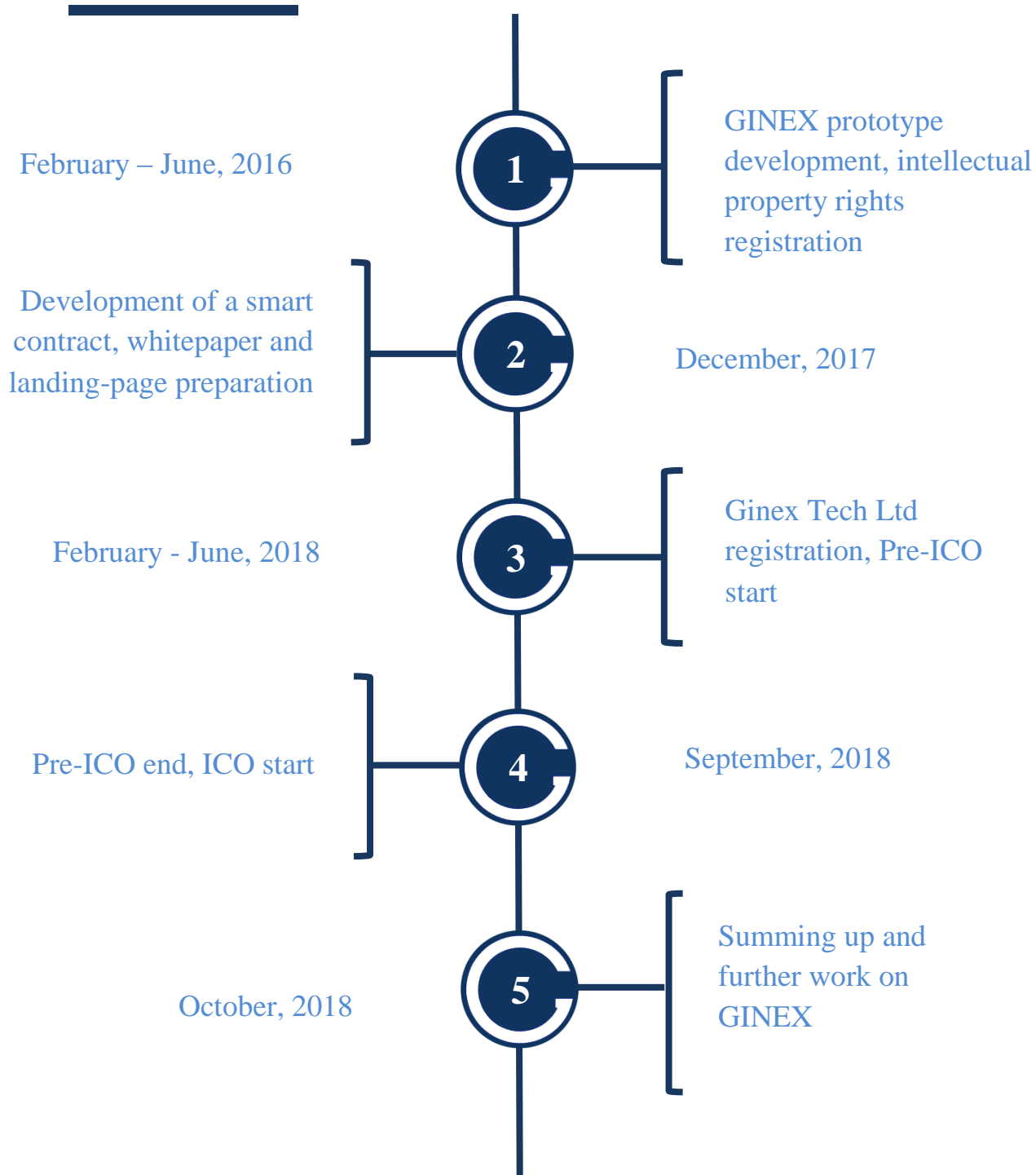
    return payment;
    /*payee.transfer(payment);*/
}
```

Dividend payment and token holder register are carried out on the basis of a GINEX contract with the use of OpenZeppelin. The full contract code is given here [5]: <https://github.com/ginextech/ico>

Terms of dividend payment: on a quarterly basis.

If required, a token holder will be able to sell the tokens purchased on the exchange. An approximate list of exchanges for GNX token listing is given here [6]: <http://ginex.tech/documents/Exchanges.pdf>

Road Map



Project Team

Project management



Dr. Apollon V. Stepanov

Chief executive officer

A scientist and businessman. He was a founder of CRT, LLC and Systems, LLC. He was Director General at Systems, LLC. He has experience in scientific subdivision management. Mr. Stepanov was a leader and participant of a range of grant studies in the sphere of high technologies.



Yulia A. Savicheva

Chief technology officer

A programmer. She has an extensive experience in technical development of high load systems, scientific and commercial activity. She was a founder and technical director at Systems, LLC. She developed solutions in the field of banking activity, electronic bidding and electronic commerce systems, social networks. Mr. Savicheva was a leader and participant of a range of scientific grant studies in the sphere of high technologies.



Nikolay S. Moiseev

Chief marketing officer

He has experience in commercial activity and IT companies. He was a founder and commercial director at Systems, LLC. Mr. Moiseev participated in the implementation of projects in the sphere of automation of business processes, information systems in the social and business spheres.

Project Team

Project Participants



Maria V. Stolyarova

Chief communications officer

She is experienced in translation and interpreting and worked as a manager of the international relations and innovation activity department of Ulyanovsk State Technical University. Languages: English (advanced), French (intermediate), Hindi (intermediate), Chinese (beginner), Portuguese (beginner).



Dr. Valeriy V. Sapunov

Analyst

He has a several years' experience in research and development in the field of high technologies. He was a founder and leader at the Center for Resource-Saving Technologies.



Kirill V. Kiselyov

A programmer

He has a several years' experience in software development in the sphere of e-commerce, logistics and financial technology.

Legal considerations, risks and disclaimer

Legal considerations

IMPORTANT NOTICE: PLEASE READ THE ENTIRETY OF THE “Legal Considerations, Risks and Disclaimer” SECTION CAREFULLY. WE RECOMMEND YOU CONSULT A LEGAL, FINANCIAL, TAX OR OTHER PROFESSIONAL ADVISOR(S) OR EXPERTS FOR FURTHER GUIDANCE prior to participating in the GINEX TECH LTD token sale outlined in this White Paper.

Please note that this is a summary of the section 6 «Disclaimer of warranties and limitation or liability» Terms and conditions document [4] which you must read in full before: (1) making use of this White Paper and any and all information available on the website(s) of GINEX TECH LTD (the “Company”) and/or (2) participating in the Company’s token sale outlined in this White Paper (the “Token Sale”). Any undefined capitalised terms below shall have the meaning set out in the “Legal Considerations, Risks and Disclaimer” section. This summary should not be relied on in place of reading the “Disclaimer of warranties and limitation or liability” section in full.

The “Legal considerations, risks and disclaimer” section the full version of which can be found at [4] applies to this White Paper and any and all information available on the Website. The contents of the “Legal considerations, risks and disclaimer” section outlines the terms and conditions applicable to you in connection with (1) your use of this White Paper and of any and all information available on the Website; and/or (2) your participation in the Token Sale, in each case in addition to any other terms and conditions that we may publish from time to time relating to this White Paper, the Website and the Token Sale (such terms hereinafter referred to as the “Terms”).

The information set forth in the “Legal considerations, risks and disclaimer” section may not be exhaustive and does not imply any elements of a contractual relationship. While we make every reasonable effort to ensure that all information: (1) in this White Paper; and (2) available on the Website (all the information in the White Paper and all information available on the Website hereinafter referred to as the “Available Information”) is accurate and up to date, such material in no way constitutes professional advice.

Legal considerations, risks and disclaimer

Legal considerations

The Company does not recommend purchasing Tokens for speculative investment purposes. Tokens do not entitle you to any equity, governance, voting or similar right or entitlement in the Company or in any of its affiliated companies. Tokens are sold as digital assets, similar to downloadable software, digital music and the like. The Company does not recommend that you purchase Tokens unless you have prior experience with cryptographic tokens, blockchain-based software and distributed ledger technology and unless you have taken independent professional advice.

Citizens, nationals, residents (tax or otherwise) and/or green card holders of each of: (1) Singapore; (2) South Korea; (3) the People's Republic of China; or (4) any other jurisdiction which prohibits the possession, dissemination or communication of the Available Information and/or prohibits participation in the Token Sale or the purchase of Tokens or any such similar activity or any other Restricted Persons are not permitted to participate in the Token Sale.

In no event shall the Company or any current or former Company Representatives be liable for the Excluded Liability Matters.

The Company does not make or purport to make, and hereby disclaims, any representation, warranty or undertaking in any form whatsoever to any entity or person, including any representation, warranty or undertaking in relation to the truth, accuracy and completeness of any of the information set out in the Available Information.

You should carefully consider and evaluate each of the risk factors and all other information contained in the Terms before deciding to participate in the Token Sale.

Legal considerations, risks and disclaimer

Risks

Regulatory risks

The adoption of new laws regulating cryptocurrency turnover and the implementation of token sales worldwide is just beginning. GINEX TECH LTD warns investors that it is not responsible for possible changes in the project in the event of a possible restriction on cryptocurrency projects and token sales in different jurisdictions.

As China and the United States prohibit their citizens from participating in investments in high-risk projects related to the cryptocurrency market, we cannot accept investments from the citizens of the aforementioned countries and jurisdictions. Blockchain technology is a recent development, and the technical and legal issues associated with it are virtually unregulated or nonexistent.

GINEX TECH LTD notes that it is not responsible for possible adoption of laws regulating blockchain technology by any country that would adversely affect the development of the project or the entire crypto industry.

Technological risks

An open protocol creates additional risks for the development of GINEX TECH LTD. A platform can be a target for cyberattacks that will have a negative impact on its cost, reputation, tools, and customers' personal data. The team will engage every resource at its disposal to ensure the project's safety, but notes that it is not impervious.

The creation of a blockchain platform in the area of internet advertising is a new challenge requiring human resources and the necessary material and technical resources.

There is a risk that GINEX TECH LTD will require more investment to develop than is anticipated at the current stage. In addition, there is a risk that the necessary expertise to successfully launch the project could not be attracted.

Financial risks

Investments in companies, cryptocurrency and various token sales are considered high-risk. Investments in GINEX TECH LTD do not guarantee income. There is a risk of incurring serious losses.

The GNX token is used as an exchange tool between all members of the GINEX TECH LTD platform to pay for advertising content. It does not provide the

Legal considerations, risks and disclaimer

Risks

right to vote or the right to property in GINEX TECH LTD. The platform does not translate GNX tokens into fiat currencies and is not responsible for the fluctuation of the GNX token if it is listed on third-party exchanges.

Cryptocurrencies currently have a high volatility. Financial losses are possible in the event of acute fluctuations in cryptocurrency or fiat currencies.

If any jurisdiction implements a law with adverse effects on the crypto industry, translation of tokens to fiat currency could become difficult or impossible. When tokens are exchanged to fiat, the relevant services could charge a commission and the government of the relevant jurisdiction could mandate payment of taxes.

If new laws are enacted in any of the world's jurisdictions, there is a risk that investors be obliged to pay taxes or additional charges against any funds invested in GINEX TECH LTD. After investing in the token sale and before the launch of the project, investors could lack the ability to use tokens in any way or sell them.

Industry risks

The GINEX TECH LTD team does not guarantee successful project development or a return on investment. Competition in the field of game industry continues to grow. Alternative projects could be successful, which will have a negative impact on the position of GINEX TECH LTD investors.

Sources

1. <https://www.comptia.org/resources/it-industry-trends-analysis-2017>
2. https://cdn2.hubspot.net/hubfs/700740/Reports/Newzoo_Free_2016_Global_Games_Market_Report.pdf
3. <http://www.worldatlas.com/articles/biggest-stock-exchanges-in-the-world.html>
4. [http://ginex.tech/documents/Terms and conditions.pdf](http://ginex.tech/documents/Terms_and_conditions.pdf)
5. <https://github.com/ginextech/ico>
6. <http://ginex.tech/documents/Exchanges.pdf>



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