GTEX

WHITEPAPER

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CONTENT

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1. Background

The emergence of blockchain technology has brought new possibilities across industries that were not possible previously. The gaming industry in particular has the highest potential for rapid adoption and wide application of blockchain. By bringing together digital assets of gaming and utilizing the power of blockchain technology, we aim to create a gaming revolution.

We are only scratching the surface of the opportunities that blockchain provides for the gaming world. We have found ways to bring benefits to all stakeholders within the gaming industry, including gamers and game developers. Gamers have historically been the first adopters of new technologies, striving for ever improving performance in terms of graphics and computing power that have led to new-age defining innovations such as gesture control, virtual reality and ultra-high definitions. We see no difference with adoption of blockchain technology which will bring new exciting opportunities right away.

Blockchain has the potential to bring the biggest change to the gaming world since introduction of internet. Cutting-edge technology behind it will help establish a virtual gaming economy, introduce the brand-new income-sharing system, tokenize and liquidize in-game assets, and increase safety and transparency in the digital asset market.

Utilizing the benefits of blockchain, we will make game assets tradable and provide gamers with an opportunity to take true ownership of their gaming assets for the first time. We will do this by creating a free flow of gaming digital assets without the need for a third-party intermediary platform. We will bring the real world economic system to the virtual world by empowering gamers and game developers. This will be accomplished through transparency, security and speed provided by the decentralized blockchain based platform. Furthermore, revolutionary technology of blockchain will help create a true income sharing system based on the gaming tokens that will ultimately bring benefits to all stakeholders of the gaming world.

2. GTEX Vision

GTEX gaming platform is bringing a revolution to the gaming industry by establishing a new gaming ecosystem that brings substantial benefits to gamers and game developers.

For game developers:
Fastest gaming blockchain
Game distribution and promotion
Blockchain game development tools
Game data storage on chain

For gamers:
Game purchasing
Exclusive gaming wallet
Easy single sign-on system

For gaming industry:
Universal gaming currency
Game token exchange
Game asset trading
Income-sharing model

GTEX has committed to creating a new decentralized gaming economic system that supports circulation of value from within the gaming world to the outside real-world economy.

The GTEX gaming platform will disrupt the existing gaming industry. GTEX will connect every stakeholder within the gaming industry; including gamers, game developers and investors. The economic interests of each stakeholder will motivate all participants to join our gaming platform. By bringing all stakeholders together on one platform, we are creating a first true gaming economy.

3. Market Analysis

3.1 Gaming industry is experiencing rapid growth

The global games industry is worth ~$140 billion as of 2018 and is expected to experience +11% growth from 2012-21 to a $180 billion industry. The market is also fragmented into multiple different platforms. Mobile, from the smallest segment, is expected to grow to a $100B+ segment; it now represents 51% of the total market. Notably, the rise of mobile gaming has not cannibalized traditional PC or console gaming markets. This is as result of the prevalence of smart-phone technology which has greatly improved accessibility whilst reducing the stigma associated with the gaming such that the industry appeals to the masses.

- Mobile Games
- PC Games
- Console Games

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$70.6Bn — 2012
$76.58Bn — 2013
$84.8Bn — 2014
$93.1Bn — 2015
$106.5Bn — 2016
$121.7Bn — 2017
$137.9Bn — 2018
$151.98Bn — 2019
$165.98Bn — 2020
$180.1Bn — 2021

CAGR 2012-2021
Total +11%
Mobile +26.8%
PC +11%
Console +11%

BROWSER PC GAMES
$4.3Bn
-13.9% YOY

TABLET GAMES
$13.9Bn
+13.1% YOY

BOXED/DOWNLOADED PC GAMES
$28.6Bn
+4.5% YOY

MOBILE
$70.3Bn
+25.5% YOY

PC
$32.9Bn
+ 16% YOY

SMARTPHONE GAMES
$56.4Bn
+29.0% YOY

CONSOLE
$34.6Bn
+ 4.1 YOY

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Consumers are spending increasingly more time on games and their appeal has increased amongst the general population. The underlying cause for higher interest among general population is the wide variety of games offered in the market. These games are divided into casual, professional and social games.

Total number of active video gamers globally is expected to grow to 2.7 billion by 2021, and is growing at +6% CAGR between 2014 and 2021. Average funds spent by an active video gamer in 2018 were ~$59, which is a huge increase from ~$49 in 2017 (+19% growth). With the prevalence of mobile gaming, any person with access to a smartphone has the potential to become an active video gamer. Therefore, we at GTEX believe that value gamers can generate will only increase.

Number of gamers in Millions

Year	Value
2014	1815
2015	1958
2016	2080
2017	2210
2018	2341
2019	2471
2020*	2600
2021*	2725

Statista
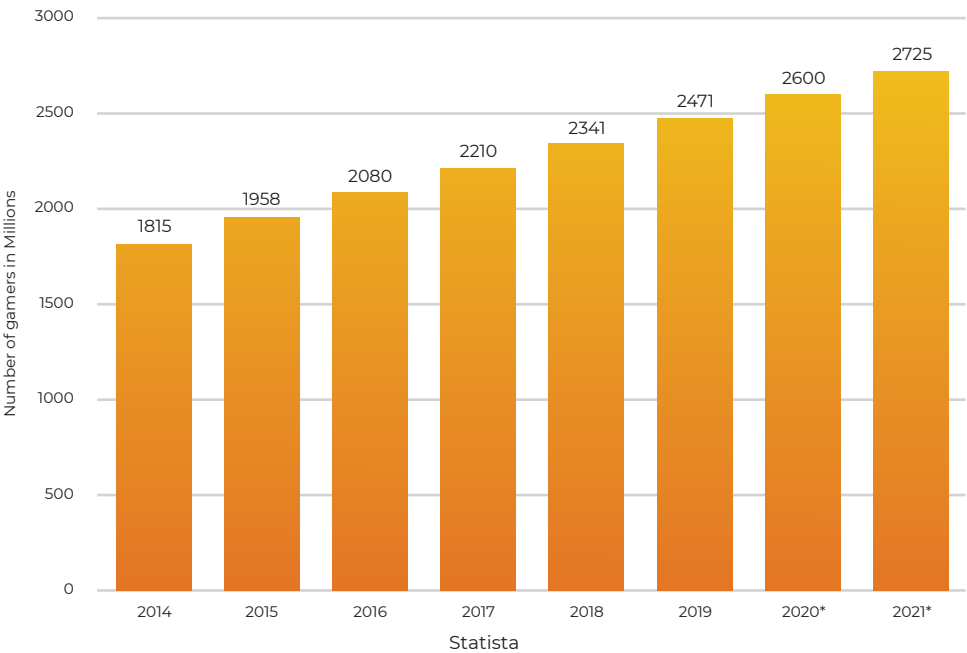
3.2. Players - A key segment of the gaming industry

Gaming was introduced to the world in the early 1970s. Over the past five decades the concentration of talent and capital in gaming has created a billion-dollar market. Game developers became giant corporations, video games found ways into our daily lives, and being a gamer became a profession. Following the rapid growth of gaming industry, the word "gamer" got a new, wider meaning. Today, a gamer can be anyone who owns a phone, tablet, computer or a gaming system.

Gamers are the key differentiating segment of gaming industry. Video game players represent one of the most tech-educated audiences that have the ability to adopt new technologies at a fascinating pace. With more than one billion casual players worldwide and ~30 to 50 million active players, the industry is evolving non-stop. Constant growth of the industry has birthed us some enormous gaming studios; such as Ubisoft, Blizzard, EA and more. These studios are producing innovative games that are continuously pushing the ceiling and disrupting the industry.

This model of innovation has its advantages and disadvantages. The concentration of talent and capital in one place, and the network effect have been the motor for gaming industry. However, this has been detrimental to the user's experience. It has become increasingly difficult for players to discover new quality games due to the existing monopolies of giants such as Ubisoft, Blizzard, Tencent and Steam. Users have little diversification and are limited to the games that these gaming giants have developed. Small and medium-sized developers are forced to change their strategy from focusing on tech fundamentals, to being in "survival" mode (shift of resources to marketing vs. developing new ground-breaking games). Due to higher costs of publishing and distributing games, game developers are facing extremely higher customer acquisition costs, thereby producing games of poorer quality.

Blockchain provides a bold new path: A decentralized platform that is co-owned by all participants and an ecosystem where every stakeholder has the right and power to affect the industry. This new path enables games to evolve and reach audiences in real time. Furthermore, by building a decentralized gaming economy and reducing the intermediate layers, developers will be able to reach out to players directly, reducing customer acquisition costs. By empowering smaller game developers, we are stimulating the gaming economy from ground up. We believe that new ecosystem, tied with the latest technology and new income sharing model will redefine the whole gaming industry.

3.3. New income sharing model

In November 2017, the world's first blockchain game CryptoKitties was born. No one would have expected it to become as popular as it did; it was labeled as the "milestone" DApp. This game brought new user traffic to the blockchain industry. In only 10 months, 1 million cats were born with a transaction volume of 49,000 ETH (equivalent to ~$69 million). We observe the similar occurrence with games such as Fomo3D and BetDice that both reached tens of thousands of players per day with transaction amounts of 40,000 and 90,000 ETH.

Blockchain games seem to be able to achieve significant user growth and cash flows in a short time period, in contrast to traditional games. The major determining factor is that the blockchain enables developers and players to build a strong community of common interests. The original version of CryptoKitties did not include a game token. However, the price per cat still increased whilst the game was building traction. DApp games, such as BetDice, allow users to mine the game tokens. According to their existing rules, the project discloses the profits and automatically shares income accordingly. Therefore, players tend to participate in the game faster at early stages, thus enjoying the benefits of game tokens and favorable returns due to the user's growth.

This new model is interdependent with the transparent gaming platform we are building. After the gamer has acquired a game token, he is also a partial owner of said game. Gamers have historically been open to new platforms and social networks; and tend to make spontaneous recommendations on different social channels. This will help bring viral attention to our platform. This shared income / economic model could bring significant growth in the number of gamers without significant funds being spent on customer acquisition.

New Income Sharing Model will also contribute to an increase in ARPU (Average Income Per User) of games. By looking at mobile games (as an example), we observe that the industry peaks at ~$10 USD ARPU. In contrast, an average DApp on EOS can achieve more than $20 USD ARPU. Gamers understand the correlation between time spent in the game and earning more game tokens, thereby enjoying the opportunity to share more of the future income of the game.

## 3.4. Bottlenecks to the development of major public chain DApps

3.4.1. ETH – The public chain with the largest number of DApps

ETH is currently the most popular public chain with 1,498 DApps, with gaming and marketplace segments accounting for a major share. On ETH, game-based DApps have the largest user base and the highest level of daily user activity, accounting for 56%, followed by marketplace DApp's (i.e. the trading platform), accounting for 18%.

For number of transactions, the top two are still gaming and marketplace, with 42% and 23% respectively. Finally, in the transaction volume, the gaming category holds 50% with the Marketplace at 35%.
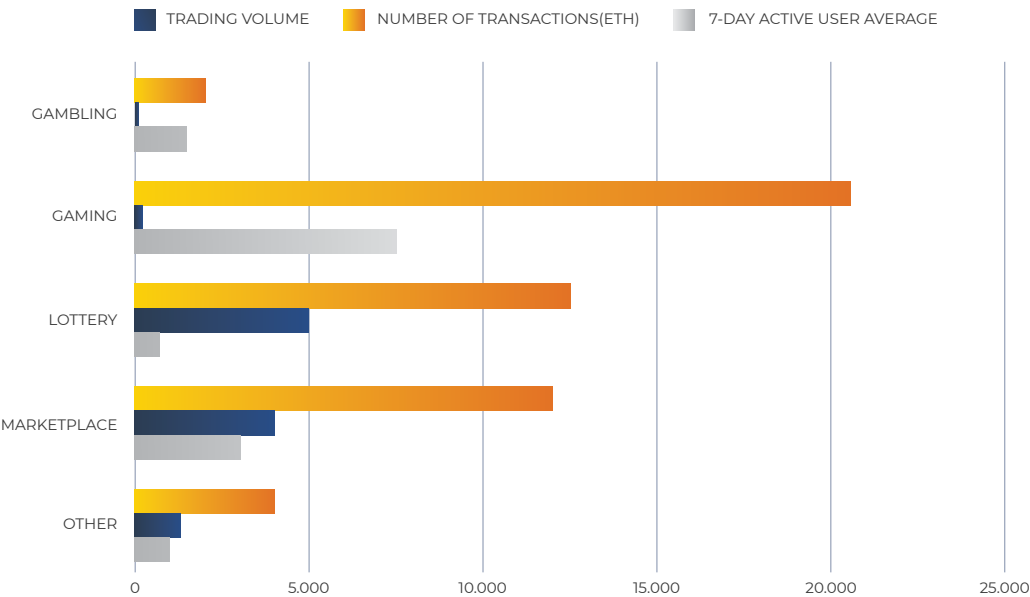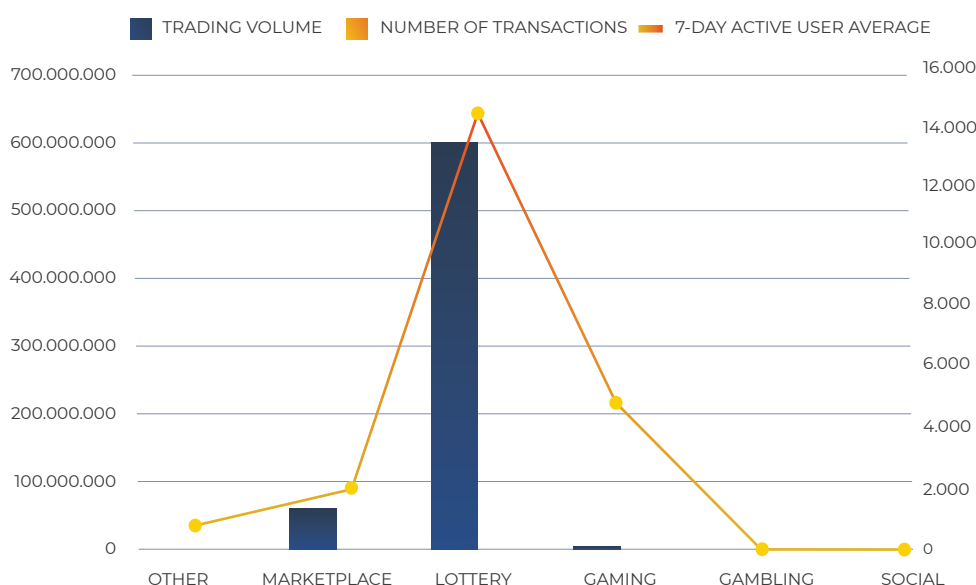
3.4.2. EOS – Heaven for lottery DApps

EOS was one of the most significant public chains launched in 2018, which became known in widespread media for the amount of money it raised. In the first half of 2018, EOS was considered to have the potential to surpass ETH. EOS accounts for 310 DApps and ranks second amongst current public chains. Since its launch, this chain has become a hub for lottery based games: with 64% of the number of users and activity, 87% of the number of transactions and 80% of the transaction volume.
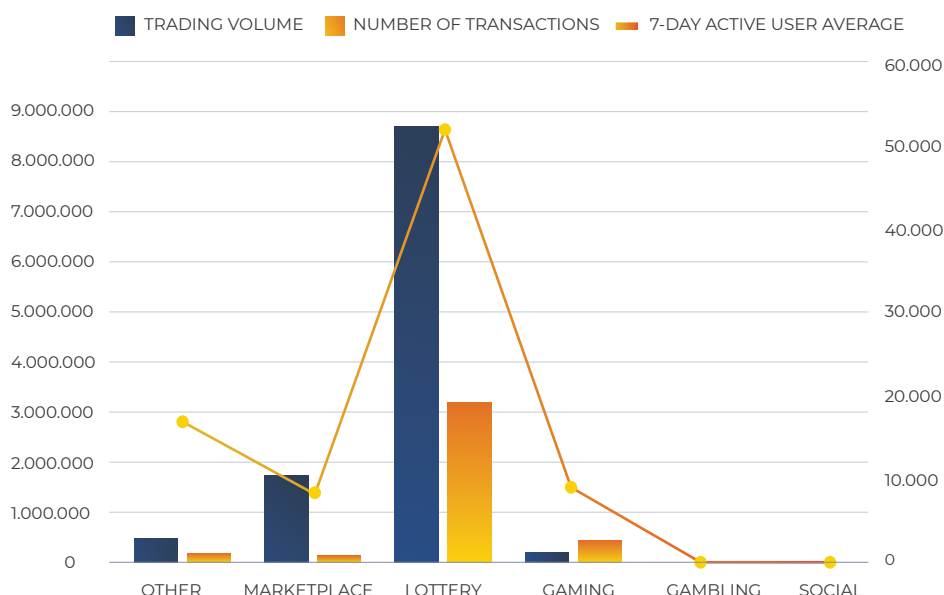
3.4.3. TRON- Home of lottery, marketplace and gaming DApps

Similar, TRON ranks third amongst public chains and accounts for 136 DApps (i.e. lottery, games and marketplace). When looking at the number of users and the activity level, lottery DApps accounted for 66%, whilst the gaming DApps were 20%. As for the number of transactions, lottery & gaming DApps accounted for 85% and 13% respectively. Finally, comparing trading volumes, we observe that the lottery category accounted for 89% and the market category accounted for 10%. The reason for such highly correlated surge in user activity on EOS and TRON is that both support higher TPS, thereby providing incrementally more resources and creating a much more favorable head room for expansion.

3.4.4. Problems DApps are facing today

- Poor performance of public chains – ETH's TPS and EOS's CPU are limiting the generation of truly innovative and complex on-chain games;

- User entry barrier – Lack of user friendliness, ETH transaction fees, EOS RAM and other mechanisms such as having a new separate wallet, create additional friction for user adoption;

- Lack of outstanding content – At present, key game developers have not yet entered this field. Due to the limited performance of the public chain and the total number of users, there are no large and complex games emerging.

Overall, the user's entry barriers are significant and higher than the industry average today. The lack of high-quality content results in low adoption of gamers in the DApp ecosystem. This ecosystem is still dominated by token holders and remains challenging to attract major game players outside the blockchain world.

3.5. Introducing blockchain technology to the traditional gaming industry

Conventional economic model of the gaming industry motivates gamers to spend time immersing themselves in the gaming environments. By regularly spending time to perform in-game tasks, gamers are rewarded with incentives within games; such as equipment, game currencies, diamonds, etc. These gaming assets are currently limited to their respective games only, and are not tradable amongst different games. Therefore, time spent and achievements achieved within one game cannot be redeemed in another. This means that with external factors, such as shutdown of gaming servers, there is a possibility of losing the digital assets. Therefore, the current "value" of digital assets in each game is limited. On the GTEX platform, we envisage these digital assets to be truly owned by the users and freely circulated and traded, ultimately building up a better value network.

Developers appear optimistic, with 86 percent believing tradable in-game assets will become increasingly important in the future of gaming. Over two-thirds agree that the value of these assets is being "suppressed by unnecessary publisher control1." We believe that this presents a potentially massive market, and the reason why many believe that the gaming industry will bring the first elusive "killer app" that finally brings this technology to the masses .

Blockchain's value proposition for gaming strongly relies on what we can call "true ownership". A game that runs completely on distributed ledger technology is an example of decentralized platform that could be owned by every stakeholder.

"Nowadays, in most cases, players that are done with a game in which they invested a lot of resources, are not able to pull any value out of the items or achievements they collected with much efforts", says Nicolas Pouard from Ubisoft.

The traditional gaming world is becoming inefficient and outdated. It allows players to play in isolated ecosystems only, therefore limiting their options when it comes to monetization of their assets. Currently, game assets exist in independent game worlds, and there is no bridge to link the in-game assets to the real world monetary value.

GAME 1   GAME 2   GAME 3

A new blockchain-based game ecosystem will be open and game assets will be freely traded on the decentralized trading platform, laying the foundation for a new, more efficient gaming industry.

GTEX Gaming Ecosystem
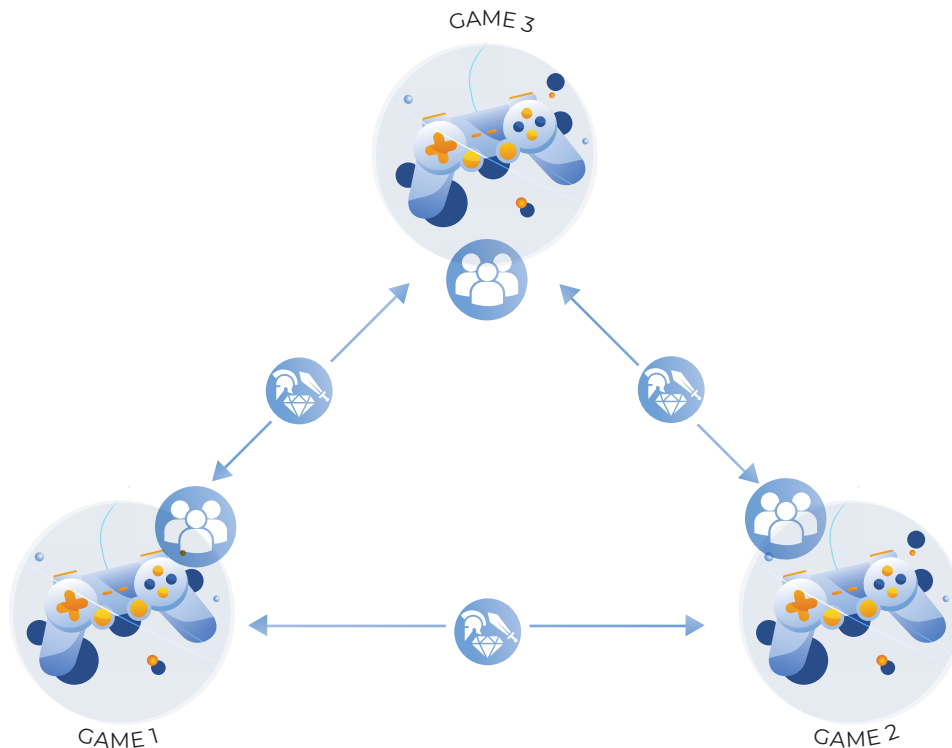
The influence of Blockchain on gaming can be summarized as follows:

- True ownership of in-game assets: After the game is combined with the blockchain technology, the owner of the game asset receives the private key in their wallet containing that very asset - this virtual item will always belong to the user.

- In-game items can be traded outside of the game: Using certain protocols (such as ERC-721), game developers can not only put the game assets on blockchain in digital form, but also trade and auction them on the blockchain trading platforms.

- New funding opportunities for game developers: For new games, game developers will be able to raise funds and attract a significant user base by issuing game tokens in advance.

- New marketing model: The income sharing function of the game tokens will aid game developers obtain additional user traffic due to the self-promotion and network effect, eventually leading to viral awareness. Additionally, developers will be capable of airdropping game tokens that will have both in-game and real world value.
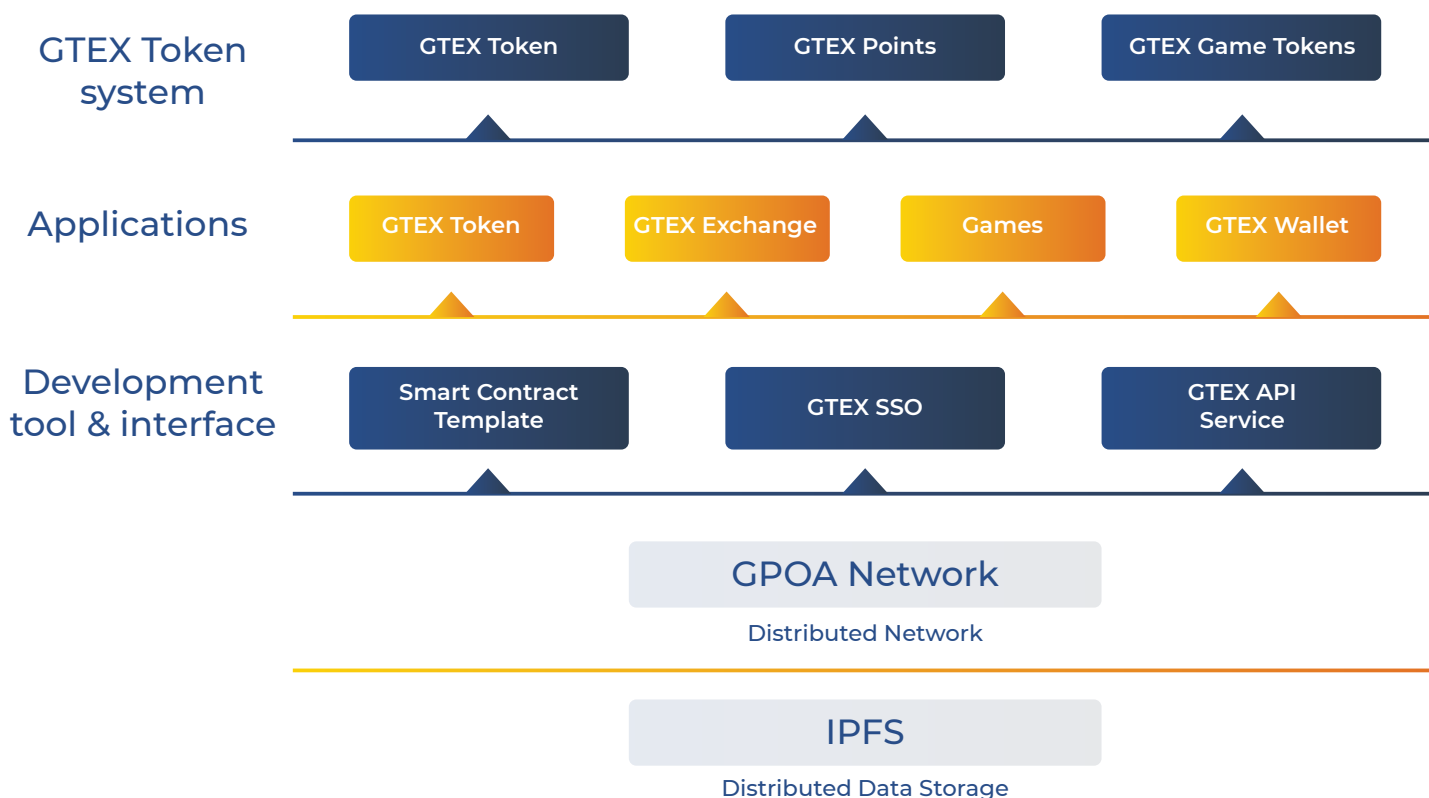
In the long run, the gaming world will enter the new era where all game data will be brought onto distributed ledger systems. The digital game assets will be truly owned by users, and will be distributed at anytime and anywhere.

Game developers, players and all members of the community will be able to generate a consensus of interests, and jointly create a new gaming ecosystem under their rules. This will contribute to a more fair and transparent game with extended life cycles.

4. GTEX - Product Overview

The idea of GTEX was born after an extensive market research. Our team analyzed issues within the current state of gaming industry, and identified opportunities in this market. We found a model that will solve the present shortcomings, take advantage of the opportunities, and offer firm solutions. This led us to creation of GTEX, a product built from five main components:

1. GTEX POA Network
2. Decentralized data storage on chain
3. GTEX Gaming Platform
4. GTEX Points (GP)
5. Game tokens & Income sharing model

GTEX Token system	GTEX Token	GTEX Points	GTEX Game Tokens
Applications	GTEX Token	GTEX Exchange	Games	GTEX Wallet
Development tool & interface	Smart Contract Template	GTEX SSO	GTEX API Service

GPOA Network

Distributed Network

IPFS

Distributed Data Storage

GTEX POA Network

GTEX POA network is the consortium chain based on the Proof of Authority consensus algorithm, which will be generated by the alliance of nodes. Authorized nodes will be required to reveal their identity; consisting of game developers in the eco-system, player community organizations and other companies in the gaming industry.

Decentralized data storage on chain

Storing core data of the game on chain will help the traditional game integration with blockchain technology by giving players more transparency and more security.

GTEX Gaming Platform

GTEX gaming platform is the gateway for players to enter our gaming network. It will be the core application on the GPOA network and consist of four main components: GTEX Game Mall, GTEX Wallet, GTEX Exchange and GTEX Auction.

GTEX Points

GTEX Points (GP), a stable GTEX POA network native coin that serves as medium for transactions and payments. GP is pegged at 100 GP per $1 dollar value. Its value is not volatile therefore it holds no uncertainty as a means of payment by stakeholders, or as value storage vehicle.

Game tokens & Income sharing model

We are creating a new economic concept that allows gamers and game developers to collaborate on a market-oriented platform. We will introduce a specific game token for each game that will have income sharing and application functions.
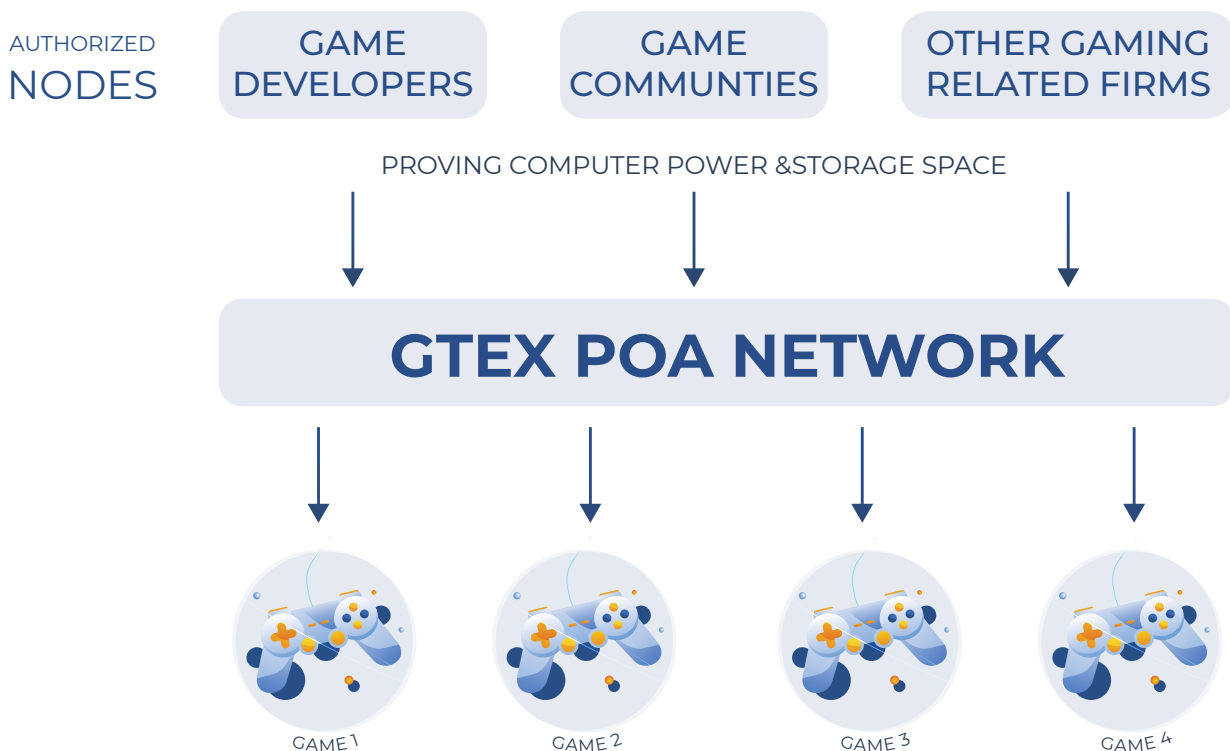
5. GTEX POA Network
Consortium blockchain for gaming

GTEX POA Network is a consortium blockchain designed for gaming industry. Consortium blockchains are chains where several organizations or institutions participate in management of the chain. Each organization or institution controls one or more nodes to record transaction data. Only these organizations and institutions can verify and write data, however, reading and sending data is open to all participants of the network.

According to our in-depth research, we believe that utilizing a consortium chain architecture is the most efficient way to solve the shortcomings caused by the current public chain performance and consensus mechanism. This includes transfer speed, transfer fee, CPU bandwidth, capacity limitations and other issues.

GTEX has developed a consortium chain dedicated to the gaming ecosystem – the GTEX POA network. This is based on the Proof of Authority consensus algorithm, which will be generated by the alliance of nodes. Authorized nodes will be required to reveal their identity and will be game developers in the ecosystem, player community organizations and other types of stakeholders within the gaming industry. The Authorized Node will provide transaction verification for the entire blockchain and jointly manage the autonomous network through a smart contract mechanism.

AUTHORIZED NODES

| GAME DEVELOPERS | GAME COMMUNTIES | OTHER GAMING RELATED FIRMS |

PROVING COMPUTER POWER &STORAGE SPACE

GTEX POA NETWORK

GAME 1   GAME 2   GAME 3   GAME 4

GTEX POA network is differentiated from the current mainstream public chains:

- Proof of Authority (PoA)
  Unlike PoW (Proof of Work), which needs to solve mathematical problems to generate blocks, the GTEX consortium chain will adopt the PoA consensus algorithm, which is responsible for generating blocks.

- Authorized nodes
  Nodes are gaming companies, player community organizations and other types of reliable companies in the gaming industry. Each node will reveal its identity to ensure the safe and efficient operation of the network. **Nodes can only become authorized after proper application and legal/technology processes.**

- Gasless Network
  The GTEX POA network will have no GAS fees. Payments and transfers will be free.

GTEX POA network will be governed by each node and will be responsible for the licensing of games and smart contracts deployed on the consortium chain. The model of the consortium chain will help users adapt to the ecosystem and developmental environment of the blockchain, and let more gaming companies participate in the maintenance of nodes. The specific rules of the consortium chain governance will be released on our official website, and will be open to all consortium chain members and users.

The GTEX POA network will not only be compatible with the blockchain DApp games, but it will also support the traditional games with their in-game economy systems. We will provide support for traditional games to adjust to GTEX's unique token payment system, transfer game income and user acquisition to the blockchain, better link users and increase income through our wallet account system.

5.1. GTEX POA Network – Technical solutions

DApp brings significant benefits to the end consumer, such as transparency and fairness. It is the interaction layer for blockchain, however, not every function or feature requires the development of a DApp. This is because of the current weaknesses with blockchain (e.g. low TPS and security vulnerability in low / insecure chains).

What is GTEX POA Network?

Having the above considerations regarding DApps in mind, we have designed the GTEX POA network to be modular, so each developer can leverage various modules within our dedicated platform as they choose.

1. For blockchain maximalists who want to incorporate decentralization into every application, the GTEX platform can provide the fairest user experience, and support development of DApps on GTEX POA network with equivalent simplicity as the ETH network with smart contracts.

2. For apps which only wish to incorporate tokenization as a payment method, our GTEX POA network will allow the simple integration of the App with our GTEX SSO (single sign-on) and payment system. With its simplicity and almost no learning curve, this process will require minimal effort and cost to incorporate tokenization into the App.

The GTEX Consortium blockchain uses the POA consensus mechanism. Game developers, player community organizations and similar entities can become nodes on the GTEX POA network. We envisage 1 second block generation time, with TPS speed reaching 15 times of ETH's.

Why GTEX choose POA as consensus:

 "It takes 20 years to build a reputation and five minutes to ruin it. If you think about that, you'll do things differently."—Warren Buffett

In the POA community, individuals are required to earn their authority to become validators, which incentivizes everyone to retain their reputation within the community. In GTEX POA, the validator must be registered with basic information about the company open to public. Validator's identity will serve as collateral on the POA Network to ensure the validity and trustworthiness of each transaction.

By attaching a reputation to identity, validators are incentivized to uphold the transaction process, due to the negative association with attaching their earned identity to a fraudulent transaction. The backlash of being involved with said fraudulent transactions would reduce their credibility and their ability to remain validators on the network.

Therefore, we at GTEX believe that utilizing a POA consensus mechanism will provide a more efficient validation process while maintaining the security of a POS (Proof of Stake) or POW (Proof of Work) mechanism.

Known Identity Validator

Every validator on the network must use the GTEX "Reputation Proof" system to prove their identity. Each block records the metadata of its validator. Every node must abide by the rules of the open network or they will be voted out.

Fast network

The validator in the POA network creates new blocks each second. This rate can be tested over time on our internal network.

Composed of the three verification mines set up on Google Cloud, the rotation verification is stable.

GPOA in comparison with other blockchains:

	GPOA	ETH	EOS
Block Time	1s	15s	0.5s
Miner/validation	Company with good reputation and open their basic info to public	Anyone	Elected super nodes
Validator #	20	n	21

GTEX POA network advantages:

- Reliable block generation
- Higher TPS
- High performance hardware not required
- Better energy efficiency than POW (no mining)
- No transaction costs

5.2. Game core data stored on chain

Storing the core game data on blockchain will help integrate traditional games with blockchain technology. By giving players more transparency and security, we will simultaneously increase gamer retention rate. Digital assets are currently non-tradable, often stolen and a target of game data fraud.

GTEX believes that storing the core data of the game on chain will be completed in stages, with the internal database of the game eventually fully running on the chain. Future games will only provide game logic that allows players to fully own their personal game data and game assets. Once the assets from the game are on the chain, they can be attributed to the player's blockchain address and thereby assigned. This process will ensure that the players have full ownership of their assets.

We believe that the core concept proposed by GTEX game platform will bring a revolution to the gaming industry. Through our platform, we will create a form of benefit sharing that appeals to all stakeholders within the gaming industry. Tradability and security of these valuable gaming assets are one of the main reasons why we developed the GTEX gaming platform.

5.3. GTEX Points – Payment and trading currency

Most cryptocurrencies are created for either value preservation or payment. However, most have not been widely adopted due to volatility and instability as a result of poor use cases (lack of simple user interfaces, exchanges and lack of understanding in the technology). The current ecosystem of currencies has been predominately used for trading rather than its intended use. This means that there has been high volatility in the digital asset market, exacerbating the issue. The underlying problem is the inconsistency between the two cryptocurrency functions: payment and incentives.

To solve these inherent problems with existing cryptocurrency systems, we at GTEX have adopted a revolutionary token ecosystem - GTEX Points (GP).

GP is a stable GTEX POA network native coin that serves as medium for transactions and payments. GP is pegged at 100 GP per 1 US dollar. Its value is not volatile therefore it holds no uncertainty as a means of payment by stakeholders, or as simple value storage vehicle. The release of GP is based on a consensus amongst the members of the alliance.
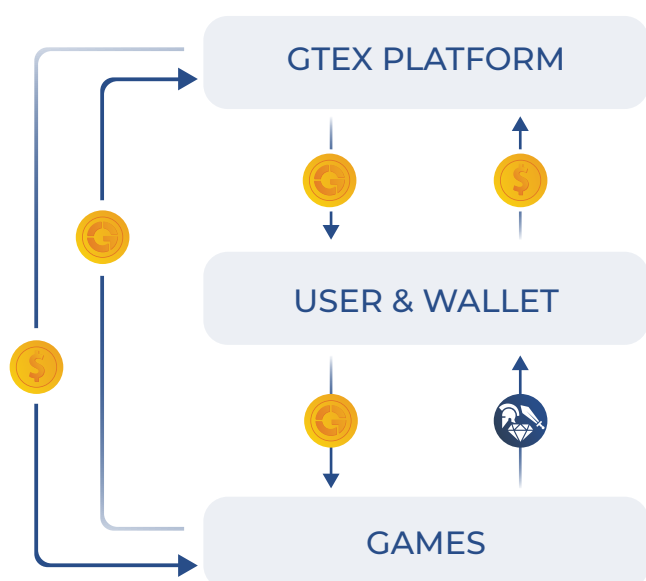
GP will be sent to the user's wallet when the user deposits US dollars (or equivalent of other fiat currency or cryptocurrencies) on the GTEX platform. The conversion rate is fixed at:

100GP = 1USD

GTEX Points use case

Users on the GTEX POA network will be able to purchase games and in-game items using GP as a universal payment method. Also, GP will be listed on the GTEX Exchange, the first exchange for gaming related tokens. This will allow GP holders to quickly and securely trade GP for other game tokens and items.

GTEX Points redemption

Authorized users (game developer, service providers, etc.) can exchange GP for US Dollars at any time. These users will be charged a fee in order to complete this process. When this process has successfully completed, the same number of GP tokens will be burned on the GTEX POA network. This redemption service is open only to game developers and service providers in the consortium chain, and will only apply to the verifiable revenue of the game developers and service providers on the chain. The redemption service will not be available for gamers and regular users.

We encourage gamers to use GPs within the gaming world and use GPs in their mutual transactions instead of redeeming them into cash.

GTEX Points Features

GP is fast and secure, and runs on the GTEX POA network. With GTEX POA network technology, no commission will be charged for GP transactions made between users. At the same time, GP is fixed thereby eliminating price uncertainty for game developers to price their products. By introducing a cross platform encrypted digital currency as a means of payment for games, we believe this will provide a catalyst for substantial innovation within the gaming industry.

5.3.1. GTEX Points - Workflow

1. On the ETH / EOS public chain, users can deposit ETH / EOS / GTEX tokens into the GTEX wallet. These balances can be used to purchase GTEX Points. GP is a stable coin pegged at 100 GP per 1 US dollar. GPs can only be used on the GTEX POA Network.

2. On the GTEX POA network, users can use GP to purchase other game tokens that only reside within the GTEX POA network.

3. With OTC markets, users can purchase tokens such as GP and GTEX directly using legal currency such as US dollars.
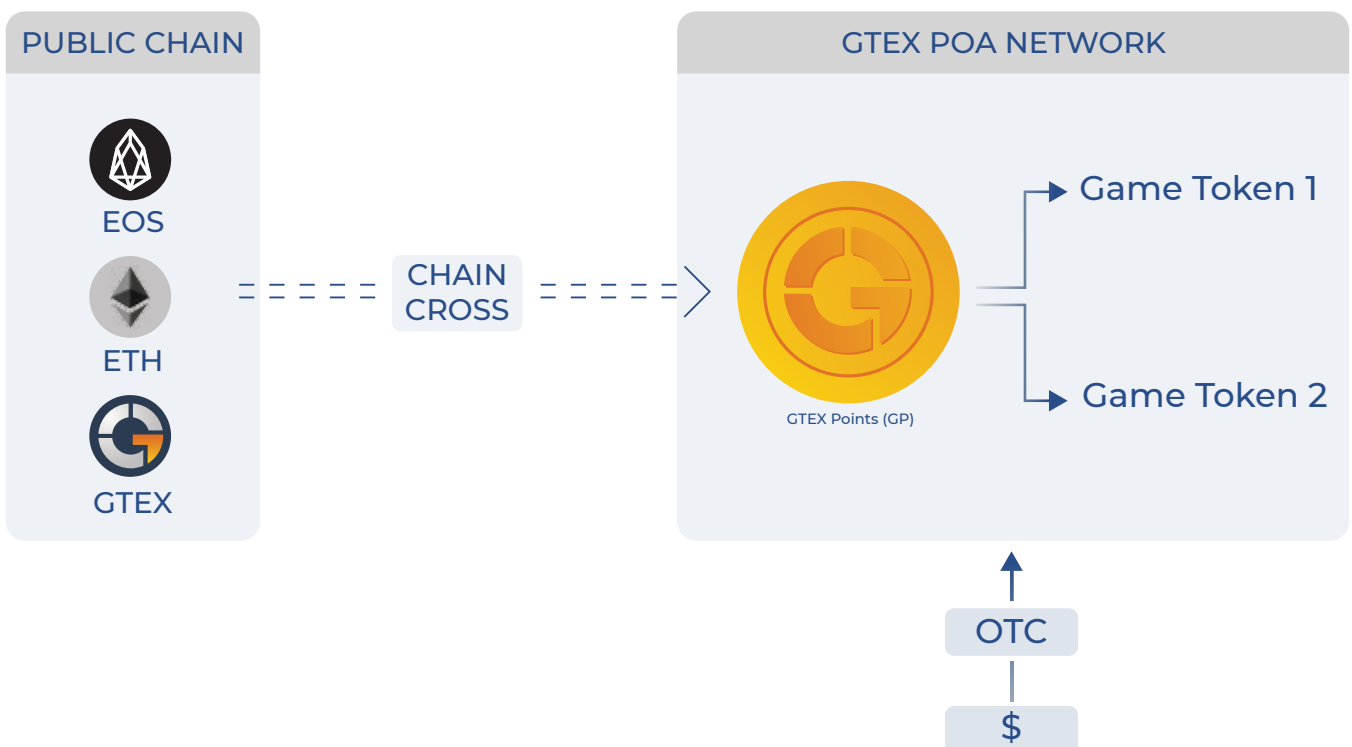
Decentralized way to get GP:

GP is the currency of the GTEX POA network, using GTEX POA networked cross-over technology and automatic switching technology. The user can purchase the GP simply with any other held tokens. Users only need to deposit the ETH / EOS / GTEX token into GTEX platform's decentralized wallet. Users can then buy GP with a single click, and receive GP in return on the GTEX blockchain.

PUBLIC CHAIN

EOS

ETH

GTEX

CHAIN CROSS

GTEX POA NETWORK

EOS

ETH

GTEX

GTEX Points (GP)
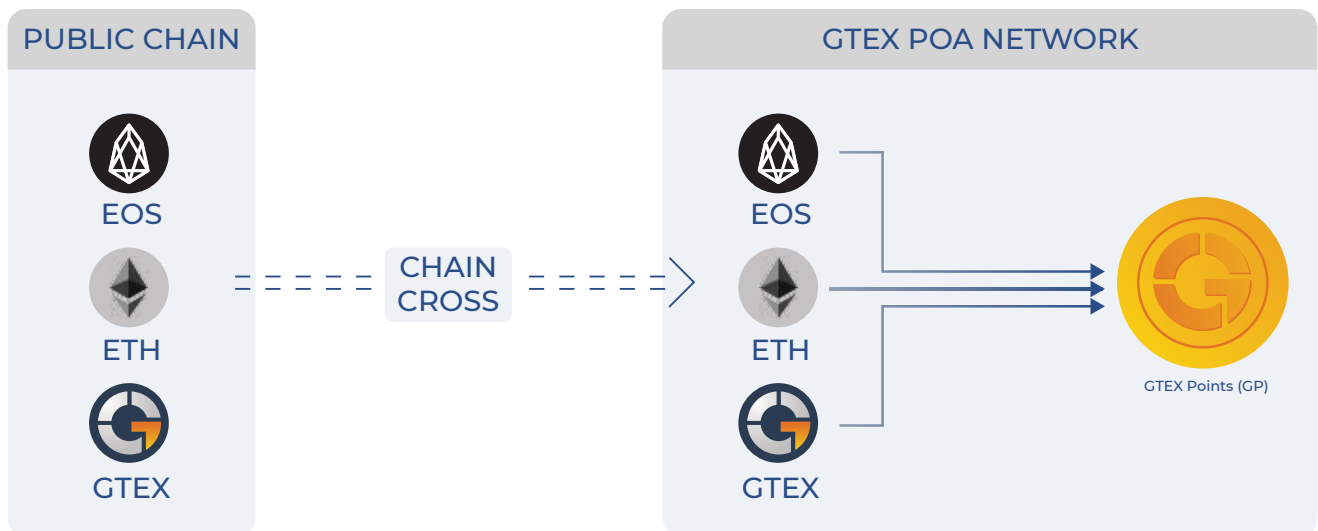
ETH / EOS / GTEX Token will be connected across the chain to the GTEX POA network, and users will receive the same number of ETH / EOS / GTEX on the GTEX POA network. GTEX will use the smart contract and smart oracle to report the current exchange rate in the real world between ETH (or EOS / GTEX) and GP, and then swap the corresponding GP number from the reserved pool to the user's wallet.

6. GTEX Gaming Platform

GTEX gaming platform is the gateway for players to enter our decentralized gaming network. It will be the core application on the GPOA network and consist of four main components: GTEX Game Mall, GTEX Wallet, GTEX Exchange and GTEX Auction.

6.1. GTEX Game Mall - Game marketplace

GTEX Game Mall is a marketplace and game releasing platform that provides developers with an effective way to reach players directly. GGM provides a Steam-like interface that enables players to have a simple look into the latest releases in the gaming world. Gamers have an option to purchase or play games for free, as well as buy game tokens. Each game has an individual page that shows its videos, screenshots, game details and token information.
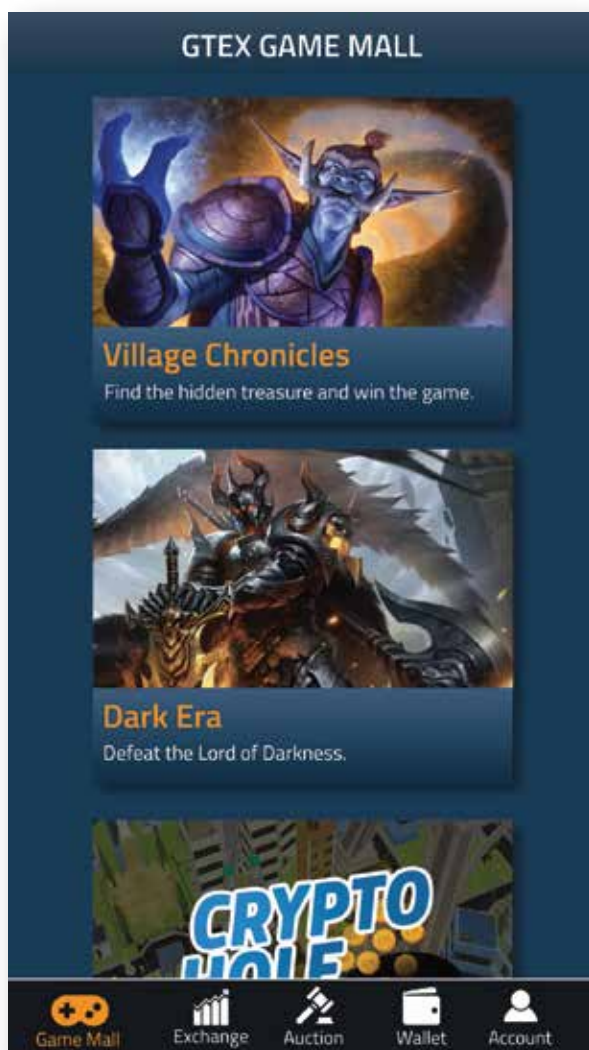

*All data in the screenshots is made up for platform demonstration purposes and is not real.

Game launch

GTEX team works closely with game developers to guide them through the process of adapting their games to our latest technology. Our team will help game developers launch their games, launch their token, set up the income sharing system and optimize their games to work with our platform.

Marketing tools

GGM is a powerful marketing tool for game developers. GTEX has developed several ways to utilize GGM to help its game developers target desired audiences. GGM is generating information about its users and their behavior on the platform. We are using that data to help game developers reach target audiences, and ultimately help users have a more personalized experience. GGM marketing tools include: Individual user targeting, Airdropping tokens, and Premium positioning.
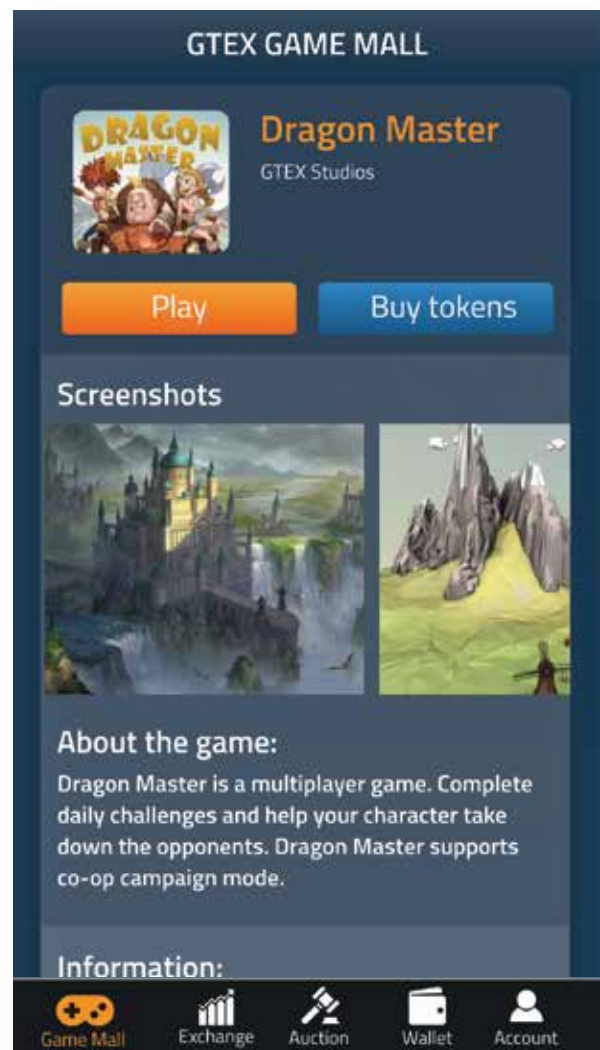
*All data in the screenshots is made up for platform demonstration purposes and is not real.

6.2. GTEX Wallet – Wallet for all of your gaming assets

GTEX Wallet is a unique wallet developed by our team and integrated on our platform. It serves as users' virtual portfolio, enabling them to manage all of their tokens and assets in one place. Players can access their GP, GTEX, ETH, EOS, game tokens and game items by a click of a button.
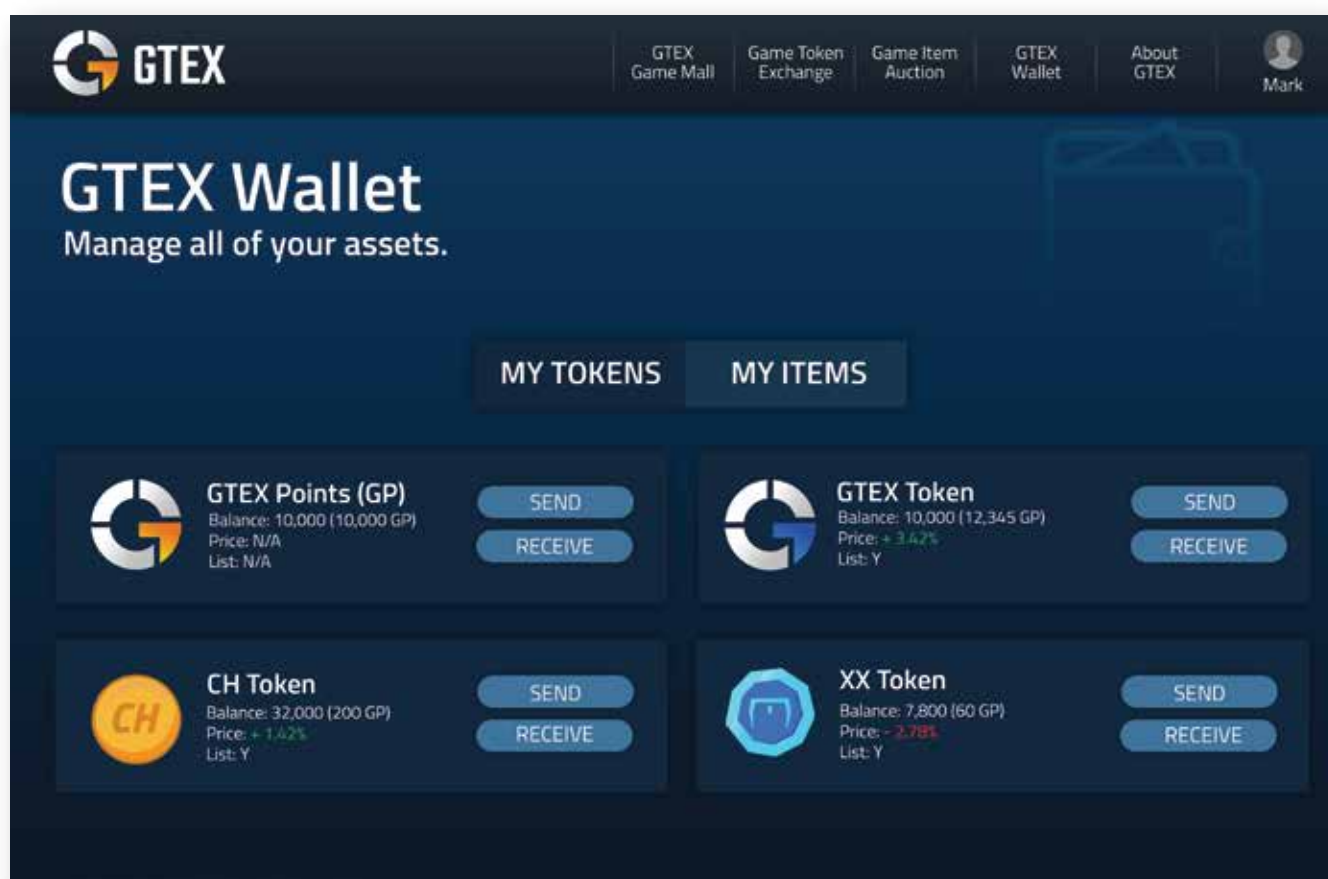
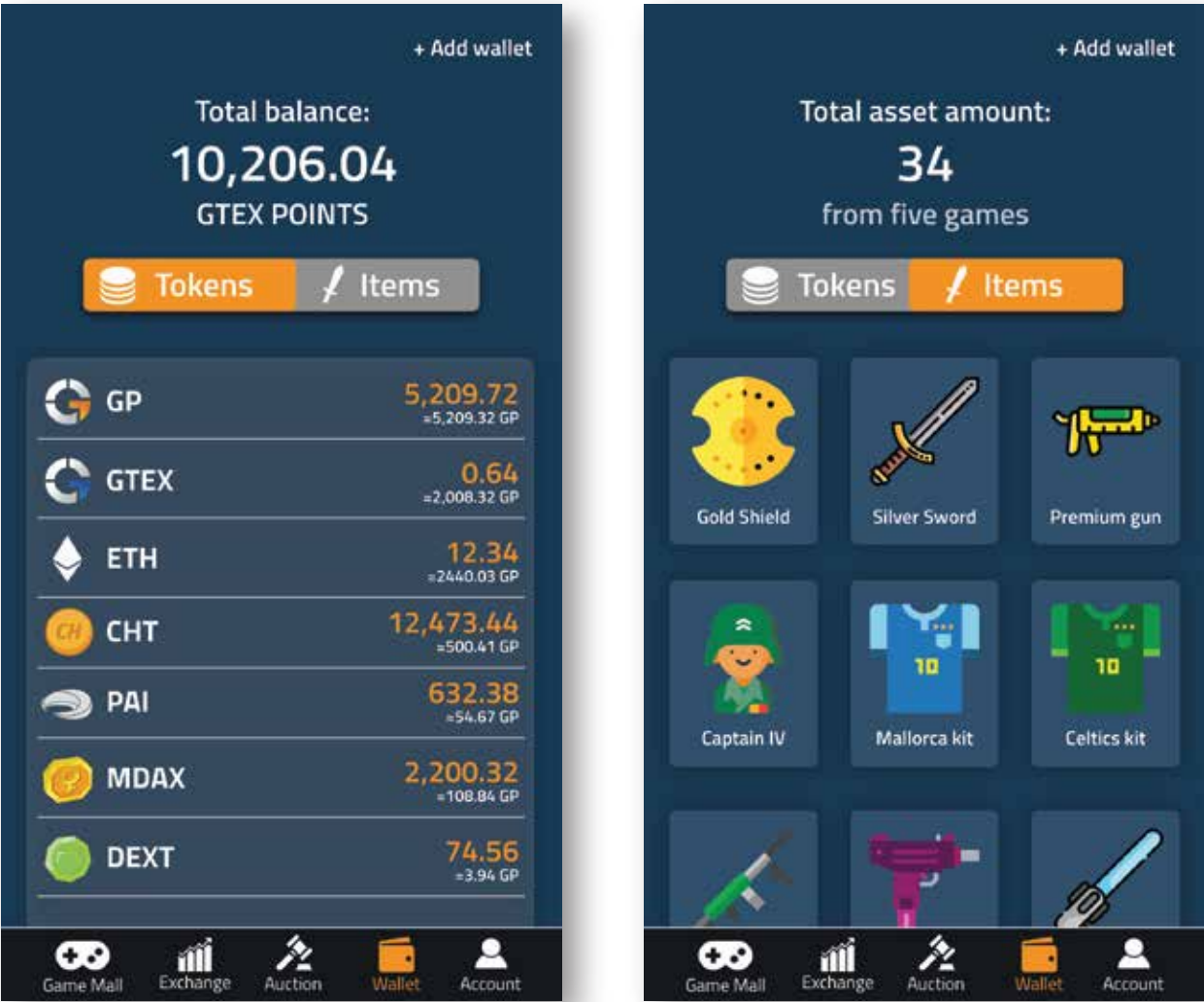*All data in the screenshots is made up for platform demonstration purposes and is not real.

Truly own your assets

Gamers will benefit from having a universal wallet to store all of game related assets. As of right now, gamers are dealing with credit cards, gift cards, codes, different in-game currencies, and unfamiliar payment and gaming systems.

GTEX Wallet provides the simple, safe and fast way to save and access all assets through a simple interface. GTEX Wallet allows our users to take full ownership of their assets, by storing them in private secure wallets, rather than numerous different servers.

Safe and easy to use

GTEX Wallet is a multi-functional wallet, meaning that it can store different types of currencies. Holding GP is the wallet's core function, as GP serves as the platform's base currency. Similar to other wallets, users have the option to send and receive funds. Game items represent another significant part of the GTEX Wallet. Storing them in a secure place is important, as they can be very valuable in certain cases. Users have the option to send their items to their friends and conduct public auctions.

*All data in the screenshots is made up for platform demonstration purposes and is not real.

6.3. GTEX Exchange – Decentralized gaming exchange

*All data in the screenshots is made up for platform demonstration purposes and is not real.
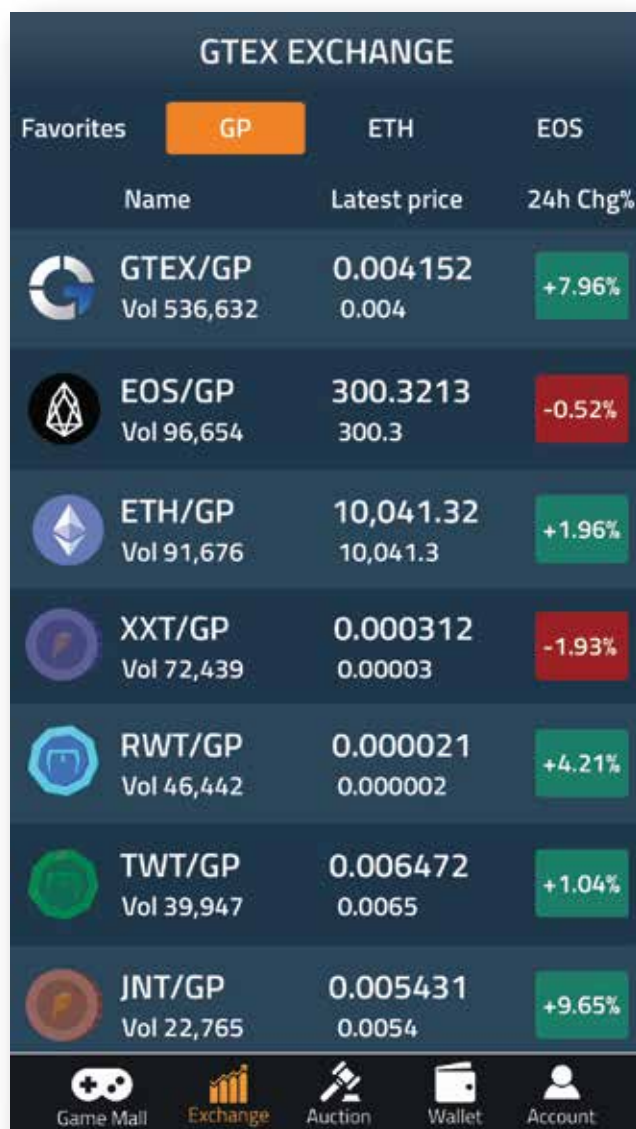
We at GTEX believe that a gamer should be rewarded for the "time spent" in a specific game. We see this as time invested, and therefore the gamer should be able to utilize this investment in other forms. We see substantial benefits in creating an exchange designed specifically for game token trading.

Thanks to the gradual maturity of blockchain technology, the emergence of decentralized exchanges has brought the trading of digital game assets to a new dimension, without the intervention of third parties. GTEX Exchange will provide a proprietary market for the circulation of the game tokens.

GTEX Exchange is a decentralized exchange for users to complete various token transactions in the GTEX economy. GTEX Exchange allows peer-to-peer trading of cryptocurrencies and tokens circulating in the GTEX ecosystem. It also serves as a guarantee for liquidity of all types of tokens and serves as the backbone of our gaming economy.

First decentralized game token exchange

Gaming assets represent the largest portion of digital assets in the world. Currently, there is no exchange that permits seamless trading of these tokens. GTEX Exchange is the first exchange of its kind in the largest digital asset market. It will function as the incumbent exchange, where buyers and sellers can interchange their digital gaming tokens on a continuous basis.

*All data in the screenshots is made up for platform demonstration purposes and is not real.

6.4. GTEX Auction – Live auction for in-game items

GTEX platform will help game developers issue the NFT (Non-Fungible Token) for each item within their games, similar to ETH's ERC 721 token. The current game item transactions can only be made through third-party centralized trading platform, or with other gamers where each gamer bears the risk of fraudulent transactions.

However, if these digital assets are placed on the blockchain and a decentralized auction is used as the trading platform, the trader can independently establish the auction rules, time, price, etc. This will enable gamers to trade the game assets with the benefit of transparency and security.

GTEX Auction is the marketplace for in-game items. For the first time, users can truly own their digital assets, which allows them to be freely traded in an open marketplace. GTEX Auction puts an end to sunk costs for gamers, and lets them receive compensation for their items. Every item is assigned a unique token with a smart contract associated, thus making the item tradable.
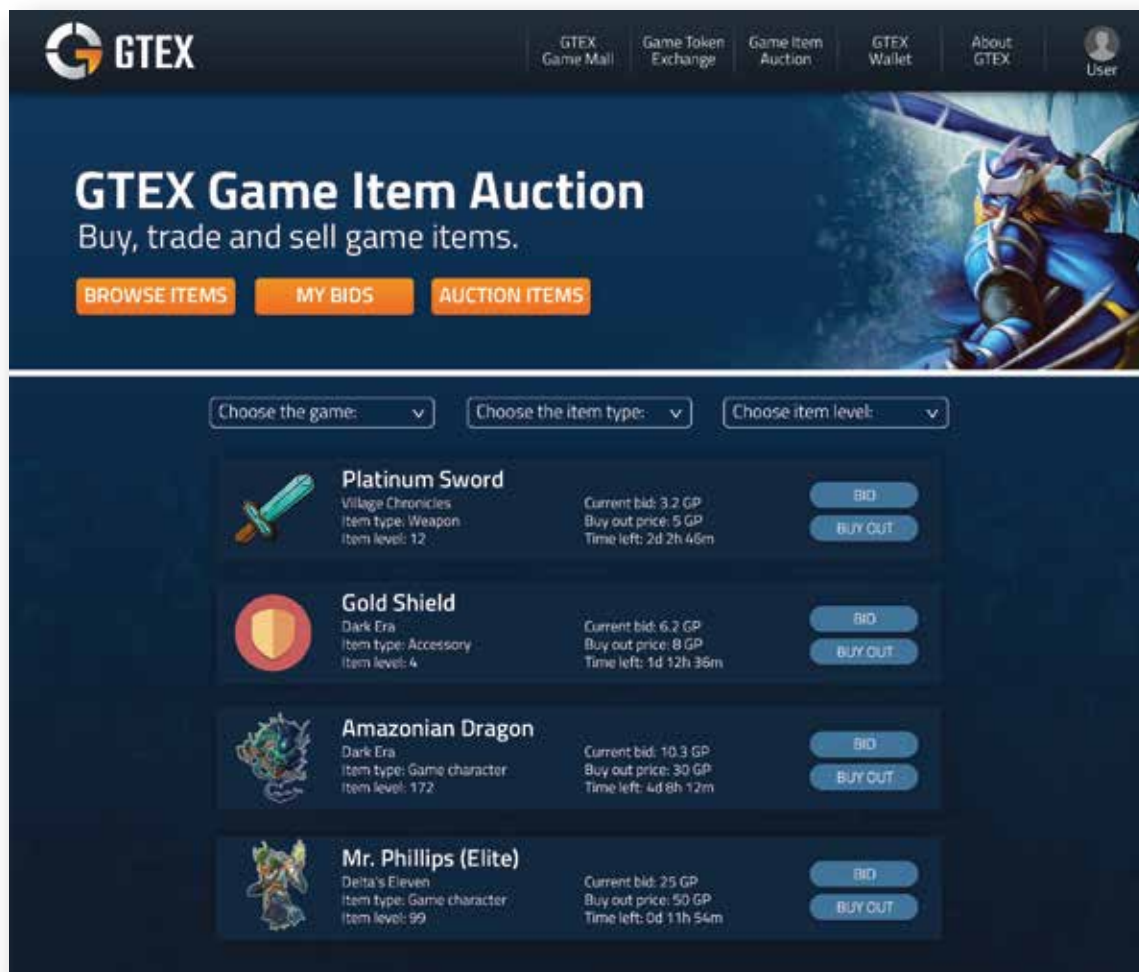

*All data in the screenshots is made up for platform demonstration purposes and is not real.

List game items

GTEX helps gamers monetize their in-game assets. Utilizing game item auction, gamers can list their items for bidding. Our easy-to-understand interface makes the listing process simple and fast. Once users decide to list their item on the auction, a smart contract will be generated and the posting will be published. This posting will hold game related information regarding the item, item description written by the user, time limit of the auction, starting price for bidding, and, if chosen, a buyout price for the item. Each item listed on the auction will have a unique page that will show all the necessary information.

Two-way gaming economy

Currently, gaming economy functions as a one-way economy. Gamers are inputting money into the games, but have no way of withdrawing. This is the reason why creating a game item auction is revolutionary. It allows gamers to own their assets and receive monetary returns for their time spent. GTEX Auction empowers gamers, provides the opportunity to receive compensation for their assets, justifies in-game spending, and ultimately incentivizes gaming economy.
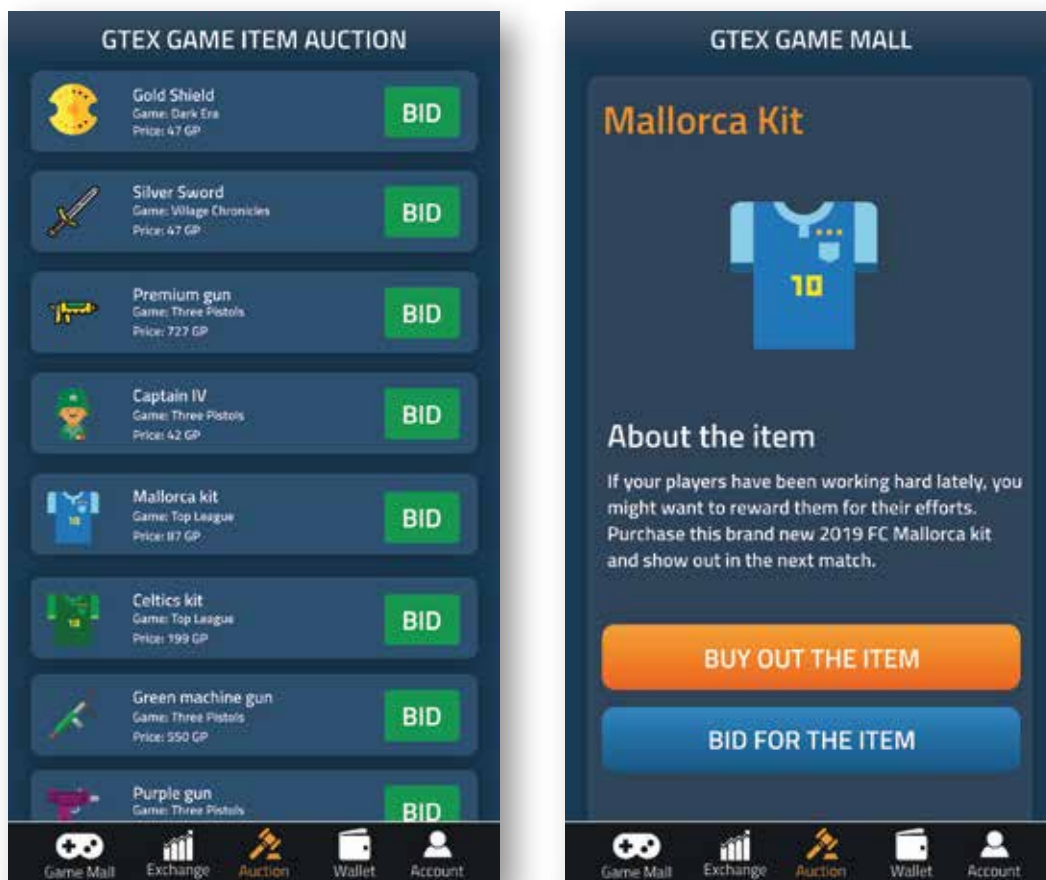
*All data in the screenshots is made up for platform demonstration purposes and is not real.

6.5. Game Tokens & Income sharing model

GTEX is creating a new economic concept that allows gamers and game developers to collaborate on a market-oriented platform. We have designed specific game tokens for each game, as well as a GTEX Token that is tied to the GTEX Platform. These tokens will carry utility and application functions.

Game tokens

We recommend game developers to utilize blockchain technology to launch game tokens. Each game or game developer can issue their own proprietary game token. The total number of tokens issued per game will be controlled through smart contracts and thereby controlled without human intervention.

After analyzing a multiple use cases for token usage, we have summarized the functions and attributes of the game tokens:

1) Game token function A: Automatic income sharing

Game token's will be the digital asset representing the income rights for its holders. Game's revenue will be automatically distributed through smart contract technology to game developers and gamers utilizing the GTEX platform. By adopting GTEX platform, the income generated from gamers' activities will be recorded on the blockchain where collected income will be automatically distributed to the relevant wallet addresses. We believe that this economic model will create a true and fair ecosystem for all stakeholders in the gaming industry and a means to stimulate further innovation.

INCOME SHARING FUNCTION
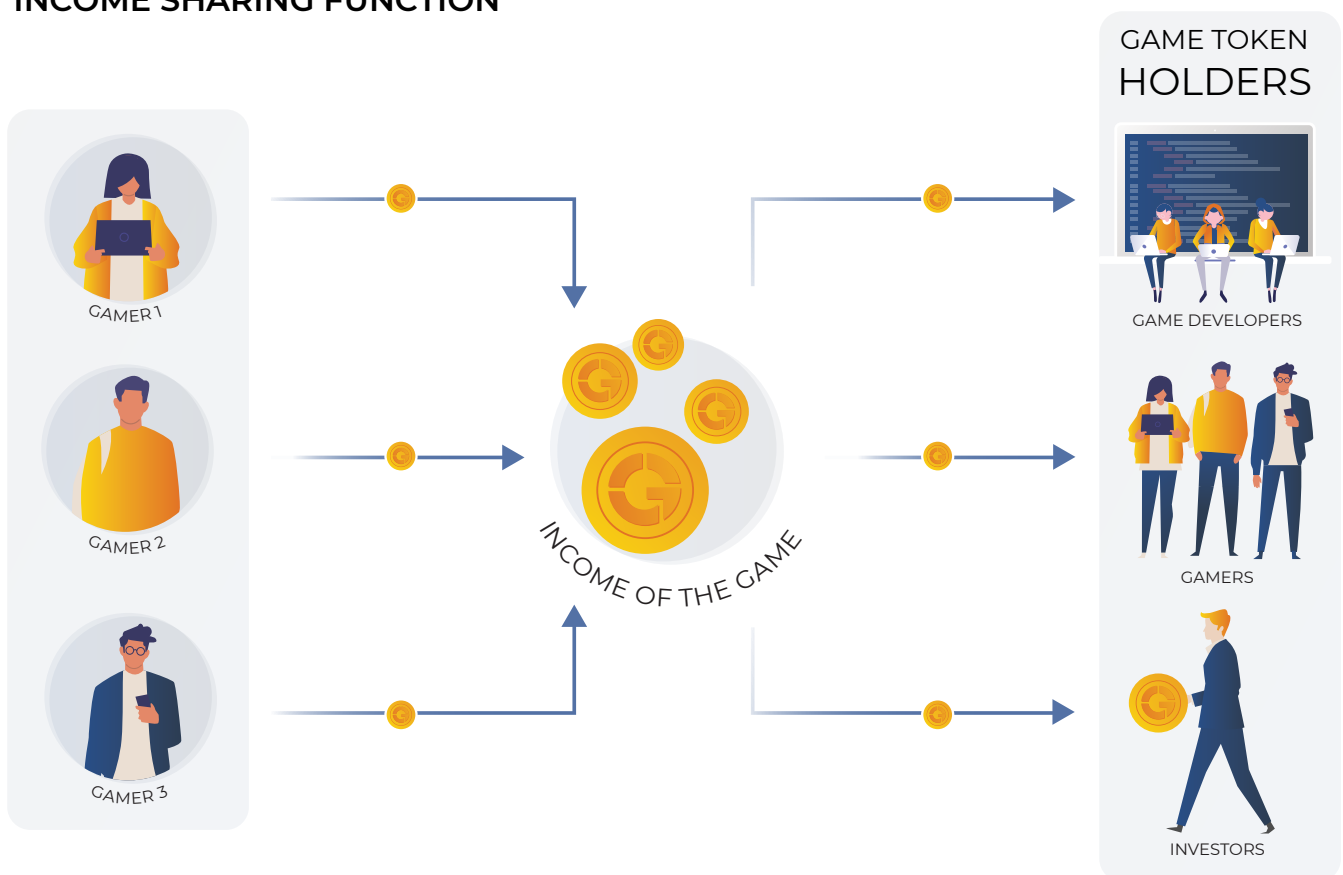
2) Game token function B: Utility function

Game tokens can also be designed with application functions that have use cases within games. Such functions will vary depending on the type of the game itself.

We analyzed different game types, including MMORPG, ARPG, SLG, MOBA etc., and summarized the use cases for the game tokens below:

- Trading currencies within large online games, used for transactions between players in-game (e.g. World of Warcraft gold coins)

- Achievement Bonus: The game can set a series of achievements. When the gamer reaches an achievement, the gamer will be rewarded with in-game currency.

- Material for special items: In specific games, tokens can be used as a vehicle or material to develop special items and powers.

- Renewing consumables: In many games, the game currency can be designed to renew consumable items.

- Redeemable voucher for special in-game items such as skins, weapons, etc.

- PVP competitive bet or bonus: The game currency can be used as a buy-in currency for a PVP (Player vs Player) game. The game token can be used as a gamers collateral where the winner will receive the opponent's collaterized token or official bonus.

UTILITY FUNCTION

IN-GAME CURRENCY	AWARD FOR ACHIEVEMENTS	IN-GAME SPECIAL POWERS
REDEEM SPECIAL ITEMS	E-SPORTS BUY-IN FEE	IN-GAME STORE

For game developers, GTEX foresees that game tokens can be distributed as bellow:

- Received in-game (in-game mining): When the gamer achieves certain achievements, such as completing a certain number of levels or killing the difficult boss, etc. – the gamer will be rewarded with game tokens.

- Given as a gift post-consumption (consumption mining): When the gamer spends GP in the game mall, or buys game time, the gamer will receive a certain number of game tokens.

- Pre-release acquisition (pre-release mining): In the early stage of game development, game developers can conduct a pre-release of game tokens in exchange for GTEX tokens.

The game token launch will greatly motivate users to participate in the game's ecosystem, while introducing a new way to acquire users. Game developers can also get support in the early stages of development by pre-releasing game tokens to initial gamers. Game developers can also attract users by conducting airdrops to onboard new gamers.

6.6. GTEX Studios – Our game development team

To ensure GTEX Game Mall is filled with quality games, we have established a game development team that specializes in blockchain based games. GTEX Studios has actively supported the development of our platform, providing necessary professional consultations to GTEX team members. Together, we have games that will be featured on GTEX Gaming Platform and launched on GTEX POA Chain. GTEX Studios will continue to work on new revolutionary games and push boundaries of the gaming world.

Games developed by GTEX Studios:

Crypto Hole

Crypto Hole is a fun multiplayer game that allows gamers to compete against their friends. The objective of the game is to guide your hole to eat objects on the map in order to grow the hole. The biggest hole at the end of round wins the game.

Moeda GO

GTEX and GTEX Studios have partnered with a successful crypto project, Moeda. Together we have created Moeda GO, an addicting game that allows users to mine tokens while playing the game. Moeda GO will be featured on GTEX prototype.

Dragon Master

Dragon Master is the most complex game we have been working on. Players will have the option to choose from five characters, develop special skills and earn unique items. Dragon Master will be the third game launched on GTEX Game Mall.

7. GTEX System Architecture & Technical Solutions

The GTEX system will enable game developers and gamers to participate in the gaming ecosystem. GTEX Wallet and account management systems allow gamers to easily purchase and trade game assets (e.g. game tokens and in-game items). For game developers, our platform provides a rich set of APIs that makes it simple and easy to open the in-game economy to the GTEX user community. GTEX also offers full service exchanges to help the distribution of each game's digital assets.

GTEX Platform

Client(Browser)

Front End	Web Server
React.js	Nodejs
React Native	Express

↔

Server

Server
GCP ↔ Firestore

Ethereum

API	Web3.js	Web3.py

Smart Contract	Token Issue		Token Transfer		
	FT (ERC20)	NFT (ERC721)	GTEX	FT (ERC20)	NFT (ERC721)

EVM	RPC

Consensus	Blockchain

GTEX POA Network

IPFS: Distributed Data Storage
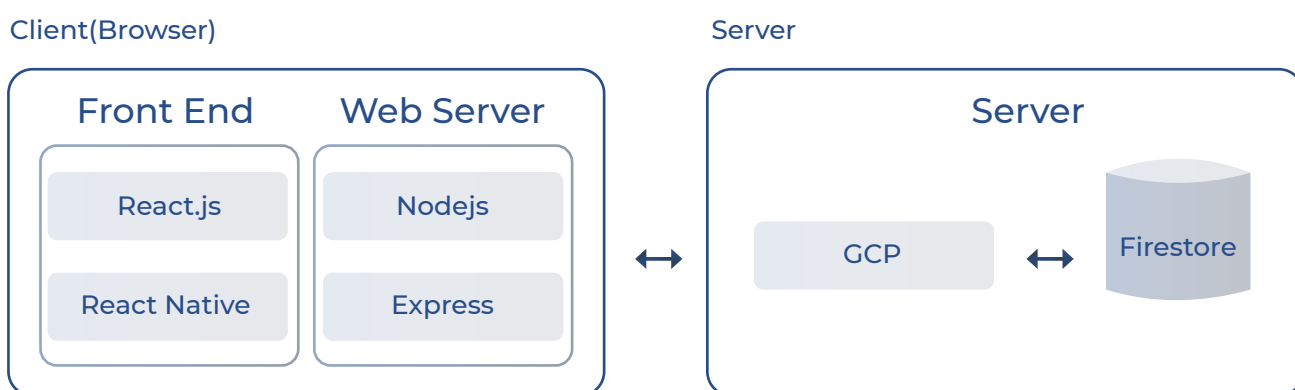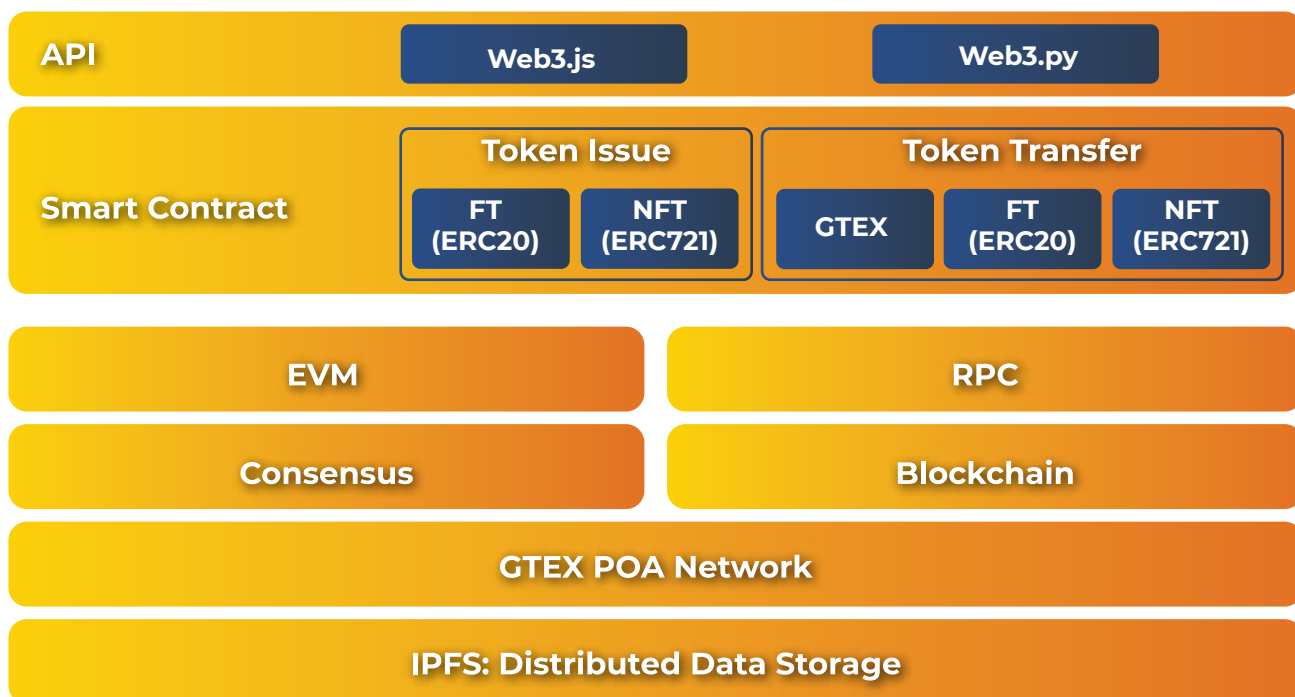
7.1. GTEX game development toolset and interface

GTEX will create a complete development toolset, documentation and developers' community to provide the most complete and convenient developer ecosystem. We leverage blockchain technology with decentralized nodes and smart contracts to provide an efficient and trustworthy network designed specifically for game developers.

1) Smart Contract Template

Features include:
- One-click release of game token
- Game item deployment on chain
- Database deployment on chain

Furthermore, we also incorporate additional features within smart contract functionality. Currently, ETH smart contracts are designed so that once the program is deployed, it cannot be amended. Therefore, post deployment, the code logic does not have the ability to be upgraded. If the smart contract is regarded as an agreement, this represents an unconditional observance of the agreement with no ability to be amended post deployment, and the operational behavior is predetermined. Therefore, any mistake or change in business environment that occurs, cannot be amended for post-event.

We at GTEX are building a platform designed specifically for the gamers and game developers. Our aim is to create a simple and easy to use platform for deployment of new games on a fair and transparent basis. Therefore, we are building our GTEX platform so that these participants are not required to have any blockchain knowledge and can focus on the development of the games. This means that a scalable smart contract mechanism is a fundamental characteristic of our platform. The GTEX Smart Contract enables the upgrade of smart contracts through a mechanism for Proxy Contract. By adding a layer of proxy contract that is responsible for forwarding the request to underlying functional contract. When an upgrade contract is required, the functional contract will be directed to the new contract.

2) GTEX SSO (Single Sign-On)

GTEX SSO single sign-on is an authentication process which allows users to access multiple applications using a single set of login credentials. It also enables the user to attach multiple wallets to a single GTEX account. This system provides game developers with a secure and reliable unified account management capability, reducing development costs, improving overall security, and providing users with improved user experience. Each user on GTEX platform will be assigned a GTEX ID. With their personal GTEX ID, users will be able to access any application on our platform utilizing a unified user base system.

Each GTEX ID corresponds to the user's unique identity in the GTEX ecosystem; including the address matching the user's wallet and the user's account in each game. The mapping information is encrypted and stored on the GTEX POA network. Under this multiple mapping and encryption transmission technology, the GTEX identity system can manage the user's digital assets and manage the user's account information in each game.

With this technology, users will be able to register their account through GTEX without having to register it separately with each game. The GTEX platform will automatically sync the user's GTEX ID to the account in the game and complete the mapping of the account. The automatically registered account will be stored and transmitted in encrypted form, and the access rights of the account will be open only to the holder of the GTEX ID.

With their GTEX IDs, users can easily access a variety of services in the GTEX ecosystem, including access to the game mall, game item auction and the GTEX exchange.

With GTEX WEB API and SDK, game developers and third-party service providers can utilize related functionality to leverage GTEX scalable and upgradable account system.

3) GTEX API Service:

In order to facilitate the platform to quickly build GTEX-based applications, GTEX opens APIs and application development interfaces for developers. App developers only need to ensure the correctness of the transfer variables without worrying about changes in interface standards. GTEX is a decentralized application deployed on the blockchain, the smart contracts deployed in the lower part of the interface are all verified and published.

Different applications have different requirements for the access performance of the interface. For this reason, GTEX provides two parallel APIs based on different protocols.

1. Rest API:
The Rest-based API is a commonly used web API. In order to encourage the app developers to quickly and easily use the POST GET method to pick up the json object, GTEX provides Swagger UI. Swagger is a designated framework for generating, describing, invoking and visualizing RESTful-style web services

2. Web socket API:
Web socket is a protocol for full-duplex communication over a single TCP connection. The browser and server need only one handshake to create a persistent connection and bidirectional data transfer. WebSocket simplifies communication between client and server. It allows the server to actively push updates to the client. The web socket protocol provided by GTEX will actively monitor the events on the chain and push them to the developer's application at the first time after the event, realizing the need for instant updates.
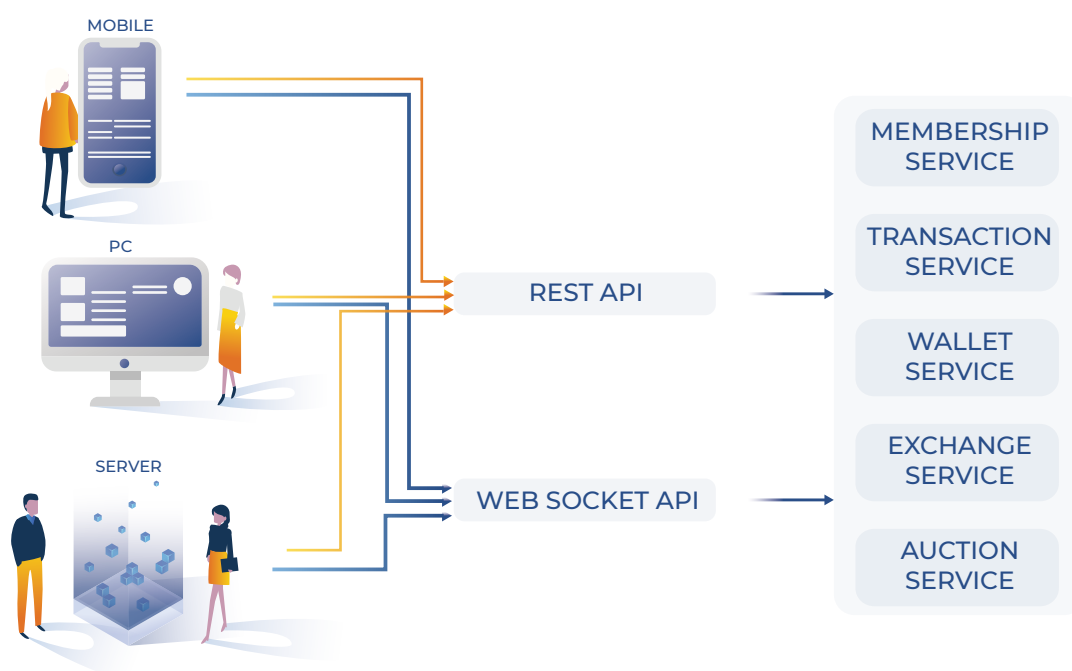
7.2. GTEX Automatic Sharing System

Game developers have the option to use the GTEX technology to automatically set the income sharing function of the game currency. For example, a game token can be set so that 50% of the game income is automatically distributed to all holders of game tokens and executed through smart contract.

Game Income-Sharing API:
GTEX will provide game developers with a REST API. By using smart oracle, GTEX smart contracts can interact with the game database to extract user activity data and use it as a factor in game token income distribution.

GPOA Network

GTEX POA NETWORK

DATABASE   SMART CONTRACT

USER 1

USER 2

USER 3
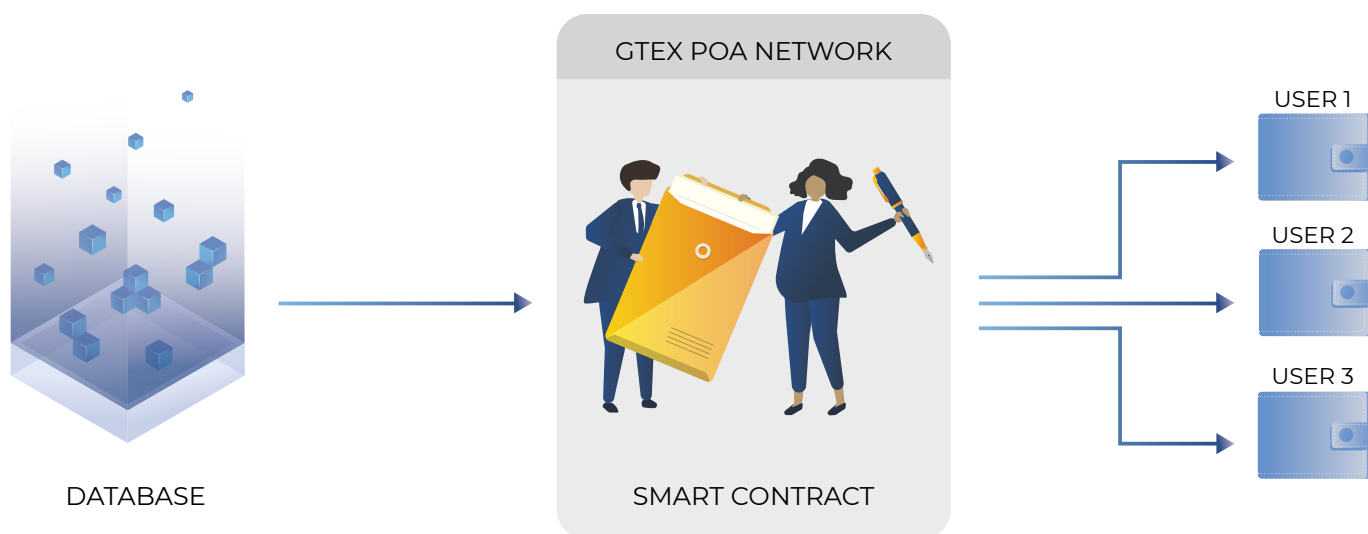
7.3. GPOA Cross-chain technology

To achieve cross-chain communication between the blockchain and the outside world, GTEX POA uses Smart Oracle technology. In general, smart contracts are unable to communicate directly with the outside world. With Oracle, a third-party service a link between external services and smart contracts can be established. This provides the functionality for smart contracts to perform functions under predefined conditions, such as successful transfer.

ETH Network

BTC Network
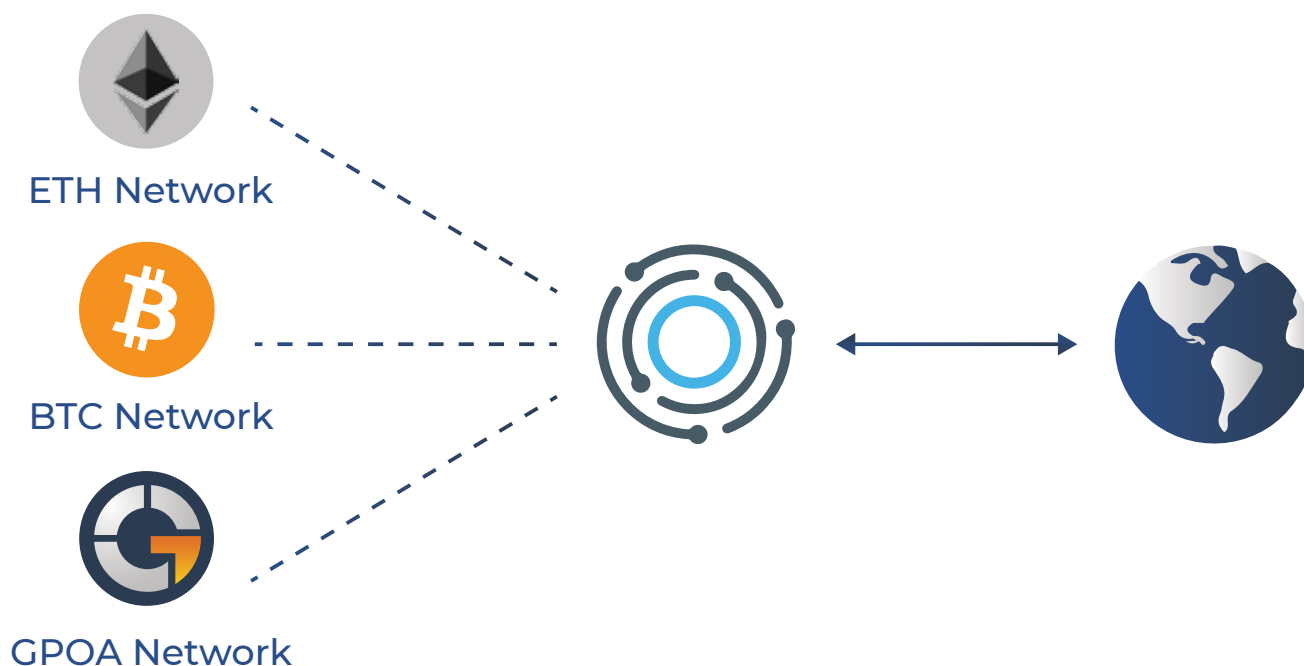
GPOA Network

To efficiently handle cross-chain requests, GTEX uses the Apache Kafka message queue to manage the reconciliation events from both sides.
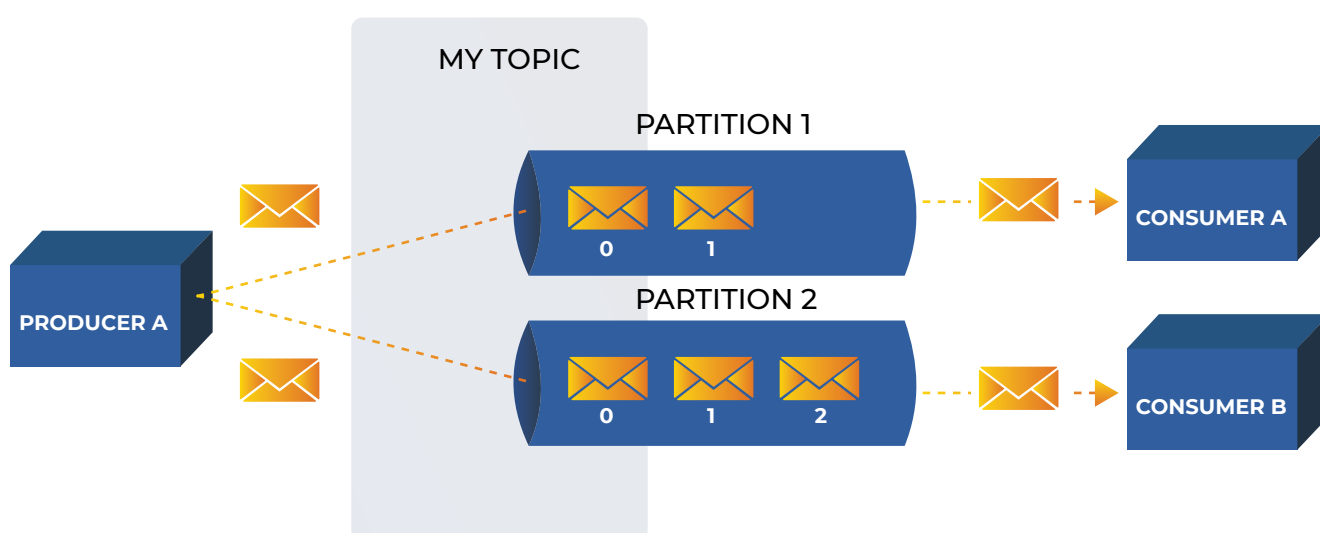
GTEX Cross-Chain Transfer

ETH based on Ethereum network, can enter the GTEX POA network through cross-chain technology:

1) Local token to ERC20 cross-chain:

1. ETH will be placed in the cross-chain smart contract;

2. Cross-chain requests are sent through the smart Oracle;

3. When GTEX POA receives the message, it will generate the equivalent ERC20 tokens on our GTEX POA network;

4. When the trade reverses, the GTEX POA network will burn the previously generated tokens via smart contracts and notify the contract deployed on Ethereum to unlock the equivalent ETHs.

2) ERC20 to ERC20 cross-chain

1. ERC20 tokens on the GTEX POA will be locked into the contract deployed on the GTEX POA network;

2. When the Ethereum main network receives the cross-chain request, it will mint the equivalent ERC20 token;

3. When the transaction reverses, the Ethereum main network will burn the equivalent ERC20 tokens through the smart contract.
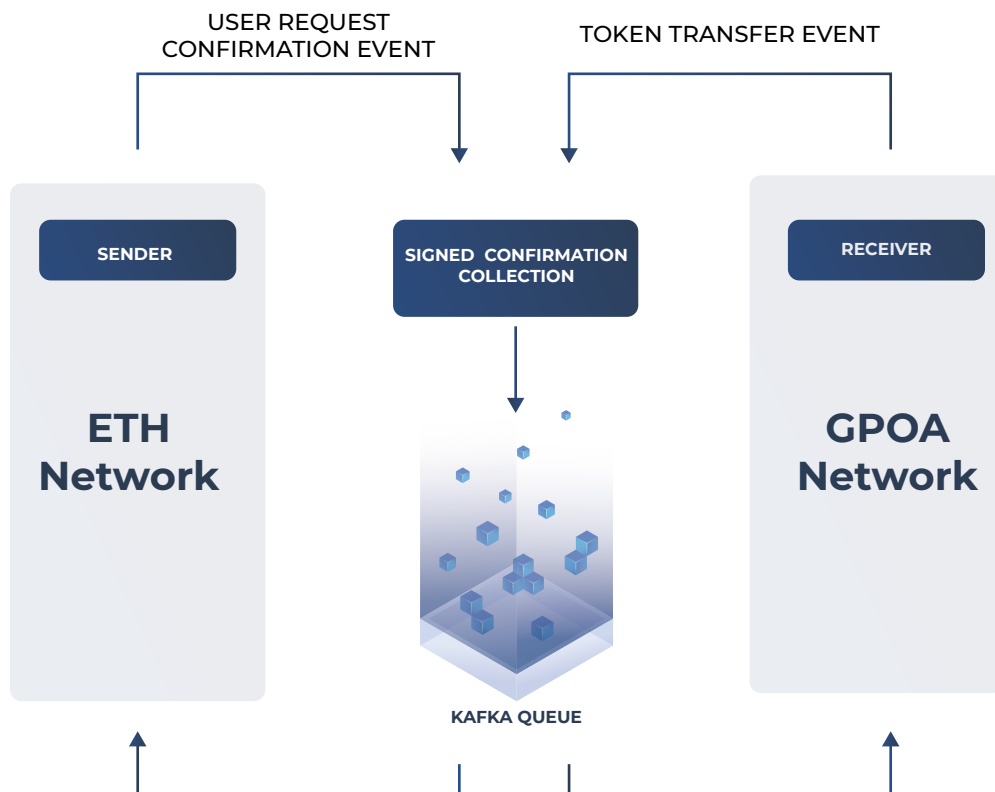
7.4. Future technology outlook

The GTEX POA network currently uses a consortium blockchain model for higher processing speeds while maintaining security and efficiency. With the growing maturity of blockchain technology, we will introduce distributed storage protocols (such as IPFS) and a PoS side chain that is fully dedicated on transaction verification, by then the GPOA network will focus more on facilitating transactions. This will provide more resources, scalability and higher degrees of decentralization.

IPFS Protocols

Through the IPFS protocol deployment, users can share idle storage resources, and game developers can deploy games on the GTEX POA cloud network. With the efficiency of IPFS, game developers can further save on storage costs, and users can enjoy additional income from utilizing otherwise idle resources.

GAMES

GTEX GAMING PLATFORM

DECENTRALIZED STORAGE

IPFS

Proof of Stake (PoS) side chain:

In the near future, we will do a soft fork on the main chain to enable side chains. By then, we will create a side chain that is secured by Proof of Stake mechanism. The side chain mines one block after each block is created on the main chain; the block of the side chain contains the hash of the block on the main chain, and the hash of the previous block on the side chain. Blocks on the side chain are relatively small so that transactions can be broadcast and validated quickly, therefore, the main chain can be fully dedicated on processing transactions. Game token creation and insurance will still take place on the main POA chain, while smart contracts will run on the side chain along with transaction verifications.

Nodes on the side chain must stake a certain amount of GTEX token in order to have the right to verify blocks thus to receive rewards. Any dishonest activities by any nodes will lead to loss of deposit.

This mechanism will surely bring more scalability and decentralization to the network.

8. GTEX Token

GTEX token is an utility token deployed on the GTEX POA network. GTEX Token will be beneficial for gamers and game developers because it will provide exclusive rights for the GTEX token holders.
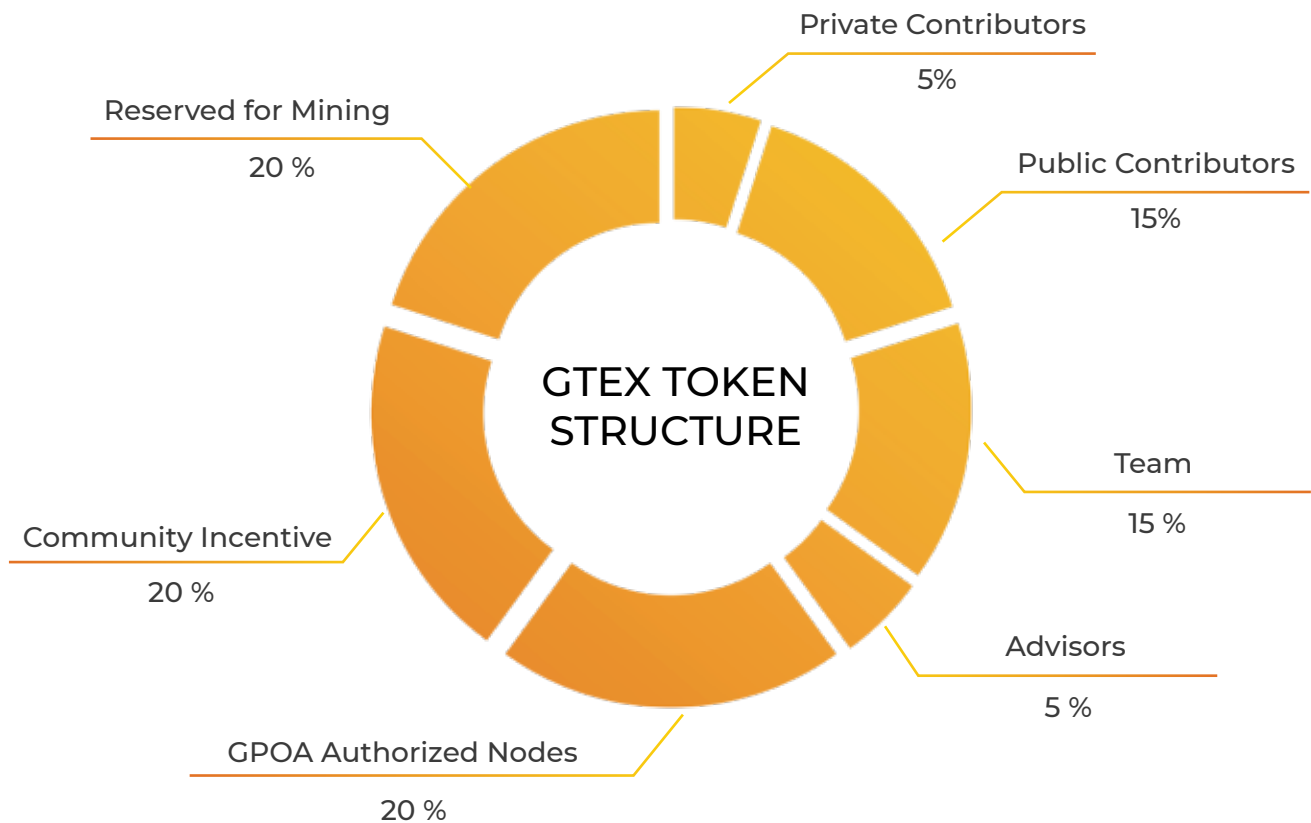
Total issuance: 4,000,000,000 GTEX

GTEX Token Release:

1) Once the GTEX token is listed on the first exchange, the tokens of public contributors will be released immediately.

2) Team and advisor tokens will have a lockout period. Following GTEX's listing on the first exchange, 20% will be released after 3 months, another 20% will be released after additional 3 months, and another 30% will be released after additional 6 months. Final 30% will be released after additional 6 months. The total vesting time is one and a half year.

3) Private contributor's tokens will be released at the rate of 25% every three months for duration of one year after listing on the first exchange.

4) Tokens assigned to the authorized node will be permanently locked by smart contract. Tokens will be allocated proportional to computing power and storage size provided by the authorized node. When the node leaves the GTEX ecosystem, the corresponding token is assigned to the replacement node.

5) With the future development of blockchain technology and simultaneous growth of our platform, we are planning on giving users a chance to participate by providing storage via IPFS protocol or joining GTEX verification side chain as nodes. At that time we will free up 20% of our tokens that are reserved for mining, and use them to incentivize nodes to provide resources. Details of the allocations rules will be disclosed in future versions of the whitepaper upon the agreement of GTEX community.

GTEX Token structure:

Private Contributors
5%

Public Contributors
15%

Reserved for Mining
20 %

Team
15 %

GTEX TOKEN
STRUCTURE

Community Incentive
20 %

Advisors
5 %

GPOA Authorized Nodes
20 %

Exclusive rights of the GTEX Token holders:

1. Game Deployment

Game developers will deploy the game on the POA Network, using the resources of the chain, including CPU, RAM and NET, etc. They will need to stake a certain amount of the GTEX tokens, in the form of direct lockup. When they do not need these resources, the tokens can be unlocked (the locked tokens can also get the potential airdrop benefits). The specific (stake) rules will be announced by the GTEX nodes alliance in the future.

2. Transaction fees reduction

Users who lock a cetrain amount of GTEX tokens will be charged smaller transaction fees on all transactions they make. This transaction fees reduction will apply to GTEX Game mall, GTEX Auction and GTEX Exchange.

3.   GTEX Airdrop Program

Game developers can voluntarily participate in the GTEX Airdrop Program and will be able to make airdrops to GTEX token holders via the GTEX platform, which can include game tokens and game items. This program will help game developers acquire early users, and the total number of airdrops will not be less than 10% of the total digital assets generated.

Players can choose to participate in the GTEX Airdrop Program for free. The only thing they need to do is to register a GTEX account and wallet and then deposit the GTEX token into the GTEX wallet. The system will automatically enroll the wallet address into the GTEX Airdrop Program.

All GTEX token holders including gamers, nodes and other developers will have the right to participate. Tokens locked in mining pool and community incentive reserve will not participate this program.

4.   Pre-release of game assets

Game developers can do a pre-release of their game tokens or rare game items. This opportunity will be available only for GTEX token holders. Users that qualify will be given an opportunity to exchange their GTEX tokens for the pre-released items or tokens.

Acquisition of GTEX Token:
1. Direct acquire from third-party cryptocurrency exchanges.
2. Direct acquire from the GTEX Game Token Exchange
3. Get GTEX tokens airdrop bonus by participating in the GTEX community incentive activities.
4. Obtained through future mining mechanisms.

9. Roadmap

Over the course of first six months, we have developed the web portal prototype, as well as the App prototype for Android and iOS devices with web based API as independent service. We have hosted a POA blockchain as part of the internal experiment. Going forward, our team is dedicated to meet the set development goals ahead of schedule and deliver the best product.

CREATION

GTEX was Born
Q3 - 2018
The business idea was formed after extensive market research. The right team was recruited to go after the opportunity.

PRODUCT DEV

Stage one: Prototype development
Q4 - 2018
Development of GTEX POA Network, Smart contract, User account, Wallet, Game mall and Item Auction. GTEX Web and mobile application creation.

Stage two: Product development & Prototype testing
Q1 & Q2 - 2019
GTEX POA Network integration. GTEX Prototype is able to demonstrate basic operations, including smart contract, wallet integration, token release upon item delivery, etc.

Stage three: Final product development & Internal testing
Q3 & Q4 - 2019
Cross-chain technology and Decentralized exchange development. GTEX web and mobile app are ready. Additional internal testing.

PLATFORM LAUNCH

GTEX Platform Launch
Q1 - 2020
Platform able to facilitate seamless functionality amongst all aspects of the gaming platform – users will begin trading their game assets.

Expansionary Efforts
Q2 - 2020
Achieve a critical mass, recruiting teams and games that will allow for the GTEX ecosystem network effect to take hold.

10. Team

Vlad Milosevic
Co-Founder

Vlad is an experienced marketer and veteran of the gaming industry. He graduated from Davis & Elkins College business school. Vlad has co-founded several gaming communities in Eastern Europe. Vlad's career highlights include generating more than 10,000,000 page views per month, as well as earning more than $500,000 in ads revenue. Vlad currently owns a successful internet marketing agency, GS Power. He co-founded GTEX because he believes that blockchain has the potential to revolutionize the gaming industry.

Lyn Zhao
Co-Founder

Lyn earned MS in Electronic Engineering from King's College London. Working for State Grid of China and then Tier 1 investment banks such as UBS and Bank of America Merrill Lynch since 2007, he has outstanding experience in the fields of blockchain, quantitative analysis, trading and data science. Lyn has extensive entrepreneurial experience, working in China and United Kingdom. He is passionate about e-sports, he has been both, a successful gamer and developer for Warcraft III arcade game maps.

Ryan Ding
Co-Founder

Ryan is an experienced financial specialist, blockchain consultant and a professional gamer. Ryan graduated from The Broad College of Business at Michigan State University with a degree in Finance. During his years at MSU, Ryan led the third largest World of Warcraft guild in North America. Ryan has worked for major investment banks in Wall Street for eight years, prior to co-founding GTEX. Ryan is a pioneer in token economics, and believes that tokenization is the future of the gaming industry.

Gannicus Xu

Gannicus is a University of Manchester graduate and marketing expert. He has rich experience in blockchain and exchange operations, as well as marketing advisory for more than ten blockchain startups such as ChainClub, HNB, InSee and Force Protocol. Gannicus is a long time gaming enthusiast, focusing mainly on PC games. He joined GTEX because of the opportunity to combine his passion and work.

Albert Xu

Albert is a veteran tech project manager, blockchain developer and entrepreneur. He graduated from Rutgers University Computer Engineering graduate school and had been working for some of the most famous financial companies in the world where he led teams of developers on various projects. He has experience working on different projects, ranging from mobile apps, machine learning systems, DApps to decentralized crypto exchanges. Albert is a believer that blockchain will disrupt both, financial and gaming industry.

Bryan Xie

Bryan is a hardcore gamer with more than 12 years of work experience in the industry. He graduated from Chemnitz University of Technology in Germany. Bryan has founded two gaming companies in China. As the owner Art Entertainment Interactive Network LLC, Bryan has served as its' top executive as well as their main lead in Research and Development. Bryan is thoroughly committed to seeking out new innovative and interactive games, AR games, smart devices and many more.

Quinn Zhao

Quinn is an experienced full stack software engineer. He has worked for leading software companies, developed both enterprise and consumer million-active-user-scale products. He is familiar with different scenarios of system infrastructure, including service distributing, service scaling, security/compliance, analytics, and machine learning integration etc., in many different tech stacks. He has full passion about blockchain and has participated in this coming tech revolution.

Giorgi Mtchedlishvili

Giorgi earned his B.S. in Operations Research at Columbia University and B.A. in Physics & Mathematics at Earlham College. He has served as a Deputy CTO for a blockchain startup Keplertek. During his time at Columbia, he has won NASA's Aeronautics Design Challenge. Giorgi is a passionate gamer, and specializes in MMORPG games.

10.1. Advisors

Mark Beliveau

CEO at Unobstructed Reason Corporation
Director at Progress Software
Vice President at Software AG

Mark Wang

Lead Associate for UBS
Sr. Software Developer for CA Technologies
Sr. Director at S&P Ratings

Michael Zimits

Managing Director at Citi
Director at Merrill Lynch
Founder GlobeOp Financial Services

Scott Mehlman

Sr. Vice President of Trading at Jefferies Bache
Chief Dealer for Credit Lyonnais Rouse
CEO of Orebits Corp.

11. Legal Information

This whitepaper does not constitute a prospectus or offering document and does not and is not intended to constitute an offer to sell, nor the solicitation of any offer to buy, an investment, a security or a commodity, or an option on or any other right to acquire any such investment, security or commodity. This whitepaper has not been reviewed by, passed on or submitted to any federal or state agency or self-regulatory organization.

This white paper contains forward-looking statements that are based on the beliefs of GTEX, as well as certain assumptions made by and information available to GTEX. The project as envisaged in the white paper is under development and is being constantly updated, including but not limited to key governance and technical features. Accordingly, if and when the project is completed, it may differ significantly from the project set out in this whitepaper. No representation or warranty is given as to the achievement or reasonableness of any plans, future projections or prospects and nothing in this white paper is or should be relied upon as a promise or representation as to the future.

GTEX will be made available to contributors solely in order to provide or receive services on the GTEX platform and to support the development, testing, deployment and operation of the GTEX platform.

GTEX intends to operate in full compliance with applicable laws and regulations and obtain the necessary licences and approvals as may be required in its opinion in key markets. This means that the development and roll-out of all the features of the GTEX platform as described in this white paper are not guaranteed. Regulatory licences or approvals may be required in a number of relevant jurisdictions in which relevant activities may take place. It is not possible to guarantee, and no person makes any assurances, that any such licences or approvals will be obtained within a particular timeframe or at all. This means that GTEX and other features of the GTEX platform may not be available in certain markets, or at all. This could require the restructuring of the GTEX platform or result its unavailability in all or certain respects.

GTEX reserves the right to revise this white paper from time to time in its sole discretion. Any revisions to this white paper will be made available on GTEX's website.