



GAMEWORKS

THE PLATFORM FOR A TOKENISED GAMING ECOSYSTEM

GWX Project Whitepaper

GAMEWORKS.IO

GWX@GAMEWORKS.IO

PHOENIX BUSINESS COMPLEX, SANTA CRUZ,
SANTA ANA, CAGAYAN 3514, PHILIPPINES

VERSION 1.11302018

ALL RIGHTS RESERVED 2018, BLOCKCHIP PHILIPPINES INC.

Table of Contents

- I. Industry Landscape
- II. Frameworks Regulatory Compliance Framework
- III. The Frameworks Ecosystem
 - A. Game Central
 - B. Frameworks Wallet
 - C. Token Depot
- IV. Technology Overview
 - A. Blockchain, How does it work?
 - B. Why is it important?
 - C. The NEM Protocol
- V. Core Elements and Key Features
 - A. Decentralised Ledger of Games and Players
 - B. Frameworks APIs
 - C. Player Privacy & Security
 - D. Key Management
 - E. Proof of Fairness
 - F. The Frameworks Wallet
 - G. Acceptance Criteria
 - H. Rating & Advertising System
 - I. Regulatory Compliance: AML & KYC
- VI. The Frameworks Philosophy
 - A. Tokenising the Gaming Ecosystem
 - B. Frameworks Games Explained
 - C. Virtual Goods and Merchandise
- VII. Frameworks O2O Roadmap
- VIII. The Frameworks Business Model
 - A. Revenue from Publishers
 - B. Revenue from Players
- IX. The Frameworks Token
 - A. GWX as a Utility Token, and the Tokenised Economics of Gaming
 - B. Token Sale and Distribution
 - C. Token Allocation
 - D. Distribution of Proceeds
- X. Frameworks Project Roadmap
- XI. Corporate Profile
 - A. Team
 - B. Advisors

Industry Landscape

The online gaming market (also referred to as online gambling) has been aggressively growing since 2009, and is projected to reach a size of \$55.19 billion in 2019, and \$59.79 billion in 2020.

Online gaming includes such activities as poker, casinos (where people can play traditional casino games, like roulette or blackjack, but online), sports betting, bingo and lotteries. Of these, casino games and sports betting make up the largest share of the market.

In addition to this, the no-wager (non-gambling) online gaming market presents an even bigger market opportunity.

Growing at an average rate of 11%, this market is poised to achieve a market size of \$151.9 billion in 2019, and \$165.9 billion in 2020.

ONLINE GAMBLING MARKET



ONLINE GAMING (NO-WAGER) MARKET



Currently casino games, sports betting and lotteries are currently denied access to the Apple App Store and Google Play Store. This effectively excludes the \$48B online gaming sector from the global app ecosystem. Gameworks is taking advantage of this opportunity to become the world's largest gaming marketplace.

For now, online gaming marketplace is dominated by a handful of large players such as Playtech, Net Ent, Bet Soft, Micro Gaming, Zynga Games and IGT. Their healthy profits give them the ability to drive out competition, limit innovation, and limit player choice when it comes to what and where to play.

By encouraging open innovation and providing ease of compliance, the Gameworks platform fuels creativity and innovation in the global gaming market. Our approach enhances the gaming experience for players and creates new opportunities for independent developers and publishers by providing a trustworthy, fully compliant framework.

The Gameworks ecosystem will also tap into the healthy non-wager game segment as a platform for the distribution of such games, the currencies within these games, and the virtual items and characters in those games.

Gameworks Regulatory Compliance Framework

Gameworks (GWX) is a platform that allows game developers and publishers to host their games in a fully licensed and regulated environment. Built into the underlying GWX infrastructure are regtech measures designed to support the highest degrees of tax compliance, anti-fraud, and anti-money laundering policies. Gameworks also sets very high standards for in-game regulatory compliance and provable fairness without sacrificing entertainment value.

Transactions are recorded on the blockchain to provide a secure, transparent and legally compliant business platform. Systems are being implemented to continuously monitor and prevent against fraud, money laundering, collusion and corruption. As we refine these capabilities, we anticipate that our technology will find wide adoption in the regulatory, gaming and financial industries.

COMPLIANCE AND LICENSING

Gameworks is a 100% owned project of Blockchip Philippines Inc., a fully regulated corporation licensed under the **CAGAYAN ECONOMIC ZONE AUTHORITY (CEZA)** and the **NORTH CAGAYAN GAMING AND AMUSEMENT CORPORATION**.

Gameworks is fully compliant and allowed to operate online gaming under this license.

The Cagayan Economic Zone Authority is located in Santa Ana, the Province of Cagayan, Philippines.





The GameWorks Ecosystem

Our ecosystem is composed of 3 key components that make use of the GWX token to drive the economics between the publishers, games, merchants, and players.

GAME CENTRAL

GAME CENTRAL is the primary market facing application of the ecosystem. It is designed as a marketplace where games can be published, promoted, and run using the GWX token, through an easy and secure API.

Publishers will be able to register for an account and assigned their own Publishers Wallet, which they will use to fund the games they provision under their account. Publishers will be able to add and publish games, each with their own Game Wallets used to receive into, and disburse from, GWX used in the game.

Game Central is a fully licensed gaming platform that offers a wide variety of games ranging from traditional wager based games and lotteries, to entirely

new categories of innovative games such as social games, games of knowledge and games of skill, which allow for one-to-one, one-to-many or many-to-many gaming.

Submitted games are audited for security and fairness, and if approved, they are licensed by Gameworks to be hosted on Game Central.

It's important to note that game publishers retain full ownership of their games and IP.

GAMEROADS WALLET

The GAMEWORKS WALLET will be the mobile wallet used by Gameworks Players to receive, store, and send GWX to the games, other players, and Gameworks merchants. Also

through the wallet, players will be able to purchase GWX tokens from the Gameworks Token Depot. The wallet will be released on both iOS and Android.

GWX TOKEN DEPOT

The Gameworks Token Depot will be where publishers and players buy GWX tokens used to run and play the games. Buying GWX from the Token Depot will be done through the GWX Wallet or the Publisher's Dashboard on GAME CENTRAL.

Technology Overview

The Blockchain gives us the ability to record the results of transactions in a way that makes them indelible, tamperproof and easily verifiable by anyone that has access to the network.

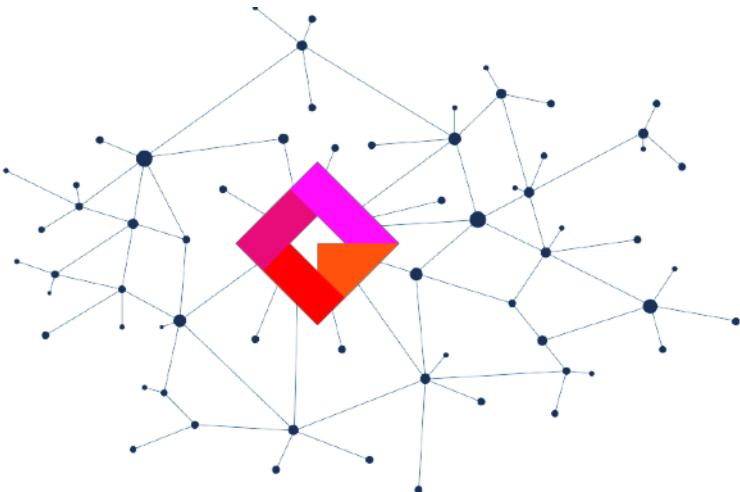
HOW DOES IT WORK?

It works by storing transactional data in a series of blocks that are maintained by a network of nodes. Each node maintains its own copy of the entire chain and a new block is only added if all the nodes in the

network agree that it is correct. In addition to a timestamp and the transactional data itself, each block contains a cryptographic hash of the previous block which not only further legitimises all previous blocks but also makes it practically impossible for a bad actor to change the contents of the chain.

WHY IS IT IMPORTANT?

For the first time in history we have a fast and inexpensive method of recording the history of our interactions in a way that is tamper-proof and irrefutable. Previously this required the services of third parties such as banks, accountants and governments with all the attendant costs, delays and opportunity for abuse that this entails.



NEM

Gameworks chose NEM (New Economy Model) blockchain as its technology backbone. NEM is the perfect blockchain for permanently and immutably recording gaming transactions. Its blockchain platform was designed and built from the ground up for scale and speed. The NEM Supernode program ensures that the public chain can continue to grow without compromising throughput or stability and NEM's architecture provides a secure and stable platform where the risks associated with so-called 'smart contracts' such as those used by conventional blockchains are avoided. Results of transactions are recorded on chain, procedural code is maintained off chain.

The NEM blockchain has run reliably without a single fork or failure since 2015. The XEM token is actively traded and is number 14 on coinmarketcap.com at

"The blockchain is an incorruptible digital ledger of economic transactions that can be programmed to record not just financial transactions but virtually everything of value."

— Don & Alex Tapscott

the time of writing. The NEM Foundation has a market capitalization of >\$2.5 billion and a vibrant community of developers worldwide with many large-scale projects to demonstrate its reliability and performance.

Gameworks records both transactions and other nuanced data such as internet protocol addresses, geo locations, source and destination of funds and wallet addresses. Anyone can now view the performance of any game over time. Statistically out-of-bounds records can be flagged for review and provable fairness is assured at all times.

Furthermore, The immutable blockchain ledger becomes the key body of data that helps dynamically identify fraud, collusion and money laundering. This kind of transparency helps mitigate tax fraud, graft and corruption.

Core Elements and Key Features

A DECENTRALIZED LEDGER OF ALL GAMES AND PLAYERS

The results of all games are recorded to the Gameworks blockchain as a permanent and immutable record. This means that wins and losses for all games and all players are permanent. This prevents fraud, double book systems and ensures fair gaming results and accurate tax revenue records.

Players can see confirmation of all past gaming results and verification of their performance over time for any game.

THE GAMEWORKS APIs

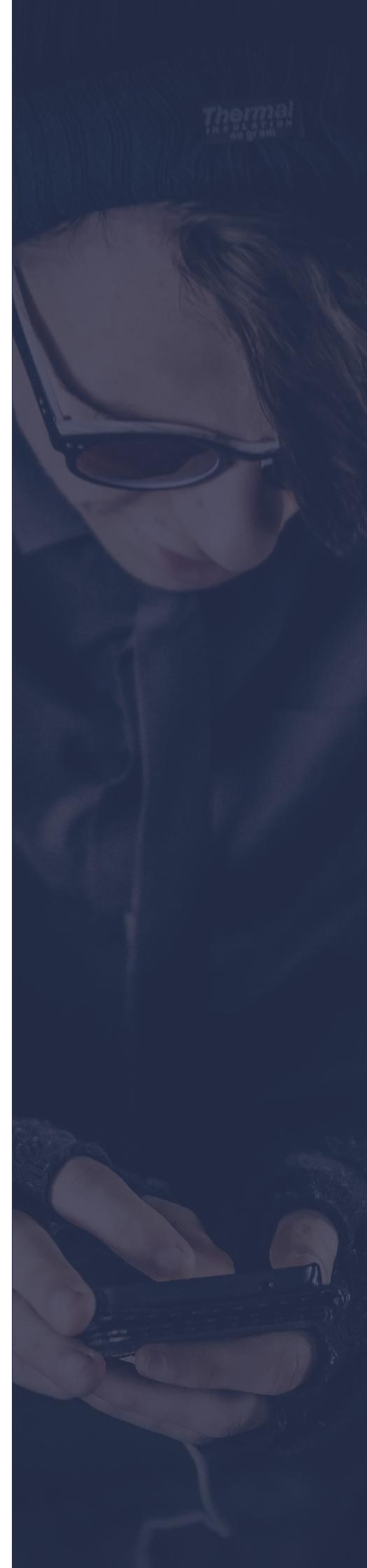
The Gameworks APIs provides for a set of clearly defined methods of communication between the various games and merchant storefronts that join the Gameworks ecosystem. Endpoints are designed to accommodate REST calls from both mobile or web applications, written in any language or framework.

Developers have easy access to all the token flow features of the Gameworks platform, Gameworks Wallet, reporting systems, player authentication and authorisation, and identity and privacy management components.

Our APIs also allow third-party developers to easily and securely access classes and methods for account information retrieval, connecting all wallet owners with each other and with existing payment rails and infrastructures.

PLAYER PRIVACY AND SECURITY

Gameworks establishes contractual agreements between parties entering a game. These agreements are immutable and cryptographically protected. No player's account credentials and personal data is ever exposed without their consent.



KEY MANAGEMENT

Communications between the Gameworks cloud and its clients are fully encrypted at all times.

Keys are only ever revealed to the key owner and are never stored publicly or made accessible in any way, not even to us. Each Gameworks API operation is signed locally by the caller using his private key. The Gameworks cloud and other participants verify the API request by using the caller's public key. A simple API interface greatly simplifies the development process by wrapping the complexity of key management in a set of simple interfaces.



FAST PAYMENT PROCESSING: THE Gameworks WALLET

The Gameworks Wallet is a proprietary token wallet designed to initially store our customers' GWX tokens. It is the primary means of exchange between all participants in the Gameworks ecosystem. Initially the Gameworks Wallet will only be used in conjunction with Gameworks apps within the GAME CENTRAL.

Eventually, the Gameworks Wallet will be essential as the ecosystem traverses online-to-offline transactions with partners and participating merchants.

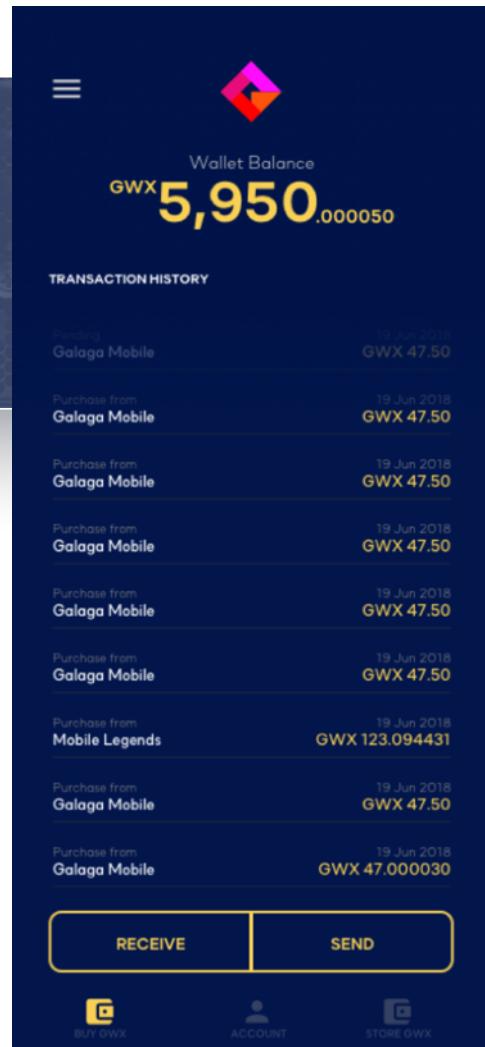
The wallet is secure and allows anyone to make or receive payments in GWX tokens. It provides security for end users, developers, players, merchants, and financial institutions alike.

Private keys never leave the user's device and are never revealed to any entity.

PROOF OF FAIRNESS

All games will be subject to rigorous internal or third-party security, fairness and content audits before they can be listed or updated on GAME CENTRAL.

The Gameworks platform is a secure environment protected by internal audit and third-party security providers. Committing all game and player results to the blockchain assures auditability and traceability and ensures that statistically out-of-bounds patterns are visible to inspection and verification.



Once a user is given a player ID and a Gameworks Wallet, his transactions are cryptographically protected and stored. Only the wallet owner himself can initiate a payment and all movement of tokens require 2FA and users will have to enable Google Authenticator to generate a 2-step verification code on their phone.



ACCEPTANCE CRITERIA

Gameworks conducts five separate audits of every game submitted for listing on GAME CENTRAL:

1. Check for any potential offensive or discriminatory attributes such as excessive violence, nudity, sexism or racism
2. Compliance with [Google Coding Standards](#)
3. An internal security audit both automated and manual
4. An internal fair game play review
5. Seamless integration with the Gameworks platform

If the game passes all five tests it is listed on GAMEWORKS GAME CENTRAL.

RATING & ADVERTISING SYSTEM

Gameworks implements a robust gaming app rating and advertising system. The most popular and highly-rated games will be featured alongside advertised gaming apps.

This will result in extra ad revenue for Gameworks and will provide exposure for the most popular games. New developers will be encouraged to advertise their games in order to attract new players.

REGULATORY COMPLIANCE: AML & KYC

Every player and developer/publisher signing up for GAME CENTRAL must complete KYC and verify their identity before receiving their credentials and wallet. A player's true identity and credentials are never revealed unless required by law. Customer records are stored fully encrypted, in transit and at rest and only the owner will know their unique identifier.

Gameworks is committed to comply with a subpoena or other formal request for access issued by a legal authority in the course of a legitimate investigation. We have voluntarily committed to implementing the European Union's **General Data Protection Regulation** (GDPR) standards.

The Gameworks Philosophy

Convenient Path Towards Legal Compliance, Security, and Monetization.

TOKENISING THE GAMING ECOSYSTEM

Every week millions of people across the globe clutch their lottery tickets in anticipation while casinos are filled with hopeful players. Sports fans are glued to events every weekend. Playing the odds adds extra excitement to gaming and sports.

Almost everybody loves the excitement that comes from the chance to beat the odds and win. Betting with your friends over a friendly game of chess, checkers or an online gaming app has never been easier.

Before the Internet, friends would compete against each other in board games like Checkers, Chess, Trivia Games,

etc. To make things interesting, friends would often bet on the outcome, sometimes even pooling their funds into a winner take all bounty.

For generations, betting has been a key component of our social interactions.

Now, through the rise of mobile applications and the appearance of social games like Angry Birds and Trivia HQ, players have been given the opportunity to put their skills to the test against their friends, family, and other players from around the world.

Until now, the most they've been able to compete for has been pride and digital in-game rewards like enhanced shields, extra lives or plain old points. Now, thanks to Gameworks, friends are able

to stake real money on their performance, just like they have been doing offline for generations.

Skilled players can pit their skills against their favorite gaming app --- everything from live poker to simple games of chance.

The Gameworks gaming platform adds a whole new layer of excitement to traditional gaming and adds real-world excitement to the emerging entertainment genre of social gaming. Whether it's one-on-one wagering on a game of chess to a winner-take-all, one-to-many or many-to-many tournament, winning money makes any gaming app more exciting and socially engaging.

GAMEWORKS GAMES EXPLAINED

Gameworks embraces new trends and does not confine itself to a single genre. We encourage developers to create brand new, engaging gaming apps. This diversity is a unique attraction for players and gives Gameworks a first mover advantage for new games.

Gameworks envisions four categories of games:

Traditional Casino Games

There is a large and existing user base for traditional traditional casino games like poker, baccarat, blackjack, dice and slots. Despite these players being “traditional”, many of them are open to new and never-been-done before gaming apps and experiences.

Lotteries

Lotteries built on top of the Gameworks ecosystem are reaching yet another type of audience. Developers can now build culturally-specific lotteries where players enjoy, new, unique ways to win.

Games of Skill

These games require skill or knowledge in order to win. They can use one-on-one games, one-to-many or many-to-many player dynamics. These games can range from trivia games, “shooter-type” games that require adeptness and “computer dexterity” or even chess.

Social Games

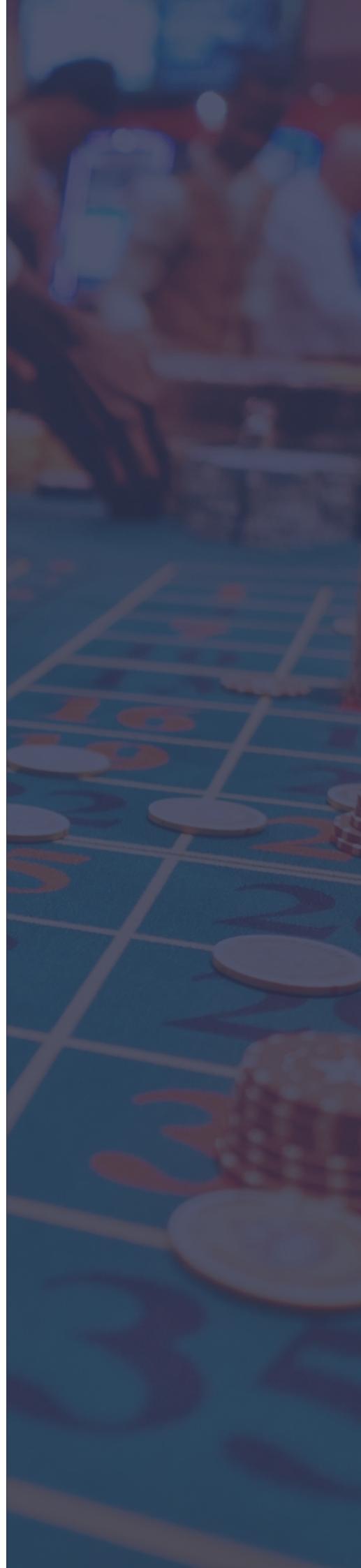
Perhaps the largest of these four markets is the emerging social games market, driven by the proliferation of mobile devices and the inherent social dynamics of playing a game with friends or groups. Estimates show that mobile gaming grew to \$108 billion in 2017 alone. While this is not all real money gaming, many of these games do allow for such functionality.

MODES OF PLAY

Gameworks offers individual game developers and smaller casinos a risk-free platform where they can offer Friend vs Friend games. Two or more players can compete in social gaming and can set up a winner take all or shared pool reward.

Developers can also create competitions, driving high volumes of users to complete for rounds of prizes and cash payouts.

Established developers and casinos can bankroll a game where players can play against the house. These developers must be approved by our Risk and Compliance Team and deposit sufficient funds into their GWX Wallet before they can offer a Beat the House game.



VIRTUAL GOODS AND MERCHANDISE

The Gameworks roadmap also envisions the use of GWX in the trade of Virtual Goods in popular gaming environments and within the Gameworks ecosystem.

Virtual goods are products and services that exist in a virtual world such as an in-game item, purchased, nurtured, and traded by players. Unlike, digital goods they don't relate to the real world. The following are some examples of virtual goods.

Currency

A currency that is used to buy goods in the virtual game. In many cases, points or a virtual commodity such as gold serve a similar purpose.

Player Characters

Player characters are in-game personas that bear skills and characteristics, created, grown, and traded by players in Role-playing-games or even sport simulations.

Avatars

A graphical representation of a player or game character.

Fashion

Clothing and accessories for characters.

Properties and Locations

Locations in a virtual environment. This can include abstract locations that differ from property in the real world.

Skills

Skills and talents can be purchased in the context of a game.

Tools, Weapons, Armor, and Spells

Items used by characters in the virtual environment to accomplish goals or tasks within the game universe.

Gifts

Gifts that can be used to facilitate social process between people in the virtual environment.

Collectables

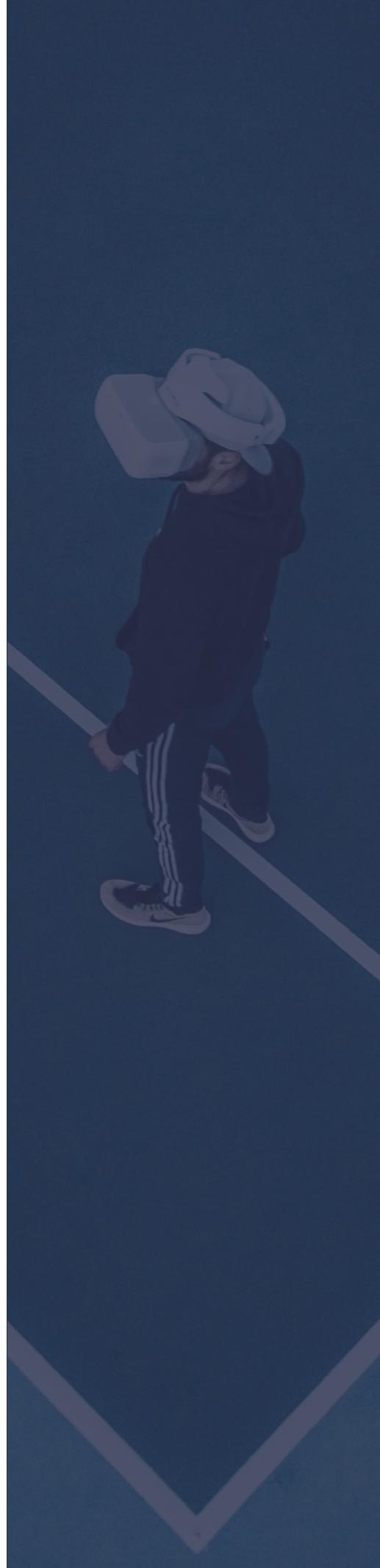
Artifacts that are valued for their rarity. These can be quite imaginative and specific to the story and culture of a game.

Services

Services such as a custom design for an avatar. Such services may be provided by people in return for compensation in a virtual currency.

Events

Access to events in the virtual environment.



Gameworks O2O Roadmap

EXPANDING THE GAMEWORKS ECOSYSTEM FROM ONLINE TO OFFLINE (O2O) INTERACTIONS.

As the short term goal of Gameworks is to create a rich, decentralised, regulated, and secure gaming ecosystem powered by the GWX token, the long view includes the use of GWX in brick-and-mortar venues, in exchange for physical items or services from partner merchants.

The key to this would be the portability of the GWX token, and its widespread acceptability among a network of service providers partnered with Gameworks.

Our vision is to have GWX being used in various partner entertainment verticals that would include live sports, e-sports events, concerts, races, casinos, shops, and restaurants.



The Gameworks Business Model

Gameworks will generate revenue from a number of channels across the ecosystem.

REVENUE FROM PUBLISHERS

GWX TRANSFER FROM
GAME WALLET TO
PUBLISHER'S WALLET

2%

of
Transaction Amount

GWX WITHDRAWAL FROM
PUBLISHER'S WALLET TO
EXTERNAL WALLET

2%

of
Transaction Amount

REVENUE FROM PLAYERS

GWX WITHDRAWAL FROM
GAMWORKS WALLET TO
EXTERNAL WALLET

5 GWX

+

0.05%

of
Transaction Amount

A PUBLISHER ACCOUNT FEE, AND A GAME REGISTRATION FEE FOR EACH GAME PUBLISHED WILL BE COLLECTED ANNUALLY TO PAY FOR ADMINISTRATIVE COSTS AND OTHER INCIDENTAL CHARGES, INCLUDING AUDITING AND COMPLIANCE COSTS.

ADVERTISING PLACEMENT AND PREMIUM LISTING FEES WILL ALSO BE COLLECTED FOR PUBLISHERS THAT WISH TO HAVE THEIR GAMES MORE EXPLICITLY FEATURED ON VARIOUS VENUES ACROSS THE GAMWORKS ECOSYSTEM.

The Gameworks Token (GWX)

Gameworks' token is known as GWX, will be tradable peer-to-peer on the Gameworks platform, and will be available on Gameworks' Token Depot, secondary markets, and exchanges.

TOKEN ATTRIBUTES

The GWX Token is key in making the Gameworks ecosystem operate and it is paramount for Gameworks to have it widely accessible to the public. Firstly, it is used by the publishers to fuel their game economics. It is also used by the players to be able to directly play games, purchase items, and trade with partners on Gameworks GAME CENTRAL and its extended ecosystem.

It will be tradable peer-to-peer on the Gameworks platform, and will be available on Gameworks' Token Depot. To enhance wider token distribution and access, which is critical in growing the Gameworks network and ecosystem, GWX will also be

listed on secondary markets and exchanges.

THE PRIVATE TOKEN SALE

Gameworks will conduct a Token Sale with a nominal soft cap of **US\$3,000,000**.

The GWX is a digital asset on the NEM blockchain, also known as a mosaic. The private sale will accept XEM, BTC, ETH and fiat in the form of USD, EUR, HKD, KRW and JPY. All crypto and fiat currencies will be settled on the basis of the exchange rate against the US Dollar at the time of acceptance.

GWX will be made available to contributors globally, and participants of the private sale will be required to comply with

all laws and regulations applicable to their jurisdiction. Gameworks will honor and comply with the laws and regulations of all countries in which their contributors are domiciled.

After token distribution, GWX is locked-in until the launch of GAME CENTRAL, after which it will be tradable on secondary markets and exchanges. It will also be tradable on a peer-to-peer basis within the Gameworks ecosystem.

The GWX Token does not represent an equity stake in the company and confers no rights or privileges other than ownership of said GWX Tokens. Token holders can remain informed of ongoing activities and progress through our official social media channels.

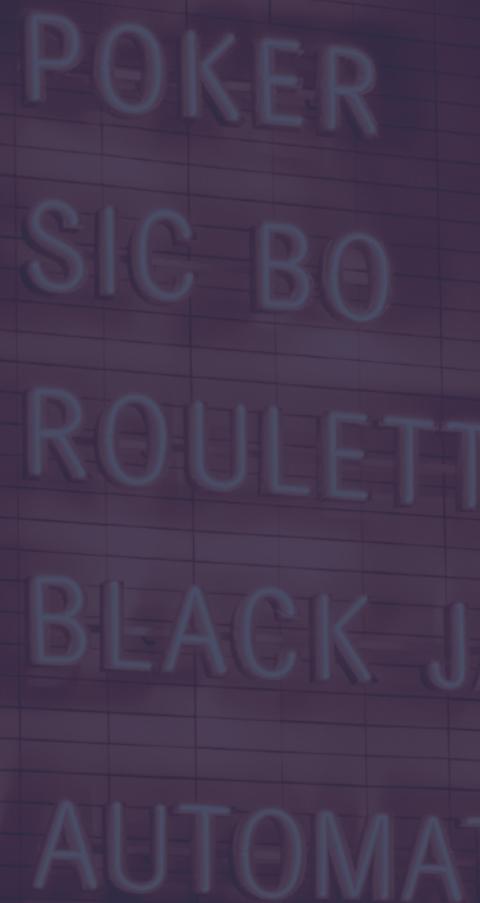
GWX as a Utility Token, and the Tokenised Economics in Gaming

GWX is the native asset in the Gameworks ecosystem that enables most of the transactions in the platform, including staking, payouts, settlements, fees and other customizations, special access to certain high-stakes game (e.g.VIP tables and High Roller tournaments), and off-line privileges with commercial partners, and in general incentivized active participation by users in the network.

In addition, as part of its security architecture strategy, baking GWX into the platform helps protect against distributed-denial-of-service (DDoS) which is a perennial problem experienced by most traditional centralized gaming websites. As part of its crypto-economic design, designating GWX as the standard medium of exchange or payments in the ecosystem (i.e., "in-game" currency) further assures fast, frictionless, secure and cost-efficient gaming transactions that delivers optimal entertainment experience.

Having a cryptographic token native in the ecosystem enables game publishers, users and other stakeholders to enjoy the advantages of a transparent audit trail which can be harnessed from the open and public NEM blockchain. This gives rise to simpler monitoring of payout transactions, settlement, distribution of commissions in licensing fees and pooling arrangements.

Finally, the transparency generated by blockchain technology enhances the confidence of users of the platform; game publishers can easily demonstrate fairness of Random Number Generators (RNG), Return-to-Player (RTP) ratio and reasonable house edge or commissions. Gameworks seeks to set the standard for provably fair gaming by harnessing blockchain, and having a native asset GWX is an indispensable requirement to accomplish this technology strategy.



Token Sale and Distribution

Gameworks will distribute **5,040,000,000** GWX Tokens through a Private Sale, an extended Private Sale, and a continuous Public Sale.

There will be a Soft Cap of **US\$3,000,000**, and a hard cap of **US\$15,000,000** for the total offering Public Sale.

Proceeds will be used to fund the core technology and consumer adoption of the Gameworks suite of applications namely; the Game Central, Gameworks Wallet, and the Token Depot.

55% of the token pool will be made available to the public through the Private and Public Sale.

The initial token price without discounts or bonuses will be **US\$ 0.003**.

A total supply of **9,000,000,000** GWX tokens will be available, of which **5,040,000,000** GWX tokens (approximately %56 of total supply) will be allocated for the Public Sale.

The minimum token purchase during the private sale is **US\$2,000** and payments will be accepted in XEM, ETH, BTC, USD, EUR, HKD, JPY and KRW.

The total market cap at the time of token distribution would be +/- **US\$ 27,000,000.00**

TOKEN SUPPLY	TOKEN SALE ALLOCATION	ICO PRICE US\$	SOFT CAP US\$	HARD CAP US\$
9,000,000,000	5,040,000,000	\$0.003	\$3,000,000	\$15,000,000

TOKEN DISTRIBUTION DATES AND TERMS

PRIVATE SALE

JUL 21, 2018 - AUG 31, 2018

2ND PRIVATE SALE

DEC 1, 2018 - JAN 15, 2019

CONTINUOUS PUBLIC SALE

FEB 1, 2019 at 9:00 AM PHT - ONWARDS

PRIVATE SALE 2 BONUS STRUCTURE

DECEMBER 1, 2018 - JANUARY 15, 2019

DEC 1 - DEC 7, 2018

30% BONUS

DEC 8 - DEC 14, 2018

25% BONUS

DEC 15 - DEC 21, 2018

20% BONUS

DEC 22 - DEC 28, 2018

15% BONUS

DEC 29, 2018 - JAN 4, 2019

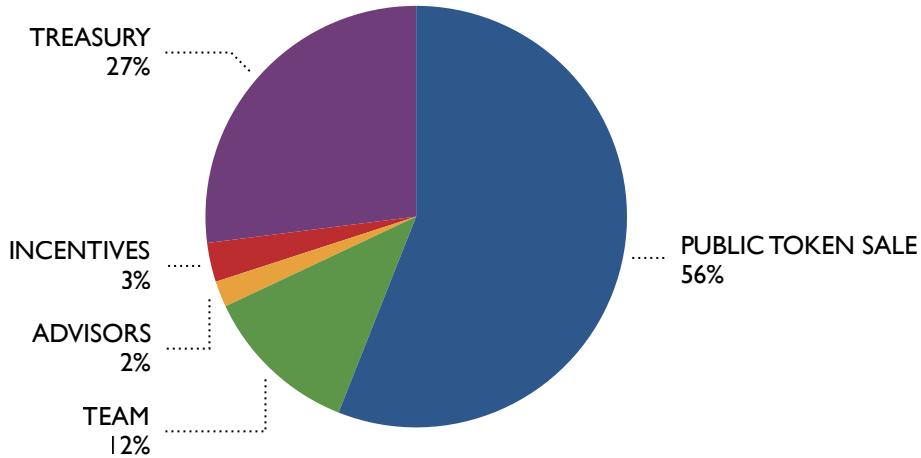
10% BONUS

JAN 5 - JAN 15, 2019

5% BONUS

Token Allocation

9,000,000,000 GWX



Public Token Sale

5,040,000,000 GWX (56%) will be allocated to the public sale (including bonuses and incentives), token depot inventory, and secondary markets, to ensure that an adequate supply of tokens are made available for circulation upon the launch and commencement of operations of the Frameworks Game Central, the Publishers, and their games,

Team

1,080,000,000 GWX (12%) will be allocated to the Frameworks team., vested across 3 years.These tokens will disbursed in tranches beginning 1 month after the launch of Game Central.

Advisors

180,000,000 GWX (2%) will be allocated by Frameworks for consultants, advisors, and external domain experts in relevant fields.

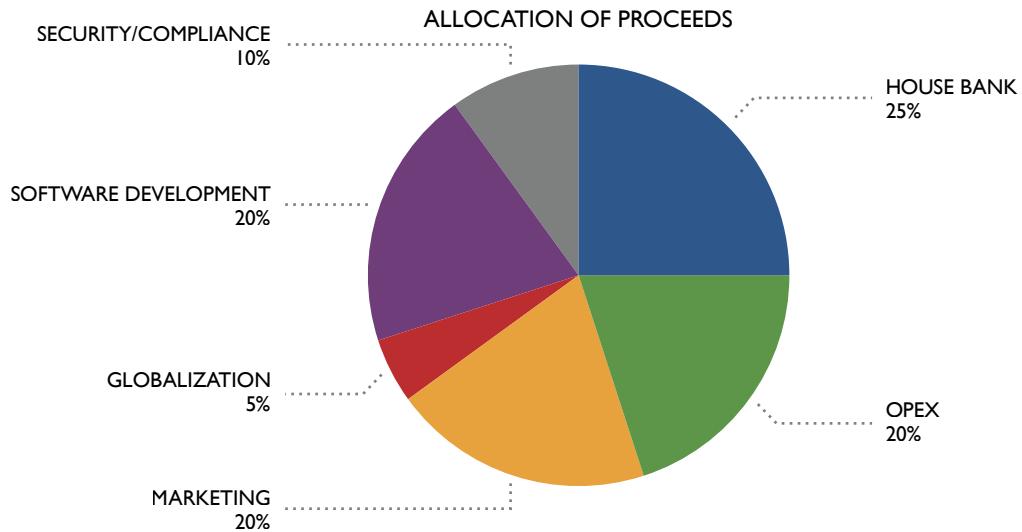
Incentives, Rewards, and Bonuses

270,000,000 GWX (3%) will be allocated for customer/market incentives and rewards. Primarily this will take the form of bonuses for gamified customer actions on the wallet app to spur adoption, hackathons and contests to encourage game development, and pioneer developer incentives.

Treasury

2,430,000,000 GWX (27%) will be reserved for future fundraising efforts and marketing incentives.

Distribution of Proceeds



Globalization

5% of the sale proceeds will go towards regulatory and compliance globalization of the Gameworks platform. Its parent company intends to apply for gaming licenses in other jurisdictions including Malta, Costa Rica, Gibraltar, Estonia and Curacao.

House bank

25% of the proceeds will be held in reserve in the “house bank” to provide solid financial backing to all games that Gameworks licenses and hosts on the Gameworks Game Central.

Marketing

20% of the proceeds will be used to promote the adoption of Gameworks and its ecosystem among developers, publishers, players, advertisers and sale contributors. This includes the growth and maintenance of the world-wide Gameworks community.

Security and Compliance

10% of the proceeds will fund Gameworks’ legal, security, financial, accounting and other compliance and organisational costs.

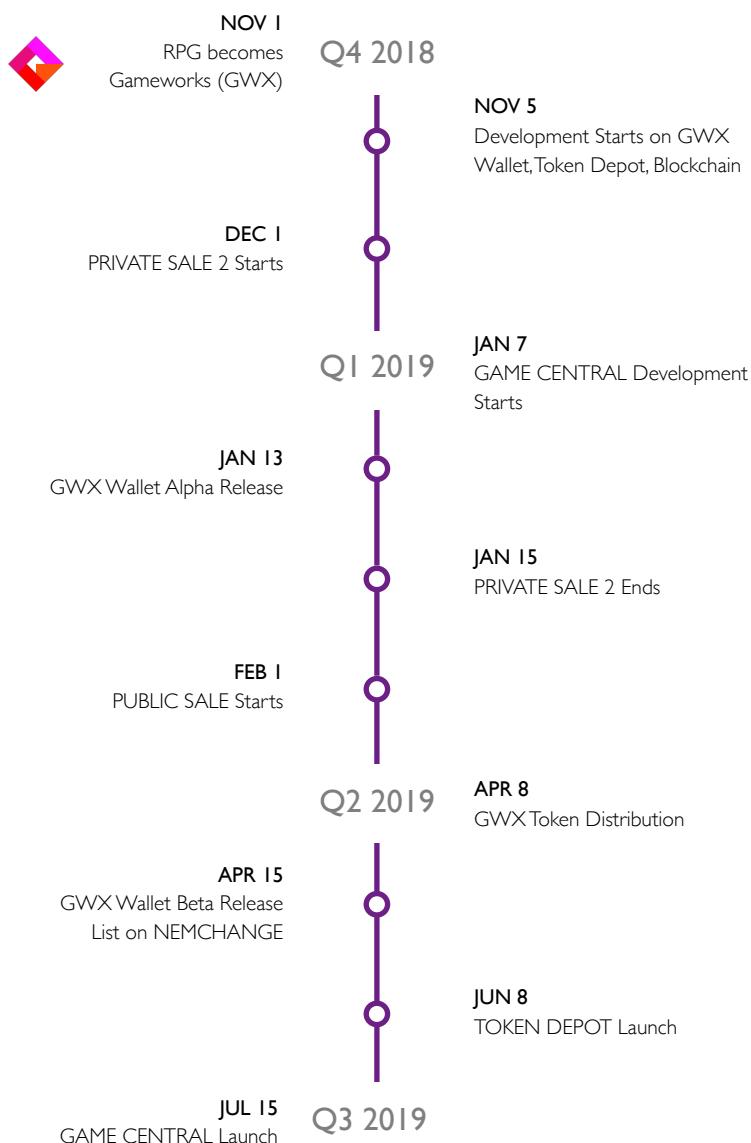
Software Development

20% of the proceeds will be used to hire and sustain a world-class team of product managers, user experience designers, engineers and data scientists. This will enable the rollout of the Gameworks platform, including the necessary adjustments to, and development of the existing Gameworks technologies.

Operating Expense

20% of the proceeds will be retained by Gameworks for operating expenses that will include human resource; cloud infrastructure; office rentals; furniture, fixtures & equipment, corporate matters, and other expenses pertaining to the day-to-day operations.

Gameworks Project Roadmap



Corporate Profile

CAGAYAN ECONOMIC ZONE

Phoenix Business Complex,
Santa Cruz, Santa Ana, Cagayan 3514
PHILIPPINES

Gameworks is an officially licensed gaming platform that is 100% owned and operated by **Blockchip Philippines Inc.**, a company licensed by **North Cagayan Gaming and Amusement Corporation** pursuant to the license and authority issued and granted by the **Cagayan Economic Zone Authority (CEZA)** with license number **0132710208**. The company has an office located in Santa Ana, Cagayan Province, Philippines.

As a regulated and licensed corporation, Blockchip Philippines Inc., and its brand Gameworks, is in full compliance with all applicable Philippine and international laws. Specifically, as they apply to gaming, know-your-

METRO MANILA

3F, Macrima Building,
1666 EDSA Corner Escuela Street
Makati City, 1200 Metro Manila
PHILIPPINES

customer; anti-money laundering and the prevention of terrorism.

Gameworks is committed to customer privacy protections and is voluntarily implements the European Union's General Data Protection Regulation (GDPR) standards.

The Team



Jay Fajardo

Chief Executive Officer

Jay is a seasoned tech entrepreneur, with over 30 years in the ICT field and extensive P&L experience, research and development, strategic, and operations management.

In 2002, he founded Wi-Fi hotspot network Airborne Access, which was acquired by PLDT in 2008.

Holding roles as director, advisor, and mentor in various tech startups, ICOs, and blockchain projects in Asia, Jay is considered to be one of the pioneers and thought leaders of the Philippines' tech startup scene. He also is the founder and CEO of deep tech engineering firm Proudcloud, and co-founder and CEO of Manila based innovation hub Launchgarage.



Nigel Hughes

Chief Technology Officer

Nigel comes from a background of mainstream software development. He is a bitcoin early adopter and has been involved with cryptocurrency and blockchain related projects since 2010.

His long career has exposed him to many industries notably gaming, entertainment, statistical analysis, telecoms, medtech and aerospace.

He has recently completed a successful NEM based ICO for LoyalCoin, a loyalty rewards company. He is a principal consultant for NEM foundation and advises a number of ICOs and blockchain startups in South East Asia.

The Team



Rafael Padilla

Chief Legal Officer

Rafael Padilla is a commercial attorney who focuses on gaming, cryptoassets and blockchain. He is working with many of the blockchain startups and gaming firms in the Philippines, serving their legal, regulatory and compliance requirements.

Rafael's gaming and leisure practice focus on remote gaming, casinos, junkets and racing. He is fluent in gaming laws and financial surveillance regulations (Anti-Money Laundering, Combatting of Terrorist Financing, Sanctions enforcement and general compliance with Financial Intelligence Units). He offers specialist advice for Asia and Europe-facing operators and platform providers with requirements for license applications in various gaming jurisdictions, legal opinions on regulatory feasibility and urgent support on compliance issues, regulatory audits and inspections.

Rafael is a Professor of Law at San Beda Alabang School of Law where he teaches Legal Interpretation, Constitutional Law, Tax and Transport Law.

Rafael also co-founded the Fintech Philippines Association and the Blockchain Association of the Philippines, a non-profit group that represents the interests of the local blockchain community. As a community organizer, he leads two blockchain-oriented meetup communities in the Philippines - Manila Ethereum and Makati Digital Currency.

Advisors



Stephen Chia

NEM Foundation Council Member Regional Head, Southeast Asia

Stephen Chia is a serial entrepreneur with experience in the areas of property & operations management, internet services ISP, trading and marketing. Having previously served in organizations like IBM, C.Itoh & Co. and Ernst&Young, he returned to Malaysia and started his entrepreneurial journey.

Stephen has been tasked to develop and grow the NEM blockchain technology in SE Asia as its Regional Head. In 2017, he was invited to be on the NEM.io Foundation Board as Council Member where he has been serving since. He is instrumental in growing NEM across SE Asia, and also established NEM direct presence in Dubai UAE, Sri Lanka, Korea and Taiwan.

He was founder of WiNETworks and BizSurf, where it was awarded the exclusive 4G/WiMAX Malaysian national licensed spectrum and wireless broadband ISP license. The business grew rapidly with the internet boom and was acquired in 2008 and is today the ISP YES network in Malaysia. In 2013, one of his startup company, ADAcode Systems received the APICTA Awards in IT innovation, and accorded the Prime Minister's "Best of the Best Award" and subsequently represented the country in the global APICTA awards competition in Brunei.

Together with his wife, they also built & completed a real-estate development project in Dutamas, Kuala Lumpur with a gross development value (GDV) of US\$36m. Stephen holds an BBA in Business with an MBA in International Management from New York.

Advisors



Lon Wong

Founder, ProximaX and Past-president of the NEM Foundation

Lon Wong is a versatile and hands-on entrepreneur with experience in a spectrum of technology covering Electrical Engineering, Controls and Automation, Network and Infrastructure Design, and Software Design. He is a past President and Advisor of NEM.io Foundation. He had been instrumental in contributing to the best-of-breed design of the NEM blockchain solution.

Lon spearheads the ProximaX project and has been actively involved in its core development and architecture. Proximax.io combines blockchain, storage, streaming and an advanced consensus algorithm to enable a rich, all-in-one platform for broader cross-industry application and decentralized app development.



Patrick Palacios

CEO of Loyalcoin

Patrick Palacios is the CEO and founder of LoyalCoin and Appsolutely, the first blockchain loyalty ecosystem that delivers customer rewards to people online in real time thanks to the power of blockchain. Prior to that, he served as a tech entrepreneur and executive, creating digital business ventures Ilios Resources and Helius Tech. He also set strategies for technology and telecommunications conglomerates such as Digitel, Nortel, and Lucent.

Advisors



Dave Wentker

Founder and CEO of Tapcentive

Dave is CEO of Tapcentive, a mobile engagement and processing platform. It keeps consumers and brands connected offline, online, and cross channel by linking the digital and physical worlds with simple, fun, mobile experiences plus the emotional hook of gamification.

Prior to co-founding Tapcentive, Dave led Visa's global mobile product development team that pioneered and commercialized Visa's payWave for mobile (NFC payments). What we created powers Apple Pay, Android Pay, and Visa mobile payments worldwide.



Mike Lindelsee

Co-founder and CTO of Tapcentive

Patrick leads the technology strategy and architecture design for Tapcentive. Prior to that, he was the Chief Systems Architect for VISA, Inc., an engineering consultant for Singularity University.