



# AGE OF DRAGONS

A Revolutionary Game Experience Based on Blockchain Technology



Jan-2018

## Abstract

In this ever-evolving world, the decentralization of blockchain and smart contracts will significantly improve social resource allocation and efficiency in the near future. With that, a great opportunity has also been bestowed upon us, enabling us to provide better service with lower costs.

As developers having produced numerous high-quality games, we realized that the concept of blockchain could bring an unprecedented change in the field of video games, which will affect the profit-driven game environment and take games back to being happiness-oriented. It allows players and game developers to join forces, creating a platform of value where they can create mutual value and eventually form a harmonious game society.

With this, based on the concept of cryptocurrency and smart contract, we will build an enormous open world that is completely different to a traditional one, and then complete its structure and operation mechanisms. After which, players will be able to originate all the events and progresses in the form of group-out-of-control (reference - Kevin Kelly, Out of Control: The New Biology of Machines, Social Systems, and the Economic World). Players can join in the world at any time, experiencing a series of unique and unrepeatable events, giving a sense that he actually "lived" in the world, and starting to experience all the unique events as he grows up. This will be a creative and revolutionary concept in the field of gaming.

With its core concepts of private ownership and uniqueness of assets in the game, tradable services, open world and decentralized free development, this game-themed world will bring a revolutionary change in gaming experience.

**Ownership:** In the game world, players own their game asset, which is individually unique to them and cannot be duplicated, and will never be changed or deprived of. Players may freely trade their game asset in a secure environment, which will bring about liquidity and real value to the players' game asset in the game, laying the foundation for the game value system.

**Uniqueness:** Generated from blockchain, each of the players' assets in the game is unique and can never be duplicated, providing rarity and inequality to players' game asset in game.

**Tradable Service:** Due to the ownership and uniqueness of players' game asset in game, the service among players also has its value. Based on smart contract, they may provide each other with various services, creating a complete social system.

**Open World and Freedom:** Based on game asset ownership and tradable service, once the game mechanisms are completed, players will initiatively experience the game world rather than be driven by game objectives designed by developers. This allows the players to enjoy a new open world with complete freedom.

**Self-Development:** Once the game is published, it will be developed in a decentralized way without any control or modification. Therefore, each game world is unique and unrepeatable just like real life, and its players can enjoy their own individual uniqueness of the game. This will bring about a revolutionary change in gaming experience.

The end of 2017 saw the number of cryptocurrency users growing at a rapid pace, and many renowned online currency exchanges have improved their server capacity along with the predictable boom. However, the number of existing games are not even close to being able to fulfill the requirements of these new users. For example, the success of CryptoKitties has reflected the players' urgent demand for blockchain-based games. Moreover, certain shortcomings of CryptoKitties also made users long for a much more interesting game with better gaming mechanisms and more openness.

2018 will be a year of innovation, as Mark Zuckerberg published the challenges of the new year on his Facebook page, and reiterated Facebook's motto — "Give people the power". In the trend of decentralization, giving people power is granting them unprecedented potentials via the technology of blockchain, converting the Internet of information into that of value. In this new transparent and fair environment, as long as users contribute, they can enjoy the appreciation of their digital assets, which is the exact idea of blockchain-based game world. In this new open world, without the interference from game designers, players are encouraged to be innovative and create their own stories, items and almost everything else. This is going to be a new era of games!

# Contents

<b>1. Team Background</b>	<b>6</b>
1.1. Team Capabilities	6
1.2. Key Members	8
1.3. Partners	10
<b>2. Application and Prospects of Blockchain-based Games</b>	<b>10</b>
2.1. Problems of Centralized Game Service Framework	10
2.2. Benefits from Decentralization	12
<b>3. Market size and Oppprtunities</b>	<b>13</b>
3.1. Current Games Cannot Meet User Requirements	13
3.2. Projected Market Size	14
3.3. CryptoKitties Case	14
3.4. Opportunities	16
<b>4. Massive Open Game World — Age of Dragons</b>	<b>16</b>
4.1. Summary	16
4.2. Stage One: World Begins	18
4.3. Stage Two: Civilization	22
4.4. Stage Three: War and Peace	27
4.5. Stage 4: Creation	31
4.6. Summary	32
4.7. Business Model	33
4.8. World Development Milestones	33
<b>5. NGT Token</b>	<b>34</b>
5.1. NGT Issuance	35
5.2. NGT Token Buyback Mechanism	35
5.3. NGT Token Allocation	35
5.4. Allocation and Usage	36
<b>6. GameGene Foundation</b>	<b>37</b>
6.1. The Main Function of GameGene Foundation	37
6.2. Management Objectives	37
6.3. Research Goals	38
6.4. Development Objectives	38
<b>7. Investors and Advisors</b>	<b>38</b>
<b>8. Disclaimer</b>	<b>41</b>

# 1. Team Background

## 1.1 Team Capabilities

### Strong Original Development Capability

The original members of Seastar Games have participated in over 10 top-rated video game projects, including Rainbow Six series and Splinter Cell: Double Agent and Prince of Persia. In 2011, they developed Order & Chaos Online, the first 3D MMORPG that achieved instant map loading on smart phones.

In 2011, they founded Seastar Games and published Feeding Frenzy, an innovative 3D real-time PVP game, which is also recommended on the App Store and has over 30 million players.

In June 2016, Seastar Games successively published Battle of Tanks, a 5v5 real-time battle game, in China, South Korea and Southeast Asian and the Middle Eastern countries. This game is recommended on both Google Play and App Store and has attracted over 20 million players.

The number of Seastar Games players has exceeded 70 million.

### 3D Game Development

With years of experience in 3D game development and the mastery of original artistic creation, 3D modeling, animation production, special effects and tools development from its top-rated art designers and game technicians, Seastar Games has a profound understanding of 3D game development and is skillful in creating a vivid 3D game world.

## 3D Engine Development

With the participation in Irrlicht reengineering, Seastar Games has been enriched with the experience in resources management, display optimization, module addition, special Shader texture development and cross-platform support. With these experiences, Seastar Games has developed its own engine, which has helped them produce Feeding Frenzy and Battle of Tanks.

## Multi-Platform Development

Seastar Games is experienced in not only smart phone game development, but also game developments for consoles including NDS, Wii, PS3 and Xbox. With its understanding of console features and potential exploiting capability, Seastar Games has developed numerous high-quality console games.

## Research Capability

Seastar Games is skilled in regards to overcoming research and development obstacles.

In 2011, after numerous times of iterative optimization on Order & Chaos Online, the original members of Seastar Games overcame the hardware limitations of major smart phones (iPhone3GS and iPhone 4), successfully stabilized the frame rate at 30 fps and realized smooth 3D map loading on smart phones.

For example, in Battle of Tanks, the hit detection mechanism is based on real-time calculation, which in return also brings about poor gaming experience to players with high network latency. Again, after persistent research and development, Seastar Games found a way to achieve the consistency of results on both server and client, minimizing the impacts caused by latency and enabling players with high latency to enjoy a smooth gaming experience.

## Server Technology

Seastar Games has mastered cutting-edge technologies in server framework and maintenance. For instance, the server of Feeding Frenzy and Battle of Tanks has withstood the daily network load of millions of players and achieved non-shutdown updating, high compatibility between old and new servers and long-duration auto running (unattended, auto-warning, auto-operation and easy maintenance).

## **1.2 Key Members**

Paul Pu: Founder of Seastar Games, a top-rated game developer and the production director of Gameloft in China region, with over 17 years of game development experience

Paul is an artist when it comes to game design and management. He has participated in numerous renowned game projects as one of the key producers, many of which have achieved great ratings on Gamespot and IGN, including Planet Zero (9.5/10 on IGN) and Rainbow Six 3 (9.5/10 on Gamespot). Splinter Cell: Conviction on NDS was also developed under his management in Montreal, Canada. Moreover, he has also played the role of lead designer and producer in many renowned games, such as Ghost Mansion, Rainbow Six, Splinter Cell and Order & Chaos Online.

Bill Zhang: Co-founder of Seastar Games and an expert in engine development, with over 12 years of research and development experience

Bill is a master in software development, particularly in artificial intelligence. Earlier he worked in Pattern Recognition and Information Process Lab in Tsinghua University for his PHD research project and achieved great success on AI development. Moreover, as an expert in multiple-platform development and reengineering, he has developed games for various consoles and helped improve Seastar Games' independent engines, making it possible for his team members to achieve the development requirements with better efficiency and effectiveness.

Jason Zhu: Co-founder of Seastar Games, with 15 years of server framework, underlying network technology and big data analysis experience

Jason graduated from Beijing Institute of Technology and is an expert in network technology and server framework. He has years of experience in underlying network, distributed server architecture, server security and automated deployment and maintenance, virtual machine, docker, big data analysis and blockchain.

Cathy Liu: Co-founder of Seastar Games and the art director of Gameloft, with over 12 years of art design experience. Also an expert in 3D game world development

Cathy used to be the art director of numerous successful projects, while also being a veteran artist who has been greatly approved and identified by the industry, owing to her mastery in realizing the game world with vivid artistic design.

Dragon Zhang: Expert in cryptology and hash technology, with over 10 years of encryption and decryption algorithm experience

Dragon graduated from University of Science & Technology Beijing, and has intense interest in math and profound understanding of cryptology and hash technology, accumulated from over 10 years of encryption and decryption algorithm experience.

Jill Xiao: Expert in big data and network technology, with over 12 years of server and database development experience

Jill graduated from Beihang University with bachelor degree in Computer Science and Technology and master degree in Big Data. He has over 12 years of system architecture design, server development, database application and network programming experience.

Peter Kang: Technical expert, with over 10 years of n server-side and client-side development experience

With over 10 years of experience, Peter is a technical expert in kernel programming, tools development and server-side development. He has participated in numerous large projects

as server-side lead developer.

## 1.3 Partners

**Seastar Games** has established partnerships with numerous large corporations.

**iDreamSky**: A top-rated publishing company in China listed on NASDAQ. In 2017, iDreamSky made an unprecedented offer of 20 million CNY and became the exclusive publisher of Battle of Tanks in China.

**KongZhong**: A network company listed on NASDAQ and the biggest military games publisher in China, and also Seastar Games' publishing partner for Battle of Tanks - Web Version.

**Nexon**: A top-rated game developer and publisher in South Korea, and also Seastar Games' publishing partner for Battle of Tanks in South Korea.

**Gameview**: A renowned publisher in Southeast Asia, and also Seastar Games' publishing partner for Battle of Tanks in Southeast Asia.

**InterServ**: A renowned game developer and publisher in Taiwan, and also Seastar Games' publishing partner for Feeding Frenzy in Taiwan.

## 2. Application and Prospects of Blockchain-based Games

### 2.1 Problems of Centralized Game Service Framework

In a traditional game, all game assets and logics are stored or operated on the game publisher's central server, which enables the publisher to gain complete control over the game environment and unrestricted access to players' game asset in the game. This type of game framework has brought about following issues:

- a) Game is operated in a black box. Players can never actually know any detailed game mechanisms other than those announced by the game publisher.
- b) By owning the central server, game publisher gains absolute advantage over users. All the game players have no other alternatives but to fully trust the publisher.
- c) In most games, players are not allowed to transfer, trade or even inherit their game asset in the game, while the game publisher have the ability to freely edit players' game data or change the game mechanisms.
- d) All players' privacy information is stored on the central server, bringing about the risk of disclosure or theft.
- e) The high dependence on central server makes the game vulnerable to server crash or attack. Whenever an operation accident takes place, players will suffer from game asset loss.
- f) Once a game is published, the publisher may change its mechanisms or edit the drop rate of items to maximize profit, which often makes players' game asset earned from early game depreciate.

g) Inevitably, as the game's life cycle slides into a phase of decline, the central server will eventually be closed.

All the issues mentioned above makes it impossible to protect players' game asset in the game, preventing game asset from converting into digitalized collectibles or scarce commodities. However, the concept of blockchain has provided a practical solution to all these problems.

## **2.2 Benefits from Decentralization**

According to the concepts of decentralized blockchain and smart contract, the economic system and rules of the game are free from the publisher's control and are completely understood by the players. With full ownership of virtual game asset, players may use and trade them at will. It is their decisions that enriches the game contents and defines the economic system. With this, the game world will become an actual open world.

The openness of blockchain enables players to thoroughly understand the game mechanisms. As a result, game mechanisms will become fairer.

h) The decentralized operation enables the game to be independent from the publisher, both in terms of software and hardware.

i) After the game published, the immutability of blockchain protects game mechanics or data from modifications.

j) Due to the distributing of blockchain, servers are immune to crash-down problems and are much more resistant to attacks.

k) The anonymity of blockchain effectively protects the privacy of the players.

l) Game asset in the game can be conveniently traded.

Blockchain-based games can avoid the problems from centralized ones, enabling players to own their virtual game asset and trade it with other players. Players may even invest in virtual properties and gain real profits from it.

Without the limitation from centralization, once a game is developed with carefully designed mechanisms and is published, its entire life cycle will be completely developed by players. With this, a decentralized game becomes a digitalized society that actually belongs to all the players.

## 3. Market size and Opportunities

### 3.1 Current Games Cannot Meet User Requirements

Registered online currency exchange users and their visits have been increasing at a rapid pace. The number of registered Coinbase users has exceeded 12 million, and the daily transaction on Binance has exceeded 9 billion dollars.

Here is a chart of unique user visits on Binance. The number of users increased at a



dramatic rate in the closing weeks of 2017.

The data above indicates that this is a booming market. However, current games have not been able to meet the requirements of the players.

Under these circumstances, CryptoKitties was published in late November 2017 and soon became a huge success. The game became so popular that it even caused network jams. This case reflects players' massive requirements on cryptocurrency-based games.

## **3.2 Projected Market Size**

Games developed based on blockchain will have a revolutionary effect on the markets. In 2017, the market size of video games was around 1.1 trillion dollars, contributing only by game sales and in-game purchases. However, due to the ownership and up-valuation of virtual game asset brought about by blockchain, the game could become an infinite game, where players and game publishers can achieve a win-win situation rather than play a zero-sum game. With this, the market size of the gaming industry cannot be calculated based on traditional methods, but rather on Internet of value scope.

As shown above, there are over 100,000 new users registering trading platforms for Bitcoin and other cryptocurrency every single day, and the trend is rapidly accelerating. It is predicted that within the next few years, there will be an enormous number of new cryptocurrency users. Due to the openness and abundant contents brought by blockchain-based games, these users are very likely to become game players, bringing in not only traditional in-game purchase, but also up-valuation of virtual game asset. With this, the market size of the gaming industry may achieve explosive growth of dozen times.

During this process of up-valuation, the traditional method of game asset distribution will change, and a number of new career opportunities may also appear. Along with these, the value system within the gaming industry will also be different.

### 3.3 CryptoKitties Case

Within one month of the launching of CryptoKitties, over 250,000 deals were made with total sales exceeding 18 million dollars and the price of the most expensive kitty reaching 250,000 dollars. Undoubtedly, this is the most insane virtual pet trade ever made.

Total Sales: 252774 Total Unique Kittens Sold: 198675 Total Ether Sold: 36808.00 ether Total USD Sold: \$18376848.52			~ Made by <a href="#">@nieidlr</a> (Psst... I'm building a decentralized Patreon. <a href="#">Read more here.</a> ) ~	
		Average Sale Price: \$72.70		Median Sale Price: \$13.30
Kitty Info	Pricing			Details
ID	Ether	USD (at time of sale)	USD (current value)	Sale Date
<a href="#">18</a>	Ξ 253.3368	\$110707.16	\$258150.18	2017/12/7 上午11:28:18
<a href="#">4</a>	Ξ 247.0000	\$107816.49	\$251693	2017/12/7 上午3:41:57
<a href="#">1</a>	Ξ 246.9255	\$114481.59	\$251617.12	2017/12/3 上午4:32:36
<a href="#">21</a>	Ξ 237.5228	\$104404.35	\$242035.77	2017/12/8 下午5:31:03
<a href="#">22</a>	Ξ 225.0000	\$98899.88	\$229275	2017/12/8 下午5:34:36
<a href="#">5</a>	Ξ 222.0000	\$101600.52	\$226218	2017/12/6 上午12:45:01
<a href="#">7</a>	Ξ 190.0468	\$87677.34	\$193657.72	2017/12/5 上午3:45:47

However, we should also consider the fact that only one month later, the trade price and frequency decreased dramatically. Kittens that used to be traded numerous times a second could no longer be sold without several minutes of wait.

Kitty Info	Pricing			Details	Kitty Info	Pricing			Details
ID	Ether	USD (at time of sale)	USD (current value)	Sale Date	ID	Ether	USD (at time of sale)	USD (current value)	Sale Date
<a href="#">405070</a>	Ξ 0.0030	\$3.08	\$3.06	2018/1/5 下午10:24:16	<a href="#">97942</a>	Ξ 0.0908	\$40.63	\$92.55	2017/12/6 下午9:10:13
<a href="#">36903</a>	Ξ 0.0032	\$3.26	\$3.23	2018/1/5 下午10:16:52	<a href="#">108010</a>	Ξ 0.0687	\$30.88	\$70.04	2017/12/6 下午9:10:13
<a href="#">450229</a>	Ξ 0.1602	\$163.42	\$163.29	2018/1/5 下午10:13:15	<a href="#">90338</a>	Ξ 0.0493	\$22.22	\$50.25	2017/12/6 下午9:10:13
<a href="#">450789</a>	Ξ 0.1958	\$200.01	\$169.48	2018/1/5 下午9:56:12	<a href="#">110108</a>	Ξ 0.0446	\$20.22	\$45.72	2017/12/6 下午9:10:13
<a href="#">413209</a>	Ξ 0.0040	\$4.09	\$4.08	2018/1/5 下午9:53:07	<a href="#">108925</a>	Ξ 0.1632	\$87.05	\$198.83	2017/12/6 下午9:10:49
<a href="#">447856</a>	Ξ 0.0150	\$15.34	\$15.29	2018/1/5 下午9:49:30	<a href="#">90880</a>	Ξ 0.0561	\$25.3	\$57.21	2017/12/6 下午9:10:49
<a href="#">450255</a>	Ξ 0.1700	\$174.42	\$173.83	2018/1/5 下午9:49:30	<a href="#">41412</a>	Ξ 0.0400	\$18.03	\$40.76	2017/12/6 下午9:10:49
<a href="#">405123</a>	Ξ 0.0030	\$3.07	\$3.06	2018/1/5 下午9:48:36	<a href="#">86070</a>	Ξ 0.0350	\$15.77	\$35.67	2017/12/6 下午9:10:49
<a href="#">414703</a>	Ξ 0.0050	\$5.11	\$5.09	2018/1/5 下午9:46:32	<a href="#">88917</a>	Ξ 0.0340	\$15.34	\$34.69	2017/12/6 下午9:10:49
<a href="#">449475</a>	Ξ 0.0029	\$3	\$2.99	2018/1/5 下午9:43:29	<a href="#">110063</a>	Ξ 0.0783	\$35.75	\$80.84	2017/12/6 下午9:11:48

Jan 5<sup>th</sup>, 2018

Dec 6<sup>th</sup>, 2017

The key problems of CryptoKitties are as follows:

- Vague value mechanism. The value of kittens is completely determined by its rarity. Once a player obtains rare kittens and breeds them, their rarity and value decreases dramatically.
- Low user stickiness. Attraction to the game is limited due to its simple game mechanism and lack of variation.
- High similarity of kittens. Though kittens may slightly vary in appearance, there is no decisive difference among the massive kittens, which has severely limited the collection value of rare kittens.
- Insufficient display mechanism. Due to the enormous number of kittens, the simple filter mechanism is not able to efficiently display the kittens on sale. The extremely high refreshing rate makes it impossible to sell kittens unless the owner lowers the price.

Once a similar game appears with better game mechanisms and more intense drive, CryptoKitties will easily be replaced.

### **3.4 Opportunities**

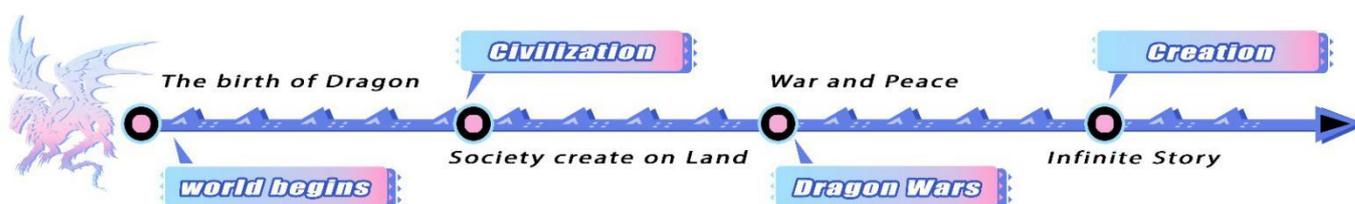
From the case of CryptoKitties, we can conclude that current blockchain-based games are too simple to meet the requirements of the players. To fulfill the market demands, we need to create a larger game world with more interesting game mechanisms, based on the concepts of decentralization, game asset ownership, open world and out-of-control development.

# 4. Massive Open Game World — Age of Dragons

## 4.1 Summary

We are going to create a large themed game world with dragons as the main characters. This world will bring players an unprecedented new virtual community experience with openness and unlimited possibilities. We will divide the development of the entire world into four stages that will be presented to players one by one.

- ◇ The Creation of the Dragon World
- ◇ The Dragon Territory
- ◇ The Civilization of Dragons
- ◇ The Creation of Dragons



All stages of development of the entire world is linked through dragons. Every stage of development sets the foundation for the next stage. When a stage develops to a certain maturity, it will proceed to the next stage, with the fourth stage being the last. In the last stage, the whole world will have its own basic structure completed and a dynamic platform, allowing users and other developers to create more content. Everyone can get the

experience and reward that they want. Finally this forms an ecosystem that will not stop moving forward and developing.

In a traditional gaming platform, a player is typically given a selfless mission to save everything in the great big world. Users follow the path set by designers, experience everything that has been written, and accomplish exactly the same goals as other players. Everything is repeatable and predictable; this is all that centralized games can bring you. In the game, you must follow a set of predetermined goals in order to move forward. The game's universe is also fixed and unchanging, you only follow and experience the path set by the designers. Regardless of whether you enter or leave the game's universe, nothing in that universe will be affected.

On the other hand, we are creating an unprecedented virtual world – one that is never silent, one that is truly open and free. In this world, any development cannot be predictable; all changes and evolutions are determined by the minute contribution of every single player that accumulates to drive the world forward. This game is also a platform for users to develop an enriched and perfect world, creating new modes and gameplay to open up new chapters in the game's universe.

## **4.2 Stage One: World Begins**

### **4.2.1 Basic Introduction**

Genesis is the opening phase of the entire world. Because of CryptoKitties, a large number of users have learned about blockchain games. Hence we have adopted similar basic mechanisms during the genesis phase to enable players to enter the game with a low cost of understanding to open the genesis phase.

In this phase, 10,000 genesis dragons will be born in the world. Players will acquire Genesis Dragons and bring them into battles, they can breed and create offsprings. The result of breeding is genetically determined.

In the development of the world, the players can form teams with the collected dragons, and they can also pay to challenge other dragon teams.

After winning the challenges, the dragon's attributes will grow and enter the battle leaderboard. The battle fee invested by the player will be re-allocated every day according to the dragon ranking of the battle leaderboard.

## **4.2.2 Distribution of Genesis Dragon**

### **4.2.2.1 Core Values of Genesis Dragon**

The core value of the genesis dragons is that it is easier to get the desired offspring dragon through early algebra breeding.

### **4.2.2.2 Distribution Rules**

- 20% of Genesis Dragon will be used for community ecological operations and seed user expansion.
- 10% of Genesis Dragon will be assigned to partners for marketing promotion.
- 60% of the dragons will be distributed throughout the 4 stages of world development, in a ratio of 4:3; 2:1. It will be sold to users in the form of Dutch auction. The speed at which dragons are sold will dynamically change based on the average number of dragons owned by users, in order to maintain the overall user ecosystem.
- 10% of the dragons will be reserved for the eco-cooperative development team.

### **4.2.3 Breeding**

Users can choose to breed with others' lone dragons. Offspring dragons are obtained by the selecting parties, and the parties with lone dragons are paid breeding fees. Offspring dragons are determined by the genes of both parties.

- Users can choose to breed with lone dragons in breeding center.
- Each dragon can breed at most once every 24 hours, and the CD time will increase as the number of breeding times increases.
- Breeders will pay breeding fees to users who provide the breeding service. 3% of the breeding fee will be charged as the processing fee, and the remaining 97% will be returned to players based on the players' rankings on the leaderboard.
- After breeding is successful, the selection party get the dragon.
- The dominant dragon genes will determine the appearance of the dragon, while the recessive genes cannot be determined by the appearance of the dragon. When breeding, the dragon's genes will be redistributed. Half of the genes will be taken from both parties, and the type and appearance of the new dragon will be determined through the dominant genes.

### **4.2.4 Battle**

#### **4.2.4.1 Battle Power of Dragon**

Each dragon has the following attributes: HP, attack power, defence, magic, intelligence and speed. The dragon's battle power is calculated based on these attributes. Dragon's attributes grow through battles, so does the battle power. The total battle power of the team is the sum of the battle power of 3 dragons.

#### **4.2.4.2 Team**

Users can choose 1-3 of their own dragons to form a team for battle; players can change any dragon in the team. There must be a captain in every team, and the player can choose any dragon as the captain.

#### **4.2.4.3 Battles and Number of Battles**

After teams are formed, every player can challenge other players' teams. Once the challenge is completed, the team will enter the challenge list and it can be challenged by other players.

### **4.2.5 Leaderboard**

- Players are ranked on the Leaderboard according to the battle power of their dragons
- The leaderboard serves as a show-off attribute, and is the best place to show off game assets as well as the place for game assets to appreciate.
- The position of the dragon in the leaderboard will be reflected when users sell their dragons in auctions.
- Captain dragons participated in battles are ranked according to their battle powers every day. The increase in attributes of each battle will result in an increase in battle power, and it will be reflected on the leaderboard.
- The leaderboard is reset once a day. Players are ranked only when they participate in battles.

#### **4.2.5.1 Leaderboard Reward Mechanism**

System returns 97% of the sum of battle fees every day. Each player's allocated share is determined according to their ranking on the leaderboard.

## 4.2.6 Core Objectives and Pleasures

Player have the following core objectives and fun in this phase.

- a) **Participate in battle to receive system redistribution:** How to get higher share distribution depends on the strategies when challenging the opponents. This is because challenge fees have to be paid for every challenge; challenging strong opponents requires lower fee while challenging weak opponents requires higher fee. Players receive attribute growth as long as they win no matter who the challenge opponent is. They also get increased battle power and higher placings in the leaderboard ranking, which also means greater allocations. Balancing the fees payable and the benefits of the challenges would be the player's main strategy.
- b) **Dragon's value growth:** Dragon is the player's core asset. Acquiring rare species through breeding and getting a higher ranking through growth obtained from battles, all of which can make the asset appreciate continuously. This pleasure of growth brings room for appreciation at the same time.
- c) **Collect all kinds of dragons:** Dragons' appearances are different due to the wide variety of dragon species. This stimulate players' desires to collect different types of dragons. The more dragons collected, the more tactical combinations players can perform as well.
- d) **Battle strategy:** Battles become extremely tactical because of the dragon attributes and team designs . The combined battle power of each team is calculated based on the basic attributes, while magic attribute is not included in battle power for this particular attribute has a special restraining power; all these can result in a situation in which players may not win even with higher battle power. Players are encouraged by battles to think about their team combinations and strategies. Through different combinations, battles between players usually have high variables. Challenging others also means that you will be challenged as well. Setting up a team with balanced offensive and defensive strategies is an important

factor; Players also need to observe the configurations of other teams of comparable battle power, and make corresponding adjustments to speed up the growth in their battle power as much as possible while slowing down other players' battle power growth.

#### **4.2.7 Compare to CryptoKitties**

Although our game initially looks similar to CryptoKitties in the first phase, we have introduced a currency redistribution system; we also use seemingly simple but complex battle mechanisms and group battles to support the entire system. Compare to CryptoKitties, the game becomes very strategic and challenging. At the same time, the variety of dragons and the collection feature of different team combinations make the game additive in a long-term basis. At the same time, the constant battles make the dragons not only just have a collection value, but also a supported growth value.

### **4.3 Stage Two: Civilization**

#### **4.3.1 Core Elements**

In Genesis phase, players have acquired dragons. At this phase, we introduce the following four core elements and framework to develop our world.

- a) **Equipment and items:** At this phase, the player can equip the dragons with weapons and armors, further enhancing the dragon's battle power. Props are added at the same time, providing ability to replenish, battle endurance and various buff and debuff effects. This greatly enhances battle strategy and also prepares for adventure and cave in this phase.
- b) **Land:** New assets and land will be opened up and they can be acquired by players to produce items. Players can use these materials to forge equipment and create items; manufacturing and trading places are also provided.

- c) **Mission mechanism:** Based on smart contract, we provide a system for players to freely distribute missions among one another.
- d) **Dungeon and cave adventure:** Players are free to challenge and explore by themselves or in teams, and receive rich loots and supplies the world needs. It is open to other developers to join and develop more content at the same time.

With the introduction of these elements, the worldview becomes large and enriched. Players also have greater interactions between one another; they can publish missions and needs, creating social division of labor and forming their own jobs. All social economic activities are built with money, goods, and services. Eventually a vibrant society is formed.

### **4.3.2 Interaction Program between Users**

In this phase, there will be a lot of interactions between players. With the help of the tools provided in the game, users will create their own smart contract-based missions and interact with other users. For example, when the player sells an item, he only needs to enter information such as quantity and price; it automatically generates a smart contract and publishes it to a place called "Trading Centre". When other users browse the contract through "Trading Centre" and accept the contract, the smart contract is executed automatically and execute payment delivery etc.

### **4.3.3 Land**

New core asset in this phase - land. Land will be divided into multiple plots; each plot has its own exclusive output such as wood, ore, stone, wheat, milk, herb (there can be many different kinds of herbs) and so on. For plots without production, users can build businesses needed in the game, such as weapons stores, armor stores, pubs, rest houses, churches, alchemy shop, etc.

Players can use NGT to purchase land. After the purchase is successful, the land becomes the user's exclusive asset. The output of each land also belongs to the player; NGT is required to receive the output.

#### **4.3.4 Brand new mission form**

Missions are no longer a series of fixed, repetitive and boring tasks designed by the designers. Instead, players can freely publish any combinations of missions and set its rewards based on our framework and rules. As a result, players will be publishing and completing various rich and interesting tasks every day in this world. Today's Special Mission will also become the hot topic among players. Players can select missions according to the rewards and his/her own ability. The players' considerations of publishing missions and completing missions will be based on their input costs and earnings; this gives the players a key to running the world.

There is no fixed method for the player to complete missions; it depends on the player's current ability, status, and resources. For example, a certain weapon manufacturer needs to forge a legendary weapon and has released a mission of collecting three rubies. The player who accepts the mission can go to cave adventures and search for rubies. However, cave adventure requires partners. So the player can also publish a mission and form a team to embark on the adventure; the rewards will be allocated accordingly. Alternatively, players can directly go to a gem manufacturer to create the rubies; the gem manufacturer may give the players a new mission in order to create the rubies. For example, players have to destroy monsters in a certain area before they can dig in a gem mine etc.

All of this can be achieved because of smart contract. It has made the world truly open and its content freely created. As the creator of this world, it is necessary to develop achievable frameworks and rules based on this.

## **4.3.5 The formation of society**

### **4.3.5.1 Industry Chain**

Various resources are produced in this world. Players create finished goods and sell them to players. The world's industrial chain is built gradually while the players are playing the game.

For example, team forming information can be found in pubs; publishing and accepting missions can also be done in pubs, and players need to purchase alcohol in order to carry out all these activities. If a player wants to run a pub and earn income by selling alcohol, he/she needs to buy timber and stone from owners who own plots that can produce timber and stone. Then he/she needs to purchase alcohol from winemaker in order to sell them to customers. After the pub starts to operate, players can pay to publish information in the pub or they can purchase alcohol in order to obtain information.

Lands that produce wood and stone require lumberjacks or miners to collect the output from the land. Winemakers need to buy wheat from the owners of the plots that produce wheat. The wheat owners need to harvest the wheat himself or hire someone to harvest it. Various behaviors of players constitute various industrial chains. Through unrestrained mission system and spontaneous commercial sales behavior of the players, a variety of intricate chains can be formed in the world; demand and supply are the gears on these chains.

### **4.3.5.2 Occupation**

Operations are required for all activities happening in this world and players have to pay respective fees. Every time the player performs a professional job, such as logging, mining etc., it needs to consume a NGT; at the same time, the skill improves. The higher the skill level is, the less the consumption of NGT required, which means that there will be a higher output per unit consumption. Gradually, occupation like woodworkers and miners emerge.

For example, during the adventure process, people who participate often can purchase and forge more powerful equipment so that they can complete adventurous missions faster and complete more difficult adventurous missions to get paid. Thus, the occupation of adventure hunter emerges.

Please note that we will not specify what the players can do and what their occupations are at the beginning; it is entirely up to the players to decide; the occupation name will not even appear in the system, just like in the real world. Your occupation title will not appear above your head, but you are indeed the individual of this profession. People can also have a variety of occupations at the same time. In the course of this world, everyone can do whatever that they want to do. Your occupation will be the job that you can complete faster and better.

#### **4.3.5.3 Social division of labor**

It is a honing process for the players every time they decide to work. For example, as a landlord who produces wood, he can log and sell the wood himself or he can hire lumberjacks to work while he embarks on adventures. Providing different goods and services indicates that the players can be more professional and they get more subdivided at the same time. Social division of labor is formed gradually, and this is the foundation and basic organization of a society.

#### **4.3.5.4 Self-Formation of Community**

In the course of the development of the world, with the progress of social division of labor, players can spontaneously form various associations and communities, and eventually form a society with various organizations.

#### **4.3.5.5 Self-Development of Society**

People who own assets can also employ skilled individuals to meet their own needs, forming employer-employee relationships.

At the same time, the output of each land plot is limited, and so are the goods and services provided by each business. With the participation of players, the supply and demand of various goods and services will change, which will affect the price orientation; the price orientation will then affect the supply of goods and services provided by the users. This will form a self-developing economic society.

In this society, the goods and services needed are diversified. A complete society is formed by each and every link crossing one another. Everyone who enters the game can find their own position to earn income - NGT, and integrate into this society.

The game will be self-developing and uncontrollable once it goes online. So the possibility that it may form trust monopoly businesses can't be ruled out, and there might also be anti-monopoly alliances. This will be a very interesting and uncontrolled social evolutionary process; it can even be seen as some sort of social experiment. This kind of experience is totally unachievable in the previous centralized games, and have many one-off events, just as in real life. Experiences cannot be repeated if it is missed. This is an unparalleled gaming experience that only blockchain can bring into reality.

#### **4.3.6 Adventures and Caves**

In this phase, we will set up some adventure caves and dungeons for players to explore. In the process of exploration, players can obtain various items including items that are not produced in the world land. These items are indispensable in the entire economic cycle. At the same time, a variety of rare treasures and items can be obtained.

#### **4.3.7 Addition of More Developers**

We will develop several caves as examples, and after which, we will provide an API interface and invite other developers to create more adventures and caves contents. They

will cooperate with us and provide players with more content experiences, making the world richer and more interesting.

## 4.4 Stage Three: War and Peace

### 4.4.1 Core Elements

Players have accumulated their game asset and formed their own communities in the second phase. However, these are scattered communities after all. Stage Three will allow players to build countries, government agencies and militaries, further expanding the community-level worldview to the national level.

In this phase, we will introduce three core elements and frameworks

1. **Country**: In this phase, players can form their own country together with like-minded friends. Through the establishment of countries, the whole world will be divided into many areas. The number of countries that are going to be created will be freely determined by players. The system only provides the function of registering countries. With countries, it will be possible to carry out taxation and other things that were not possible for communities.
2. **Military facilities**: After players establish countries, military system will be opened up. Through military system, players can set up large army that allows more dragons to participate in battles. The basic framework of the country is basically completed by now.
3. **New territory**: Large-scale unclaimed lands are introduced in the game. These territories are adjacent to one another and do not need to be purchased. Seizing the land gains the players a lot of resources for development. The total size of the territory is fixed and is divided into hundreds of small areas. Players who enter these territories will be able to carry out the seizing function. These territories can

be seized by sole players or countries. If the seizing player belongs to a country, then this territory will belong to the country.

With the core elements above, players can build their own institutions to manage countries; we will develop the required management functions according to the players' needs.

With the introduction of country, the consumption of all kinds of resources will increase dramatically. As the new unclaimed territories generate large amounts of resources, there will be disputes; wars and hostilities between countries will erupt; there will be diplomacy and alliances, and the whole world will become extremely interesting.

#### **4.4.2 Establishment of Country**

Establishing a country requires players to spend NGT. The more players participate in the founding of the country, the higher amount of NGT will be required. A fixed fee is charged for each and every player who joins the country.

After the country is established, players can donate funds and resources to enter the treasury for subsequent uses.

#### **4.4.3 National Institutions**

After the player joins a country, he/she can build various national institutions needed by the country. The specific types of national institutions and their mechanisms are also determined by the players themselves.

Players need to pay NGT in order to register for national institutions. Once the institution is registered, certain amount of resources are automatically deducted from the treasury, or the players must manually spend a small amount of NGT periodically to maintain the operations of the organizations. Once the maintenance stops, the function of the

organization will stop as well. If the maintenance is stopped for a certain period of time, the institution will be deregistered automatically.

The names of the institutions are determined by players. The system will only provide the institution's functions for the players to choose. With an administrative institution, players can begin to set tax policies in their own countries. The specific tax revenue is entirely determined by the players; the players can even create a country without taxation.

Once the taxation system is established, part of the harvested land resources in the country will be handed over to the country treasury according to the tax revenues. The treasury will automatically provide resources for the various institutions of the country.

The national construction rights are determined by the players themselves when country was founded; it can be shared by many people. The players who gain the right to construct also have the right to determine the various institutions in the country. Democracy, presbytery or centralized system can be adopted. If players cannot reach a consensus, they can choose to leave the country.

#### **4.4.3.1 Strongholds and Capitals**

When a territory is seized by a country, strongholds and capitals can be established on it. If it is seized by players who do not belong to a country, only strongholds can be established. Garrison can be stationed at the strongholds and capitals. The scale of the building will determine the size of the garrison. Once all the strongholds in a territory are seized, the territory is no longer affiliated with the original country and player. If a capital is compromised, all the territories seized by the country will fall and will no longer belong to the country.

#### **4.4.4 War**

War is the continuation of politics. When the distribution of resources cannot be achieved through political means, war will break out.

There are two types of warfare: field battle or stronghold and capital battle.

The specific war plan can be determined freely by players. After the players form an army, it can either be managed by a commander or players participating in the battle themselves.

#### **4.4.5 Interesting Designs**

In the second phase, players are allowed to establish social relationships and form free communities. In Stage Three, these unrestrained groups will be further expanded into a country mechanism.

In Stage Three, it is no longer just about social division of labor. As a member of a group, the player also needs to consider how to build a country, develop military, conduct diplomacy, conclude alliance and fight wars. Country will not be predetermined. Instead, it will be entirely up to the players themselves. There may be dictating countries that everyone hates; there may be countries where everyone is united and happy. The country types and their sizes are all freely decided by the players.

Stage Three focuses on giving players a national-level strategic experience, allowing players to think more about how to expand their country or choose to join countries that provides more benefits. After the phase has undergone a period of development, the whole world will undergo further changes. No more monotonous buying and selling of land, or employing and being employed. It will develop into a real virtual dragon world. There will be countries, citizens, wars, joy, sadness, etc.

## 4.5 Stage 4: Creation

After the first three phases of development, we now usher in the final phase. The final phase is not the end of the world; it prepares all of the infrastructure needed and usher in the ultimate form of the world.

In this phase, the world will be fully opened up to developers, as they will develop more adventures and contents. Players will get endless contents and experiences in this world.

### 4.5.1 The Core Elements

In this phase, we're going to introduce two core elements.

**Storyline:** we will develop a scripting mechanism that allows users to create storylines similar to the movie “Westworld”. Authors are able to create large and fascinating story content for players to experience. The entire storyline is driven by scripts and it allows multiple or even a large number of players to enter the gameplay. At the same time, players will have to pay a considerable amount of money and the currency will eventually be redistributed according to the objectives that have been completed in this storyline.

**Open platform:** in the first three phases, we have made the world an open and free world while having introduced developers to join our world in order to develop more contents in the second phase; in this phase, we will provide real platform capabilities, allowing creators to be creative and create freely while generating revenues to achieve complete win-win situations.

In this phase, we will introduce Westworld-style creation through opening up sources and platform, allowing any player or Development Company to release new storylines and gameplays on our platform.

From this phase, the whole game world will be transformed into a gaming platform that has a huge world view and rich gameplay. Along with the addition of more developers, players can develop new content and storylines at the geometrical level. Not only can developers create adventure games, they can also create strategy games, action games, gambling games and more. Such a huge game world allows players to experience endless games without ever having to repeat them.

This will form a comprehensive ecosystem where players get to enjoy playing games and have new experiences every day. The creators keep creating content and get rewarded; this will be a whole new industry model.

## **4.6 Summary**

This will be an unprecedented and unparalleled virtual world experience. It greatly changes the form and gameplay of the gaming entertainment. It also changes the way of thinking in the traditional gaming industry. It is a free community world where players join the world as creators, and each player's actions will affect the world. There is no preset script for the game; every moment is unknown, no one knows what will happen next or what new things will emerge. This is what the new game world looks like - a fascinating virtual world.

## **4.7 Business Model**

System platform will receive the following revenue:

- ◇ The revenues from auctioning Genesis Dragons
- ◇ All transactions among users are charged at 3% as transaction fee
- ◇ For all partners who participated in the development, the revenue fully belong to the partners as long as NGT is used; platform will not receive any share of the fees.

## 4.8 World Development Milestones

Timeline	Development Stage	Release Version
July 2018	World Begins	Online beta version
August 2018	World Begins	Official launch
December 2018	Civilization	Release beta version
March 2019	Civilization	Official launch
June 2019	Civilization	Open the ecosystem and invite some developers to participate in content development test.
October, 2019	Civilization	Fully release developers' content development.
December 2019	War and Peace	Release online beta version
January 2020	War and Peace	Release the official version
May 2020	Creation	Release the test, open up the ecosystem, and invite developers to participate in content development test.
August 2020	Dragon Creation	Officially launched; Official model theme released; platform launched, fully open content development platform to developers.

## 5. NGT Token

The vision of the GameGene Foundation is based on the team's 10 years of experience in the development and operation of high quality original game productions, global partner network, as well as profound understanding and accumulation of underlying technologies of the blockchain ideology; the vision is to create a brand new blockchain game platform and a new era for gaming.

NGT issued by GameGene. It will be used for all blockchain game products developed or released cooperatively by GameGene. All activities, transactions and services in the World require Neo Genesis Token. NGT, also known as NEO Genesis Token, implying token of the new century; it is based on blockchain technology and it changes the game industry's old business model and gaming experience. For the gaming industry, this will be a whole new era.

### 5.1 NGT Issuance

The GameGene foundation will issue a total of 20 billion NGT and it will be exchanged at the rate of 1 ETH=600,000 NGT.

### 5.2 NGT Token Buyback Mechanism

After the platform is officially launched and put into operation, 50% of the net profit of the platform's transactions and distributions will be used to buy back NGT tokens every quarter. The NGT tokens will be destroyed after buyback until the total amount of NGT tokens in the market reach and remain at 10 billion. The buyback system is fair, transparent and can be supervised by the blockchain browsers. As the trading volume of the platform increases,

the demand for tokens rises while the total amount of tokens decreases and that helps improve NGT token value.

### 5.3 NGT Token Allocation

	Allocation	Lock	Unlock
Private Round	5%	N/A	
Pre-Sale	25%	N/A	
Consultants, Marketing	25%	N/A	
Seastar Games	10%	36 Month	Unlock 1/12 every 3 month.
Team	15%	36 Month	Unlock 1/12 every 3 month.
Foundation	20%	N/A	
NGT Amount	20,000,000,000		50% of the profit generated by game operation will be used to buy back NGT to deregister, until total amount of NGT reaches 10,000,000,000.

### 5.4 Allocation and Usage

Allocation	Usage
40%	For the development of platform's gaming content and open framework

20%	For research and development of platform's underlying blockchain technology and platform security
20%	For global market promotion, community operation and brand building of the product and platform
20%	For the construction of platform ecosystem, investment of related project, financial advisor and global strategic partner development

## 6. GameGene Foundation

### 6.1 The Main Function of GameGene Foundation

- Support team development of blockchain-based games and applications.
- Support and invest in other teams that join the development platform in order to promote ecological development.
- Publicly manage its resources with partners in other ecosystems.
- Support and advance technological development related to the GameGene blockchain network.
- Handle all affairs related to members of the ecosystem.

The mission of the GameGene Foundation is to develop an open ecosystem of Internet services that allows participants to explore and discover value easily. It also provides an open and sustainable platform for developers to develop, deliver and enhance these services and attract users. To fulfil its mission, GameGene will devote resources to three specific objectives related to research, development and management. The following will be explained separately.

## **6.2 Management Objectives**

The Foundation plans to invest resources to create a fair and transparent management process, and to take into consideration the opinions and needs of all participants in the ecosystem. Such open management model will be needed to monitor decisions related to membership processes, participation rules, token issuance, pricing rules, legal matters, contents and compliance guidelines. The GameGene Foundation will be responsible for managing and monitoring the security of NGT storage, as well as the transparency of using NGT and any token revenues.

## **6.3 Research Goals**

GameGene Foundation aims to foster an innovative environment through collaborations with partners. The cooperation content includes testing new ways of participating in ecosystems, promoting value creation and network effects. GameGene Foundation can fund research and development in order to support a secure and efficient independent network that provides commercial transaction service.

## **6.4 Development Objectives**

GameGene Foundation plans to guide and fund many developers to join the Age of Dragons' ecological development; it provides users with more valuable content and tools that enable partners in the ecosystem to build, develop and create value. As a part of this process, Seastar Games plans to open up its original codes as an open-source project to support the new community as well as to add functionality to existing communities. By participating in the R&D team, GameGene Foundation continues to advance the technical suite for GameGene ecosystem in order to further this work and to maintain this open-source process that participants in the ecosystem can use.

## 7. Investors and Advisors

(The following rankings are in no particular order)

### Wei Cao, Top VC Venture Capital Executive Director

Wayne was awarded the most potential venture capital star under the age of 35; He has successfully invested in many star companies. In 2017, he received 36 Krypton annual awards '36 under 36' (Excellent Investor Under 36), and The Most Popular Elite Investor from Hua Xing Capital 2017. In 2016, he was again awarded the Hua Xing Capital's Most Popular Elite Investor of The Year, Dark Horse of Entrepreneurship 2016 New Venture Investors and also 2016 Best New Investor of '[lieyunwang.com](http://lieyunwang.com)'.

### Shen Bo, Founding Partner - FENBUSHI VENTURE CAPITAL

The founder of FENBUSHI VENTURE CAPITAL; “FENBUSHI VENTURE CAPITAL” is the largest blockchain investment fund in China. It was established in October 2015. It has gotten an investment of 50 million US dollars from Wanxiang Holdings; currently, it has invested in 40 companies globally.

He is one of the co-founders of Invictus Innovations Incorporated, and of the founding team of BitShares project. He is also a senior veteran in traditional finance, with more than 12 years of experience in securities, hedge funds and investment banking.

### Wang Li Jie, well-known angel investor

Blockchain technology evangelist, NEO, PAI, SMT, APPC, GTO, ZPT, POC, ICC, ACAT, DDD, BAI, ONT, TSL, ETP, Primas...

### Node Capital

Node Capital is a venture capital company focusing on the blockchain industry. It is one of the early professional investment institutions of blockchain ecosystem in the world. Node Capital intends to link the eco-nodes of the blockchain industry through project investment and cooperation; it integrates industry resources, builds industrial ecosystem, and promotes healthy and stable development of the blockchain industry.

### **He Jia, Founder of Nan Shan Capital**

He Jia has a Master's degree in computer science and technology at Tsinghua University and he is the Senior Director of Investment and strategic planning of Tencent Technology (Beijing) Co., LTD. Before setting up Nanshan Capital, He Jia served as Secretary for the Chairman, Director of the group and Vice President of Investment and Acquisition in Ourpalm Co. The representative projects of his investment and M&A endeavours during the period include: Dovo Game, Playcrab, Tianma, Unity, H&R Century Pictures, Bilibili etc.

36 Krypton released the 2017 '100 New Business Annual List' at 'Changxin Foundation - WISE2017 New Business Summit'; Nanshan Capital's investment company was awarded the "High-growth Company of the Year" in "Ferris Wheel Show Network"; "Douyu Live" and "ZhuiShuShenQi" were awarded "New Business Value Star".

**Ramble Lan,** Chairman of the North American Block chain Association (NABA), President of Swftcoin Foundation

**Dou Wang,** Founder of JIC capital, Co-founder of LinkVC, inventor of Blockchain Robot. expert in Community Operations

JIC Capital is based in Silicon Valley and focuses on discovery and investment of the most cutting-edge black technologies and the most valuable blockchain and digital currency assets worldwide. The main businesses include equity investment, digital currency issuance, hedging arbitrage and currency value management.

## 8. Disclaimer

This is a conceptual document ('White Paper ') to illustrate the game world that we plan to develop and the tokens that we use: NEO Genesis Token (abbreviation: NGT). This file may be modified or replaced at any time. However, we have no obligation to update this white paper or provide any additional information to its readers.

Please take note of the following:

**Not open to everyone:** NGT is not open to everyone. Participation may involve completing a series of steps, including providing specific information and files.

**No regulated products are provided in any jurisdiction:** NGT as described in this White Paper, does not intend to constitute securities or any other regulated products in any jurisdiction. This White Paper does not constitute a prospectus or any form of offer and does not intend to constitute an offer or solicitation for securities or any controlled products in any jurisdiction. This White Paper is not reviewed by any regulatory body in any jurisdiction.

**No suggestion is provided:** this White Paper does not constitute a proposal on whether you should purchase any NGT or as a basis for any contract or purchase decision.

**No statement or warranty:** We make no representations or warranties regarding the accuracy or completeness of the messages, statements, opinions, or other matters described in this document, or information related to the program that is conveyed by using other methods. Without limitation, we make no representations or warranties of the achievement or rationality of forward-looking or conceptual statements. The content in this document may not be used as a basis for future commitments or statements.

To the fullest extent permitted by applicable law, despite all negligence, default or lack of attention, any liability for any loss (whether or not foreseeable) arising out of or in connection with any related person or aspect of this white paper is exempted. The scope of liability that may be limited but cannot be completely exempted is limited to the maximum permitted by applicable law.

The simplified Chinese version shall prevail: This white paper only provides the official simplified Chinese version. Any translation is for reference only and is not certified by anyone. If there is any inconsistency between the translation of this white paper and the English version, the simplified Chinese version shall prevail. Other companies: The use of any company and/or platform names and trademarks other than GameGene Funds Limited (the "Foundation") and the main company of Seastar Games ("Seastar Games") do not imply any association or recognition with any party. The references to specific companies and platforms in this white paper are for illustrative purposes only.

You must adopt all necessary professional advice, including tax and accounting processing related matters. We hope that the Age of Dragons can be very successful. However, we cannot guarantee success. Digital assets and platform involve risks. You must assess the risk and your risk-bearing ability.