

# Frequently Asked Questions ( FAQ )

## Part I About Token Sale

### 1. How will the Foundation use the proceeds of the NGT token sale?

- 40%, plan to use for R&D of blockchain game and Gemegene Open Platform framework;
- 20%, plan to use for platform blockchain technology and platform system security research and development;
- 20%, plan to use for the promoting, marketing, and brand building of key games and GameGene Open Platform on global market; and for community operation;
- 20%, plan to use for the building of GameGene Open Platform ecosystem, investment in key partners, fees to financial advisors and expansion of global strategic partners.

### 2. What payments are accepted in the token sale?

- ETH, BTC and EOS will be accepted in the token sale;
- NGT Launch price: 1 NGT = 0.000005 ETH;
- The conversion rate among BTC/EOS and NGT will be announced 1 hour before NGT launch.

### 3. What does NGT stand for and what is it?

- NGT stands for Neo Genesis Token. NGT is built on Ethereum protocol, and is a unit of exchange in a new blockchain based open theme game world.
- GameGene is going to create a large theme game world with dragons as the main characters. Players are able to acquire genesis dragons, bring them into battles and trade assets with NGT. Furthermore, all future developers in the ecosystem will also be incentivized with NGT.

### 4. When will the tokens be issued to the contributors?

- NGT tokens shall be issued to contributors within two weeks following the completion of the NGT token sale.

## Part II About Company & Project

### 1. Which country is the company registered in ?

- The company GAMEGENE FOUNDATION LTD. is registered in the Singapore.

### 2. Who are eligible?

- Gamegene does not accept any purchase from citizens of a country which prohibits the purchase of any virtual currency, participation in token sales, or other similar activities, or where it is likely that the sale of PUT would be construed as the sale of a security (including without limitation the United States of America, Singaporean or the People's Republic of China).

### 3. Who are the team members and what are the achievements of Age of Dragons team?

#### Core team members:

- Paul Pu Founder

More than 17 years experience top game producer. Developed a number of well-known games, Rainbow Six, Splinter Cell, Oder&Chaos Online, League of Tanks. He has a wealth of game design and management experience, as the core producer of a number of well-known game masterpiece.

- Bill Zhang Chief Technical Expert

Automation Ph.D. from Tsinghua University, senior technology and engine development experts, more than 12 years of research and development experience, with deep expertise, rich experience in the development, especially in the field of artificial intelligence.

- Jason Zhu Chief Server Specialist

Has more than 15 years of deep technical skill accumulation. Exert on server architecture, network framework and big data. Has made remarkable achievements in distributed server architecture, automated deployment and maintenance, server security. He also made a deep research on virtual machine and container technology, big data processing, blockchain.

- Cathy Liu Chief Art Designer

12 years of art design experience, especially good at 3D world to creation. Has developed a number of successful game product. What her made on art design can

made the 3D world to live which exactly the game designer could imagine when working together.

#### **Achievements:**

- The original members have participated in over 10 top-rated video game projects, including Rainbow Six series and Splinter Cell: Double Agent and Prince of Persia, the number of players has exceeded 70 million;
- In 2011, they developed Order & Chaos Online, the first 3D MMORPG that achieved instant map loading on smart phones.
- In 2011, they published Feeding Frenzy, an innovative 3D real-time PVP game.
- In June 2016, they 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.

#### **4. What is Age of Dragons' main ambition?**

- The vision of GameGene Foundation is to create a new blockchain game platform based on the team's more than 15 years of experience in development and operation of high-quality original game products, global network of partners, deep understanding of blockchain philosophy and accumulation of game developing skills.
- Our goal is to change the profit-driven game design mechanism, to provide innovative and revolutionary experience that traditional game design can not achieve, bring back the basic value of game play - for fun.

#### **5. What's your development plan of Age of Dragons?**

The game development process will be divided into four stages, and will be presented to players one by one.

- Stage One: World Begins

Game Gold will be online in May, 2018

- Stage Two: Civilizations

Game Gold will be online in August, 2018

Release development kit to third party partners in December, 2018

- Stage Three: Dragon Wars

Game Gold will be online in June, 2019

- Stage Four: Creation

Game Gold will be online in December,2019

Open the platform to create ecosystem with partners in December,2019

## **6. Why is Age of Dragons Using the Blockchain?**

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

## **7. How will blockchain help facilitate the vision of the project?**

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

- Tradable Service: Due to the ownership and uniqueness of players' wealth 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 wealth 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 without any control or modification. Therefore, each game world is unique, and as it develops players can enjoy their own individual uniqueness of the game. This will bring about a revolutionary change in gaming experience.

**8. What is the difference between Age of Dragons and Cryptokitties ? what is Age of Dragons' advantage ?**

- Value mechanism

The value of Cryptokitties is completely determined by its rarity. Once a player obtains rare kittens and breeds them, their rarity and value decreases dramatically.

The value of dragons is not only determined by a collection value and rarity, but also determined by growth value and a virtual world building.

- Variety

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.

The variety of dragons is different not only in appearance, but also has the complex battle mechanisms and group games as dragons gradually growing up.

- Players stickiness and experience

The stickiness and attraction of Cryptokitties is limited due to its simple game mechanism and lack of variation.

With the variety of dragons, complex battle mechanisms, and different team combinations make the game has long-term stickiness. The game development process will divided into four stages, players will build a virtual world.

- Age of Dragons create a larger game world with more interesting, challenging, strategic game mechanisms to fulfill the market demands, based on the concepts of decentralization, wealth ownership, open world and out-of-control development.

**9. What is the background on the investors of Age of Dragons?**

- Cao Wei

Executive Director of Top VC Ventures; 36Kr 2017 Annual Award "36 under 36". The most popular elite investor of China Renaissance 2017 Annual Award. Most Active VC investor EtherCap 2017 Annual Award.

- Shen Bo

Founder of Fenbushi Fund and Blockasset Fund , Fenbushi Fund is the largest blockchain investment fund in China. Founded in October 2015, it is sponsored by

Wanxiang Holding with a total investment of 50 million U.S. dollars. So far, 40 companies have been invested globally.

- Leo Wang

Famous Angel Investors, Blockchain Technology Evangelists, Investment Projects: NEO, PAI, SMT, APPC, GTO, ZPT, POC, ICC, ACAT, DDD, BAI, ONT, TSL, ETP, Primas etc.

- Node Capital

Nodal Capital is a venture capital firm focused on the blockchain industry and is one of the earliest professional investment institutions in the world to distribute blockchain industry ecology. Nodal Capital aims to connect the nodes in the blockchain industry ecology through project investment and cooperation, integrate industry resources, build an industrial ecosystem and promote the healthy and stable development of the blockchain industry.

- INBlockchain

INB Capital focuses on the investment in blockchain and is the most influential investment institution in the area of blockchain. With strong resource advantages and global investment team, INB Capital has rich investment experience in the area of blockchain and has achieved over 100 times In return. Have successfully invested in more than 50 blockchain projects such as Bitcoin, Sia, Yuncoin, Zcash, QTUM and EOS, which has huge market presence.

- He Jia

Former Chairman Secretary of OURPLAM ; Founder of Nanshan Capital. senior director of investment and strategic planning of Tencent. He has served as the Secretary of the Board, Group Director and vice president of investment in Ourplam. M&A and investment cases include: Pioneer Network, Wanxie Technology, Tianma Game, Unity, H&R Century Pictures, Bilibili and so on.

- Ramble Lan

Chairman of the North American Blockchain Association (NABA)  
Chairman of Swftcoin Foundation.

- Wang Dou

Dou Wang, Founder of JIC capital. Blockchain Robot inventor. Community operations expert.

- JIC Capital

Based in Silicon Valley, JIC Capital focuses on discovering and investing in the world's most advanced technology, the most valuable blockchain and digital currency assets. The main businesses include equity investment, digital currency issuance, and

hedging arbitrage, currency management.

The investment covers various aspects of the blockchain industry. In 2017, nearly 100 digital currency projects were invested. The investment project has created more than generous returns.