G+ Whitepaper

LET SOME PEOPLE SEE THE FUTURE FIRST

Catalog

Part ONE SUMMARY

G + is one of the global delivery platforms for high-quality blockchain games. The services it provides include: game development and agency, blockchain game project incubation, live game events, e-sports event planning, game hardware, etc. In addition, G + also has a game market with many high-quality games and an autonomous community of players that integrates player groups, homepages, discussions, creative workshops, and live broadcasts.

G + hopes to rebuild the interaction mode between game agencies and game players by shaping the game ecology. G + will establish a transparent game service platform and use the GTG ecology token to support and lubricate the entire decentralized ecology.

Part TWO INDUSTRY BACKGROUND

1. Game Industry Development Background

In the 1970s, the launch of the game "Pong" and home game console "Mirowa Odyssey" marked the birth of video games. By 2007, the global game market had passed 35 years and the market size reached 35 billion U.S. dollars. As of 2018, the global gaming market has reached a great market size of US $ 137.9 billion.

According to the "Global Game Market Report" released by Newzoo, the global game market will grow at a compound annual growth rate of 10.3% from 2017 to 2021, and will reach $ 180.1 billion by 2021.The Asia-Pacific region will continue to be the fastest growing region. The region will contribute $ 24.9 billion/59% of the global game market's total growth of $ 42.2 billion over the next three years. The greatest

contributors to the growth will be emerging markets in the region, such as India and countries in Southeast Asia.

At present, games developed by major game manufacturers such as Nintendo, Tencent, EA, Ubisoft, etc. will not only launch their own game platforms, but also cooperate with third-party game delivery platforms such as Steam to adopt a multi-platform online game strategy, aiming to grab market share as much as possible . However, since the Steam platform has a large number of game users, it will charge 30% of the game revenue share. Therefore, the centralized platform can rely on the game user's traffic portal to obtain some of the game developer's revenue, which is not conducive to the long-term healthy development of the game industry.

The pricing right for game props value obtained by non-blockchain game users comes from centralized game developers. They have absolute game operation rights, so they can arbitrarily issue assets in the game and even stop operating servers. Therefore, these assets are essentially the developer's private ones.

Relatively speaking, in blockchain games, the assets in-game owned by players have a wider sense of security and liquidity. Logically, decentralized features are more likely to create a token with large-scale application value. This token has the ability to act as a common currency and generate value in multiple game scenarios.

The blockchain game delivery platform happens to be the most suitable role for issuing such tokens. It combines the decentralized, open, transparent and traceable characteristics of the blockchain, which will maximize the role of the token economy in the game field and achieve the entire The reasonable distribution of the benefits of the various aspects of the game industry can not only protect the rights and interests of game developers, but also motivate gamers to contribute to the game ecology through the token, thereby promoting the game industry to get rid of the disadvantages of traditional centralized platforms.Players' digital assets in the game have diversified rights such as transfer and trading, which also leads to greater game participation. And the game project party needs to realize the co-construction, sharing and win-win of the entire ecological network through the game alliance community autonomy.

2. Game Delivery Platform Industry Analysis

There are nine core roles in the current game industry chain: IP parties, game development, game distribution operators, game delivery platforms, media, advertising platforms, payment channels, hardware equipment manufacturers, hardware equipment distributors, and users.Among them, the distribution platform plays the role of a traffic provider, and will also provide some other supporting services, such as data statistics, community, customer service, and public information. G + is positioned on the game delivery platform and is in the midstream of the game industry chain. It plans to extend the upstream and downstream industries to occupy the dominant position of the game industry and have a voice in game industry.

INDUSTRY PAIN POINTS

● Lack of a Unified, Global Payment Platform

Different game platforms have their own settlement currencies and payment methods, and the interconnection between different games is also difficult. And because of geographical issues, game developers need to access various payment interfaces to face as many payment needs as possible.Many payment methods make game developers need to spend a lot of energy, but also must pay high fees for this. Therefore, the game industry urgently needs a global, unified and convenient payment platform.

● High Acquisition Costs

According to statistics, in recent years, the cost of advertising per cost of action has gradually increased, from an average of US $ 0.5 in 2012 to an average of US $ 13 in 2019.

● Problems Player Facing

Virtual assets stolen

Hidden charges or induced payment items

High price

Tedious and boring

Lack of discourse

● Problems Game Developers Facing

High cost of development and operation

Short life

Lack of user flow

Unfair profit distribution mechanism

G+ is the first to realize the contradictions and pain points between game developers, distribution platforms, and players, and understands that the market urgently needs a global high-quality blockchain game delivery platform. G+ combines its own advantages, carries out reasonable positioning, formulates long-term plans, takes "users first" as its operating philosophy, and maximizes the advantages of the blockchain game delivery platform to provide players with the best platform services and is committed to becoming a district The "Steam Platform" of the blockchain game industry.

3. G+ Vision

● Create value for players and developers. G + hopes that players can experience the best version of the game and get the most abundant features and services, and hope that developers can easily obtain powerful tools and be able to manage their games freely.

● Continue to invest in developing potential markets. That is to make the existing market larger and more efficient, and to explore emerging markets.

● Find new ways for developers to satisfy their customers by improving existing services and creating new events and tools from scratch.

PART THREE G +: GLOBAL HIGH-QUALITY BLOCKCHAIN GAME AGGREGATION PLATFORM

1. Game Market

The G + game market is the delivery center of high-quality blockchain games, covering strategy, role-playing, action, and FPS games. In G +, there are both paid high-quality 3A masterpieces and well-made free casual games. Users can find their favorite games in the game market.

The game market's listing model uses voting + internal manual review mechanism. As the main channel for logging in to G +, whether the game can be released on the G + game market depends on players' voting using GTG tokens.

2. Player Autonomous Community

G + 's community function will become a communication platform that integrates player groups, homepages, discussions, creative workshops, live broadcasts, etc., and will enhance the user experience through the derivation of functions and the expansion of simulated social activities. In addition, players who contribute to the G + ecosystem in the community will be encouraged by the corresponding GTG token.

Community functions reflect the popularity of the game and increase user stickiness. The market and creative workshop functions in the G + community reflect the mature operation of the community. The popularity of the game can often be confirmed in the market transactions and the number of works in the creative workshops. The improvement of the creative workshops will often increase the player's sense of participation and obtain a better gaming experience. In terms of market transactions, the total value of the virtual assets of a particular game can reflect the enthusiasm of the players and the effectiveness of the market, thereby confirming the activity of the game from the side.

3. Main Components of G+

Game Engine-State Machine-The game engine is the core of G+ application and contains the game logic.

Our game engine is a finite state machine that controls transitions in the game state and implements the rules of the game. Based on the user's interaction with the application and network response, the game engine will trigger an action and move to the next state.

4. G+ Digital Wallet

The G + digital wallet is developed based on the ERC20 protocol of Ethereum and supports the secure storage and transfer of all digital assets on the G+ platform, including GTG tokens.

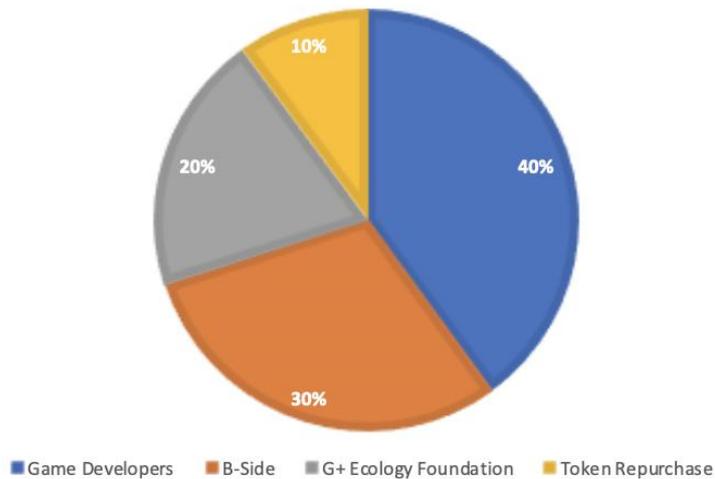## 5. Business Model

Game sales share

Digital advertising revenue

Main game revenue

Event hosting operations

Event sponsorship

Blockchain game incubation

G + PLATFORM PROFIT DISTRIBUTION CHART

- Game Developers - B-Side - G+ Ecology Foundation - Token Repurchase

6. Business Advantages

1) Global Quick Payment

The birth of G + has enabled all games around the world to have unified payment and asset interoperability. All games will be able to use the G + platform for game on-chain, data-on-chain, and asset on-chain, thereby achieving asset communication between different types of games, solving the major needs of game developers and players, and perfectly overcoming the pain points of the game industry.

2) Complete Blockchain Game System Ecology

Some game development teams choose to chain the gameplay mechanism of the game and interact with users in the form of smart contracts, such as CryptoKitties, Axie Infinity, MyCryptoHero, etc. Under this scheme, limited by the performance of Ethereum and the threshold of the blockchain, compared with traditional games, the user experience is poor, and only users familiar with the blockchain can easily get started.

G + has built a complete ecosystem of blockchain game systems. By shaping the game ecology, it reconstructs the interaction mode between game agencies and

gamers, so that users not only have the high-quality user experience of traditional games, but also enjoy the convenience of blockchain technology.

3) Game On-Chain

The G + platform provides a series of services such as game research and development, system development, incubation and launch, and game operation for blockchain game projects that are going to be online. It supports the docking of various game projects around the world, and realizes the requirements of game on-chain, data on-chain, asset on-chain and other needs.

4) Social Attributes

In terms of community operations, G + 's community function will become a communication platform that integrates player groups, homepages, discussions, creative workshops, markets, and live broadcasts. And G + will improve the user experience through the derivation of functions and the expansion of simulated social activities.

5) Data Transparency

Most websites in the industry do not provide users with sufficient transparency to ensure that players fully trust the integrity of the webmaster. The G + platform provides a completely transparent data system that stores all transaction information in the blockchain, which cannot be changed or deleted. Anyone can view G + platform related data and information on a third-party platform (such as Etherscan) or on a computer where the corresponding blockchain environment is deployed.

7. Marketing Strategy

G+ team is comprised of experts with extensive marketing experience, enabling us to implement a multi-channel marketing campaign to attract players with lower

costs to potential customers. The main work will be concentrated in Asian, European and Latin American markets.

G+ team has a huge marketing budget and a variety of customer acquisition processes to compete with competitors for market share. We will use important marketing resources for guaranteed and free competitions as well as marketing analysis software and other paid marketing programs, including working with affiliates.

G + will sponsor popular game forums, websites, blogs and competitions.

- Advertising Network

G+ team are capable to enable us to establish an internal media buying process to effectively carry out various tasks and plan to attract low-cost potential customers through media advertising to create high conversion rates.

- Member Marketing

Using the accumulated experience of G+ team and the contacts of partners and team members, we will establish partnerships with various game portals and generate potential customers with the help of its webmaster network.

- E-mail Marketing

The primary purpose of using email messages in our strategy is to increase conversion rates for other marketing channels. We plan to use display ads or various game portals to collect email addresses of potential participants and establish email communications with users.

PART FOUR GTG: Platform Token of G+

1. Introduction

G+ team plans to create an ecosystem, and GTG is the main ecology token. GTG will be issued based on the ERC-20 token standard, with a total of 210 million units.

There will be no additional issues in the future, and strict repurchase and destruction will be implemented, eventually reducing the number to 100 million.

GTG can be used for a wide range of platform ecological services, including but not limited to online purchase of games, exchange of game chips, physical mall shopping, community incentives, and transactions on different exchanges.

2. Release Plan

- Private placement: The private placement price is 0.3 USDT. The private placement quota is released 50% before the online exchange, and the remaining 50% of the tokens are locked in. After the online exchange, it is released at an equal amount of 10% per month.

- Founding team and technical team: The founding and technical team's quota is released at 30% of the repurchase destruction amount until the quota is released.

- Foundation: The foundation will release 20% of the amount of destruction of the GTG repurchase until the quota is released.

- Game development team and strategic investment: Provide incentives for high-quality game developers and ecological construction contributors. Locked for 3 years, released at 30% of the first year, 30% of the second year, and 40% of the third year on August 31, 2021-2023 each year.

- Early marketing: New users sign up and get 8 GTGs. Each promotion will get 4 GTGs, and the second promotion will get 2 GTGs until the quota is released.

- G+eco-platform registration and secondary promotion will give away GTG rewards. On April 10, 2020, the gift-giving activity ceased. The gifted GTG, anchored at a price of 0.3U, can be used to experience G + ecological games.

- Construction of autonomous communities: Players in the community who contribute to the GTG game ecosystem, such as mining and constructive suggestions, will receive corresponding token incentives.

GTG DISTRIBUTION
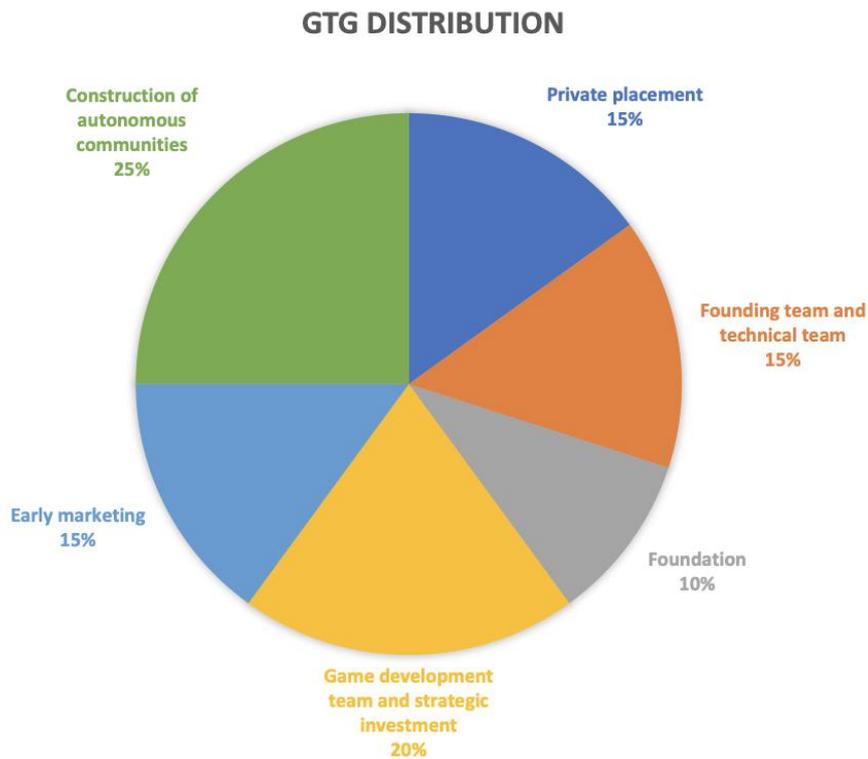
3. Obtaining Methods

-Become an early investor and obtain it through official channels

-Buy in the secondary market of the exchange

-Participate in official early marketing programs

-Contribute to GTG ecology in autonomous communities

-Participate in game development and get incentives from game developers

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4. Application Scenarios

-Fees for asset trading within the platform

-The only payment tool for purchasing games in the platform

-In-game chips

-Blockchain network transfer target

-Proof of self-government community rights

-Game peripheral mall points

-A medium for exchange of game assets

5. Repurchase Plan

For the sustainable development of G + ecology, the team chose to repurchase and destroy the GTG token, making GTG an economic model of deflation and ensuring the long-term stable value-added of the token.

Therefore, the team will use 10% of the platform's net profit for the repurchase and destruction of the token after the platform is officially launched. The repurchase will be performed on a weekly basis and will be carried out weekly. Repurchase. After the platform going online, the token repurchase program will start.

PART FIVE G+ TEAM

1. Core Members

Garry is a visionary entrepreneur with more than 10 years of financial IT industry background. After graduation, he was a well-known editor of BitNovosti.com. BitNovosti.com is a well-known cryptocurrency media in Russia, including a news website, YouTube channel, movie production channel and so on. It is often cited by the media of various countries as the source of Russian blockchain information.

After that, Garry worked in the top venture capital media of the global blockchain for 3 years, with super-high sensitivity, and had accurately predicted the various nodes of the development of the blockchain industry. At the same time, he is also the deputy director of the HSE Innovation Center and a member of the Bitcoin Foundation. He is currently actively participating in the legalization of Russian cryptocurrencies.

Danny CMO

Danny loves sports very much, and his words and smiles are very contagious, making it easy to gain the trust of others. Since 2016, Danny has been devoted to the evaluation and development of various cryptocurrency technologies. She firmly believes that future funds will flow from the traditional system into the new economy, and the blockchain will build a new foundation for

Snezhana CTO

Snezhana worked at Росбанке Bank as the vice chairman of the bank's board of directors, responsible for the development of fund management and remote maintenance systems, management of IT departments,meanwhile,led the work of banks and information technology committees. Very rich experience in encryption and protection technology. After leaving the bank, Snezhana guided a

2. Consultation Team

● Rob Kostich

President of Activision Blizzard, former executive vice president of "Call of Duty" series, and chairman of the foundation of "Call of Duty".

● Erik Johnson

Executives of Valve, a well-known game company, have been responsible for game projects such as "Counter-Strike" and "Team Fortress Classic".

3. Strategic Partners

PART SIX FOUNDATION

1. G+ Foundation

The G + Foundation was established in Singapore in April 2020, and its legal entity is the fund organization of SGP PHOENIX FUND LTD. That is to say, the foundation will act as an independent legal body and be solely responsible for platform development and construction and governance transparency advocacy and promotion work, and assume all relevant responsibilities and obligations.

The G + Foundation will strictly follow the laws and regulations of Singapore and develop its ecological business for the appropriate population in accordance with laws and regulations. All the proceeds from the G + Foundation will be used for platform technology development, marketing, community building, financial audit, business cooperation and other purposes. The design goals of the foundation's governance structure mainly consider the sustainability of G + platform operations, management effectiveness, and the security of digital assets. The foundation is composed of team members and functional committees. The organizational structure is mainly composed of decision-making committees, audit committees, financial and personnel management committees, and public relations committees. In the early days of

foundation, the decision-making committee was composed of foundation chairman, core team members and early supporters.

The G + Foundation was established in South Korea in February 2019, and its legal entity is a fund organization of G plus Ltd. The foundation will act as an independent legal entity with full responsibility for the development and construction of the platform and the advocacy and promotion of governance transparency, and assume all relevant responsibilities and obligations.

G+ Foundation will strictly follow the laws and regulations of South Korea and develop the ecological business for the people in accordance with laws and regulations. The proceeds from the G + Foundation will be used for platform technology development, marketing, community building, financial auditing, and business cooperation.

The design goals of the foundation's governance structure mainly consider the sustainability of G+ platform operations, management effectiveness, and security of digital assets. The foundation is composed of team members and functional committees, and the organizational structure is mainly composed of decision-making committees, audit committees, financial and personnel management committees, and public relations committees. In the early days of the foundation's establishment, the decision-making committee consisted of the foundation's chairman, core team members, and early supporter members.

2. Foundation Governance Structure

● Decision Committee

The Foundation has a decision-making committee, whose functions include appointing or dismissing executive officers and heads of functional committees, making important decisions, and holding emergency meetings. Decision-making committees must maintain high standards of integrity and ethical business conduct standards; comply with relevant laws and regulations and industry self-regulation principles; provide transparent financial management; the foundation will invite

third-party audit institutions to use the funds, costs, and profits of the foundation Audits and assessments. The functions of the decision-making committee include appointing or dismissing executive directors and heads of functional committees, making important decisions, and holding emergency meetings. Its duties are equivalent to the board of directors, and it has the right to appoint and remove personnel.

● Executive Director

The executive director is elected by the decision-making committee, and is responsible for the daily operation and management of the foundation, the coordination of the work of the subordinate committees, and chairing the meetings of the decision-making committee. The executive director reports work to the decision-making committee on a regular basis.

● Audit Committee

The audit committee is composed of core developers in the development team and is responsible for the underlying technology development, open port development, and auditing. In addition, the developers of each product hold project tracking meetings every week to communicate project progress and requirements. The members of the audit committee need to understand the community dynamics and hot spots, communicate with the token holders in the community, and hold technical exchange meetings from time to time.

● Finance and Personnel Management Committee

The Finance and Personnel Management Committee is responsible for the use and review of project digital assets, developer compensation management, and review of daily operating expenses.

● Public Relations Committee

The goal of the Public Relations Committee is to serve the community and is responsible for the promotion and publicity of the project. In addition, the committee is responsible for public announcements. In the event of an incident that affects the reputation of the foundation, the public relations committee will conduct a public relations response after internal audit and evaluation.

PART SEVEN G+ Development Plan

2019 S1 G+ Project Officially Launched

2019 S2 Team Formation Completed

2019 S3 G+ Platform Core Completed

2019 S4 G+ Platform Goes Live

2020 S1 G+ Platform Officially Launched

2020 S2 The First Self-Developed Game On the Shelves

2020 S4 Host Games Online

2021 S4 Complete G + Ecological Construction

PART EIGHT RISK STATEMENT

1. Risk Statement

● Legal Policy and Regulatory Risks

Blockchain projects and virtual currency businesses are being or may be regulated by the competent authorities in various countries. The G + development and operations team may receive inquiries, notices, warnings, orders or rulings from one or more competent authorities from time to time, and may even be ordered to suspend or terminate any action. The development, marketing, promotion or other aspects of G + may be severely affected, hindered or terminated. In different countries, GTG may be defined as virtual goods, digital assets or even securities or currencies at any time, so in some countries GTG may be prohibited from trading or holding according to local regulatory requirements.

● Risk of Uninsured Losses

Unlike bank accounts or other financial institution accounts, virtual assets stored on G+ accounts or related blockchain networks are usually not covered by insurance. In any case, there will not be any open individual organization to cover your losses.

● Risk of Theft of Assets

Hackers or other organizations or countries have the possibility to try to interrupt G + applications or their functions in any way, including but not limited to denial of service attacks, Sybil attacks, guerrilla attacks, malware attacks or consistency attacks.

● Systemic Risk

Open source software is at risk due to fatal flaws overlooked by third-party websites or large-scale failures of global network infrastructure. Although some of these risks will be significantly reduced over time, such as fixing vulnerabilities and breaking computing bottlenecks, other risks remain unpredictable, such as political factors or natural disasters that may cause some or global Internet disruption.

● Liquidity Risk

GTG is neither a currency issued by any person, entity, central bank or national, supranational or quasi-national organization, nor endorsed by any hard assets or other credit agencies. The circulation and trading of GTG in the market is not the primary purpose of the project. GTG's transactions are based only on the consensus reached by the relevant market participants on their value. No one is obliged to guarantee the liquidity of GTG in the market.

● Risk of Price Fluctuations

Virtual asset prices generally have high volatility, and the short-term price is completely determined by the market supply and demand relationship. Therefore, even if the token itself has a good prospect, the price is still undervalued for a long time. The risks involved in GTG transaction prices shall be borne by GTG traders.

2. Disclaimer

This white paper is only for the purpose of conveying information, and does not constitute related opinions and investment opinions for the future purchase and sale of virtual assets, nor is it any form of contract or commitment. It is strictly forbidden for investors in illegal jurisdictions to purchase GTG tokens. Once investors participate in private placement and sales, they understand and accept the risks of the project, and are willing to personally bear all the corresponding results and consequences. Direct or indirect losses. The virtual assets involved in this project do not represent the equity, creditor's rights, income rights or control rights of the platform project.

G +, Let Some People See the Future First

G+ TEAM