



# **GAME**

*WhitePaper*

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# 1. Introduction

## The value of time

What the purpose of the game is. How to use the game. Why you play the game. After the first video games 'Space War' and 'Pong' started sweeping the digital world, many scholars and businessmen have paid their attention to the meaning, weight and consequences of the game's social and cultural significance.

The answers to the fundamental questions such as reason, purpose, and method are presented in various studies and results. According to the usage method, game users prove the value of the game by obtaining the result according to the economic activity, and show the definition of the game as a cultural phenomenon according to the genre and platform of the game, rather than directly looking for conclusions about each question.

Gamers (game users) look for the purpose of playing the game depending on how they experience the game. For example, in a game in which competition (battle type) is optimized, "game skill" is a purpose of playing a game, and in a game in which communication and development (virtual reality) are an interesting factor of a game, the value of goods and the position in the game satisfies game users. In the board game genre which embodies the traditional mystery and board game, how many puzzles are solved and the victory in the competition determine the purpose of the game.

Above all, the game replicates the reality and the acts in the reality more strongly than any other means, and makes it possible for gamers to experience it even if it is an imaginary world. Ultimately, the game is meant to represent everything that can be experienced, aiming to provide a different experience that is similar to reality. For this reason, game users who consume the experience can only achieve satisfactory results by "spending the time".

As a result, the most basic resource for gamers is 'time.' Depending on how you have invested the amount and quality of time, the status of the game user in the game world is determined. The status of game users means psychological rewards, and in addition, the value of game items that can be acquired according to the 'status of users' in the most game is turned into property that is linked to the real economy.

How is the status of the user in the game determined? It starts from "time commitment" to experience the world in the game. For this reason, as the game develops and becomes more sophisticated, the attempts to find the value of the game in 'time' are continuously made. This is reflected in the latest trends in the game market. There are good examples including incremental games, automatic-playing games, and games that can only acquire items if they are watching the ads in the game. The game user can only acquire the position in the game by spending time.

## **Time is money.**

BLOCKCHAIN GLOBAL LTD tries to link the time used by game users to the rewards linked to real value as well as being naturally given to game positions. Through the block chain verification module installed in the game, the game users obtain the compensation according to time with the cryptocurrency.

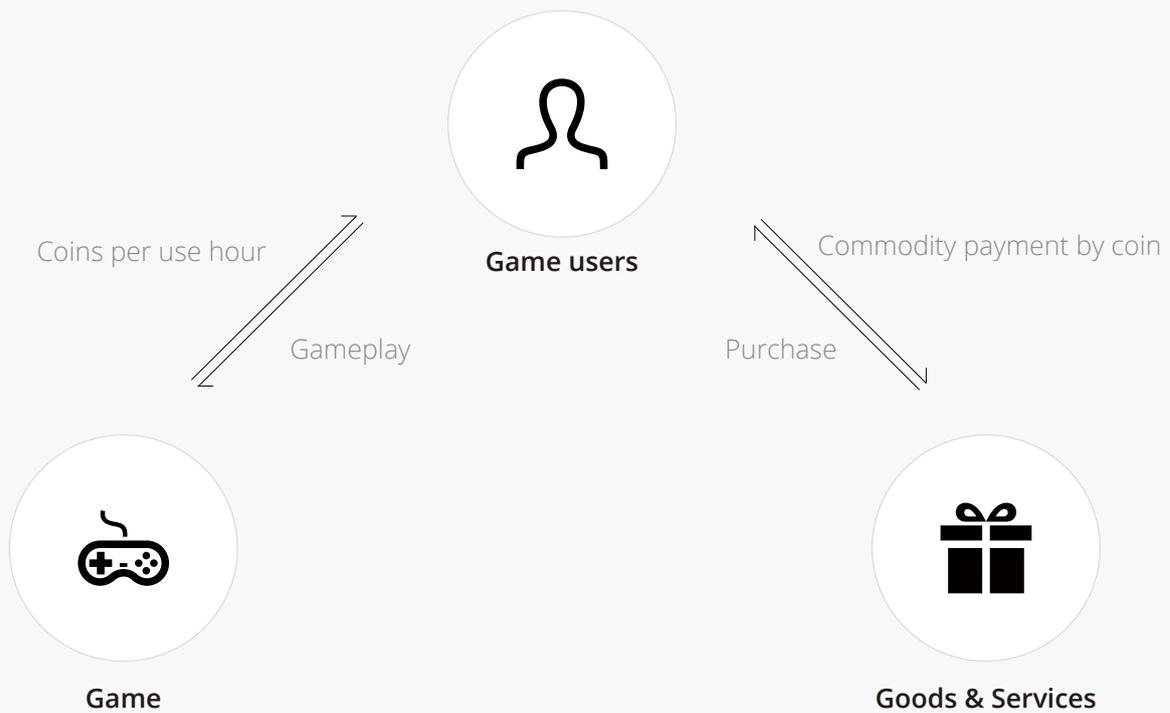
The rewards for the time spent by the game user is the same as that for the worker's working time. BLOCKCHAIN GLOBAL LTD proposes 'GAMECOIN' (GAME) as a powerful bridge to the real economy to build a win-win structure for the relationship between game companies and game users.

**For game users**

GAMECOIN records transactions for all products that use GAMECOIN as a payment mean, and is paid in return for verifying the record. The game users are in the environment that they participate in the verification of the block chain by only executing the game and obtains compensation according to the result.

The verification function is simply added to the game system, but the result is immense. The game user can use the acquired GAMECOIN as a payment mean, which can be used in all the goods and services in the game. It can also be used as a payment method for all merchants and service sellers participating in GAMECOIN environment.

**Acquisition and Use of GAMECOIN**



Since GAMECOIN immediately rewards the game users for the time spent by the users with the coin, it gives more motivation to use than the compensation systems including the credit card points and air mileage that were acquired incidentally as a reward for the use of real money in IT services and various service environments. Especially, it can overcome the limitation that the users have to increase the amount of payment in order to collect points.

<b>Classification</b>	<b>Mileage (Point) System</b>	<b>GAMECOIN</b>
<b>Acquisition</b>	Rewards according to the amount of money in a payment method	Reward according to time spent
<b>Acquisition Method</b>	Other card or code	Electronic wallet automatic collection
<b>Cash-out</b>	Cash-out and providing service when reaching certain amount of money (requirement)	ATM and Exchanges
<b>Method to Use</b>	Other membership card	Interlocking with card
	Widget	Widget

## 2. GAMECOIN Environment

### **GAMECOIN module**

GAMECOIN environment generates and distributes GAMECOIN tokens through a 'GAMECOIN module'. From the moment the game is played until the end of the game, GAMECOIN module is mined without the need for a separate mining equipment or mining software. And this mining pool is a powerful tool for measuring the game usage time and verifying the block chain.

GAMECOIN module is the key factor to build GAMECOIN environment. It includes the verification and validation of the block chain, acquisition and distribution of coins according to the verification, payment of coins according to the information of the game user's electronic wallet, measurement of game usage time

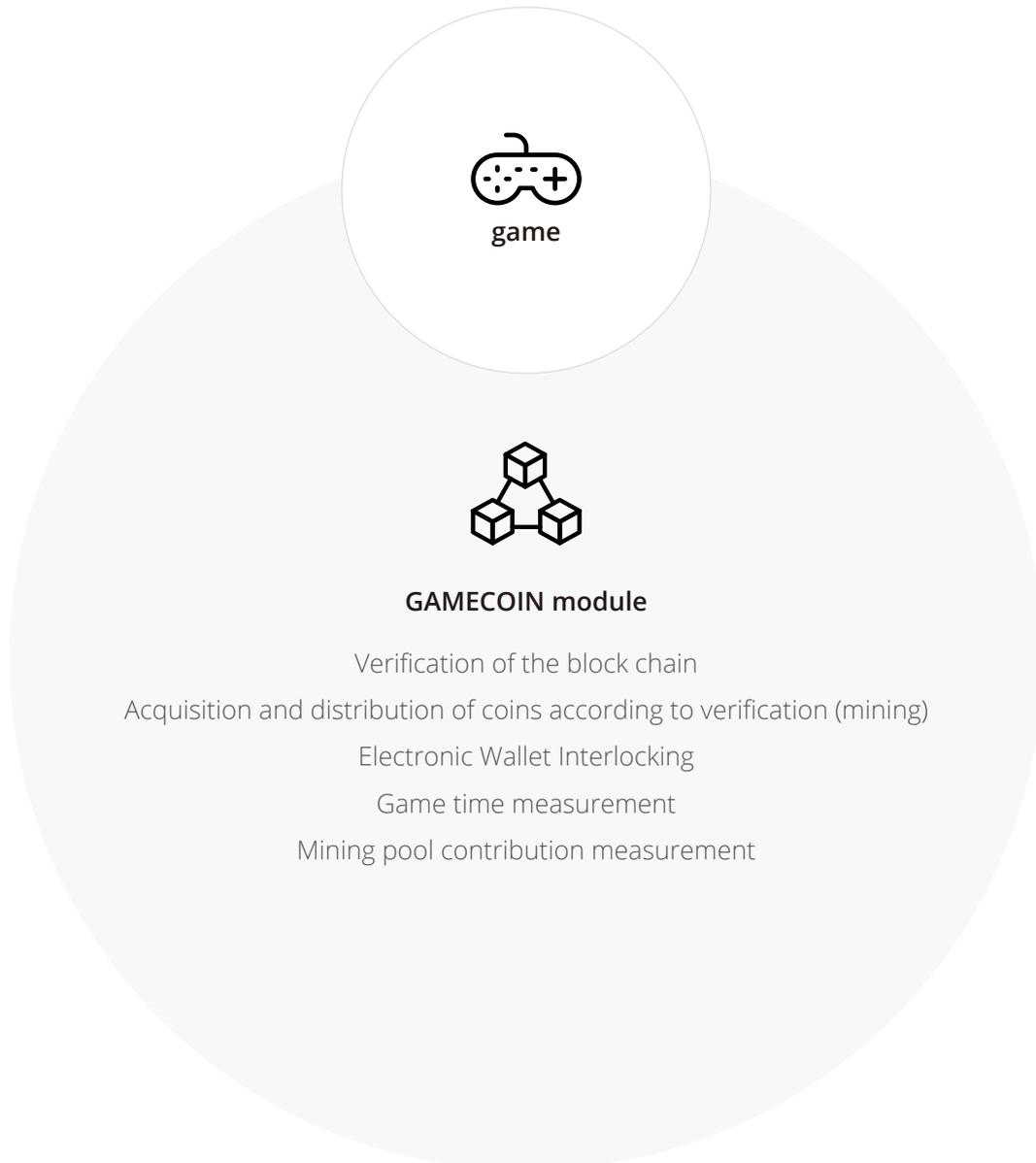
#### **The game users acquire a GAMECOIN through steps as follows;**

- 1) Game access: Confirmation of game user information → Acquisition of electronic wallet address → Start to use time measurement / Verification started
- 2) Game play period: Time measurement and verification (mining) → real-time verification of time information
- 3) End of game use: Acquisition and distribution of coins → Sending the coin to game user information and electronic wallet address

#### **A game to which a GAMECOIN module is applied may acquire or provide the following information of game user through each device or devices, and may store or use by obtaining each user's consent**

- 1) Game play time
- 2) Cumulative volume of coin acquisition

## Function and Role of GAMECOIN



In addition, details about technical differences and features performed by GAMECOIN module and the blockchain are discussed in the technical details.

### Building GAMECOIN Environment

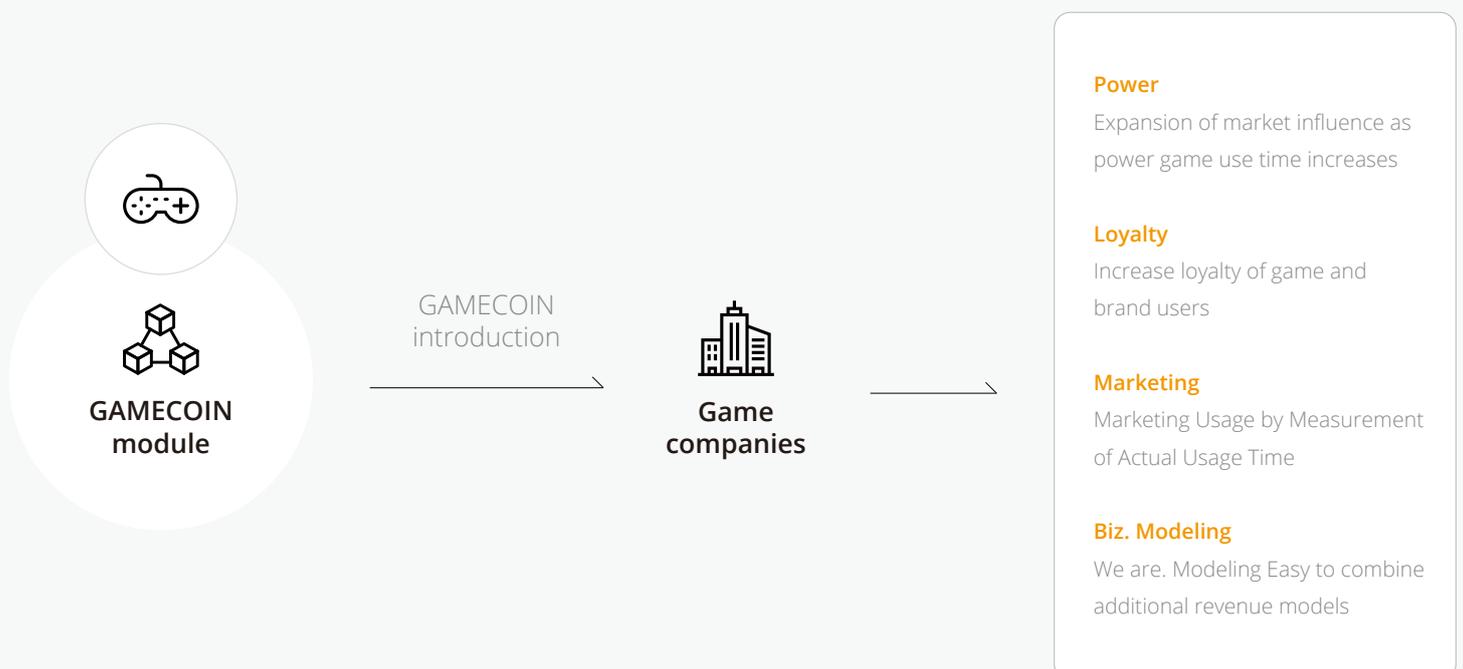
GAMECOIN environment is strongly built according to the interest of each participant in the 'virtuous circle ecosystem' through GAMECOIN. GAMECOIN environment consists of a game company (developer or publisher), a game user, a GAMECOIN partner (a company that sells products and services), and BLOCKCHAIN GLOBAL LTD that will serve a game with a GAMECOIN module.

#### Game companies (developers, publishers)

Game companies apply the new and most powerful factor to attract customers by combining GAMECOIN module into the game. Generally, the time for mobile game users to enjoy the game is around 130 minutes for the worldwide users and 90 minutes for the domestic game users. Measuring play time and rewarding with coins results in various benefits for game companies.

First, as the game users stay in the game for a long time, the influence of the game in the market expands. It is to provide a strong motivation for retention that makes users continue to play the game. And the longer the stay in the game, the more likely it is to pay for the game. In the case of reward-type game, chances to watch the ads also increase.

### Games from game companies with GAMECOIN modules



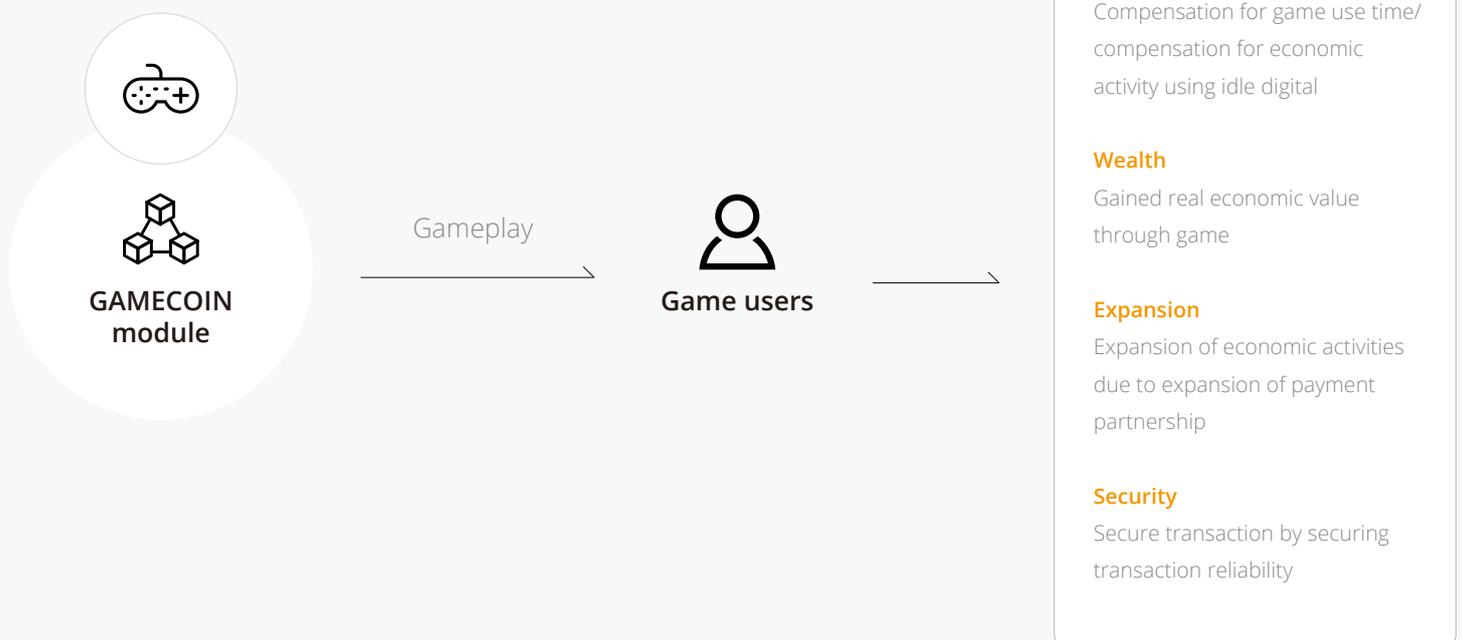
In addition to the fun factor of the game, it provides another economic value, which can increase the loyalty of users to games and game companies, and it can expect to raise the value of their brand with respect to game developers or service companies.

**Game users**

The game users become the main beneficiary by using the game of the game company participating in GAMECOIN environment. GAMECOIN can be used to access the products and services of affiliates participating in GAMECOIN environment.

In addition, since coins can be cashed through exchanges and ATMs, it is possible to accumulate wealth by continuously accumulating economic value. In other words, you can earn wealth through the game. In GAMECOIN environment, since the block chain is a confirmation of transaction history using coins, it can be secured according to the transaction reliability, which can be easily applied to transactions of various digital goods according to game item transactions.

**GAMECOIN game users**



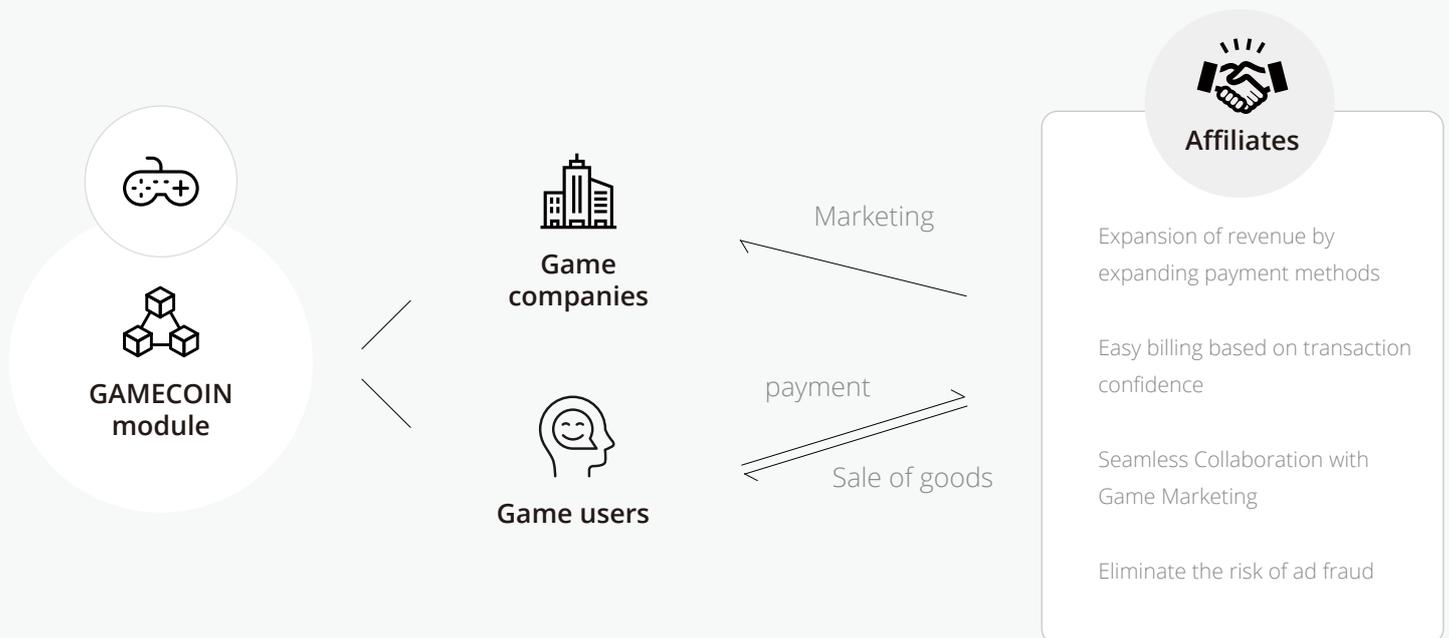
**GAMECOIN Partners**

GAMECOIN partners will increase revenue and sales by introducing a GAMECOIN as a payment method for goods and services. Because GAMECOIN is a new value generated through the game, it can quickly become a new source of revenue only by quickly introducing a payment method.

Most of all, it is based on a block-chain, which has a high transaction reliability. Therefore, it is a great advantage to quickly introduce cryptocurrency into a simple payment method while making a new revenue source.

Along with a game company that introduces a GAMECOIN module, it quickly absorbs game users into marketing and consumer areas. Particularly, when using PPL as a marketing tool, it is possible to completely eliminate the risk of fraud, and the number of actual advertisements (game users) and delivery time (GAMECOIN module operation time) can be precisely tracked.

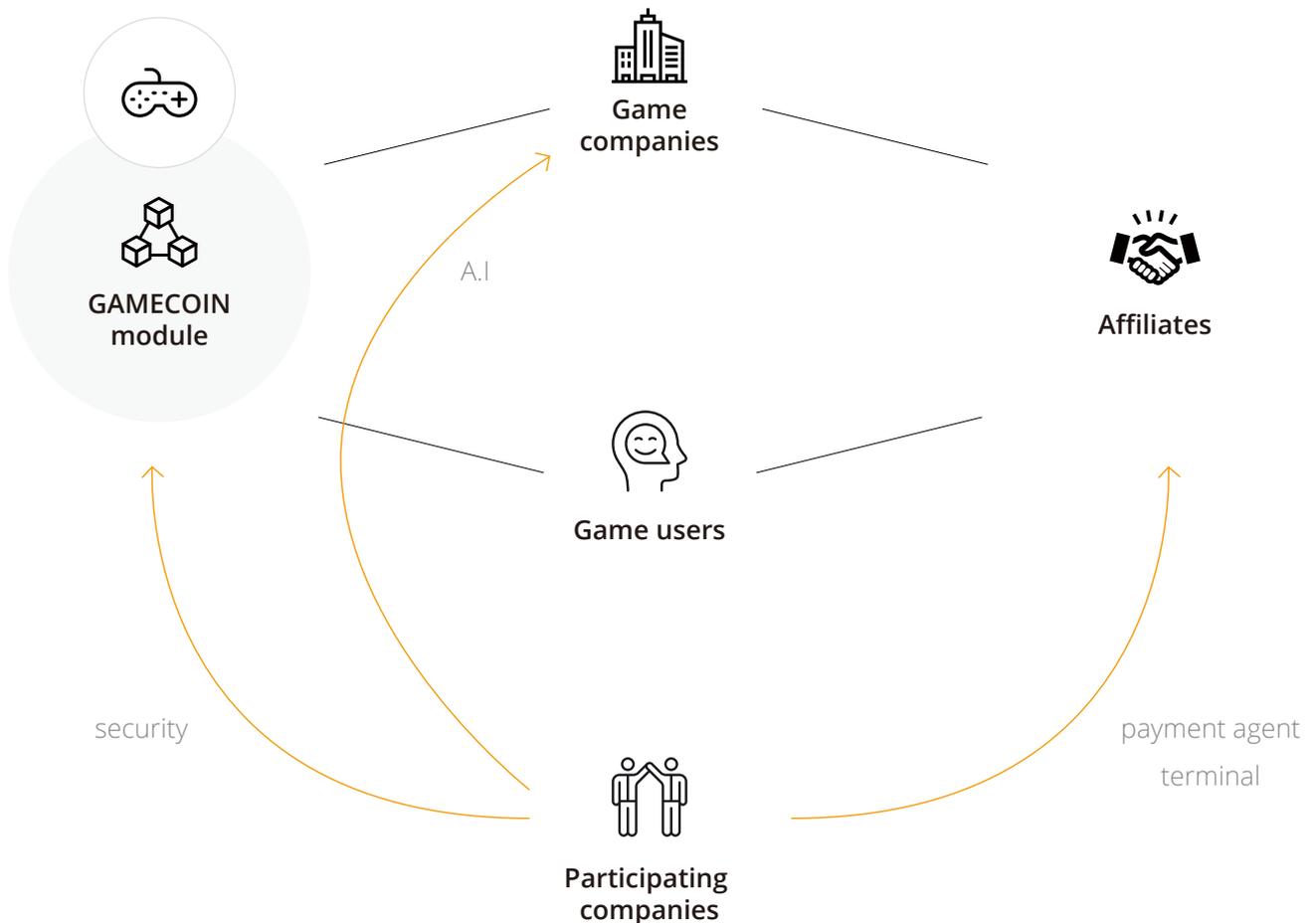
**GAMECOIN product partners**



### Participating companies

In addition, related companies are scheduled to join in for expansion and completeness of GAMECOIN environment, such as module expansion the reliability of transactions, the expansion of affiliates to introduce coins as a means of payment, security integrity of coin payment trading environment, consumer targeting based on AI (AI), cryptocurrency exchange, ATM related companies, and others.

### Expansion of GAMECOIN Environment and Related Companies

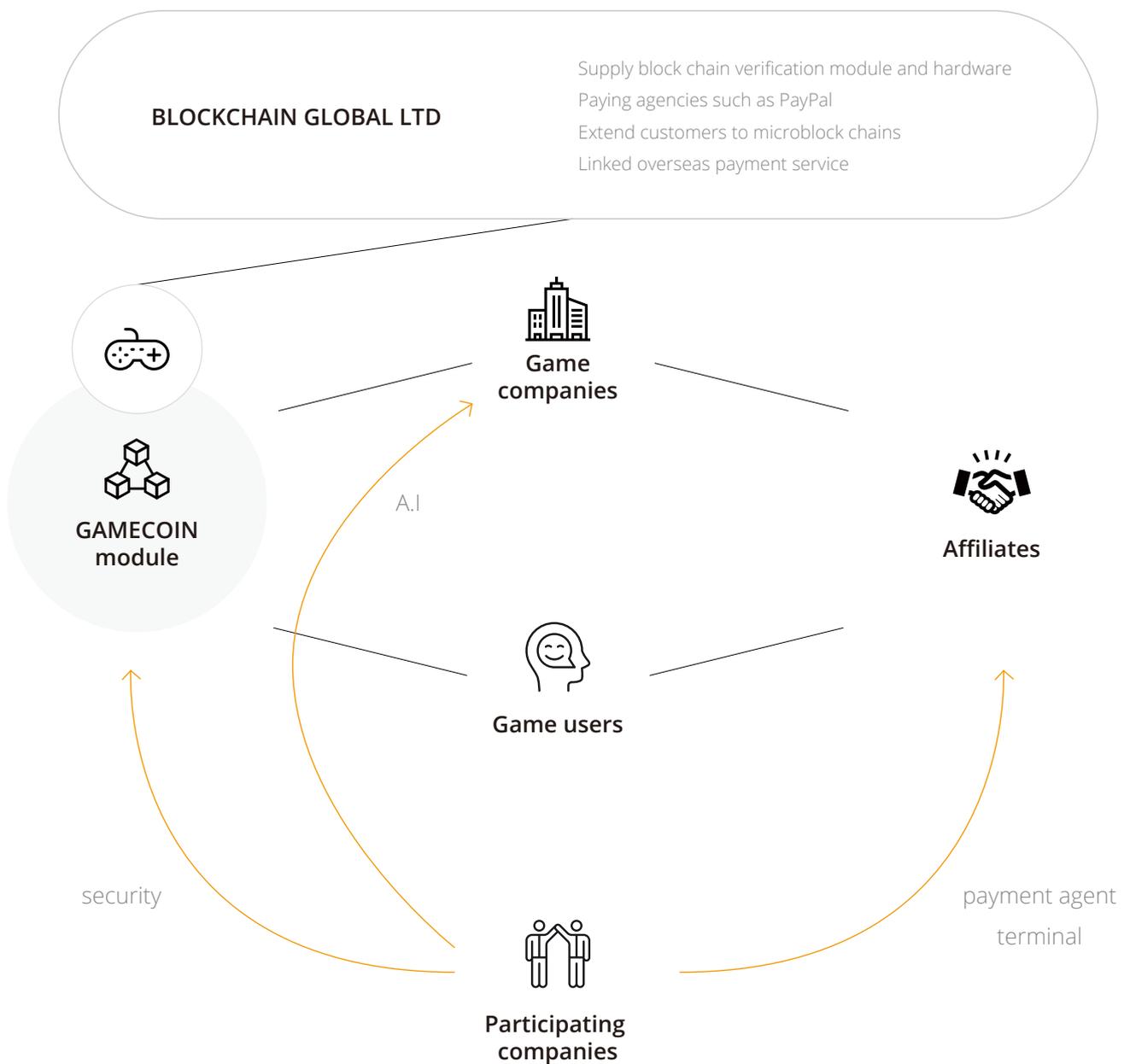


Game companies	AI company
Payment services and payment terminal companies	ATM related companies
Block Chain Pin Tech Security Enterprise	Financial institutions such as banks

**BLOCKCHAIN GLOBAL LTD**

BLOCKCHAIN GLOBAL LTD acts as a manager to create an ecosystem which includes block chain expansion, verification (mining), and hardware (mining tool) through GAMECOIN modules. In order to expand into global block chain, block chain of each field such as interlocking of global payment service, interconnection of public service settlement, exchange coin supply and transaction is linked with GAMECOIN.

**Operation and management of BLOCKCHAIN GLOBAL LTD**



**Providing multiple internet services**

GAMECOIN environment is strongly built according to the interest of each participant in the 'virtuous circle ecosystem' through GAMECOIN. GAMECOIN environment consists of a game company (developer or publisher), a game user, a GAMECOIN partner (a company that sells products and services), and BLOCKCHAIN GLOBAL LTD that will serve a game with a GAMECOIN module.

**BLOCKCHAIN GLOBAL LTD's proposal**

- 1) Interlocking with payment agency
- 2) Interlocking with ATM service
- 3) Interlocking with coin trading linked to exchanges listing in coin exchanges: generation of real economic value

GAMECOIN provides convenience to the users by connecting with various payment means. Interlocking of various payment methods is specified according to the level of the affiliated company.

**Interlocking with hardcore network participating companies**



Telecommunications company



Hotel



Internet service



Airline



Department store



Traffic



Public service



Consumer electronics companies

### Hardcore network

In GAMECOIN environment, the hardcore network refers to large-scale distribution companies, such as home appliances, IT services, department stores, hotels, and transportation, aviation, transportation, and public services, and others.

Affiliates participating in the hardcore network can use a GAMECOIN as a means of payment for various services and product purchases. They have various business opportunities in product sales and distribution service companies around the world. They are the companies that can give consumers the biggest benefit of the simple payment using cryptocurrency and expand their profits.

### Internet services

Among the many services associated with GAMECOIN, the following three services (Item Go, Mission Game, and Coin One Shot) will be launched and operated by Blockchain Global LTD.

#### 1) Item Go (an exchange service for game items)

- Supports transactions for items of all games that are connected online.
- Supports cash transactions for 'game money / items' inside games.
- Supports secure transactions through escrow service as well as buyer-seller verification system

#### 2) Mission Game (Solve missions -> Get rewards)

- Supports a platform service based on internet communities.
- Able to choose from multiple mission games such as P2P transactions, crowd funding, and etc.

#### 3) Coin One Shot (cryptocurrency lottery service)

- Use of Trusted Data
- Simple Lottery System
- Crypto based game (BTC, ETH, USDT, etc.)

\*Please note that these services are not provided in countries where gambling is prohibited.

**Payments Alliance Network (Payment Agency)**

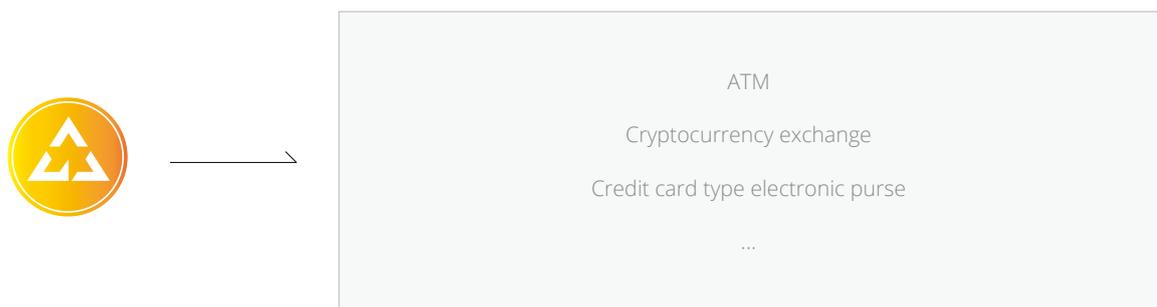
The payment alliance network refers to companies that manage the various payment methods associated with the legal currency. It refers to payment agencies that connect cash directly to various IT services, such as cyber money or gift certificates, which are exchanged at one-to-one ratio.

These payment agencies, unlike mileage, deal with the real legal currency itself, but there is high expansion potential in that it is used as a variety of payment means to replace cash. It has been widely used as a substitute for digital payment of legal currencies before the emergence of cryptocurrency, and its usefulness has been proven globally through Google gift cards and Starbucks card, and others.



**Fusion of Financial Environment**

GAMECOIN will expand and integrate into the existing financial environment for technical completeness and expansion of the use of cryptography. It supports free exchange and transactions through the current cryptocurrency exchanges, such as enabling cryptocurrency to be cashed through ATM machines, and credit card type hardware electronic wallet card, and others. In other words, the economic rewards are given by realizing the real economic value.



### Media Platform Extension

GAMECOIN environment is built based on the installation of the game of GAMECOIN module, and since it measures the time to compensate, it is expanded into various media platforms through various digital devices connected to the network that can connect to the mining pool.

It can be combined with various programs and applications that are currently provided by PC and smart devices and are used as media platforms for marketing such as:

- 1) Incremental game that runs in the background
- 2) PC and smart device idle program: screen saver, lock screen
- 3) PC widgets (calendar, notepad, etc.)
- 4) PC Internet Cafe Management Program

### Installation of GAMECOIN module for PC and Smart Device



#### GAMECOIN module



game



PC



Notebook, Tablet



Smartphone

### **GAMECOIN module running on the media platform**

Expanded GAMECOIN module with digital device and software operates as follows. Also, the media platform owner goes through the following steps and acquires a coin through GAMECOIN module.

- 1) Start of media platform operation: Confirmation of platform information Checking address of electronic wallet Start measurement / verification operation
- 2) Media platform usage time: Time measurement and verification (mining)
- 3) Termination of use: Coin distribution / platform information according to the block chain store request / use time estimation at the end point and coin to electronic wallet address

To do this, GAMECOIN module confirms that it is a single account for the program and application at the time of initial installation, and generates a unique electronic wallet address. The unique e-wallet address generated in this way is attributed to the individual through the authentication step. If not, GAMECOIN module will not work. This can create a GAMECOIN environment in exactly the same way as compensating for game time using GAMECOIN module.

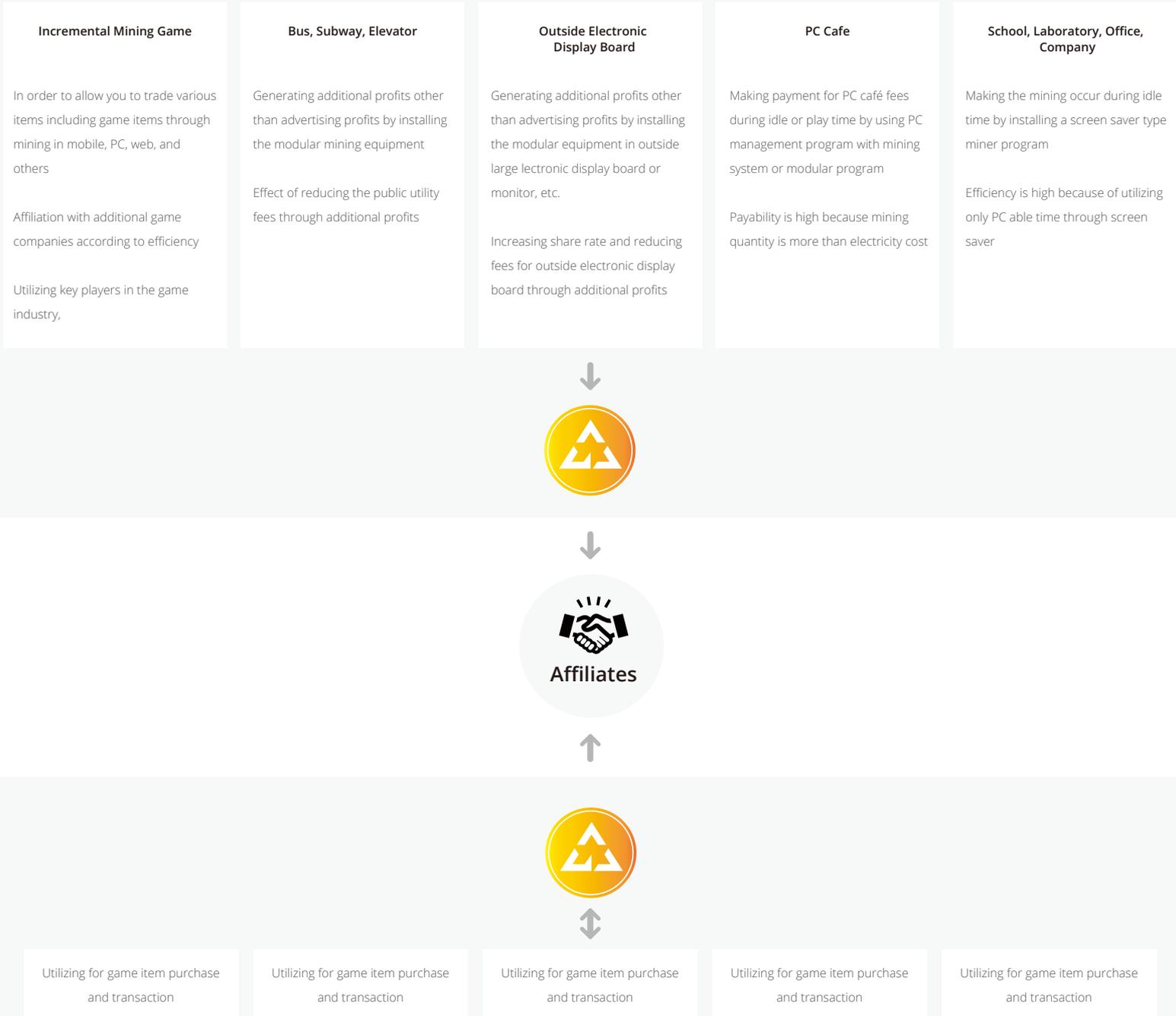
### **Expansion into advertising platforms using digital devices**

GAMECOIN modules can be combined with digital devices used for advertising or information providing purposes by providing GAMECOIN module in the form of hardware.

- 1) DOOH (Digital Out of Home) Outdoor Advertising
- 2) Bus and Subway Information System
- 3) Kiosk
- 4) Information terminals installed in a building, like an elevator
- 5) POS terminal for sales

Especially, the verification module provided by hardware can be paid for the time according to the introduction of the module to the user of the advertisement platform, which was provided as compensation only for the game user. In addition to the existing business model for attracting the advertisement, the companies can benefit from the interlocking with advertisers' payment for advertising products and the additional profit generated by the use of hardware.

### Installation of GAMECOIN hardware module in outdoor advertisement terminal such as DOOH



### **GAMECOIN module operating on a digital device**

GAMECOIN module, which operates on a digital device, goes beyond the validation of the block chain, ensuring completeness of advertising and ad serving. This enables them to build trustworthy business relationships that can address concerns about advertising and ad serving that are uncommon in the advertising market.

To do this, GAMECOIN module stores the following information in a block chain to verify the following information.

- 1) Ad information and availability
- 2) Time and frequency of execution
- 3) Starting and ending time of advertisement

The GAMECOIN module embedded with software or hardware in a digital device stores the information in a block chain for every advertisement execution, and Winner can verify it through a distributed app (Dapp) that extracts and confirms the information. The development and technical matters will be discussed separately.

Meanwhile, the digital device owner goes through the following steps and acquires a coin through GAMECOIN module.

- 1) Start live advertisement in digital device: Start GAMECOIN module operation
- 2) Ad serving time: Measuring time and obtaining ad information / Measuring time information in real time
- 3) Ad delivery termination: distribution of coins according to request / use time calculation of block chain store at ending time / confirmation of digital device owner information and coin transfer to electronic wallet address

You can build a new advertising business model when you extend GAMECOIN environment to a digital device-based advertising platform.

When placing an advertisement through a program or application combined with a GAMECOIN module or a GAMECOIN module, the advertiser and the advertising platform determine the contract with the GAMECOIN token. The ad platform allows the advertiser to pay for the ad product with a GAMECOIN token to secure a GAMECOIN token and also uses or obtains a GAMECOIN token secured through block chain creation request and verification Can reduce the cost.

The ad platform is equipped with 'GAMECOIN module'

- 1) When actual advertisers use 'GAMECOIN', they can increase advertisement sales volume by discounting advertisement fee,
- 2) You can get reliable data about ad serving,
- 3) You can acquire GAMECOIN through GAMECOIN module.

Advertiser

- 1) You can buy existing advertising products more cheaply.
- 2) You can trust ads and ads on the advertising platform.
- 3) By introducing GAMECOIN into the payment means, it is possible to expand the merchandise sales.

## 3. Technical Details

### **Application of Egalitarianism Algorithm**

BLOCKCHAIN GLOBAL LTD modifies the reward system which has been monopolized by some professional miners, and applies the Egalitarianism algorithm to a GAMECOIN, that all of the miners can be compensated evenly.

In the case of Bitcoin which is known as the first popular cryptocurrency, an individual named Wujian of China occupies close to 50% of the total mining amount, and the share of Chinese miners is close to 70%.

The Chinese mining power has created the Bitcoin Cash by forking Bitcoin in order to improve the small block processing capacity and the transaction speed, which are chronic problems of Bitcoin, but Bitcoin Cash is also reaching the limit, causing additional fork and a disturbance in the market system.

If a person with a share of over 70% causes a series of forks for their own benefit, who can stop it? There is no answer. Due to the nature of the block chain in which transactions are made only after mining occurs, mining activities are inevitable and the occupation power of these miners leads to monopoly.

In order to prevent the phenomenon of mining monopoly, Egalitarianism algorithm has been created and designed to receive the compensation only after a certain idle period elapse.

No matter how powerful HASH power is, it can prevent the mining monopoly due to idle time, and the HASH power necessary for activating the initial block chain can be covered by small groups, individuals, or provided consoles.

### **ASIC Defense algorithm**

ASIC is more powerful than GPU mining method in terms of hash power and it is mining equipment that Chinese power is eager to introduce. Able Coin's block chain uses the ASIC Defense algorithm, which blocks the mining of ASIC equipment in order to prevent certain groups from monopolizing mining rights and rewards. If ASIC become clogged, Chinese or large miners or certain groups cannot mine with ASIC equipment and receive rewards.

**GAMECOIN card, which is a Credit Card Type Hardware Wallet**

A hardware wallet that can be read on a real terminal will be provided in the form of a credit card and payment interlocking through payment agencies in each country becomes possible.

An agreement has been made with an ATM operator and the BLOCKCHAIN GLOBAL LTD credit card can be used to withdraw cash from the foundation in cash at the amount announced in real time. It becomes possible to pay by using the credit card reader through various payment agencies.

**Double-scaling by data layer engine**

In GAMECOIN environment, the block chain adopts the double-scaling through the data layer engine that overcomes the limit of the block size containing the ledger information.

Basically, GAMECOIN block chain can record up to 7 megabyte of ledger information per block. This ledger data block is not a small size and it is a block chain that can be used 10 years or 100 years later through double-scaling technic dealing with a huge increase of transactions.

The coin associated with the block chain that is additionally created due to the double-scaling block chain will be provided in the form of an air drop to the owner of GAMECOIN, and will have a separate ecosystem, functioning as a double-scaling layer of GAMECOIN's block chain.

### **Ad management for smart devices**

GAMECOIN module applies patent technology to various technologies that users can manage and control advertisement through smart device since it is utilized in various advertisement platforms as well as games.

This works as an efficient means of enhancing GAMECOIN environment for acquiring Cryptocurrency through ad serving time and enhancing user convenience. The application of this technology is an essential choice in existing IT living environment where user stress is increased simply by executing an advertisement, and it is possible to determine a purpose and a usage method of a media platform according to a user's choice.

In particular, during the game, the advertisement providing system causes a plurality of users to display an advertisement in a game area exposed during game execution. This technique determines a program logic procedure related to the acquisition of a cryptogram and acquires information with the same interface. It becomes the underlying technology.

In addition to this, DOOH and other programs such as screen saver that runs on the user's PC environment can apply the technology that matches the most suitable advertisement to provide the most suitable advertisement slot to the actual advertiser. As a result, advertisers can more sophisticatedly send, manage, and match advertisements when GAMECOIN environment is extended with a media platform that rewards Cryptocurrency according to ad serving.

A method of blocking an advertisement, and the like are related to a method applied to a user and a method, a terminal and a recording medium in which a user can selectively block an advertisement on a web page. Through this technology, the user can arbitrarily select whether or not to acquire the cipher money, and propose to control it according to the user's use environment of IT.

The use of the patented technology will pay a certain amount of royalties based on the partnership and contractual relationship with the partner company, and is exclusively applied to GAMECOIN environment.

## 4. Roadmap

**2018. 04**

Planning GAMECOIN environment

**2018. 11**

Market analysis Started developing GAMECOIN module

**2019. 08**

Cryptocurrency exchange partnership

**2020. 1Q**

Listed on Cryptocurrency Exchange

**2020. 2Q**

Build GAMECOIN Partner Network

**2020. 3Q**

Completed development of GAMECOIN module

**2020. 4Q**

Apply the game to the GAMECOIN module

**2021. 2Q**

Build Gameplay Platform

**2021. 3Q**

Coin One Shot Development

**2021. 4Q**

Build a worldwide network

## 5. Sales

GAMECOIN environment starts from the distribution of GAMECOIN token, and is built through the verification of GAMECOIN block chain and the transaction of the token.

Indication of Token: GAMECOIN

The amount of total issue: 88,800,000,000

Available currency = ETH, BTC

The allocation may vary depending on the amount raised through the token creation event. The development team, initial investment and advisory has a certain mandatory retention period for their received tokens.