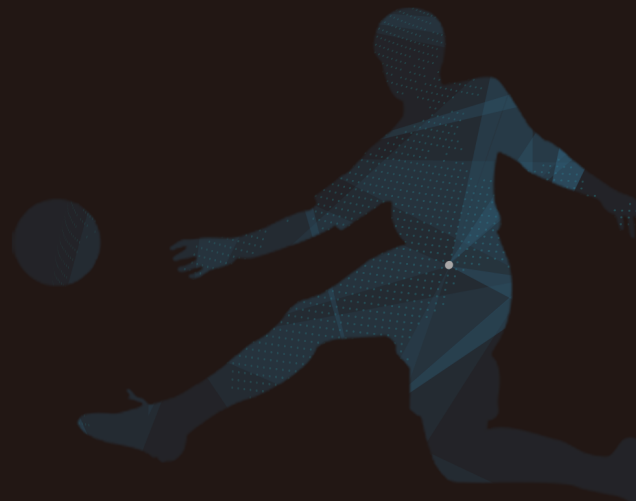




**White Paper of Global
Sports Prediction Game
Platform
Based on Blockchain**

www.unigame.com



UniGame

Summary

The development and evolution of blockchain technology leads to unprecedented opportunities in the traditional online prediction game market, especially in the arena of sportsbook. Blockchain technology can be used to resolve the two major concerns in the industry, which are the integrity of match results and the lacking of credibility on the platform.

In response to the current market situation, the UniGame team is determined to be the industry leader in creating a new sports prediction game platform based on blockchain technology. In order to utilize all the exclusive prediction game right granted by different sports matches, UniGame is going to construct a transparent, fair and trustable prediction game platform which is mutually beneficial to game developers, match organizers, players, blockchain investors, platform owners and many other stakeholders. The strong industrial support and in-depth participation of IP owners are necessary to the success of sports Prediction Game. Attributing to years of experience in global sports prediction game industry, the management of UniGame is strongly capable of integrating different market segments in the sports industry, including sports clubs, IP owners, sports associations, sports PR agents, stadium operators, sports media, sports insurance companies and sports equipment manufacturers, etc. As a result, UniGame is going to combine all these key elements together into a new united sports prediction game platform through the application of blockchain technology.

From the perspective of market condition, industry demand and team expertise, UniGame proposes this project of Blockchain-based Sports Prediction Game Platform. This document of White Paper is going to elaborate in detail on business model, technical implementation and execution plan of this project.

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1. UniGame:

A Global Sport Prediction Game Platform Based on Blockchain Technology

1.1 Industry Background

Sports Prediction is a huge global industry with market size of over US\$ 15 trillion (source: Bloomberg, 2017), for instance, five Major European Football Leagues which have tremendous number of punters in Europe, America and Asia. With the rapid development of Mobile and Internet technology, online sports prediction game market is soaring. In addition to those dominant sports of football and basketball, a wider range of ball games, kickboxing and athletic matches are getting more popular around the world.

Due to its unique resources and experience, UniGame cooperates with many reputable sport brands in the world, especially in kickboxing.

"Over the past few years, China has become an important figure in the world of kickboxing."

—Anoop Hothi, Well Known British Combat Sport reporter

In his article in professional kickboxing website “The Striking Corner”, Senior British reporter Anoop Hothi mentioned “Kickboxing events have evolved throughout the time and reached the level where the promotions kept organizing events throughout the year. For instance, Kunlun Kickboxing Tournament, its promoting kickboxing in a global scope.....”

In June 2015, it was announced that Kunlun Fight had signed one of the most successful and famous kickboxers in history, Buakaw Banchamek. By this transfer, Kunlun organization has gained high recognition worldwide. Anoop Hothi supports the view that China's kickboxing promotions is growing so fast. He said "First of all, China has long tradition of martial arts that connects its citizens. Secondly, over the past decade

China's economy has been growing rapidly. As a result, China facilitated the delivery of high quality international events. Even many people claim that in terms of organizational network, Chinese promotions are doing a better job than GLORY. For this reason, highly prestigious heavyweight champion Rico Verhoeven and former glory flyweight champion Gabriel Varga accept the collaboration with Chinese promotions." Whether it is a competition scene for fighting fans, the audience, or TV show, fans promotion also induces sports prediction game that can attract the larger audience to follow the event. Game results will be determined by right prediction on winning, losing or drawn opponent in competition. As a consequence many people approach kickboxing games as more excited sport than football.

1.2 Industry Threads

Even though the online sports prediction game industry has developed rapidly, all the current technologies are still based on centralized architecture for algorithm of formulas, computation of odds and announcement of results. In United States and Europe, many sports prediction game operators are not only facing the ever-lasting problem of unfair calculations of odds or the frequent fraud activities in small Leagues, but also they are frequently threatened by hackers and credit card fraud. Having witnessed all these disasters and losses, UniGame noticed that the sports prediction game industry is helpless at looking for a perfect solution due to the technological limitations.

Case Study: *A supervisor of a sports prediction game platform partnered with a back-end engineers to tamper game database for their own advantage which resulted a total loss of US\$400,000 to the platform. Although they was finally fired, it costed the platform operator very expensive auditing fee for internal control which still could not 100% prevent the happening of similar cases.*

The above-mentioned case showed the inefficiency of current manual operation mode for many sports prediction game platforms. In order to secure the operation, more personnel are hired for check and balance purposes which leads to much higher operation expenses. Therefore, many large sports prediction game platforms have

thousands of headcount.

In addition, frequent news of “manipulated” matches destroyed the integrity of many prediction game platform. As a “centralized” platform, it is impossible to proof its absolute fairness and transparency to the public. All these factors significantly hindered the health development of sports prediction game market.

1.3 The Solution - UniGame

Emerging blockchain technology can solve the problem of sport prediction game fundamentally through "untrusting". UniGame will build a new sports prediction game platform based on blockchain with leverage on its exclusive sporting matches and IP brands. The ultimate benefits of deploying blockchain solution can be summarized as follows:

1. **Protect Player Interests:** Data stored in the blockchain which cannot be tampered and therefore integrity, traceability and accredibity of data is guaranteed. Blockchain-generated Random Number Generator (RNG) avoids “Black Box” manipulation . Reatime-data strengthen the confidence of players and finally realize absolute openness for disclosure of game results to the public.
2. **Enhance Player Experience:** Users can easily and safely access the platform. The competition mechanism of the platform also helps user to select application effectively.
3. **Reduce Operation and Maintenance Cost:** The adaption of “smart contracts” makes the operation process easier and the cost of manpower will be significantly reduced.

UniGame is exactly a kind of global sports prediction game platform built based on the above-mentioned blockchain technology.

UniGame’s platform covers a wide range of sports, including kickboxing, football and basketball, not to mention its exclusive IP, such as IBF, KunLun Fight and Glory of Heroes. Players can predict or win by exchanging cryptocurrency, for instance, Bitcoin, ETH and our own UniCoin, into game token for playing.

As a carrier for circulation, UniCoin plays a key role in the digital economy of UniGame as “currency”. UniGame uses the issued token (UniCoin) to build a complete ecosystem across the entire industry chain, including users, channels, matches, developers and foundation. Therefore, different participants can develop various applications around UniCoin and every participant is going to share the benefit out of this platform. The details will be explained at the other sections of this White Paper.

1.4 Ideology of Product

1.4.1 Fairness

The match outcome of the UniGame sports prediction game platform will be only collected from either official or authorized sports events. For those risky and unauthorized outcome from small Leagues, it will be not included in the platform in order to avoid being manipulated.

1.4.2 Openness

UniGame aims to work closely with worldwide developers, on the mission of becoming an important source of income for a variety of game development team and independent game producer, as well as providing them stable API interface and data analysis tools.

1.4.3 Legitimacy

UniGame legal concept mainly refers the security of policies and laws and regulations. UniGame business model and product structure never violate laws and regulations of in participant countries. In other words, UniGame product and operation model is 100% provide legal framework.

1.5 Advantages of UniGame

1.5.1 Global Exclusive Strategic Partners

UniGame secured exclusive right from large number of major sports matches for Prediction Game. The real-time data of games and results are directly provided by the official channels. Undoubtedly, it represents the highest level of fairness and correctness of the matches. Players can enjoy the absolute comfort during prediction game which results high confident and loyalty to UniGame sport prediction game platform.

During live broadcasting, official matches providers can directly recommend UniGame platform to audience. Players can predict on UniGame platform while watching the matches. It is the most effective way to acquire players. In addition, these League partner is going to provide UniGame the access on their official website, APPs and social media. Not only it is going to enrich their service provision, but also increase players' possibility for sports prediction game.

Major Sports Matches 1 : IBF , International Boxing Federation



IBF - International Boxing Federation is one of the four major World Boxing Organizations that has made great contributions to the development of the international boxing career. IBF worldwide sponsored by the UniGame. UniGame also authorized to promote official sports prediction of IBF competitions, and provide the official historical data of the tournament and the results of the real-time competition.



Figure 1. On-site prediction game service provided by UniGame to IBF



Figure 2. Promotion of prediction game at the match of IBF

Major Sports Match 2 : KunLun Fight



Kunlun Fight is China's number one fighting tournament combination that divides into freedom (Kick boxing) and mixed martial arts (MMA) two parts. It selects excellent players in the world in various forms and the game is continued to broadcast on CCTV5

primetime. Kunlun Fight has exclusively granted it's all sport events to UniGame platforms around the world and authorized it's exclusive operation to promote the sports prediction and other related businesses, as well as putting organization in to charge of the official historical data distribution and providing real-time results data of the competition.



Figure 3. Mr. Jiang Hua in Macau, Roadshow of UniGame



Figure 4. Prediction Game on Thailand Champion Rico Verhoeven vs Chinese Boxer Kong Lingfeng

Major Sports Match 3 : Glory of Heroes



The Glory of Heroes is China's top league for free combat. It's the fighting Hall of China's power. Every game will cost millions and will be played in China's representative cities or countries and regions with no more than two hours' time difference. The glory of heroes has given the granted it's all sport events to UniGame platforms around the world and authorized its exclusive operation to promote the sports prediction and other related businesses, as well as putting organization in to charge of the official historical data distribution and providing real-time results data of the competition.

1.5.2 Official and Academic Support

With the partnership of China Lottery Industry Research Centre of Beijing Normal University, UniGame decided to work together with different local governments, corporation and research centers on the research topic of "Blockchain x Prediction Game". The scope of research is going to cover:

- Openness of Blockchain: Industrial Impact of its Flatten Characteristic
- Anti-fraud and Anti-cheating of Online Sport Prediction Game
- Digital Currency and Anti-Money Laundry
- Blockchain and Responsible Prediction Game
- Industrial Standards, of Cryptocurrency



UniGame
(Joint-Founder)



Together with



China Lottery Research
Center of
Beijing Normal University

Figure 5. UniGame and China Lottery Industry research Centre of Beijing Normal

jointly set up a research project

1.6 Competitive Edge

The core management team of UniGame's are originated from top three largest mobile lottery and entertainment enterprises in China. With dozens of registered intellectual properties and patents, the major products which were developed and operated by the team covers the business of Lottery, Betting Games, Artificial Intelligence and Social Entertainment.

With more than 30 million registered users, the team also provides prediction game services for several world-class top sports IPs such as Kun Lun Fight, IBF and Glory of Heroes.

UniGame has invited many international talents in blockchain technology, operation, risk management, security and legal to join its team in order to promote the globalization & integration of blockchain-based sports prediction game.

The combination of blockchain and UniGame can completely solve the problem in the prediction game industry so that all the game data on the platform will be stored in the blockchain and which cannot be tampered. Data integrity, traceability and accreditability is guaranteed. The process of making odds is going to be transparent and completely open to the player. Most important, all the random numbers used by the platform are going to generated from the blockchain to avoid the perception of "Black Box".

Table 1: UniGame vs. other Prediction Game platforms

	Existing Prediction Game Platform	UniGame
Authorized Rights of Matches	None	Multiple
Random Number Generator	Not Truly Random	Blockchain Technology
Cryptocurrency of Other Platform	None	UniCoin

1.7 Distribution Policy

UniGame adopts an open distribution policy which provides user-friendly access for channel partners to monitor their own performance. The owners of different web portals, APPs and social media accounts can login to UniGame platform as distributors and enquire statistics related to the circulation of their own tokens (UniCoin) as income.

2. Development Prospect and Plan

2.1 Development Plan of UniGame

Product Plan

UniGame will quickly implement those major Sports Matches to be operated in the main chain. In addition, a series of new prediction game applications will be developed. At the same time, UniGame will open its platform for third-party developers to publish and operate new applications in return of token as rewards.

Players Acquisition Plan

UniGame targets to acquire two types of players: traditional online sports prediction game players (non-digital asset holders) and new players (digital asset holders). The coexistence of two types of players will definitely strengthen the customer base for sports prediction game platform. In parallel, it creates strong scenario for the exchange of UniCoin as a strong “digital asset”. Expansion of players will induce new application ideas for UniCoin, both online and offline.

2.2 Operation Plan of UniGame

In the first year of its operation, UniGame eager to attract sport fans throughout The World Cup 2018 which will be held in Russia from June 14th to July 15th. The UniGame platform will provide a competitive odds as well as live performance assessment for each competition for World cup organization which most of the betting

supporters around the world has been waiting so long. In another words, it is projected that the UniGame platform will have grate income from World Cup organization.

In the second half of 2018, UniGame will release its original "Chosen One" that is a prediction platform based on blockchain technology which allows transactions through online currency system. This transaction method is well known by its transparency and systematic success for awarding jackpot winners accurately in the given time. With these positive regards, the UniGame expected to reach out more digital currency users and create a brand loyalty for its platform.

In addition to the world cup and "Chose One" promotion in 2018, UniGame platform is also working on facilitating innovative products and operational organization that might have ground breaking effect in the industry.

2.3 Ecosystem of UniGame

UniCoin (named as UNC) is the official token issued by the open platform of UniGame. UniCoin aims to construct an ecosystem among all stakeholders, including players, channel partners, sports match owners, application developers and foundations on the global scale. Within this ecosystem, different stakeholders can creates applications around UNC and all parties will ultimately benefit from it.

1. Players: Use UNC directly or exchange UNC to DAPP token in order to participate sports prediction game and gain UNC in case of winning.
2. Channel Partners: Contribute customer base for prediction game on UniGame platform in return of commission in form of UNC.
3. Sport Match Owners: As the organizer of matches, sport match owners are entitled to sharing of the net prediction game in the form of UNC.
4. Application Developer: For those application installed on UniGame platform by third-party developers, they are going to enjoy the net sharing of sports prediction game in the form of UNC.
5. Foundation: A certain percent of every wage in UNC will be reserved for platform building and maintenance.

2.4 Execution Plan of UniGame

Table 2: Project Roadmap Plan

Timeline	Projects Progress
August 2017	Formation of Core Team for UniGame
September 2017	Publishing of White Paper Completion of Core Structure
December 2017	Preparation of UniGame Foundation
13th Jan 2018	Roadshow in Macau
29th Jan 2018	Start Private Placement
Before the exchange	Official Publish of UniCoin ERC20 Token
1st Quarter 2018	Complete Core Blockchain Building
2nd Quarter 2018	Operation of Sport Prediction Game Platform
3rd Quarter 2018	UniGame launches Game Chosen One”
3rd Quarter 2018	Operation of Channel Partner Platform
4th Quarter 2018	Go Live for Main Chain
1st Quarter 2019	Migration of Main Chain
2nd Quarter 2019	Finish Migration of Main Chain in Open Platform

3. Technology Plan

3.1 Technology of UniGame

3.1.1 Blockchain Technology

Blockchain is a distributed data system with multiple nodes. It has a greatest feature with no central node. Due to the of a large number of nodes, it can be said to be a trust mechanism of big books, and any one data and any block node in the chain have the opportunity to participate in an account. When the data changes, the system will select the fastest node to record the information, at the same time inform others to backup the data. In this way, everyone has a complete book in the system.

With these characteristics, blockchain technology receives wide attention in many businesses that need to ensure data consistency and ensure fairness.

In the traditional internet sports prediction game, all the dates are recorded in the central server. The user cannot see who is involved in the game, and the detail of the consumption. If there is a exist platform for cheating user, it is unable to query, so user's trust issue is a big problem. UniGame will apply blockchain technology that provides transaction records of users who participate in the game will be kept in the blockchain, making all the data available, credible and verifiable.

And the algorithm of random transactions is put in the blockchain, and the random transaction algorithm is also open to access. Through the mutual trust mechanism of the blockchain, the platform fairness self-proof process is completed.

3.1.2 Smart Contract

A smart contract can be considered as an automatically secured account for the user and will release and transfer funds when a given condition is met.

From a technical level, a smart contract is a code that stores, validates, and executes code in blockchains. Unlike traditional service code, everyone can see smart contract because the code and status of these smart contracts are on the blockchain. And smart contract does not depend on particular intelligent hardware equipment. In fact, smart contract code is performed by all equipment involved in mining.

Smart contracts are assembly languages that are programmed in the blockchain. People usually compile it from more advanced languages, such as Solidity, and a special language like Java script. These codes can easily interact with the blockchain.

The implementation of the code is automatic. When meeting the conditions that are settled in the contract, the intelligent blockchain will automatically perform, either on success or all the state changes are undone. This can avoid part of contract execution situation.

3.2 Architecture of Platform

3.2.1 Design Principles

For overall technical design of UniGame, we are based on the following design principles:

- **Core Data Blockchain:** In order to ensure the fairness of prediction game, we embedded the core business transaction data in the blockchain. Based on the characteristics of blockchain, the data cannot be tampered. Simultaneously, the blockchain browser will be available for player to check the transaction details.
- **Centralized Architecture Combined with Blockchain:** The prediction game platform adopts a combination of centralized architecture and blockchain technology in order to take advantage of both concept. It strictly complies with the requirement for business operation and in addition ensure the transparency of transaction data.
- **Flexibility and Scalability:** With regard to the architecture of the prediction game platform, flexibility and scalability are the major concerns which allows the drastic increase of number of players/transactions and the rapid reconstruction of source code in blockchain. The whole process can be realized not only by the R & D team of UniGame, but also the third party developers in the open platform.

3.2.2 Platform Model

For the technological model, UniGame divides the entire technical service into several layers, as follows:

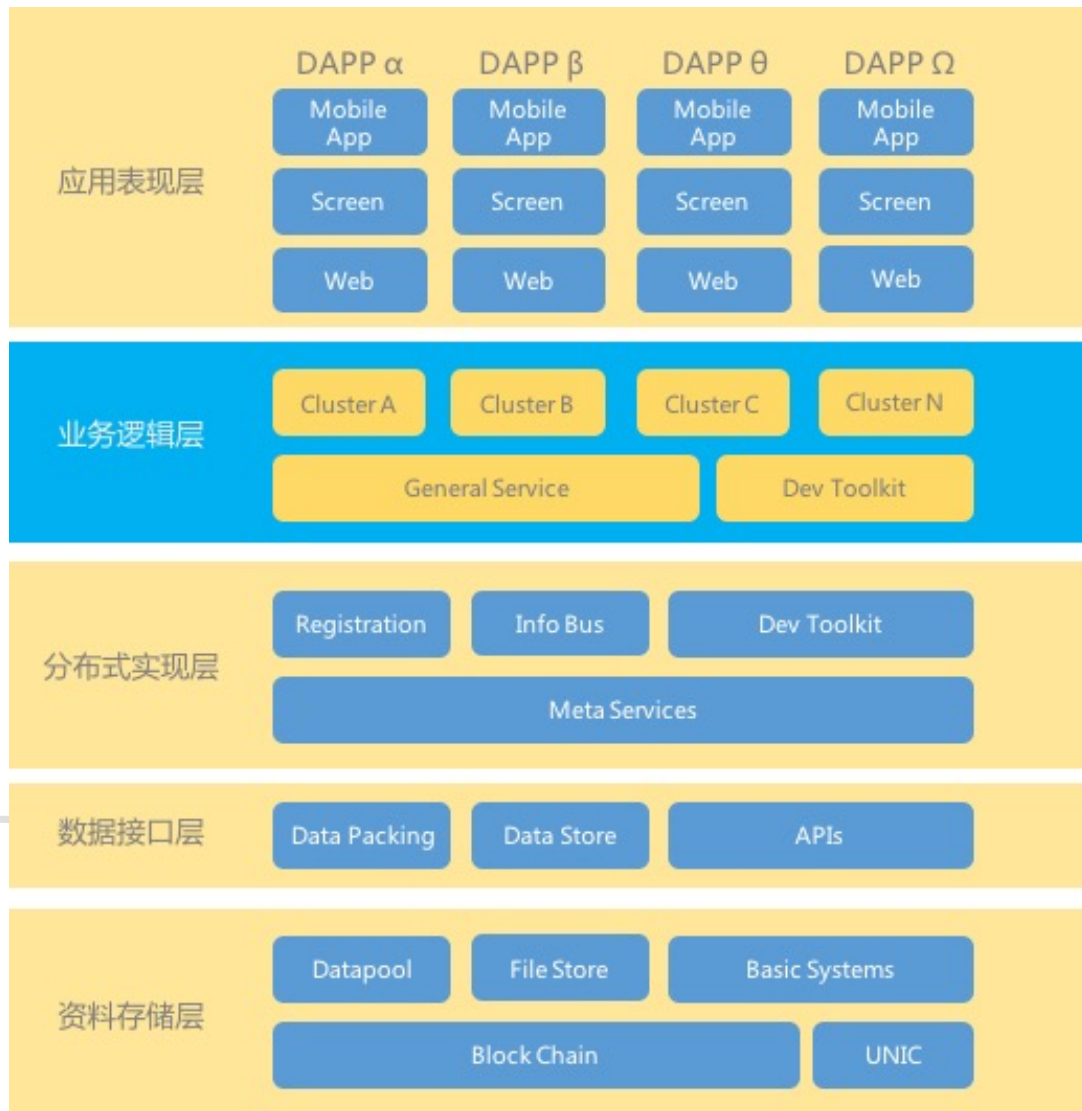


Chart 7: Platform Model

Description of each layer:

1. Application Presentation Layer

That front-end application cluster. As a bridge between users and systems, it provides users with interactive tools, and logic for displaying and submitting data to coordinate user and system operations. UniGame in the business performance layer, planning to provide WEB, touch screen terminals, mobile client and other forms.

2. Business Logic Layer

Embody the whole platform business rules, business processes to achieve business needs the most confidential part, according to the needs of specific business, be divided into relatively independent modules to facilitate the system assembly, split, merge and

expansion. Subsequent new business introductions are restructured at the business logic level. The performance of the business flow at this level diversion and orientation, and processing.

3. Distributed Implementation Layer

Each business logic is split into smaller, more abstract modules, each of which implements a complete, one-size-fits-all generic functionality, registered in a distributed component with a high degree of concurrency and availability. DAPP access platform, you can use this platform to provide DAPP module assembly and distribution.

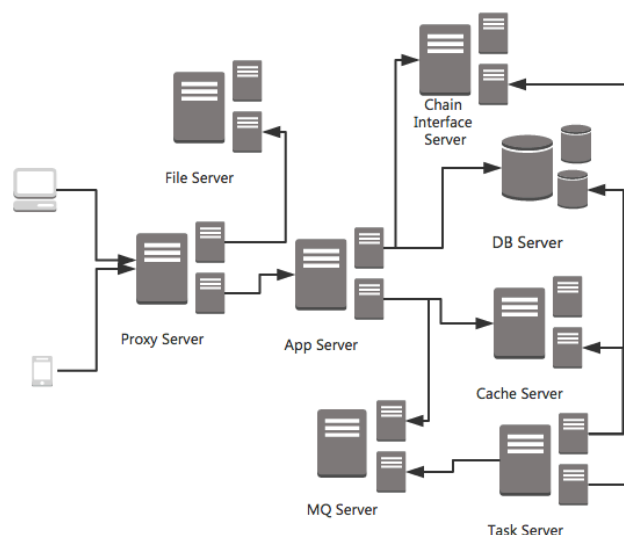
4. Data Interface Layer

The underlying data storage package, all data services through the data storage layer, if you adjust the type of data storage and the way, as long as you modify the layer. We encapsulated blockchain access and provided a separate blockchain interface service.

5. Data Storage Layer

This layer finishes storing and inquiring of all data, including database, file system, block chain and so on.

3.2.3 Topological Structure of Platform System



App Server of the platform is divided into modules for player, recharge, sports prediction game, data capture and statistical analysis respectively. Each module is independent to each other in order to achieve high volume of concurrency and availability.

Data interface level contains database, distributed cache, message queueing, service clustering for blockchain interface. By increasing the capability for distributed cache, optimizing the database and using message queueing, system performance will be significantly improved in order to handle larger volume of transactions.

In the system platform of UniGame system, each service is controlled by a set of independent server cluster. A single point of failure in the cluster can be passed to other nodes to prevent system crash and improve the overall system availability.

3.3 Token Design of UniGame

3.3.1 System of Token

According to the research result conducted by UniGame on the current market of Blockchain Prediction and Sportsbook Platform, it shows that there are 2 majors uncertainties for players when only unique token is allowed to predict on a platform. They are: (1) Fluctuation of tokens' price which is similar to the fluctuation of exchange rate; (2) The profit/loss caused by prediction game. The final effect of both uncertainties may or may not be the same to the players but it would definitely cause risks to the players.

In aim to protect the well-being of UniGame and strengthen the participation of DAPP developers and players, stakeholders need a more stable token to participate in the prediction game. Supposingly, the main chain framework of UniGame can achieve the functionality of system-graded currency pack. As a single-purpose token for prediction game only, the market demand, availability, liquidity and book maker (arbitrageurs) could never be enough to sustain this mechanism in comparison with other existing major cryptocurrencies.

In aim to avoid system risks and to provide a relatively stable anchoring token, UniGame does not employ the system-graded anchor token scheme but instead introducing tokens with options for specific applications, e.g, token to be used by DAPP community, token to be used for prediction game on specific matches, token to be used for specific user group, etc. It is under the control of all DAPP players to decide which

function they would like to enable. DAPP players can select difference prediction game application and matches based on their own preferable risk exposure.

3.3.2 Main Chain Token - UniCoin (UNC)

UniCoin, abbreviated as UNC, is the main chain token with three main features:

1. To pay, exchange and use resource defined in smart contract as Proof-of-Work.
2. Use directly for sports prediction game applications as circulating token.
3. If DAPP has a sidechain token, UNC can be used as a medium for exchange purpose.
4. Act as hedge token in currency exchange.

3.3.3 Sidechain Token

As an open platform, UniGame allows applications to join and share users and services within its ecosystem. The scenario based on difference scale of applications are stated as follows:

1. UniGame provides options for DAPP to enable difference sidechain token as their own application token.
2. Allow multiple DAPPs to use the same token as their main token.
3. Sidechain tokens can be linked with other monetary currencies to stabilize its value and provide better value appreciation for token holders.

3.4 Blockchain Technology of UniGame

3.4.1 About the NRC blockchain

UniGame is built on the core technology features of NRC block in blockchain. NRC is created by the open source-code of BitCoin technology for applying blockchain technology on commercial ledger purposes with real-name credit registration. Not only it retains the transparency of transaction data by the distributed blockchain ledger, but also its integrity and safety is highly secured. The feature of real-name registration fulfilled business requirement on identity confirmation for real-time transaction,

traceability, stake binding and maintainability of the trading system.

3.4.2 Disadvantage of Ledger System in Cryptocurrency

As represented by BitCoin in the arena of cryptocurrency, the basic principle is based on the concept of decentralizing distributed ledger system which realized the offering, circulation and storage deposit of a “digital asset”.

- **Anonymity of assets:** Digital tokens are “vouchers” for possessing and trading with encrypted keys. The concept of owner no longer exist. The conflict between storage security and anonymous ownership is always the major dispute for cryptocurrency.
- **Ultimate Transaction Problem:** Without a definitive arbitration authority, any branch of ledger can manipulated by others with much more ledger recording recourse (computation power, number of token, duration of token holding or compound option rights). This is the ultimate dilemma of cryptocurrency which cannot be resolved in short term. The general consensus to address this issue in the industry is trying to increase the confirmation probability of new block after blockchain but it still cannot totally solve the problem.
- **Real-time Transaction Problem:** In order to avoid unnecessary network engagement, I/O storage and calculation, the protocol of cryptocurrency defined a time interval for ledger recording, for example, Bitcoin is set at 10 minutes, Ethereum is set at 15 seconds. In order to tackle the Ultimate Transaction Problem, the industry have to increase the entry barrier for confirmation, for instance, Bitcoin is set at 6 blocks and Ethereum is set at 12 blocks, the corresponding confirmation delay is 60 minutes for BitCoin and 3 minutes for Ethereum which is hardly acceptable for commercial applications.
- **Transaction Throughput Problem:** One outstanding issue of cryptocurrency is about the limitation of block size, e.g. 1MB/2MB/8MB for Bitcoin products. With consideration of transaction interval, the corresponding TPS (Transaction Per Second) for BitCoin product should be 7/14/56. For Ethereum, TPS can only be reached ar around 30 which is far from enough for commercial applications.

3.4.3 Upgrade of UniGame Platform

- **Real-Name Based User System:** All stake rights issued by UniGame should be registered real identity in order to entitle the ownership of rights. Each participants in UniGame platform should register on corresponding application with real identity which is going to bind with the address of the participant. Operator of application should integrate the authenticated identity information into the blockchain. Account without authorized address cannot participate in the transaction which is governed by the Ledger Protocol Layer in UniGame platform. In response to the regulatory requirements, operator are entitled to freeze/unfreeze player account, revert new address and assist users to recover their token based on this real-name based user registration system.
- **Consensus Mechanism of Distributed Ledger:** The block consensus of UniGame is built upon the encrypted public key published by the general ledger, named as signature consensus. As a part of the ledger notice, the public key is endorsed by the credibility of operators which cannot be tampered or revoked. There is unique ledger recording right which is the very origin of the entire real-name based ledger system. The unique ledger recording right successfully resolve the problem of ultimate transaction and there is no more resource waste on network deployment. The usage of network nodes is simply installed for distributed ledger proposes. With the mechanism of signature consensus, it safeguard the platform from “hacking of 51%” and significantly reduce its risk exposure.
- **Instant Transaction:** Due to the certainty on ledger recording right, the time interval of block accounting is going to depend only the precision of system timing. The transactions can be instantly verified on the network and instantly confirmed. The current time interval is setup at 1 second which can be shortened to several milliseconds if necessary. It means that the transaction of UniGame is nearly “real-time”.
- **Transaction Volume Rate:** Without the time limitation for transaction interval, the transaction volume rate is dramatically increased. Theoretically, the TPS rate

of BitCoin can be increased at least 600 folds, around 5000 TPS. The realistic transaction volume rate is limited by other factors, for instance, bandwidth, CPU power and I/O speed of storage.

- **Stake Allocation Mechanism:** All entitlement rights in the ledger of UniGame should be registered under real-name identity which is totally different with the existing anonymous ownership of other cryptocurrency. UniGame protocol supports maximum 4.3 billion independent certificate of rights where operator is acting as agent to represent each certificate of right. All the information of agents and owners are stored and published in the blockchain. After the issuance of certificates of right by the issuer for first transaction, the operator can no longer interfere the following activities of those certified of rights.

3.4.4 System Maintaine Mechanism

Operators of applications are responsible for operation and maintenance of UniGame platform. As all transactions are recorded in the blockchain and therefore operators cannot tampered or manipulate the database. The major tasks to be responsible for operators are summarized as follow:

- renew account address and right entitlement in the ledger
- account address update
- authorization management for user address
- lock/unlock account
- endorsement and announcement of agency rights
- recover of lost certified of rights
- management of transaction ledger

4. Team of UniGame

4.1 Introduction of Core Team Members

The core UniGame team members are from well-known online game and lottery

companies which once dominated the research and development and operation of the prediction platform products. The company is a high-tech enterprise that presents the integration of the global sports and entertainment and game with strong technical background and operational team as well as extensive channel resources that able to raise capital from well-known Internet companies and several well-known institutions in the industry.

4.2 Core Competence

UniGame team members provide the research and development and operation of the prediction platform for many leading enterprises in the industry, with profound and successful experience in the following aspects:

- Overall design scheme and operation platform for sports prediction
- The design and operation of web site, public Accounts and APP
- Calculation and risk control system of sports game and numbers game

In addition to the experience of design and research and development, the team has strong credibility for the upstream and downstream of the entire global sports prediction industry. The team also have good relationship with the upstream league sports, club, IP owner, the sports broker company, stadium operations, sports media, sports insurance and sports equipment production enterprises that can pave the way of close and exclusive cooperation relationship. With the above capabilities, we can integrate the upstream and downstream to establish an ecosystem centered on prediction game platforms.

4.3 The Management



Sean Shek

CEO, Executive Director

Bachelor of Electrical Engineering, EMBA from Chinese University of Hong Kong, former CEO of BG Global Prediction, with over 20 years 'managerial experience in the prediction industry.



Amos Shek
CTO

Graduated from the University of Minnesota, EMBA from the University of Iowa, long-term engagement in research and development of the prediction industry, mainly responsible for the R&D and management of the prediction platforms of South-East Asian markets in recent years.



Steven Li

CMO, Executive Director

Bachelor of Business (Marketing)/Bachelor of Construction Management from RMIT University, International VIP Business Development Manager at Crown Resorts Melbourne, Public Relations Manager at CROWNBET.



Linden Li

Director

Founder of Zhong Cai Hui, Head of International Exchange at China Prediction Research Center of Beijing Normal University, Senior Consultant at Institute of Prediction Research of Guangdong University of Finance and Economics.

4.4 Investors and Consultant

UniGame as a Global Sports Prediction Game Platform based on Blockchain technology which has strong industry background, the well-known investor Charles Xue (Xuemanzi) as the co-founder. The global strategic partners including IBF (international boxing federation), KunLun Fight, Glory of heroes and more world top sport partners. UniGame attracts the well-known investors and funds from worldwide, such as David Han from Yao Capital, Ricky Lee from China Angel Investor League, Benson Tam from Venturous, Huangjianxiang as a famous sports celebrity, JiangHua as the founder of KunLun fight, Buakaw Banchamek as the top class Muay Thai fighter and much more. In addition, cryptocurrency investors including Zenith Ventures, Consensus Capital, LINKVC, Timestamp Capital, Genesis Capital, ChainFounder and etc.



Charles Xue

【USA】

UniGame Co-Founder, well-known angel investor, the founder of INN, 3 o'clock club, pioneer in blockchain industry.



Ricky Lee

【Hong Kong】

Chairman of China Angel Investors Alliance, founder of Leanone Angels Community, well-known angle investor, founding partner of Hua Chung Sheng Jing Fund, major founder of the Association of Angle Investor in Zhongguancun, founding Chairman of Asia America Multi-technology Association.



David Han

【USA】

Cofounder and CEO of Yao Capital, Former Chief Investment Officer of Wanda Group, and Former Managing Director of the Carlyle Group.



Huang Jianxiang

【China】

Celebrity host, famous sports commentator, board member of listed Sports Group



Benson Tam

【Hong Kong】

An early investor of Alibaba, Bacheor of Civil Engineering from Imperial College of London University, Master of Computer Science from Oxford University, former co-founder of FVA, Founder& Chairman of Venturous Group



Jiang Hua

【China】

Founder of Kunlun Fight, President of IMMAF



Li Xiong

【China】

Founder and CEO of www.chainfor.com, senior media person in the block Chain industry in China, former co-founder of sosobtc



Cai Liang Chan

【China】

Champion of 70 kg Male Free Combat at Beijing Olympics 2008



Buakaw Banchamek

【Thailand】

Born on 8 May 1982 in Surin, Thailand, Muay Thai King. Welterweight Champion at Monte Carlo Fighting Masters on 14 June 2014

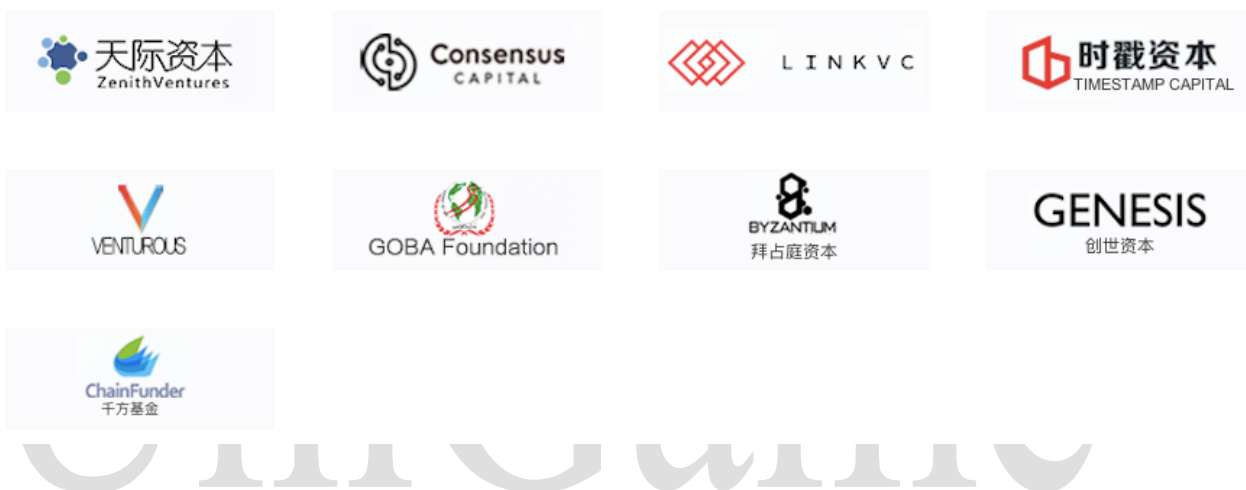


Superbon Banchamek

【Thailand】

Disciple of Muay Thai Prince Buakaw, Champion of Kunlun Fight 2016

cryptocurrency investors



5. Use of Proceed for ICO Funds

5.1 UniGame Foundation

The UniGame Foundation (hereinafter referred to as “the foundation”) is a non-profit entity established in Thailand. The foundation will serve as an advocacy entity for the UniGame blockchain game platform project, which will focus on UniGame development, construction and the advocacy and promotion of governance transparency, and promoting its security and harmonious development.

The UniGame team entrusts a credible third-party organization to assist the team in setting up foundation entities in Thailand and to maintain the day-to-day operations and

reporting services of the entity structure. When the foundation is established, it selects the appropriate members of the community to join the functional committee of the foundation and to participate in the actual management and decision-making.

5.2 Budgeting

Chart 3: Budget Plan for Project

Usage of Funds	Proportion of Funds Raised
Project Reserve	30%
Game Reserve	20%
Marketing Expenses	20%
Research and Development Expenses	30%

5.3 Restrictions on the Use of Funds

The use of UniGame assets must follow the principles of openness and transparency. And their use must follow independent accounts and digital asset wallet that determines based on the budget. The custodian monitors the flow of digital assets and periodically shares them with the community.

The principle of the use of revenue from public sale:

More than 100,000 USD (or equivalent digital assets) shall be approved by the head of the finance department and the secretary-general;

More than 1 million USD (or equivalent digital assets) is subject to approval by the policy-making committee.

5.4 Financial Planning & Implementation Report

Each quarter, the financial and personnel management committee shall make financial planning and summarize the financial performance of the last quarter. The financial

report shall be submitted to the policy-making committee for review.

5.5 Digital Asset Management

The digital assets belonging to the UniGame foundation are arranged by the full-time financial officers who are appointed by the strategic decision-making committee. The transaction of digital assets and currency trading is taking place independently at the given time by financial accounting department. The foundation adopts multiple signatures to ensure the safety and accuracy of assets. All collected legal money, timely converted to digital assets, and stored in digital wallets. Foundation assets may not be deposited in personal accounts.

The digital wallet management is based on the principle of independence, and the UniGame foundation's wallet takes 4/7 multiple signatures. Additional signatures must be authorized by the strategic decision committee. Large tokens for cold storage; Small tokens use multiple signatures. Each year the foundation will disclose UniGame's development, operations, and commercial promotion and foundation operations to the community.

For the financial circumstances of the foundation, the financial report will be conducted quarterly and the audit of annual reports will be disclosed. The foundation sets up a public relations committee, which serves as an external window for regular and irregular meetings and releases important information to the public.

6. Release Plan

The total number of UniCoin tokens for UniGame to be issued is 16 billion, and 7.2 billion tokens are going to be available for sale (45% of the total amount). The current private placement for UniCoin is set at 65 million USD equivalent ETH.

Total Number of Tokens :	16 billion
Percentage of Private Placement:	45%
Total Number of Tokens for Sale :	72 亿
Converted Private Placement Amount:	65 million USD
Converted Unit Cost per Token:	0.009 USD

(Private placement accepts only ETH with no discount. The number of receiving ETH tokens should be based on the medium price in USD shown in the exchange of bitfinex on the date of subscription.)

Token Locking Plan :

	3	4	5	6	7	8	9	10	11	12
Before listing	month later	month later	month later	month later	month later	month later	month later	month later	month later	month later
	5%	5%	8%	8%	8%	10%	10%	10%	10%	12%
										14%

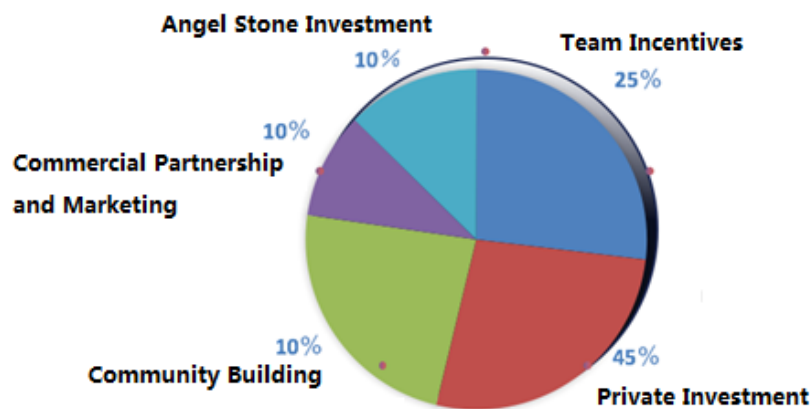


Figure 9: Distribution of Tokens

All personal and institutional investors shall abide the laws and regulations relating to their corresponding countries. For investors from P.R. of China, United States and South Korea, full awareness and understanding of their domestic regulations on cryptocurrency is highly recommended in order to minimize their risk and loss caused by the enforcement of regulatory policy.

7. Correspondance

Official Webpage: <http://www.UniGame.com>

Twitter: <http://www.twitter.com/UniGameGlobal>

Facebook: <https://www.facebook.com/UniGamefoundation>

Email: contact@UniGame.vip

8. Reminder of Risks and Disclaimer

8.1 Risk of Monetary Supervision

A number of government authorities are still in the process of rearranging new legislations for encrypted currency as a form of trade settlements. Laws and policies may be published in regions where the commercial use of encrypted currency is expanding, and the usage of encrypted money could be regulated. Recently, China, South Korea and number of countries having hard time to adjust regulations that prohibiting the sale of tokens because of security issue, and some other countries are trying to put the token sales under the framework of stock exchange. This may cause transaction problems to UniCoin token holders in the future when there is little improvement in the legitimacy of UniCoin .

8.2 Risk Associated with the Use of UniCoin

The use of encrypted currency exchanges is complicated, because it comes along with strict qualification requirements. We are not giving any guarantee that developers can successfully build a system where the use of global encrypted currency payment services fit the specific regulations. Therefore in the case of the failure to establish a network, liquidity of the UniCoin token as a settlement currency will decrease in the

UniCoin network.

8.3 Risks Associated with the Sales of Tokens to the public

UniCoin token is not a financial investment product. UniCoin token has specific functions in UniGame system. Without using UniCoin token, customers will not be able to make transaction in the UniGame system. There is no profit or loss in exchanging UniCoin tokens. For those reasons, we believe that the transaction of UniCoin tokens cannot be considered a stock on public offering. However, the public policies that regulate tokens exchange are changing, and it is becoming more conceivable that the regulatory agencies may put the new regulations to allow sales of tokens in near future. This means that tokens sales could be under in the scope of registration requirements in America or similar regions. If UniCoin tokens are restricted by registration requirements, the proposed UniCoin token sale may be delayed or postponed indefinitely.

8.4 Taxation Risk

The use of UniCoin tokens as a settlement currency requires tax payment including local income tax, capital gains tax, VAT and etc. The uncertainties in tax legislation may lead to unpredictable tax problems when clients use UniCoin tokens in transactions and/or have capital gains in the process.

8.5 Risk of Capital Management

Many jurisdictions, such as China, have strict controls over cross-border transactions. UniCoin token holders may be subject to these regulations or mandatory rules. This moves UniCoin tokens from local jurisdiction to overseas exchange offices, which may cause UniCoin token users fined or charged with illegal activities.

8.6 CTF and Money Laundering Regulations

The United States has issued a series of regulations to combat financing fraud and money laundering. Number of countries have developed same legal framework to regulate the capital flow. However, many people are violated the law by using an encrypted currency. The illegal activities that are associated with UniCoin token could seriously damage the reputation of the UniGame network. Under such circumstances, CTF would review the activities of UniGame and anti-money laundering regulators may cause significant damage with the restrictions imposed on transactions of UniCoin tokens in the UniGame system.

8.7 Business Operation Risk

We can't guarantee the success in developing projects and promoting or facilitating existing products or services. If the project couldn't deliver the financial success, it may have a negative impact on the business connections, financial situation and operating performance of the company.

The ability to accomplish the company's objectives depends on the ability to attract and retain high-quality talents. The competition for high-end talents is fierce, and we cannot guarantee that the company will retain the high performance if we fail to attract and/or secure key talents.

The company is investing in a new industry, which might be exposed to the government supervision, including investigation or law enforcement. We cannot guarantee that the government will not start any jurisdictional process against the operation of the company. Such government activities may or may not be determined by the results of performance. All of the above mentioned may lead to legal actions against the company which could end in reconciliation, with fines or penalties. It could lead to restructuring of the company or cancellation of certain products or services. These could potentially harm the reputation of the company and increase the operational costs, which in turn could have major negative impacts on UniCoin tokens and/or the development of the project.

Reference

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UniGame