

COIN PAWS

The First Game Combining Onchain and Offline



2017.12

CONTENT

1	Background of the project	2
1.1	Market background.....	2
1.2	Vision of the project.....	2
1.3	The pain points of blockchain market	3
1.4	The pain points of game console.....	3
1.5	Our product idea	3
2	The introduction of Coin Paws project.....	4
2.1	Brief introduction	4
2.2	Core advantages.....	4
2.3	Preview screen	5
3	Technology.....	5
3.1	Hardware high performance support.	5
3.2	Blockchain technical support.....	6
3.3	Multi-coins support	6
3.4	Multi-language support.....	6
3.5	Operated in H5、IOS and Android.....	6
4	Profit pattern.....	7
5	Token issue rules	7
5.1	Permanent 100% repurchase.....	7
5.2	Release plan of CPS raise	8
5.3	Release plan of founding team	8
6	Roadmap.....	8
7	Fund Using Plan.....	9
8	Team Introduction.....	9
9	Consultant Team and Early Investors.....	11
10	Risk Warning and Disclaimer	12
10.1	Risk Warning	13
	Epilogue.....	13

1 Background of the project

1.1 Market background

Since the beginning of 2017, the digital currency investment market has continued to heat up and only hype to the digital asset transaction cannot meet the psychological expectations of more and more players. From February to May in 2017, within 3 months the visitor volume of major exchanges has rose from 7 million to 30 million. After appreciating the endless charm of the cryptocurrency market, most new investors decide to hold digital assets for long-term, which is called stockpile cryptocurrency.

However, different from traditional financial field's wide range of derivative trading, cryptocurrency investors only stockpile cryptocurrency and expect for appreciation, with lack of effective and diversified market participation. CryptoKitties' big hit has verified cryptocurrency investors' active demand for application or consumption scenarios of digital assets' hitting the ground.

On the other hand, in the field of physical casual games, off-line clip doll machine has been a beautiful scenery line in crowd bustling streets in Japan, South Korea, Taiwan and other places. In mainland China market, clip doll machine becomes standard features in shopping malls, cinemas, KTV and the major places of entertainment, with its characteristics of light entertainment, low threshold, and all ages. When large stream of people began to kill time in shopping mall assembling of dining, shopping and entertainment, clip doll machine is a good way to fill the time during the customers' waiting for dinner, watching a movie or having a rest. Even though hot style game constantly upgrading, clip doll machine is still enduring and become the fragmentation time pastime tools.

With the development of Internet technology, the physical game of clipping dolls begins to become an online game. The combination of IoT and live-streaming interactive technology makes online remote clip dolls popular and break the physical limit of traditional clip dolls, which injects new entertainment, interactive experience to the player. Online-clip-dolls becomes a kind of brand-new game entertainment mode. Although it just costs modern people's odd minute, such inconspicuous demands bring huge commercial value which is popular in capital field and entrepreneurs.

1.2 Vision of the project

With the digital assets keeps heating up, the market continues to thrive. Although all kinds of ERC 20 tokens are dazzling and wide range, besides the hype of assets exchange rate, it is lack of effective application which supports varieties of tokens.

Our Aim

Supply blockchain digital asset investors interesting online entertainment experience outside of stockpile cryptocurrency and speculation.

Our aim is to build a colorful blockchain entertainment. We expect to provide players a safe, fair and open entertainment platform. Give full play to the team's strong innovation ability, and constantly develop more interesting game. And through the application of blockchain technology, the chaotic phenomena such as manipulation of probability in traditional game entertainment industry and spotty game products are changed. Such changes ensure the transparency of game.

Our Vision

Base on the top technologies in the field of IoT, game development and blockchain, we aim to create an open and transparent global online digital asset application platform, which is collecting game, social contact, and entertainment, and open the door for users to a new digital life.

1.3 The pain points of blockchain market

As we known, blockchain digital asset is a highly running machine. New projects initiated every day and old ones snubbed. Although we trust the expected future of the blockchain, we need time and patience in market cultivating. Due to a lack of digital asset application in daily life, we have to hold the cryptocurrency and have been in endless and timeless waiting. During waiting time, some uninitiated investors could make a loss resulted by buy or sell. When the bull market comes, we only feel pity as we remember what we have ever owned.

1.4 The pain points of game console

Traditional claw machine project is limited by its place and the location of commerce. There are no customer flows in bad location, however a location with more customer flows, its rent goes higher. It is difficult to make profit.

The players of traditional claw machine experience spotty games and fall into the tricks. For example, the doll is almost clipped however the claw is open. Comparing the development of mobile payment, the purchase of game currency and its coin flow of traditional claw machine is tedious. Besides, the singular consumption scenarios, many dolls with bad quality and no value for collection are all the limits for the development of traditional claw machine despite of many players with large potential.

1.5 Our product idea

- 1.5.1 An interesting online experience of physical clipping dolls and creating a new entertainment experience.
- 1.5.2 An application of blockchain asset, and add scenarios of user's asset application.
- 1.5.3 Gamification and obtain user engagement as well as the profits.

- 1.5.4 Provide an open and transparent game environment based on blockchain technology.

2 The introduction of Coin Paws project

2.1 Brief introduction

Coin Paws is an online claw machine game which combines IOT, live, game and blockchain. The name of token is Coin Paws (CPS in short).

2.2 Core advantages

2.2.1 Online claw machine game

Using live interactive technology, realize video live broadcasting, real-time operation, logistics distribution, and create a new entertainment product of the Internet.

2.2.2 The CPS attributes

100% repurchase (not based on profits of the issuer), enjoy CPS appreciation space; The key items in the product need to cooperate with CPS consumption; CPS is required to pay service fee in the transaction; By paying a certain amount of CPS, players can have their own "doll mining machine".

2.2.3 Blockchain technology provides reliable basis.

The acquisition of random number is according to the principle of blockchain, which will affect the probability of the user's catching the doll every time, so provide an open and transparent game environment for users.

2.2.4 Gamification

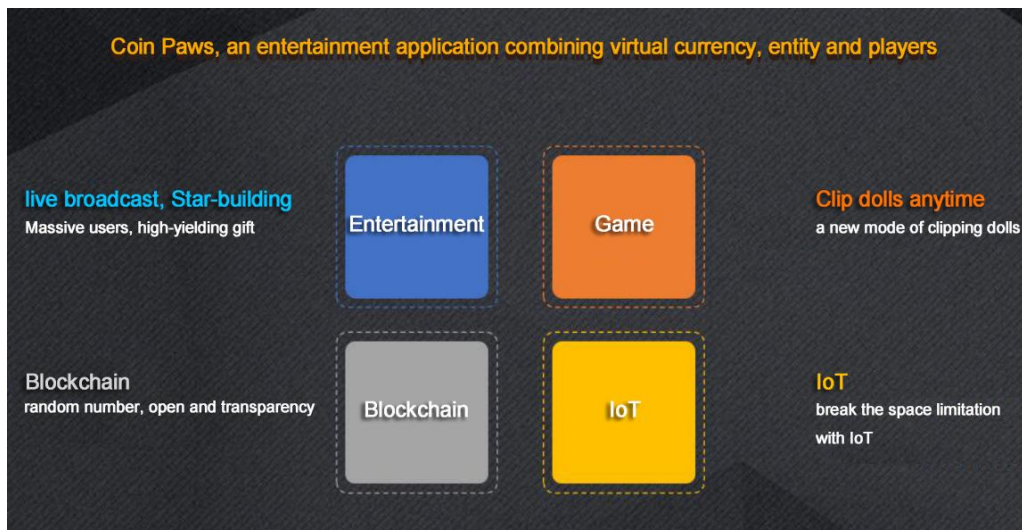
Obtain user engagement as well as the profits by using gamification like using props, skills and collections.

2.2.5 Invest in virtual toys

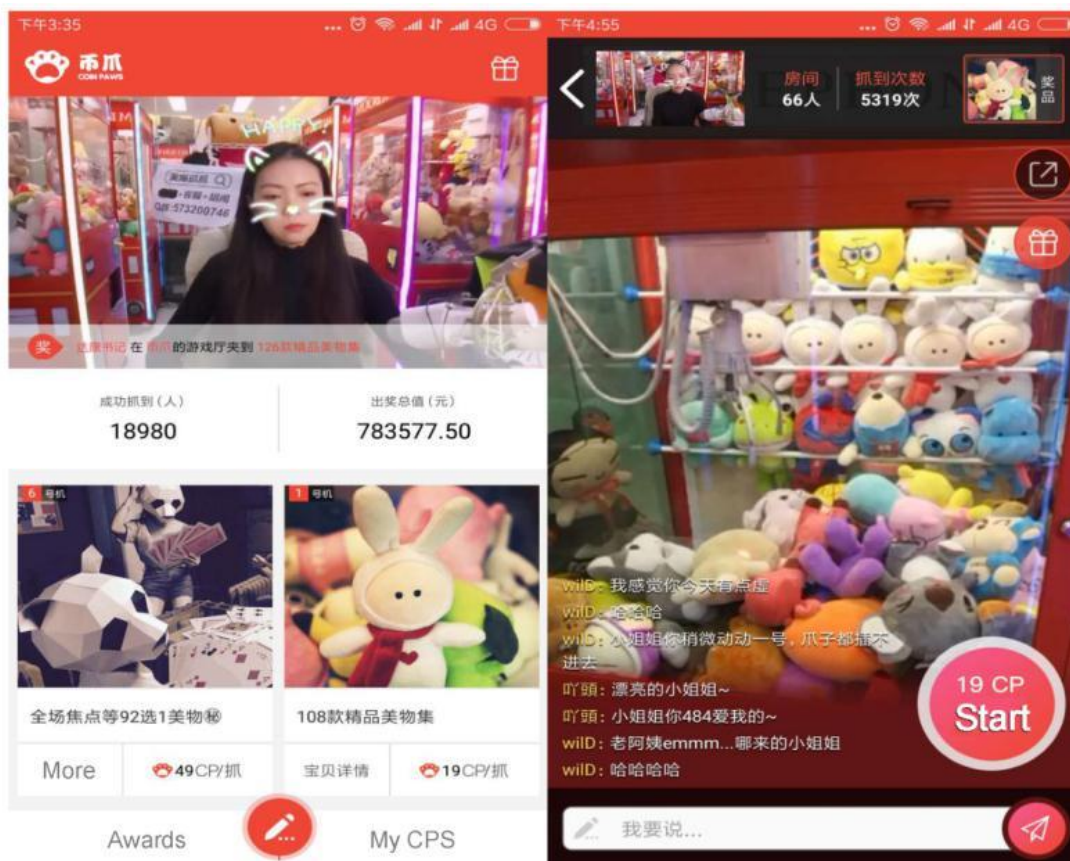
Users to capture the dolls through the rules of the game to complete the collection conditions, you can enjoy the corresponding digital currency reward. By grasping the doll, the user can obtain the virtual doll with the scarcity attribute, and at the same time, the user can freely buy and sell the doll by matching the platform to promote the appreciation of the doll.

2.2.6 Competitive game

Create additional profit growth point by supporting different games like the human-machine athletics, man-man competitive, etc.



2.3 Preview screen



3 Technology

3.1 Hardware high performance support.

3.1.1 Apply high-performance mainboard, latest MQTT protocol, 50MS control, no

delay, 50MS connection speed, automatic reconnect, both long press and short press smooth

3.1.2 Dual camera connects to the phone, 100 MS delays, fluency, front camera and right camera can be switched freely, no blank screen, no stuck screen and no blurred screen

3.1.3 High-speed and anti-swing crane gantry, 30 thousand catching, the wheel is twice as durable as the average

3.1.4 Exclusive smart algorithms, 500 modes of composite control

3.2 Blockchain technical support.

The acquisition of random number is according to the principle of blockchain, which is contributed to game player's "attributes", such as the strength of the claw, length of rope, move distance. Besides, coupled with the use of props, let players only focus on its own technology. The generated core numerical is equitable and fair and can be verified on chain.

Solutions on chain: the toy you caught will be virtualized, and collected through combination rules of the game into a multistage virtual pet directly on chain. Permanently survive in blockchain and belong to the private key holder. Master can modify crypto toy's personality attributes, such as a nickname, totem and so on, as well as buying and selling through legal signature certification.

3.3 Multi-coins support

At the beginning, supported coins are as follows:

- BTC
- ETH
- CPS

Later, we will decide supported coins by vote to increase its variety.

3.4 Multi-language support

At the beginning the product supports both Chinese and English, then gradually supports Japanese, Korean and other languages.

3.5 Operated in H5、IOS and Android

Could support the client in all platforms, including the following clients:

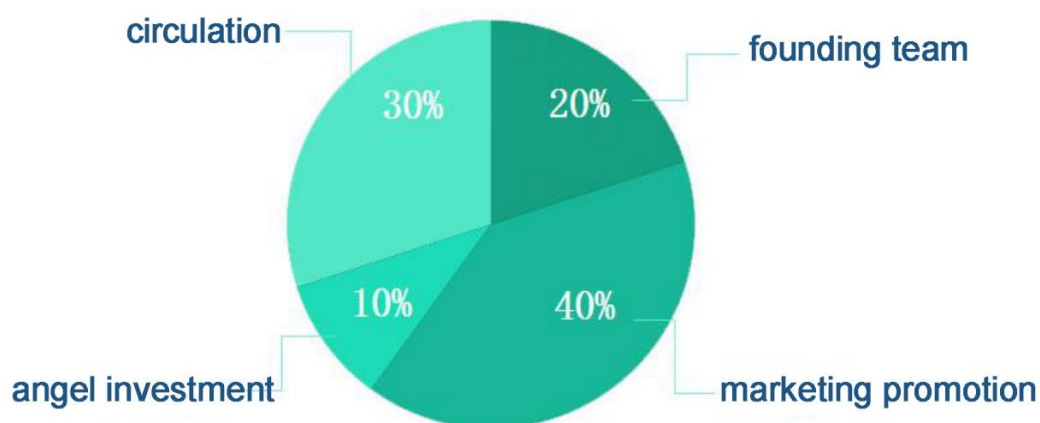
- Android
- IOS
- H5

4 Profit pattern

Profit Structure	Description
The claw fee	Players need to consume a certain number of tokens each time
Game props	Sales of props in the game
Withdraw fee	A fixed fee will be charged when users withdraw their digital assets
Agent fee	Each room agent will charge 3% commission
Pet transaction	Between player and player's pet trade, platform match, charge 5% commission.
Other	Income from non-projects.

5 Token issue rules

Coin Paws, short name "CPS", total circulation is 8.8 billion at a constant, and guaranteed never to be issued. CPS is based on the decentralized blockchain digital assets issued by Ethereum. It is the ERC 20 standard token based on the Ethereum blockchain.



Participants subscribe to the first-come-first-served mode, exchange price gradually increase during the two stages of subscription.

The crowdfunding issue supports the currency: etheric (ETH)

Angel round	Private placement round
Fully 2000ETH	Fully 10000ETH
10%	30%

5.1 Permanent 100% repurchase

We will proceed 100% CPS repurchase after the game online. The repurchase will not be based or dependent on the profits of the game or issuer. CPS will be repurchased and destroyed directly, and the repurchase records will be announced immediately. Users can check through the blockchain browser to ensure the transparency of the repurchase, until the 5 billion CPS all be destroyed

5.2 Release plan of CPS raise

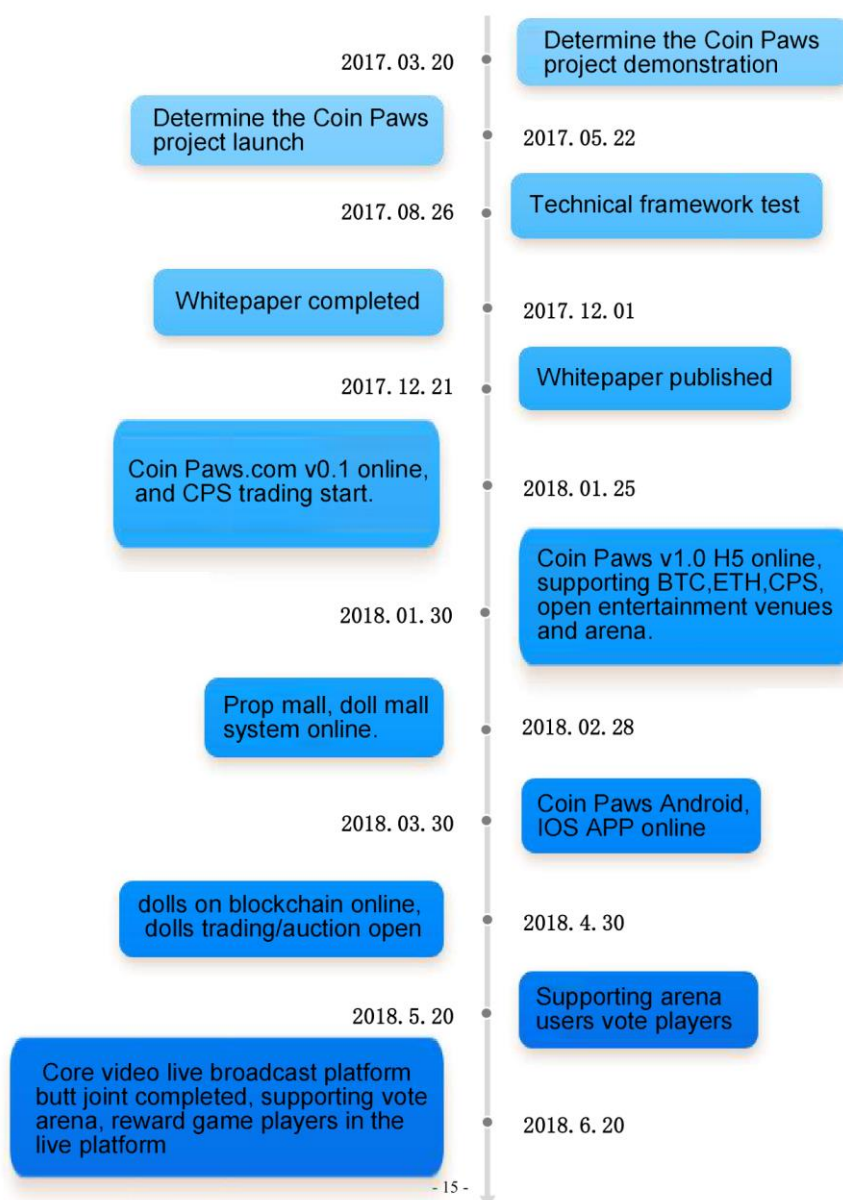
The part of angel round released in 6 months

The part of private placement round released in 3 months

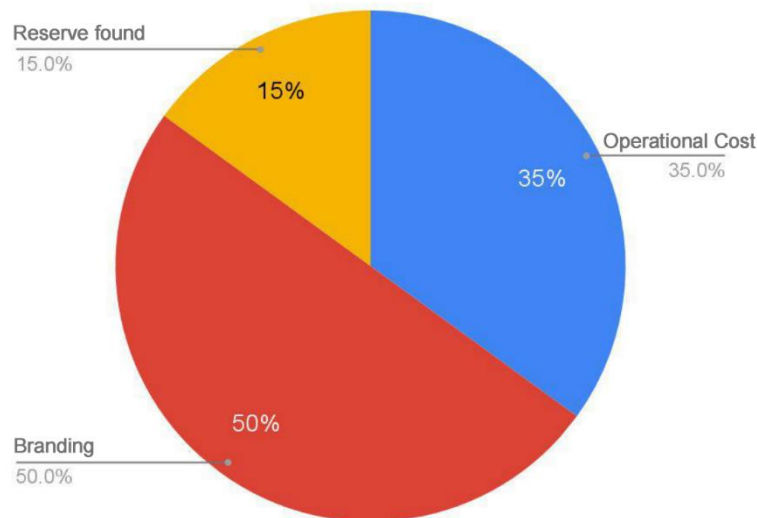
5.3 Release plan of founding team

For team part, two years later, every half year will release 5%, and will complete in four years

6 Roadmap



7 Fund Using Plan



- ✓ 35% will be used in the function development and system operations, including incentives for team members, research and development spending, etc.;
- ✓ 50% will be used in branding and operation, including the continuously promotion aim at traditional industry and blockchain industry. Provide financial support for all kinds of market activities, to ensure Coin Paws could be approved quickly by industry, and accumulate trading users;
- ✓ 15% will be used as reserves and emergency funds, in case of contingencies.

8 Team Introduction

Coin Paws is a game project that take KINGQUEEN TECHNOLOGY LIMITED registered in the republic of the Marshall Islands as the main body, jointly initiated by a group of blockchain fanatics and senior game producers,



Khan Miras CEO

Has served in several Fortune 500 companies and held important positions. Devoted to blockchain business since the concept of blockchain came out, which make him a senior practitioner of blockchain. Has his own unique insight of the combination of blockchain and

entertainment industry. Dedicated to the Coin Paws project as founder and CEO.



Wang Lei CTO

12 years of experience in game development, senior c++ programmer. Involved in many big games to develop and manage projects, Worked for UUU9.com and many other famous game companies, Own the experience in cooperation with the aimed software develop VField game engine and use VField developing mmo online game. Accumulated a wide range of industry contacts from the bottom game engine development to the upper level using unreal, cryEngine, unity, ogre develop PC game, mobile game. Dedicate to blockchain technology exploring and application since 2014. Established a solid technical foundation for Coin Paws technical team, and provided sufficient technical support for the realization of the strategic concept of Coin Paws.



Sui Xi CPO&Senior Consultant

Senior game producer. BeeGame studio CEO and founder, Former "Beijing t4game" producer, art director, enjoy options. Has made a lot of achievement in project development, team management, etc, At the beginning of 2013, after the feasibility analysis of Unreal mobile game, and series of organizational management, Mr. Sui built a solid team and product. Participated the "Zhushen OL", "Zui jianghu OL" developing. Especially "Zhu Shen OL" which was launched in 2009, achieve over 2 million business transaction, continuous revenue up to now. Moreover, "Zhu Shen Shi Jie" which was developed by Mr Sui in 2012 broke the 30 million level, became one of the top 8 in the page game domestic tourism income.

"BeeGame studio" founded in 2014, the masterpiece of "my name is MT hero kill" TCG mobile game won 34 mainstream channels s-class recommended resources when the day online,

achieve millions trading transaction, the overall retention rate 45%. Stable performance in the top 20 app store, received unanimous praise in users and mobile game industry.

9 Consultant Team and Early Investors



INBlockchain

INB is one of the most influential investment institutions in blockchain, with a strong resource advantage and a global investment team. Mr. Li, the founding partner, is an industry leader with rich experience in blockchain projects.



NODECAPITAL

Node Capital is a venture capital company focusing on blockchain industry. Node Capital aims to connection every node of blockchain industry by project investment and cooperation, thus building industry ecosystem, and promote healthy and stable development of blockchain industry.



LinkVC

Link Capital focus on working with blockchains, digital money and Internet financial services investments and projects.



ChainFunder

Mr. Zhang Yin Hai, the founder of ChainFunder, is a veteran investor in blockchain industry, successfully invested in many cryptocurrencies including Ripple. The fund specializes in virtual currency angel rounds, private equity, and direct-investment ICO.



BBEX.IO

BBEX

BBEX focuses on digital currency development for many years and is committed to providing a one-stop financial product service for China's virtual currency investors.



DarkPool

The main investment of DarkPool is the transformation of enterprise blockchain, digital currency high frequency quantitative trading, blockchain project equity investment, digital coin fund and mining and other businesses.



Star Chain Capital

<http://www.starchaincapital.com>



GENESIS

GENESIS founded by Mr. Zhu Huaiyang and Mr. Sun Zeyu, focuses on investment and consulting in blockchain technology area. Currently, it has incubated and invested over 50 projects.



Chen Weixing

KuaiDi
Founder, Chairman and
CEO of Hangzhou
Funcity INC. Founder
of Funcity cultural and
creative industry fund.



Xiao Lei

Well-known financial
columnist, bitcoin and
other electronic
currency researchers;
Phoenix TV special
financial
commentators, angel
investor.



Zhang Li

F2Pool CMO, Former
Business Leader of
Huobi.com.



Wang Dou

Founder of
GeekFounders,
inventor of blockchain
robot. Technical geek,
community operation
expert. Had been a
senior executive at
IBM, MOTOROLA, HP
and Silicon Valley for
more than a decade.

10 Risk Warning and Disclaimer

Readers please notice that the interpretations in this whitepaper do not constitute professional legal advice but deliver messages. Before taking actions in accordance, readers are suggested to consult legal practitioners about specific situation.

The holders of the Tokens would not receive any revenue, dividends or payouts from the Issuer or receive any economic rights or benefits.

Coin Paws clearly indicates that investment involves risks. Once intended to be investors of Coin Paws, means understand and accept the risk of the project, and willing to undertake all related consequences.

Coin Paws expressly indicates that no direct or indirect losses caused by any participation in Coin Paws will be undertaken, including:

- ✓ The economic loss caused by user transaction operation
- ✓ The economic loss caused by any error, omissions or inaccurate information generated by personal understanding
- ✓ The losses caused by Individual blockchain assets trading and any actions resulting therefrom.

Coin Paws token, or "CPS", is encrypted token of Coin Paws.

CPS is not an investment

We can't guarantee that the CPS will appreciate in value, and in some cases, there's a possibility of a decline, People who do not use their CPS correctly may lose their right to use

and may even lose them.

CPS is not a proprietorship or control right

The control of CPS does not represent ownership of a coin, and the CPS will not grant to individual any right of participation, control, or making decisions.

Coin Paws reserves the right that refunding coins according to the equivalent legal tender at the real time or issue time

10.1 Risk Warning

Many digital asset applications have been shut down because of security concerns. CoinPaws attaches great importance to security. But there is no absolute 100% security in the world, for example: losses due to force majeure.

We promise to do everything possible to ensure your transaction safety.

Epilogue

Above all, at this time when the blockchain asset has been highly sought after, we finally created a unique blockchain application mode, devote to the long-term development of blockchain asset. Intend to provide a safer, more efficient and trustworthy trading platform for investors. The best investors always take the team and experience as the core test standard, and our Coin Paws could be the right choice of them.

When we see a man of virtue and talent, we should think of equaling them. We sincerely invite you to join us, to share the most efficient investment return of this era -- Digital Fortune.