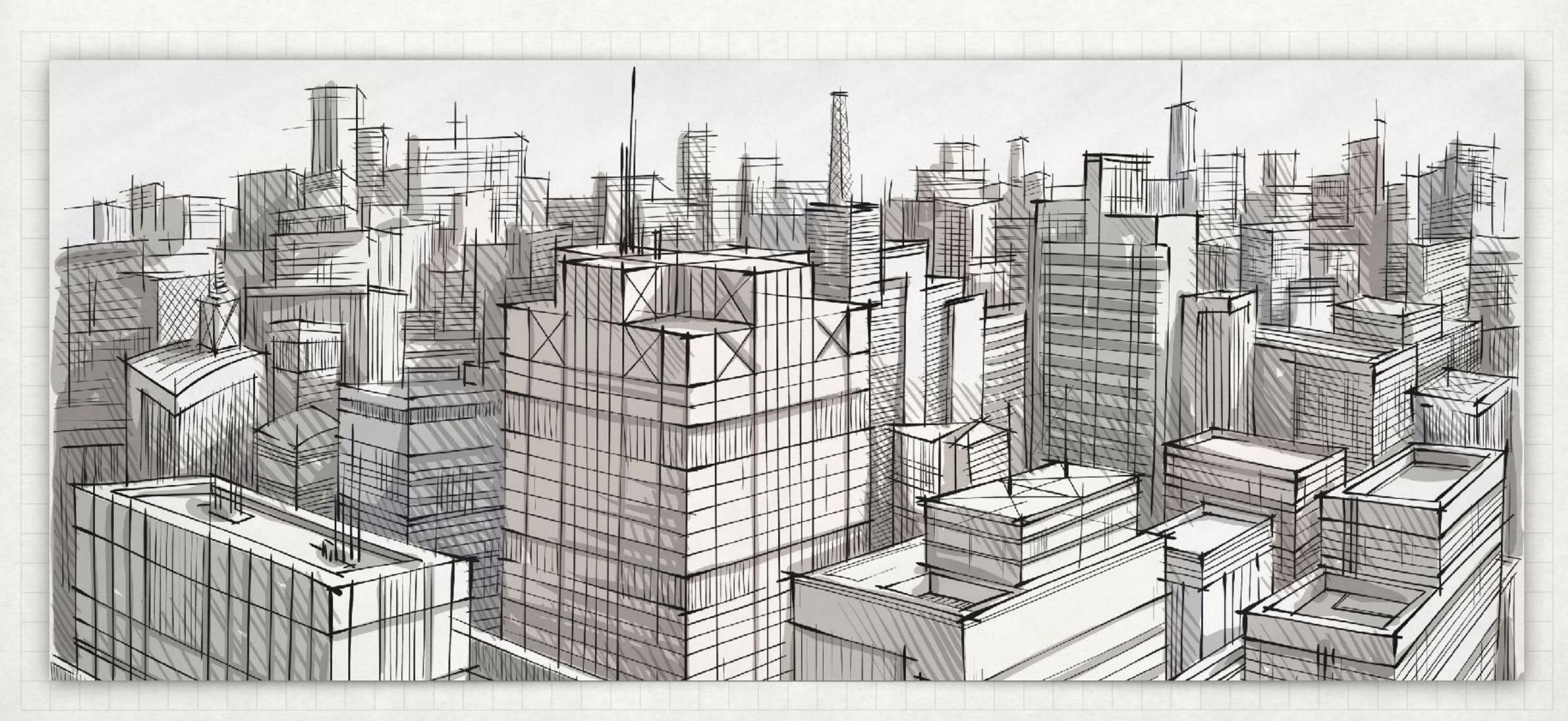
# THUNDER STONE

BUSINESS WHITE PAPER



## BACKGROUND AND CONCEPT

- With regard to games, whether Pokemon Go, Clash of Clans, League of Legends, the blockchain game Crypto Kitties that caused ETH congestion, or Crypto Countries with a one-week transaction ETH amount of more than 10,000, there is always a game leaving you a deep memory.
- There originally exists enough scenes and real demands required by the blockchain, such as the user community, virtual commodity transactions, token settlement and economic incentive mechanisms.
- At present, blockchain games have sprung up everywhere, and CryptoPet has fired the first shot of blockchain games. Under the temptation of the massive volume of the industry, ThunderStone, as the online entertainment industry with the most extensive coverage of the crowd and the game industry where blockchains are most likely to settle first, will focus on the R&D and release of the top blockchain games all over the world in the future. We hope to reform the entire blockchain game industry by continuously trying innovating and become an international advanced blockchain game company in the future.



#### STATUS OF THE BLOCKCHAIN GAME INDUSTRY







Participants Cryptocurrency Users



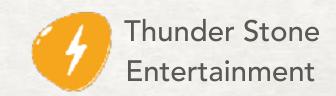
Underlying Logic Financial Feature



Value Collection and Speculation



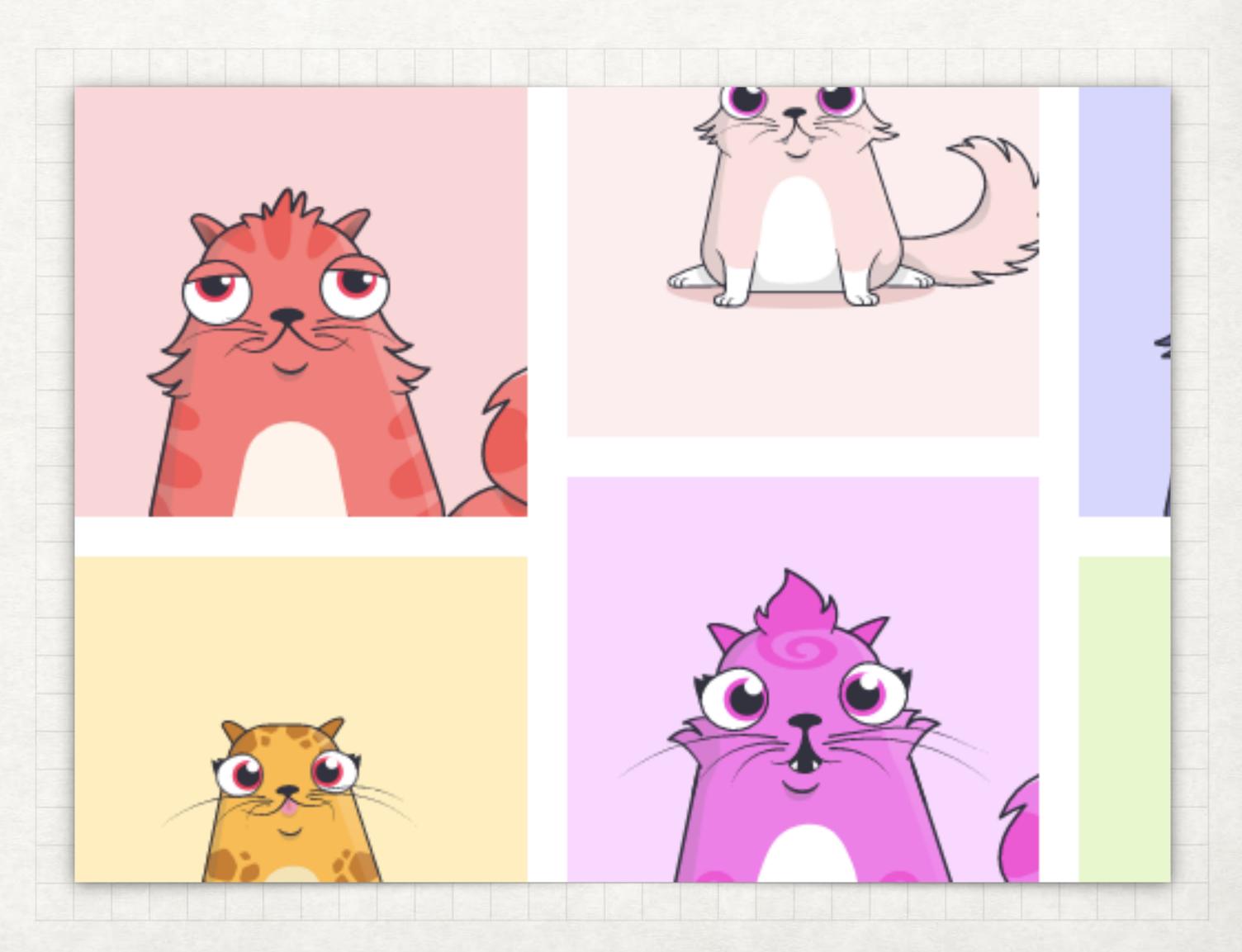
Speculative Psychology



# BLOCKCHAIN GAME PAIN POINT

#### CRYPTO KITTIES

- Take the example of the representative works Crypto Kitties, from the perspective of gameplay, it only has reproduction playing method, and its interaction is simple.
- In fact, the essence of Crypto Kitties is to generate a new cat to have a lucky draw through a random gene combination arrangement. If a prize such as a rare gene combination is drawn, the next "fancy cat" claimed has added value.



## BLOCKCHAIN GAME PAIN POINT



The status of blockchain games at the present stage: simple draw games, no gameplay innovations, increasing currency mobility. Based on the unique cryptographic features of the blockchain, increasing the ability of game assets to hold value, increasing the fairness of the draw, the underlying financial attribute and pure speculative gameplay features. These are all part of the present blockchain game industry, which has only short-term speculative attributes, does not have any game attribute, with a short life cycle.



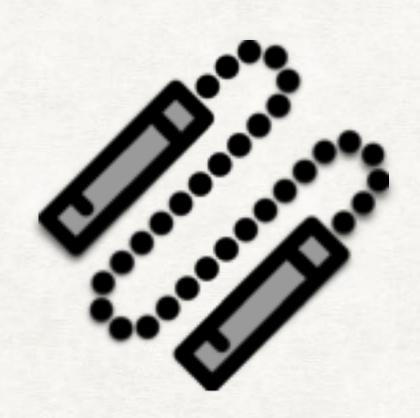
### REALITY

- 99% of all the blockchain games with smart contract
- poor gaming performance, unable to support medium or large-scale level games.
- bottom level spreading and Pyramid scheme mode, easily collapse within a week

Solving the problem: what ThunderStone plans to do



## THUNDERSTONE ENGINE



Put gigantic operations on the side chains. At the same time we solve internet congestion, we will also be able to expand and enrich all of our games. Flexible operating rules also provide us possibilities to run largescale games.

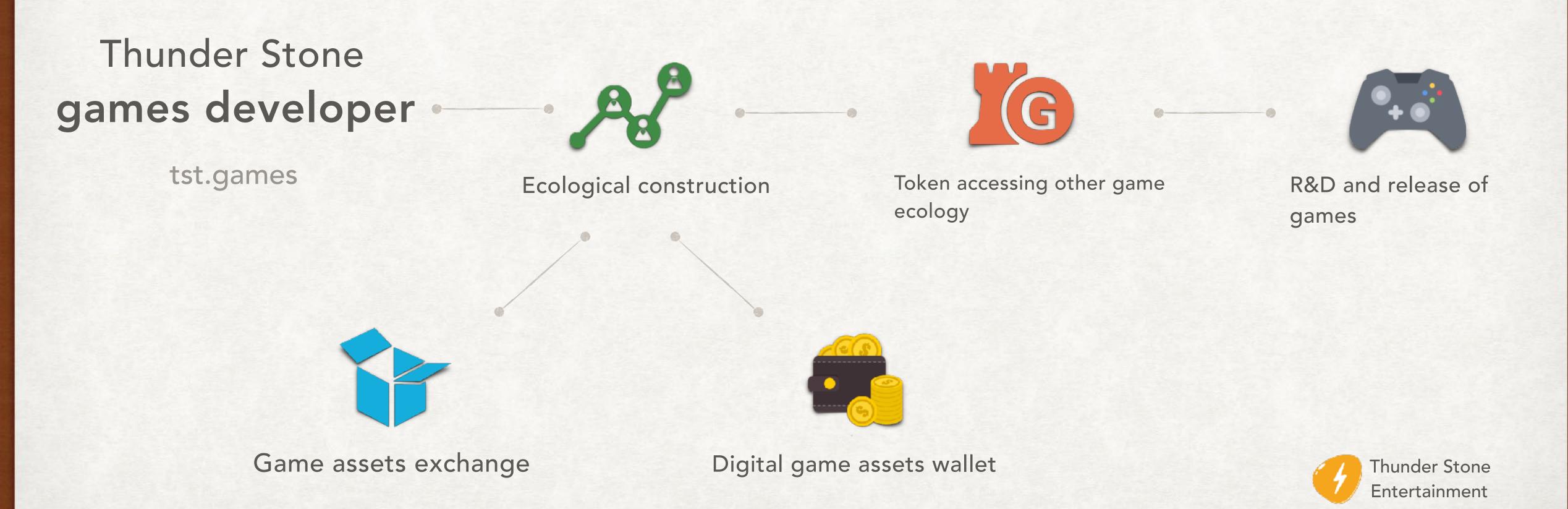


Self-developed mini gaming engines in order to solve blockchain related services. Side chains+on chain trading center+mature token transferring plan.

Perfectly solved gaming performance issues with high-efficiency and safety

#### FUTURE BUSINESS LANDSCAPE OF THUNDERSTONE

ThunderStone focuses on providing contents of blockchain games, integrates R&D, operations and ecological construction into one, and carries out Token economic construction within the ecology (including but not limited to self-developed games) and the Industry investment layout of the foundation.

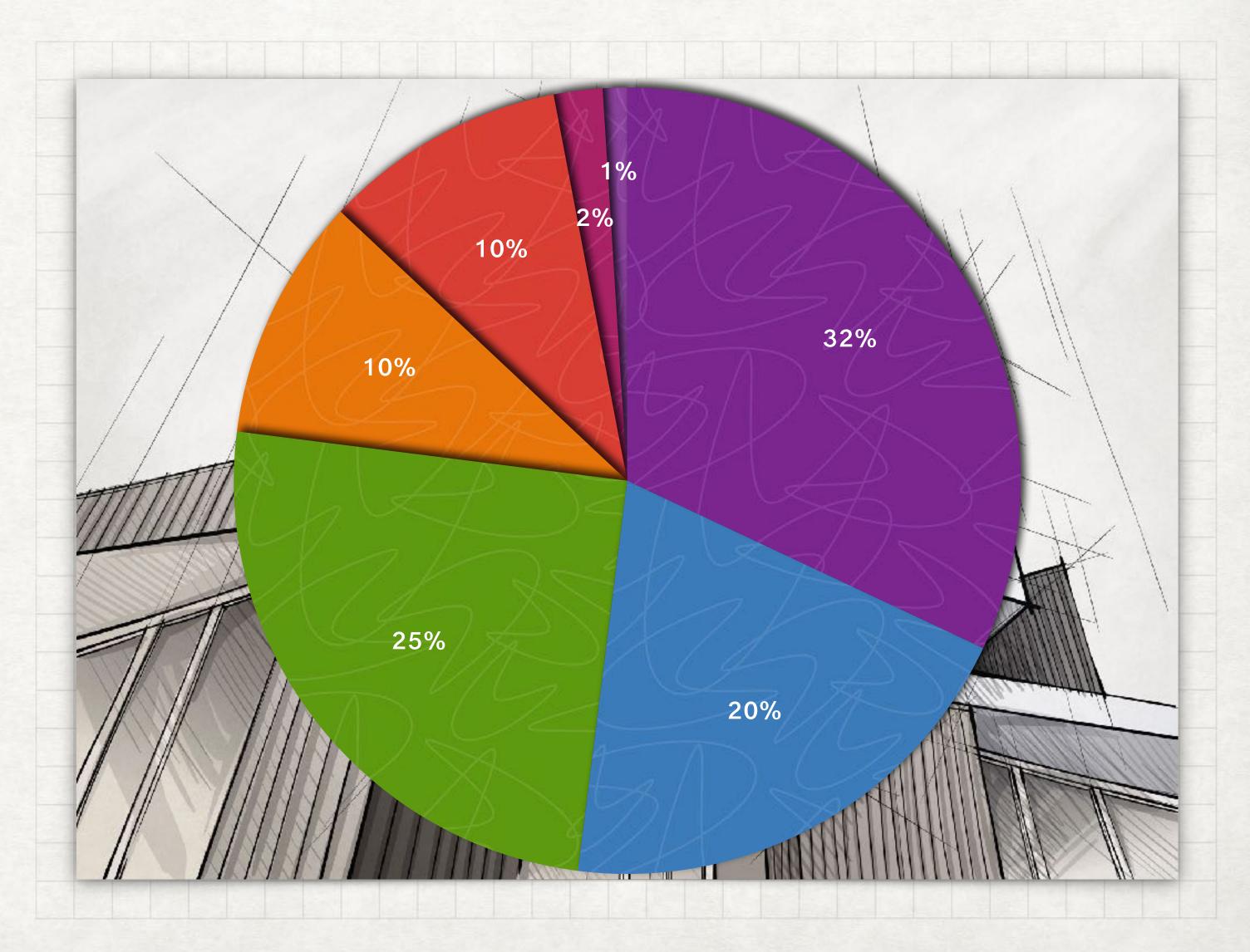


# THUNDER STONE TOKEN—TST

TST Token is a decentralized blockchain application token based on ERC20 created by ThunderStone. TST will become the universal Cryptocurrency standard within the ThunderStone game ecosystem

Its total circulation is three billion pieces.

- 1% 30 million pieces will be used on early stage airdrops and community activities
- 2% 60 million pieces will be used on media and partner rewarding program
- 10% 300 million pieces to be used for pre sale
- 30% 900 million pieces to be reserved by the foundation for backup use
- 25% 750 million pieces to be used to reward teams and employees. This part provides a long-term incentive for the developing team as long as 4 years during the lockup period
- 32% 960 million pieces to be used in the future game ecosystem and gamer community



## Vision

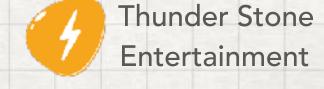
Becoming a top blockchain game company integrating R&D, operation, game ecosystem, Token economy and industry investment into one.

# Target

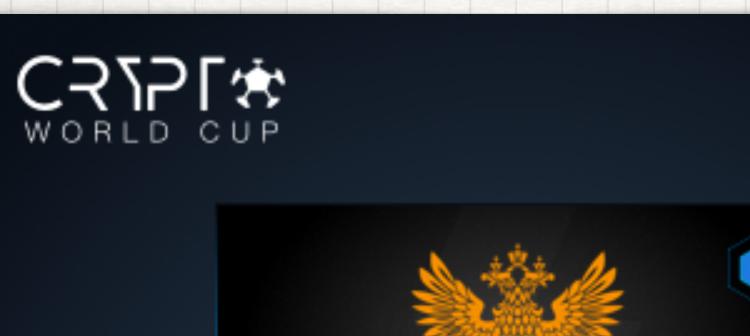
Adhering to creating quality games, exploring the most competitive gameplay, and changing the status of the blockchain game industry.

Motto

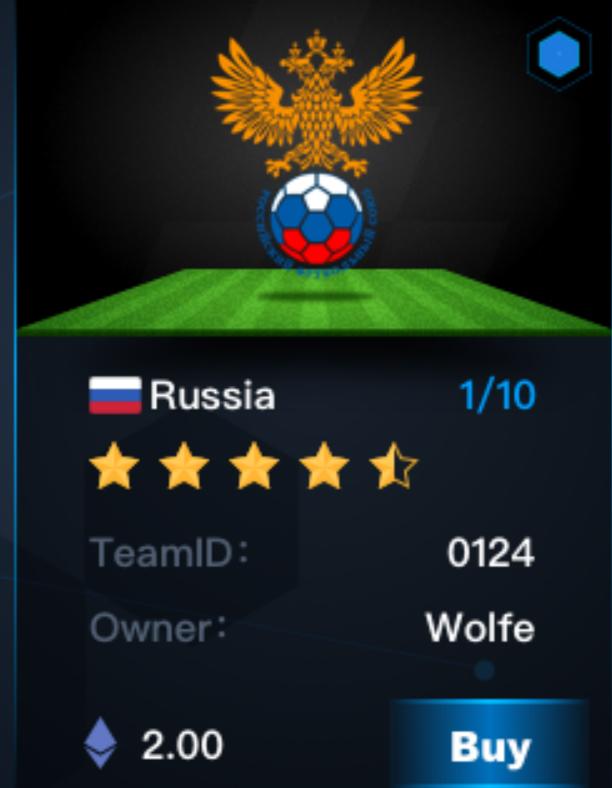
Products go first



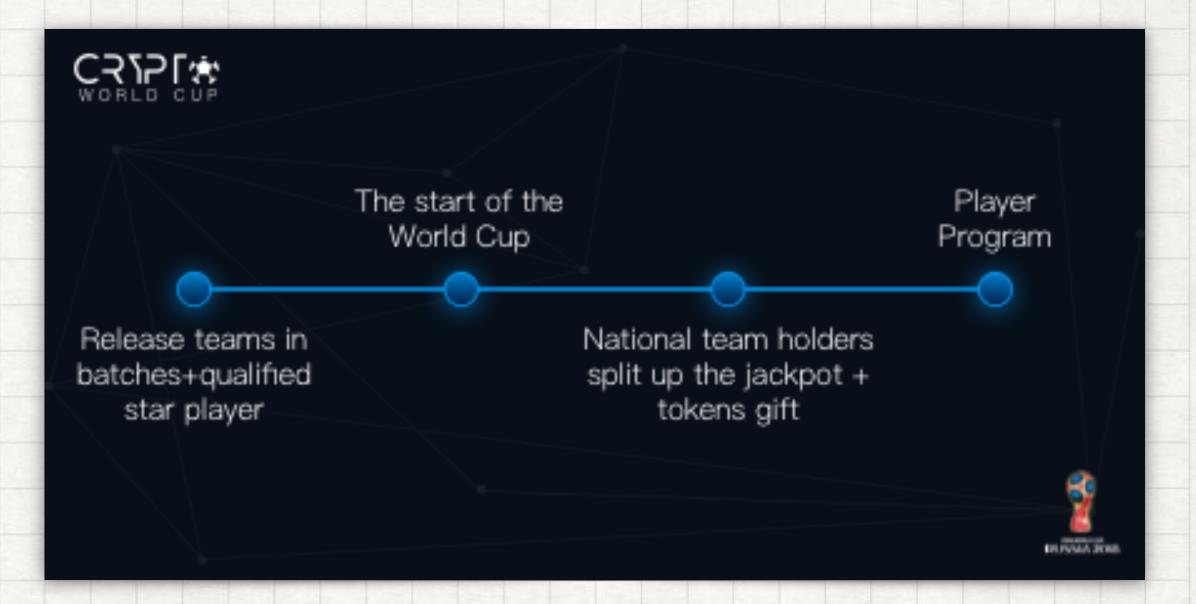




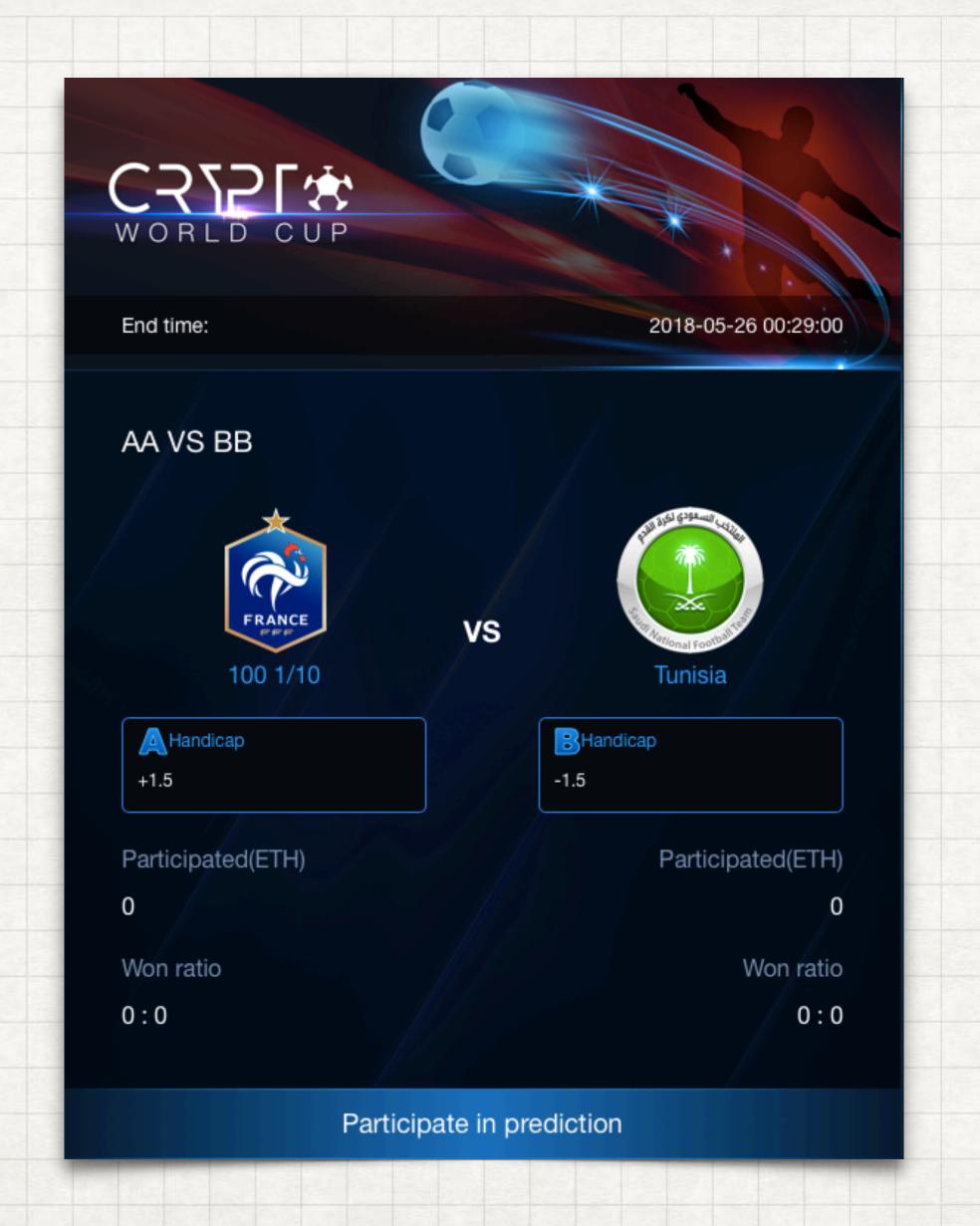


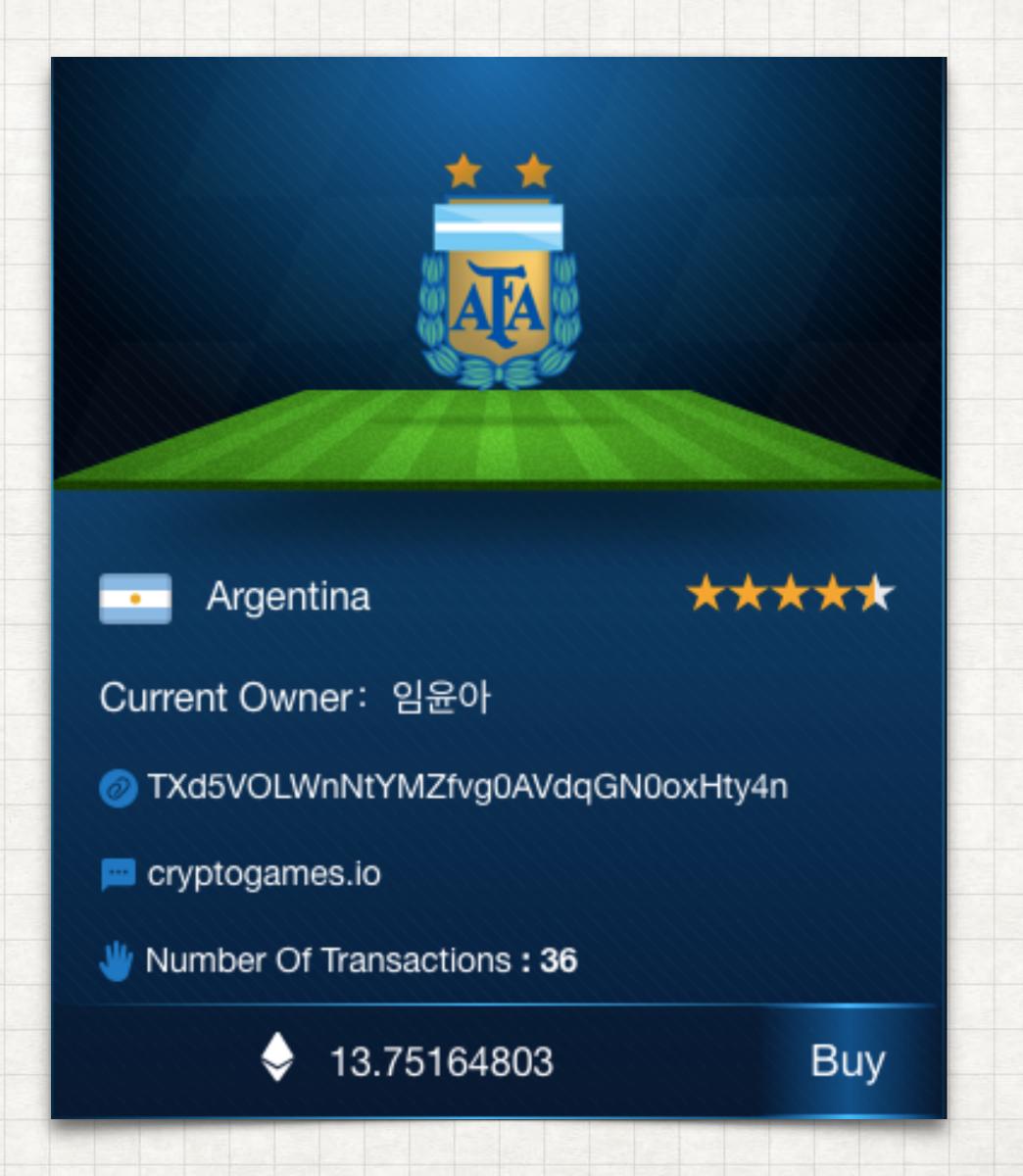


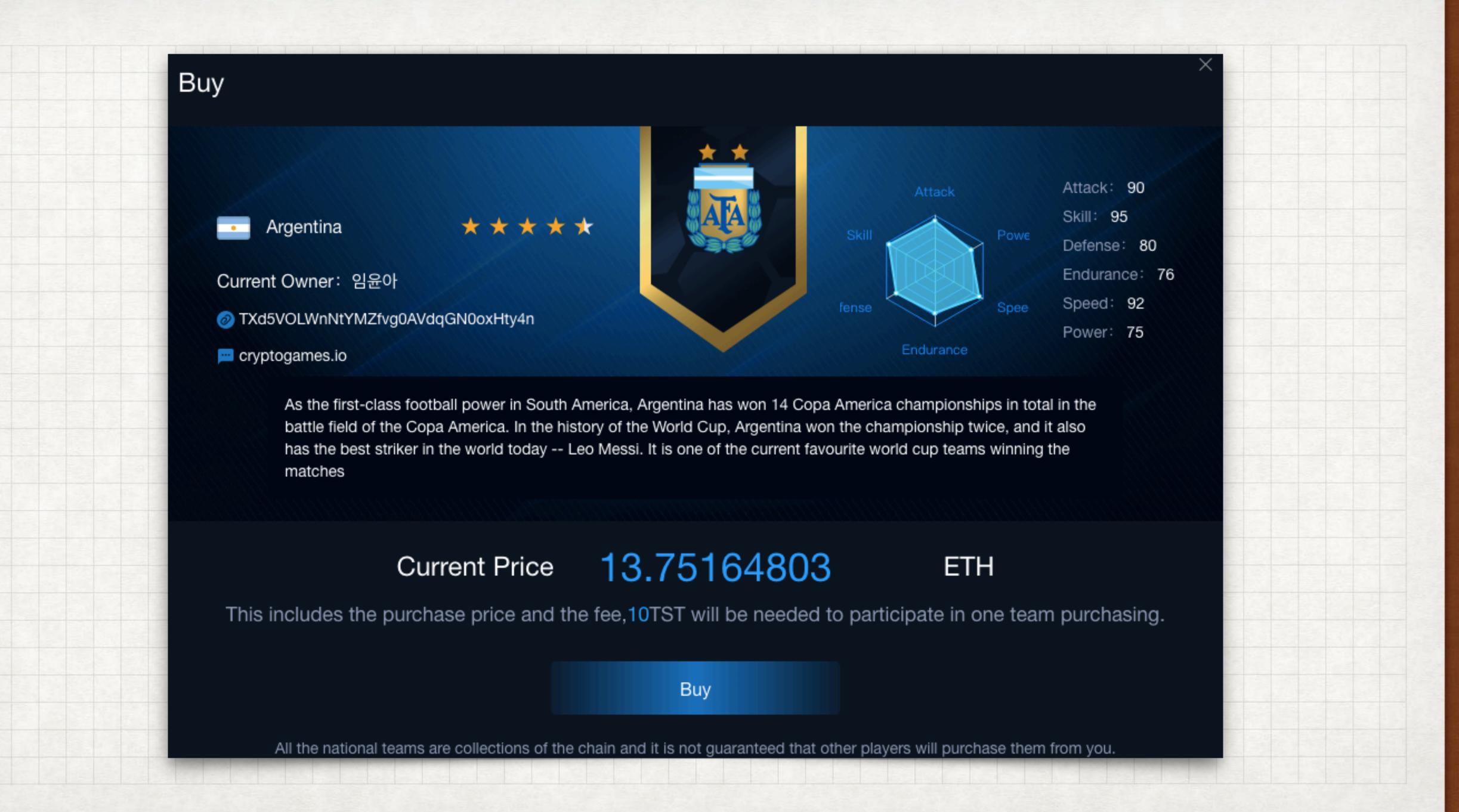
www.world-cup.io

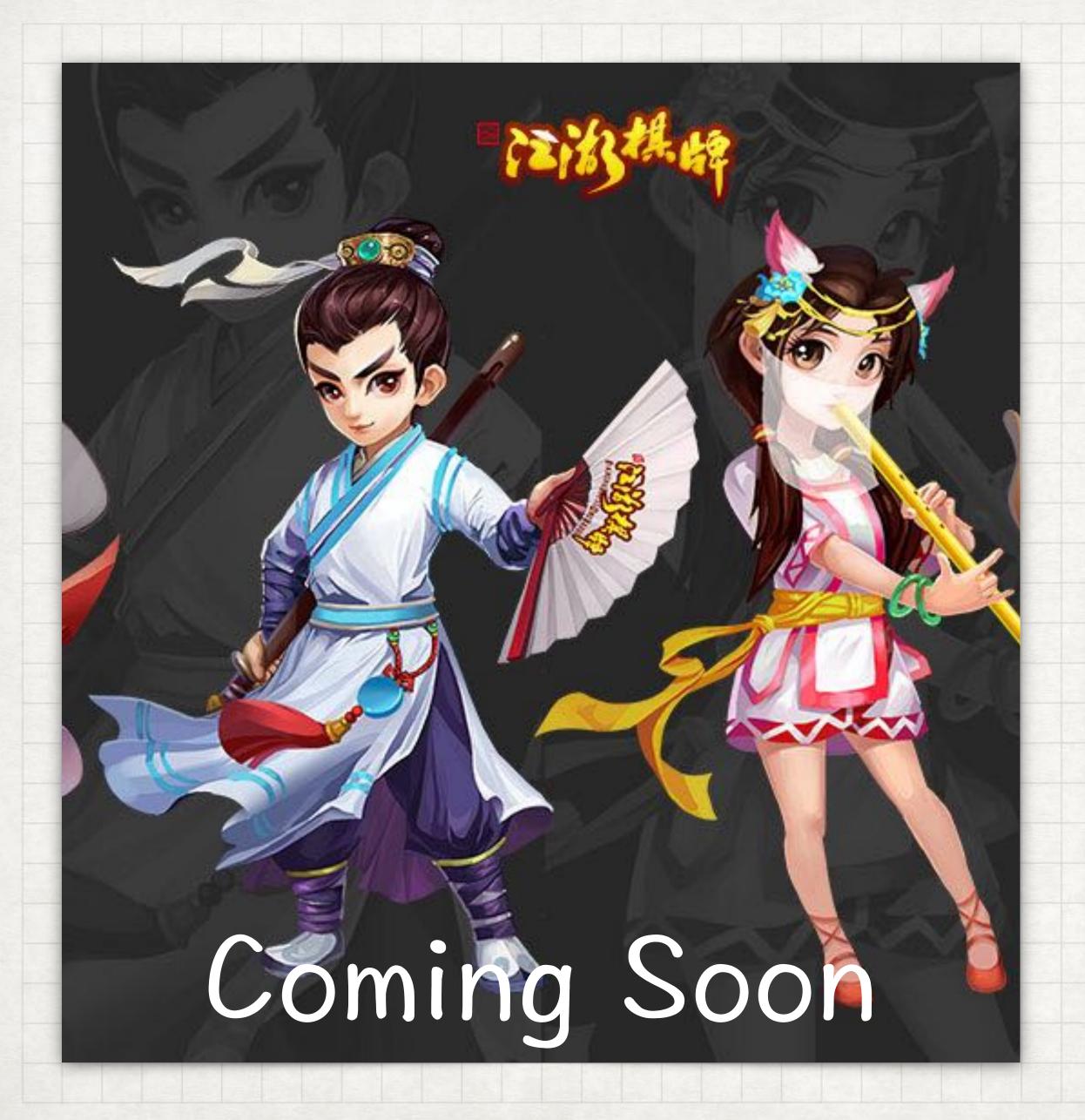














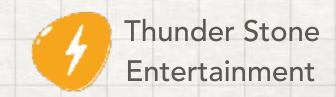


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# 2018 SELF-DEVELOPED GAMES SHALL BE NOT LESS THAN 5, COOPERATION SHALL INCLUDE NO LESS THAN 20 INVESTMENT GAMES

Thunder Stone Entertainment





(THE RANKING IS IN NO PARTICULAR ORDER, WE ARE NEGOTIATING MORE COOPERATING PARTNERS)



1xbet.com



blockcity.gxchain.org 公信宝布洛克城



bitrabbit.com



(THE RANKING IS IN NO PARTICULAR ORDER, WE ARE NEGOTIATING MORE COOPERATING PARTNERS)



nebulas.io



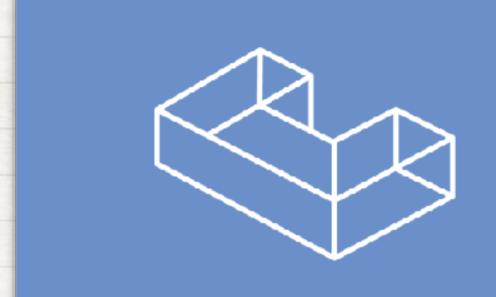
neo.game



delphy.org



(THE RANKING IS IN NO PARTICULAR ORDER, WE ARE NEGOTIATING MORE COOPERATING PARTNERS)



筹帷资本 TRUE WAY CAPITAL



锐驰资本



xmax.io



(THE RANKING IS IN NO PARTICULAR ORDER, WE ARE NEGOTIATING MORE COOPERATING PARTNERS)

链道则经

链道财经



To be unveiled



To be unveiled



# SETTLEMENT OF THE EXCHANGE

TST WILL LOG ON TO THE DIGITAL ASSETS TRANSACTION PLATFORM TO OPEN TRANSACTIONS FROM JUNE 10 TO AUGUST 10

Coming soon

Coming soon

Coming soon



## ROAD MAP

2018.01

The team was divided to synchronously start the R&D of Cryptopetbattle games and Cryptopoker games

2018.08

The Cryptobattlepet Game will be officially launched

2019

Build the game asset exchange complete ecological construction

Please follow news on official website

2017 10

2017.10 Beginning

2017.11

Reaching cooperating intention with European gambling company on the World Cup theme

2018.04

The World Cup Blockchain Game started warming up and its official website was launched

2018.05

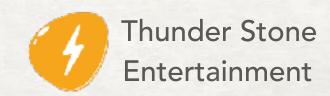
To start the gameplay of

Cryptoworldcup Designating Star Players

2018.06

To start the World Cup Prediction module 2018.09

To start planning for the R&D of new blockchain games
Start investment layout ecological cooperation and Token access



# ECOSYSTEM ROUTE

Public chain researching

Distributed IPFS storage

Blockchain games developing and publishing

Blockchain gaming asset trading center

All in ThunderStone ecosystem



# THANKS FOR WATCHING

Thunder Stone Entertainment

