Gamble Coin

GAMC

Whitepaper

V1.4

Chapter 1 Overview

With the maturity of computer technology, Internet technology and mobile Internet technology, a growing number of people hope that the gaming industry can be more convenient, networked and mobile.Gaming rules emphasize openness, fairness and transparency.

GAMC is a distributed protocol platform public blockchain that solves the existing open, fair and transparent problems through quantum underlying protocol blockchain technology.The primary goal in the early age is to eliminate the drawbacks of centralized gaming. In order to introduce a true player-versus-player solution, all bonuses will be distributed fairly and transparently to players. The native quantum contract blockchain technology could transform the existing gaming industries and industries similar to gaming, and make gaming more innovative with proven fairness and auditable algorithms.

Native quantum contract blockchain technology allows gaming industries and industries similar to gaming to develop faster. Besides, advanced technology allows gaming operators to directly feature secure transactions and easy-to-use environments in thousands of games.The most important point is that gaming operators do not have to spend a lot of energy and financial resources on various international documents processing and payment process. Therefore, they can be more focused on the operation of the gaming industry. Previously, gaming developers had to have experience such as lotteries, instant and sports betting, gaming entertainment, sports betting, gaming, live betting, e-sports and virtual sports. New technologies and turnkey solutions that support online operators can reduce reliance on traditional experience and make it easier to create the perfect gaming ecosystem. For gambling players, they would prefer the game itself because of its fairness, and bring their friends to participate in gaming. In this way, the site managers don't have to deal with the problems in promoting games as they used to. Instead, they just need to focus more on promotion itself. GAMC will fully integrate gaming operators, gaming developers, website managers and gaming players in order to make the interests of the four parties more humane and reasonable.

GAMC blockchain 3.0 quantum underlying technology is characterized by low storage, high frequency operation, circular digital signature, trading volume expansion, super TPS operation module and other technical features. Each smart terminal will become a block node server, and the type of terminal can be large server, smart terminal, mobile phone and other wearable devices of Internet of things. Innovative mining mode based on BPOS solves the scalability, decentralization and security problems of public blockchain triangle function. Meanwhile, the CryptoNote application protocol is used to solve 51% of the hashrate attacks. The quantum contract features of GAMC eliminates the controllability of traditional centralized online gaming. The identification of key feature ensures the privacy and asset storage security of each

gaming player.

In the future, GAMC will be applied to thousands of Dapps all over the world, such as games, guessing games and e-sports. Relying on GAMC blockchain 3.0 quantum underlying protocol, more rich entertainment life will be contributed to for human society. GAMC will become the most advanced and unique driving engine that focuses on the application of blockchain technology in the gambling entertainment industry in the history of global blockchain. In the future, GAMC will definitely generate infinite market value.

Chapter 2 Market Status and Future Prospects of Online Gaming

1. Online Gaming Definition and Gaming Market Status

Online gaming is a gaming entertainment activity via smart terminal ports and web ports of mobile communication devices or mobile phones. The global online gaming market grew at a compound annual growth rate of 51.71% from 2014 to 2018. And in the short-term, medium-term and long-term, the overall trend of revenue of gaming market is positive. In Technavio's expected statistics, the revenue of US online gaming industry will reach $96 billion in 2020, and a major blowout will occur in 2019.

The increase in per capita income, growing entertainment interests and the increase in the number of dual-employee families will contribute to the transformation of the global gaming market. The demand for online games and the increasing popularity of mobile applications in US, UK, Italy and East Asia will help attract new players in this market in the coming years. The global gaming market is driven by the increasing penetration of online games and gaming in North America and Europe. Based on product, platform and geographic location, GAMC conducted in-depth market analysis and segmentation analysis of the global gaming market to study the current state of the global gaming market and the market dynamics during 2018-2023. A detailed overview of growth drivers, constraints and trends of various markets.

During the forecast period, exponential popularity and increasing number of on-site gaming will contribute to the development of the global gaming market. The online gaming is like real gaming. The increase in e-sports competitions in the form of video games, professional games or professional video games is driving the growth of the global gaming market. These gambling games cover multiplayer games, and RTS, FPS

and MOBA are the most popular areas in the global market. These events are usually broadcasted worldwide through main-stream media platforms such as YouTube and Twitter.

Using digital currencies to facilitate the use of these payment methods in the global market by more gaming players. The increase in the number of digital currency transactions will facilitate the rapid development of the global gaming market.

In 2017, the pure gaming segment accounted for more than half of the market share, with a compound annual growth rate of only 3% during the forecast period, which is less than the development speed of the pan-gambling industry, especially the pan-gambling industry driven by blockchain technologies. Some of the most popular gambling games are roulette, slot machines, blackjack, baccarat and dice. Betting is considered as a gambling activity that bets on the outcome of unpredictable events, games or matches. The betting section is divided into two main sub-sections, including sports betting and horse racing and greyhound competitions. E-sports betting is becoming more popular and will greatly increase revenue and help gaming operators gain access to a larger gaming market in the coming years. Gaming in the mass market has enabled operators to gain more profitability and stability. Gaming players pay for non-gaming products that make money, and help gaming operators improve their profitability and innovation. The increasing popularity of online gambling activities in the Asia Pacific region and Europe will promote the development of this field in the global market. It provides a comfortable environment for terminal gaming gamers, which will help the field gain considerable market size in the next few years.

The global gaming market is geographically divided into Asia Pacific, Europe, North America, Latin America and multilateral environmental agreements. Asia Pacific accounted for the majority of market share in 2017, with a compound annual growth rate of approximately 3% during the forecast period. China, South Korea and Japan are the largest sources of income in the Asia Pacific region. The increase in per capita disposable income, the increase in smartphone ownership and the exponential growth of mobile gaming applications are some of the factors driving market growth in Latin America.

The online gaming industry has maintained a steady growth trend in recent years. In fact, the Internet has played the dominant role in the gaming platform, and the same situation has occurred in the mature alliance gaming in the market. Now is the perfect time for online development, while the online gaming platform is transnational and non-regional, which has driven the industry to grow rapidly. It may be driven by the growing prosperity of the economy and the desire of society for entertainment, which has created a fierce and unpredictable situation of online gaming entertainment. The centralized gaming analyzes and predicts the gaming players by mastering the data, so that the gaming players can get unfair and undisclosed gaming results. In order to fully enjoy the experience of online gaming, every step of the game should be open, fair and transparent. Before the blockchain appeared, the model before online gaming was

unable to achieve direct and fast money exchange, as well as transparency of game results that was indisputable and tamper-resistant. This premise of treacherousness is usually a single and very difficult test for online gaming to prove whether the results are truly fair and without any interference.

The global online gaming industry has been growing steadily over the past few decades. It is estimated that by 2023, the global formal gaming market will have revenues of more than $525 billion, with a compound annual growth rate of approximately 4% in 2017-2023. However, the UK's GDP growth rate in 2016-2019 is less than 1%. The growth rate of the gaming industry is more than four times the national average. Underground gaming or unstated gambling is expected to be nine times the regular gaming industry, about 4 trillion. The gaming revenue of UK is more than $1 trillion, which is about one-third of the UK's GDP, counted by some private survey organizations. GAMC Blockchain 3.0 Quantum Bottom Technology Public Blockjchain based on the global gaming market and will create enormous wealth for the world.
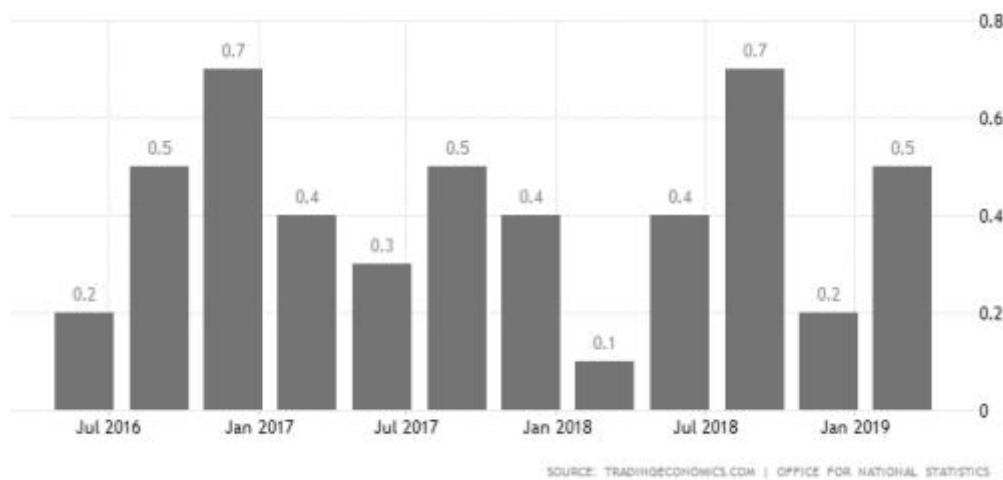
(British GDP Growth Rate from 2016 to 2019)

2. Global Online Gaming Blockchain Market

The continued expansion of online gaming in the next few years will be closely related to the global financial prosperity. Excluding the laxity of online gambling supervision, the main reason is due to the increasingly mature development of global

Internet information technology and seamless mobile broadband access. With the introduction of blockchain and digital currencies, the concept of online gaming services has been elevated to a whole new level. According to a centralized global blockchain gaming website, in January 2019 alone, investors who invested $1 million has obtained more than $100,000 profitability in a month. The return on investment far exceeds the average gaming margin by 3 times and can be globally involved. If calculated according to the legal currency standard, the blockchain investment income is about 1.5 times the legal investment income of the legal currency, which is 4.5 times that of the traditional gaming profit investment. The global gaming market is highly centralized, with multiple regional and international players constantly innovating and upgrading to support the blockchain platform and maintain fierce competition in the global market. During the forecast period, factors such as increased products or service expansion, technological innovation and mergers and acquisitions will intensify competition in the global gaming market. In addition, the existence of established international gaming operators, consumer loyalty and changes in consumer preferences are major obstacles for new players to enter the market. Some new technology finance companies are also changing the landscape of the entire industry, such as the blockchain industry itself.

GLOBAL ONLINE GAMBLING MARKET
(U.S. billion dollars)

(Global Market Value of the Gaming Industry)

With the advent of the digital currency in 2009, the potential of the existing gaming industry is being released. Bonuses typically collected in only one country or a gaming operator are no longer under centralized control, but all national gaming operators can use highly trusted digital currencies without geographical restrictions. The bonus pool can be infinitely magnified in the digital currency gaming market, along with the value and usage of digital currencies, which vary over time. By encrypting the characteristics of digital currency, GAMC can completely solve the payment problem of gaming players in any country or region in the world, and maximize the integration of existing gaming industry resources.

Chapter 3 Disadvantages of the Gaming

Market

Despite this market outlook, there is still distrust and operational controversy over the fair issuance of gambling results. At present, online gaming is difficult to obtain the full trust and loyalty of gaming players. In order to increase profits, online gaming can adopt a variety of unfair technologies, all of which are calculated behind the scenes without any transparency.

The ways to solve these problems can be found in the blockchain. The Isle of Man government's electronic gaming operators believe that blockchain will reduce the risk of fraud in gambling. The level of immutability and anti-censorship provided by blockchain technology has reached a level that can be used to stop crime and protect consumers. Using blockchain technology, you can also design more market-oriented projects. As long as there are digital currencies, anyone can participate, so its trading is not limited by geographic location. Moreover, through the blockchain smart contract, the fairness of online gambling participation systems and the fairness of gambling are guaranteed.

Many online gaming intentionally hide data such as game results, bonuses or other financial details so the internal gaming mechanism cannot be verified. The undisclosed way of selecting a game player is mainly through the ability to control the random number generator, which makes it impossible to verify the fairness of the game. The process for clarifying the generation of random numbers relies on two seed numbers. One from the dealer and the other from the player may also be the player to the player. Placed in an equation that provides a random number as a result. However, between the two unknown numbers being replaced by seed numbers, there is a short time frame in which the number provided by the gaming player may be revealed, allowing the gaming operator to select the number to be used for betting. If the gaming player

chooses the seed number itself and remains unchanged in the following rounds of games, the gaming operator may change its seed number accordingly to win the next round of betting. In addition, when the player decides to choose automatic seed digital generation, the gaming operator can actually still manipulate the results.

Another area where online gambling has much room for improvement is transaction costs and trading interfaces. The cost of International withdrawals for existing mainstream solutions can be as high as 9%, which can be easily reduced by increasing overall cost effectiveness. And daily online gaming withdrawal limits are also a common practice. And the transaction processing time will be shorter than that of now. In addition to this additional fee, the standard payment processing usually takes too much time, and in some cases it may take up to 48 hours. Wire transfer, the international telegraph payment of the SWIFT agreement, costs the lowest fee. It costs more than 5% and is not very friendly to some countries. STRIP and PayPal are mainstream online payment companies. Due to the too centralized services, they are not too friendly to gaming operators. Although the handling fee is less than 3%, they are not popular among gaming operators. The process of configuring Visa or Master Card payments is lengthy and complex, and is particularly troublesome for cross-country transactions. GAMC is first of all cross-country. Any gambling player across the region and other gambling players around the world can achieve peer-to-peer payments, which can completely bypass the centralized organization and save a lot of money. And because of the platform's data sharing, it can help gaming operators maximize the payment speed. It is the best solution to the above problems.

Chapter 4 GAMC Solution Overview

The GAMC team is building a block public chain for the gaming and entertainment industry to ensure fair, fair, automated, and interactive interactions among all industry players. GAMC is building a purely community-driven platform that allows gaming gamers to share playable fair betting games. Only GAMC world-class state-of-the-art public technology advancements can provide this experience. GAMC represents a new revolution in the gaming industry. The key platform pillars for operation are provable markets and provable fairness, both of which are implemented through decentralized

GAMC public agreements and peer-to-peer smart contracts. The following are details of the implementation of these gaming entertainment projects through technology-driven transparency and minimal cost output.
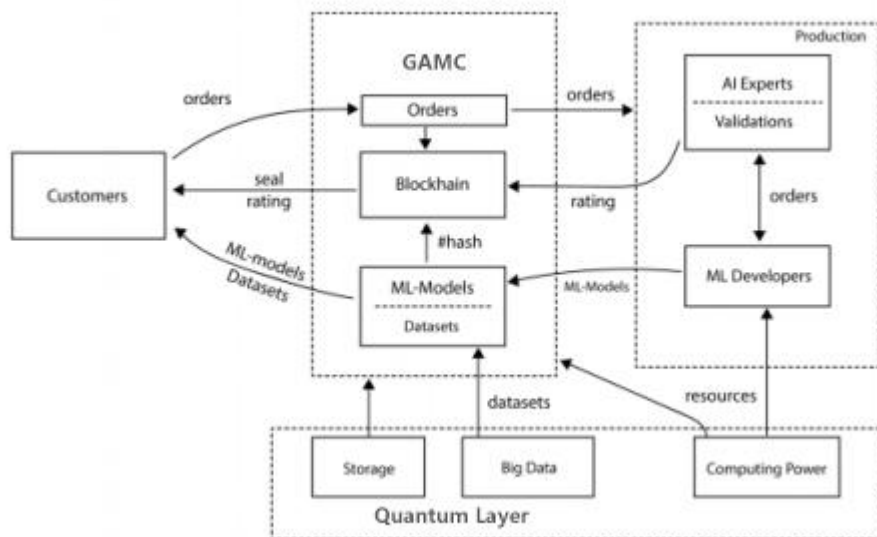

(GAMC public chain framework diagram)blockchain

1. Low storage is

simply a combination of the traditional application scenario and the underlying protocol of thevalue transmission. The traditional application scenario is still to reduce the distribution of stored data through distributed computing power. Make the stored data smaller. Participants in the blockchain network can obtain a copy of a unique, authentic ledger, making it difficult to tamper with the distributed ledger. Changing the way records are very difficult and the technology is very secure. Each participating system node can initiate information, and each participating blockchain node can exchange information with neighboring nodes, and the whole network publicly transmits valuable information. Efficiency and low storage requirements: Efficiency refers to the time the algorithm is executed, as efficient as possible, and stored as low as possible. Select a function, the data element according to the function calculation storage location may exist multiple data elements stored in the same location, causing address punch lookup based on the data itself can be found, high efficiency, high access efficiency.

The structure of the code is divided into three parts. It is also considered that the code definition of the sequential storage can be roughly divided into three parts: a predefined length, a defined structure (defining an array, a special point of the data structure), and a type name indicating the data structure.
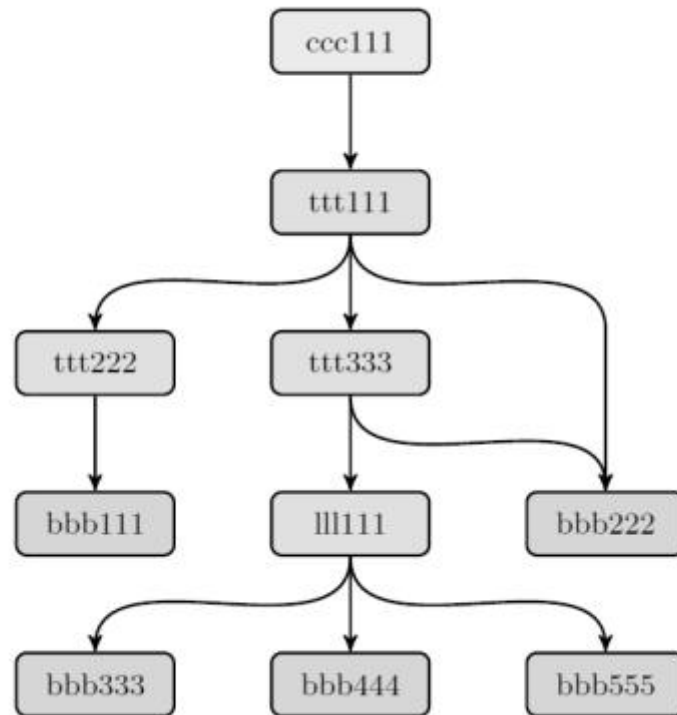
(Low storage execution map)

2. High-frequency operation

at the same time, high-frequency operation technology is a technology in which network capacity can transmit more than one million units of bytes in internal transactions. This is a milestone for traditional blockchain technology. Since its inception, the blockchain industry has been working hard to solve the problem of gambling game players' efficiency and scalability, while the high-frequency operation capacity continues to increase, allowing blockchain believers to see the gaming entertainment products in the blockchain. Ability to execute on efficiency and scalability issues. This feature is designed to test the strength and scalability of high-frequency operation, while the program also adds high-frequency running nodes and high-frequency gaming gamers. Let the gambling game players guarantee that the internal block will not encounter more than 99.99% of the time, including the wizard, DDOS attacks lead to the blockchain problem. The actual operating environment has the possibility of running a block of up to one millisecond in a year.
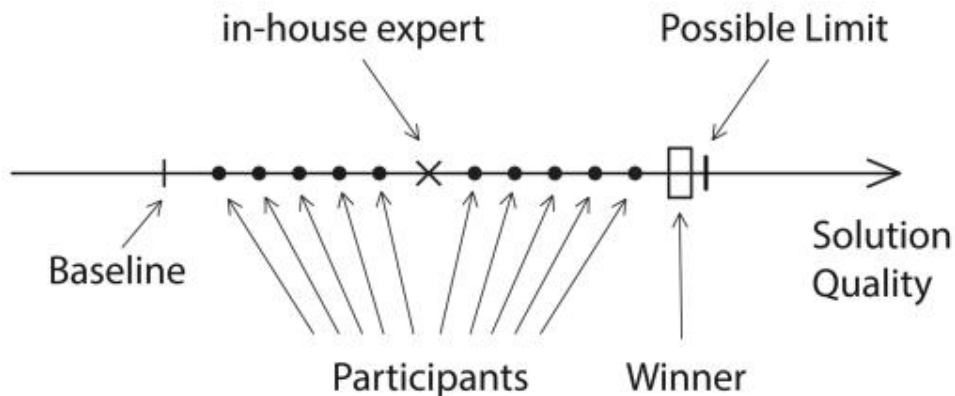
(The processing of concentrated betting by gambling players through high-frequency operation)

At present, the blockchain operation architecture mostly stays in the cloud host/physical physical machine-blockchain system-business system hierarchical structure mode, such architecture will lead to transportation The cost of the dimension increases, and a large amount of resources consumes the system, update the code, etc. between different hosts. Using high frequency operation For different blockchain systems, the basic interface is consistent. Then in the blockchain field, some such tools can also be developed to provide consistent services to avoid repetitive operations, thereby reducing the operation and maintenance costs and increasing the demand for high-frequency operation. After reading the front end, you can package it into a docker image and put it on the distributed blockchain platform for automatic testing. The entire development work can be carried out on the blockchain platform, from the development test environment to the production environment. According to the distributed decentralization of the blockchain system, no trust system, non-tampering and encryption security, the game players can use the services provided by the blockchain without running any blockchain system. . While simplifying the operation, it also provides the possibility of deep customization for gaming gamers. In the privatization solution, the gaming entertainment operator has the ability to modify the blockchain collaboration code. Through the blockchain universal solution suite, you can effectively reduce the operation and maintenance costs of gaming game players. Even without the participation of professional gaming blockchain operators, ordinary developers can quickly collaborate through blockchain. Develop for the blockchain; after developers have a deep understanding of the blockchain, they can develop and customize smart contracts on the platform. At the same time, because the system is simple and easy to operate, the network capacity can be run faster.
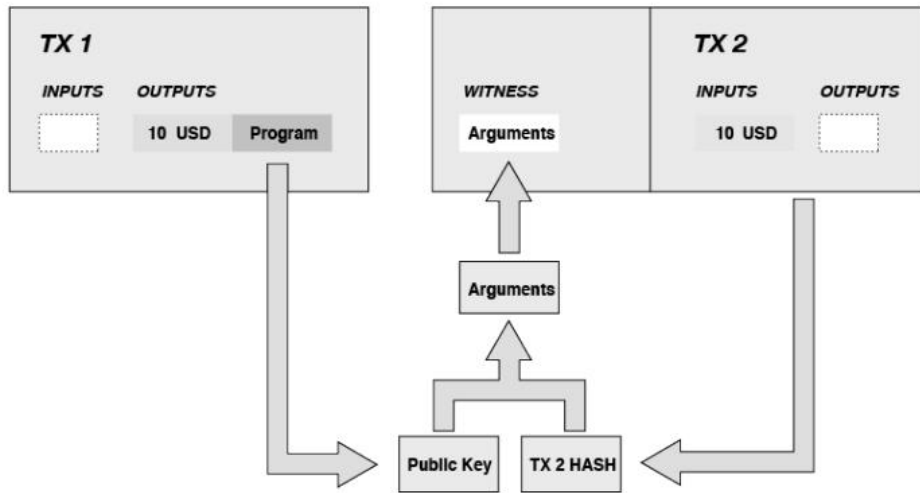
(Gaming entertainment player pays the picture 1)
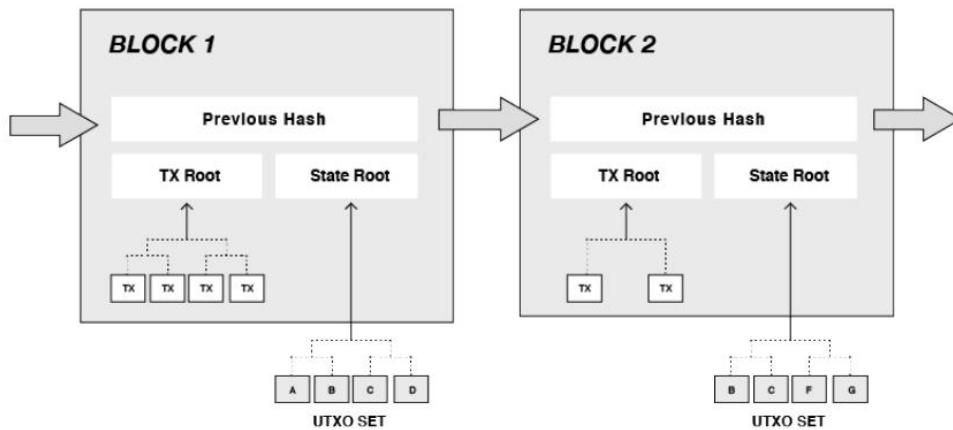
(map of Gambling entertainment player pays the picture of Figure 2 - docker nactivity of the blockchain transfer)

3. The ring digital signature

is thethrough the web port of the smart terminal and the mobile communication device or the mobile phone type. At the time, the GAMC blockchain public chain needs to vote on the blockchain network for the current blockchain network, both BPOS mining. The BPOS mechanism, the full name of the share authorization certification mechanism, is also known as the trustee mechanism. Its principle is to let each holder of the currency vote, and then vote for a number of representatives, or super nodes. The purpose of GAMC's selection of 21 super nodes: the singular guarantee of the uniqueness of voting or mining behavior, 21 is also the tribute to the total of 21 million of the Bitcoin blockchain technology team. The 21 super nodes will determine the stability and motivation of the GAMC. The incentives and supervision of the behavior of

the 21 super nodes lies in the corresponding BitTorrent protocol of the B letter of GAMC's original BPOS system. A bitstream is a content distribution protocol. It uses an efficient software distribution system and peer-to-peer technology to share large volumes of files, such as collective rotation. And each gaming game player is provided with an uploading gaming entertainment service like a network reallocation node. A typical download server provides download services for each gaming game player who issues a download request, and the bitstream works differently. The holder of the dispenser or file sends the file to one of the gaming game players, which in turn forwards it to other gaming players, and the gaming players forward each other the portions of the file they own, until each The downloads of the gaming game players are all completed. This method allows the download server to process download requests for multiple large files at the same time without taking up a lot of bandwidth. The super node does not have to undertake the storage function but only the voting storage function. For the large storage problem of the gaming entertainment industry, the problem is given to the bit stream protocol, and the gaming game player can increase the storage space. At the same time, the low storage method can solve the problem that too many gambling game players store too much. If you encounter problems with super-nodes that are not active Byzantine output. These super nodes get the right to produce blocks and get a transaction fee reward. If the super nodes are unable to perform their duties. When it was their turn, they failed to generate blocks. Inactive supernodes will be delisted or cancelled, and the network will pick up new alternate nodes to replace them. Each super node is set with 10 spare nodes, which are 210 spare nodes. The standby node immediately replaces its role in the event that the supernode is now stopped or unexpected. These super nodes are connected together by a ring to benefit each other. The creation block is also formed by a clockwise super node block. The super node starts the digital signature confirmation without any objection to the block problem.

The whole process is packaged into network block packets after the logarithmic sequence quality. In order to reduce the data size of the block, the packet needs to be compressed, and the ring digital signature is selected. Compared with other compression calculations, the overall performance of the whole method can effectively reduce the network communication cost, thereby achieving the goal of reducing network delay and speeding up the block.

4. Trading volume expansion

The GAMC public chain original technology performs context checking on the block, and expands the main chain or the side chain according to whether the block is an isolated block, and needs to verify the transaction in the block and increase the transaction volume expansion. Once the block enters the blockchain package, the GAMC public chain process connects the passed blocks to the chain and considers the correct chain selection based on the BPOS chain. In general, the new block just expands

the main chain. However, it is also possible to extend (or create) side chains (forks), which may or may not eventually become the main chain, depending on which fork cumulatively has the most proof of equity. The input parameters are the blockchain node object and the block packing helper object to be added to the block of the blockchain. The first result of the output indicates whether it was added to the main chain.

If the hash value of the parent block is the value of the tail tip in the blockchain, the block will be written to the main chain. Create a volume extension object and set the watchpoint to the tail tip of the main chain. The volume extension object represents all transactions from the creation block to the tail on the blockchain that contain all nodes. Calculate the number of transaction outputs for all transactions in the block, that is, the total number of inputs, the total number of transactions, and create a total cost of the total number of transactions. Check the link block value to verify the transaction within the block and update the transaction value, which will be further analyzed. After the transaction verification is passed, the link block value is checked to write the block-related information into the database, and the block is actually written into the main chain. If the hash of the parent block is not equal to the tip value of the main chain tail, the block is written to the side chain, and depending on the workload of the main side chain, the main side may be reversed.
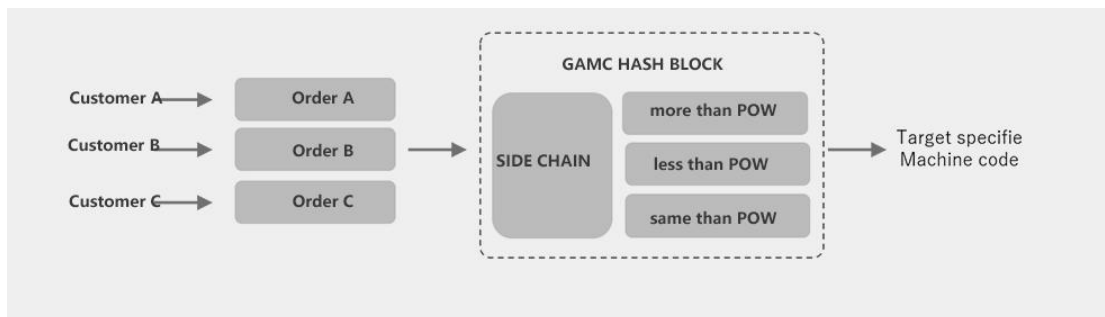
(Workload map of the block side chain)

If the workload of the side chain is less than the workload of the main chain, return directly.

If the workload of the side chain is greater than the workload of the main chain, the main side chain needs to be adjusted.

Redeploy to achieve side chain change main chain.

When the block is added to the main chain, all the transaction value of the included transaction will be recorded, compressed and written to the database. Increase volume expansion with full validation and module validation.

5, Super TPS running module

TPS (Transactions Per Second) also known as "system throughput", then the professional point is: "the number of services that the system can handle per second." Optimizing system throughput For the global concurrency of the gaming entertainment industry, high concurrency is the best solution. It is an important indicator of how well the system handles gaming transactions. TPS is an important performance parameter indicator in automated test preparation machines. Transaction processing per second is considered to be a technical indicator that represents the application of blockchain technology and attracts investment potential. Blockchain projects claim that TPS ranges from 7 to millions, but scalability is not that simple. The current core issue is how to improve the transaction processing speed of the blockchain under the premise of control, and solving this problem requires thoughtful design, rigorous methods and creative solutions. Efficiency, decentralization, and security. In computing science, this is the basic triangle and needs to be balanced. For the public chain, application landing is the key to the survival of the public chain.

$$R_j = Fee \times \frac{S_j}{\sum_{i=0}^{n} S_i}$$

Sj is the current credit score, and Rj of the efficiency TFSis the current credit feedback of the efficiency TFS.

Looking at the TPS of the traditional blockchain network, Ethereum as an infrastructure can reach 17TPS but it is far from the operating environment of the gaming entertainment industry. In the mainstream Internet network, Visa and MasterCard have reached the processing capacity of the thousand-level TPS. This suggests that if you want to support a global trading network, you need a fairly high transaction processing power. To handle the operating environment of the world's hottest gaming and entertainment industry, it is necessary to run a million-level TPS processing capability in a blockchain environment. Modular switching of output, incoming payment or other transactions. GAMC has done a good calculation. When it reaches the processing capacity of a million TPS, a node with a full netbook needs a lot of processing power. Such a node is usually very expensive. To this end, GAMC has created a method called horizontal expansion to solve this problem. It is hoped that all the functions of a "hot" node can be realized through cooperation of all intelligent terminals that can establish trust with each other. In cooperation with gaming game players, these smart terminals each have some information. When combined, they will provide all the information of the whole network, which will be able to support cross-module transactions. The intelligent terminal that ordinary people can afford also guarantees the degree of decentralization of the network. At present, we concentrate on solving the problem of throughput. A simple module, there are a lot of details to deal with, there are many new attempts. Not only to realize the network module but also to realize the TPS of the GAMC public chain after the status module is completed.

Chain and chain trading capabilities. The excellent solution in the "impossible triangle" is determined according to whether it can meet specific business applications. According to the specific application scenario, it is better to choose the appropriate technology. GAMC will join the low-storage capabilities of the out-of-band transaction processing solution to meet the needs of more TPS. Under normal circumstances, the processing capacity of millions of TPS is fully satisfied with the requirements of global gaming game players. If there is a global gaming demand for a particular event, GAMC will call the delayed delivery transaction of the quantum underlying protocol to complete the gaming player's needs. For example, the World Cup football betting, a large number of players suddenly in the second half because of the reversal of a team, the winning rate suddenly changed. A large number of sports betting game players need to change or increase the need. GAMC will complete the needs of the gaming players by calling the delayed delivery transaction through the platform order needs. Let the player first gamble successfully, and delay the payment by tens of milliseconds to complete the order.

6. Quantum Bottom Technology Protocol

The quantum underlying technology protocol can greatly enhance the cryptography that traditional blockchain relies on. As of April 2019, the Supercomputer "Summit" floating point operation speed developed by the US Department of Energy's Oak Ridge National Laboratory peaked at 20 billion times per second, and a 50 qubit operation speed would reach 1125 per second. Billions of times, instantly kill the world's strongest supercomputer. The emergence of quantum computers has threatened various digital currencies, and now the GAMC technical team has developed a quantum underlying technology protocol to ensure the security of each blockchain. That is to say, the quantum computing protocol of the security threat blockchain technology re-guarantees the security of the blockchain. The technology began in March 2018 and was put into commercial applications in the GAMC gaming entertainment industry. The GAMC technology team has designed, built and tested the system.

The blockchain technology to be deployed to the gaming business application, the first thing to solve is the consensus mechanism, that is, some agreement that all nodes agree with when the betting transaction occurs. If it is not set, the consensus mechanism is also very easy to fail because there may be many transactions at the same time, so the mainstream digital currency is currently facing the problem of capacity expansion. In addition, there are some misleading factors in the transaction process, such as "the problem of General Byzantine" or "the node does not actively compete", which can be simply understood as the mutual distrust relationship between the various stakeholders. However, if this mistrust relationship becomes relatively open, the transaction party can quickly and securely verify the identity of the other party, which can solve the problem to a large extent.

In simple terms, the quantum identification system solves the consensus mechanism problem based on solid and reliable physical laws, which ensures that each

party participating in the security can accurately and accurately authenticate the other party. At the same time, since everyone's "quantum information" is associated with all transactions, the information becomes relatively open and tampering is not so easy. A fusion technology for both super information processing and encryption information processing technology.
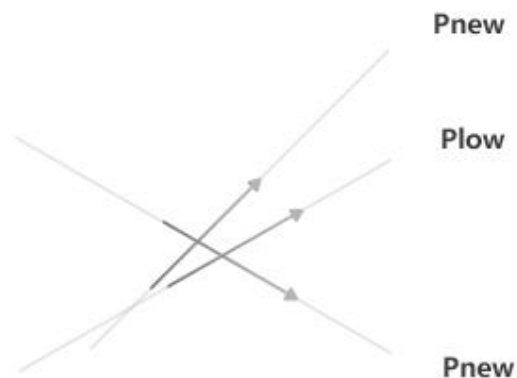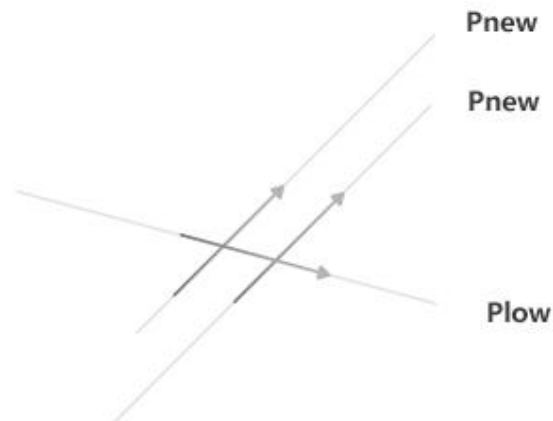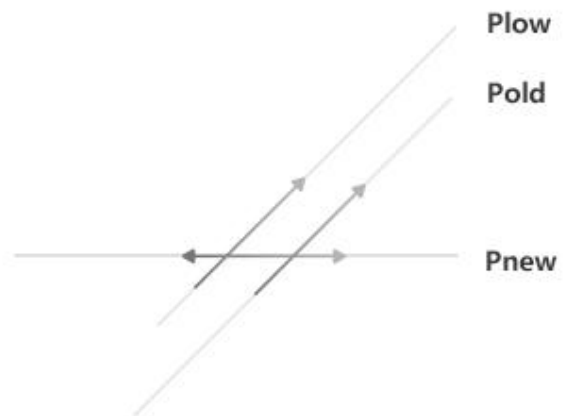
Pnew= Plow+ (Pold (1+ log Qd)) tf

Pnew Index

Pold The last round of the exponent

Plow is configured with the lowest price index

Tf quantum time decay coefficient

(Quantique algorithm)

and GAMC is constructed using Quantique's commercial quantum cryptosystem. Quantum identification system. A blockchain protocol based on information theory security authentication has been developed in which each pair of nodes is connected by a quantum key distribution link. To validate the feasibility of quantum blockchain technology, the GAMC technical team has been tested in a network of four gaming gamers, one of which is trying to verify the reliability of the system by making double the expenditure. This agreement only identifies and cancels the double-spending transaction application through two rounds of information communication, and at the same time forms a block that allows only legal transactions. Two rounds of information are used in the current mainstream fragmentation technology to perform segmentation and isolation techniques for the input and output of blockchains. A simple understanding is to reveal how quantum technology protects blockchain technology. Even if more than one-third of the participants do not follow the promises and malicious deception, then the blockchain 3.0 quantum underlying protocol can also solve the "Byzantine general problem" or "nodes are not actively competing". Of course, with the expansion of the quantum system, more and more technical bottlenecks will be highlighted. The key is to establish a quantum Internet to ensure the reliability of ultra-long and long-distance applications. In view of the stability of the BPOS algorithm system, the GAMC technical team believes that this problem is perfectly solved. The blockchain is indestructible because it realizes the decentralization of the data storage system, cancels the common management organization or server system, and distributes the information to each node, and the damage of any node does not affect the whole. Operation. Secondly, the blockchain is equivalent to a transparent information network. Each transaction is transparent to each node, and there is no information asymmetry. So encrypted digital currency is absolutely safe. Unless it is subject to "violent attacks." The violent attack here is not a physical armed attack, but a simple and rude "try" of the password with a computer. Early violent attacks were mainly public key recognition attacks of hash trees. After that, there are too many possibilities for random attempts, and classic computers can't be tried for decades. But quantum computers can.
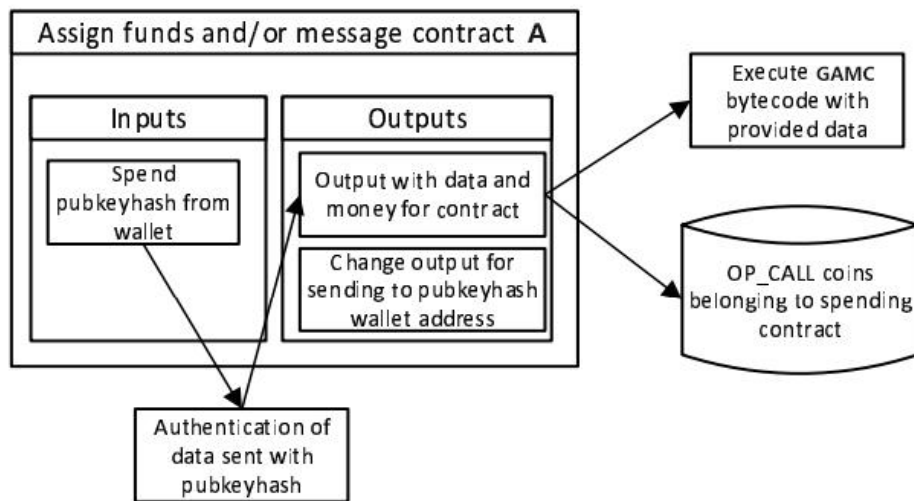
(map of preventing block violence output)

Even the most successful products in the blockchain technology industry will be seriously threatened by bitcoin security. When it comes to encryption technology, you have to mention the "CryptoNote Application Protocol" used by the blockchain. The algorithm is a one-way cryptosystem, that is, it is an irreversible mapping from plaintext to ciphertext. There is only an encryption process and no decryption process." Moreover, even a small change to the plaintext will cause a huge ciphertext. Changes, so trading data is almost impossible to tamper with. Each new transaction is formatted and added to the existing transaction record; by re-implementing the CryptoNote application protocol algorithm, the new CryptoNote application protocol values   are generated and stored in the blockchain. So every time the CryptoNote application protocol value is generated is a mapping of all transaction data, which implies all past transaction records. In the blockchain, all trading node computers store the same CryptoNote application protocol value. If any computer disagrees with this value, it means that the machine has been tampered with. If the hacker can keep the CryptoNote application protocol value unchanged while tampering with the record, the system is in trouble. Through violent attacks, the unscrupulous person can try out each tampering method one by one, and then compare the hash value of which one. In addition, in the process of comparing hash values   to each node computer, a certain illegal participant may pretend to have multiple computers to confuse the viewer. This can have a serious impact on the accuracy of the information and on the source of the malicious attack. For the above problems, the GAMC technical team proposed two solutions. The first is to add quantum digital signatures and BPOS solutions to the CryptoNote application protocol during the encryption process. For the general computing power and ultra-high computing power computing machines, 51% of the power attack is not possible. Second, in the information comparison process, a method called quantum key distribution is used to verify the identity of each participant. As far as the world is concerned, the CryptoNote application protocol plus quantum digital signature and BPOS solutions may be the best solution. At the same time, it can monitor any interference and eavesdropping, ensure the safe and stable transmission of information, and make up for

the loopholes in the current blockchain system that may be deciphered by quantum computers. It has become a theoretically insurmountable network security system. The new coding program can be interpreted to affect the past non-classically; therefore, this decentralized quantum blockchain can be viewed as a quantum networked time machine. Quantum blockchains theoretically rely on quantum entanglement. When two or more particles (such as photons) are entangled, they can produce instantaneous interactions no matter how far apart, and Einstein calls this phenomenon "ghost-like super-distance". .

Quantum computers and other quantum techniques often rely on spatial entanglement. But the GAMC quantum underlying technology blockchain protocol relies on temporal entanglement—that is, two or more particles are connected together by entanglement, no matter how far apart they are in time. The classic blockchain puts the collected data into blocks and uses cryptographic algorithms to connect each block in chronological order. If a hacker attempts to tamper with a particular block, its cryptographic design will invalidate all blocks after that block after the block has been tampered with. In a quantum blockchain, the records in the block are encoded as a series of photons entangled with each other. These blocks are connected in chronological order by time entanglement. Since the blocks constituting the quantum block chain are transmitted to each other in a network composed of quantum computers, photons encoding each block are created and absorbed by the nodes constituting the network. However, entanglement connects these photons on a time scale, even if there are no photons that have been present at the same time. Hackers can't tamper with any photon-encoded records in the past because these photons no longer exist within the current time—they have already been absorbed. The most hacker can do is try to tamper with the latest photons (ie the nearest block). Successful execution of such an operation will invalidate the block and inform other blocks that it has been hacked. In theory, this is more secure than the standard case where an attacker can tamper with any block.

Qubits generated by quantum computers at work can double the ability of computers to handle problems. Three qubits can represent 8 (= 23) states simultaneously; four qubits can represent 16 (= 2simultaneously4) states. 64? After calculation, you will get 18,446,744,073,709,600,000 (=264) possible! The computing power of quantum computers is 50 times that of traditional computers or classical computers. Quantum blockchain technology is definitely the most efficient and safe blockchain technology available today.

Chapter 5 About the Role of GAMC

Entertainment Ecology

GAMC's ecology consists of five main roles: the project side (both GAMC project side), the gaming entertainment operator, the gaming game developer, the website manager, and the gaming game player.

The GAMC project

GAMC is a one-stop one-to-one solution to the gaming entertainment chain. GAMC is not owned by gaming operators or gaming developers for blockchain development companies. It is a general right to access the blockchain platform software (software such as services). Once the platform is deployed on the blockchain, anyone including the GAMC expert team cannot modify it. GAMC technology focuses on the development of gaming entertainment and from any angle to make the gaming business as legal and transparent as possible. Under the control of honesty and control, gamers can be 100% assured that they will not be deceived and enjoy the spirit level.

Gaming statistics are guaranteed to meet international standards, and no gaming enthusiasts around the world will be deceived. While gaming operations around the world meet the standards of today's websites, while ensuring that traffic is not reduced, gaming computing and development engineers are able to run faster and lay out more promising futures and more promising gaming entertainment industries.

Gaming service supplier

have a global network of licenses to arrange games, manage online gaming casinos, betting, online poker, online lottery and more. Online gambling in more than 80 countries is completely legal.

Gaming game developer

create game content, game structure and game math. There are actually dozens of game providers, players who basically have the content of online gaming casino games. For example, NetEnt processes 68k game transactions per minute, achieving a profit of 149.1 million euros per minute.

Website operator

Promoting Gaming Gaming Organizations are important revenues for webmasters and affiliate programs. Assist in participating players in gaming, betting, poker and multiplayer online with paid content or subscription fees. Webmasters attract 10% to 40% of players and draw a percentage of their income.

Gaming players

increase their online gaming players by 15 to 20 percent each year, both by participating in the gaming game and by the European Gaming and Entertainment Industry Association.

Chapter 6 GAMC Entertainment Role

Solution

1. The gaming entertainment operator's solution

lacks security guarantees

ensure that the latest quantum module blocks are connected. In this case the token is on the wallet balance. There is no financial risk at all in the management platform.

Platform Wallet

accepts public chain agreements and other encrypted digital currencies on their projects through a single agreement through a wallet payment gateway. A simple, versatile API allows operators to quickly perform receipts and payments on encrypted digital currencies for any online project. This will continue to expand the traditional audience will open up to access a large number of new products and gaming game players. At a glance, the information is even more likely to be enthusiasm for global gaming enthusiasts.

Reducing KYC/AML consumption

does not require long and complex documents to be checked into each individual project. All programs are the responsibility of GAMC. At the same time of the rapid development of Internet technology, cross-border gaming KYC/AML is becoming more and more important for many participants, but the traditional KYC/AML has many problems in practical applications, so new GAMC technology innovation is needed to make this new. Empowerment.

Distributed server

introduces blockchain technology for decentralized resources, allowing for country development and unstable Internet connectivity with problematic game content with availability, or problematic network coverage. Provide a process of decentralizing resources and determining the fastest connection between the fastest solution and the platform to achieve game stability and continuity.

The low-proton

capacity GAMC provides gaming storage operators with bandwidth storage space and features similar to traditional COOKIE functions through the quantum high-calculation capabilities in the proton-level index. Distributed content retrieval can be done a few milliseconds in advance. In a low-storage environment to achieve fast game read speed.

Promotional project

promotion Gaming game projects allow for a large amount of target traffic. The transparent promotion project will attract affiliates who will provide the corresponding

quality target traffic for the GAMC decentralized marketplace platform. In addition, according to the smart contract, the promotion project process is comprehensive and fair. For suppliers, players, operators will get more revenue. Even some players may experience customized betting games through smart contracts.

Globalized

gaming games do not require a specific office address, so players around the world can use the platform to experience games while paying through token deductions and payments in countries where legally cryptographic currencies can be legally applied.

Gaming game contentcontent

will attract a lot of high qualitydue to the decentralized presence. The platform will make all the game providers on the world's gaming platform participate.

2. Gaming game player's solution

Fair controllable system

Unique integrity control system Based on blockchain technology allows players to check the independence of betting results: a series of games before the start of the start of the game, save it distributed Allow players to guarantee results in the blockchain. Make the entire betting game fair and just.

The one-stop login interface

platform provides a unified login. Once registered and completed KYC and AML programs, gaming gamers can access all of the platform market's betting games. There is no need to create and remember different logins for different projects. It can complete cross-game entertainment for different betting games. Even players can exchange different equipment, skin, and clothing. Anonymous about the quality of a betting game.

Easy to use

GAMC tokens can recharge any gaming area. Maybe in the future, only any game that accesses the GAMC public chain, or even a giant RPG game, can participate. Gaming game players no longer need to split a few payments for big bets.

Instant payment

wins become instant on time, not instantaneously in limited quantities. Operators

will no longer do this for a variety of reasons and delay payments on the GAMC platform to guarantee all payments from the winnings earned in the game. As long as the tokens through the platform, this will eliminate this need for long and complex documents to check in each individual item, which is convenient and simple for all participants. At the same time, the same is true for deposits.

Gaming game statistics

All time internally, gaming gamers have full access to all game statistics. Whether it is for their own entertainment games, or for all operators' games. Players can be sure that the data is real and complete, because the platform accepts it directly from the game provider, and the intervention data does not happen in the current environment.

Distributed Bandwidth

Gaming game projects are available around the world, with the help of decentralized platform solutions, efficiently distributing content delivery networks and being more playable than traditional gaming games.

3. The Gaming Game Vendor's Solution

- **Expands the Number of Gaming Game Game Players The**
  decentralized platform creates a unified game interface and allows players to encrypt the digital currency. The world brand betting game can greatly expand the number of gaming game players.

- **Content Distributed Network**
  This platform allows access to game content from all over the world and ensures that the game provided by the supplier does not have copyright issues. Once the game content is on the chain, the audit of the smart contract is completed.

- **Inheriting integrated**
  gaming game providers can save a lot of time and effort by completing the game update and code auditing in a single application through a unified application interface.

4. The website manager's solution

transparency

platform provides completely transparent information to the player's game play process. Who is also unable to change or publish statistics on the amount of incomplete player bonuses. All payment processes are always recorded on the blockchain information from the moment of registration. The decision is not in the hands of the gaming entertainment operator, but also on the smart contract.

The payment

website manager obtains the corresponding corresponding commission on the smart contract, and according to the attributes of the smart contract, the website manager will receive more commission than before. The promotion of website managers may also attract more individual gambling game players to participate.

Access

Because the platform is easily accessible from all over the world, the profits of website managers have increased several times. And adjust the promotion strategy by region or amount to improve the operator's conversion rate requirements.

Chapter VII GAMC Scientist Team

Evgeny Kiktenko

Theblockchain world's first research quantum-assisted technology scientist
Russia National Center for Quantum Research Research core staff
Schmidt Institute of Geophysics, Earth Electromagnetic Research Center
Moscow State Bauman University of Technology Professor of Quantum History
World class Papers 1, National Papers 49

Giovanni Acquaviva

Global Quantum Field Theory Auxiliary Blockchain Technology Scientist
, Institute of Theoretical Physics, Charles University, Prague, Czech Republic

Classical Gravitation Theory to Quantum Field Theory. It mainly studies quantum fields in gravitation (such as the Hawking effect). At present, the work is: 1) the influence of the dissipation process on the formation of large structures; the similarity and interaction between the quantum field theory and the auxiliary blockchain techniques.
1 world-level paper, 91 papers in European and national languages.

Vitaly Golovach
Global Quantum Theory Physics Researcher,
,University of BasqueSpain
Ph.D.Theoretical Physics,Physics,
Theoretical. Theoretical physics, condensed matter physics, quantum science. Now provides quantum strategy analysis for the Spanish Academy of Sciences. Permanent member of the French National Centre for Scientific Research, a permanent member of the French Alternative Energy and Atomic Energy Commission.
1 world-level paper, 53 papers in European and national languages.

Dean Waters
Time Quantum Technology Scientist
Graduated from Carleton University in Canada with a degree in Computer Science and Mathematics
. Quantum entangled language helps other mathematicians unveil the mystery of quantum behavior. It is the only quantum science field in Canada and the most knowledgeable blockchain scientist.
Independent paper 59

Kai Fauth
University of Würzburg | JMU·Physical Institute
uses quantum magnetic (particle, low brightness. system) structure. The magnetic relationship between Kondo and the heavy fermion physics XMCD detection helped the development of encrypted digital
159 articles in European and national papers.

H Chris Ransford
Karlsruhe Institute of Technology | KIT·of Physical Chemistry,
KIT Laboratoryworking on DAAD scholarships and theoretical work in Grenoble.
European Chris Contact Laboratory to study quantum science.
2 papers in European and national papers.

Chapter 8 GAMC Incentive Mechanismcoin-

operated

The objects and behaviors involved in the non-incentive mechanism are mainly the following categories:

- incentives for contributors, including but not limited to them: volunteers; service personnel; partners; industry media,industry KOLs
- Incentives to third-party service providers, such as, such as rewards for technology developers and code contributors, and third-party service organizations that provide services
- such as incentives for various components of the ecosystem, such as for future sub-chains or Rewards for developers and users on the sub-chain; rewards for API users and third-party technology service providers.

The objects and behaviors involved in the incentive mechanism for holding money are mainly the following categories:of the blockchain

- due to the early understandingby the early gamers, the platform is not popular enough. Part of the benefits are rewarded to the holders of the money and the ecology to motivate participation.
- Inspire the gamers of the Dapp in the ecosystem. A number of rewards can be earned for both the coin-operated gaming game.
- An early gaming provider of Dapp within the Ecology. There are several rewards for providing a gaming game.
- An early gaming entertainment operator for the Dapp within the Ecology. Several rewards can be earned by operating a gaming game.
- An early gambling website manager for the Dapp inside the Eco. There are several rewards for promoting a gaming game.

For other possible peergaming platforms, tokens or otherother organizations

blockchainsuppliers ofare not competitors, because GAMC occupies different segments of the market, based on market solutions, it can certainly attract more More partners. Whether they are platforms or other tokens. Even the public chain, which is similar to the project side, may be a potential partner.

Chapter 9 GAMC Token Information

Token name

token GAMC is Gamble Coin, which means the token or betting currency of the betting. At the same time, the word GAMC and GAME (game) are particularly similar. It means that GAMC and GAME will become a new industry.

Token Use

GAMC is the first publicly distributed, socially distributed and decentralized online interactive gaming platform for interactive gaming platforms. A public chain is a blockchain that can be read, sent, and successfully validated by anyone in the world, and can participate in the consensus process. Under the underlying quantum technology agreement, anyone in the world, especially gambling game players, is involved, and through this technology, the pain points of this industry can be solved at an early date, making the industry more fair, fair and transparent.
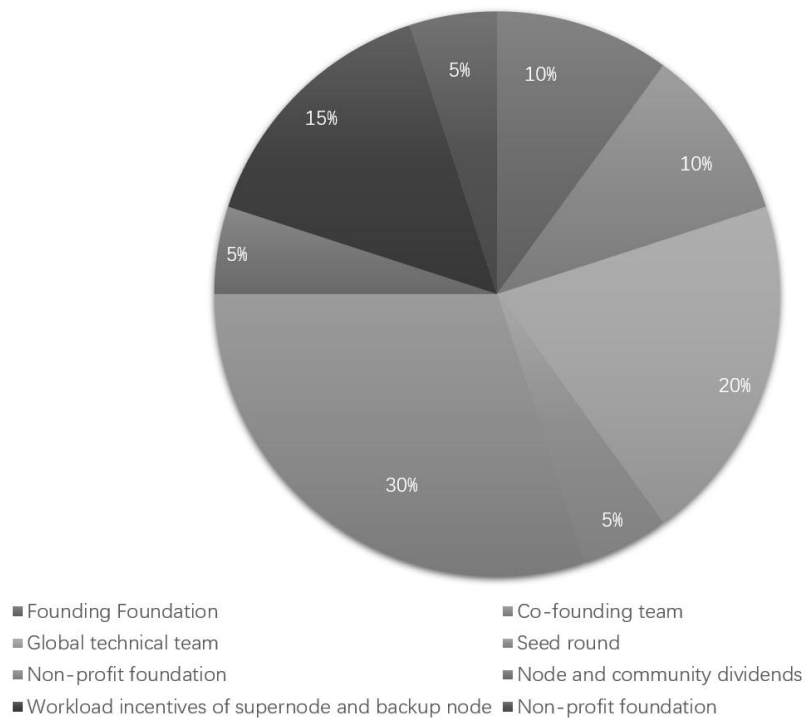
Theof the token economy

total circulation GAMC is 20.16113 billion.

On January 13, 2016, the winning lottery tickets were sold in California, Florida and Tennessee. The revenue of each winning lottery ticket reached $528.8 million. The three Super Ball lottery players received a total of up to $1,586 million in prize money. GAMC means that every participating investor, operator, supplier, and gambling game player in the ecological inside and outside is a lucky person in human history. The price of the superball is $2, and the winning amount is $528.8 million, which is 260 million times more beneficial than any wealth management product in human history. At the same time, the beneficiaries who want to invest in GAMC tokens are more than a thousand times, tens of thousands of times, and hundreds of millions of times more than the superballs.

GAMC

GAMC token distribution mechanism:

1. Venture capital accounted for 10% 2.016113 billion
2: Co-founder accounted for 10% 2.016113 billion
3: Scientist technical team accounted for 20% 4.0322.6 billion
4: Foundation stone accounted for 5% 1.0080565 billion
5: Ecosystem construction Accounted for 30% of the 6.048339 billion
main online lines before the initial excellent node recruitment and community building. GAMC Blockchain Ecology provides better SNS services for participating users, including but not limited to, Medium, Facebook, Twitter, Youtube, Kaokao, Reddit, Discord, Btc Talk, Telegram, Yahoo Answer, Whatapp, Skype, VK, Faucet, Naver.
6: node dividends accounted for 5% 1.0080565 billion
nodes refers to 21 super nodes and 210 spare nodes
before the main online line for the lock bin dividend status, after the main online line, node dividends are distributed through the DAPP marathon ecological construction and development incentives.
7: Block workload reward 15% 3.0091695 billion
All ecological data volume Mining GAMC tokens through BPOS mechanism, the mining time is set to 99 years.
8: Global public welfare fund accounted for 5% of the 1,080,565 billion fundsblockchain responsible for the promotion of the project and the globaltechnology public welfare, disclosed to all forms of nodes in the form of monthly reports.

- Founding Foundation
- Global technical team
- Non-profit foundation
- Workload incentives of supernode and backup node
- Co-founding team
- Seed round
- Node and community dividends
- Non-profit foundation

Chapter 10 GAMC Token Information

Token Information:

Token Name: Gamble Coin

Token Code: GAMC

Token Total: 20 161 130 000 (201.6113 Billion)Ethereum

Type:ERC 20 Token (early)

Type: Self There are public chain tokens (the main online line will be snapshot mapping of all tokens in the future)

Decimal: 18

tokens Classification: Eco-application layer agreement token (early)

token classification: public chain (late)

token rights:

voting right:is:

the right to dividend YES

liquidation: YES

public database: YES

regulatoryjurisdictions: Switzerland or The Hague tribunal

project parties address:

smart contact

0x496A8A1c9B3Aa406a51046E64149b230cCd903A5

Venture capital

0xc595072afe52e6b25b289a8ac284910cb6665074

Co-founder

0x998967356f1c09a66ac83e50e43c41feee0ceaca

Scientist technical team

0xbc32ac2a803532a4cd02ec69293e303201bc9374

Foundation stone

0xe6c19fcf1e8985ecf39a962021a83279fae5b094

Ecosystem

0x244fe63ba0d444294ac41ab1825920512b5a31e3

node dividends

0x8145108b7599a36a32c3df41bc7127635a9e1411

Block workload reward
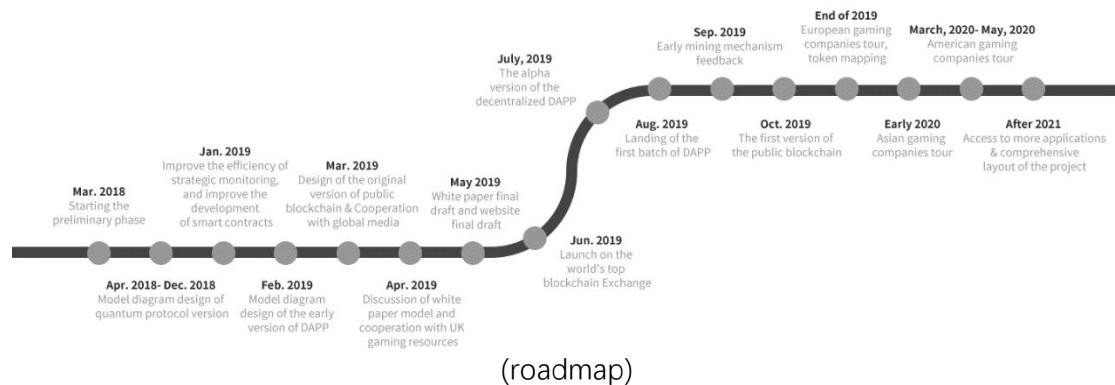
0xd794d9eda3a92257f8147120737f8ba7b876cfc8

Global public welfare fund

0x06b6308a55db069531d840908adf4e3a86068566

hole address

0x0000000000000000000000000000000000000000

version:V1 string

Development line

(roadmap)

Chapter XI GAMC risk Description

systemic risk:

refers to Common factors caused by global benefits may change, such factors have an impact on all the proceeds in the same way. In the market risk, if the overall value of the digital asset market is overvalued, the investment risk will increase, and participants may expect the project to grow too high, but these high expectations may not be realized. At the same time, systemic risks include a series of force majeure factors, including but not limited to natural disasters, large-scale failure of computer networks on a global scale, and political turmoil.

Team Risk:

GAMC brings together an international talent team with both vitality and

experience, attracting experienced practitioners in the blockchain field and experienced scientific and technological developers. As an intelligent engine role in the field of blockchain technology, the stability and cohesion within the team is critical to the overall development of GAMC. In the future development, it is not excluded that there is a possibility that the core personnel will leave and the conflict within the team will cause the GAMC to be negatively affected.

Project Coordination and Marketing Risk:

The GAMC Eco-Community will spare no effort to achieve the development goals set forth in the White Paper and extend the project's growth potential. At present, GAMC has a relatively mature business model analysis. However, in view of the unpredictable factors in the overall development trend of the industry, the existing business models and overall planning ideas are not in good agreement with the market demand, resulting in unpredictable results.

Hacking and crime risks:

In terms of security, the amount of individual supporters is small, but the total number is large, which also puts high demands on the security of the project. Electronic tokens are characterized by anonymity and difficulty in traceability. They are easily exploited by criminals, attacked by hackers, or may involve criminal activities such as illegal asset transfers.

Disclaimer:

As a new investment model, digital asset investment has various risks. Potential investors need to carefully assess the investment risk and their own risk tolerance. This document is intended to guide the progress of the GAMC project and is intended only to convey the message and does not constitute a recommendation to buy or sell GAMC. This document is not intended to be construed as providing any trading or any invitation to buy or sell any form of securities, nor is it a contract or commitment of any kind. Relevant intent users have a clear understanding of the risks of the GAMC project. Once the investor participates in the investment, he or she understands and accepts the risk of the project and is willing to personally bear all the corresponding results or consequences. The project team does not assume any direct or indirect asset losses caused by participation in the GAMC project.

Chapter 12 Supplementary Information and

Framework

GAMC

Company Full Name: Gamble Coin
Country of Registration: UK
Source:
1 Bitcoin value rises over $1 billion as Japan, Russia move to legitimize cryptocurrency
2 Блок.Один из них запустил платформу "Voice" на блоках BTC.
3 コインなら、 目的 にあった取引がきっと見つかる Case 1
4 블록체인은 금융기관에서 모든 거래를 담보하고 관리하는 기존의 금융 시스템에서 벗어나 개인 대 개인) 거래를 지향하는, 탈 중앙화를 핵심 개념으로 한다.
5 A internet de tudo, alimentada pela cadeia de blocos
6 LocalBitcoins Removes In-Person Cash Trades without Prior Notification
7 Le réseau Taklimakan modifiera les transactions de cryptage avec l'intelligence artificielle et la technologie de blocs
8 GAMC a entamé des discussions avec quantum sur son programme BTC Coin
9 「仮想通貨FX」における注文変更の不具合について
10 Bitcoin Becomes em segundo lugar, um activo comercial no mercado CME.
11 As apostas introduzem uma plataforma eletrônica prateada baseada na cadeia de blocos.Televisão.
12 기술에서 블록에는 일정 시간 동안 확정된 거래 내역이 담긴다. 온라인에서 거래 내용이 담긴 블록이 형성되는 것이다.
13 Rising startups on Tech In Asia: agritech, insurtech, and plenty of subscription services
14 Blocks store information about transactions, say the date, time, and dollar amount of your most recent purchase from
15 The New Architecture Security of Blockchain & Scalability
16 であるウォーレン・バフェット 氏が毎年恒例のオークションを開催。過去最高の落札額で仮想通貨トロンの創設者であるジャスティン・サン氏が「オマハの預言者」と会食する権利を得た。
17 GMGC & Chain Plus – Blockchain Digital Game Innovation Summit 2018
18 How Blockchain Technology is Taking Gambling Industry to New Level
19 Learning To Gamble With Blockchain

Translation Note: All content in the white paper is subject to English version, other language versions are for reference only.