



GAMECASH

WHITEPAPER

First Global Entertainment and Game Industry
Universal Token

Create a global entertainment and game co-
prosperity Eco world!

ABSTRACT

As the first global universal token serving entertainment and game industry, Game Cash aims to create a global entertainment and game co-prosperity Eco world by using general crypto digital asset coin GSH for Industry trading and payment.

Game Cash project is organized by GAME CASH Foundation, a nonprofit Foundation organization registered in Singapore. Positioning as global disruptive payment solution provider, Game Cash using fund management model, composed of China, Japan, Korea, Singapore, Australia, North America and Euro team, is one of the most leading entertainment and game blockchain project in the world.

The core of game cash is a consensus mechanism by using the GSH, general cryptocurrency powered by game cash blockchain system. On the one hand, players can exchange their digital game coins to GSH for unlimited trade and sale through third-party exchanges or use GSH to consume in all the registered entertainment platforms or games on the Game Cash platform by purchasing digital game coins. By this, players don't have to worry on the silent game top-up and can enjoy the game more pleased. On the other hand, Game developers can increase payment rate and ARPU for all the game platforms due to the Game Cash combustion mechanism and game digital coin refund.

Game Cash platform is the hub for all the games attend Game Cash Alliance, a 1000 revolutionary game alliance supported by GSH. There are two key functions on the platform, GSH Wallet and GSH Community. GSH wallet provide all the tech support for GSH exchange and trading with all the games in the alliance and is the payment bridge between players and game platforms. GSH Community is a user autonomy community built on game cash platform, where community members have rights to express their support or dislike on each entertainment or game project who have joined the game cash alliance.

In the next three years, Game Cash Alliance will be established to transform and accelerate the development of the whole entertainment industry. Entertainment represents the future, and Game Cash leads the future.

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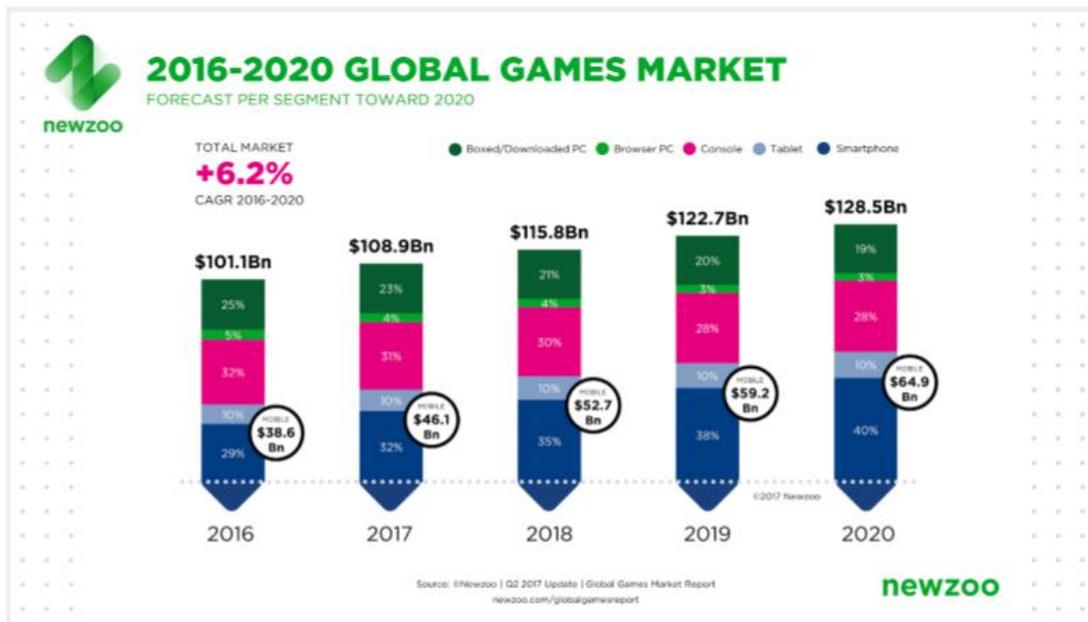
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PROJECT BACKGROUND

PAIN SPOT OF INDUSTRY

The global gaming market is enormous with rapid growth year by year. According to Newzoo's latest study, 2.2 billion players will generate \$108.9 billion in game revenues in 2017. This represents an increase of \$7.8 billion, or 7.8%, from the year before. The growth will continue, with 2020 revenues projected at \$128.5 billion. In the 2.2 Billion players, 1 Billion are paid players, 47% of total.



The existing income model for all the games are almost the same, revenue from players' top up. However, 10% of the total top-up / digital assets are being wasted as silent asset in the end which make loss for players. And it is still growing with 30% every year.

This defective model greatly reduces the payment rate and payment amount from each player. The average top up rate of digital tools for each game is only 3%.

SOLVE IT NOW

The limited and stagnant payment rate and ARPU are the main challenges for the game industry. Except some special game product, so far there is no good solution to help the whole Industry. That's the reason why GAME CASH is born.

Game Cash 's mission is to revolutionize the entire global entertainment and game industry ecosystem by using the general crypto digital asset coin GSH for Industry trading and payment. By using this, players or game developers can easily communicate with each other with no country boundaries. Moreover, users will have no worry on the silent digital asset or unnecessary and non-refundable top up, in which can extremely increase the ARPU and the payment rate for all the games over the world.

At Game cash, we want to create a global entertainment and game co-prosperity eco world, changing the whole entertainment and game world and benefiting everyone!

ABOUT GAME CASH

FOUNDATION BACKGROUND

GAME CASH FOUNDATION LIMITED (also known as "GAME CASH") was established in Singapore in 2018 to achieve Game Cash's co-prosperity Mission. After fierce internal discussion, the founders decided to set up this Foundation in Singapore, supported by the two reasons below:

Firstly, Singapore is Asia's largest financial hub and is recognized as a major player in the global financial sector. It is the world No.3 market with 625 Million People, over 8 Million families and 2600 Billion US Dollars.

Secondly, the Monetary Authority of Singapore (MAS) is supportive of the Fintech industry and Blockchain by setting up the "Sandbox" mechanism, which allows all the startups, foundations to try the business or products, even against existing laws and regulations. It provides a conducive environment for the blockchain and fintech development, made Singapore become one of the key center for blockchain technology.

Thirdly, the SEA Market has bigger weight in game industry because of its rapid growth in the past 10 years. Leverage the open environment and fast economic growth, GSH will receive good developing support from all the perspective.

GAME CASH APPLICATION SCENARIO

GSH, the universal cryptocurrency serving entertainment and game industry, is created by Game Cash Foundation and can be used on all the games who joined Game Cash Alliance.

Any games joining the Game Cash Alliance should accept GSH as one of its digital payment method in which players can use GSH to purchase digital game coin in the game. The value between the digital game coin and GSH are aligned based on the GER (GSH Exchange Regulation). Moreover, all the game developers allow players to refund the digital game coins via GSH if players do not want to keep the digital coin in the game anymore. The refund rate is strictly managed by GER as well, around 50% ~ 100%. players can use cash to purchase GSH on the game cash wallet or all kinds of GSH launched exchange platform. Players can also exchange GSH by using the existing digital game coins on the games which joined Game Cash Alliance. If any players have no interest to continue to play the game or want to refund the digital game coin they purchased, they can use game cash wallet to refund and exchange all his/her digital game coins to GSH, these can be used in all the other games who have joined the alliance.

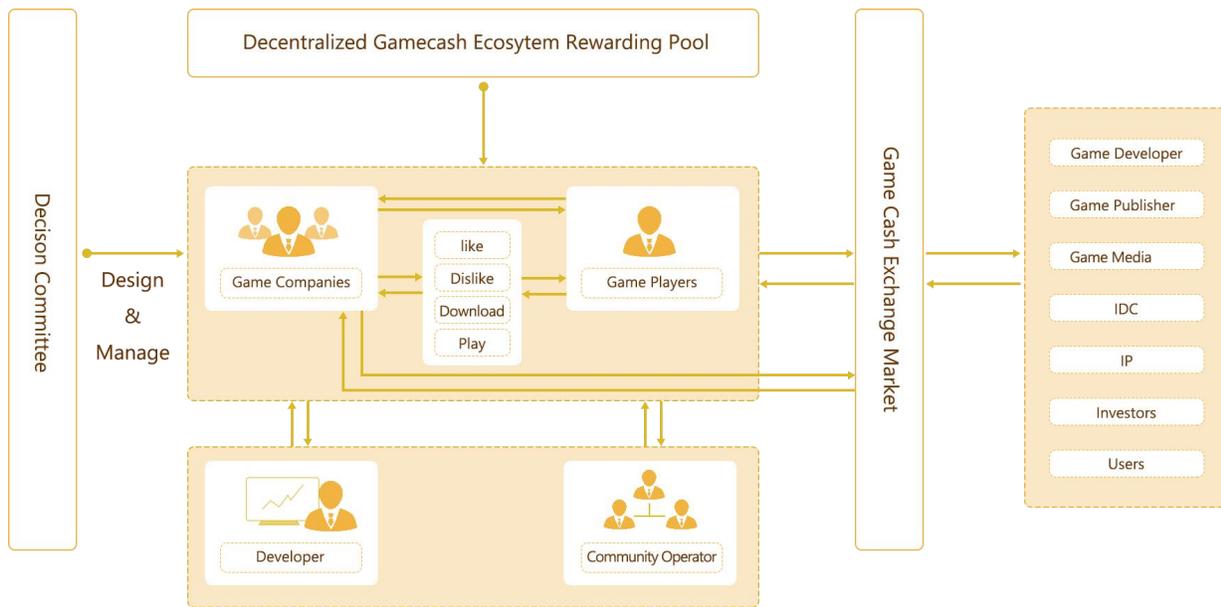
INDUSTRY BENEFIT

The key benefit for the whole Industry by using Game Cash System is the payment rate and ARPU can be increased effectively.

- Borderless, all the players can approach all the games who have joined the game cash alliance easily by using GSH through GSH Wallet. No block or limitation from the territory.
- Secure, all the consumption and exchange are well protected on the Game Cash platform through Blockchain decentralized crypto technology.
- Incremental ARPU, players have no psychological burden by the silent digital coin top-up or wasting digital assets because all the digital game coins can be exchanged to GSH with good trade liquidity and variable usage occasions / games easily which will simulate the payment amount and payment frequency of each player.
- Higher payment Rate, not only existing players, but also potential players can join the alliance games simply by using GSH. Moreover, they can refund if they do not want to play anymore. So even for the 90% unpayable players, they may want to try because they do not have any worries.
- Good Financing tool. Both game developers and players can gain profit from GSH due to the limited and decreased supply of GSH from Combustion Mechanism.

GAME CASH'S INFRASTRUCTURE

The whole system of Game Cash is composed of three key systems, Digital Account Management System (DAM), Product Exhibition and Evaluation system (E&E), Asset Transaction and Settlement System (ATS). It will connect all upstream partners in game industry, including but not limited to game developer, game publisher, game media, IDC, IP owners; and all the downstream partners, including all the users, investors and game player;

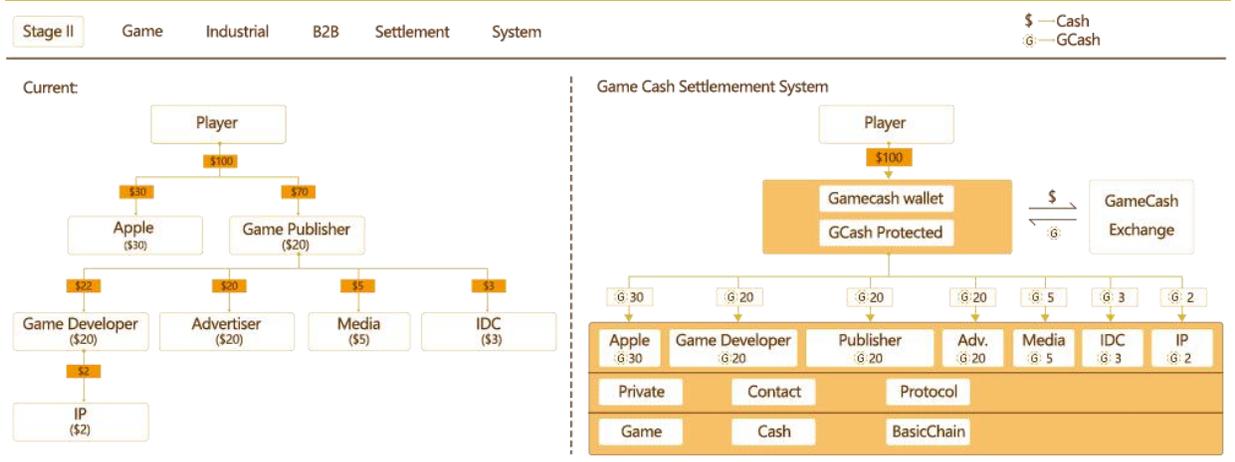


GAME CASH INSTRUCTURE

The Digital Account Management System(DAM), as a fundamental construction system, connects all the cooperative games and its financial systems which joined the game cash alliance, and provides basic digital asset accounts to all platform users, investors and Game Cash Alliance players. All the game cash token assets will be stored in these supervised platform accounts. All the game cash tokens can be transferred to their private digital wallet account at any time by following the platform rules.

For all the public accounts owned by cooperative games, the platform will lock 30% as a deposit, ensuring that there are enough funds in public accounts to support users' refund request. On the other hand, users can use the game cash token to purchase all the digital assets or game currencies from all cooperative games through their private accounts. After the user's confirmation, the platform will automatically transfer game cash to the public account of the cooperative games. All transactions on the platform will have a clear record which cannot be tampered with.

Product Exhibition and Evaluation System (E&E) is the core system for Game Cash to create the economic co-prosperity sphere. Firstly, all the cooperative games will display on the product Hall with complete form. Users, players and investors can check their core information and the latest news at any time, including the purchase consumption of digital assets. Secondly, all the games will have a clear product rating and consumer price index. The Product Ratings come from all users, game players' objective feedback. The consumer price index come from the platform of the game and digital asset purchase transactions volume and activity. Due to the characteristics of game cash platform with high quality, the cap for the games who can join Game Cash platform is 1000. Game cash will have a strict elimination mechanism, once the game was significantly lower in the game rating and the consumer price index, will be automatically eliminated from the game cash alliance, in which users cannot continue to buy the game currency or digital assets by using game cash token or refund the token from the game. Thirdly, all the platform users, players, and investors can comment and score on all the cooperative games, which will directly affect the ranking of the cooperative games. But all users' comments will be recorded as part of the user's credit rating to prevent anyone from intentional speculation or pressure.



GAME CASH SETTLEMENT SYSTEM

The Asset Transaction and Settlement System (ATS) supports the whole game cash economic system through the equality and transparency of financial flows. Under the traditional game industry structure, game settlement and fund flow distribution are most centralized and monopolized by the control platform, such as Apple Store or the main game publishers. There are a lot of in-transparent information and the industry profits are layered exploitation, which is not conducive to the development of the whole game industry. By using the new game cash system, the upstream and downstream the game industry are all in an equal position. The division of profit distribution will strictly abide the contract, support by the game cash settlement system to fully guarantee transparency and fairness. There will be no money to delay or lag situation controlled by the transaction system.

GSH WALLET

The GAME CASH Wallet is a revolutionary crypto currency wallet and first in the world that enables users to purchase all the game digital assets or game currencies by the consensus token. All the users, players or investors will own their private account through GSH Wallet. When the purchase happens, the private account will automatically transfer the game cash token to the game public account as trade. When the user raises the refund request from the wallet, the public account will transfer the balanced game cash token back to user's private account through GSH Wallet.



The GSH Wallet use asymmetric encryption technology based on blockchain. The key is to generate a pair of private keys and public keys randomly. All transactions initiated from any account need to use private key signature. SDK needs to get the private key of the account to support the GSH currency transaction.

All the accounts are introduced into the SDK wallet by the private key, the assistant word (the private key by mapping calculation), and the KeyStore file (the files that are compatible with other wallet). All the private keys for imported accounts are stored in the mobile phone by the format of the KeyStore file. In the KeyStore file, the private key is saved through AES encryption, and the private key is not directly stored locally to prevent other programs from stealing. The KeyStore storage content contains the encryption algorithm version V , the ciphertext P , and the original HMAC (hash message authentication).

When importing, the user needs to set the AES encryption key, and then the private key is encrypted and stored. Set the AES encryption function for E , then $C = E(K, P)$, where P is a plaintext, K is the key, and C is a ciphertext. In other words, the encrypted function E will output the ciphertext C by input of the plaintext P and the key K as the parameters of the encryption function.

Each time the user need to use the blockchain account to initiate a transaction, user need to manually enter the AES key to unlock. Set the AES decryption function for D, then $P = D(K, C)$, where C is a ciphertext, K is the key, and P is a plaintext. That is, to input the cryptographic C and the key K as the parameters of the decryption function, the decryption function will output the plaintext P. Then calculate $HMAC(P) = H$ to verify that the decryption results are correct, and that H is the hash value of the original text.

After importing blockchain account, the GSH Wallet need to complete the binding with GAME CASH platform, and initiate a transaction containing designated information to the platform account to complete account binding on the blockchain. After that, the transaction sent through this account will be identified as the transaction of the user on the platform.

RISK, CONSENSUS AND COMBUSTION

For the GSH, please pay attention to below risks

- Unpredictable price adjustment on the exchange market. There is still small possibility that GSH's price will fall due to the force majeure and main market adjustment.
- Failure GSH refund from one game developer or game platform, due to the unpredictable company broken or project close.

The Consensus Mechanism followed by all the games

- Sharing, all the games joined game cash alliance share the GSH currency system.
- Fair, all the games and players should follow GER (Game cash Exchange Regulation) on the platform, no cheat, no delay refund, no unfair trade.
- Risk Management, a certain amount of deposit is controlled by the Game Cash Foundation for each game to prevent player from failure refund situation. 20% is an average rate for all the games.

The Combustion Mechanism for sustainable GSH development

- When player use GSH to top up to any games, Game Cash platform will charge a 1% transaction fee and burn it out directly.
- When player want to exchange digital game coin and refund to GSH, Game Cash platform will charge 20% transaction fee based on the balance gap between the original amount and the real amount games refund to the player. E.g., one player wants to refund 100 GSH, but the refund policy from the game is 80%, which means it can only refund $100 \times 80\% = 80$ GSH. Then the Game Cash Platform will charge an extra $100 \times (1 - 80\%) \times 20\% = 4$ GSH. So, the total cost the game needs to pay is $80 + 4 = 84$ GSH.

- To keep enough GSH in any game's official wallet for refund, at least 20% of the total GSH owed by the game developer need to be locked in his wallet.

TRANSACTION FEE

For each transaction order between a player and game developer, a 0.5-3% transaction fee is charged by the Game Cash platform. The money is collected and used for platform development, daily operation and Game Cash 2.0 preparation. The fee is only charged from games or game developer, no fee will be charged from players or users.

GAME CASH's TOKEN – GSH

GAME CASH's official token is GAME CASH COIN, with its Ticker Symbol as GSH.

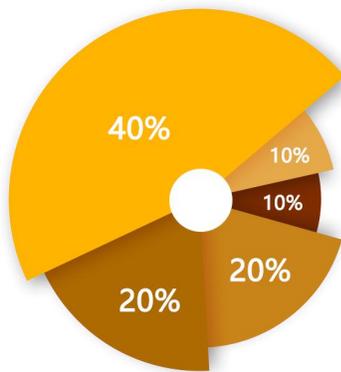
GSH is the basic unit of accounts in GAME CASH's blockchain. The value of all other tokens is derived from the value of GSH. Those who wish to enter or exit GAME CASH must buy or sell GSH.

Token Specs

- Total GSH tokens: 10 billion
- GSH token is ERC20
- Participant's wallets must be ETH ERC20 compatible
- Token Sale accepts: ETH

Token Distribution

- GSH ICO, 40%
- GSH COMBUSTION, 20%
- GSH Team, 20%
- GSH Product Promotion, 10%
- GSH 1000 GAME SUPPLIER AND INDUSTRY PLAYER, 10%



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- GSH 1000 GAME SUPPLIER AND INDUSTRY PLAYER, 10%

CORE TEAM

Vincent Ghossoub,

Co-Founder & CEO

Vincent is CEO of Falafel Games, the Forbes' 2017 Top Innovators in the Middle East. It has served more than 2 million users in the Middle East across its games: فرسان المجد (first fully Arabic content MMO on the Arab Conquests), لعبة حرب الحروب (first Strategy MMO game in MENA with cross-platform access web-iOS), (درع الجزيرة a modern war themed MMO RTS on iOS), and بطولة الازكياء (a football-themed PvP trivia game). It is backed by Middle East Venture Partners, Middle East Broadcasting Corporation, Abu Dhabi Media Authority, and iSME Holdings. Vincent is fluent in Mandarin, French, and Arabic, and holds a BE in Computer and Communications Engineering from the American University of Beirut and a MBA from China Europe International Business School in Shanghai.

Sina Nader,***Co-Founder & COO***

Sina started his career in the banking world at Morgan Stanley. He later joined Credit Suisse where he managed an approximately \$100M portfolio of equities, derivatives, fixed income, and private equity investments and was the top private banker in his class. He received his MBA from the University of Southern California, and his BA from the University of California at Berkeley. Sina is cofounder of SWAN. Under his leadership, SWAN has built and shipped the world's #1 scientific jet lag app, engaged with corporations with over 143,000 employees and \$424B in market cap.

Alex Witt***Co-Founder & CMO***

Alex is an analytical extrovert with investment, operations, and business development experience across startups to large companies in the US, Europe, and Asia. Areas of core competency and interest include investment management, entrepreneurship, strategy, and technology application. Technologies of keen interest include blockchain and artificial intelligence (AI).

PARTNERSHIPS



NEXON, a Korean computer game company, was founded in May 1995 with its headquarters in Seoul, South Korea. It develops casual online games and its current major works includes Rocky, Rocky Heroes, DNF, and Madness, To give the bomb water to Ah (Buddhist Hall / bomb water Ah Ah), Running Karts, Tianyi Chain, God's Field, Adventure Island, Counter Strike Online and Counter-Strike Online 2 etc. Most NEXON games are run by Gamania in Taiwan; however, in China Mainland, they are operated by Tencent Games, Shanda Networks and Century Tiancheng. In addition, Nico's new wardrobe features and NC Mall were all developed by NEXON.



Smile Gate is not a top game company in South Korea. Compared with NEXON, Neowiz, Redduck, and NCSoft etc., Smile Gate is just a baby to be fed. However, its Cross Fire has become a masterpiece of China's next era and a top game in China. Not only has the crossfire been a huge success, Smile Gate has also begun to spread its name in South Korea. Smile Gate

Co., Ltd. uses methods of copying and learning to make games. Take its length and change it short. It also humbly asks Korean famous companies 스페셜포스 (English to Fmkoh Sedh) for advice and has obtained a world in the game industry. Smile Gate has only one office and 33 staff. Among them, 15 people draw original paintings, 7 in charge of configurations, 10 in charge of production and 1 promoting. So far, it only produced one game: cross FireWire.



Renqi Online Technology Co., Ltd. is an online operating company such as Hong Kong, Macau and Taiwan. Its lunplay platform was formally established in 2012. The company's mission is to "transmit happiness". With the aim of building trust for players, it strives to use high-quality game products and services for players. Exchange and listen to player needs. Bring joy to players with innovative operating concepts, and return player support with sincere service. Through intimate platform services, solve all problems encountered by players.

The logo for SQUARE is written in a bold, black, sans-serif font. The letter 'A' is replaced by a red triangle pointing upwards.

SQUARE (SQUARE CO., LTD.) was a Japanese game software company that has merged with ENIX to become Square Enix on April 1st 2003. It

originally develops games for Nintendo's red and white machines. Its masterpiece is "Final Fantasy" series. SQUARE is a respectable company. Its constant pursuit of the game quality and breakthrough has earned it an unparalleled reputation. A company with a scale of less than 80 billion yen can influence the entire game industry. The power of Skykwell lies in its flagship-oriented features. When the industry condition is uncertain, other game companies often take SQUARE as their reference. Like most Japanese game companies, SQUARE started from a small studio-style workshop. Looking back, from FF1 to FFX-2, from small workshops to top companies, SQUARE's transformation process is also a microcosm of the continuous breakthrough of the game industry.



Efun was established in 2012. Since the first "Reloaded Samurai" took over the Hong Kong, Macau and Taiwan markets, Efun has published more than 17 languages worldwide, 20 countries and 200 games. It is the earliest mobile game distributor in China. One of them is also the domestic distributor with the largest overseas circulation, setting up its own core competitiveness and leading edge in markets such as Hong Kong, Macau, Taiwan, Korea, and Southeast Asia, and radiating the global

market. From products to users, there are games to players, Efan

Committed to creating the world's top game distribution platform.

Vision: Build the world's top game distribution platform

Mission: To provide the most fun games and best services

ROADMAP

- ◆ MAR 2017 – GAME CASH Team Founded
- ◆ OCT 2017 – Co-prosperity Plan and 1000 Game Plan kick off
- ◆ JAN 2018 – First 50 partners enjoy GAME CASH Ecosystem.
- ◆ FEB 2018 – GAMECASHE Crowd Sale Complete
- ◆ MAR 2018 – GSH launch on exchange
- ◆ JUN 2018 – GSH Wallet Launch, with integration of 100 game products
- ◆ DEC 2018 – 1000 Game Plan complete
- ◆ MAR 2019 – GSH 2.0 Initiate

ROADMAP

PLEASE READ THIS SECTION AND THE FOLLOWING SECTIONS ENTITLED "DISCLAIMER OF LIABILITY", "NO REPRESENTATIONS AND WARRANTIES", "REPRESENTATIONS AND WARRANTIES BY YOU", "CAUTIONARY NOTE ON FORWARD-LOOKING STATEMENTS", "MARKET AND INDUSTRY INFORMATION AND NO CONSENT OF OTHER PERSONS", "NO ADVICE", "NO FURTHER INFORMATION OR UPDATE", "RESTRICTIONS ON DISTRIBUTION AND DISSEMINATION", "NO OFFER OF SECURITIES OR REGISTRATION" AND "RISKS AND UNCERTAINTIES" CAREFULLY.

IF YOU ARE IN ANY DOUBT AS TO THE ACTION YOU SHOULD TAKE, YOU SHOULD CONSULT YOUR LEGAL, FINANCIAL, TAX OR OTHER PROFESSIONAL ADVISOR(S).

The GSH tokens are not intended to constitute securities in any jurisdiction. This Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction.

This Whitepaper does not constitute or form part of any opinion on any advice to sell, or any solicitation of any offer by the Company/vendor of the GSH tokens (the "Company") to purchase any GSH tokens nor shall it or any part of it nor the fact of its presentation form the basis of, or be relied upon in connection with, any contract or investment decision.

The Company will be an affiliate of OPG Asia Pte. Ltd. ("GAME CASH") and will deploy all proceeds of sale of the GSH tokens to fund GAME CASH's cryptocurrency project, businesses and operations.

No person is bound to enter into any contract or binding legal commitment in relation to the sale and purchase of the GSH tokens and no cryptocurrency or other form of payment is to be accepted based on this Whitepaper.

Any agreement as between the Company and you as a purchaser, and in relation to any sale and purchase, of GSH tokens (as referred to in this Whitepaper) is to be governed by only a separate document setting out the terms and conditions (the “T&Cs”) of such agreement. In the event of any inconsistencies between the T&Cs and this Whitepaper, the former shall prevail.

You are not eligible to purchase any GSH tokens in the GAME CASH Initial Token Sale (as referred to in this Whitepaper) if you are a citizen, resident (tax or otherwise) or green card holder of the United States of America or a citizen or resident of the Republic of China.

No regulatory authority has examined or approved of any of the information set out in this Whitepaper. No such action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction. The publication, distribution or dissemination of this Whitepaper does not imply that the applicable laws, regulatory requirements or rules have been complied with.

There are risks, and uncertainties associated with GAME CASH and/or the Company and their respective businesses and operations, the GSH tokens, the GAME CASH Initial Token Sale and the GAME CASH Wallet (each as referred to in this Whitepaper).

This Whitepaper, any part thereof and any copy thereof must not be taken or transmitted to any country where distribution or dissemination of this Whitepaper is prohibited or restricted.

No part of this Whitepaper is to be reproduced, distributed or disseminated without including this section and the following sections entitled “Disclaimer of Liability”, “No Representations and Warranties”, “Representations and Warranties By You”, “Cautionary Note On Forward-Looking Statements”, “Market and Industry Information and No Consent of Other Persons”, “Terms Used”, “No Advice”, “No Further Information or Update”, “Restrictions On Distribution and Dissemination”, “No Offer of Securities Or Registration” and “Risks and Uncertainties”.

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To the maximum extent permitted by the applicable laws, regulations and rules, GAME CASH and/or the Company shall not be held liable for any indirect, special, incidental, consequential or other losses of any kind, in sort, contract or otherwise (including but not limited to loss of revenue, income or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof by you.

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GAME CASH and/or the Company does not make or purport to make, and hereby disclaims, any representation, warranty or undertaking in any form whatsoever to any entity or person, including any representation, warranty or undertaking in relation to the truth, accuracy and completeness of any of the information set out in this Whitepaper.

REPRESENTATIONS AND WARRANTIES BY YOU

By accessing and/or accepting possession of any information in this Whitepaper or such part thereof (as the case may be), you represent and warrant to GAME CASH and/or the Company as follows:

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- (a) you agree and acknowledge that the GSH tokens do not constitute securities in any form in any jurisdiction;
- (b) you agree and acknowledge that this Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities in any jurisdiction or a solicitation for investment in securities and you are not bound to enter into any contract or binding legal commitment and no cryptocurrency or other form of payment is to be accepted on the basis of this Whitepaper;
- (c) you agree and acknowledge that no regulatory authority has examined or approved of the information set out in this Whitepaper, no action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction and the publication, distribution or dissemination of this Whitepaper to you does not imply that the applicable laws, regulatory requirements or rules have been complied with;
- (d) you agree and acknowledge that this Whitepaper, the undertaking and/or the completion of the GAME CASH Initial Token Sale, or future trading of the GSH tokens on any cryptocurrency exchange, shall not be construed, interpreted or deemed by you as an indication of the merits of the GAME CASH and/or the Company, the GSH tokens, the GAME CASH Initial Token Sale and the GAME CASH Wallet (each as referred to in this Whitepaper);
- (e) the distribution or dissemination of this Whitepaper, any part thereof or any copy thereof, or acceptance of the same by you, is not prohibited or restricted by the applicable laws, regulations or rules in your jurisdiction, and where any restrictions in relation to possession are applicable, you have observed and complied with all such restrictions at your own expense and without liability to GAME CASH and/or the Company;

(f) you agree and acknowledge that in the case where you wish to purchase any GSH tokens, the GSH tokens are not to be construed, interpreted, classified or treated as:

- (i) any kind of currency other than cryptocurrency;
- (ii) debentures, stocks or shares issued by any person or entity (whether GAME CASH and/or the Company)
- (i) rights, options or derivatives in respect of such debentures, stocks or shares;
- (ii) rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss;
- (iii) units in a collective investment scheme;
- (iv) units in a business trust;
- (v) derivatives of units in a business trust; or
- (vi) any other security or class of securities.

(g) you are fully aware of and understand that you are not eligible to purchase any GSH tokens if you are a citizen, resident (tax or otherwise) or green card holder of the United States of America or a citizen or resident of the Republic of China;

(h) you have a basic degree of understanding of the operation, functionality, usage, storage, transmission mechanisms and other material characteristics of cryptocurrencies, blockchain-based software systems, cryptocurrency wallets or other related token storage mechanisms, blockchain technology and smart contract technology;

(i) you are fully aware and understand that in the case where you wish to purchase any GSH tokens, there are risks associated with GAME CASH and the Company and their respective business and operations, the GSH tokens, the GAME CASH Initial Token Sale and the GAME CASH Wallet (each as referred to in the Whitepaper);

(j) you agree and acknowledge that neither GAME CASH nor the Company is liable for any indirect, special, incidental, consequential or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof by you; and

(k) all of the above representations and warranties are true, complete, accurate and non-misleading from the time of your access to and/or acceptance of possession this Whitepaper or such part thereof (as the case may be).

CAUTIONARY NOTE ON FORWARD-LOOKING STATEMENTS

All statements contained in this Whitepaper, statements made in press releases or in any place accessible by the public and oral statements that may be made by GAME CASH and/or the Company or their respective directors, executive officers or employees acting on behalf of GAME CASH or the Company (as the case may be), that are not statements of historical fact, constitute "forward-looking statements". Some of these statements can be identified by forward-looking terms such as "aim", "target", "anticipate", "believe", "could", "estimate", "expect", "if", "intend", "may", "plan", "possible", "probable", "project", "should", "would", "will" or other similar terms. However, these terms are not the exclusive means of identifying forward-looking statements. All statements regarding GAME CASH and/or the Company's financial position, business strategies, plans and prospects and the future prospects of the industry which GAME CASH and/or the Company is in are forward-looking statements. These forward-looking statements, including but not limited to statements as to GAME CASH and/or the Company's revenue and profitability, prospects, future plans, other expected industry trends and other matters discussed in this Whitepaper regarding GAME CASH and/or the Company are matters that are not historic facts, but only predictions.

These forward-looking statements involve known and unknown risks, uncertainties and other factors that may cause the actual future results, performance or achievements of GAME CASH and/or the Company to be materially different from any future results, performance or achievements expected, expressed or implied by such forward-looking statements. These factors include, amongst others:

- (a) changes in political, social, economic and stock or cryptocurrency market conditions, and the regulatory environment in the countries in which GAME CASH and/or the Company conducts its respective businesses and operations;

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- (b)** the risk that GAME CASH and/or the Company may be unable or to execute or implement their respective business strategies and future plans;
 - (c)** changes in interest rates and exchange rates of fiat currencies and cryptocurrencies;
 - (d)** changes in the anticipated growth strategies and expected internal growth of GAME CASH and/or the Company;
 - (e)** changes in the availability and fees payable to GAME CASH and/or the Company in connection with their respective businesses and operations;
 - (f)** changes in the availability and salaries of employees who are required by GAME CASH and/or the Company to operate their respective businesses and operations;
 - (g)** changes in preferences of customers of GAME CASH and/or the Company;
 - (h)** changes in competitive conditions under which GAME CASH and/or the Company operate, and the ability of GAME CASH and/or the Company to compete under such conditions;
 - (i)** changes in the future capital needs of GAME CASH and/or the Company and the availability of financing and capital to fund such needs;
 - (j)** war or acts of international or domestic terrorism;
 - (k)** occurrences of catastrophic events, natural disasters and acts of God that affect the businesses and/or operations of GAME CASH and/or the Company;

(l) other factors beyond the control of GAME CASH and/or the Company;
and

(m) any risk and uncertainties associated with GAME CASH and/or the Company and their businesses and operations, the GSH tokens, the GAME CASH Initial Token Sale and the GAME CASH Wallet (each as referred to in the Whitepaper).

All forward-looking statements made by or attributable to GAME CASH and/or the Company or persons acting on behalf of GAME CASH and/or the Company are expressly qualified in their entirety by such factors. Given that risks and uncertainties that may cause the actual future results, performance or achievements of GAME CASH and/or the Company to be materially different from that expected, expressed or implied by the forward-looking statements in this Whitepaper, undue reliance must not be placed on these statements. These forward-looking statements are applicable only as of the date of this Whitepaper.

Neither GAME CASH, the Company nor any other person represents, warrants and/or undertakes that the actual future results, performance or achievements of GAME CASH and/or the Company will be as discussed in those forward-looking statements. The actual results, performance or achievements of GAME CASH and/or the Company may differ materially from those anticipated in these forward-looking statements.

Nothing contained in this Whitepaper is or may be relied upon as a promise, representation or undertaking as to the future performance or policies of GAME CASH and/or the Company.

Further, GAME CASH and/or the Company disclaim any responsibility to update any of those forward-looking statements or publicly announce any revisions to those forward-looking statements to reflect future developments, events or circumstances, even if new information becomes available or other events occur in the future.

MARKET AND INDUSTRY INFORMATION AND NO CONSENT OF OTHER PEOPLE

This Whitepaper includes market and industry information and forecasts that have been obtained from internal surveys, reports and studies, where appropriate, as well as market research, publicly available information and industry publications. Such surveys, reports, studies, market research, publicly available information and publications generally state that the information that they contain has been obtained from sources believed to be reliable, but there can be no assurance as to the accuracy or completeness of such included information.

Save for GAME CASH, the Company and their respective directors, executive officers and employees, no person has provided his or her consent to the inclusion of his or her name and/or other information attributed or perceived to be attributed to such person in connection therewith in this Whitepaper and no representation, warranty or undertaking is or purported to be provided as to the accuracy or completeness of such information by such person and such people shall not be obliged to provide any updates on the same.

While GAME CASH and/or the Company have taken reasonable actions to ensure that the information is extracted accurately and in its proper context, GAME CASH and/or the Company have not conducted any independent review of the information extracted from third party sources, verified the accuracy or completeness of such information or ascertained the underlying economic assumptions relied upon therein. Consequently, neither GAME CASH, the Company, nor their respective directors, executive officers and employees acting on their behalf makes any representation or warranty as to the accuracy or completeness of such information and shall not be obliged to provide any updates on the same.

TERMS USED

To facilitate a better understanding of the GSH tokens being offered for purchase by the Company, and the businesses and operations of GAME CASH and/or the Company, certain technical terms and abbreviations, as well as, in certain instances, their descriptions, have been used in this Whitepaper. These descriptions and assigned meanings should not be treated as being definitive of their meanings and may not correspond to standard industry meanings or usage.

Words importing the singular shall, where applicable, include the plural and vice versa and words importing the masculine gender shall, where applicable, include the feminine and neutral genders and vice versa. References to persons shall include corporations.

NO ADVICE

No information in this Whitepaper should be considered business, legal, financial or tax advice regarding GAME CASH, the Company, the GSH tokens, the GAME CASH Initial Token Sale and the GAME CASH Wallet (each as referred to in the Whitepaper). You should consult your own legal, financial, tax or other professional adviser regarding GAME CASH and/or the Company and their respective businesses and operations, the GSH tokens, the GAME CASH Initial Token Sale and the GAME CASH Wallet (each as referred to in the Whitepaper). You should be aware that you may be required to bear the financial risk of any purchase of GSH tokens for an indefinite period of time.

NO FURTHER INFORMATION OR UPDATE

No person has been or is authorized to give any information or representation not contained in this Whitepaper in connection with GAME CASH and/or the Company and their respective businesses and operations, the GSH tokens, the GAME CASH Initial Token Sale and the GAME CASH Wallet (each as referred to in the Whitepaper) and, if given, such information or representation must not be relied upon as having been authorized by or on behalf of GAME CASH and/or the Company. The GAME CASH Initial Token Sale (as referred to in the Whitepaper) shall not, under any circumstances, constitute a continuing representation or create any suggestion or implication that there has been no change, or development reasonably likely to involve a material change in the affairs, conditions and prospects of GAME CASH and/or the Company or in any statement of fact or information contained in this Whitepaper since the date hereof.

RESTRICTIONS ON DISTRIBUTION AND DISSEMINATION

The distribution or dissemination of this Whitepaper or any part thereof may be prohibited or restricted by the laws, regulatory requirements and rules of any jurisdiction. In the case where any restriction applies, you are to inform yourself about, and to observe, any restrictions which are applicable to your possession of this Whitepaper or such part thereof (as the case may be) at your own expense and without liability to GAME CASH and/or the Company.

Persons to whom a copy of this Whitepaper has been distributed or disseminated, provided access to or who otherwise have the Whitepaper in their possession shall not circulate it to any other person, reproduce or otherwise distribute this Whitepaper or any information contained herein for any purpose whatsoever nor permit or cause the same to occur.

NO OFFER OF SECURITIES OR REGISTRATION

This Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction. No person is bound to enter into any contract or binding legal commitment and no cryptocurrency or other form of payment is to be accepted on the basis of this Whitepaper. Any agreement in relation to any sale and purchase of GSH tokens (as referred to in this Whitepaper) is to be governed by only the T&Cs of such agreement and no other document. In the event of any inconsistencies between the T&Cs and this Whitepaper, the former shall prevail.

You are not eligible to purchase any GSH tokens in the GAME CASH Initial Token Sale (as referred to in this Whitepaper) if you are a citizen, resident (tax or otherwise) or green card holder of the United States of America or a citizen or resident of the Republic of China.

No regulatory authority has examined or approved of any of the information set out in this Whitepaper. No such action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction. The publication, distribution or dissemination of this Whitepaper does not imply that the applicable laws, regulatory requirements or rules have been complied with.

RISKS AND UNCERTAINTIES

Prospective purchasers of GSH tokens (as referred to in this Whitepaper) should carefully consider and evaluate all risks and uncertainties associated with GAME CASH, the Company and their respective businesses and operations, the GSH tokens, the GAME CASH Initial Token Sale and the GAME CASH Wallet (each as referred to in the Whitepaper), all information set out in this Whitepaper and the T&Cs prior to any purchase of GSH tokens. If any of such risks and uncertainties develops into actual events, the business, financial condition, results of operations and prospects of GAME CASH and/or the Company could be materially and adversely affected. In such cases, you may lose all or part of the value of the GSH tokens.