



GAME PROTOCOL

Game Protocol: A Community for Creating, Collaborating, and Distributing Decentralized Autonomous Games

“Build, collaborate, and play”

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1. Abstract

Game Protocol was conceived and developed by the GamyTech team.

Established in 2014, GamyTech offers a revolutionary approach to video games. GamyTech has developed over seven successful mobile games with millions of downloads in both Apple's App Store and Google play store. With a focus on real-money skill-based games, this experience has given the GamyTech staff a unique perspective on the video game industry and its issues. Using their knowledge and massive community, GamyTech is developing an entire decentralized economy for the gaming industry.

Game Protocol's four pillar-based gaming economy will solve many of the key issues developers and players encounter:

1) Decentralized Game Store

By decentralizing a game store, Game Protocol avoids the biases all centralized stores have and offer a level playing field regardless of the developer's reputation, budget, or seniority. In a decentralized game store, all that truly matters is the game's quality.

2) GameStarter

Game Protocol solves fundraising problems that most game developers face by providing a reward-based crowdfunding platform called GameStarter. This unique fundraising platform will accept contributions in the form of Game Protocol Tokens.





3) Coworking Community

By cultivating a lively online community of developers and gamers, Game Protocol's coworking community assists with the development of future games. In this community, if a developer needs assistance, they can contract another developer for freelance work in exchange for Game Protocol Tokens.

4) Developers Tools

Game Protocol allows game developers to use its unique development tools. This includes a random number generator, wagering options for games, a Unity 3D-based wallet plugin, and various other tools.

These four pillars form the core of the Game Protocol economy and guarantee the spread and distribution of wealth that will return to video game industry.

Game Protocol plans on building an economy around the gaming industry by offering innovative solutions to deep-rooted issues in the world of video games using decentralization, tokenization, and blockchain technologies. The Game Protocol platform offers greater transparency and gives power back to the players and developers.



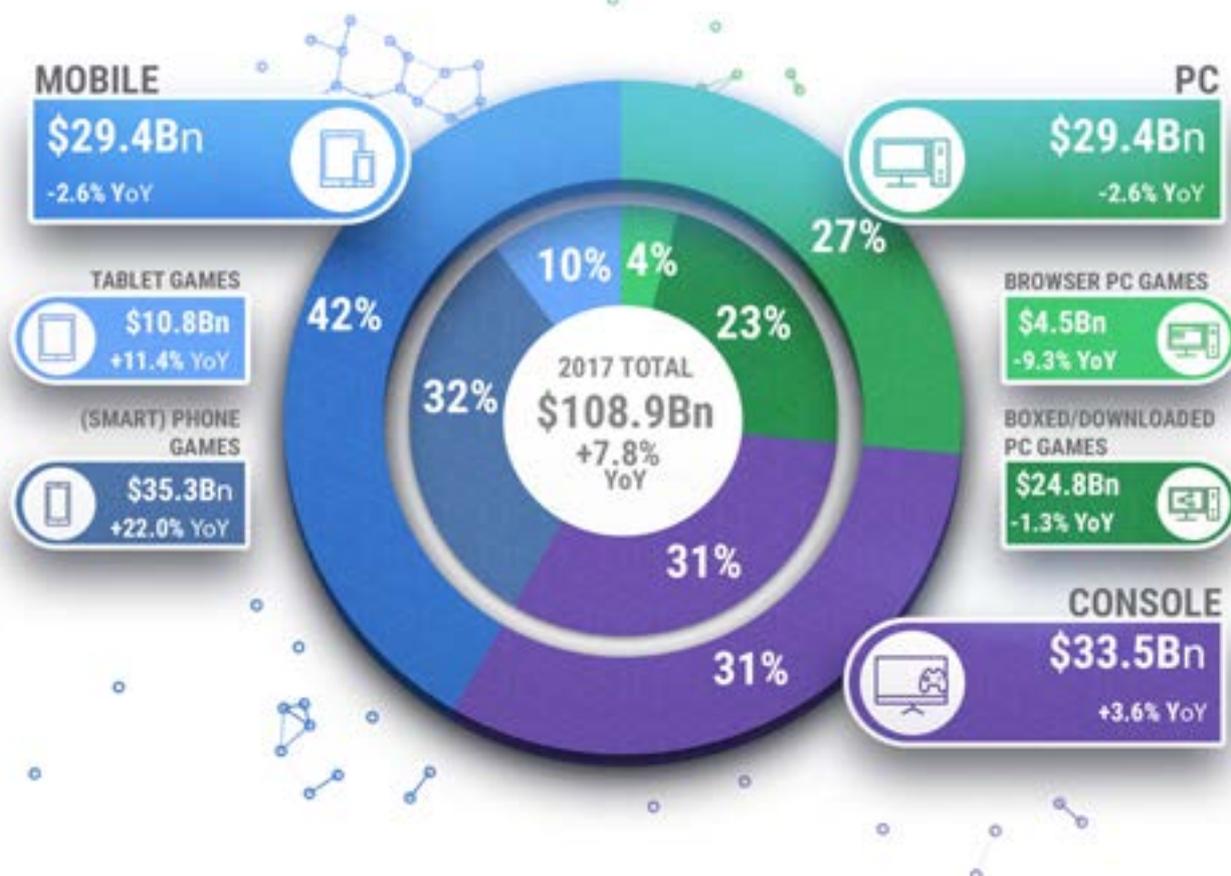
2. The Market

The global gaming industry expands across multiple sectors and platforms. Most analysts split it up into three categories: PC, Console, and Mobile. It is estimated that 2.2 billion players worldwide participate in these three gaming mediums. Newzoo, a prominent gaming analyst, estimates the 2017 global games market to be valued at \$108.9 billion, representing an increase of 7.8% or \$7.8 billion from the year before. Of this, PC games account for more than a fifth of the market, representing a \$29.4 billion share.

62% of the global gaming population uses a PC. Of the \$29.4 billion of global PC gaming sales, the most popular gaming genre, around 37% of the market, is turn-based strategy and arcade gaming.

2017 GLOBAL GAMES MARKET

PER DEVICE & SEGMENT WITH YEAR-ON-YEAR GROWTH RATES





With the global gaming market increasing at an average rate of about 5% a year, scams and hacking attacks are becoming more and more prevalent.

Within the gaming market, PCs are the most frequently hacked device. Despite these attacks, PCs are the preferred gaming platform of frequent gamers, making up 56% of the gaming population.

The ESA defines a frequent gamer as playing at least three hours a week. Evidently, even the gaming industry's most experienced users are not protected from attacks. These gamers are at risk of both external and internal fraud. External fraud happens as the result of outside hackers, while internal fraud comes from the program owners themselves.

As gamers are at an increased risk of scams and hacking as the global market expands, a decentralized, transparent, and trusted solution is necessary to protect the growing population of gamers.





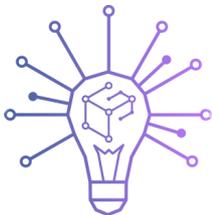
3. What is Game Protocol

Game Protocol is a decentralized gaming economy. Using blockchain technology, Game Protocol aims to become the one-stop-shop of gaming.



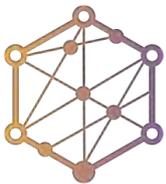
3.1 The Decentralized Game Store

Game Protocol plans on offering a multitude of games for purchase via Game Protocol Tokens.



3.2 GameStarter

Indie game developers can raise funds for their project via our reward-based crowdfunding platform GameStarter. Fundraising will be accepted in the form of Game Protocol Tokens.



3.3 Coworking Community

Game Protocol intends on having a lively community and forum dedicated to indie games and developing projects. If a developer needs assistance with a project, he can contract another developer via the community and collaborate in exchange for Game Protocol Tokens.



3.4 Decentralized Developer Tools

Game developers will have access to multiple development tools such as a blockchain random number generator and a Unity 3D wallet plugin.





3.1 Decentralized Game Store

Game Protocol provides a decentralized gaming store that avoids common biases towards large mainstream developers which are prevalent in many gaming stores. By creating a decentralized gaming store, indie developers have an equal opportunity in getting exposure to their games.

A decentralized gaming store offers true fairness for indie developers and lets the best games be displayed.

In order to avoid false reviews and rankings, only users with Game Protocol Tokens in their wallets are able to submit reviews. The order in which games are displayed on the platform is based on their ranking out of 5-stars. Only logged in users may vote and only one vote is allowed per user.





3.2 GameStarter

The unique crowdfunding platform, GameStarter, allows game developers raise funds via contributions of Game Protocol Tokens from the community.

By crowdfunding games on GameStarter, developers are able to fully create their game in their vision, without bending to the whims of publishers or dealing with the bureaucracy that exists in a fiat based crowdfunding venture. Unlike other crowdfunding platforms, GameStarter is open to backers and game developers from around the world.

The only requirements for a project submission are a proof of concept, founder identity verification, and a brief explanatory video about the project. GameStarter applies a 5% fee on the total amount raised.

GameStarter claims no ownership of projects funded. Once developed, games are automatically placed in the Decentralized Gaming Store and priced according to the game developer's request.

Individuals are incentivized to support and back projects in exchange for rewards that the developers offer. Possible rewards could be, but are not limited to, a full copy of the game, unique in-game items, or a listing in the credits.

By using Game Protocol Tokens as a crowdfunding tool, the personal security of contributors is guaranteed.





3.3 Coworking Community

Through the platform, developers can work together to share ideas and create the best games possible. Through collaboration game development becomes more efficient and less costly. Developers can share and post their finished code as well as code in progress. Developers can utilize the community to track down troublesome bugs.

Code can be posted to the forum allowing the community to help contribute to solving an issue. This helps developers to quickly resolve issues, saving them vital development time.

Developers may be incentivized to collaborate not only due to time constraints, but also for financial gain. Game Protocol Tokens make micropayment and tipping mechanisms very easy. The low transaction costs make sending smaller payments more feasible. This allows for tipping small contributions to freelance developers. With more and more people using the platform, these small micropayments can add up, and developers will have an added revenue stream for their job simply from helping fellow developers.

Developers and users will develop reputations on the platform which will follow their development and gaming success as well as their tipping distribution, reception, and other traits. This provides more trust and transparency for gamers and better familiarizes them with the developers.

To protect user and developer privacy, these reputations will be pseudonymous and stored securely on the blockchain.



3.4 Decentralized Developer Tools



3.4.1 Crypto-Wallet for Game Engines

We offer our supporters our own Game Protocol wallet. It is a Unity 3D-based wallet which accepts all Ethereum-based tokens such as Game Protocol Tokens.



3.4.2 Wagering Smart Contract

Developers have the ability to allow players to wager Game Protocol Tokens on certain games. All funds on our wagering platform are secured by a smart contract and all games are provably fair via blockchain technology.



3.4.3 Random Number Generator

Game Protocol offers developers a random number generator which can be checked and verified on the blockchain. This guarantees fairness and that no tampering could have taken place.





Crypto-Wallet for Game Engines

Game Protocol provides crypto-wallet plugins for the most widely used game engines starting with Unity3D and the Unreal engine. The wallet has the following functionalities: creating, exporting, importing, removing (not destroying) a wallet account, the ability to have multiple wallet accounts, requesting Ether and tokens amounts, and lastly transferring Ether and tokens between two wallet addresses. The wallet accounts are stored securely. These plugins will be available for download on the Game Protocol GitHub page.

Wagering Smart Contract

Game Protocol's platform allows wagering on multiplayer games, should the developer incorporate it. In order to successfully place a wager, the bet limit of the player should be considered and understood by the game server. The bet limit is generally the balance of the player's wallet or the player's manual limits. Once the game understands the player's bet limits, the player then needs to clarify the betting amount, which activates the search algorithm for an opponent with a similar betting amount. Using smart contracts, when both players are matched, the game server finally sends a "start" match request so that players can hold the betting funds in a secure Escrow smart contract until the winner is declared by the game server. Both players have their wager amounts secured in an Escrow contract that would only be paid out to the winner at the end of the match, leaving no possibility for corruption or third-party tampering of any kind. The player only pays a fixed fee for the match, as all gas consumption is paid by the operator.



Random Number Generator

The primary complaint users have towards a centralized solution is that some believe the number randomness algorithm is not accurately implemented, or that there is dice manipulation that hurts the user position in the game. We have constructed a system that ensures that no one is tampering with the outcome and that the numbers are 100% randomly generated. The seed of the Random Number Generator (RNG) algorithm is generated on the blockchain via the RNG smart contract.

Initially, the user makes a search request to the server to find an opponent. When an opponent is found, the server requests that both players pay the bet and fee amount via the wagering smart contract. The wagering smart contract is part of the toolset provided by Game Protocol, as described in the segment above. Once the bet and fee are deducted from both user's wallets, the server opens the match for them. The server supplies random numbers for each turn via an RNG algorithm. In order to verify that the numbers are truly random, the server makes a request to the RNG smart contract for a seed value and a unique ID. The RNG smart contract creates a seed and unique ID values, encrypts them, and sends the results to the server. It is later saved in the blockchain, so it is visible to everyone. The server then receives the encrypted seed and ID value from the smart contract, decrypts them, and saves them in the match properties. According to the seed value, the server generates the numbers each turn and broadcasts the turn with the numbers to the players.

At the end of the match, the server saves the seed and the unique ID in the database under the match history section. The player is able to cross-check the seed value in their match history with the one present on the blockchain with the matching unique ID that is provided. With the seed value, the user can recreate all the numbers played in the match with their precise order and match it with the actual numbers in order to verify that there was no manipulation at hand.



4. Game Protocol Tokens

The platform has its own economy governed by a common native token called Game Protocol Token (GPT). Various necessary uses within the network will ascribe value to the coins. The more robust the network, the higher the demand for these tokens, and therefore the greater their value.

4.1 Use and Value

In order for developers to access and utilize the platform, they must stake a certain amount of tokens. Therefore, developers do not have to pay more for increased use, nor do they have to pay for specific services. Instead, they must simply possess a certain amount of tokens in order to benefit from the platform. Using a staking method rather than a “pay-per-service” method, benefits both the developer, player, and general token holder. Developers will not have to pay more to use certain features and therefore this additional cost will not be carried over to the player. Furthermore, this stacking method creates a necessary demand for the tokens and with developers needing to stake tokens, supply will be limited and self-regulated, therefore limiting volatility of the token value. This allows the token to be more stable, providing a foundation for long-term appreciation.





5. The Team

Our team is comprised of specialists with years of experience in software development, gaming, and finance. With industry experts from an array of different fields, we have been able to create a product that is not only technologically sound but financially stable as well. Our team has over two years of experience working together in developing and growing GamyTech, an Israeli-based startup leading the peer-to-peer social gaming industry. Started in 2014, GamyTech has issued over a dozen games with millions of downloads, and its players worldwide have won close to \$20 million in wagers thanks to our committed and trustworthy team.





Development and Management



Jonathan Swerdlow
CEO

With over seven years dedicated to the online gaming industry, Jonathan Swerdlow has unparalleled knowledge and connections in the gaming market. From an early age, Jonathan realized his entrepreneurial drive when at the age of 16, he created his first business venture, an e-commerce bookstore. Now, CEO of GamyTech, Jonathan manages a team of 20 employees and has successfully distributed over seven games to over a million users. Jonathan is a dynamic, hands-on, executive with extensive experience in developing and launching innovative products that have shaped the online gaming industry. His expertise in innovation, marketing, and sales well equip him to lead Game Protocol through its path to success.



Efraim Wolpert
CFO

After working at Ernst & Young for five years, in 2001 Efraim Wolpert joined Execution Limited, which at the time, was just a small Asset Management start-up. As CFO, Efraim leads a team of 125 employees in London, New York, and Hong Kong and under his leadership, the company grew from \$6 million in net asset value to \$84 million in 2008. Now CFO/COO of Makor Capital, one of Europe's leading brokerages, Efraim continues to expand his knowledge of global markets as well as his client-base throughout the world. Specializing in regulatory compliance, business development, and tax due diligence, Efraim's expertise positions Game Protocol to successfully handle compliance and laws associated with the blockchain and crypto frontier.



Moshe Elbaz
CTO

As Chief Technology Officer at GamyTech, Moshe Elbaz has lead the design and production of over 10 games, including the world-renowned, BackgammonForMoney. His enthusiasm for online gaming and his innovative approach to programming has propelled his games to worldwide fame. With a bachelor's degree in Software Engineering, Moshe lectures at universities around the world and mentors young engineers to help build the next generation of software developers. In conjunction with this, Moshe is committed to the global collaboration and distribution of video games.



Idan David
ARTISTIC
DIRECTOR

Idan David is a 3D Modeler, visual effects artist, and professional graphic designer. After taking part in video productions for Elbit, Intel, and MTV. Idan graduated with honors from Sela college where he learned UX/UI and graphic design and later worked there as a lecturer. With over seven years of experience as an art director and extensive software knowledge, his input has become vital to the team.



Jonathan Ganor
HEAD CONTENT
WRITER

A relative newcomer to the team, Jonathan has managed content and social media for a number of projects for the past two years. During his college years, he discovered he had a love for writing and a passion for social media. Jonathan graduated Tel Aviv Academic college with a degree in government & international relations and has a great interest in politics. In his free time, he is a total news junkie but he also loves video games (especially handheld consoles) and following cryptocurrencies.



Vlad Piliavsky
BLOCKCHAIN
DEVELOPER

Prior to being a blockchain developer, Vlad was an AI and game developer. He graduated from Afeka College with a degree in software engineering. Today he is a core member of the Game Protocol project and was instrumental in helping GamyTech become what it is today. Vlad is fluent in five different languages (English, French, Hebrew, Arabic, and Russian). Around the office, Vlad is usually referred to as "Chuck Norris" due to the multitude of skills he possesses and the spotless quality of his coding and work.



Nir Shor
SFX SPECIALIST

Nir Shor is an accomplished SFX designer and Music Composer with more than 12 years of experience working in the industry, best known for his work with media giants and YouTube channels such as Corridor Digital and IGN. Nir Shor's YouTube Channel has accumulated more than a million views featuring Original Soundtrack work, Recorded Performances, and Scoring Sessions. Nir studied Sound Design and musical composition in the Rimon musical institute in Israel.



Alex Ross
DIGITAL MEDIA
EXPERT

Alex graduated from Drexel University with a degree in digital media back in 2016. Since then he became part of the Game Protocol family. Part of his expertise is game design and development. He focuses on development in Unity, flash and game maker amongst many others. When not doing that he helps out with QA and debugging. In his free time, Alex is a health buff and constantly in a CrossFit gym or designing and developing games.



Yoni Renous
GAME
DEVELOPER

Originally from Brussels, Yoni is the youngest member of Game Protocol's staff. He graduated from Albert Jacquard University College in Namur, Belgium just slightly over a year ago. Yoni specialized in computer science and video game design. In his time with Game Protocol he inspired the staff with his unique style of humor, brilliant game design and high standard of work ethic. When not busy designing games and coding, Yoni is a photography enthusiast and a big fan of first-person shooters.



**Natasha
Pashkovsky**
GAME DESIGNER

Natasha is the true definition of an artist since she was a kid she developed a passion for creative drawing and art. Growing up she decided to study in order to develop her artistic multimedia skills. She has a deep knowledge in graphics programs such as Adobe Photoshop, Illustrator and many others. She is currently in charge of designing characters and game themes. She has worked on multiple successful game titles and she is a hardcore gamer herself.



Isaac Leyne
COMMUNITY
MANAGER

Isaac is one of the community managers and is responsible for customer relations and support over various channels. He manages to find creative solutions for various customer issues. Isaac's background is PR and foreign relations. He speaks a multitude of languages including: French, English, Hebrew and some Spanish. When required, Isaac helps out with French content and writing tasks and is passionate about writing in French.



Amit Sadot
COMMUNITY
MANAGER

Amit is one of the community managers in for Game Protocol, responsible for customer relations and support. His main job is to find creative solutions for common customer issues and provide a positive and professional response to all users. Aside from that, Amit also occasionally helps out with advertising in our social media accounts and creates exciting promotions and events.



**Esther Malka
Benivri**
LEGAL COUNSEL

Esther is Game Protocol's legal counsel. She has graduated from the elite La Sorbonne University in Paris. Prior to working on Game Protocol, she was a lecturer of legal culture at the Vatel International Hospitality Management school in Israel. Esther's years of experience and wealth of information has contributed greatly to Game Protocol. When not working on Game Protocol, Esther enjoys reading about big legal cases and video games.



**Shlomo
Messinger**
ACCOUNTANT

Shlomo is the Game Protocol's accountant. He is responsible for assisting with the preparation of monthly financial analysis reports, developing and maintaining department budgets and generating cost reports. In addition to that Shlomo also oversees financial reporting and operations and is the first point of contact for accounting issues. With over 20 years of experience as an accountant, his professionalism and expertise make it almost look easy.

Advisors

Meet our team of advisors that helped make Game Protocol great



**Michael
Halimi**

Michael Halimi is a founding partner of GamyTech Holdings, as well as a founding partner and now CEO of Makor Securities LLP, a global brokerage with offices in Paris, New York, London, and Geneva. Prior to founding Makor Securities, he spent 14 years at Cantor Fitzgerald, where he first established the firm's Interest Rate Derivative Desk and eventually was named a senior managing director in 2007. A natural born leader, Michael follows his projects until their success. With 20 years of experience in financial markets, Mr. Halimi's ambition and expertise have allowed him to succeed in various global markets.



**Avi
Bouhadana**

Avi Bouhadana is a founding partner of GamyTech Holdings as well as a founder of Makor Securities LLP. Previously, he was a partner at Cantor Fitzgerald where he served as the Global Head of Special Situations and Merger Arbitrage. This commanding role later earned him the position of senior managing director in 2007. With over two decades of experience in capital markets, Mr. Bouhadana has had great success in the financial industry thanks to his work ethic and drive.



**Yankel
Hassan**

Mr. Yankel Hassan has 15 years of experience in the Capital Markets Industry. For 10 years, he worked in Equity Sales at Cantor Fitzgerald London, eventually becoming co-manager of the Cash Equity Arbitrage Desk. Yankel received a Master's degree in Financial Markets from Dauphine University in Paris.



**Michael
Benitah**

Michael Benitah started in the industry in 1996 trading FX within several banks (Republic National Bank, Bank Safra and Bear Stearns) before joining Cantor Fitzgerald in 2008 to set up and manage the FX agency desk. Michael studied at ISG in Paris.



Elie Galam

For the last 12 years, Elie has managed assets for hedge funds, deploying billions of dollars. Since 2014 he has been investing heavily in eSports companies in Europe and North America and continues to increase his focus in this fast-growing industry. He is a non-executive advisor and early investor in Gimli. Elie holds a master's degree in mathematics from Harvard University. He is also an advisor to Bancor, the world's most successful ICO yet.



Joseph Borg

Dr. Joseph F. Borg is an advocate, acting currently a Senior Advisor to WH Partners, practicing mainly on Gaming, Blockchain, eSports, Corporate, IT, Telecoms and Intellectual Property Law. He also lectures Gaming Law at the University of Malta. Joe occupied the role of Secretary General of the Malta IT Law Association (MITLA) for over three years and is currently the Vice-President and Co-Founder of Bitmalta, which is a non-profit organization with a mission to promoting and stimulating discussion about blockchain technology and cryptocurrencies in Malta.



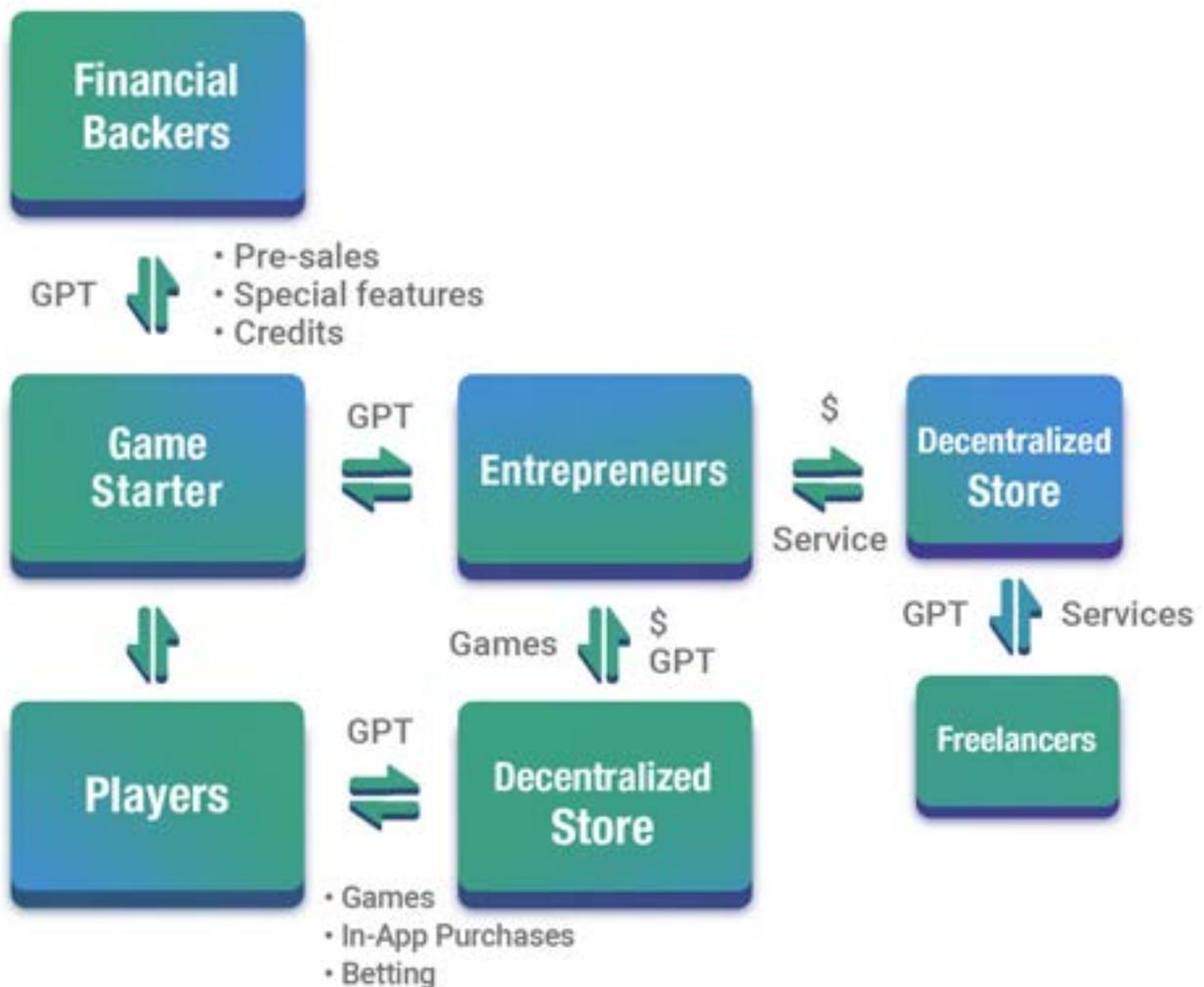
Patrick Mockridge

Patrick has been involved with the Bitcoin community since 2011 and was also part of the Ethereum crowd-sale and early community activities in 2014. Originally with a background in chemical engineering, Patrick's interests have shifted to the world of cryptocurrencies. Patrick is especially interested in blockchain applications for professional identity and reputation management, he gave a presentation to the BadgeChain community in 2016 on the potential for blockchain in this area. He is also a member of the Integrated Engineering Blockchain Consortium.



6. The Game Protocol Economy

The Game Protocol economy is built by financial backers, game developers, and players. Financial backers crowdfund video game projects in development via the GameStarter platform in exchange for in-game special features, a full version of the game, or other rewards depending on the developer's preference. Once the project has been successfully funded, the game developer will receive Game Protocol Tokens (GPT) and then may choose to collaborate with other developers and specialists (QA, animators, etc.) in order to improve the project if needed. After a project is fully funded and developed, it is placed in the Game Store and is priced according to the developer's wishes. Once the game is placed in the Game Store any player who wishes to purchase it has the ability to do so with GPT. Both the developer and the player can exchange GPT for other forms of cryptocurrencies and fiat currencies on exchanges.





7. The Token Offering

1. Token Distribution

Only 100,000,000 GPT will be created.

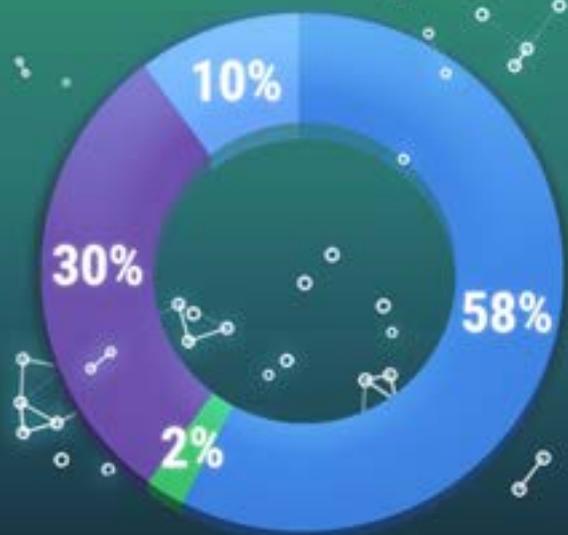
There will be no dilution and no further token production. 70% will be distributed to the public. 30% will be retained by the development team.

Game Protocol is an Ethereum based token using ERC20 Ethereum smart-contract standard.

Function: To invest in decentralized games, buy in-game accessories, and participate in eSport competitions.

Tradable and Transferable: GPT are tradable on a secondary market, exchangeable on site.

- 30% FOUNDERS
- 10% GAMING INVESTMENTS FUND
- 2% BOUNTY PROGRAM
- 58% PUBLIC





2. Fund Allocation

Game Protocol is targeting to raise 165,500 ETH to pursue its transformational strategy. For many years it has successfully performed as a fiat currency gaming platform, yet it is time to start thinking “big”.

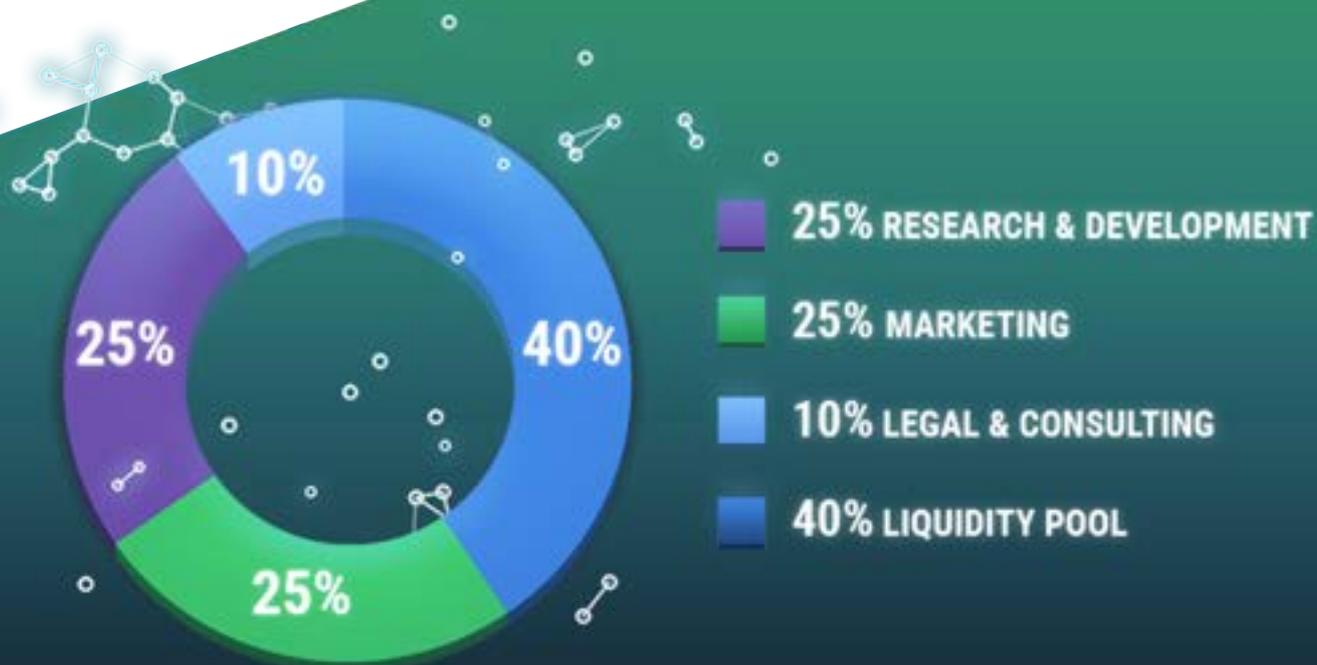
The structure of proceeds utilization is designed to ensure the platform’s profitability in the long run with minimal operational risks. Game Protocol is committed to implementing its strategy in the best interest of GPT holders.

25% of proceeds will go towards research and development

25% will go towards marketing costs

10% will go to legal issues and consult

40% will be the liquidity pool





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