

# CHAIN GAMES

**BLOCKCHAIN GAMING REDEFINED**

[www.chaingames.io](http://www.chaingames.io)

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August 2020

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# Executive Summary

**Vision:** To become the go-to blockchain gaming ecosystem for contests and competitions on games of skill via decentralized, non-custodial smart contracts in both proprietary first-party titles as well as external third-party developer titles, including but not limited to an Open dApp Store and integration with gaming studios.

**Mission:** To provide a decentralized non-custodial environment where gamers worldwide can compete on games of skill with no middlemen or third-party intermediaries necessary to facilitate contest winnings or payouts.

## A Message From Our CEO:

In 2020, the amount of gamers worldwide swelled to 2.7 billion with industry revenue projected to hit \$159.3 billion, resulting in a 9.3% increase year-over-year. Currently no valid online options exist allowing casual and professional gamers to engage in peer-to-peer (P2P) advanced games of skill contests. Current platforms also do not allow users to earn crypto tokens and prizes for their gaming expertise.

The current blockchain gaming environment consists of subpar games with poor graphics and functionality, and games that implement antiquated gaming technology. To be frank, the game selection is poor, not user-intuitive, and lacking the modern gaming feel that is present in the current video gaming industry.

Chain Games aims to change this with its next generation Web 3.0 blockchain gaming platform. Chain Games is a purely peer-to-peer (P2P) decentralized gaming network and marketplace allowing users on any connected web-based device to enter into a contest against one another for an entry fee to compete in online games of skill and win cryptocurrency. Welcome to the future of blockchain gaming!

-Adam Barlam, CEO

# Overview

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## Blockchain Gaming Redefined

Chain Games is an evolution in Web 3.0 blockchain gaming combining smart contract based competitions with state of the art gameplay. We are committed to transitioning the blockchain gaming industry into the modern gaming era.

## A Complete Gaming Ecosystem in Three Categories

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### 1. Proprietary Games

Chain Games has launched its flagship title Super Crypto Kart, with more amazing first-party titles to come. This allows for all users to get started on day one of launch, competing against other players in REAL LIVE matches with REAL CRYPTO PAYOUTS!

### 2. Open dApp Store

Any developer can integrate the Chain Games contests system in their game. After uploading their game, developers earn a share of the 3% rake from each match.

### 3. Integration w/ Game Studios

Chain Games believes that established game studios with millions of users each may choose to integrate with our platform. These integrations would allow these studios to earn significantly more revenue, while opening Chain Games & the CHAIN token to an immense market.

# Value Proposition

Chain Games provides a key value proposition to users through a select set of decentralized smart contract gaming applications.

## Ease of Use

All games integrated with the Chain Games framework will make it easy for any user with a blockchain connected web wallet to seamlessly execute trustless, decentralized, non-custodial contests on games of skill with complete strangers via smart contracts.

The process to do so is extremely easy and straightforward:

**1. Connect:** User simply selects their game of choice and connects their blockchain wallet such as metamask.



**2. Join Game Lobby:** Join an existing lobby or create your own. Lobbies are organized by the entry fee required to enter.



**3. Battle & Win:** Battle your friends and your foes. Whoever wins takes home the crypto.



## Immediately Available

Chain Games launched and came to market with its first flagship title Super Crypto Kart. The initial product was immediately available for users to get acquainted with the game prior to peer-to-peer battles and payouts were enabled.

## No Middleman

Chain Games operates as a decentralized, trustless, and non-custodial smart contract that makes it easy for anyone wanting to compete on games of skill to do so without worrying about receiving payouts or proper contest results.

## Problem



The current blockchain gaming ecosystem consists primarily of basic card playing and RPG (role playing games) with amateuresque graphics, functionality, and UI/UX. These games are somehow interconnected to various blockchains with most offering NFT (non-fungible token) capabilities, but none offer a decentralized and non-custodial way for gamers to engage and battle against one another while competing for cryptocurrency or tokens.

# CHAIN GAMES



## Solution

Chain Games has revolutionized and redefined the current state of blockchain gaming with modern gameplay, graphics, and UI/UX, and have enabled completely decentralized non-custodial competitions with crypto payouts via smart contracts.

# Products and Services

Chain Games exists to make it easy and fun for anyone to engage in a games of skill competitions with a third-party in a trustless environment.

Competing on video games and other events should be simple and easy. One should not have to worry whether the other party will pay when a contest ends and potentially engage in fraudulent or deceptive behavior by not following through with the transaction.

This is why Chain Games has created an entirely decentralized suite of smart contracts completely focused on video games, competitions and games of skill.

## PHASE 1

All of our Phase 1 products will be fully ERC-20 and Ethereum compatible. We will be fully launching in Phase 1 with three live customized gaming smart contracts, and the release of our first flagship title, Super Crypto Kart.

### SmartContests™

Chain Games debuts an industry first with our SmartContests™ gaming contracts. Our smart contract-based competitions on games of skill will allow for non-custodial, secure, decentralized Web3 based blockchain gaming with no middleman or centralized entity to determine game outcome or payments.

### SmartStaking™

Chain Games is committed to giving back to the community and enabling them to EARN on ALL GAMES played on the CHAIN network! Our SmartStaking™ Gaming Contract rewards all stakers on the network with 15% of the fees taken in on EACH game played on the CHAIN network. Just lock your CHAIN in our staking smart contract, and earn passively while you and other players engage in battles on the CHAIN network. This is not a revenue share with Chain Games or any other company. The fees split originate and circulate between independent, non-affiliated users of the network, and will reflect not the efforts of the company, but the popularity of the smart contract.

### SmartBurning™

To encourage user adoption, CHAIN is a deflationary token. With every entry fee into the Chain Games network, the smart contract will burn 1% of the total fee resulting in a continually decreasing supply of tokens.

### Super Crypto Kart

Our flagship title Super Crypto Kart will be the first blockchain-integrated game to utilize the Chain Games SmartContests™ Gaming Contracts. Super Crypto Kart is a cross platform kart-based racing game that will be released on Windows, Mac OS, Linux, Android and iOS. It will feature top crypto projects in the space with customized race-able karts! Users will be able to join lobbies with entry fees ranging from \$5 - \$100+ in CHAIN token, with winners selected after each round, and winnings deposited directly into their Web3 wallet from our SmartContests™ Gaming Contract.





## PHASE 2

Phase 2 will mark the release of our CHAIN ETH SDK (Software Development Kit) which will allow for third-party developers and gaming studios to incorporate our contests and gaming smart contracts seamlessly into any of their gaming titles.

Phase 2 will also mark the release of our very own customized CHAIN Blockchain which will be a custom Cosmos fork enabling cheaper transaction fees, and faster execution of smart contracts. Phase 2 will bring forth our second flagship title, a first person shooter (FPS).

### **CHAIN ETH SDK**

Our goal with Chain Games is to onboard as many third-party developers and gaming houses as possible. This is why we are creating an easy to use Chain Games Ethereum SDK (Software Development Kit) and API allowing for any third-party developer to seamlessly integrate our SmartContests™ gaming and other contracts directly into any of their titles with a simple copy and paste code snippet. Finally an easy way for any gaming house to add games of skill based secure blockchain-integrated competitions to any title developed, with immediate access to the CHAIN network and community!

### **CHAIN Mainnet (Cosmos Fork)**

We will be transitioning off of Ethereum and building our own custom smart contract gaming blockchain based off of Cosmos. This fork of Cosmos will be 100% customized and tailored for contest-based gaming experiences. We have chosen to fork Cosmos as this will allow for cheaper and faster execution of all the smart contracts contained in the Chain Games ecosystem.

### **First Person Shooter (FPS) Release**

Our second flagship title will be a custom first person shooter (FPS) game that will fully integrate with the Chain Games SmartContests™ Gaming Contracts. Battle your friends or foes in solo or team deathmatch style games! Do you have what it takes to take home the crypto?

## PHASE 3

Phase 3 will bring forth the much anticipated CHAIN Marketplace. The CHAIN Marketplace will allow for any third-party developer or gaming studio to publish their games with our integrated contests and gaming smart contracts directly to our Open dApp Store!

Also, Phase 3 will mark the launch of CHAIN dSports, the first decentralized and non-custodial fantasy sports league on blockchain enabling non-custodial competitions on these events.

Lastly, we will be releasing the CHAIN Mainnet SDK in Phase 3. Much like the ETH SDK, this will enable third-party developers to release games with our newly implemented custom Cosmos fork and gaming smart contracts.

### **CHAIN Marketplace**

Launching in Phase 3 is the much anticipated CHAIN marketplace! The Chain dApp Game store will allow for any third-party developer and gaming houses to publish their games they have integrated with our SDK, API and SmartContests™ contracts. All new games will be vetted and voted upon by the community for inclusion in the store enabling governance-based decisions. The CHAIN marketplace will support both ETH-based as well as our own custom Cosmos fork-based versions of the Chain Network.

### **CHAIN Mainnet SDK**

Much like the Chain Games Ethereum SDK, we will be releasing our custom Cosmos fork of the Chain Games SDK (Software Development Kit) and API allowing for any third-party developer to seamlessly integrate our SmartContests™ gaming and other contracts directly into any of their titles with a simple copy and paste code snippet. This SDK will also allow for easy transitioning off of the Ethereum network and onto our custom blockchain with minimal impact or porting required.

### **CHAIN dSports™**

Have you ever wanted to join a fantasy sports league, but were concerned that there was no way to guarantee the people in the league would pay out at the end? This is why most fantasy sports leagues are only participated by friends and people you know and can trust, or consist of free to play leagues with no prizes (BOO, no fun!). CHAIN dSports is completely changing the fantasy sports industry and landscape. Now you can create and join fantasy football, baseball, basketball, soccer, hockey leagues and more, and guarantee all prizes and payments will be distributed! Our CHAIN dSports™ Fantasy Smart Contract allow for decentralized, non-custodial fantasy league tournaments. Join with your friends, or join with a bunch of completely anonymous strangers across the internet and be confident that your prizes and payouts are guaranteed!



# Supporting Technology & Development Work

## Distributed Ledger Technology

Chain Games is built on distributed ledger technology known as blockchain. All transactions are immutable and transparent on the Ethereum blockchain.



## Interactive Web3 UI

Chain Games users will be able to easily interface with the Chain Games network via Web3 blockchain wallets. Any Web3 wallet will work providing secure, decentralized and non-custodial access to user funds.



## ERC-20 CHAIN Token

The Chain Games ERC-20 token (CHAIN) has utility, staking rewards, governance and deflationary properties built in.



## Smart Contract Database

The Chain Games ecosystem consists of state of the art decentralized smart contracts focusing on non-custodial gaming and competitions on games of skill for first-party and third-party developers.



# Privacy & Security

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When dealing with issues of monetary nature, privacy & security are of the utmost importance. Here is how Chain Games plans on making its networks, products, and services as secure as possible.

## **Non-Custodial Model**

No user CHAIN tokens will ever be in the custody of Chain Games. Chain Games operates under a non-custodial model and never has access to user funds locked in its smart contracts. Any funds locked in the Chain Games ecosystem can only be accessed by the rightful private key owner or the specific winner(s) determined at the time of contract execution.

All pertinent data involved in transactions are entirely handled by the users. Users will not have to forfeit their rights to privacy in order to participate in the Chain Games ecosystem.

## **Governed by Code**

With Chain Games, all operations are handled by smart contracts. This eliminates nuances involved with enforcing compliance resulting in execution governed by code rather than bias.

## **Enterprise-Grade Encryption**

By virtue of being an ERC-20 token, CHAIN token inherits Ethereum's KECCAK-256 encryption. All transactions are immutable, signed, and transparent on the Ethereum blockchain.

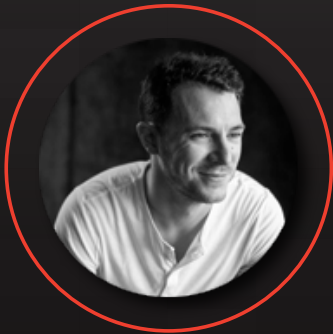


# The Chain Team



**Adam Barlam**  
CEO / CTO / Founder

Adam is an experienced blockchain architect and technology entrepreneur with a passion for Linux & Open Source Software. He is the creator of Rebuzz & BravoCoin, and CTO and Co-Founder of the DeFi project TrustSwap. Adam previously held Sr. Architect positions at GoDaddy and engineering leads at Intel.



**Jeff Kirdeikis**  
Advisor

Jeff is the Founder and CEO of Uptrennd, the world's most engaged blockchain-based social media platform, as well as Co-Founder and CEO of DeFi project TrustSwap.



# Target Customer Segments

Chain Games customer target segments are casual and professional gamers of all ages and geographic locations.

## Market Assessment

In 2020, the amount of gamers worldwide swelled to 2.7 billion with industry revenue projected to hit \$159.3 billion, resulting in a 9.3% increase year-over-year. Gaming platforms are some of the most popular websites in the world. The amount of gamers is expected to hit more than 3 billion by 2023 with over \$200 billion in projected industry revenue.

eSports and online gaming have transformed a once small niche community into a mainstream industry. The industry has catapulted hobby gamers into a multi-million dollar limelight resulting in celebrity-like statuses due to their earnings and winnings from these tournaments.

Fantasy sports leagues such as FanDuel and DraftKings are taking off! Current 2020 pro forma revenue guidance for DraftKings is projected at \$500 - \$540 million.

## Competitive Analysis

Currently there are no services or service providers offering the same type of decentralized gaming and competitions that utilizes non-custodial smart contract technology on games of skill. There are other platforms in the marketplace that offer centralized wagering options on games of chance such as slots, blackjack, roulette and other random probability games. However, none are related to games of skill. Chain Games was created to fill the void and address that specific market.



WINK is currently the most popular decentralized dApp betting platform according to DappRadar.com. WINK runs on the TRON blockchain and primarily focuses on games of chance such as dice games, slots, table games, and other random probability offerings. Over the last 30 days, WINK has averaged \$1.81M per day in transactional volume, with \$3.7M occurring during the latest 24 hour interval from August 21st 2020 to August 22nd 2020.



FELIX is currently the 2nd most popular decentralized dApp betting platform according to DappRadar.com. FELIX runs on the EOS blockchain and also focuses on games of chance such as dice games, random ball drops, table games, and other games of random probability. Over the last 30 days, FELIX has averaged \$1.41M per day in transactional volume, with \$1.8M occurring during the latest 24 hour interval from August 21st 2020 to August 22nd 2020.



BLUEBET is currently the 3rd most popular decentralized dApp betting platform according to DappRadar.com. BLUEBET runs on the EOS blockchain and focuses on games of chance such as table games, ball drop games, and other games of random probability. Over the last 30 days, BLUEBET has averaged \$1.38M per day in transactional volume, with \$968K occurring during the latest 24 hour interval from August 21st 2020 to August 22nd 2020.

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## Competitive Advantage

The groundbreaking technology behind Chain Games offers a significant competitive advantage and will further increase the gap between any relevant competitors. Our platform offers non-custodial, decentralized smart contracts that enable contests and competitions on GAMES OF SKILL on modern video games.

Games of skill generally have a different legal application in most jurisdictions compared to games of chance and random probability games. Games of chance and online betting on games of chance are considered illegal in many jurisdictions due to the fact that the payment and outcome are dependent upon random probability. Games of skill are viewed more favorably in most jurisdictions worldwide since there is an element of skill involved in winning the competition or game, eliminating the need for random probability.

Additionally, there is no single point of failure because our technology is completely decentralized. Our smart contracts reside on the Ethereum blockchain in an immutable fashion resulting in 100% uptime on the world's largest supercomputer network. Since the technology is non-custodial in nature, meaning we do not have access to user funds, a hacker or attacker would be unable to transfer illicit funds to their own wallet even if they somehow obtained access to the smart contract.

Chain Games has a competitive edge having in-house talent with extensive experience in many aspects of the blockchain industry. The team is composed of an all-star group of blockchain entrepreneurs, super-influencers, senior developers, legal professionals, and capital business development experts.

## First-Mover Advantage

Chain Games is the first decentralized and non-custodial smart contract platform focused primarily on competitions and contests of games of skill. By becoming the first mover in this section of the video game and blockchain gaming space, Chain Games aims to gain a large percentage of the market share creating a network effect that will be difficult to reproduce.

## Potential Adoption

Chain Games aims to work together with the gaming community, from third-party independent developers and premiere gaming studios who choose to integrate our smart contract gaming and contest solutions into their gaming titles. We believe game developers will embrace ChainGames and it will enable further functionality in their games, open up their games to a new audience, and provide additional revenue sources for developers from the shared fees taken in on the Chain Network.



# Opportunity & Revenue Model

## Rake from Entry Fees

Chain Games will take a 3% rake on all entry fees on the Chain Network. Of this three percent, 15% of it will be returned automatically to users who have chosen to “stake” their CHAIN tokens in our SmartStaking™ contract, with another one percent being “burned” in our SmartBurning™ contract. This will leave the remaining 84% for the Chain Games company, with those funds primarily being used for network infrastructure maintenance, upgrades, marketing, future game and network developments, legal, and other operational costs.

For example, with 1000 users playing 10 games per hour on the Chain Games Network with an average entry fee of \$7.50, Chain Games would enjoy an annual rake of \$16.75M USD, with staking pool users being rewarded to the tune of almost \$3M USD.

## Open dApp Store

Third-party developers will have the perfect opportunity to supercharge their games by enabling Chain Games SDK gaming and SmartContests contracts in their gaming titles. Chain Games will offer a very favorable 70/30 revenue split on the 3% entry rake with the third-party developers and gaming studios. Third-party developers and gaming studios will enjoy increased revenue from an otherwise previously non-existent source, in turn driving adoption and popularity of the Chain Games solution.

# Tokenization Information

## CHAIN Token

The CHAIN token is an ERC-20 token with many capabilities. At its core, the CHAIN token is an upgradable and pausable ERC-20 contract that also has the ability to burn tokens.

Interfacing with the ERC-20 contract is the CHAIN staking contract. The CHAIN staking contract enables users who are staking CHAIN to receive 15% of the entry rake fees for users joining games on the CHAIN network.

The Chain Games token (CHAIN) has utility, staking rewards, and governance built in.

**Utility** The CHAIN token is the primary medium of exchange used for all entry fees and contest payouts on the Chain Games network.

**Staking Rewards** Every entry fee paid in CHAIN rewards stakers on the network with 15% of the transaction fee distributed automatically to their staking wallet. Hypothetically, one thousand players playing per hour at an average of only \$7.50 per game would yield almost \$3M USD annually in rewards for the staking pool!

**Deflationary** 1% of CHAIN used as transaction fees will be burned. This decreases the total supply of CHAIN.

**Governance** Chain Games aims to be a community managed project, which means that Chain Games users will have governance and voting rights on future implementations of the CHAIN marketplace. For example, Chain Games users will be able to vote for upcoming third-party titles to be included in the Chain dApp Game Store.

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# CHAIN Ecosystem and Implementations

## Requirements

1. Metamask or any other Web3 wallet solution.
2. Ethereum (ETH) and the CHAIN ERC-20 token in the wallet that user wants to play games from.
3. Game of choice available and supported on Chain Games network.

## Initial Product

The initial product release will be a go-kart themed racing game entitled "Super Crypto Kart". Super Crypto Kart is a game of skill that allows users of all levels to race and compete against one another on the Chain Games Network for cryptocurrency tokens and prizes.



## Sample User Flow:

1. User accesses Super Crypto Kart on their platform of choice (Windows, Mac, Android, iOS).
2. After the game loads the user is prompted to authenticate and connect their cryptocurrency Web3 wallet.
3. After successful Web3 wallet authentication, the user selects a specific amount of CHAIN tokens to allocate for their gaming session. The tokens are then locked into the gaming smart contract.
4. Upon successful token allocation, the user is redirected to the Super Crypto Kart in-game lobby system. The lobby system displays all available games, the number of players, and the associated entry fees.
5. The user selects and joins their preferred game lobby. The entry fee is then secured and allocated into the smart contract in the background.
6. Upon the completion of the game, the smart contract analyzes the results and awards the CHAIN tokens to the winners. It concurrently transfers the service fees to the Chain Games network operators, and returns 15% of the fees to users staking the CHAIN token in the rewards smart contract.

## Payouts

Payouts occur automatically upon smart contract determining the winners of the game. The payouts will be split as follows:

Number of Players	Number of Winners	Payout
2 or 3	1	100%
4 or 5	2	70% / 30%
6 or 7	3	60% / 25% / 15%
8+	4	50% / 25% / 15% / 10%

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# Tokenomics

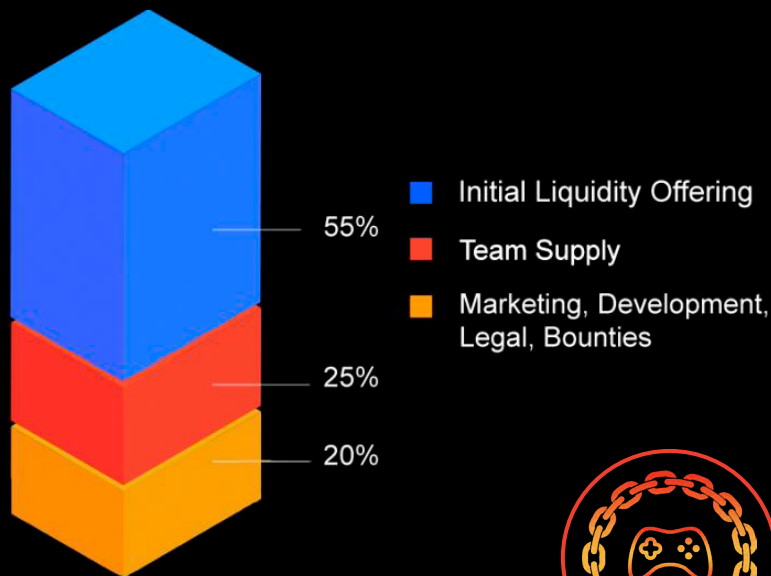
**Total Tokens Minted:**  
500,000,000

**Total Tokens in Circulation:**  
275,000,000

**Initial Liquidity Offering Price:**  
\$0.01 per CHAIN

**Initial Circulating Market Cap:**  
\$2,750,000 USD

**Initial Total Diluted Market Cap:**  
\$5,000,000 USD



CHAIN  GAMES

# Development Roadmap



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# Go-to-Market Strategy

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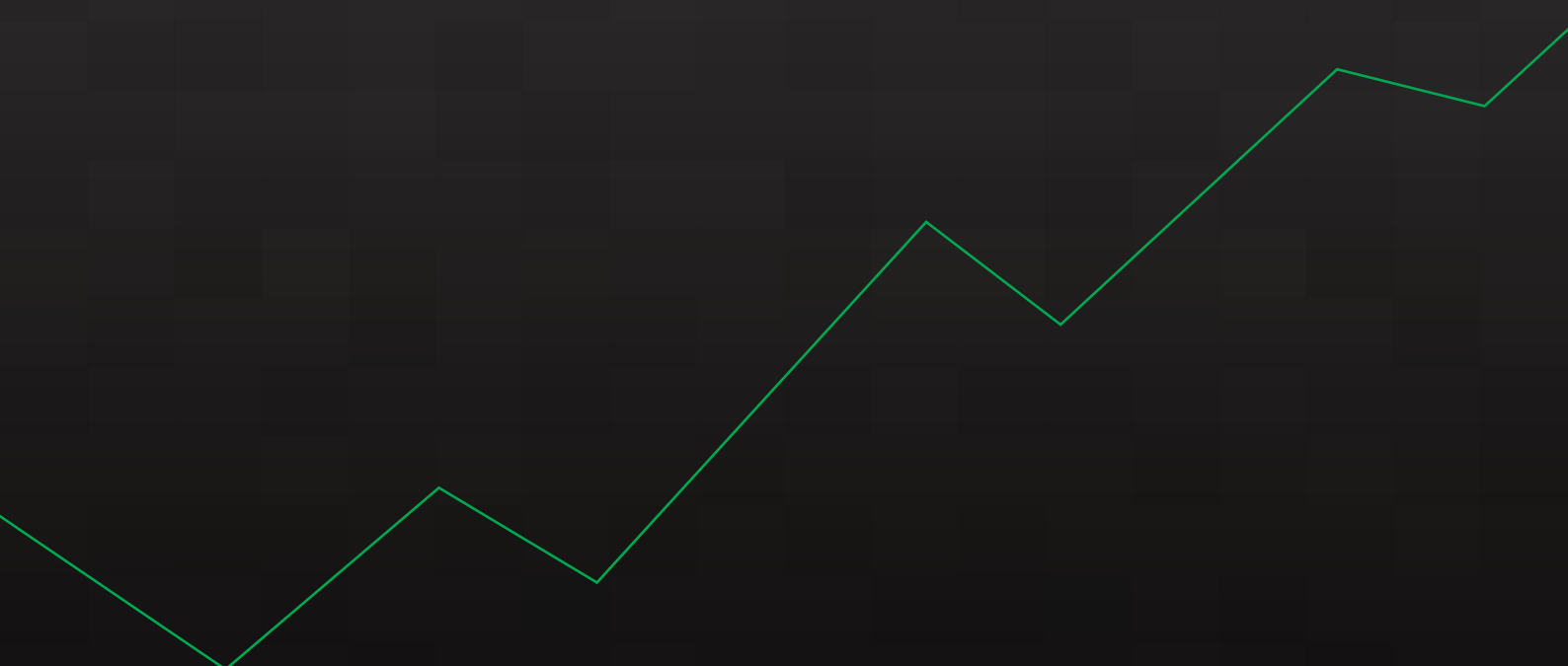
## Community Development & Adoption

Chain Games plans to go-to-market with a fully developed game that represents the interests of the community: crypto and video games. Super Crypto Kart will be a tribute to these interests to bring together the community in a new decentralized way that reflects who they are.

We plan on leveraging live streaming platforms where community influencers can showcase the Chain Games network and gaming titles live to large audiences, showing both casual and professional gamers how easy it is to play and win on the Chain Games platform.

## Tech Development: New Product Development & Integrations

With each new product and gaming title release, new revenue opportunities become available. Furthermore, many of the current users will be interested in the new titles and product releases as well, increasing the average revenue per user (ARPU). By building easy to implement SDKs and APIs, the Chain Games ecosystem and Open dApp Store will allow third-party developers and gaming houses to easily integrate any gaming title.



# Conclusion

The gaming and blockchain industry are on the verge of the next wave of mass adoption. With eSports and other competitive video game tournaments rapidly emerging, this wave will be fueled by top tier first and third-party titles enabling competitive contests on games of skill. Chain Games stands to be at the forefront of this movement offering practical and easy to use interfaces to facilitate these contests in both a decentralized and non-custodial model, offering security and immutability through smart contract and blockchain technology.

The Chain Games team believes this gaming platform can become a pillar in both the blockchain and gaming spaces, becoming a new industry standard for developers who wish to incorporate contests into their software titles, opening up new revenue opportunities previously not available to them.

Visit our website <http://www.chaingames.io> and play now!

**Before using or participating in Chain Games, please perform your own due diligence and revisit the disclaimer on Page 2.**

**Digital assets carry a high level of risk.**

**Decentralized Finance (DeFi) is experimental, and code can be flawed.**

**Nothing in this White Paper is an offer of an investment. This is not a contract.**

**CHAIN is a utility token that aims to be a pillar of the blockchain gaming industry and for all intents and purposes should be viewed as such.**

**Before participating in Chain Games, you must read and agree to our Terms and Conditions.**

Chain Games is an Estonian Private Limited Liability Company  
[info@chaingames.io](mailto:info@chaingames.io)

**Founded** 2020

**Website** <http://www.chaingames.io>

**Industry** Blockchain, Gaming

**Technology Blockchain** ERC-20, Smart Contracts

