The Gaimin.io Project

Whitepaper

This Detailed Whitepaper Has Been Updated to Include
the Software Alpha Test Results and Conclusions

- Additional Information -

Website: gaimin.io - Telegram: t.me/officialgaimin

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Executive Summary:

“TL;DR” Summary Of The Gaimin.io Project

1) Introduction:
Gaimin.io have managed to identify an innovative solution to one of the largest growing global resource requirements in the market today, the current requirement is huge and growing exponentially year on year with no real solution for provision currently available. Gaimin.io, have not only identified the issue, the requirement, and the demand but have also managed to formulate a profitable solution to the on-going problem.

2) Opportunity:
It is a well-known fact that the world has become more and more reliant on the digital environment and just like all environments, its very survival and financial stability relies on the provision of required resources. Just as electricity, oil, gas, water, and capital are finite vital resources within the real world, computer processing power is the finite required resource of the digital world.

3) Markets:
In the digital world, the required, necessary resource in question is cost-effective, efficient, reliable, globally distributed computer processing power. Putting it simply, the world has a huge demand for processing power, almost everything in our modern lives now requires some form of processing operation. The current market demand is proving undeliverable, unfeasible and financial untenable to supply in its current format.

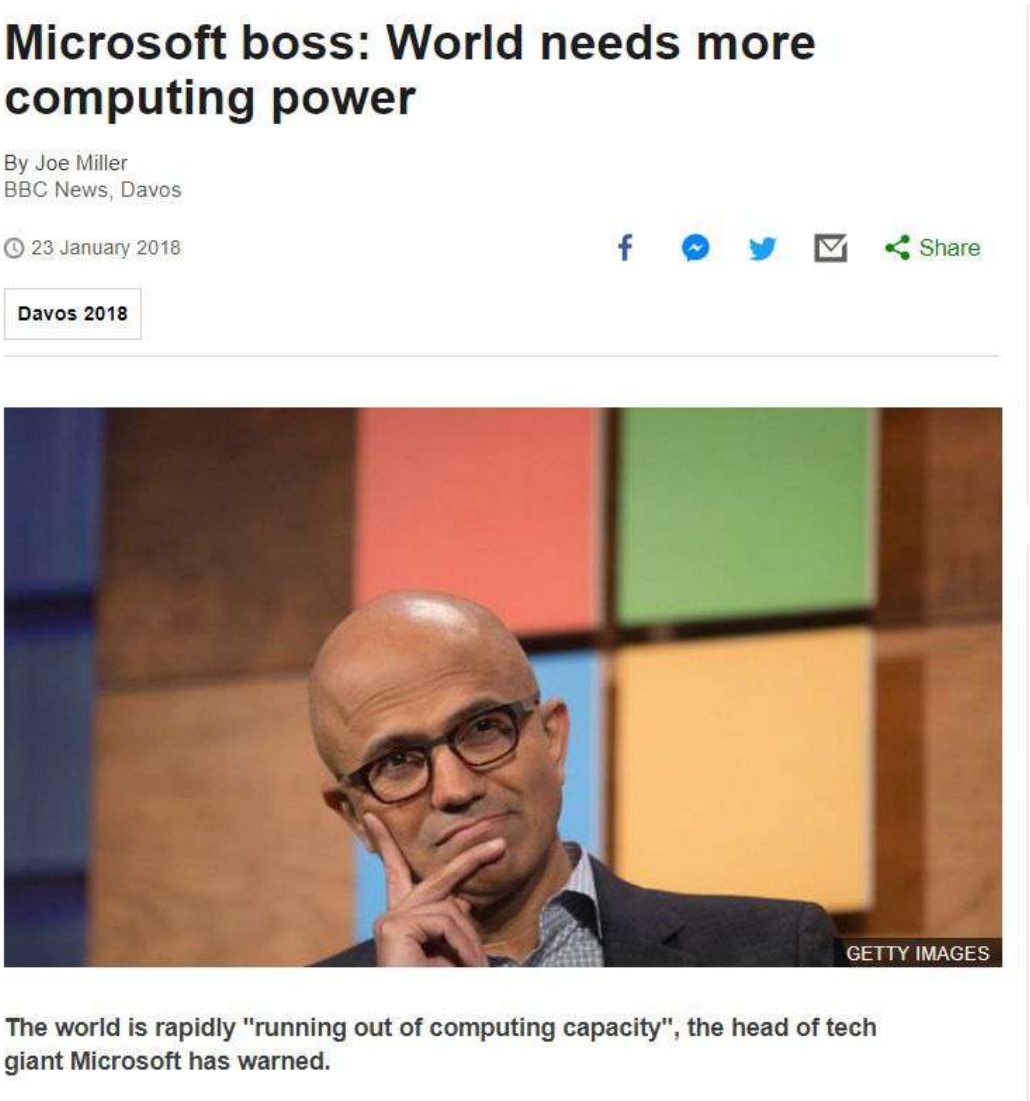
4) Solution:
Rather than spending billions of dollars on building dedicated resource farms, Gaimin.io are accessing the worldwide gaming community, and utilizing and rewarding this global network of untapped, globally distributed resources of 1.3 billion processing power providers, connected by high speed Internet connections, which can be aggregated, consolidated and then utilized to satisfy any of the myriad of profitable current, and future, needs for processing power.

5) Summary:
The Gaimin.io project connects the world’s largest supply of GPU processing power, which belongs to the 1.3 billion gaming PCs in the global gaming community, with the rapidly growing, worldwide demand for massive processing power.

Abstract: Global Problem, Global Solution

“The World is Running Out Of Computing Capacity”

On the 23rd of January 2018, Microsoft CEO Satya Nadella, speaking at the World Economic Forum in Davos, stated that “the world is running out of computing power.”



Microsoft boss: World needs more computing power

By Joe Miller
BBC News, Davos

23 January 2018 Share

Davos 2018

GETTY IMAGES

The world is rapidly "running out of computing capacity", the head of tech giant Microsoft has warned.

Courtesy of BBC: https://www.bbc.com/news/business-42797846

He was specifically talking about the computer processing power needed for new technologies such as A.I. (Artificial Intelligence).

In fact, it can be confidently stated that computer processing power is set to become an incredibly high-value commodity as we continue our accelerated daily path towards a more digitized future.

Here's a quick glance at just some of the new technologies that are literally entering our lives more each day - and they all need massive processing power:

- Artificial Intelligence (in all its branches)
- Blockchain (required for confirmation and validation of transactions)
- CGI & 3D modeling plus rendering, video transcoding & editing, and image processing
- Augmented Reality, Virtual Reality (and the latest: Mixed Reality)
- Holography
- "Big Data", data mining and processing
- Cloud computing
- 3D printing
- IoT (The Internet of Things)
- RPS (Robotic Process Automation),
- Advanced scientific computing simulations
- Hosting & running PaaS, IaaS, and "supercomputer" rental

If we are already running out of processing power, imagine the additional supply needed with the ongoing advancement of the above list.

Outsourcing computer power is nothing new.

Many industries are already used to outsourcing and paying handsomely for computer processing power. Take online marketing and ecommerce as an example.

Typically a small to medium-sized company's ecommerce department will pay in the thousands of dollars each month to rent processing power (and hard drive space) to run applications that allow them to run web hosting, email services (for newsletters), analytics software, and much much more, all of which are very processor intensive.

This trend of renting processing power is growing daily.

So where is all this processing power going to come from to meet the obvious current and future demand?

We help solve that problem. Here's how...

There are currently 1.3 billion PC gamers globally. Approximately 400 million of them have what can be considered an advanced GPU (graphics processing card for use with PC gaming).

These graphics cards have such a powerful processing capacity they have been described by Jensen Huang, founder, president and CEO of Nvidia as a “supercomputer”. He literally said *“Every gamer has a supercomputer in their PC”*

Such a high powered GPU can typically cost $500 each (and upwards).

This means the global gaming community has approximately $200 billion of high powered computer processing hardware, which sits dormant for (on average) more than 20 hours a day.

According to our research, this represents the largest unused supply of processing power in the world today.

The goal of Gaimin.io is to connect this vast, dormant supply of GPU processing power, which belongs to the 1.3 billion gaming PCs in the global gaming community, with the rapidly growing, worldwide demand for massive processing power.

Gamers will be rewarded by participating in our “processor power supply network” with a blockchain based crypto token they can use to spend on their in-game purchases, directly in our marketplace and via our network of gaming partnerships.

Vision:

“Computer Processing Power = High-Value Commodity”

To create the world's most powerful, decentralized supercomputer - by harnessing the dormant computer resources of the global gaming community.

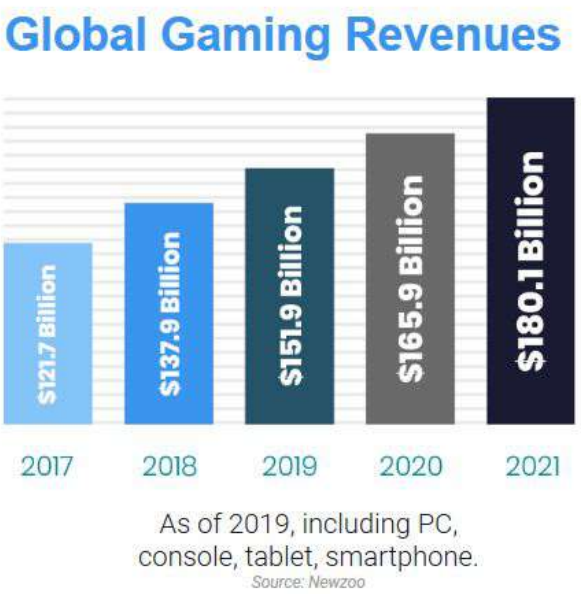
Mission:

“Passive Autonomic Monetization For Gamers”

To become the “Uber” of processing power - passively monetizing a gamer's high powered computer resources when not in use and rewarding them with the purchasing power to fund their gaming experience.

Market Overview: Gaming Industry

“The Largest Entertainment Market On The Planet”



- Gaming is a global phenomenon, with more than 100 countries having significant gaming activity.
- Gaming is a $138 billion industry and the largest entertainment market on the planet. Almost ⅓ of the world's population is a “gamer”.
- According to Newzoo gamer stats: "Consumers are spending more than ever on gaming as it rapidly becomes the world’s leading pastime."
- “Esports” (pro-gaming) is predicted to become the #1 entertainment sport of the future, currently having a 33% annual growth rate.
- VR and AR games set to reach potential in 4-5 years, this is fueling higher powered GPUs
- There are an estimated 1.3 billion gaming PCs in the world today, and the numbers are growing.

Product Overview:

The Gaimin.io software platform has been designed to aggregate user processing power (hash rate or hash power) from the user's GPU (graphics card) and direct to this processing power to potential monetization options including the two main initial methods of:

- Confirming and validating blockchain transactions (blockchain "mining")
- CGI rendering

A user (gamer) is rewarded for connecting their own PC's processing power to the "Gaimin.io Processing Power Supply Network" via the GMRX native Gaimin.io blockchain token which he can then use in the Gaimin.io community for "user-to-user" transactions (buy, sell, rent) and on the Gaimin.io marketplace to purchase digital gaming assets.

In order to develop the software to its current Alpha phase and test the platform with real-world data, the development team focussed fully on blockchain mining for monetization.

This allowed Gaimin.io to fully test the concept via a 100 user Alpha test which provided sufficient real-world data to verify the project concept.

(NOTE: The Alpha testing report is added to this Whitepaper as an Addendum).

The rest of this product section is dedicated to how the Gaimin.io platform will monetize users processing resources via blockchain mining.

Product Specifics: Stage One

“Monetization Through Blockchain Mining”

The immediate focus for monetization in “Stage One” of our platform development is blockchain mining. Platform development “Stage Two” and beyond will include other GPU related uses such as CGI rendering. This section of the Whitepaper will therefore focus specifically on blockchain mining. Please note the platform has already undergone a successful Alpha testing period for performing blockchain mining. Testing information and results included below.

1) Why focus on blockchain mining?

Blockchain Growth Stats/Indicators

- 2009: Bitcoin (world’s first application of blockchain technology), a list of records/blocks linked and secured using cryptography.
- Mining is the process of validating and confirming transactions on a blockchain.
- The reward for providing hashpower to a Proof of Work blockchain is the currency itself.
- Without miners, there can be no blockchains (a blockchain needs a process of validating & confirming the transactions and adding the transactions to the blockchain).
- There is a high degree of technical knowledge and skill, as well as ongoing management, maintenance and upgrades required to become a consistently effective miner.
- There are approximately 900 GPU mineable crypto coins currently on the market.
- A percentage of $200 trillion in global assets is set to move into the blockchain ecosystem creating demand for blockchain miners.
- 6 out of every 10 major companies involved: Samsung, Oracle, Microsoft, Walmart, Visa, Nestle, JP Morgan, Amazon, etc. (IBM now has over 1,000 employees dedicated to their blockchain products.)
- Ongoing global government acceptance of blockchain technology.

- Institutional level infrastructure happening (CBOE ETF, BAKKT, NASDAQ, JP Morgan trading desks, etc. indicates mainstream investor adoption).

- “Blockchain is the biggest opportunity set we can think of over the next decade or so” - Bob Greifeld, Chairman & Former CEO of NASDAQ.

- There is a massive demand for blockchain miners, and that demand that is forecast to accelerate as mass adoption of blockchain technology grows.

2) Why Focus on Gamers as Users?

As noted in the points above the gaming industry is the largest entertainment industry on the planet today, and everything indicates that it will continue to grow.

In addition to the obvious growth in the gaming industry, gamers are the ideal demographic as users for the Gaimin.io platform.

Here’s why:

- Consumer-level gaming computers are effective at solving cryptography puzzles due to high-level consumer grade CPU’s and GPU’s, making them ideal for mining many hundreds of cryptos.

- Online gaming is inherently a social experience with gamers highly connected via dedicated chat platforms, player demographic also has high social media activity and online reach and together with the sense of community, this allows for rapid viral growth of popular gaming experiences, and offers our platform a high probability of achieving viral growth

- PC gamers are a tech-savvy demographic and fully understand the concept of digital money, emotional currency, and virtual assets with limited supply. There is also significant overlap between the gaming demographic and the user adoption demographic of cryptocurrencies.

- First adopters of all things online: the gaming community embraced the value of emotional currency, online gold, digital tokens, in-game items, and other digital assets a decade before the rest of the world. It is anticipated gamers may well be at the vanguard of mass crypto adoption since the gaming industry, in general, is one of the leading industries in adopting blockchain technology.

3) Why Would a Gamer Use The Gaimin.io Platform?

The Gaimin.io platform offers a solution to one of the gamers' biggest problems; that of how they can fund their gaming experience. It is free to download, install and use. The user never has to enter any payment information.

There is a payment subscription, however it is only applied to users who ”earn” rewards, it is only ever a fraction of their earned rewards, and it is paid automatically in GMRX tokens from the gamer's wallet. Therefore, the software is effectively free to use.

A Gamer's "Big Problem":

- Gaming is an expensive hobby. In-built obsoletion means continual upgrades to hardware and software, in addition to ongoing costs for new games and in-game purchases.

- Typical costs include gaming PCs and accessories, games and related game specific costs. A typical gaming setup can cost $2000, not including ongoing and constant in-game purchases.

The Gaimin.io Solution For Gamers:

Gamers have very powerful and valuable computing resources which are often idle. The Gaimin.io platform allows for automated, passive monetization of these resources when they are not being used.

- Gamers invest significant money in the GPU "chips" that power their expensive gaming computers. Yet even hardcore "Fortnite" players tend to leave their gaming rigs on idle for a significant part of each day. This means they have high powered resources, like their GPU processing capability, sitting idle for a large number of hours each day (on average), which offers a perfect opportunity for passive monetization.

- Gamer's PC are connected to the Internet by high-speed connections which allow their processing power to easily be aggregated to the "Gaimin.io Processing Power Supply Network" ready for monetization.

- Gaimin.io can then monetize this GPU power when it is not being used, without affecting gaming performance, and reward the gamer with purchasing power in the form of the Gaimin.io native GMRX crypto token which is directly spendable on gaming items in the built-in digital marketplace and online community.

- Gamers can utilize their contacts via chat and social media and gaming "channels" via the Gaimin.io "Network Expansion Program" referral system and be rewarded with an ongoing 10% of the hash power contribution of anyone they refer. By simply referring

just 10 additional gamers this effectively doubles the users hash contribution and accordingly their rewards.

- No ongoing effort or knowledge is needed by the gamer. A gamer only has to download and install the Gaimin.io platform and tell some friends! No knowledge needed. The A.I. handles all aspects of monetization.

- The software detects when the gamer's GPU is not being used and auto-activates, connecting the resource to the "Gaimin.io Processing Power Supply Network." When the GPU is needed again by the gamer the software auto-disconnects and enters "sleep-mode." Therefore at no time does the software affect a gamer's PC performance when gaming.

- The desktop software encourages the gamer to leave his PC turned on when he is not active via "functional mining", which consists of the use of visual goals (purchases possible from the marketplace and time needed to achieve them), and gamification (instant gratification) rewards. Both of these strategies are used with great success generally in the gaming industry.

- The Gaimin.io software doesn't overclock or use any other such practices which may cause any further degradation to the user's gaming PC than would playing any of the most popular online games.

4) The Gaimin.io Blockchain Mining Software Platform

The Big Problem With Crypto Mining

- Crypto mining is complex and requires extensive knowledge and a very significant learning curve.

- Typically a user has to decide which software to use, choose which mining pools, set up accounts and profiles for each mining pool, decide which coin(s) to mine, download multiple secure wallets, keep them updated and back them up, learn how to keep “private keys” safe, maintain and manage their “mining rig”, and of course they are limited to their own personal hash power contribution.

- This makes crypto mining not interesting to an average gamer.

- Crypto mining remains too complicated for mainstream market adoption, enabling the over-centralization of hashpower by “super hashpower” miners. This threatens the security and ultimately the entire blockchain when subject to a 51% attack by a malicious user or group.

- The real advantage of “Proof of Work” (PoW) blockchains is that they are uniquely dependent upon truly distributed mining. The more nodes/blocks on the blockchain, the stronger it becomes. However, PoW mining is becoming over-centralized due to the enormous hashing power of large miners. Should one of these large miners or a group of them coordinate and effectively ‘own’ 51% of the blocks on the blockchain, they can take it over entirely. The market is now clearly trending towards consolidation and the danger of a few miners reaching excessive influence over consensus is real and has already seen a few case studies where entire blockchains were taken over.

- Over-centralization of PoW mining is one of the main problems endangering the blockchain ecosystem today and will continue to do so well into the future until a solution is put into place.

The Gaimin.io Solution to Crypto Mining

- Simple Windows download and install next-generation software, fully pre-configured, A.I. (Machine Learning) manages everything.

- Mining pool selections, crypto coin selection, auto-conversion to “stable coin” (to avoid cryptocurrency volatility), and ongoing management is all auto handled for the user.

- The platform’s “machine learning rules engine” auto monitors all factors that affect a crypto coins profitability (difficulty, price, depth of market, etc.) and ensures the hash rate is continually directed to the most profitable cryptos. No management is required on the part of the gamer.

- The Network Expansion Program allows the user to refer other users and expand their hash power beyond their own contribution.

- The mining rewards are given to the gamer in the form of the Gaimin.io native GMRX token, which can be used directly to purchase digital gaming assets.

- This entire process is also gamified, giving the gamer “drops” of in-game items and other digital assets when they reach certain mining “micro-milestones”.

- The result is the world’s first fully distributed & automated blockchain mining network, power-leveled by gaming-grade hardware & A.I. empowered software. In addition, the network pays for its own power supply and ensures its own maintenance and ongoing upgrades.

- In order to solve the problem of over-centralization, more distributed miners need to be added to the overall mining ecosystem. Because the Gaimin software is truly global, the solution will enable new, mutually exclusive miners from all around the world to take part in mining. Thus, not limiting this mining to a single person or group to control, nor be under a single jurisdiction. This is accomplished by leveraging gaming PC’s through Gaimin’s next-generation mining software. By connecting hundreds of millions of gaming PC’s from around the world to conduct Proof of Work mining, Gaimin is able to ensure that over-centralization is a thing of the past.

- By combining the unused computational power of these (potentially) hundreds of millions of gaming PCs, the Gaimin Network is able to effectively and efficiently mine and thus validate and protect, multiple blockchains, thus effectively contributing to the security of the blockchain ecosystem.

- The Gaimin.io software allows for mainstream adoption of blockchain mining within the 1.3 billion strong gaming community.

The Software Platform Consists of the Following Elements:

1. “The Blockchain Mining Software”
   (a) Downloadable Windows PC user desktop software and user wallet
   (b) Gaimin admin platform for processing power aggregation and management
   (c) Blockchain mining application, with “Machine-Learning” rules engine
2. Mobile app for mobile management (Android/IOS)
3. Mined coin auto-conversion to “stable coin” process
4. Network Expansion Program (NEP) - built-in referral system
5. Online Community and Marketplace
6. Blockchain integration

Key Product Features:

GPU Processing Aggregation, Blockchain Mining Software and Admin Management

- Simple Windows style download and install
- Connects to admin on install and fully auto-configures
- Auto start on Windows launch
- Auto wake and sleep to not affect the gaming experience
- Full “Machine Learning Rules Engine” powering optimal crypto mining process, ensures all factors which affect profitable mining are considered and most profitable coins are mined at all times (similar calculations to “whattomine”, difficulty, rewards, depth of market, GPUs available, mining pools etc.), full mining algorithm options to allow greater crypto mining alternatives. Process is continual and ongoing.
- Seamless background process converts mined cryptos to stable coin (SC)
- Background process rewards user in GMRX (at current SC/GMRX conversion rate)
- Auto update feature
- Easy firewall, antivirus usability
- Secure, “approvals” from download sites
- Terms and conditions (legality) acceptance
- Visually attractive, suitable for gamer user demographic
- Functional mining, visuals of gaming asset goals and time to achieve
- Gamification rewards, distance (time mining, hash contribution, NEP incentives)
- Enriched graphic interface for miner and NEP miner representation
- Account section for full data of the user (name, email, phone, Insta, discord, which games they play, which PC they have, all accessories, etc.)
- Push notifications for communication
- Built-in viral sharing options (Discord, Skype, Whatsapp, Telegram, Instagram)
- Built-in wallet for all transactions, GMRX token and asset storage
- Seamless integration with Community and Marketplace

Mobile App (Android/IOS)

- Allows users to log in to account and access all account info
- Integration with “Community and Marketplace” allows full interaction, and buy/sell/rent
- Graphically enhanced to represent website look
- Allows for easy viral sharing for Network Expansion Program
- Graphical representation for mining network
- Graphical representation for “functional mining”
- Seamless wallet integration for full transaction options

Mined coin auto-conversion to “stable coin” process

- Background process which auto-converts mined coins to stable coin using exchange API

- Stable coins stored on company wallets
- User rewarded in GMRX token for their stable coins
- All seamless to the user, who only sees GMRX in their wallet

Network Expansion Program (NEP) - built-in referral system

- Allows for simple and easy (viral) expansion of user miner network
- Allows individual users to easily increase their hash contribution and increase rewards
- User earns 10% of referred user hash, on 3 levels
- Just 10 new referrals equate to 1 additional GPU contribution, just 100 referrals (over 3 levels) equates to 10 additional GPU contribution
- The software allows for simple visualization of miner NEP network
- Easy to achieve, minimum requirement monthly contributed hash to be “active user” (TBD)

Online Community and Marketplace

- GMRX crypto token powered, blockchain based, digital marketplace where users can spend their rewards on gaming purchases.
- Huge utility & adoption, and therefore demand for GMRX token.
- Fully smart contract powered.
- Community and marketplace work together
- Allows for P2P (user-to-user) transactions (buy/sell/rent digital gaming assets)
- Allows for purchase of GMRX tokens directly from Gaimin.io
- Allows for digital gaming asset transaction from Gaimin.io and partners
- Full community interaction, user challenges, competitions, prizes, tournaments, social proof, events, games, rewards, user recognition.
- All transactions in native GMRX token
- The power of community builds customer loyalty, increases user retention, and creates huge brand awareness.
- Community creates base for planned sponsorship of esports team to build brand, identity and prestige.

Public EOS blockchain integration

- The Gaimin.io GMRX token has been issued on the EOS public blockchain
- EOS blockchain and native GMRX token powers transactions
- EOS Blockchain serves as a ledger for transactions
- Full details can be found below on “Why Choose The EOS Blockchain” and “EOS Blockchain Integration and Gaimin Detailed Blockchain Design”

Current Software Development Status

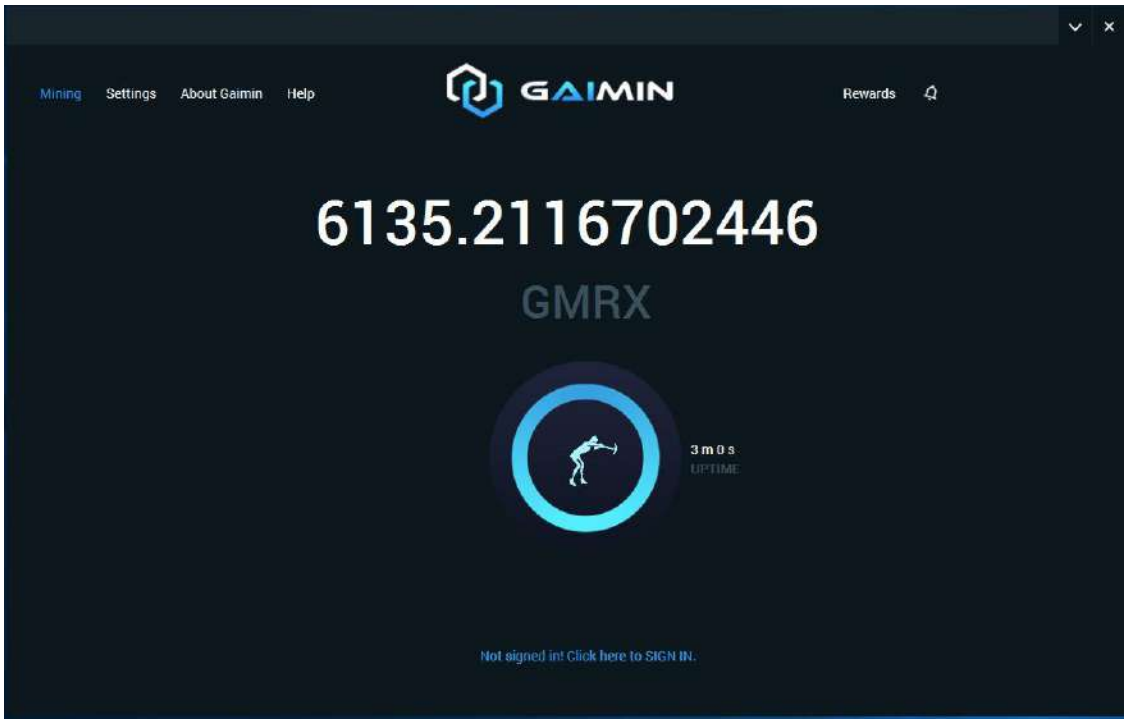
To date, the software (a) and (b) have been developed to the Alpha stage and tested in an extensive Alpha testing phase by 100 users, spread over 12 countries.

The results and conclusions drawn from this test fully verify the Gaimin.io concept and business model

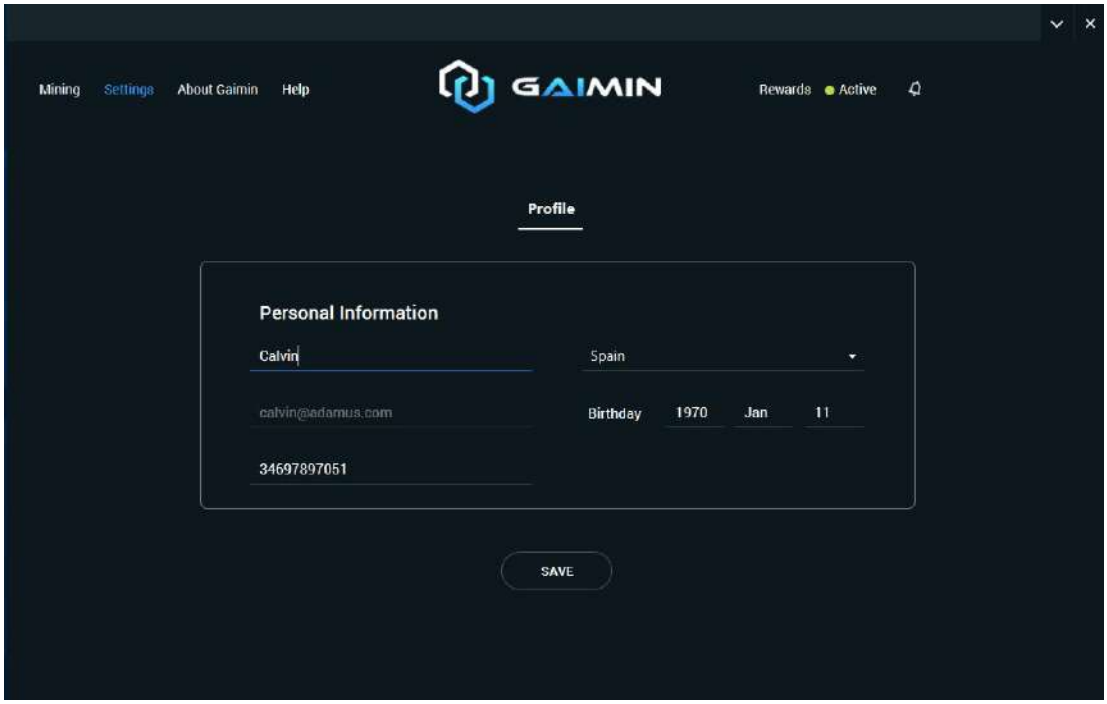
(NOTE: The Alpha testing report is added to this Whitepaper as an Addendum).

Below are a selection of screenshots from the user software and admin platform

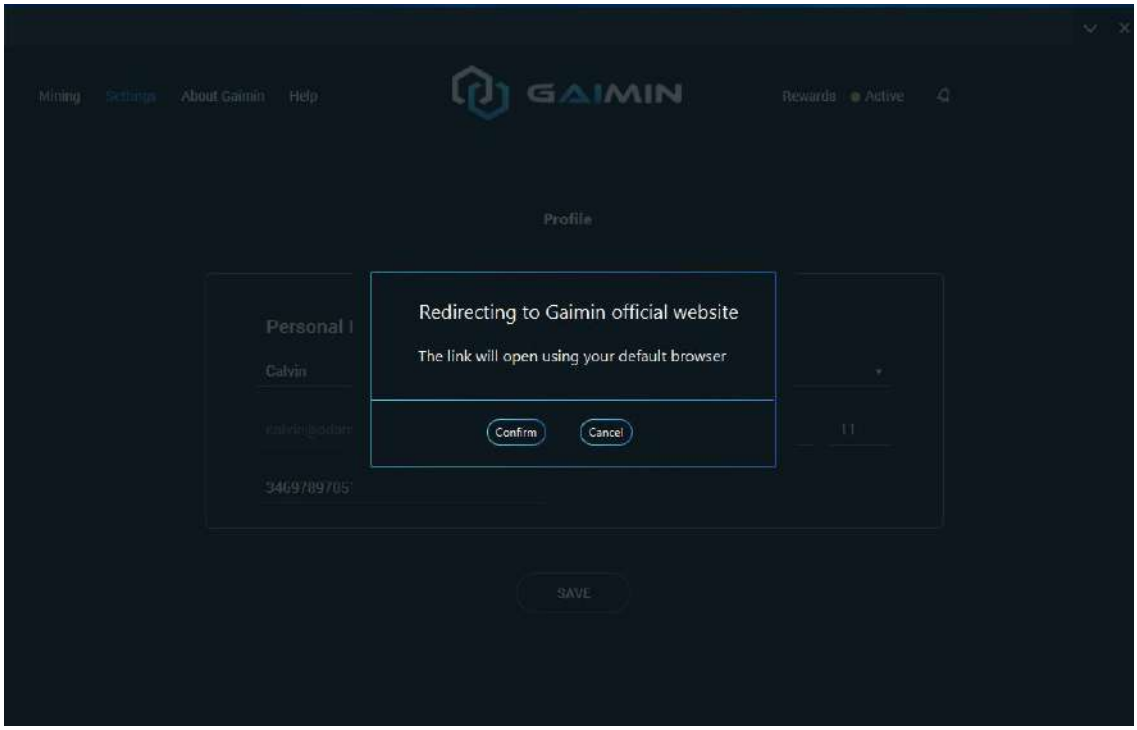
Main User Screen



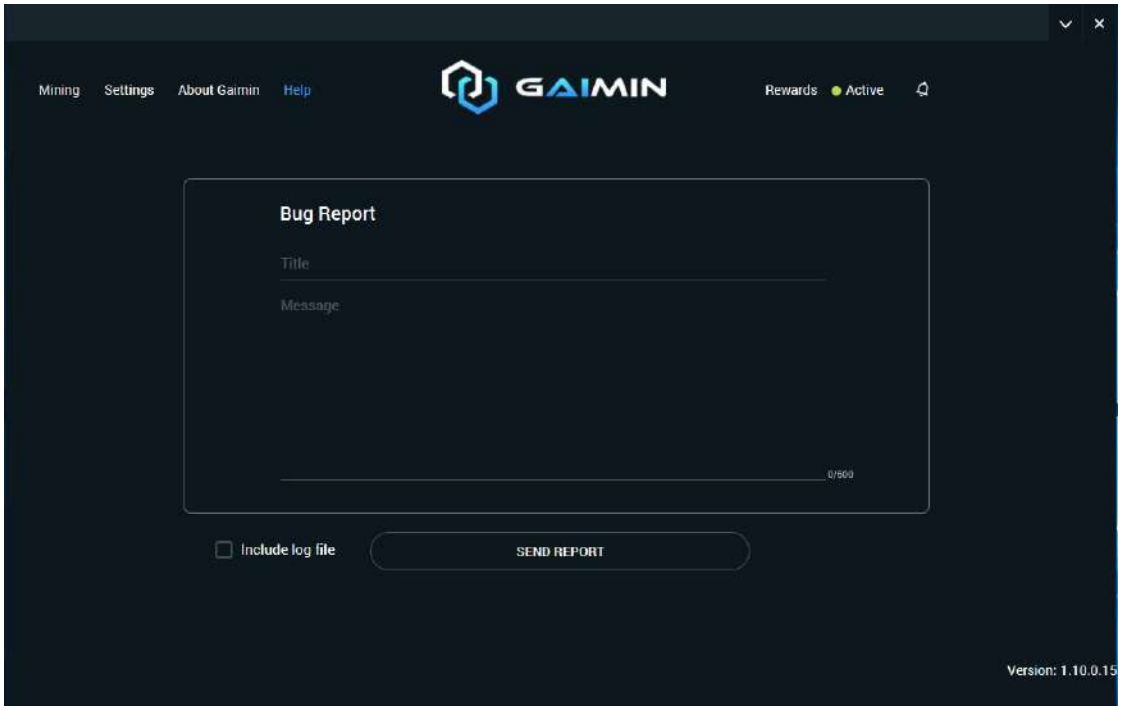
Settings



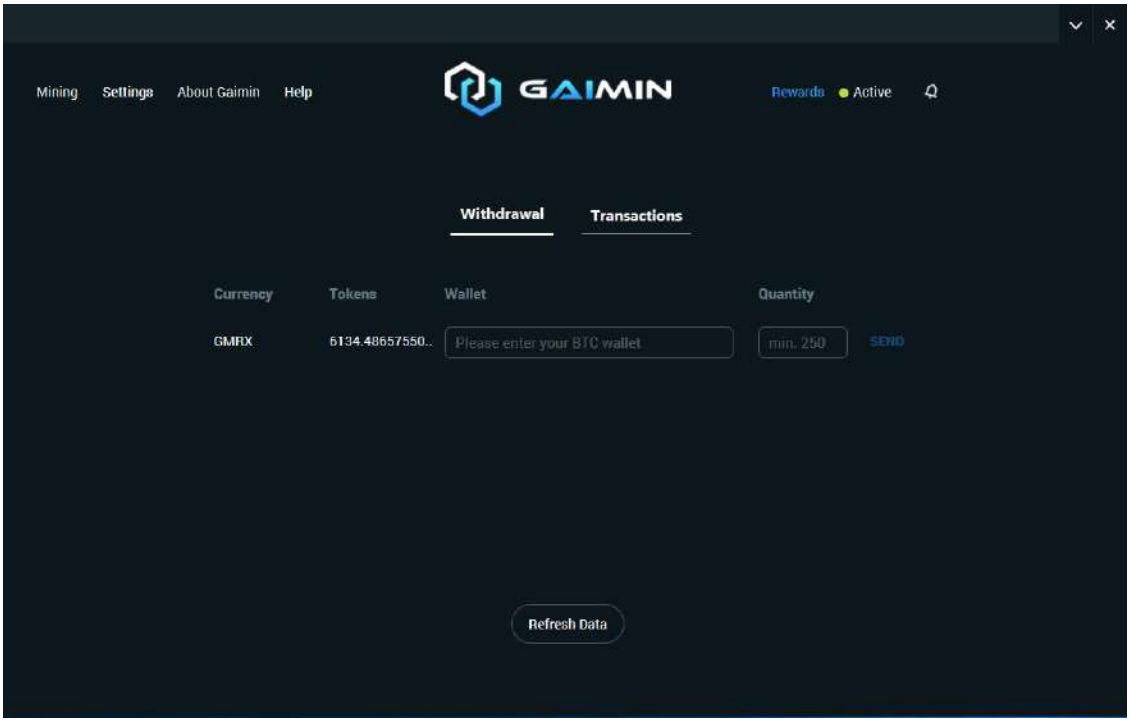
About Gaimin



Help



Rewards



5. Technical Notes

The Gaimin.io software has been built from the ground up for large scale adoption due to the sheer size and demographics of the globally distributed gaming community. With this in mind, the key factors are reliability, speed, scalability, security, efficiency in storage and throughput, and future adaptability for uses beyond “stage one” of blockchain mining (future uses include CGI rendering and other GPU heavy processes).

The following notes are only meant as a brief overview of some of the technical information and key technologies used. For a more detailed review and ongoing product updates be sure to visit our website.

Desktop technologies

- The language used throughout development: Java 8
- Frameworks used: JavaFX & Spring
- Supported OS: Windows 8,8.5,10

Blockchain mining use of 3rd party software:

- XMR-Stak for mining Monero
- Ethminer for mining Ethereum

Development using the principles of OOP (Object-oriented programming)

Which databases and why?

- Used database: Postgresql 10
- Reason: PostgreSQL serves big data volumes in less time.

GUI/WEB technologies

- Angular 7 - Front-end framework
- Angular Material 7.1 - UI framework
- Angular Animations 7.1 - For animations
- Angular Http 7.1 - For HTTP requests
- Angular Router 7.1 - For using routing
- Ag-grid 18.1.2 - For creation datatables
- AngularFontAwesome 3.1.2 - For using vector icons
- Angular2-chartjs 0.5.1 - For creation charts
- CoinAddressValidator 1.0.4 - For validation crypto wallet
- FontAwesome 4.7.0 - For using vector icons
- Ngx-perfect-scrollbar 6.2.0 - For custom cross browser scrollbar

- Node-sass 4.10 - CSS preprocessor
- TSLint 5.9.1 - Code validation
- Typescript 3.1.6 - Core language

Development using the principles of OOP with the ability to easily configure components and their reuse.

Servers

- Google Cloud Platform infrastructure.
- Server’s OS Ubuntu 18.04
- Servers are written in Java (Spring Boot Framework)
- Virtual Network is hidden from the internet, for access to internal resources use of internal VPN.
- CI/CD system - Jenkins/GitLab, it allows as implement changes in one minute.
- Plan is to implement it to Kubernetes in conjunction with a docker when needed
- All versions of the application are saved in our private Docker registry.
- Monitoring: Prometheus/Grafana real-time monitoring with alerting directly to admins.

Smart contract technologies

- Blockchain technology is EOS.
- Language for development C++14
- WASM target compiler
- As additional development toolchain, will use EOSIO.CDT
- Also cleos and jungle testnet for testing purpose
- Maybe use docker for containering

Blockchain security

- For cooperation different elements of our system with “smart contract”, use of RPC API and Wallet RPC API.
- This API calls will be signed so it is secure as ssh.
- We will launch our own EOS node to make calls between blockchain and our server more secure.
- We will use "SMART CONTRACT AUDITS" like "QuillAudits" to find Security flaws, errors It is for avoiding security bugs inside the contract.
- Also, A "kill-switch" feature to have possibility turn off contract if something wrong started.

Choosing mining algo

- Because different hardware has different effectiveness for different mining algorithms it is important to find the best algorithm (coin for mining) for specific PC.
- There are two aspects:
  (i) First is hashrate. We measure it by running a short test run of each algo. This calibration runs must be started again after each huge hardware or driver changes.
  (ii) The second aspect is relative price of mineable coins. To determine this we need to implement API with several exchanges to track prices, volume and market “depth”
- Using “big data” techniques we will collect all the data and proprietary algorithm will decide in real time which coin to mine.
- The decision will be pushed to the desktop app.

About digital game assets. (DGA)

- An integration with gaming distribution companies and DGA marketplaces will allow users to use GMRX tokens to buy, sell, and rent DGA.
- The assets will be stored in Gaimin GMRX wallet.
- All transactions in GMRX, full integration with community and marketplace
- More tech details to follow

Exchanges

- Multiple in order to mitigate and spread risk when exchanging coins.
- Provision is to swap to stable coin(s).
- Smart contracts not needed, achieved via simple API
- The server will implement interfaces with several popular exchanges (i.e. Binance) and then ask about trading if it is required.
- Amount of coins for trading must be calculated based on our service users.
- Exchange API connections also needed to help determine chosen crypto for mining

6. Why Choose The EOS Blockchain

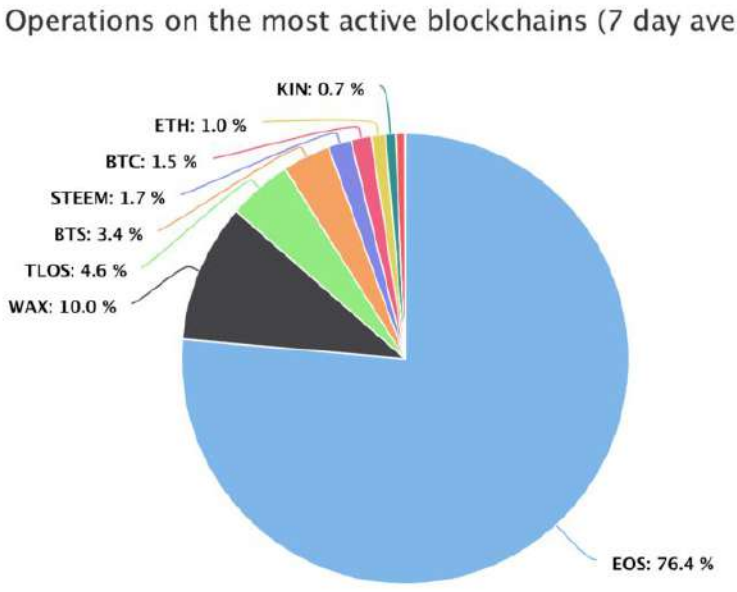
Reasons for choosing EOS Blockchain

- **Very Highly Suited to Gaming**
  Future Gaimin.io plans include the creation of digital gaming assets which makes EOS highly suited to current and future needs

- **High Transaction Speeds and Scalability**

Images courtesy of https://blocktivity.info

			Activity			Value	Index	
#		Name	Activity	Average (7d)	Record	Market Cap	AVI	CUI
1		EOS	18,137,217 Op	17,707,021 Op	87,240,496 Op	$ 5.9 B	519	
2		TRX	1,638,570 Op	1,149,983 Op	4,333,766 Op	$ 2.1 B	131	
3		KIN	1,537,490 Op	2,541,777 Op	5,258,216 Op	$ 0.018 B	14,376	
4		BTS	948,422 Op	943,598 Op	6,112,075 Op	$ 0.168 B	948	
5		STEEM	920,113 Op	960,160 Op	2,522,380 Op	$ 0.132 B	1,171	
6		BTC	842,588 Op	837,659 Op	1,178,080 Op	$ 141 B	1.0	
7		ETH	821,842 Op	831,691 Op	1,372,918 Op	$ 26 B	5	
8		WAX	478,220 Tx	399,664 Tx	7,330,584 Tx	$ 0.092 B	873	
9		TFD	300,241 Op	214,881 Op	662,359 Op	$ 0.003 B	18,193	
10		TLOS	296,897 Op	300,463 Op	12,150,781 Op	$ 0.016 B	3,184	



- **Transaction Costs (Almost) Free**
  Unlike Ethereum, on the EOS blockchain users do not need to pay in order to use your smart contract, instead, you have to stake your EOS tokens in order to receive Bandwidth, CPU, and Storage for your smart contract.

Deployment on EOS

To deploy a smart contract to EOS you need to purchase RAM. A typical contract would take say 1MB of RAM (or more), which is ~120 EOS/~$600 (at the time of writing this document)

Running on EOS

In EOS every user account costs money to the developer. Application developers will pay the nominal cost of account creation to sign up a new user, although the cost of funding a new blockchain account should be insignificant in comparison.

EOS is different from Ethereum in the way that you do not actually spend anything to run a dApp, you only have to stake it. And you'll get it back when you are done with your dApp. It is an attractive model for sure. Regardless you have to purchase coins to stake them.

- **Huge Community**
  EOS has global communities, they are building huge developers' centers globally with passionate young skilled developers.

- **Flexibility**
  One of the most genius aspects of EOS is its flexibility and ability to evolve.

- **Financially Very Strong**
  Block.one is good for $12 billion and EOS is the most funded project in Blockchain (https://www.businessinsider.com.au/commonwealth-banks-chief-financial-officer-has-resigned-2018-5)

- **Delegated Proof of Stake**
  Ideal for Gaimin.io needs

- **Easy Account Recovery (Seed Words)**
  The general concept is that every account will have three special permissions: owner, active, and recovery. You will be able to choose recovery partners you trust (friends/family) who will be able to update the active authority and grant you access back into your account.

  As long as you specify some friends and family you trust to return your account to you if you lose your keys, then you never have to worry about getting locked out forever. This is made possible through Authorization delays and Deferred Transactions on the EOSIO blockchain. Again, this is ideal for gamers as users.

- **You Can Give Your Account a Name**

With EOS our users can choose an account name instead of an account number, this is preferable with gamers.

- **Has Its Own Governance**
  EOS has its own on-chain governance and is run by 21 block producers who are paid by inflation to run, maintain and secure the network.

- **Easy to use for our developers**
  Allows huge flexibility for current and future design

- **OCI Relationship**
  Gaimin.io have already visited OCI, (Object Computing) in the USA with the complete development team and have outlined plans for our blockchain incorporation:

  Interview with Phil Mesnier: Principal Engineer and Partner at OCI and part of the core development team at EOS - https://www.youtube.com/watch?v=Z2LLWEWSLzc

- **Dan Larimer and Block.one are Behind EOS**
  EOS, Dan Larimer's third major blockchain project, was created by the team at Block.one. While Dan's earlier projects Bitshares and Steem are both in the top 50 by market capitalization, EOS is regularly in the top 5, with an impressive market cap.

Business Model:

Multiple Revenue Streams

Gaimin.io has adopted the “Uber Model” of creating a platform to connect supply and demand in a specific industry - in this case, supplying computing, the high-value commodity of processing power. This business model has been tested through many different industry verticals, such as ride sharing (Uber), travel/accommodation (Airbnb), and even freelance work (TaskRabbit).

By connecting a steady supply of truly decentralized computing power to much-needed demand (starting with blockchain validation calculations), Gaimin.io is able to satisfy an urgent need in a growing market.

Through this effort, Gaimin.io has multiple recurring revenue streams collected on a monthly basis, outlined below.

1) Monthly “Subscription” Fees

The main initial Gaimin.io business model is a subscription type model.

The provision is that Gaimin.io will collect a nominal monthly “subscription” fee (of up to $10.00 USD) paid in GMRX tokens from each “Active User.”

Note: An “Active User” is defined as a user who earns a total of $1/day minimum

It is also anticipated that a lower monthly “subscription” fee may be applied to users earning less than this target KPI of $1/day, although should this be applied it is not anticipated that said fee shall be superior to 33% of user rewards.

The user never has to enter payment information (Visa, Paypal, etc.) because subscription payments are taken from GMRX rewards automatically, so the user never actually has to pay any subscription fee from their own “pocket”.

Obviously, if a user doesn’t “earn”, he doesn’t pay. This means the software is therefore free to download, install and use for a gamer.

Analogy: Think of a Netflix subscription but the user never has to pay and earns when he watches adverts or gets anyone else to try it!

NOTE: All rewards and subscription payments are always in GMRX. The entire Gaimin.io business is 100% GMRX token driven. All users need our GMRX token to use the platform, community, and marketplace access.

2) Marketplace Digital Asset Sale

The Gaimin.io business model creates a userbase of gamers with purchasing power in the form of the GMRX token and offers them the platform via the community and marketplace to “spend” that purchasing power.

It is, therefore, part of the Gaimin.io business model to (i) formulate key strategic partnerships for the sale of digital gaming assets and (ii) develop and sell Gaimin.io owned and developed digital gaming assets, games, and complementary products to the userbase.

3) Marketplace Transaction Fees

All transactions within the community and marketplace take place in GMRX token and this creates microtransaction fees.

4) Percentage of Total Network Hash Power

Gaimin.io recognizes the importance of the community and accordingly will take a fixed percentage (anticipated 10%) of the total hash power rewards and dedicate this revenue exclusively to the development of the community and in the form of passive gamification rewards/drops to users within the community.

5) Mining Pool Fees

In order to maximize rewards from blockchain mining, it is anticipated that Gaimin.io will create its own mining pools, which, due to sheer numbers, are expected to become dominant pools, to which super miners (non-Gaimin.io users) who wish to join will have to pay an access fee in GMRX tokens.

Competition:

Blockchain Mining Software and Digital Asset Exchanges

There is currently no direct “end-to-end” solution for gamers in the marketplace, that passively monetizes gamers’ resources, then rewards them with a digital token to spend directly on their gaming experience, offers an integrated digital asset marketplace and community where the token be spent.

1) Blockchain Miners

Competition in the blockchain mining vertical is very weak, both in terms of product offerings from competitors and in terms of supply versus demand. Due to current demand from blockchains, even with the current amount of competitors’ solutions, the market still requires more solutions in order to diversify PoW mining as much as possible.

Clear Competitive Advantage

	Gaimin	Minergate	Nicehash	Gshare	Gamehash	Computa
Automatic "hands off" mining	✓	✗	✗	✗	✓	✓
Fully autonomous (ML)	✓	✗	✗	✗	✗	✗
Perpetual algo optimization	✓	-	-	✓	✗	-
Auto convert mined crypto	✓	✗	-	✗	✓	✓
Institutional Cold Storage	✓	-	-	-	-	-
Community & Marketplace	✓	✗	✗	✗	✗	✗
"Functional Mining"	✓	✗	-	✓	✓	✗
Passive incentivized drops	✓	✓	✗	✗	✗	✓
Network Expansion Program	✓	✗	✗	✗	✗	✓
So simple my mom can use it	✓	✗	✗	✗	✓	✓

Gamers are not miners.

Additionally, current mining software requires knowledge and a steep learning curve, and is dedicated more towards “do-it-yourself” type users who are looking to set up and manage their own mining operation, unlike the Gaimin.io solution which specifically addresses gamers and offers a hands-off solution.

2) Digital Asset Exchanges

Competition in the Digital Asset Marketplace vertical is the most fierce due to well-established competitors in both blockchain and non-blockchain based marketplaces. One competitive advantage of Gaimin.io is the monetization/mining software application. Users can use Gaimin.io as a one-stop-shop for all of their digital asset needs - earn spendable GMRX token from blockchain mining, and turn around and use them to buy other digital assets or sell old assets through the same marketplace. All of this without leaving the comfort of the Gaimin.io community and platforms.

Gamers will have already built trust through using the Gaimin.io mining software application, making adoption of other marketplaces they are unfamiliar with, less likely.

Additionally, most marketplaces claim a global presence, but in the end, only focus their efforts on North America and Western Europe. Gaimin.io has plans for a truly global user base and global presence This will allow Gaimin.io to establish and grow a presence where competitors are not yet targeting.

Tokenomics:

The GMRX Utility Token

GMRX is a token with the sole function of being a digital utility token which powers the Gaimin platform rewards, marketplace and community.

1) Round Structure

- Total Token Supply Fixed at: 5,000,000,000
- Total Tokens to be Sold via Token Sale Events (20%): 1,000,000,000
- Initial Token Sale Price: $0.10 USD / Token

Gaimin will operate multiple rounds for token buyers privately and publicly through token sale events, full details still to be determined.

Project Softcap: $10 million USD
Project Hardcap: $100 million USD

2) Token Distribution

Token Distribution		**5,000,000,000**
Token Sales	20.00%	1,000,000,000
Kickstart/Community	30.00%	1,500,000,000
Company Holdings	30.00%	1,500,000,000
Founders	15.00%	750,000,000
Advisors/Seed Investors	5.00%	250,000,000
	100.00%	**5,000,000,000**

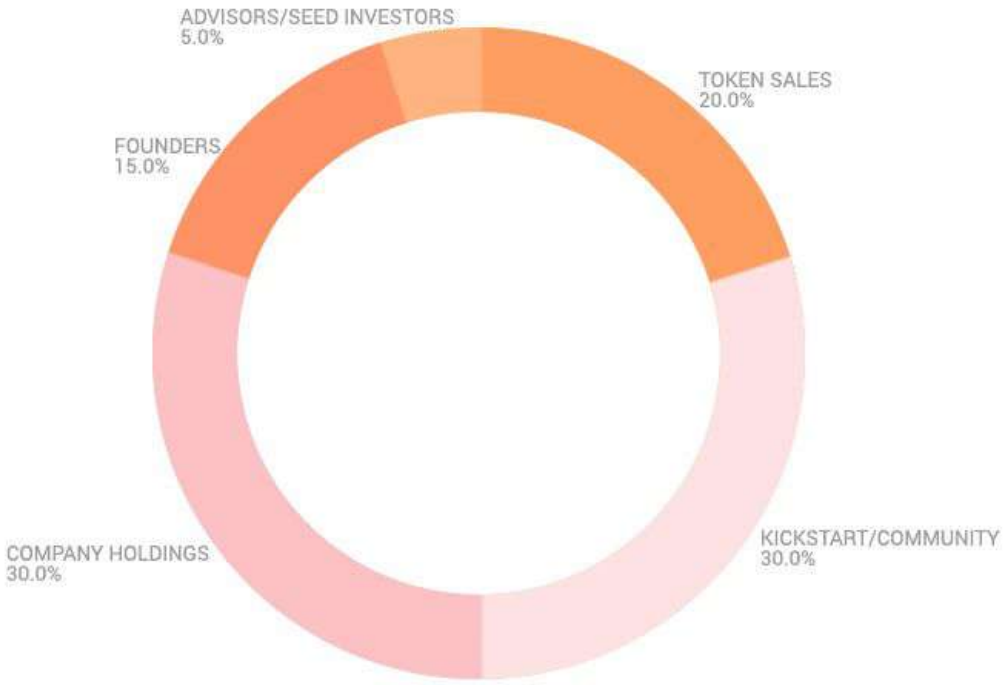
The key elements to take note of are

(i) the 30% allocation to the company used as a reserve to assist balance the GMRX ecosystem, and

(ii) the 30% allocation to the “Kickstart Program” to help kickstart the Gaimin.io community and incentivize the community to be active long-term members.

Beyond that, the founders will take 15% and advisors/seed investors (early equity investors) 5%, both groups have strong vestment periods in order to claim all of their allotted tokens.

The remaining 20% is for the general public to purchase via token sale events

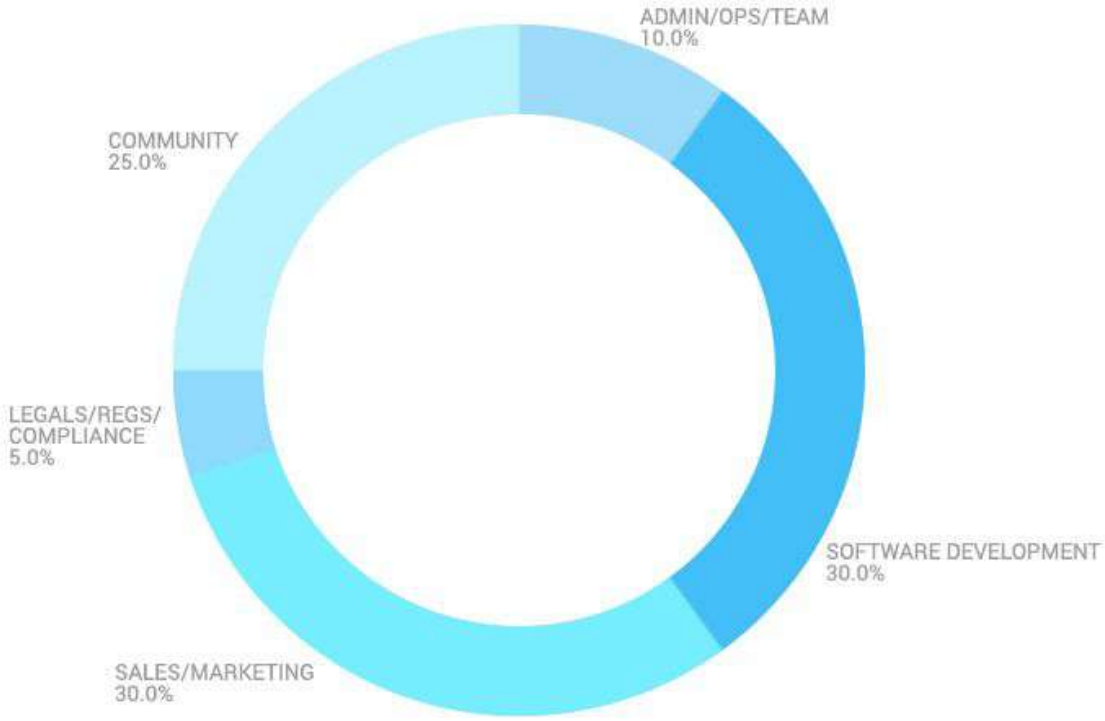


3) Use of Funds

Use Of Funds	
Admin/Ops/Team	10.00%
Software Development	30.00%
Sales/Marketing	30.00%
Legals/Regs/Compliance	5.00%
Community	25.00%
	100.00%

Software and marketing account for 50% of the funds to assure an ongoing high-quality product for users, global user base expansion and brand establishment. Overhead, operational and

team costs account for 25% of the use of funds in order to maintain daily operations and requirements. An additional 25% will be available for global community development..



Admin/Operations/Team

We will start from our European base and then establish a full presence in Asia followed by the USA. Full costing provisions include:

- Office set up as a European base
- Office set up as an Asian base (massive hub for gaming)
- Office set up as a USA base
- Traveling, events, stands etc.
- Staff, wages, relocation (i.e. software developers)
- Recruitment “purse” to acquire top talent
- IT, tech infrastructure, hardware and equipment
- Training and education
- Hiring external talent
- Scholarships, local universities etc.

Software Development

Our software has been designed in “modules”, the minimum “softcap” fundraising goal covers the modules with all testing (to alpha, beta) and to the full launch of marketable MVP product. Further funding, and ongoing revenue will then dictate how fast we can go with further development. Full costing provisions include:

- Website member admin area and online account section
- Testing (alpha, beta)
- Mining module development (ongoing)
- AI development (ongoing)
- NEP development
- Mobile application
- Blockchain development/integration (building and maintenance)
- Relative value conversion model development
- Community and Marketplace software development
- Language translations
- AI, machine learning, advancement
- Games division (development of in-game assets and games)
- Servers and other online presence basic costs
- Research and development
- Supercomputer services investigation / R&D
- Additional services investigation / R&D (storage, etc)

Sales/Marketing

The marketing budget would be used in accordance with the strategies detailed below in the “Marketing Plan” section.

Legal/Regulatory/Compliance

These funds ensure Gaimin.io can cover all basic legal requirements to start operations with a compliant, solid legal structure and foundation. Full costing provisions include:

- Company structure and legalities
- ICO/IEO/Blockchain regulatory
- IP protection
- Trademarks
- Software patents

Community

Gaimin.io fully recognizes the importance of the community in building customer loyalty, retention, brand identity and brand prestige, and will therefore dedicate a significant part of the funds raised to the ongoing development and maintenance of the community. Funding provisions will include:

- Community and marketplace development and growth
- In-house ranking, prizes, tournaments, rewards, recognition
- Partners, alliances and collaborations
- Admins, moderators, each language
- Social media and community managers
- Influencers
- Promotions and sponsorships
- Esports team

4) Creating Sustainable Demand - Use Cases for GMRX Token

The following are planned applications for the GMRX Token; these will help increase adoption, utility and overall demand for the GMRX Token.

1. Exclusive payment method for Gaimin mining software application – monthly subscription

2. Exclusive payment method for Gaimin community and marketplace for gamers to buy/sell/rent digital goods (all Gaimin smart contracts will be executed with GMRX Tokens only)

3. Exclusive payment for miners who wish to join Gaimin owned mining pools, which they will need to purchase

5) Token Market Protection

In order to help maintain a stable token with a positive value trajectory, Gaimin will employ a series of techniques to ensure the safety of the token and help weather the tough market conditions that all tokens face.

Token Buyer Caps

Each token buyer will be limited to a total % stake in Gaimin Tokens in order to limit potential malicious market tactics which threaten the stability of the token, such as pumping and dumping.

Vestment Periods

All founders, team members, and early private seed/equity investors with token options, founders included, will be subject to vestment periods. Founders will hold 15% of the total tokens. All vestment is facilitated through a smart contract. This ensures a long-term commitment from founders and ensures founders cannot act against the company as it would be against their own financial best interests.

Additionally, advisors will also be subject to vestment periods in order to ensure their active and sustained involvement and to ensure they cannot act in their own personal best interests at the expense of the company and other stakeholders.

Token Reserve

Gaimin.io the company will hold 30% of total tokens as a reserve in order to correct unlikely market conditions that threaten the stability of the GMRX Token. This reserve can be issued in part or full in order to help stimulate the GMRX Token economy, should market conditions deem this necessary.

KYC & AML

Each private equity investor, and token buyer, whether individual or institution, will be subject to strict KYC and AML screening in order to determine eligibility to invest in Gaimin.io and receive GMRX Tokens. Gaimin.io will not, under any circumstances, allow or accept investment, or token purchases, direct or otherwise, from any restricted persons or group of persons. This includes but is not limited to anyone who fails either KYC or AML screening, provides incorrect, false, or misleading information, or otherwise tries to circumvent screening, or displays any malicious behavior towards Gaimin.io, its stakeholders, or any other upstanding individual, group, or entity.

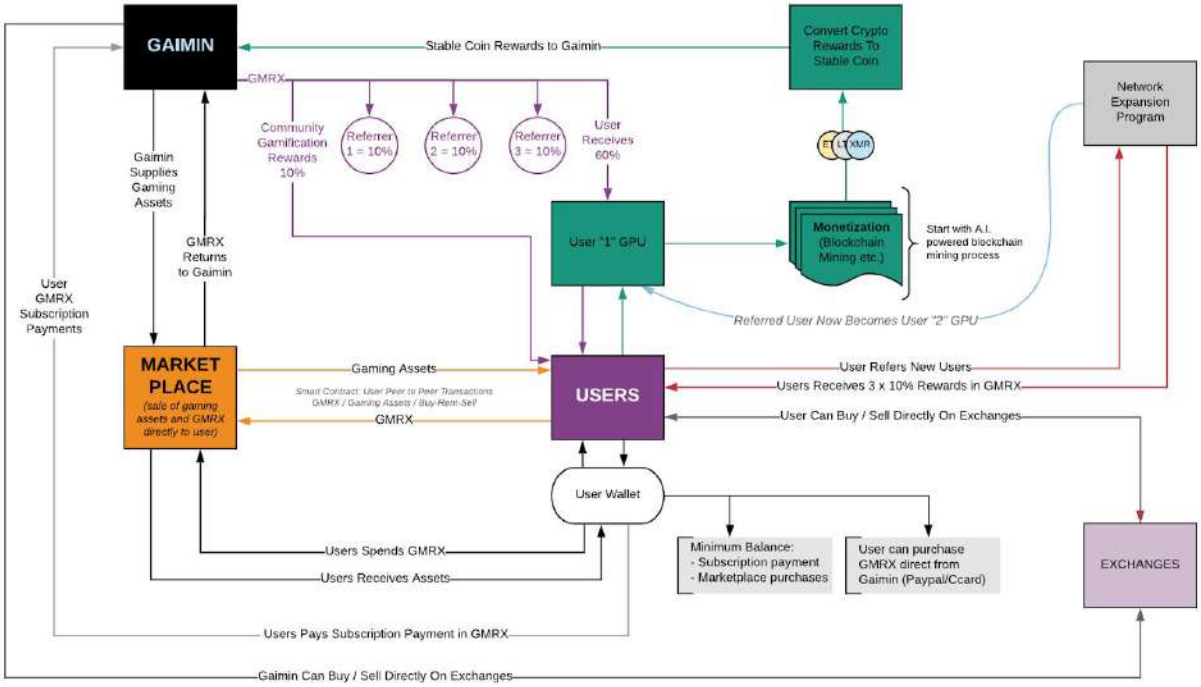
Token Demand

Creating and maintaining a steady positive demand for GMRX tokens will take place through the gamification of the Gaimin.io software application..

As well as by making GMRX tokens the exclusive payment method of the Gaimin.io software application (monthly subscription fee), exclusive payment of all smart contracts in the Gaimin.io community and marketplace for digital gaming assets, as well as the exclusive payment method for super miners wishing to join Gaimin.io owned mining pools.

7) Token Flow Chart

The following chart represents the token economy flow.


GAIMIN
Stable Coin Rewards to Gaimin
Convert Crypto Rewards To Stable Coin
Network Expansion Program
GMRX
Community Gamification Rewards 10%
Referrer 1 = 10%
Referrer 2 = 10%
Referrer 3 = 10%
User Receives 60%
ETH LTC XMR
Gaimin Supplies Gaming Assets
GMRX Returns to Gaimin
User "1" GPU
Monetization (Blockchain Mining etc.)
Start with A.I. powered blockchain mining process
User GMRX Subscription Payments
Referred User Now Becomes User "2" GPU
MARKET PLACE
(sale of gaming assets and GMRX directly to user)
Gaming Assets
Smart Contract: User Peer to Peer Transactions GMRX / Gaming Assets / Buy-Rent-Sell
GMRX
USERS
User Refers New Users
Users Receives 3 x 10% Rewards in GMRX
User Can Buy / Sell Directly On Exchanges
User Wallet
Minimum Balance:
- Subscription payment
- Marketplace purchases
User can purchase GMRX direct from Gaimin (Paypal/Ccard)
EXCHANGES
Users Spends GMRX
Users Receives Assets
Users Pays Subscription Payment in GMRX
Gaimin Can Buy / Sell Directly On Exchanges

Marketing Plan:

Simple, Powerful, Integrated Marketing Strategies

Simple Overview

The ability to gain users through multiple channels offers Gaimin.io a simple and very powerful overall marketing plan. In addition, marketing to the gaming demographic has certain, specific advantages:

- Gamers are easy to locate, both online and offline, and inexpensive to reach

- There are specific social media channels, websites, and forums which allow direct access to ideal demographic (Instagram, Twitch, Youtube gamer channels).

- Viral recommendations are natural in gaming. Gamers are the most connected demographic ever and highly accustomed to viral type recommendations.

- Gaming influencers have massive, faithful followings and are open to promotions.

A More Detailed Review

Gaimin.io has identified three key market segments critical to the success of the company:

1. Investors
2. End Users - PC Gamers
3. Crypto/Blockchain Enthusiasts

Each of these three segments plays a key role in helping fund the development of Gaimin.io, ensure the sustained usage and success of the Gaimin.io software application, and therefore ensure the healthy maintainable success, demand for and utility of the GMRX Token.

Although Gaimin.io is primarily based in Europe, operations are a global effort, with specific attention to be focussed on key Asian crypto and gaming markets. Each of the segments and activities will be conducted on a global scale, paying attention to key markets of interest outside of English speaking markets.

Awareness/Interest

In order to build awareness in our three main market segments, Gaimin.io will conduct/use the following activities/tools:

1. Network Expansion Program (built in referral system)
2. Airdrops
3. Investor & Advisor Support
4. Social Media Marketing
5. Content
6. Public Relations
    a. Media Relations
    b. Influencer Relations
    c. Community Relations
7. Community Development
8. Digital Advertising
    a. Search Engine Marketing Campaigns (Search and Display)
    b. Search Engine Optimization Campaigns
    c. Private Network Marketing Campaigns (Search and Display)
    d. Remarketing/Retargeting Campaigns (Search and Display)
    e. Video Marketing on Public and Private Networks
    f. Direct Digital Marketing (ie, Email)
9. Sponsorships (ie, eSports team)
10. Events (ie, Promotion Gaming Tournaments)

The above activities will allow Gaimin.io a large breadth of activities to target all key market segments, on a global scale, through multiple touchpoints. Each activity can be sustained long-term and augmented to support different stages of an integrated marketing campaign – whether we are informing users for the first time, retargeting, retaining them, or pushing them to become advocates.

Desire/Adoption

In order to seed adoption in the three main market segments, Gaimin.io will conduct/use the following activities/tools:

- Free-To-Play (Use)
- Product Quality
- Product perpetually improves, increasing results over time
- Promotions and Limited Time Offers/Discounts
- Closed and Open Alpha and Beta Phases
- Gamification of Gaimin.io software application
- GMRX Token on open exchanges worldwide
- Exclusive payment for Gaimin.io and associated platforms via GMRX tokens

Free-To-Play (use)

The software itself will eliminate any barriers to entry for hesitant users – no credit card or PayPal information required, and instant results. Additionally, Gaimin.io will focus on product quality and user experience to ensure that Gaimin.io stands above all other market offerings to secure user adoption. Again, each of these points can be sustained long-term to ensure users not only adopt, but also continue to remain loyal and active users of Gaimin.io software.

Advocacy

In order to turn active and loyal users into advocates of Gaimin, we will conduct/use the following activities/tools:

- Product Quality (which includes results)
- Network Expansion Program
- Gamification and Incentives

Turning loyal users into advocates is the ultimate goal of any brand. Gaimin.io will achieve this through superior product quality with perpetual updates (and of course user results), the Network Expansion Program, as well as the gamification of the Gaimin.io software, and tangible incentives for loyal active users.

Summary

With all of these efforts integrated throughout all Gaimin.io communication channels, Gaimin will be able to reach its specific target markets economically, efficiently and effectively both in the short and long-term life of the product and company.

Additionally, each activity is focused on building high-quality relationships with users to ensure a long and healthy customer lifespan.

Roadmap:

Milestones and Objectives

2018 Milestones Achieved: Basic Proof of Concept / Company formation

- Company formation: UK/Crypto Valley, Zug, Switzerland
- Team, partners & strategic advisors in place (gaming, marketing, regulatory, blockchain)
- Internet presence (website, social media, etc.)
- Initial documentation (decks, use of funds, litepaper, marketing plan, etc.)
- Software development: plan “Alpha” testing
- User demand confirmed: Madrid Games Week

2019 Q1 - Objectives:

- Update documents based on 2018 insights
- Private fundraising
- Continue and expand Alpha testing, reach 100 users
- Software updates based on Alpha feedback

2019 Q2 - Objectives:

- Finalize Alpha test and produce a detailed report
- Continue private fundraising
- Begin IEO preparations
- Launch GMRX token on EOS platform

2019 Q3 - Objectives:

- Plan and run private/public software Beta testing
- Aggressive PR, airdrops, community building, social media presence
- Fundraising through token sales on exchanges

2019 Q4 - Objectives:

- Fundraising through token sales on exchanges
- Expand operation to prepare for launch, scaling, onboarding of users
- Partnerships and alliances
- Finalize MVP and launch

The Team:

Founders and Core Players

A more detailed list of other collaborators and alliances can be found at https://gaimin.io/

Founders

The Founders have all known each other for in excess of 15+ years. Having worked together in several countries across different continents, the team have extensive experience of solving problems and creating solutions together.

Martin Speight - Co-Founder / CEO
Experienced entrepreneur and business strategy consultant. Over 28 years background in sales & marketing. Founder of specialist online marketing consultancy. Specific experience working with Internet startups developing systems and processes for planned growth.

Clive Aroskin - Co-Founder / COO
Operations and logistics specialist with significant entrepreneurial startup experience. Extensive referral program expertise, community development, and event management.

Calvin Adamus - Co-Founder / CPO
Gaimin creator with product-specific knowledge. Strategic advisor, community building and referral program specialist. Extensive experience developing concepts through to reality. Multi-lingual and world travelled.

Andrew Faridani - Co-Founder / CMO
Founder of Canada's largest local digital agency, with 18 years experience, specializing in online advertising, branding, and social media. Vast experience in staff management, business processes, systems, scaling and development.

Robert van Schaik - Co-Founder / CFO
30 years of business formation and management experience, founded several successful online businesses. Startup investor specializing in technology and blockchain.

Buki Ben Natan - Co-Founder / CTO
Extensive knowledge of blockchain technologies and all aspects of IT product development. Vast experience with big data tech., stack & machine learning.

Core Players

Roman Golovakha - VP Product Development
Software engineer and architect with 18 years of experience in research and development, from concept to product. Blockchain specialist. Over 15 years of skills development as a Pro-Gamer. Delivery of numerous mobile applications, websites and cloud solutions for start-ups and established enterprises in the field of entertainment, banking and TV.

Shaun Martelly - CIO
Specialist in public relations, marketing, public speaking and successfully raising funds for several tech-related startups.

Beverley Warburton - Branding and Community Advisor
Branding specialist, Gamification and gamer community advisor. 25+ years of corporate experience in direct sales developing & executing operational strategies to drive international expansion.

Enrique Santos - Market Analyst
Technical stock market analyst for 18 years. Author of 4 books on analysis based on Elliott Wave Theory and Fibonacci patterns models. Specialized in intraday trading on currencies and index futures, utilizing systems around technical analysis and stable trading based on human behavior patterns.

Miguel Ferrero - CGO
Gaming Advisor for the Hispanic Markets. Gaming industry expert, VR Specialist and founder of Spanish gaming and VR/AR company, business mentor, team building coach, gaming and sporting event organizer.

Addendum 1: “The Alpha Report”

Detailed Report With Conclusions From The Gaimin.io 100 Person Software Alpha Test

INTRODUCTION

Before we start here’s a very non-technical overview of the software development which will help clarify exactly where we are in the process.

Software progresses through various design phases before it reaches a version which can be taken to market. This first marketable version is typically referred to as the “Minimum Viable Product” (MVP).

These development phases may include some or all of the following depending upon the complexity of the project:

- Functional Requirement Documents (FRDs)
- Software Design Documents (SDDs)
- Initial Prototype software for internal testing
- Alpha Testing
- Beta Testing
- Minimum Viable Product (MVP)

The MVP is usually what one sees as “Version 1.0” of a software platform. It is operationally sound but doesn’t have all the features and upgrades which are added in later versions.

ALPHA TESTING TIME PERIOD

- Alpha testing of our platform started in July 2018
- We closed the Alpha testing in April of 2019
- This was 8 full months, which included 2 months of “set up” and a full 6 months of testing
- It was done in 2 stages:
    - Stage 1 was basically done in-house with an initial prototype
    - Stage 2 was opened up to external users, (friends, family, advisors, gaming community influencers, gamers), and expanded to just over 100 users in total

During this testing period, we gathered all the data needed to achieve the initial testing objectives, and fully verify the functionality of our software platform, together with our overall concept and business model.

ALPHA TESTING OBJECTIVES

The big objective of Alpha testing was to design and develop the basic software, make it operational and allow us to generate the data necessary to give us verified “proof of concept” of our business model.

This would immediately mean we are not just a business “idea”, instead, we will have clearly demonstrated the viability of our project and given ourselves a very clear roadmap to MVP.

Detailed Alpha testing objectives:

- Construct a software platform, from the ground up, which would allow us to validate and confirm blockchain transactions on “Proof of Work” (PoW) blockchains (blockchain mining) and generate the associated user rewards.

- Make the software work with relevant mining pools and the associated mining algorithms, together with all associated processes.

- Identify three different cryptos to mine, and two mining algorithms, and use them to generate real mining rewards.

- Identify all download and installation problems (including firewall and antivirus issues), identify crashes, find (and resolve) as many bugs as possible and generate a list of “missing” features, and early version desirable user features.

- Develop an initial user onboarding process to allow us to incorporate a smooth download, install and set up experience for the user.

- Set up the parameters for Beta testing, which will be the next significant testing phase

- Assist us by giving additional data and information for the final creation of the FRDs (Functional Requirement Documents) for other features which have not been included in this Alpha test.

- Ensure the software coding would work to allow for successfully aggregating GPU processing power for other future uses (such as CGI rendering) meaning that our

business model can be as “future proof” as possible by ensuring multi-functional monetization of aggregated GPU power.

- Ensure the software would allow the future integration of our other planned features (modules) including our “Machine Learning Engine”, “Network Expansion Program”, “Stablecoin Auto-Swap Mechanism”, “Marketplace & Community”, and of course the complete “Blockchain Integration”.

- Expand the test to include enough users with sufficient variety in geo-location, internet connection speed, GPUs, CPUs, Windows versions and version updates, to allow us to have a solid test of the platform.

- Generate sufficient data (user rewards from mining) to enable us to create accurately simulated earnings at both an individual level, and when including Network Expansion Program (NEP) calculations, to prove our business model works for the users and for ourselves as a business.

- *NOTE: We have a reward KPI of $1/day to classify a user as an “Active User”, our aim, therefore, was to demonstrate we can meet this KPI.*

- Provide real-world data to clearly demonstrate the difference in crypto rewards by selecting more profitable cryptos to mine, thus verifying the concept of our machine learning process (which will identify the most profitable coins and allocate “Hash Rate” accordingly) to ensure maximum overall rewards.

- To prove that the platform can be run profitably during the test period without including NEP referral commissions, leveraged token purchasing power, much higher rewards from other GPU uses such as CGI rendering. Crypto mining rewards had dropped significantly in price prior to our test period and remained low, despite this, we were still able to maximize the mining rewards with the full power of our machine learning (manually enacted) to select rewarding cryptos to mine.

INITIAL USER REWARD CONDITIONS

- It was decided that in order to allow our developers to have complete freedom to work on the software, we would reward Alpha testers for their time connected to our platform and not their Hash contribution.

- There was no correlation between Alpha tester token rewards and the actual mining rewards achieved. In fact we only actually committed a percentage of the user’s

aggregated hash power to blockchain mining, most hash was needed for development testing of the platform.

- At no stage in Alpha testing did we attempt to maximize rewards from mining. That was not the objective.

- Neither did we have the software perform any other function (like CGI rendering), we limited the Alpha testing to blockchain mining.

USER PARTICIPATION

- In total, just over 100 users took part in official Alpha testing, from 12 different countries. This ensured we achieved our goal of having a sufficiently wide test data.

- As planned this allowed us to test a wide range of different computers, with different versions of Windows (at various stages of Windows updates), together with a large variety of GPUs, CPUs, internet speeds, etc.

BUGS

- A total of 203 bugs were reported by users either manually or using the platforms in-built reporting system. All were successfully resolved.

MINING ALGORITHMS AND CRYPTOS MINED

- We successfully tested two of the main blockchain mining algorithms (Ethash and Cryptonight).

- We successfully mined three different cryptos. Ethereum (ETH), Monero (XMR) and DubaiCoin (DBIX), which is basically a clone of ETH.

- *We picked ETH and DBIX to show the difference in the earning possibilities by mining the same type of crypto with the same resources, using the same algorithm, although each different crypto has different factors that affect the user rewards (competing miners, mining difficulty, price, etc.)*

- During Alpha testing, we manually switched between the cryptos we mined, imitating what our AI (machine learning) will do automatically when it is incorporated into the platform. We did this in order to demonstrate the difference in the mining rewards (measured in USD) when directing the hash rate to different cryptos (in this case only 3), and therefore providing clear proof of the power of our artificial intelligence in significantly increasing overall rewards from blockchain mining.

BLOCKCHAIN MINING REWARDS

- Although we did not run the Alpha testing with the goal of maximizing the rewards from blockchain mining, one of our requirements was to provide sufficient real-world data to allow us to calculate accurate earning simulations.

- The rewards per hour from the most profitable period of our testing (whilst attempting to maximize returns) based on an average 1060/1070 GPU (approx. 15/20 MH/s) was $0.0516 for the top rewarding coin we mined (DBIX)

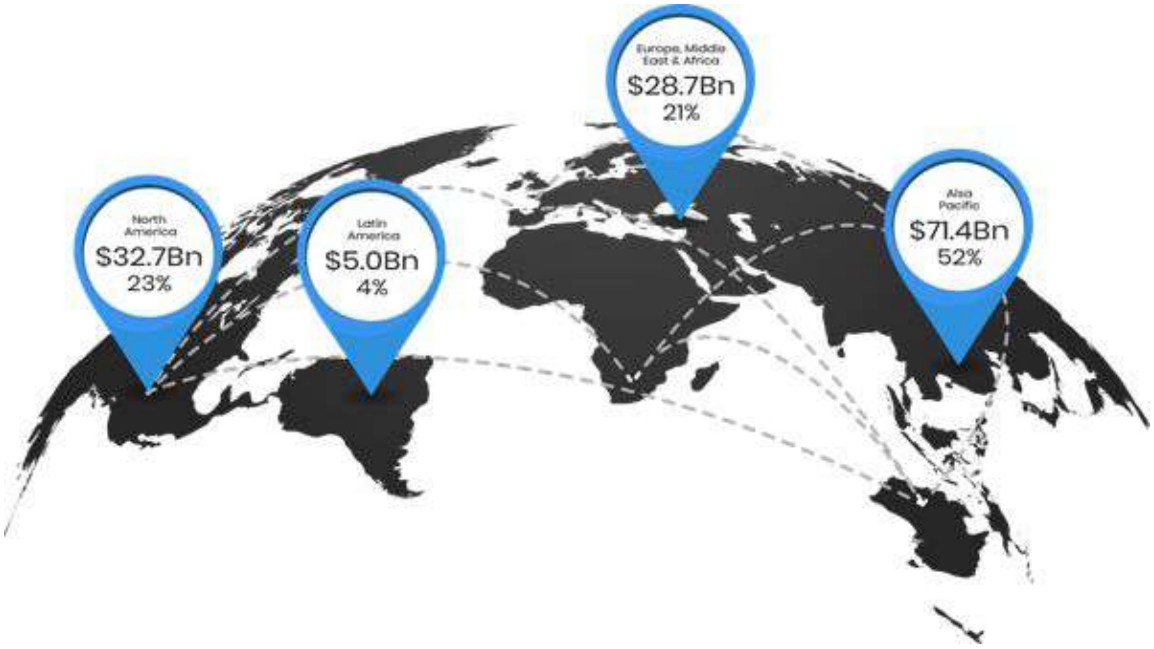
- However, the rewards per hour for each of the cryptos varied greatly when we extracted all the data, and looked like this:

  - Monero (XMR) average per hour $0.0300 (*insufficient data for inclusion*)
  - Ethereum (ETH) average per hour $0.0218
  - DubaiCoin (DBIX) average per hour $0.0516

ENERGY COSTS

Estimated Power Cost Of Running Gaimin Platform Per Hour.

There is a myriad of factors that determine the power cost of running a gaming PC. This calculation is meant to offer a reasonable average since there are simply too many variants to calculate accurately across a global user base (gaming has a significant presence in over 100 countries according to NewZoo gaming industry research)



Source: Newzoo

Factors that affect energy cost (price per kW/h) include, but are not limited to:

- Location: country and state
- Energy provider/supplier
- The temperature of the room which determines the use of a fan for cooling. (Incidentally, in a cold room this can actually reduce the heating cost!)
- Season of the year (prices can vary depending upon the month)
- Time of day (night time is often cheaper)
- The demand for energy in a given location; in periods of high demand energy providers tend to increase cost, in periods of low demand cost drops
- Type of energy source and changes in energy sources from the provider
- Changes in weather conditions
- Changes in government policy
- Make, model and spec of PC, CPU, GPU, screen size, type and number of fans, etc
- Which background applications may be running (anti-virus scanner etc)
- Bad PC practices: like overclocking (something we do not do)
- Good PC practices: keeping a PC in good “health”
- Type of PC cooling (liquid?) and future cooling advancements

Taking into account the research from the links below, and trying to match the data from the user profiles of our Alpha testers (to determine location and PC specs / 1060/1070 GPU) we determined an average cost of approx 0.034 USD (3.4 United State Dollar Cents) per hour to run our Gaimin platform on a mid-spec gaming PC.

References:

https://en.wikipedia.org/wiki/Electricity_pricing
https://sites.google.com/site/evanmillsresearch/home/projects/gaming
https://www.pcgamer.com/how-much-power-does-my-pc-use/
https://www.pcmag.com/feature/365866/how-much-electricity-does-your-pc-consume/5
https://forums.moneysavingexpert.com/showthread.php?t=5675867
https://www.reddit.com/r/pcgaming/comments/9k08h9/how_much_does_a_gaming_pc_add_to_your_electric/
https://www.eia.gov/energyexplained/index.php?page=electricity_factors_affecting_prices

(Please also see the section below from our C.O.O. and his own personal stats)

BASIC PROFITABILITY

- Based therefore on the figures above we can verify that the average blockchain mining income, using the most profitable of just three coins mined, was $0.0516 per hour
- And the average energy cost was $0.034 per hour
- Therefore the average *profitability was $0.0176 per hour* (using DBIX) for a regular user with a 1060/1070 GPU
- Had we used ETH or XMR then in both cases we would have slightly lost money
- These figures accurately reflect the state of blockchain mining during this period and fit in with our anticipated results. Most miners we have spoken to who were mining around this period have confirmed these results as typical

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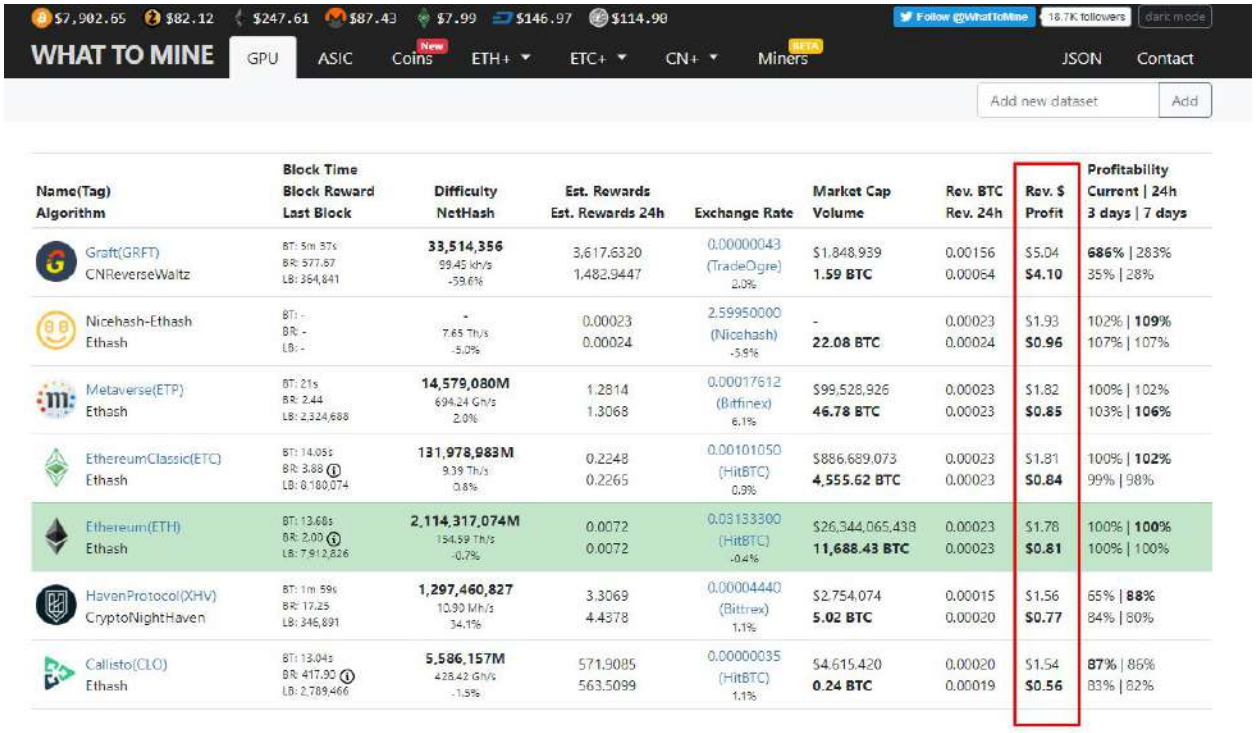
ACHIEVING OUR $1 USD PER DAY USER KPI?

1) Artificial Intelligence (Machine Learning)



Screenshot courtesy of https://whattomine.com/

As we saw from our own testing, one of the main factors in the rewards generated from blockchain mining is the selection of the actual coin.

Just a quick review of the website, “WhatToMine.com/coins” under the GPU tab and you can see for yourself estimated rewards of GPU mineable coins.

The difference in results are dramatic (in the hundreds of percent)

Our own testing showed we could make 237% more (with the same resources and using the same mining algorithm) by simply sending our hash rate to DBIX than we could by sending the same hash rate to ETH.

We knew this from our very first days investigating this idea of blockchain mining in late 2017, and this concept is what started the idea of Gaimin.

Many factors determine the profitability of a cryptocurrency at any single point in time, and our goal was to develop an A.I. which would take into account all the factors and continually be capable of switching between cryptos to ensure we maximize the returns, whilst balancing all the factors.

If we could produce a 237% more profitable selection manually from just three coins, then clearly our AI, using its machine learning, can assure us constant and significantly higher gains than attempting to mine using traditional mining methods (pick a coin and hope!)

During our testing, we simply performed manually what our A.I. will do automatically, but from a selection of hundreds of cryptos, not three / as we did.

> ***Conclusion****: We proved our machine learning crypto selection process will work and is capable of producing rewards much higher (in the hundreds of percent more) than traditional crypto mining can.*

2) Network Expansion Program (NEP)

One of the limiting factors when mining cryptos is the amount of hash power you can generate to power your mining efforts.

Typically a miner needs to invest in more equipment to increase his hash rate, and therefore increase his mining rewards.

Yet every time he does this, his investment increases and so does his energy cost in powering his new GPUs, which has made mining a very difficult business in the last 12 months with crypto values and therefore mining rewards dropping.

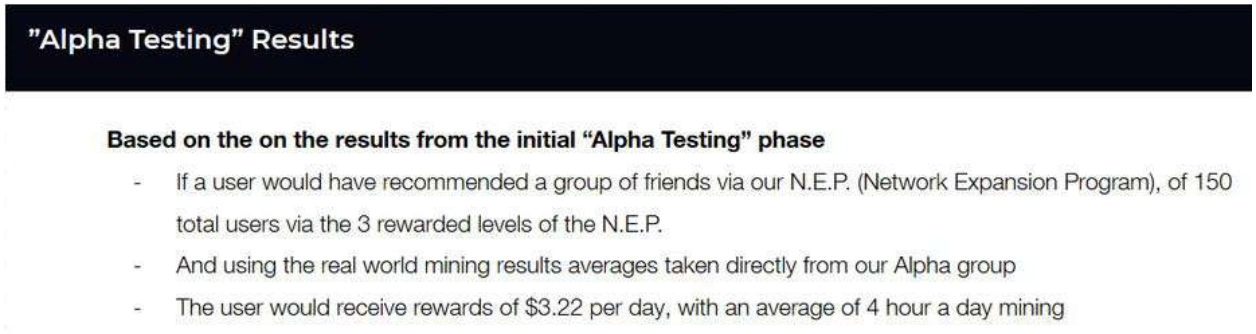
Our goal, in true "*distributed-blockchain-style-thinking*" was to allow our users to distribute their increased GPU and resultant power costs by allowing them to introduce friends via our "Network Expansion Program" - a simple referral system where should you refer any friends, you earn 10% of those friends' hash rate forever.

And remember you don't pay for your referred friends energy costs.

Here you can see a 1 minute video simulation of the software in action when we recreated what it would look like with a group formed using the NEP

Simulated earnings with NEP

We took real-world data from our testing period, and produced the following calculation.



Here you can see that with a group of 150 referred users, each mining only 4 hours each day, a user would be rewarded with $3.22

Are 150 people realistically achievable in our three-tiered, 10%, N.E.P.?

Yes, when you consider the numbers involved in the gaming world, and that no other demographic has ever been so connected to so many people, we consider 150 to be a very easily achievable target. (Confirmed at Madrid Games Week, see comments below)

We anticipate having many users with many multiples of this number, however, even just 30% of that target would still give us our KPI of $1/day

Personal	1	100%	1	You earn 100% on your personal income less the deductions
Deducions		40%		Deductions: 10% community development plus 30% (3x10%) NEP
NEP users	150	10%	15	NEP equivalent of extra computers
Average $ / hour mined		**$0.0516**		Average based on our Alpha testing using 1060/1070 GPU
Estimated hours day mining		4		
Earnings per 4 hour period		$0.21		
		15		Effective extra computers from NEP
Income from NEP		**$3.10**		
Personal Income		$0.21		
Less Deductions		$0.08		
Personal Income		**$0.12**		
Total Rewards / Day		**$3.22**		

> ***Conclusion****: The NEP offers our users the opportunity to own a "perfect mining machine" - you can increase your hash rate, without any investment in hardware, and without any increased energy costs. When you then consider that A.I. directs all this additional hash rate for you to the most profitable rewards, and all this happens passively for our users, it truly is the "perfect blockchain mining machine"*

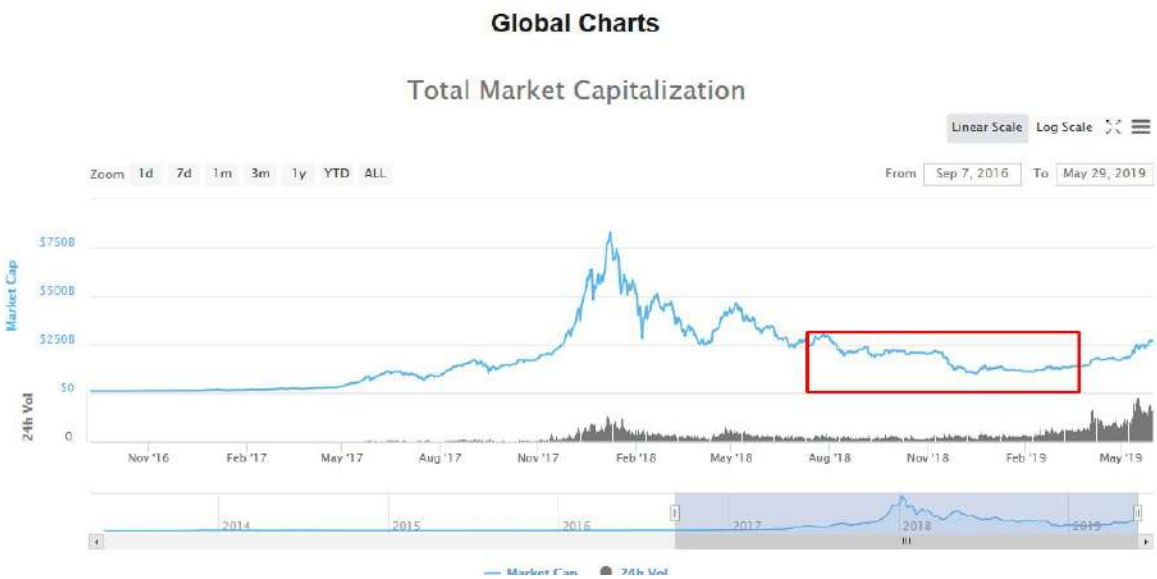
3) Growth In Blockchain Mining Rewards

It is important to note that our Alpha testing took place during a "crypto Winter" when blockchain mining rewards were very low, and many thousands of miners shut down because they were losing money.

Yet despite that, we still managed to be profitable.

Here's a graph from CoinMarketCap.com showing total market capitalization of the crypto market with the red box showing our Alpha testing period.

It is clear that we tested in a non-favorable period, which frankly is even better because if we can make it work in such a difficult period, then it bodes well for the future.



In 2017, and early 2018, with crypto valuations much higher the whole mining industry enjoyed much higher rewards. In fact, $1/day was possible with hardly any effort!

> ***Conclusion****: While we cannot predict future growth, nor will we even attempt to, we do fully believe the adoption of blockchain technology in general is very much in its infancy and more profitable times are ahead as market sentiment returns and crypto prices rise to reflect that.*

4) Leveraged Purchasing Power

The futures of blockchain and gaming seemed destined to grow together.

In fact, gaming is already heading towards a blockchain future in terms of game development and gaming asset ownership. Meaning we are perfectly positioned between the two industries.

It is only a matter of time until gaming companies fully incorporate blockchain payment methods. Here are a few links to articles which offer info related to this:

- https://coinjournal.net/guest-post-5-ways-blockchain-will-transform-the-gaming-industry/
- https://forbes.com/sites/darrynpollock/2019/05/06/blockchain-technology-can-give-billion-dollar-gaming-industry
- https://blockonomi.com/blockchain-games/

Here is a quote from the last article:

> *"One of the most apparent benefits of cryptocurrencies for gaming is their utility as fast and secure payment networks. The payment benefits of cryptocurrencies are especially*

useful for eSports, creating native in-game tokens, and driving seamless transactions on decentralized exchanges."

So what does all of this mean for us, and what does “leveraged purchasing power” mean?

We reward our users in a crypto token that they can use to spend in our own marketplace on digital gaming assets.

There is an enormous profit margin on these digital assets. It is very typical to sell a digital gaming asset for between $2-$20, which has cost only a few cents to produce.

This is the key to Epic Games’ extraordinary success with Fortnite: give the game away for free, then sell very high margin digital assets in-game to the users. (Fortnite generated more than $1 billion in its first year through the sale of high margin in-game purchases).

> ***Conclusion****: Because we can build, or acquire digital gaming assets at less than their “retail” value, we have the opportunity to pass some or all of this difference onto our users, thus leveraging their purchasing power (maybe even many times over). None of this has been included in our calculations in this report. Note also that this is only possible because we are dealing with digital gaming assets and our users are gamers.*

5) Other Uses (CGI Rendering Example)

We have deliberately focussed this report on the rewards from blockchain mining. However, this may well be the least profitable use of hash rate for us as a company in the future.

That is one of the main reasons we wanted to make sure our concept could be made to work with blockchain mining.

Our reasoning was simple:

> *“If we can make this work at $1/day with blockchain mining, in a depressed crypto market, then just imagine when we start to do the more exciting and rewarding tasks like CGI rendering!”*

CGI stands for “computer-generated imagery” and, films such as Toy Story or Avatar, would not be possible without colossal access to processing power to render the images into a film. In the case of Avatar, it was 40,000 processors.

When you consider we can have access to a potential 400 million high powered gaming GPUs from the 1.3 billion PC gaming community, you begin to see the potential of the processing power we can generate and rent out, and then pass the rewards onto our users.

***Conclusion**: It is not easy to accurately estimate the additional revenue available from CGI rendering, however, our COO's example below gave him a return of $25.42 / hour! Whatever the figures will be, it is fair to say they are well above current mining rewards.*

REAL WORLD EXAMPLE FROM OUR CHIEF OPERATING OFFICER

Our Chief Operating Officer, Clive Aroskin, ran his own personal test, outside the Alpha testing phase. The following are his personal results with his CGI rendering profitability experiment.

Report From Clive Aroskin, COO:

"I was determined to personally confirm actual electricity costs for using our Gaimin software as the COO of the company. With that in mind, I acquired a 14-month-old gaming machine with a GeForce GTX 1080 GI GPU. The machine came with water cooling, 16Gb of Ram, a 1000 Watt power supply and an Intel Core i7 4.2GHz CPU.

"Over a period of 90 days, I selectively had the machine running with; no applications working, used as a regular computer, processing spreadsheets, documents, and presentations, then running movies or downloading music and videos, the running the Gaimin software.

"During all periods, I measured the electricity use with an existing digital meter, used for billing, that was installed and calibrated a number of years ago by the utility company.

"I have monitored my apartment's complete daily electricity usage since 2015 so have extensive details of use, cost, and variations. For the past 18 months, the daily consumption averages between 5.5 and 7.0 units per day.

"With the gaming computer running normal activities the usage went up by 2 units per day. With the gaming computer running the Gaimin software the average daily consumption increased to between 12 to 14 units per day, an increase of between 4.5 to 5 units per day.

"At a cost of 13.43p / kWh, this created an increase of 67.15p / day for a full 24 hours being approx £20 / month. (Figures are in GBP - converted to USD the average running cost was $0.0355 per hour)

Bulb electricity tariff, December 2018 *https://bulb.co.uk/tariff/*

Conclusion: *Using the rewards per hour we achieved from mining DBIX, and adjusting for Clive's 1080 GPU, then this would have given Clive an average profit of $0.039 per hour*

CGI Rendering Research

"Most recently, I also personally decided to experiment by rendering a 5-minute animation. The file was provided by a local graphics studio as a real-world example.

"Along with another system with exactly the same GPU, memory, CPU and power supply as my gaming computer, the file was rendered in 5 hours, a combined total of 10 processing hours.

"Charge out in 'a real-world scenario' was actually £200 meaning that each machine would have generated an income of £100, being £20 / hour (approx. $25.42 USD / hour)

"This shows how much more profitable CGI rendering can be than blockchain mining when we start to use the aggregated GPU power of Gaimin.io users towards such projects.

"Currently discussions are taking place with a local University who have a "Computer Game Creation Department" with 70 gaming spec. computers.

"Gaimin.io is looking at creating a joint venture with them to have real-world scenarios using the Gaimin.io platform to render animations, architectural walk-throughs and CGI format processing for short 3-5 minute animations with local graphics studios.

"Additionally, a large movie production studio had been contacted with a view to Gaimin.io being given projects; real or imaginary to conduct experiments in conjunction with the University.

“Currently these discussions are ongoing, however, the studio expressed an interest in future cooperation simply because of the globally de-centralized aspect of the Gaimin.io business model.

“The biggest issue for all movie production studios is piracy and theft during the outsourced rendering of files. The out-sourcing, either to single cloud servers or single rendering farms creates a window of opportunity for the film files to be intercepted which is a huge issue for them and all movie distributors.

“In short my own personal experience clearly shows the huge potential for our project.”

MADRID GAMES WEEK

Although not strictly part of our Alpha testing, I should also mention here that in October 2018 Gaimin.io had a stand at the Madrid Games Week, which gave us the opportunity to see how the gaming community would accept our project.

Here are the results, summarised in a 3-minute video:
https://www.youtube.com/watch?v=E-5EOhJzLXk

Martin at Madrid Games Week 2018 on Gamers' Questionnaire Feedback

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FINAL ALPHA TESTING CONCLUSIONS

Based on the findings of our Alpha testing, combined with the acceptance shown from our visit to the Madrid Games Week, the marketing plan from our Chief Marketing Officer, Andrew Faridani, and the overall very positive feedback from leaders in the gaming, blockchain and business world we have spoken to within the last 16 months since we started Gaimin.io we are confident that we can achieve the KPIs needed to reach our goals.

WHAT NEXT?

"Gaimin.io offers a simple, effective and efficient solution to the global problem of insufficient computer processing power, by simultaneously solving the biggest problem for more than 1.3 billion gamers… that of how to self-fund their gaming experience."

For more information regarding the Gaimin.io project or the GMRX token sale visit www.gaimin.io and join the official Gaimin.io Telegram group t.me/officialgaimin

Disclaimer:

Legal Disclaimer

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