

CROWN KACHING

Whitepaper

Blockchain Technology

that enables FULL-Fledged Gaming Platform

Whitepaper Ver 1.0.2 / Oct 1st, 2019 by GEB International Limited

Introduction

Ever since the birth of blockchain technology, the development and emergence of a single game or gaming platform combined with blockchain has long been continued. Edgeless, Coin Poker, etc. have been successful in raising funds based on groundbreaking ideas, but still, as of 2019, there are no such online gaming platforms on the market yet that customers will say, 'This is it!'

Crown Kaching Gaming Platform

Crown Kaching Game Platform is the world's leading gaming platform, combined with blockchain technology.

The limitation of the existing blockchain technology-based gaming is that the combination of the game itself and blockchain technology is what others have accomplished so far. Crown Kaching brings new life to gaming systems and seeks to reach to the edge of linking cryptocurrencies to gaming as well.

First, the Crown Kaching platform goes beyond the combination of a single game itself and blockchain technology, and blockchain technology is embedded throughout the gaming platform at the Crown Kaching Gaming Platform.

Second, Crown Kaching system has a structure that divides the profits from gameplay on the Crown Kaching gaming platform with the Crown Kaching token holders. This provides the foundation for the coexistence of companies and holders, sustainable value of tokens, and environment that lets further development of new games and smoother inflow of users.

Third, the profit structure of the Crown Kaching Gaming Platform is designed to be combined with offline gaming, hotels, cruises, etc. and occupy plans to become the online gaming platform promoting continuous growth of business based on commerce that encompasses the both On and Offline.

Crown Kaching Ecosystem

An understanding of the Crown Kaching ecosystem should be accompanied by an understanding of the background of Crown Kaching.

Crown Kaching Gaming Platform is an online gaming platform that aims to integrate online and offline, and seeks close linkages between holders and companies through profit structure through issuance of platform tokens.

In addition, by integrating an online gaming platform using a system that is already established and continuously validated, The cost of developing and maintaining the technology can be minimized, and the platform's own distribution and solution can lower the barriers to entry for related gaming businesses and eventually expand towards the wider ecosystem.

The provision of gaming services also suggests a solution for fair and transparent transition through a structure that starts with cryptocurrency, which is the pinnacle of blockchain, and ends with cryptocurrency. The ultimate goal is to create a unique ecosystem of Crown Kaching that outperforms any other single game or gaming platform. The records and facts that Crown Kaching has already built a system that can deliver revenue, record game usage, and deliver best results through technology-intensive solutions can support this goal.

In order to create this ecosystem, Crown Kaching, through strategic alliances with gaming partners with appropriate licenses and high technology, will provide safe and effective cryptocurrency transportation, legal gaming services, and secured credit for the results and platform.

Gaming License

Crown Kaching Gaming Platform provides legal global service through strategic alliances with gaming partners/companies with online gaming licenses.



Aiming at an online / offline gaming platform, Crown Kaching offers its own built-in wallet system for players within the gaming platform for safe and easy transport of cryptocurrencies. Everyone who owns the Crown Kaching Token can move and convert personal assets through blockchain-based technology.

Gaming Platform & Games

Crown Kaching Gaming Platform differs from other gaming platforms in the following areas:

First, it is by far the most effective and the best online gaming platform applying the topmost solution for future security weakness, cryptocurrency movement, game play, asset protection, etc. of the gaming platform through the best technical staff for stability and security.

Second, through the Cryptocurrency-In and Cryptocurrency-Out, the system itself utilizes the recording and information storage technology of all blockchain technologies to provide fair and transparent game play and transaction records.

Third, all users with Crown Kaching tokens can be holders and players, and will the support of the best technology to easily move, exchange and convert assets through smart contracts.

Fourth, both PC and mobile versions are commercialized to enable various online / offline gaming, and HTML5-based technology makes it an optimal gaming platform without manual download.

Fifth, the Foundation is constantly thinking about all the profits of the platform, the value of the platform and the value of the token. The foundation will have its best strategies to form a huge gaming blockchain network in the direction of being the best in both online and offline without having to settle for the present. All will try their hardest to promote sustainable development and win-win growth, leading Crown Kaching to accomplish the development in one holistic ecosystem ideally held by both holders and foundations.

Crown Kaching Token Basic Rule

Crown Kaching tokens have the following characteristics:

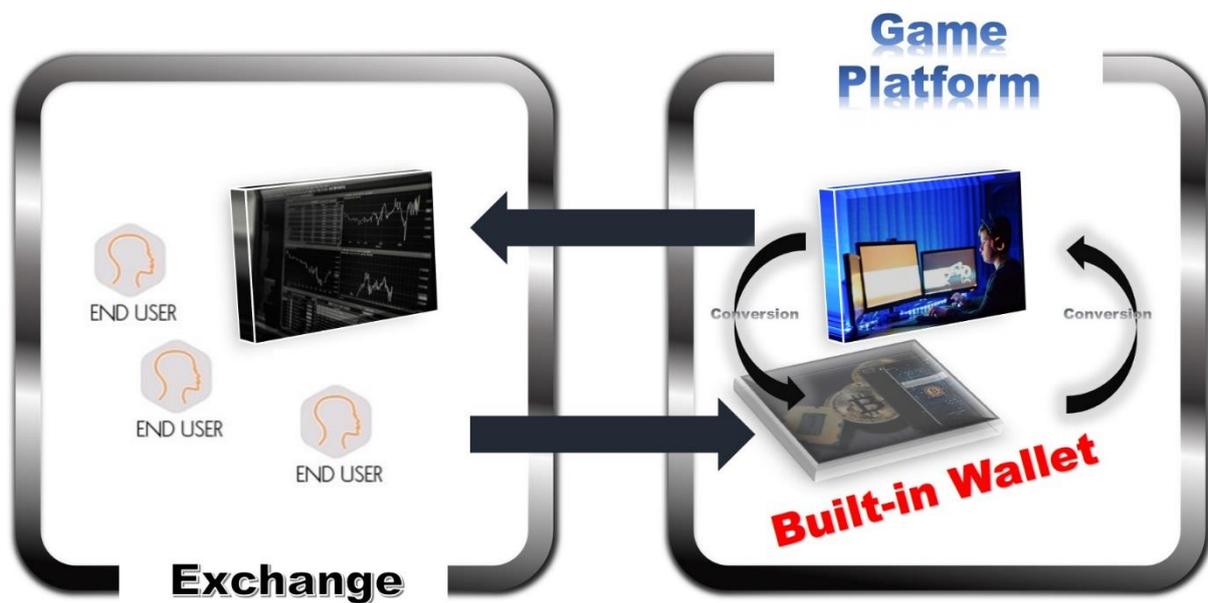
1. Crown Kaching tokens are not used directly on gaming platforms.
2. To play on an online gaming platform, players need to switch their token into a Kaching Playing Chip, A.K.A. a KPC chip.
3. One KPC chip has a fixed exchange rate of 1 KPC chip = 1 ¢
4. KPC chips take the form of tokens based on the same technology as Crown Kaching tokens.
5. All games combined with the Crown Kaching online gaming platform will therefore use a single good, KPC chip, as the gameplay good, and the same will apply to all future combined games.

Platform & Stable Token

In preparation for gaming play and token value liquidity changes in value, all tokens flowing into the platform's built-in wallet are used for gaming through a series of chip-transfer processes.

Crown Kaching Coin will be converted to KPC chip by reflecting real-time value on listed exchanges, which will prevent the risk of the rapid change in value of cryptocurrency.

The KPC chip provided by Crown Kaching's online gaming platform is a stable token with a certain value so that it can be converted into a fixed asset according to the value of Crown Kaching token. This can significantly reduce the time spent on manual value calculation, which was forced on the end user when playing the game using only conventional cryptocurrency.



Stable Token also has the characteristics of maintaining the token price at the time of conversion, so there is no need to worry about price fluctuations. Even when re-conversion, the quantity can be adjusted to the current generation of Crown Kaching tokens, which is a solution that considers the convenience of users in various ways.

Traditional online gaming was not possible to guarantee the convenience, speed and safety of the movement provided by cryptocurrency because it was possible to play with the movement of cash and thus the traditional payment system.

Cryptocurrency and blockchain-based technology provide a breakthrough alternative to easy and fast token transfers, token quotes that are reflected in real-time, and prevents irregular fees in the market that were required for chip conversion and reconversion of assets.

How to Use (Broader Mechanism)

The overall use of Crown Kaching tokens in the Crown Kaching online gaming platform is as follows:

Deposit Crown Kaching tokens into the Crown Kaching gaming platform built-in wallet >>> Convert to KPC chip as much as you want through conversion function >>> Gameplay through KPC chips online / offline >>> Convert KPC Chip to Crown Kaching Token after done playing >>> Withdraw money to the exchange >>> Profit Realization

Why Crown Kaching?

Benefits for Players

Crown Kaching's online gaming platform for game players offers:

1. All players who own Crown Kaching and enter the Crown Kaching online gaming platform will join in the Crown Kaching's unique system. Users can earn both the player's qualification and the miner's ability to play the game and mine coins at the same time.

Through the slogan of <Mining while Playing>, the Foundation applies a system for mining Crown Kaching tokens to players who actively play. Players who help identify and debug gameplay and game peculiarities at the user's own level can receive Crown Kaching tokens in exchange for discovering, notifying, and providing debugging feedbacks on their own terms. Detailed calculation details are provided in the regulations of the online gaming platform.

2. By adopting a form of gaming platform that can play and publish various new games, players can have a unique platform system through feedback about the desired game and close consultation between the Foundation and the players. The <bring your own game> system is introduced and appropriate rewards are given according to future contributions.
3. Through various promotions and jackpots, Crown Kaching will do its best to create an environment where all players can have fun and dynamic game play in a lively environment.
4. Blockchain-based games aim to become an online gaming platform that complements the vulnerabilities, stability and fairness of online gaming, and provides a valuable gaming experience through transparent gameplay.

Benefits for Crown Kaching Holders

1. Revenue Share

For the Crown Kaching Foundation, Crown Kaching holders participate in the Foundation's operations and are essential to the expansion of the ecosystem. It is believed that when they are active holders and actively participate in the trading market, dynamic vitality is infused and tokens' self-sustainment and retention increase. Therefore, the Foundation will provide the holders who can play this role with a strategy to improve profit sharing and token value according to the following rules.

Revenue Distributing Rule for Token Holders

- i. After launching, profit share will be settled as monthly.
- ii. The percentage of revenue share paid to holders aims to distribute up to 50% of the net profit earned on the Crown Kaching game platform to token holders.
- iii. The Foundation calculates revenue share payments based on the token holdings, retention period, and usage of each holder.
- iv. The sum of the% profits returned to the entire holder cannot exceed 100, cannot be less than 100, and is always based on a fair and transparent model of profit share.

2. Holder-friendly policy that focuses on the value of cryptocurrency

Reverse Coin System: By providing coins that are actually available to the services of gaming platforms that are already commercialized, establishing an ecosystem of tokens that can be used across a variety of services, rather than just electronic goods with vague definitions of value.

Sustainable Buyback: Reinvesting a percentage of the profits earned on the game platform to implement a continuous coin buyback, providing a pivotal factor that contributes to maintaining the value and price of the coin

Strong coin incineration: Enforces incineration policy for the company's purpose and holder's profits after constant buyback with a certain percentage of revenue

Promoting a win-win and sustainable development ecosystem with user bonus airdrop of gaming platform revenue

Crown Kaching Token Detail

Token Information

Token Full name	:	Crown Kaching Coin
Token Symbol	:	CKC
Total Issue Amount	:	10,000,000,000
Token Base	:	ERC20 (--,----)
Final Token Base	:	EOS Based LIN BlockChain

Token Description

Crown Kaching's coins have a quantity of 0 for trading purposes. This is the foundation's answer to 'what is the obstacle to the development of the coin ecosystem?'

Half of the issuance is sold through pre-sale, and is traded in the market after listing. The other half is used for mining through gameplay and payouts for airdrop events.

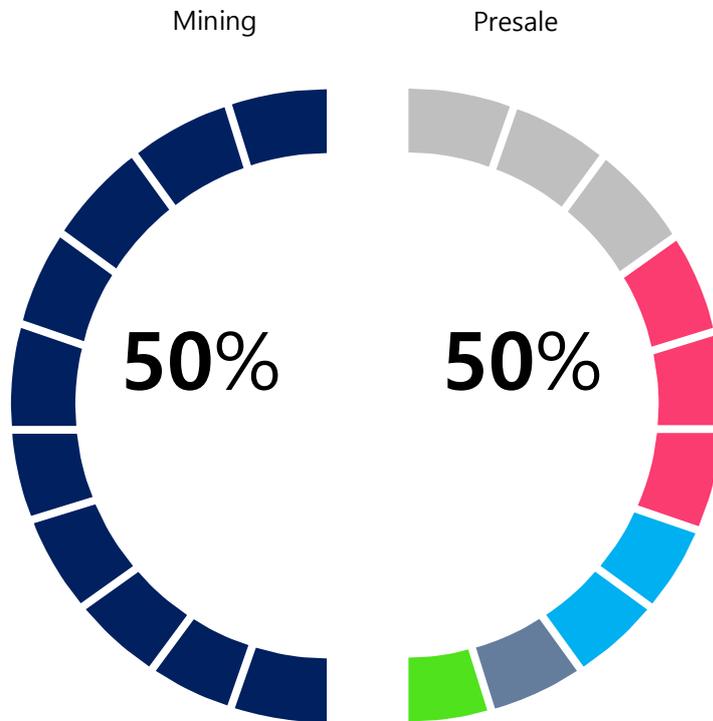
Crown Kaching Coin (CKC) is issued a total of 10 billion when the first Crown Kaching block is created.

When creating CKC for the first time, it will be issued as ERC20 based token. When Crown Kaching's unique technology is completed based on EOS, Crown Kaching Coin developed with LIN BlockChain technology will be issued. At this time, pre-issued ERC20-based tokens are exchanged with new tokens with a 1: 1 ratio. At this time, all ERC20-based tokens exchanged and returned to the Foundation will be incinerated.

Token Sale Information

2019. 4Q (Private Sale) : 10,000,000,000 CKC

Fund Allocation



The total 10 billion CKC issues are as follows:

CKC 50% Private Sale

CKC 50% Foundation holding amount, used for mining and events

The detailed usage is as follows.

50% Mining

15% Game Development

15% Service & Operation

10% R & D for BlockChain Technology

5% Marketing

5% Team and Advisors Bounty

Crown Kaching and its Block Chain Technology

With LIN BlockChain Technology

- LIN Blockchain consists of LIN Core and Guild Industry as a big concept. The guild is verified and operated on the block by the GBP and can be linked to other guilds through the LIN Core network. The intersection protocol used for communication is Inter Guild Communication (IGC). The IGC acts as a protocol for communication between each independent blockchains.

Token transmission between Guilds is through the LIN Core, and LIN Core tracks the total amount of tokens held by each guild. Also, since anyone can link a new guild to LIN Core, the guilds will have future compatibility with future blockchain innovations.

LIN ARCHITECTURE

- The LIN architecture consists of LIN Core, Service, and User Layer. The LIN Core Layer includes Core NW, Interchain, Application Development Framework (ADF), Plugins, DAPP (including smartcontracts), and Access Layer Network (ALN). The Layer is responsible for providing the actual block-chain network. Service Layer consists of KMS, PAYMENT, AUTH, GAME, FDS, SECURITIES, MGMT TOOLS and the functions for utilizing the LIN platform are located as well. The MGMT TOOLS function provides essential management functions for DAPP developers, which helps to operate and manage DAPP services and provides Audit, Block Explorer and Dashboard. Finally, the User Layer is the where the end users of the LIN platform are, including User, Developer, Manager, Analyst, SCM, IoT Devices, and Etc.
- The LIN Core and the Guild blockchain are based on the BFT-DPoS consensus algorithm. DPoS stands for Delegated Proof of Stake, a consensus algorithm that selects block producers in the PoS system to create and manage blocks for certain nodes. Proof of Stake means that the more stake

you have the more right you have to write to the block proportionally. In other words, all the nodes having coins can add data to the block through consensus, and in case that node has more coins, the node has more authority to update the data. As the users tie up their stakes in order to receive the compensation, the amount of coin circulation is reduced, the performance (TPS) is lowered by the excessive consensus subjects, and furthermore, the rich and poor governance structure in which a person with a lot of coins holds power is formed. On the other hand, LIN's DPoS consensus algorithm delegates authority to the upper node determined by the voting result of all the constituent nodes to select a representative. In the case of PoS, it takes a long time to agree because all nodes that have a certain stake are given the right to create a block, but in DPoS, time and cost can be reduced due to the consensus among a relatively small number of upper nodes selected by voting. Decreasing consensus time and cost means faster transmission processing. In the existing DPoS, we added Byzantine Fault Tolerance (BFT) functionality, which allows all BPs to sign all blocks and not sign two blocks with the same timestamp or height. In the case of LIN Core, if 15 BPs sign a block, the block is considered to be committed. If any Byzantine BP signs two blocks with the same timestamp or height, the cryptographic evidence for the rebellion remains, and under this model, it is possible to arrive at an irrevocable consensus within a second.

IGC protocol

- Bitcoin and most other implementations of the blockchain technology are broken entirely if anything is wrong. This structure is called a monoculture, which is undesirable in terms of a program architecture design. The interchain can partly separate some of the tasks of the main chain, leaving the monoculture structure partially. For example, you can share a chain of payments and a chain of post-liquidation such as real estate. Since payment is important at high speed, it requires techniques such as sharding or off-chain, and the settlement procedure of the certificate requires accuracy, so it

is necessary to adopt a reliable consensus algorithm. LIN uses IGC to exchange information between these chains.

Inter-Guild Communication Protocol IGC (Inter Guild Communication) is a protocol for inter-chain between LIN Core and Guild and is composed of Group AD-HoC (1: 1: 1).

The IGC technology also includes interconnection between Guilds, the assets of the Guild can be exchanged based on Guild consensus and synchronization, and the original Guild assets still have the characteristics of the Guild.

- The IGC protocol uses the Cross Guild Messaging Model, which makes no assumptions about network synchronization. That is, the network problem is not considered first. The protocol should be able to configure a cross-guild transaction that allows the intermediate exchange to relay from one guild to another. Guild A and B must identify the new block independently, and protocol packets from one guild to another can be arbitrarily delayed or inspected. The recipient of the protocol packet on Guild B can determine how to act based on the received information and add his or her application logic to determine what state to change the transaction based on the data contained in the protocol packet. To describe the data structure of the protocol package and related functions connected to the process of guild communication, it is necessary to define two IGC protocol packages. The first is to create a cross-transactional transaction packet. The second is to verify the received packets of the state machine in both chains. The validator of the transaction will receive appropriate compensation when performing the correct operation. However, inadequate behavior will result in disadvantages that cannot qualify as a future verifier.

- IGC protocol packet design

Finality: The relayed packet shall be recorded in a block of the source chain and shall be represented by a Merkle proof that cannot be modified so that the target chain can safely be used as the basis for performing the state transition and the information must also match.

Timeout: Relay is not relayed or is interrupted due to network communication delay or congestion, and packet delay is unavoidable.

In this case, a timeout mechanism is needed to represent the cross-chain transaction initialization. The LIN platform has designed two protocol packages for IGC communication, IGC Block Header and IGCTx.

IGC Block Header:

```
struct block_header {
    block_timestamp_type timestamp;
    account_name producer;
    uint16_t confirmed;
    block_id_type previous;
    checksum256_type transaction_mroot;
    checksum256_type action_mroot;
    uint32_t schedule_version;
    optional<producer_schedule_type> new_producers;
    extensions_type header_extensions;
}

struct IGCBlockHeader {
    block_header header;
    incremental_merkle blockroot_merkle;
    digest_type pending_schedule_hash;
    signature_type producer_signature;
}
```

Governance

- 'Governance' is a process of leading a community. In this context, the governance of the blockchain can be interpreted as 'the process of leading the nodes participating in the network in the right direction', where the right direction can be seen as a direction of 'decentralization' principle.

The public blockchain must establish a solid operating foundation through its constitution and governance policy. Bitcoin depends on bitcoin foundation (Bitcoin Foundation) or mining to adjust like upgrades, but the process is slow.

In the case of Ethereum, Ethereum was divided into ETH and ETC after hard fork to clear the DAO hacking incident, because there was no social contract or mechanism to make such a decision in advance.

Consensus algorithm of LIN Governance DPOS (Delegated Equity Verification) selects a kind of 'superior node' through voting between nodes and delegates and entrust all rights regarding block generation to them. In the governance of POS, nothing could be done except that we expect the authoritarian node keep the principle of decentralization according to market principles. This is in fact a risk. So DPOS is designed to eliminate this risk. By introducing a familiar governance tool, called voting, into the blockchain governance, "decentralization" can be managed flexibly. Authority is created through voting, and the authority thus created can be destroyed at any time through the withdrawal of supporting individual nodes. Therefore, an elected upper node will have to make efforts to maintain the principle of 'decentralization'. Thus, in the governance of the LIN blockchain, the 'decentralization principle' depends on the subjective judgment of individual nodes.

Each guild can also have its own constitutional and governance mechanisms. For example, in the Health Care Guild, if the constitutional that collection of information that violates the GDPR should be prohibited is proposed by the GBPs, the policy reflection is decided by voting.

*note: LIN-ARENA Technologies included on LIN-ARENA-white-paper_3.1

Roadmap and Milestone - replace

2005 Q3		PC Room Platform 2080 Game Development and Service
2006 Q2		CHINA 2080 Game Platform Development and Service
2010 Q3		AVIA Casino Platform Development and Service
2012 Q1		MOON CITY Casino Platform Development
2014 Q2		SPOLIVE Sports Betting Development
2015 Q4		SPOPLAY Sports Real Time Betting Development
2016 Q4		PHONIX Casino GAME Platform Development
2017 Q4		KACHING Casino GAME Platform Development
2018 Q1		Casino Game Platform Mobile Development
2018 Q2		GEB Online Casino Gaming License acquisition
2018 Q3		Game Platform Close Beta Service
2019 Q1		GENEVITO Foundation establishment GENEVITO Exchange Development
2019 Q2		Private Sale
2019 Q3		Private Sale GENEVITO Exchange System Open Sports Game Open Dragon & Tiger Game Open Slot Game
2019 Q4		GENEVITO LIVE & Hold'em Poker GAME Open

Advisors and Partners

About BlockChain Technology

STARPICK

LIN ARENA

BKEX

About Online Gaming Business

NCGAC

WISBET

CEZA

GEB INTERNATIONAL

IWC

P&P Cruise

About Game Business

FDSI Gaming

Ultra E Gaming

FM DOT

KACHING GAMES

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