The Future of Decentralized Gaming Entertainment on Blockchain

SHOWHAND BLOCKCHAIN PLATFORM
White Paper V1.1
December 25, 2017
（Contents of the white paper are subject to changes and improvements）

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Disclaimer

This white paper is meant to describe ShowHand's currently projected plans for developing its business and its ShowHand token. Nothing in this document should be treated or read as a guarantee or promise of how ShowHand's business will develop or of the utility or value of the ShowHand ; the document outlines our current plans, which could change at our discretion, and the success of which will depend on many factors outside our control, including market-based factors and factors within the cryptocurrency industries, regulations, and among others. Any statements about future events are based solely on our analysis of the issues described in this document, and our analysis may prove to be incorrect.

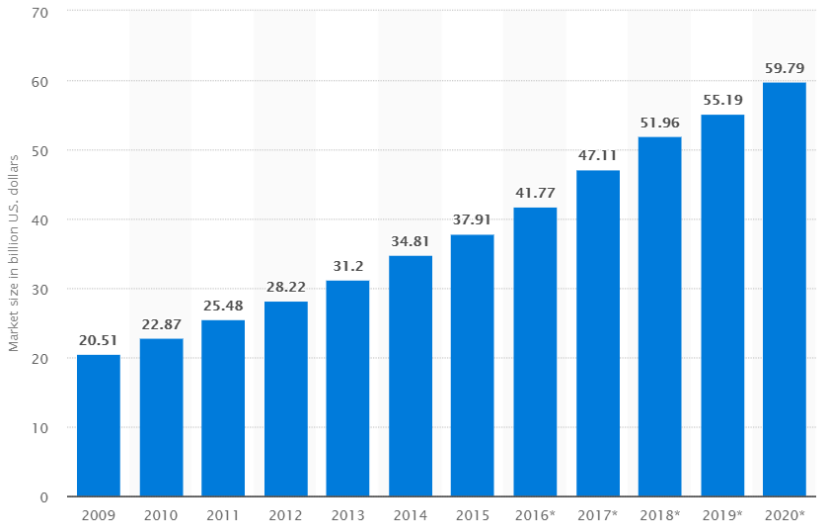
Contributing to ShowHand is subject to many potential risks. Some of which are described in this paper, and some of which are provided in the FAQ for the ShowHand token and the token Offering and in the risk disclosures for the Token Offering. These documents, along with additional information about our business and the ShowHand, are available on our website. Participants of ShowHand token sale could lose all or some of the value of the funds used to purchase ShowHand.

1. Industry Overview

"Gaming is a principle inherent in human nature."

– Edmund Burke. Author and philosopher.

The gaming industry is rapidly growing. How much so? The size of the online gaming market is projected to increase from $20.5 billion in 2009 to $81.7 billion by 2022.[1] The total gaming market (combined online and land based) is projected to grow to $635 billion by 2022, compared to just $423 billion in 2014.[2]



While online gaming entertainment only made up 6% of the total betting and gaming industry in 2015, this industry is currently experiencing a revolution. This industry has a lot of potential to grow as online gaming providers are starting to diversify the types of gaming options, attracting a new generation of players from around the globe.[3] For example, the popularity of eSports betting is also currently growing at a significant rate. Fantasy sports leagues, point-spread betting, and video game tournament betting are all becoming large markets. According to researchers Chris Grove and Adam Krejcik at Eilers Research, eSports gaming will skyrocket to become a 1.81 billion dollar industry by 2020, compared to just a 24 million dollar industry in 2015.[4]

What is ShowHand? And why is it important to the industry?

ShowHand is a revolutionary instant payment method using blockchain technology. It is also a decentralized gaming platform with "certified fair" games. Our proprietary certification process will ensure that no game is rigged, and all numbers are generated randomly by using RNGs. ShowHand token (Coin ticker: **HAND**), is an ERC20/ERC223 standard cryptocurrency built on the Ethereum public blockchain.

Using ShowHand token as a gaming payment will eliminate inefficient international currency conversion and expensive transaction fees. Players will no longer have to go through the process of depositing or withdrawing money to and from online gaming platforms. Transactions between gaming platform and player will be done directly between the two parties in a fast, safe and anonymous way without the need of any trusted third-party intermediaries. Players can join the game whenever and wherever they want. Players hold their own private keys, thus have full control of their funds with unbreakable blockchain based authentications.

Future implementation includes a decentralized gaming entertainment ecosystem that is "provably fair", creating a trustless, transparent and frictionless ecosystem based on smart contract technology. Our current contractual partners include two industry-leading online entertainment platform in China and multiple land-based gaming providers coming in late 2018.

2. Gaming Industry

2.1.Problems
Four significant problems affecting the growth of the gaming industry

Trust

Centralization is the reason that providers find it hard to build trust with their customers. As a centralized entity, entertainment providers control the capital, the games, and the bookmakers. Players are often concerned about exploitation from a rigged gaming system, especially in the current online environment which lacks a proper system for the regulation of providers. We propose a decentralized system, where no single operators will dominate the gaming system. What does that mean for users? Users no longer have to worry whether they are playing at a trustworthy or untrustworthy entertainment provider. The inherently trustless design of blockchain technology will make online gaming fair for all parties involved. With ShowHand, anyone can develop and host games in which other users on the platform can participate.

Withdrawal Fee

On gaming platforms, both online and land based, participants need to deposit money to the entertainment provider in exchange for chips before they can join a game. This exchange process is slow and cumbersome, and users' chips could be stolen. When users stop playing, some online platforms refuse users requests to cash out their chips. For example, users are required to have a minimum balance kept in their accounts. Some gaming providers force users to play enough rounds so that the entertainment platform can take the deposited money back. Even worse, some gaming platforms charge **2-8% withdrawal fees** on player winnings.

Expensive Payment Process

Online gaming providers face many difficulties in setting up payment for their customers, ranging from banks withholding funds from the entertainment providers to transactions that get lost in the process. Under the current processing rules of major credit card processors, such as Visa and MasterCard, online gaming websites are considered high-risk merchants. Those credit card issuers are not obligated to process those transactions. If they do not want to process funds for gaming merchants, players will be out of luck. There are also fees that are imposed by banks on the online entertainment providers. Credit card processors charge between **4% to 6%** of every deposit that an online gaming provider makes, which essentially eats into their profits.

Money Laundering

Many gaming providers are also facing strict regulations on money laundering and have obligations under the law to make sure the deposited funds from players originate from a legal source. The time, money, and energy needed to deal with legal issues related to money laundering means that gaming providers often have to cut corners in order to stay in business. This leads to an overall negative customer experience and can even damage an entertainment provider's reputation beyond repair. Besides that, the overhead expenses of setting up an international payment gateway and managing player balances are very costly and inefficient. All of this has proven to be a significant problem for many entertainment provider operators. We can solve this problem through the ShowHand blockchain infrastructure.

Summary of Problems for the Gaming Industry

The Existing Problems for Players

1. Players money are held in gaming platform in exchange for gaming chips.
2. Withdrawal amounts are limited or restricted.
3. Gaming providers charge fees every time user wins money and want to withdraw their game winnings.
4. International currency conversion includes unnecessary fees and is a very slow process.

The Existing Problems for Entertainment providers

1. Land based entertainment providers have to deal with potential fraud problems from customers, such as the use of fake money in exchange for real gaming chips.
2. Online gaming platforms face regulation issues, such as money laundering or money from an illegal origin.
3. Entertainment providers need to pay high taxes for fiat currency income.
4. High cost of setting up payment gateway for online entertainment providers.
5. High overhead cost for managing customers' account balances and the entertainment provider payment system.
6. Operators sometimes misjudge the size of the stakes due to various reasons, which means gaming platform lose money.

2.2 Solutions

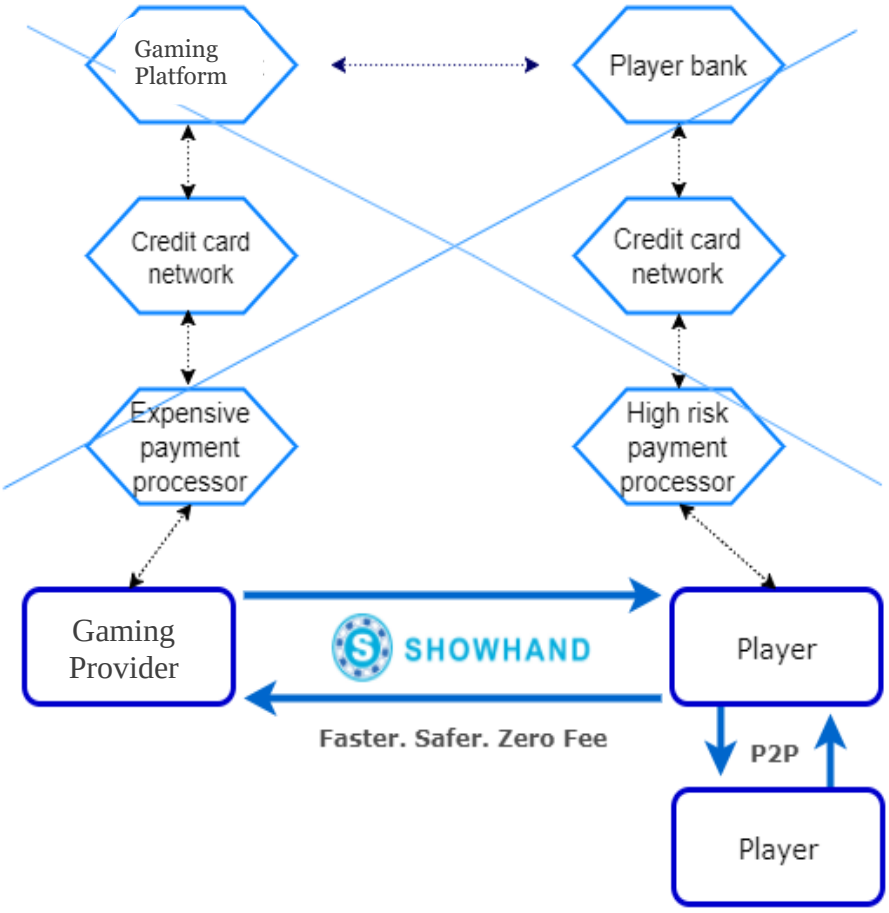
ShowHand Blockchain Platform

ShowHand token (**HAND**) is the standard Ethereum ERC20/ERC223 cryptographic token used in the ShowHand blockchain platform. Players who hold the token can use it to play against the entertainment providers and other players. Players hold the private key and personal wallet, using them to pay and receive tokens from entertainment providers (ShowHand wallet is compatible with all the mainstream Ethereum wallets, which makes it easy to use and develop). Players can exchange the ShowHand token to other Ethereum cryptographic tokens via ShapeShift or other cryptocurrency exchanges.

ShowHand token is a fast, safe, and anonymous payment solution that leverages the power of blockchain technology. The graph below illustrates how ShowHand token simplifies the payment process. The transaction goes directly from entertainment providers to players and vice versa and also **decentralized player-to-player (D-P2P)**, without going through a complicated and expensive payment gateway. Our solution eliminates the third-party payment intermediaries and results in a faster and frictionless payment solution where everyone saves time and money.

Now the payment goes directly from entertainment provider providers to players, ditching a major hurdle – **credit card and bank processing**. The fund will arrive in the account in approximately **1 minute (reduce from 1-2 hours)** no matter where you are in the world. As far as payment fees are concerned, instead of being charged multiple fees by using a traditional payment gateway, there is **Zero Fee** for using the ShowHand payment solution.

The following graph shows the transaction process of ShowHand Payment Solution:



Six Advantages of Using ShowHand Token:

1. A more reliable and safer choice than fiat currency for gaming
2. ShowHand token is completely anonymous
3. No restriction on the amount of transactions
4. No withdrawal fee (unlike conventional payment withdrawal from online gaming providers)
5. Easy conversions to other ECR-20 standard tokens
6. All transactions to and from providers are transparent and auditable

2.3 IOTA protocol

We will consider using the IOTA protocol in future development, a lightweight distributed ledger for IoT.

Original cryptocurrency technology of 2008 was not meant to handle hundreds of thousands of transactions that we see today. IOTA was created so that transactions are quick and cost-free. “In almost all cases: blockchains of the first and second generation are using transactions fees to prevent peers from spamming the network. Bitcoin’s transaction fees are at approx. $1 per transaction (Oct 2017). IOTA, however, has no mining, no blocks, no transaction fees. The security and consensus of the network is not divided among miners, validators, and users.”

Users of the network validate two old transactions (via proof of work) in order to be able to conduct one of their own. No one receives a reward, and no one has to pay transaction fees.”[5]

2.4 Ethereum protocol 2.0

We will be also be paying specific attention to the Ethereum 2.0 upgrade, which is set to occur in 2018. In this major upgrade, Ethereum will transition from Proof of Work (PoW) to a hybrid PoW/PoS, which opens a new door for an improved security, scalability and privacy network.

This implementation will enable Ethereum network to handle thousands of transactions per second comparable to the traditional credit card payment processors. Since ShowHand is based on the Ethereum protocol, we believe the upgrade will further enhance our payment solution and accelerate our development to bring a much needed decentralized, smart contract-based gaming platform to the industry.[6]

3. Use Cases Analysis

3.1 Online gaming providers

Scenario Without ShowHand in an Online Gaming Provider

Lili is interested in playing in an online poker game. She decides to play online at PokerMates' website. She thinks it's a reputable site but doesn't know for sure. After a few rounds of Texas Hold'em, she realizes that she isn't winning as much as usual. She loses some money and decides to stop playing after a while. She fears the game might be rigged but can't really verify whether it is or not.

The next day she checks her bank account balance and notices $700 missing. During all the rounds of Texas Hold'em, she had only lost $40. She calls her bank and asks about the charges. It turns out that PokerMates had a payment gateway that wasn't secure. This meant that anyone, including PokerMates could have stolen the money from her account. She reports fraud and cancels her card. Hopefully, she will be able to recover the lost money. Either way, she will likely not visit traditional online gaming sites again.

Scenario With ShowHand in an Online Gaming provider

Lili is interested in playing in an online poker game. She decides to play on the ShowHand dapp instead of using a traditional gaming website.

Since the cryptocurrency exchange platform that she purchases HAND tokens from is very reputable, Lili no longer has to worry about sending sensitive payment information to sketchy sites with the possibility of having her bank account hacked.

After buying tokens, she starts to play by placing a stake with HAND token to a gaming operator's public address. She loses a few rounds of Texas Hold'em and decides to take a break from playing. She wants to verify that the game is not rigged. She finds out that all games on the ShowHand are open-source, meaning that anyone can take a look at the code it takes to make the game. Lili and her friend Victoria both exam the code, and it turns out that the Random Number Generators(RNGs) of the Texas Hold'em game that Lili played is indeed **absolutely fair**, meaning that the game's code is written so that both the entertainment provider and player have equal odds of winning. Through this investigation of source code, Lili decides that she will continue to play the game in the future.

3.2 Land-based gaming providers

Scenario Without ShowHand in a Land-Based Gaming Center

Oscar is on vacation and is interested in playing a betting game at Carl's gaming center. He forgets to bring cash and has to use an ATM to withdraw money. He wants to withdraw $500 to play with, but his bank has a daily withdrawal limit of $300, so he takes only that amount. He doesn't realize that ATMs at Carl's gaming center charge a fee of $9 for each cash withdrawal. After getting cash, he has to spend a few minutes to exchange his cash for gaming chips. He plays a few games and wins some money.

When he goes to cash out, he discovers that something doesn't add up the way it should. It seems he doesn't have as many gaming chips as he thought he had. Oscar isn't certain if they were stolen, if he lost them or if the dealer just misjudged the stack amount on the table. When standing in line to exchange gaming chips for cash, he finds out that Carl's gaming center chargers him 8% of his winnings. Because that particular gaming provider is the only place he can cash out with those particular gaming chips, he has no other option but to accept the fee. In the end, he ends up losing a lot of the money in the process when he should have won significantly more. What does this mean for Carl's Entertainment provider in the long run? Carl's Entertainment provider just lost a possible returning customer due to the bad overall experience Oscar had. He will likely not return.

Scenario With ShowHand in an Land-Based Gaming Center

Oscar is on vacation and is interested in playing a game of Baccarat at Carl's Entertainment provider. When he's at Carl's gaming center, he sees a sign outside saying "We accept ShowHand." At the bottom of the sign, Oscar sees a link to the ShowHand website and decides to try it out. Oscar purchases HAND tokens from his favorite cryptocurrency exchange and can now start playing. He no longer has to pay high ATM withdrawal fees at Carl's gaming center. He doesn't even have to wait in line to get gaming chips. He can simply place a bet with HAND tokens. He walks over to a game table, whips out his phone, uses the ShowHand Dapp (**decentralized application**), sets the amount he wants to bet, and scans the barcode to join the game.

He wins the game of Baccarat, so the dealer returns tokens to his wallet by simply clicking on a entertainment provider client Dapp. He doesn't have to worry about keeping up with gaming chips the entire time he's at the entertainment provider. Even better, when Oscar is ready to leave the entertainment provider, he doesn't have to stand in line to cash out and doesn't have

to pay any extra fees.

Oscar leaves Carl's gaming center feeling like a winner. He will definitely be coming back to play again. He knows (win, lose, or draw) that this gaming experience is **exceptional.**

The graph below compares the traditional gaming vs. gaming with ShowHand:

4. ShowHand Ecosystem

4.1 ShowHand Payment System

With the revolutionary ShowHand payment solution, our goal is to eliminate third party payment processors, making gaming payment faster, easier and more secure. There will be **no hidden fees**, **no chargebacks**, and **no declined payments** when entertainment providers choose to accept ShowHand token. Initial testing shows the transaction speed is up to **100x** faster and **50x** cheaper when using ShowHand vs. traditional credit card payment gateways.

The following is a section of Solidity code for transferring balances between entertainment provider to player or between player to player in ShowHand wallets:

```
function transfer(address _to, uint256 _amount) public returns (bool success) {
  if (balances[msg.sender] >= _amount
      && _amount >= 0
      && balances[_to] + _amount > balances[_to]) {
      updateAccount(msg.sender);
      if(msg.sender != _to) updateAccount(_to);
      balances[msg.sender] -= _amount;
      balances[_to] += _amount;
      Transfer(msg.sender, _to, _amount);
      return true;
  } else {
      return false;
  }
}
```

Fig 1 ShowHand Wallet Balance

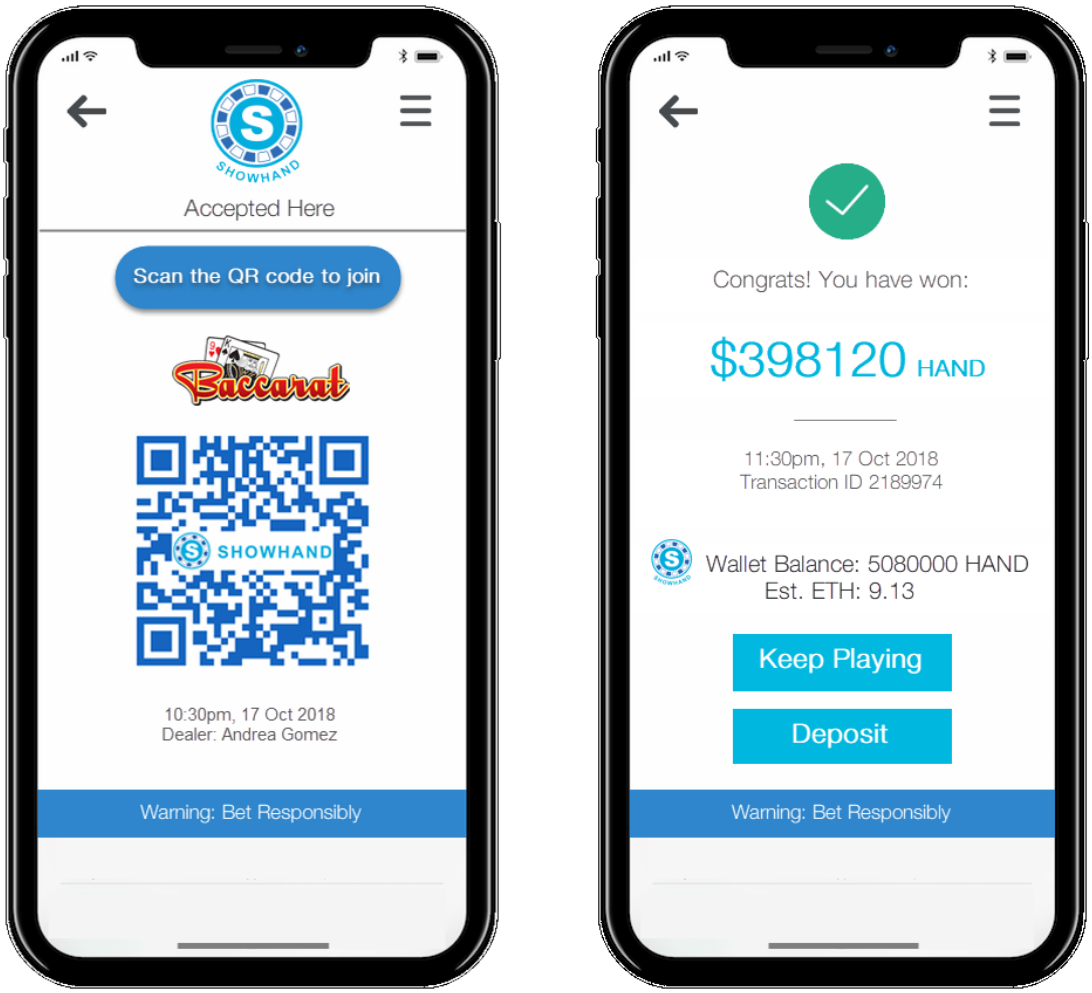
ShowHand platform may reward dividend tokens every year to players who constantly hold ShowHand token in their wallet. Here is an example of code for how users can receive dividends.

```
function mint() canPoSMint returns (bool) {
    if(balances[msg.sender] <= 0) return false;
    if(transferIns[msg.sender].length <= 0) return false;

    uint reward = getProofOfStakeReward(msg.sender);
    if(reward <= 0) return false;

    totalSupply = totalSupply.add(reward);
    balances[msg.sender] = balances[msg.sender].add(reward);

    Mint(msg.sender, reward);
    return true;
}
```

Fig 2 General Dividend Reward

Land-Based Gaming Provider Payment

The following graph is the interface design illustration of ShowHand Dapp:



4.2 Dapp and API integration

ShowHand Dapp is currently under development. Alpha wallet version "MA-CAU" will be released in the second quarter of 2018, with a functional payment method that is going to pave the way for the future of P2P mobile gaming and betting on future events such as sports and elections, Players will be able to bet against each other on the go.

The project is aiming to release an alpha open API for entertainment provider integration in the fourth quarter of 2018. Upon release, it will be integrated with our two online entertainment provider partners. Our goal is to finish the development of an open API for both online and land based entertainment providers by the fourth quarter of 2019.

4.3 Intended System Security Structure

Security and Server Logic

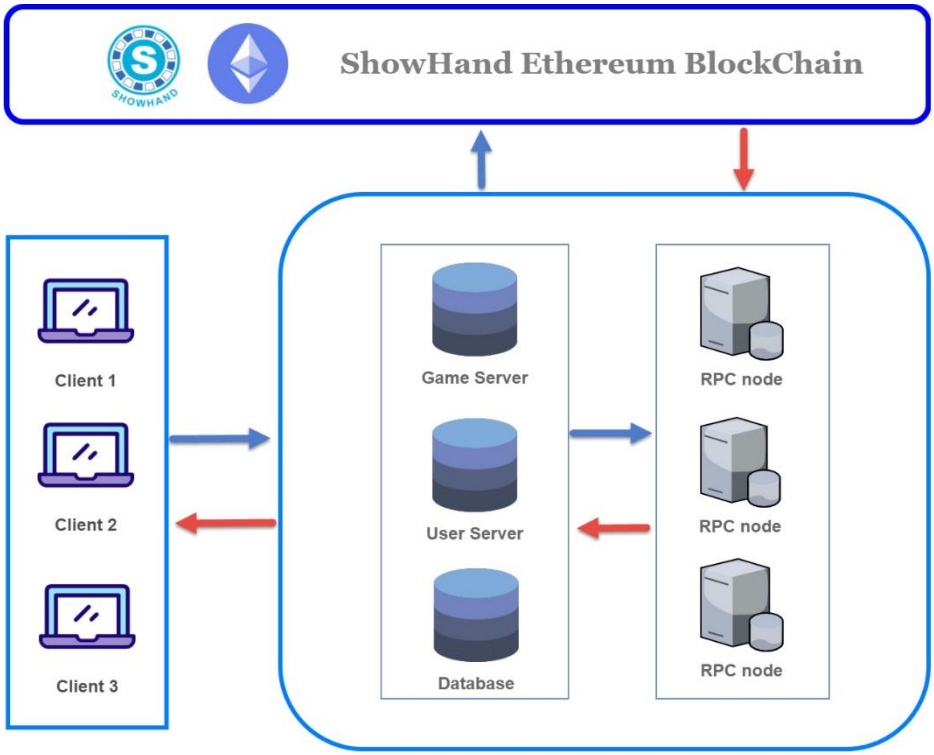


Fig 1. Security Structure Illustration

ShowHand uses our proprietary technology and cutting edge blockchain structure to ensure maximum transaction efficiency and highest level of security. Part of the structure is illustrated above in the Figure 1 graph.

The client Dapp is the initial access point, from there users communicate with a game server via VLAN (Virtual Local Area Network) to participate in a game. The result of the game is handled by the game servers, and the result will be written into the ShowHand Ethereum blockchain network. The RPC node acts as the gateway for data to travel to and from the blockchain. In addition, game servers follow strict security rules related to handling communication channels between other servers. Those servers are not directly accessible from the website and cannot communicate with each other. Typology of this kind ensures that the security level of the network is the highest available without sacrificing efficiency. (Figure 1.)

4.4 Light Client Wallet

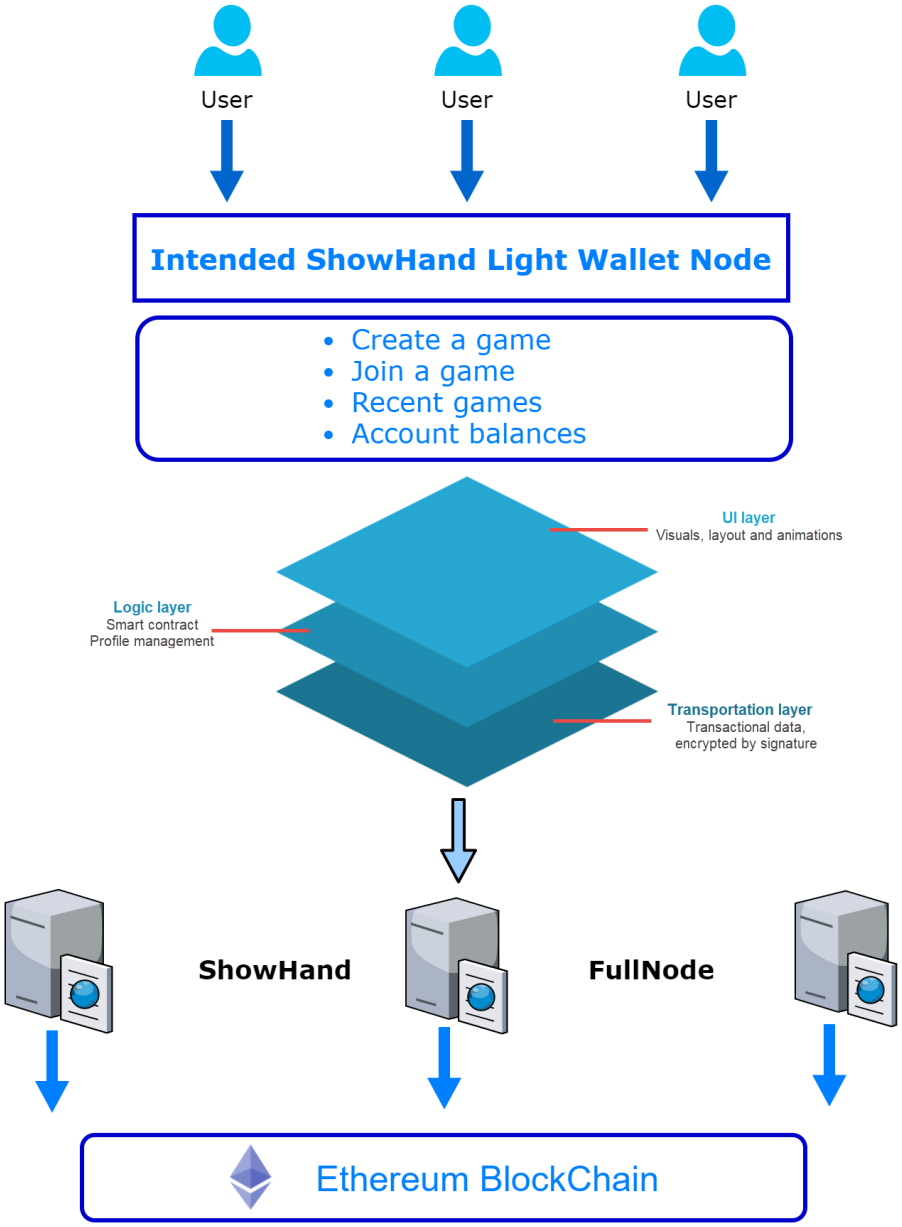


Fig 2. Intended Light Wallet Structure Illustration

ShowHand is developing light client wallets to support the growth of the gaming ecosystem and make it easier for third party developers to adopt our API to speed up payments on our platform. ShowHand light client wallet ensures the efficiency of transactions and data retrieval, especially on low capacity devices, such as smart phones and tablets. By doing so, it will allow only small amounts of data to be stored in the client wallet while most data is stored in the full node. All the data is encrypted by signature with full security measure in the main ShowHand Ethereum blockchain.

Our planned features include:

- Open source Java libraries
- Mobile application for iOS and Android platforms
- Client application for Windows, Mac, and Linux
- User Interface layer (UI) consists of templates of visuals, layout, Animation and expressions.
- Logic layer consists of template of smart contracts and user profile management.

4.5 Smart Contracts

In on-going development, ShowHand will implement smart contract technology to allow games to run autonomously in the blockchain, essentially creating a trustless system where a middle man is not needed, and the outcomes of the game are 100% random without human influences. Smart contracts will handle all gaming logics. A smart contract executes when certain conditions are met and thus is 100% transparent, automated and auditable. This eliminates the possibility that a game is rigged by a gaming provider. Our current roadmap is to launch a Dapp with a number of games integrated with our blockchain to ensure games are "provably fair" by design.

"For the first time, gaming in real time without trust is made possible with ShowHand."

5. ShowHand Certified Fair

We are set to create the most honest, "Cheating Free" gaming ecosystem in history. Every game that is listed in our platform goes through rigorous code review to make sure it is proven fair, which means gaming outcomes are generated randomly. In the long term, we will contribute to the development of industry standard certifications.

"ShowHand is contributing to the development of certification for gaming fairness."

In order to create a "Cheating Free" ecosystem, all new games published in our platform must go through the following validation process:

1. **New Game Proposal:**
   Before a game is submitted to the ShowHand platform for the public to participate, a proposal containing the logic and rule of the game has to be submitted to our panel and reviewed by the gaming community.

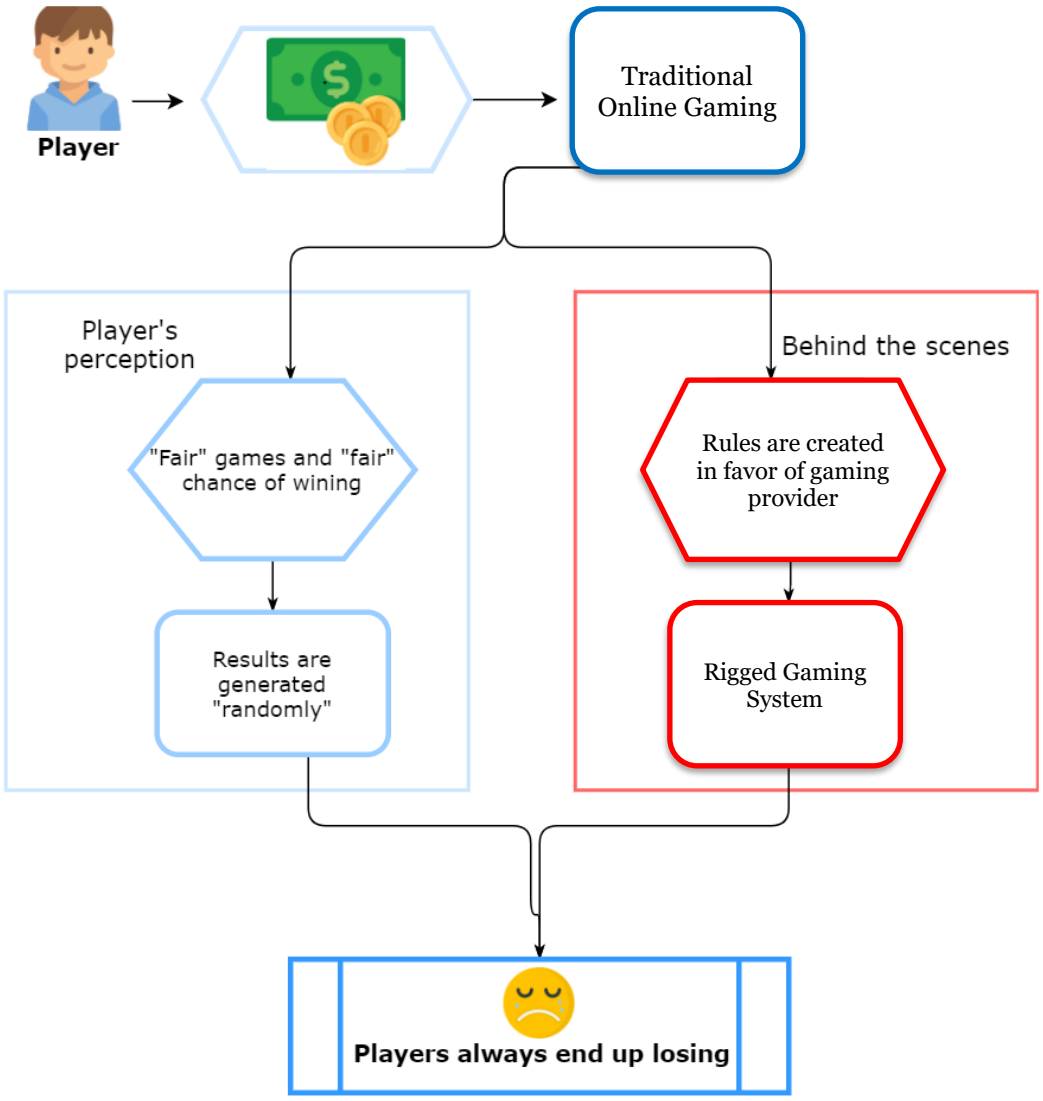
2. **Smart Contract Code Submit Review:**
   All the new game logic will be in the form of smart contract code. Those code will be reviewed by the public for a period of time and a voting mechanism will be involved to decide whether the game should proceed to next phase or not.

3. **Sandbox Beta Testing**
   If everything goes well, the game will be deployed to our sandbox network for testing. Experienced players are invited to join this beta to test if the game logic is fair enough, bug-free and contains no hidden cheating logic.

4. **Go Public with Gaming Amount Management**
   In order to protect the general public who are participating on new games, the betting amount is controlled in a gradually increasing manner. For example, a new game is limited to 1 million HAND tokens per player in total transaction volume for the first month. If there are no valid complaints or any cheating reported, the volume can be doubled the next month. If everything goes well, the game will finally remove the volume constraint.

" All above logic will be implemented in our DAO and all the board members can be any token holders from our community. This is a total democracy and fair process! "

The graph below shows what a player perceives when joining a game in an online entertainment provider and what might actually happen behind the scenes. Some online gaming systems are set up in a way that the house will have an advantage over players because some entertainment providers do not use random number generators (RNGs) to program randomness into a game. In this scenario, players always end up losing. This is the reason why a “Certified Fair” industry standard is much needed.



6. Initial Contribution Offering

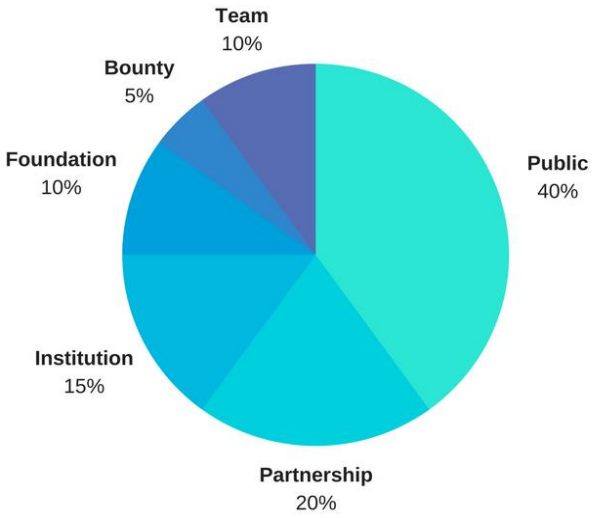
6.1 Token Issuance

ShowHand is issuing 1 Trillion (1,000,000,000,000) HAND tokens, of which 40% will be offered to the public during the Initial Contribution Offering (ICO). The ICO session will last for one month. We will reward bonus tokens to participants for the first and second weeks, and no bonus for contributors participating ICO in the third and fourth weeks.

ShowHand token has a maximum annual inflation rate of 5% for the first 5 years, which means each year 5% additional tokens will be issued to the market for satisfying the ever-growing gaming industry. From the 6th year, we will adjust the inflation rate to best foster the growth of the gaming industry. Maximum total supply of HAND tokens will be capped at 2.5 Trillion.

6.2 Token Structure

- 40% tokens for the public crowdsale
- 10% tokens for the ShowHand team
- 15% will be kept for institutional investors
- 20% tokens for marketing and partnership incentives
- 10% tokens for the ShowHand Foundation
- 5% tokens for bounty and contingency



6.3 Token Price

ShowHand project plans to raise USD $50,000,000. The ICO will start on January 20th, 2018 12pm GMT and end on February 20th, 2018 12am GMT.

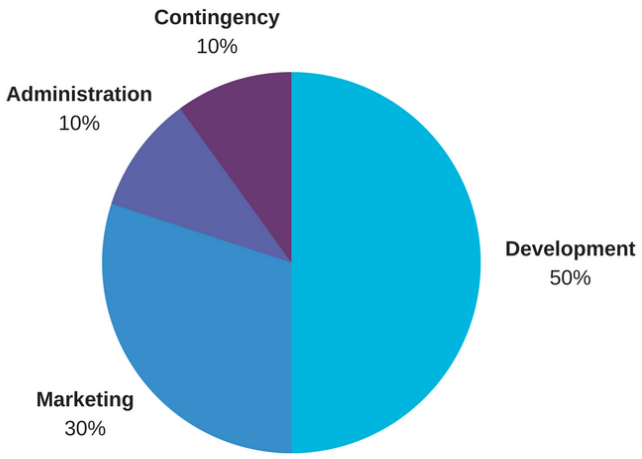
*(*Details of the exchange process will be published on our official website. Due to regulations, U.S resident, entity or citizen are excluded from participating in the token sale ICO event.)*

1 ETH = 3900000 HAND

7. Budget Planning

We intend to use the raised fund as following：

- 50% of fund for platform development, infrastructure building, API integration with entertainment providers and continuous system maintenance (includes employment costs, office operational indirect costs).
- 30% for marketing, community promotion, and partnerships (includes advertisements, communication efforts to get new communities involved, and co-financing third party online and land based entertainment provider integrations with ShowHand system).
- 10% for administration (legal, security and accounting services includes all third party legal, accounting audit, and system security service providers.)
- 10% for contingency fund



8. Go-to-Market Strategy

There are other gaming-focused cryptocurrencies already in existence; however, none have gained enough of the market share to be considered a dominant force. So how does ShowHand plan to be successful in a market without a proven winner? We believe that this project will succeed because of both our proprietary technology and our go-to-market strategy.

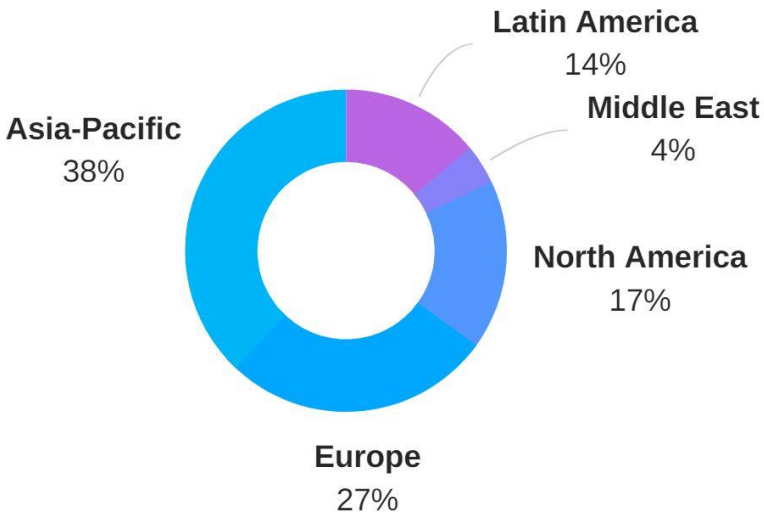
Upon a successful initial contribution offering event, we will focus on developing our alpha release of the ShowHand wallet prototype and collaborate with online gaming partners. We have entered relationship with two reputable online gaming providers in Macau. They have large customer bases and strong experience in the gaming industry. We believe it will accelerate the adoption of the ShowHand token. It will also help us refine our products based on actual daily usage and customers feedback.

First, while some competitors focus on either event betting or slot machine games, we will include both on our platform. This helps to gain attention from different groups of players from within the gaming community. Having a number of betting options and the possibility of continuously adding new games that are provably fair to the platform will keep ShowHand fresh and relevant.

Second, we think some other gaming-focused cryptocurrencies are looking at the wrong geographic regions for early growth. One of the challenges with North America or Europe, for example, is that online gaming faces many regulations. In the long-term, we expect that these regions will loosen restrictions on gaming, making cryptocurrency in the gaming industry a reality. For the short-term, we recognize that regulations lead to overall market instability in North America and Europe, making investments in these markets relatively risky compared to the Asia-Pacific. That's why after a successful pilot run with our two partner entertainment providers in Macau, we plan to go international in 2019 by working with online and land based online gaming providers in Asia.

According to the Cambridge Judge Business School, the Asia-Pacific is by far the world's most popular region when it comes to current cryptocurrency adoption rates.[7] Also, this region's gaming industry is projected to grow by six percent every year until at least 2022.

The graph below depicts the share of cryptocurrency users by geographical distribution:



In addition, there are currently 17 countries in Asia where “high risk” gaming is legal. We are seeking partnership with gaming providers in Singapore and Japan where regulations are clear, and entertainment provider operators are generally honest and law-abiding. Partnering with leading entertainment provider in Singapore, such as Marina Bay Sands, will give us a unique edge in accelerating our market success and building strong brand equity.

9. Future Roadmap

ShowHand blockchain platform roadmap is as following. We will divide development into three phases from 2018 to 2020. Each phase we set to fulfil three key milestones. This roadmap assumes the fund-raised amount near the maximum amount, the actual pace of development will correlate to the amount of capital we are able to raise in the ICO event.

STAGE 1
2018

- Genesis of ShowHand and ICO
- Release alpha Dapp wallet (codename: MACAU)
- Integration with partnering online gaming providers

STAGE 2
2019

- Release beta Dapp wallet (codename: VEGAS)
- Release open API for gaming providers
- Launch iOS and Android mobile client

STAGE 3
2020

- Release decentralized gaming templates
- Implement “Certified Fair” standard
- Launch first iteration of decentralized gaming

10. Core Team

Tom Cheung
Project Manager

Tom is a serial entrepreneur, he has worked with numerous blockchain startups for creating innovative blockchain solutions. Tom holds an MBA and a B.A degree.

Mister White
Lead Blockchain Developer

Mister White is a white hat hacker and software engineer. He has vast software development experience in solidity and smart contract.

Russell Nibbelink
Senior Software Developer

Russell is an experienced full-stack software developer who is passionate about cryptocurrency and blockchain technology. Russell holds an engineering degree.

Sachin Rana
Head of Online Marketing

Sachin is an online marketing expert. He has gained solid experience in marketing by helping numerous blockchain startups to reach new heights. He has worked with Ethlend (Lend) as a head of digital marketing. Sachin graduated from the Anna University in India.

Chuck Yang
Head of Corporate Strategy

Chuck is a co-founder of xBounty, a decentralized anonymous tipster platform. He is a visionary entrepreneur and well respected blockchain innovator.

Delton Rhodes
Head of Public Relations

Delton is a cryptocurrency enthusiast. He is an active member of the crypto community, contributing with his skills in social media, copywriting and community relations.

Advisors & Investors:

Dr. Jochen Biedermann

Jochen is a managing partner in Silk Road group, he is also expert in capital market, and a reputable blockchain and Fintech consultant.

Marco Bodewein

Marco is a member of the management board at ACON Actienbank AG.

Yuxing Ruan

Yuxing is a partner of Frankfurt AM main area.

Genevieve Leveille

Genevieve serves as a national advisor of blockchain technology for Estonian government. She is also the founder social impact startup creating crypto ledger.

Andreas Grosjean

Andreas is a supervisory board member of Aufsichtsrat. He is also a member of the OTC committee for the Munich Stock Exchange.

11. Risk Disclosure

RISK ASSOCIATED WITH SHOWHAND TOKEN AND THE SHOWHAND BLOCKCHAIN PLATFORM

This document DOES NOT constitute an offer or solicitation to sell shares or securities in SHOWHAND BLOCKCHAIN PLATFORM, or any related or associated company. Any such offer or solicitation would be made only by means of a confidential offering memorandum, which this is not, and in accordance with the terms of all applicable securities and other laws. None of the information or analyses presented are intended to form the basis for any investment decision, and no specific recommendations are intended. Accordingly, this document does not constitute investment advice, counsel, or solicitation for investment in any security. This document does not constitute or form part of, and should not be construed as, any offer for the sale or subscription of, or any invitation to offer to buy or subscribe for, any securities.

ShowHand expressly disclaims any and all responsibility for any direct or consequential loss or damage of any kind whatsoever arising directly or indirectly from: (i) reliance on any information contained in this document, (ii) any error, omission or inaccuracy in any such information or (iii) any action resulting from such information.

ShowHand Token, ("HAND"), is a cryptographic token used by the ShowHand Platform and related products, operated by ShowHand Blockchain PLATFORM. (the "PLATFORM").

SHOWHAND TOKEN IS NOT A SECURITY AND THIS IS NOT AN OFFER TO SELL A SECURITY. IT IS NOT AN INVESTMENT AND SHOULD NOT BE PURCHASED AS AN INVESTMENT.

If you purchase SHOWHAND TOKEN, you certify that you are doing so out of a desire to use or consume HAND on the ShowHand Blockchain Platform, to participate in the community, or to attempt to personally generate any consideration by using HAND on the network or in the community.
You certify that you are not purchasing ShowHand Token for any speculative, investment, or other financial reasons.

ShowHand Token is not a cryptocurrency of value. At the time of this writing, ShowHand token (i) cannot be exchanged for goods or services, (ii) has no known uses outside the ShowHand blockchain platform, and

(iii) cannot be traded on any known exchanges. There is no guarantee and indeed there is no reason to believe – that the ShowHand token you own will increase in value. ShowHand token is not an evidence of ownership in, and/or right to control, the ShowHandblockchain platform.

Holding or using ShowHand token does not grant you ownership or equity in the ShowHand blockchain platform. ShowHand token does not grant any right to participate in the control, direction or decision-making of the ShowHand blockchain platform.

1) Risk of Losing Access to HAND Due to Loss of Credentials

The purchaser's ShowHand token may be associated with a ShowHand account until it is distributed to the purchaser. The ShowHand account can only be accessed with login credentials selected by the purchaser. The loss of these credentials will result in the loss of HAND. Loss of credentials associated with any third party and or digital wallet containing and or controlling HAND will result in loss of ShowHand token. Best practices dictate that purchasers safely store credentials in one or more backup locations geographically separated from the working location.

2) Risks Associated with the Ethereum Protocol

ShowHand token and the ShowHand blockchain platform are currently based on the Ethereum protocol. As such, any malfunction, unintended function or unexpected functioning of the Ethereum protocol may cause the ShowHand blockchain platform or ShowHand token to malfunction or function in an unexpected or unintended manner.

3) Risks Associated with Purchaser Credentials

Any third party that gains access to the purchaser's login credentials or private keys may be able to dispose of or misappropriate the purchaser's ShowHand token. To minimize this risk, the purchaser should guard against unauthorized access to their electronic devices.

4) Risk of Insufficient Interest in the ShowHand platform or Applications

It is possible that the ShowHand platform will not be used by a large number of entertainment provider businesses, individuals, and other organizations and that there will be limited public interest in the creation and development of distributed applications. Such a lack of interest could impact the development of the ShowHand blockchain platform and therefore the potential uses or utility of ShowHand token (HAND).

5) Risk that the ShowHand platform, as Developed, Does Not Meet the Expectations of the Purchaser

The ShowHand blockchain platform and related applications are presently under development and may undergo significant changes before release. Any expectations regarding the form and functionality of HAND or the ShowHand platform held by the purchaser may not be met upon release for any number of reasons, including a change in the design and implementation plans and execution of the ShowHand blockchain platform.

6) Risk of Theft and Hacking

Hackers or other groups or organizations may attempt to interfere with the ShowHand blockchain platform or the availability of ShowHand token in any number of ways, including, but not limited to, denial of service attacks, Sybil attacks, spoofing, smurfing, malware attacks, or consensus-based attacks, and the ShowHand blockchain platform, which could result in the theft or loss of ShowHand token.

7) Unanticipated Risks

Cryptographic tokens are a new and untested technology. In addition to the risks included in this Risk Disclosure, there are other risks, including those that the Company cannot anticipate. Risks may further materialize as unanticipated combinations or variations of the discussed risks.

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3 "Investor Presentation." News release, May 2016. NetEnt. Accessed December 28, 2017. https://www.netent.com/en/wp-content/uploads/sites/2/2016/04/IR-presentation-May-2016.pdf.

4 Duryee, Tricia. "ESports wagering estimated to hit $23.5B by 2020, generating revenues of $1.81B worldwide." GeekWire. September 09, 2015. Accessed December 28, 2017. https://www.geekwire.com/2015/esports-wagering-estimated-to-hit-23-5b-by-2020-generating-revenues-of-1-81b-worldwide/.

5 "IOTA- WHAT IS IT, WHO IS IT?" http://www.tangleblog.com/what-is-iota-what-is-the-tangle/.

6 Prisco, Giulio. "The Ethereum Killer Is Ethereum 2.0: Vitalik Buterin's Roadmap." Bitcoin Magazine. November 29, 2017. Accessed December 28, 2017. https://bitcoinmagazine.com/articles/ethereum-killer-ethereum-20-vitalik-buterins-roadmap/.

7 Hileman, Garrick, and Michel Rauchs. "2017 Global Cryptocurrency Benchmarking Study." *SSRN Electronic Journal*, 2017, 109. doi:10.2139/ssrn.2965436.