KDG

KINGDOM GAME 4.0

ONLINE GAME PLATFORM

FOR DIGITAL ERA GAMERS

WHITE PAPER (version 1.2)

KINGDOM GAME 4.0
• ACHIEVEMENTS •

PRODUCTS
- Hoa Vo Lam
- Tam Quoc Tuong
- MU online Season 15 (testing)
- Vo Lam Truyen Ky (testing)
- Tam Tien Kiem H5 multi platform

USERS
- 26000+ Registered user
- 1200+ active user every month
- Target: 300,000 users in 2020

MARKET DEVELOPMENT
- Vietnam
- Philippins
- Singapore
- Thailand
- Korea

AGENCY
- 650+ agents nationwide
- Target 2000+ agencies in 2020

LICENSE & TOURNAMENTS
- Approching license for Game Publisher G1
- eSport tournaments Q2/2020
- eSport game owner and publisher
- SEAGAME 2021 partner

PAYMENT SYSTEM
- Kingdom Payment App
- Kingdom Payment Web

KDG

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GENERAL

Currently, there are around 2 billion gamers using mobile game all over the world, estimated of $150 Billion by the end of the fiscal year 2019. About 46% of global revenue comes from Mobile games, the rest is from PC and console games.

At present, payment methods for game are lacked of flexibility, while crypto market is growing fast and potential. Estimated up to 32 million people are using Bitcoin wallets. At Coinbase exchange, there are more than 11 million users got KYC verified. Cashflow for crypto is increasing. Crypto is not only a channel for investing and holding digital currency but also a high potential payment channel for game blockchain industry in the near future.

Source: Newzoo| 2019 Global Gamer Market Report

1. ISSUES AND DEMANDS

1.1. Market demands

In this era of digital, technology is a inseparable part of life. In accordance with the statistics in Vietnam, Indonesia, Malaysia, Philippines, Singapore and Thailand, people has spent $4.1 billion in 2019 for Games, refer to the Newzoo's report, it has been increasing 22% in comparision with 2018 (follow Newzoo Gamer Report).

The Global Gaming industry has reached nearly $150 billion, and emerging economies in the developing region will play a very important role to increase that revenue to $160 billion in 2020.

2018-2022 GLOBAL GAMES MARKET
FORECAST TOWARD 2022

©2019 Newzoo

$138.7Bn — 2018
$148.8Bn — 2019
$160.5Bn — 2020
$173.3Bn — 2021
$189.6Bn — 2022
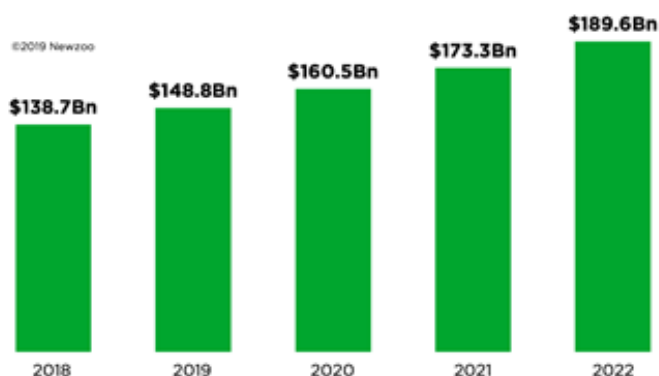
+8.1%
TOTAL MARKET CAGR
2018-2022

Source: ©Newzoo | 2019 Global Games Market Report | October Update
newzoo.com/globalgamesreport

Source: Newzoo| 2019 Global Gamer Market Report (2018-2022)

1.2. Traditional business model

1.2.1. Business foibles

Currently, almost of game publisher companies are still maintaining the traditional game business model. The remaining disadvantages when players join the game as follows:

• Most of the time in the development process, players and game publisher have an opposite relationship. While gamers want to have a new experiences to increase the interesting in game. On the other side, the publisher are always trying to edit the tasks and parameters in the game to be able to exploit more from players.

• There is no insurance regime for valuable items in the game for players.

• Lack of trading region, liquidity and commodity exchange for in-game items.

• Support for gamers is not as good as expected.

1.2.2. The scarcity of the Games system accepts cryptocurrency

The development of Blockchain technology and cryptocurrencies has completely changed the traditional financial methods. Currently, the scale of "digital country" with over 15 million people owning Bitcoin and other cryptocurrencies worth nearly 240 billion USD (equivalent to the economy of the country ranked 38-42 in the world) is still at an early stage of development, and there are not many products and consumer services. As of now, just a rare number of Game publishers that accept the solution of digital currency payment.

The aims of Kingdom Game 4.0 is participating in the process of promoting digital currency to become the first game token, to pioneer connecting current popular Games; With Smart Contract technology, multiple payment for Gamers, it shall be created a new market for people who own cryptocurrency. By buying Kingdom Game 4.0's token at Agents nationwide. Gamers could buy in-game items or upgrade level. Moreover, Kingdom Game 4.0 has our own payment system, this is not only bringing the convenience for Gamers, but also helping the ecosystem of Kingdom Game developed quickly.

1.2.3. Game publishers only focus on profit goals

Publishers release new game titles and opening of new servers constantly will make the players on each server less and less interactive. The publisher only focuses on increasing the events to attract players to deposit money then exempts from the remaining responsibilities. Players after depositing and playing on that server, some time later the number of members in the server dwindled as companies opened other servers. Leads to feelings of depression, frustration, and a desire to leave the game.

1.2.4. Unfriendly customer support service

With the current Game systems, players do not have many benefits and are properly cared for as they deserve, even though they are the financial contributors, the cost of survival and development of the game. Game publishers are still not aware of the important role of the connection between publishers and users, away from the rights and contributions of the community for themselves.

2. THE SOLUTION OF KINGDOM GAME 4.0

No doub that Blockchain is a quantum techonoly in maintaining the completion of information and ownership. Kingdom Game 4.0 is a gaming platform with flexible social features as well as monetization, which is designed to be your unique gateway to the MMO/MMORPG. These are basis solutions of Kingdom Game 4.0 that current Game systems and Game publishers do not have.

2.1. Sharing economy model

Game publisher, Agents and Gamers play important roles as a trivet, consistently, supporting each other in this Economic model. Agents and Gamers can use available resources in Kingdom Game 4.0 to generate revenue and income for themselves. Kingdom Game 4.0 shall use 25 – 50% of the revenue to refund Gamers through promotions or Tournaments.

2.2. In-game assets guarantee

All valuable assets in the game such as characters, items, ... will be guaranteed (value insurance). With the important purpose of optimizing personal virtual assets. With a guarantee of up to 75% of the value of the item, guaranteed value and long-term liquidity.

2.3. Payment by cryptocurrency

Kingdom Game 4.0 released our own platform specific digital currency named KDG. In game payment transaction shall be applied Blockchain technology using KDG token. Gamers use KDG to buy items, upgrading level or use other in-game services transparently and safely.

2.4. Referral commission program

In order to support and accompany the benefit for the players, gamers can invite their friends to play the game and receive the corresponding referral reward.

2.5. Playing games, generating income

With the sharing economy model, all gamers who play any game on Kingdom Game 4.0 have the opportunity to earn income, because this is a sharing platform. The sharing rate is based on the amount of money that players join and deposit into the system with the returning rate from 25-50% of the deposit value, which will return to become rewards for in-game players through events, in-game tasks and tournaments.

2.6. Rights to invest and own the shares of Kingdom game 4.0

We understand and appreciate the support from our users. It's an important part of our success. Therefore, we always try our best to create chances and opportunities for investors to have the rights to own the shares of Kingdom Game 4.0, investing and generating benefits through choosing Agents and public funding.

2.7. Rights to vote in-game activities

This is the right for Kingdom Game 4.0 citizen. Each citizen shall have the right to vote for events, game's activities in the system.

3. TECHNOLOGY DEVELOPMENT

3.1. Functional system

Overview of the Kingdom Game 4.0 system:
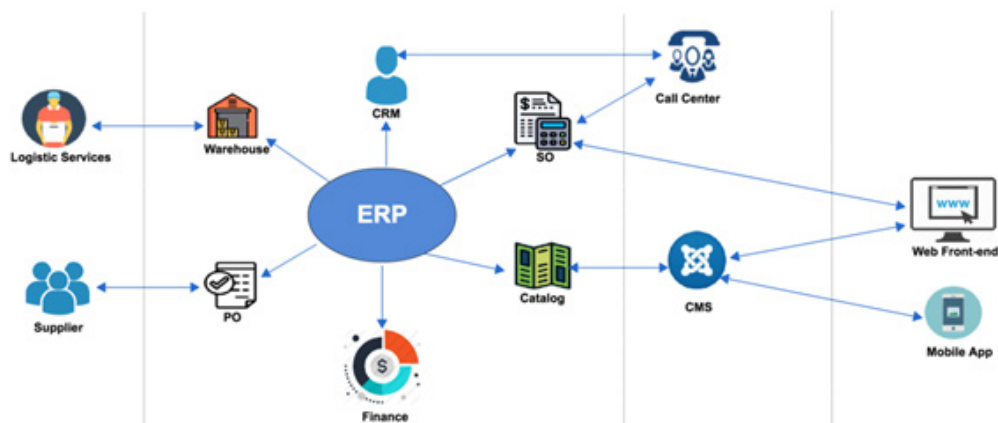
3.2. Enterprise Resource planning system (ERP)

It is the center, manage all data system, including these following modules:

● Catalog: Managing data of games publishing;

● CRM: Managing data of Gamers (Players), personal information, purchasing and customer contact history;

● SO: Receiving purchase request from game, webgame, mobile app, ect...Manage and operate assets guarantee activities for customers.;

● PO: Manage and operate negotiating activities with Game publishers about new Games to buy and publish on Kingdom Game 4.0;

● Financial: Manage exchange rate activities, pricing, payment, financial balancing with development network Agents as well as disbursment for Investors through milestone: weekly/ monthly/anual;

● Marketing: Supporting these following activities:

o Sending mass email, SMS, Facebook messenger, Viber message to Customers;

o Integrating with Google, Facebook, Blogger and other Social networks for automation marketing campaigns;

o Analyzing big data to perform marketing;

o Calculate the effective of marketing campaigns;

● Payment: Integrating payment methods by KDG, ETH, BTC and other Tokens to improve liquidity ability to the Gamer (Players) as well as development agents network of Kingdom Game 4.0.

3.3. Call center system

Play an important role to communicate with customers:

● Receive feedback from Gamers (Players).

● Notice processing time; feedback to Players.

● Advice on services and products.

● Receive and resolve complaints from Players.

3.4. CMS - Contents Management System

In order to producing, editing and manage images,content of the product as well as other content on Website and Mobile App.

3.5. Kingdom Game 4.0 platform

Kingdom Game 4.0 system will be run on 2 platforms:

● Mobile

● Website

Software on smartphone shall be played the role as website but optimized to convenient use on smart-phone

3.6. Blockchain Technology

Kingdom Game 4.0 service will use blockchain technology based on Tron mainnet . The main points to use smart contract is including: Account registration for agents, investors, gamers, etc...; Setup the payment wallet system in order to easily execute payment for Kingdom Game 4.0.

3. TECHNOLOGY DEVELOPMENT

3.7. INFRASTRUCTURE DEPLOYMENT

3.7.1. Infrastructure deployment ERP
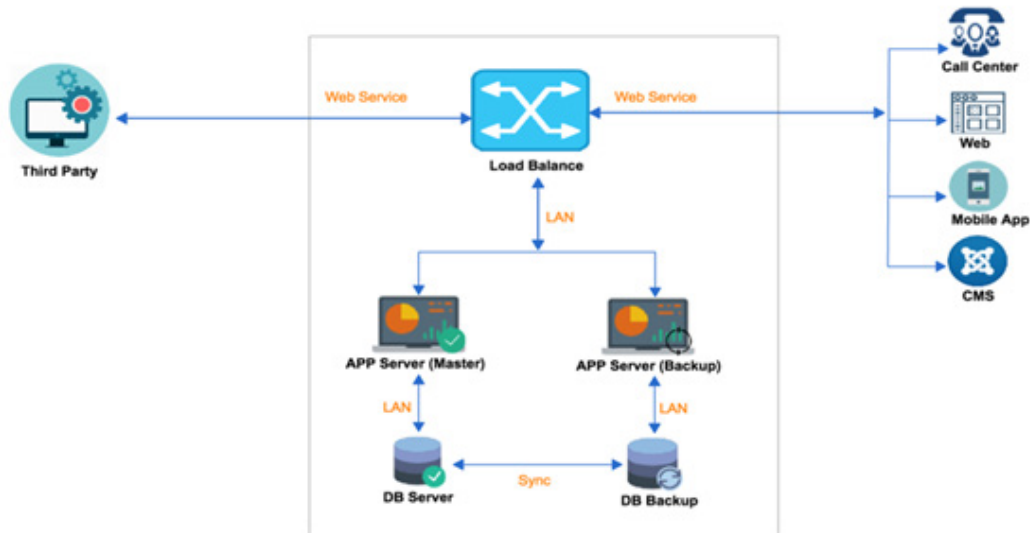
● The application is run on a Server system including main server and backup server.

● Database is stored and processed on server system included of main server cluster and standby server cluster. These servers are continuosly synchronized data with each other.

● The Load Balancer is play the role as receiving connection with Users and other systems, allocating these connection request to application servers for processing, regconizing errors, overloading from servers in order to auto notify to the system's Administrator.

3.7.2. Call center infrastructure deployment
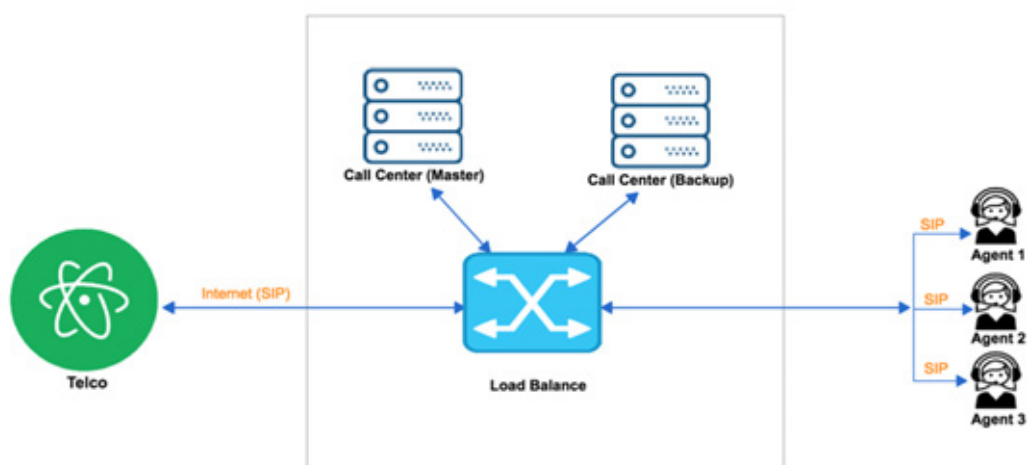
3.7. INFRASTRUCTURE DEPLOYMENT

At least 2 Call Center, one Master and one for backup.

● Call Center is connected with Internet supplier using SIP Trunk.

● Call Center is connected with Agents by using protocol via LAN or internet.

● Call Center is connected with ERP system and CRM through Webservice.

3.7.3. Infrastructure deployment for Web, CMS, Mobile Backend Systems
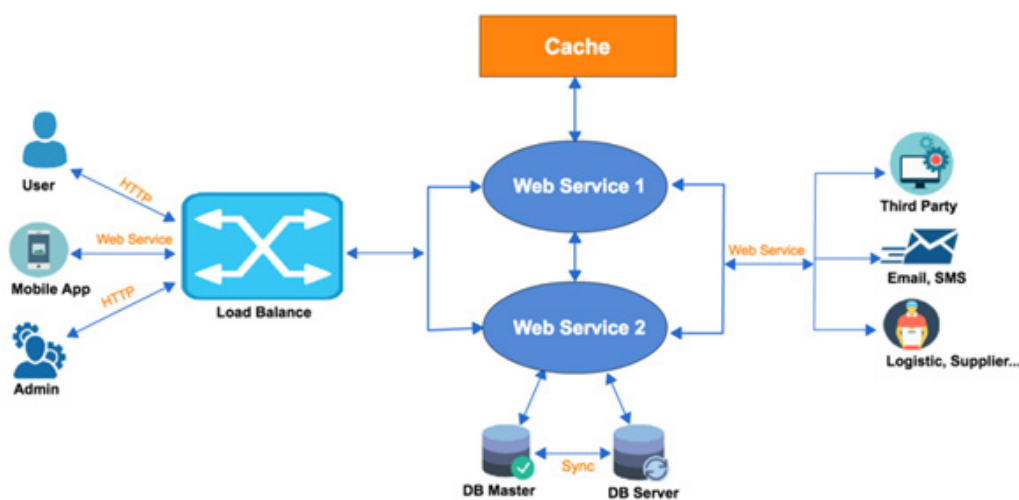
● Web Server is including Main Server (Master) and Backup Server.

● Database server is including main server and backup server, continiously synchronized data with each other.

● The Load Balancer is play the role as receiving connection with Users and other systems, allocating these connection request to application servers for processing, regconizing errors, overloading from servers in order to auto notify to the system's Administrator.

● Caching Server is designed specially to store data of application on RAM, using for storing data that needed quick access to meet the requirement of huge Users at the same time.

3.7.4. Infrastructure Deployment for Cloud Server
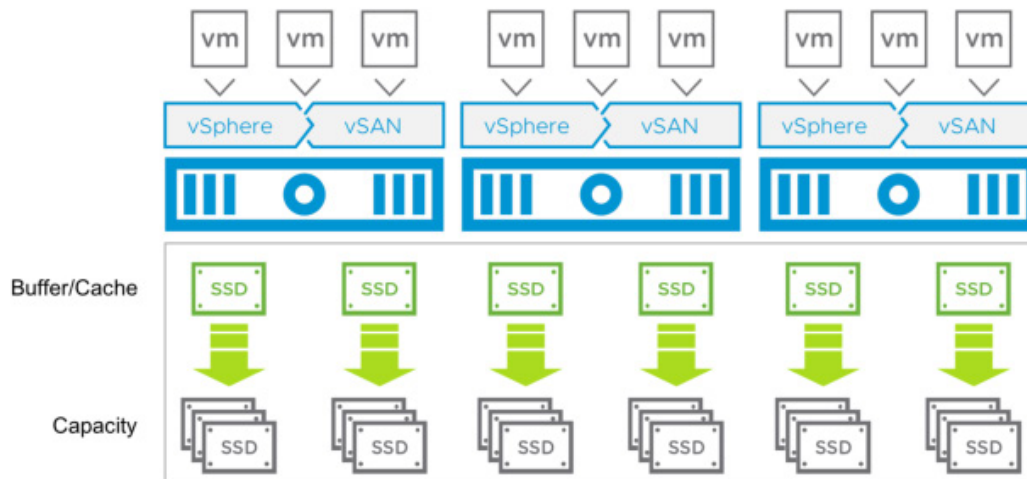
To ensure the stable operation of whole system and highly data safe, avoid risks on date, all products and services shall be stored on Storage infrastrure using SSD hard drive, very fast on accessing data together with vSan solution of Vmware, which is using by many big and prestigious organizations in the world.

San Vmware Storage Solution: Allows virtuallization and connect hard drive from multiple Server node together and create Block Storage to store data safely and stability. It is not only connect hard drive, but also link multiple hardware node as RAM, CPU of together to create a extremely powerful and high performance configuration. It can avoid risks when 1 or 2 node in server are down but all of system shall not be affected and interupted. Data will be immediately transferred to other Node in the same system.

SSD Hard Drive: Entire system is using 100% SSD Hard drive for data quick access. The speed of SSD hard drive is 10 times faster than normal hard drive, it helps extremely access, ensure the stability of system, no delay and providing the best experiences for users.

3.7.4. Infrastructure Deployment for Cloud Server
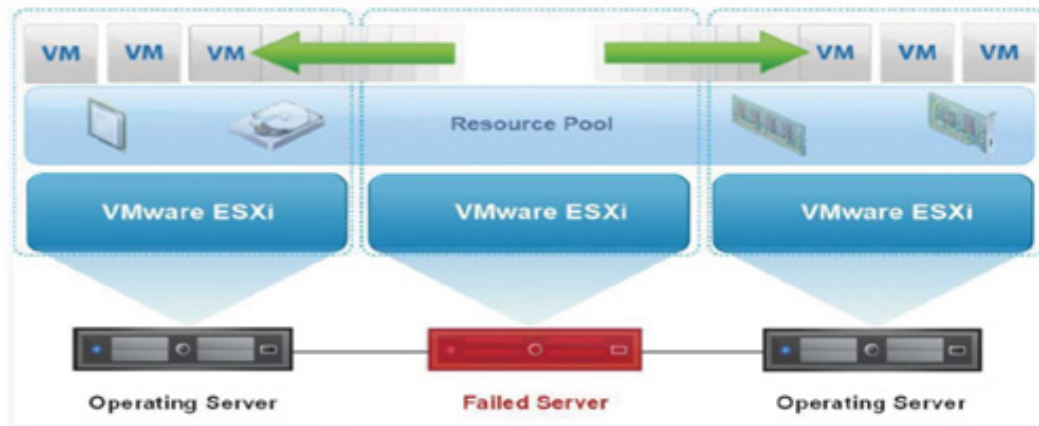
AVAILABILITY:

With vSan solution, even 1 node in the server is down, the system is still ensured normal operation and not interupted.

CONNECTING WITH GOOGLE CLOUD:

Besides building a system with high stability, we are always ready for a Backup N+1 system. All of Backup system shall be setup in parallel and ready to use. By using world top Cloud system, we are assured when choosing Google Could for Backup system to meet the needs of Customers outside of Vietnam.

4. NETWORK INFRASTRUCTURE & SECURITY
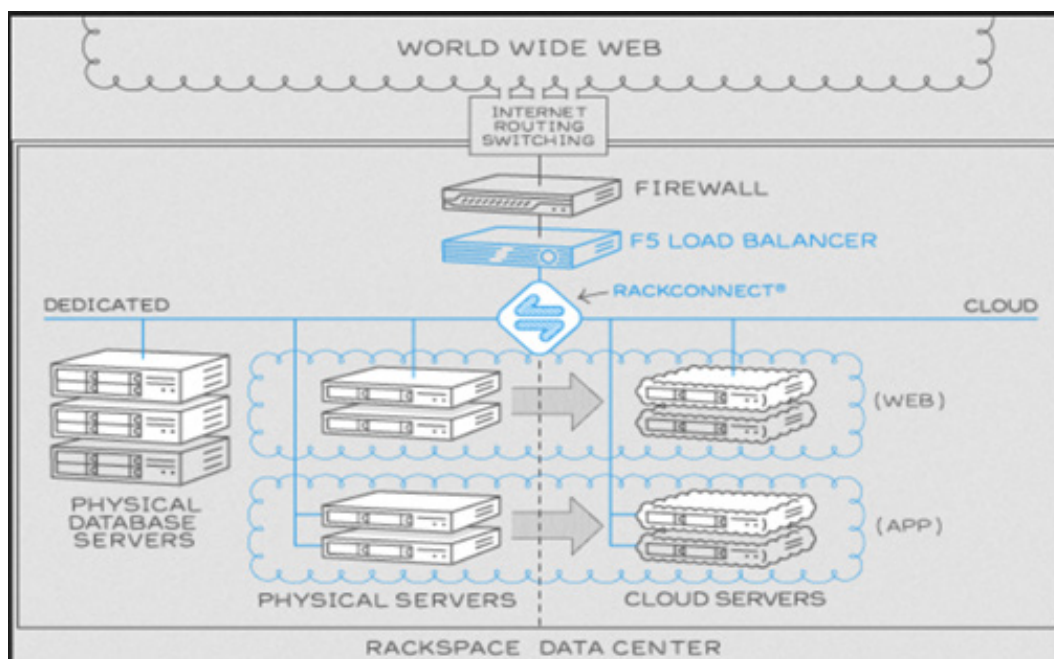
- We build an infrastructure network with 2-steps security integrated with large bandwidth system up to 40Gbps for domestic uses and 1Gbps bandwidth for international uses, ensure smooth connection. Intelligent Firewall system will be blocked DDOS attacks by AI mechanism, filtered strange traffic and folders sending to server too fast to avoid the affected on server and overloaded network system.
- The Load Balancer helps distribute traffic evenly on every Node server, in order to the fastest access to the server, ensure no traffic blocked during peak hours.
- All of Switch, Router devices are equipped and imported from big and reputate Companies as Cisco, IBM to ensure the highest durability and stability.
- Data security: All of customer's data including information of account name, address, phone number, etc... and other data provided by customers are safely encrypted on our server.

We commit that we shall not share any Customers data to any Third party. All data on Kingdom Game 4.0 Server is secured in multiple steps and very strictly.

5. BUSINESS SCOPE

5.1. Revenue

We can see that blockchain provides useful tools for gamers such as decentralized asset exchanges, the ability to verify ownership of virtual assets or in-game items. On the other hand, the searching for game blockchain development solutions has led to groundbreaking innovations in expanding the transaction processing capabilities of existing platforms as well as creating new types of digital assets. By applying Kingdom Game 4.0 model, it will be created these following revenue resources:

• **FROM GAMERS:** All activities as deposit money to buy token to play game, purchasing item, trading fee and in-game activities shall cause gamers to spend Token, generating cashflow from Token of Kingdom Game 4.0 system.

• **FROM GUARANTY SYSTEM:** The valuable items in the game will be participating in the guarantee mechanism. This mechanism will cost a certain fee for those items, the item's code will be applied blockchain technology to ensure each guaranteed item will create a unique code, ensuring safety as well as maintains the long-term value of the item. Fee for guaranteeing items will depend on the time gamers want to guarantee their items. Example: 6 months, 12 months, 24 months or 36 months.

• **FROM ADS:** With a large number of gamers joining Kingdom Game 4.0 system, we will have an impressive revenue from Ads through marketing/ promoting campaigns online and offline. Moreover, we shall have revenue from selling copyrights of the pictures, revenue from eSport games that co-operated and operated by Kingdom Game 4.0.

• **FROM DISTRIBUTION AGENTS:** Agents shall make revenue and huge liquidation for KDG token. This shall be an effective and convenience channel for gamers in our ecosystem.

• **ATTRACT MORE USERS FROM LISTING KDG GAME TOKENS ON MAJOR CRYPTO EXCHANGES:** Kingdom Game 4.0 easily reaches the large number of users that other projects hardly get. We build a sustainable ecosystem, which is a very good condition for listing Kingdom Game 4.0 tokens on major cryptocurrency exchanges in the form of prioritizing product and community strengths. Thereby, it can attract a large number of users to participate in the healthy ecosystem of Kingdom Game 4.0

• **FROM PAYMENT SYSTEM:** KDG Token will be used as a payment method for Games of other Game publishers; This is a longterm and constant step to increase the value of KDG Token.

5. BUSINESS SCOPE

5.2. Competitive advantages

● The pioneer model "triple –win" for Game publishers, agents and gamers, big different from the current game publishers.

● As one of the pioneers in applying blockchain technology in games and payment systems.

● Advantage of big ecosystem and community cohesion.

● Kingdom Game 4.0 team has had many years on publishing, managing, operating game.

● The Marketing team has had experiences in media marketing, advertising digital projects.

● Redefine a new career - gamers. Playing games generates income, making games to be a real career.

With the plan to promote the market in the period of 2019 – 2021 to 4 main countries: Indonesia, Philippines, Thailand and Vietnam.

According to Newzoo statistics in Vietnam, Indonesia, Malaysia, Philippines, Singapore and Thailand spent $ 4.1 billion in 2019 on video games (according to a market research firm report Newzoo)... increased by 22% compared to the previous year.

Philippines

In 2017, there was 29.9 million gamers in the Philippines, spending a total of $ 354 million. This makes the Philippines ranks 29 worldwide in terms of game revenue.

The Filipino Gamer | 2017

JUN 1 2017

In 2017, there will be 29.9 million gamers in the Philippines, spending a total of $354 million. This makes the Philippines #29 worldwide in terms of game revenues.

Consumer Insights*

Zooming in on mobile gamers, we see that 24% and 22% are men and women aged between 21-35, respectively. Overall, women make up 48% of mobile gamers. Paying mobile gamers are slightly more likely to have a positive brand attitude toward Globe – 54% vs. 52%, respectively. A relatively low share of gamers, 36%, play on all three platforms – mobile, PC/laptop, and console. Learn more about our Consumer Insights solutions for the Philippines, and 27 other key countries.

*Please note these insights are based on the urban online population living in core cities.

THE FILIPINO GAMER*
KEY CONSUMER INSIGHTS
newzoo

NUMBER OF GAMERS **29.9M** — TOTAL GAME REVENUES **$354.2M** — **#29** MARKET IN THE WORLD

*These consumer insights are representative for the online urban population

AGE/GENDER
ACTIVE MOBILE PLAYERS*

- M10-20 — 18%
- M21-35 — 24%
- M36-50 — 10%
- F10-20 — 16%
- F21-35 — 22%
- F36-50 — 10%

48% FEMALE

*PLAYS MORE THAN ONCE A MONTH

WATCHES VIDEO CONTENT
67% OF PEOPLE WHO WATCH GAMING VIDEO CONTENT WATCH VIDEOS OF TIPS & TRICKS FOR GAMES

CROSS-PLATFORM GAMERS
36% OF GAMERS PLAY PC, MOBILE & CONSOLE GAMES

OWN A GAMING HEADSET
54% OF ALL GAMERS OWN A HEADSET

USES GLOBE
MOBILE PLAYERS VS. MOBILE PAYERS

Globe

- 52% PLAYERS
- 54% PAYERS

BRAND ATTITUDE
POSITIVE BRAND ATTITUDE RED BULL: PC GAMERS VS. PAYERS

Red Bull

- 40% PLAYERS
- 47% PAYERS

Viet Nam

According to Newzoo statistics in 2017, there were 32.8 million gamers in Viet Nam, spending a total of $ 365 million. This makes Viet Nam ranks 28 worldwide in terms of game revenue.

The Vietnamese Gamer | 2017

JUN 1 2017

In 2017, there will be 32.8 million gamers in Vietnam, spending a total of $365 million. This makes Vietnam #28 worldwide in terms of game revenues.

Consumer Insights*

Zooming in on the PC/laptop gamers, we see that 23% are women aged between 21-35 with women accounting for 43% of these gamers overall. Paying PC gamers are more likely to have a positive brand attitude toward Amazon – 58% vs. 49%, respectively. On the hardware side, 73% of gamers owns a gaming mouse.
Learn more about our Consumer Insights solutions for Vietnam, and 27 other key countries.

*Please note these insights are based on the urban online population living in core cities.

Indonesia

In 2017, there was 43.7 million gamers in Indonesia, spending a total of $ 880 million. This makes Indonesia ranks 16 worldwide in terms of game revenue.

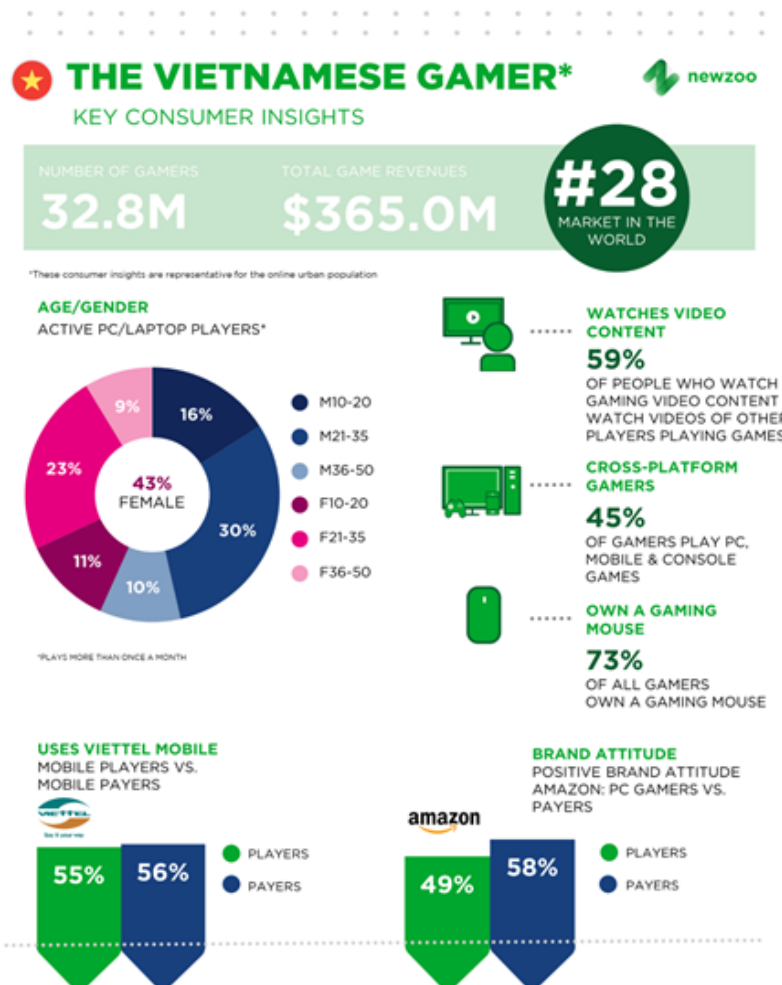### The Indonesian Gamer | 2017

JUN 1 2017

In 2017, there will be 43.7 million gamers in Indonesia, spending a total of $880 million. This makes Indonesia #16 worldwide in terms of game revenues.

Consumer Insights*

Zooming in on PC/laptop gamers, 26% are men aged between 21-35. Men make up 56% of the PC/laptop gamer population. Let's play and walkthrough videos are a very popular choice among those who watch gaming video content, with two-thirds of them watching these videos. An impressive 45% of gamers play on all three platforms – console, PC/laptop, and mobile. Positive brand attitude for Pepsi is noticeably higher among paying PC gamers than the entire PC gaming population.
Learn more about our Consumer Insights solutions for Indonesia, and 27 other key countries.

*Please note these insights are based on the urban online population living in core cities.

Thailand

In 2017, there was 18.3 million gamers in Thailand, spending a total of $ 597 million. This makes Thailand ranks 20 worldwide in the game revenue.
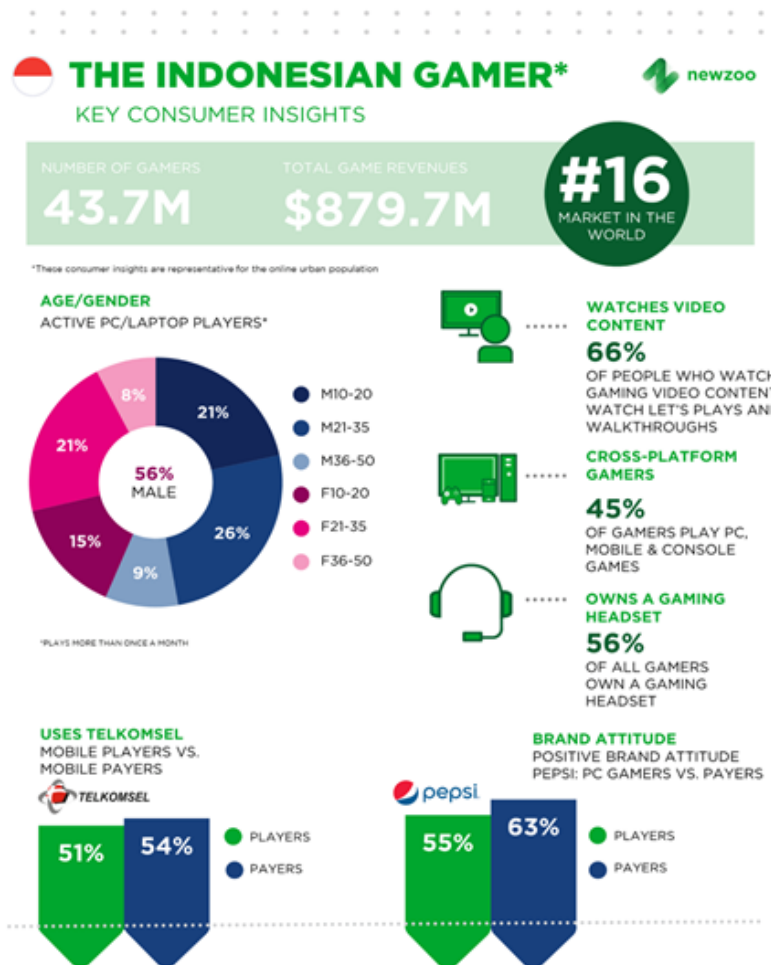
The Thai Gamer | 2017

JUN 1 2017

In 2017, there will be 18.3 million gamers in Thailand, spending a total of $597 million. This makes Thailand #20 worldwide in terms of game revenues.

Consumer Insights*

Zooming in on the gamers, we see that the majority of mobile gamers, 26%, are men aged between 21-35, followed by females aged 21-35 (25%). On the hardware side, two-thirds of gamers own a gaming mouse. Truemove-H is a popular telecom provider for both mobile players and mobile payers, with 35% and 37% using it, respectively. Learn more about our Consumer Insights solutions for Thailand, and 27 other key countries.

*Please note these insights are based on the urban online population living in core cities.
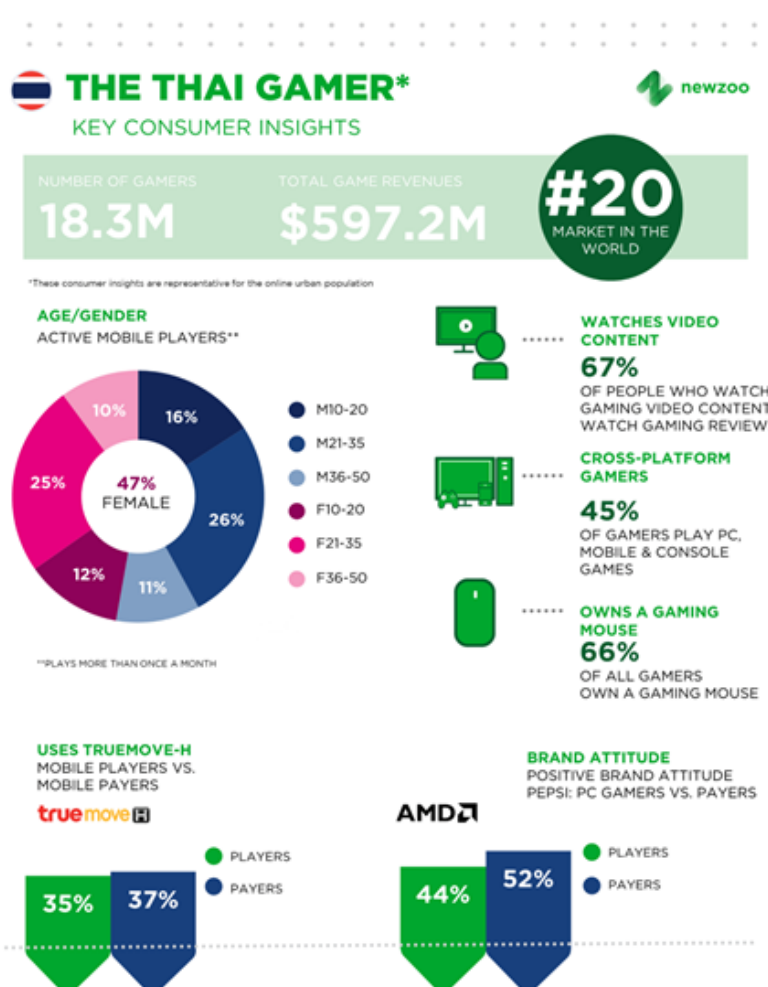
7. ROAD MAP

Q2 2017 - Q1 2019

Survey and research to create a gaming platform that allows payment and trading in cryptocurrency, is one of the pioneering platforms applied to the MMO/MMORPG game genre. In particular, game players, publisher and agents have the opportunity to get benefit at Kingdom Game 4.0.

Q2 2019

• Introducing the platform and economic model of Kingdom Game 4.0.

• Deploying in-depth testing and analysis for MMO / MMORPG games.

Q3 2019

• Launch website and whitepaper to introduce Kingdom game 4.0 platform to community.

• Research and build KDG token based on Ethereum platform. A total of 100,000,000 KDG tokens will be generated, and the number of tokens shall be constant and remain unchanged.

Q4 2019

• Angel sale fund raising from community for project development.

• Launching KDG token testing version on the platform. Use KDG to buy in-game items and upgrades.

• Complete the procedure to get the license for Game publishers.

• Develope the KDG game token payment system on APP and Web.

• Strategic cooperation with other game publishers such as Bach Tuoc So JSC , Gescoin Corp...etc to release new games and expand the payment network.

• Launching the Game version on PC, opening a testing version for MU SS14 and Vo Lam Truyen Ky games,...

• Upgrade and test the latest game version MU SS15.

• Development of agents network for game token distribution nationwide.

7. ROAD MAP

Q1 2020

• Upgrading systems with capacity up to 5,000,000 gamers to participate in the same time.

• Introducing of Kingdom Game 4.0 guarantee system.

• Publish new games on Mobile, H5 platforms.

• Completes KDG mainnet swap from Ethereum ERC223 to Tron TRC20.

• Continuing to develop the network of KDG game token distribution network nationwide.

• Negotiate and purchase copyright Game from oversee for exclusive distribution in the Vietnam market.

• Introducing Labs livestream for KOLs and streamers.

• Promote marketing plan for Kingdom Game 4.0 system.

Q2 2020

• Upgrading the Kingdom Game 4.0 Guarantee system.

• Launching in-game item trading platform by blockchain.

• Getting the license and push up development in the Philippines, Thailand and Indonesia market.

• Buy and own the exclusive eSport game distribution.

• Getting licenses for eSport, organize qualifying tournaments in Thailand, Philippines, Vietnam, and Korea.

• Launching the Kingdom Game Research and Development Labs that meets the development requirements for a team of 100 developers.

Q3 2020

• Upgrade and update security features for Kingdom Game 4.0 system.

• Upgrade in-game security system through APPS and DAPP.

• Negotiate and buy some hot GAME MMO/MMORPG to serve users and enrich Kingdom Game 4.0 system.

• Companion and sponsor for domestic eSports tournaments.

Q4 2020

• Launched a basic open source library for game development and in-depth support for game developers.

• Upgrade in-game item blockchain trading platform.

• Organize a major Game award for Kingdom Game 4.0 citizens; Organize the Game Blogger contest to find TOP who comment on the most exciting, thrilling in the game with a series of prestigious prizes to

8. MARKETING STRATEGY FOR KINGDOM GAME 4.0

● Digital Marketing:

o Search Engine Marketing: Adwords campaigns focused on the games Kingdom Game 4.0 released.

o Social Marketing: Advertising special features of Kingdom Game 4.0 system, programs, benefits when joining Kingdom Game 4.0.

o Email Marketing: Daily campaigns, events, campaigns based on special offers, special prizes for players...

o SEO: Keyword-driven strategy about the games that are currently released and will be released.

o Affiliate: Cooperate with affiliate networks such as MasOffer, InvolveAsia and iPrice.

o Banner: Remarketing using Google Display Ads, working with Criteo and Rtbhouse.

● Distribute Kingdom Game 4.0 Tokens to agents and gamers in each region...

● Agents policies:

o Preferential discount prices, promotions;

o Promote marketing, accompany game developers;

o Preferential cooperation activities with a third partner;

o Accompanying the tournament sponsored and organized by the publisher;

o Give a promotion package to design banner, decal, ... promote directly at the business place to attract players;

o The commission policy for inviting friend.

9. PRODUCTS

9.1. Game products

At present, Kingdom game 4.0 has a strategic cooperation with Vietnam's Bach Tuoc So game publisher and combined with the Webzen's publisher to launch the following products:

• MU online season 15 (Trial version).

• Vo Lam Truyen Ky (Trial Version).

• Tam Tien Kiem H5 playable on multiple platforms such as: Mobile, PC, Web browser and on both iOS and Android operating systems.

• Launching Hoa Vo Lam on multiple platforms.

Currently, products such as MU season15, Vo Lam Truyen Ky, Tam Tien Kiem H5 are in the testing phase and introduced to the community of Kingdom Game 4.0. These are the first online role-playing games (RPG) of the Vietnam that have been with gamers for many years.

In addition, we also work closely with other game publishers to launch multi-platform games that can be played on mobile, tablet, PC, ... with beautiful 3D graphics, plot and events in the game promises to create a new craze in 2020. The most special thing is that this game was built by the entire Vietnamese game developer.

Subsequently, in Q2 / 2020, Kingdom Game 4.0 will accompany and organize the eSport tournament in Vietnam, one of the most expected tournaments from the gaming community and fans.

As of now, we are working hard on negotiation to buy copyright to be the exclusive distributor for eSport game from Korea. We will continuously update the development progress and products on the official website.

9.2. Payment and distribution system

Kingdom Game 4.0 concentrates many resources to research and develop the payment system. We use the payment system through the game token KDG, which is built on the Tron platform. This payment system will be launched in quarter 1/2020, we are speeding up the process for products to be launched earlier for the community to use and experience.

At the same time, the game token distribution system of Kingdom game 4.0 is also being expanded at a very fast pace throughout the country. We own the distribution system with more than 650+ agents, 26000+ users and 1200+ active users monthly. Most agencies owns the gaming center, this is a strong point and great advantage for players to easily access our game ecosystem.

9.3. In-game item exchange market

Blockchain is bringing to Gamers the authenticity of ownership with virtual in-game assets. This is a completely different point with traditional game industry in which items, weapons, characters are not owned by Gamers but by Game developers who are capable of making important changes for those items, even to change it completely.

One of the difficult point for gamers is the matter of exchanging, trading in-game items. When Gamers want to upgrade items to meet their needs, however, items that earned in game absolutely do not meet that urgent need. Thus, the exchange market shall meet the need of Gamers as quick as possible, overcome the limits of the game and also connect with community. In here, Gamers can choose for themselves the equipment or item that they want and easily to own it longterm.

Gamers can buy and sell items without risks of fraud. Kingdom Game 4.0 platform is equipped with advanced fuction to avoid fraud or scam and blockchain security in order to ensure all trading are valid and guaranteed.

Expected on Q3/2020, we will launch this platform to the Gaming community. This will be a favorable, competitive environment and meet all the requirements for trading items in-game in ecosystem of Kingdom Game 4.0 in particular and other game developers in general.

10. KINGDOM GAME TOKEN

10.1. General information

FUNCTION:

Kingdom Game Token (KDG) will be the payment method in our game ecosystem. In addition, KDG tokens are a payment method that guarantees safety, transparency, quick transactions and leads the trend in the digital gaming industry.

MISSION:

Bringing insight and longterm cohesion between Game publishers and Gamers. Redefinition Gamer to become an equal career and create high income in society. In addition, we aim to equip and update for all Gamers as well as young generation the trend of 4.0 revolution and nurture the future technology nucleus of the country.

Publisher	Kingdom Ventures Co.,Ltd
Executive nation	Belize
Token issued	100,000,000 KDG
New contract address (TRC20)	TYM9eM22SCynRc5YaMxE2PX1kwv7H2rXAu
Old contract address (ERC223)	0x2c7a632bb31168d9441afe3ca71fe1a5bce03a25
Token mainnet swap	KDG has completed swap from ERC223 to Tron mainnet TRC20 (on Feb 17, 2020)
Scope	Payment in the ecosystem of Kingdom Game 4.0
Reference price	1 KDG = 0.2$
New platform	TRC20
Old Platform	ERC 223
Website	https://kingdomgame.org/
Token distribution	Base on white paper terms and conditions
The angel fund raising phase took place on September 26, 2019. Capital raised: 850,000 USD Investors are allocated 17% of the shares and 17,000,000 KDG (lock 01 year from the listing date on exchange).	

KDG game token will be listed on 3 major exchanges in the world. The listing schedule will be published in detail on the official website.

10. KINGDOM GAME TOKEN

10.2. Issue Token

Kingdom ventures., Ltd issued 100,000,000 Kingdom Game 4.0 token with KDG code following the Tron TRC20 standard. KDG is a cryptocurrency used for in-game payments on the Kingdom Game 4.0 platform and is distributed to investors, agents and gamers in accordance with the White Paper terms and conditions.

KDG GAME TOKEN NUMBERS ARE ALLOCATED AS FOLLOWS:

● 17,000,000 KDG (equivalent to 17% of the total issued Token) sold to Angel investors during the Private Sale (this token is locked for 1 year);

● 35,000,000 KDG (equivalent to 35% of the issued Token) will be sold to dealer network, distribution network and players. The amount of tokens will be locked and only allocated according to the needs of agents and players according to each stage of development. Maximum of 2 million KDG distribution per month;

● 8,000,000 KDG (equivalent to 8% of the issued Token): used to sponsor domestic and international eSports tournaments of Kingdom Game 4.0;

● 10,000,000 KDG (equivalent to 10% of the issued Token) are used as marketing expenses to sponsor community events and promotional activities for Kingdom Game 4.0;

● 5,000,000 KDG (equivalent to 5% of the issued Token): used as a reward for the project support team. (This token is locked for 01 year);

● 10,000,000 KDG (equivalent to 10% of the issued Token) are used as backup fund for Kingdom Game 4.0 and the tokens is locked for 1 year);

● 15,000,000 KDG (equivalent to 15% of the issued Token) is reserved for the Kingdom Game 4.0 Foundation founder and developer. This token amount will be frozen and cannot be traded for 2 years from the time of token issuance.

12.1. Development team

LUONG TUAN ANH – CEO

• LinkedIn: https://www.linkedin.com/in/luong-tuan-anh-32b05697/

• Graduated from Aerospace Engineering at Ho Chi Minh City University of Technology.

• 07 years of experience working for large corporations such as THALES, Vietnam Airlines.

• 02 years working in hardware as well as forum management for Amtech.vn forum.

• 3 years of experience in risk management consulting and personal financial planning.

• More than 4 years of research and working in the field of blockchain and cryptocurrency. Having many years of experience in developing the blockchain game market and the community.

MD HIDAYAT - CMO & Co-Founder

• Hidayat has over a decade of experience in digital and social media marketing. H brings with him comprehensive knowledge and experience in client servicing, project management, team management.

• He calls it a good day when both clients and colleagues are happy, and that on-going projects are ahead of their schedule or on-time, and within the budget.

• He inspires and leads his team to higher standards, winning accolades from both local and international stages such as the International Design Firms Web Award and a couple of wins from Agency of The Year, MARKIES and Marketing Excellence, Marketing Magazine.

• Hidayat has worked with a variety of clients including AIA, Johnson & Johnson, Procter and Gamble, Singapore Technologies (ST) Engineering, Singapore Institute of Technology (SIT), Disney Interactive, Temasek Holdings, OCBC Bank, Standard Chartered
Bank, Hilton, Frasers, Marina Bay Sands, Mercedes Benz, SingTel, Prudential, Singapore Grand Prix.

12.1. Development team

HO THIEN - Chief Business Officer (CBO) & Co-Founder

• Crypto and blockchain investment specialist with over 6 years of experience.

• 5 years of experience in market development and strategic business planning.

• 03 years of experience in consulting and investment orientation for creative startups.

• Advisor for BCNEX creative start-up fund. Strategic investor of BCNEX exchange.

• Currently, he holding the position of Chief Business Officer and market development of Kingdom Game 4.0.

NGUYEN ANH VU - Chief Technology Officer (CTO)

• Graduated from University of Transport and Communications.

• Graduated in Mathematics and Informatics from Military Technical Academy.

• Graduated Master of Business Administration at Northwestern Colleges in Switzerland.

• 06 years of experience in software research and development management for large corporations in Vietnam.

• Since 2009, he has been acting as the Head of Technology of Hanoi School of Children.

• 04 years of experience in game technology development and new game platform development.

• 03 years of experience in managing Retail Banking.

• From 2019, CTIN's sales manager and OSL EDU's CEO.

12.1. Development team

TRINH VAN TUYEN - Network Specialist

• Graduated from Electronics and Telecommunication Engineering of Ton Duc Thang University.

• Graduated Bachelor of Marketing Management from HUTECH University.

• Founder of T&T Solutions.

• 01 year experience at AVG Corporation.

• 01 year experience of Leader Sale at IDC CMC Telecom.

• 01 year of experience in the position of Brand Manager of Fbytes.

• 02 years of experience in the position of Sales Manager at ODS Online Data Joint Stock Company.

• Currently holding the position of data center manager of Kingdom Game 4.0.

NGUYEN D.NGOC HOANG - Programming Specialist

• More than eight years of programming and software development experience.

• More than a year of experience working at the Department of Science and Technology of Dong Nai Province, programming software and managing smart-traffic projects, smart buildings for the Department.

• Lecturer of Information Technology Faculty at Cao Thang College, Vietnam Aviation Academy (2010 - 2011).

• Startup IoT project in agriculture, smart home and Freelancer for software projects from 2016 to the present.

• Proficiency in languages: C #, .NET, MVC .NET, Node.js, ReactJs, MongoDB, JavaScript, HMTL5, CSS.

• Software: Photoshop, Camtasia (video editing), Excel, World.

12.1. Development team

KIEN DANG - Game Developer

• Over 08 years of experience in game publishing and operating positions for large companies.

• 02 Years of experience in technical assistance partner for FPT Corp.

• Used to hold positions of supporting, programming, operating and producing game that are present in Vietnam market with ARPG - MMORPG - RPG genres.

• Currently holding the position of an expert programmer for Kingdom game 4.0.

HOAI DUC - Game Developer

• Over 5 years of experience in testing MU game products and supporting community development.

• 03 years of experience as a collaborator (CTV) Test game for many major Game publishers in Vietnam market.

• 02 years of experience as a CTV Fanpage and product testing for VTC Publisher.

• 02 years of community development experience for the FanMU community.

JACKY DUONG - Game Developer

• Graduated from Ho Chi Minh City University of Information Technology.

• More than five years of experience working at game publisher VNG.

• Two years of experience in forum and community management of CTV Group.

• Support, product development, testing new products before launching.

• Gamers community development specialist.

12.1. Development team

TRAN THANH TU - Market Development

• Graduated from Vinh University, major in business administration.

• Market development and connecting customers specialist with online game projects that have been successful in Vietnam market.

• More than 2 years of customer service experience at Mobile World Group - the leading retail group in Vietnam.

• More than 1 year of business management experience for Realme Group.

PHAM CAO VINH THANG - Supporter

• Graduated BA from College of Foreign Economic Relation.

• 02 years of experience in direct operation, marketing and marketing.

• 02 years of experience supporting and developing the MU community, Vo Lam Truyen Ky,...

• Currently holding the support and development of the gaming community at Kingdom Game 4.0.

NGUYEN HUYNH NHU - Creative designer

• Graduated from Arena Multimedia, My Thuan Multimedia Training School

• 03 years of experience in creative design.

• 02 years of experience in designing and creating products for family companies.

• Currently holding the position of creative designer at Kingdom Game 4.0.

12.2. Investors

ALEX LY
Angel Investor

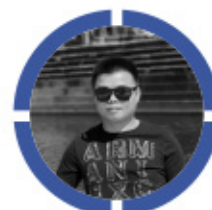**TRUONG THAI NGUYEN**
Angel Investor

HUNG BITCOIN
Angel Investor

PHONG PHAM
Angel Investor

WANG JIELONG
Angel Investor

LYU WENMING
Angel Investor

SEAN COLOPY
Angel Investor

THIEN HO
Angel Investor

TUAN VU
Angel Investor

TRAN DUC
Angel Investor

12.3. Brand Ambassador

CAROLINA JULIEN
Ambassador

KIEU ANH HERA
Ambassador

HARRY TRINH
Ambassador

13. OTHER ISSUES

13.1. Potential risks

Please read the information below, understand and analyze the risks related to the factors before deciding to invest and buy KDG tokens. Anyone who holds, owns and uses KDG tokens needs to be aware of the potential risks in the following situations:

a) The risk of losing access to KDG tokens due to the loss of passwords or any other errors stemming from individuals;

b) Partners and customers need to have a secure password or combine the password with other authentication methods. This is necessary to control and ensure the KDG token is securely stored in your wallet;

c) The funds raised during the token creation event are in danger of being stolen;

d) Risks may arise from the promulgation of policies unfavorable to the development of ecosystems by governments;

e) Risks from tax policies, market regulation policies in the countries where Kingdom Ventures., Ltd operates;

f) Risks arising from the company's disintegration, adverse fluctuations in the value of BTC or ETH, hackers, network attacks and security weaknesses;

g) Risks associated with the Tron protocol, because the KDG token and the Kingdom Game 4.0 ecosystem are based on the Tron protocol. Any malfunction or gap of the Tron protocol may have an adverse impact on the KDG platform or token;

h) Global markets and general economic conditions may have a negative impact on Kingdom Game 4.0 performance, operating results and cash flow.

13. OTHER ISSUES

13.2. Legal Disclaimer

a) Kingdom game 4.0 is a platform that uses blockchain technology and an encrypted payment system to deliver its services in line with its vision and purpose. Readers must understand that blockchain technology is an open source protocol and is not the exclusive property of any individual or organization. The company also uses smart contracts based on the Tron protocol;

b) Kingdom game 4.0 is focused on providing new marketplace and ecosystems for the gaming industry and it is likely that some features of the Kingdom game 4.0 ecosystem may be similar to those of some other projects. This is entirely possible because other ecosystems are also empowered such as block-chain technology, artificial intelligence (AI), virtual reality (VR) and other complementary technologies;

c) The content of this white paper is for information purposes only. Participants interested in investing in Kingdom Game 4.0 should be aware and consider the various risks before making any investment decisions;

d) This white paper does not include any advice from the company, directors, investment managers or any other person or recommendations for anyone involved;

e) The Kingdom Game 4.0 white paper does not necessarily identify, or require identification of all, company-related risk factors. All participants must make their own independent evaluation. After doing research carefully, on the benefits of investing in Kingdom Game 4.0;

f) All participants need to be aware and consider whether or not an investment is appropriate for their circumstances and financial resources;

g) Kingdom Ventures., Ltd makes no representations or warranties whatsoever and disclaims liability to the fullest extent of the law for any statement or communication document. Kingdom Ventures., Ltd takes all necessary steps to ensure the integrity and accuracy of the information conveyed;

h) Kingdom Ventures., Ltd accepts investments in crypto currencies.

Kingdom Ventures LTD.

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Facebook: https://www.facebook.com/KingdomGameGlobal/

Telegram: https://t.me/kingdomgame_group (VIE)

https://t.me/kdgglobal (ENG)

News: https://t.me/kdgnews