



LIBRA DRAGON

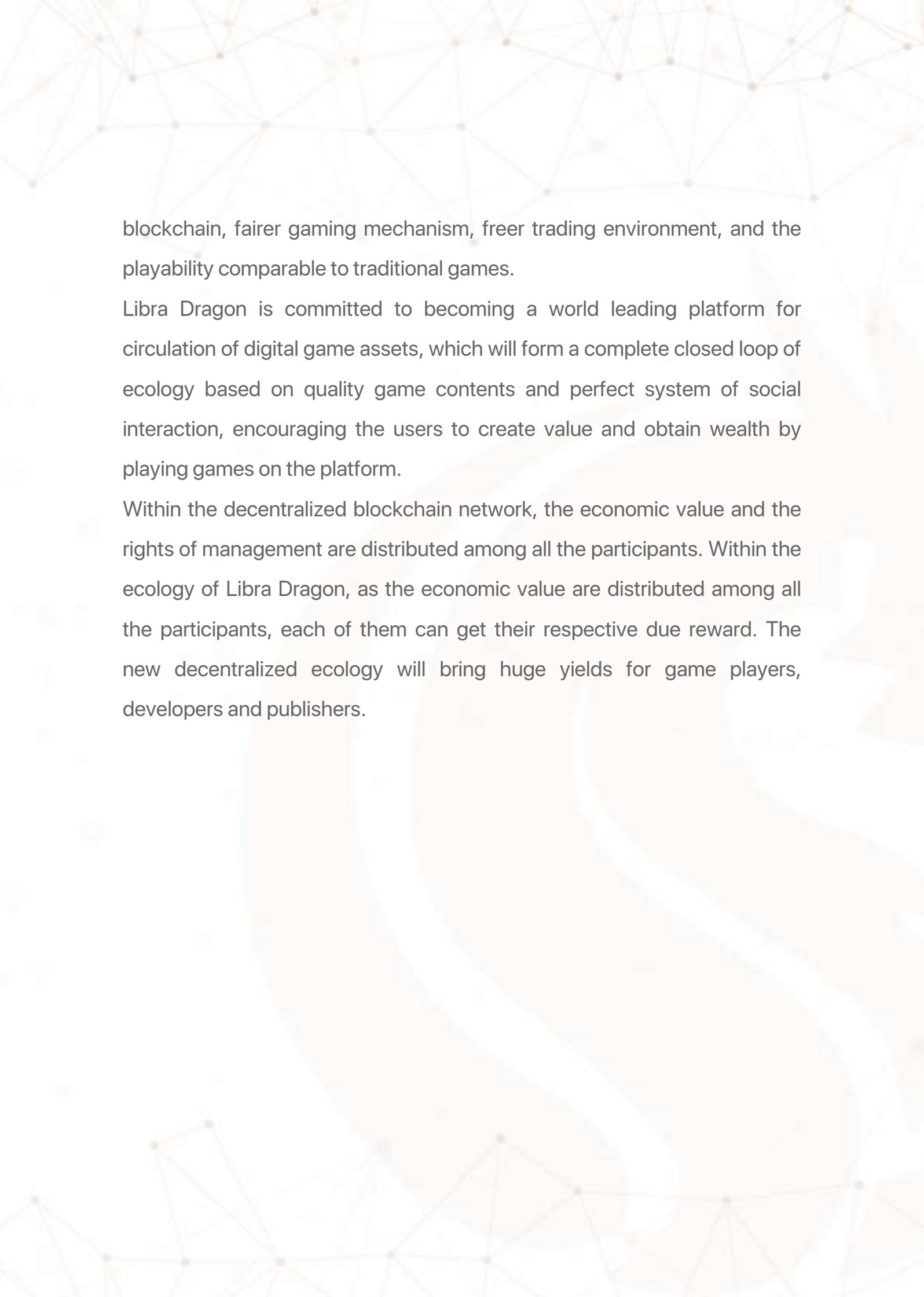
The world's leading game consensus platform

■ OVERVIEW

Online games represent a fast growing market with billions of users and a size of billions of dollars, where blockchain + games are considered the next engine of explosive growth for blockchain applications. Blockchain users have reached 30 million worldwide, and games are definitely most suitable for implementation among the diverse scenarios of blockchain applications.

There are following problems for traditional games: the values of the games are not transparent and the game makers can change the game rules arbitrarily; the channels and publishers monopolize most of the earnings in the industry; unlimited issue of game assets results in depreciation; closing of game platforms makes it impossible to withdraw the game assets. Decentralization, transparency, non-tamperability, cross-chain trading, incentives of tokens and other features of the blockchain can help resolve the above problems with blockchain technologies and thinking; due to the strong social attributes within the communities of games, the players have a strong need for trading the assets in the games.

strong need for trading the assets in the games. A blockchain game will be most appealing to players if it has a low demand for understanding of the



blockchain, fairer gaming mechanism, freer trading environment, and the playability comparable to traditional games.

Libra Dragon is committed to becoming a world leading platform for circulation of digital game assets, which will form a complete closed loop of ecology based on quality game contents and perfect system of social interaction, encouraging the users to create value and obtain wealth by playing games on the platform.

Within the decentralized blockchain network, the economic value and the rights of management are distributed among all the participants. Within the ecology of Libra Dragon, as the economic value are distributed among all the participants, each of them can get their respective due reward. The new decentralized ecology will bring huge yields for game players, developers and publishers.

■ 1 MARKET ANALYSIS

1.1 A BRIEF INTRODUCTION TO THE GAME INDUSTRY

The game market experienced accelerated growth since the emergence of video games in 1970s, which reached a scale of \$ 35 billion in 2007 after 35 years of growth. The rapid growth makes games the most popular form of entertainment, and the global revenue from games will grow to \$ 128.46 billion in 2020. The industry grows so fast because it meets the needs of a wide range of consumers, including game fans, occasional players and viewers of game videos.

1.2 PAIN POINTS IN THE CURRENT GAME INDUSTRY

Despite the rapid growth in the past 20 years, the game industry is now faced with various problems, particularly those with the players and game developers.

1.2.1 PROBLEMS FACED BY THE GAME PLAYERS

1.2.1.1 Lack of credibility of the developers and non-transparency of the game mechanisms and data

The players only have right of use rather than ownership of the virtual assets in current traditional games. While the virtual assets (credits, props, weapons, roles, etc.) are bought by the players and can be traded, their ownership belongs to the game makers in essence. This is because in all of the current games, the digital assets of the players are stored in the centralized servers of the game makers. These virtual assets are no more than a string of numbers that can be modified at will for the game makers. The players cannot dispose of the assets they “have” as they like, and trading is even not enabled for some games. What’s more, when the game company stops the operation of the servers or the account of a player is suspended, the game assets of the player will disappear as a result; the game assets depend heavily on the existence of the game products and the centralized management rules that are not always open.

1.2.1.2 The players do not really own the virtual assets in the games

For continued profitability, the game operators keep introducing new virtual assets with higher value. The so-called magic equipment the players buy with quite a sum can often be replaced by the subsequent new props, the value of which cannot be guaranteed. Besides, most games are bound with the servers, and the assets in a server cannot be transferred to another server.

1.2.1.3 Difficulties in trading of game assets

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1.2.2.1 Decline of demographic dividend and sharp rise of user acquisition cost

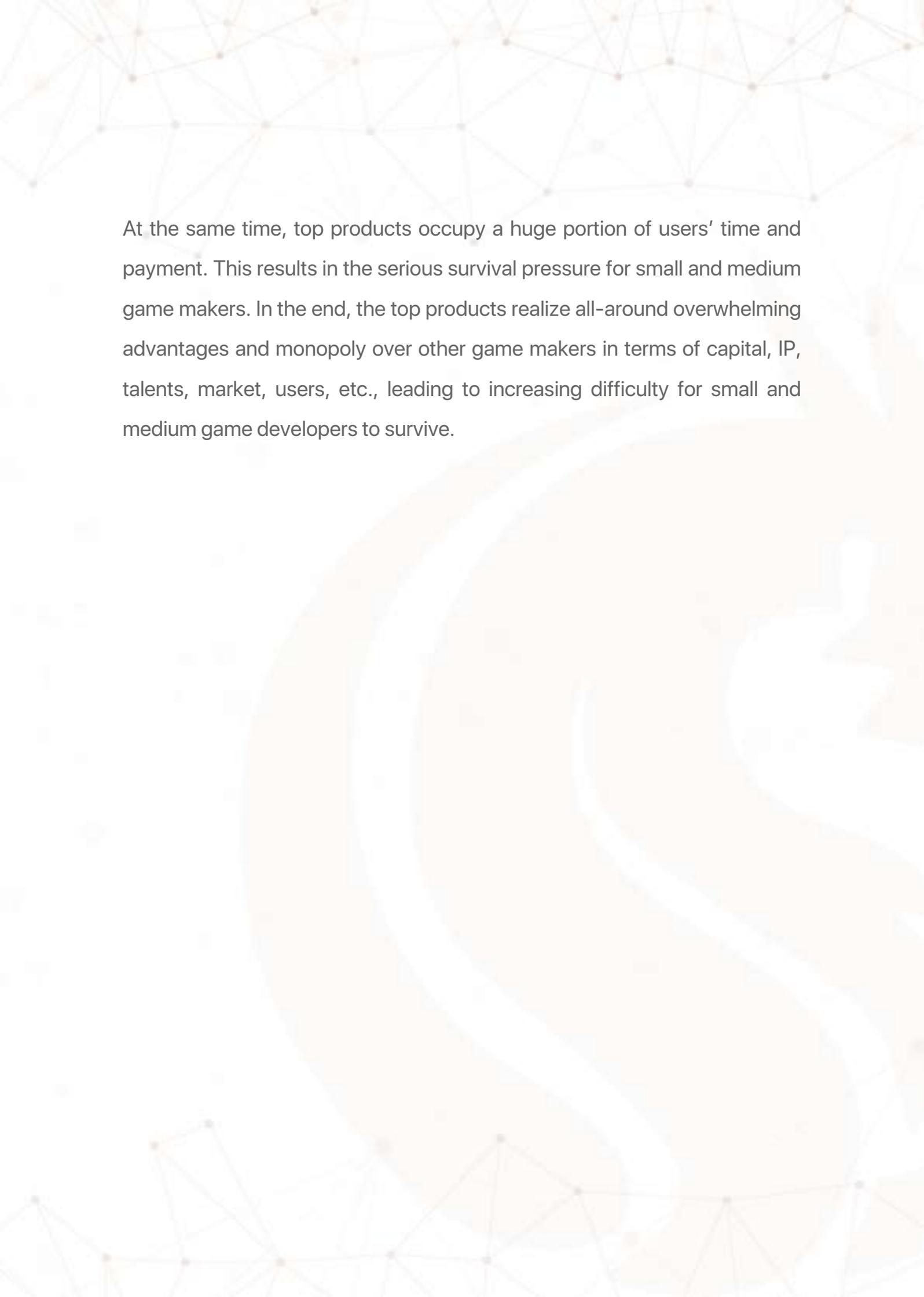
The rise of short videos and other forms of entertainment leads to the decline of demographic dividend and shorter life cycles of games. As e-commerce and other Internet applications compete with game makers for

users' attention, the user acquisition cost keeps increasing. Except for the few top games, there is limited room for increase in paying rate and ARPU. With the increased cost of traffic, most games with low ARPU have difficulty in affording the traffic acquisition. This adds to the fact that only few games with high ARPU such as Legend can acquire traffic at high costs. This is actually a process of bad money driving out good money, leading to the fast deterioration of the whole industry environment.

1.2.2.2 Fierce market competition and severe oligopoly

The global game market has long been under the monopoly of several giants, who take a share of 95.8% of the new market, almost all of the opportunities for growth of the market. The top games enjoy a much larger space of revenue than the small and medium game makers. In contrast, due to the higher cost of user acquisition and shorter life cycles, the small and medium games need very high ARPU to be profitable. The top game operators enjoying advantages in traffic have distinctively different business models from those of the small and medium game makers.

There is a very high threshold of becoming a top game. The large game makers invest heavily in R&D of top games. The high salaries and bonuses attract the talents in the game industry to the giants. The small and medium game makers often lack game talents, especially outstanding talents.



At the same time, top products occupy a huge portion of users' time and payment. This results in the serious survival pressure for small and medium game makers. In the end, the top products realize all-around overwhelming advantages and monopoly over other game makers in terms of capital, IP, talents, market, users, etc., leading to increasing difficulty for small and medium game developers to survive.

1.3 STATUS OF THE BLOCKCHAIN GAME INDUSTRY

1.3.1 High proportion of paying/trading users, and half of contribution by senior paying players

Among the 110,000 users of the Ethereum, 27% have paid in games or bought props from other players. Nearly 10,000 users have had transactions of over 1 ETH, accounting for 8.7% of the total.

Among them, nearly 300 paying users have had transactions of over 100 ETH.

As to overlap rate of the players, only over 400 players have played 10+ blockchain games in Ethereum, and only over 2000 players have played 5+ games. Most of the users have played just 1-3 blockchain games to get a taste of it. That is, there are only less than 3000 senior players of blockchain games worldwide.

Among them, the top 30 paying players in terms of transaction volume have played nearly 20 games on average, who are senior high-paying players of blockchain games.

1.3.2 Short life cycles with most new games being old ones in new skins

At present, most blockchain games have low playability and short life cycles. Only 37 games have a life cycle of over two months, and 50% of the blockchain games have a life cycle of no more than 7 days. The games with the longest life cycle are CryptoKitties and Etheremon.

1.3.3 Low playability of the current blockchain games

Compared with that of the traditional games, the low playability of the current blockchain games cannot engage the players. Part of the players do not come to play games; what appeals to them is the value of the game tokens. As the bear market comes, many speculators have left, and the number of game DAPP users and transaction volume in Ethereum is quite low. Only few applications have 1000+ users, and the market is nearly dead. But the blockchain games are promising. On one hand, the advances in the public chain technologies reduce the traffic jam and cost, and enable higher performance and richness of the games; on the other hand, reasonable setting of the game tokens raises the liquidity and incentives.

1.4 ADVANTAGES OF THE BLOCKCHAIN GAMES

1.4.1 The credibility of the developers guaranteed by the smart contract

The blockchain games may have the rules disclosed, which are guaranteed by the smart contract. The users need to trust not the developers, but the codes. Based on the enforceability and open source of the smart contract, the generation of game assets, the probability of getting them, the quantity and the other rules are disclosed, which ensure the implementation of the games in accordance with the rules. Typical applications are guessing, chess and cards, and Gacha games that depend on probability. What's more, based on the enforceability and open source of the smart contract, a new team without endorse can also quickly win the trust of users in its products, which can help the growth of small and medium innovative teams.

After the core operating mechanism of a game is written into the blockchain as a "smart contract", everyone can view it, thus eliminating the chance for the game makers to act arbitrarily as in the previous "black box operation" and the sense of distrust of the players in the game makers. For instance, in traditional games, the game operator can arbitrarily adjust the probability that a treasure is found from a box and the rarity of a piece of

equipment; but in the era of the blockchain, these rules can hardly be tampered once they are written into the smart contract. Everyone will know it once they are modified.

The emergence of many lottery and probability blockchain games is based on this characteristic of the smart contract. The users do not need to worry about the fraud or non-performance of the developers as all the rules and their implementation are open, transparent and automated.

1.4.2 The players really own the virtual assets in the games

The virtual assets in blockchain games can be divided into fungible vs non-fungible tokens, which correspond to ERC-20 vs ERC-721 in the Ethereum protocol. The tokens of both protocols are stored in the users' wallets, and the users have full rights to dispose of the assets, which can be traded and used freely. These assets are not stored in the servers of the developers, who cannot arbitrarily modify the user data. Even if the developers decide not to operate the games, the assets still exist in the blockchain, and the users can still trade them freely and use them in other applications. Meanwhile, based on the traceability and non-tamperability of the blockchain, the occurrence of each transaction and the flow of assets can be recorded, and the tampering of transaction information is prevented, which can put an end to cheating in the game to a certain degree.

It is said that Vitalik Buterin, founder of the Ethereum, developed it because the character in his game was arbitrarily deleted by the game maker once he played World of Warcraft. Different from the traditional games, the blockchain games are recorded in a distributed manner into the open and transparent blockchain. Once you own it in the game, it will be your exclusive asset. No one can copy, modify or destroy it unless you keep it improperly or problems occur to the exchange to which the blockchain belongs.

1.4.3 Enhanced value of virtual assets from limited quantity

Based on the openness and non-tamperability of the account books of the on-chain transactions, all the data of the blockchain games can be entered into the chain for the players to look up. On the blockchain, these assets can be put under the blockchain address of the player, which can exist perpetually in theory and cannot be easily tampered. The value of these assets can be maintained as long as there are others who recognize it, which will not change with the behavior of a certain company. The issuance of virtual assets is realized via the smart contract; the number of all types of tokens issued can be really limited, thus the real limited quantity of the virtual asset.

1.4.4 A market of fairer opportunities

The blockchain game developers are having a new market opportunity of a high value: a quality user base + a global market + a fair starting point. The blockchain has created a user base distributed around the world with a high level of willingness to pay, which provides a space for growth of ARPU in games. The development of the blockchain is in its early stage. While there are top projects such as ETH and EOS, the final state of the ecology is far from being set, and the new comers are in a market with fairer opportunities.

The blockchain users have reached 30 million worldwide; after the emergence in the end of 2017, blockchain games sprang up like mushrooms after a rain in early 2018. This will be a new global market with quality users, providing a fair opportunity for a new start of the game developers.

1.4.5 Increased liquidity of the blockchain game assets

The most outstanding feature of the blockchain games is their ability to increase the liquidity of the virtual game assets. The traceability and non-tamperability of the blockchain technologies makes it impossible for anyone to tamper, steal or destroy the

virtual assets in the game. Given the open and fair issuance of the game assets and the transparent data, the users can participate in the fair transactions in the game at ease. That will bring the high liquidity of the virtual assets in the blockchain games, and the users can transfer and trade their assets on the platform for blockchain games. The high liquidity of the assets in blockchain games can effectively engage the users and enhance the paying rate.

In addition, by putting the assets onto the chain, the game assets can be traded more safely and easily. The players will be able to trade their game assets cross games and/or cross platforms in future via the cross-chain technologies. In traditional games, the assets can only circulate within the same game, which will be worthless out of the game and can hardly be reused from the perspective of technology. The "on-chain props + mobile wallet" of the blockchain games enable the cross-game and cross-platform transaction of game props anytime and anywhere.

1.4.6 More rights for game players

The blockchain games will also bring drastic changes to the relationship between the game makers and players. For the most part in the past, the 2 parties are opposite: one party would keep



extracting value from the users by constantly changing the game mechanism and adjusting the parameters while the other wants to win fame and gain pleasure from the games. As the traditional games operate on the centralized servers, the game makers naturally enjoy monopolistic voice.

In contrast, blockchain games operate on multiple nodes, part of which are operated by the players, so the game makers and players might form a community and reach certain consensus. When part of the nodes are handed to the thought leaders in a game, the interests of the game community will be partly in line with those of the game maker, and the loyal players will voluntarily maintain the balance of the game and help the game maker acquire new users, extend the life cycle of the game and build the community.

Even if the game maker takes its own course and refuses to modify the game based on the will of most players, the players in the community can vote with feet to create a branch from the original game and lead the game to a new direction based on the will of the community, which is like operation of a non-official server by the nodes of the community. From the perspective of this theory, the blockchain will bring unprecedented rights for game players.

1.4.7 Overthrow of the existing game models

In contrast to the issuance of currencies by central banks in real world, tokens in traditional game world are acquired by players by means of fighting monsters, doing prize-winning tasks, upgrading, etc., which are similar to the proof-of-work (PoW) system in the blockchain. Both the token economy in the blockchain and the virtual economy in games are Internet economy; Internet contents and Internet assets are suitable to go onto the blockchain by their nature. It will be a disruptive innovation to introduce blockchain technologies and the token system into games.

Blockchain-based games provide the players and owners with the possibility to make money; this new trend in games is changing the way people interact with games. In near future, it will provide the players with unique game experience, constantly changing characters and convenient cross-game trading.

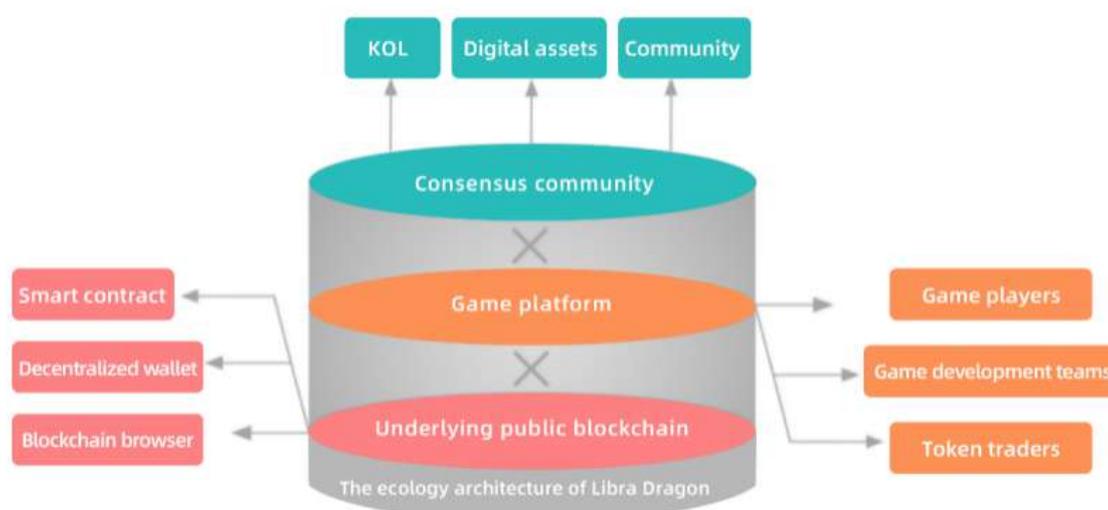
■ 2 ABOUT LIBRA DRAGON

2.1 PROFILE OF LIBRA DRAGON

Libra Dragon aims to become the largest consensus platform for blockchain-based games worldwide. To provide the developers and users with the dividend of the blockchain, we will connect the quality game contents and sound social interaction system with an exchange system with financial compliance to form a complete closed loop ecology.

In addition, the tokens issued by Libra Dragon can be actually consumed in games, which solves the problem that there are no scenarios for consumption of many non-use tokens and that their value cannot be maintained. Furthermore, we encourage the users to gain wealth in Libra Dragon by playing games, participating in game development, and creating value with the tokens they hold.

2.2 THE ECOLOGY ARCHITECTURE OF LIBRA DRAGON PLATFORM



Based on research in technologies of underlying public blockchain, the platform will focus on building an open game platform with social attributes. On our platform, the underlying public blockchain will ensure the security of the game rights technically, and the open game platform will attract more quality games and bring more active players to the platform. Based on the traffic acquired in the earlier stage, the platform will introduce game scenarios with social attributes via iteration, and keep enriching and improving the ecology architecture.

2.2.1 UNDERLYING PUBLIC BLOCKCHAIN

2.2.1.1 Smart contract

To ensure the security and fairness of the games on the platform, all core information and functions involving probability games and users' assets will be deployed via smart contracts. Algorithms related to smart contracts are open source, enabling review and verification by third party security organizations.

2.2.1.2 Decentralized wallet

The platform has in-built wallets, which not only enable easy transfer, payment collection, trading record inquiry and other operations, but also support direct use of tokens in games for experience.

2.2.1.3 Blockchain browser

If the blockchain is deemed a decentralized account book, the blockchain browser is a tool used to inquire the records in the account book. Generation of blocks in the public chain, distribution of the tokens and the

record of each transaction can be looked up in the blockchain browser.

2.2.1.4 The game advertising system

The current advertising system in the games is a basic presentation system. We plan to provide more data models and technical support for blockchain-based game advertising system in future. It will not be used to make profit or disturb the users. We hope to achieve a balance between the game and advertising via testing, in order to support our future businesses.

2.2.1.5 Anti-cheat system

The anti-cheat system is actually an essential part in any game. It even determines the life and death of a game. One of our technical teams has been developing anti-cheat algorithms with AI technologies from the very beginning. It is being tested and used for the first time now, and we are glad to see its perfect functioning.

With the increasing number of the cases, the anti-cheat AI will become smarter and smarter, which can determine the authenticity of the game players based on rigorous logic. We will provide this system for free in future for all teams that develop games on the public chain, to help them

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2.2.2 GAME PLATFORM

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2.2.2.1 Game development teams

Content consumers: as core users of various games on the platform, they are core experiencers of the games. With entertainment as their main purpose of playing games, they tend to consume tokens on the platform. Just like the high-paying users in traditional games, they are willing to pay for the pleasure in the games and consume the contents created for them by the developers and other players. Asset diggers: they gain earnings through labor. On one hand, they experience various games for free and

earn tokens of the platform; on the other hand, they are consumed as game contents by the core players and other roles. They constitute the underlying ecology in the community of this project.

2.2.2.2 Game development teams

Game providers: they provide game for the community of this project and build connection with the players via the games. On one hand, they earn tokens of the platform via the paying items; on the other hand, they can issue their own tokens via the platform.

2.2.2.3 Token traders

Facilitators of value circulation: they are barometers in the market who have sharp acumen for opportunities of earning money and are very active in the community. They are core force of online token trading, who profit on the price spread and actively maintain the circulation of various tokens.

2.2.3 CONSENSUS COMMUNITY

2.2.3.1 KOL

After the platform introduce various games, a group of KOLs will emerge on the platform. These players will promote the interaction in the community, support the activity of the social interaction section in the game platform, and at the same time increase the scenarios for using the tokens of the platform.

2.2.3.2 Community

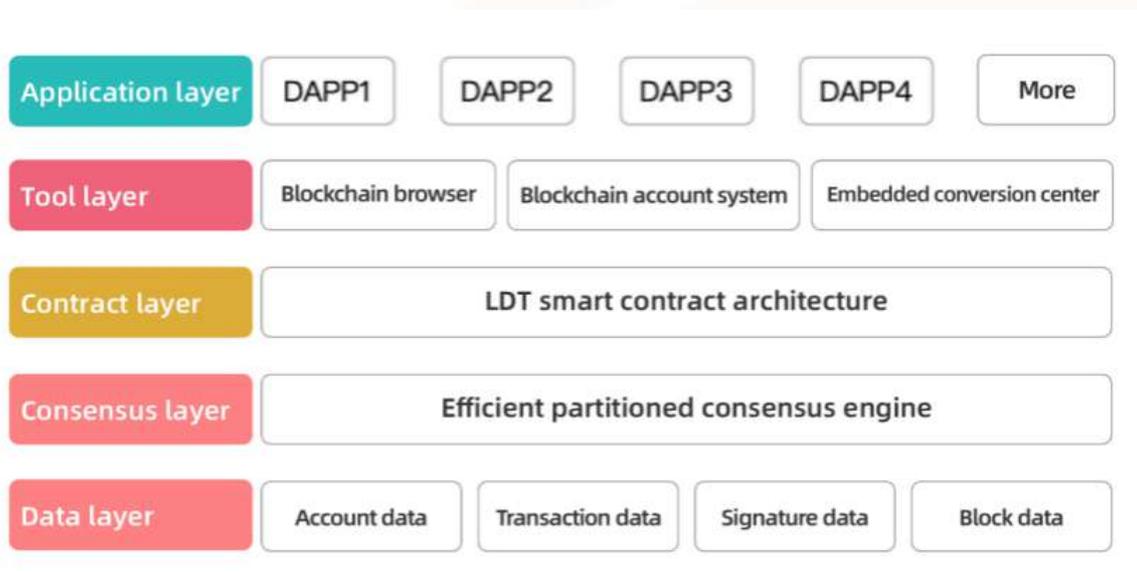
The platform will successively open communities of games and interaction, so that users in the same game can build social connections to enhance user experience. The platform also plans to build in exclusive telegram groups for the users, so that the players can easily join the exclusive discussion groups of DAPP to communicate with other players.

2.2.3.3 Digital assets



Digital assets are objects of the value on the platform. As the link between users among the communities on the platform and between users in and outside the communities, they can easily realize good gift-giving social interaction based on the Libra Dragon Token (LDT). The digital envelope function will be provided in future, which will be widely used in community interaction on the platform, events on the platform, incentives for new users, etc.

3 THE TECHNICAL ARCHITECTURE OF LIBRA DRAGON



The technical architecture of Libra Dragon is divided into 5 layers: the application layer, tool layer, contract layer, consensus layer, and data layer.

3.1 APPLICATION LAYER

Libra Dragon aims to become the world's largest platform for circulation of value in blockchain games, which will form a complete closed loop of ecology based on quality game contents and perfect system of social interaction, encouraging the users to create value and obtain wealth by playing games on Libra Dragon.

Libra Dragon's application layer consists mainly of various quality games. The composition of the application layer combines self-developed games with cooperation with successful games of the traditional quality game developers to put the classic games onto the blockchain, which, while ensuring the quality of the games, aims to attract users of traditional games to expand the user base. At the same time, Libra Dragon will also provide the game crowdfunding function to build a strong connection between the developers and users from the very early stage of the game.

3.2 TOOL LAYER

3.2.1 Blockchain browser

Blockchain browser can be deemed a main window to view the blockchain information, from which the contents written on every block can be looked up. The users usually use the blockchain browser to inquire the transaction

information written on the blocks. It can record in detail the confirmation of every block as well as the generation and distribution of the tokens, provide a complete record of the circulation of the tokens between blocks, and thus make a complete and open disclosure of the stock, increment, exchange and other information of the tokens. The only thing unknown is who is the person behind every address, which is a characteristic of anonymity.

3.2.2 Blockchain account system

The blockchain account system is based on the key pair, which, while enhancing the security and anonymity, means a high threshold for ordinary users. Libra Dragon uses Facebook (which is familiar to the users) as the main account number, and the user may choose to build a connection with the wallet address to realize the mapping between the account number and the wallet. The third party application may choose to use the user's account number or wallet address as the main account number.

When the user's account number is chosen, the port provided by the platform can be used to inquire the user related information via the token, such as the mapped wallet address and the user's profile picture. The assets to be received to the wallet address can also be temporarily deposited in the account number, which reduce the threshold of DAPP development, without affecting its functions in the non-wallet environment.

The user's wallet address can also be used directly for direct interaction with the user without Libra Dragon, which enhances the freedom greatly.

3.3 CONTRACT LAYER

The positioning of Libra Dragon is a public blockchain for game applications, so the blockchain of Libra Dragon uses the method different from other smart contract platforms to realize public blockchain ecology integration and promote its formation. Libra Dragon will recruit more professional game development teams to build more quality game projects based on Libra Dragon blockchain.

3.3.1 Parallel smart contract

In a secure execution environment where turing complete virtual machines are completely isolated from the functioning chain operating system, and C, C++, or Rust can be used in compiling of the contract. The contract system perfectly support partitioned networks, and the way the contract is dispatched on the partition as well as the cross-partition invoking and output of the contract is hidden to the contract compiler via the partitioned

consensus processing. For smart contract developers that need development and execution of the contract and other advanced features, the public chain will provide more underlying port to access detailed information on subchains and partitions; in the longer-term plan, the public chain will support consensus hot update, multi-party computation and homomorphic encryption for contract control.

3.3.2 Ultralow network delay

The underlying IO of chain service on single partitions adopts EPOLL and object buffer pool technology, avoiding memory fragmentation resulting from frequent applications for resource release. The network access adapts to complex network environment. NAT, VxLan, and VPN can choose optimal access to the network in a self-adapting manner, and a single transaction (including cross-partition transaction) can be confirmed within a time limit at millisecond level.

3.3.3 Private transactions

Most current options for private transactions are alike, which use smart

contracts, SNARKs keys, or contract verification SNARKs keys for cash withdrawal. These means of “private transactions” have an innate defect. As the SNARKs lock is open on the chain and every node contains the full data, a tracer need to trace only the invoking and output transactions of a contract account number to crack this simple privacy protection. The private transaction on the main chain that Libra Dragon plans to develop will be built on partitioned network and multi-level smart contract, and the privacy protection will be realized via the contracts running on different partitions. It is very difficult to predict the partition of the next level transaction through the contract transaction of the current level. When the privacy protection levels reach 3 or more, it is difficult for the tracer to trace the specific address of the transaction destination.

3.4 CONSENSUS LAYER

Libra Dragon uses efficient partitioned consensus engine to realize the blockchain network with horizontal performance scalability, low computation overhead and low delay, and the consensus is reached through the combination of verifiable partitioned routing module with BFT.

3.5 DATA LAYER

Libra Dragon's big data layer is a decentralized file storage and reading system. In this system, we use the technology similar to the InterPlanetary File System (IPFS) to realize decentralized file access. For each data stored and read, the Libra Dragon public chain uses the SHA256 function to generate hash of the data, the ECC asymmetric cryptographic algorithm for authentication, AES cryptographic algorithm to encrypt the private key, and

■ 4 ECONOMIC MODEL OF TOKENS

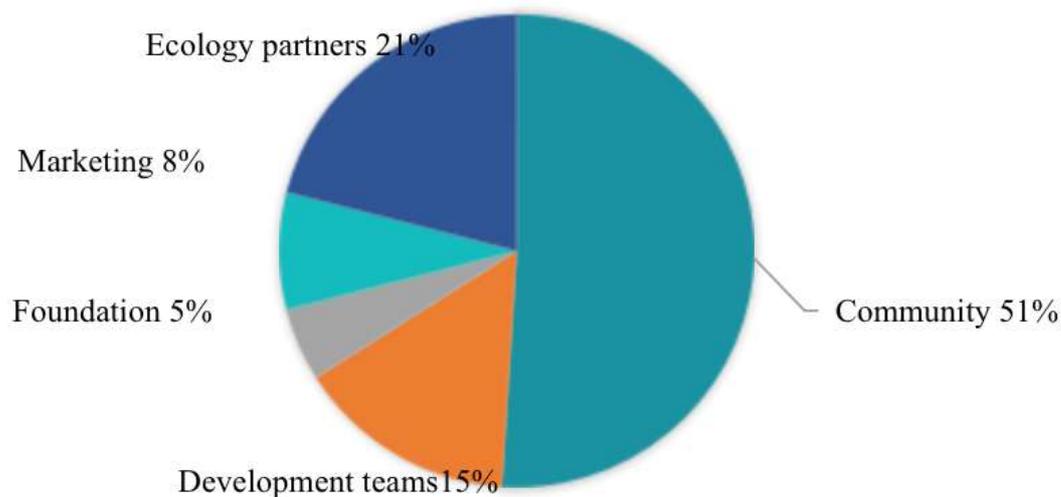
4.1 TOKE ISSUING MECHANISM

The economic model of this project aims to meet the needs of all the current and future users in the ecology of the project. This model breaks the barrier that restrict the high frequency and large scale applications of the blockchain game platform, and grants the right to use the platform to all the participants in the ecology of this project. It not only provides higher flexibility of project operation, but also provides suitable means to manage and save costs of public chain protocol while creating tokens for store of value and smart payment.

With this vision and consideration, LDT was designed in the early stage of this project. As implied by its name, LDT is the representation of the value of the platform ecology, whose price will be affected by the supply and demand in the market and the profitability of the platform. The issuance of LDT provides asset liquidity for operation of games and security for the

game assets of the players. With the introduction of the third party game development teams, the platform will customize exclusive game credits for each game. It will avoid the direct effect of the LDT price fluctuation during the payment and consumption of the game players, and maintain more stable value of the game assets on the platform.

4.2 PLAN FOR LDT DISTRIBUTION



It is planned that 2.1 billion LDTs will be issued in total, with no additional issuance forever, the price of which will be affected by the fluctuation in the market.

- 51% for community building
- 21% for ecology partners
- 15% for development teams
- 8% for marketing
- 5% for the Foundation

Lock-up plan: there is a lock-up period of 36 months for the tokens for the development team, 1/12 of which can be unlocked every 3 months.

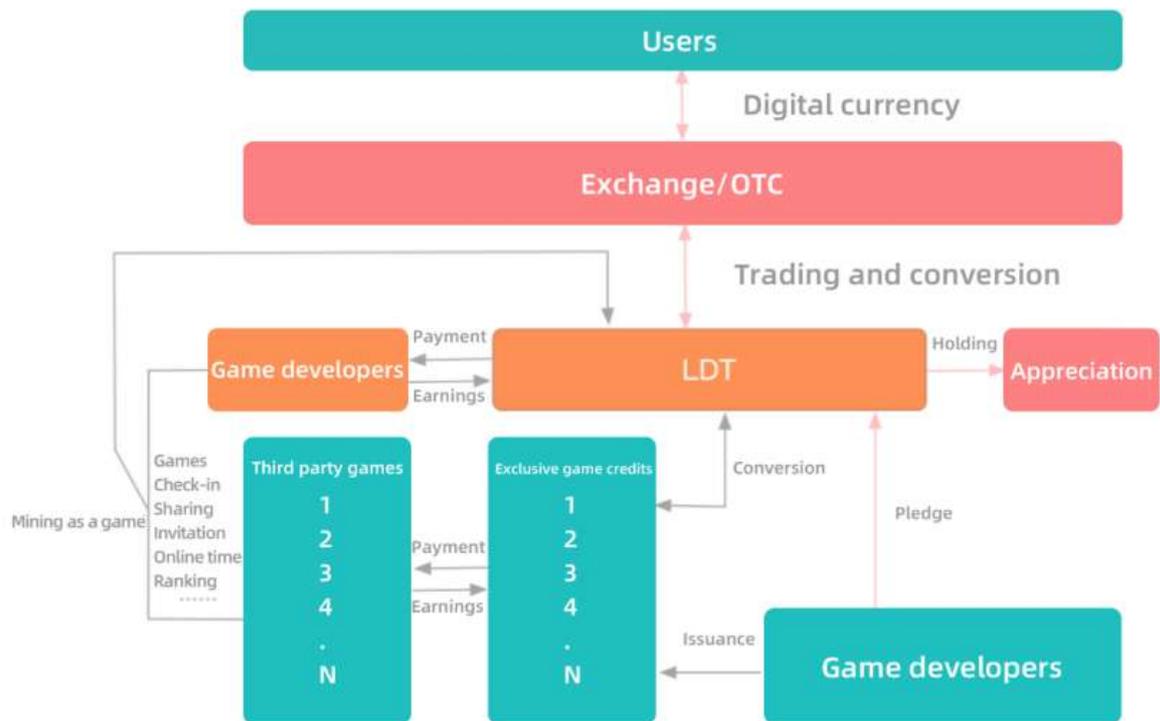
4.3 GUARANTEE FOR THE VALUE OF THE TOKENS

At present, the main part of Libra Dragon is operating on the Ethereum, and has created the tokens in the ecology based on its standards. Earnings from holding the tokens derive from the appreciation of the tokens from trading and circulation. After the Libra Dragon public chain goes online, LDTs can be traded directly, and trading of LDTs on various complying encrypted platforms of asset trading will be actively promoted.

Holding the LDTs may be entitled to dividend from the platform, and may obtain discount for game top-up based on the volume of holding. In addition, the following features of LDTs allow an expectation for continuous appreciation of the tokens in future:

- For each quarter, the platform will spend 20% of the revenue repurchasing LDTs in the secondary market. The repurchased tokens will be managed by Game Ecosystem Foundation, and will be used in the community promotion and ecology building under the supervision of the Council.
- After the public chain goes online, the platform will exchange for a certain proportion of tokens on the public chain and grant them more rights and interests, which will have much more application scenarios as underlying tokens on the public chain.
- With the growth of the ecology resources on the platform, the use frequency and scale of LDTs will increase, and the repurchase based on the earnings from the main contract will increase demands in the secondary market, which brings a positive outlook for appreciation.

4.4 LDT CIRCULATION MODEL



The circulation of platform-related tokens is shown above. LDTs are the platform tokens at the initial stage, and the trading media between the platform, developers and various users for experience of the games and basic services of the platform.

- Mining as a game: a certain number of LDTs will be airdropped to the community based on the computing power (in dimensions such as users' check-in, sharing, inviting new users, online time and ranking in games) of the active users.
- Issuance in games: game developers may pledge their LDTs to issue new games and tokens.
- Discount for transfer: discount may be offered on the platform based on the level of the users for the transfer of LDTs by the players.
- Platform events: the platform will organize various events based on LDTs, which the users will participate in using their LDTs and game tokens.

■ 5 LIBRA DRAGON ECOLOGY PLAN

5.1 ROADMAP

- 2019 Q3 Start of project research
- 2020 Q1 Establishment of the blockchain project team
- 2020 Q2 Launch of the new blockchain-based game, and completion of development of blockchain account system for users
- 2020 Q3 Recruitment of third party game development teams, and establishment of the payment system
- 2020 Q4 Start of development of self-owned underlying public blockchain architecture of the game platform
- 2021 Q1 Launch of the game community function
- 2021 Q2 Launch of the testing network for the underlying public blockchain of the platform, and start of recruitment of nodes
- 2021 Q3 Official launch of the main network of the public chain, and completion of the mapped conversion of the game platform tokens



5.2 USER DEVELOPMENT PLAN

Stage 1 10-100 thousand

- Seed users: attraction and conversion of core game users at the early stage
- Fission: attraction of new users via operation of LDT incentive events in combination with game products

Stage 2 100 thousand-1 million

- Community expansion: friend inviting mechanism set up by the platform, and attraction and activation of users via online community airdrops, etc.
- Circulation: wide recognition of the value of LDTs and new users brought by active circulation

Stage 3 1-10+ million

- Cooperation: cooperation with more platforms for traffic sharing
- New users: quality fans from quality third party games
- Globalization: forthcoming launch of versions in multiple languages

Global community building plan

The platform will officially start the global roadshow of Libra Dragon community in the second half of 2020, and will build super nodes centered on core community players in San Francisco, New York, Tokyo, Seoul, Singapore and other cities to promote LDT globalization and community autonomy.

Libra Dragon has completed Stage 1 and is entering a new stage of ecology development. The objectives for the next stage will be achieved in the following ways.

Cooperation: import of quality users via cooperation with various traffic ports and quality traffic platforms. Libra Dragon has started advertising promotion via cooperation with some traffic platforms and communities, and will launch more advertising in future.

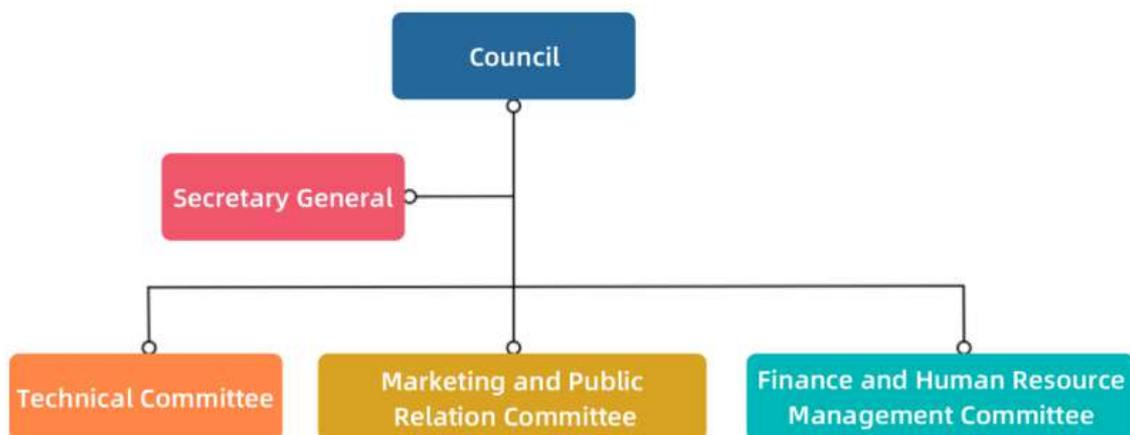
New users: attracting developers to import players of traditional games to the Libra Dragon platform by cooperating with quality game developers with large player bases (such as those of gambling games), blockchain transformation of traditional games, putting the assets onto the blockchain,

and blockchain transformation of games in quality ecology, etc.

Globalization: Libra Dragon will carry out translation of the global versions in 20+ languages, which will soon support login from multiple social platforms. A key task in future is the global marketing.

6 ORGANIZATIONAL STRUCTURE

Game Ecosystem Foundation, registered in Singapore in 2020, is a standing management body set up by the founding team of the Libra Dragon project. As an independent non-profit entity, Game Ecosystem Foundation is responsible to the Libra Dragon community, with promotion and development of Libra Dragon ecology as its primary goal.



■ 7 TEAM AND ADVISORS

The project has now over 10 core managers. All the managers have 10+ years of experience in the Internet industry, who are working in the operations, R&D, planning, design and other departments of the company. They will take advantage of the cutting-edge technologies and innovative ideas to build and present a first-class blockchain game platform, fueling the vigorous development of the project.

CEO: EDWARD

An early investor of the blockchain and a token geek with a rich body of marketing knowledge, Edward has a sound understanding of the frontier and trends of marketing and is good at analyzing and drawing on various experiences. He is very familiar with online marketing and has unique insight into and experience of social media marketing in particular.

CTO: VINKINE

With 10+ years of experience in system and product software development, Vinkine was a senior engineer at Google. He has rich experience in blockchain technologies and Ethereum smart contracts, and has provided consulting for blockchain-based projects for years.

COO: CARO

Once working at Facebook and with over 10 years of experience, Caro is an expert in operations of various large websites and industry-specific promotion. Based on the main products of the company, he connects with the system provider in terms of the overall planning of the platform and building of the mall system.

CMO: ABBY

An early market explorer of the blockchain industry with 10+ years of experience in Internet marketing and promotion, Abby once worked at Facebook when he led his team to set several records in marketing.

8 DISCLAIMER

This disclaimer does not involve bidding for securities offering or operational risks related to Libra Dragon, nor does it involve any regulated products in any jurisdiction. This is a conceptual document [white paper] of the project, and is not to sell or call for bids for Libra Dragon products or the shares, securities or other regulated products of its related companies. This document is not a prospectus or a standard contract document in any other form, nor does it constitute a solicitation of or investment proposal for securities or other regulated products in any jurisdiction.

This document does not constitute any sales of or subscription to nor any invitation for sales of or subscription to any securities, nor any contact, contract or commitment formed on that basis. This whitepaper has not been reviewed by the judicial or regulatory body in any country or region. It is not any advice on investment: no information or analysis presented in this document constitutes any advice on decision to participate in any investment in tokens, or provides any specific recommendation with a preference. You need to seek any necessary professional advice on tax or accounting (for example) to deal with the related matters.

It is not any representation or warranty: while this document gives an account of Libra Dragon games and the LDT we launched, Game Ecosystem Foundation Ltd. makes it clear that:

8.1 It makes no representation or warranty as to the accuracy or completeness of any contents set forth in this document or the project-related contents released otherwise;

8.2 It makes no representation or warranty as to the outcome or rationality of any forward-looking or conceptual statement without preconditions;

8.3 No content in this document shall constitute any basis for any future commitment or representation;

8.4 It shall not be responsible for any loss resulting from the related staff of the whitepaper or other factors.

8.5 Its legal liability is limited to the extent that it cannot be exempted from under the applicable laws.

The project is not open for anyone: Libra Dragon games are not open for anyone, and the participant may be required to complete a series of steps, which may include provision of the information or document to prove his/her identity. The unauthorized companies have no nothing to do with the project: except for Game Ecosystem Foundation Ltd. and Libra Dragon, the use of the names and trademarks of any other company or organization does not mean any relation with or recognition of the same, which is only to provide information on related contents. Notes on LDTs: LDTs are the cryptographic tokens for Libra Dragon games.

LDTs are not a virtual currency: before this document is completed, LDTs cannot be exchanged for goods or services in the exchange, nor be used outside the Libra Dragon games.

LDTs are not an investment product: there is no assurance from anyone or any basis to believe that the LDTs you hold will certainly appreciate; there is the risk that they will even depreciate.

LDTs are not an evidence of ownership or control: holding the LDTs does not grant the holder any ownership or equity of Game Ecosystem Foundation Ltd. and Libra Dragon games, nor does it grant the holder the rights to directly control or make decisions for Game Ecosystem Foundation Ltd. and Libra Dragon games.

LDT-related risk warning

Risks arising from improper personal behaviors of the users

- 1) Risks from loss of the private key: Before the LDTs are allocated to the participant, he/she will get a public key account linked to the LDTs, which can be accessed with a private key randomly allocated to the participant. Loss of the private key may result in loss of LDTs linked to the public key account. We suggest that the participant take much practice on the operation to backup the private key securely in several local devices, ideally in a non-network environment
- 2) Risks from leakage of the private key to third parties: any third party individual or organization may dispose of the LDTs in the account after obtaining the private key of the participant's public key account. We suggest that the participant protect the related device properly to prevent unauthorized login and reduce the risks.
- 3) Risks from participation in voting: during the voting of the LDT holder, the vicious or irresponsible act of voting is very likely to result in loss of the LDT

Network security-related risks during the use of Libra Dragon:

1) Related risks from the network protocol of Ethereum: in its early stage, Game Ecosystem Foundation Ltd. will issue ERC20 tokens developed based on the Ethereum protocol, any failure or unknown function of which may result in unknown undesirable outcome at Libra Dragon. Ethereum and the local unit accounts based on the Ethereum protocol, just like the Libra Dragon, may lose all of the value. For more information on Ethereum, please visit www.ethereum.org

2) Risks from illegal invasion by vicious third parties: Vicious third parties such as hackers and other teams or organizations may attempt to intervene the development of Libra Dragon in ways including but not limited to DDOS, Sybil, spoofing, smurfing or attacks based on the consensus mechanism.

3) Risks from the security holes in the infrastructure software of Libra Dragon: This network system is an open source system, and Dragon Foundation Ltd. or third party organizations may intentionally or unintentionally introduce bugs to the core system of the network, leading to risks and losses in using Libra Dragon.

4) Major technical breakthroughs in cryptology may lead to the risk that hidden vulnerabilities are mined and exploited. Cryptologic technologies are an essential part of the blockchain technologies. Advances in cryptology and development of other high-tech might bring risks of theft or loss for Libra Dragon and LDTs.

5) Risks from failure of Libra Dragon: As a high-tech system, Libra Dragon may experience unacceptable or unexpected network failures, which may lead to the risk of the disappearance of Libra Dragon or other risks resulting in fluctuation of the market.

6) Risk of being attacked due to the high value of LDTs: Compared with many decentralized cryptologic tokens, Libra Dragon's LDTs generated based on blockchain technologies face possible attacks, including but not limited to double attack and large mining pool attack. New unknown mining attacks may appear that bring huge risks to the operation of Libra Dragon.

Risks from uncertainty of the market:

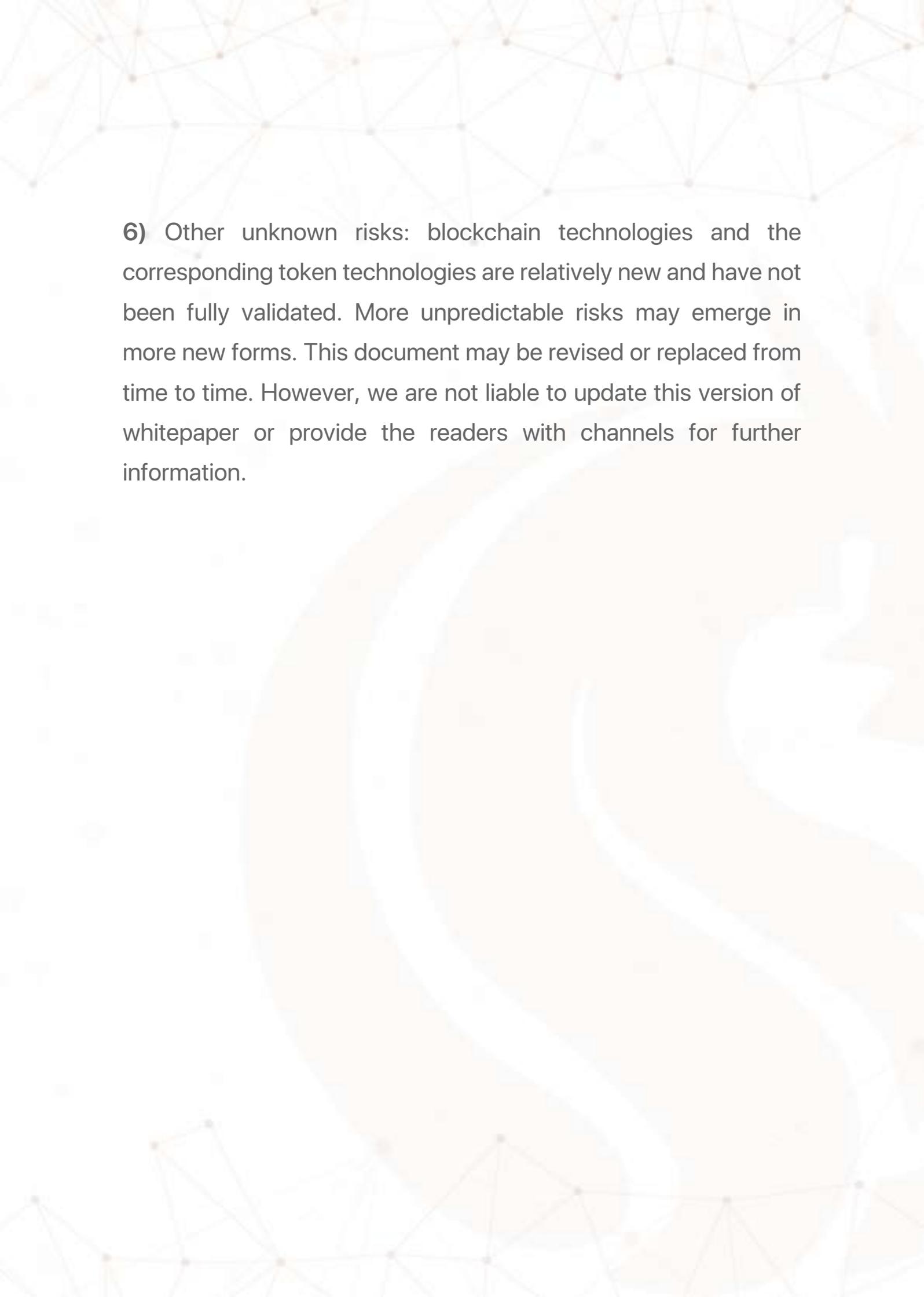
1) Risks from the small number of LDT users: the value of LDTs will emerge over time. If LDTs are not used by more businesses, individuals and organizations, the insufficient public attention may result in a small number of users, which may restrict or reduce their uses and value.

2) Risks from lack of liquidity in the exchange: LDTs are not traded in the exchange now. If the trading is opened in the exchange, compared with those in the established exchange, the problems of the new trading in the new exchange may lead to lower value and liquidity of LDTs.

3) The risk that the loss of the participants cannot be insured: the public key accounts of Libra Dragon tokens are different from bank accounts, accounts at other financial institutions or accounts of other social services, and Game Ecosystem Foundation Ltd. usually does not buy insurance for the network system. When LDTs or their value are lost, no insurer will provide compensation for the holders of LDTs.

4) The risk of dissolution of the Libra Dragon project: there are multiple factors (such as sharp decrease of the value of the bitcoins and Ethereum, failure in business operation or intellectual property claims) that may make the Libra Dragon project unable to continue its operation so that the product cannot be successfully released or the team is dissolved.

5) Risks from regulatory policies of the judicial or administrative organs in related countries and regions: while blockchain technologies are supported and recognized worldwide, they are under careful examination of various regulators. Some regulatory policies may have effects on the functions of Libra Dragon and LDTs, including but not limited to restrictions on uses or holding of LDTs, which may impede or restrain the development of LDTs.



6) Other unknown risks: blockchain technologies and the corresponding token technologies are relatively new and have not been fully validated. More unpredictable risks may emerge in more new forms. This document may be revised or replaced from time to time. However, we are not liable to update this version of whitepaper or provide the readers with channels for further information.