PKG Token (PKG)

Decentralized game platform operating on Blockchain, with VR/AR and machine learning technologies

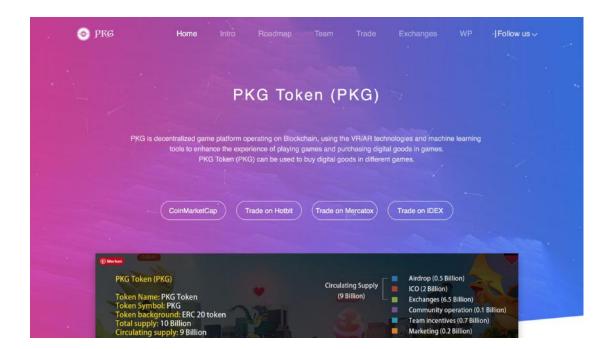
Whitepaper V2.4

2018.08.28 PKG Token Foundation

1. Introduction:

PKG is decentralized game platform operating on Blockchain, using the VR/AR technologies and machine learning tools to enhance the experience of playing games and purchasing digital goods in games.

PKG ToKen (PKG) can be used to buy digital goods in different games.



2. Prospects and advantages

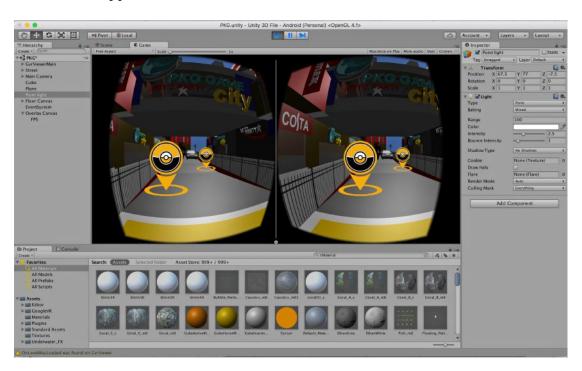
2.1 Decentralized game platform

PKG is decentralized game platform operating on Blockchain. Using digital signatures on blockchain-based data that allows access only when authorized by multiple people could regulate the availability and maintain the privacy of gamers. In addition, a community of industry, including game developers, game players, and game distributors, could be part of the overall blockchain, reducing fraud und redundancy in gaming ecosyestem.



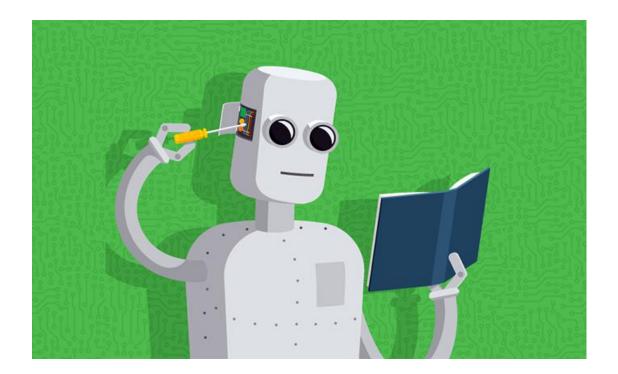
2.2 Virtual Reality and Augmented Reality Technology

Virtual reality is capable of providing players with a whole new — and much improved— gaming experience all around. When people put on a VR headset, be it the Oculus Rift or the HTC Vive for example; they are completely immersed into their own gaming world. The distinction between playing the game and being in the game means that no longer will somebody be sat in front of a television with a pad, jerking and tapping their hands to control their characters; there will be much more of a connection between game and player, perhaps a more "fluid" approach to it all.



2.3 Machine Learning

By using machine learning tools, we provide the game developers more possibility of making games that can match the player's ability by altering tactics and strategy, rather than by improving the ability of opponents. Game develop would be more logical, reasonable and sustainable than before.



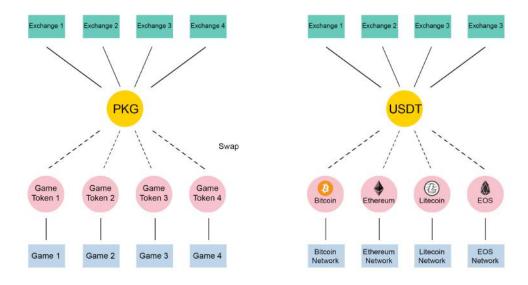
2.4 Huge Industry

The global gaming industry is one of the fastest growing segments worldwide. 2.2 billion gamers across the globe are expected to generate \$108.9 billion in game revenues in 2017. The Steam platform, owned by Valve, controls a significant percentage of the PC gaming market — 50 percent to 70 percent of all PC game downloads happen on Steam, selling titles from bigger firms such as EA and Activision, as well as Valve's own games. Steam currently takes 30% – 50% of digital game sales from game developers. The gaming industry is flourishing and the cryptocurrency market reveals exponential growth. PKG is the explosive combination of the two.



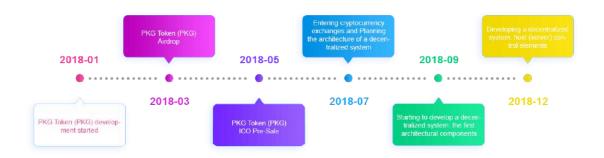
2.5 PKG Token (PKG)

We also intruduced the Erc20 based PKG Token (PKG). You can buy, sell and rent digital game goods with PKG Token (PKG) in a lot of games through the blockchain. No cash and cards are needed, which makes the game experience more convenient and you money and digital goods are safely stored in ETH blockchains, where no one can steal them. PKG token can be used as standard currency in different games and swap into other game tokens. Analogy: #PKG is the #USDT in game industry.



3. Road Map:

2018.01-2018.12: Airdrop, ICO Pre-sale, first architectural components and developing the decentralized system: host control elements.



2019.01-2019.12: Platform launch in Japan and Germany, Adding payments in tokens, developing a smart-contract for interactions between users of the PKG ecosystem, Launching a final-release version of PKG gaming platform.



4. PKG Token (PKG)



PKG Token (PKG)

Name: PKG Token

Ticker: PKG

Total Supply: 10 Billion Circulating Supply: 9 Billion

Presale Price: 1ETH=100000 PKG Soft cap: 1500 ETH (1 Million USD) Hard cap: 20000 ETH (12 Million USD)

Distrubtion: 90% for Airdrop, ICO Crowdsale, listing on exchanges, 1% for

community operation, 7% for team incentives, 2% for marketing.

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^{*}Disclaim: PKG Token is not affiliated with Nintendo, The Pokémon Company & Niantic Labs.