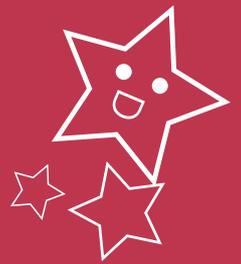




LUDOS



A Decentralized Gaming Ecosystem



Dear Players & Investors WE PROTECT YOUR INTERESTS

1) Ensuring security of digital assets from all forms of attack

a) Preventing attacks

- Ludos' wallet will have real-name authentication, recoverability and permission customization.
- Side chains regularly send Merkle Proofs, which acts as checkpoints of the operation, to the main chain.
- Ludos Plasma assigns a unique ID for every token, making it indivisible and possesses independent transaction history.
- A node must deposit a certain amount of token to become verified miner. Malicious activities will forfeit the deposit.
- Ludos can roll back to the on-chain transactions' previous state, close the state channels and release the locked assets.

b) Protecting the value of digital assets from uncontrolled inflation

Digital assets are uniquely certified and stored on blockchain using smart contracts, which everybody can refer to. And the melting mechanism will compensate investors with LUD equivalent to at least 25% of the offering price when exiting.

2) Empowering through DAICO

Investors can monitor the progress of the development and vote to adjust budget, or even close the DAICO. If a development fails, melting mechanism will be activated to compensate investors with LUD tokens equivalent to the initial locked-in amount.

3) Providing liquidity for digital assets to connected isolated games

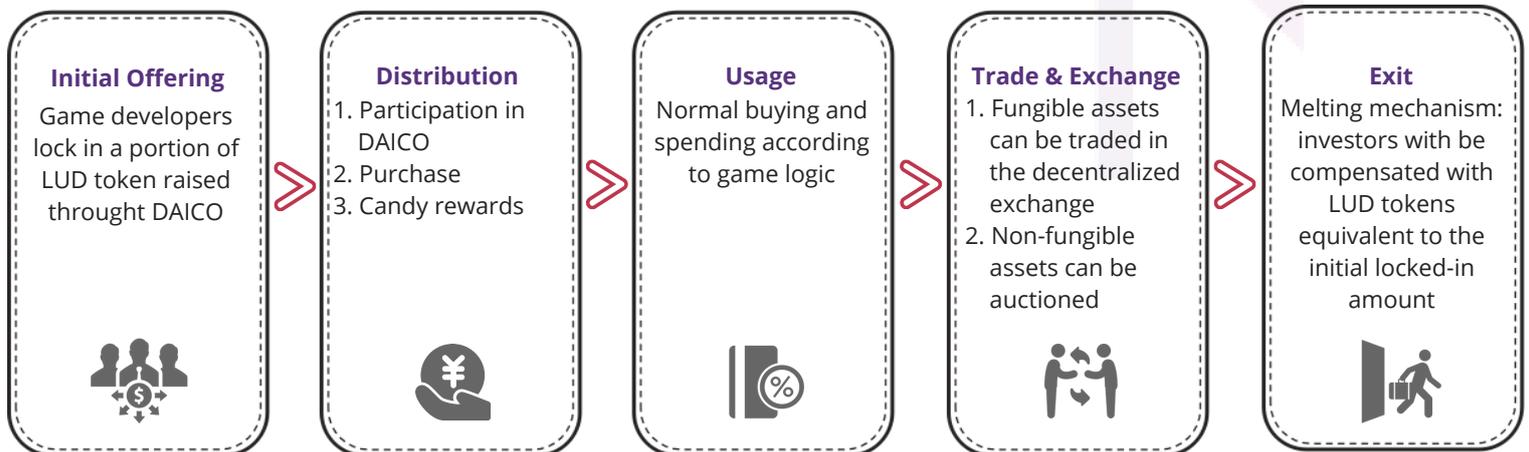
Ludos' decentralized game exchange allows all game currencies to be traded freely. Inter-game trading of in-game assets such as rare weapons and equipment is also made possible on Ludos.

4) Upgrading game experience and fight back under-the table operations

- Game logic that accommodates side chain forking: according to community's consensus.
- Prize pools for achievements and ranking are transparent and rewards will be automatically distributed via smart contract.
- Fair pseudorandom number determines damage, probability, etc in a game with the help of Oracle to ensure fairness.
- Gaming is mining, be rewarded with LUD tokens simply by gaming!



Digital Asset Life Cycle on Ludos





Dear Game Developers

WE SUPPORT YOU WITH DEVELOPMENT INFRASTRUCTURE



1) Friendly APIs and SDKs on a wide range of platforms

Such as Android, iOS, Unity, Oculus, HTC Vive, HTML, Windows and MacOS.

2) The main chain + side chain infrastructure ensures efficiency of the main chain.

Ludos' main chain is only used to deploy side chain root contracts, token/assets issuing, settle transactions and serve as a judge to ensure the safe exit of digital assets during a malicious attack. Side chains linked to Ludos' main chain will be created and they can in turn produce their own side chains. Ludos Plasma will transfer large amounts of calculations of smart contracts to side chains, increasing the amount of TPS to thousands.

3) BaaS service

Enable developers to one-click create side chains with default POA consensus mechanism.

4) CaaS service

Provide multiple trusted nodes from Ludos' community to achieve the consensus of the side chain of a new game.

5) Easy digital assets and currency issuance

Ludos supports one-click publication of both fungible and non-fungible digital assets.

6) Ludos will reward outstanding developers with LUD and DLV tokens

Dear Community Members

YOUR PARTICIPATION ARE APPRECIATED



Apart from players, investors and developers, Ludos's ecology is open to any practitioners and participants of the game industry. Artists, game analysts, communicators, game searches and other service providers are all important members of our community. Ludos has developed tools and incentive mechanisms to encourage them to commit and contribute consistently to the ecology.

1) Be rewarded in a myriad of ways

Gaming, active participation, introducing a new player, helping game developers to launch an ICO, evaluating games, advertising, etc. are all contributions to the Ludos ecosystem and will be compensated with token rewards.

2) .bc Codec Agreement

Enable game designers, graphic designers, musicians and other virtual content creators to post their works on Ludos' platform and set prices, choose payment methods freely. They will receive LUD tokens once their artworks are bought by others.

Strategic Investors and partners



PUNK Capital

DU CAPITAL



Team

Tai Jin Co-Founder

Carnegie Mellon University, Bachelor of Science, Business Administration. Previously worked at ZhenFund.

Joe Meng Co-Founder

Peking University, Master of Software Engineering. Served at Microsoft and was the core developer of Lovelive, one of the top three games in Japanese App Store.

Evan Zhang Co-Founder

Boston University, Master of Mathematical Finance. Member of the Millennials 100 of U.S.-China. Served at Citibank IBD, SFA Fund, and Starr Companies.

Marry Meng Scientist of Security and Data Privacy

Boston University, Ph.D. in Cryptography. Previously served at Microsoft Research, Apple, and Amazon.

Kevin Zhang Operation Director

UC Irvine, Bachelor of Computer Science. Previously served at Blizzard as Overwatch's developer and funded company EZAR.

Website: <http://ludos.one> | Telegram: <https://t.me/LudosProtocol>

Twitter: <https://twitter.com/LudosProtocol> | Facebook: <https://www.facebook.com/project.ludos/>