GAIMIN

GAME   MINE   GAIN

GAIMIN.IO

Investor Deck

Exponential Growth Of Distributed Ledger Technology (DLT) Indicates Demand
For Fully Distributed Blockchain Mining Power.

BLOCKCHAIN MINING -- Blockchain mining is the process by which miners confirm and validate transactions and then add them to a global ledger (a blockchain). Without mining there can be no blockchains. (Just like there would be no Visa payments without the Visa network to confirm and validate the transaction and add it to the Visa database). Miners are rewarded for this process in either new crypto coins and/or transaction fees. Mining can be very profitable.

DEMAND -- There are already over 600 minable blockchains, and many Fortune 500 companies are actively developing blockchains. According to a Jupiter Research study, 60% of large companies are considering using DLT. There is already an insatiable demand for blockchain mining, and it is evident this level of demand will only grow.

SUPPLY -- The largest existing "untapped" source of potential mining power on the planet is the roughly 400 Million globally distributed gaming computers, which are growing constantly in both numbers and CPU/GPU processing power (mining power).

OPPORTUNITY -- This represents a huge opportunity in providing a user-friendly solution which connects the existing supply of gaming computer power to blockchain mining demand.

SOLUTION -- Gaimin Blockchain Mining Software Application, Community and Marketplace.

"Mass adoption of distributed ledger technology is inevitable. It represents the logical evolution of data storage and management. It is a paradigm shift at a level not witnessed since the inception and subsequent mass adoption of the Internet. Previously, such changes have caused radical advancements in human civilization, and the companies that offer "infrastructure solutions" succeed on a massive scale. With wide-scale DLT adoption on the horizon, I consider blockchain mining solutions to represent one of the greatest business opportunities in human history."

"Therefore our purpose is to offer one such mining (infrastructure) solution. We will become the "Uber" of crypto miners by developing the pre-eminent software platform and community, which connects gaming computer resources (the largest supply of high powered GPU computing power on the planet) to the current insatiable demand for blockchain mining solutions."

Martin Speight Co-Founder and CEO

Gaimin.io

Over Centralization

Mining is becoming increasingly centralized, leaving blockchains vulnerable to malicious attacks and being taken over or even taken down entirely. The few people who build the large scale mining operations end up controlling incredibly high portions of blockchains - the entire opposite of what should be happening.

High Entry Barriers

It is difficult for a single person to enter into blockchain mining due to high costs and limitations to personal hashpower, high technical knowledge requirements, and an extreme time commitment.

Conclusion

Even though gamers have the ability to mine and keep blockchains decentralized, safe, and secure, they are restricted to their own hashpower and often lack the time and knowledge to mine effectively and efficiently. This results in supply (decentralized hashpower) not keeping up with demand (blockchains).

CASE STUDIES

[ZenCash Takeover](#)
[Dubaicoin Takeover](#)

Solution: The Gaimin.io Blockchain Mining Software Application

"Decentralized Mining" Solved:

The Gaimin.io software pools the unused computing power from gamers' CPU's and GPU's and puts it towards blockchain mining. Hundreds of millions of gamers around the world conducting the process of blockchain mining - truly decentralized, and globally distributed blockchain mining, as per the original idea of Satoshi Nakamoto "one-CPU-one-vote"

"Know How" Solved:

The Gaimin.io software is a completely user-friendly, AI (machine learning) based, blockchain mining application. The gamer needs no knowledge of blockchain technology, blockchain mining, or crypto economics. The Gaimin.io software is completely automated and manages all aspects of the mining process from start to finish.

"Personal Hashpower Limit" Solved:

An individual gamer can mine not only with their own individual computing power, but also a percentage of other gamers' computing power through Gaimin's Network Expansion Program (NEP). Through the NEP, a gamer can refer their friends, each referral who mines will contribute a small percentage of their computing power to the referee (the person who referred him). The referee does not have to be actively mining themselves in order to earn through Gaimin, so long as their referral network is mining (passive income).

The timing is perfect because:

- DLT (distributed ledger technology/blockchains) is set to explode over the next decade. Currently, regulations and policies are being implemented at an international government level to allow for mass adoption.

- Current blockchain mining demand is exceeding the current supply of hashpower to ensure tamper proof decentralized DLT growth

- Gaming is currently a $100 billion dollar industry and represents the largest entertainment market on the planet. There are an estimated 400 Million above average gaming computers in the world today. Gaming has an estimated 8% annual growth predicted over the next 5 years.

- Gaming computer power is set to increase dramatically over the coming years with the further integration of VR and AR style games. This enables

- Gaimin's potential hashpower to perpetually increase as gamers continuously upgrade their hardware.

Right now we have no significant competition, and no one else has solved the three reasons gamers are not currently being unlocked as a mining solution. This means that by acting now, we can become the first mover in this area.

Blockchain Growth Stats/Indicators

- A significant percentage of $200 trillion in global assets is set to move into the blockchain ecosystem over the coming years indicating incredible demand for blockchain miners.

- Proof of Work blockchains (ideal for mining with GPU) have proven to be incredibly valuable in the growth of cryptocurrencies to date and are set to be here for the long term because of their advantages.

- Most major players are developing blockchains: Samsung, IBM, Oracle, Microsoft, Walmart, Visa, Nestle, JP Morgan, Ernst & Young, KPMG, Amazon, Boeing, Western Union, American Express, MasterCard, Goldman Sachs, Citibank, Toyota, Volkswagen, Renault, Daimler, Lufthansa, British Telecom, Cisco, Alibaba, etc.

- Global government acceptance of blockchain technology.

- Institutional level acceptance (CBOE ETF, JP Morgan trading desks, etc, means mainstream investor adoption).

- IBM alone now has over 1,000 employees dedicated to their blockchain products.

- "Blockchain is the biggest opportunity set we can think of over the next decade or so" - Bob Greifeld, Chairman & Former CEO of NASDAQ.

Gaming Industry Stats

- Gaming is a $100 billion industry and the largest entertainment market on the planet.

- Almost ⅓ of the world's population is a "gamer".

- Out of the total number of 1.3 billion gaming PCs in the world today there are roughly 400 Million with better than average discrete GPU's, giving Gaimin a large and perpetually growing market.

- According to Newzoo gamers stats: "Consumers are spending more than ever on gaming as it rapidly becomes the world's leading pastime." This spending is split between new games and gaming hardware, which means our "miners" are continually upgrading their PCs mining capacity.

- Gaming is a global phenomenon, with more than 100 countries having significant gaming activity.

- Esports (competitive gaming) is predicted to become the #1 entertainment sport of the future, currently has a 33% annual growth rate.

- VR and AR games set to reach potential in 4-5 years, (this means a huge boost in GPU power in new gaming PCs)

Personal Mining

- High technical knowledge required
- High startup costs
- High maintenance and running costs (ie, energy)
- High scalability costs (ie, new hardware or hashpower)
- Limited to purchased hashpower
- Extremely time consuming to setup and maintain
- Significant logistical setup time (mining pools accounts, profiles, exchanges, KYC, AML)
- Often very inefficient (rely on poor-quality software)

Cloud Mining (alternative to personal mining)

- High investment for any meaningful returns
- Outside of your control, not flexible
- Continuous reinvestment to expand
- Hostile fixed-term contracts tie up hashpower
- ("Hashflare" terminated btc contracts, no refunds - July 2018)

"Super Miners"

- Centralized, an undesirable high concentration of hashpower in the hands of a small number of miners
- Fixed location, they are fixed in one location, subject to governmental policy changes, terrorist attacks, sabotage, hacks, and natural disasters
- Unreliable long-term power supply, subject to regulation changes at any time
- Dependent upon the cost of energy to power their operations profitably
- Dependent upon coin price for their profitability
- Causing hardware shortages (GPUs)
- Limited in their scalability
- Slow in their ability to scale
- High technical knowledge required
- Extremely high startup costs
- Extremely high scalability costs (ie, new locations or hardware)

Current market options for blockchain mining software are extremely primitive and lack many of the critical components required for mass adoption and continuous optimization for profitable mining.

	Gaimin	Minergate	Nicehash	Gshare	Gamerhash	Computa
Automatic "hands off" mining for dormant computer systems	Yes	No	No	No	Yes	Yes
Fully autonomous AI (Machine Learning) Software	Yes	No	No	No	No	No
Perpetual algorithmic optimization of individual and networking mining profitability	Yes	-	-	Yes	No	-
Automatic conversion of personal yield to long-term hold coins	Yes	No	-	No	Yes	Yes
Institutional Cold Storage of coins	Yes	-	-	-	-	-
Automatic / Manual thresholds for CPU/GPU resource commitment	Yes	Yes	No	No	Yes	Yes
"Functional Mining" for games, skins, and other digital assets	Yes	No	-	Yes	Yes	No
Passive incentivized drops	Yes	Yes	No	No	No	Yes
Network Expansion Program	Yes	No	No	No	No	Yes
So simple my mom can use it	Yes	No	No	No	Yes	Yes

The Gaimin.io Blockchain Mining Software is an AI (machine learning) powered application that enables a gamer to passively dedicate unused computing power from their CPU and GPU to mine profitable coins. The AI technology handles all aspects of mining setup, optimization, and all ongoing management.

The AI technology ensures that only the most profitable coins are mined and uses a relative value calculation to "flip" these into premium long-term hold coins (BTC, ETH, DASH, NEO, LTC, etc.), which are then stored automatically for the user in institutional-level cold storage. These earnings can be withdrawn at any time. This entire process is also gamified, giving the gamer "drops" of in-game items and other digital assets when they reach certain mining "micro-milestones".

Proposed visuals of final product

How to Use:

1. **Download**
2. Install
3. Click "Mine"

The software is automatically optimized for the gamer's hardware configuration ensuring the gamer does not need to do anything to setup their new mining operation.

Product: Development Stages

The Gaimin software is currently in an Alpha Testing Stage to prove MVP status and add remaining mining algorithms. Once this is complete, Gaimin will conduct a Closed Beta, following by an Open Beta - both of which will take full advantage of the Network Expansion Program.

✓ Completed

– FRD (Functional Requirement Document)

– SDD (Software Design Document)

– Mining Module V1

– Prototype (Capable of 2 Algorithms)

– Provisional Graphics

⚙ In Progress

– MVP (Minimum Viable Product)

– Remaining Mining Algorithms

🕐 In Queue

– AI Module (Machine Learning, Decision Making)

– Blockchain Module

– NEP Module

– Relative Value Conversion Module

– Final Graphics (Incorporate gamification, NEP visuals, etc.)

Business Model

The Gaimin business model is a subscription based software application (SaaS). Gaimin profits from multiple recurring revenue streams. The user never has to enter payment information (Visa, Paypal etc) because subscription payments are taken from mining earnings. The users are rewarded with top cryptocurrencies and are incentivized to stay active through a gamification process. Our entire business is 100% GMRX token driven. All users need our GMRX token to use our platform, community, and marketplace.

Analogy: Think of a Netflix subscription but the user never has to pay, and earns when he watches anything, or gets anyone else to try it!

Multiple Recurring Revenue Streams:

1. **Monthly Subscription** - 10% of individual user's mining earnings taken as a subscription fee each month in GMRX Tokens.
2. **Mining** - 10% of the total user hashrate, (gaming assets for gamification process as well as community and marketplace development.)
3. **Transaction Fees** - Gamers will incur a micro-fee for each transaction in the Gaimin marketplace where they can buy/sell/trade gaming assets.
4. **Mining Pool Fees** - Non-Gaimin users ("pro/super miners") pay a fee in GMRX Tokens to access Gaimin mining pools.
5. **Proof of Stake Fees** - Gaimin will hold Proof of Stake coins (i.e. Dash - masternodes, NEO - Gas etc.) and collect relevant PoS rewards
6. **Super Computing Fees** - Gaimin is effectively a "decentralized supercomputer". Gaimin computing power can be rented for uses other than crypto mining (Platform and infrastructure services, like CGI rendering, machine learning hosting, software development, complex scientific calculations, government, etc.)

The timing and nature of Gaimin as a decentralized software application, means we have a number of inherent advantages.

Business advantages:

- Growth of gaming and esports assured (GPU supply)
- Growth in demand for blockchain mining solutions assured (GPU demand)
- Our software subscription model means no manufacturing headaches, product shipment problems, complex logistics, refunds, payment processor issues, cashflow problems, etc.
- No barriers to entry for customers. (Software AI manages all aspects of mining operations from start to finish)
- Roughly 400 Million above average gaming PCs available globally now as potential miners
- Low fixed costs, SaaS means inherent economies of scale
- Low customer service, target market is very "digital savvy"
- Very high, consistent, measurable, predictable profits (subscription based, Netflix valuation $151 billion)
- Rapid and simple scalability (supply of gaming resources already exists, demand exists, only needs marketing)
- Incentivized self scaling because of our NEP referral program, allows user to increase hashpower
- Community and marketplace ensures social experience, creates culture and sense of belonging, develops loyalty
- Future proof, myriad potential future "decentralized supercomputer" revenue options (IaaS - Infrastructure as a Service, PaaS - Platform as a Service)

Team

Calvin Adamus
CTO & Co-Founder

Martin Speight
CEO & Co-Founder

Clive Aroskin
COO & Co-Founder

Robert V. Schaik
CFO & Co-Founder

Andrew Faridani
CMO & Co-Founder

Buki Ben Natan
CSDO

Kim Rom
CGO

Cameron Carson
CCO

To see full team and advisors
please visit website:

https://gaimin.io/about/

- Gaimin CMO, Andrew Faridani, owns and operates one of Canada's largest digital marketing firms - BreezeMaxWeb - which is an official reseller of Google, Facebook, and other major international ad networks.

- Gaimin CGO, Kim Rom, has also been a marketing executive in the gaming industry for over 15 years.

- Key Gaimin advisors are heads of some of the largest gaming communities in the world, creating strong strategic partnerships with direct access and influence over Gaimin's target market.

GO-TO-MARKET

Network Expansion Program · Airdrop · Sponsorships · Social Media · Direct Sales · Gaming Influencers · Events · Community Development · Digital Advertising · Content · SEM · Community Relations · SEO · Influencer Relations · Private Video Networks · Media Relations · Public Relations · Newsletters

Gaimin anticipates healthy adoption and retention of gamers due to the inherent sense of community and gamification both present within the fabric of gamers and their communities, but also the Gaimin Software. Additionally, Gaimin has an incredibly strong background in terms of marketing experience on the team, on a global scale, within the gaming and blockchain industries.

Growth Indicators/Context:

- Market size is roughly 400 Million above average gaming PC's (data from Nvidia and AMD/ATi)
- Fortnite achieved 127 million users in 10 months, 40 million MAU (Monthly Active Users)
- DOTA 2 has over 10 million MAU
- Steam has over 67 million MAU

Hashrate Growth Forecast	Year 1 New Users/Month	Total Users End Year 1	Year 2 New Users/Month	Total Users End Year 2	Year 3 New Users/Month	Total Users End Year 3
Worse Case	10,000	120,000	15,000	300,000	20,000	540,000
Base Level	50,000	600,000	75,000	1,500,000	100,000	2,700,000
Objective	100,000	1,200,000	150,000	3,000,000	200,000	5,400,000

Hashrate Growth Forecast

Hased on the User Growth Forecast, we have also projected the total Hashrate Growth Forecast for the next three years. The below figures do not include any future increases in performance due to hardware upgrades. Additionally, the figures are based on only a 12.5% potential hashrate in order to account for downtime, negative outliers in CPU/GPU performance, etc.

Hashrate Growth Forecast	Total Users End Year 1	Total GH/s End Year 1	Total Users End Year 2	Total GH/s End Year 2	Total Users End Year 3	Total GH/s End Year 3
Worse Case	120,000	279.90	300,000	699.75	540,000	1259.55
Base Level	600,000	1399.50	1,500,000	3498.75	2,700,000	6297.75
Objective	1,200,000	2799.00	3,000,000	6997.50	5,400,000	12595.50

Estimated average hashrate for every 1 million users added to the network: *2,332.50 GH/s*
Figures based on accessing %age of total potential hashrate of the network (downtime, etc.)   *12.50%*

Why Would A Gamer Use Us?

We have what every single gamer wants… The answer to how they can fund their passion, without doing anything!

- Gaming is an expensive passion ($3,000+ gaming PC fully equipped, $350 for just a top headset)
- There is not one single gamer who would not want better gear (never ending upgrades!)
- Gamers would love to find a way to fund their passion, passively
- The scale is enormous: Almost one third of the planet is a gamer (and it's growing)
- We offer a simple "deal" to gamers…
  "Let our software use your computer resources when you are not, and we will help you fund your passion. You don't have to do anything, and you don't have to know anything, just download, install and tell some friends that they can do the same"
- We even motivate them with "functional mining" - visual goals (they don't want cryptos, they want the accessories), gamification (instant gratification)

Our solution is the answer to the big problem for gamers: "How do I pay for my passion?"

"To be a big company solve big problems"

- Jack Ma (Founder of Alibaba, One of the World's Richest Men)

Apple, (soon to be?) the world's first ever $1 trillion business

- Their iPod changed the destiny of Apple by solving the "music" problem for billions of people
- Now their iPhone solves even bigger problems, they have put a computer in everyone's pocket with instant access to music, videos, effective global communication, and access to the sum total of human knowledge 24 hours a day, 7 days a week. **And it looks great and is simple to use.**

Apple, Alphabet (Google), Amazon, Uber, etc, all solve BIG problems

"Gaimin.io offers an effective and efficient solution to blockchain mining problems,
by simultaneously solving the biggest problem for gamers."

Token Value Formula

Fixed Token Supply + Consistent Demand Growth = Consistent Increase in Token Value

- Software subscription business model fully powered by the GMRX Token
- Fixed number of tokens: 5 Billion
- All subscriptions paid in tokens (USD fee paid in GMRX), demand directly increases with growth of product
- All marketplace transactions in GMRX Tokens, demand directly increases with growth of marketplace
- User minimum wallet balance for subscription payments and marketplace activity
- 400 Million gaming computers means mass adoption of token is possible with just small market penetration
- Gaimin actively creates demand for GMRX Token through user growth (demand is not passive)
- PoS rewards only available to GMRX Token holders with a specific minimum token balance, encourages long-term holding
- Network Expansion Program referral percentages increase based on token balance of user (5%, 7.5%, 10%), encourages long-term holding
- Early investor, advisor, founder, company GMRX Tokens subject to vesting period

- **The GMRX token demand (and therefore value) is directly related to our user growth.**
- **Gaimin determines user growth actively, not dependent upon passive user growth.**
- **Our GMRX token value is a reflection of the size of the problem we solve**

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Forward Looking Statements - Disclaimer

This document contains forward-looking statements. Forward-looking statements are provided to allow potential token buyers the opportunity to understand management's understandings, beliefs and opinions in respect of the future so that they may use such understandings, beliefs and opinions as one factor in evaluating the purchase of tokens.

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