White Paper v1.0.4 March, 2018

Preface

For a world of creative freedom and new innovation.

GeAR will liberate hundreds of millions of creative content producers worldwide.

The games industry today is actively incorporating technology from the fields of VR (virtual reality), AR (augmented reality), and MR (mixed reality). We are particularly interested in where AR is going.
Using the GeAR distributed AR platform, which combines new dimensions offered through AR technology and the ability for creators to be creative freely without limits, we are providing a new and exciting world which is totally different from the established games industry.
It is clear that, going forward, the games industry will be led by VR, AR, and MR. The games industry has been growing by leaps and bounds, and it has exploded in size due to the development and emergence of mobile apps.
VR, AR, and MR are similar and will all continue to grow going forward. We also believe that advances to smartphone and tablet hardware will also change the speed with which the game industry grows.

VR (virtual reality) is a technology used to create virtual worlds that do not exist in reality. AR (augmented reality) is a technology used to overlay content onto the real world. MR (mixed reality) is a

technology used to fuse virtual worlds with the real world. Of these, AR is used to incorporate virtual content in the real world, and existing hardware already supports it, so it is comparatively easier for companies to get into. AR adds real-time data to everyday experiences, and we believe it will change the future of humanity. We are excited about the potential that AR offers.

Our mission is supporting creators across all phases of a game's production lifecycle, allowing creators to further focus on being creative. The existing games industry has a corporate culture that limits creators from exhibiting their full potential.

Our strategy for innovation involves providing the GeAR distributed AR platform, a completely new solution that will free creators and allow them to explore new frontiers in AR.

This is just a beginning for us. We are here to produce exciting new forms of entertainment for the future.

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1. Project concept

GeAR is designed to provide a distributed AR game platform of the same name that allows anyone to easily produce AR games and express themselves, freeing creators around the world from constraints.

We invite you to imagine a world in which anyone can easily create AR games inspired by their own ideas. Like forming a party of adventurers in an online game, users come together to form projects towards specific ends, soliciting members and banding together to set out into the bold blue ocean.

Naturally, this world is free of established conceits like using capital and influence in the industry to have one's way, and you won't be encumbered by the opinions of a boss or client, so you can create what you want, how you want.

The tedious tasks of marketing, monetization, debugging, and more, which can prove too time-consuming for a single creator, are handled by GeAR.

It is up to the user how he or she wants to use GeAR -- simply provide game ideas, design, content, technology, music, or any other asset you want, whether by itself or in combination.

You can make games on your own, link up with others, and partner with some of the most talented programmers and designers around the world.

GeAR allows for each user to find their own preferred revenue generation method.

We believe that the future we are helping to create must be one which is creator-led.

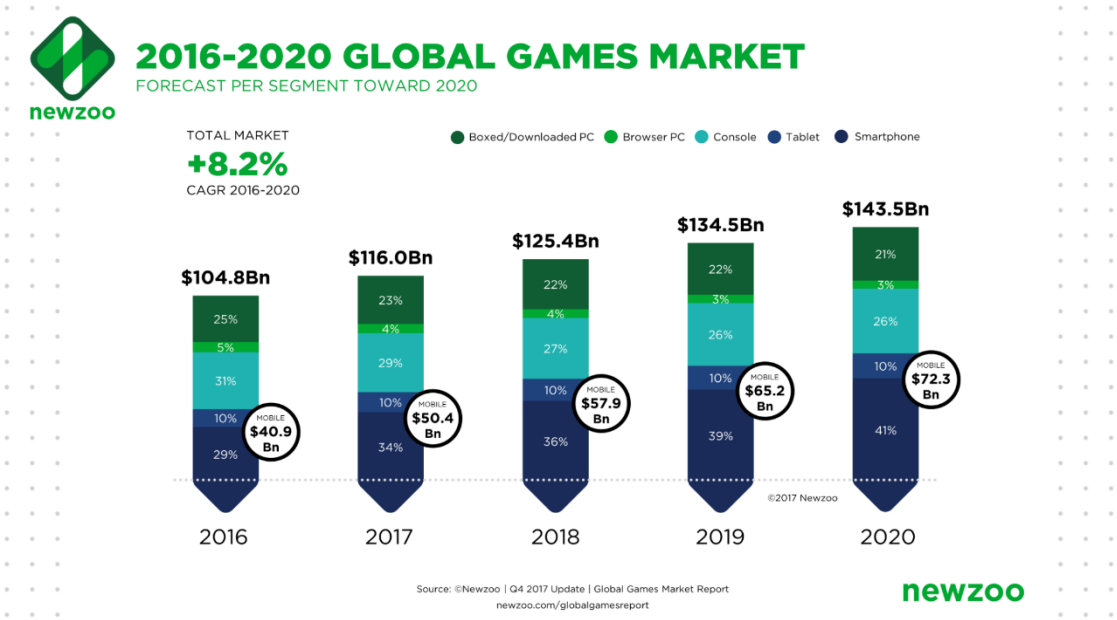
GeAR, the distributed AR platform we will provide, makes use of AR technology to make game production more intuitive. GeAR allows for making use of AR functionality by hooking into our API for easy game development.

This inexpensive, intuitive, and freeform technology lets creators lead with their own creativity and ideas.

In other words, GeAR enables anyone to freely create exciting games based on whatever ideas they may have.

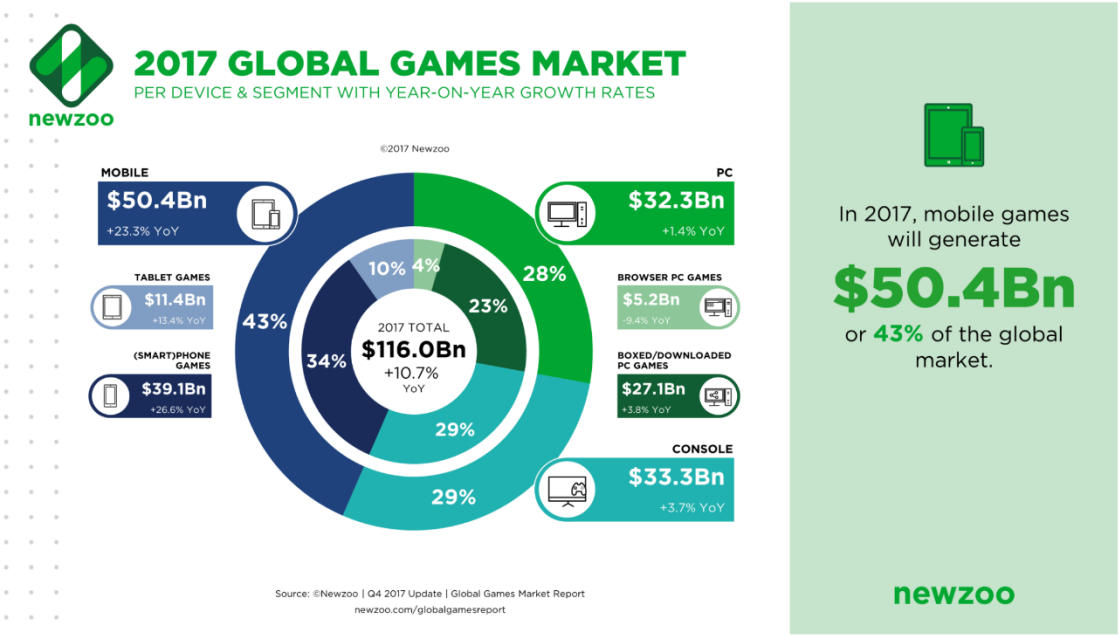
2. The games market

The games market today is rapidly growing in scale. With smartphones becoming more widespread and new advances in technology, the VR, AR, and MR games markets are also growing at a quick pace. 2017 estimates for the global games market were revised from 108.9B USD to 116.0B USD, with the market expected to grow to 143.5B USD by 2020.



Source : newzoo

Further, mobile games for smartphones and tablets will account for 43% of the total games market, with a valuation at 50.4B USD.



Source : newzoo

The AR games market represents, as a new market, a blue ocean ripe with endless possibilities and few competitors.

VR/AR/MR

Here we will discuss the different applications for VR, AR, and MR.

One point to note about MR is that this technology is still in development, and much about it is not yet known or understood. Efforts are now getting underway to use it for the design of vehicles by auto manufacturers and flight simulations of aircraft, as well as simulations of engine maintenance, among other business needs. It is expected to grow to encompass the medical and construction sectors thereafter, and it will take time before general consumers use the technology.

VR is completely separate from our real-world consciousness and generally revolves around creating entertainment media like games and movies, with the user getting a sense of immersion and these products being designed around out-of-the-ordinary experiences. Achieving high visual fidelity requires advanced hardware, making the costs prohibitive for all but select use cases.

VR is expected to grow to encompass contexts like product design, education,

medicine, construction, and other businesses where there are needs for simulation. VR and MR offer amazing experiences, but they are largely dependent on the hardware being used to run them, in terms of display resolution, field of view, and other measures of quality. Creating game and movie worlds in which the viewer can truly become immersed in them generally calls for high capacity, which in turn requires advanced hardware that is expensive. Whether these technologies will become mainstream hinges on how the above can be resolved. Many new startups and research organizations continue to bring headsets, prototype products, and new concepts to market, so the VR and MR markets are themselves growing, but use of these technologies still remains limited to corporate use and a core fanbase. The main appeal of VR and MR is their sense of immersion, so achieving this in an intuitive format and at an economical price is key to reaching a wider userbase.

By contrast, AR adds value to the world as we know it and presumes constant use, and it can be run on existing hardware, so we believe AR will rapidly become mainstream.

In the business sphere, companies like Osterhout Design Group* have started using AR for applications like work in space, display of patients' vital signs to surgeons, and maintenance of precision machinery.

*Osterhout Design Group is a firm developing AR/VR systems and devices. Their R-7 smart glasses are being used by many companies in the healthcare, automotive, energy, mining, warehouse, and aeronautics sectors, among others.

In terms of mainstream applications, many users have probably already tried Pokemon GO for themselves. The technology is currently in a new phase in which it is developing to reach more users. AR devices designed around constant use are being augmented with advanced sensors, AI and other software, and other cutting-edge technologies to enhance their practical value and create a new and better world.

These include not only items worn on the face in the form of a headset, but smartphone and tablet hardware, which already proliferate on the market and are familiar to end-users. This makes AR comparatively easier to reach users.

We believe that smartphone and tablet hardware will become the main vector through which mainstream users have AR experiences, so they are the lynchpin in providing a wealth of AR functionality.

We provide the GeAR distributed AR game platform as an entry point to this entertainment industry.
Now people everywhere will be able to easily produce games in an unfettered fashion, using their creativity to usher in change to the games industry. This will grow the market to a scale never before imaginable. This will be a free and open world not bound by regulation.
While this technology will initially be used for AR content in the context of game production, we believe it will grow to become a core platform used in many fields.
Naturally, VR and MR content will also be added to GeAR as market needs arise.

3. Advantages of GeAR

GeAR resolves the many issues that creators today face.
- Category of games that can be produced are limited within a fixed organizational structure.
- An interesting idea cannot come to fruit without multiple programing skills.
- Debugging and playtesting require major investments of time and money.
- Online games struggle to remain open without enough marketing capability.
- Compliance issues vary by country of release.
-Measures against unauthorized activities by bots requires investment.
- There are no places to provide a wide range of character designs and video content freely.

Seeking to resolve the key issues creators face, we take a “creators first” approach to offer the distributed AR game platform “GeAR”, where creators will have a context in which to absorb themselves in game development and address the issues one by one.

4.GeAR explained(structural design)

The GeAR distributed AR platform allows anyone to easily produce games using AR technology.
Nine core features outlined below:

This system will free creators and allow creators to become users and vice versa, creating a new form of market in which our system supports creators across all phases of the process, from game production on through to marketing and monetization.
We want to work together on a long-term basis with a diverse range of talented users and creators as they make their way through the games industry, and we are providing GeAR to that end.
GeAR relies on its community. This includes people with a specific skillset (programmers, designers, game layout, video editing, composition) that would otherwise be unable to make games on their own, and those who have made games and want to share their feedback with others. By bringing all of these diverse talents together and fostering exchange of opinion, GeAR users naturally motivate each other to do better.

Lobi

GeAR also offers a social network in the form of Lobi, which offers a place for users to congregate. Lobi lets users with different skillsets exchange opinions and form “parties” to take part in game production.
This lets different users, such as programmers, designers, video editors, and more, selectively form the teams they need, and for those with urgent requests to seek users matching their job to drive projects forward. This lets each project move ahead at full speed with exactly the members it needs.

The user interface includes a custom “My Page” with profile settings. Users can set their avatar here. They can also list their skillset and past projects, making it easy for those who find their profile to communicate with them. Other features include friend lists and friend searching, and filtering by parameters like name, country, and skillset. Multi-lingual settings (with support for technical terms) and a feature for sharing technical term bases are included through the use of on-demand wiki-style editing through groupware. This lets users launch chat rooms to communicate with users in other countries or from different disciplines.
Not only can individual users communicate with each other, but rooms can be created for group chat with multiple users, allowing for exchanging opinions with partners while moving a game forward. The rules for creating a game as a party, removing members, and other terms can be configured in advance via smart contracts. For example, you could set a threshold where a member can be removed with a 2/3 majority vote. In addition, profits from a game the party creates are paid out at a rate agreed upon in a smart contract, ensuring accurate distribution.

Experience system

GeAR offers a wide range of gaining “experience points” beyond producing work as a party or providing game content. This includes taking part in playtesting and sharing feedback with game creators. Experience starts at 0, and gradually accumulates through prolonged use of GeAR. Visualizing these experience points lets users see a member’s overall rating at a glance.
Experience points are allotted based on algorithms set on GeAR, and then assigned to users accordingly.

Benefits to visualizing experience on the system

Benefit 1: order from trusted, reputable users or select trusted users for your party
Benefit 2: use the incentive of experience to train party members and enhance technical skills
Benefit 3: reputation in society at large acts as a baseline
Employing an experience point system confers various benefits: first, it aids in

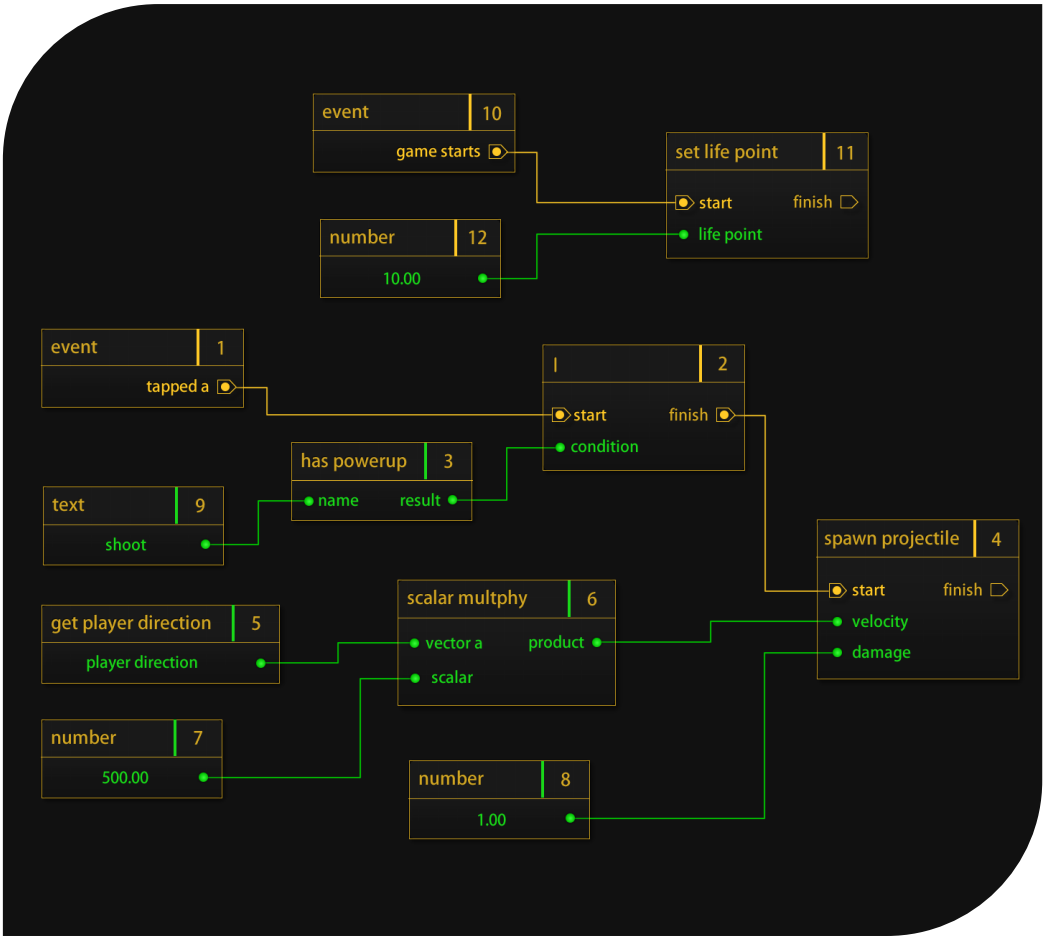
selecting users to form a party by serving as an evaluative measure of their reputation. Secondly, users who obtain experience points can use this to promote their own skills towards further activity on GeAR. Experience on GeAR will gradually become a form of social reputation at large. This will allow users to go from GeAR to various other industries and utilize their talents to the fullest on the world stage as creators.

GeAR users complete their profiles with their skills, past performance, experience, and other details that can be seen by others. If a user has engaged in unauthorized conduct in a party before, a record remains. This lets prospective parties select users without fear. If a member abandons a party during production of the game, they may be subject to restrictions for a period of time on joining other parties, or the genre of game they can partake in is restricted.

GeAR-Engine

The core benefit provided by GeAR is the GeAR-Engine, an AR game engine.
There are many types of games around the world. While the genres and titles may differ, the core programs are oftentimes based on a common codebase or set of components. When using AR content, these common assets allow for packaging the AR game engine to reduce the need to program from scratch. This lets creators easily add unique AR content to their game.
For creators today who expend considerable time and energy on programing AR processes from scratch, GeAR-Engine comes to the rescue by allowing them to easily employ these routines, saving time to focus on producing their actual content. Even users unaccustomed to programming can create simple games. GeAR-Engine acts as a wrapper on Apple ARKit and Google ARCore, with users employing GeAR's SDK (software development kit) for an easy workflow.
The graphical IDE (integrated development environment) provided by GeAR ensures that no coding is necessary to create a working app.
One usage example would be environmental recognition, such as by

displaying an object as though it is actually on a table in the real world, or motion tracking, which follows a virtual 3D object from various angles. Another is the creation of a virtual object based on ambient light levels in a room by using environmental light tracking. Users gain access to these tools and can deploy them with ease.



Build Room

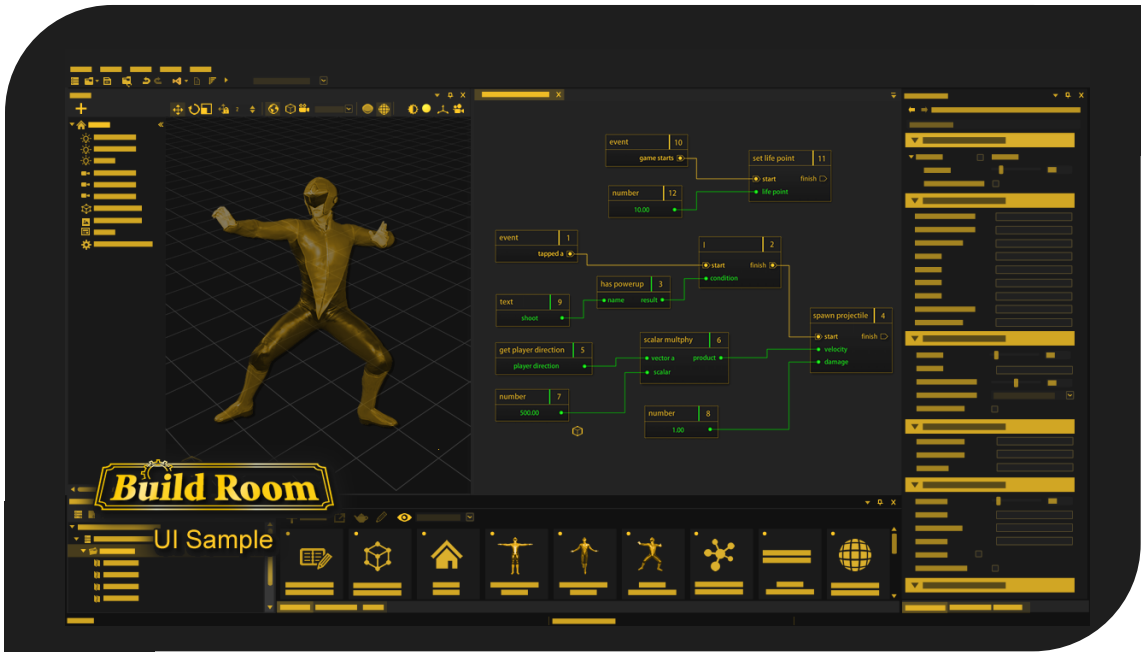
The Build Room is a suite of tools designed for game developers. Creators use the GeAR-Engine to easily create games rich in unique AR content. In addition to AR, a range of game engines are offered in the form of “blocks” or units that can be strung together to intuitively build a game out of discrete processes. Furthermore, chatroom functionality and powerful drag & drop non-linear video editing tools allow for an intuitive workflow. Through the use of Git and project management tools, the full complement of features needed to move projects forward is offered.

Game content produced within the party can be saved, shared, and synchronized, with easy version control and cloud storage making the process seamless. This enhances the productivity of the whole party.

By connecting to the GeAR API, creators everywhere can begin serving their games on GeAR. Use of a distributed database on the blockchain ensures that all operations are rapid and secure.

The features offered in the Build Room are provided in a stepped fashion, allowing for catering to the needs of creators of different proficiency levels. The service is offered at the SaaS, PaaS level, and IaaS level, with these tiers togglable by the user. The SaaS level is offered free of charge.

The Build Room allows for pushing ongoing updates, such as to enhance graphics and improve runtime performance.



GeAR-Master

Seeking to support creators of games, we offer dedicated support through the GeAR-Master (GM), which consists of the GeAR advisor and AI (AI Master) and is provided to the administrator of each game that is released.

GM supports all phases of the process, spanning from debugging and playtesting when the game is being produced and on through to the review process, localization, marketing, and monetization.

This acts as a dedicated and ongoing advisor that assists the creator in operating their game.

Debug/Testplay

We are placing particular focus on the process of debugging and playtesting, one of the biggest issues faced by creators.
GeAR also offers test play rooms where users can try for free beta versions of games created by unique creators the world over. Test play rooms are used to offer closed and open beta tests. These are open to all users to participate in. Banners can also be displayed within games published on GeAR and used to promote playtesting opportunities. The click rate on impressions and other metrics are also tracked by AI Master and used for test marketing.
As more users congregate on GeAR, its main task will be server load and game balancing. Play data is aggregated, then GM creates a set of data to send to the game creator for use in debugging and logging. Users can share feedback with creators on games they taste, as well as opinions on finished games, and this gives them experience on GeAR. They can also earn in-game currency, keep their save data, and enjoy other bonuses. Experience and revenue earned through playtesting is defined based on play time and discovery of bugs and is hardcoded in smart contracts.
By allowing players to send feedback directly to game creators, users can exchange opinions and games take form based on actual players' insights.

Experience levels on GeAR in turn act as a form of reputation for the user at large. Obtaining ample experience on the system enhances one's reputation and makes it easier to join more parties and in turn gain more revenue. Inevitably, users will elect to take part in many test plays.
This lets creators find the core issues in those versions of the game and fix them.

AI Master includes a debugger which assists in the debugging process. By default, it comes equipped with a vast set of test cases spanning ten years and sourced from a partner company. This also

includes exceptions and edge cases like behavior that players do not ordinarily engage in while playing. Programs can also be configured to comprehensively calculate outcomes based on these test cases, with AI Master checking points of concern and machine power being used to launch the program and search for malfunctions. Given that new bugs specific to certain hardware may exist, those can then be updated in a rolling fashion.

AI Master also utilizes deep learning to aggregate test play data from actual users and learn from it.

By default, AI Master does not have a lot of play data on users, so the fidelity of the AI is low. As more users congregate on the platform, their data is aggregated on GeAR, eventually making it a debugging tool that will best the competition.

Sandbox

A sandbox environment allows for the remote operation of programs in a context identical to as if they were run on a live machine.

Under normal circumstances, access to files and directories on storage, outbound network communication, transactions of data with running programs, and issuing other operations and calls is restricted, with only the bare minimum of operations authorized.

This ensures that even if there is a bug in the program that would impair operations, it will not affect other parts of the system and can be safely terminated. This also allows for preventing computer viruses and malware from wreaking havoc or infecting or damaging other programs and files on the system, or leaking content. This maintains the integrity of creators' data in a safe fashion.

Running playtesting versions of games in a sandbox environment ensures that the systems and security measures implicated in analyzing problems and bugs are not affected by them.

This lets creators easily debug and playtest their games without huge outlays of time and money. This generally poses a challenge in the context of online games and is one of the biggest issues that

creators have faced. Resolving it will lead to a major paradigm shift in the gaming industry.

Marketing

The compliance standards needed to release games in various countries are automatically analyzed, and translation and localization in the form of changes to/additions of certain functions to enable a game to go live in a specific region are provided. A two-tier system of marketing support is offered, allowing for speedy returns on advertisements.

Lobi automatically detects the attributes of a game and preferentially displays games that meet the needs of a user in question, using a form of enhanced targeting; this method differs from other display techniques in that it is both fair and efficient. Naturally, this features sales rankings, most viewed rankings, recommendations, and more. Links to teaser sites and other strategies to induce users to check out new games will be provided throughout, allowing for active advertising to potential users. Teaser sites include recommendation functionality. This lets users select the type of games they like, and those game attributes then being used by GeAR to find and recommend similar games.

Ad banner sections in games published on GeAR are managed by us. There may be differences of opinion on this matter, but we want to respect users' opinions and allow new games to be fairly and evenly promoted to users. Making use of ad banners purely for profit would not lead to new ideas.
Naturally, tier revenue generated from ads would be paid to the game creator.

GeAR's role across the sales funnel

GeAR helps the creator across the marketing phases where the user selects a game. A sales funnel model is employed to conceptualize users' behavior across three stages.
- TOFU (Top Of The Funnel): recognition
- MOFU (Middle Of The Funnel): investigation
- BOFU (Bottom Of The Funnel): decision

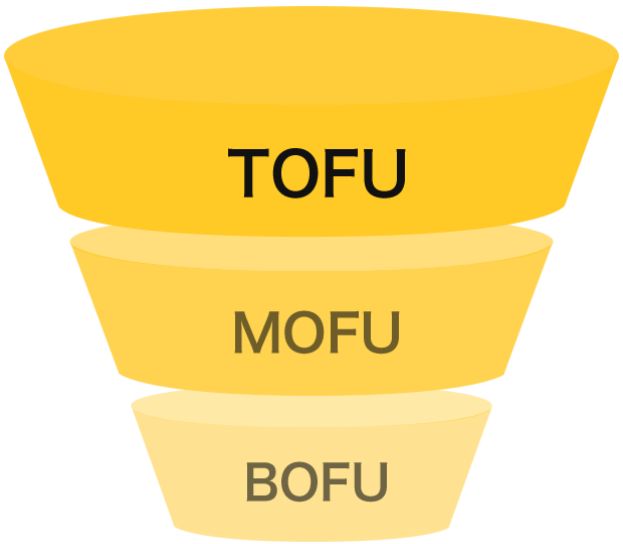
When users select a game through these three steps, GeAR provides a specific role at each, described below.

TOFU (Top Of The Funnel): recognition phase
Closed and open beta tests are used to have users play and try the game.

MOFU (Middle Of The Funnel): investigation phase
Rich content is delivered in a timely fashion to users who played the game. This content enhances users' engagement with the game.

BOFU (Bottom Of The Funnel): decision phase
Users are led to teaser sites and infographics and other forms of visual content are used to effectively pitch the game.

We aggregate data, such as on how many users there are, across these discrete phases, with GM generating data and sending it to the creator. AI Master aggregates user opinions, and GM supports events and ongoing support.



GeAR-Store

The GeAR-Store provides a seamless and simple method for game creators to monetize their games. This greatly cuts down on the time needed to employ and operate in-app purchases, while also increasing profitability.

Using the GeAR-Store allows for easily offering and selling a range of digital content like in-game currency, expansion packs, upgraded versions, and consumables. Users can purchase in-game digital content with a single click.

The GeAR-Store allows for managing in-app purchases online and lets the administrator add options with ease. This means creators do not have to trouble themselves with developing the servers to handle these transactions. Smartphones and tablets come equipped with the respective iOS and Android app SDKs, which can be used to easily enable in-app purchases.

The GeAR-Store will have a review process, with additional support provided by GM as needed.

The GeAR-Store also provides tutorials tailored to different OSes and languages.

In terms of in-app purchases, users can track the purchase flow of paid content, process payments, manage invoices, and administrate

privileges on use of in-game currency. Receiver IDs are issued for each purchase, so creators can easily check whether a user successfully received the in-game currency. An integrated process spanning from order intake to payment settlement lets the creator track the transaction. In addition, the burden on creators is lifted by employing features like easy adding of in-game currency, management of retained assets, and a support/help function for fielding user inquiries. This lets you focus on developing your game and not on the incidentals. GM offers ongoing support that starts by digitizing customers' inquiries and on through to monetization.

Main features of the GeAR-Store

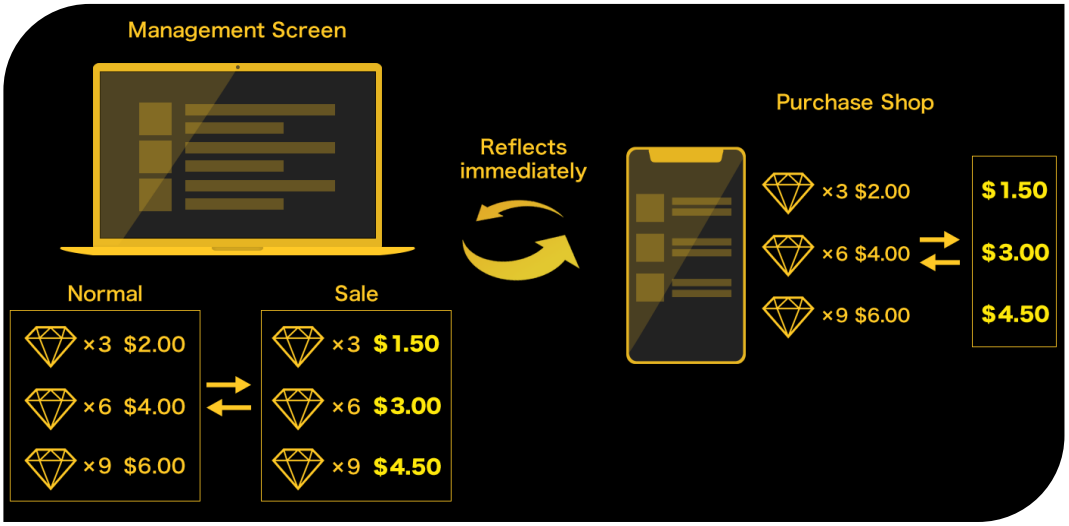
The main features of the GeAR-Store will be updated on an ongoing basis based on feedback from users.

Store design

- The store design revolves around a core format, with administration screens and store colors and titles customizable for

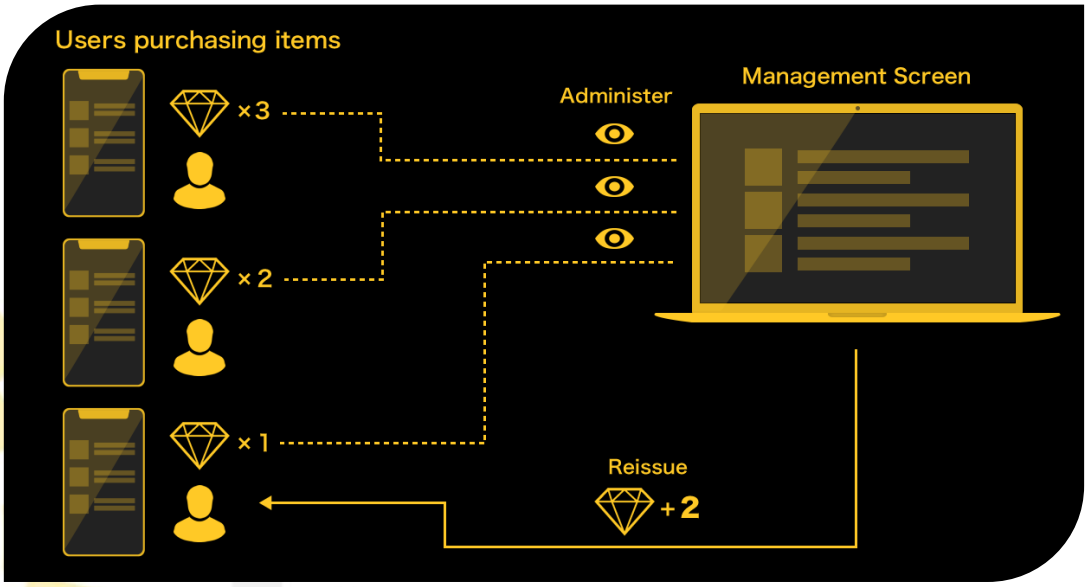
each game

Management of in-game currency



- Admin panels allow for adding/adjusting in-game currency and having it reflected immediately on the store page
- Game currency can be managed in groups, swapping in and out standard and sale rates, and easily applying limited-time sales

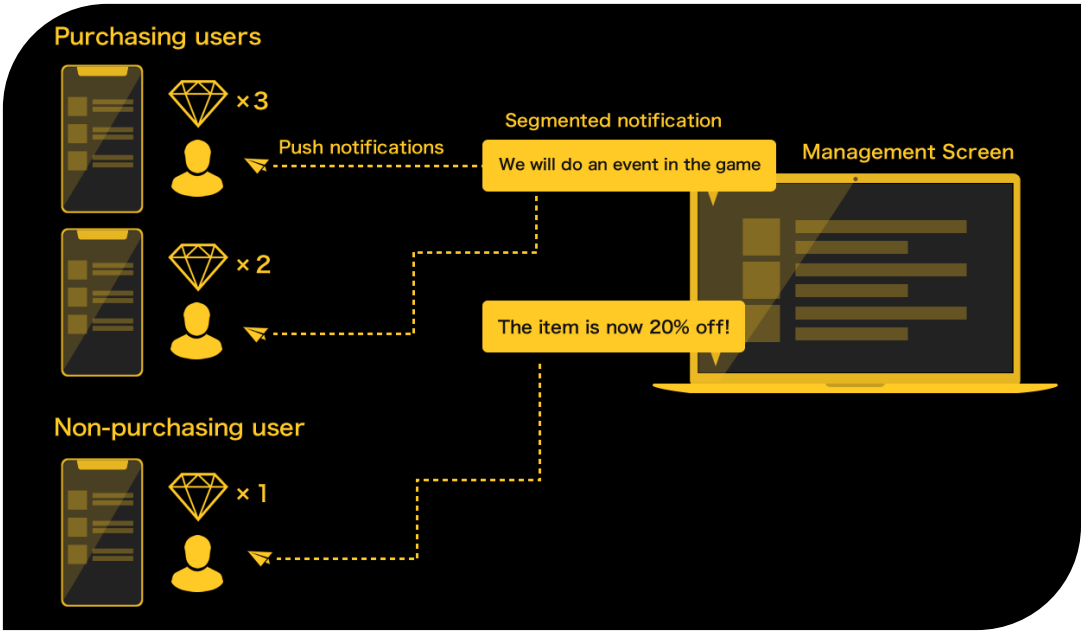
User management



- Manage data on in-game currency purchased by users

- Reissue in-game currency and manage user keys

Push notifications



- Send beneficial information to specific segments of users who purchased in-game currency
- Send push notifications urging users who have not bought in-game currency to do so

Data synching

- In order to retain users' purchase data even after they stop playing a game, synch codes are used to synch a user's data on other games provided by the same admin, letting them carry over their past purchases.

Store analytics

Used to manage revenue on the store. Data can be downloaded as a CSV file, with rich viewpoints arrived at through game analytics.

Guardian

GeAR employs the Guardian system, which consists of a security AI and the GeAR Task Force. This system is used to perform constant surveillance and monitoring for unauthorized activity. Guardian also completely prevents bots from abusing games by employing two key features. The first is the analysis of bot characters in-game and the automatic detection of unauthorized behavior and disciplinary actions taken thereon. The second is tracking and blocking features on the RMT marketplace installed on GeAR. The system also blocks the use of expansion packs, mods, and other unauthorized tools used to change a game program without the creators' consent.

The Security AI employs deep learning to aggregate data and learn from it. This AI will also accrue data on unauthorized use of games, so it will eventually become a first-class surveillance AI.

It conducts monitoring to ensure that, even if game assets are leaked during the production process, another game using the same assets will not be produced. If Guardian discovers a game using the same assets, it notifies the original creator.

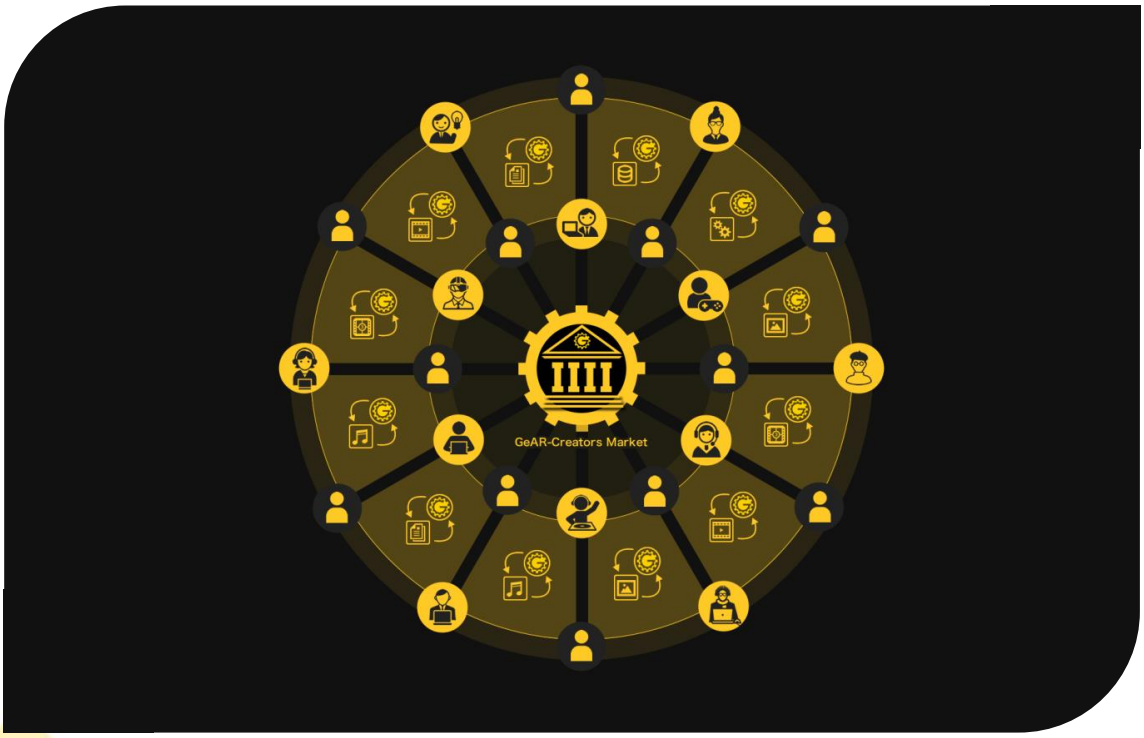
After a game is complete, the various procedures, review, player support and operation of official events, in-game patrolling (checking for unauthorized behavior), account suspension or dismissal of infringing players, and other measures are handled by Guardian and GM.

GeAR-Creators Market

GeAR also includes the GeAR-Creators Market, which allows users to trade content.

There are two key ways of making use of the GeAR-Creators Market. One is real-money trading. (RMT) The second is where creators can sell to other users characters, video, GeAR-Engine assets, avatar costumes, and other content they may have produced beyond specific games.

This content on GeAR can be offered as content in games, such as for limited items or time-limited events, allowing for more contexts in which to deploy these assets.



RMT

By tokenizing in-game data, GeAR allows for users to freely engage in trading in-game items for profit with each other in a decentralized fashion and unrestricted by an operating body. These in-game item

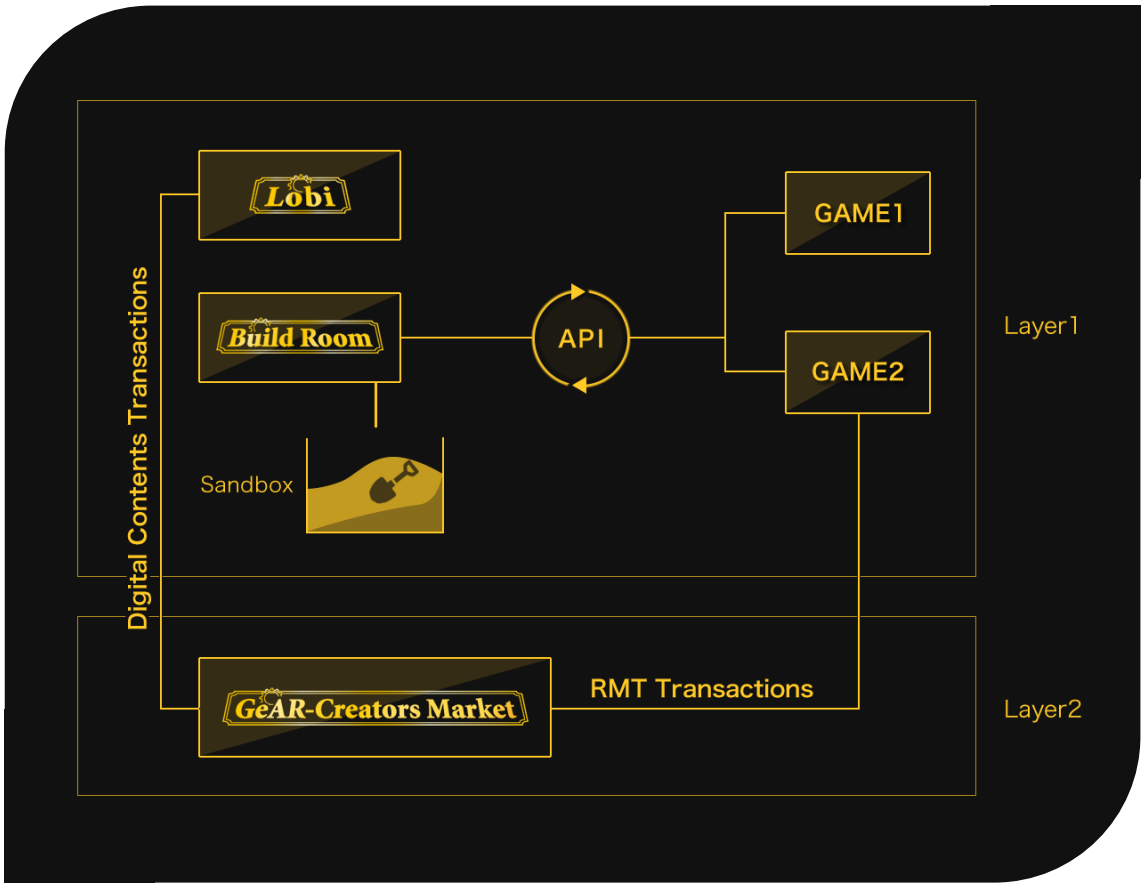
transactions are referred to as real-money trading (RMT), and oftentimes are explicitly barred in games. However, the world's RMT market is believed to be quite large, and Germany has created the first RMT exchange. GeAR eschews traditional centralized structures and employs a decentralized network to enable RMT. This allows content from games published on GeAR to become accessible for RMT.

All trades on the GeAR-Creators Market are performed through GeaR tokens. All digital tokens are given specific account permissions. Multi-signature escrow is used for trades, with three private keys created. One private key is held by GeAR; after the trade is deemed consistent, it is released and the trade closed. This system ensures that even if a trade is suspended mid-trade or if a user cannot be contacted and the goods are not delivered, the tokens are properly returned. We will also be considering employing atomic swaps, another technology drawing interest today.
Through these blockchain technologies, the GeAR platform ensures safe and secure transactions.

5. The GeAR System

GeAR aims to create an ecosystem for games and other use cases. It leverages the core bitcoin technology and the Elements side chain developed by Blockstream to allow for add-on features for other potential use cases.
Further, layers are employed to accommodate scalability as transaction volume increases.
Rules between creators on Lobi, and data for the Build Room and published games,are stored on the Layer1 blockchain. The GeAR-Creators Market is expected to enjoy a large volume of transactions, so it will be built around the idea of implementation off-chain on Layer2.

Elements is a sidechain of the bitcoin blockchain and improves upon bitcoin's security flaws while also resolving issues in terms of scalability and authorization speed.
This is why we selected Elements, but we believe there may still be some issues, so this may not necessarily be the best choice.
For example, in terms of security, there are concerns about the use of margin mining, which allows for mining simultaneously with Bitcoin, leading to a 51% attack as has been discussed in the context of Bitcoin.
Therefore, we will employ a range of flexible options, such as migration to the Ethereum Raiden Network, among others. This enhances liquidity and allows for creating a system that can scale with transaction volume.
Games released on GeAR and the server architecture used for launching games will operate on our servers, but we may install additional servers in other countries to cope with demand.


Lobi
Build Room
Sandbox
API
GAME1
GAME2
Layer1
Digital Contents Transactions
GeAR-Creators Market
RMT Transactions
Layer2

6. ICO Stages

We believe that the most effective means of making GeAR more widespread is getting a running start.
A platform with no users will fail to draw content, while a platform with no content will fail to draw users. This is the paradox. Instead, a platform with a certain base of users at the outset helps content aggregate, and once there is content there, more users will congregate.
To that end, we have chosen to use an Airdrop for the first phase.
A total of 100,000 GEAR will be distributed to users who register accounts.

Token Information

Market value	1 USD = 1 GEAR
Maximum supply	160,000,000 GEAR
Available for purchase	75,000,000 GEAR
Emission rate	No new tokens will ever be created
Unsold Tokens	Unsold Tokens will be burned

After the ICO Stages close, tokens will be distributed per the below token distribution rates, with all surplus tokens burned.

AirDrop

Maximum supply(hard cap)	100,000 GEAR
Minimum payout(per person)	5GEAR（5USD）

ICO Stages

◇Stage1

ICO Stage1 dates	May 1st to May 22nd 2018
Token Price	1USD = 1 GEAR
Bonus	70%

◇Stage2

ICO Stage2 dates	May 22nd to Jun 12nd 2018
Token Price	1USD = 1 GEAR
Bonus	50%

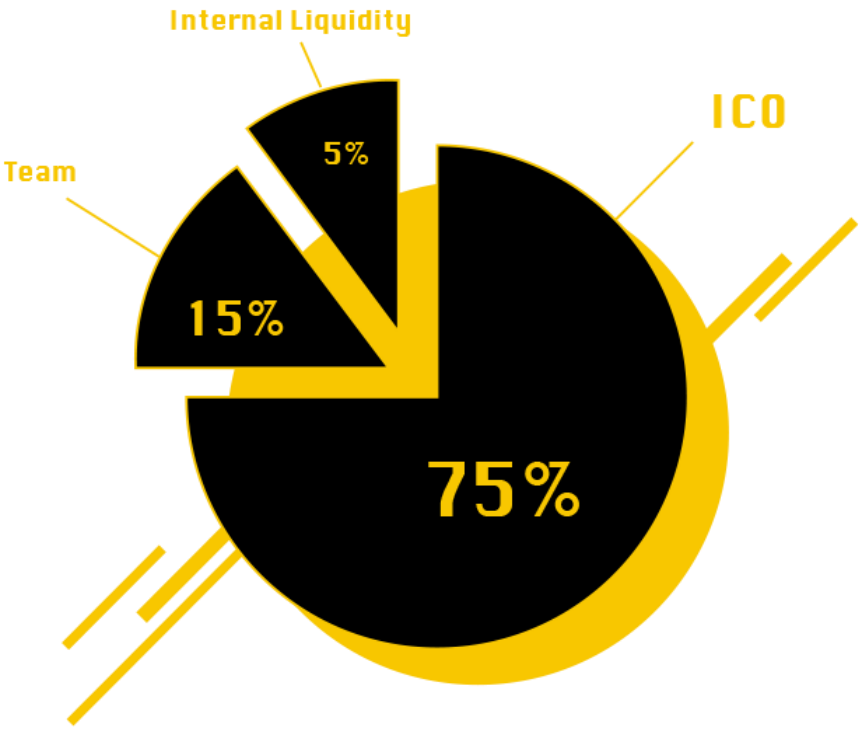
◇Stage3

ICO Stage3 dates	Jun 12nd to Jul 31st 2018
Token Price	1USD = 1 GEAR
Bonus	30%

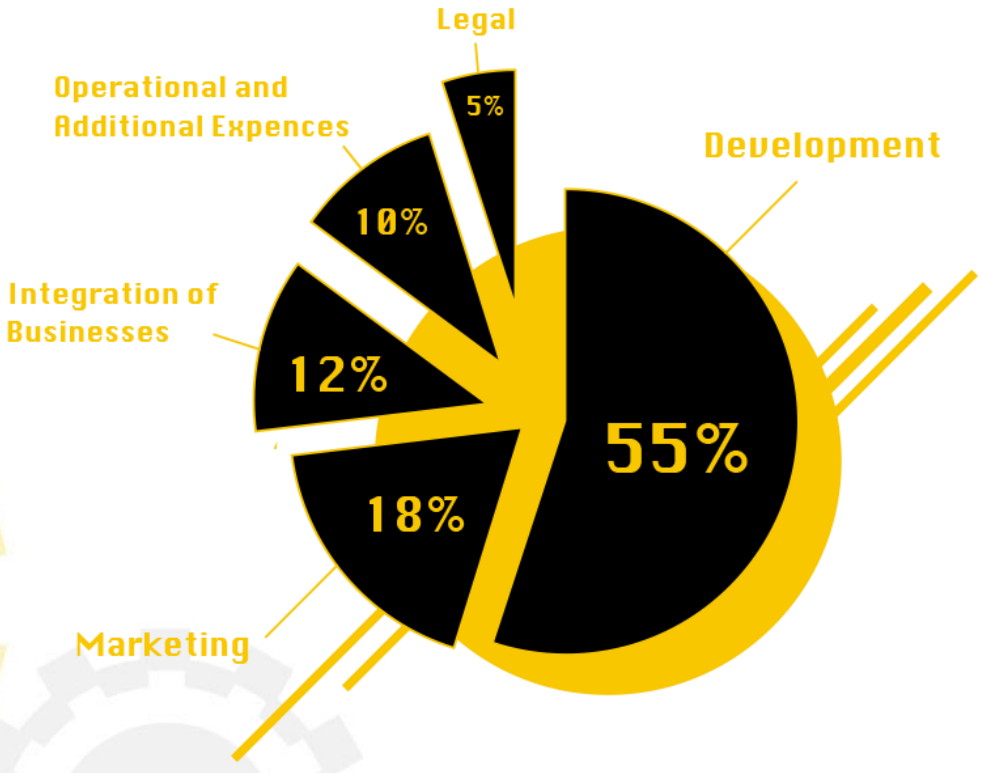
◇Limited Offer

Rule	Total Holding 10,000GEAR or more
Token Price	1USD = 1 GEAR
Bonus	+10%

Token Distribution



Funds Allocation



7. Roadmap

2017

- The idea for GeAR is born.
- Development on the GeAR-Engine begins

2018 Q1-Q2

- Whitepaper is published
- ICO Stages

2018 Q2-Q3

- GeAR blockchain design
- Layer2 blockchain infrastructure design

2018 Q3-Q4

- Lobi beta test
- Build Room beta test

2019 Q1-Q2

- GeAR-Engine implementation test
- AI Master deployed
- GeAR-Creators Market beta test

2019 Q2-Q3

- Security AI introduced
- GeAR-Store goes live

2019 Q3-Q4

- Implementation test of test games
- Mobile platform development

2020 Q1

- GeAR launches
- Application is released

2021+

- Much more to achieve!

8. Epilogue

The first phase for us involves leveraging the wide range of features that GeAR offers to engage with creators and users, breaking down barriers and letting everyone use their full talents and sensibilities. This will usher in a new culture in which people of different industries and fields will bring their technology, ideas, services, expertise, data, and knowledge together to create an unprecedented new future. It will be a true form of open innovation.

As discussed in the remarks on the project summary, we want to allow creators to freely engage in developing games. We believe the games industry has to be creator-led, with GeAR there to support creators across every phase and give them more freedom.

The games produced through GeAR will be unique and freeform, unfettered by constraints. You don’t need a wealth of advanced technology to create the games you want; we provide an ecosystem for you, and this lets you freely focus on making games inspired by your ideas. We will create a new movement in gaming and usher in countless killer AR titles.

GeAR will free the hundreds of millions of creative content producers worldwide.

All games will come together under the GeAR umbrella. GeAR will act as a large market with liquidity. It will usher in further globalization of the games market.

Content on GeAR is bursting with unlimited potential. There is no doubt that it will create new opportunities for breaking into new entertainment industries in the near future.


GeAR