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1. Abstract

Fair.Game is the world’s first fair game platform based on blockchain technology, and it has been among the first in the world to launch a blockchain game that runs on the official chain. Fair.Game will launch various types of blockchain games in the future. Fair.Game will launch a validated SDK tool, which can help global premium game providers integrate the capability of blockchain, as broadening the game market to deliver blockchain capabilities to hundreds of millions of online gamers worldwide. It will soon launch the first Fair Game Assets Marketplace platform in the world, and provide free transaction services for different blockchain game assets, and ultimately form a complete blockchain game ecosystem for independent research and development of game products, traditional game blockchain services and blockchain game asset transactions.

Fair.Game’s vision is to join hands with more professionals in gaming industry to enter a new era of blockchain, benefiting more and more game users’ gaming experience, share the revolutionary changes the blockchain technology brings to online games. In the meanwhile, it becomes the world’s first blockchain game content and service platform.
2. Background

2.1 Global Online Game Market Size and Current Situation

According to statistics, the total revenue of the global game market in 2017 has reached US$108.4 billion. Until 2022, the total revenue of the global game market is expected to exceed US$230 billion, in which the income of game software will account for nearly 75% of the global gaming market revenue.

Some analysts believe that blockchain games, as the most popular market concept in 2018, will gradually evolve into the development direction of mainstream game products in the future. It has become a necessary way for traditional game manufacturers to break through their own and realize the expansion of the profits.

2.2 Existing Problems in The Game Industry

Blackbox operation in the game core numerical and unprovable fairness

In almost all online games, there are various activities like game props acquisition, game rewards, and so on. However, in the current game development and operation system, these core numerical algorithms are not public, transparent or Fair. Game developers and operators are able to control such core numerical by blackbox operations on the server, leading to damages on game playability, fairness and sustainable development of operations.

Inequality among players

Game users will try different types of games, such as chess, MMO, tournaments, betting, etc., The numerical balance of all kinds of games and the equality among players are something that the game users are very concerned about. Players
sometimes play in an unfair, unequal environment that users cannot trace or verify, resulting in losses of the game’s playability and competitiveness and user outflow.

**Inefficient channel promotion**

The game promotion channel connects the game operators on the one end, and to the game users on the other end, and derives the benefit from game recommendation. However, because the user's top-up data is stored only at the game operator server, the quality assessment and benefit acquisition of the game promotion channel depend on the "trust" for game operators. Therefore, the game promotion channel cannot obtain the true feedbacks on promotion efficiency, which leads to the decrease of promotion efficiency of the game channel, which cannot be further optimized and transformed.
3. Fair.Game Products and Services Introduction

Fair.Game is the first online gaming platform in the world, which is based on blockchain technology. It is the first to implement online game chaining (Fair Slots) on a global scale. The Fair.Game platform makes full use of the characteristics of blockchain technology and integrates with traditional online games. It will launch products and services as follows:

3.1 Fair Games

We believe that traditional online games seriously lack of trust mechanisms, and this distrust will lead to a series of user experience and game operations issues. Blockchain technology can provide excellent fairness capability. We combine this fair, equitable, and open blockchain capability with traditional online games to implement blockchain technology to improve the game trust mechanism. Thus, we successively introduce mainstream types of games that have been transformed through blockchain technology. Games that have been launched include:
Fair Slots: The first blockchain Slot game in the world

The Slot game is the simplest game type to verify the fairness of the blockchain among all game types. We have verified that the blockchain technology is perfect for online games. By introducing Fair Slots, a completely fair random number generation mechanism, we bring a completely fair gaming experience. This technology can completely integrate fair capability to the online games.

Fair Texas Hold'em Poker: The first blockchain Poker game in the world

The core of the poker game is the trust mechanism, and it is also a key factor that determines the fairness and operability of the game. It cannot be provided or guaranteed by a traditional poker game. The Fair Texas Hold'em Poker uses the platform's self-developed Fair SDK in its licensing mechanism to guarantee the complete fairness of licensing and then solve the difficulties of traditional poker games.
Fair City: Virtual city games for assets blockchaining (coming soon)

Fair City will provide users with a virtual city game with abundant materials of growth. Its most prominent feature is that the game assets (props, facilities, equipment, etc.) obtained by users are based on blockchain, that are real personal assets. Through the blockchain technology, those assets are made public, transparent, and cannot be tampered. In the meanwhile, fair trade of game assets can also be realized in the game.
Stay tuned for more mainstream games...

3.2 Fair SDK

Fair SDK is the tools provided by Fair.Game for traditional game providers and
developers, which adopts blockchain technology to provide complete fairness capability, for revolutionary products including game blockchain assets, user security digital wallets, and blockchain digital currency payments.

We believe that blockchain technology will profoundly change the online game operating model and the entire industry. Tens of thousands of game developers all over the world are bound to be embraced in this wave of technology. However, transforming traditional game is a process of high investment and complex business. Therefore, we packaged the blockchain features and capabilities that have been verified on our self-developed game products into an open Fair SDK for traditional game developers to integrate those capabilities powered by blockchain technology.

Through cooperating with global game developers, Fair SDK quickly outputs the innovative capabilities of blockchain technology to hundreds of millions of online gamers worldwide. More and more users will be able to use the payment, game asset transactions functions in crypto currency games, fully protected by complete fairness. At present, the Fair SDK has been used in games developed by the Fair.Game platform. We will soon launch the Fair.Game Open Platform to officially launch the Fair SDK, a blockchain value capability product for global game developers.
In traditional online games, it is generally believed that these items belong to the game platform operators regarding the ownership of game equipment. Props, and various types of personal game assets acquired by the users, because they are generated on the game platform, so the ownership belongs to the game platform.

Fair.Game believes that game operators provide game environments and the operability of games. However, gamers usually spend a lot of time, efforts and money on games, so game equipment, props, and game assets acquired are full of game players’ creativity. These are items that are personalized by the users themselves in the game. The ownership and use rights should be attributed to the users themselves. Sadly, traditional online games cannot provide such ability of uniqueness. Therefore, for more than a decade, gaming equipment transactions have been essentially game account transactions, which brings a series of problems to the security of user accounts and regulation management of game operations.
Moreover, they have always been in a backward technology implementation.

With the advent of blockchain technology, through in-depth researches, Fair.Game has found that we can make the items acquired by users blockchain-based, including game equipment, props, and assets. Gamers put a lot of creativity, energy, time and money in games. So, these assets are made truly personal and can be publicly acquired on the chain and cannot be tampered with.

Therefore, we will soon launch the world’s first platform that supports blockchain game asset trading--Fair Game Assets Marketplace. Through this platform, hundreds of millions of worldwide gamers can freely trade their own blockchain game assets, where blockchain technology will provide the trust mechanisms and ensure the security.

4. The Core Competence of Fair.Game as a Leader in Blockchain-based Game Industry

4.1 Fairness Capability

Fair.Game will make public all core random numbers of the running games in the platform. The numbers are used to ensure fairness. These numbers include the game reward probability, random accesses to the game, values for player matching balance, etc. Core data is completely open and transparent.

In contrast with traditional games’ server-side data manipulation, Fair.Game has innovatively introduced Oraclize (external information intermediary) to generate random numbers. Data is transmitted through the encrypted channels to achieve true fairness and justness.

Meanwhile, Fair.Game uses the open and transparent nature of the blockchain
to export the digital assets in blockchain, and discloses the integrity and uniqueness, to make game's digital asset blockchain-based and support fair trade.

4.2 Safety Ability

Private key security

Fair.Game only needs users to enter their Ethereum wallet addresses to bet on the games by depositing from their wallets. The entire betting process does not require the user to provide any private key or password. Therefore, no sensitive information of user accounts will remain on your computer or browser, and no such information will be transmitted over the network. This will achieve the highest level of safety and security.

Terminal security

Fair.Game uses HTTPS protocol, the Secure Hypertext Transfer Protocol, to encrypt and transmit information using secure channels. It has the functions of authentication, information encryption and integrity verification, which can effectively prevent the risks of eavesdropping, tampering and hijacking of information.

Asset security

All the virtual assets or digital currencies involved in the platform are stored and exchanged on the chain by using blockchain technology, which fully protects the user's funds and assets.
4.3 Smooth Game Experience

Fair.Game is based on Ethereum for development, but mere Ethereum Dapp has slow transaction speed and cannot meet the needs of large-scale, graphical and multi-player online games. Therefore, Fair.Game team fully utilizes its rich experience in the field of platform construction and adopts the method of "deep coupling". Information that does not affect fairness is constructed in a traditional way. Core data is processed through smart contract in the blockchain. The two seamlessly coordinate and combine, so as to achieve both guaranteed fairness and perfectly smooth gaming experience.

4.4 Multi-terminal, Multi-language Support

Currently Fair.Game is mainly in English. Russian, Korean, Japanese and other language versions will be soon available online in order to meet the needs of users in different regions.

At the same time, we will continue to launch multi-terminal support, including: WEB, mobile APP (IOS, ANDROID), and PC.

4.5 Multi-virtual Currency Support

Fair.Game uses ETH as the basic platform currency. It supports its own platform token (FAIR Token), and other mainstream virtual currencies subsequently.

At the same time, due to the globalized characteristics of Fair.Game and the regulatory compliance requirements in different countries and regions, Fair.Game does not support the top-up and circulation of fiat currency in any country.

Fair.Game will also establish a new token issuance mechanism. For new tokens applying for circulation, they will only be approved after they are fully evaluated based on their blockchain asset usage among the platform users and their security.
4.6 Openness

For connecting with traditional online game developers, the revolutionary changes brought by the blockchain technology will be used to the innovative product--Fair SDK, for hundreds of millions of game users, which will be firstly introduced on the Fair.Game Open Platform.

5. Fair.Game Business Model

5.1 Fair Games:

5.1.1 Profit model:

The Fair.Game game platform will continuously introduce various types of mainstream chained game contents, including: chess and card games, simulated business games, exchangeable card games and other types of game products, as well as some OEM game products. The profit comes from the operational profitability of these games.

5.1.2 Sustainable reward for platform contributors:

Fair.Game will run a comprehensive set of mechanisms for rewarding platform contributors on a regular basis by giving free tokens. The definitions of platform contributors and possible rewards are as follows:

Highly active users: Top 50% users of tokens betting flow within 24 hours;

Proxy users: proxy users can receive tokens when his or her new user becomes a highly active user;

High-quality game developers: game developers can receive tokens if they
offer high-quality games on the platform;

**5.1.3 24-Hour partnership**

For those who have a long and positive view on Fair Games and hold FAIR Token, we will launch "24-Hours Partnership". The plan will select several users as partners for a specified period of time and the selected partners will receive part of the 24-hour platform profit, the specific rules are as follows:

**30% of Fair.Game profit is used to reward partners**

30% of the Fair.Game's profit in every 24 hours is used to reward partners (based on the earnings data of the public smart contract);

**User gets the partnership by blind casting**

Within a specified time, the user transfers the FAIR Token he holds to the blind casting address provided by the platform at his will. And the platform will count the number of all transferred Tokens. According to the apportionment, the platform selects the top 30 users as a 24-Hour partner.

**Rewarding based on the percentage of Blind Casting**

The platform will give a direct reward of 30% revenue (ETH) within the 24-hour period based on the percentage of Blind Casting. The top 30 users of blind casting who qualify for the partnership will be directly rewarded.

*Share of profit and number of partners may adjust according to the actual operations of the Fair.Game.*

**5.2 Fair SDK**

**5.2.2 Profit model**
By combining Fair SDK products, which represent blockchain capabilities, with traditional online game developers and operators to transform hundreds of millions of game players worldwide into blockchain gamers, the Fair SDK products are permanently free to game users, and the partners can obtain a certain amount of profit sharing in the digital currency according to the profit increasing.

5.2.3 Business cooperation

With the establishment of a dedicated digital token fund, the Fair SDK will select excellent game development partners worldwide to advance the online game blockchain process. The Fair SDK will soon be launched on the upcoming Fair.Game Open Platform.

5.3 Fair Game Assets Marketplace

5.3.1 Profit model

The upcoming Fair Game Assets Marketplace will be the first blockchain game asset trading platform in the world. By providing users with secure, reliable, cross-game, cross-platform game asset trading services, we will charge transaction fee as a profit.

5.3.2 Business cooperation

The Fair Game Assets Marketplace will be the first to run on Ethereum official network and will work with several well-known blockchain game operators to jointly advance the blockchain of game assets.
6. Roadmap

- **September 2017**
  Launched Beta Website and Fair Slots (web and H5 versions);

- **February 2018**
  Launched FAIR Slots;

- **April 2018**
  Launch the business simulation game;

- **June 2018**
  FAIR Assets Marketplace 1.0 will be live;

- **August 2018**
  Launch the second self-developed game;

- **February 2017**
  Plan and establish Fair.Game;

- **January 2018**
  Launched official website, supporting multiple languages;

- **March 2018**
  Launched FAIR Texas Hold’em on the line;

- **May 2018**
  Collaborate with other game developers on blockchain-based games, to be launched on FAIR open platform;

- **July 2018**
  Collaborate on blockchain-based assets, to be launched on FAIR Assets Marketplace;

- **October 2018**
  FAIR Assets Marketplace 2.0 will be live;

*Stay tuned to future plans...*
7. Fair.Game Technical Framework Scheme

7.1 System Layout

Fair.Game aims to provide a visualized, ethereum smart contract-based, multiple-interface supported, fair and safe gaming platform. Fair.Game uses a light interface mode in which the users will not run ethereum nodes on their own.
computers. Neither need they install a browser plugin such as MetaMask. Thanks to the cloud node services invented by Fair.Game, users can use any terminal to operate on the ethereum blockchain. As such, users can conveniently play games on ethereum with enhanced experience.

We implemented lightweight client Ethereum wallets and game halls in the application layer with a game lobby contains various games based on the blockchain, including the Fair Slots and Fair Texas Hold'em Poker games, which have already been implemented, as well as various types of games to be implemented in the future.

Next, we will gradually open the proprietary SDK on the platform for the majority of game developers. These game developers will develop ethereum Dapps and blockchain games based on the service we provide on Fair.Game platform and the SDK and they will be disseminated quickly if they fit with the selection criteria.

Fair.Game provides a series of middleware for each game. This middleware provides features such as support for user wallets, requires to smart contracts, and fairness capabilities.

The backend is used for providing centralized services to the frontend. We have successfully combined decentralization with centralization to ensure more efficient and smooth gaming experience, and of course, under the circumstance that all data are open, fair and just.

Security: We manage core logics and data on the ethereum main chain using smart contracts. At the same time, all ethereum private keys are stored on the local terminals and they will not, under any circumstance, be disseminated on the web or stored in a centralized server, guaranteeing the privacy and safety of these accounts.
7.2 Smart Contract Framework

For games running on the Fair.Game platform, some of the core functionality is the deployment of smart contracts on the ethereum blockchain, including: betting, random number generation, reward calculation and reward issuance. The codes that are running these functions can be verified on the ethereum nodes and they are fully transparent.

On the other hand, Random number mechanism is the core of all chess and card games. The quality of random number calculation directly affects the fairness and playability of the game. For a deterministic system like blockchain, it is very difficult to generate random numbers. Fair.Game uses information intermediary (Oracle) to obtain authoritative, customized random data off the chain.
The process runs as follows:

1. A player bets on a Fair.Game game and it calls directly the corresponding smart contracts on the ethereum blockchain.

2. The smart contract records the user information and the time information and it sends a request to Oraclize.

3. Oraclize customizes a random number generation and it avoids the influence of any miner on the randomness of the result.

4. Oraclize then uploads the random number onto the ethereum blockchain which will in turn return the value to the smart contract initiated before.

5. The smart contract will verify the source and usability of the random number and translate this random result into a final outcome specifically designed for each game can be a win or no win for the user. The result is sent to the frontend and if a user wins the reward will be sent to him/her at the same time.

7.3 Centralized Acceleration Program

The logics of the game are based on the decentralization feature of ethereum. It naturally forbids the manipulation of the game by the dealer. At the same time, the slow processing speed and high delay of the ethereum blockchain have created some challenges for the project. For games such as chess and cards or tournaments, in which each game requires multiple interactions, it takes more than ten seconds to
a few minutes for a card to be played, and such an experience is unbearable.

As such, how exactly can we ensure the smoothing running of the program when justness, fairness and security are guaranteed? We decided to combine the decentralized transaction with the centralized authorization.

One of the approaches we have taken is to decentralize the verification and by the meanwhile, centralize interactive solutions.

As the chart above has shown, we would introduce a centralized game server in the blockchain system. Gamers can communicate with the game server during the process to ensure the responsiveness and the smoothness of the interactions. At the same time, the core logics of the games, which were subjects of manipulation, can now be run on the smart contract on the blockchain. These smart contracts can guarantee fairness and transparency and they are provable and traceable. The server therefore cannot fake the random number to make the players lose the game.

The mechanism goes like this: the random number generation is a result of a combination of both a server seed and a client seed. The finalized number is affected
by both the server and the player seeds. The player can alter the choice of seed before the start of the game and the server will have no intervention to the player seed, hence the final random number result. The whole process is completely transparent and it includes the following steps:

1. Before the start of the game, the game server will generate a random seed and will show the certificate of the seed to the players. The certificate is obtained from the ethereum network and are entirely managed by smart contracts; next, a random seed is generated by the player, which can be modified any time before the game starts.

2. A player sends the random seed to the server and starts the game. The game server will combine the server seed, the player seed and the transaction number according to the advertised procedure. It will generate the random number using the Mersenne Twister algorithm. The random number is used as an input to be used to generate a final output given different games: it will be presented as a number of 1 to 6 in a Dice game; a combination of three images in the Slot Machine; a random shuffling for a poker game. Once the random number is chosen, the process afterwards will only need to be conducted on the centralized server and the player interface, guaranteeing the speed and efficiency of the whole system.

3. Once a game is finished, the game server seed and the player seed will both be published by the game server. Players can verify the consistency of the game seed with the certificate issued earlier on the ethereum smart contract, thereby ensuring that the server does not cheat and the game is operating under a fair and transparent environment.
7.4 External Chain Acceleration Plan

In response to such problems as Ethereum's unpleasant transaction speeds, high transaction costs, and the inability to bind games into block links, Fair.Game uses a chain approach to ensure stability and expansibility by using the approach of decentralizing and accelerating game interactions, thus to dramatically increase TPS (Transactions Per Second) to distribute network transactions.

The chain used by Fair.Game can be Ethereum's side chain or alliance chain, but the system mechanism is based on the consensus mechanism of DPOS algorithm. Compared to the current POW consensus mechanism of Ethereum and the Bitcoin network, DPOS has a higher out-of-block speed and lower transaction costs, which can be adapted to blockchain access for a wider range of game types.

7.5 Support for Multiple Cryptocurrencies

Fair.Game supports multiple cryptocurrencies, including various tokens on the ethereum blockchain and other non-ethereum based tokens.
withdrawals can happen in these currencies too.

8. The Team

The Fair.Game team consists of many professionals who have been in their respective fields for many years, including:

Product design: more than 6 years of experience in blockchain development and design, with a deep understanding of the user case of the blockchain technology and invented products that have reached millions;

Product development: more than 8 years of experience in web development, with a combined DAU of more than 30 million;

Product security: well respected individuals in the cybersecurity space, with more than 6 years of working experience and reached more than 10 million users;

Marketing and operations: 15 years of online gaming industry experience, rich in operations and platform management experiences.

9. The Introduction of FAIR Token

9.1 Usage of FAIR Token

FAIR Token has two rights:

1) Voting rights

Each user who owns the FAIR Token can participate in the voting through the concept of Proof-of-stake (PoS) and select other tokens, game asset transactions, and game products which will be put on the Fair.Game platform in the future. The token holder makes a corresponding percentage of voting contributions based on the number of tokens he holds. Voting can be achieved through Fair.Game Wallet.
2) Game privilege

Users who hold FAIR Token will enjoy various degrees of privileges in the Fair SDK-connected game products on the Fair.Game game platform, which include game attribute addition, transaction fee reduction, and game profit distribution, etc. And there is a 24-hour partner plan.

9.2 FAIR Token Allocation and Fund Usage Description

9.2.1 Token Distribution

The total circulation of FAIR Token is 1.2 billion, which will not increase.

- Investor: 50%
- Developers and operations team: 20%, 2-year lock-up
- Fair.Game development fund: 20%
- Fair.Game platform rewards: 10%

9.2.2 Usage of funds

- For continuous development of the platform: 40%

Funds will be spent on developing the platform to be more usable, secure and
adaptable;

- For global expansion: 20%

The early Fair.Game users are mainly people who have been familiar with the cryptocurrency industry or crypto enthusiasts. We will continue building different channels and developing the Fair.Game platform into a global and versatile gaming ecosystem;

- Marketing: 25%

A world-wide marketing campaign;

- IDC and security: 10%

Fair.Game will provide the best user experience to gamers all over the world. As the platform deals with massive amounts of crypto assets, we will keep investing on platform security to make Fair.Game a stable, secure and reliable blockchain gaming platform;

- Compliance management: 5%

Blockchain applications are still nascent, especially applications that span across the world. Fair.Game will set up dedicated departments for legal, taxation and risk management. While we keep perfecting our legal, financial and auditing procedures, we must at the same time ensure that all rules and regulations are abided by.

10. Disclaimer and Risk Statement

10.1 Disclaimer

Except as expressly set forth in this White Paper, the Fair.Game Platform makes no representations or warranties (especially for its merchantability and specific features) with Fair.Game or FAIR Token. Anyone involved in the purchase of FAIR Token is based on his own understanding of Fair.Game and FAIR Token with the
information in this White Paper. Without harm to the generality of the foregoing content, after the Fair.Game project is launched, all participants will receive the FAIR Token as the current situations goes, regardless of its technical specifications, parameters, performance, or functions.

The Fair.Game platform explicitly disclaims and rejects the following responsibilities:

✓ Anyone who violates any country’s anti-money laundering, anti-terrorism financing, or other regulatory requirements when purchasing the FAIR Token;

✓ Any person who purchases FAIR Token violates any statements, guarantees, obligations, promises or other requirements stipulated in this White Paper, and results in the failure to pay or to withdraw FAIR Token;

✓ Faults, errors, defects, crashes, rollbacks, or hard bifurcations of the Ethereum or related blockchain source code cause platform failures;

✓ Any participant discloses, lose or destroy the wallet private key of the digital cryptocurrency or token;

✓ Anyone trades FAIR Token for other things or any speculative behavior with it;

✓ FAIR Token is listed or delisted in any exchange;

✓ FAIR Token is categorized or regarded as a currency, securities, commercial paper, negotiable instrument, investment product or some other things by any government, competent authority or public agency, followed by receiving prohibition, supervision or legal restrictions;

✓ Any risk factors disclosed in this White Paper, and any damages, losses,
claims, liabilities, penalties, costs, or other negative effects associated with,
resulting from, or consequential with such risk factors.

10.2 Risk Statements

The Fair.Game development and operations team believes there are numerous
risks in the development, maintenance, and operation of Fair.Game, and many of
which might be beyond the control of them. In addition to the content described in
this White Paper, each FAIR Token purchaser should also peruse, understand, and
carefully consider the following risks: Each FAIR Token purchaser should pay special
attention to the fact that despite Fair.Game development and the operating entity
was established in Singapore, but both Fair.Game and FAIR Token exist only in
cyberspace and do not have any tangible presence. Therefore, they do not belong to
or involve any specific country.

1) Insufficient information provided

Until the publication of this White Paper, Fair.Game is still in the development
phase, and its philosophy, consensus mechanisms, algorithms, code, and other
technical details and parameters may be updated and changed frequently. Although
this White Paper contains the latest key information from Fair.Game, it is not
absolutely complete and will still be adjusted and updated by the Fair.Game
development and operations team from time to time for specific purposes. The
Fair.Game development and operations team is incapable and has no obligation to
inform participants every detail of Fair.Game development at any time (including
their progress and expected milestones, whether to be postponed or not), and
therefore buyers are not necessarily given timely and full access to the information
which comes during the Fair.Game development. Insufficient information disclosure
is unavoidable and reasonable.

2) Regulatory measures

Encrypted tokens are being or may be supervised by the authorities of various countries. The Fair.Game development and operations team may from time to time receive enquiries, notices, warnings, orders or rulings from one or more authorities on actions of Fair.Game development or FAIR Token. The development, marketing, promotion, or other aspects of Fair.Game can therefore be seriously affected, hindered, or terminated. As regulatory policies may change from time to time, existing regulatory approvals or tolerances for Fair.Game in any country may only be temporary. In various countries, FAIR Token may be defined as virtual goods, digital assets or even securities or currencies at any time. Therefore, according to local regulatory requirements in certain countries, FAIR Token may be prohibited from trading or holding.

3) Cryptography

Cryptography is constantly evolving and it cannot guarantee absolute security at all times. Advances in cryptography (such as password cracking) or technological advances (such as the invention of quantum calculators) may pose a danger to systems based on cryptography (including Fair.Game). This may result in theft, loss, disappearance, destruction or devaluation of any of the FAIR Tokens held. To a reasonable extent, the Fair.Game development and operations team will prepare itself for preventive or remedial measures to upgrade Fair.Game's underlying agreement to address any advances in cryptography and to incorporate new reasonable security measures where it is appropriate. The future of cryptography and security innovation cannot be foreseen, and the Fair.Game development and
operations team will try its best to meet the constant changes in cryptography and security.

4) Development failed or abandoned

Fair.Game is still in development. Due to the technical complexity of the Fair.Game system, the Fair.Game development and operations team may face unpredictable and/or insurmountable difficulties from time to time. Therefore, the development of Fair.Game may fail or be abandoned at any time (for example due to lack of funds) for any reason.

5) Defects of the source code

No one can guarantee that the source code of Fair.Game is completely flawless. Code may have certain flaws, errors, bugs, and vulnerabilities which may make it impossible for users to use specific features, expose user information, or cause other problems. If such defects are present, the availability, stability or security of Fair.Game will be impaired, and as a result, the value of Fair Token will get negative impacts.

6) Security weaknesses

The Fair.Game blockchain is based on open source software and is a distributed ledger without permission. Despite the Fair.Game development and operations team work hard to maintain the security of the Fair.Game system, anyone may intentionally or unintentionally bring weaknesses or flaws into Fair.Game's core infrastructure elements. For these weaknesses or defects, Fair.Game development and operations team cannot prevent or remedy the security measures they employ. This may eventually lead to the loss of participants' FAIR Tokens or other digital tokens.
7) "Access Denied" Hacker Attack

Ethereum is designed as an open account book without permission. Therefore, Ethereum may be subject to "access denied" hacker attacks from time to time. This kind of attack will cause the Fair.Game system to be negatively impacted, stagnated or paralyzed, and as a result, transactions on it may be delayed or logged into the Ethereum blockchain block, or even be temporarily impracticable.

8) Insufficient processing capacity

The rapid development of Fair.Game will be accompanied by a sharp increase in trading volume and demand for processing capacity. If the demand for processing capacity exceeds the load that can be provided by the node within the Ethereum blockchain network, the Fair.Game network may be paralyzed or stagnated, and fraudulent or erroneous transactions such as "double cost" may occur. In the worst case, FAIR Tokens held by anyone may be lost, and the reversal or even hard bifurcations on the Ethereum blockchain may be triggered. The aftermath of these incidents will impair the usability, stability and safety of Fair.Game and the value of FAIR Token.

9) Unauthorized claim of the FAIR Token for sale

Any person who obtains the buyer's registered email or note account access rights by decrypting or cracking the FAIR Token purchaser’s password will be able to maliciously obtain the FAIR Token purchased by the FAIR Token buyer. Accordingly, the FAIR Token purchased by the purchaser may be mistakenly sent to any person who claims FAIR Token through the purchaser's registered email or registered account, and such sending is irrevocable and irreversible. Each FAIR Token purchaser should take measures such as the following to properly maintain the security of
his/her registered email address or registered account: (i) use a high security password; (ii) do not open or reply to any fraudulent email; and (iii) strict maintain secrecy of his/her confidential or personal information.

10) FAIR Token wallet private key

The loss or corruption of the private key, which is necessary to obtain the FAIR Token, is irreversible. The FAIR Token can only be manipulated by using a local or online FAIR Token wallet with a unique public and private key. Each purchaser should keep its FAIR Token wallet private key. If the FAIR Token purchaser’s private key is discarded, lost, leaked, damaged or stolen, neither the Fair.Game development and operations team nor any other person can help the purchaser obtain or retrieve the relevant FAIR Token.

11) Popularity

The value of FAIR Token largely depends on the popularity of the Fair.Game platform. It is not anticipated that Fair.Game can be popular, in vogue, or commonly used within a very short period of time after its release. In the worst case, Fair.Game may even be marginalized for a long time, attracting only a small number of users. Comparatively speaking, the demand of a large part of people for the FAIR Token may be speculative. The lack of users may lead to an increase in the market price of FAIR Token and thus affects the long-term development of Fair.Game. When such price fluctuations occur, the Fair.Game development and operations team will not (and have no responsibility to) be stable or the market price of the FAIR Token will be influenced.

12) Price fluctuation

If you trade in the open market, encrypted tokens usually fluctuate in price. In a
short term, price shocks often occur. The price may be denominated in Bitcoin, Ethereum, U.S. Dollar, or other legal currencies. This price fluctuation may be caused by market forces (including speculative trading), changes in regulatory policies, technological innovations, its availability to those exchanges, and other objective factors, which also reflect changes in the supply-demand balance. Regardless of whether there is a secondary market for FAIR Token transactions, the Fair.Game development and operations team is not responsible for any secondary market FAIR Token transactions. Therefore, the Fair.Game development and operations team is not obliged to stabilize the price fluctuations of the FAIR Token. The risk involved in the trading price of the FAIR Token must be borne by the FAIR Token traders.