

G-GAME TOKEN SALE

PLEASE READ CAREFULLY THESE GENERAL TERMS AND CONDITIONS AS THEY AFFECT YOUR OBLIGATIONS AND LEGAL RIGHTS, INCLUDING, BUT NOT LIMITED TO WAIVERS OF RIGHTS AND LIMITATION OF LIABILITY.

NOTE THAT SECTION 35 CONTAINS A CLASS ACTION WAIVER AND SECTION 37 CONTAINS AN ARBITRATION CLAUSE, WHICH, IF APPLICABLE TO YOU, AFFECT YOUR LEGAL RIGHTS.

IF YOU DO NOT AGREE WITH THESE GENERAL TERMS AND CONDITIONS, YOU MUST NOT ACCESS OR USE THE WEBSITE available in the Internet via the <https://www.g-game.io/> OR BUY G-GAME TOKENS.

These General Terms & Conditions (hereinafter referred to as the “Terms”), including any and all Additional Documents, constitute a legally binding agreement between G-Game – Tacsim Game Limited, an International Business Company duly organized, validly existing and in good standing under the laws of Cyprus and incorporated address, Spyrou Kyprianou, 20 CHAPO CENTRAL, Flat/Office 603, 1075, Nicosia, Cyprus. (“Company,” “Tacsim Game Limited”, “we,” “us”, “G-Game”) and the owner of the website, available on the Internet via <https://g-game.io/> and any and all Participants (“You”) as defined herein in Definitions Section.

By the fact of the Website use and/or G-Game Tokens purchase the respective Participant, agrees that he/she fully read, understood and irrevocably accepted these Terms. If any Participant does not agree with these Terms in general or any part of them, such Participant should withhold from using the Website <https://g-game.io/> and/or purchase of G-Game Tokens.

Unless otherwise stated herein, these Terms govern only Participant’s purchase of Tokens from us during the Sale Period. Any use of Tokens in connection with providing or receiving Services in the Platform will be governed primarily by other applicable Terms and policies.

DEFINITIONS

1. In the Terms, unless the opposite is clear from the context:
 1. Unless the context otherwise requires, words in the singular shall include the plural and in the plural shall include the singular;
 2. Unless the context otherwise requires, a reference to one gender shall include a reference to the other genders.
 3. References to clauses and schedules are to the clauses and schedules of these Terms and references to paragraphs are to paragraphs of the relevant schedule;
 4. A reference to any party shall include that party's personal representatives, successors and permitted assigns.
 5. All references to a person include firms, companies, government entities, trusts and partnerships or other or unincorporated body (whether or not having separate legal personality);
 6. The term 'including' does not exclude anything not listed;
 7. A reference to a statute or statutory provision is a reference to it as amended, extended or re-enacted from time to time;
 8. A reference to a statute or statutory provision shall include all subordinate legislation made from time to time under that statute or statutory provision.
 9. A reference to writing or written includes fax and e-mail.
 10. Any obligation on a party not to do something includes an obligation not to allow that thing to be done.
 11. Any words following the Terms including, include, in particular, for example or any similar expression shall be construed as illustrative and shall not limit the sense of the words, description, definition, phrase or term preceding or following those Terms.
 12. Headings of sections are for convenience only and shall not be used to limit or construe such sections. All the sections in the agreement shall survive any termination or expiration of these Terms.

ENTIRE AGREEMENT

3. This Agreement is intended to fully reflect the Terms of the original agreement between the parties. No provision of the Agreement shall be considered waived unless such waiver is accepted by the party that

benefits from the enforcement of such provision, by action of a click in a specific checkbox with the text “I agree”, which shall be published on the Website in such case. No waiver of any provision in the Agreement, however, will be deemed a waiver of a subsequent breach of such provision or a waiver of a similar provision. In addition, a waiver of any breach or a failure to enforce any term or condition of the Agreement will not in any way affect, limit, or waive a Party’s rights hereunder at any time to enforce strict compliance thereafter with every term and condition hereof.

SEVERABILITY

4. If any term, provision, covenant or restriction of this Agreement is held by a court of competent jurisdiction to be invalid, illegal, void or unenforceable, the remainder of the Terms, provisions, covenants and restrictions set forth herein shall remain in full force and effect and shall in no way be affected, impaired or invalidated, and the parties hereto shall use their commercially reasonable efforts to find and employ an alternative means to achieve the same or substantially the same result as that contemplated by such term, provision, covenant or restriction. It is hereby stipulated and declared to be the intention of the parties that they would have executed the remaining Terms, provisions, covenants and restrictions without including any of such that may be hereafter declared invalid, illegal, void or unenforceable.

GENERAL PROVISIONS

5. UNITED STATES OF AMERICA (hereinafter referred to as the – “US”) and Belize RESIDENTS WARNING NOTE: US, and Belize citizens and residents of a geographic area in which access to or use of the G-Game token, cryptocurrency or Tokens is prohibited by applicable law, decree, regulation, treaty, or administrative act are not eligible and not allowed to participate in the G-Game Tokens Sale due to various taxation and regulatory issues. You are only allowed to use the Website and purchase G-Game Tokens if You are neither a US or Belize citizen or permanent resident of the mentioned states, nor You have a primary residence or domicile in the US (including Puerto Rico, the US Virgin Islands, and any other possessions of the US) or Belize. In order to buy G-Game Tokens and by buying them You covenant, represent, and warrant that none of the owners of the company, of which You are an

authorized officer, are US or Belize citizen or permanent resident, nor You have a primary residence or domicile in the United States (including Puerto Rico, the US Virgin Islands, and any other possessions of the US) or Belize. Should this change at any time, You shall immediately notify us. You also represent and warrant that You are not a citizen or resident of a geographic area in which access to or use of the cryptocurrency or Tokens is prohibited by applicable law, decree, regulation, treaty, or administrative act. We shall reserve the right to refuse selling G-Game Tokens to anyone who does not meet the criteria set forth above.

6. By using this Website each Participant covenants, represents, and warrants that (under the Applicable Law and law of the country of Participant's residence):
 1. he (she) is of an age of majority to enter into this Agreement (at least 18 years of age), meets all other eligibility and residency requirements, and is fully able and legally competent to use the Website, enter into agreement with G-Game and in doing so will not violate any other agreement to which he (she) is a party;
 2. he (she) has necessary and relevant experience and knowledge to deal with cryptographic Tokens, cryptocurrencies and Blockchain-based systems, as well as full understanding of their framework, and is aware of all the merits, risks (including but not limited to the risks described in Appendix B) and any restrictions associated with cryptographic Tokens (their purchase and use), cryptocurrencies and Blockchain-based systems, as well as knows how to manage them, and is solely responsible for any evaluations based on such knowledge;
 3. if he (she) is a corporation, governmental organization or other legal entity, You have the right, power and authority to enter into this agreement on behalf of the corporation, governmental organization or other legal entity and bind them to these Terms;
 4. he (she) will not be using the Website for any illegal activity, including but not limited to money laundering and the financing of terrorism;
 5. he (she) is not a resident of a geographic area or citizen of jurisdictions as specified in paragraph 5 hereof.
7. A Participant shall not use the Website if under the Applicable Law and/or law of the country of Participant's residence he (she) is prohibited from using it. Any Tokens Sale Participant that is in any

manner limited or prohibited from the purchase, possession, transfer, use or other transaction involving any amount of G-Game Tokens under the mentioned law should not access this Website and is prohibited accessing, referencing, engaging, or otherwise using this Website.

8. Before using the Website and/or purchasing any G-Game Tokens a Participant is obliged to read carefully any other Accompanying Documents that follow these Terms and regulate the Website usage and G-Game Tokens Sale procedure. The mentioned Accompanying Documents shall be regarded as an inalienable part hereof and their Terms of use shall be the same as of these Terms. By using the Website, each and any Token Sale Participants confirms that he (she) has fully read and understood not only these Terms, but also any Accompanying Documents and fully accepts their Terms.
9. These Terms are effective at the time You begin using the Website. Participants may withdraw from their obligation under the Terms at any time by discontinuing the use of the Website.
10. The Participant acknowledges and accepts that these Terms are subject to change, modifications, amendments, alterations or supplements at any time without prior written notice, at G-Game's sole discretion. Your continued use of the Website after any amendments or alterations of these Terms and/or the Website shall constitute Your consent hereto and acceptance hereof. At any case, the date of the most recent amendments and alterations will be indicated at the top of these Terms.
11. The Participant acknowledges and accepts that G-Game reserves the right, at its own and complete discretion and at any time to modify or to temporarily or permanently suspend or eliminate the Website, and/or disable any access to the Website for any reason. The pages of the Website may contain links to third-party websites and services. Such links are provided for Your convenience, but their presence does not mean that they are recommended by G-Game. G-Game does not guarantee their safety and conformity with any of Your expectations. Furthermore, G-Game is not responsible for maintaining any materials referenced from another site, and make no warranties for that site or respective service. G-Game assumes no obligations in the event of any

damage or loss, or any other impact, directly or indirectly resulting from the use of any content, goods or services available on or through any such third-party websites and resources.

INDEMNIFICATION

12. To the extent allowable pursuant to Applicable Law, the Participant shall indemnify, defend, and hold G-Game and/or its subsidiaries, affiliates, directors, officers, employees, agents, successors, and permitted assignees harmless from and against any and all claims, damages, losses, suits, actions, demands, proceedings, expenses, and/or liabilities (including but not limited to reasonable attorneys' fees incurred and/or those necessary to successfully establish the right to indemnification) filed/incurred by any third party against the G-Game arising out of a breach of any warranty, representation, or obligation hereunder.
13. The Participant shall not have any claim of any nature whatsoever against G-Game for any failure by G-Game to carry out any of its obligations under these Terms as a result of causes beyond its control, including but not limited to acts of God, epidemic, pandemic, civil unrest, fire, flood, droughts, storms, earthquakes, collapse of buildings, explosion or accident, acts of terrorism, acts of war, governmental action, any law or any action taken by a government or public authority or any other event that is beyond the absolute and direct control of G-Game.

LIMITATION OF LIABILITY

14. Any and all purchases of G-Game Tokens are final and non-refundable. By purchasing the G-Game Tokens, the Participant acknowledges that neither G-Game nor any other of its affiliates are required to provide a refund for any reason, and that the Participant will not receive money or other compensation for any G-Game Tokens that is not used or remains unused for any reason.

15. TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW:

1. IN NO EVENT WILL G-GAME OR ANY OF THE COMPANY PARTIES BE LIABLE FOR ANY INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL, OR EXEMPLARY DAMAGES OF ANY KIND (INCLUDING, BUT NOT LIMITED TO, WHERE RELATED TO LOSS OF REVENUE, INCOME OR PROFITS, LOSS OF USE OR DATA, OR DAMAGES FOR BUSINESS INTERRUPTION) ARISING OUT OF OR IN ANY WAY RELATED TO THE SALE OR USE OF THE TOKENS OR OTHERWISE RELATED TO THESE TERMS, REGARDLESS OF THE FORM OF ACTION, WHETHER BASED IN CONTRACT, TORT (INCLUDING, BUT NOT LIMITED TO, SIMPLE NEGLIGENCE, WHETHER ACTIVE, PASSIVE OR IMPUTED), OR ANY OTHER LEGAL OR EQUITABLE THEORY (EVEN IF THE PARTICIPANT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES AND REGARDLESS OF WHETHER SUCH DAMAGES WERE FORESEEABLE); AND
2. IN NO EVENT WILL THE COMPANY AND THE COMPANY PARTIES (JOINTLY) AGGREGATE LIABILITY, WHETHER IN CONTRACT, WARRANTY, TORT (INCLUDING NEGLIGENCE, WHETHER ACTIVE, PASSIVE OR IMPUTED), OR OTHER THEORY, ARISING OUT OF OR RELATING TO THESE TERMS OR THE USE OF OR INABILITY TO USE THE TOKENS, EXCEED THE AMOUNT YOU PAY TO US FOR THE TOKENS.

16. Nevertheless, the Parties shall be responsible for compliance with G-Game General Terms and conditions of Token sale and Accompanying Documents, for fulfilment of the Participant's commitments and guarantees in the manner and in the amount prescribed by G-Game General Terms and conditions of Token sale and Accompanying Documents, in particular:

1. In case of filing accusations, claims or lawsuits to the G-Game related to non-compliance by the Participant of the G-Game Tokens Sale Agreement and/or engagements entered by the Participant during the participation of the Token Sale, the Participant agrees to settle such claims or actions on his own and at his own expense, as well as fully compensate G-Game documented proven losses, court fees, legal costs, incurred in connection with the refusal of the Participant or untimely fulfilment of his obligations by the Participant.
2. In case of filing accusations, claims or lawsuits against G-Game, related to non-compliance by the Participant with exclusive

rights or other rights of third parties, the Participant agrees to settle such claims or actions on his own and at his own expense, as well as fully compensate G-Game documented proven losses, court fees, legal costs, incurred in connection with the refusal of the Participant or untimely fulfillment of his obligations by the Participant.

3. In case of the Participants' violation of his obligations of G-Game General Terms and conditions of Token sale and Accompanying Documents, G-Game reserves the right to:
 - A. demand full compensation from the Participant for losses caused by every violation;
 - B. bring a case before a court if the compensation doesn't cover G-Game's loss;
 - C. release the information relating to the Participant's identity and location to any authorized officer in accordance with the applicable law.
17. If Applicable Law does not allow all or any part of the above limitation of liability to apply to the Participant, the limitations will apply to the Participant only to the extent permitted by Applicable Law. The Participant understand and agree that it is his (or her) obligation to ensure compliance with any legislation relevant to his (or her) country of domicile concerning use of the Website, and that the Participant should not accept any liability for any illegal or unauthorized use of the Website.
18. The Participant agree to be solely responsible for any applicable taxes imposed on G-Game Tokens purchased hereunder. The Participant shall pay any applicable taxes, including sales, use, personal property, value-added, excise, customs fees, import duties or stamp duties or other taxes and duties imposed by governmental agencies of whatever kind and imposed with respect to the transactions under G-Game Token Sale.

REPRESENTATIONS AND WARRANTIES

19. TO THE FULLEST EXTENT PERMITTED BY APPLICABLE LAW AND EXCEPT AS OTHERWISE SPECIFIED IN A WRITING BY G-GAME, G-GAME TOKENS ARE SOLD ON AN "AS IS" AND "AS AVAILABLE" BASIS WITHOUT WARRANTIES OF ANY KIND, AND G-GAME EXPRESSLY DISCLAIM ALL IMPLIED WARRANTIES AS TO THE TOKENS, INCLUDING, WITHOUT LIMITATION, IMPLIED WARRANTIES OF

MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT; G-GAME DOES NOT REPRESENT OR WARRANT THAT THE TOKENS ARE RELIABLE, CURRENT OR ERROR-FREE, MEET YOUR REQUIREMENTS, OR THAT DEFECTS IN THE TOKENS WILL BE CORRECTED; AND G-GAME CANNOT AND DOES NOT REPRESENT OR WARRANT THAT THE TOKENS OR THE DELIVERY MECHANISM FOR TOKENS ARE FREE OF VIRUSES OR OTHER HARMFUL COMPONENTS.

20. By purchasing the G-Game Tokens the Participant represent and warrant that he has read and understands the G-Game Tokens Sale General Terms and Conditions and Token sale agreement and all Accompanying Documents in full and he fully agree with the information about the functionality of Token described in appendix A, usage, storage, transmission mechanisms and other material characteristics of the G-Game Tokens, blockchain technology, blockchain-based software systems and their risks, and appreciates the risks and implications of purchasing the G-Game Tokens.
21. The Participant fully understands, realizes and agrees that the G-Game Tokens are created on a blockchain and are designed to be used in the manner described in Accompanying Documents Participant agree to accept consequences of possible regulation of G-Game Tokens in jurisdiction of the Company incorporation and agree to provide all documents requested from G-Game in case of such regulation in order to comply with all requirements demanded from governmental bodies of jurisdiction of Company incorporation.
23. G-Game does not warrant or represent that any information on the Website is accurate or reliable or that the Website will be free of errors or viruses, that defects will be corrected, or that the service or the server that makes it available is free of viruses or other harmful components. G-Game shall not be liable for uninterrupted availability of the Website at all times, in all countries and/or all geographic locations, or at any given time.
24. The Participant will not forge, or otherwise manipulate any personal or non-personal data requested by G-Game in the process of the Participant's registration (will not use the VPN or other means of distorting the data), or after its completion, will provide all necessary personal or non-personal data in the form and format requested by G-

Game in the event when such necessity arises in connection within the requirements of anti-money laundering and "Know Your Customer" (KYC) frameworks of G-Game or in accordance with the applicable law.

25. The Participant's purchase of the G-Game Tokens complies with applicable laws and regulations in the Participant's jurisdiction;
26. The Participant do not intend to hinder, delay or defraud G-Game or any other Participants of the G-Game Project or engage in any illegal conduct and or unlawful activity in relation to money laundering, receiving the proceeds of drug trafficking or terrorist activities; receiving the proceeds of criminal activities, terrorist activities or trading with such countries as might from time to time be subject to any embargo imposed by the Security Council of the United Nations, the European Union or in any place of the world.
27. Some jurisdictions do not allow the exclusion of certain warranties or disclaimer of implied Terms in contracts with consumers, so some or all of the exclusions of warranties and disclaimers in this section may not apply to You.

INTELLECTUAL PROPERTY

28. G-Game has valid, unrestricted and exclusive ownership of rights to use the patents, trademarks, trademark registrations, trade names, copyrights, know-how, technology and other intellectual property necessary to the conduct of selling of the G-Game Tokens and its activities generally. In no way shall these Terms entitle any Participant for any intellectual property of G-Game, including the intellectual property rights for the Website and all text, graphics, Participant interface, visual interface, photographs, trademarks, logos, artwork, and computer code, design, structure, selection, coordination, expression and other content connected to the Website. Arrangement of such content is owned by G-Game and is protected by national and international intellectual property rights protection laws.
29. Unless otherwise stated, the content and information on the Website are the property of G-Game. You may not download, reproduce, or retransmit any information, other than for non-commercial individual use. The Website is to be used by the Participants only. You are granted

a limited, non-transferable, revocable license to view and copy the information solely for personal use only, subject to clause 29 of this Agreement.

30. All intellectual property rights comprised in the information, text, graphics, logos, images, audio clips, data compilations, scripts, software, technology, sound or any other materials or works found on the Website shall vest in and remain property of G-Game. You are permitted to download and print such materials from the Website for personal and non-commercial use provided that You do not breach these Terms and conditions.
31. G-Game retains all intellectual property rights, mostly, but not limited, to copyright, over the source code forming G-Game Tokens and G-Game Project.
32. There are no implied licenses under the Agreement, and any rights not expressly granted to the Participant hereunder are reserved by G-Game.
33. If for the purpose of any intellectual property right registration of G-Game, any documentary submission or any other action is required from the Participant, the Participant must provide G-Game with the respective assistance.

APPLICABLE LAW AND DISPUTE RESOLUTION

34. All questions concerning the construction, validity, enforcement and interpretation of this Agreement shall be governed by and construed and enforced in accordance with the laws of Belize (Applicable Law).
35. Any Dispute arising out of or related to these Terms is personal to You and G-Game and will be resolved solely through individual arbitration and will not be brought as a class arbitration, class action or any other type of representative proceeding. There will be no class arbitration or arbitration in which an individual attempts to resolve a Dispute as a representative of another individual or group of individuals. Furthermore, a Dispute cannot be brought as a class or other type of representative action, whether within or outside of arbitration, or on behalf of any other individual or group of individuals.

36. If any dispute, controversy or claim arises out of or in connection with these Terms, including any question regarding its existence, validity, interpretation, breach or termination, the Parties agree first to negotiate the issue in good faith for a period of not less than sixty (60) days following written notification of such controversy or claim to the other Party.

37. If the negotiations do not resolve the dispute, controversy or claim to the reasonable satisfaction of all Parties during such period, then the Parties irrevocably and unconditionally submit to the respective claim to the binding arbitration administered by Arbitration the Rules of the LCIA, which Rules are deemed to be incorporated by reference into this clause. The number of arbitrators shall be one. The seat, or legal place, of arbitration shall be in London. The language to be used in the arbitral proceedings shall be English. In accordance with its rules, and judgment upon the award rendered by the arbitrator (which is the referral of a dispute to one person charged with reviewing the dispute and making a final and binding determination to resolve it instead of having the dispute decided by a judge or jury in court) may be entered in any court having jurisdiction thereof. Except for any disputes, claims, suits, actions, causes of action, demands or proceedings in which either Party seeks injunctive or other equitable relief for the alleged unlawful use of intellectual property, including, without limitation, copyrights, trademarks, trade names, logos, trade secrets or patents, the Participant and G-Game:

1. waive Your and G-Game's respective rights to have any and all disputes arising from or related to these Terms resolved in a court, and
2. waive Your and G-Game's respective rights to a jury trial. The substantive law shall be the Applicable Law (including all other operating rules, policies, and procedures that may be issued by G-Game and published from time to time on the Website), without regard to conflict of law rules or principles (whether of the Republic of Singapore or any other jurisdiction). The language of the arbitration shall be English.

TERMINATION AND SUSPENSION

38. Notwithstanding anything contained herein, G-Game reserves the right, without notice and at its sole discretion, to terminate these Terms

or suspend the Participants right to access the Website, including (but not limited to) in case of Participant's breach of these Terms or if the G-Game believes You have committed fraud, negligence or other misconduct. The Participant may terminate these Terms without notice by discontinuing use of the Website. All rights granted to the Participant under these Terms will immediately be revoked upon our termination of these Terms or G-Game suspension of the Your access to the Website. In the event of any Force Majeure Event (as defined in clause 13), breach of this agreement, or any other event that would make provision of services commercially unreasonable for G-Game, the Company may, in its own discretion and without liability to the Participant, with or without prior notice, suspend the Participant's access to all or a part of G-Game's Platform. G-Game may terminate the Participant's access to the Website in its sole discretion, immediately and without prior notice, and delete all related information and files related to such participant without liability to You, including, for instance, in the event that the Participant breach any term of these Terms. In the event of termination, G-Game will attempt to return any funds stored in Your smart contract number not otherwise owed to G-Game, unless G-Game believes the Participant has committed fraud, negligence or other misconduct.

MISCELLANEOUS

39. Any notice or other communication under G-Game Token Sale Agreement shall be in writing and shall be considered given and received when sent by email. The Participant's official email for communication shall be deemed the email specified by the Participant during the Application for the Crowdsale. The one and only language of the communication shall be English.
40. G-Game and its Affiliates strictly follow anti-money laundering (AML), "know Your customer" (KYC). Each and any Participant fully agrees to assist G-Game in fulfilment of its KYC/AML check and of the mentioned regulations and provide any necessary information if such is required from the Participant by the authorized authority. The KYC/ AML check will be outsourced by G-Game.
41. Materials, such as G-Game White Paper, Business Plan, Development Road Map and others, published in the Website or elsewhere, are not

binding and do not – unless explicitly referred to herein – form part of these Terms, and are of descriptive nature only.

42. The Participant will implement reasonable and appropriate measures designed to secure access to:
 - a. any device associated with the email address associated with the Platform;
 - b. private keys required to access any relevant Ethereum address, and;
 - c. In case the Participant suspect a security breach in any of the abovementioned, he will inform G-Game immediately so G-Game can take all required and possible measures to secure the Website, the Platform, G-Game Tokens and systems as whole.

APPENDIX A

OVERVIEW OF TOKENS

1. G-Game Tokens are based on the Ethereum protocol and conform to the widely used ERC20 standard.
2. G-Game Tokens carry no rights, expressed or implied, other than those, set out herein, subject to G-Game successful completion and deployment of the project. In particular, G-Game Tokens holders shall not have any influence in the development or management of G-Game, and G-Game Tokens do not represent or constitute any ownership right or stake, share or security or equivalent rights or any right to receive future revenue shares, or any other form of participation in or relating to G-Game.
3. G-Game Tokens are designed to be exchangeable on cryptographic token exchanges. G-Game gives no warranties that G-Game Tokens will be exchangeable on bigger exchanges, but undertakes its best effort to do everything reasonably possible and within the powers of G-Game to enable exchange of G-Game Tokens on as many exchanges as possible.
4. G-Game Tokens shall be distributed within 30 days of the end of the Token Sale event (Sale Period).
5. The G-Game Tokens Sale shall be held during 20.10.2018 – 20.10.2018 and regulated by this agreement and the G-Game Token Sale Agreement.
 - A. The token sale has the following stages:

| | |
|--------------|--|
| Private Sale | 20 October (10:00 AM GMT) – 20 November 2018 (10:00 PM GMT) |
| Presale | 20 November (10:00 AM GMT) – 20 December 2018 (10:00 PM GMT) |
| Crowdsale | 21 December 2018 (10:00 AM GMT) – 20 October 2019 (10:00 PM GMT) |

7. Participants understand and accept that they can send ETH and/or BTC into a smart contract system on Ethereum and receive G-Game Tokens in exchange. There will be in total 125,000,000 G-Game Tokens available (“Total G-Game Tokens Number”). G-Game shall not create additional G-Game Tokens at any time after the initial token release.
8. Referral Grants (RGs) as described in the Whitepaper will be distributed 30 days after the G-Game Token Crowdsale closure. If the cumulative sum of all referral grants exceeds the 3% of total token supply made available for RGs, the organizers of G-Game can choose to extend the token allocation for RGs, these tokens will be taken from the total supply of G-Game Token available during the crowdsale.
9. The token distribution can be subject to change depending on the operational needs of G-Game project.
10. G-Game is allowed to sell G-Game Tokens to strategic partners at a lower price than provided in the matrix below if the sale is deemed by G-Game to benefit the overall project as well as all the G-Game Token contributors.
11. If the funds required to close the transaction with the participant arrive after the deadline as provided by the invoice, the participant is responsible to contact G-Game by email 72 hours after his payment. G-Game will return the funds if informed during this timeframe.
12. G-Game Tokens unsold during the Crowdsale will be stored in the “Crowdsale reserve fund”, they will be made available for referral grants and can be used during a future Crowdsale campaign.
13. The token sale prices are as follow:
 - Private Sale: \$0.035 / Token
 - Pre-Sale: \$0.04 / Token
 - Public Sale: \$0.05 / Token
14. If the participant is a US person, and stated otherwise when making use of our platform. G-Game will deduct the costs related to the KYC/ AML check from the participant’s contribution, before returning it.

15. G-Game reserves the right to an emergency stop functionality to stop the distribution process. Use of this functionality shall remain in discretion of G-Game and shall only be used in limited situations, such as, but not limited to:
 - A. serious security issue detected;
 - B. serious network performance issue, depriving all users of equal treatment;
 - C. any type of material attack on the G-Game Tokens, the Platform, Website or Ethereum network.
16. G-Game Tokens distribution will only be offered through the Website. No third-party website or a different provider is allowed and has not been in any way supported, engaged, authorized or endorsed by G-Game and has no relationship in any way with G-Game. The only official and authorized website and G-Game Tokens distribution provider is the Website available in the Internet via <https://www.g-game.io>. The Participant must ensure that the URL of your web browser indicates that it is using a hypertext transport protocol secure connection (“https”) and that the domain name is correct.
17. G-Game Tokens is not a consumer product and its holders accepts and agree explicitly that they are not covered by the consumer protection regulation of any jurisdiction.
18. G-Game Tokens are digital cryptographic Tokens, which are software digital products (not being cryptocurrency), and are understood as a utility token..

APPENDIX B

RISKS

The Participant understands that G-Game Tokens, Ethereum, Ether and other associated and related technologies are new and untested and outside of G-Game's exclusive control and adverse changes in market forces or the technology, broadly construed, may prevent or compromise G-Game's performance under this agreement.

Participant agree that no other party (including, without limitation any) may be held liable for any loss arising out of, or in any way connected with Participant's participation in the G-Game Token sale, or receiving and holding Tokens or such risk.

In addition to the above, the Participant also acknowledge that prior to receiving Tokens he has been warned of the following risks, associated with the Website, G-Game Tokens, the Platform and other relevant technologies mentioned herein:

A. Legal risks regarding securities regulations

There is a risk that in some jurisdictions the G-Game Tokens might be considered to be a security, or that it might be considered to be a security in the future. G-Game does not give warranties or guarantees that G-Game Tokens are not a security in all jurisdictions. Each holder of G-Game Tokens shall bear its own legal or financial consequences of G-Game Tokens being considered a security in their respective jurisdiction.

Every Participant is bound to check if acquisition and disposal of G-Game Tokens is legal in his jurisdiction, and by accepting these Terms, each Participant agrees not to use G-Game Tokens should their use not be legal in the relevant jurisdiction. If a Participant establishes that the use of G-Game Tokens under these Terms is not legal in his jurisdiction, You should not use the G-Game Tokens, not acquire them and should immediately stop using or possessing them if such case arises.

Acquiring cryptographic Tokens for personal possession and exchanging them for other cryptographic Tokens will most likely continue to be scrutinized by various regulatory bodies around the world, which has so far given mixed

reactions and regulatory impact. The legal ability of G-Game to provide G-Game Tokens and the Platform in some jurisdictions may be eliminated by future regulation or legal actions. In the event, it turns out with a high degree of certainty that G-Game Tokens are not legal in certain jurisdictions, G-Game will either:

1. cease operations in that jurisdiction, or
2. adjust G-Game Tokens and the Platform in a way to comply with the regulation should that be possible and viable.

B. Risks associated with Ethereum

G-Game Tokens are based on the Ethereum blockchain. As such, any malfunction, unintended function or unexpected functioning of the Ethereum protocol may cause the G-Game Tokens to malfunction or function in an unexpected or unintended manner. Ether, the native unit of account of the Ethereum, may itself lose value in ways similar to G-Game Tokens, and also in other ways. More information about the Ethereum is available at www.ethereum.org.

C. Risk of unfavourable regulatory action in one or more jurisdictions

Blockchain technologies have been the subject of scrutiny by various regulatory bodies around the world. The functioning of the Ethereum network and associated blockchain networks and G-Game Tokens could be impacted by one or more regulatory inquiries or actions, including but not limited to restrictions on the use or possession of digital Tokens like G-Game Tokens, which could impede or limit their existence, permissibility of their use and possession, and their value.

D. Risk of theft and hacking

Hackers or other groups or organizations may attempt to interfere with Your Third-party Wallet, the Website or the availability of G-Game Tokens and Digital Assets in any number of ways, including without limitation denial of service attacks, Sybil attacks, spoofing, smurfing, malware attacks, or consensus-based attacks. You hereby agree that G-Game shall have no liability for any such loss the Participant incurs.

- E. Risk of security weaknesses in the Website and/or G-Game Tokens source code or any associated software and/or infrastructure

There is a risk that the Website and G-Game Tokens may unintentionally include weaknesses or bugs in the source code interfering with the use of or causing the loss of G-Game Tokens.

- F. Risk of weaknesses or exploitable breakthroughs in the field of cryptography

Advances in cryptography, or technical advances such as the development of quantum computers, could present risks to cryptocurrencies, Ethereum, G-Game Tokens, the Platform, which could result in the theft or loss of G-Game Tokens.

- G. Risk of mining attacks

As with other decentralized cryptocurrencies, Ethereum blockchain, which is used for the G-Game Tokens, is susceptible to mining attacks, including but not limited to double-spend attacks, majority mining power attacks, “selfish-mining” attacks, and race condition attacks. Any successful attacks present a risk to the G-Game Tokens, expected proper execution and sequencing of G-Game Tokens, and expected proper execution and sequencing of Ethereum contract computations in general. Despite the efforts of G-Game and Ethereum Foundation, the risk of known or novel mining attacks exists. Mining Attacks, as described above, may also target other blockchain networks, with which the G-Game Tokens interact with and consequently the G-Game Tokens may be impacted in that way to the extent, described above.

- H. Risk of low or no liquidity

Even though there are currently online service available, which enable possibility of exchange of cryptographic tokens between themselves, and also, some of them enable exchange of cryptographic tokens for fiat money, there are no warranties and/or guarantees given that G-Game Tokens will be listed or made available for exchange for other cryptographic tokens and/or fiat money, and no guarantees are given whatsoever with the capacity (volume) of such potential exchange. It shall be explicitly cautioned, that such exchange, if any, might be subject to poorly understood regulatory oversight, and G-Game does not give any warranties in regard to any exchange services providers. Participants might be exposed to fraud and failure. In any

case, G-Game will not enable exchange of G-Game Tokens for other cryptographic tokens or for fiat currency. Participant may not at any given time be able to acquire or dispose of its G-Game Tokens due to lack of liquidity.

I. Risk of loss of value

Value of G-Game Tokens may fluctuate and their Participants might suffer loss in value of such acquired tokens. There might be different reasons that would cause unfavorable fluctuations of the value of the G-Game Tokens.

J. Risk of uninsured losses

G-Game Tokens are unlike bank accounts or accounts at some other financial institutions and are entirely uninsured.

K. Risk of malfunction in the Ethereum network or any other blockchain

It is possible that the Ethereum network or any other network, to which the G-Game Tokens are interacting with, malfunctions in an unfavorable way, including but not limited to one that result in the loss of G-Game Tokens.

L. Internet transmission risks

The Participant acknowledges that there are risks associated with using the G-Game Tokens including, but not limited to, the failure of hardware, software, and Internet connections. The Participant acknowledges that G-Game shall not be responsible for any communication failures, disruptions, errors, distortions or delays You may experience when using the Website and G-Game Tokens, howsoever caused.

M. Unanticipated risks

Cryptocurrencies and blockchains are new and untested technology. In addition to the risks set forth here, there are risks that G-Game cannot foresee and it is unreasonable to believe that such risks could have been foreseeable. Risks may further materialize as unanticipated.

N. Insufficient interest in G-Game, the Platform and G-Game Tokens

It is possible that G-Game, G-Game Tokens or Platform will not be used by a large number of individuals, businesses and other organizations and that

there will be limited public interest in the creation and development of its functionalities. Such a lack of interest could impact the development of the Platform.

- O. G-Game Tokens and the Platform, as developed, may not meet the Participant's expectations

G-Game Forum is currently under development and may undergo significant changes before release. The Participant's expectations regarding the form and functionality of the Forum and G-Game Tokens may not be met upon release of new Website, deployment of the Forum, additional products and services for any number of reasons, including a change in the design and implementation plans and execution of the implementation of G-Game Tokens.

Privacy

1.1 Collection of personal information. G-GAME collects personal information needed to conduct its services, ecosystem and to enable you to use G-GAME website and services and solutions. G-GAME is the data processor and controller of your personal data and will not share your personal information with third parties, except as specified herein. For the purpose of operating the ecosystem and performing the services, G-GAME may share your personal information with other entities within the ecosystem. Related to GDPR (General Data Protection Regulation of the European Union) you accept that we process your data within our systems and save them. G-GAME collects personal information from running the website and uses information, which you provide to us.

1.2 Upon signing in through our website or our platform and creating the account, we receive your contact information you provided by the appropriate social media platform/provider. In order for you to be able to use our services, ecosystem and solution we will require you to provide additional information at a given point if you decide to receive G-GAME tokens. It is at our discretion at a later date to obtain further information from you, such as date of birth, identification number, tax number, copy of your identification documents and other similar data which is used for identification purposes and which G-GAME may be required to collect to comply with applicable laws. We may also obtain information about you from third parties such as identity verification services.

1.3 Cookies. We may place small data files called cookies on your computer or other device when you access our website, services or platform (or Google Analytics or similar service providers on our behalf). We use cookies: to recognize you as our user, customize our website and solution and advertising, for our internal analytics purposes, measure promotional effectiveness and collect information about your computer or other access device to mitigate risk, help prevent fraud, and promote trust and safety. By entering into / accessing our systems you accept and grant us access to all those data corresponding to all regulations of the GDPR or similar international regulations. You do this voluntarily and grant us the right to process your data. If you do not agree with that or if you wish to be forgotten - related to GDPR - please inform us under [info\[at\]g-game.io](mailto:info@g-game.io)

1.4 Security measures. We protect your information using physical, technical, and administrative security measures to reduce the risks of loss, misuse, unauthorized access, disclosure, and alteration. Some of the means we use are firewalls and data encryption, physical access controls to our data centers and rule based information access authorization controls. We additionally implemented beyond state-of-the-art protection systems for our websites and services with second factor portals and shields. We also authorize access to personal information only for those employees who require it to fulfil their job responsibilities.

1.5 Usage and sharing. We use personal information to provide our services and solutions for administering our business activities, to communicate with you, to promote safety and security (we use personal information for loss prevention, anti-fraud and/or unauthorized activity and to enforce these terms) and to provide you with customer service, technical support, for audit purposes, to prevent and investigate potentially prohibited or illegal activities and to notify you about improvements to our website and new services we think you will find useful. We can use personal information so as to mitigate the risk of fraud, identity theft or credit card theft. We may use your name and email address to provide you with information about services and solutions or services that may be of interest to you. You may access, review and edit your personal information or ask us to delete your personal information at any time by emailing us at: info[at]g-game.io. We may also create anonymous, aggregated and/or other de-identified data records from information that you provide to us by excluding personal information (such as your name) that makes the information personally identifiable to you. We use this anonymous information to analyze request and usage patterns so that we may enhance the content of our services and to improve Site navigation. We reserve the right to use anonymous information for any purpose and to disclose such data to third parties in our discretion. By entering or accessing our systems you renounce any claims to anonymous or pseudonymous information that has arisen through your data, as well, the right to "be forgotten" corresponding to the GDPR.

1.6 Sharing of personal data. We take your privacy very seriously and will only share your personal information as needed with the entities within the ecosystem to perform the services and in the event if we are legally compelled to do so or in the events specified in these terms. We reserve our right to share your personal information:

- I. To meet any legal, regulatory, or governmental request, including but not limited to events when we are compelled to do so by a subpoena, court order, or similar legal procedure; or to report suspected illegal activity or to investigate violations of our term.
- II. Our banking or crypto-exchange partners.
- III. Legal entities that we are interested in merging with or or be acquired by. We may share or sell your information in connection with a merger, financing, acquisition, dissolution transaction, bankruptcy or proceeding involving sale, transfer, divestiture of all or a portion of our business or assets. If another company acquires our business or assets, that company will have your information collected by us and will assume the rights and obligations regarding your information as allowed by this privacy policy.
- IV. Legal entities which are a part of our ecosystem.
- V. Third party service providers for fraud prevention purposes and in general to protect G-GAME and its users, or for legal purposes. We may disclose your information: a) if we think it's needed to detect, prevent or address illegal activity on our services, or identify, contact or bring legal action against someone who appears to be causing injury to or interfering with our rights or property or other users, b) as part of a G-GAME legal matter or investigation, including an investigation related to a suspected breach of our terms, c) when we believe that disclosure is required or permitted by law, including when responding to subpoenas, warrants, production orders, or similar instruments, or d) if we believe that disclosure is needed to prevent financial loss; protect your safety or the safety of others, including when there is an emergency involving potential harm, loss of security or serious injury to people or threats of such emergencies; or are obligated to report illegal activity.
- VI. our service providers and/or financial institutions. We may use third-party service providers to help operate our business. Examples include suppliers that host our data or provide customer service. Use of your personal information by our service providers is limited to the information they need to provide services on our behalf. For more information about how these service providers treat your personal information, or with any other comments, complaints or suggestions, contact us at our address.
- VII. Audits. We may need to share your information in order to complete third party financial, technical and legal audits of our operations as part of that review. We are sometimes required to compare the personal

information you provide to third party databases in order to verify its accuracy and confirm your identity. This allows us to comply with relevant regulations. We will not sell or rent your personal information to third parties. We may combine your information with information we collect from other companies and use it to improve and personalize the website and our services and solutions, as well as our content and advertising.

1.7 Storing and transfer of personal data. We store and process your personal information on servers also within in the European Economic Area (EEA) and elsewhere in the world, where our facilities or our service providers are located. The data may be transferred to other places outside the EEA, to countries which do not offer a same level of protection. By using our website, solution and services you expressly agree and acknowledge that your personal data may be stored and/or transfer to countries which may not have laws in place to adequately protect your data and your privacy or offer the same level of protection as the privacy laws of your home countries. Your personal data may also be processed by staff operating outside the EEA who work for us or for one of our service providers. Staff may be engaged in the fulfilment of our services and/or the processing of your details and the provision of support services. By submitting your personal data, you agree to this transfer, storing, or processing. We will take all steps reasonably necessary to ensure that your data is treated securely and in accordance with these terms.