

DISCLAIMER

THIS DOCUMENT PROVIDES AN INITIAL SUMMARY OF THE ULTIMATE CHAIN TOKEN PROJECT. AS THE PROJECT PROCEEDS, THIS DOCUMENT IS EXPECTED TO EVOLVE OVER TIME. THE ULTIMATE TEAM MAY POST MODIFICATIONS, REVISIONS AND/OR UPDATED DRAFTS UNTIL THE FINAL DOCUMENT IS PRESENTED PRIOR TO THE DATE OF THE PUBLIC TOKEN SALE.

THIS WHITEPAPER SETS FORTH A DESCRIPTION OF THE PLANNED USE OF THE ULTIMATE CHAIN TOKEN. THIS IS BEING PROVIDED FOR INFORMATION PURPOSES ONLY AND IS NOT A BINDING LEGAL AGREEMENT. IN THE EVENT OF A CONFLICT BETWEEN THE TERMS & CONDITIONS AND THIS WHITEPAPER, THE TERMS & CONDITIONS GOVERN.

THIS WHITEPAPER IS NOT AN OFFERING DOCUMENT OR PROSPECTUS, AND IS NOT INTENDED TO PROVIDE THE BASIS OF ANY INVESTMENT DECISION OR CONTRACT.

The video gaming industry has seen an unprecedented growth over the last years. Since its emergence approximately 50 years ago, the sector has been expanding every year. Forecasting a stunning 138.4 Billion USD revenue by 2021, the industry is quickly becoming one of the most prominent sectors in entertainment.

Let us put some interesting facts about online gaming. Online lotteries are encouraged in China. The Singapore government exempted two online iGaming service providers called Turf Club and Singapore Pools from Remote IGaming Act in September 2016. Asian and Middle Eastern market size is estimated 11.67 billion U.S. dollars .

Europe has the largest online iGaming market in the world with a market size of 18.11 billion U.S. dollars (2015), and this is just going to increase as Netherlands adopts new online iGaming regulations. The region is home to the highest number of online iGaming operators with minimal regulations as compared to other regions. Subsequently, Europe is set to remain the dominant market for online iGaming and betting throughout 2025. The UK plays a key role in the European market, followed by Malta

GAMING ACCESSORIES AND SPONSORING

Additionally, the demand for gaming-related products such as gaming PCs, keyboards, mice, graphics cards, monitors, gaming chairs and many, many more is rapidly expanding, proportionally to the interest of the general public in video games. eSports players and streamers are sponsored by famous brands in the industry such as Razer, AMD and others to use their products and showcase them on stream.

- 43% of the worldwide gaming PC and accessory sales revenue are from high-end gaming PCs.
- 35% of the worldwide gaming PC and accessory sales revenue are from mid-range gaming PCs.
- 22% of the worldwide gaming PC and accessory sales revenue are from entry-level gaming PCs.

WHO LIKES TO PLAY GAMES

The initial generation of gamers, namely millennials, are now in their 30s, which means that they are able to spend more money than they used to 20 years ago. Fun and mental agility are among the main reasons cited by the older gamers as to why they choose this pastime. In fact, it was found that video gaming is gaining on popularity among the seniors in the United States.

The video game industry, and more generally the Interactive Entertainment Industry, is filled with opportunities for blockchain and distributed ledger technology integration. These innovations not only benefit all stakeholders, including gamers, who now have access to an incredible variety of games, but also developers, producers, and any professional trying to succeed in the gaming industry

What is being proposed here is gaming using the blockchain to provide a secure, decentralised, autonomous, and flexible platform upon which a variety of games can be built.

Players will be empowered to monetize their game time and transfer the resources they earned in the virtual world into the real world.

In-Game Use of the UCHT

To stake on gameplay

To purchase in-game digital goods like, weapons, armor, and other items

To purchase styling or enhancement items for one's character

As a participation/entry fee for special in-game events including tournaments and other competitions

Players can keep their UCHT either in their in-game account or withdraw them to their own tron wallets for savings or exchange.

FINITE UCHT SUPPLY:

The supply of UCHT will be limited and finite in order to protect their value. UCHT will be the only means of payment within online Games. The final amount of UCHD generated has been fixed forever at 660,000,000

Game development and server infrastructure, marketing, management, and other expenses shall be covered using proceeds from the sale of tokens as well as in-game sales.