



GAME CHANGER TOKEN

WHITEPAPER

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Version 1.0

Game Changer GmbH Wiesenstraße 1 c 38259 Salzgitter Deutschland

CONTENTS 1/3

PART A: GENERAL INFORMATION ABOUT THE ISSUERS	3
1. Name of the issuer	3
2. Registered address	3
3. Date of registration	3
4. Indication of the commercial register number	3
5. Shareholder of the issuer	3
6. Information on persons who belong to the management body of the issuer.	4
7. Declaration on the nature of the token	5
8. Potential conflicts of interest	6
9. Balance sheet including profit and loss account of the issuer	7
PART B: INFORMATION ABOUT THE PROJECT	8
1. Name of the project or token	8
2. Information on all natural or legal persons	8
3. A description of the reasons for issuing crypto assets	9
4. The main characteristics of the products or products developed or to be developed Services	9
5. Information about the project organization	11
6. Information on the planned use of the funds.....	12
7. Expenditures in connection with the offer to the public	14
PART C: INFORMATION ABOUT THE PUBLIC OFFER & ADMISSION TO TRADING	15
1. Information related to the offer	15
2. Surcharge	15
3. The issue price of the crypto asset	15
4. The total number of tokens.....	15
5. Information on the customer group	15

CONTENTS 2/3

6. Special notice	15
7. Information about the different periods of the offer	15
8. In the case of limited offers, the subscription period	15
9. Payment methods for purchasing the offered crypto assets	16
10. Information on the right of withdrawal according to § 312g BGB	16
11. Information on the schedule of the transfer	16
12. Name of the service provider on the occasion of the placement	16
13. Name of the trading platform on which admission to trading is requested.	16
14. The law applicable to the offer for the public	16

PART D: RELATED RIGHTS AND OBLIGATIONS

WITH THE TOKEN 17

1. Declaration on the nature of the token	17
2. A description of the properties and functions of the token.....	17
3. Rights and obligations of the buyer	17
4. Information about future offers and the number of tokens that will be used by Issuers themselves	17
5. Information about the quality and quantity of the products and / or Services to which the utility tokens grant access.....	18
6. Information about the redemption of utility tokens for products or Services	18
7. Information on how and where the crypto assets can be purchased or sold	18
8. Information on restrictions on the transferability of the token	18

PART E: INFORMATION ABOUT THE BASESLYING TECHNOLOGY	19
1. Information about the technology used, including distributed ledger technology, protocols and technical standards used	19
2. A description of the interoperability of the underlying protocol with other protocols	20
3. Incentive mechanisms to secure transactions and applicable fees	20
4. Detailed description of how a distributed ledger works	20
5. Risks	21



PART A: GENERAL INFORMATION ABOUT THE ISSUER

1. ISSUER NAME

Game Changer GmbH

2. REGISTERED ADDRESS

Wiesenstraße 1 c, 38259 Salzgitter

3. DATE OF REGISTRATION

in establishing

4. INDICATION OF THE COMMERCIAL REGISTER NUMBER

in establishing

5. PARTNERS OF THE ISSUER

First and last name and maiden name	Stefan Tischer
Participation too	60 %
Date of birth	13.12.1959
place of birth	Salzgitter
Full Address	Franz Zobel Str. 37; 38259 Salzgitter
First and last name and maiden name	Sven Joha
Participation too	30 %
Date of birth	09.11.1985
place of birth	Langenhagen
Full Address	Hedwigstr. 7 38118 Braunschweig
First and last name and maiden name	Marcos Sancho
Participation too	10 %
Date of birth	02.05.1990
place of birth	Bilbao / Espana
Full Address	Heisterweg 48 24837 Schleswig

PART A: GENERAL INFORMATION ABOUT THE ISSUER

6. ANGABEN ZU PERSONEN, DIE DEM LEITUNGSORGAN DES EMITTENTEN ANGEHÖREN:

First and last name and maiden name	Sonia Sat
Date of birth	16.03.1987
place of birth	Abohar
Full Address	Hedwigstr. 7 38118 Braunschweig
function	Geschäftsleitung
First and last name and maiden name	Sven Joha
Date of birth	09.11.1985
place of birth	Langenhagen
Full Address	Hedwigstr. 7 38118 Braunschweig
function	Marketing & Vertriebsleitung (CMO)
First and last name and maiden name	Marcos Sancho
Date of birth	02.05.1990
place of birth	Bilbao / Espana
Full Address	Heisterweg 48 24837 Schleswig
function	Technische Leitung (CTO)
First and last name and maiden name	Stefan Tischer
Date of birth	13.12.1959
place of birth	Salzgitter
Full Address	Franz Zobel Str. 37; 38259 Salzgitter
function	Prokurist und Controlling / Buchhaltung (CFO)

PART A: GENERAL INFORMATION ABOUT THE ISSUER

7. DECLARATION OF THE ESSENCE OF THE TOKEN

The Game Changer Token is a token that is based on Basis of the ERC20 blockchain technology as in Game currency for the users of the game Changer platform is used. Other currencies are not allowed to pay on the platform authorized.

The game changer token can be used by the Players in all connected apps as in Game currency can be used for payment. The developers will be for that by them developed games they made on the platform offer directly through the player with paid to the game changer token. Profits and prize money of a game is taken from the Game providers to the players in tokens paid off. A claim against the Issuers on payment of a credit or to exchange the game changer token does not exist in euros.

For processing payment transactions on the The platform is the respective token holder himself responsible.

Every user has their own dashboard. This shows the personal settings of the respective user, which he can edit, and the statistics of the games played and the game results and it contains the so-called. GCT user account showing the respective balance of the available tokens and the respective Changes indicates. The required data are processed via API Interfaces from the game app and the Wallet app transmitted. The accruing number services are provided by the connected senen Banks and Payment institutions provided.

The game changer platform is visibly to be completed by 09/01/2021. An essential financing instrument of the Platform are those through the issue of the Game changer tokens collected funds.

Hints:

When issuing tokens, especially Utility tokens, the purchaser bears a risk that higher than the conventional risk Issues established on the capital market Financial instruments. ICOs are for investors highly risky, speculative investments. A total loss of the investment is possible. The emission of Utility Token finds in the unregulated area. Exist here no consumer protection, no capital market specific investor protection instruments and no protection of personal data. This Whitepaper does not represent a legally regulated Prospectus, rather it replaces it. Deep, especially technical, understanding is necessary to make ICO projects comprehensive to be able to judge. The present, by means of The project to be financed by the ICO is located at an early stage. Stage of development and business model are accordingly untested. Large fluctuations in the price of the Game changer tokens are possible. There are no secondary market. The game changer tokens can also prove to be completely illiquid turn out. ICO structures also offer great potential for abuse and fraud. The program code may contain errors that can be used by third parties.

PART A: GENERAL INFORMATION ABOUT THE ISSUER

So please take the detailed one Risk description under F Risks for Knowledge.

The following provisions include Lich the risk information under F raise risks does not claim to have any information included that for your decision to Purchase of the game changer token required are. The issuer has the personal Circumstances of the purchaser not checked and does not say anything about whether the token is suitable for this. Please use therefore the opportunity to ask questions to the issuer ask, find out information from independent Sources and get expert advice one if you are unsure whether you will play the game To acquire changer tokens.

8. POTENTIAL CONFLICTS OF INTEREST

Game Changer GmbH operates the Platform. At the same time, society evolves own apps and games that are based on the Game Changer platform should be offered. Game Changer GmbH is thus also a Game developer and Game providers also User of the platform and is thus insofar in competition with the other game developers who use the platform. The use the platform is free for every user. Access to the platform can only be from factual aspects, such as the Protection of minors or from other overriding limited legal aspects become. Game Changer GmbH is not Allowed competitors as such from the Use of the platform. The abstract conflict of interest situation is also dissolved by the fact that the Game Changer GmbH no other benefits granted to the other users of the Platform not also be granted.

Mr. Sven Joha is responsible for the management of the Marketing & Sales Management (CMO) of Game Changer Token GmbH. At the same time is he managing partner of Company network world.

The company is currently operating as a sole proprietorship operated. In 2021 it will be converted to a GmbH is being

considered. Also entertains Mr Sven Joha With the sole Managing director Mrs. Sonia Sat of the game Changer GmbH has a private relationship. The Company Network World has the marketing plan and the sales plan related to project implementation (ICO) and implementation mentation and Installation The Platform creates and advises on the Project implementation. Currently is an abstract Conflict of interest situation not recognizable as the Company Netzwerk Welt and Mr. Sven Joha free of charge for the game changer tokens GmbH are active. Mr. Marcos Sancho is the technical manager (CTO) of Game Changer Token GmbH. At the same time he is the managing partner shareholder of the company Neox Studios who already Has developed apps for the platform and will also develop for a fee in the future. The existing abstract conflict of interest location is described as follows dissolved. Abstract Conflicts of Interest become resolved by the following measures:

a) The selection and the award of the contract are based on purely objective criteria. These are:

- The company's offer corresponds to that Needs and requirements for coverage of need.
- The price-performance ratio is the best, that at the time of the conclusion of the contract on Market is to be maintained.
- The contractor has the required expertise.

PART A: GENERAL INFORMATION ABOUT THE ISSUER

b) The award is made under conditions that also for contracts with external third parties are customary in the market and have been agreed would be.

c) Contracts and their amendment require to of their effectiveness one consenting Shareholder resolution, at the all Shareholders have to vote. At only an abstention counts as approval not granted. The shareholders of Game Changer GmbH will be a corresponding Regulation in the articles of association of Game Changer GmbH.

d) The contract implementation is carried out internally at least two people checked, where at least one person has no interest conflict situation may have.

e) The control of compliance with the aforementioned The highest criteria are carried out externally by the Annual auditor. The order for the annual annual audit is expressly be extended by this point.

f) Conflicts of interest are reported on the Company homepage disclosed.

g) The above criteria also apply to Contract adjustments

9. BALANCE SHEET INCLUDING WIN AND LOSS- ISSUER INVOICE

The Game Changer GmbH was only on Founded on November 16, 2020 and to register in Registered in the commercial register. As a result, lies no balance available yet. In addition, this refers to Offer on the occasion of the first issue on one pure utility tokens. The game changer token is a pure utility mark that opposes a Exchanged product or service can be. A balance sheet including profit and loss Loss statement of the issuer for the last three years or from the date of registration in the commercial register his Registration are therefore not submitted.

PART B: INFORMATION ABOUT THE PROJECT

1. NAME OF THE PROJECT OR TOKEN

Game Changer Plattform (GCP)

Game Changer Token (GCT)

2. INFORMATION ABOUT ALL NATURAL OR LEGAL PERSONS

Information on all natural or legal persons (including addresses and / or registered office of Company) involved in project implementation, such as consultants, development team and service provider

Legal advice

Benjamin Kirschbaum, Rechtsanwalt

Dr. Annette Wagemann, Rechtsanwältin und Fachanwältin für Bank und Kapitalmarktrecht

jeweils WINHELLER Rechtsanwaltsgesellschaft mbH

Friedrich-Ebert-Anlage 35-37

60327 Frankfurt am Main

Implementation dashboard

Viktor Siemens

VS Consulting

Herforder Str. 285

33609 Bielefeld

Marketing plan & sales plan for the ICO

Netzwerk Welt

Hedwigstr.7

38118 Braunschweig

Neox Studios GmbH

Lise-Meitner-Straße 2

24941 Flensburg

PART B: INFORMATION ABOUT THE PROJECT

3. A DESCRIPTION OF THE REASONS TO ISSUE CRYPTO ASSETS

The game industry's market is gigantic and will have sales of 180 billion Euros forecast for 2020. We want to be in this gigantic market open a door that was previously locked stayed. We want the in-game currencies to be usable & and thereby make it valuable.

Everyone knows it - you have one on your cell phone Game and there, for example, diamonds acquired or given as a gift, but you can't do anything with it. We want these dusty and forgotten in game currencies into one Convert tokens and this way can be used across games. This leaves no diamond, no gold, no Game dollars unused.

We are building a platform for this (Game Changer platform), on which players and Developers can tie in and make an offer of apps and games in which you can use these GCT tokens across apps can. There has never been anything like it and it makes one Market available, which appears to be too soon received little attention. This project is, however, both in the Platform programming and marketing & Distribution costly.

For this reason we chose an ICO decided to keep everyone involved from the start can be and from the growth can benefit. In our eyes there is a Token regardless of currency with every game in Can be used in any country in the world and straight therefore the best chance for us as a developer and to bring players closer together to deliver a great result for all parties. For us, an ICO has the advantage that this Project can be realized and we one Contribute part to the developers of all countries the world and the players of all countries in the world to unite.

4. MAIN CHARACTERISTICS THE DEVELOPED OR TO DEVELOPING PRODUCTS OR SERVICES

Since the offer of the Game Changer Token the Publicity one Utility Token (Usage token) are concerned, in the following ends the main features the products developed or to be developed or services named:

The game changer platform We would like to use the game changer platform a platform for all Game developers create and one as well Platform for gamers.

So we bring gamers and developers closer together and make sure everyone gets through benefit from this market.

We want developers to focus on developing can put to a high Ensure quality of the gaming experience can. For gamers The players can own and all at all connected apps & games the in-game Currency on other players or games transfer. In-game currencies can also be used again be paid out when a player enters this Tokens and to other players who continue to play this game.

PART B: INFORMATION ABOUT THE PROJECT

Also exists depending on the app and depending on Gameplay the Possibility, In Game Earn currencies and these too to deceive. This gives all players a complete new experience. Because now you are all in the situation to expand, or expand, the gaming experience to share with other players. This also opens up in e-sports or in clans a new way of qualification. This wipes away borders that stood in the way of globalization. A gaming community now has a lot more possibilities yourself to finance and to set up.

Have excess in-game currencies now have a value and are no longer useless. Example from the current gamer scene for 5.49 you can count on that in one game Have your Handy load 100 diamonds. A Costume which the player collecting of raw materials in the game simplified by 20%, costs 90 Diamonds. For the left there is nothing left in the in with 10 diamonds left Game Shop. (The cheapest item costs 30 Diamonds.) Now if we have the diamonds replace with tokens and store them in the wallet of the customer, he can do the leftover The remaining 10 tokens are now also in one use another game or with others Swap players.

For developers developer can now the next Make evolutionary steps and your in game Monetize currencies. You can yourself on the Develop focus as the capitalization of the Games by the gaming community of Platform is almost automated. Developers can now have a source of income tap into that was previously unavailable. Since we do the marketing and sales for the platform take, benefits everyone Developer of it and must take care of its own Marketing don't worry. For top Placements and integration into our Marketing can charge the developer a fee pay (e.g. in the form of tokens). Consequently need developers who often Marketing and sales are difficult, none Thought more on these topics and you get absolute experts to the side.

That means:

The incentive to give the player a good score deliver and also give him benefits or incentives create the in game currencies in the game of the developer's output brings the Developer real money and thus increases the Quality of the game. That way it will be for getting a good development team increasingly more delightful and easier Regular customers to build up.

The in-house production platform we'll be our own on a regular basis Bring apps to market. These apps we will develop in such a way that we are the Giving the community the chance to participate voices.

That means every app we program is a game changer, since all players have the Content of the game and the specifications co-decide. We achieve this through regular surveys on social media Platforms and through email marketing. These results become then from team evaluated and it becomes a game concept elaborated which following the Programmer goes. These then have the Target, quickly depending on the effort, a new one Create game. For example, Mini Games within a maximum of 3 months and complex games within 18 months come on the market.

We will also have country-specific apps that are popular around the world should, but precisely on certain countries be aligned. We have already developed a prototype. This app is currently in the test and Launch phase. It's called Pullman City Harz and is a western building adventure game with Role play aspects.

PART B: INFORMATION ABOUT THE PROJECT

Summary

We simplify mini transactions and monetize this for all our Developers use and open up the platform Sources of income.

These functions are currency-independent and cross-border. We combine the user experience with the high standards and take care of you bigger market. Our platform enables more profit for everyone in the gaming industry. We also ensure more at the same time Codetermination and democracy in the Development of the various games, what with players around the world for years Wish is and an enormously high response will find.

5. INFORMATION ABOUT THE PROJECT ORGANIZATION

Project management

Sonia Sat (CEO)

Project team

Sven Joha Marketing and Sales Manager (CMO)

Marcos Sancho Technical Manager and
Development / Programming (CTO)

Stefan Tischer Authorized Officer and Controlling /
Accounting (CFO)

Start of the project

15.12.2020

Milestones of the project

Application Pullman City Harz

We have already completed this app and is in the app stores for the community available to work on further.

Dashboard GCT

Is under development (status November 16, 2020) and will be completed on December 10, 2020.

ICO

The ICO fulfills an essential function in the financing of the platform. Current let's agree the ICO with the Federal Agency for Financial services supervision ("BaFin") from, since we the emission one Utility Token to intend. In the course of the inflow of capital through the ICO will be the following other milestones mentioned are realized.

Plattform Game Changer

The heart of the project is the game Gchanger platform. It is expected to be on 01.09.2021 to be completed. With finished The final phase of the issue begins of the game changer token. During the the entire duration of the ICO we will continuously the developers, studios and Gaining gaming publishers as a user and further applications for users of the Develop, build and expand the platform.

Expansion in andere Länder

Once the platform is completed, let's start expanding into other countries. To this end, we will have a Develop plan.

PART B: INFORMATION ABOUT THE PROJECT

6. INFORMATION ABOUT THE PLANNED USE OF THE MEDIUM

The platform will be ready by September 1st, 2021 be put. We allow ourselves a period of time of 3 months for possible error recovery raising and improving the system a.

Once the servers are running smoothly, the Platform published and 100% usable be.

Use of the funds raised

50% technology and development.

30% marketing

20% employees and team

We'll be 50% and with it most of the Money for the development of games & apps take advantage of those published on the platform will continually attract more gamers and To inspire target groups for the platform and to grow.

We'll invest 30% in marketing, like described under Marketing, so that we can also create a market here and expand. Awareness & trust and build a community that works for us very much important is.

20% is used to cover all further Costs, especially the salary for Employee, Tax payments used become. Attracting gamers as users of the Platform gamers, let's talk about social Media platforms and gamer platforms especially Twitch or Youtube. Also Facebook and Instagram are very good for this suitable. We also use app stores and / or the Google Playstore, around the attention more potential Users to receive.

We operate worldwide. One focus will be in the Asian countries. The Asian region, especially India and China is very interesting, the market is big, because there are a lot of people living here who are ready are to

spend money on games. To our Target audience also include gamblers and Users of licensed in Germany Betting shops.

Attracting developers as users of the Platform We also become developers through try targeted marketing measures to connect the platform.

Youtube & Twitch

We direct one of our main focuses here on the two channels Youtube & Twitch, the biggest gaming streamers here are active and we therefore have a bigger one Reach. Here we reach most gamers and can use this the granting of Benefits and Bonuses for our new platform inspire. In addition, both channels allow our advertising in the video's of the streamers integrate so that we thereby trust be able to build up and expand.

We'll also be using the video game content Creator work together and thus the Penetrate the market.

Cross marketing

To reach as many people as possible, let's start an advertising campaign about multiple media such as TV and radio spots, Billboards, magazines / newspapers and Online advertisements (Google AdWords and Facebook Ads) and social media.

We will also become advertising networks for Use cryptocurrencies. We are too well networked with media, portals and Magazines and we become these Use connections. This is how we build our expert status and can do that Reinforce trust again. We expect hence that the cost becomes very fast Return on investment will be because we have exactly that Address target groups who, as well as so, already are

PART B: INFORMATION ABOUT THE PROJECT

interested in cryptocurrencies.

We will also be at trade fairs for gaming industry and ours here Further expand network and cooperations close to keep the platform moving forward float. In this way we also achieve them Global players and the big brands of respective industry.

Direct sale

Our team is very well connected and is part of the Teams come from the fields of marketing and sales and count in this branch the best. That is why we have a strong sales team both online, as well as offline.

Email Marketing

Email marketing plays an important role in our marketing strategy, not just because of it one of the best marketing channels in terms of the cost-effectiveness ratio is. Much more only then do we reach our target groups optimal if we filter and target carefully and this with one on the target audience address customized e-mail campaigns. We will use all channels to get as many email addresses in the double opt-in. We achieve this through various Landing pages and especially the Ad's in our numerous A / B tests.

Distributors

We will have different structures from use existing distributions and thereby, the us to Available standing Sales resources drastic increase. At the same time we have competent Closer / sellers and consultants who already have one Have customer base. Alone in Germany we're talking about well over 180,000 people, who are active in the industry. this makes possible a sales structure with low costs.

Community

We are aware that one is organic established and active community part of the will be a great success. We are also aware of how powerful this tool is is and how important the marketing is here at this one Body needs to be focused. Here we create sustainability and trust, as well as acceptance and success for that too Community.

Facebook and Instagram as well as Discord

We'll also be on Facebook and Position Instagram to a community build that benefits from each other and that Makes life easier for developers in which we here the mood of the scene capture. Another platform is Discord. This is a community that is very dependent on used by gamers.

To further expand our community, we will airdrop and bounty campaigns use that to their members who are ready are known to the Game Changer platform make, issue game changer tokens become. This tool has already been used at proven in numerous ICOs.

Also we will have competitions among the Fueling gamers, their compensation models the issue of material goods, in game Currencies and the game changer token provide.

PART B: INFORMATION ABOUT THE PROJECT

Playstore, Appstore & In App Marketing

We are also in the App Store (Apple) and the Playstore (Android) advertising switch and also here the in app Advertisements use, around our high-quality videos through third-party apps from Make target group visible. This increases the penetration is enormous, since we are right here our target group to reach and the Download rate is very high.

7. COVERED EXPENDITURE APPEND THE OFFER TO THE PUBLICITY

A utility token is offered here. Expenses related to the Offer to the public therefore fall none on.

PART C: INFORMATION ABOUT THE PUBLIC OFFER & ADMISSION TO TRADING

1. INFORMATION RELATING TO THE OFFER

The offer of the Game Changer Token is directed exclusively to the users of the game Changer platform.

2. TASK SURCHARGE

A surcharge is not provided.

3. THE ISSUE PRICE OF THE CRYPTO ASSETS

The issue price of the Game Changer Token is can be found in the table under point C7.

4. THE TOTAL NUMBER OF TOKENS

In the first step, we plan to issue 50 million game changer tokens only in Germany. More countries will follow a successful start and integrated into the Brought expansion. We will add something new in every country comes new tokens for the issue in this one Create land. Align the number of tokens always according to the number of inhabitants x 63% Total is the total number of tokens but to a maximum of 1 billion tokens worldwide limited.

5. INFORMATION ABOUT THE CUSTOMER GROUP

Our customers are mostly normal Consumers and gamers as well as the developers from app's. Our customer group consists of private individuals People who like to play games. To this Group currently belong to several Statistics about 63% of the population. So is every second is a potential user of the game Changer platform. Our offer is not aimed at institutional nal organizations and businesses as well private investors or family offices.

6. SPECIAL NOTICE

The minimum amount required to carry out of the project is required, so-called soft cap

at 20 million euros. The acquirer of the game Changer Token will not be its capital get back when the soft cap at the end of the offer to the public not is reached or if the offer is canceled becomes. The maximum amount related With the execution of Project should be collected, so-called hard cap, can to be defined later when the exact Number of target countries is fixed. Do this we will position in the later course of the ICO to take.

7. INFORMATION ABOUT THE DIFFERENT PERIODS OF OFFER

The information about the various Periods of the offer as well as the respective The issue price can be found in the table, which are attached as ANNEX to this white paper is and at the same time part of this Whitepapers is.

8. FOR TERMINAL OFFERS THE SUBSCRIPTION PERIOD

In the case of limited offers, the subscription period, in which the offer is open to the public is, and the precautions taken to protect Funds. The period in which the respective offer is open and offers are made can, corresponds to the Period of respective offer. The subscription period ends on the last day, midnight, of the specified Period.

PART C: INFORMATION ABOUT THE PUBLIC OFFER & ADMISSION TO TRADING

The information about the various Periods of the offer as well as the respective The issue price can be found in the table, which are attached as **ANNEX** to this white paper is and at the same time part of this Whitepapers is.

The funds are in the company's account and cryptocurrencies to the wallet of the society to transfer. The appropriate use of the funds is ensured by the four eyes principle. Further precautions to protect funds do not exist.

9. PAYMENT METHODS TO PURCHASE OF THE OFFERED CRYPTO ASSETS

All known ones are available to you for payment Methods to Available how: Bank transfer, credit card payment, cash Payments available. Furthermore offer we also offer to pay with coins, like Bitcoin, Litecoin, Ethereum.

10. INFORMATION ON THE REVOCATION RIGHT ACCORDING TO § 312G BGB

You have the right within a fortnight to this contract without giving reasons withdraw. The withdrawal period begins with the conclusion of the contract. To exercise your right of withdrawal, you must contact us,

Game Changer GmbH, Wiesenstrasse 1 c,
38259 Salzgitter, germany,

Email: info@gct-token.de

by means of a clear declaration (e.g. A letter sent by post, fax or e-Mail) about Your decision to withdraw from this contract, to inform. You can for this the sample withdrawal form on the website of Game Changer GmbH use by fill this out and send it to us.

To meet the withdrawal deadline, it is sufficient that you are notified of the exercise of the Right of withdrawal before the withdrawal period has expired send.

11. INFORMATION ON TRANSFER SCHEDULE

As soon as our platform is online, the Transfer the token to the buyer. Before that can the owner of the token in the dashboard see how many tokens he / she owns. The tokens are stored in the user's wallet and not through us.

12. SERVICE PROVIDER NAME ON THE OCCASION OF THE PLACEMENT

A service provider is not involved in the placement switched on.

13. NAME OF THE TRADING PLATFORM FORM ON THE APPROVAL REQUESTED FOR TRADE

This information is omitted as there is no admission to The aim is to trade in crypto assets.

14. THE FOR THE OFFER FOR THE PUBLIC APPLICABLE LAW

The offer is subject to the right of Federal Republic of Germany application.

PART D: RIGHTS AND OBLIGATIONS IN RELATED TO THE TOKEN

1. DECLARATION OF THE ESSENCE OF THE TOKEN

The Game Changer Token is a token that is based on Basis of the ERC20 blockchain technology as Cross-game in game currency for the User of the game changer platform. Other Currencies are for payment on the platform not allowed. The token is a utility token designed. It is neither e-money within the meaning of Section 1 Para. 2 sentence 3 of the Payment Services Supervision Act similar to securities or as an investment it is still designed as a crypto value or as Unit of account within the meaning of the Banking Act to classify. In detail, the Executions previously referred to in Part A under No. 7.

2. A DESCRIPTION OF THE PROPERTIES AND FUNCTIONS OF THE TOKEN

The token has the following functions

- Payment function: The Game Changer Token can be tied by the players at all Apps as in game currency for payment be used.
- Exchange function: The users of the platform (Players and game providers) can use the Game Changer among each other against advantages in the game or swap in an app.
- Substitution function: Profits and Prize money for a game is awarded by the Game providers to the players in tokens paid off. Tokens can be used with certain Events organized by the platform operator hosted on the platform as Admission ticket can be used, for example wise in e-sports tournaments.

The game changer platform is expected to Lich will be completed by 09/01/2021. An essential financing instrument of the Platform are those through the issue of the Game changer tokens collected funds. For processing payment transactions on the The platform is the respective token holder himself responsible. It is not intended to Token on a trading platform for crypto Allow assets.

3. RIGHTS AND OBLIGATIONS OF BUYER

A description of the rights and obligations of the buyer as well as the procedure of the token Issue and its terms are in the **CONDITIONS THE TOKEN EMISSION** described in detail.

A description of the requirements for the use of the platform is in the Game Changer Terms of Use Platform included.

4. INFORMATION ABOUT THE FUTURE OFFERS AND THE NUMBER OF TOKENS THAT FROM THE ISSUER ITSELF BE KEPT

Game changer is not currently planned Tokens withheld. We keep however, before doing this to do. We become a decision no later than the commissioning of the platform form, which is expected to be available until September 1st, 2021 will take place, and thus before phase 9 of the Hit emission. The offer phases are the See table under C 7 above.

5. INFORMATION ABOUT THE QUALITY AND QUANTITY OF THE PRODUCTS AND / OR SERVICES TO WHICH THE UTILITY TOKEN ACCESS GRANT

We are always looking for a quality in Interaction with the developers and the Game Changer Platform Community to ensure. The community decides what elements we use in our apps to implement. This is how we create a high Quality among users and also a strong community. We plan to add apps at regular intervals realize. We could do this depending on the app and Programming effort every 3 to 18 months realize. However, this also depends depends on what the users, players and Want to have a community and what for is voted. This happens on in the future our platform and on our social Media channels.

PART D: RIGHTS AND OBLIGATIONS IN RELATED TO THE TOKEN

6. INFORMATION ABOUT THE REDEEMING UTILITY TOKENS FOR PRODUCTS OR SERVICES

The GCT Game Changer Token acts as the IN Game currency of the platform. He can open our platform can be used to Applications that are chargeable, too acquire. The user can also use the token in the game or in the app itself to use To purchase benefits for the app.

The holder of the token can also use this transferred to other users of the platform, as soon as they agree. Also can Tokens flow into a subscription so that the Regular players or users of an app Benefits or enhancements.

7. INFORMATION HOW AND WHERE THE PURCHASED CRYPTO-ASSETS OR CAN BE SOLD

The GCT (Game Changer Token) can be used at the Emission in the applications that are supported by the Platform supported or directly on the platform, as well as on our website can be acquired. The token can be used at any time sold. An admission to trading on a trading platform for crypto assets however, it is not requested. Also acts the Game Changer platform Not as Trading platform. The sale and the Transfer takes place exclusively in own Responsibility from the owner to the user and potential users of the Game Ghanger Platform as interested parties.

8. INFORMATION ON RESTRICTIONS GEN OF THE TRANSFERABILITY OF THE TOKEN

There are no restrictions on the free Transferability

PART E: INFORMATION ABOUT THE BASES LYING TECHNOLOGY

1. INFORMATION ABOUT THE TECHNOLOGY USED, INCLUDING DISTRIBUTED LEDGER TECHNOLOGY, PROTOCOLS AND USED TECHNICAL STANDARDS

We use the ERC-20 token and the associated blockchain technology.

Why ERC20-TOKEN

We decided to use the ERC20 token due to its enormous security & Compatibility as the basis for our Token (GCT).

This ensures that on the part of the user, Investors or gamers and developers none further steps will be taken need to do the GCT among themselves act.

GCT user accounts

In-game accounts are accessed through the Website of the respective app created and integrated. Each user connects via API Interfaces his own wallet on Ethereum Basis is child's play with just one click in the respective user account in our Dashboard. Each user has their own Dashboard and is able to personalize there Settings to to edit, statistics display of earning referral bonuses and many more options that will become available over the course of the GCT project.

In the personal user accounts you can these through various activities in the Earning games or tokens as a developer & Badges received, which in turn are emailed to the respective users are sent.

Blockchain

We use for security and transparency the blockchain technology. A Blockchain is a continuously expandable list of data sets, "blocks" called, the by means of more cryptographic Procedures are chained together. Everyone Block typically contains

one cryptographically secure hash (scatter value) of the preceding block, a timestamp and Transaction data. Source: www.wikipedia.org

DLT = blockchain

Protocol = ERC-20

Proven system, high security standard

Blockchain is based on Ethereum (ERC-20)

This blockchain has long been established on the market and has a high Acceptance. It owns to Experience reports a good support. Also to have we here finished API interfaces, the we in our Being able to integrate software solutions. On this way we can reduce the cost keep it small for new programming.

Thanks to this blockchain technology, everyone is Transactions visible and therefore 100% transparent and understandable. The data the customer will be in the transaction report provided with pseudonymous data and thereby anonymized.

We chose a proven technology decided because they have a high level of acceptance and Offers security. This is a blockchain solution based on ERC20 tokens.

ERC20 is the technical standard for Smart Contracts used to implement token serve in the Ethereum blockchain.

The Ethereum network is next to Bitcoin that main blockchain network and the ERC20 standard is by far the most format used for developing Projects that build tokens.

PART E: INFORMATION ABOUT THE BASES LYING TECHNOLOGY

The functions of ERC20 result in a full functional smart contract, the one Issues token and its offer and Circulation constantly monitored.

ERC20 tokens can be found like tokens imagine giving the owner access to Participation in a digital ecosystem grant.

ERC20 was created on November 19th, 2015 by Fabian Vogelsteller submitted and is an "Ethereum Improvement Proposal "(EIP). This EIP (ERC20) has been widely accepted and is up today an important standard to which very much hold many smart contracts.

2. A DESCRIPTION OF THE INTEROPERABILITY OF UNDERLYING MINUTES WITH OTHERS MINUTES

A description of the interoperability of the underlying protocol with others Protocols.

For a token to be compatible with ERC20, have to at least the of ERC20 specified functions and behavior must be implemented. Other functional ities can be added by Functions are implemented that are not Are part of the standard. The main purpose of the The guidelines of the ERC20 standard are: the interoperability between smart contracts to promote. Consequently can all Infrastructure components such as user interface areas, exchanges and wallets on advance visibly linked to a contract become. The interoperability itself will achieved because of the ERC20 standard one "Application programming interface", a Application programming interface (API) set up. In this way, third parties can access Access information and transactions to run.

3. INCENTIVE MECHANISMS FOR SECURING TRANSACTIONS AND FEES

Incentive mechanisms to Fuse of Transactions and applicable fees do not exist.

4. DETAILED DESCRIPTION THE FUNCTIONALITY OF A DISTRIBUTED LEDGERS

The distributed ledger technology (DLT) is a technology for recording information above a on several Computer systems distributed, ie decentralized Database. DLT is regularly based on the Public key cryptography, a cryptographic system that uses key pairs:

on the one hand public key, which is public are known and are used for identification and on the other hand private keys, which are secret and for authentication and encryption can be used.

Blockchain is a subset of the DLT, with the several pieces of information about a block summarized and blocks in chronological gical order with each other using more cryptographic Procedure chained in distributed databases.

Our ERC20 token will be on our platform offered for sale and then on the wallet of the customer. We manage to no time the crypto assets of the customers and also have no access to the wallets of the Customers. We are not the creators of the wallets. We also never have access to the private key (private key) of the owner of the Token.

PART E: INFORMATION ABOUT THE BASES LYING TECHNOLOGY

5. RISKS

The following are essential legal and actual risks related with the issue of the game changer token shown. Risks in the individual Situation of the purchaser are justified not recorded and must by anyone potential acquirers themselves checked and be rated.

The risks listed below can can be realized individually or cumulatively. It is also not ruled out that others, today still Not foreseeable Risks realize. Should individual or all of the following risks realize, there is a risk of one complete absence of the desired Possibility of use and a total loss of the capital employed (token price).

These risk warnings as well as the above Terms of contract, do not raise the Claim to contain all the information for the decision to purchase the token required are. The issuer has the personal circumstances of the purchaser checked and does not provide any information about whether the token is suitable for the acquirer. You're welcome take advantage of the opportunity to the issuer Asking questions, educate yourself independent sources and pick you up Expert advice if you are unsure are whether you want to purchase the token.

1. Total loss risk when purchasing the game Changer token

There is a risk of total loss of the capital used to acquire the token (Token Price). An obligation to make additional payments or other liability that exceeds the amount of the token price paid however not.

2. Risks related to the offer

a) Risk of lack of regulation

The Game Changer Token is a token that is based on Basis of the ERC20 blockchain technology as in Game currency for the users of the game Changer platform is used. The

game changer Token is primarily a utility token designed, its issue and trading so far barely legally regulated is. First issue and secondary market trading can operated without a permit. On the published information on the project are the legally regulated prospectus or Information sheet obligations are not relevant and the specifications contained there for Protection of consumers and personal related data to the game changer Tokens are not used any more than the capital market-specific investor protection regulations.

b) Risk of restricted or not usability as in game currency

The value of the Game changer tokens only after the actually existing possibility of this to be used as intended. Is its use only possible to a limited extent is its value diminished. If this is not possible, it is Token worthless. Therefore the platform will only delayed or not completed at all or the operation is discontinued or the Platform of players or game developers not assumed as expected, then a partial or complete loss of the the capital employed (token price).

PART E: INFORMATION ABOUT THE BASES LYING TECHNOLOGY

c) Risk of limited or absent Transferability of the token

A sale of the game changer token is legally possible. To current However, the issuer's level of knowledge exists no liquid market for this. A sale of the token is therefore only possible if the game changer platform on the market established and sufficiently registered users the game changer tokens after the issue accept as a form of payment and among each other use permanently. There is no for this Guarantee. Each purchaser bears the sole risk that he does not use the token he has acquired or only resell at a price who does not meet his expectations. Large fluctuations in value are possible. The Game Changer Token can therefore prove to be turn out to be completely illiquid. A Buyback guarantee is provided by the issuer not given. The purchaser thus bears that Risk of loss and price fluctuation of his Tokens.

d) Risks in the event of a game failure

Changer platform Does the platform not take its operation like provided on or will be their operation is discontinued, the token is reduced in value or worthless, as the value of the game Changer tokens only after the indeed existing possibility determined to use it as intended.

3. Those with the project implementation associated risks

The project is at the time of Token issuance begins early Stage. An essential financing instrument of the platform are those by the output of Game Changer Token collected funds. Unless these are in the planned amount are received, can affect project implementation become or fail. Also that is Business model not yet on the market established. This harbors considerable opportunities, however also great risks. Stage of development and Business models are untested. If that fails project can

the Token Not how provided and this can be the complete loss of the capital employed (Token Price).

4. Those with the technology used associated risks

The project is based on the so-called distributed Ledger technology. It can lead to system failure cases, interruptions and shutdowns come. Are cyber or hacker attacks possible and occur more and more frequently. The systems can also be temporary be inaccessible or hindered by a third party or prevented become. The Issuer assumes no liability for force majeure, political or economic decisions or hacker attacks.

5. Risks of the digital key

Loss or theft of private Key comes with a loss all with it connected token the same. The owner of the Tokens is solely responsible for the secure storage of private keys. The technology used enables mis-custom and deceit, so can the Program code contain errors caused by Third parties can be exploited. The The issuer assumes no liability for the Misuse of the technology used.

6. Risk of change in legal and political framework

Future changes in political and Regarding the legal framework Utility tokens, especially changes of tax law, the (negative) effects on the acquisition or use of the utility Token and the tax burden of the Acquirers cannot sell be closed. Every purchaser bears this Risk of such changes.

PART E: INFORMATION ABOUT THE BASES LYING TECHNOLOGY

7. Business risk of the issuer of the Game Changer Token

There is a risk that the issuer does not have the necessary funds will be standing to the emission as planned implement and / or to the game changer To develop the token platform to the end and in To bring operation or the operation maintain. The purchaser also bears the risk of adverse business development of the issuer, which is also the The operator of the game changer platform is. The economic success of the game changer Platform depends on many influencing factors, in particular the development of the respective Market and circumstances that the issuer can not or only partially influence. The economic success can Not foreseen become. The of the Revenue generated from its issuer Business activity can Fluctuations subject. The amount and time of The company can neither win assured nor guaranteed. It exists the possibility that the business venture yields no profit at all. A Bankruptcy of the issuer can lead to setting of the operation of the game changer tokens Lead platform.

8. Risks at the level of the acquirer / Investors

a) Debt Financing Risk

Should the acquirer contribute to his investment one Third party financiers borrowing, he is liable to his third party financier according to those met with these Agreements regardless of the success of this Token acquisition.

b) Tax Risks

The tax effects of the present the acquisition and related Possibilities of use are based on the individual duel situation of the individual purchaser judge and from each acquirer himself examine and evaluate.

c) General information on risk diversification and to avoid risk concentrations

Provided that the token is purchased as an investment should be seen due to the risk structure this investment only as a Component as part of a mixed risk Investment portfolios are considered. By a risk-diversified investment strategy in different Investments With different risk levels can be a Risk diversification at the personal Asset investment achieved and so-called "Cluster risks" can be avoided.