



GRAVITY GZRO WHITEPAPER

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LEGAL DISCLAIMER

The purpose of this Whitepaper is to present Gravity GZRO to Gamers, Game Developers and Investors alike in connection with the proposed project. It is to provide relevant and reasonable information to potential users, enabling them to decide whether to undertake a thorough analysis of the opportunity with the intent of acquiring GZRO. This Whitepaper does not constitute an offer to sell or a solicitation of an offer to buy a security in any jurisdiction in which it is unlawful to make such an offer or solicitation. The GZRO coin can be categorized as security as it entitles coin holders to receive benefits from the project. The Gravity GZRO project is compliant with the rules of all affected jurisdictions. Any remaining ones, due to financial restraints, will be handled after the project completes.

All relevant legal information is contained in the Coin Purchase Terms. Certain statements, estimates, and financial information contained herein constitute forward-looking statements or information. Such forward-looking statements or information concerned are known and unknown risks, which may cause actual events or results to differ materially from the estimates or the results implied or expressed in such forward-looking statements. This English-language Whitepaper is the primary official source of information about the Gravity GZRO project.

The information contained herein may be translated into other languages from time to time or may be used in the course of written or verbal communications with existing and prospective community members, partners, etc. In the course of a translation or communication like this, some of the information contained in this paper may be lost, corrupted or misrepresented. In the event of any conflicts or inconsistencies between such translations and communications and this official English-language Whitepaper, the provisions of the original English-language document shall prevail.

1.0 ABSTRACT

This document explains the process of the Gravity GZRO project development and execution. The project is based on the GZRO Coin which is a decentralized platform enabling transactions of value in gaming contexts that utilizes the Bitcoin blockchain (NovaCoin fork), reducing 3rd party interaction, whilst pledging a transparent operational process. The Coin was designed by a team of experts and developers as a contribution to the emerging world of crypto investments and gaming experiences.

The cryptocurrency ecosystem keeps evolving and its areas of applications are growing rapidly. There are a lot of areas and sectors in which digital currency is being implemented and the areas of application keep growing daily.

Gravity GZRO aims to target all the gaming platforms that are available online. We want to become a major player in handling the online gaming transactions worldwide. By connecting games in a GZRO-ecosystem, developers will be enabled to motivate users to move their value assets, gaming efforts and attention between games, offering them ways to both earn and spend their GZROs. The coin is already tradeable on several exchanges, making buying and selling almost effortless for the end user. GZRO will deliver a full outsourcing experience for game developers. This means we will also offer services like a follow the sun helpdesk to assist end-users (gamers) in solving any disputes or unclarity in the transaction processes.

To be able to handle in-game transactions swiftly, we need our coin to be

fast! GZRO blockchain offers fast transactions and uses the latest available technology to provide the safest and the most secure online gaming environment. Comparing GZRO to ERC-20 gaming coins, we find that GZRO is 9 times faster (we can do transactions in around 10 seconds). In addition to that, GZRO is 100 times more energy efficient. Looking at total market capitalization, our cap lies 15 times as low as competitors. This means GZRO has a huge value growth potential. GZRO Coin User-Interface (UI) and User-Experience (UX) have been designed to give as much accessibility to potential investors and developers, by offering a software wallet for Linux and Windows (mobile to follow). This wallet is based on Open Source software. Developers can explore the code on Github and build games, trading bots or other software to interact with the GZRO wallet. Of course, we welcome the development community to share examples of code in different languages, contributing to our Github repository.

2.0 INDUSTRY OVERVIEW

In view of the revolutionary technologies in the emerging field of cryptocurrency, entrepreneurs are building blockchains, launching smart contracts, developing distributed autonomous organizations, reimagining digital privacy, redesigning the architecture of the internet, and broadly finding ways to make centralized systems more distributed. The goal of the Gravity GZRO project is to utilize the blockchain and information technology to create a Game Market of its own.

The cryptocurrency industry is now a mainstay of the financial industry. Despite the recent decline, the industry has experienced an exponential growth of over 2000 percent in 2017. The industry was worth only \$17.7 billion at the start of 2017, but by the end, it had grown to a market capitalization of \$600 billion. Currently, the cryptocurrency industry has been fluctuating at between \$120-300 billion in capitalization (coinmarketcap.com).



Figure 1 total market capitalization from 2015 to end of 2018

This increase is also seen in the volumes of cryptocurrencies that have been traded. Bitcoin, Ripple and Ethereum are the largest crypto currencies, and

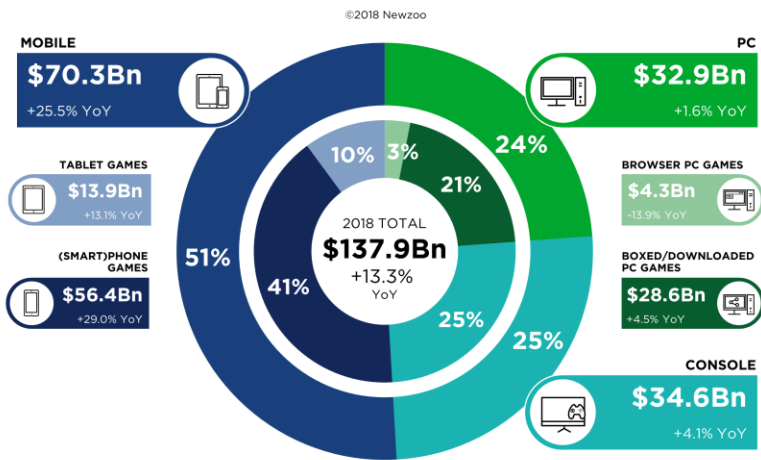
a look at their use can provide insight on the rising popularity of crypto currencies.

The global gaming market is experiencing explosive growth as well, reaching US \$137.9Bn in 2018. It's expected to grow to \$180.1Bn by 2021, a CAGR of +10.3% between 2017 and 2021. In the past decade, the world of online gaming has expanded massively. The industry was worth \$41.78Bn by the end of 2016 and that's set to hit the \$80Bn mark by the end of 2020.




2018 GLOBAL GAMES MARKET

PER DEVICE & SEGMENT WITH YEAR-ON-YEAR GROWTH RATES




Source: ©Newzoo | April 2018 Quarterly Update | Global Games Market Report
newzoo.com/globalgamesreport



In 2018, mobile games will generate

\$70.3Bn

or 51% of the global market.



When we look at the global gaming industry as a whole, it's no surprise that the online gaming industry has seen such huge growth. By the end of 2017, the global gaming industry hit a record breaking \$107Bn, which is more than was spent on film and music for the year combined. The main reason

for gaming's huge increase in popularity is down to huge technology advancements in the last decade. It seems pretty straightforward, but the better technology gets, the bigger the attraction towards games. One huge factor to online gaming's increase in popularity is the monumental advancements in mobile technology. As the technology improves, connectivity and accessibility also improve. This allows more players to take part in remote gaming from anywhere in the world, providing they have signal.

Gaming has very successfully made the migration from console to Internet connected mobile in recent years, with mobile gaming becoming the fastest growing platform in the industry, making up nearly 45% of the global gaming market, which sat at a cool \$47.5Bn by the end of 2017. This is a huge increase of 20% in the previous year. The average person spends up to 40 hours a week on their mobile device. It is much easier for developers and remote gaming brands to market and attract attention from new players through a mobile device then through a console or even desktop platform. Developers are now creating mobile-only applications as we switch to a more mobile-focused world of online gaming.

The gaming sector has been revolutionized with the advent of advanced graphical engines and information technology. The increasing proliferation of mobile phones and easy availability of games on the internet along with innovations in both hardware and software are expected to have a positive impact on the growth of the global gaming market. In addition, the growing adoption of mobile and browser games which offer free-to-play business models is another trend that is gaining traction in the gaming market.

Furthermore, with the rising popularity of e-sports, multiplayer video game competitions between professional and/or amateur players, the gaming market is witnessing an accelerated growth worldwide. Some of the other factors propelling the gaming market are the empowering nature of games, availability of different genres, such as strategy, action, simulation, etc., and a shift from physical games to online games.

Looking forward, the global gaming market is projected to reach a value of US\$ 171.7 Billion by 2023, expanding at a compound annual growth rate of around 10% during 2018-2023.

3.0 STATEMENT OF PROBLEM

Currently, both end-users and game developers are having typical problems while handling in-game purchases. For instance, starting game developers are struggling to fulfill all kinds of service requests that come with game-currency transactions. Several platforms offer different service portfolios, speed of transactions and sometimes take relatively high fees. Also, gamers cannot move their bought in-game value coins to other games, let alone change them back to a fiat coin like euro or dollar. GZRO will solve a lot of those typical issues. Other notable challenges in the gaming industry include;

Payment Fraud

It is estimated that for every legitimate virtual purchase made, there are 7.5 virtual items lost to fraud. Assets stored and managed online can be open to manipulation or chargebacks. Merchants have to deal with extra burdens, and scammers damage the game's reputation.

High Fees and Slow Transactions

Game publishers and communities rely on third-party platforms to process transactions. Gamers encounter slowness, opaque fund flow, and high transaction fees.

Lack of True Ownership & Rarity

Virtual items are, in-essence, licensed to the gamer and are often only available for use on their proprietary platforms. At times they can be manipulated, lost, or taken back with little recourse for the user. Genuine transparency is missing.

Locked in and Centralized

Digital items and currencies are usually locked to a single game and not transferable. Trading items outside of the game environment is cumbersome and difficult. If a player gets banned, they can lose all of their items and currency.

No open standards

There are currently no widely-accepted standards for decentralized currencies and assets in games. The user experience is often an afterthought, so users don't know what to expect.

Lack of value gamification

Value based gamification features are lacking in content management systems and forum software. Users do not get rewarded in real world value for participation or contribution.

4.0 THE GRAVITY GZRO SOLUTION

GZRO is a coin that will change the way we look at in-game currency. GZRO cares about the environment. That's one of the reasons we chose to offer a Proof Of Stake coin. This means that all GZRO wallet holders will get a 21% stake when keeping their wallets online. This way, GZRO has less environmental impact than typical 'mineable' crypto currencies. So players can earn GZRO's while gaming, but also will receive the 21% stake while holding coins in their GZRO wallets.

GZRO aims to develop a blockchain technology and provide a framework to develop a cashless ecosystem for the online gaming world. We want to eliminate fiat money, moving gamers to a better and more secure system of exchange using our cryptocurrency; The GRZO Coin.

The use of GZRO Coin will help revolutionize payment systems within games. The main target is to help replace the dependency on fiat money in the gaming industry with cryptocurrencies. GZRO is a new step towards a cashless future in the gaming realm.

The Gravity GZRO project will help in developing tools that enable game publishers, game servers, and communities to manage in-game items across multiple platforms. Monetization using GZRO Coin will be a key focus with robust features and toolsets provided. Great benefits will be gained by utilizing a decentralized platform and the supporting frameworks.

We realize that a coin is more than an exchange listing and a good trading price. We are actively pursuing real life use cases, as we believe that the

true value of a coin lies in its practical application. That's why we will also be launching the GZRO game market. This is a two way market where game developers can promote and sell their games. By providing this specialized eco-system, developers will be able to create games where GZRO's can be mostly earned, and games where GZRO's can be spent or obviously, a combination of the both. Just imagine being able to move your audience towards a specific portion of your game portfolio, even maybe just for a certain timeframe! From an Innovation perspective, there are possibilities for games that change content (winchance, lootboxes) depending on GZRO's trading price, volume or other dynamics.

GZRO wants to keep up with the fast growing gaming industry. We also want the gamers to benefit from our growth while they enjoy the simplicity we bring to the online gaming transactions. By taking advantage of the tools and resources offered by the GZRO game market, both players and the game developers will be able to effectively and conveniently be a part of – and be involved in - everything the online gaming world has to offer.

Other proposed benefits of the GZRO Coin include;

- Gamers are provided with the possibility of owning valuable currency and rare items that can never be taken away.
- Automate rewards and setup a variety of condition based triggers.
- Tie-in your community rewards with in-game goods on servers or games.
- Smart wallets that facilitate easy automatic payments from users.
- Run a decentralized payment gateway with no middle-man.

- Transparent transactions. Setup reports and commission systems.
- No fraud, chargebacks, or cancellations.
- Minimal fees for blockchain transactions and no commission fees.

5.0 THE GZRO TECHNICAL OVERVIEW

Gravity GZRO is a decentralized cryptocurrency developed for online gaming, aiming to take an important step into further integrating blockchain technology into the gaming industry. GZRO utilizes the blockchain and information technology to create a Game Market of its own. The Game Market will help both players and game developers to effectively and conveniently take full advantage of the entertainment and entrepreneurial opportunities that the gaming industry offers.

GZRO is being developed to help online gamers transact using coins. Though the technology involved will require a lot of development and patience, we have the background capability to develop a secure web wallet that can be integrated into the user's gaming dashboard where all the transactions will be initiated by the user.

5.1 Justification for adopting Blockchain technology

Blockchain is a decentralized distributed ledger which is also a fully digitized public ledger of all cryptocurrency transactions. Blockchain is a continuously growing list of records called blocks which are linked and secured using cryptography. It is an open distributed ledger that can record transactions between two parties efficiently and in a verifiable and permanent way. This ledger that is shared among everyone in the network is public for all to view. This brings transparency and trust into the system. A blockchain is inherently resistant to modification of the data. GZRO will be relying majorly on the unique functionalities of the blockchain which include:

- **Low Cost**

With no middlemen to impose uncompetitive fees and with a reward mechanism built into the protocol, transfers and related transactions require only small transaction fees.

- **Transparency**

Everything that takes place on the ledger is visible to anyone. It is possible to see everything that has ever been recorded on the blockchain.

- **Immutability:**

The ledger is policed by every member of the network and its integrity checked and agreed by the network as a whole on an ongoing basis. Any change that a party attempts to make to the blockchain is recognized and rejected by the majority.

- **Irreversibility**

Since the ledger is immutable, a transfer that has been accepted into the network cannot be reversed. With no trusted intermediary to act on behalf of users or control the movement of their funds, transactions are immune to chargebacks and are like paying in physical cash, but online.

- **Pseudonymity**

Blockchain addresses are effectively just strings of random characters that cannot intrinsically be associated with a specific individual. While it is easy for the owner to prove they control an address if they wish and it is often possible to build up a picture of transaction relationships due to the transparent nature of the blockchain, the address itself does not contain

the owner's real identity. Assuming best practice, this enables a high degree of privacy when required.

- **Security**

The blockchain is maintained by a large network of participants. This is why, no one actor can easily gain enough influence to submit a fraudulent transaction or successfully alter recorded data. Although possible in theory with enough resources, it would be prohibitively expensive in practice. The more valuable the coin, the larger the network and the more resources would be required, meaning that the cost always outpaces the benefit.

5.2 Gravity GZRO Business Model

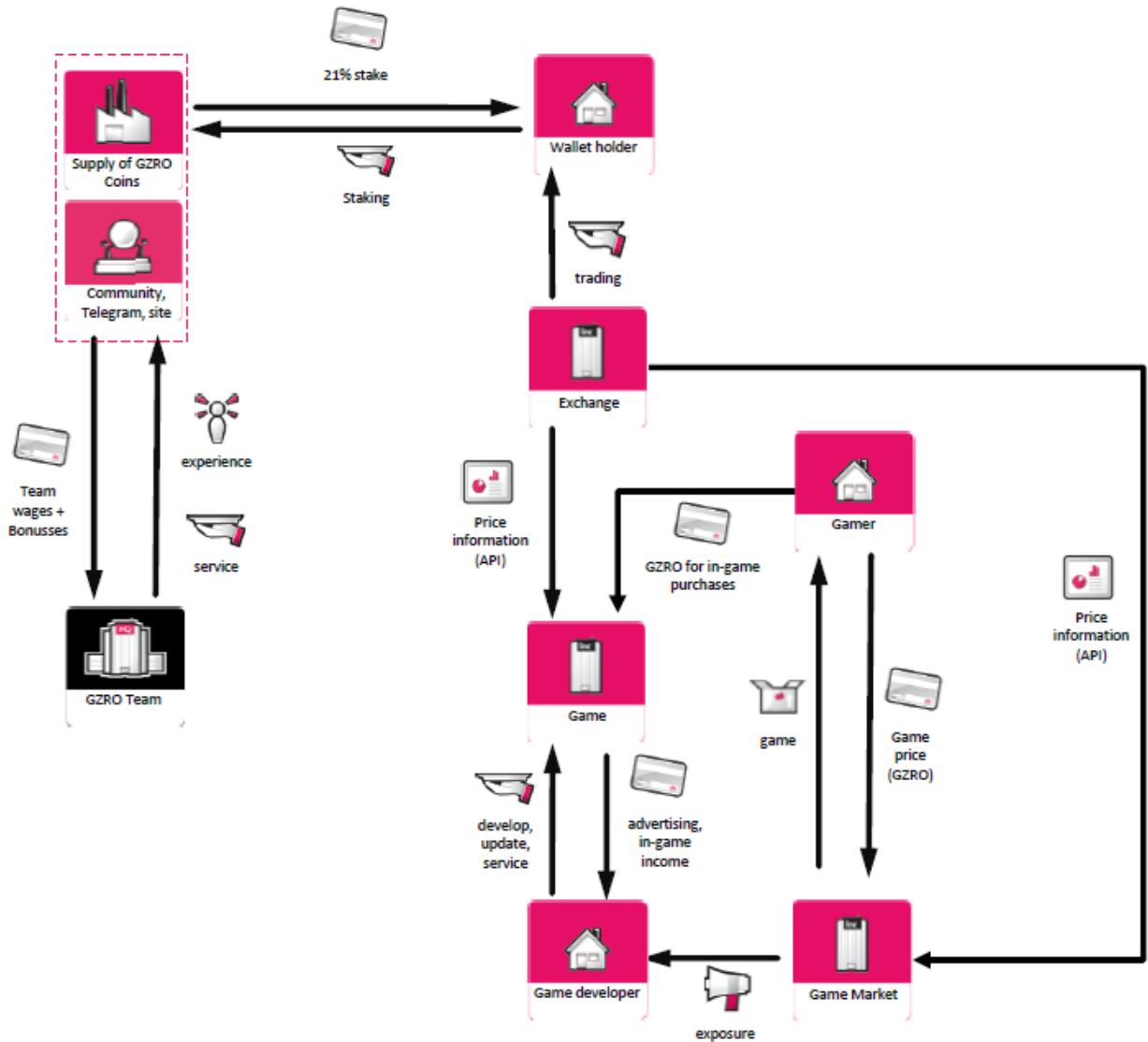


Figure 2 GZRO value model, showing how value moves in the GZRO ecosystem

5.3 Areas of Revolution

1. **Blockchain** – The technology enables us to control and automate systematic errors which occur in the current process of calculating entitlements or benefits.
2. **Reviews** – Blockchain allows transparency and honesty to the review system.

3. **Investor profiles** – Blockchain enables one unified profile available to those explicitly given access.
4. **Loyalty** – System standards for game players to meet, giving them rewards upon reaching goals, etc. This will use an automated system.
5. **Policy and compliance** – Blockchain facilitates users to choose investment packages they desire as long as it's within policy. Investment data still gets collected, consolidated and made available, instantly.

5.4 Smart Contracts

Our platform allows the running of decentralized code in conjunction with smart contracts, enabling reliable services and payments handling. Smart Contracts are a central component of next-generation blockchain platforms. Due to the contracts' self-executing nature, single party manipulation is averted because control over the execution of the smart contract does not fall into the hands of a single party. Hence, it could be said that smart contracts provide autonomy, trust, speed, and safety. Smart Contracts are computer protocols in the blockchain that facilitate, verify, negotiate, and conclude contracts (financial transactions) between individuals and their contracting party. All Smart Contracts are connected to one "Super Smart Contract" (SSC) but don't lose their rights. Thanks to the trustworthy nature of Smart Contracts, many of the industry problems can be mitigated or solved.

5.5 GZRO Wallet

An easy to use wallet will be developed for the exchange supporting multiple currencies. Each user will have his/her wallet generated after the coin is live for peer-to-peer transaction and the highest industry standards in security will be adopted.

We are offering a Proof Of Stake coin. This means that all GZRO wallet holders will get a 21% stake when keeping their wallets online. This way, GZRO has less environmental impact than typical 'mineable' crypto currencies. So you can get GZRO's while gaming, but you'll also receive the 21% stake while you hold.

The funds will be secured by saving them using both online and offline storage solutions. Keys will be protected by additional encryption, set up with randomly generated password only known to the user. Two-factor authentication will be used as an additional layer of protection.

The GZRO wallet is designed to work with diverse applications and programs including Windows, Linux, Mac, Android, IOS and Block Explorer.

5.6 GZRO Features and Use Cases



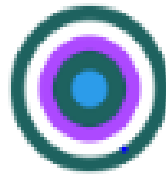
Decentralized

GZRO is a gaming coin and a decentralized cryptocurrency that aims to bring the ultimate convenience to online gamers.



Staking

GZRO POS offers a profitable return opportunity with staking rate of 21% per annum. It's like you're gaining as you game, or while you hold.



Use Case Goals

GZRO aims to target all the gaming platforms that are available online. We want to become a major player in handling the online gaming transactions worldwide.



Fast And Secure

GZRO blockchain offers fast transactions and uses the latest available technology to provide the safest and the most secure online gaming environment.



Growth Potential

GZRO wants to keep up with the fast growing gaming industry. We also want the gamers to benefit from our growth while they enjoy the simplicity we bring to the online gaming transactions.



Mobile Exchanges

One of GZROs top priorities is to be available on most mobile wallets and exchanges for user convenience. This includes both Android and IOS.

6.0 GRAVITY GZRO DEVELOPMENT STRATEGY

6.1 Coin Details

Project Name: **Gravity GZRO**

Coin Symbol: **GZRO**

Coin Technology: **Novacoin Fork**

Algorithm: **Scrypt**

Type: **PoW/PoS (hybrid)**

Current Supply: **2,200,000,000 GZRO**

Staking/PoS reward: **21% per year**

Total maximum supply: **6,200,000,000 GZRO (6.2 billion coin)**

Proof of Work: Not mineable after block 1000.

Proof of Stake Tech 21% passive income

Proof-of-Stake (PoS) is much lighter and more energy-efficient alternative to Proof-of-Work (PoW). Instead of mining to discover blocks and validate transactions, PoS forges through a lottery-like process where each staked coin works like a raffle ticket.

Users who owns coins will stake a certain amount on the network, wallet will set a x amount aside where it cannot be spent. When the platform needs to create a new block, wallets with staked coins are chosen at random to validate the action. The more coins the wallet holds, and the more the wallet is online, the more chances the wallet will get chosen and receive the generated block reward.

Staking creates an incentive for holders to invest in a platform and use it on a regular basis. It's good for the network and it's good for the users, as they can earn back a percentage of their staked assets on a daily, weekly, monthly or yearly basis,.

GZRO wallets stake at a rate of 21% per annum.

Newly staked/generated GZRO coins

Generated coins must receive 20 block confirmations before they can be spent. These newly generated GZRO coins will take 8 hours to mature until they can be used for staking.

Received GZRO coins

GZRO Coins sent to your wallet must be confirmed by the blockchain (3 blocks) before they can be available for spending.

Maturing time to stake/generate GZRO coins is 8 hours.

6.2 Promotion and Bounty Program

Gravity GZRO proposes to offer several bounty campaigns for the support of the project. The Bounty campaign includes several ways to earn coins. Detailed information on the bounties will be posted on the Gravity GZRO website, Telegram and other relevant platforms. Marketing and promotions will also be carried out on top visited websites on cryptocurrency.

6.3 Coin Allocation

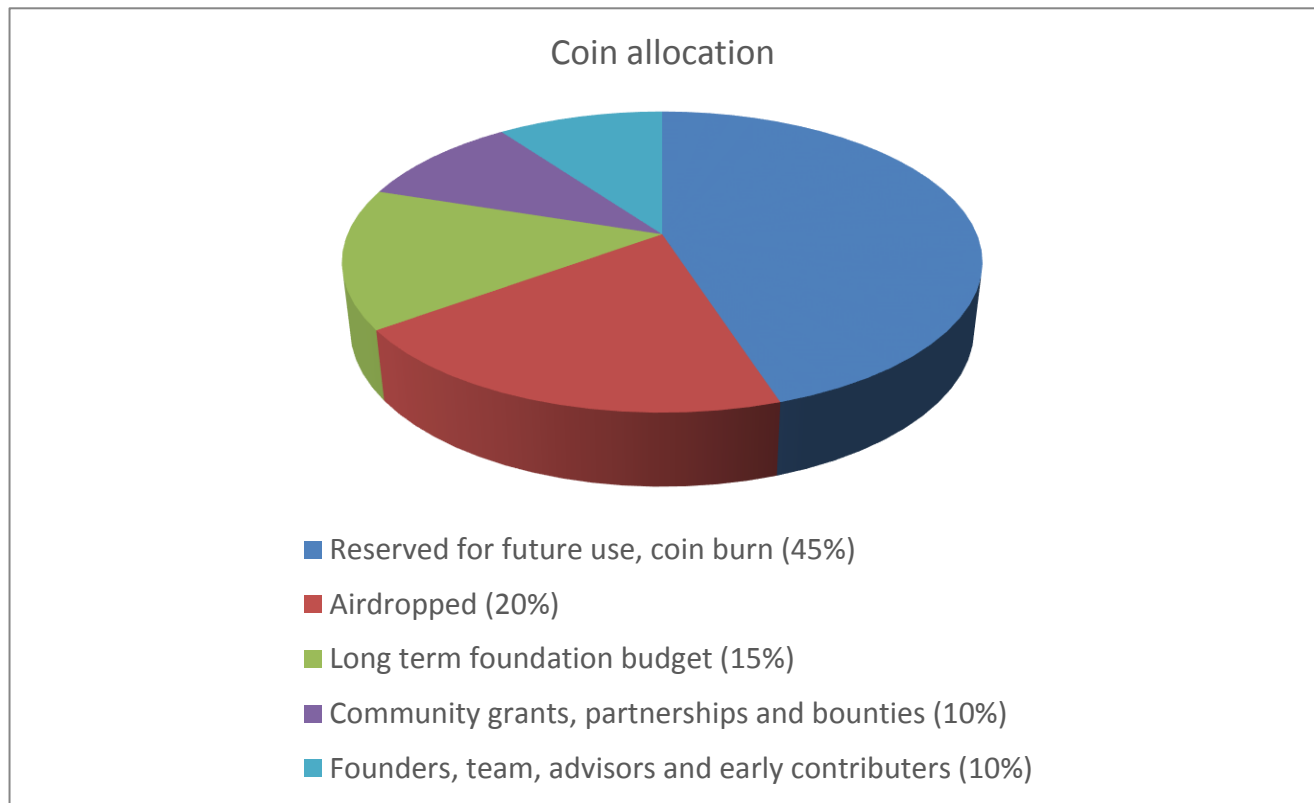
45% - Reserved for future use, coin burn

20% - Airdropped

15% - Long term foundation budget

10% - Community grants, partnerships and bounties

10% - Founders, team, advisors and early contributors



6.4 Roadmap

Our up to date roadmap can be found at <https://gzro.net/#roadmap>. The timeline below shows a capture of that roadmap as of february 2019.

2017

Project research and planning
Project development

2018 - Q1

Website launch
Windows, Mac, and Linux Wallet completion
Marketing Strategy put in place

2018 - Q2

Start Airdrop April 25th
Listing on first exchange

2018 - Q3

More exchange listings
User dashboard – design & sign-up function

2018 - Q4

Introduce user dashboard – beta
Start development of GZRO Game Market
Start development of GZRO web wallet

2019

*** The main focus of 2019 will be improving the user dashboard, developing the APIs, and completing the GZRO Game Market.

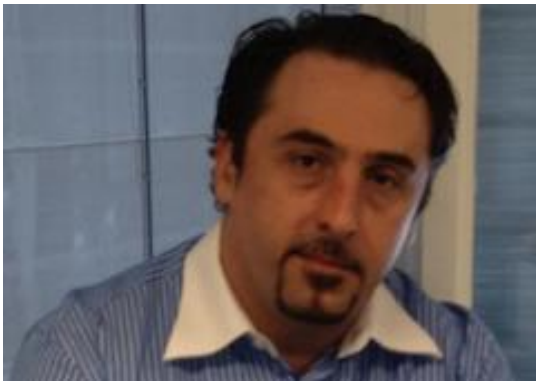
Seek partnership with game developers.
Third party mobile wallet listing (Android & IOS)
Web wallet launch
More updates: TBA

7.0 THE GZRO TEAM



Dada Bloor – Founder

With over 25 years of experience in IT, Dada has co-founded a few successful projects and helped numerous others to succeed beyond their limits. With that experience in hand, now Dada devotes his time and expertise on managing projects with special focus on their UX, functionality, and business aspects.



Erkan Tuyen – Technical Advisor

Erkan has over 15 years of experience working as a Telecom Engineer with proven track record of successful completion of relevant projects across Europe. Information Technology was always the number one passion for Erkan until he was introduced to the blockchain technology in 2012.



Kees Koenen – Innovation Support

In his 20 year career, Kees managed and created several Innovative IT solutions. Kees speaks 'nerd', 'geek' and 'business' fluently and feels just as home in the Technology Lab as he does in the boardroom.



Ankush Sharma – Development

A Full Stack Developer with 14+ years of experience in programming. Expert in Client/Server side Development, Server Handling, security, UI/UX, DB, API, SaaS and CRM Development. Specialities includes Big O, MVC, OOPS, PHP, jQuery, Angular and Blade.



Delano Langedijk – Growth Hacker/Bounty Manager

Delano came to cryptocurrency market in 2016 as an investor, but soon he become more interested in blockchain technology and started working as a growth hacker and marketer for cryptocurrency projects. Delano has been working in this industry ever since.



Kevin Qualm – Marketing

An early investor in Bitcoin and Litecoin (2013). Creator of Bike Race Thanksgiving Level 8 (50,000,000+ downloads on Google PlayStore). Branding/promoting various brands like Intel®, belVita, and Rivella on a small scale. Co-founder of Kartvakantie (luxury go-kart holidays in Europe).



Hugo Queiroz – Development

Full Stack Developer with more than 5 years of experience specializing in cross-platform development. Excellent knowledge across Java, Angular, and Swift technologies. My ultimate goal is to always deliver a highly optimized and well-structured code with simple UI.



Skander Bibani – Development

An informatics student from the University of Applied Sciences Amsterdam, Skander has nearly 5 years of experience specializing in game and mobile app development. Skander is currently focused on creating the first Indie game that supports the GZRO Coin.

8.0 CONTACT CHANNELS FOR GRAVITY GZRO

Official Website: <https://gzro.net>

Coin Market Cap: <https://coinmarketcap.com/currencies/gravity/>

Telegram Channel: https://t.me/Gravity_GZRO_Coin

Twitter: https://twitter.com/GZRO_Coin

Bitcoin talk Thread: <https://bitcointalk.org/index.php?topic=3419629.0>

Altcoin talk: <https://www.altcoinstalks.com/index.php?topic=32347.0>

Medium: <https://medium.com/@gzro>

Facebook: <https://www.facebook.com/GZROcoin>

Reddit: <https://www.reddit.com/r/GZRO/>

GitHub: <https://github.com/GZRO/GRZO>

Current supply : <http://66.55.133.82/ext/getmoneysupply>

Explorer: <http://66.55.133.82>