



Crypto-token for buying and selling gaming digital goods



What is FLIP?

- Crypto-token for peer-to-peer buying and selling of digital goods, for games on all platforms, including mobile, PC, console, and VR/AR
- Leverages the Ethereum blockchain and ERC-20 token interface
- Token symbol: FLP

What is the market opportunity?

- Gamers purchase over US\$100 billion of digital goods each year
- Current infrastructure does not promote the liquidity, transparency and security required by gamers to buy, sell and trade digital goods

Why FLIP?

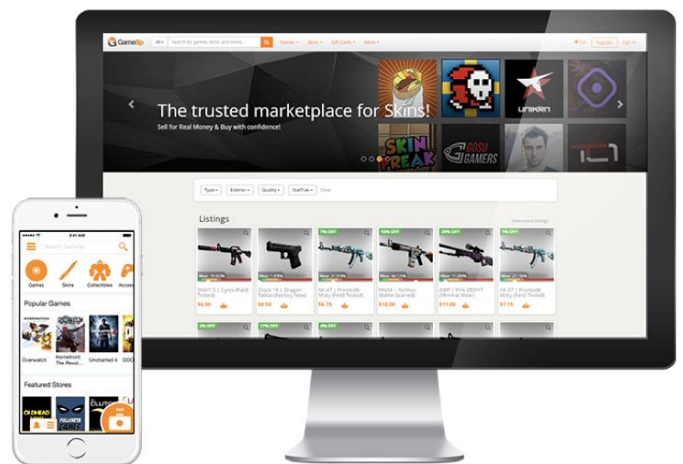
- FLIP will unlock tremendous value for gamers and game developers and publishers
- Gamers will have unprecedented flexibility to buy, sell and trade digital goods
- Game developers and publishers will receive significant additional revenue from:
 - gamers transacting with FLIP; and
 - the sale of FLIP to gamers to promote network growth

“ FLIP is the only crypto-token with an ecosystem with built-in, concrete, and generous benefits for game developers and publishers. We are confident that FLIP will be adopted quickly and will emerge as the dominant crypto-token for the gaming industry.

- JT Nguyen, CEO of Gameflip

What is Gameflip, the company?

- Established in 2014 in Silicon Valley, California, USA
- Backed by top-tier venture capital firms
- Current Gameflip marketplace already has millions of registered users and processes millions of digital goods transactions



GAMEFLIP EXECUTIVE TEAM



JT Nguyen - CEO

- 10 years in the gaming industry
- Former COO of Aeria Games
- Stanford, UCLA, University Illinois at Urbana Champaign



Terry Ngo - CTO

- 11 years in the gaming industry
- Former CTO of Aeria Games
- Stanford, Southern Methodist University



Bryan Talbot - Head of Engineering

- 9 years in the gaming industry
- Former lead architect at Aeria Games
- University of California San Diego