



# Whitepaper

**BRIDGING THE  
GAP BETWEEN  
GAMING AND  
BLOCKCHAIN**

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# Abstract

This whitepaper uses blockchain to provide an original and feasible idea for the future of gaming. The goal of Newton Gaming is to secure and simplify the gaming experience for users while also facilitating the sharing and trading of virtual goods. Newtown's gaming scene is a win-win situation.

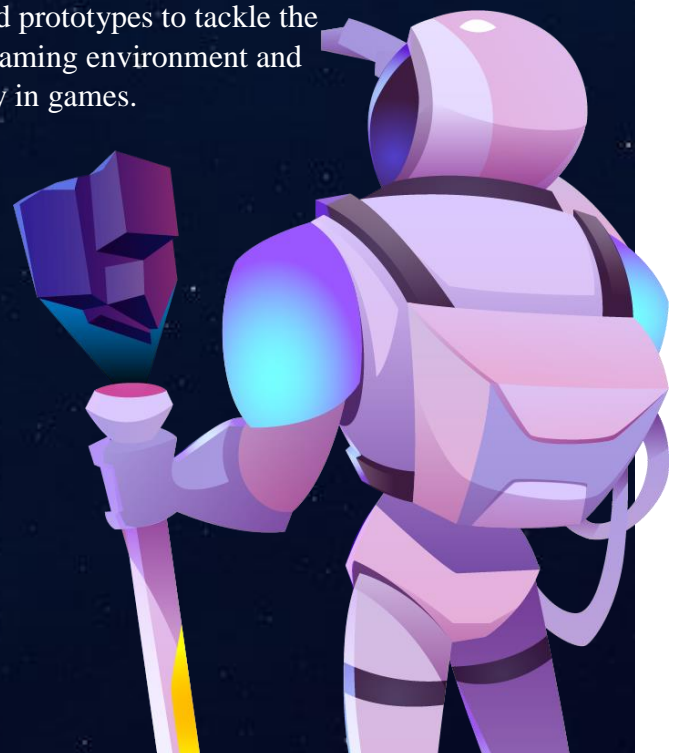
The Newtown gaming platform accomplishes these goals by designing fun games using techniques to keep players interested. The platform provides a plethora of resources that are cutting-edge concepts for games, allowing programmers to realize their vision rapidly and cheaply.

In addition, users can get the most out of the Newtown technology by using it to its maximum potential and generating as many victories as possible. Actually, this is as good as it gets.

On the other hand, here at Newtown Gaming, we put our players first and push for improvements that will benefit them. We guarantee that our players will always be able to log in and play without interruption.

Blockchains, in general, and particularly those used to manage the vast virtual asset inventories of online games, have had a hard time scaling up until recently. With countless hours spent in strategy meetings and vigorous off-chain protocol design, the Newtown Gaming team has found a way to overcome this challenge and become industry leaders in developing channels.

The Newtown gaming team is made up of the industry's foremost experts in blockchain gaming, seasoned programmers, and blockchain and business professionals. While this may be uncharted territory for cryptocurrencies and video games, the assembled team has the expertise, foresight, and prototypes to tackle the obstacles that lie ahead. This will launch an entirely new gaming environment and mark the beginning of a new era for blockchain technology in games.



# Introduction



## Background

Late in 2017, nine years after Satoshi Nakamoto's renowned Bitcoin whitepaper was published, the blockchain technology emerged as one of the most promising technologies. In addition to its traditional use as a distributed public ledger, blockchain is also widely acknowledged as the basis for decentralized applications (DApps). Ethereum, also known as Blockchain 2.0, is designed to support smart contracts, which are open-source, decentralized programs that may be automatically performed.

Nonetheless, the blockchain ecosystem continues to struggle with a dearth of killer apps. In reality, the initial coin offering (ICO) is the most widely recognized decentralized application (DApp) since Ethereum launched its token company. Nonetheless, countless ICO scams and worthless "air tokens" tarnished the burgeoning technology's reputation.

The digital game possesses the ability to save the blockchain. It is a wonderful fit for the virtual currency ecosystem because it lacks the data entry pollution issues that plague the majority of other DApps. In reality, the blockchain system satisfies the ultimate fantasy of many gamers: their virtual things are non-fungible, transferable, inheritable, and independent of the gaming service provider. Blockchain games can be defined as the series of digital games that are built and implemented based on the characteristics of blockchain technologies.

# Benefits for Newtown Gaming

Listed below are the advantages blockchain has brought to the gaming industry:

- **Transparency Rule:** Due to the transparent nature of blockchain data, players or third-party organizations can audit the rules of smart contract-based games, which were previously hidden on a centralized server in conventional games. Transparent game rules will increase the reliability of game functioning.
- **Asset Ownership:** In traditional online games, game operators own all virtual assets, such as credits, items, and avatars, because all data are kept on the game operator's server. In contrast, the blockchain game player owns their game assets because all virtual assets are tied to the player's address, allowing them to manage everything. The ownership permits the game assets to be independent of particular game operators, allowing players to maintain their digital properties and in-game connections when the game ceases operations.
- **Owing to the ownership characteristic,** the blockchain ecosystem's virtual assets have great market liquidity. The prospect of asset exchanges between games and blockchain platforms encourages players to participate more actively in the game economy. In addition, the liquidity offers a potential new profit model for game operators: the value of the assets would rise if demand exceeds supply, which should be constrained by immutable smart contracts. The operators of the game may benefit from the increase in value of the tokens they issued.
- **Reusability of Assets:** The blockchain is fundamentally an open database that stores data and executable programs. Using blockchain technology, game producers can create an ecosystem that permits players to reuse their characters and virtual things across other games. Thus, freshly released games can inherit game assets directly from current games.
- **User-Generated Content (UGC):** UGC in traditional games is limited to the specific game and, as a result, belongs to the game operator. These materials, on the other hand, can be saved by the player and so have the potential to be shared over multiple games. In turn, this benefit will motivate players to contribute to the creation of new material.

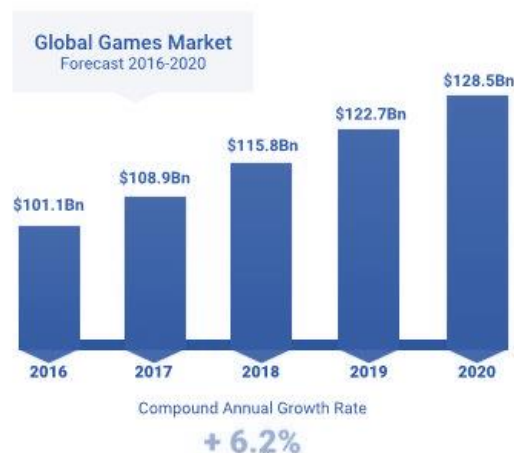


## Overview

Newtown Gaming has come to lead both the existing gaming and cryptocurrency markets by making seamless user-friendly games for users across the globe. The platform further creates an entirely new market in the process through games created on top of the blockchain. This new market is attributable to the creation of new virtual universes and item trading possibilities that are substantially deeper and more flexible than other emerging and simple trading systems using smart contracts.

Newtown Gaming focuses mainly on gamers. The Newtown Gaming team aims to satisfy a large proportion of gamers (new and old) who find so many other blockchain games difficult and less creative.

The development of Newtown Gaming is democratized in design to accommodate the user's feedback. Through the creation of a virtual item trading and sharing platform, the Newtown Gaming team aims to allow players to generate real world value or capitalize on previous gaming achievements in new games through the trade of virtual items from one game to the next. This is achieved through the adoption of Newtown Gaming tools and applications by gamers.



# Gaming

The market for video games is predicted to be worth \$108.9 billion each year, with a CAGR (compound annual growth rate) of 6.2% from 2016 to 2020, or a YoY growth rate of 7.2% in 2017. This is due in part to mobile gaming, which accounts for \$35.3 billion and grew by 22% year-over-year, and the decreasing cost of computer systems, which makes them more accessible to greater human populations. The present desktop computer gaming market is estimated to be worth between \$24.8 and \$33.7 billion.

However, the message is consistent in that there are tremendous opportunities and potentially billions of opportunities per year.

For many of the top games, player counts for subscription and freemium models are typically estimated in the millions. In 2011, World of Warcraft had approximately 12 million subscribers.

Freemium models have developed as an important income generation strategy. They permit users to play for free or for a fee in order to better their performance within the game (such as by "leveling up" or obtaining "power ups"). The models are mostly supported by advertising revenues and player in-app purchases. Clash of Clans, a mobile strategy game, generated over \$45 million per month in revenue, with some estimates suggesting as much as \$150 million per month.

Asia's populous nations are perhaps one of the fastest-growing markets for computer games (e.g., the gaming market in Asia-Pacific is expanding by more than \$4.7 billion per year). Therefore, any proposed solution should address gaining access to these markets by adapting to cultural and other sociological needs.

Approximately 75% of all gamers that play on mobile and/or desktop platforms represent our initial market potential within the gaming industry. We are not initially pursuing additional non-gaming businesses for which Newtown Gaming is technologically prepared, but this may be a long-term goal.

# Cryptocurrency

At the time of authoring this document, the market capitalization of cryptocurrencies was approximately \$350 billion, with daily trade and transaction volumes in the billions of dollars. Cryptocurrencies are gaining worldwide acceptance, but its proponents continue to confront obstacles. Among these are compliance and usability.

The 'blockchain' technology underlying Bitcoin and its equivalents ('altcoins') is proposed for use in a variety of banking, defense, and other industries. Successful cryptocurrencies introduce new technologies and unique solutions to the market, such as how Zcash and Monero's strong privacy features have contributed to their immense popularity. Even Microsoft is utilizing the Ethereum blockchain as part of a "blockchain as a service" concept.

Beyond the matter of utility, cryptocurrencies derive the majority of their value from the quantity and frequency of their usage. Thus, when there are numerous users and a large "velocity of money," currency prices increase.

In essence, Newtown Gaming is a blockchain-based gaming platform. As a result, the economic value of Newtown Gaming will expand as more gamers accept and utilize the platform. Given the time-to-market and cost-saving possibilities of Newtown Gaming, the team forecasts rapid adoption by a large number of players seeking a platform that is dependable, imaginative, responsive, and user-friendly.





## Problem Definition

In general, there is a growing need for increasingly complex virtual gaming environments in which ownership of virtual assets is crucial for gamer status and advancement. In addition to simple enjoyment, the gamer's time and effort could be rewarded through the exchange of in-game virtual things for real-world value or virtual objects available in another game. This presents difficulties on two fronts.

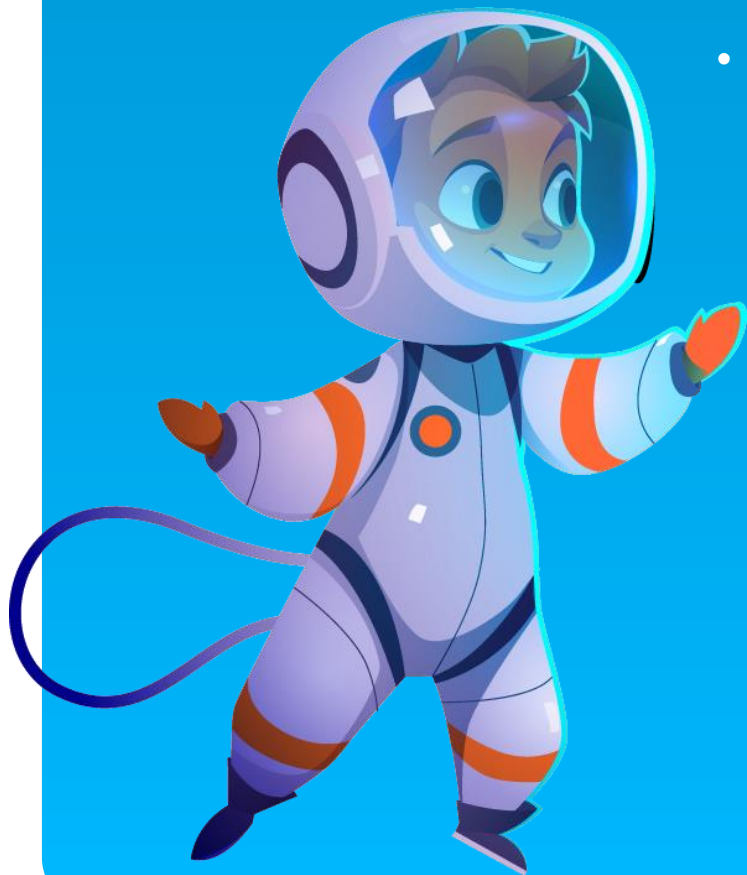
- The first obstacle is the need for a truly scalable, real-time or near-real-time asset storage ledger for gamers that is independent of the games they play.
- The second difficult requirement is to develop a system for managing ownership and sharing in more complicated game universes, such as those found in conventional MMOs.

Given the expected high value of many virtual goods and the gaming itself, it will become increasingly crucial to maintain "pre-created" gameplay and item acquisition over time.

# Newtown Gaming Solution

The Newtown Gaming platform will provide a wealth of tools for gamers to engage and build their portfolio. Some of the infrastructural designs we are have implemented to make user experience great are:

- Pre-created gameplay
- Reliability and stability (i.e. 24/7 uptime)
- Secure virtual asset ownership
- Rapid and easy trade and/or sharing of virtual assets and conversion to real world value (e.g. play to earn or Human Mining)
- Secure social networking
- Easy to use game app launcher
- Human readable wallet accounts and “addresses”
- User friendly game interphase



# Tokenomics



Total Supply: 100M



## TAX ALLOCATION

TAX 5% EVERY TRANSACTION  
2% PROMOTION  
3% CEX LISTING

## TOKEN DISTRIBUTION

PANCAKESWAP LISTING 30M  
CEX LISTING 7M  
TEAM WALLET 8M  
DEV WALLET 15M  
GAME DEVELOP 10M  
CHARTIY WALLET 5M  
BURNING WALLET 25M



# Roadmap



- Ideation and Deployment
- Website Launch
- Fair Launching On Pancakeswap
- Promotions
- Audit Report
- 2 Exchange Listing
- CMC Listing
- Meta Game Launch
- CG Listing
- 3 More Exchange Listing
- Gaming Launchpad
- Big Influencers Promotion
- More 5 Exchange Listing
- 2nd Meta Game Launch
- Certik Audit
- Launch More 2 Games
- More 2 Exchanges Listing
- Blockchain Launch
- More and More

# Conclusion

Innovations like this comes at a cost, and we are up to par to pay the price for such in full. Our team of forward thinking innovators work round the clock to ensure you as a gamer have a total experience. We are also charged with making all other stake holders highly satisfied. In exchange, we need your trust in using and sharing our model.

# Thank You!

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