



DRAGONGLASS

WHAT IS DRAGONGLASS?

Dragonglass is the world's first gamified crypto-mining experience. It provides a fun and user-friendly cryptocurrency mining solution to everyone. Yes, even your mom can mine cryptocurrency now.

THE UNHOLY TRINITY OF CRYPTOCURRENCY MINING: CONFUSING, COMPLICATED, COSTLY

Powered by blockchain technology, cryptocurrencies like Bitcoin or Ethereum are disruptive innovations that, in theory, should make financial transactions easier, faster, and more secure. However, just like the Internet in its early days, cryptocurrencies are still too complicated, too time consuming, and too unfriendly for mass adoption.

Requiring deep knowledge of the technology and mining software, cryptocurrency mining is even farther out of the reach of most people. What is more, all the

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main cryptocurrencies can only be mined by using expensive cutting-edge hardware. Finally, the computing, used for cryptocurrency mining, consumes large amounts of electricity and requires installing and operating industry-level cooling systems.

Simply put, at the moment, there is no easy-to-learn and affordable way to mine cryptocurrencies. Being available to everyone, crypto-mining is now a highly competitive playground of large players with seven-digit monthly electricity bills.

WHY EVEN YOUR MOM CAN (AND PROBABLY WILL) MINE DRAGONGLASS?

We strongly believe that the general public will adopt cryptocurrency mining only after the process becomes seamless and affordable. We also believe it is high time for blockchain technology and cryptocurrencies in general to head toward a more decentralized and democratic future.

This is why we have created Dragonglass – the world’s first gamified cryptocurrency mining experience. With Dragonglass you will need no mining rigs, no expensive hardware to invest in and no electricity bills to pay for. Dragonglass is all about a user-friendly experience – it is as simple and enjoyable as playing a mobile game, yet more effective than traditional methods of crypto-mining.

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Mining Dragonglass is simple. Really simple. You only need to:

1. Go to <https://dragonglass.com> tokens, send Ethereum's ether (ETH) (you will need it in order to mine) to our wallet address and automatically receive Dragonglass tokens back.
2. Download the Dragonglass app from Google Play.
3. Open the app and load it with the tokens you've purchased.
4. Start playing the game and mining Dragonglass (DGS) tokens right away – the initial DGS token amount will increase after each successfully completed level.

Dragonglass mining does not use your phone's resources – mining is done by verifying and completing transactions. After completing a game level, the DGS tokens increase proportionally to the number that you already have. This means that after completing 10 game levels, you can increase the number of tokens you bought during Token Generation Event by up to 10 times.

HOW WILL DRAGONGLASS MAKE THE (CRYPTO) WORLD A BETTER PLACE?

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Dragonglass is much more than just another cryptocurrency. It is the beginning of a fantastic community and infrastructure for many great things to come.

We have already:

1. Developed and audited our smart contracts
2. Developed a Dragonglass Android application

HOW IS THE DRAGONGLASS PROJECT FINANCED?

The Dragonglass project is financed by the founders. The only additional source of funding is Token Generation Event (TGE) where you will be able to purchase Dragonglass tokens. All (100%) of the 1,111,111,111 Dragonglass tokens generated during TGE will be sold. However, to be able to sustain the future development of Dragonglass games, we have already created and run real-life crypto mining farm.

TEAM



MART LUME

Chief Executive Officer, Slack's 1st employee with over 10 years' experience in the production of numerous consumer and enterprise software solutions.



GLEB SKIBITSKY

Chief Technology Officer, polyglot software engineer, smart contract and game developer.



JUSTAS SIREIKA

Chief Marketing Officer, over 7 years of experience in marketing, digital communications, and campaign strategy.



JONAS NAVICKAS

Chief Creative Officer, screenwriter, and local funkateer, has over 10 years of experience in writing random award-winning material.



DMITRIJ KOVALIOV

.NET developer, likes to solve both software and hardware problems, interested in security and anonymity, responsible for developing Dragonglass wallet application.



LINA JASAITE

Project Manager, has extensive project management experience and team leading skills, gained while working in local and international organizations.



KAROLIS STEIKUNAS

Consultant,
cybersecurity expert
with focus on
cybercrime and crypto.



LAURYNAS KAMINSKAS

PR officer, a rare
wordsmith with more
than 10 years of
experience in public
relations and marketing.



NADZEYA ZAMIATSINA

Graphic designer and
illustrator, well-known
for creating beautiful
game graphics and
collecting funny socks.



PIJUS KIBILDIS

UI/UX designer
and illustrator, has
over 7 years of
experience in various
design disciplines,
now focusing on
user interface and
experience.



ARUNE SCIUPOKAITE

Graphic designer
and illustrator, highly
regarded for her
skill and experience
in designing and
developing brand
identities.



DOMINYKAS KLAJUMAS

Copywriter, full of
attention-grabbing
ideas, known for being
a sworn gamer and an
armchair movie critic.

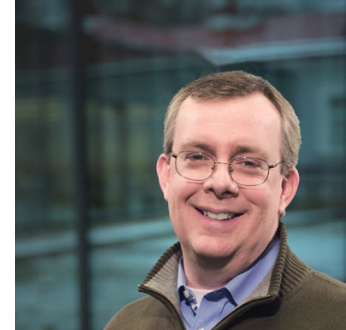
ADVISORS

**MANTAS
BARTUSEVICIUS**

Copywriter, turns ideas into compelling stories, now focusing on digital communications and social media.

**JEFF
BURTON**

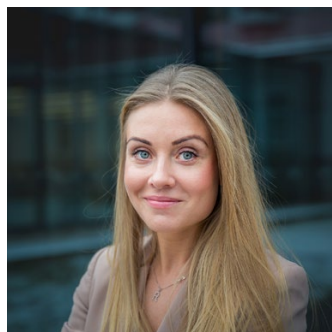
Serial entrepreneur, co-founder of Electronic Arts, has over 37 years of experience managing, investing, and advising growing enterprises.

**JAMES
SCARBOROUGH**

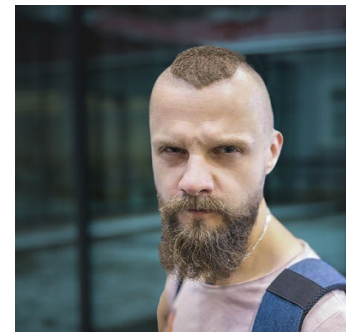
Gamification scholar in Department of Communication at Stanford University.

**TADAS
LANGAITIS**

CFA, MP, Chairman of Committee for High Technologies, Innovation and Digital Economy at Lithuanian Parliament, angel investor, and venture philanthropist.

**RAIMONDA
PILIPAVICIUTE**

Project manager and business developer, highly experienced in business strategy development and strategic partnerships. Former board member of Vilnius Tech Park.

**OLEG
PRIDIUK**

Advisor, gaming industry evangelist who worked for Unity Technology, Game Insight and now is a part of King's team.

ROADMAP

Q4
2017



1. Company founded
2. Smart contracts developed
3. Dragonglass application developed
4. Intellectual property registration formed
5. Ethereum wallet application (core)
6. Pre-selection of social responsibility initiatives



Q1
2018



1. Two independent audits of smart contracts completed
2. Registration of intellectual property to be completed
3. Dragonglass Miner game developed
4. Real-world Ethereum mining operation established
5. Social responsibility strategy developed
6. Launch of the Token Generation Event (TGE)



Q2
2018



New Dragonglass game.
Dragon Pet – feed hatchlings with Dragonglass tokens and grow them into fearful flame-breathing monsters of the skies!

Q3
2018



New Dragonglass game.
Dragon Tribes – a turn-based battle royale. Play as a lone wolf or be part of a team. Scavenge, fight and survive to win the Dragonglass token jackpot. Enter the tournament at your own risk, you were warned.

Q4
2018



Dragonglass #1 crypto-gaming ecosystem with strong involved community brainstorming the next crypto-game.

HAPPILY
EVER
AFTER



Sustaining the leadership in crypto-gaming industry