

DeepLink Protocol™ Introduction



DEEPLINK

# DeepLink Protocol™

Decentralized Cloud Gaming Protocol

Combining AI + DePIN to bring you the  
Ultimate Cloud Gaming Solution



Cloud gaming is the next  
**Big Innovation in Gaming**

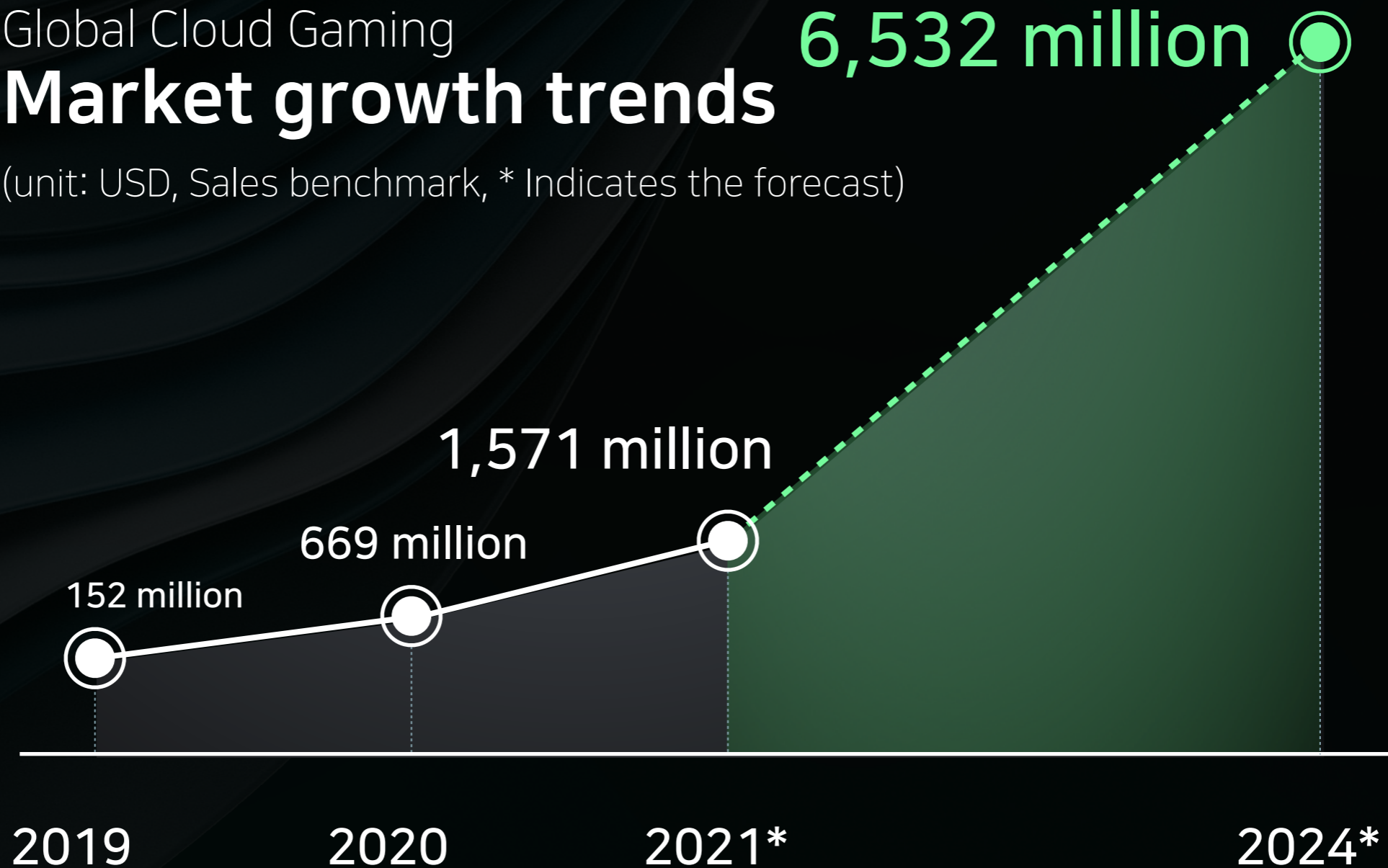
Cloud gaming is the next  
**Big Innovation in Gaming**

DeepLink Protocol™ Introduction



Global Cloud Gaming  
**Market growth trends**

(unit: USD, Sales benchmark, \* Indicates the forecast)

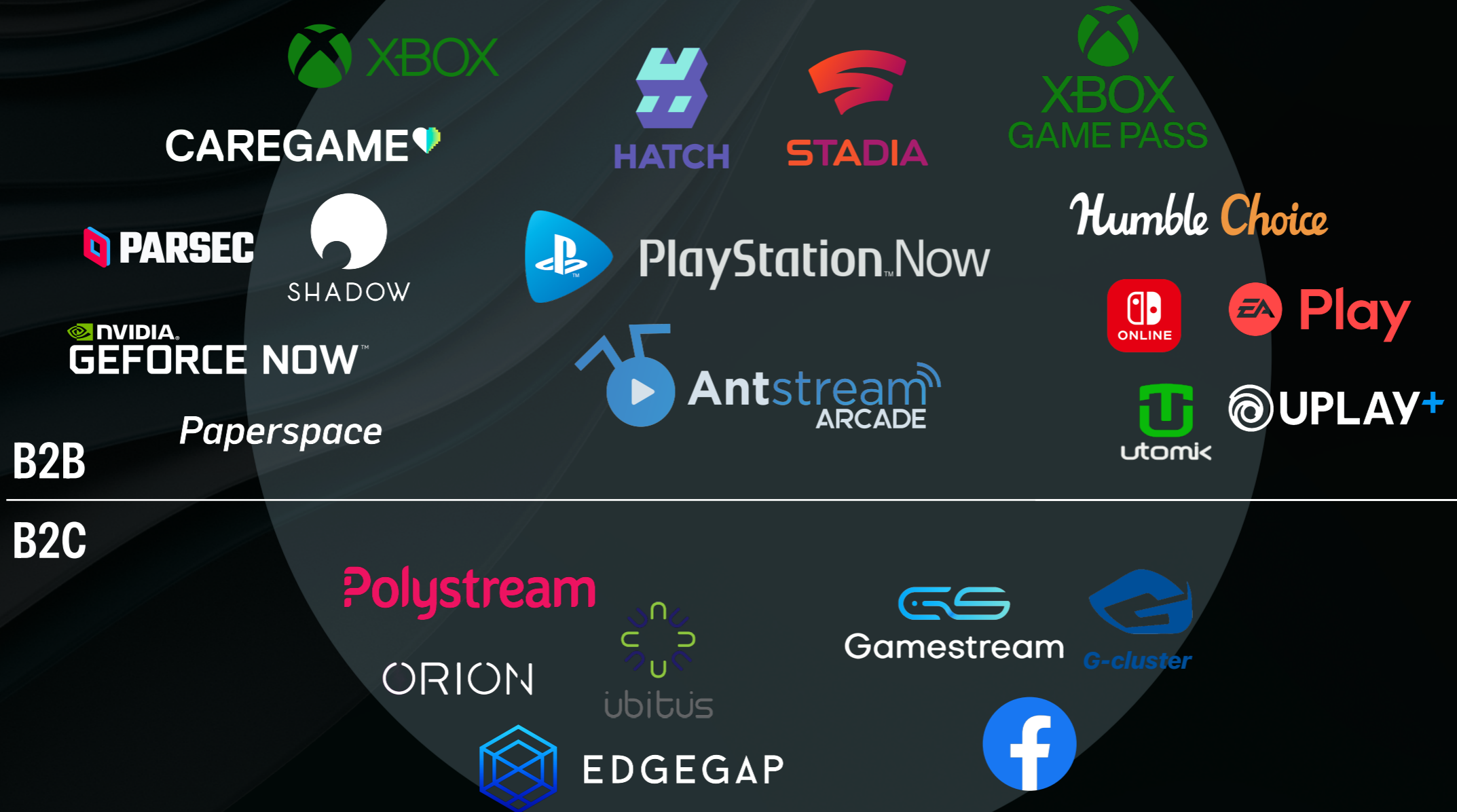


Cloud gaming is the next  
Big Innovation in Gaming

DeepLink Protocol™ Introduction



## Cloud Gaming Industry Today





Key features of cloud gaming

## **Traditional gaming vs Cloud gaming**

### **Traditional gaming**

Expensive gaming machine

CD, download and install

Users need storage space

Requires buying dedicated gaming machine

Hardware Purchase

Game Method

Storage Method

Accessibility

### **Cloud gaming**

Only a low-end monitor

Live streaming

No storage space is required

Play on mobile phones, tablets & web browsers like Chrome, Safari & Edge



Advantages of  
**High-Tech Cloud Gaming**



# Ultra Smooth Gaming Experience



Low Latency



High Resolution



Multi Device  
Compatibility



**LOW COST**  
**HIGH QUALITY**

With the advancement of 5G technology and the improvement of cloud infrastructure

**Users experience high-quality games at a lower cost**

Cloud gaming is becoming more and more popular





Current challenges of  
**The Cloud Gaming Industry**



Seamless cloud gaming  
requires high-performance  
servers and expensive  
network equipment

**RISK**

**High Cost  
Low Return**



Requires large-scale  
infrastructure investment - Even  
large businesses hesitate to get  
involved due to high-risk  
investment



**Legal barriers due to National regulations and policies may negatively impact server operations**



**RISK**

**Global expansion would allow for cost benefits and prevent business roadblocks**



The solution: DeepLink Protocol™

**The Perfect Cloud Gaming Experience**

The solution: DeepLink Protocol™

DeepLink Protocol™ Introduction



The Perfect Cloud Gaming Experience



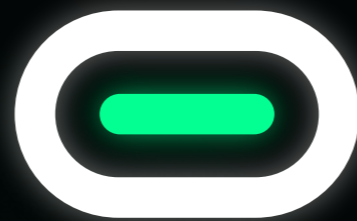
intel®



...

The DeepLink core tech team has more than 10 years of experience in the cloud gaming industry  
With a strong foundation and experts from Cisco, Intel, Nvidia, Huawei, Shunnet and more

**Together, they've created the next ground-breaking solution**



**DeepLink Protocol™**



## The Perfect Cloud Gaming Experience

1ms

Ultra Low Latency

8K

Ultra High Resolution

244Hz

Ultra High Refresh Rate

24H

Service Time

---

Achieve an unparalleled user experience

**Network responsiveness, transmission optimization,  
display processing, safety and security, and more**

An unrivalled portfolio of technologies in a wide range of fields



# Core Scheduling Algorithm

01

Server Elasticity  
Expansion

02

Edge/center  
node scheduling  
algorithm

03

Intelligent  
queuing  
algorithm

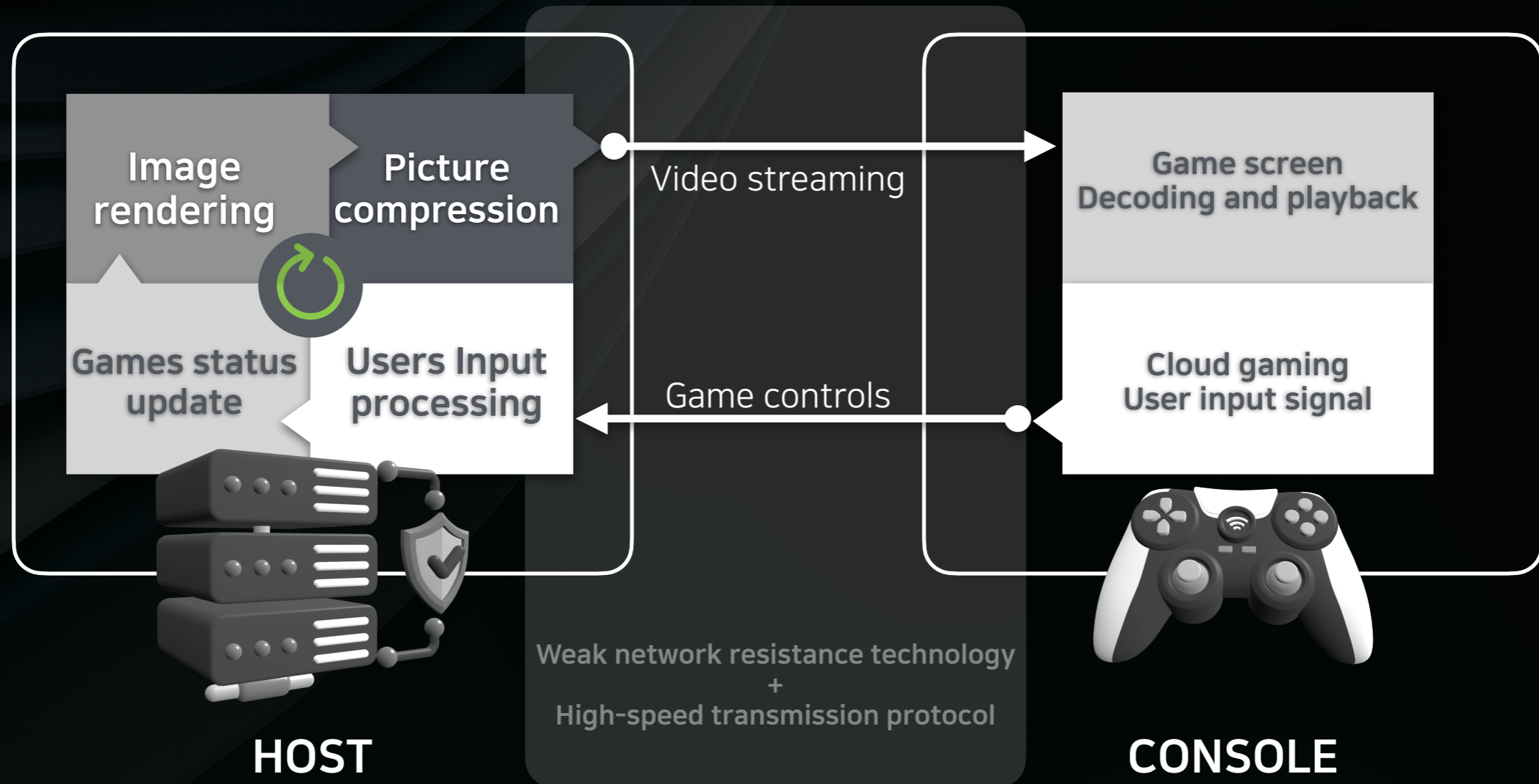
04

Utilizing big data  
algorithms to  
determine the  
optimal streaming  
configuration for  
each user



How the protocol works

## Remote Gaming Pathway







How DeepLink will drive innovation  
**Through Web 3.0**



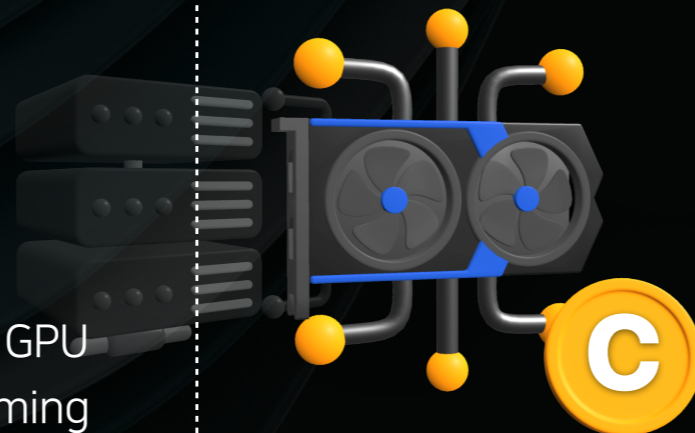
Web 3.0 implementation means you can access  
high-end GPU computing services without building your own hardware

## GPU infrastructure for rendering is available

### BLOCKCHAIN MINER

Miners provide their GPU  
devices for cloud gaming  
services

In exchange, miners earn  
on-chain rewards and  
rental income from users



Provide GPU resources

GPU rental fee

WEB  
3.0

### CLOUD GAMING PLATFORM

The cloud gaming service platform  
connects GPU providers (miners)  
to users looking to rent GPU power

The platform can operate  
without having to build their  
own hardware



WEB 3.0 transformation enables seamless cloud gaming

## Traffic node providers can continue to proliferate

### BLOCKCHAIN MINER

Leveraging blockchain implementation, miners provide idle network traffic

Miners include those in large data centres and individual blockchain nodes worldwide

Miners are responsible for providing traffic nodes and be rewarded with DLC tokens



DLC Rewards



WEB  
3.0

Node access

Provide traffic nodes

### CLOUD GAMING GAMER



Users connect to traffic nodes through the DeepLink network to access gaming services



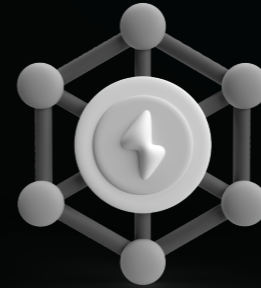
Web 3.0 DeepLink Protocol™

## The Future of Decentralized Cloud Gaming



**Traditional centralized**  
Cloud gaming platform

VS



**Blockchain-based**  
Cloud gaming platform

High costs to setup hardware

Difficult to generate income

Limited coverage stunts global expansion

Limited resources cause gameplay stability issues

No upfront hardware costs

Easily monetized

Flexible miner and user infrastructure

Resource flexibility and infinite scalability



DeepLink Protocol™

## Why use blockchain technology?

### Staking

—  
Staking guarantees a stable flow of service from GPU providers

### Decentralized

—  
Miners help spread out traffic nodes across the network, eliminating cost and risk while maintaining a decentralized system

### Accessibility

—  
Anyone can contribute to the network and earn rewards

### Faster ROI

—  
Investors don't have to wait 5-10 years for a return and can get a return in a year or so

### No borders

—  
Users are free to pay and use across borders

### Incentives

—  
Users can participate in the project growth and dividends



DeepLink Protocol™  
**An Ever-Expanding Ecosystem**



# An Ever-Expanding Ecosystem

Continuously expanding

## DeepLink Protocol™ Ecosystem



DEEPLINK

Remote  
tools



DEEPLINK

Cloud gaming  
platform

HYCONS

HYCONS

ZEST



GLOW  
STREAM

Cloud  
Internet café



TIKEREN

Cloud  
XR



Currently, **more than 20 applications** are being developed based on the DeepLink Protocol™



Self-developed B2C remote control service

# **DeepLink Subscription Products**



Self-developed B2C remote control service

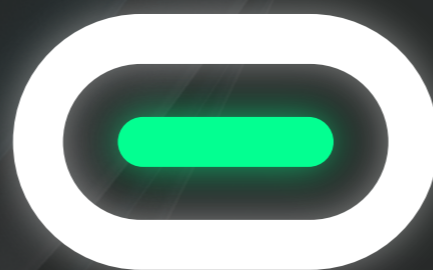
DeepLink Protocol™ Introduction



## DeepLink Subscription Products

Developed based on DeepLink Protocol™

# 1st B2C product - DeepLink software



DEEPLINK

Remote  
control

Cloud 3A

Cloud GameFi

Cloud  
Internet café

Cloud XR

DeepLink Software

**It is currently available for download via the DeepLink website**

Once you have registered, you can create a wallet

You can use all the services conveniently and quickly

# Self-developed B2C remote control service DeepLink Subscription Products

DeepLink Protocol™ Introduction



DeepLink software, a B2C service being offered

## Users interface

The screenshot shows the 'Account Settings' page. On the left is a navigation menu with '내지갑' (My Wallet) selected. The main area is divided into two columns: '원격 제어 허용' (Remote Control Allow) and '원격 장치 제어' (Remote Device Control). Under '원격 제어 허용', there is a '장치 ID' field with the value '135 813 589' and a '비밀번호' (password) field. Under '원격 장치 제어', there is a '파트너 장치 ID' field and another '비밀번호' field. At the bottom, there is a link: '커뮤니티에 가입하여 DeepLink Coin 보상 10000개'.

The screenshot shows the 'Wallet' page. It displays the '지갑주소' (Wallet Address) as '5DqPzDXSJAmmM3s...' and the '지갑잔액' (Wallet Balance) as 'DLC 6000.0000' and 'DBC 5,010.0000'. Below this is a table of transactions:

이체기록 Hash값	소스주소	목표주소	결과	수량
			true	1000 DLC
			true	1 DBC
			true	4999 DBC
			false	5000 DBC
			true	5000 DLC
			true	10 DBC

The screenshot shows the 'Game' section with a 'Game Fi' filter. A grid of game cards is displayed, each with a cover image, title, and price. Games include 'Lspider Tanks', 'Lspider Spider', 'Lspider', 'Mandalorian', 'Space Station', 'Witcher', 'Sentinels', 'God of War', 'Golden Majesty Set', and 'Victory'.

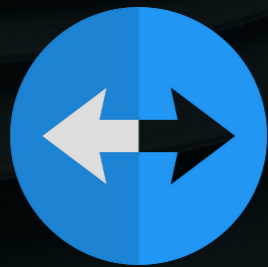
The screenshot shows the 'My Purchased Games' section. It displays a grid of game cards for games that have been purchased, including 'HALO 5', 'VERSUS', and 'Witcher'. Each card shows the game title, a rating, and a 'Pay' button.



The market for remote control solutions is exploding worldwide

## Top 4 Brands On The Market

Used by over 600 million users



### TeamViewer

Founded in 2005  
320 million annual active users  
Market capitalization of  
\$3 billion Up to \$10 billion



### SunFlower

Founded in 2010  
200 million users  
More than \$60 million  
Cumulative financing



### Parsec

Founded in 2015  
80 million users  
\$3.2 billion acquisition  
It was acquired by  
Unity in 2021



### ToDesk

Founded in 2020  
30 million users  
250 million RMB  
financing



## DeepLink Subscription Products

DeepLink B2C Software Market Strategy - A

# DeepLink vs. TeamViewer - Competitor Analysis

Service Content	DeepLink™ Basic version	DeepLink™ Pro version	DeepLink™ Team version	TeamViewer™ Basic version	TeamViewer™ Pro version
Monthly usage fee	Free	6 USD	30 USD	40 USD	150 USD
The number of devices that can initiate remote control at the same time	1	1	5	1	3
Number of desktop sessions per machine	2	20	25	1	3
Number of managed devices	200	300	1000	200	500
Support ultra-low latency or not					



DeepLink B2C Software Market Strategy - B

## Introducing a Solution for Remote **High End Gaming**



Introduce a large number of **remote gaming users** with E Sports-level technology

Self-developed B2C remote control service

DeepLink Protocol™ Introduction



## DeepLink Subscription Products

Users of DeepLink B2C products

**900,000 MAUs** and **300,000 DAUs**

**2,500,000 +**

Total number of users



DEEPLINK

Remote tools

Cloud Gaming & Cloud XR

Cloud Internet café

**900,000+**

MAU

**110 +**

Number of countries  
where services  
are provided

**300,000 +**

DAU



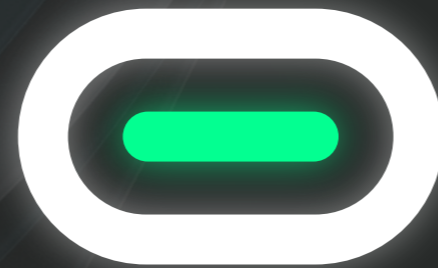
DeepLink Protocol™ Presents:  
**A Cloud Blockchain Gaming Solution**



Developed based on DeepLink Protocol™

## Cloud **Blockchain Game** Solution

**Application  
virtualization**  
(support d3d9-d3d12)



DEEPLINK

Technology **Highlights** Provided  
by DeepLink !

**Resource  
isolation**  
(Cpu, memory..)

**Multi  
Platform**  
(Support h5、 android..)

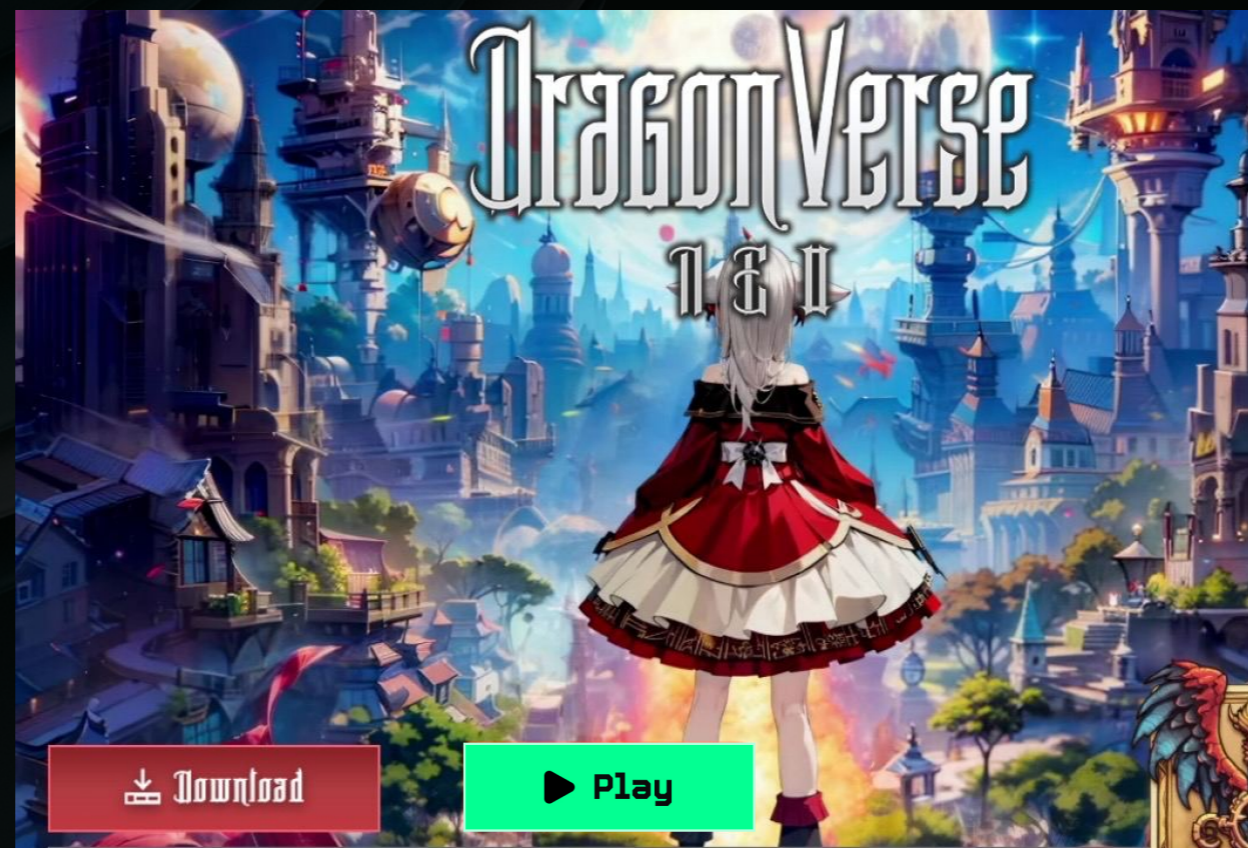
**High quality  
streaming**  
(anti weak net)





Cloud Blockchain Game Solution

**Easily Play Online With The Click of a Button**



Blockchain game projects transformed into cloud games  
can help project owners **improve player retention** and **increase player size**



Cloud Blockchain Game Solution

# Web-based Cloud Blockchain Game Platform



## BEST USER GROWTH

Games with the highest number of active accounts.



### USER GROWTH 24H (%)



Tweet

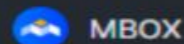


Share



1

MOBOX



Play

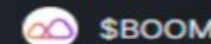
3,878

▲ 36.36%



5

Hunters On-Chain by BoomLand



Play

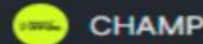
341

▲ 2.40%



2

Ultimate Champions



Play

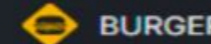
947

▲ 7.86%



6

BurgerCities



Play

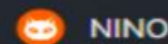
1,149

▲ 1.23%



3

Ninneko



Play

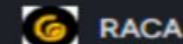
417

▲ 7.75%



7

RACA



Play

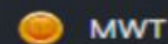
450

▲ 1.12%



4

MillionWinner



Play

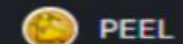
641

▲ 6.83%



8

Meta Apes



Play

983

▲ 0.41%

The platform aggregates all blockchain games, allowing users to **“Play” directly on the website.**  
**Allow a large number of players to discover new games while reducing the cost for marketing teams for driving traffic.**



Developed based on DeepLink Protocol™

**HYCONS™ Solution**

Developed based on DeepLink Protocol™

**Hycons™ Solution**

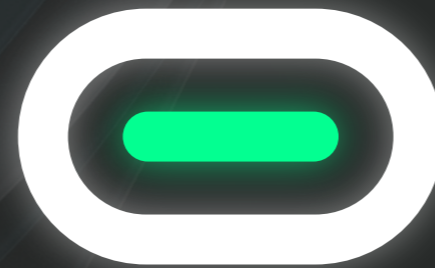
DeepLink Protocol™ Introduction



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## Cloud **Internet Café** Solution

**2K, 240FPS  
N100, DDR4**



DEEPLINK

Technology **Highlights** Provided  
by DeepLink !

**Camera Mic  
Passthrough**

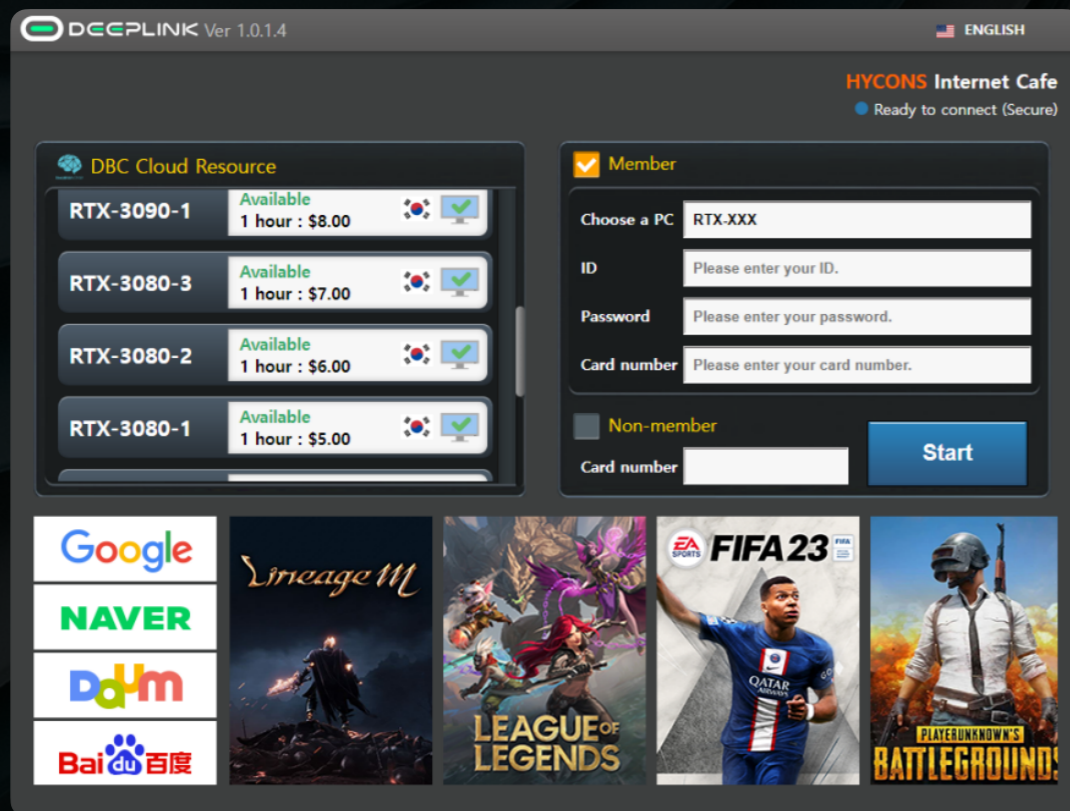
**Faster  
Local Mouse**

**High  
Quality**



# Hycons™ Solution

Developed based on DeepLink Protocol™  
The 1st cloud Internet café solution  
**HYCONS™**



With Korea's three largest Internet café chains  
Establish strategic partnerships

Inside the city of Seoul  
20 Internet cafes, about 2,000 machines  
It is planned to be converted  
into a cloud Internet café

Cooperate with more than 10 chain brands in 2025  
The goal is to build more than 500 Internet cafes as well  
More than 50,000 machines

HYCONS™ is a cloud-based Internet café solution for the B2B market  
Provide technical services for domestic and overseas brands

Developed based on DeepLink Protocol™

Hycons™ Solution

DeepLink Protocol™ Introduction



Based on HYCONS Cloud Internet café solution

## Photos of KOREA Internet cafe



Location : Korea Seoul

Website : <https://zestcloud.co.kr/>



Expanding the DeepLink Protocol™  
**Cloud XR Solution**



## Cloud XR Solution

The demand for AR/VR games is set to explode

# Cloud XR Device Platform Extensions



## Apple Vision Pro

If you want to play games in 4K quality with Apple Vision Pro  
it can only be done in **the form of cloud gaming**

With the arrival of WiFi 7

Ultra-high bandwidth of 9.6 Gbps

Supports a minimum latency of 3 ms

XR cloud gaming is supported

Technical base pads

**Cloud XR** can be developed based on the DeepLink Protocol™







DeepLink Protocol™  
**Business Model & Outlook**



## Business Model & Outlook

This is achieved through a policy of double flexible pricing

### Sustainable business model

#### Handling fee model

**20-30 %**  
Handling fee

For every cloud gaming transaction  
DeepLink Protocol™ charges

Settle with DLC, and 100% of the settlement DLC  
Real-time destruction

#### License fee model

**6 USD**  
License fee

For applications  
Each user computer is billed monthly

Settle with DLC



## Business Model & Outlook

Expand the ecosystem of professional cloud gamers

### Potential Market expansion

#### Internet Cafe



**200,000 internet cafes with  
more than 15 million machines**

If 40% of the entire market  
Convert to a cloud Internet café

A total of 6 million machines need to be converted



#### E Sports hotel

**More than 40,000 E Sports hotels and  
more than 3 million machines**

If 50% of the entire market  
Convert to a cloud E Sports hotel

A total of 1.5 million machines need to be converted

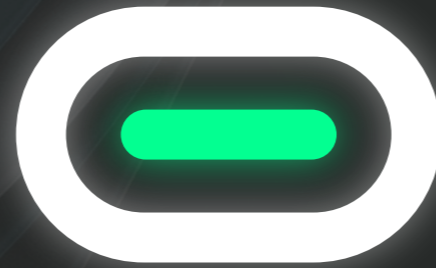


## Business Model & Outlook

# Projected Growth On DeepLink Protocol™ Over The Next 3 Years

**200+**

Number  
of apps



DEEPLINK

Remote tools

Cloud Gaming & Cloud XR

Cloud Internet café

**100+**

Number  
of countries

**200,000,000+**

Total number  
of users

**100,000,000+**

Number  
of wallets

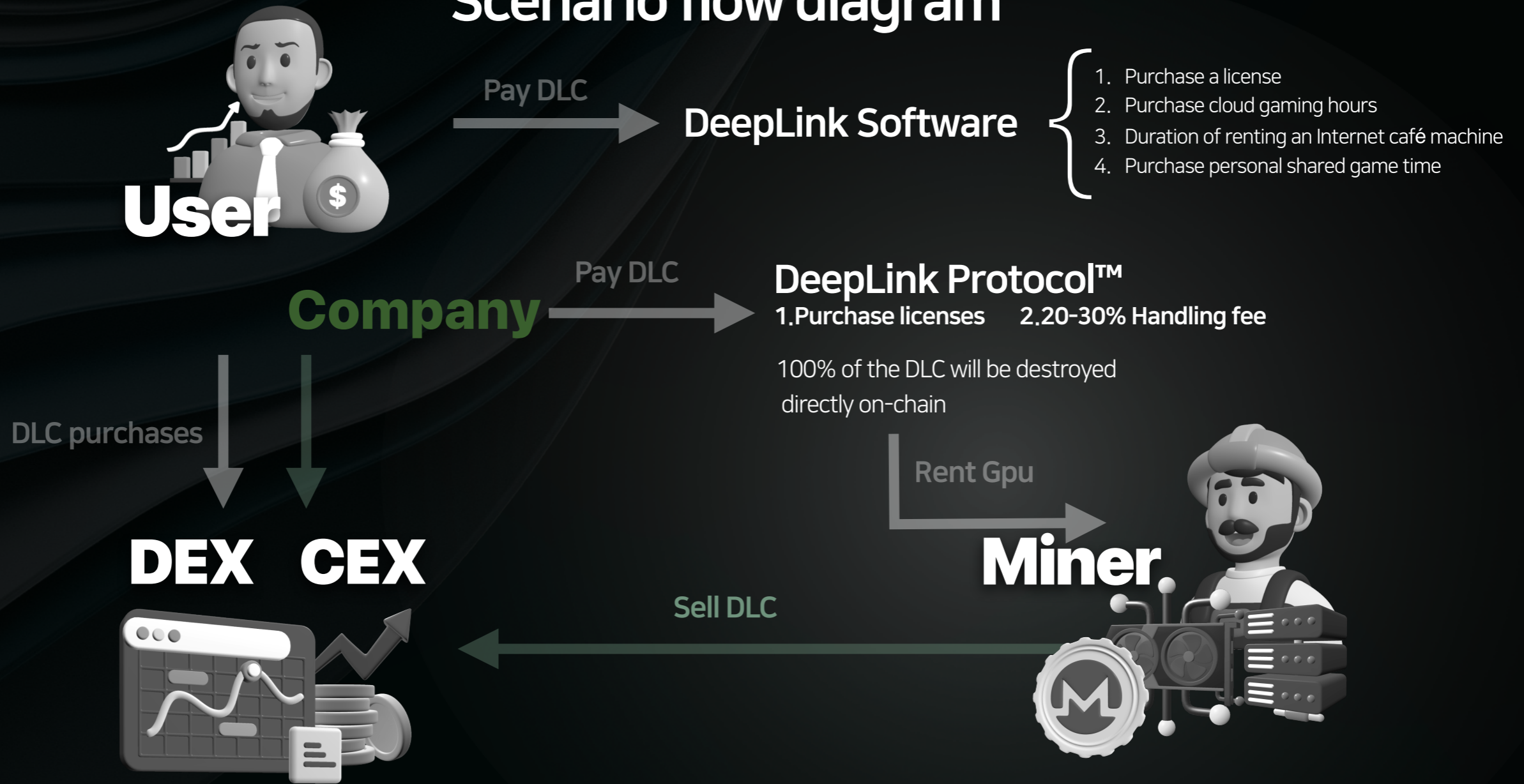


DeepLink Protocol™  
**DLC Tokenomics**



DLC application

## Scenario flow diagram





## DLC Token Use Cases

**01**

**NFT purchase**

Crown NFTs, and Node NFTs all need to be purchased with DLC Tokens

**02**

**Rent cloud  
gpu computer**

Renting a GPU computer requires payment with DLC, of which 100% of the DLC is destroyed in DeepLink Protocol

**03**

**Purchase of  
cloud gaming time**

Payment is required with DLC, of which 100% of the DLC is burned in DeepLink Protocol



## DLC Tokenomics

## DLC tokens Economic model

Category	Percentage	Unlocking
Team	15%	2 month cliff , 20 month linear vesting
Seeding Round	10%	2 month cliff , 20 month linear vesting
Angel	10%	1 month cliff , 10 month linear vesting
A Round	5%	1 month cliff , 10 month linear vesting
Public Sale	4.40%	40% unlock before TGE, and the remaining will start unlocking on August 30th, 6 month linear vesting
Ecosystem& Airdrop	12%	20% unlock before TGE , 8 month linear vesting
NFT Node for sale	3.60%	20% unlock before TGE , 8 month linear vesting
Mining For GPU	16%	16% is for miners providing GPU power, which halves every 4 years. Mining rewards starts after TGE Mining rewards halving every 4 year. 25% of the mining rewards unlock immediately, and the rest follow a 150 day linear unlocking schedule
Mining For Bandwith	4%	4% is for bandwidth mining, which halves every 4 years. Mining rewards starts after TGE , Mining rewards halving every 4 year. 25% of the mining rewards unlock immediately, and the rest follow a 150 day linear unlocking schedule
Foundation	10%	6 month cliff , 8 Quarter linear vesting
Legal Advisor	3%	1 month cliff , 10 month linear vesting
Short Staking	2%	0 month cliff , 90 day linear vesting
Long Staking	2%	0 month cliff , 180 day linear vesting
Mining Race	3%	0 month cliff , 10% of the mining rewards unlock immediately , and the rest follow a 180 day linear unlocking schedule
Total Token	100%	90 billion will be issued on the DBC chain, and 10 billion will be issued on the BSC chain





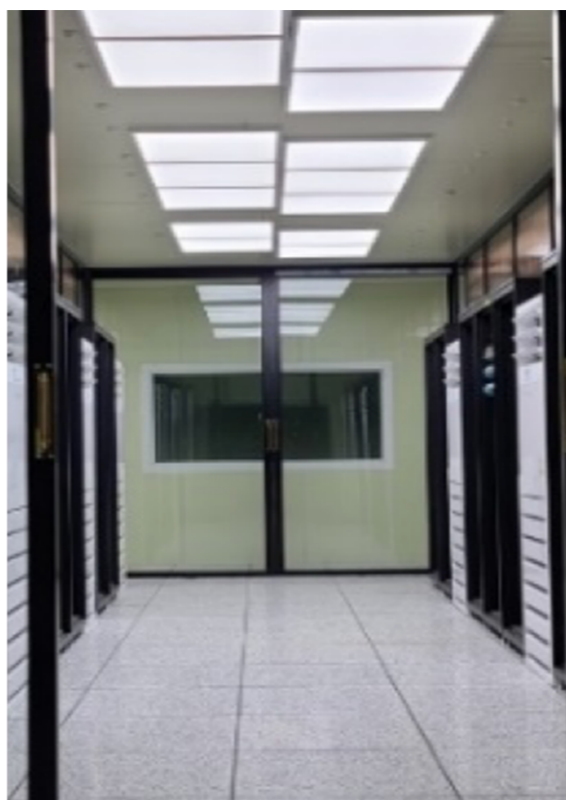
DeepLink Protocol™  
**Roadmap & Resources**



Investments in the basic hardware infrastructure of cloud gaming services

## DBC Korea IDC Center

### 4. 클라우드 컴퓨팅 센터



Server 100 SET | GPU Card 400 EA in operation - as of November 2023)



Decentralized physical infrastructure by

## DeepLink Protocol™

### Blockchain Cloud Gaming Console



### Personal Home GPU Server (3A Games)





Decentralized physical infrastructure by

**DeepLink Protocol™**

**Blockchain  
ALL IN ONE PC**



**Blockchain  
VR Headset**





2024

## Product development roadmap

**Q1 2024**

Support game sharing feature for the WEB version and establish partnerships with target to reach over 0.5 million downloads for DeepLink

**Q2 2024**

More than 1 million downloads of DeepLink software  
With 10 cloud Internet cafes

**Q3 2024**

More than 2 million downloads of DeepLink software  
3,000 machines will be shared, and 50 cloud Internet cafes

**Q4 2024**

Support iOS, Mac, Vision Pro AR versions, with the goal of reaching over 3 million downloads for DeepLink, 10,000 shared computers, and partnerships with 150 cloud internet cafes.





## 2024 Marketing Plan

In 2024, we will participate in and host major global events  
Continue to expand our community  
Including South Korea, Japan, China, Vietnam,  
the Philippines, Turkey, Europe and the United States, etc





DeepLink Protocol™

## Introduction of the founding team

### **YONG HE**

CEO, Co Founder

Founder of DeepLink and DeepBrainChain, serial entrepreneur

He has 14 years of experience in AI, 7 years of experience in blockchain and distributed computing network technology development, and graduated from Ocean University of China with a bachelor's degree in computer science in 2008

In 2012, he founded Polyentropy Intelligence, developed the world's first Chinese AI voice assistant - Intelligent 360, and the number of software download users exceeded 17 million in 3 years, and the world's first artificial intelligence speaker - Xiaozhi Speaker was launched in 2014

Founded in May 2017, DeepBrainChain currently serves hundreds of customers in artificial intelligence, cloud gaming, and cloud Internet cafes



DeepLink Protocol™

## Introduction of the founding team

### **PARK JI HYE**

COO

Education: 2007 Peking University,

Department of Chinese

2023: DeepLink COO

2022-2023: DeepBrain Chain Chief Director

2019-2021: CELLOGIN Overseas Market Leader

2018: FLOW FACTORY CEO

### **BRANDO MURPHY**

Co-Founder & CMO

BRANDO 'THE CRYPTO WIZARD' MURPHY

Brando is a veteran of crypto. In 2016, he started investigating cryptocurrency, which led to the famous 2017 bull market.

He founded Bigger Than Race™ in 2012 and rebranded it into what it is today in 2017

His qualifications include Certification in Web3/Metaverse through EveryRealm, a venture fund and leader in Metaverse innovation and development, and Certified in Blockchain and Bitcoin through IBM.

His primary vision and goal are to help people become financially free through Blockchain technology and to be able to invest and own the infrastructure of the new economy of the 4th and 5th Industrial Revolutions. The BTR Community VC is assisting loyal members globally in owning the tech of tomorrow.

In 2024, he became Co-Founder and CMO of DeepLink Protocol, an Ai cloud gaming technology that levels the playing field for gamers worldwide. Los Angeles, CA, is where he calls home.





DeepLink Protocol™  
**Our investors**



DeepBrain Chain



GOBI PARTNERS



BTR

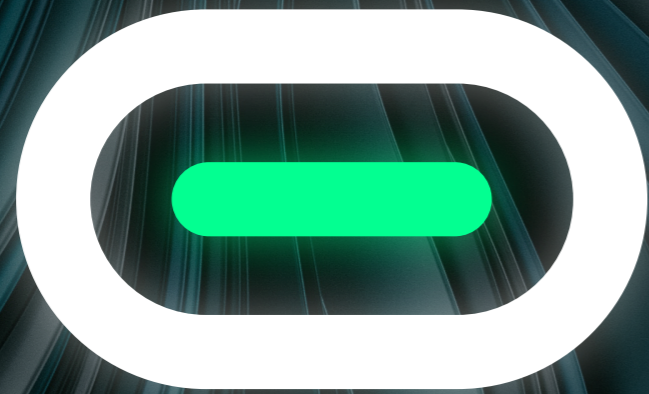


WATERDRIP  
CAPITAL



NeoVentures





DEEPLINK

# Thank you!

DeepLink Team

**DeepLink Protocol**<sup>TM</sup>

Decentralized AI & DePIN Cloud Gaming Protocol