

[Key Info](#)[Disclosure](#)[Profile](#)[On-chain](#)[Blog](#)

Report Date 2021-01-12

EN ▼

Singapore
CrossAngle Pte. Ltd.**Profile Report (Public)****GamechainHK LIMITED**Hong Kong
(Country or jurisdiction of incorporation)7 2 0 9 2 8 0 3
(Entity Registration Number)TWO HARBOURFRONT, UNIT 201, 2/F, 22 TAK FUNG STREET, HUNG HOM, KOWLOON, HONG KONG
(Address, including zip code, including area code, of principal executive offices)**TABLE OF CONTENTS**

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WHERE YOU CAN FIND MORE INFORMATION

Readers and others should note that the company announces material information to the public using the company website, press releases, public conference calls, and webcasts. They may also use the following social media channels as a means of disclosing information about the company, products, planned financial and other announcements and attendance at upcoming investor and industry conferences, and other matters.

Channels	Address
Company Website	http://rushcoin.io/
Main communication channel	telegram
Twitter	https://twitter.com/rush_global
Company Blog	https://medium.com/@rush_global
Facebook	https://www.facebook.com/rushglobal1
Linkedin	
Github	https://github.com/junyok/rush
Reddit	
Telegram	https://t.me/rushglobal
WeChat	
KaKaoTalk	
Custom Link	

The information posted through these social media channels may be deemed valid. Accordingly, the public should monitor these accounts and the blog, in addition to following company press releases, conference calls, and webcasts. This list may be updated from time to time and these channels may be updated without notice.

PART I. Corporate Profile

ITEM 1. Basic Corporate Profile

Official Company Name	GamechainHK LIMITED
Establishment Date	30 Jul 2020
Jurisdiction of Incorporation	Hong Kong
Principal Office Location	TWO HARBOURFRONT, UNIT 201, 2/F, 22 TAK FUNG STREET, HUNGHOM, KOWLOON, HONG KONG
Address of Official Company Registration	TWO HARBOURFRONT, UNIT 201, 2/F, 22 TAK FUNG STREET, HUNGHOM, KOWLOON, HONG KONG
Company Name for Website Display	GamechainHK LIMITED
Description of Company	Our purpose is that all game users in the RushCoin platform are members of the ecosystem, and the users in the game platform become members of the ecosystem by providing token compensation and additional services to token during game activities.
Company Website	http://rushcoin.io/
Whitepaper Link	https://drive.google.com/file/d/1rSzUmEYDOQaJIM9VtAfsQ1TekQu-JZm/view?usp=sharing
Mission and Vision	Recently, the economic impact of COVID-19 is spreading all over the world, but online industries such as games and media are showing an upward. The global market for the gaming industry is \$180.1 billion, and it's on the rise of about 11% every year. But the problem in the game industry is that there are a lot of fraud in the process of converting assets in the game into currency, and there are a lot of problems. Considering these problems and market development, we are developing the platform.

ITEM 2. Team

2.1 Executives & Founders

The following sets forth certain information regarding the company's executive officers and founders, their details and positions as of 2021-01-12

Liu Shuguo

Position Title	CEO
Short Bio	Joined Planning Department of Perfect World at the head. CHINAJOY operation committee member Participated in planning of Gamescom and served as a operation committee member.
Experience	
Education	Nanjing University. / Graduated from Department of Software,
Company e-mail	
Social	

Jun TaeHyun

Position Title	CTO
Short Bio	Study at Canada Vancouver Center for Digital School Mirae Innovation Corporation : Full stack in technology developer PsAlbum Mobile APP : Full stack in technology developer Intelligent English learning program : Full stack in technology developer Real-time web builder : Full stack in technology developer Web, Mobile : BlockChain Developer DAPP Wallet Developer
Experience	
Education	
Company e-mail	
Social	

Seol JiHo

Position Title	CSO
Short Bio	Mitubishi Electronic Japan Sub-Leader Java Platform AI Voice Recon & Chat Solution NextGen. Smart Filmand Advertising Platform Korean Celebrity Contentsand e-Commerce Platform Mobile Couponand Membership Platfrom Biotech Blood Analysis Platform
Experience	
Education	
Company e-mail	

Social

An JesSeop

Position Title CMO

General Manager of Water Quality Big Data Analysis in the Yeongsan River Basin

Short Bio General Manager of Education Video Planning and Marketing of Korea Electric Power Corporation

Development of Photovoltaic Devices / Patents

Fingerfire Game Development

Experience

Education

Company e-mail

Social

Im CheolUi

Position Title Member

Former Mirae Lobooks, head of planning and production team.

A series of "Taxi Driver" at BookPal.

Short Bio Tapastic "Taxi Driver", a North American webtoon site

A series of Zo Ara's "King of the Masks"

Kakao Page's "Red Spot" series.

A series of Topoon "Revenge".

Winner of the 16th WAF Contest Webtoon category.

Experience

Education

Company e-mail

Social

2.2 Engineering Team Leaders

The following sets forth certain information regarding the company's development and engineering leaders, their details and positions as of 2021-01-12

No data available

2.3 Advisory

The following sets forth certain information regarding the company's advisories, their details and positions as of 2021-01-12

No data available

2.4 Organization Structure

The following sets forth certain information regarding the structure of the company as of 2021-01-12

Name of Department/Group/Office/etc.	Number of Full-Time Staff	Number of Part-Time Staff	Head of Department (Maybe left blank)
No data available			
Total	0	0	

PART II. Business Information

ITEM 1. Industry Classification

	Not Applicable
Sector	Consumer Services
Industry	Other Consumer services
Sub-industry	Other Misc. Consumer Services
Categories	1. Application Development 2. Game 3. Platform 4. Wallet

ITEM 2. Industry Description

2.1 Industry Overview

The present intends to organize an ecosystem where different on-line mobile game commodities are shared and provide a specialized and decentralized ecosystem where these commodities can be traded, by utilizing a crypto currency that is the main payment means of fair games based on blockchain and the ecosystem generated based on it.

2.2 Recent Trends

(1) Trend in the Size of Global Game Industry

Even amid the global economic situation comparable to the time of the Great Depression resulting from COVID-19, the turnover and the users of game industry have increased to the extent game industry is called a beneficiary of the pandemic. Above all, the global game industry has attained valuable performance regardless of the profit in that, for example, games have become media of connection between people in a quarantined situation and social praise for the positive function of game has continued

2.3 Target Market Size

Recently, the economic impact of COVID-19 is spreading all over the world, but online industries such as games and media are showing an upward. The global market for the gaming industry is \$180.1 billion, with a strong showing of about 11% growth every year. But the problem in the game industry is that there are a lot of fraud in the process of converting assets in the game into currency, and there are a lot of problems. Considering these problems and market development, we are developing the platform.

2.4 Target Customers

All potential people who can play games.

2.5 Competitors

2.5.1 Existing Industry Competitors

The following sets forth certain information regarding the company's conventional competitors already established within the industry as of 2021-01-12:

No data available

2.5.2 Token Project Competitors

The following sets forth certain information regarding the company's competitors that have implemented Token economics as of 2021-01-12:

No data available

ITEM 3. Project's Business Model

3.1 Business Description

3.1.1 Revenue Model

Acquisition of Token
 Statistic DB of game user game activity is provided to game developers.
 Acquisition of tokens based on the activities for game play.

Compensation for clicking of advertisements and feedback.
When a friend recommended by a user has become a member
Tokens are acquired when a new member is admitted.

Use of Token

Payment is made with tokens when game items are purchased.
Payment is made with tokens when figures based on game characters are desired to be purchased from a shopping mall.

3.1.2 Platform or Application Overview

General platform description

No Input

Functions of the solution

The present intends to organize an ecosystem where different on-line mobile game commodities are shared and provide a specialized and decentralized ecosystem where these commodities can be traded, by utilizing a crypto currency that is the main payment means of fair games based on blockchain and the ecosystem generated based on it.

User pain points

No Input

3.1.3 Product/Service Line Description

- RUSHCOIN Platporm,

Users can play social games in RUSHCOIN Platform, communicate with partners or other users, and are provided with real-time multi-play system where users can enjoy shopping at the same time. Users can use diverse social games provided by RUSHCOIN Platform.

According, RUSHCOIN has been designed to be a platform having a considerably high degree of freedom with the purpose of developing "White Kingdom" that is the "dApp" of an artificial intelligence incremental type action RPG game. Users can freely move in "White Kingdom", communicate with other users, and enjoy shopping and contents together with them.

Another feature is that users can decorate "White Kingdom" in person or participate in marketing activities. We do not regard users as passive participants and will invite them as our business partners. The users verified in this way can own a shop and sell commodities and provide various services in "White Kingdom".

3.1.4 Competitive Advantage

No Input

3.1.5 Intellectual Property

No Input

3.2 Partnerships

3.3 Project Progress

History

No Input

Project Status

Pilot Stage

Development of the platform and business operations have been or will be funded through the following sources

Equity funding

Plan or Strategy to expand platform or token

N/A

3.4 Milestones

Title	Target Date	Status	Description
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3.5 Use Case

No Input

3.6 Legal Concerns

No data available

PART III. Financial Information

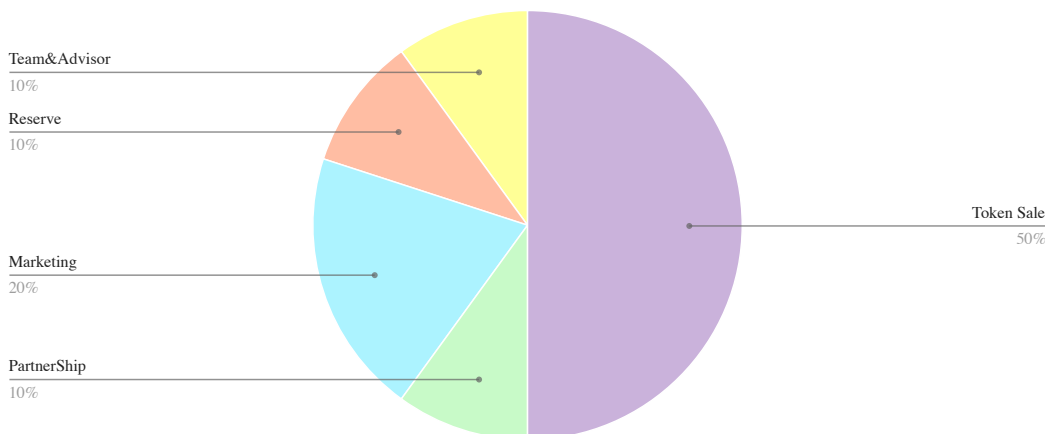
This section is only accessible by our Partners. Please contact us at direct@crossangle.io to inquire about access.

PART IV. Token Information

ITEM 1. Token Profile

Token Name	RUSHCOIN
Symbol	RSCN
Token Economy	Acquisition of Token Statistic DB of game user game activity is provided to game developers. Acquisition of tokens based on the activities for game play. Compensation for clicking of advertisements and feedback. When a friend recommended by a user has become a member Tokens are acquired when a new member is admitted.
Token Usage	Use of Token Payment is made with tokens when game items are purchased. Payment is made with tokens when figures based on game characters are desired to be purchased from a shopping mall.
Short Token Description	The RUSHCOIN platform seeks to increase profits for users and RUSHCOIN Platform and develop related businesses by allowing users to control and own game products that can simply stay as one game.
Token Contract Address	0x382A1667C9062F0621362F49076Ef6e4fE4C9eC7
Base Platform	ERC-20
Mainnet Explorer Url	
Network	No Input
Project Type	Platform
Tokens were initially available and currently obtainable in the following method(s)	1. Exchange offering 2. Staking or delegated staking
Additional Token issuance or minting conditions, including implemented natural inflation.	N/A
Trading practices after the Token Sale by Company	1. Company has not purchased or sold Tokens after the Token Sale 2. Company founders and promoters have not purchased or sold Tokens after the Token Sale
Method of allocating tokens during Token Sale	Token sale has not been carried out.

Token allocation percentage based on Total Supply immediately after Token Generation Event



Token Holder Rights

a) Receive payments or other consideration under the following circumstances

Statistic DB of game user game activity is provided to game developers.

Acquisition of tokens based on the activities for game play.

Compensation for clicking of advertisements and feedback.

When a friend recommended by a user has become a member

Tokens are acquired when a new member is admitted.

Payment is made with tokens when game items are purchased.

Payment is made with tokens when figures based on game characters are desired to be purchased from a shopping mall.

b) Tokens give holders ownership or contractual interest or rights in the following circumstances

Steaking

c) Token holders may vote on the following matters

No Input

d) Other information that may be relevant to the Tokens or their sale

No Input

ITEM 2. Token Sales

2.1 Token Sales details

No Input

Percentage of individual investors at initial offering

Terms and conditions for top backers

No Input

2.2 Initial Offering Rounds

No data available

*: Proposed calculation, but not necessarily mandatory, is based on USD equivalent of cryptocurrency received between the start and end date of the Token sale duration calculated by $((\text{High} + \text{Low}) / 2)$ of market price

ITEM 3. Token Supply History

The following is a manual record Token supply history as of 2021-01-12. Corresponding transactions hashes have not been provided within this report.

Purpose	Date	Amount	Value (USD)	Post Total Supply	Post Circulating Supply
No data available					

ITEM 4. Listed Exchanges

Exchange	Pair	Price	Volume	Percentage
No data available				

ITEM 5. Token Ownership

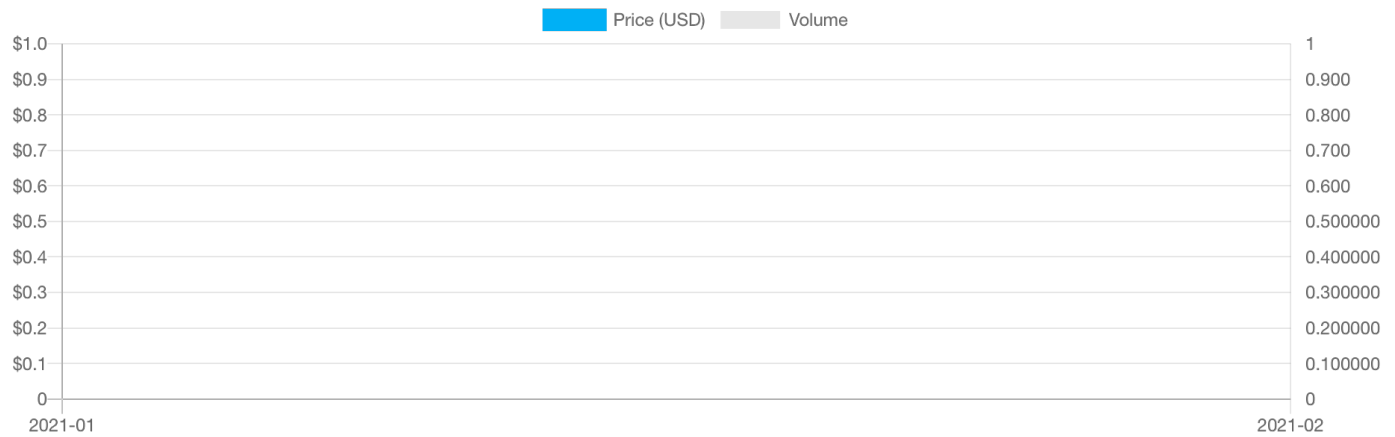
The following is an automatic query result of wallet addresses based on balance holdings with meta data application as of 2021-01-12.

Rank	Address	Balance	Percentage
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ITEM 6. Token Price

The following are market data present as of 2021-01-12.

Price Performance



▸ USD

Current Price :

Change (7d/24h/1h) : % | % | %

Initial Offering Price : \$-

Return since Initial Offering :

▸ ETH

Current Price :

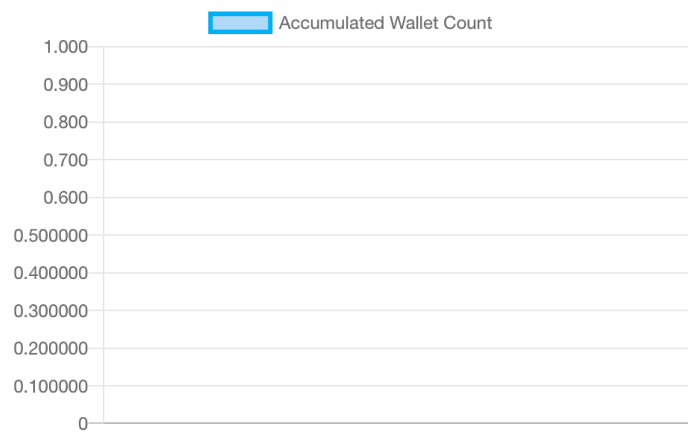
Change (7d/24h/1h) : % | % | %

Initial Offering Price : - ETH

Return since Initial Offering :

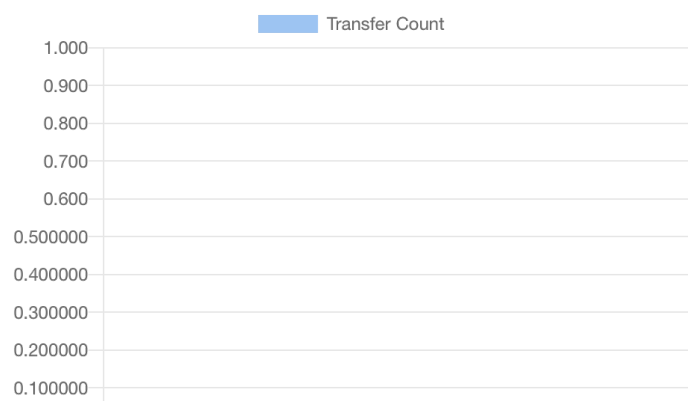
ITEM 7. On-chain Performance

Accumulated Wallet Count



Date	Accumulated Wallet Count	New Wallet Count
No data available		

Transfer Count



Date	Token Transfer Count
No data available	

Transfer Volume



Date	Token Transfer Volume
No data available	

PART V. Compliance

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