PAYWARD CANADA INC.
CRYPTO ASSET STATEMENT
GAME2

Last updated on 24 September 2025

Disclaimer

Payward Canada Inc. (Kraken) is registered under Canadian securities laws as a restricted dealer and is offering Crypto Contracts on crypto assets in reliance on a prospectus exemption contained in the exemptive relief decision [Re Payward Canada Inc.](#) dated 04/01/2025 (the Decision). The statutory rights in section 130.1 of the Securities Act (Ontario), and, if applicable, similar statutory rights under the securities legislation of each other province and territory in Canada, do not apply in respect of the Crypto Asset Statement to the extent a Crypto Contract is distributed under the prospectus relief in the Decision.

No securities regulatory authority has expressed an opinion about the Crypto Contracts or any Crypto Assets (as defined in the Risk Statement) made available on the Kraken platform, including an opinion that GAME2 is not itself a security and/or derivative. Changes to applicable law may adversely affect the use, transfer, exchange, or value of any of your crypto assets, and such changes may be sudden and without notice.

Please note that this Crypto Asset Statement may not be exhaustive of all risks associated with trading GAME2. Please review the [Risk Statement](#) and [Fee Schedule](#) for additional discussion of general risks and transaction fees associated with the Crypto Contracts and Crypto Assets made available through the Canadian Platform. These materials are for general information purposes only and are not investment advice or a recommendation or solicitation to buy, sell or hold any crypto asset or to engage in any specific trading strategy. The information contained in this Crypto Asset Statement is based on publicly available information provided by third parties.

What is GameBuild and how does it work?

GameBuild is a blockchain-based infrastructure project designed to embed Web3 features into gaming, while bridging Web2 and Web3 ecosystems. Its developer SDK (software development kit) offers modules for identity, asset management, security, advertising, and analytics, enabling tokenization of in-game assets, dynamic "Ad Spot" placements, and player behavior insights.

GAME2 is used as an in-game currency within Valoris for asset purchases, upgrades, and player engagement campaigns. Planned utilities include governance voting on ecosystem parameters, an ad-spot marketplace where GAME2 is used to purchase and trade advertising inventory, staking and rewards expansion, and additional functions such as membership or access features, using GAME2 as collateral for platform services, and enabling auction marketplaces.

Who is behind the project?

GameBuild was founded by Grant Sunghoon Sohn, and Kolomoitsev Artur.

Tokenomics of GAME2

The total supply of GAME2 is 21.41 billion tokens, which is distributed as follows:

Category	Percentage
Game Circulation A	46.69%
Game Circulation B	26.22%
Ecosystem	13.15%
Business Development	6.57%
Airdrop	3.00%
Strategic Investors	2.40%
Seed Investors	1.97%
Total	**100%**

General Risks

Like all other digital assets, there are some general risks to investing in GAME2. These include short history risk, volatility, and liquidity risk, demand risk, forking risk, code defects, cryptography risk, regulatory risk, concentration risk, electronic trading risk and cyber security risk. For more information on general risks associated with smart contracts and digital assets, see Kraken's Risk Statement.

Risks specific to GAME2

Competition

The GameBuild protocol faces competition from other web3 gaming infrastructure platforms and SDK ecosystems such as Immutable (IMX), Ronin (RON), and Gala (GALA), and many others. GAME2's value derives from its broader adoption in the market. If the GameBuild protocol fails to achieve sufficient adoption compared to the other options in the market, this could negatively impact the value of GAME2.

Due Diligence

Prior to listing on the Kraken platform, Kraken performed due diligence on GAME2 and determined that GAME2 is unlikely to be a security or derivative under Canadian securities legislation. Our analysis generally includes, but is not limited to, reviewing publicly available information on the following:

- The creation, governance, usage and design of GAME2, including the source code, security and roadmap for growth in the developer community and, if available, the background of the developer(s) that created GAME2;
- The supply, demand, maturity, utility and liquidity of GAME2;
- Material technical risks associated with GAME2, including any code defects, security breaches and other threats concerning GAME2 and its supporting blockchain (such as the susceptibility to hacking and impact of forking), or the practices and protocols that apply to them; and
- Legal and regulatory risks associated with GAME2, including (i) any pending, potential, or prior civil, regulatory, criminal, or enforcement action relating to the issuance, distribution, or use of GAME2, and (ii) consideration of statements made by any regulators or securities regulatory authorities in Canada, other regulators of the International Organization of Securities Commissions, or the regulator with the most significant connection to GAME2 about whether GAME2, or generally about whether the type of crypto asset, is a security and/or derivative.