



DEEPLINK

DeepLink Protocol Decentralized Cloud Gaming Protocol

Gaming + Metaverse

DeepLink Protocol achieves a revolutionary technological breakthrough, providing exceptional perfect experience

Core team members have been working in the cloud gaming industry since 2011, including Cisco, Intel, Nvidia, Huawei, Shunwang and other companies.

DeepLink Protocol was established on the foundation of more than 10 years of research and development.

1ms

Ultra low latency

8K

High resolution

244Hz

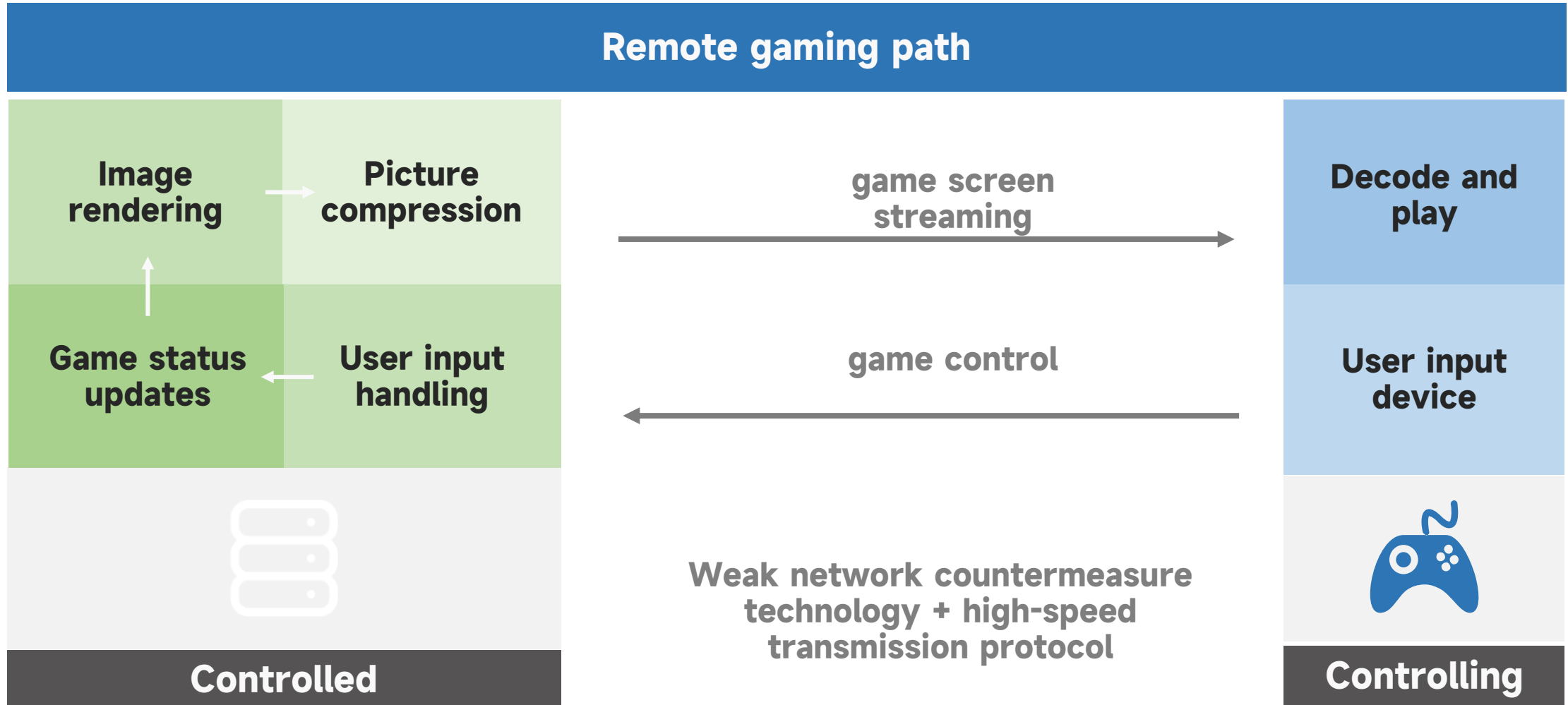
High refresh rate

24H

No lag,
no disconnection

High stability

The breakthrough of revolutionary technology lies in knowing and deeply digging in every detail of remote control technology



More than 10 years of accumulation

We have our own unique technical solutions in every technical detail

Weak network countermeasure technology

- FEC anti-loss strategy
- SVC coding strategy
- Bandwidth prediction

Transmission optimization technology

- Portal Fingerprint Prediction
- UPNP
- Intelligent routing
- IPV6 Support

Display processing technology

- Frame Rate Adaptive Strategy
- Jitter processing strategy
- Motion picture prediction
- AI low data rate HD rendering
- Dynamic Virtual Realizer

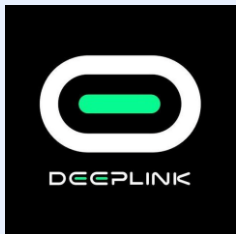
Security technology

- Full link AES256
- DTLS1.2 protocol protection
- Multi-layer account protection mechanism based on blockchain technology, device information P2P encrypted transmission without going through centralized server



DeepLink Protocol provides ultra-low latency technical services for cloud games. Currently, the products developed based on DeepLink Protocol include the following, and more than 20 applications are under development.

Remote control

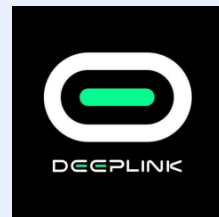


www.deeplink.cloud

Cloud gaming &
cloud gaming
platform



www.hycons.cloud



www.deeplink.cloud

Cloud Internet
Cafe



Cloud XR

**XXX Cloud VR
games**

**YYY Cloud
gaming**



Remote control tool products have a large number of potential user groups

At present, the top 4 remote control tools in the world have a total number of users exceeding 600 million

TeamViewer



Established in 2005

320 million annual active users

The highest market value is 10 billion US dollars;
Current market value is 3 billion US dollars

Sunflower



Established in 2010

200 million users

Cumulatively raised more than 60 million US dollars of financing

Parsec



Established in 2015

80 million users

Acquired by Unity for USD 320 million in 2021

ToDesk



Established in 2020

30 million users

Raised 250 million RMB of financing in 2022



DeepLink software is the first product developed based on DeepLink Protocol

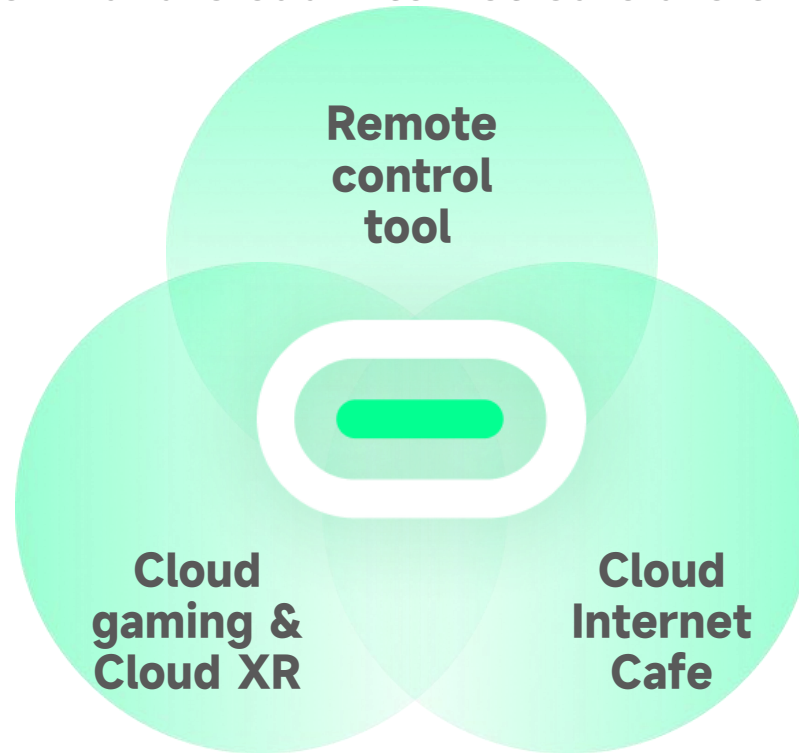
DeepLink software applies remote control tool as a portal to attract users
Cloud Gaming platform and Cloud Internet Cafe are the means of monetization

250,000+

The number of users since the product launched in October 2022 to June 2023

170,000+

Monthly active



110+

Number of countries covered

50,000+

Daily active

A - Attract traditional remote working users

We adopt free and low-price marketing strategy to attract a large number of users who need remote control tool for working

Version comparison	DeepLink Basic	DeepLink Professional	DeepLink Team	Teamviewer Beginner	Teamviewer Professional
Cost	Free	6\$/month	30\$/month	40\$/month	150\$/month
The number of devices that can remote control at the same time	1	1	5	1	3
Single Machine Desktop Sessions	2	20	25	1	3
Number of managed devices	200	300	1000	200	500
Ultra Low Latency	Supported	Supported	Not Supported	Not Supported	Not Supported

B - Attract high-end gamers

We adopt E-Sports-level technology strategy to attract a large number of users who need remote control games



BATTLEFIELD



LOL



VALORANT



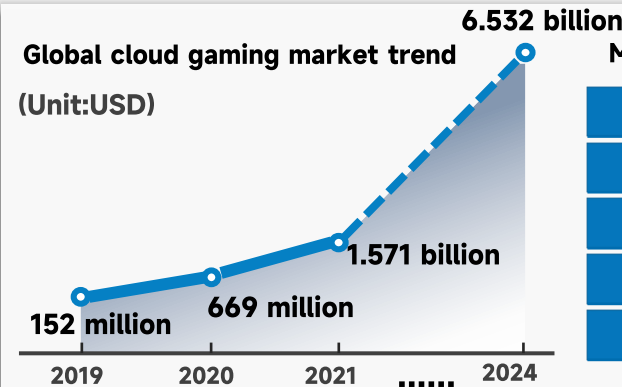
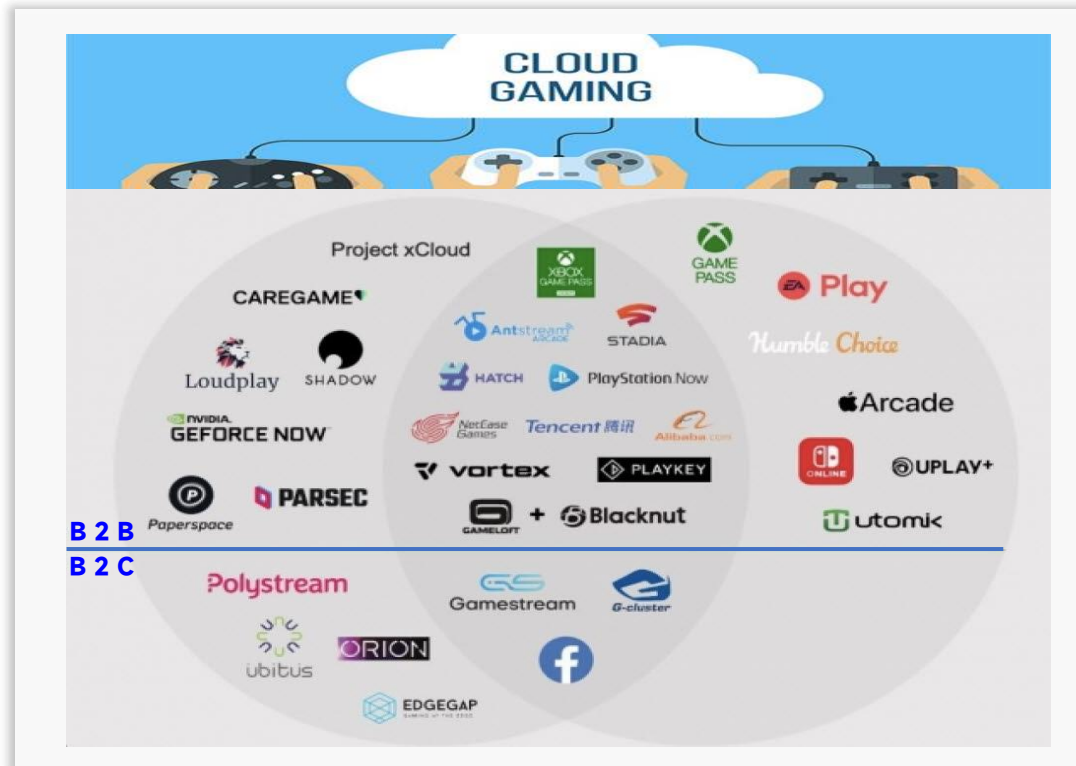
The Subscription Market of Cloud Gaming that getting paid by hours is coming

With the technological development, popularization of 5G and the improvement of cloud environment, enjoy high-quality games at low cost.

Cloud gaming is a service that uses computing power technology to achieve smooth gameplay.

With the development of 5G "Ultra-Low Latency" technology, which is indispensable for cloud games to reduce delay and improve stability, resulting in smooth gameplay.

Cloud gaming becomes more popular because of high GPU price which burdens gamers to buy machines.



Main cloud games

Microsoft	Xbox
Sony	PS Now
Nvidia	GeForce Now
Google	STADIA
Amazon	LUNA

The difference between traditional console games and cloud games

PC Game

Purchase	Pay per game (game CD, download)
Method	Insert the CD or run the downloaded file
Storage	The user needs to ensure storage space
Feature	Need to buy professional host equipment

Cloud Game

Purchase	Pay monthly
Method	Play games in real time without download
Storage	No need for storage space
Feature	Play games on smartphones and tablets





皇冠NFT (专业版)

📅 剩余有效期: 200天

📱 设备数: 20/300

0x45645634563456566... 📄

🔧 远程协助

🏪 商店

☁️ Cloud 3A

🎮 Cloud GameFi

🌐 云网吧

📁 设备列表

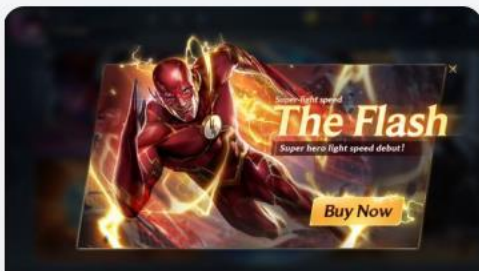
🔗 Share Game

已上线

即将上线



Lspider Tanks 0.563 ▲60%



Lspider Spider 游戏名称 0.563 ▲60%



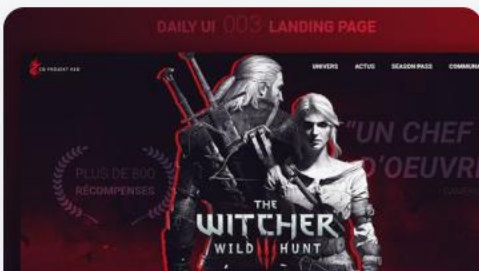
Lspider 游戏名称 0.563 ▲60%



Lspider Tanks 0.563 ▼56%



Lspider Tanks 0.563 ▼56%



Lspider Spider 游戏名称 0.563 ▼56%



Lspider 游戏名称 0.563 ▼56%



Lspider Spider 游戏名称 0.563 ▼56%





Crown NFT (Pro Version)

Remaining Valid Time: 200 days

Number of devices: 20/300

0x45645634563456566...

Remote Support

Shop

Cloud 3A

Cloud GameFI

Cloud Internet Café

Device List

Share Game

Games

My Purchased Games

My Shared Games

Validator

Distance : 1000km

Name Of Game: GAT 5

GPU: 3080

RTX Device ID...

★★★★☆ 8.0分



12h 34m

355.6 DLC/H

Detail

Test

Pay

RTX Device ID...

★★★★☆ 8.0分



12h 34m

355.6 DLC/H

Detail

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★★★★☆ 8.0分



12h 34m

355.6 DLC/H

Detail

Test

Pay



Until 2023

There are a total of 200,000 Internet cafes and 40,000 e-sports hotels in the world. The total number of machines is close to **20 million**, far exceeding the combined GPUs of **the world's top five cloud vendors**.

Internet Cafes

**200,000 Internet Cafes,
the number of machines
exceeds 15 million.**

**40% will be transformed into
Cloud Internet Cafes, with 6 million
machines, and each machine will cost
US\$6 per month.**

420 million US dollars a year.

E-Sports Hotels

**40,000 E-Sports Hotels,
the number of machines exceeds
3 million**

**50% will be transformed into
Cloud E-Sports Hotel, with 1.5 million
machines, and each machine will cost \$6
per month.**

\$105 million a year.

Through low cost and unlimited scalability, the profit margin of cloud Internet cafes in 5 years is 300% of traditional Internet cafes

Are electricity bills going up again?

How many RTX-40XX Internet cafes can be introduced?

Can it change consumers' perception of payment?

How to face the impact of external environmental factors?

Four major problems of existing Internet cafes

- 1** Electricity bill burden (desktop, A/C, etc.)

 - Raise electricity tariffs in accordance with government policies
- 2** CPU/GPU upgrade burden

 - Every time a new GPU release comes with the burden of expensive GPU upgrade cost
- 3** Payment method awareness

 - In order to change the fixed awareness that payment is limited to less than 1,000 won, it must have a reason to change the status quo
- 4** Low utilization rate of PCs in Internet cafes

 - Due to the pandemic, weather, etc., fewer users go to Internet cafes
 - There is a problem with disposing of idle computers

Cloud Internet Cafe Chain Store (Entrepreneurship)



Reduce the burden of PC procurement costs
Start-up costs **reduced by up to 61%**



Provide high-performance computing power
Ultra-low latency game response speed



Maintenance fees **"0 Won"**
No desktop management costs



Increase in turnover
Set payment standards according to GPU models
All seats can be set as **premium areas**



Energy saving and carbon reduction
Save electricity bills and reduce carbon emissions



Pc upgrade fee **"0 Won"**
CPU/GPU upgrades are completed in the cloud center



Cloud Internet Cafes Values

Reduce start-up costs and maintenance costs, without additional upgrade costs, providing the **best economic benefits** for Internet Cafe owners



Hycons-Login (0.0.0.5 Beta)

DCEPLINK Ver 1.0.1.4

ENGLISH

HYCONS Internet Cafe

Ready to connect (Secure)

DBC Cloud Resource

RTX-3090-1

Available
1 hour : \$8.00



RTX-3080-3

Available
1 hour : \$7.00



RTX-3080-2

Available
1 hour : \$6.00



RTX-3080-1

Available
1 hour : \$5.00



Member

Choose a PC RTX-XXX

ID Please enter your ID.

Password Please enter your password.

Card number Please enter your card number.

Non-member

Card number

Start

Google

NAVER

DdM

Baidu 百度

Lineage M



LEAGUE OF LEGENDS



FIFA 23



PLAYERUNKNOWN'S BATTLEGROUNDS



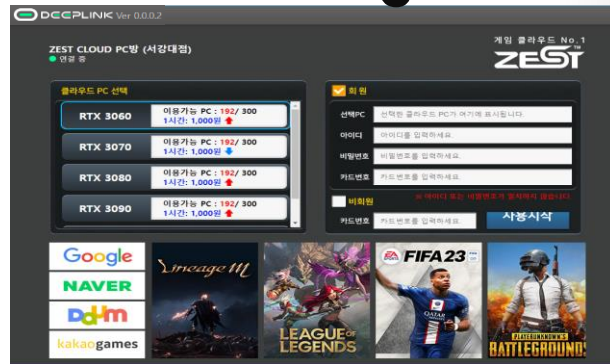
HYCONS is a cloud Internet cafe solution developed based on DeepLink Protocol

Has established strategic cooperation with 3 leading Internet cafe chains in South Korea

There are 20 Internet cafes in Seoul and a cloud Internet cafe with more than 2,000 machines in planning

In 2025, we aim to cooperate with more than 10 chain brands, total more than 500 Internet cafes, and build more than 50,000 machines.

Login Software Package



A-TYPE Mini PC



Type	Specification	Main functions
A-TYPE (Mini PC)	configuration	Monitor + Mini PC
	CPU	Intel Alder-Lake N100 (3.4GHz)
	GPU	Intel®UHD显卡(750 MHz)
	MEM	8G (DDR4/3200MHz)
	SDD	128GB
	USB	USB 3.0x2. USB 2.0x2
	HDMI	HDMI 2.0x2 (4096x2160@60Hz)
	LAN	RJ-45 (2.5Gbps)
	Power supply	AC/DC 220V 50/60Hz. 12V 2A Adapter

B-TYPE All-in-one



Type	Specification	Main functions
B-TYPE (All-in-one) SG3151 D04-3	configuration	Monitor IPS(31.5"),UHD(3840x2160),240Hz),16:9
	performance	1ms(MPRT).GTG 1ms,DCI P3 90%,win10/11, built-in speaker 3Wx2
	CPU	Intel Alder-Lake N100 (3.4GHz)
	GPU	Intel®UHD GPU(750 MHz)
	MEM	8G (DDR4/3200MT/s)
	SDD	128GB
	USB	USB 3.0x4, Audio Jacksx2,
	HDMI	HDMI 2.0x2 (4096x2160@60Hz)
	LAN	RJ-45 (2.5Gbps), Wi-Fi 2.4G~5GHz,Bluetooth
	Power supply	AC/DC 220V 50/60Hz.19V/4.5A Adapter



Apple spatial computing devices will drive the explosion of cloud AR and VR games

Apple Vision Pro supports 4K display, but the rendering capability of the chip is far from reaching the 4K level. It needs to support 4K-level rendering games, which can only be in the form of cloud games.

The arrival of WIFI 7, which supports ultra-high bandwidth of 9.6Gbps and a minimum delay of 3ms, has laid the technical foundation for XR cloud gaming



Commission model

DeepLink Protocol will charge a 10% commission for each cloud game transaction.

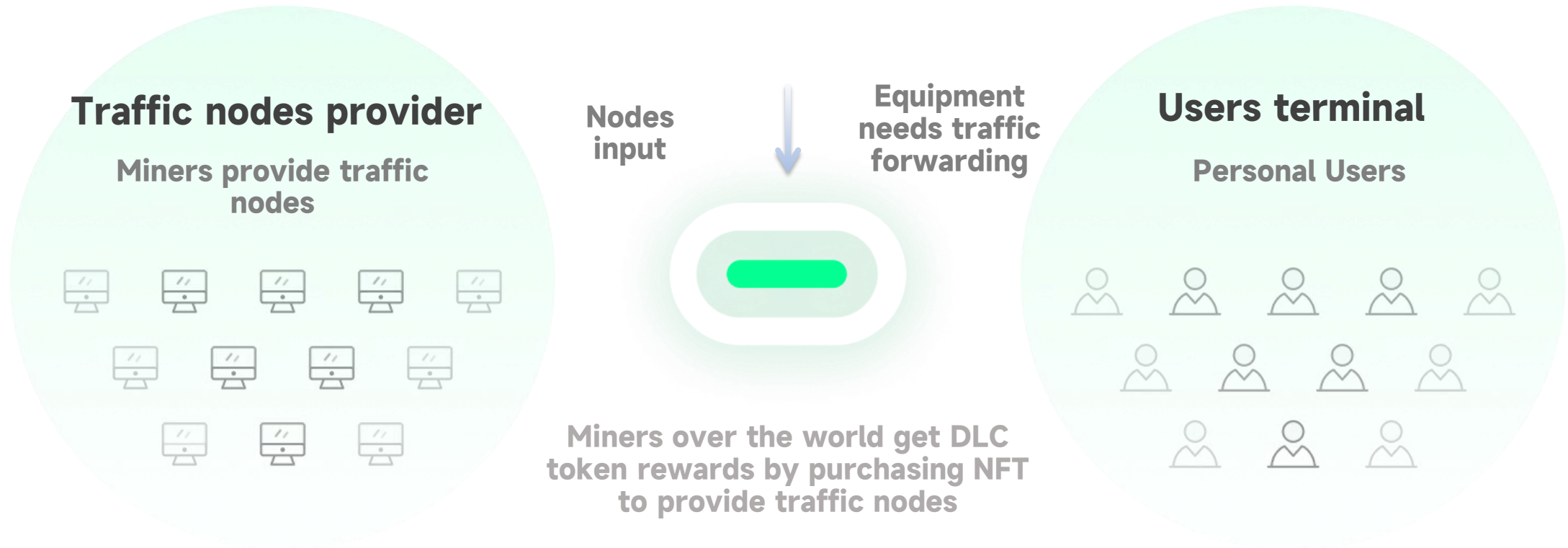
The commission is settled in DLC, and 40% of the DLC will be destroyed in real time.

License mode

For cloud Internet cafe and cloud e-sports hotel applications, each application and each computer terminal pay a license fee of US\$6 per month.

The fee is settled in USDT, and 40% of the DLC will be repurchased and destroyed.

Allow miners to provide idle network traffic through blockchain technology



Through blockchain technology

Greatly enhance the market competitiveness of DeepLink

Pledge

Pledge digital currency through smart contracts to ensure that GPU providers provide stable services.

Zero cost

Attract miners to provide traffic forwarding nodes, wide distribution of nodes without requirement of centralized companies to invest in machine deployment nodes, which is decentralized and has zero server cost.

Everyone involved

Everyone can contribute to the network and get rewarded.

For example, providing GPU servers and providing traffic nodes.

Reduce payback time

Investors do not need to wait for 5-10 years, they can exit in about 1 year and get payback.

No border

Users make payment anywhere without limited border.

User gets bonus

Users can participate in the dividends of project growth, which is conducive to expanding the spread.

Cloud Gaming achieves good experience with low latency

GPU machines need to be within 50 kilometers distance from users, and global coverage requires more than 50,000 data centers

Traditional centralized cloud gaming platform

The platform purchases machines by itself, huge cost causes the payback date is far away.

Machine coverage is small and cannot be covered globally.

Centralized technology cannot support tens of thousands of data center connections.

DeepLink's cloud gaming platform based on blockchain technology

Miners and Internet Cafe owners provide GPU servers to get token rewards. Miners have quick payback cycle, and the platform have no pressure to purchase machines.

A large number of miners and Internet cafes can cover over the world.

Distributed blockchain technology supports more than 100,000 data centers and more than 10 million GPU server nodes.



In South Korea, DBC network set up a data center per around 30 kilometers to provide services

Provide a variety of high-performance GPU computing power, allocate optimal computing power resources at nearest range, and guarantee stable services based on low-latency, high-performance network.
Based on global cloud platform, it can be used flexibly and freely anytime, anywhere.

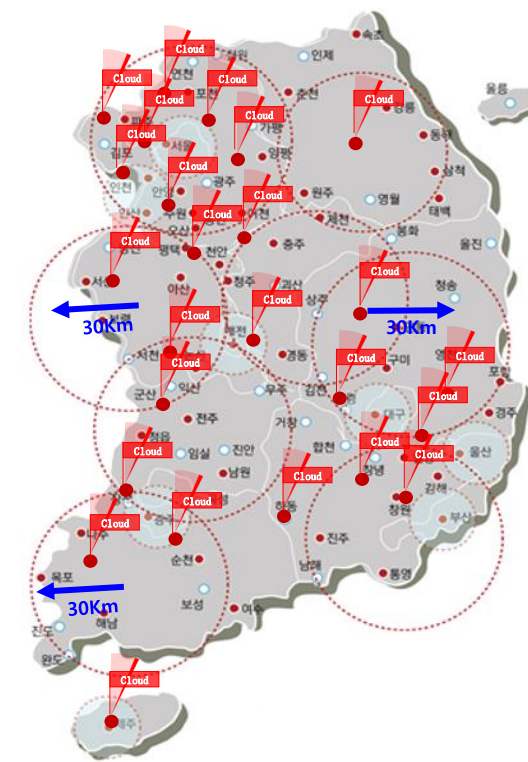
DBC GPU Server Machines



Cloud-end (edge)
configuration
(data distribution, 30Km
service)



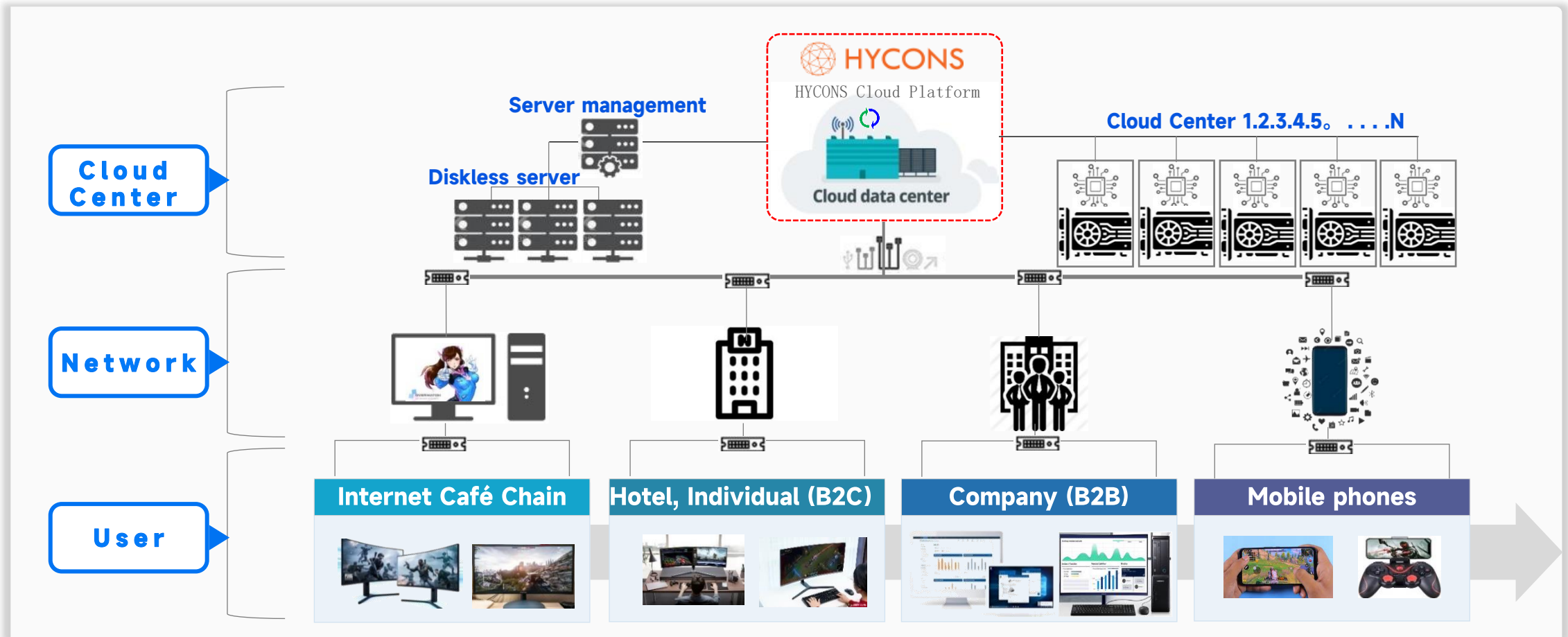
DBC network (South Korea)





Platform-based automated cloud computing power

HYCONS cloud platform provides service for B2C, B2B and others

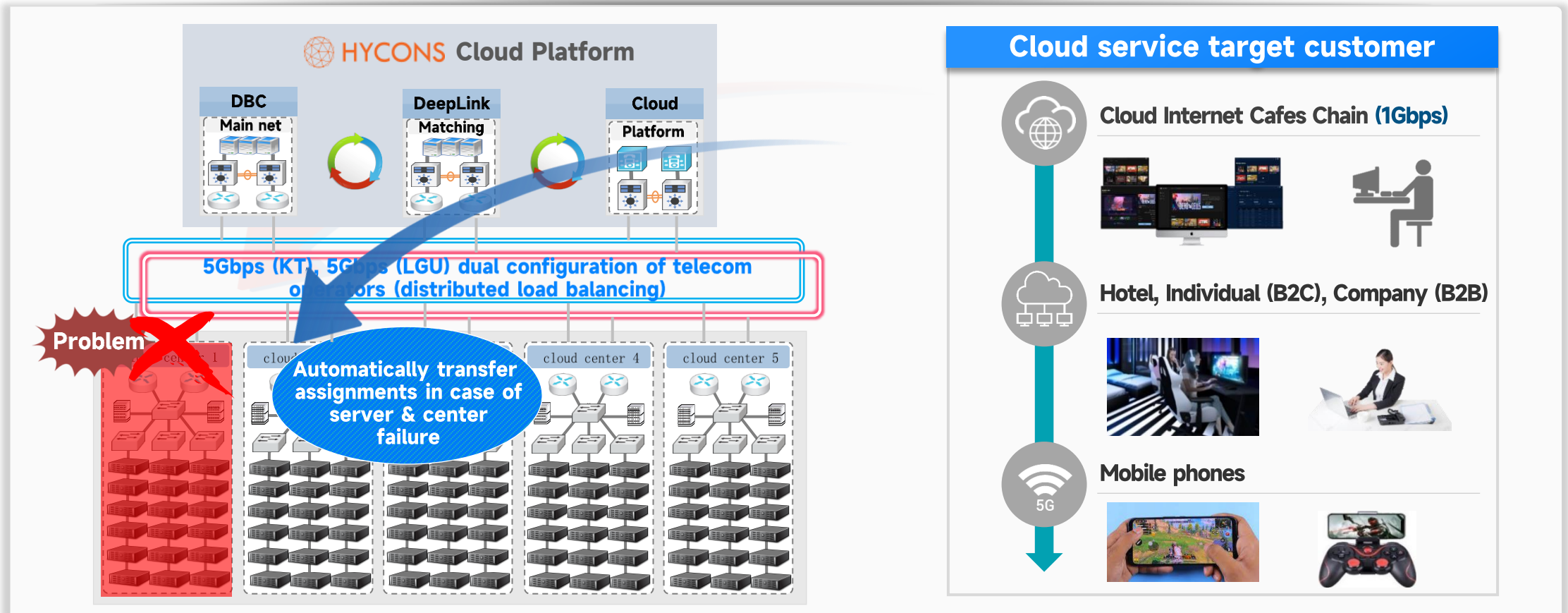




The world's leading high-definition streaming media technology

E-Sports-level technology and cost-competitive services

When the DBC cloud center fails (power supply, network, Internet, etc.), the service will be automatically transferred to another DBC cloud center immediately





The world's leading high-definition streaming media technology

E-Sports-level technology and cost-competitive services

DBC Cloud Center

DBC Data Center 1



DBC Data Center 2



DBC Data Center 3



DBC Cloud Center Services and Features

- 1 Lossless compression technology, low cost
 - **World-class** codec technology.
 - **Through 95% NAT, 10Bit transmission.**
 - Minimized network bandwidth (**FHD 15-20Mbps**).
- 2 High frame rate, speed and fast response time
 - **4K 240Hz frame** technology.
 - LAN delay max. 15ms, packet loss rate max. 5%.
 - **Optimized for High Performance Gaming.**
- 3 HD (4K QFHD 3840*2160 transmission)
 - **Apply AI algorithm** technology to enhance visual effects when transferring large-capacity data.
 - **Restore the most original color function.**
- 4 Reliable data transmission
 - **Packet loss and overload prevention** technology when handling large amounts of data.
 - **Automatic distribution processing** technology when packet loss or overload occurs.
 - Apply streaming media optimization technology to support **high frame rate speed** even **5% packet loss and 100ms network delay**.
- 5 High security
 - All data **adopt DTLS1.2 encryption** technology through **AES256**

Cloud service target customer



Cloud Internet Cafes Chain (1Gbps)



Hotel, Individual (B2C), Company (B2B)



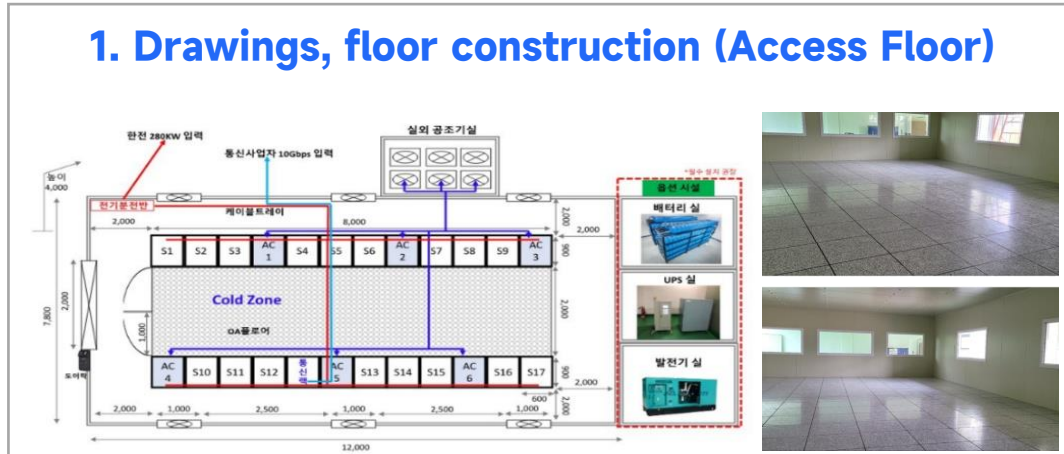
Mobile phones



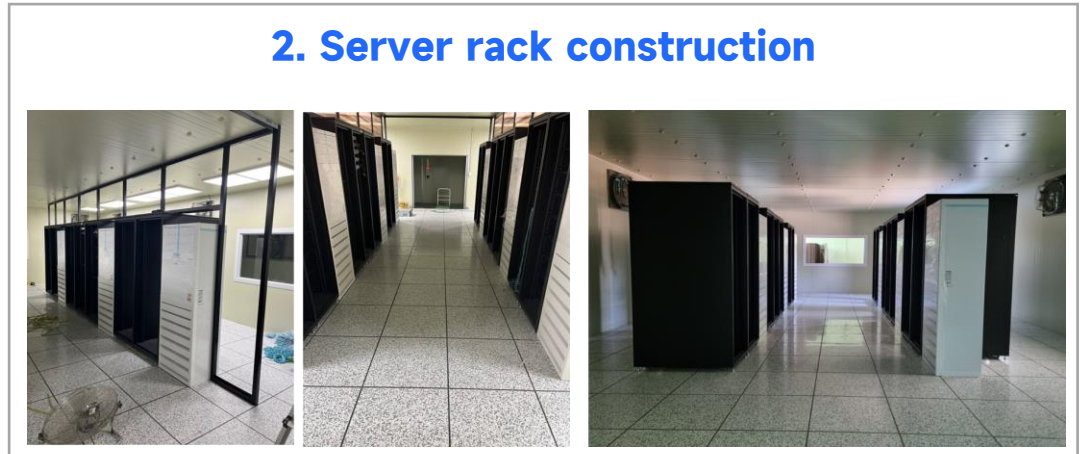
South Korea DBC Data Center 1

SERVER 100SET / GPU Card 400EA 2022.06 in operation

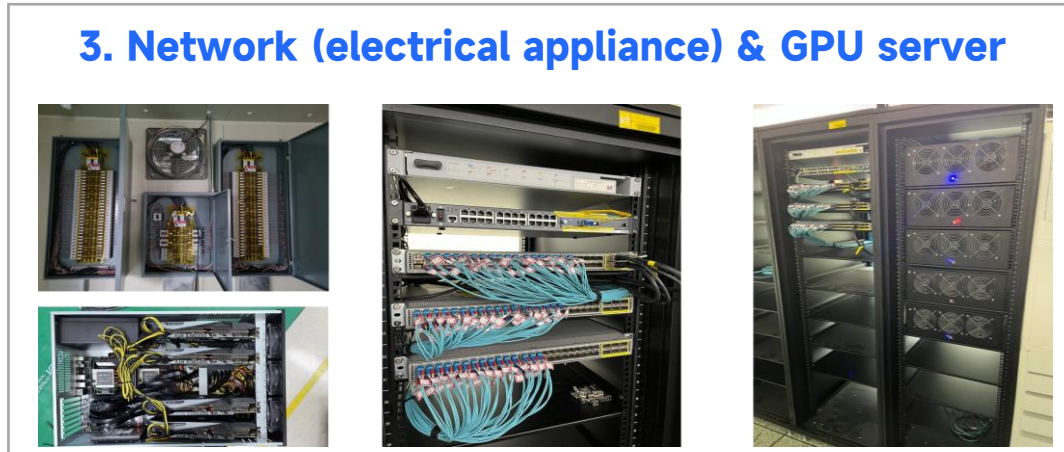
1. Drawings, floor construction (Access Floor)



2. Server rack construction



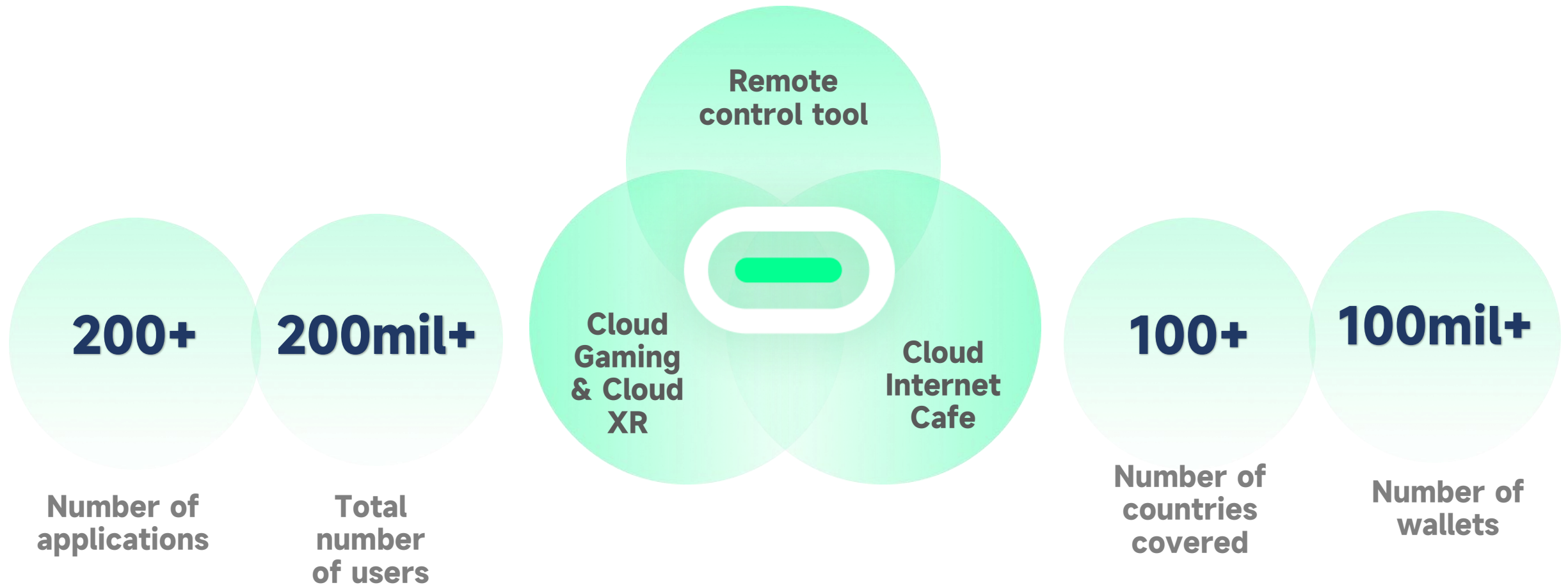
3. Network (electrical appliance) & GPU server



4. Cloud computing power data center



The number of applications based on DeepLink Protocol in the next three years will exceed 200



Profit Model

01

6 USDT per month for advanced functions, 40% invested in the DEX liquidity pool

02

During machine and game rental, a 30%-50% commission is charged, the commission is paid by DLC, and 40% of the DeepLink Coin in the commission will be burned

03

Game platform PPC ads

04

The AIGC Generation platform is monthly charged

05

Cloud Internet Cafes pay monthly technical fee of US\$6 for each machine in the Internet Cafe, 1 million machines, service fee of US\$72 million per year. 40% will be invested in the DEX liquidity pool

Application Scenarios

01

Buy NFTs

Crown NFT, Internet Cafe NFT, and Node NFT all need to be purchased with DLC Token.

02

Rent cloud Internet Cafe & GPU computer

Renting GPU computer needs to be paid by DBC and DLC, of which 40% of DLC will be burned.

03

Buy AAA Games & Personal shared game duration

It needs to be paid by DBC and DLC, and 40% of DLC will be burned.

04

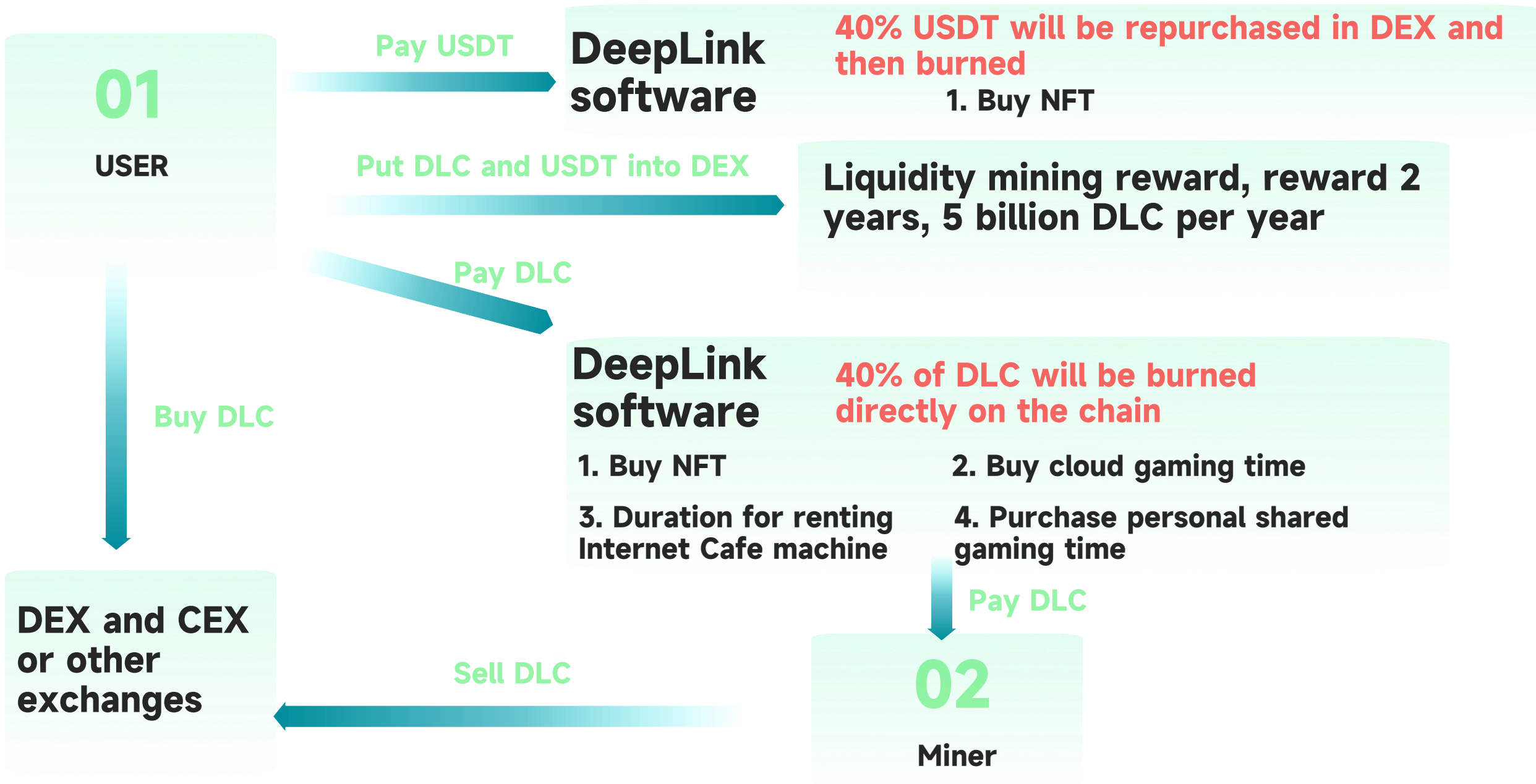
Buy AIGC services

DLC is required to obtain licenses for cloud e-sports hotels and cloud Internet cafes.

05

Liquidity repurchase

When users pay USDT to buy NFT, they are using USDT to repurchase DLC on DEX exchange.



USER

Put DLC and USDT into DEX



**Liquidity mining reward,
reward 2 years, 5 billion
DLC per year**

**Put DLC and USDT liquidity on
Uniswap and Pancake Swap**

Rewards are distributed once a day and
automatically received through NFT liquidity

13,698,630 DLC rewards every day

**80% of which are rewarded to liquidity
providers**

20% bonus to traders

NO.	Usage		%		Quantity (billion)	In circulation (billion)	Not in circulation (billion)	Description
				Sub-total				
1	Team		15%	15%	15	0	15	Unlocked 30 days after listed on CEX exchange, spread over 20 months, 5% unlocked per month
2	Financing	Seed Round	10%	30%	10	0	10	Unlocked 30 days after listed on CEX exchange, spread over 20 months, 5% unlocked per month
		Angel Round	10%		10	0	10	Unlocked 30 days after listed on CEX exchange, spread over 10 months, 10% unlocked per month
		A Round	5%		5	0	5	Unlocked 30 days after listed on CEX exchange, spread over 10 months, 10% unlocked per month
		Public Sale	5%		5	0	5	No lock
3	Community Airdrop		12%	12%	12	0	12	Complete certain task requirements and pass DID KYC Verification to get airdrops
4	NFT Sales		5%	5%	5	0	5	NFT binds software license rights and gives away TOKEN, and Token starts to be unlocked after listed on CEX exchange
5	Mining		25%	25%	25	0	25	10% for liquidity mining, 5% for miners providing GPU, 10% for bandwidth mining. Halved every 5 years. 10% of NFT revenue put into mining rewards.
6	Foundation		10%	10%	10	0	10	Unlocked after listed on CEX exchange, spread over 2 years, 12.5% unlocked per quarter
7	Consultant and Legal		3%	3%	3	0	3	Used to solve legal issues in different countries and rewards for consultants
	Total		100%		100 billion	0 billion	100 billion	DBC on-chain issues 60 billion, ETH chain 30 billion, BSC 10 billion.

He Yong

- Founder of DeepLink and DeepBrainChain, serial entrepreneur.
- 13 years of AI, 6 years of distributed computing power network technology development experience.
- In 2008, graduated from Ocean University of China with a bachelor's degree in computer science.
- In 2012 founded IEngine and developed the world's first Chinese voice assistant - Smart 360. In 3 years, the number of software download users exceeded 17 million.
- In 2014 launched the world's first artificial intelligence speaker - Xiaozhi Speaker.
- In May 2017, he founded DeepBrainChain which currently serves hundreds of artificial intelligence, cloud games and Cloud Internet Cafe customers.

Luo Guanghui

- DeepLink co-founder, serial entrepreneur, senior cloud game expert, Former Director of Shunwang Cloud Game Research Institute, responsible for technology research and development.
- In 1999, he graduated from Zhejiang University majoring in computer science.
- From 2001 to 2004, he worked in Zhejiang Lande and engaged in work related to the telecommunications industry.
- In 2009, he founded the first domestic dual-core browser "Sunflower Browser".
- In 2010, he joined the listed company Shunwang, founded Shunwang Cloud Computer, and served as the Director of Shunwang Research Institute, providing cloud Internet cafe solutions for Internet cafes and operating cloud games. It is the first company in China to provide cloud game solutions.

Our Early Stage Investors



Thank You

www.deeplink.cloud

M

