



GAMERTOKEN

PLAY. EARN. TRADE.

ROADMAP

Q2 - Q3 2017

Pre-launch phase

- Research, requirements and concept of the GamerToken
- Definition, Ruleset and logic of the GamerToken Mechanics
- Legal counsel and security policies
- Foundation, key building blocks and basic setup
- Token Generation Event Preparation

Q4 2017

Prototype Development

- Setup and Configuration
- Smart Contracts Programming
- Rule Test, Verification and Adaptations

Q1 2018

Minimum viable Product

- Fiesta Online Fantasy MMO Integration of GamerToken
- Wallet and API Development
- Working Marketplace Demo
- ERC-721 Non-Fungible Item Implementation
- GTX Reward System

Q2 2018

Launch

- Public Announcement
- Item Rental Feature Planning
- Scaling Solution Research

Marketplace Demo Updates:

- Live Testing of Rental Feature
- Transparent Fees
- Item Filtering
- Inventory Pages

Q3 2018

Development

- Proof of Concept for Side-chain Scaling Solution
- Token Generation Event
- Universal API Development
- Esports Team Partnerships
- Community Building Roadshows
- GitHub Smart Contract Release
- Smart Contract Audit
- Production Sidechain Deployment
- Public Release

Marketplace Demo Updates:

- Rental Feature Deployment

Q4 2018

Release and Expansion

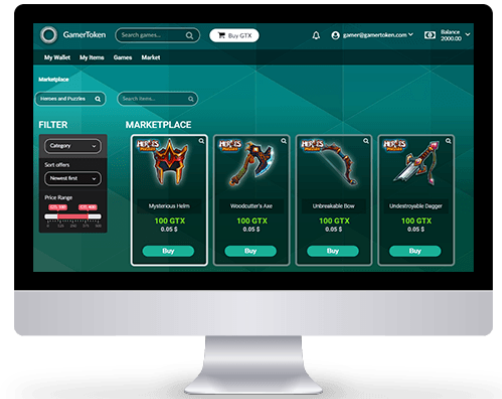
- Next Game Integration
- Blockchain Explorer Development : Game SDKs, New Game Integrations, Item Auction Function , Designer's Corner.

WHAT IS GAMERTOKEN?

GamerToken is a shared marketplace for buying and selling unique in-game items on the blockchain. Gamers can earn meaningful rewards for in-game activities and trade tokenized skins within a developer-friendly ecosystem.

MARKETPLACE FEATURES

- Buy and sell rare, tokenized game items using a universal game currency
- Enhanced security and ownership over rare items
- Get rewarded through smart contract payments for designing cosmetic items
- Developers can easily create and list tokenized items using our simple API



GamerToken Marketplace (Demo live now)

BENEFITS FOR EVERYONE

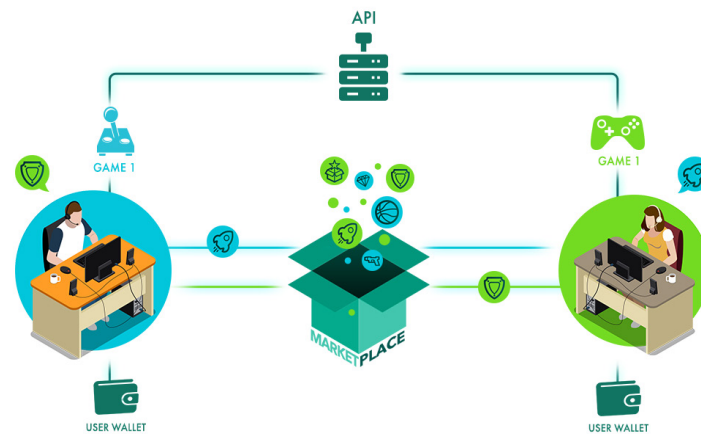
DEVELOPERS

- New Stream of revenue
- Issue exclusive items in limited quantities
- Enhanced item infrastructure using non-fungible tokens
- Tailor rewards to increase retention and playtime
- Trade items from different games in the marketplace
- True ownership over game items
- Enhanced security and usability of items
- Earn tokens for activities in-game and unlocking achievements

PUBLISHERS

- Secure payment service provider
- Join an ecosystem of high spending players
- Reduced fraud and increased transparency
- Lower user acquisition costs

GAMERTOKEN ECOSYSTEM



TEAM



Jens Krauber
CEO



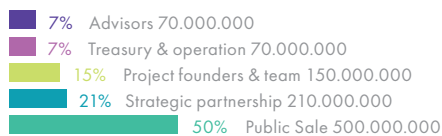
Gary Coffey
CTO



Marcus Szablowsky
Technical Director

TOKEN DISTRIBUTION

DISTRIBUTION – 1,000,000,000 TOKENS



USE OF PROCEEDS



TOKEN SALE INFORMATION

Ethereum ERC-20 Compatible

Crowdsale dates: Q3 2018

Total amount of coins issued on Token sale: 1,000,000,000

Accepted currencies: ETH

Minimum quantity for purchase: (0,01 ETH)

Maximum quantity for purchase: 80,000,000

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