GAMERTOKEN

PLAY. EARN. TRADE.

GamerToken is creating a marketplace for gamers to buy, sell, and design unique in-game items. It's also a transactional currency for the gaming world, which rewards players for their activities in-game.

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
· Crowdsale preparations

Q4 2017
Prototype Development
· Setup and configuration
· Smart contracts programming
· Rule test, verification and adaptations

Q1 2018
Minimum Viable Product
· Fantasy MMO game integration of GamerToken
· Wallet and API Development
· Marketplace working Demo
· ERC-721 non-Fungible Item extensions
· Reward system

Q2 2018
Phase 1: Launch
· Public Announcement
· Early access for Founders (Crowdsale participants)

Q3 2018
Phase 2: Launch
· 1st Game Crypto Beta
· API and Reward system build upon increasing main KPIs
· Marketplace Interfaces and game SDK

Q4 2018
Phase 3:
· Onboarding new developers and publishers
· New game integrations
· First global tournament and rewards
· Further development and refinement

WHAT IS GAMERTOKEN?

GamerToken creates a global marketplace for buying and selling unique in-game items on the blockchain. Gamers can finally earn meaningful rewards for in-game activities 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
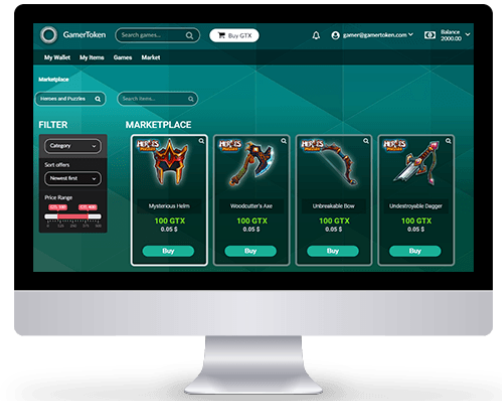
GamerToken Marketplace (Demo live now)

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

GAMERS
- 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

API

GAME 1

MARKETPLACE

GAME 2

USER WALLET
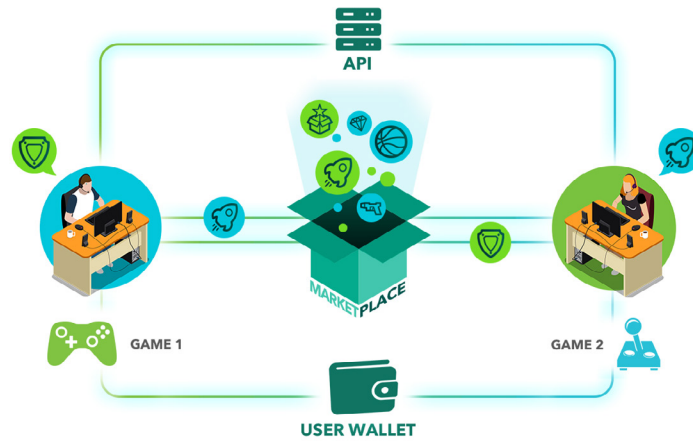
TEAM

Jens Knauber
CEO

Gary Coffey
Technology

Marcus Szablowsky
Development

TOKEN DISTRIBUTION

DISTRIBUTION – 1,000,000,000 TOKENS

- **7%** Advisors 70.000.000
- **7%** Treasury & operation 70.000.000
- **15%** Project founders & team 150.000.000
- **21%** Strategic partnership 210.000.000
- **50%** Public Sale 500.000.000

USE OF PROCEEDS

- **10%** Administrative & general
- **25%** Marketing & advertisement
- **30%** Game developer grants
- **35%** Product developement
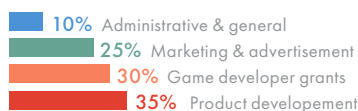
TOKEN SALE INFORMATION

Ethereum ERC-20 Compatible	
Crowdsale dates:	Q2-3 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