



# 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

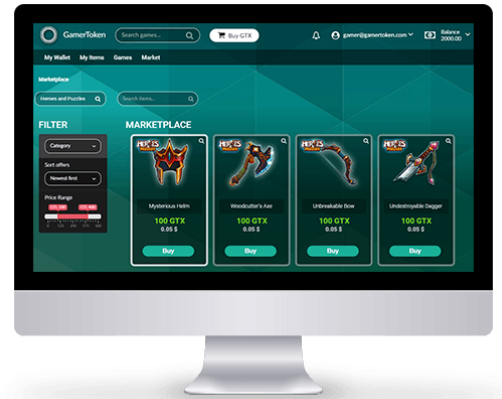
- Q2 - Q3 2017**  
**Pre-launch phase**
  - Research, requirements and concept of the GamerToken
  - Definition, Ruleset and logic of the GamerToken Mechanics
  - Legal counsel and security policies
  - Foundation, key building blocks and basic setup
  - Crowdsale preparations
- Q4 2017**  
**Prototype 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

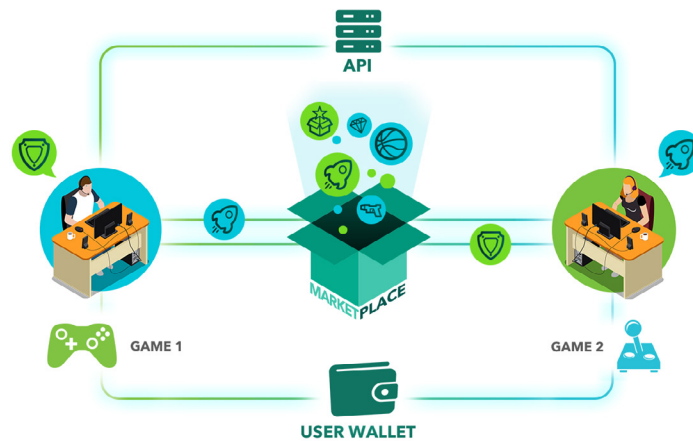
### GAMERS

- 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



## TEAM

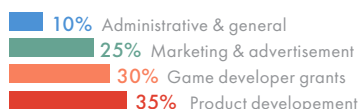


## TOKEN DISTRIBUTION

DISTRIBUTION – 1,500,000,000 TOKENS



### USE OF PROCEEDS



## TOKEN SALE INFORMATION

Ethereum ERC-20 Compatible	
Crowdsale dates:	Q2-3 2018
Total amount of coins issued on Token sale:	1,500,000,000
Accepted currencies:	ETH
Minimum quantity for purchase:	(0,01 ETH)
Maximum quantity for purchase:	80,000,000

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