



A GAMERS COIN

Introduce

Everyone in the world wants quick and easy access. Whether it's business people, entrepreneurs, workers or even students. With the development of technology in today's era everyone needs internet access for each of their jobs. Starting from playing, working, reporting and buying or selling products or services. For that they need a system called online wallet. Until now there are many types of systems that offer products from their services.

Legally, the online ATM, which is one of the means by local or international banks, has received full support from governments around the world by implementing currency exchanges between countries but not for crypto currencies. The difficulty of officially receiving crypto currencies in a country encourages our idea to bridge this problem by introducing A Gamers Coin Token.

In the system that we built, it allows all parties, especially token holders to transact using crypto currencies to buy or sell their products directly to all currencies throughout the world or vice versa without being limited by brokerage companies.

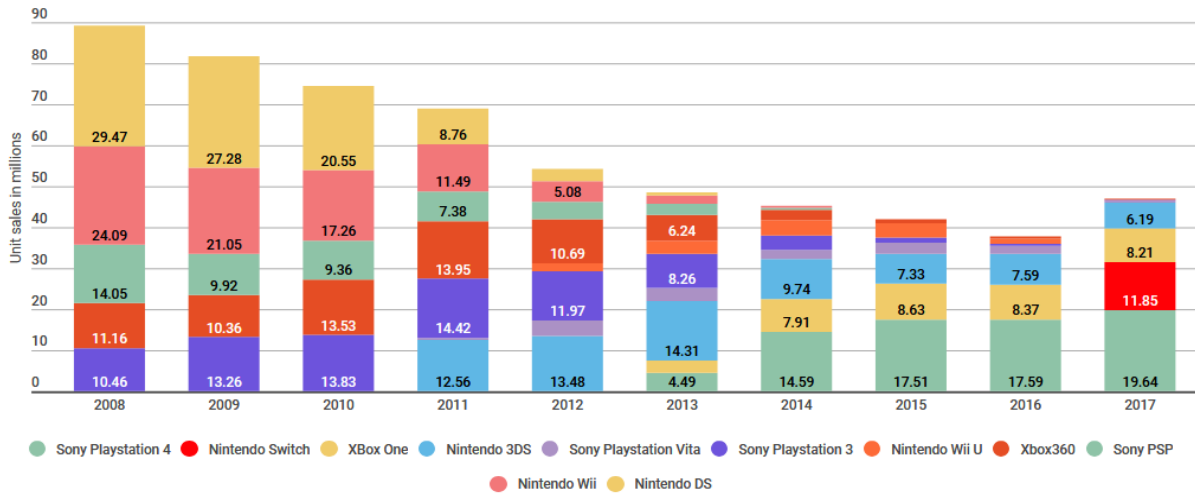
For the initial project we started applying it to a game application. Based on the growth of the game-based project we believe our mission will grow further in the future with significant growth.

Growth data of game in the world

We extract some game statistics from a variety of trusted sources.

Console Gaming

The Global Unit Sales of Current Generation Video Game Console in million units (2008 to 2017)

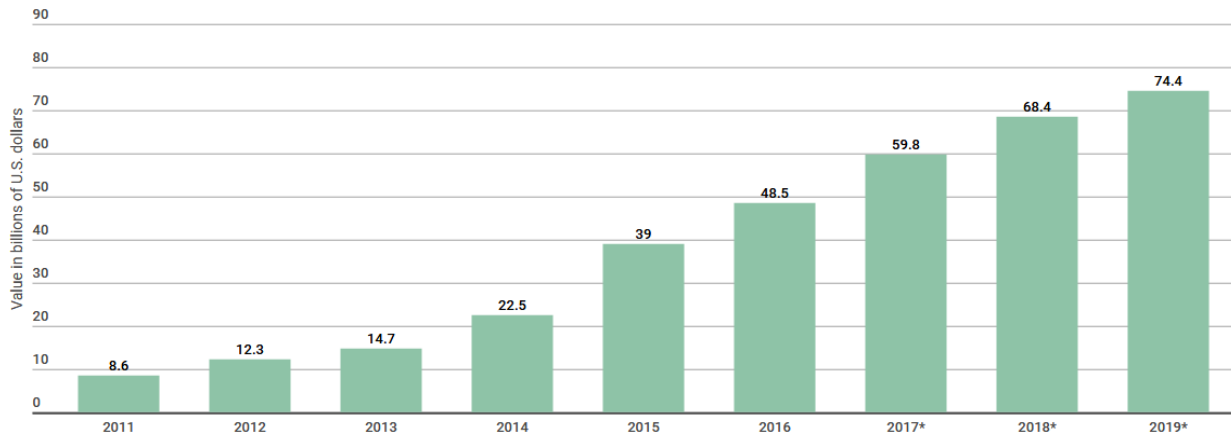


Source: VGChartz

Created by WePC.com

Mobile Gaming

Worldwide Market Value of Mobile Contents in billion U.S. dollars (2011 to 2019)

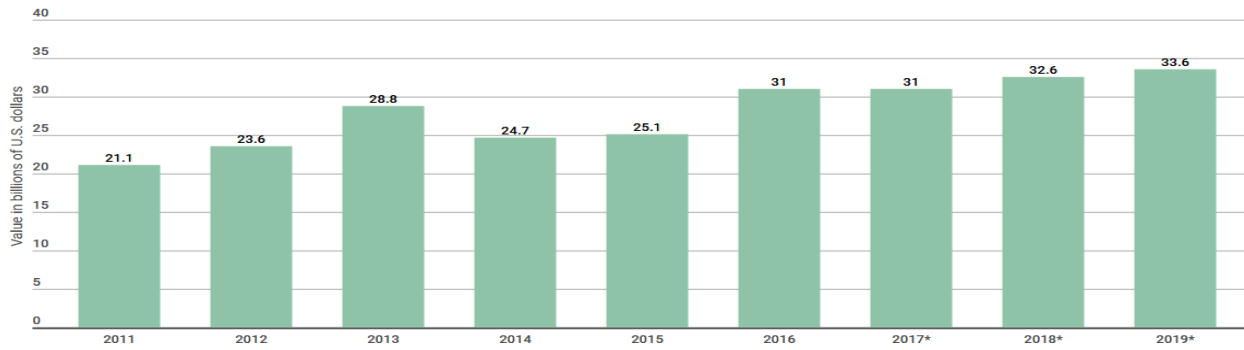


Sources: Capcom; International Development Group

Created by WePC.com

Online Gaming

The Worldwide Value of PC Online Game Market in billion U.S. dollars (2011 to 2019)

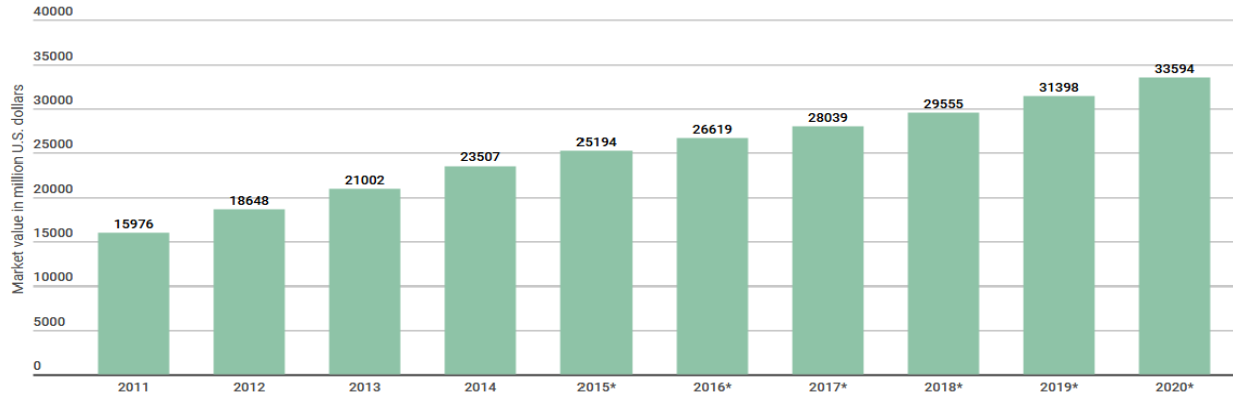


Sources: Capcom; International Development Group

Created by WePC.com

PC Gaming

The Value of PC Gaming Market Industry in million U.S. dollars (2011-2020)



Sources: PwC; Video Gaming Africa

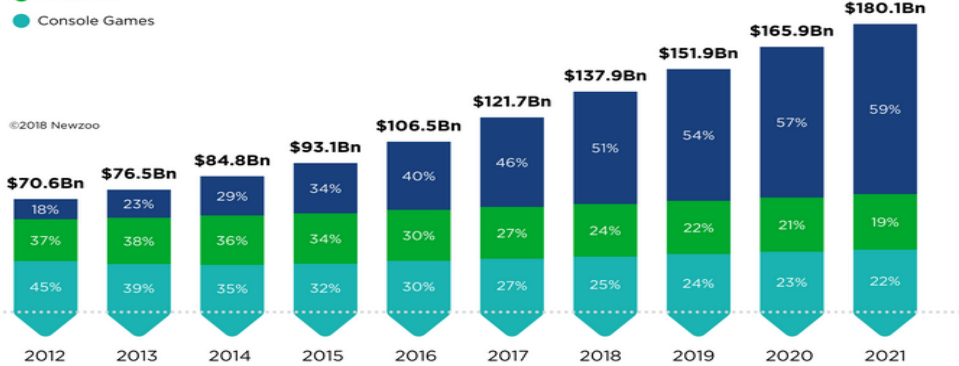
Created by WePC.com



2012-2021 GLOBAL GAMES MARKET

REVENUES PER SEGMENT 2012-2021 WITH COMPOUND ANNUAL GROWTH RATES

- Mobile Games
- PC Games
- Console Games



CAGR 2012-2021
TOTAL
+11.0%

MOBILE
+26.8%

PC
+3.1%

CONSOLE
+2.3%

Source: ©Newzoo | April 2018 Quarterly Update | Global Games Market Report
newzoo.com/globalgamesreport

The Problem

General:

- Crypto communities find it difficult to disburse income from crypto to a personal bank account
- Costs too high from online wallet providers
- The cost is too high by the crypto exchanger to fiat bank
- At least micro-facilities for crypto exchange to fiat banks or vice versa
- The difficulty of crypto legality by the government
- Too few sellers / buyers at the instant verified exchanger

Special:

- As crypto activists and game developers are constrained by the lack of game platforms that accept crypto payments
- Game The game platform accepts crypto payments with only a large amount
- Game games that use crypto are still regulated and limited by game developers or robots
- Gamers cannot fully play interfaces; Vs Player Player
- Gamers who play mining games are limited by developers
- Gamers cannot withdraw profits from playing crypto directly into a bank account

The Solution

General:

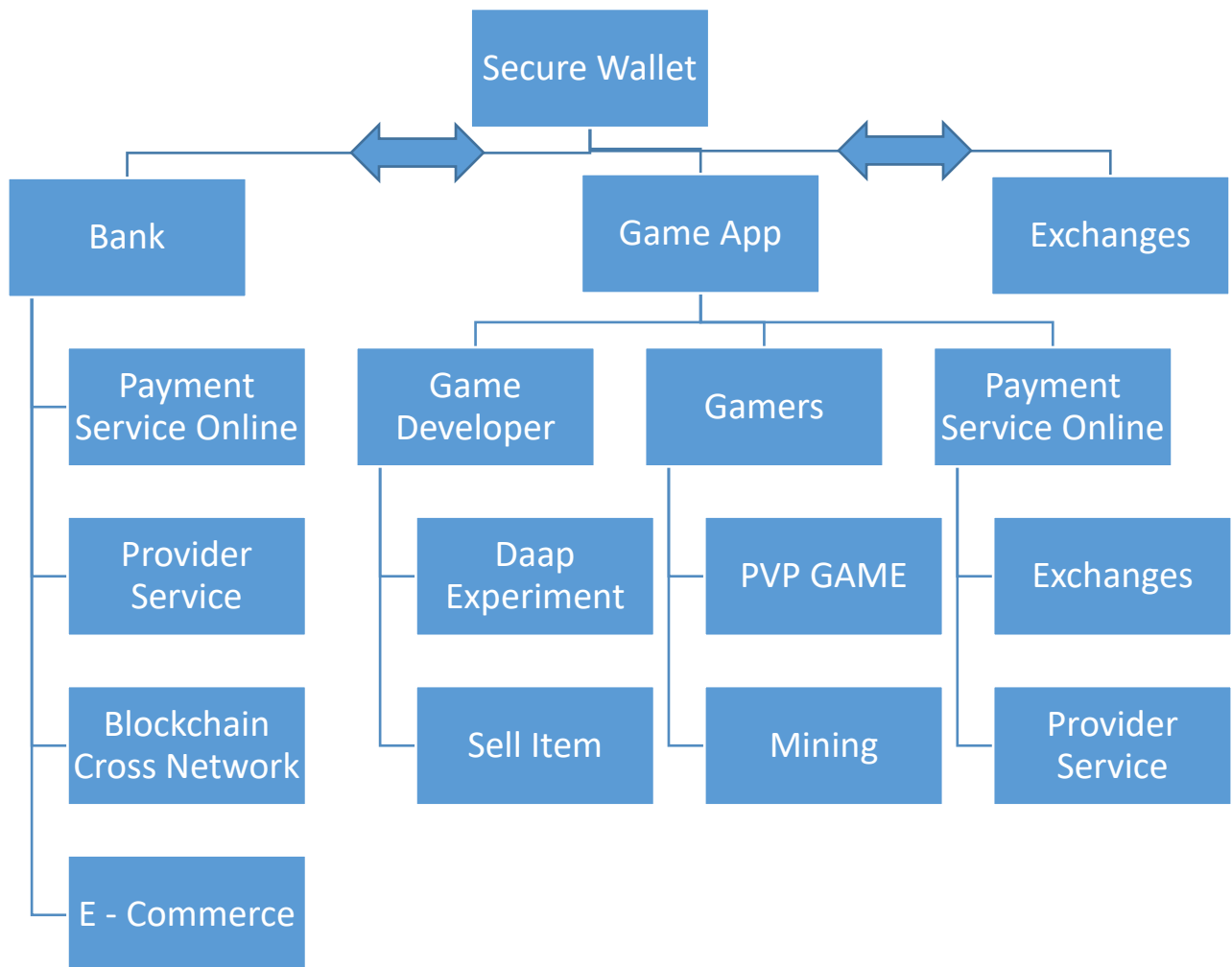
- We work with local banks in the world to apply crypto directly to bank accounts in real-time
- We facilitate rather than withdraw fees
- There is no fee for withdrawal to the bank account because our system does not pass through the exchanger service but directly to the bank account
- The smallest withdrawal is worth 1 USD and is free of charge
- We collaborate with the government and service providers for legality
- Our own instant exchange service not by third parties

Special:

- Game developers are provided with special channels to experiment and work with their products
- Build your own game for free and earn money with it
- Games are not limited by robots, full control by gamers
- Real-time PVP interface game with gamers around the world and drive your adrenaline by betting in the game world
- Mining games or coin collecting are unlimited as long as the ability of gamers is still there
- Gamers can withdraw their income directly to a bank account or service provider
- Fun and ease in playing are our priorities for gamers

A Gamers Coin System

A Gamers Coin is a token built on the Waves Platform blockchain. It is the future bridge for online payments in a game. Decentralized electronic payment systems for the new equity blockchain that are safe, smart, and easy to use, and truly disrupt the business way for game developers. This is how this system works.



Token Identity

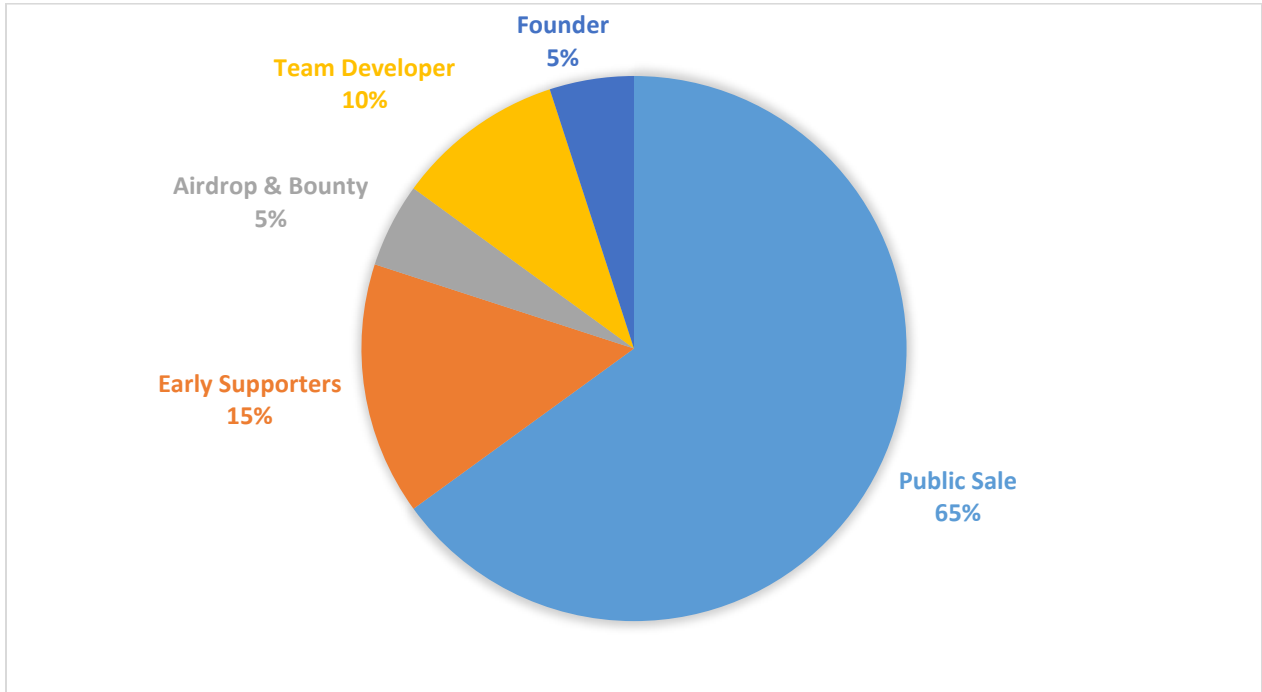
Issuer	3PQ3yTYQ4ATHke2TFEZuvDRermKshqthELU
Id	DVvaxkdt6LFeckt4jRxYFsp7bBHcxh5GXJKu8gp8ecdY
Name	AGamersCoin
Quantity	1,000,000,000
Decimals	8
Reissuable	False
Timestamp	3:05:11, 28.01.2019

Website	https://beagamers.online
Distribution	http://dev.pywaves.org/assets/DVvaxkdt6LFeckt4jRxYFsp7bBHcxh5GXJKu8gp8ecdY
Explorer	https://wavesexplorer.com
Telegram	https://t.me/joinchat/GIIwMRXYXRFMSZsfiGCrIw
Twitter	https://twitter.com/BeAGamer8
Exchanges	https://client.wavesplatform.com/dex?assetId2=DVvaxkdt6LFeckt4jRxYFsp7bBHcxh5GXJKu8gp8ecdY&assetId1=WAVES

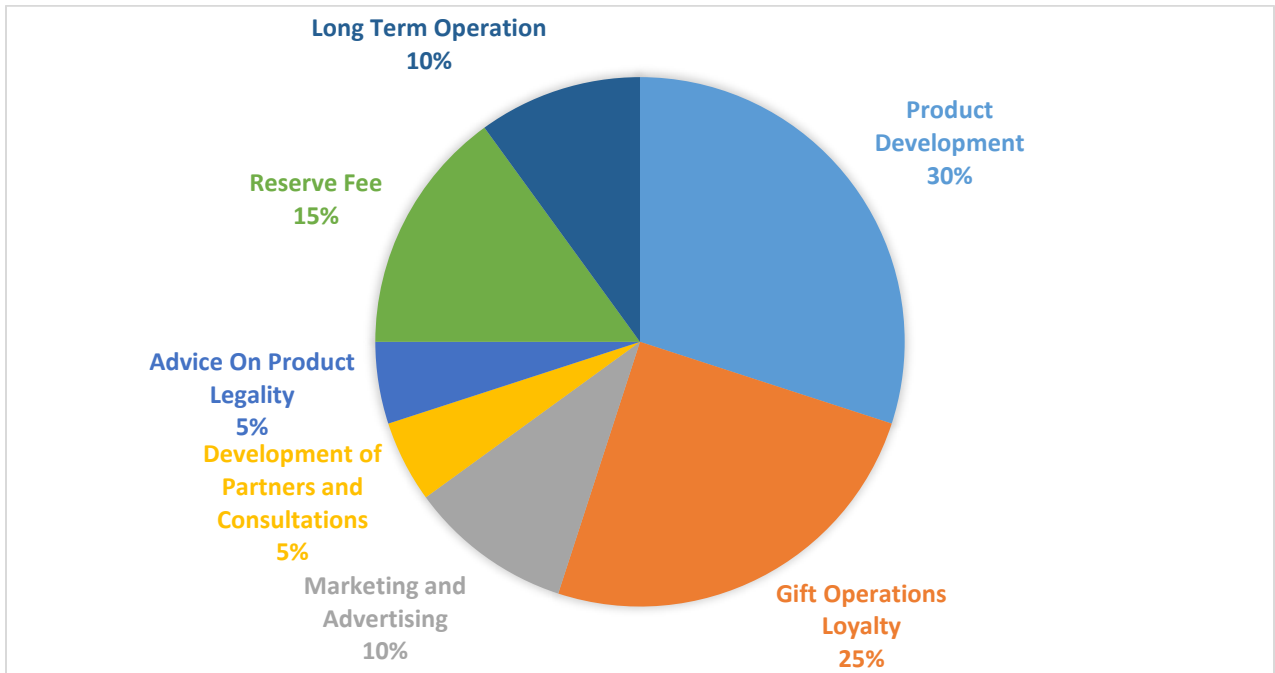
Crowdsale Token

Number of Token For Sale	650,000,000
Token Exchange Rate	1 Wavescoin = 100 A Gamers Coin
Minimal Buy	100
Acceptabel Currencies	Waves, Btc, Eth, Usdt

Distribution of Sale



Distribution of Fundraising



Roadmap

September

- Creation Ideas Appear
- Concept Generation

October

- The Beginning of Building Community Formation

November

- Platform Research
- Consultation

Desember

- Partnership
- Whitepaper

January

- Website Release

February

- Airdrop & Bounty Program
- Crowdsale

Maret

- Launch Beta App Testnet
- Launch Alpha App Mainnet

May

- Release App on Google Play
- Listing More Exchanger

July

- Launch Secure Wallet
- Integrate with Online Payment Service

September

- Development of Partnership
- Consultations Advice on Product Legality

December

- Building Ecosystem for Developer Game

January

- Establish Cooperation with E-Commerce Through The World

Team

CEO & Lead Blockchain



As Founder of the Project was born in 1992, is an assistant manager at Data Cell Provider engaged in internet access service providers. Experience working at PT Telekomunikasi Indonesia (Persero) Tbk for 2 years, one of the largest telecommunications companies in Indonesia. His last career was as manager of the district area account for the postpaid Halo Card service sector. Switch to the NET1 company which is also a telecommunications service that relies on 450MHz frequency with 4G LTE (Long Term Evolution) technology. Another project is as a developer of cryptocurrency websites. The experience of the market - traders since 2013 includes stocks, oil, gold and crypto. Experience in the blockchain crypto industry and internet services raises an idea to realize financial services online that are fast and easy and can be accessed by everyone.