

a decentralized marketplace for turning every virtual item into a real commodity

Every minute spent in-game leaves us with some virtual goods. It could be a new armor, a fancy car or just a pile of crystals. But there is no easy way (or no way at all) to trade all these assets among billions of gamers around the world.

2.3 billion people play games every day on different platforms and devices. The gaming industry reached \$100 billions of revenue in 2016 and is booming. But just 6% of global game audience has an opportunity to make profit on trading the in-game items. In 2016 the turnover of the in-game assets' trade reached \$4 billion. **And still 94% of gamers worldwide cannot participate in global trading.**

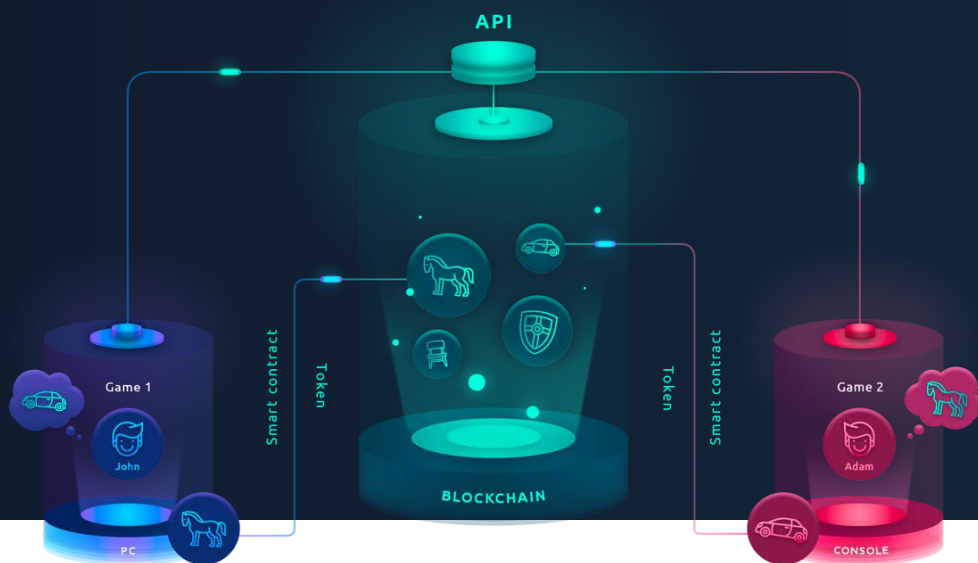
CURRENT IN-GAME ITEMS TRADING MARKET



HOW WORKS

We are building - a global marketplace based on blockchain and smart contracts. It enables one-click sale, exchange or evaluation of every virtual item between all games on any platform. The blockchain will ensure 100% security and safety. Smart contracts are the bridge on blockchain to connect all game worlds and universes without any third party needed. They will log changes of ownership and automatically transfer payments. The Token is native to , it is the only currency used in the marketplace.

To resolve the problem we are using decentralized database on blockchain. Using our API, every game developer can easily connect their game to . All operations are fast, secured and immediately synchronized.



will turn every virtual item into real commodity for billions of gamers in the world. It will create a new economy worth of \$450 billion.

Using the API, game developers can easily connect their game to , increase the revenue and grow the gaming community. Also API has many business opportunities for other entrepreneurs. Items stored on blockchain can be integrated into popular online shops, used as a payment method or loans, or even on stock exchange.