

# LITEPAPER Cryptogam

## CROSS-CHAIN GAMING PLATFORM

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## 1. Background

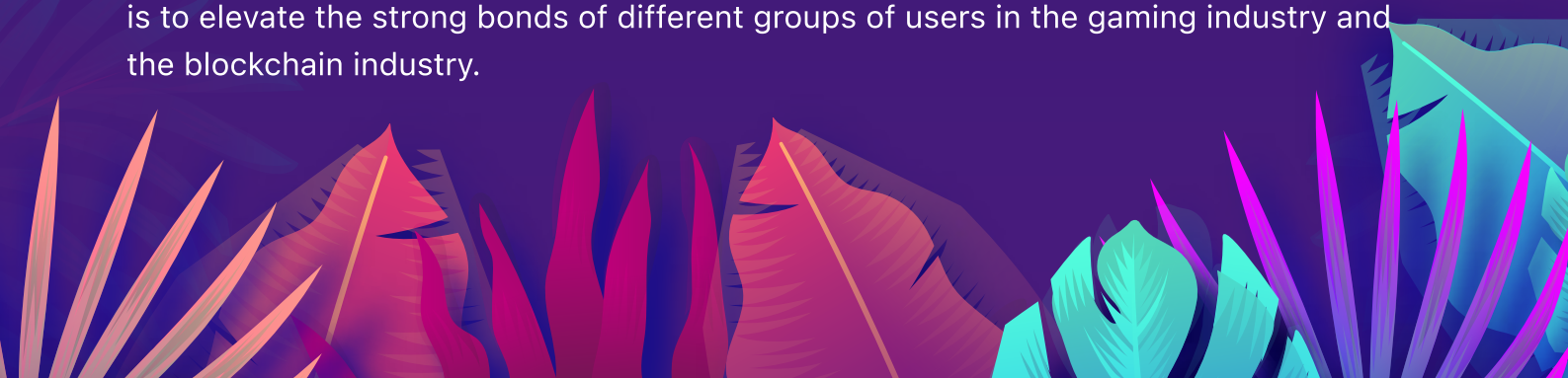
### CROSS-CHAIN GAMING COMMUNITY PLATFORM

The global gaming market is worth USD 173.70 billion in 2020, and it will continue to grow to an expected value of USD 314.40 billion by 2026. Due to the pandemic, which causes people to stay home, and some turn to game platforms to pass the time. These platforms are attracting more than hundreds and thousands of new visitors in online traffic. Video gaming trends have experienced a massive surge in players and revenue recently. Companies like Microsoft, Nintendo, Twitch, and Activision have all reached new heights in player investment. In April 2020, Microsoft reported that subscribers to Xbox Game Pass, a Netflix-like subscription service, topped 10 million. Among those subscribers, Microsoft also reported a 130-percent increase in multiplayer engagement across March and April. The gaming industry is not all gamers; it consists of many groups of people like streamers, content creators, artists, casters, and many more. They together form a community that helps have a strong bond and will last for a very long time. At the same time, we also see the surge of investment into blockchain projects as a way to have more income as people want to find a new way to reduce the effects of the pandemic. With the new all-time-high of bitcoin, ethereum and the birth of new very potential projects like Binance Smart Chain, Solana, Polkadot people, the market of blockchain is hottest than ever.

For these reasons, some projects are finding a way to grow by combining both gaming and blockchain into their products by integrating NFTs ( Non-fungible tokens) as a way to secure the properties of in-game items. This immediately gains attention and starts a trend globally; hundreds of game projects are spawned every month. This brings to a situation that it is very difficult to find good projects among them because of poor quality products.

In addition to that, they are not aware of the gaming community and don't take the others group.

From this, the Cryptogam platform aims to build a community of gamers, blockchain users, and developers through a network of services and help to earn crypto. Our goal is to elevate the strong bonds of different groups of users in the gaming industry and the blockchain industry.



## 2. Overview



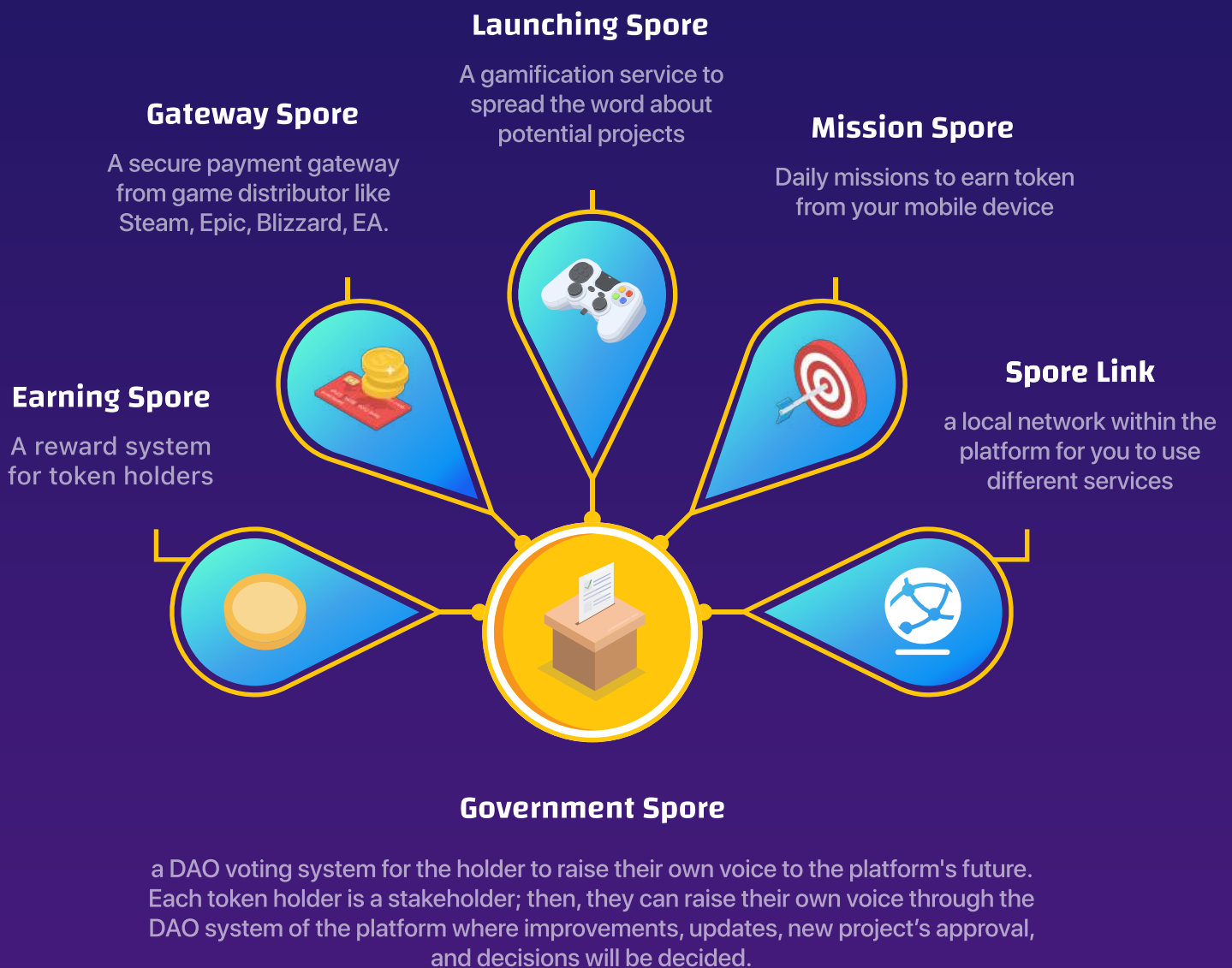
To build a strong community, cryptogam is a platform that consists of many services for gamers and blockchain users. We offer a new type of launchpad for investors, which requires users to take actions to get the token; the more actions you make, the more you earn. By doing this, investors will be responsible and form a connection to the projects and the platform itself. Each time they interact with the platform through a series of mini-games, users can receive the projects' token and Cryptogam tokens (CRG). Not stopping by that, users can finish tasks on the mobile application to earn even more tokens.

As a community project, we grow together, and everyone will benefit from this launching experience. The users can earn projects' tokens and money as long as they have CRG with them. For every month, a portion of the platform's revenue will be used to buy other tokens for distribution for CRG holders.

As the ecosystem grows, community members will be able to use multiple services like purchasing game codes with tokens, trading games items cross-chain, integrated tipping network for streaming services, holding and playing games tournaments, ...

### 3. Features and basic architecture

With a vision of building a huge ecosystem, we design the platform into multiple services; each called a Spore ( like how cryptogam spawn themselves). Each Spore has its own function, but together they form the structure of our platform. For the first phase, we are introducing the first 6 Spores, they are



## Features

### One Platform Multiple Networks

Today the blockchain market consists of multiple networks; each has its own advantages and disadvantages, so why are we still stuck in 1 network but be on multiple networks? We are developing a bridge to transfer NFT cross-chain, and our token can be used on multiple chains. We utilize the robust speed and the low cost of the Solana system for building the main block but not by that limit the accessibility of users by the having the custom bridge we allow people to use and acquire our token through BSC, ETH, and other networks as well in the future

### 1 Token To Rule Them All

CRG is all you need; using this token, users can interact with products in our ecosystem. For example, you need CRG to use our launching Spore, hold CRG to earn money, buy game code with CRG, and be a part of the community by holding CRG. You can use any wallet that supports the network in which CRG is deployed there

### Grow Your Profile

Each time users use a Spore, they can have cashback and earn points to level up your profile level. The higher level users have many advantages like early access to new projects on our launch spore, discount for the fee when using gateway spore, bonus reward for mission spore,...

### Stay Strong Together

To have a network for gamers and blockchain users, each Spore will play a role in connecting different groups in 2 domains. Investors for the blockchain domain will have a chance to invest in potential projects while having fun with the mini-game. They also have a chance to have their own voice for the community with the Governance Spore. On the other hand, gamers can earn money and support the game they like by growing the community through tipping, sending game code, and selling NFTs.

### Anti-Whale Protocol

Our contract counts with a simple, straightforward whale discouragement system: No sells of amounts higher than 0.1% of the circulating supply are possible at once. This discourages or at least reduces big selloffs since the amount will be lower in the end.





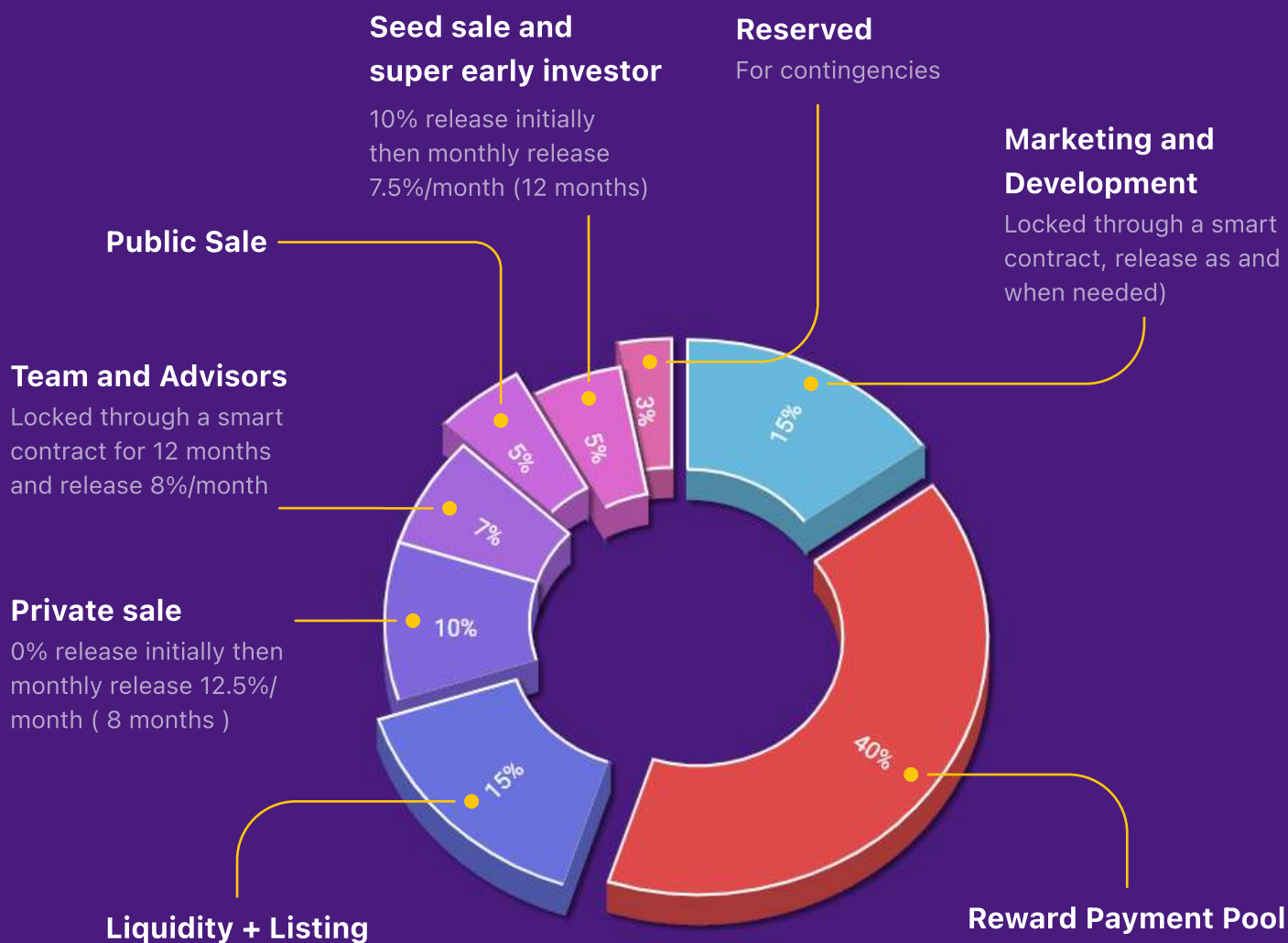
## 4. Vision

With a solid background in NFT assets and gaming communication, we want to help the user with the world of Metaverse by Spore-verse. Spore-verse represents a world with conflicts that have occurred for thousands of years, and 3 main divisions are clashing for supremacy over this virtual world. But their balance in control is the key to survival for all. Users will be randomly assigned to a division when they are connected to this world, and they must fight for their clan or to choose, joining the others. Each action will cause effects that can strengthen or weaken the tribe.

Achievements in this world can give you tokens and coins to be a truly play-to-earn economy. This type of money can be used across all CRG ecosystems from games to games, from services to services, which can help to build new earth for users.



## 5. Token Economics



### Funding allocation

- **35%** Raised fund to be locked on DEX Exchange liquidity after the token sale
- **40%** Raised fund for Products Development and Strategic Marketing
- **15 %** Raised fund for growth and expansion and potential CEX listing
- **5%** Raised fund for buyback and burn tokens
- **5%** Raised fund for Legal Accountancy

### Commit to revenue sharing

- **70%** Will be used to buy BNB,ETH,SOL,... for distribution of token holders
- **10%** Will be used to buy back CRG at the current price and burned
- **10%** Will be used to buy back CRG at the current price and will be added reward pool
- **10%** for further development and operation cost

## 6. Who are we?

We are an international team with differences in age and gender. However, we come together with a vision that building a strong community for gamers and blockchain users. From our products, gamers can live with their passion while earning money for daily life.

With years of experience in developing, consulting, and maintaining various products worldwide, with many groups of users, we believe that our products can make our vision come to life.

### Our Team



**Long Le**  
CEO



**Luom Nguyen**  
CTO



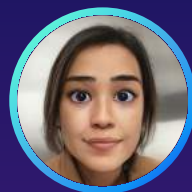
**Son Tran**  
R&D Leader



**Dat Le**  
Advisor



**Aquila Osho**  
Advisor



**Hanh Ly**  
Lead UX/UI  
Designer

and several strategic partners who help this project become brilliant and promising



## 7. Roadmap

- Concept and Research
- Smart Contracts Creation
- MVP implementation

**Q3**  
2021

**Q4**  
2021

- Presale and Public Sale
- DEX Listing
- Audit Smart contracts
- Launching Spore, Earning Spore

- Marketing
- v1 Launching
- CEX listing
- Coinmarketcap listing
- Coingecko listing
- Government Spore and Mission Spore

**Q1**  
2022

**Q2**  
2022

- Mobile application launching
- Connect to other networks
- Gateway Spore and Connecting Spore

- Ecosystem Expansion
- Metaverse Implementation

**Q3**  
2022

**Q4**  
2022

