



WHITE PAPER v 1.1

CryptoGames

Abstract.

A great market of mobile entertainment apps was waiting for an instrument like blockchain. Easy-to-track microtransactions, limitations on the unique items and artifacts, and absence of additional parties in delivering prizes to cybersport teams in the tournaments are just the beginning of features provided by blockchain technologies to gamers and game developers.

“But whales never sleep pushing out little indie-fish”

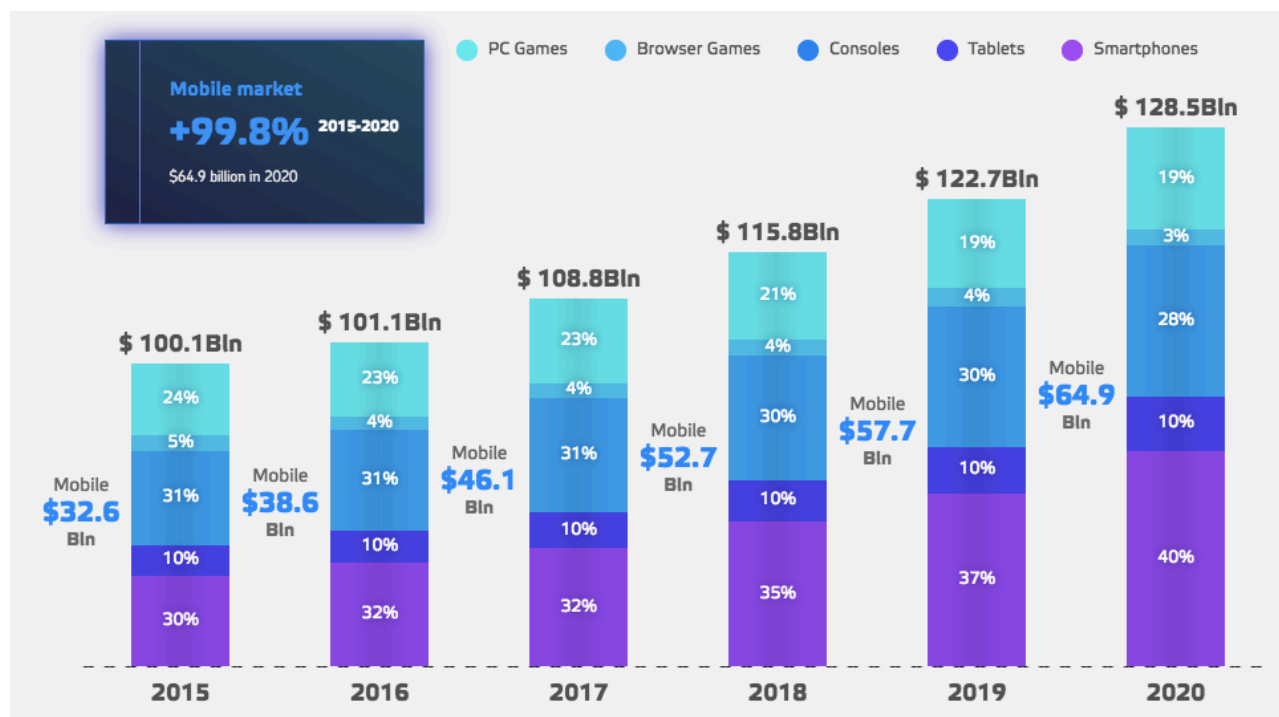
Most projects, including promising ICO projects, operate to gaming market and want to link their in-game items' purchase and transfer as well as financial aspect of cybersport area with Blockchain. We also see future in this branch of technologies, so cybersport and VR may be stated as our long-term goals. But we will start with a cure for modern mobile Free2play gaming industry.

Like in other business areas, big companies don't allow indie-teams to reach the top of the markets. Games isn't the magic that was attracting sharp minds before. Now an entire industry is about getting as much money from gamers as possible. Tops of AppStore and GooglePlay are divided between large publishers that get 95% of income and re-invest it in new projects and PR-campaigns. This financial cycle doesn't allow fresh projects to be shown to wider audience.

An emerging gaming product has only chance to become successful and famous – to get investments or help of big publisher curtailing authors' liberties in the same time.

CryptoGamesCapital, the first crypto-investment publishing gaming platform, will annihilate the injustice and will help promising, new games to get crypto investments on mutually beneficial terms with the help of Blockchain. Developers will share earnings with investors that will, at the same time, make price of BTT tokens higher and allow game creators to be on their own in decision making. That will have a positive impact on players' satisfaction from games.

GLOBAL GAMING MARKET OF 2015-2020



Game market is a phenomenon of exponential growth as it isn't affected by hurricanes or economic crises. It is especially seen in the mobile entertainment sector. It seems like it was yesterday, when Steve Jobs announced his first iPhone back in 2007, but next we will have a tremendous sum of 50 billion dollars spent on mobile gaming. Statisticians state that in 5 years it will reach a mark of 100 billion dollars as mobile hardware and software will be getting better and better each year.

We consider a gaming market promising, being able to generate large revenues to the companies that go one step ahead of rivals. Besides having well-established niches like iOS, Android, PC, and consoles we will go beyond ourselves and create a cybersport environment and our very own shops of in-game items based on Blockchain technology.



WHAT WE CURRENTLY HAVE

Right now we have the best PvP arena for mobile devices called "Battle of Titans". The game is 95% ready and the launch is scheduled for the IV quarter of the year. After the end of ICO and the start of our tokens' sale on cryptomarkets. We plan to release Android version on the II quarter of 2018.

Why are we so sure about the success of our project? Because we are the creators of many interesting games that brought hundreds of millions dollars of revenue to our investors. One of these is Walking War Robots that is currently owned by Mail.ru Group.

Our new game is based on the idea of PvP battles of giant mechs called Titans. We make it with pure love and can discuss it with you for hours. It is enough to look at the review of players on Youtube and Social Media to make a conclusion - this game will reach the top of Appstore and GooglePlayMarket. And this means dozens of millions of dollars of monthly revenue.



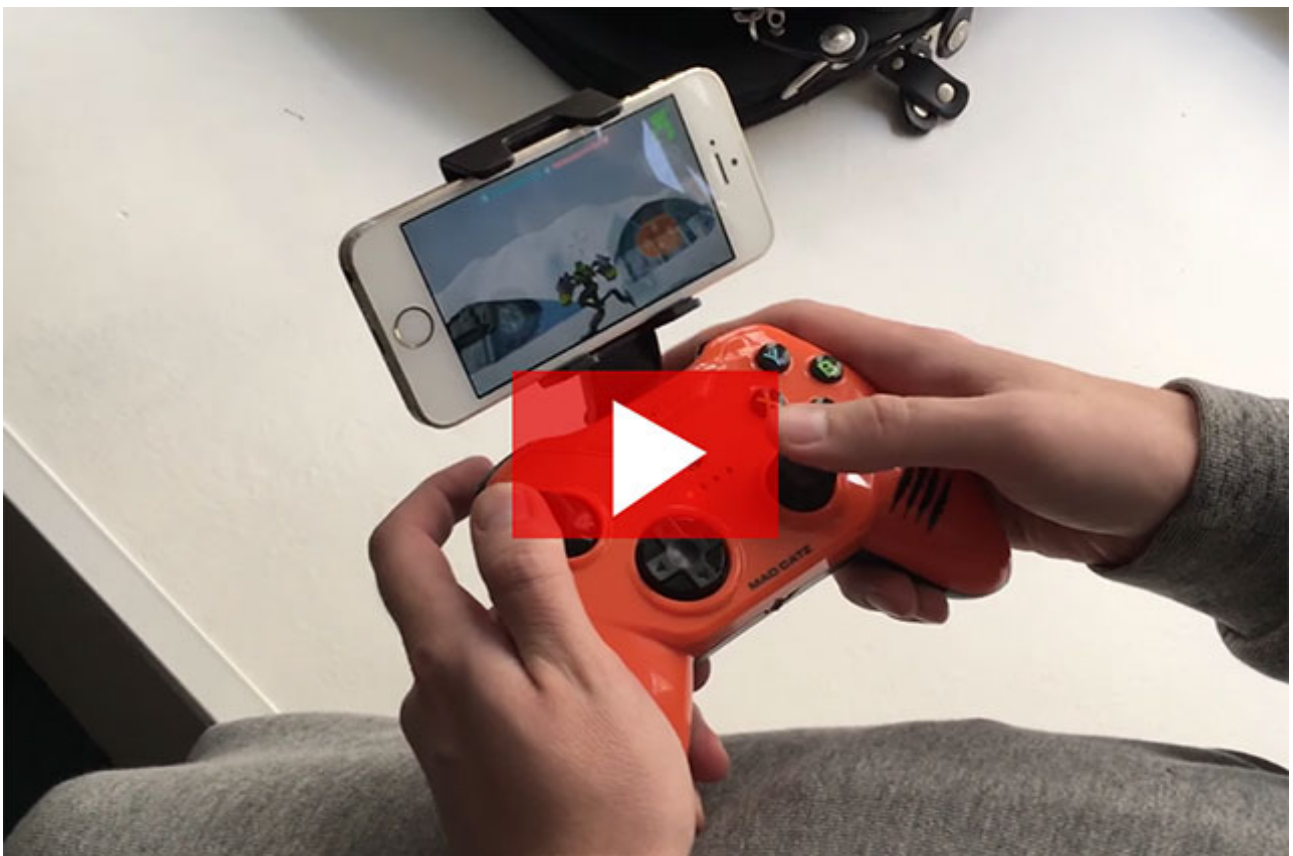
https://www.youtube.com/results?search_query=Battle+Titans

<https://www.facebook.com/battletitans/>

CYBERSPORT

PvP means two warring team. The main rules of BoT are based on structured player evaluations. Each team strives to find out what will be the tactics and strategy of enemies. It has a great sport potential already. Give your players enough powers to change the game aspects related to Cybesport and they will create it on their own. Imagine what they can make with your caring assistance.

We already support gamepads and they work perfectly great with our game. You can check it out here:



Many classes with various maneuverability and weaponry bring team collaboration to a way new level. Players must cooperate like a single person, using the advantages of their Mechs and disadvantages of Enemies' ones. The ability to choose preliminary strategy and change it due to the situation on the battlefield.

We are eager to hit TV sports channels and large screens, cybersport arenas and stadiums. The best continental Pilots and lords of the clans will be able to fight in battles for honor and the title of the Strongest player. The winner will take glory and prize, leaving a small part of his graceful victories and tragic defeats. Emotions is the main source that BoT provides players with! The best thing that stays with them forever.

TOKEN SALE DETAILS

ICO's start	Saturday, November 11th 2017, UTC 0:00
ICO's end	Friday, November 24th 2017, UTC 0:00
Maximum ETH to collect (hard cap)	180 000 ETH
Currencies that we accept	ETH, BTC
Minimum transaction accepted	0,04 ETH / 0,0025 BTC
The amount of BTT tokens that we create	360 000 000 BTT
Available for the participants of BTT fund raising	306 000 000 BTT (85%)
Tokens with regular price	180 000 000 BTT
Bonus reserve for purchasers	126 000 000 BTT
Bounty (impounded for 6 months from the ICO start. Afterwards we will unfreeze the 20% of assets in the following months)	10 800 000 (3%)
Advisers (impounded for 6 months from the ICO start. Afterwards we will unfreeze the 20% of assets in the following months)	7 200 000 (2%)
Left to the CryptoGames' founders (impounded for 6 months from the ICO start. Afterwards we will unfreeze the 20% of assets in the following months)	36 000 000 (10%)
BTT token's flat price (this is the price for buying tokens on crypto-markets in the amount of 25% of raised money)	1 BTT = 0,001 ETH or 1 ETH = 1 000 BTT
Bonus system (bonuses added to the purchase of tokens for flat price)	Bonuses depend on the sum and the date of purchase
Tokens transfer (time limits)	Usually the process is done in 2 hours after the purchase. Due to the heavy loads this period of time may increase up to maximum of 12 hours.
E-mail for the questions related to the purchase of BTT tokens	fastanswer@battletitans.io (we'll answer you within an hour)

All BTT tokens that were neither sold, nor sent will be **destroyed** in 5 days after ICO's end which is 04.12.17

E.g, We have 90 million BTT sold + 60 million BTT is sent to the buyers as bonuses. Plus 26.5 millions (15%) is left impounded for the team (founders, advisers, bounty).
360 million - 176.5 millions = 183.5 millions BTT will be destroyed.

TOKEN ECONOMY

The token price's increase is guaranteed by its constant deficit provided by a buyback of the income percentage of all existing and future products on CryptoGames' Platform. The tokens are not emitting and their number is limited by their maximum number upon ICO's end.

BTT (Cryptogames Token) is also an in-game currency. With its help all consumers will be able to purchase in-game items, including exclusive ones that are available to cryptocurrency buyers only, in any project on the Platform.

This way, we plan to participate in development of Blockchain-community by teaching players how to use the power of cryptocurrency market and see its future outlook.

The second goal is to support our token's price by using it as our Platform's main currency, which will, fortunately for investors, lead to more demand on crypto-exchanges.

All raised money will go to the development of the first game (Battle of Titans) and improvement of its capitalization.

Fund distribution

90% - this is how much future developers presented on our platform get for launching and promoting their products

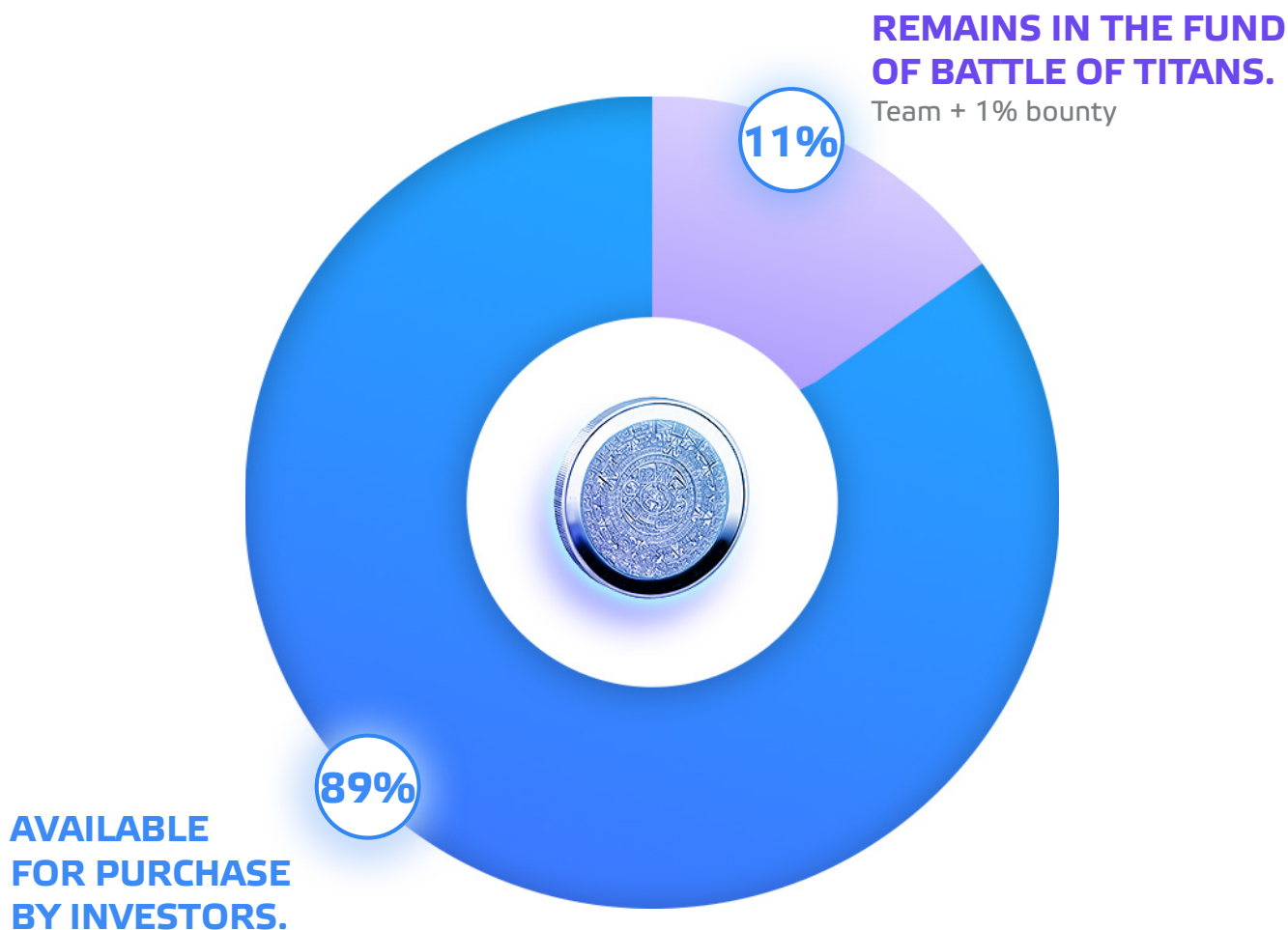
10% - this is how much we leave to the CryptoGames' foundation for service enlargement and the support of our team

Token distribution

89% - sale

10% - primary CryptoGames' foundation (frozen tokens)

1% - bounty



After Battle of Titans' launch we are initiating token buyback (from the funds raised from the project) that will lead to enlargement of Cryptogames' BTT foundation. In future this foundation will help us with our next step of Platform's development – launching new projects of our partners using a crowdsale model (on conditions similar to those of Battle of Titans).

All games on CryptoGames platform will support BTT and promise to offer unique in-game prizes for every BTT owner.

Due to the growth of Battle of Titans and flow of BTT to the CryptoGames foundation, we plan to launch 10+ new games in the upcoming year. Adding more projects annually without a qualitative reduction. Such an increase will be achieved with the help of PR-activities and presentation of successful cases.

BONUSES



Standart price*

1 ETH = 1 000 BTT (1 BTT = 0,001 ETH)

* - a minimum price of buyback on the market

Based on the date:

Pre-ico

Date	Round bonus %	Bonus per 1 ETH
Round 1: 03.10.17	59 %	590
Round 2: 04.10.17	58 %	580
Round 3: 05.10.17	57 %	570
Round 4: 06.10.17	56 %	560
Round 5: 07.10.17	55 %	550
Round 6: 08.10.17	54 %	540
Round 7: 09.10.17	53 %	530
Round 8: 10.10.17	52 %	520
Round 9: 11.10.17	51 %	510
Round 10: 12.10.17	50 %	500
Round 11: 13.10.17	49 %	490

ICO

Date	Round bonus %	Bonus per 1 ETH
Round 1: 11.11.17	49 %	490
Round 2: 12.11.17	47 %	470
Round 3: 13.11.17	45 %	450
Round 4: 14.11.17	43 %	430
Round 5: 15.11.17	41 %	410
Round 6: 16.11.17	39 %	390
Round 7: 17.11.17	37 %	370
Round 8: 18.11.17	35 %	350
Round 9: 19.11.17	33 %	330

Date	Round bonus %	Bonus per 1 ETH
Round 10: 20.11.17	31 %	310
Round 11: 21.11.17	29 %	290
Round 12: 22.11.17	25 %	250
Round 13: 23.11.17	20 %	200
Round 14: 24.11.17	15 %	150

Based on the amount of tokens purchased:

ETH	Volume bonus %	Bonus per 1 ETH
0,2	1 %	0,01
0,4	2 %	0,02
0,8	3 %	0,03
2	4 %	0,04
4	5 %	0,05
10	6 %	0,06
20	7 %	0,07
40	8 %	0,08
80	9 %	0,09
200	10 %	0,1
400	11 %	0,11
800	12 %	0,12
1600	13 %	0,13
2400	14 %	0,14
3200	15 %	0,15
4000	16 %	0,16
8000	17 %	0,17
12000	18 %	0,18
16000	19 %	0,19
20000	20 %	0,2

ROADMAP



01.12.17 - 01.06.18

When achieving **\$10 000 000** – strengthening of marketing activity and attracting new installations of iOS and Android versions of game. This will allow us to develop even faster, increasing profits; we plan to invest 20-30% of it in buying our own tokens.

01.06.18 - 01.12.18

When reaching **\$20 000 000**, we will be able to quickly develop and introduce a more complex and interesting service allowing to connect third-party developers and their game projects to our project. Besides buying in-game items in connected games, we will be able to conduct decentralized cyber sport contests in BoT and other games.

01.03.18 - 01.03.20

When reaching **\$40 000 000**, in the shortest terms we start developing console versions of games. Development will be in parallel with marketing activities to attract new players to mobile versions, as well as development of the blockchain service for in-game purchases and cyber sport contests using BTT tokens.

When achieving **\$3 000 000** – accelerated development and launch of the game for Android devices in parallel with marketing and involvement of players to the iOS version of the game.

01.01.18 - 01.01.19

Development and implementation of a blockchain platform, which will allow users to spend BTT tokens for the purchase of in-game items.

01.03.18 - 01.12.18

When reaching **\$30 000 000**, we start developing a fully featured PC version of the game, which can fully reveal the features of in-game purchases for BTT cryptotokens. It also expands the possible profits of our company from several million to tens of millions of dollars per month.

01.03.18 - 01.08.20

ICO GOALS

	ICO goals (USD)	% of the company's profits
soft cap	500 k	15 %
	1 kk	18 %
	1.5 kk	21 %
	2 kk	24 %
	2.5 kk	27 %
	3 kk	30 %
	5 kk	33 %
middle cap	10 kk	36 %
	15 kk	39 %
	20 kk	42 %
	25 kk	45 %
	30 kk	48 %
	35 kk	51 %
	40 kk	54 %
hard cap	45 kk	57 %
	50 kk	60 %

BOUNTY



https://battletitans.io/whitepaper_en_bounty.pdf

RULES

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BTT tokens do not work as a currency or securities with an officially declared value and confirmed by government agencies, institutions or other financial institutions.

The increase in the cost of BTT tokens is not an obvious fact and is not supported by financial analysts. The purchase of tokens should be regarded as a high-risk enterprise with undefined consequences.

The user certifies that he is a capable, adult, financially independent individual with a high level of moral stability, fully responsible for the actions performed.

The user confirms that he is not registered as a resident of the United States of America or the People's Republic of China, and does not comply with the national legislation of these states.

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