**Instrumental English**

**GameCentury**

**Introduction:**

This document treats about a fictional enterprise created to presente a digital platform designed to be a simple way of product selling and help users with few steps to buy their wanted products.

**Our Story:**

The Company **GameCentury** was born at year 2000, when the new Century brought us new things to discover at many technology's areas, like mobile connections and digital games, we started our works being an intermediary at the sell operations of just opened game makers enterprises, but we switched our main operation from marketing area to the main seller of the greatest titles of nowadays, acting with **Rockstar Games**, **EA Games** and many others!

**Our Mission:**

Bring to our customers great benefits to make their tasks easier and supply few steps for them to spend the least time they can inside our platform.

**Our Values:**

We keep, since our establishment, three main values to our customers, and they are:

|  |  |  |
| --- | --- | --- |
| Truth | Quality | Clarity *(explicitness)* |

**Our Vision:**

Through our mission and values, we work on a vision of continuous improvement and hard work on internal policies to supply good services to our customers and help, each day more, the easiness of the task of *having fun*.

**Our Main Product:**

We offer a digital platform of digital games selling to help distribution and spreading of *culture* and *happiness*. Our platform is supposed to provide a short and easy process to our customers and visitors.