

Bitcoat

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What is Bitcat

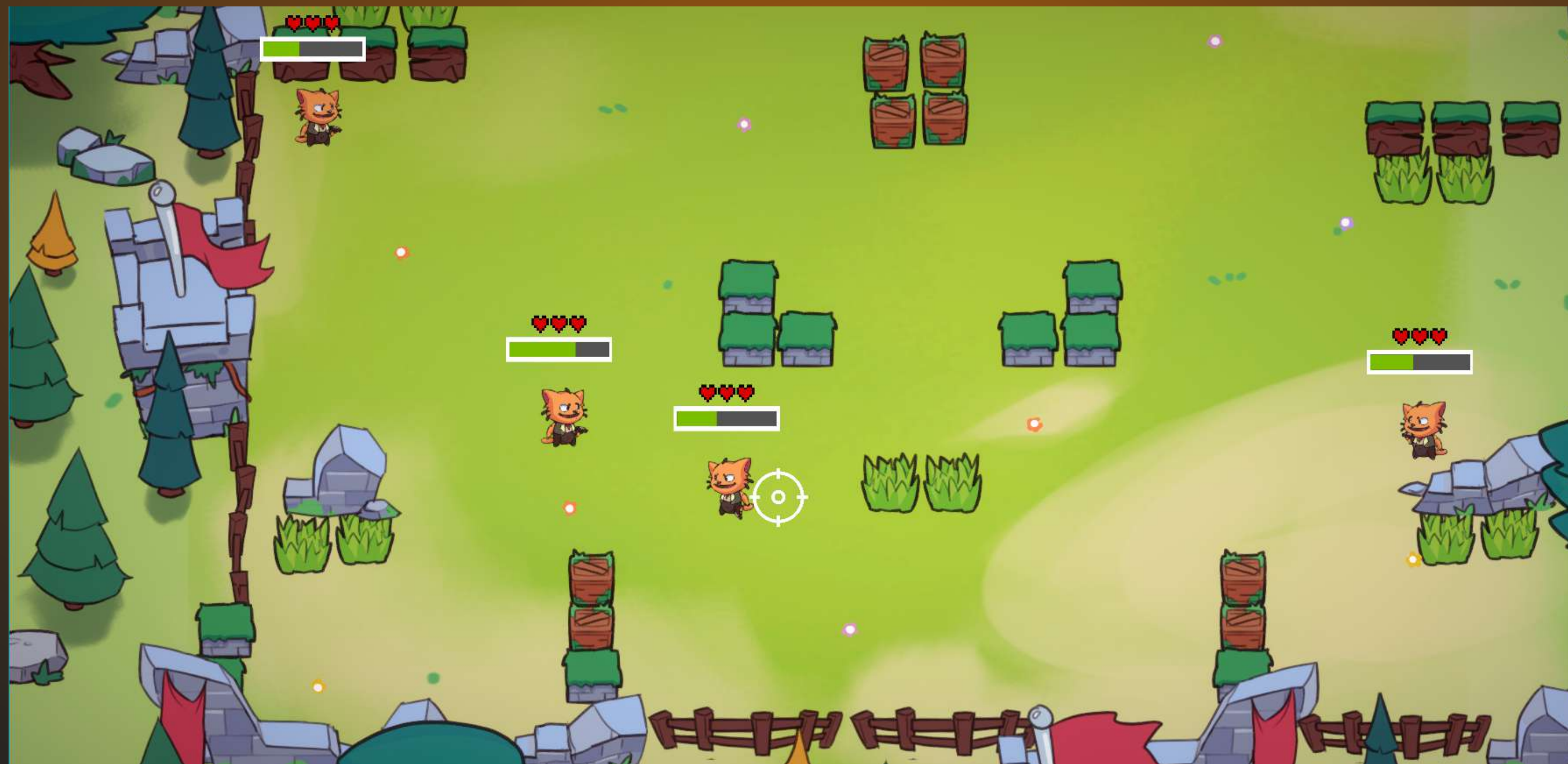
Developed in Unity runs on BSC and other blockchains in the near future

Bitcat is a virtual world of playful cats that embark in real time battles against other players. Players can engage in fierce combats with cat characters in an expansive game world. Bitcat is an all-out skill-game where players are in constant battle for other coins, reaching upper-level access, and where winners get rewarded.

Players will join real time matches featuring different cats and will be able to engage in fierce combats to show their skills over the rest of the players. Every player will have a semi-automatic weapon that can shoot in any direction and inflicts an amount of damage to other players, which will result in them losing a life. Each player will have 3 lives and when they run out, they will lose. Eventually, there will be only one player standing, who will be the winner and will take the prize.



There will be three game modes: Quick Play, Private Match, and King of Bitcat. In the three modes, the main idea behind the game is the same one: 10 players will join in a multiplayer online battle arena where the goal is to be the last one standing, and every user will need to hold at least \$5 of BITCAT tokens in their wallet. Players will be able to shoot in any direction using semi-automatic weapons, and will be able to hide in the bushes all over the map.



Once the transaction is executed, the player will be automatically paired with 9 other players into a match. After the match finishes, rewards will be distributed based on a certain percentage, depending on the category which was played, between the top 3 players on the leaderboard.

The game will count with skin buying options and a NFT marketplace that will be released thereafter the game launch.

Bitcat represents the culmination of both our development and research efforts, focused and based on the convergence of cryptocurrency engagement and realtime gaming. The whole data gathered, qualified and analysed in the last year, where cryptocurrency had a prime role, have led us to conclude that not only does a market exist for a gaming experience like

Bitcat, but the forces and trends shaping the tokenized digital asset gaming space are currently moving in a very favorable direction for exactly this type of game.





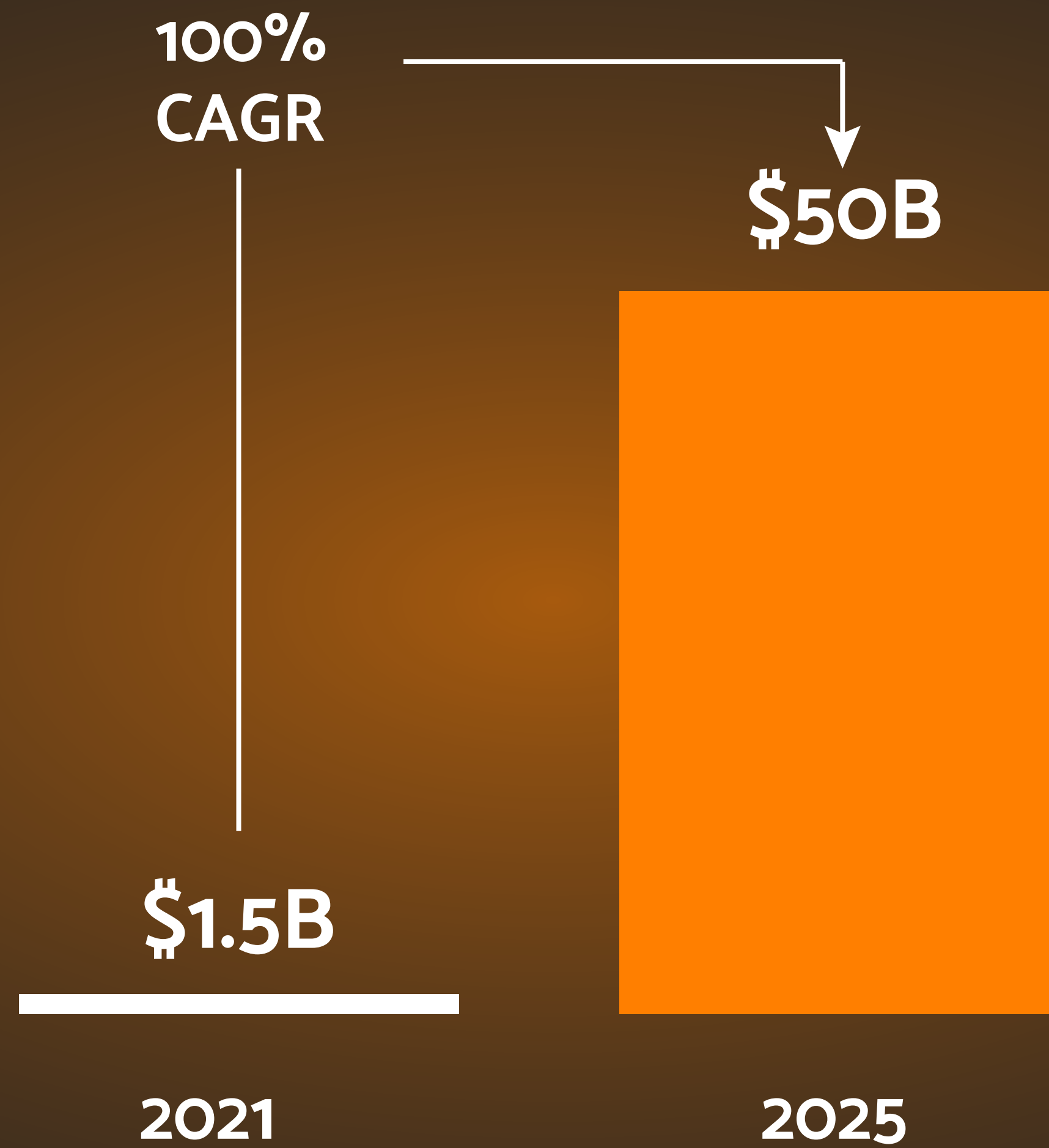
Market analysis

Gamers make up more than 1/3 of the world's population today.

The size of the blockchain gaming market in 2021 has ballooned to 1.5 billion * and it is expected to grow to 50B by 2025. During Q3 2021 users increased from 398,000 users to 1.2 million. Unique Active Wallets (UAW) reached 1.19M in October 2021 representing 55% of a total 2.16 million wallets connected to dapps (including DeFi and NFTs).

Crypto gaming investment funding evolution has been skyrocketing from 2020: \$88 million to 2021: \$4.0 billion making total Investments to-date: \$5.4 billion.

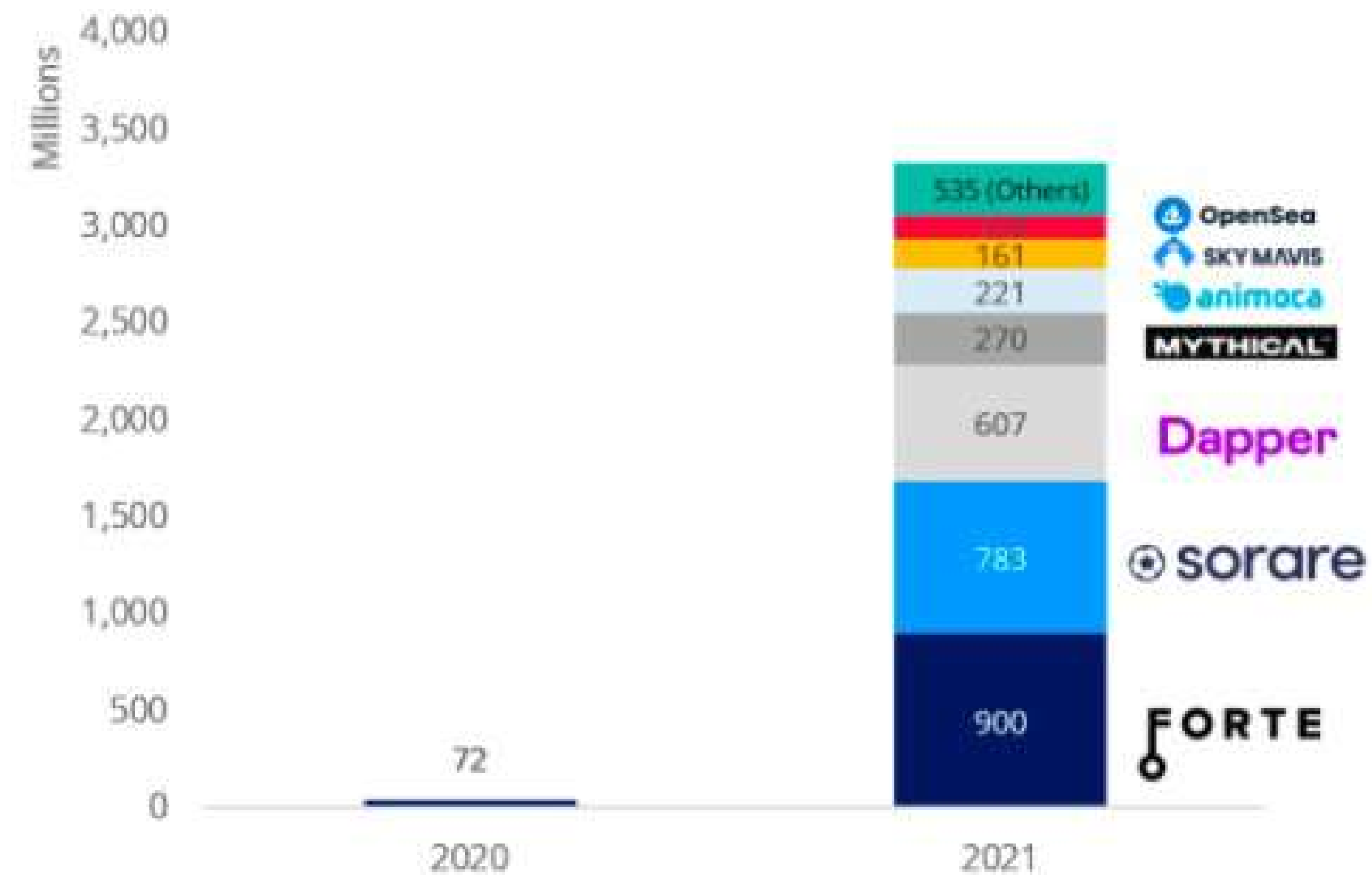
Emerging Platforms: Blockchain





Blockchain Games Funding

Funding into blockchain games is 5000% higher than 2020



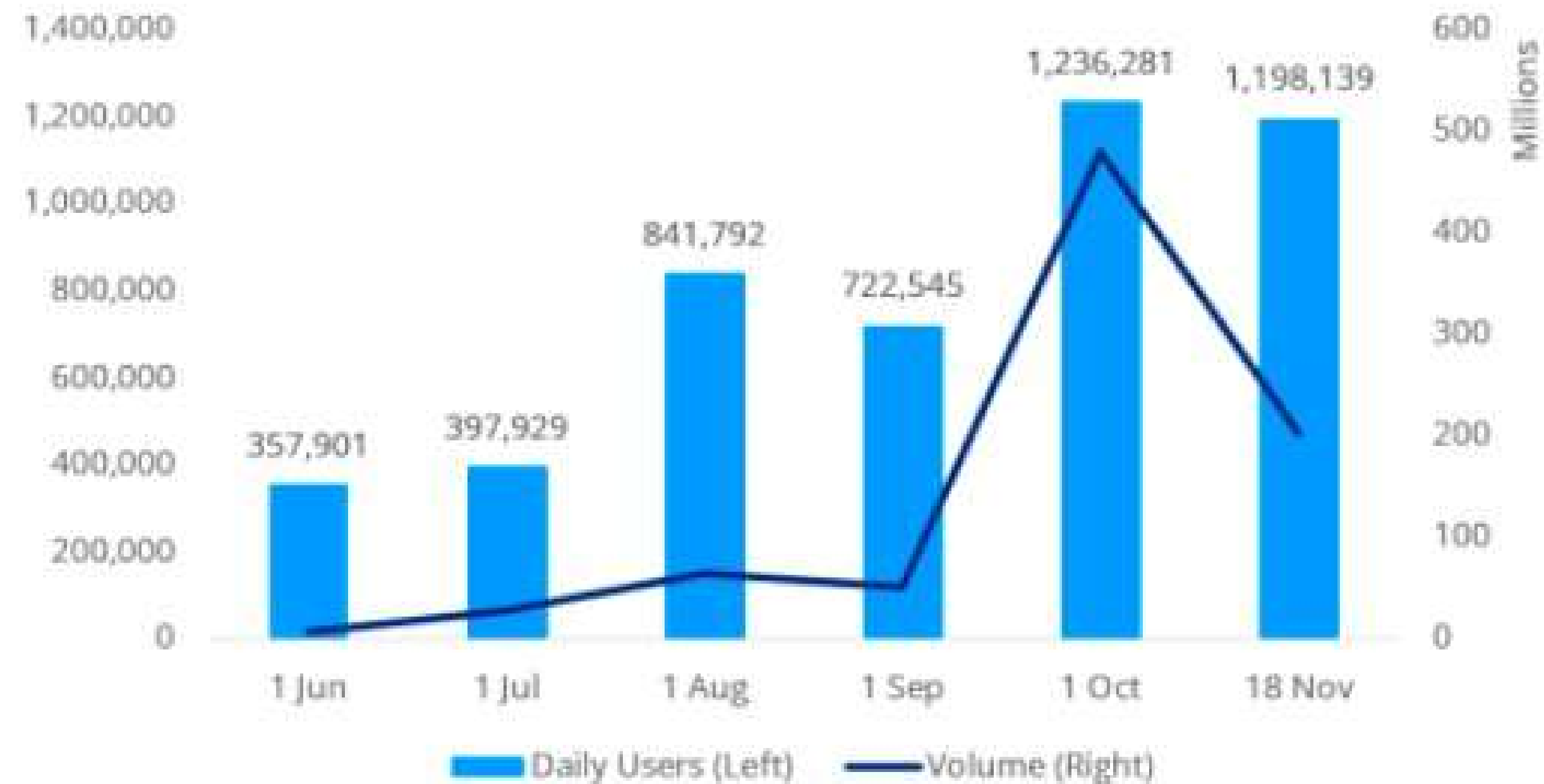
As of 16 Nov 2021

Sources: Crypto.com Research, Blockchaingamer



Blockchain Gaming Users (Daily) and Volume Q3-Q4

A noticeable increase of attention and activity in blockchain gaming was seen in the periods of July to October.

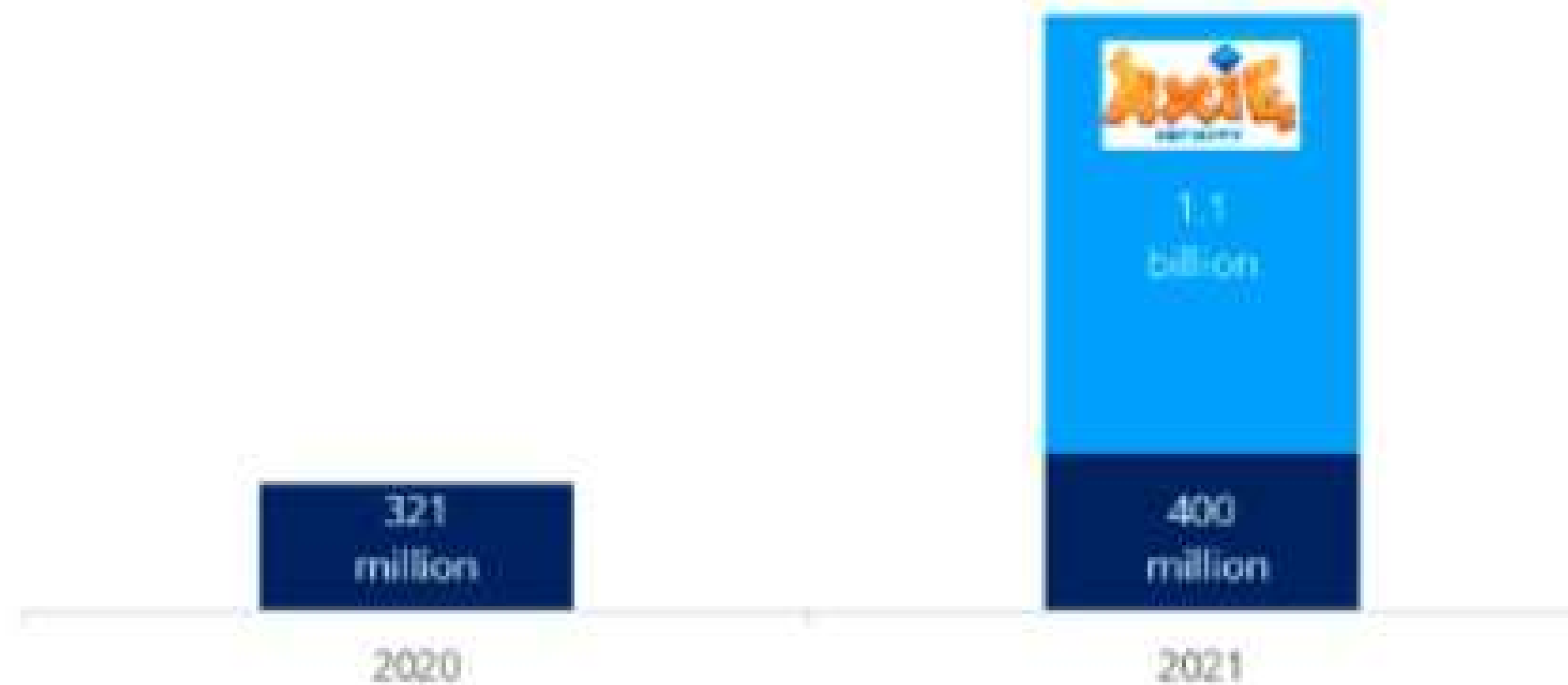


As of 18 Nov 2021 Sources: Crypto.com Research, Dappradar



Total Blockchain Gaming Revenue 2020 Versus 2021

Revenue in 2021 ballooned to \$1.5 billion, with 73% (\$1.1 billion) of this total from the soaring popularity of Axie Infinity



As of 15 Nov 2021

Sources: BITKRAFT, Crypto.com Research, Token Terminal

The top blockchain games to date have been:

Axie Infinity (AXS)

Current Market Cap \$686,173,070

Fully diluted Market Cap \$1,859,049,755

Number of tokens 270,000,000

Price \$ 6.89

The Sandbox (SAND)

Current Market Cap \$670,076,841

Fully diluted Market Cap \$1,340,602,910

Number of tokens 3,000,000,000

Price \$ 0.4471

Decentraland (MANA)

Current Market Cap \$583,537,012

Fully diluted Market Cap \$583,537,012

Number of tokens 2,193,539,027

Price \$ 0.3151

55% of Millennial gamers own cryptocurrency and 80% of this group are interested in using cryptocurrency to make transactions within gaming.

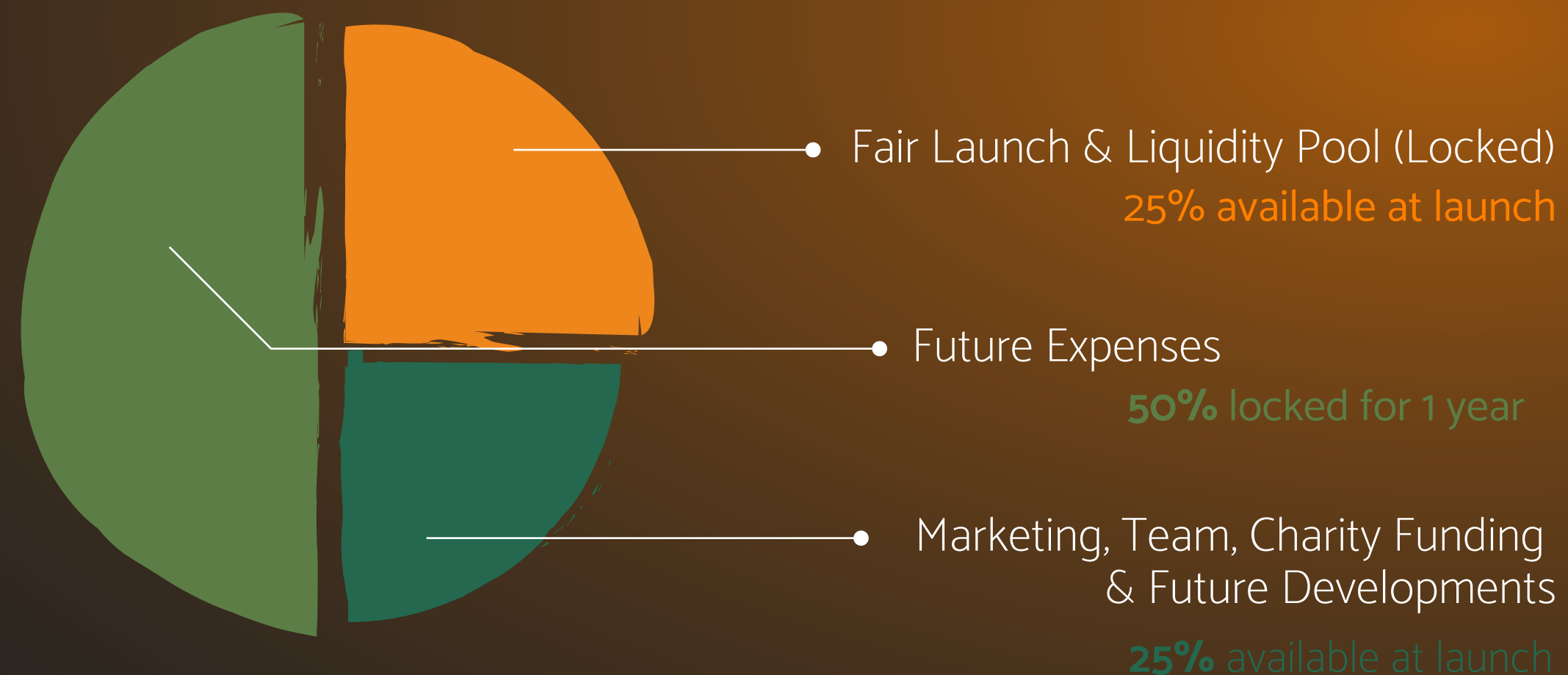
There are also findings that 48.6% of crypto owners would consider spending cryptocurrency on online gaming or gambling in the future.

The opportunity for Bitcat and its token holders is immense.



Tokenomics

Bitcat has a total supply of 200,000,000,000 BEP20 tokens, and this will be the maximum number of tokens that will ever be minted. Bitcat token was faired launched on January 5th 2023 with an initial supply of 50,000,000,000, and a price of 0.00000003.



Initial Supply Breakdown

Launch Style:	Total Supply:
Fair launch on PancakeSwap	200,000,000,000
Initial Supply:	Initial Price:
50,000,000,000	0.00000003

Fair Launch & Liquidity Pool (Locked)

25% of the total supply is released on the fair launch. The Liquidity Pool tokens are going to be locked, 12.5% for 6 months, and 12.5% for 12 months. This ensures safety to all our community members and long-term holders, since it prevents rug pulls. To check the lock, you can access [this link](#).

Marketing, Team, Future Developments & Charity Funding

25% of the total supply is reserved for the launch of Marketing campaigns in several countries, for the Team, Future Developments, and for Charity Funding.

Future Expenses

50% is reserved to implement future expenses. All of this is locked for 1 year, you can check the lock [right here](#).

Bitcat tokens will be the currency used throughout the game, to enhance player experience, and to make it easier for the whole community. This has three major advantages, the first one, is that it gives a crucial role to Bitcat since it is the only currency accepted to play the game, providing a wide range of usability cases for the token, which eventually brings value to the currency. Secondly, it helps all of our community members by simplifying the interface and learning process of the game ecosystem, because players don't need to hold different types of tokens as in some popular games, such as Axie Infinity.

Additionally, not only Bitcat will be the single token accepted, but it will implicitly increase its value since players need to hold at least \$5 in BITCAT in order to access the game, increasing the demand for the token. Buying Bitcat is easy. You can buy them on PancakeSwap. We have created a

YouTube tutorial to walk you through the process.

There is an important fact to consider that has to do with slippage. We won't charge taxes/commissions/slippage to Bitcat token holders. Just as the big and successful projects, we will follow the same path, which gives us transparency, truthfulness, and a differentiating brand image over our competition.



Lock liquidity & tokens

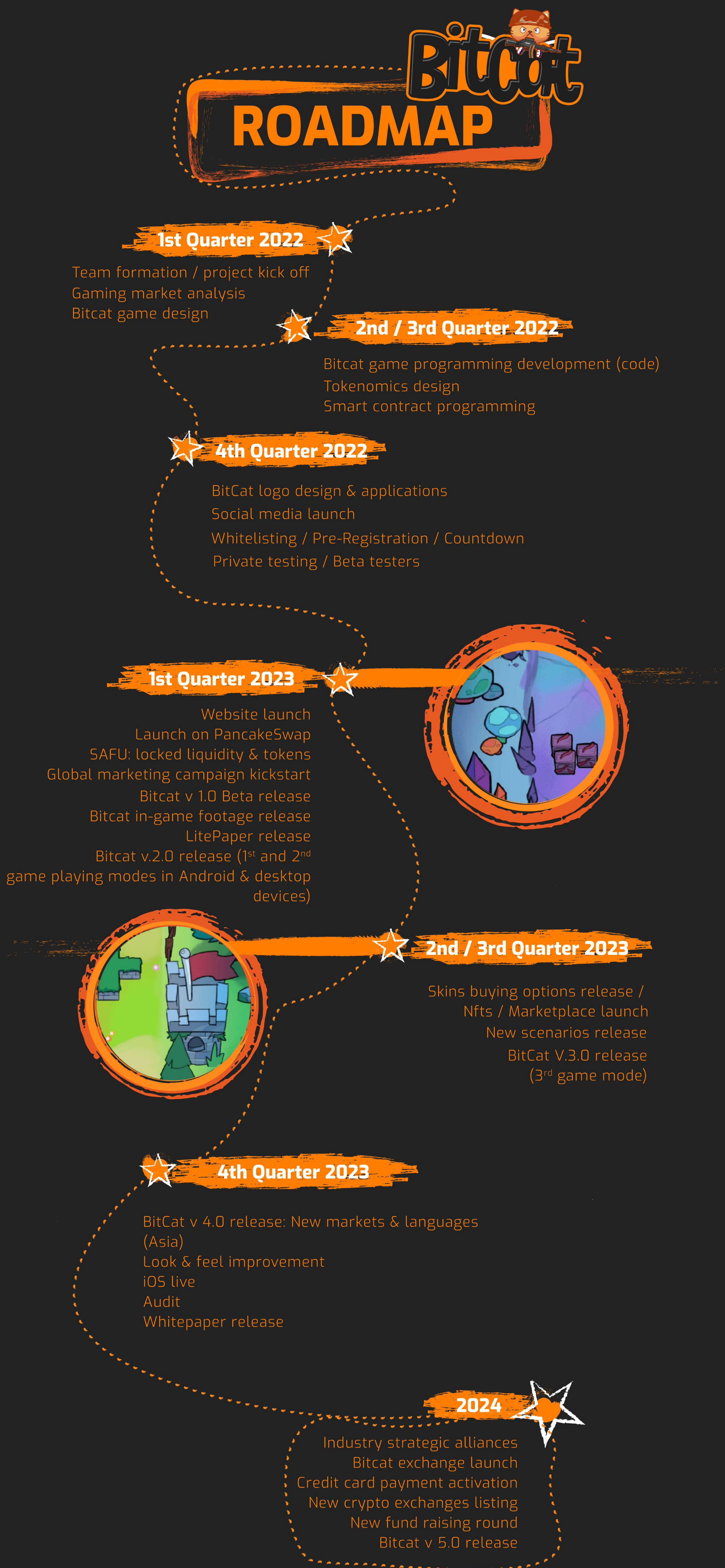
In order to be transparent and to provide a safe investment to our community, 100% of liquidity (Pancakeswap LP tokens) are locked at CryptEx Locker. This ensures our investors a liquidity pool big enough to give them the possibility of trading Bitcat whenever they want, with 0 risk of rug pull.

This is part of our plan to maintain and guarantee both a sustainable token and project in the long-term, where Bitcat token holders will be able to constantly earn tokens while playing our game. Apart from these locks, we released at the fair launch the Official Github account where you will be able to check our source code, and see that it has been verified on BscScan.

As you can see on the Tokenomics section, 50% of the total supply is locked for at least 12 months, ensuring investors and players safety when it comes to taking care of their investment.



Roadmap





Collaborations

Community is a strong theme both within the cryptocurrency space and in gaming more broadly. Following this idea, we believe that the Bitcat project would be remiss if it ignored the potential for synergy with other projects and teams. The initial groundwork for collaboration with other BEP20 adjacent projects is already being laid, and we are extremely open to form and settle new partnerships with different projects, benefitting the entire crypto community. We want Bitcat to lay the foundations of an up-and-coming, strong and supportive family, where no one is going to be left behind, where everyone is welcomed, and where its community can feel at home.



Website & social channels



Website



Youtube



Twitter



Medium



Discord



Tiktok



Telegram group



Gitbub



Telegram announcements

Data sources



<https://triple-a.io/gaming-in-cryptocurrency/>

<https://dappradar.com/topic/games>

<https://www.blockchaingamer.biz/features/14400/updated-blockchain-game-investment-funding-list/>

<https://crypto.com/>

<https://coinmarketcap.com/>

<https://www.coingecko.com/>

<https://triple-a.io/gaming-in-cryptocurrency/>

<https://www.blockchaingamer.biz/>

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In the Quick Play game mode, players are paired into public matches, play for fun, improve their skills and the top 5 participants earn weekly rewards. Regarding the Private Match mode, if a player holds more than \$50 in BITCAT tokens, he/she automatically gets access to a tool which allows to host a private match with 9 other friends, so that they can also enjoy the game.

In the last game mode, the King of Bitcat , players will have to pay a certain fee to get into it, starting at \$3 in BITCAT.





Martiniano Rojas

CEO-Cofounder

Martiniano has 25+ years of experience in business consulting, management and investor roles.

He has been involved in Software / Medical / Tech Partners/ Electric Materials and Financial Services industries in a vast array of roles including executive management and advisory (Techint, Bvs Healthcare, Bvs Tech, North Meridian, DBase Development, 4D Productions, Toyota Corporation) .

He became investor in several critical blockchain-based projects as early as 2014 (Harmony, Matic and Theta) and led 4 tech projects in startups related to the hardware/communications & connectivity, social media and software industries (4D Productions, Evolution Software, Bvs tech, Bitrix Development).

Martiniano is an engineer, Deusto MBA, IAE Alumni, San Andrew's Degree, Austral Health PDA, with studies in MIT, and Harvard Business School.



Federico González

Lead Full Stack Developer & Cofounder

15+ years managing development teams with focus on web applications and deep knowledge in Python; Javascript / Typescript; Solidity; SQL; HTML & CSS technologies

working for a vast array of companies such as Indeed.com and JP Morgan.

Involved for the past few years in blockchain projects developing Dapps and smart contracts with solidity language.



Timothy Kabat

Growth Lead

Highly experienced creative director with a proven track record in the cryptocurrency industry. He has successfully led the creative direction for two well-known crypto projects that reached over 750 million in total value, as well as being part of the community management team. Timo has a talent for simplifying complex concepts and creating engaging videos that bring new investors to the platform. Additionally, he has experience as a creative director for a well-known influencer and has won the latest VeChain video contest. He has also served as growth and creative lead for various festivals, consistently developing new and innovative ideas, with names like Shake It and Aybak. Overall, he is an incredible game enthusiast since childhood, who brings a unique perspective and understanding of the gaming industry to the role. He has a strong understanding of what drives engagement and retention in games, as well as an in-depth knowledge of various gaming communities and trends. Additionally, his passion and dedication to games would likely translate into a strong drive to improve performance and grow the company's gaming audience. His relatively good rank on worldwide leaderboards would demonstrate their competitive nature and ability to excel at a high level, skills that could be applied to growing the company's user base and revenue.



Gloria Vailati

Marketing Advisor

Intrapreneur and entrepreneur with over 25+ years of experience in the technology world with focus in the blockchain industry since 2018 when she joined IOVlabs - the organization that kickstarted the RSK blockchain the first smart contract platform built on Bitcoin and the RIF platform- as CMO position she held until early 2022. Prior to IOVlabs she launched 2 internet startups FWTV the first Latin America web TV platform and Touched By an Internet fashion platform intervened by artists. She also had an extensive corporate career in top technology companies such as Apple, Hewlett Packard where she held positions based in the USA for the Latin America region in marketing, business development and business management.

Gloria has an undergraduate degree in marketing communications from Universidad del Salvador in Buenos Aires, Argentina an Executive MBA from the University of Houston and a Post Graduate Diploma on Crypto Economy from ITBA (Instituto Tecnológico de Buenos Aires).

She is also a member of the Upward Women Tech Committee, Argentina Chapter.