



# Welcome to **PSM**

WHITEPAPER VERSION 1.0

## DISCLAIMER

The information provided in this white paper on procandle stock master token May not be comprehensive and does not indicate any contractual arrangement. This paper is for knowledge purposes only and does not represent and therefore does not imply an offering of securities or any other financial or investment instrument in any jurisdiction. Any reader should be warned that purchases of procandle stock master token can involve significant risks. The white paper in English is the main and only official source of knowledge on the procandle stock master token project.

The knowledge provided herein can be translated into other languages and used in a range of channels. In the event of anomalies between any translations or correspondence and the official English-language white paper, the provisions of the original English-language document concerned shall have primary standing and Prevalence. Please read our Terms and Conditions for more detail. Procandle stock master token talk about major features in the digital ecosystem. It fulfils functionality of token utility, and enhanced blockchain platform.

PSM Token's – procandle stock master token Coins shall not and cannot be offered, bought, or sold for benefit. Procandle stock master token does not and cannot offer guarantees and disclaims all liabilities for the fulfilment of the above conditions. The potential participant or contributor must ensure that involvement in any of the sales is not prohibited under the prevailing laws of the country of origin or citizenship of any such participant or contributor.

## ABSTRACT

This paper offers a practical and innovative long-term vision of gaming, based on Blockchain. Procandle stock master token is established with the purpose of futuristic gaming. We aim to connect people with their family, friends, society and the external world to share and express their opinions as a forum that connects the gaming industry and social media. Our network connects directly to the digital economy with the opportunity to build and play.

This paper provides a realistic and unique vision for the future of gaming based on BEP -20 tokens to handle increasingly complicated and enticing game worlds. Procandle stock master token targets both the current gaming and crypto currency markets and via games generated on top of the blockchain, creates a brand-new market throughout the process.

This new market is due to the emergence of new virtual worlds and possibilities that are considerably deeper and more versatile than other emerging and basic smart contract trading structures. At present procandle stock master token Coin is based on BEP -20 token. Procandle stock master token platform constructs upon procandle stock master token Coin, providing the developers a range of infrastructure, tools, and rewards, with immersive experience to build decentralized games.

The application's scope is within smart contracts and Bep -20 network.

The assembled team of procandle stock master token comprises of young entrepreneurs who serve innovation as a purpose behind developing something new in the blockchain frontier.

## VISION

The procandle stock master token team strives to inspire a significant proportion of young entrepreneurs who, due to time and financial limitations, find bringing their game dreams to market challenges. Procandle stock master token seeks to democratize game production in this way. The procandle stock master token team aims to allow players to create real-life value or build on previous gaming successes in new games. This is done by the acceptance of players and established developers based on procandle stock master token BEP -20 Token.

The procandle stock master token model does this by democratizing game production and deployment, helping developers to easily bring their vision to fruition with drastically reduced costs. It will provide game developers with a range of software and a state-of-the-art platform for creating their blockchain-based apps. In addition, developers should build completely independent, autonomous games for the advantage of gamers, where players can assume 100% uptime and provide demonstrably equal gaming with true possession of their in-game products. Imagine a token-based platform for your gaming needs with safe communication in a, fully encrypted and reliable virtual world. This document elaborates technological evolution of gaming and gaming in the Blockchain Era. The digital economy is growing vastly and so does the requirement for rapid development in the IT industry.

## HISTORY OF THE GAMING INDUSTRY

Since its industrial emergence as a technical outlier in the 1950s, gaming has developed into one of the most lucrative entertainment industries in the world. In recent years, the mobile technology wave has revolutionized the industry and opened the door to a new generation of gamers. The first gaming device developed for commercial home use only appeared almost three decades later, when Ralph Baer and his group launched their prototype, the "Brown Box," in 1967. The "Brown Box" was a vacuum tube circuit that could be attached to a television set and allowed two users to monitor the cubes that raced each other on the display. The "Brown Box" could be programmed to play a range of games, such as Ping-Pong, checkers, and four sports games.

Using new technology for this period, the added gadgets included a shotgun for a target shooting game, and a special device for a golf putting game. In the late 1970s, a variety of video games began to capitalize on the trendy new craze. The nature of the games gave rise to competition between players who were able to record their high scores with their initials. They were determined to place their space at the top of the list. At this point, multiplayer gaming was restricted to players playing on the same computer. Besides the success of gaming consoles in commercial centers in the early 1970s, the introduction of personal computers and mass-produced gaming consoles became a reality. Technological developments, such as Intel's development of the world's first microprocessor, contributed to the production of games such as Gunfight in 1975, the first illustration of a multiplayer human-to-human fighting shooter.

As home and arcade gaming skyrocketed, so did the growth of the gaming industry. In the late 1970s and early 1980s, gadget freak magazines such as Creative Computing (1974), Computer and Video Games (1981), and Computer Gaming World were published (1981). These magazines established a sense of unity and developed a channel for gamers to compete in. True developments in online gaming would not have taken place until the introduction of 16-bit-era 4th-generation consoles in the early 1990s. In 1995, Nintendo launched Satellaview, a satellite interface console for the Nintendo Super Famicom console. The technology allowed people to download games, news, and tricks directly to their consoles using satellites. Broadcasting lasted until 2000, but the technology never made it to the global market.

## MODERN ERA OF GAMING EVOLUTION

Since the early 2000s, Technical specifications have exploded, and digital computer technology has advanced at such a rapid pace that any new batch of games, graphics, and consoles seems to blow the previous generation out of the water. The costs of infrastructure, servers, and the Internet have mostly plummeted that even the Internet at hyper-speed is now accessible and commonplace, and 3.2 billion active users have access to the Internet.

This gaming community has grown with players from all age groups. The introduction of smartphones has changed the traditional perspective of how to play games. From elders playing Candy Crush Saga to children playing PUBG has made the gaming industry one of the most profitable industries.

Also, the network of gamers has grown in a short period helping them make a good amount of money while playing games. Whether you are a 90's kid or a 2k Kid, it doesn't matter. What matters is how this gaming community has grown anonymously & changed the approach of people toward gaming platforms. Generations have passed evolving our relationship with games to make sure we are also a part of this fast-growing network.

## GAMING PLATFORM: MARKET ANALYSIS

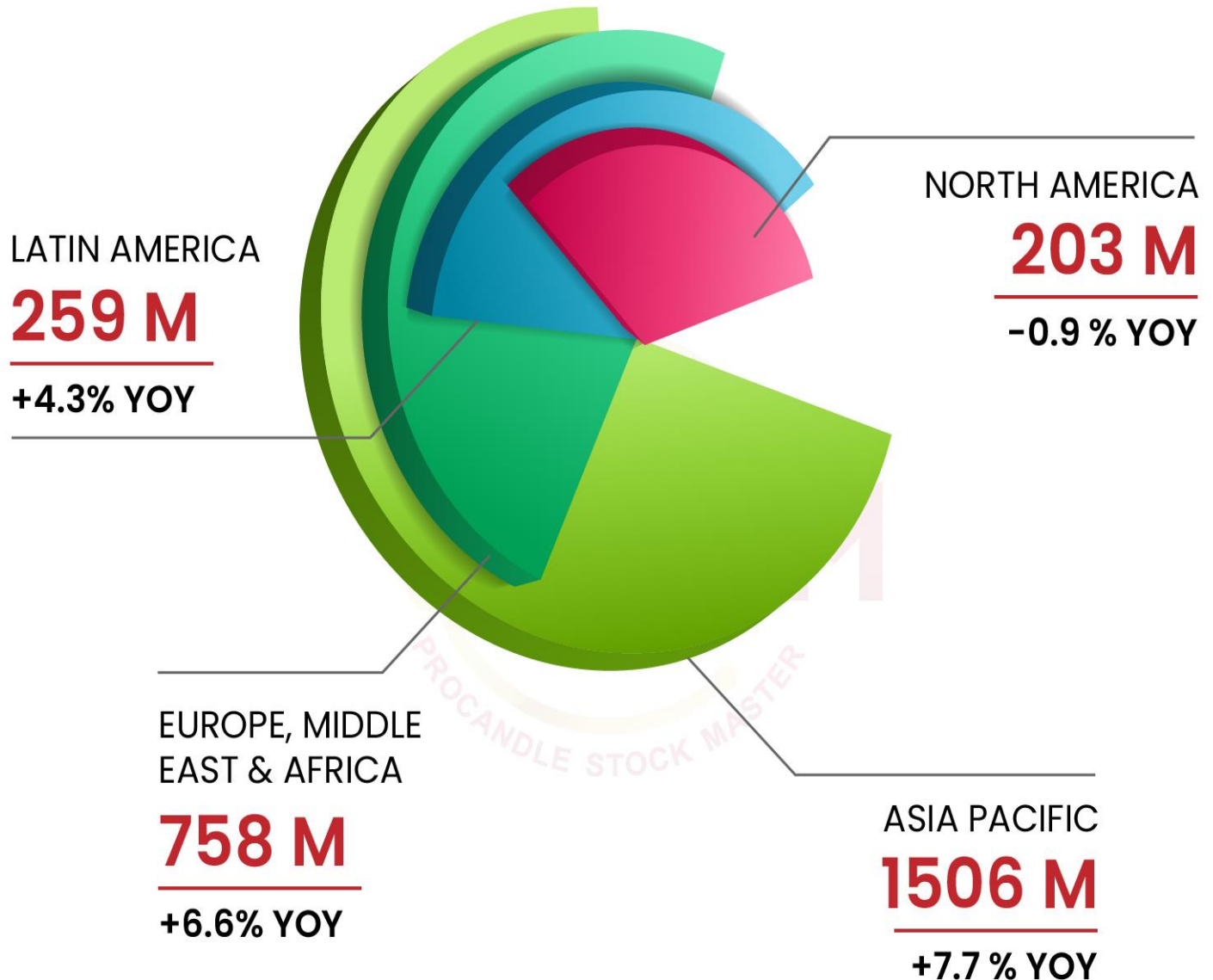
The global gaming market was valued at USD 151.55 billion in 2019 and is expected to reach a value of USD 256.97 billion by 2025, registering a CAGR of 9.17% over the forecast period (2020 – 2025). Game developers across emerging economies are constantly striving to improve the experience of gamers, launching and rewriting codes for various consoles/platforms, such as PlayStation, Xbox, and Windows PC, which are incorporated through the cloud platform into one product provided to gamers.

With rising per capita revenue, growing interest rates, and an increasing number of households with dual incomes, the gaming industry is growing, thus increasing the transition of the global market. In the future, the industry is showing strong potential growth with the growing use of smartphones and consoles and cloud penetration.



# 2023 Global Gamers

Per Region With Year on Year Growth Rates



**55%**

Of Global gamers are in asia-pacific,  
and the region is still the fastest growing.

# BOOM OF THE GAMING INDUSTRY IN 2023

## The Explosive Boom of the Gaming Industry in 2023: A New Era of Innovation and Growth

### Introduction

The gaming industry has been on an unstoppable trajectory for several years, captivating millions of players worldwide with immersive experiences and cutting-edge technology. In 2023, the industry has witnessed an explosive boom like never before, driven by several key factors that have reshaped the gaming landscape. From advancements in technology to evolving player preferences, this article explores the driving forces behind the gaming industry's meteoric rise and its continued potential for growth.

### Technological Advancements Fuelling Innovation

In 2023, the gaming industry has benefited from a slew of technological advancements that have opened up new possibilities. Powerful hardware, such as next-gen consoles and high-performance gaming PCs, has enabled developers to create visually stunning and highly realistic games. Moreover, cloud gaming services have gained momentum, allowing players to access top-tier games without the need for expensive hardware. The integration of cutting-edge technologies like virtual reality (VR) and augmented reality (AR) has also contributed to the boom. These technologies have transformed gaming experiences, immersing players in virtual worlds and blending real and digital elements seamlessly.

### Rise of E-sports and Competitive Gaming

E-sports has emerged as a major driving force behind the gaming industry's growth. In 2023, e-sports tournaments have reached unprecedented heights, attracting massive audiences and substantial investments from sponsors and advertisers. Professional e-sports players are now considered celebrities, and their earnings rival those of traditional sports stars. The allure of competitive gaming has spurred the development of e-sports-focused games and dedicated platforms, providing a dynamic and engaging experience for both players and spectators. As a result, the gaming industry has found a new revenue stream through sponsorships, media rights, and in-game purchases related to e-sports events.

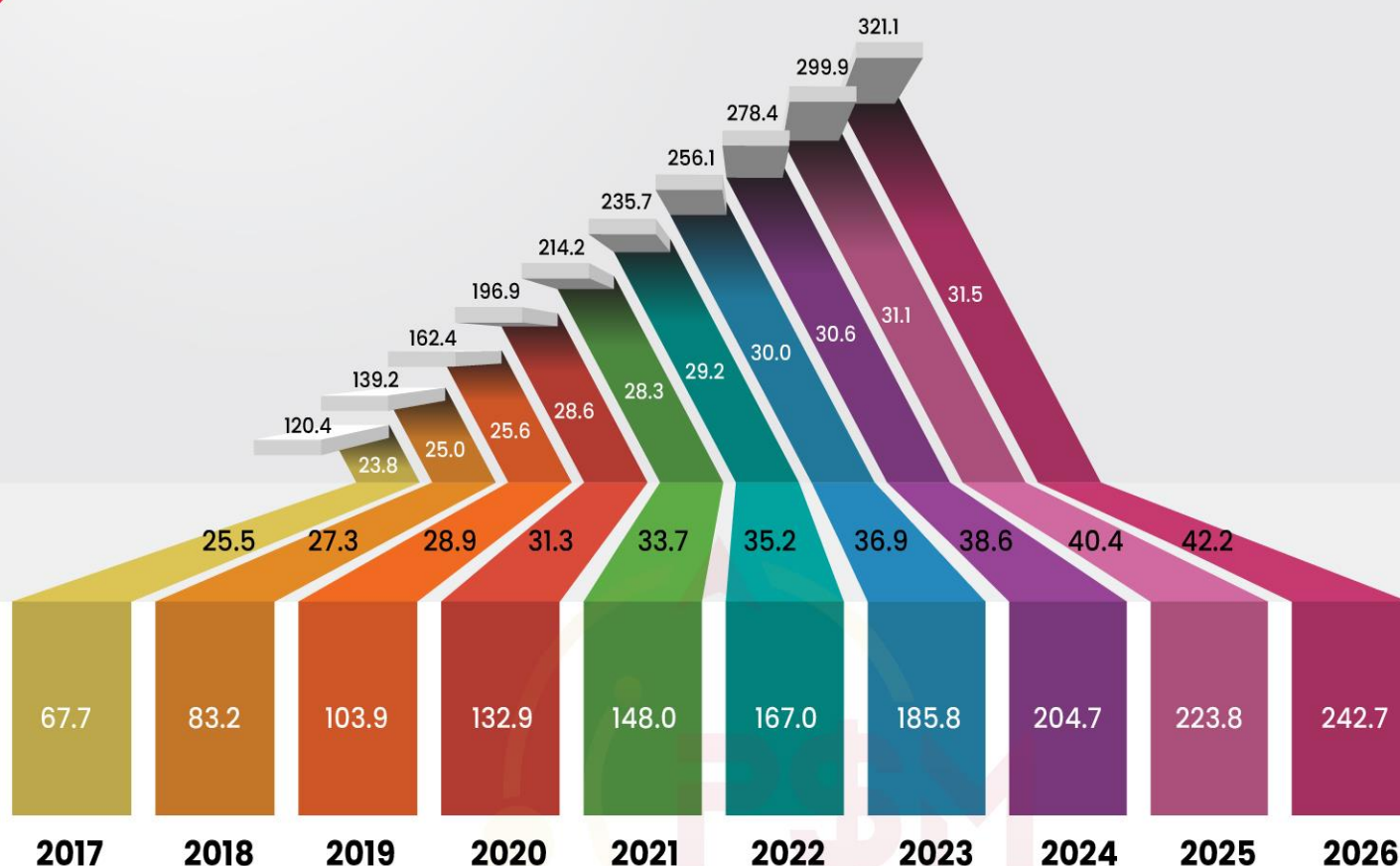
### Play-to-Earn and NFT Gaming Models

The play-to-earn model has gained traction in 2023, revolutionizing the relationship between gamers and virtual assets. Players can now earn valuable crypto currencies and NFTs by participating in gameplay, completing challenges, and achieving in-game milestones. This approach has turned gaming into a lucrative opportunity for both casual and hard-core players, making it more than just a hobby. NFTs, or Non-Fungible Tokens, have also made a significant impact on the gaming industry. These unique digital assets allow players to own and trade in-game items, characters, and skins with real-world value. NFT integration has further strengthened the connection between gaming and blockchain technology, attracting a broader audience to the gaming market.

### Inclusive and Diverse Gaming Communities

In 2023, the gaming industry has made substantial progress in fostering inclusive and diverse communities. Game developers have been proactive in creating characters and storylines that reflect different cultures, genders, and identities. This commitment to diversity has resonated with players, making the gaming experience more relatable and enjoyable for everyone.

# World Economic Forum



The rise of online multiplayer games has also facilitated global connections, breaking geographical barriers and allowing players from different corners of the world to come together and collaborate. The sense of camaraderie and belonging within gaming communities has been a driving force behind the industry's booming success.

## Conclusion

As we delve further into 2023, the gaming industry is experiencing an unparalleled boom that shows no signs of slowing down. Technological advancements, the rise of e-sports, play-to-earn and NFT gaming models, and inclusive gaming communities have all played pivotal roles in driving this explosive growth.

The gaming industry has become a cultural phenomenon, transforming entertainment and shaping how we connect and interact in the digital age. With continuous innovation and a steadfast commitment to embracing new trends, the gaming industry is poised to reach even greater heights, offering players around the globe an unparalleled gaming experience for years to come.

## KEY TECHNOLOGIES

Procandle stock master token will be based on BEP -20 token. It includes Wallet interfaces, and decentralized applications (dApps) using tokens to provide the support. This token is used for Smart Contracts on Bep -20 Technology for its implementation on the blockchain.

## TOKENS

Tokens can usually be bought with cash or crypto currencies, like Bitcoin and ether. Game tokens can be stored in crypto-wallets with crypto currencies until they are needed. The same underlying blockchain technology guarantees that tokens cannot be used fraudulently or duplicated and minimizes transaction costs.

## GAME PLATFORM

Real-time gaming on the blockchain is the future. Procandle stock master token enables multiplayer games in a structured manner. Token Market works on a larger scale with any blockchain-based enterprise or entity that wants to collect funds for projects through a token or ICO crowd sale.

## WALLETS

If you are using BEP -20 token, you must have a compatible digital wallet. Compliance is necessary. It supports ether currency, ruling out the issues.

## SMART CONTRACTS

Bep -20 tokens can be sent to the Smart Contracts directly for security, and transparency.



## INFLUENCE OF GAMING IN CRYPTOCURRENCY

Needless to mention, the two rapidly emerging developments in the world right now are Crypto currency and Blockchain. Gamers worldwide are shifting to crypto currency-based gaming because along with playing the games, they provide them with a user-friendly gaming experience. These days, in every part of our lives, this emerging technology plays a major role and the gaming industry is no different.

As a result, digital currencies have begun to be used for payment mechanisms by most blockchain game developers around the globe.

This is because it provides them with the fastest and shortest purchase relative to other payment schemes. The token technology opened a way for the gaming and retail industry to benefit from various advantages. This is because gaming and crypto-currency tokens allow businesses to take advantage of both private and public blockchain in-game digital assets.

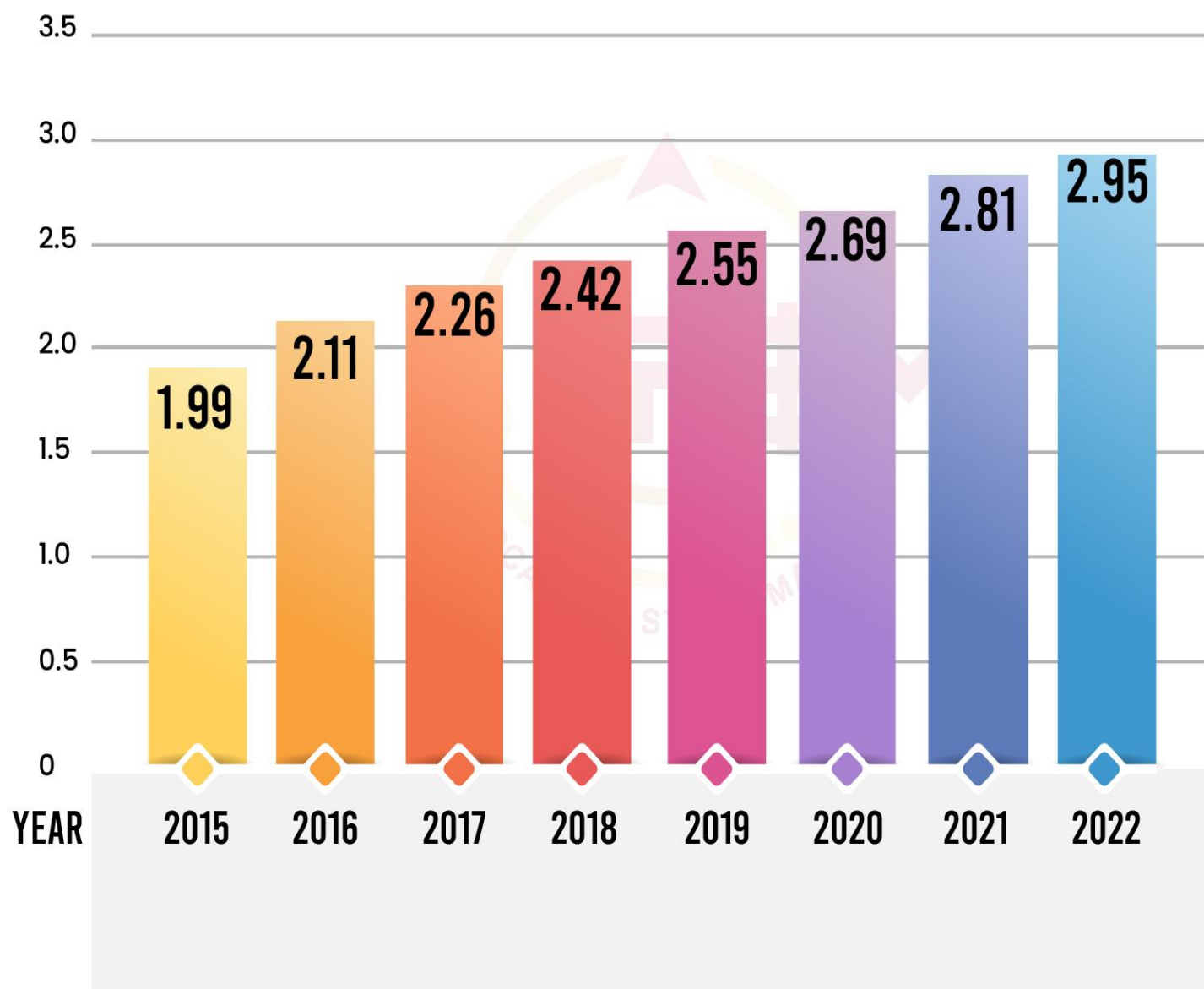
The gaming business is therefore known as one of the leading crypto currency contributors. Many gaming industries have in-game currencies for players that they can use to acquire, invest and earn when playing the game. In the form of fiat cash or gift cards, this digital currency is available to gamers.

Inside the gaming sites, all this is typically open to players, so that they can pay a penny to make further purchases such as weapons, apparel, and more. As the gaming industry continues to grow more crypto currency-integrated games, more gamers will be interested in these gaming networks and digital currency use will likely rise gradually.

Gamers who are not aware of crypto currencies will own a token balance in this way. As a result, advanced stages of their favourite game can be leveraged. Thus, it can be said that blockchain is the future gaming industry.

- High utility crypto currency
- Large markets accessible
- Creation of crypto lifestyle gaming
- Benefits of token system paving innovative way for gaming

# Active Gamers



## **CHARACTERISTICS OF GAMING**

### **Time and charges of the transaction**

Players from various countries regularly play games like Counter-Strike. How will they move their money without taking days to receive transactions and go through extra hurdles?

Blockchain will make instant transfers around the world possible. This indicates that there will be no limitations along with cost reduction.

### **Collaborative objects**

Blockchain can also preserve benefits in terms of non-fungible tokens or NFTs. These are tokens that reflect a significant value. Games have exclusive and collectible properties. These resources are very useful. Tokens may be used to describe these products to make them easier to store in a wallet, and not costly to sell and exchange via an international market.

### **Security**

Gaming sites are hosted on centralized servers and payments are mostly carried out on mobile phones or computers without proper security measures. As well, funds invested in gaming accounts are liable to be stolen. They're not as stable as our bank accounts, however valuable a gaming account can be.

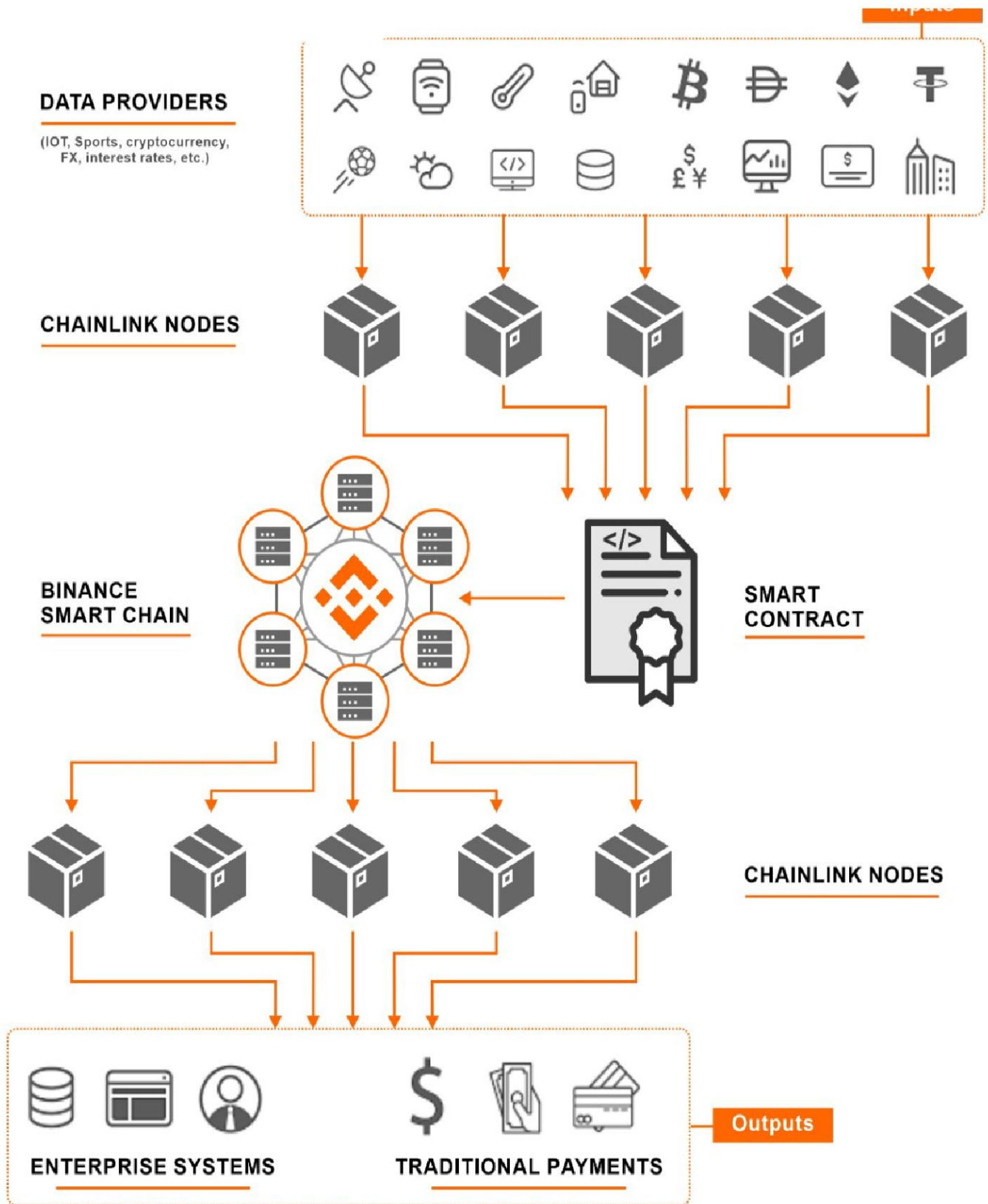
They're built to be fully secure. Storing digital gaming assets on a blockchain will increase security for a player who has worked hard to accumulate them.

### **Credible variance**

The shortage is just one of the characteristics of such assets that make them valuable. However, with the current configuration, it is difficult for a player to know how scarce a specific Kevlar Plate of Armor is. If these assets are issued on a blockchain, players can easily check the total sum on the block ledger. This builds trust and thus the value of the market itself. Blockchain is considered to be the safest way to store value. Token-based gaming provides new incentives, platforms, and verification

Helps in connecting and generating revenue over more than just gaming operations Crypto payments and smart contract wallet is the new dimension for gaming opening a gateway to loyalty programs, retention, and innovation. Token Market works on a larger scale with any blockchain-based enterprise or entity that wants to collect funds for projects through a token or ICO crowd sale. Immersive gaming experience creates enhanced innovation with great effects, rewards, and wearable's, providing a user-centric experience.

# Blockchain Integration





## BEP20 NETWORK

Binance smart chain Binance smart chain is a parallel Binance chain designed to enable smart contracts and it comes with an Ethereum Virtual Machine-compatible environment. It is never meant to compete with Ethereum or replace ETH. BSC is just an ETH-compatible chain and is designed to give users more options such as fast block times, cheap transaction costs etc. Users will now be able to transfer the same asset in shorter time and at surprisingly low cost (low gas price) on Binance smart chain (BEP20 token). These are called pegged tokens. Now let us see how creating your BEP-20 token can help –

- It is a very flexible platform that allows the developers to this token as the blueprint for developing similar tokens.
- There are multiple aspects in the finance industry and other industries as well which can be represented by this type of token. For instance, it represents crypto assets obviously, then there are fiat currencies as well which get represented by these tokens.
- Other crypto currencies can be pegged on this token from other blockchain as well.
- The token contract is made on the smart chain which is another great aspect of these tokens.
- The validators on the Binance smart chain, who transfers the BEP-20 technology gain the transaction fee which is in BNB. This is similar to BEP-2 technology on the Binance Chain.
- The developers can make use of both the worlds – Binance Smart chain as well as Binance Chain. While the former provides speed the latter provides the platform for developing decentralized applications without putting pressure on the Binance network.
- With the Binance chain wallet extension, it is easy to swap the BEP-20 technology with BEP-2 tokens. This is known as cross-chain compatibility.

The overall structure of the Bep -20 network is given. The Bep -20 network consists of a group of nodes running the Bep -20 client. Each of these nodes has a blockchain that includes a list of all the data recorded on the network. This allows nodes to avoid malicious activities such as counterfeiting and duplicating crypto currencies, as well as to contain an auditable database of all transactions carried out on the network.

Bep -20 allows for connectivity with Bep -20 network developers in the web3.jsAPI. Allowing web apps to clarify events that have been submitted to the Bep -20 platform. To apply procedures to the network. Bep -20 also provides an interface for end-users via blockchain-enabled extensions and browsers such as Metamask for google chrome and most browsers. These interfaces provide customers with access to their ether wallets, enabling them to use Bep -20 to liquidate products online.

The framework also uses MongoDB (a JSON database that merges to applications using NodeJS) enhancement, as well as IPFS, to efficiently collect item data stored in a decentralized manner. The point to remember is that MongoDB wasn't used in test applications. The specification was revised to remove MongoDB as a possible central point of failure and modified to use a decentralized database service such as BigChainDB instead.

Due to the use of the authentication tokens to pre-Serve protection, user data remain private on the blockchain and cannot be accessed by malicious third parties. Only recommendations and metadata regarding customer information will be stored on the Bep -20 blockchain; the network is private in that same way. However, the consumer bid will still be shown on the blockchain. Providing confidentiality for user bids is beyond the scope of this function.

However, this can be done using the cryptographic methods described in [24]. With the intention of the transactions to be finalized, gas-a fixed amount of ether correlated with the numerical perplexity of the transaction and is transferred to the node that equips the transaction to stimulate the transaction. As a consequence of this opportunity, contract development time depends on the complexity of the contract and the machine load. Application logic is in the app.js file.

In this program, several users are bidding on it using the test ether. After both the buyer and the seller agree, or one of them agrees, the winner of the auction and the group agree. The ether is then transferred to the accepted party.

#### **The protocol followed by a permissioned blockchain in:**

The web frontend contains the HTML form where the user inputs the product information (name, start price, image, description etc.) And save it. The web front uploads the product image and product summary to the IPFS and returns links to those up-Filled properties, man.

The web front end then invokes a contract to store product details and IPFS links on the blockchain. An event is caused by a contract to securely connect a product to the blockchain. The event includes all information about the products.

The backend server is set up to listen to these events, and the database checks the activity when the transaction is triggered.

The web front end then invokes a contract to store product details and IPFS links on the blockchain. An event is initiated by a contract to effectively add the transaction to the blockchain. The event includes all information.

The backend server is set up to listen to these events and the server reads the contents of the event and executes the component once the event is triggered by the contract.

The decentralized application shall have the following internal structure:

Frontend: a mixture of HTML, CSS, and JavaScript, with strong web3js use. Users can work with the blockchain, IPFS, and NodeJS server using this frontend framework.

**Blockchain:** this is the component of the framework in which all the code and transactions are processed. All products and applications in the platform, user bids, and escrows are valued on the blockchain.

**Backend:** Since the products are stored on the blockchain, this is not scalable to access the blockchain to view the products and apply different filters, so we propose to use the BigChainDB/NodeJS backend.

**IPFS:** When a user lists an item in the store, the frontend uploads the product files and details to the IPFS and stores the hash of the uploaded file on the blockchain as it is not efficient to store all images on the blockchain.

**The following procedures are complicated by the implementation of the decentralized application:**

Enforce Solidity contracts using the Truffle platform, deploy it to Ganache, and communicate with the contract via the Truffle console.

Install and communicate with IPFS via the command line when the backend deployment is complete, the web frontend is configured to communicate with the project and the frontend features.

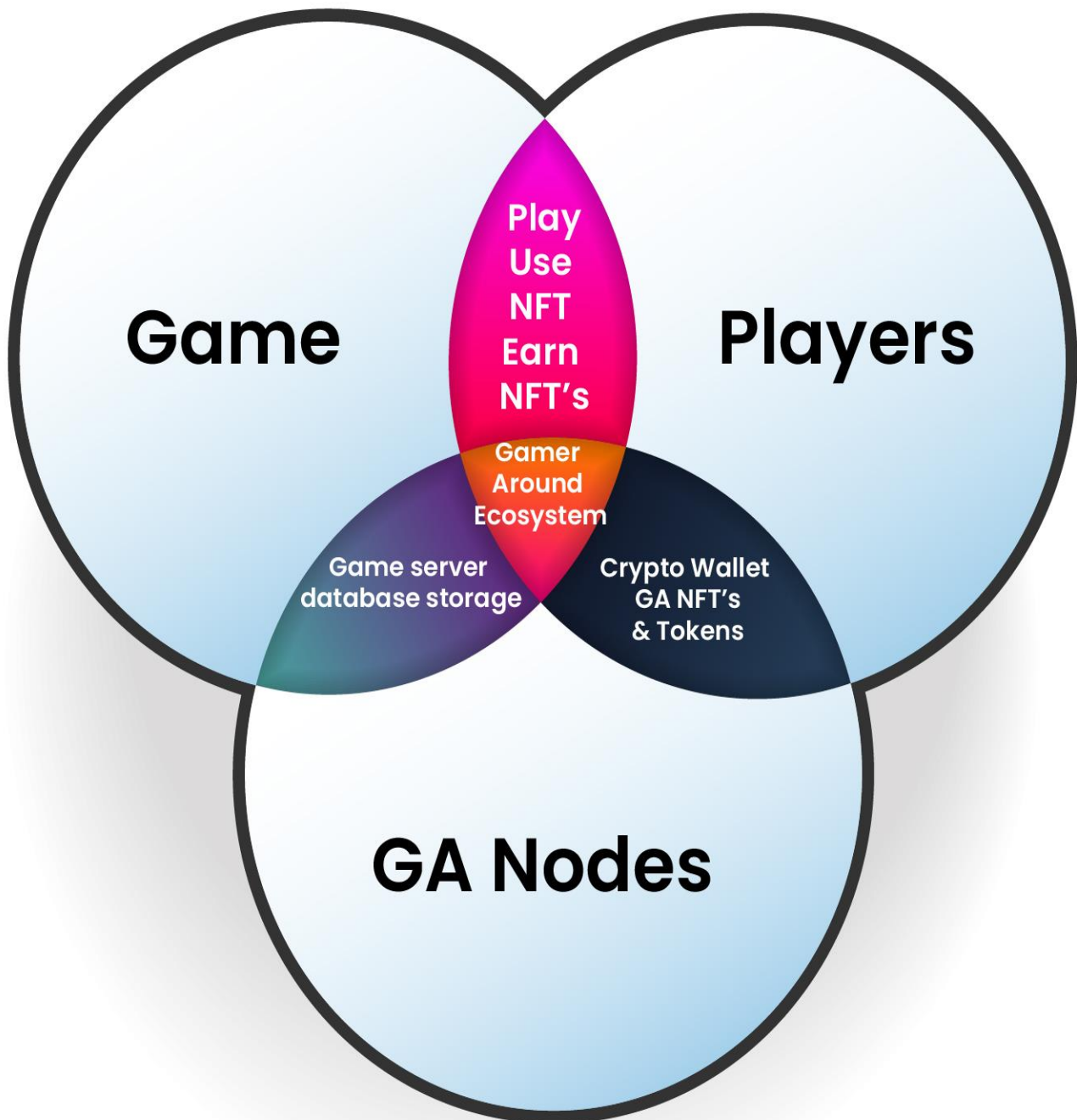
Backend server has installed a data structure to store the designed product once the database is up and running, implement the NodeJS server side code that reacts to the contract events and records the request to the console. Then, use the code to upload the goods to the database.

Upgrade the front end to check for items from the server rather than the blockchain. Enforce the Escrow contract and the accompanying front end where participants can release or refund money to the buyer/seller.

## **A New Paradigm for Games**

The procandle stock master token Blockchain creates a new decentralized paradigm in the games industry, as it integrates the games infrastructure, the developer and the player in a single decentralized environment. By promoting the actors that are involved in fulfilling the gameplay experience, as well as those who provide value to the blockchain. In the procandle stock master token Blockchain, anyone can own and maintain a node, whether you are a gamer, an investor, a developer, or a person interested in supporting the blockchain, and they will all get fairly rewarded for the essential work they do to maintain the blockchain. All of the games' key infrastructure, (game download, assets storage, data storage, gameplay mechanics etc.) are supported by the decentralized chain of Nodes. They will be capable of storing and running PC, mobile and web games, and store in-game assets and NFTs

# Gamers Ecosystem





## **GAMING AND CRYPTOCURRENCY**

Our lives are influenced every day by social media. Some people also assume that if anything on gaming is not trending, then it just doesn't happen.

This is why gaming plays such a significant role in crypto currency's growth and value. Via social media, individuals involved in and holding Bitcoin, which is the most common and valued crypto currency, can get just about any data on it.

The launch of Bitcoin into the mainstream has benefited Facebook, Twitter, and recently Reddit. Crypto currency is even seen by Facebook as an investing opportunity. This is part of the role of gaming in the future of global crypto-currency adoption.

The effect will also function inversely: once mass acceptance is reached; another wave of gaming will result in this. Social networking networks have given the blockchain industry several fresh qualities, and this trend will continue.

When connected to online forums, blockchain technologies, and digital currency are merging developments. These online areas of debate also helped to provide initial appeal to crypto currencies, but also improve the general climate. Blockchain infrastructure itself could also modify gaming for the positive over time.

## **GAMING MARKET ANALYSIS**

The gaming analytics market was valued at USD 5.46 billion in 2019 and is expected to reach USD 20.64 billion by 2025, at a CAGR of 28.2% over the forecast period 2020 - 2025.

Gaming analytics is widely considered to be a significant business and marketing tool in the present-day business scenario. To gain actionable insights on consumer perceptions and improve their services and product portfolio, businesses across the world are using gaming analytics.

Social network analytics incorporates tools for tracking, evaluating, and assessing to discover consumer emotions and identify important patterns in the industry under research. The application of gaming analytics helps people, among others, to mine and decode large volumes of information from multiple gaming sites such as Facebook, Twitter, and Instagram. It allows businesses to find out about products, patterns, and consumer complaints about customer opinion.

## ENHANCED INTERACTIVE EXPERIENCES THROUGH GAMING

Video games have been an innovative platform for developing user interfaces and interactive systems. Video since its inception Games have been used to improve the user experience, making it more efficient. Technology Usability enhancements (user interfaces, HMI, HUD), and increased realism in simulators and systems generated by 3D computers has allowed their use in enterprise and military environments for training.

The foundations of technology, social characteristics, and narrative are the segments that will explain current trends and possible video games. Improvements to produce even more practical, and interactive solutions. Gaming has been influential in the creation of innovative consumer interfaces. Immersive environments, new ways of communicating while playing and any of the enhanced interfaces based on the second screen are using current technology to do this. Present technologies are going to be Progress in the coming years, changing the interfaces between them dramatically.

Users and the experience of gamers are both taken into account in terms of Perception and contact. We could say that our perception of "reality" is changing, at least in gaming terms with VR (Virtual Reality), MR (Mixed Reality), and AR (Augmented Reality) now the main focus for improving gaming experiences. With new hardware that includes wide field views and reduced latencies interest has increased. All major companies in the sector, and even major Internet players, are investing heavily in them. HoloLens (Microsoft), Oculus Rift (Facebook), Magic Leap (Google), HTC Vive, or PlayStation VR (Sony), are only some names that will impact the market.

The traditional science of 3d holography, which consists of screening pictures, has undergone substantial growth over the last two years. Nevertheless, it seems like today, modern technology will make it easier to "put" 3D parts into the real world. Microsoft is working on Holo Lens in this respect, which aims to go a step beyond VR, offering the ability to display and communicate with components created by the real world and 3D computers.

## MAGIC LEAP

Magic Leap technology raises the possibility of "bringing Magic" to the real world, integrating computer-generated elements and promising a really surprising level of realism.

Google has been one of the project's investors; WETA Workshop (the business behind the Creatures of the Lord of the Rings films) is also interested and massive anticipation has been generated by related individuals entering the project, such as science fiction author Neal Stephenson.

## BENEFITS OF GAMING WITH PSM

Gaming with procandle stock master token offers a wide range of benefits that enhance the overall gaming experience and provide players with unique opportunities. Here are some of the key advantages of gaming with PSM:

**True Ownership of In-Game Assets:** procandle stock master token leverages blockchain technology and NFT integration to provide players with true ownership of their in-game assets. Unlike traditional gaming platforms, where virtual items are usually owned by the game developer, procandle stock master token allows players to have complete control over their assets. This means players can trade, sell, or utilize their virtual items across various supported games, giving them real-world value and financial benefits.

**Play-to-Earn Model:** procandle stock master token pioneers the play-to-earn model, where players are rewarded with valuable psm tokens for their skills and dedication in gaming. By actively contributing to the gaming ecosystem, players can earn rewards, making gaming not just an enjoyable pastime but also a potentially lucrative endeavour.

**Transparency and Security:** Utilizing blockchain technology, procandle stock master token ensures transparency and security in all transactions and asset ownership. The decentralized and immutable nature of the blockchain network prevents fraud, unauthorized access, and cheating, creating a fair and trustworthy gaming environment. **Global Gaming Community:** procandle stock master token fosters a global gaming community, connecting players from different parts of the world. Geographical barriers dissolve, and gamers unite to form meaningful connections, leading to a more diverse and vibrant gaming experience.

**NFT Integration:** By integrating NFTs into gameplay, procandle stock master token provides players with exclusive, rare, and tradable virtual items. NFTs add uniqueness and value to in-game assets, making the gaming experience more immersive and rewarding. **Diverse Collection of Games:** procandle stock master token curates a diverse collection of captivating games, catering to various interests and preferences. Whether players are into action-adventures, puzzles, simulations, or role-playing games, procandle stock master token offers something for everyone.

**Community-Driven Development:** procandle stock master token values player feedback and actively involves the community in shaping the platform's future. This community-driven approach ensures that the gaming ecosystem evolves according to the desires and needs of the players, creating a more engaging and enjoyable experience. **Enhanced User Experience:** With a focus on intuitive user interfaces and seamless gameplay, procandle stock master token prioritizes the user experience. Players can enjoy a smooth and immersive gaming journey without unnecessary complications or interruptions.

**Potential Utility Beyond Gaming:** While procandle stock master token primarily focuses on gaming, the platform's future endeavour includes exploring utility beyond the gaming industry. This opens up new possibilities for players to leverage the benefits of blockchain technology in various other applications and sectors.

In conclusion, gaming with procandle stock master token offers players a transformative gaming experience that goes beyond traditional gaming platforms. From true asset ownership and play-to-earn rewards to a global gaming community and NFT integration, procandle stock master token redefines the relationship between gamers and virtual assets, paving the way for a decentralized and exciting future in the gaming world.

## ENHANCED INTERACTIVE SOCIAL EXPERIENCE

When we pair this with technological improvements such as 3D, Holographic, 4K/8K, new graphics engines (GPUs), and improved technologies as we expect a fully enhanced immersive experience in environments (Microsoft Illumi Room) and 3D Audio Systems (Biaural ASMR Sound).

This is also related to the new ways in which gaming consoles can communicate. Classical gaming interfaces have been developed during the last years (specific chairs, keyboards, mice, or gamepads), but there have appeared many other initiatives trying to improve the way we interact with video games, as we interact with virtually generated worlds, each sense, each relevant biometric parameter is taken into account in order to enhance the whole experience.

The use of gestures has been encouraged as one Standard game feed (Microsoft Kinect's). So far this is happening more frequently in Casual games in contrast to hard-core gaming, however, Enhancements will promote the introduction of both. We're still seeing cameras allowing the History distinction from the front Picture to make it simpler to recognize facial images Expressions and thoughts, or mechanisms such as Like the HP Sprout that try to fuse the physical Digital realms.

Gaming has always had a social component, sharing experiences and competing have been one of the key elements in the development of video games. The creation of multiplayer games was one of the first social elements emerging following the expansion of the Internet in the 90s and 00s, and one of the keys for the future success of social networks, especially regarding collaboration and content monetization.

Social characteristics have also been important for games like League of Legends, by 2014, it was reported that there were 67 million players per month. That produced

\$7.2 B for Tencent (Riot Games' owner). There in there, MMO (Massive Multiplayer) is a variety of social and cooperative games. It may be video games) or MOBA (Multiplayer Online Fight Arena).

The clearest examples though were smartphone platforms and social networks. A new form of social cooperation has been enabled. There's also a social component to sharing experiences, people like to share and consume these gaming contents so there's also a space for Gaming as a spectator. It's the case of e-Sports, linked directly to social behaviours' and entertainment mainly supported by YouTube and Twitch (acquired by Amazon for over \$1B).

In terms of game video streaming, there have been two Approaches vary. Second, YouTube was the perfect networking site for Gameplays have become incredibly popular just as videos and YouTube have become Millions of followers and annual earnings are common in some Instances.

On the other side, Twitch, a spin-off of Justin TV, was founded in 2011, which specializes in live gaming streaming, but also has some Additional features for using interactive chats to communicate with audiences, Prizes and micropayments.



Dynamic and interactive narrative is where the storyline changes in function of different inputs. These inputs may be explicit actions by the user/viewer or other inputs of any number of other sources (biometrics, social media, and context, user profile, etc. or random). In the video gaming world, most content is interactive and dynamic and much of the rendering of the animation is done in real time. This allows the content being produced to “fit” with the storyline up until that moment. For non- animated content this is much more difficult to achieve because typically the content cannot be created in real time as it is snippets of audio and/or video that are retrieved in response to inputs.

Although computer graphics characteristics are continually changing, there are limits to how close we will get, at least now and for the near future.

A new field of interest may also be content-oriented Broadcasting, in which media building blocks are generated in ways Enabling them to be composed and/or adapted in real time and Personalized according to meaning, profile, acts, for all, Uh, etc. from them.

Devices that can calculate improvements in measures of physiology, such as Heart rate, body temperature, dilation of the pupil or response to the galvanic skin (GSR- the output of the skin influenced by the development of sweat).

It can be used to calculate the response to stimuli from the environment and thus creating innovative new functional content and storytelling possibilities. Reacting to an individual's emotional reaction or even a group of people linked to a social network.

Though storytelling and narration have always been an integral part of in the entertainment market, for instance consider role-playing games in the "This has been more critical in the last few years with games such as The Last of Us" or the more recent "Before Dawn" expanding the bounds" Between Stories and Sports. Fresh, more immersive appliances and devices Technologies can only emphasize this movement towards dynamic growth and narrative with interactivity.

## FANTASY GAMING

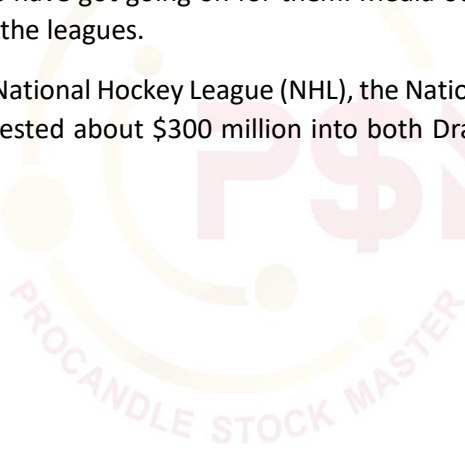
In the virtual playfield, there is a player selection process, also referred to as a draft, in which you create a virtual team from the players that you think are good.

The statistics from the real game are then compared and compiled. For example, in the real world, after the end of the week's play, 5 players from 5 different teams performed the best.

In the virtual world, you had those 5 players in your fantasy team. Put two and two together, and you have had a wonderful time at the weekend's play! Through apps and websites, you can track statistics of your players, and keep a check on their performance. There are usually two types of leagues in fantasy sports: one in which you can compete against friends and people you know, and the other in which you compete against strangers (Public Leagues).

The fantasy sports industry is not short on cash, raking annual revenue of \$1.5 billion. Advertising is a major source of that revenue. It makes sense because advertising helps attract an audience. Collectively, both Draft Kings and Fan Duel spent 90% of their prize money just to attract players to the game. But players are not the only thing Fantasy Sports companies have got going on for them. Media outlets like Disney, Google, ESPN, and CBS are major corporate partners in the leagues.

As far as investors go, they have the National Hockey League (NHL), the National Football League (NFL), and Major League Baseball (MLB), who has invested about \$300 million into both Draft Kings and Fan Duel, making their valuation go up to billions.



## **GAMING OPPORTUNITIES FOR IT**

As described before, video games have been a reference for developing innovative technologies, social engagement and new business models, but what are the opportunities for the wider IT industry and how could they be applied?

There are two possible areas to consider: the implementation of gaming and gamification techniques as a way to improve the current way of working; and the identification of synergies between gaming technologies and IT. In which games could be included, multiple organizations face markedly distinct scenarios. When properly introduced, sports and/or for a company, gamification may have a long-term advantage.

Currently, games have been incorporated into areas such as healthcare, workers, Engagement, sustainability, education, teamwork, information management and operational design, considering the pleasure and strategic aspects, there is even more where they may be useful.

### **Awareness:**

It is possible to use games to promote learning and enhance knowledge inside an entity. By using games to promote any sort of we can improve learning performance through learning, 25. They encourage a 'learning on the job' way, which (according to the Model 70/20/10 for Learning and Growth) is that we study from making it ourselves most effectively. It's even possible to use games to boost Knowledge inside an organization when introducing a new approach of work or a new way of working way of Thinking.

### **Change Management:**

Inside companies, transition is very normal. It will be possible to inspire individuals to embrace and promote new ways of functioning or thought by using sports. Once workers have been motivated to become more aware of why a transition is required in the company, games will be used to secure and maintain this change. Players can help individuals get their work done in a really empowering manner, so they can make meaningful choices and decisions for them.

### **Process Efficiency:**

Games should be used to streamline operations and speed up systems. Option by assisting them makes choices. By providing a smoother method efficiency will help companies achieve their market effectiveness. Goals are more successful and workers are better able to master the Jobs of theirs. Even when planning a new or more powerful process, this phase can be played out and described inside an organization.

### **Collaborative Work:**

Collaboration is something that is paramount for many organizations. Using games, we can collaborate better. By favouring help and knowledge sharing within businesses, we can stimulate collaborative work among different divisions and even among different organizations.

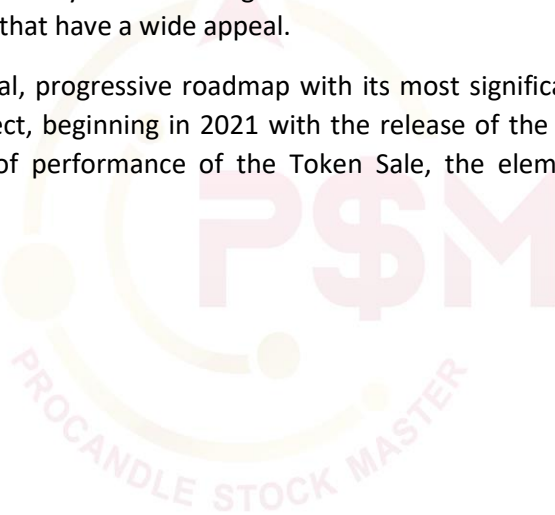
## ROADMAP

The procandle stock master token Roadmap is both rational and straightforward. In each step, we add tools, products, and services to developers and gamers that extend our presence in the video game industry.

It starts with procandle stock master token foundation, procandle stock master token Developer Centre, and on-board developers. This would be the single most significant marketing target because the goal is to create as many high-quality games as quickly as possible to draw players to the platform. The next step adds additional tools and resources for developers (e.g. mobile relay service, publisher, asset exchange platform) and wider outreach to the independent game development community to the procandle stock master token Community Centre.

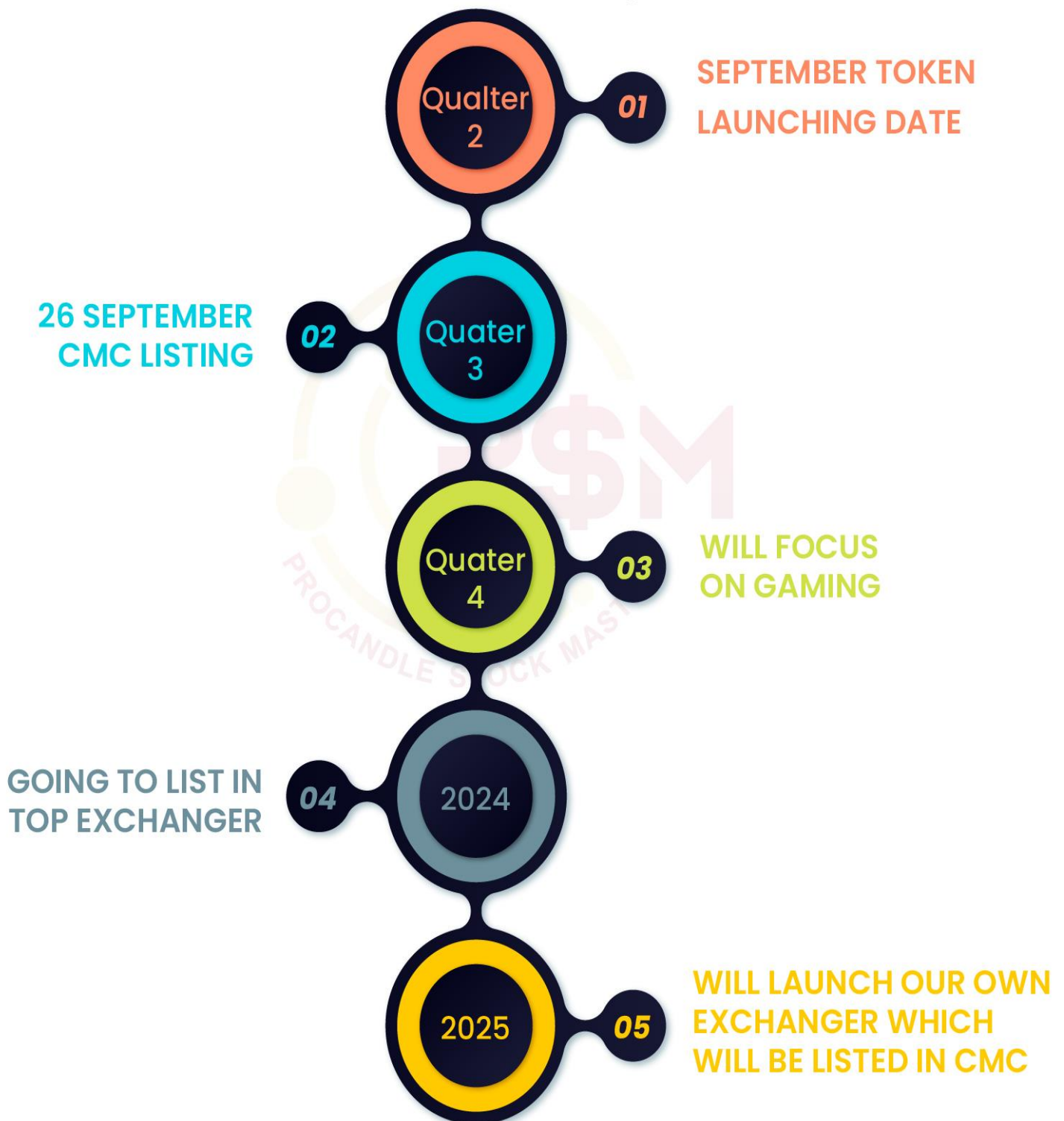
The goal here is to break new barriers in mainstream and mobile gaming markets with games that have a wide appeal. The next step adds additional tools and resources for developers (e.g. mobile relay service, publisher, asset exchange platform) and wider outreach to the independent game development community to the procandle stock master token Community Centre. The goal here is to break new barriers in mainstream and mobile gaming markets with games that have a wide appeal.

The next page shows the conceptual, progressive roadmap with its most significant milestone stages for the procandle stock master token project, beginning in 2021 with the release of the first blockchain game in the world. Depending on the degree of performance of the Token Sale, the elements can be optimized and distributed faster.

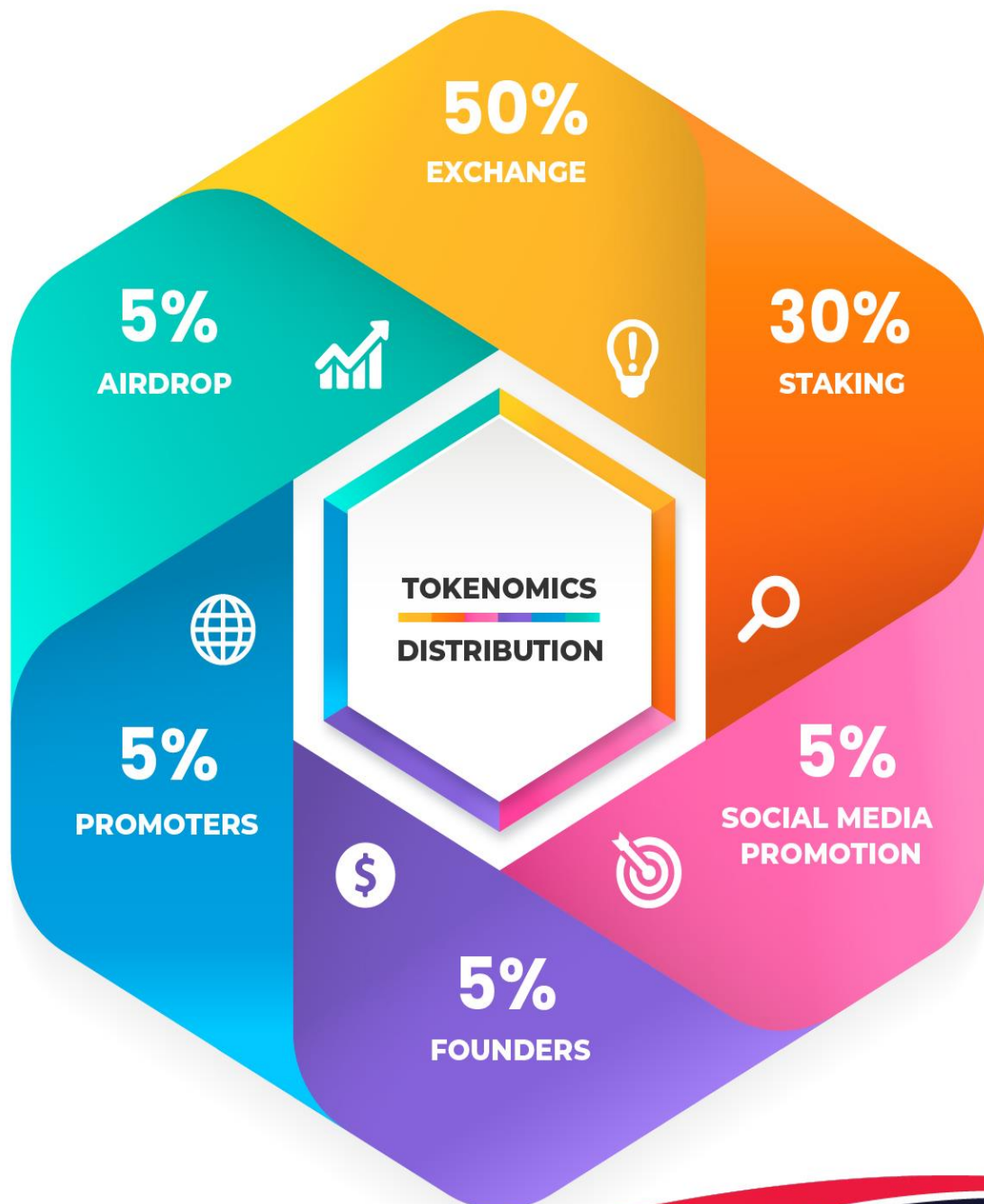




# Roadmap



PSM TOKEN	
Name :- Procandle Stock Master	Totalsupply :- 2,00,00,00,000
Symbol :- PSM	Network :- Binance smart chain
Decimal :- 18	Protocol :- BEP-20
Contract address :- 0xCD5EA6Ac5e09FBAF3E5d85c77C894DB240c3C796	



## Whitepaper Version 1.0

This version and potential versions of the white paper can be updated at any time. This edition and potential versions of the white paper can be updated at any time. No rights can be extracted from the information given in this White Paper.

We are moving into future with the prospect of more engaging and innovative entertainment, increased funding for education, training and service, more motivated workers and more competitive companies with flatter organizational frameworks and modern business models.

## END NOTES

2020. The Ultimate Blockchain Gaming Platform. 2nd ed. [ebook] Malta: XAYA. Available at:

<[https://xaya.io/downloads/XAYA\\_White\\_Paper.pdf](https://xaya.io/downloads/XAYA_White_Paper.pdf)> [Accessed 21 December 2020].

Ruiz, F., 2020. The Evolution Of Gaming Both A Model And An Opportunity For The IT Industry. [ebook] Atos Scientific Community. Available at: <<https://atos.net/wp-content/uploads/2017/02/Whitepaper-The-evolution-of-Gaming-Web-Final-2.pdf>> [Accessed 21 December 2020].

Osmtechno.com. 2020. OSM - Soft. [online] Available at: <<https://osmtechno.com/main.html>> [Accessed 21 December 2020].

IBM-Blockchain Blog, 2020. How Blockchain Is Making Digital Gaming Better. Available at:

<<https://www.ibm.com/blogs/blockchain/2020/02/how-blockchain-is-making-digital-gaming-better/>> [Accessed 21 December 2020].

2020, T., 2020. The World's 2.7 Billion Gamers Will Spend \$159.3 Billion On Games In 2020; The Market Will Surpass \$200 Billion By 2023 | Newzoo. [online] Newzoo. Available at:

<<https://newzoo.com/insights/articles/newzoo-games-market-numbers-revenues-and-audience-2020-2023/>> [Accessed 21 December 2020].

2020. Effect Of Gaming On Cryptocurrency. [Blog] Available at:

<[https://www.google.com/search?q=EFFECT+OF+SOCIAL+MEDIA+ON+CRYPTOCURRENCY&rlz=1C1ONGR\\_enIN930IN930&source=lnms&tbm=isch&sa=X&ved=2ahUKEwiJ7vDq9ftAhXYF3IKHUHpA4gQ\\_AUoA3oECA0QBQ&biw=1600&bih=757#imgsrc=TXNdt7dan7g5JM](https://www.google.com/search?q=EFFECT+OF+SOCIAL+MEDIA+ON+CRYPTOCURRENCY&rlz=1C1ONGR_enIN930IN930&source=lnms&tbm=isch&sa=X&ved=2ahUKEwiJ7vDq9ftAhXYF3IKHUHpA4gQ_AUoA3oECA0QBQ&biw=1600&bih=757#imgsrc=TXNdt7dan7g5JM)> [Accessed 21 December 2020].

2020. New Global Gaming Research. [online] Smartinsights. Available at:

<<https://www.smartinsights.com/social-media-marketing/social-media-strategy/new-global-social-media-research/>> [Accessed 21 December 2020].





# Thank You

[www.psmtoken.com](http://www.psmtoken.com)

