

# **Qatar World cup Coin ( QWC )**

**Whitepaper and introduction  
of Qatar world cup coin ( QWC )**



**Qatar Worldcup Coin**



**FIFA WORLD CUP  
Qatar 2022**

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# History of World cup

## World Cup top scorers

Goals scored in World Cup matches



Which balls were used for which tournaments

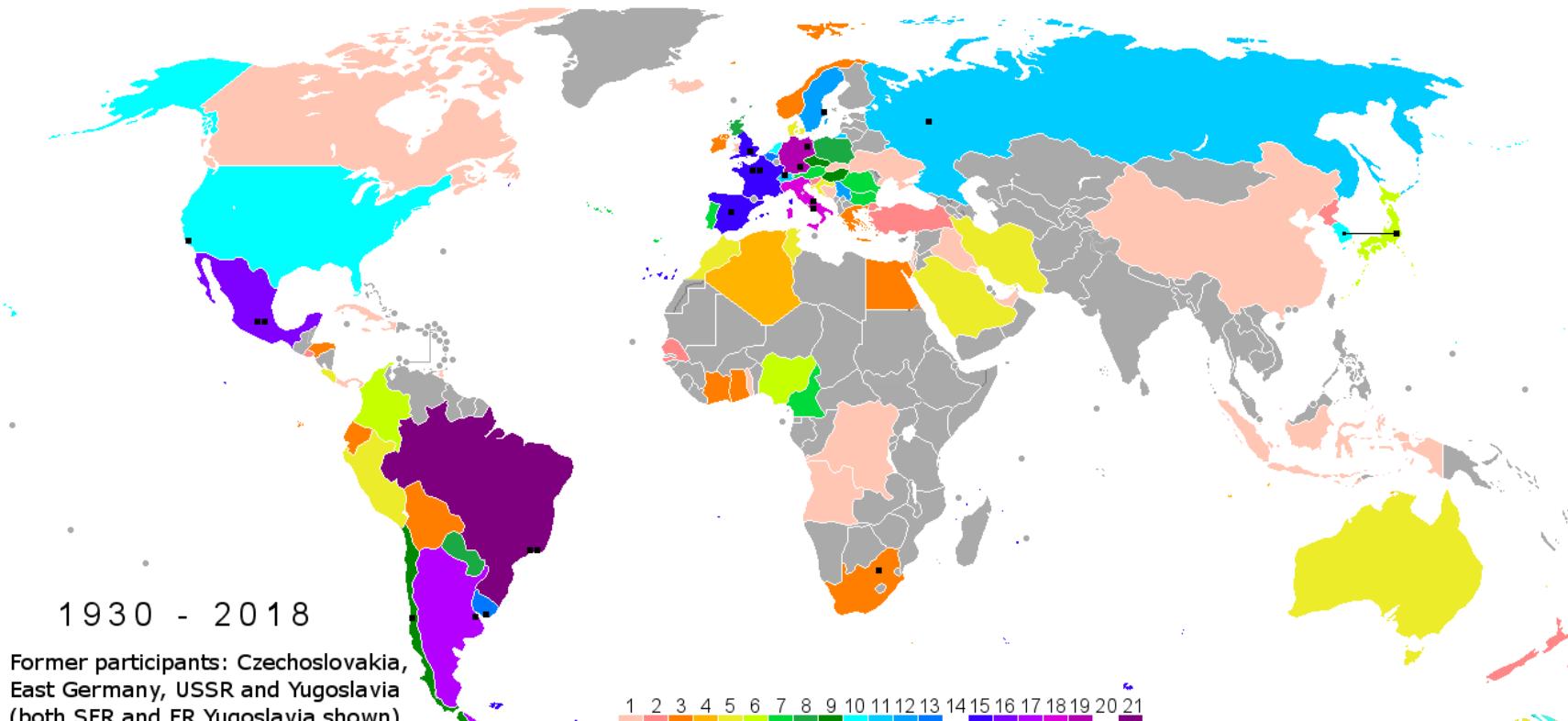
1954	1958	1962	1966
1970	1974	1978-94	1998
2002	2006	2010	2014



# History of World cup



## World Cup appearances

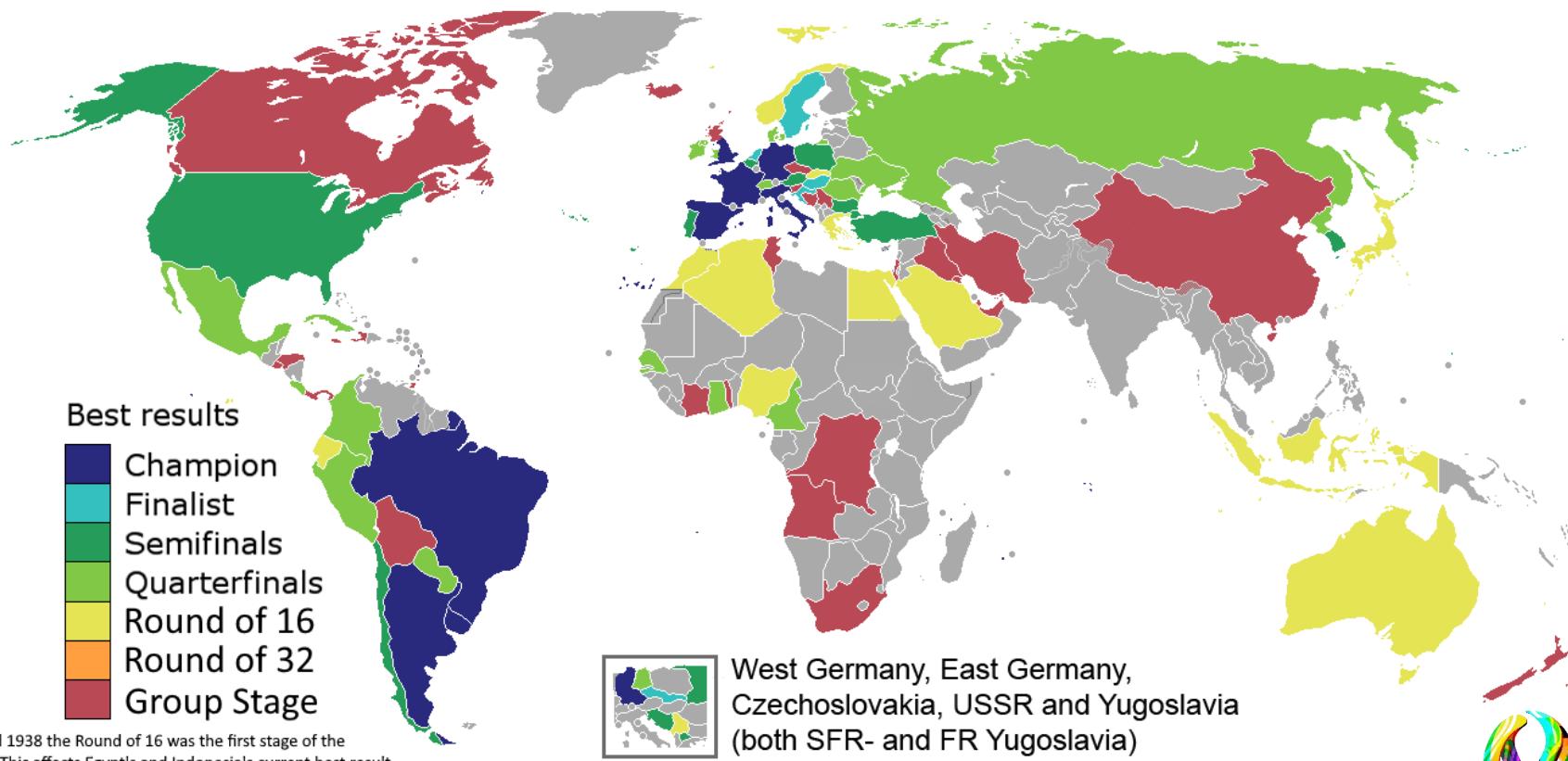


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# History of World cup



## World cup countries best results

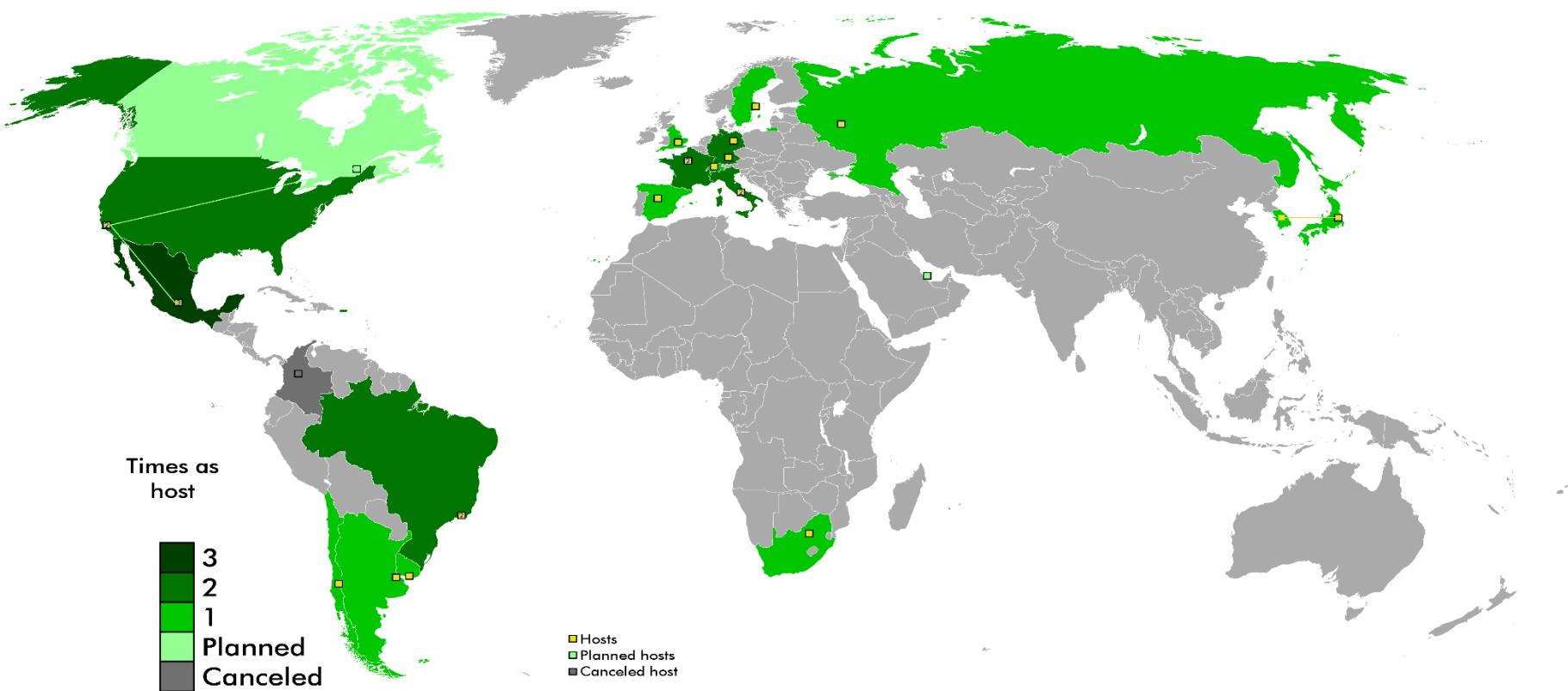


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# History of World cup



## World cup hosts



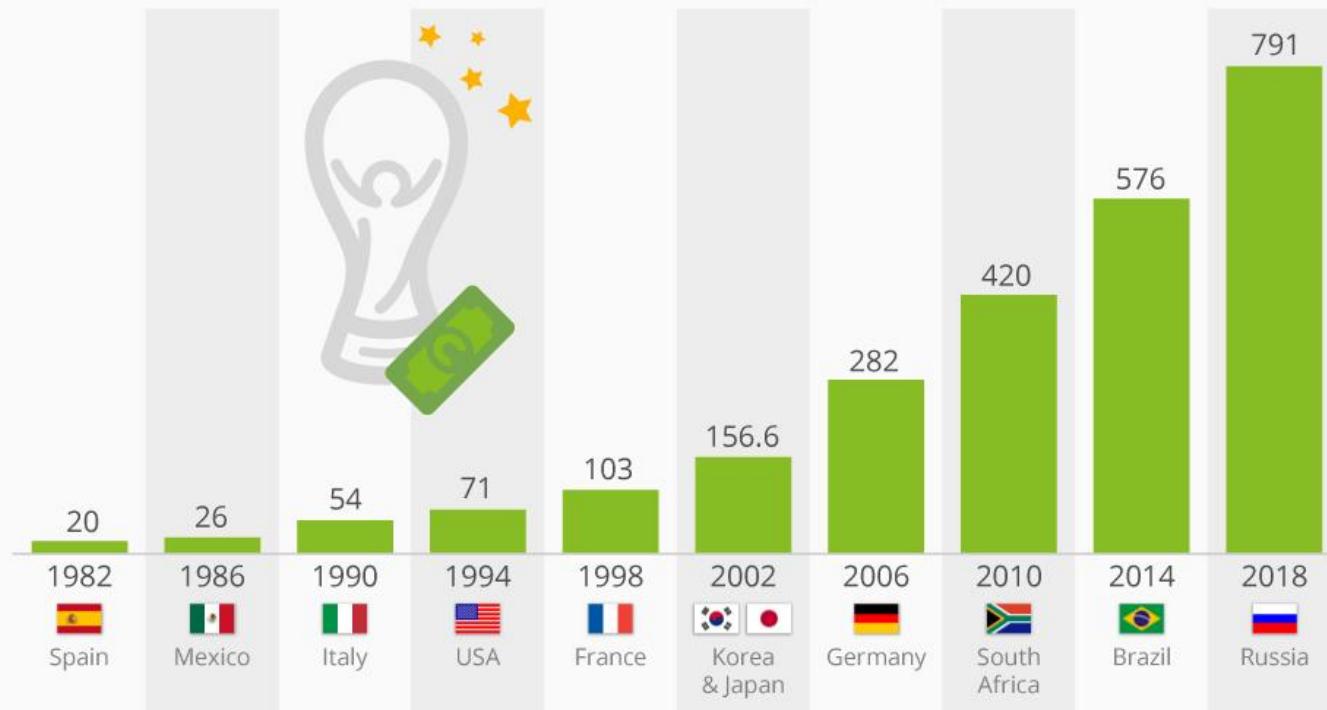
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# History of World cup



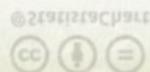
## The Evolution Of FIFA World Cup Prize Money

Total prize money for the FIFA World Cup from 1982 to 2018 (million U.S. dollars)



@StatistaCharts

Source: FIFA



SOURCE: FIFA

Forbes statista

Forbes statista



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# History of World cup



## WORLD CUP HISTORY

## The Winners History

5 TROPHIES

4 TROPHIES

1 TROPHIES

1 TROPHIES

1 TROPHIES



2 TROPHIES

2 TROPHIES

3 TROPHIES



### ALL TOURNAMENTS AND WINNERS

HOST	YEAR	FINAL MATCH	WINNER
URUGUAY	1930	URU 4 - 2 ARG	URUGUAY
ITALY	1934	ITALY 2 - 1 CZE	ITALY
FRANCE	1938	ITALY 4 - 2 HUN	ITALY
BRAZIL	1950	URU 2 - 1 BRA	URUGUAY
SWITZERLAND	1954	GER 3 - 2 HUN	GERMANY
SWEDEN	1958	BRA 5 - 2 SWE	BRAZIL
CHILE	1962	BRA 3 - 1 CZE	BRAZIL
ENGLAND	1966	ENG 4 - 2 GER	ENGLAND
MEXICO	1970	BRA 4 - 1 ITALY	BRAZIL
GERMANY	1974	GER 2 - 1 NED	GERMANY
ARGENTINA	1978	ARG 3 - 1 NED	ARGENTINA
SPAIN	1982	ITALY 3 - 1 GER	ITALY
MEXICO	1986	ARG 3 - 2 GER	ARGENTINA
ITALY	1990	GER 1 - 0 ARG	GERMANY
USA	1994	BRA 3 - 2 ITALY	BRAZIL
FRANCE	1998	FRA 3 - 0 BRA	FRANCE
KOREA & JAPAN	2002	BRA 2 - 0 GER	BRAZIL
GERMANY	2006	ITALY 5 - 3 FRA	ITALY
SOUTH AFRICA	2010	ESP 1 - 0 NED	SPAIN

QATAR	2022	NED 2 - 1 ARG	QATAR
COREA	2002	ITA 2 - 1 ARG	COREA
NETHERLANDS	2000	ESP 3 - 0 CZE	NETHERLANDS
NETHERLANDS	1998	ESP 3 - 0 BRA	NETHERLANDS
NETHERLANDS	1990	ESP 3 - 0 ARG	NETHERLANDS



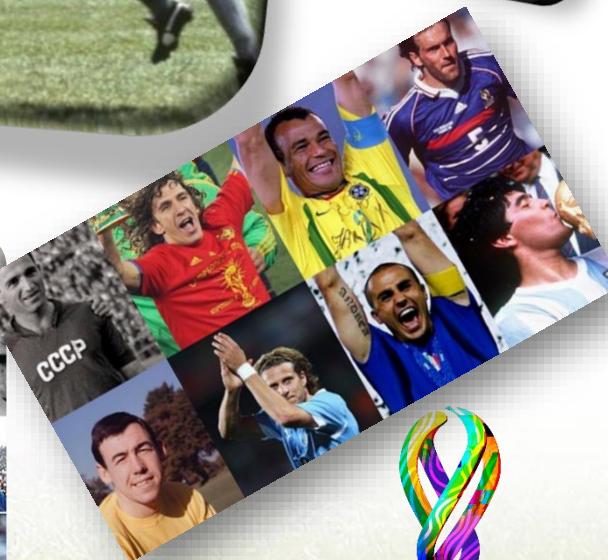
# History of World cup



GROUP A	GROUP B	GROUP C	GROUP D
QATAR	ENGLAND	ARGENTINA	FRANCE
ECUADOR	IRAN	SAUDI ARABIA	ASIA/S.AMERICA PLAYOFFS AUS/EAU VS PE
SENEGAL	USA	MEXICO	DENMARK
NETHERLANDS	EUROPE PLAYOFFS UKR/SCO VS WAL		TUNISIA
GROUP E	GROUP F	GROUP G	GROUP H
SPAIN	BELGIUM	BRAZIL	PORTUGAL
OCEANIA-CONCACAF PLAYOFFS NZ VS CR		CANADA	GHANA
GERMANY	MOROCCO	SERBIA	URUGUAY
JAPAN	CROATIA	SWITZERLAND	SOUTH KOREA
		CAMEROON	



# History of World cup



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# What is metaverse?



The term 'metaverse' is a portmanteau of 'meta' (meaning transcending) and 'universe'. It originates from a 1992 science-fiction novel titled *Snow Crash*.

There are a few examples of metaverses already in existence, predominantly used in video games. The virtual world platform known as Second Life is commonly considered the first metaverse, for example. Massively multiplayer online role-playing games (MMORPGs) are another handy example — there's a virtual world wherein you can interact with real people.

In short, a metaverse is a virtual world that we control using avatars.

But the odds are, that's not exactly what you're looking for when asking the 'what is metaverse' question. In recent months, the idea of 'the' metaverse is growing — headed by Facebook (now Meta) and Mark Zuckerberg.

The metaverse is a version of the internet that we interact with using an avatar — a digital version of ourselves. So, you could think of it as a virtual world representing the internet — you explore the internet with an avatar. It relies on virtual reality headsets in order for us to access the 'virtual world' of the internet.



# Metaverse



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# What is metaverse?



## The technology behind metaverse

There's a host of technology that is (and will be) foundational to the creation and use of the metaverse.

First, there's augmented reality (AR), virtual reality (VR), and mixed reality (MR). These are all varying levels of digitally created environments and images, overlayed or used in place of the real world.

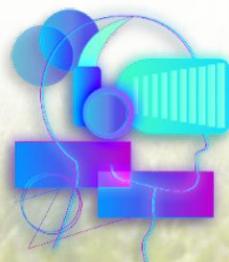
**Virtual reality:** A fully fabricated/digital environment. I.e., a virtual reality video game.

**Augmented reality:** The real world with digital content/images laid over the top. I.e., the Pokémons in *Pokémon GO*.

**Mixed reality:** The real world with virtual objects that you can interact with and that can respond to your environment.

Using VR/AR/MR technology means relying on the headsets that replace our vision with the new one. For example, the Oculus Quest. These headsets sit over the eyes of the user. They sometimes come with a controller for each hand, to allow the user to interact with the virtual world they're shown.

There's also a need for improved haptic technology. Haptic technology is equipment that simulates touch by applying forces, vibrations, and motions. For example, if you were to pick up a virtual apple, haptic technology simulates what it feels like in your hand, making it seem more real.



# What is metaverse?



## The potential

So, what's all the fuss about? There's a huge foreseen potential to the metaverse. Here are a few examples.

### Improving work productivity

The metaverse could allow the creation of virtual office spaces. This could increase the ability to foster an office atmosphere and sense of team without requiring people to come to a physical office every day.

### E-commerce

The metaverse could power virtual shops that you can walk your avatar into and browse the items. In theory, you could try on clothing before purchase, or project furniture into your room to see how it looks and fits into your space.

### Social hang-outs

You can digitally meet and hang out with friends online. This includes things like shopping or gaming together, as well as chatting "in (digital) person" without dealing with crowds. This could represent a way to stay social even if unwell or unable to get outside yourself. It also means being able to meet up at any time, rather than being restricted to the opening hours of the places you meet up in.



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# What is metaverse?



**A Metaverse is a conceptual virtual world that incorporates ideas from the Internet, augmented reality, virtual reality, artificial intelligence and other technologies.**

**It is considered the union of all the advances in the state of the art in technology, where a virtual world inhabited by real humans who use software agents, augmented reality, artificial intelligence, human/hardware interfaces and other futuristic (though real) technologies to interact with each other.**

**When combined with cryptocurrencies, the Metaverse concept allows for smart properties and digital entities to be linked via blockchain, creating legal links between virtual properties, items and digital personas.**

**The digital personas are managed by real world users who benefit from the value of virtual items and properties. All properties are registered on the blockchain via projects like Decentraland and Metaverse Blockchain.**

METAVERSE



# What is metaverse?



## Decentralization

**Cryptocurrencies add yet another powerful digital tool to the Metaverse concept.**

**Decentralized digital currency allows for 100% decentralized payments to be made securely in a virtual world where real work is achieved, real commerce is performed and other real life experiences happen using the innovative new technology available today such as deep immersion VR equipment.**



# Blockchain and Token



## What is blockchain technology?

**Blockchain technology is a distributive ledger system used mostly to validate a transaction and process it with at most security. What exactly does validation stand for in this scenario? A ledger system stores all the transactions in the network and with blockchain concept, all the transactions are found meaningful by making sure there ain't any misrepresentation happened.**

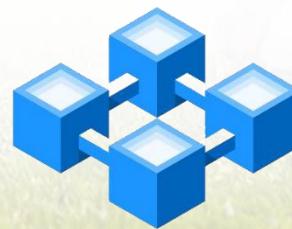
**A blockchain is a database formed by a sequence of entries called (you guessed it) blocks.**

**Blockchains have a special characteristic by which any attempt to modify one of its entries would modify the entire chain.**

**It is, therefore, an immutable data structure, which stores blocks in chronological order of insertion**

**This makes blockchain a perfect storage medium for financial records which need to be audited, such as Bitcoin transactions.**

**In fact, Bitcoin was the first widely adopted application of blockchains for financial record keeping.**



BLOCKCHAIN



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# Blockchain and Token



## TOKENS

are digital assets defined by a project or smart contract and built on a specific blockchain. Token can be **UTILITY TOKENS** or **SECURITY TOKENS**. **UTILITY TOKENS** are also called consumer or incentive tokens. **UTILITY TOKENS** are sold as part of a fund development and can be used as part of a network or project e.g. loyalty programs. **SECURITY TOKENS** are considered an investment contract and are subject to SEC regulations in the US. The Howey Test is used to determine if a token is a **SECURITY TOKEN**.

Technically, “token” is just another word for “cryptocurrency” or “cryptoasset.” But increasingly it has taken on a couple of more specific meanings depending on context. The first is to describe all cryptocurrencies besides Bitcoin and Ethereum (even though they are technically also tokens). The second is to describe certain digital assets that run on top of another cryptocurrencies’ blockchain, as many decentralized finance (or DeFi) tokens do. Tokens have a huge range of potential functions, from helping make decentralized exchanges possible to selling rare items in video games. But they can all be traded or held like any other cryptocurrency.



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# About our Token ( QWC )



**QWC is a project that was created with the goal of bringing football and cryptocurrencies together so that users can enter the world of crypto football. QWC is a digital asset that allows users to create digital currencies while maintaining security and safety. We are currently integrating BSC and NFT technologies for a better collective customer experience. Our platform is based on the BSC (Binance Smart Chain), which ensures the authenticity, traceability and immutability of digital assets. various cryptocurrency companies and platforms invest heavily in professional football over the last two years. our top aim is stop spreading corona virus in football matches of Qatar, The outbreak of the corona virus has had a significant impact on the economic situation of sport, and professional football has not been immune to these effects, the negative effects of corona on football, including the effects of corona on players, referees, the right to television broadcasting of clubs and football clubs, and the importance of fans and the impact of empty stadiums on club economies and corona financial losses on football, for those people that concern for their health we recommend to use our services for watching matches in the home on their sofa.**



**COVID-19**

**TOKEN**



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# About our Token ( QWC )



**QWC was created by professional graphic designers and marketers to web developers and analysts - who share a passion for football and digital currency. The token can be used to purchase and installation also rent equipment for watch the matches in home, fan token, online metaverse streaming platform, buying ticket of online metaverse matches, use various related services. Furthermore, QWC will participate in Metaverse and NFT football games.**

**First and foremost, we are all fans. In an evermore digitizing world we want to be able to show our support and passion for clubs and players in the metaverse the same way we are doing it in the real world — and we want to make this possible for every fan around the world. But it doesn't stop here. Selected plans will also have real life utilities: you can expect QWC to be used as digital tickets to football stadiums, or even to a special VIP lounge. At the end of the day nothing beats a live game in the stadium or live interactions with our pros, so connecting the metaverse with real life utilities has always been the most important part of our journey.**



# About our Token ( QWC )

**Another strand of football's growing relationship with cryptocurrency is the NFT (non-fungible token) sector, with both clubs and national leagues developing their own digital assets — such as pictures or videos — to be bought and sold, our plan and roadmap is to participate in the NFT world and spread it to the local football leagues and also to the woman's football matches.**

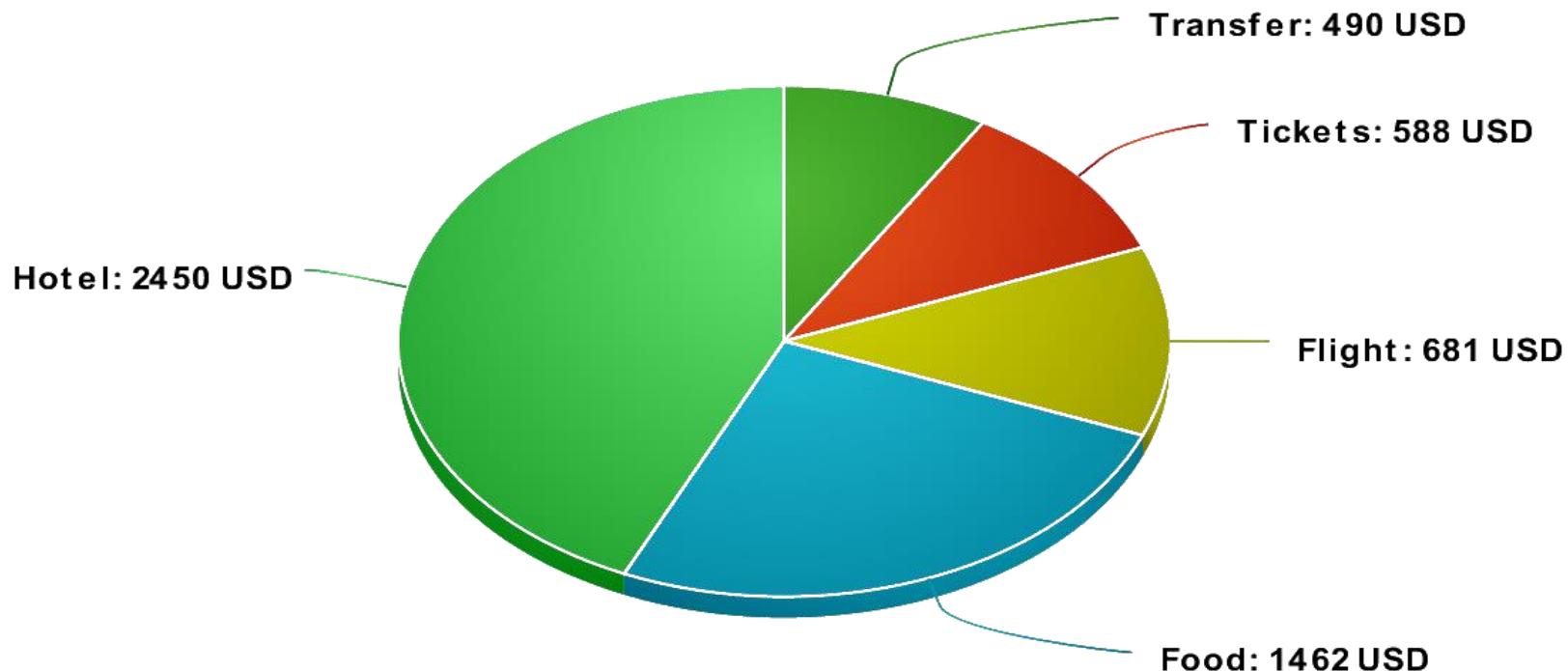


# About our Token ( QWC )



Cost of world cup 2022 Qatar per person

<http://www.worldcup-coin.com>



Transfer

Tickets

Flight

Food

Hotel



Qatar Worldcup Coin

# About our Token ( QWC )



**As you see the chart on the last page there is more expenses for each person who want to be in the worldcup games and matches but we just calculate just 5 of it and you can see the prices, but if somebody wants to buy our token you can save your money and see the matches in the new way in metaverse and also you can buy VR and AR equipment with our token from our partners in shopping websites as we introduce them in the official website and in our social medias channel in Instagram, telegram , twitter with their price.**

**So you can save money and experience new pleasure in the new way with us and our token.**

**We will determine the conditions for purchasing the equipment, which we will announce in the near future. But the most important factor is holding the QWC token in the wallets for more chance to receive the equipment ASAP and use them to enjoy the new world and new football matches**

**At the next page I will show you the expenses and cost with QWC for watching the matches.**



# About our Token ( QWC )



**As you see the chart on the last page there is more expenses for each person who want to watch the worldcup games and matches but we just calculate just 5 of it and you can see the prices, but if somebody wants to buy our token you can save your money and see the matches in the new way in metaverse and also you can buy VR and AR equipment with our token from our partners in shopping websites (in future as our roadmap) as we introduce them in the official website and in our social medias channel in Instagram, telegram , twitter with their price.**

**So you can save money and experience new pleasure in the new way with us and our token.**

**We will determine the conditions for purchasing the equipment, which we will announce in the near future. But the most important factor is holding the QWC token in the wallets for more chance to receive the equipment ASAP and use them to enjoy the new metaverse world.**

**At the next page I will show you the expenses and cost with QWC for watching the matches.**



# About our Token ( QWC )



**If you buy the token and hold it until the word cup matches started, you can barrow us the VR equipment instead of buying them, for example**

**If you hold 100\$ you will receive VR equipment with that price and after the world cup you can send it back to us and sell the token in the exchange, also with 200\$ you receive equipment with that price and also if you increase the hold amount the equipment become more professional for enjoy the matches**



# Roadmap ( QWC )



# ROADMAP

## Q1

- 🌐 launching Website
- 🔥 Weekly token burning
- ↗️ Series of marketing events: AMA, Streaming, News, on Newspaper, Youtube, Telegram, Twitter... Airdrop campaigns...
- 💹 List in Pancakeswap Exchange

## Q2

- 🌐 Upgrading site ✓
- 🔥 Daily Token burning ✓
- ↗️ Announcement of 1500 holder winners ✓
- 💹 List in exchanges
- ✓ Listing in Pancakeswap
- ✓ Listing in geckoterminal
- ✓ Listing in dextools
- ✓ Listing in coinranking
- ✓ Listing in Azbit
- ✓ Listing in Coinsbit
- ✓ Listing in CoinMarketCap
- ✓ Listing in Coingecko
- ✓ Listing in Diginex
- ✓ Listing in Openocean
- 🎴 NFT World Cup design and release

## Q3 & 4

- 🌐 Upgrading site
- 🔥 Daily burning ✓
- ↗️ Developed marketing
- 💹 Contract with national clubs of Germany, Brazil, Italy, Spain, France, England and ...
- ♦️ Contract for purchase world cup Ticket
- 🎮 Buying and installation of equipment for streaming the games in metaverse
- ↗️ Announcement of 3000 holder winners
- 🌐 Upgrading site
- 🔥 Hourly burning ✓
- 💣 Open valid section of right winner of the game before start of match in the 2022 World Cup (Group A, Group B, ..) and great prizes for the winners.
- 💹 Contract with national clubs of other countries
- ♦️ Hotel reservation process in Qatar with QWC Tokens
- 🎮 Launching metaverse streaming
- 🎴 NFT World Cup release and sell



# Roadmap ( QWC )



**In Q1 as you see in the last slide we focused on the marketing, airdrop and campaigns for presenting the QWC token to the others and football fans and listing and finding good investors.**

**In Q2 we keep on to upgrade the website and also daily burning of token as the instruction we announce in the social media and website, if we reach that targets we keep burning day by day, we have a winner program for 1500 holders of token to send them extra token to their wallet in this section we develop the NFT design to sell in the markets like opensea and other markets, also we keep trying to find the best partners to sign contract for the partnership program to provide the required equipment before the matches start to buy or rent the VR and AR.**

**In Q3 we develop the website and token to the new version and spread the marketing to the national clubs of country (Germany,Brazil,Italy,Spain,France,England ...) supply the tickets by partnership program for investors and holders, develop the team and supply the requirement for streaming the matches in metaverse.**



# Roadmap ( QWC )

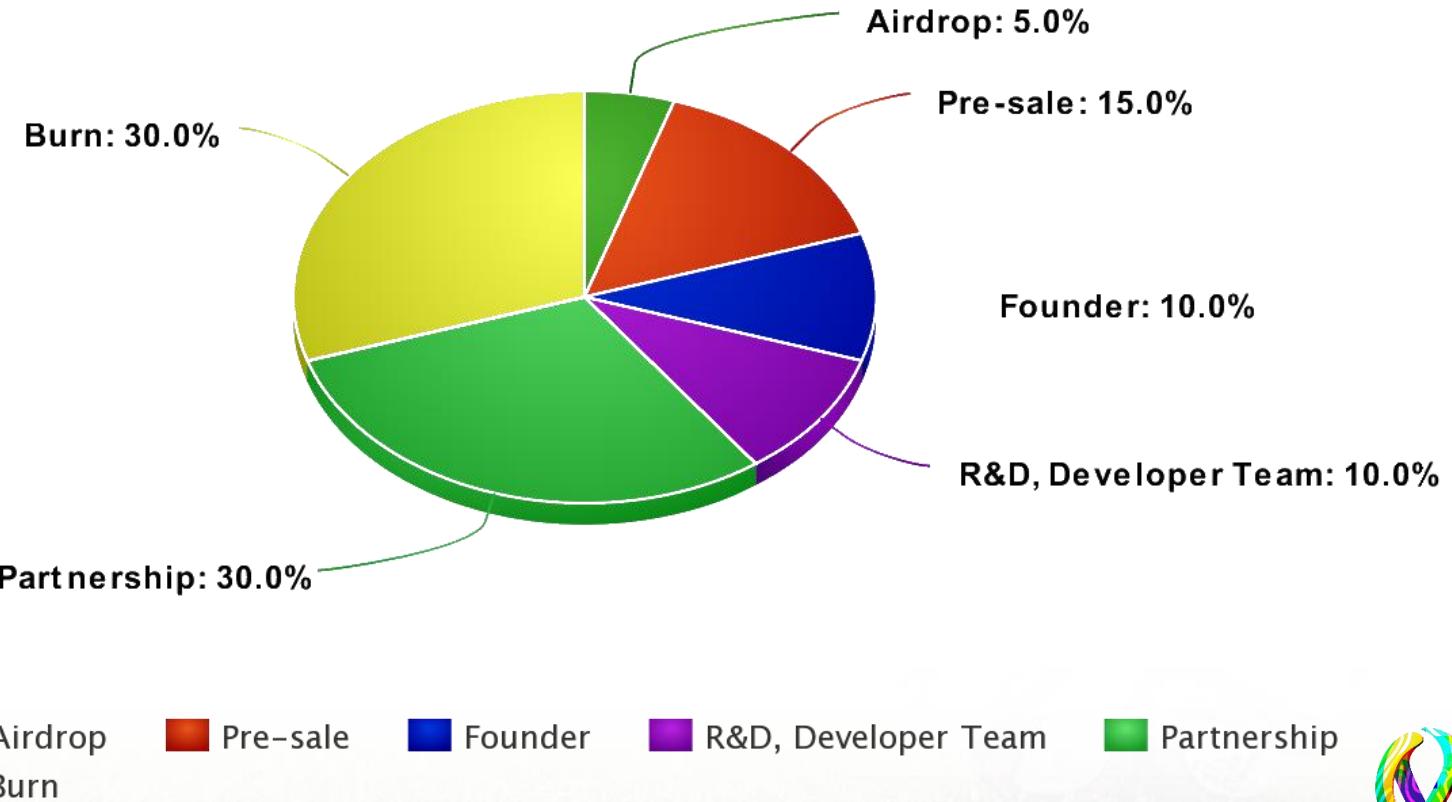


**In Q4 in the Matches of the world cup we decide to burn token hourly, also we develop a section for Guess the winner of the matches just before the start of world cup and let the holders and investors Choose the winner and if they guess the right team they will receive prizes as we announce in the media,also we develop our partnership program to the Hotels and Motels of Qatar to booking the room before start of the world cup, lunch the metaverse streaming platform, release the NFT in the Exchanges for sell.**



# Token allocation ( QWC )

QWC Token allocation  
<https://www.worldcup-coin.com>



# Token Details ( QWC )



## Wallets addresses of project :



**Burn Wallet : 0x6E9C96feC05D58B639e9148e5Ee0dfb9403ff630**



**Partner Ship Wallet : 0xe54d4aC1be37B78E9447Cc610DFb1BEfD882aA88**



**Airdrop Wallet : 0xF9620C75743bA8fA0f458FEf53447a73226B3597**



**R&D, Dev Team Wallet : 0x863dA7d04202513c196398ad23B63bF68A81d38A**



**Founder Wallet : 0xaCa4b286e74405533a25Ab132E1a0B50D666c719**



**Pre-sale Wallet : 0x21d4E728d7d900ce52c808CAE2C0c331E3Fd5179**

**TOKEN  
ALLOCATION**



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# Token Details ( QWC )



**Smart Contract address : 0x88eCCA9b063fC8272bF2EEde2039c1F31E20c292**

**Smart Contract URL : <https://bit.ly/3QA5bFx>**

**Token Audit Report and Link :**

<https://github.com/QWC-Official/QWC/blob/main/Audit.pdf>

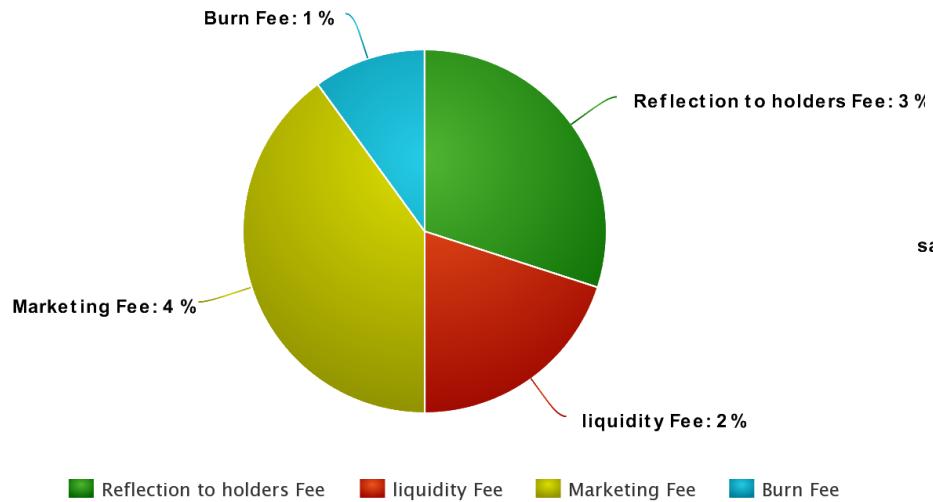
<https://github.com/QWC-Official/QWC/blob/main/Finance%20Audits.pdf>



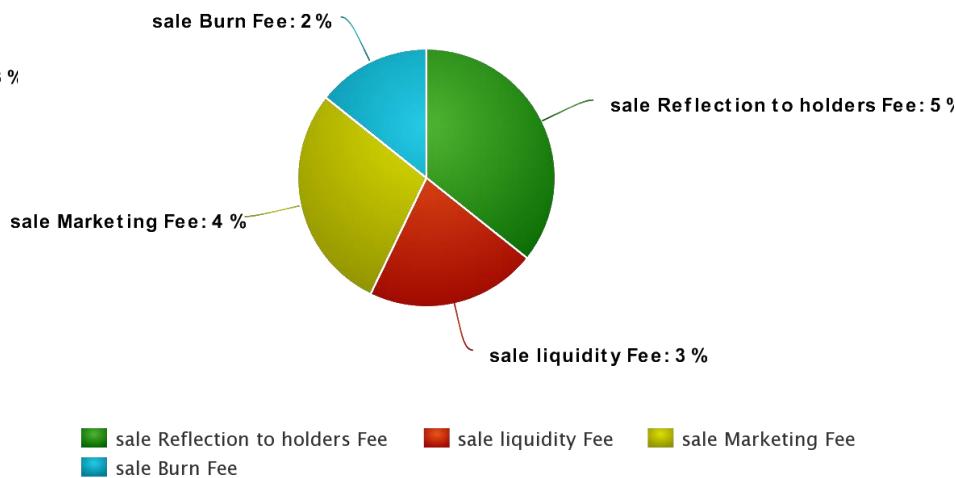
# Tokenomic ( QWC )



Buy Tokenomic  
<https://www.worldcup-coin.com>



Sell Tokenomic  
<https://www.worldcup-coin.com>



# Team (QWC)

**QWC - TEAM**



**KAMEEL ABDUL-RAHMAN**  
**FOUNDER**



**GREG BEDARD**  
**Executive Manager**



**ALBERTO LUNA**  
**Programmer**



**CAROL MORGAN**  
**Tech Operation**



**STEPHANIE ROSS**  
**Graphic Designer**



**KEVIN BARNES**  
**Marketing Manager**



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# Disclaimer

## Disclaimer:

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# Social Networks



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**worldcup-coin.com**

    @QWC\_Official



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# THANK YOU



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