



Crowdfunding for blockchain games

Written by: Leandro Alves

09rd January 2019

This document is only for informational purposes and does not constitute an offer to sell shares or securities on www.zitoken.me

ABSTRACT

Zitoken platform is a crowdfunding for blockchain games, on which is possible to fund the development of different games such as strategy games with (characters and gods) using ZITOKEN ZIT as credit, Bitcoin option is available to contribute as well. Platform is been designed to support a wide range of games developed on Blockchain Technology.

Initially the platform will accept only ZIT and BTC as payment method and soon we will be considering new payment methods to contribute.

Community/users can fund the development of games using ZITOKEN (ZIT) and BTC, ZIT and BTC is required as credit to get all services on our crowdfunding.

TABLE OF CONTENTS

1. ABOUT ZITOKEN PLATFORM

1.1 ZITOKEN (ZIT) - Utility Token

1.2 TOKEN SPECIFICATIONS

1.3 ZIT DISTRIBUTION

2. ROADMAP

3. FEATURES

4. CAMPAIGN CRITERIA

5. MISSION, VISION, VALUES

6. TEAM

1. About Zitoken Platform

Zitoken platform is a crowdfunding for blockchain games, on which is possible to fund the development of different games such as strategy games with (characters and gods) using ZITOKEN ZIT as credit, Bitcoin option is available to contribute as well. Platform is been designed to support a wide range of games developed on Blockchain Technology.

Initially the platform will accept only ZIT and BTC as payment method and soon we will be considering new payment methods to contribute.

Community/users can fund the development of games using ZITOKEN (ZIT) and BTC, ZIT and BTC is required as credit to get all services on our crowdfunding.

1.1 ZITOKEN (ZIT) - Utility Token

ZITOKEN (ZIT) is our utility token and fuel on our platform, community/users can use it to fund the development of games and to participate at our official events.

ZITOKEN (ZIT) is already available to buy on couple of exchanges and soon we plan to add our utility token on more exchanges.

1.2 Token Specifications

Protocol: ERC20

Explorer:

<https://etherscan.io/token/0x9c04f0dc68c61efd2fc289987393a78b4a2494ea>

Name: ZITOKEN

Symbol: ZIT

Decimals: 18

Total Supply: 988 Million

ICO: No

Rewards: Yes

1.3 ZIT Distribution

- **Community (public distribution): 53%**
- **Development: 17%**
- **Marketing: 15%**
- **Founders: 10%**
- **Private Investors: 5%**

2. ROADMAP

Q4 2018

Core Development

Q3 2019

Launch

Q4 2019

First Update to accept new
game protocols

Q2 2020

Second Update to accept new
game protocols

Q1 2021

Third Update to accept new
game protocols

3. FEATURES

- ✓ Use ZITOKEN (ZIT) as credit to support all games on our platform
- ✓ Earn rewards to support the development of specific games
- ✓ Earn free ZIT on our bounties and airdrops

4. CAMPAIGN CRITERIA

Campaigning criteria before to approve any campaign and to release funds:

1. Full details about team and company behind the game
2. Games with 0% of development will be rejected
3. It's required to have developed at least 30% of the game or Beta Version
4. Campaign creator need to be approved on our KYC process
5. Until Q4 2019 we will be accepting only games developed on the following Blockchain Protocols: EOS, Ethereum, Tron

5.

MISSION

OUR MISSION IS TO BE THE MAIN CROWDFUNDING PLATFORM TO SUPPORT GAMES BASED ON BLOCKCHAIN TECHNOLOGY AND THEIR MASS ADOPTION.

VISION

To benefit all ecosystem of blockchain games in the next years

VALUES

Transparency, Respect, Simplicity, Integrity

6. TEAM

MANAGEMENT

Leandro Alves, General Manager Zitoken

Leandro is founder of PW7 , a blockchain engagement agency that provides Exchange Listing, he also contributed on different other blockchain projects as consultant/growth hacker such as SID (Share Internet Data) .

<https://www.linkedin.com/in/leandro-alves-122665137/>

PARTNER DEVELOPER

Djalma Bina, Developer Zitoken
Back-end/Front-end

Djalma is an experienced full stack developer over 25 years working with software development and systems, has strong knowledge about C++ , Python and Machine Learning, started his career from 90's years working with C++ ANSI Standard .

<https://www.linkedin.com/in/djalmabina/>

References

[1] <https://decentraland.org/blog/platform/designing-and-building-blockchain-games>

[2] <https://medium.com/loom-network/the-evolution-of-blockchain-games-and-a-peek-at-whats-to-come-fed884b75b3d>

[3] <https://blockonomi.com/blockchain-games/>

[4] <https://singularityhub.com/2018/12/01/how-blockchain-is-changing-computer-gaming-for-the-better/#sm.00001qin3ozo0uffhr6igdawm1rkp>