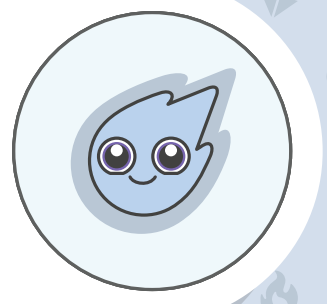




CryptoSoul



SoulPaper



Version 1.0

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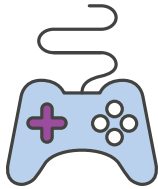
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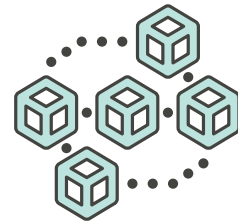
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Introduction



At present, 30% of people in the world already play video games. Year by year, games become more and more similar to reality, and the line between the virtual world and real world disappears gradually.

The blockchain technology enables to create an economic model of the game, with the possibility of using the game currency in the world.



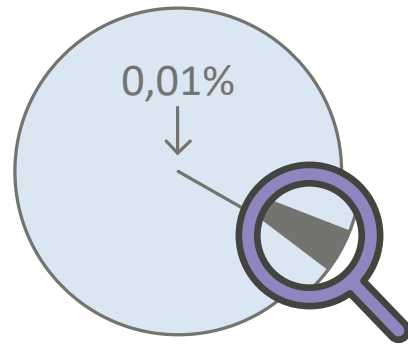
The already known crypto games, such as CryptoKitties and Decentraland, have proven that the idea of a game with the use of blockchain arises interest. However, they are focused on the users' investments, and not on the solution of problems of the existing economic model of gaming.



Main Problem of Game Models



According to esportsearnings.com, throughout the history of video games, 50,283 players received prizes in 334 different games in tournaments. It is less than 0.01% of the all players in the world.



The achievements of the majority of the players don't have material value, because game currency isn't appreciated in the real world. This is the main reason for the low number of players who earn.



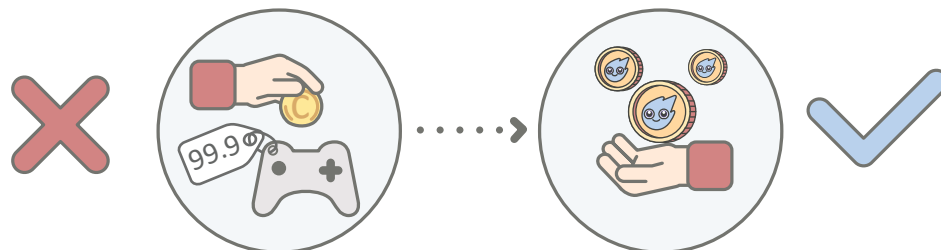
eSport is the main way to earn money by playing video games.

Big Idea



Transforming gaming from the model “Player Spends” to the model “Player Earns”

In CryptoSoul, we use a new economic game model focused on the player’s earnings. For the game achievements, the player earns tokens which have real value.



It’s a beginning of a new trend in the gaming industry that will change our perception of games. Earnings in a game will become customary.

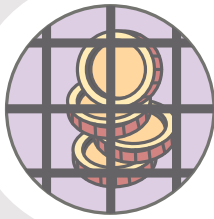


The main problem is being solved by our project is creation of way to use in-game currency in real world.

Solution of Problems



The main economic problems of the existing game models which we solve:



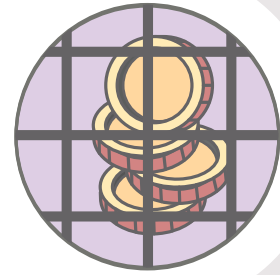
Currency isolation

Earnings complexity



Need to pay

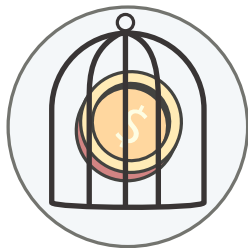
Currency Isolation



Existing games

Game currency has no value out of the game

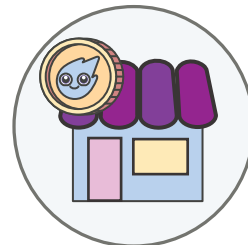
In each game, the currency is isolated and can be used only in the game itself. There are only complex, unofficial ways to exchange the game currency to real money.



CryptoSoul

Game currency has a real value

The player gets Crystals for game achievements, which can be exchanged to CryptoSoul having value in Ethereum.



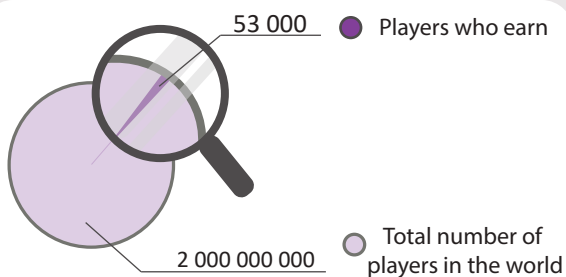
Earnings Complexity



Existing games

A complex and unclear way of making earnings

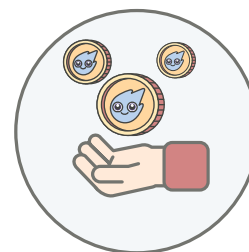
Players can earn only with eSport, streaming or speculation in in-game markets, but special skills, a lot of time and efforts are needed for that.



CryptoSoul

An easy and clear way of making earnings

A player of any level can earn CryptoSoul without special skills by spending no more than 2 hours per day on the game.



Need to Pay



Existing games

The games exist due to players' investments

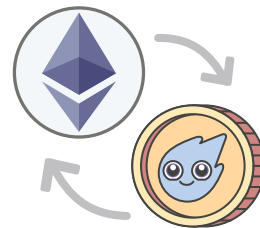
The games pay off thanks to the sale of copies and the system of subscriptions or at the expense of players' paid items.



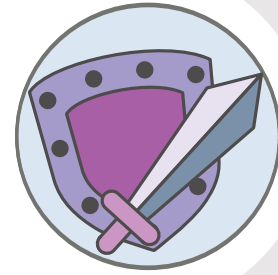
CryptoSoul

The game exists due to the demand for token

The project pays off at the expense of the increase of the token value and subsequent realization on a stock exchange.



Principles



Free-to-play

Paid items do not influence the game balance.



Protection from bots

Fight against bots by using computational algorithms and the verification system.



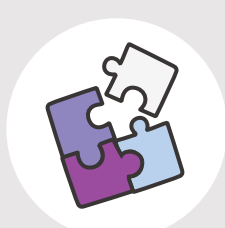
Valuable game currency

Possibility to take out and use the game currency in the real world.



Respect to the players' time

The player gets maximal earnings for a short gaming session.



Simplicity and clarity

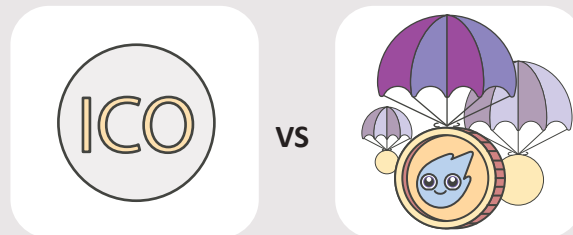
Clear game rules and a simple system of taking out currency.

Promotion Model



The most popular token promotion model is Initial Coin Offering (ICO). Now, any project may create its own crypto currency for selling to investors at ICO. By this way, the project gets financing, and the investors get a highly profitable, but risky asset.

However, this possibility is also used by the projects which are aimed at earning profits right here, right now.



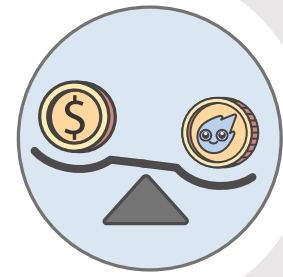
As opposed to ICO, we decided to use AirDrop for the following reasons:

- project promotion
- creation of value for participants at an early stage
- compensation of little famousness of the team



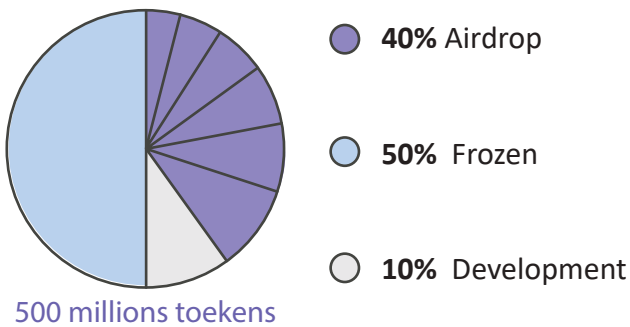
According to statistics, around 81% of ICO projects include scam.

Project Payback

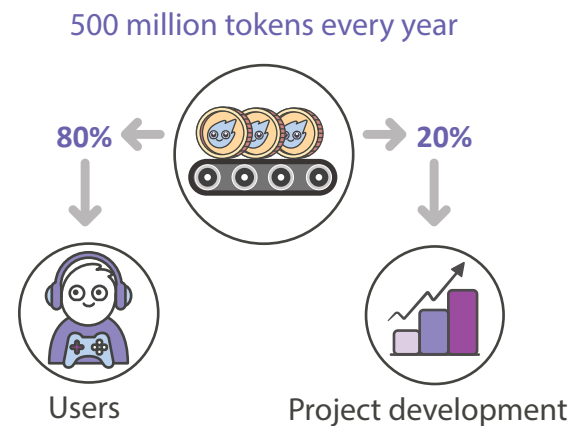


The project is a holder of part of tokens

Initial token distribution

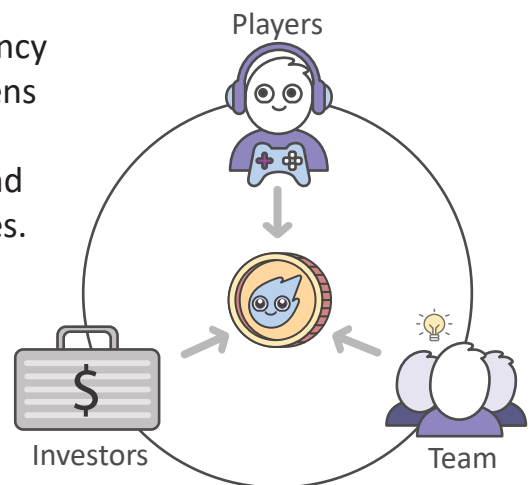


Distribution of token emission

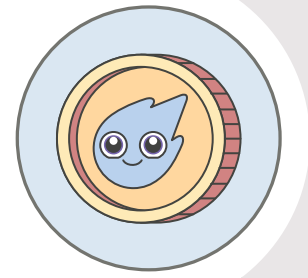


The increase of the number of players causes currency deficiency. We wipe out a minimum of 50% of tokens spent in the game, which creates additional currency deficiency. Thus, token price and demand increase, because token exists in limited quantities.

A popular and high-quality product also attracts investors, which has a positive impact on the token price.



CryptoSoul Token



Token type: ERC-20

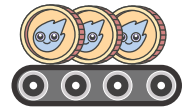
Token platform: Ethereum

Total number of tokens: 500 million

Distinctive token functions

Mint (emission)

Issue of only 1,370,000 tokens a day (500 million tokens a year).
80% of the emission provides awards for the players.



Burn (token destruction)

We burn at least 50% of CryptoSoul spent in the game.



Freeze token

Possibility to freeze tokens in the company's wallets to provide to the holders assurance in price stability.



The Game



CryptoSoul is a free-to-play battle royal game with MOBA elements. The constantly narrowing borders of the game area make the players compete against each other. The task is to find magical abilities and become the only survivor.

Types of battles



Rank

- The number of rank battles per day is limited.
- The player gets Crystals for every battle, depending on the result.
- It's possible to get Points for the performed daily quests.
- The results of player efficiency in the rank battles are included in the leaders table.



Classic

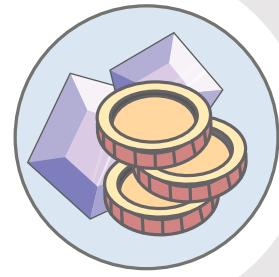
- The number of classic battles is not limited.
- The player earns Shards for each match.
- The results of simple battles are not recorded in the leaders table and do not influence the performance of daily quests.

Seasons system

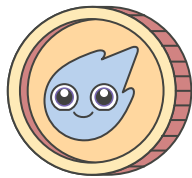
A season duration is 3 months. During this time, the players can improve their rating in the leaders table. At the end of the season, the best players will get a reward in CryptoSoul. In each new season, the characters' levels and the game currency get canceled. CryptoSoul continues to be accumulated, and the acquired character customization and player reputation remain unchanged. By this way, players get equal conditions in the competition for the status of the best.



Game Currencies

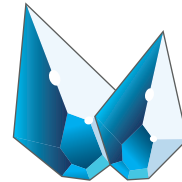


CryptoSoul



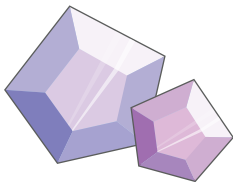
- Has a monetary value
- Can be exchanged with a lottery ticket
- Is used for in-game shopping

Crystals



- Is earned for achievements in rank battles
- Can be exchanged to Points
- Enables to improve the character

Shards



- Is earned for achievements in classic battles
- Is used to customize the characters

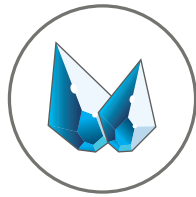
Points



- Can be exchanged to CryptoSoul



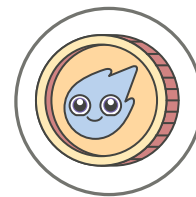
Rank battle



Crystals

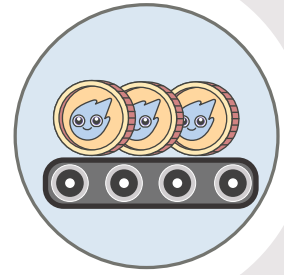


Points



CryptoSoul

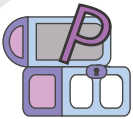
Distribution of Token Emission in the Game



Daily quests

The player gets experience and Points for reward.

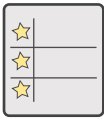
67.5%



Chests with Points

Can be bought only for Crystals.

15%



Fund of the table leaders

The top players to be determined by the results of the season will get significant rewards in CryptoSoul.

6.25%



Referral system

Reward for the friends invited by the players.

6.25%

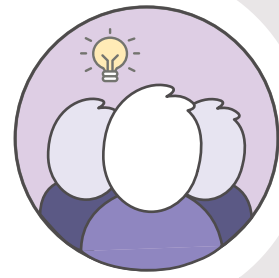


Lottery fund

It is possible to win CryptoSoul and valuable in-game prizes which don't influence the balance.

5%

Team



Sergey Zazorin
Founder



Nikita Asachev
Management



Andrey Stasiuk
Marketing



Alexander Barabash
Marketing



Michael Klochkov
Game Development



Leonid Smirnov
Game Development



Vitaly Novak
Game Development



Yuri Klementiev
Game Development



Victor Kudlai
Game Development



Daria Khil
Art



Polina Puchkova
Art



Yana Andreeva
Art



Artem Vislous
Sound



Andrey Havryliuk
Web Development

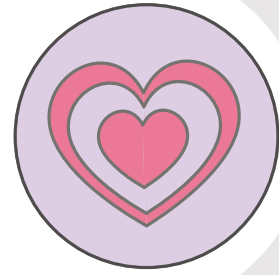


Dmitriy Matveev
Web Development



Yuri Masalitin
System Administration

Our Values



Separate a fact from an opinion

A factual result is a bigger argument than opinion.

Respect the team's time

Be punctual and respect the agreements.

Do the work at 80% of the ideal

Productivity is more important than perfectionism.

Document and structure the key information

One's knowledge is the team's knowledge.

Create maximal value and quality for players

We make and promote the game that will be played for years and recommended to friends.

Simplify

The simpler, the better. All the complex consists of the simple.

Ask questions and ask for help

It's more important to be faster and more effective for us than to be independent and "the smartest".