

POOP-Coin

COIN USED FOR IN-GAME
PURCHASES AT FORTNITE





INTRODUCTION

BEING ONE OF THE FASTEST-GROWING MARKETS OVER RECENT YEARS, THE WIDER GAMING INDUSTRY HAS LONG SINCE STARTED EXPLORING ADDITIONAL WAYS FOR GENERATING REVENUE. MANY OF THESE WAYS INCLUDE MICRO-TRANSACTIONS OF SOME SORT, USUALLY INVOLVING SOME KIND OF VIRTUAL CURRENCY, GEMS, RUBIES, SILVER BARS - WHATEVER THEY WANT TO NAME IT. WITH THE EMERGENCE OF BLOCKCHAIN TECHNOLOGY AND CRYPTO-CURRENCIES, NEW POSSIBILITIES FOR THE WAY TRANSACTIONS (BOTH DATA AND FINANCIAL) ARE DONE ONLINE EMERGED ON THE HORIZON. WITH THE CURRENT TREND OF THE GAMING INDUSTRY, WHICH HEAVILY RELIES ON REPEATED IN-GAME MICRO-TRANSACTIONS, BLOCKCHAIN UNLOCKED NEW DOORS FOR THE SECTOR. WITH POOP WE AIM TO UTILIZE CRYPTOCURRENCY FOR IN-GAME PURCHASES AS WELL AS TO IMPLEMENT A WAY TO EARN REAL-WORLD CURRENCY DURING GAMING. POOP-COIN (POOP TOKEN) IS A DEDICATED CRYPTOCURRENCY BASED ON THE ETHEREUM BLOCKCHAIN THAT SERVES AS A FOUNDATION FOR IN-GAME PURCHASES, UNLOCKING ADDITIONAL CONTENT AS WELL AS AN INGENIOUS SYSTEM FOR EARNING POOP COINS WHILE PLAYING GAMES. JOIN US IN REVOLUTIONIZING GAMING ECONOMICS BY HELPING US TO BRING THE WORLDS OF DIGITAL CURRENCY AND GAMING TOGETHER.



VISION

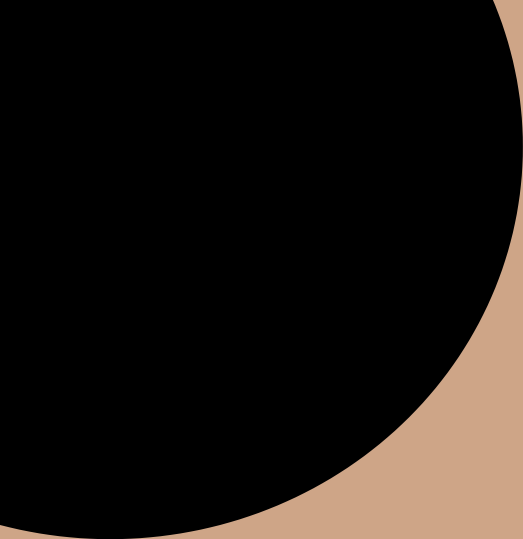
The main goal is to create a fair and trusted environment for stakeholders and gamers alike.

- We want to be recognized as the first truly community-driven Fortnite Gaming platform
- We want to help moving the Gaming industry towards the right direction with provably fair gaming and true transparency
- We want to be referenced on how successful a decentralized project can be become through the next generation of token economies



MARKET POTENTIAL

Fortnite is a wildly popular online video game produced by Epic Games. In the time since it was released in September of 2017, it's acquired new users in droves. Within two weeks of its release, it had 10 million users. By March of 2018, 45 million. In June of 2018, 125 million. And by November of 2018, the number of registered users exceeded 200 million, 250 million in march 2019 and 350 million may,2020.

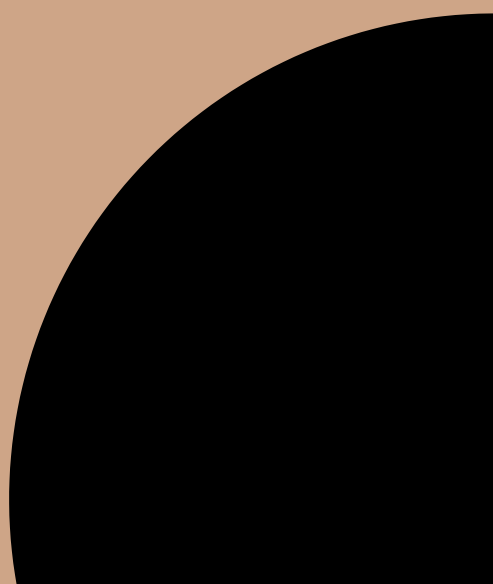


Fortnite has quickly come to be one of the most lucrative platforms in the world of e-sports. It ranks third overall in terms of prize money handed out, a total of \$84.4 million (as found verifiable by EsportsEarnings – Epic Games’ total prize pools would presumably take this total higher) as of November 2019. This compares to \$85.6 million for Counter-Strike: Global Offensive but cannot hope to compare to Dota 2’s \$218.1 million.

Epic Games stated they would be offering no less than \$100 million in prize money over the 2018/19 season. \$18 million of this was distributed over the Summer Skirmish and Fall Skirmish seasons, and \$30 million in the Fortnite World Cup. Despite its newness in the e-sports world, professional Fortnite players are already some of the highest-earning sports stars in the e-sports world.

From May to June 2018, total hours spent playing Fortnite came to 2.7 billion hours – or 300,000 years (plus a few thousand more). Or if you want an even bigger stat, we can look to UK retailer Game, which estimated that as of September 2020, we’d spent a cumulative (and terrifying) 10.4 million years playing Fortnite.

Other Key Fortnite Statistics

- 116 million Fortnite users on iOS prior the game’s removal, of which 73 million played Fortnite exclusively on iOS (Forbes)
 - Of 25 million Fortnite DAUs, 2.5 million played on iOS (Forbes)
 - 78.3 million Fortnite players in August 2018 – the single-month record (Epic)
 - Record for concurrent players stands at 12.3 million, recorded April 2020 during a Travis Scott concert crossover event; previous record of 10.7 million set during similar Marshmello crossover event in February 2019 (Variety)
 - Fortnite reached 100 million iOS downloads within five months (Apptopia)
 - Launch of Fortnite Chapter 2 saw content delivery network Akamai’s traffic peaking at 106 Tbps – over twice the usual daily figure (ZDNet)
 - Newzoo find that 53% of Fortnite players were aged 10-25 (NewZoo)
 - 45.75% of (adult) desktop Fortnite players are aged 18-24 according to one analysis (SimilarWeb via New World Notes)
 - 83.7% of these same desktop Fortnite players are male (New World Notes)
 - There were no female players at the Fortnite World Cup finals in July 2019 (Guardian)
 - 36% of Fortnite players consider themselves to be ‘core gamers’ (Newzoo)
 - 53% of US Fortnite players don’t play any other major battle royale titles (Newzoo)
 - Median weekly time spent playing Fortnite stands at 6-10 hours (LendEDU)
 - Record number of concurrent Fortnite viewers was logged in June 2020, coinciding with in-game event (The Device), at 20.4 million; 12 million in client, 8.4 million Twitch and YouTube (ESPN)
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TOKEN DETAILS

Coin Details

Total Supply = 20 million

Block time = 25 minutes

Block reward = 50 coins

Name: POOP-COIN

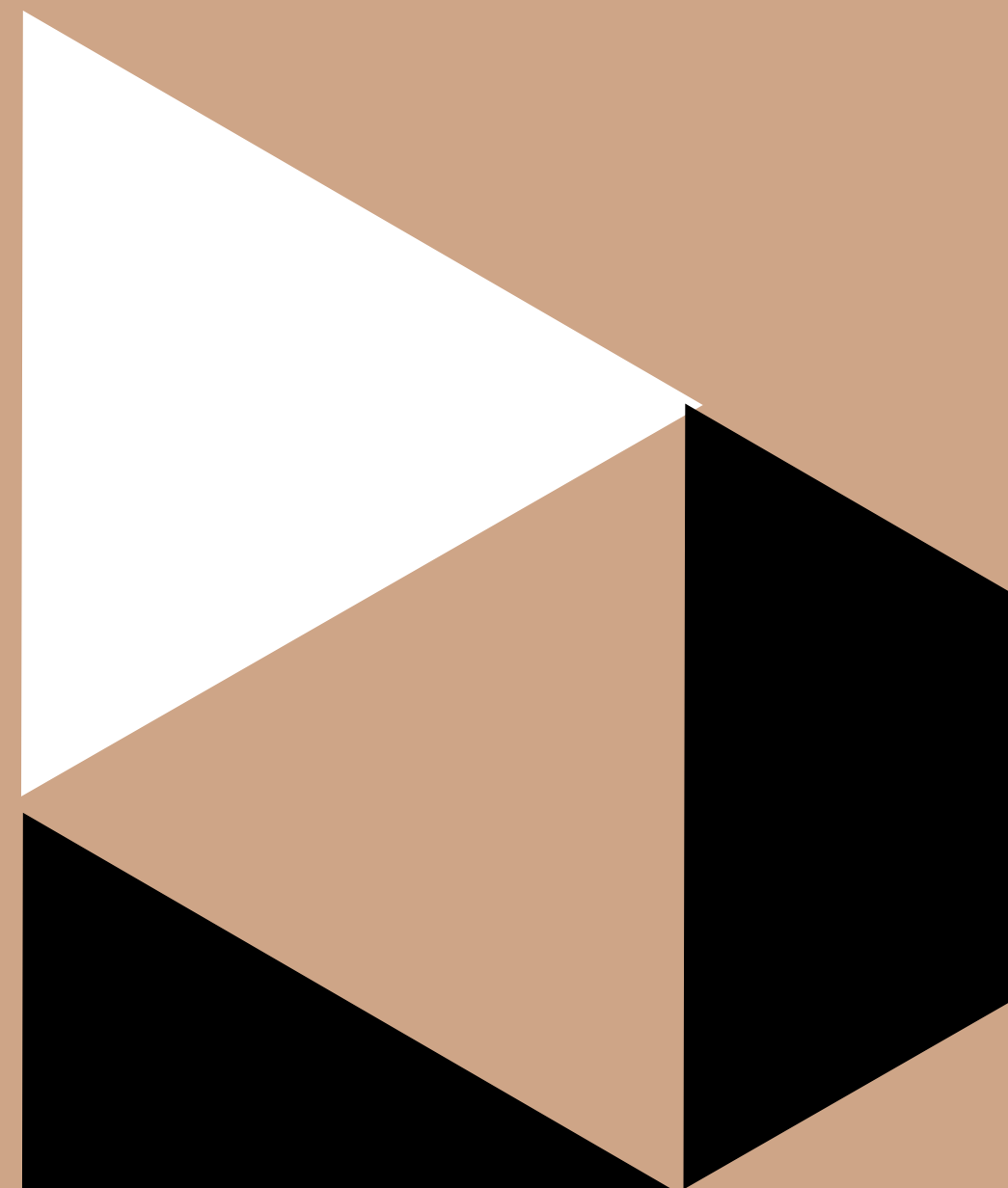
Symbol: POOP

TOKEN UTILITY

POOP is used to fuel all transactions. For example, it fuels:

- Account creation
- Account transactions
- Purchasing/renting game assets/accounts
- Game transactions
- Coin transactions
- And much more...

After POOP's main sale, POOP-COIN will be available on exchanges, starting with Liquid. A small amount of POOP always is necessary to create accounts on the platform and to make transactions. The in-game acquiring of assets will be done in POOP as well. POOP can be traded for this coin; either in the game itself or via an exchange. We have plans to open the coin up to the Atlanta market and use it as a discount for home improvement





POOP-COIN