# COIN CLASH

HOME OF COMPETITIVE SKILL GAMES FOR MONEY

CoinClash Games is a platform that allows developers to organise games where people can play against each other or enter tournaments and win real money. Games have to be skill-based and the platform ensures that each player has the same possibilities and the outcome is determined by pure skill only. By doing so, we also ensure that the games do not need a gambling licence in most jurisdictions.

Any skill game can be connected to the platform. Be it an existing one on the App Store or Google Play or a new one published purely with HTML or on Facebook. The keyword is inclusiveness: we want to make players and developers feel welcome.
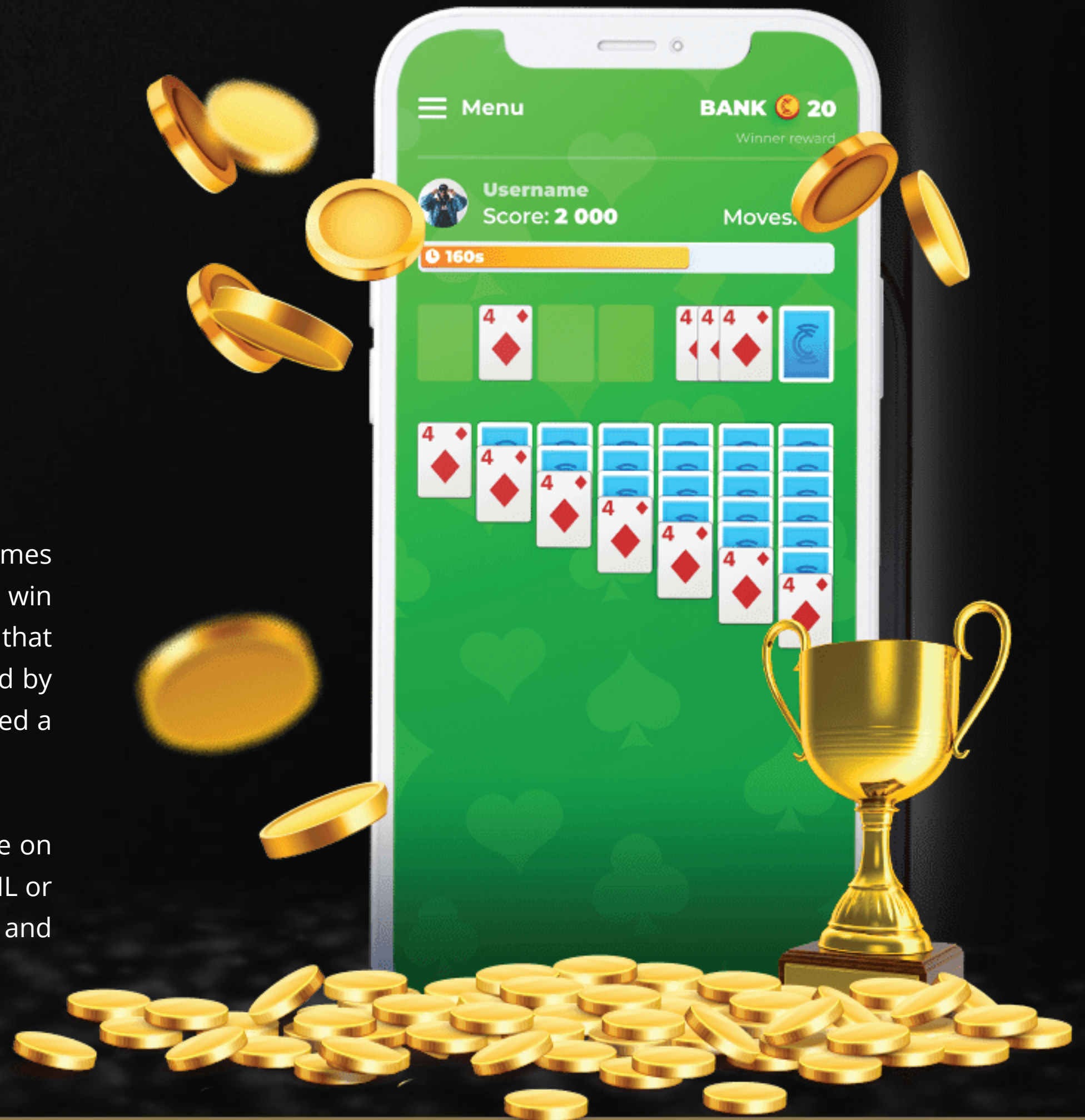
PROBLEM WE SOLVE:

People already play games and can spend lots of money on them and get nothing but fun in playing these games in return. But what if there is a way to also cash out of these games once you are good at them? This is what we'll enable. By allowing the developers to connect the game to the CoinClash Games Platform, they'll give their players the option to play for real money.

HOW DO WE DO IT

We allow players to choose a skill game they want to play and play against other players for real money.

1. Each of the players can enter the competition by buying a ticket worth $1.1

2. The winner gets $2.

PLAYER vs PLAYER

People play against each other for in-game dollars. They are a credit on the platform. The amount they play with can vary. More if you are better in high stake games, less if you want just to enjoy the thrill of playing for real.

TRANSACTION FEE

Transaction fee is fixed at $0.1 and payable by both players when the game starts. It gets deducted from players in-game credit.

BLOCKCHAIN ELEMENT

When the game has finished, we write the outcome to our blockchain, including the hash that can be used to recreate the game. Part of the transaction fee is used for POS reward.
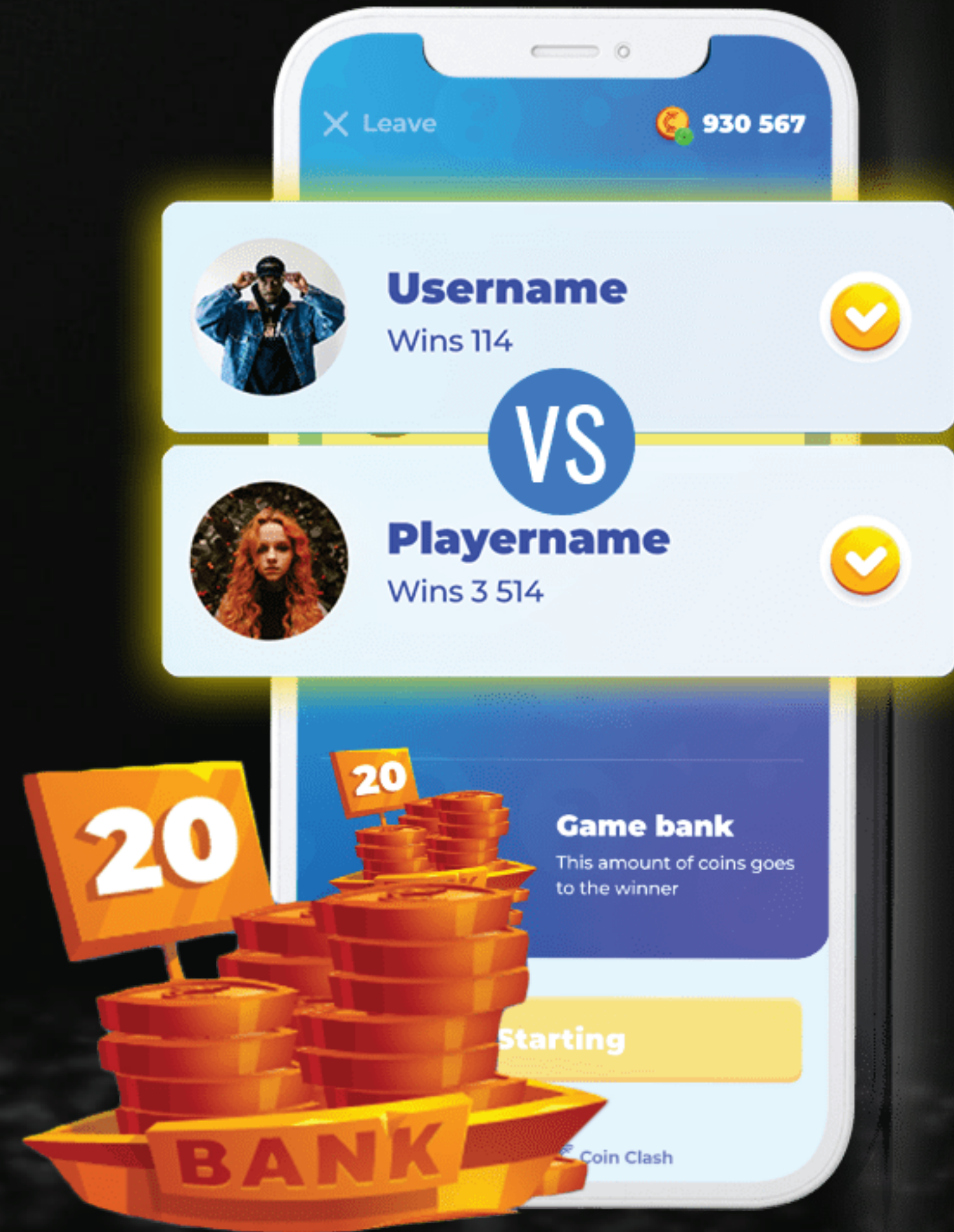
CLASHCHAIN

To ensure that the product has long-term viability and to fully control the environment and the transaction fees and also offer transparency for players, we based the project on our blockchain, made with Substrate, a building block of Polkadot..

This enables us to ensure the platform is usable regardless of the current state of the blockchain market and transaction fees on other blockchains.

To ensure that ClashChain Token is tradable on Ethereum Mainnet, on Binance chain, and on Matic we will develop bridges that will transfer assets from one chain to the other.

BY USING BLOCKCHAIN WE WILL BE ABLE TO COLLECTIVELY SECURE AND CONTROL THE TRANSPARENCY OF THE ECOSYSTEM.

CLASHCHAIN PROPERTIES

Clash chain is a fully decentralized multipurpose blockchain, which COin Clash uses for storage of game outcomes, but can be used also for loyalty programs, and custom tokens, ... Unlike on other chains, onboarding, and use of our chain is controlled by the current token holders by DAO vote.

DAO GOVERNANCE: 1 CCT = 1 VOTE

ClashChain has no centralized structure and no centralized authority. DAO vote is used to onboard other projects that want to utilize both the speed and security our blockchain provides.

HIGH SPEED

We are currently able to process up to 5,000 transactions per second and have plans to even improve the speed.

FIXED FEES

In the proposal to onboard on the chain, the fees are set for writing transactions on the chain, are fixed, and can only be changed with a DAO vote.

CLASHCHAIN TOKEN

ClashChain Token is a limited supply token used to secure the network to provide transparency, fairness, and security of the games. ClashChain Token is used to stake coins in our POS blockchain and govern the network ecosystem with the influence of the decisions about grants and the CoinClash games platform.

HIGHLIGHTS

Governance: ClashChain Token is a governance coin used in running and operating our blockchain.

Limited supply: There are only 2.1B of ClashChain Tokens available, the initial release is only 500M tokens.

Staking: Our blockchain uses the Proof of Stake mechanism for the creation of new blocks. ClashChain Token holders that stake their coins and create new blocks will get a portion of transaction fees from games in the ecosystem.

TOKENOMICS

Transactions fees that occur when the games start, get distributed on the following basis:

- 50% Developer - either third party or Coin Clash Games internal games
- 10% ClashChain Token buyback and burn.
- 15% Staking - POS - reward
- 25% CoinClash Games (legal, customer support, marketing ...)

ClashChain Token holders are rewarded a credit in USD for each game played as long as they are staking their coins and helping to secure the blockchain by doing so. They decide if they want to get paid out in USD or buy new ClashChain Tokens with it until the ClashChain Tokens are available in companies wallet.

ClashChain Token buyback

In the first year, we will buy coins at a fixed price of $0.1 from our treasury, after the coins get listed, we will buy back coins from the market for a minimum price of $0.1.

TOKEN DISTRIBUTION

We will issue a limited number of 2.1B ClashChain Tokens. The token release is subject to schedule explained on the next slide. General guidance for distribution is following this schema:

800M Public Sale

100M Advisors, partners, services

100M Marketing

100M Startup Fund

200M Buy back and burn

400M Early investors, founders and the team

200M Seed sale

200M Game Studios

INITIAL RELEASE

Initially, we will release 500M tokens through the following structure. The structure represents maximum allocation only, all tokens do not need to be distributed.

Seed sale	200M	40%
Intial investors, team	120M	24%
Marketing	50M	10%
Burn	10M	2%
Game developers	100M	20%
Advisors	20M	4%

LATER RELEASES

Additional tokens can be released only after the system reaches 200.000 players that play games for money. Only 80M tokens can be released after each additional 80.000 players are reached. The release is voted as DAO, and tokens are only released if more than 50% of token holders vote for it. The exception to this rule is the release of tokens for team rewards and burn purposes.

EARLY GAMES

QUIZ WHIZZ

A game where people play against each other in knowledge about various themes ranging from trivia to sports. Any subject any time.

GOLF DARE CLASH

A game of golf where 2 players compete against each other. The winner is the one who completes the task in fewer strokes.

SOLITAIRE DARE

One of the better-known games and most played ones featured on the CoinClash platform. Challenge people around the world and get paid when you win the round!

BUBBLE CLASH 4 CASH

A classic take on Bubble crash games with the ability to play matches against other players for real money.

THE TEAM

PIOTR BLAZEWICZ

Co-founder & CEO

MATT KOTNIK

Co-founder & CTO

IMRAN BUKHARI

Business Development

THOMAS NIEDERMAIR

Senior developer

ANNA MELTON

Head of Operations

AJAY KRISHNA,

Web3 Developer

AMIT RAJ,

Backend Developer

BHARATH KUMAR,

Dev Ops

CHANTI DAMALA,

UX design

SAIKUMAR DHARA

Frontend Developer

SHIVA GADDESH

UI/UX Design

EVAN SMITH

Senior Crypto Specialist

LISA GIBBONS

Public Relations

ALYA BRODSCHNEIDER

Social Media

ALEXANDER JAIME PINERIOS

Design

JONATHAN

Social media admin
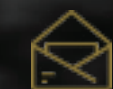
JILLIAN GODSIL

Public Relations

www.coin-clash.com

twitter/coinclash

piotr@coin-clash.com

World Trade Center, Gibraltar