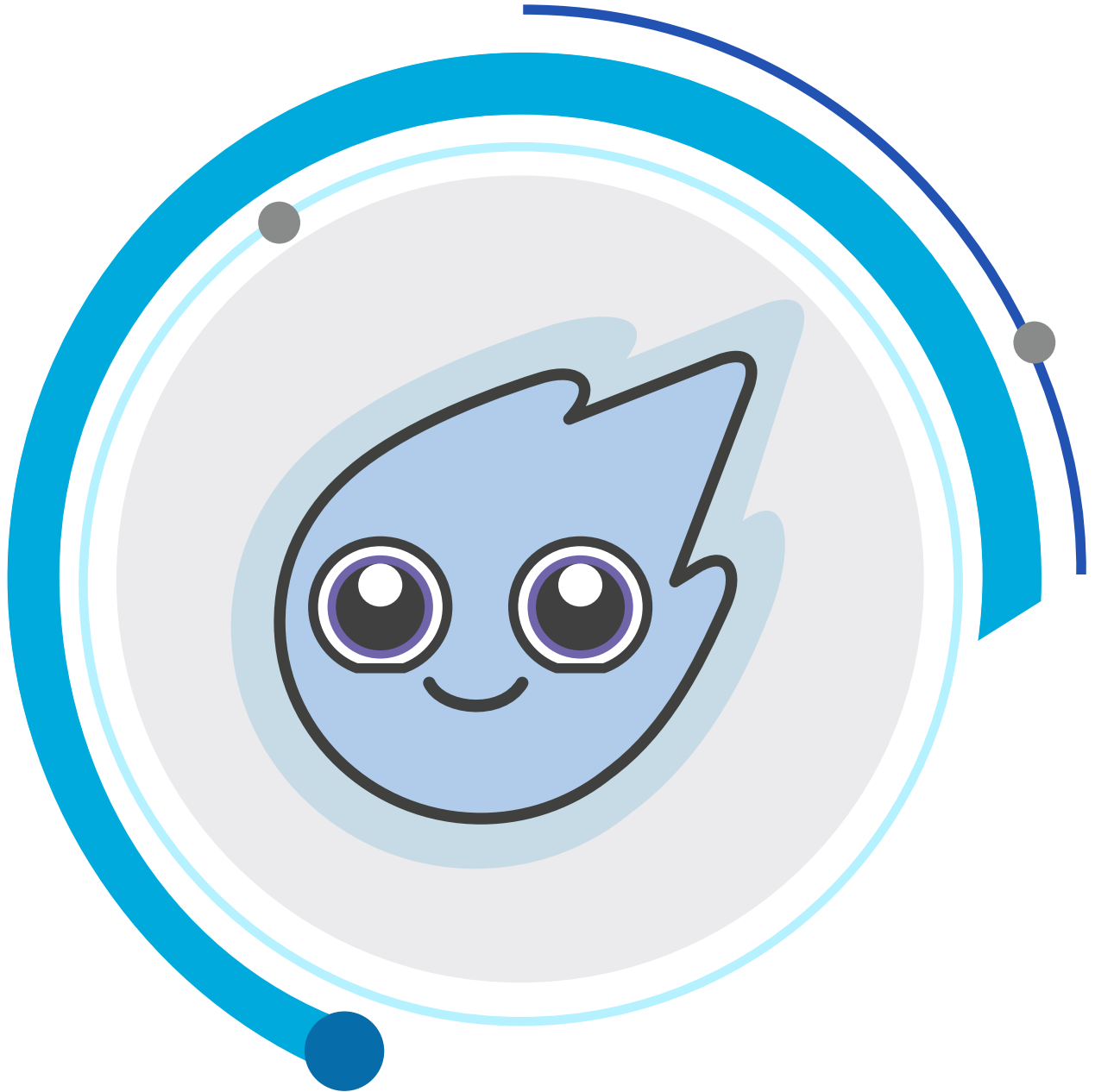


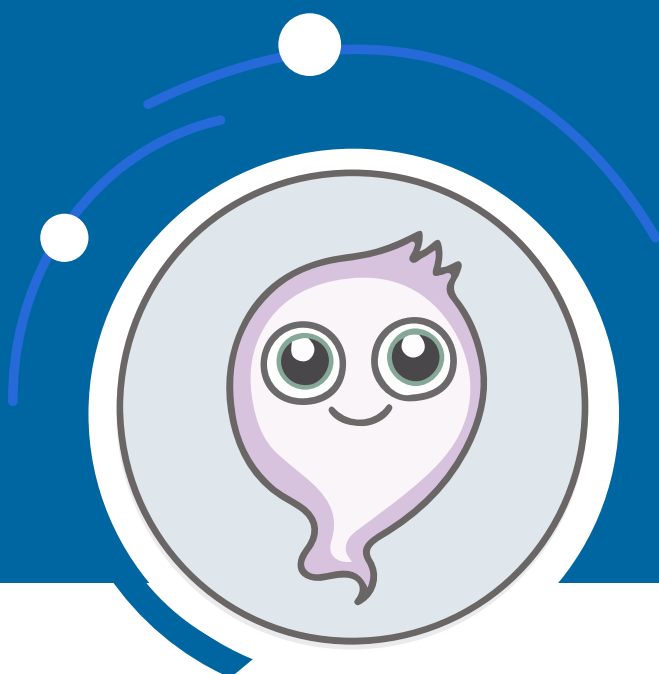


Version 2.0



CryptoSoul

SoulPaper



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Introduction



Well-known crypto games such as CryptoKitties and Decentraland have proved that the idea of a game using blockchain causes interest. However, those games are focused on user investments, and not on solving problems of the existing economic game model.

Currently, 30% of people in the world already play video games. Year after year, games get more like reality, and the line between the virtual world and the real world gradually disappears.



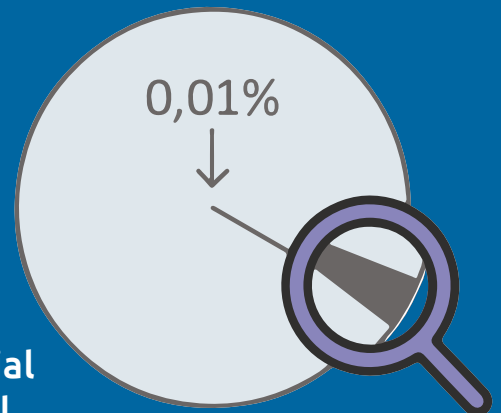
Blockchain technology allows you to create an economic game model with the ability to use game currency in the world.



Game rewards have no value in the real world

There are 3 billion players in the world according to [esportsearnings.com](https://www.esportsearnings.com); in the history of video games in tournaments, 78,549 players received prizes in 455 different games. This is 1 out of 38,000 of the total number of players in the world.

Achievements of most players do not have a material price, since game currency is not valued in the real world. Also, there is the lack of a legal way to withdraw money from games. These are the main reasons for the low number of earning players.



Cybersports is the main official way to make money by playing video games.



Big Idea

To erase the border
between game currency
and real currency.



The main task that our project solves:

Creation and promotion of games' model with valuable game currency.



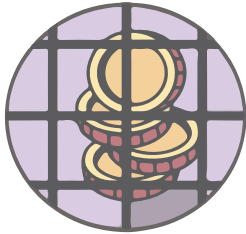
At CryptoSoul, we use a new economic model of the game focused on a player receiving a valuable game reward. A player receives tokens, which have a real value, for his game achievements.



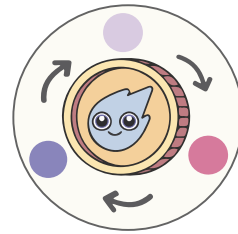
This is the beginning of a new trend in gaming industry that will change the perception of games. Getting a currency that has value will become commonplace.



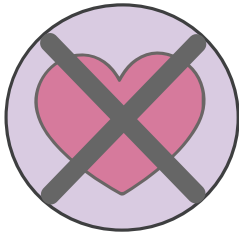
Competitive Advantages



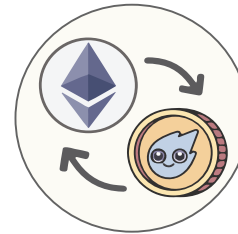
The currency is isolated, it can only be used within a game itself.



A unified game currency for all games.



Lack of value in the real world.



SOUL token can be exchanged for Bitcoin or Ethereum.



A valuable reward for professional cyber-sportsmen only.



Each player receives SOUL for his game achievements.



Competitors

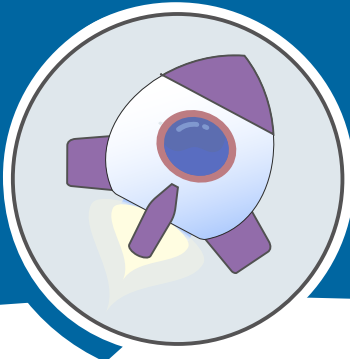
Direct competitors:

Cryptokitties, Oxuniverse, Beyond The Void

Indirect competitors:

Royal Crypto Soul: Mobile Legends, Brawl Stars
Merge Cats: Idle miner, Merge Magic!

The crypto games of competitors on the market do not provide users with a full gameplay, so our main opponent is the traditional popular mobile games. We attract players from all over the world due to interesting gameplay and valuable game currency.



SOUL Token Promotion Model

Organic 80% traffic. Using search engine optimization, we attract new players daily.



The main promotion model is the creation of high-quality mobile games and drawing attention to them.

The 20% referral system helps us motivate users to invite their friends.



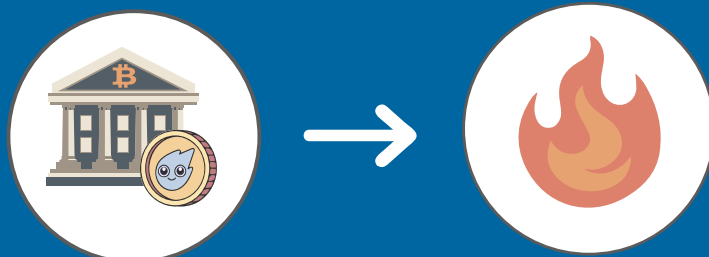
How does the project earn?

- **Subscriptions**
Game Statuses
- **In-game purchases**
Tokens, game bonuses
- **Website Shopping**
SOUL token, other cryptocurrencies
- **Commissions in SOUL wallet**
A transfer fee
Commission for the purchase of cryptocurrencies

In June 2020, a successful [private sale](#) was assembled for the development of Royal Crypto. At this stage, the project pays for its costs, which allows it to develop without additional investment attraction.



SOUL Economics



Burn

- 20% of SOUL spent in games we redeem on the exchange.
- We burn purchased tokens.

Mint

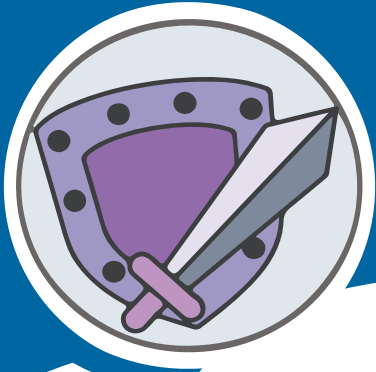
- Tokens are issued only to collect investments for a new game.
- Tokens' issue is limited to 1.37 million SOUL per day.

The average player reward decreases as the SOUL price rises. This provides inflation control.

Type: ERC-20 Platform: Ethereum

[More details](#)

[View a smart contract](#)



SOUL Usage

- SOUL token is a unified currency that is used in all our games.
- Creating new games, improving old ones, and burning tokens helps to maintain a shortage of SOUL in circulation.

Currently, we have the following games:



Merge Cats

Combine two identical cats into a new cat, run them on an airstrip, and they will earn coins for which you can buy new cats.

[More details](#)



Royal Crypto

Mobile fantasy battle royal game. The goal of the project is to create a competition between users. We reinforce competitive spirit with the valuable SOUL award.

[In develop](#)



Lucky Soul

Players put their tokens into the bank; at the end of the round, the bank goes to the winner. The higher your bet, the more chances to win.

[More details](#)



Money clicker

A game in which you need to jump over birds and obstacles in order to get more points and unlock new characters.

[Not active](#)