



COINS EMPIRE

www.coinsempire.io

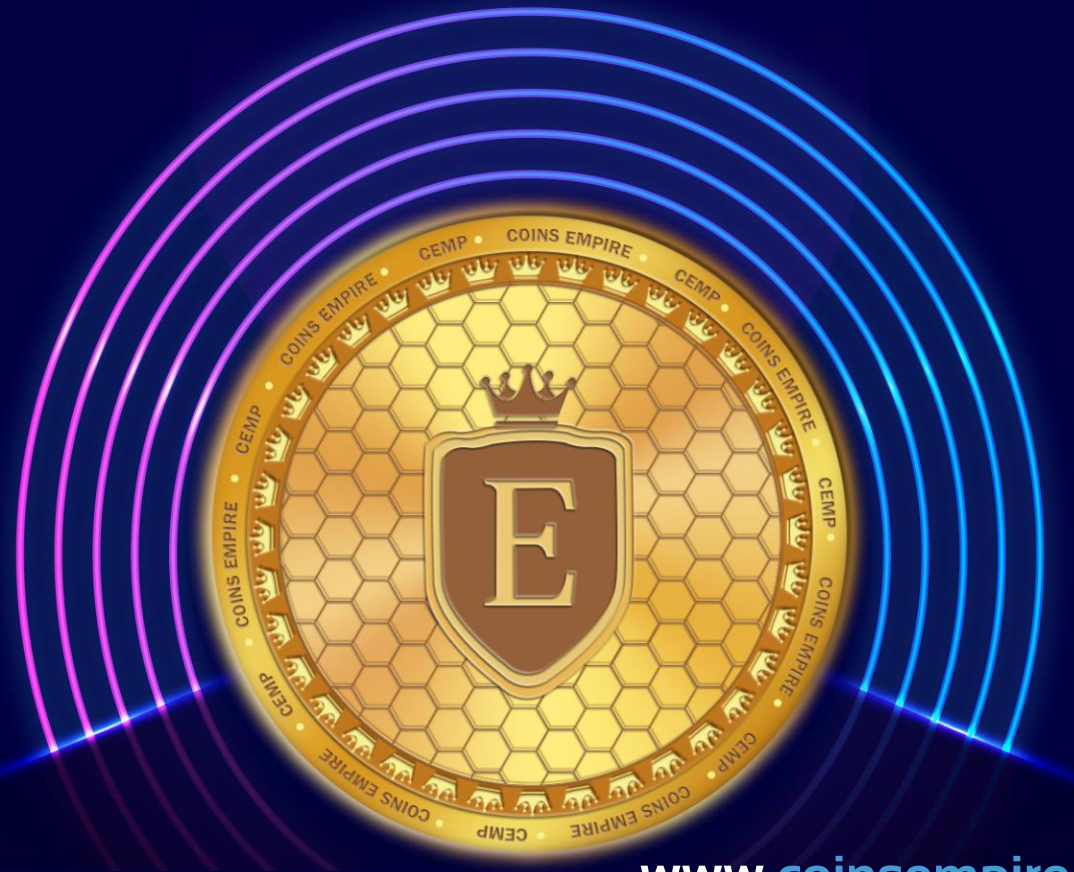


About Coins Empire

*Coins Empire is a virtual cryptocurrency called **CEMP** coin to tokenize virtual goods from different gaming assets.*

*Coins Empire is launching **CEMP** coin, a new cryptocurrency (ERC-20 Token) and smart contract platform that provides game developers, gamers, and gaming communities with the crypto-backed value and tools needed to implement and manage virtual products.*

***CEMP** Fungible Tokens are blockchain-based virtual tokens that provide digital scarcity, security, and authenticity. They are one-of-a-kind, indivisible, and interchangeable, providing true digital ownership of multiple different assets.*



A Decentralized Gaming Economy

Adoption of game economics to blockchain and cryptocurrencies should not cause a challenge for the gaming industry. Gamers have been using digital currencies for over 20 years and are comfortable making in-game purchases for digital "gold" and exchanging it for fiat.

Developers can use a hybridized model when creating a blockchain-based game economy. In this scenario, all that is required is for the economy to function on the blockchain while the rest of the game is stored on centralized servers. This will increase the reliability of the game economies, remove fraudulent items, and create scarcity.

Another significant aspect of blockchain gaming economy is the ability to transfer items between games. This allows gamers to use their digital assets while exploring different games. Because gaming items are represented by digital tokens, they may be exchanged between games if they are created on the same blockchain.

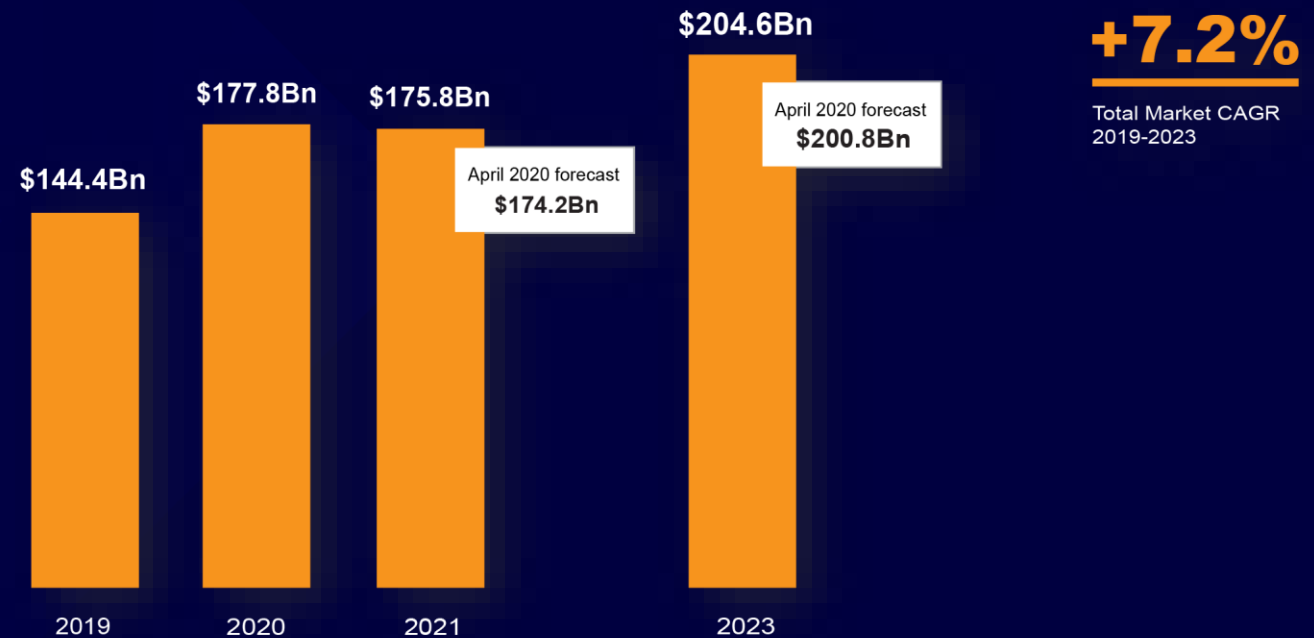
Global Market size

The video game industry is huge – consumers are spending more time than ever playing video games, resulting in rapid future growth.

According to the [Newzoo's Global Games Market Report for 2021 \(redirect to the source link\)](#), there are 2.9 billion active gamers will spend \$159 billion while playing. These gamers are expected to generate \$175 billion in-game revenues in 2021.

The market is expected to exceed \$200 billion by 2023.

Newzoo's Global Games Market Report for 2021



Challenges

Ownership

When buying virtual goods, a gamer doesn't really "own" them. They only purchase "licenses" and can only use them on platforms owned by the game publisher. If the gamer is banned from the game, he may lose all his goods and currency- they don't truly have what they have.

Centralization

Virtual goods are usually tied to a single game and are not transferable. For Example, it is impossible to trade 1 item for a Game -A with Game - B.

Furthermore, trade outside of the game is either non-existent or extremely difficult, implying that all transactions need to take place in-game.



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Payment Fees and Speed

Game publishers/communities rely on third-party payment providers in order to sell virtual goods. Both gamers and publishers/communities are impacted by high transaction fees, as virtual goods need to be priced higher to cover these fees. Additionally, this process is usually slow, where virtual goods take a few minutes to appear on the "game account".

Security

Gaming platforms are hosted on centralized servers, and transactions are frequently conducted on mobile phones or desktop computers without appropriate security measures. Additionally, assets held in gaming accounts are susceptible to misuse. They are not as secure as our bank accounts, no matter how valuable a gaming account seems.

Solutions

Ownership

Because the blockchain is an immutable record, proving ownership of virtual commodities is simple. Furthermore, you no longer "license" a digital item but own it. Even if your account is disabled, you still own the virtual object, which you may trade or sell.

Decentralized

CEMP will enable trading between virtual goods from different games. For example, it is possible to trade 1 item for a Game -A with Game – B.

Trade of virtual goods outside the game is now possible with blockchain technology.



Minimal Fee


There is no longer any need for a costly third-party payment processor. Coin Empire is built on the Ethereum network; therefore, the only fees payable are network fees, which are negligible compared to existing fees..

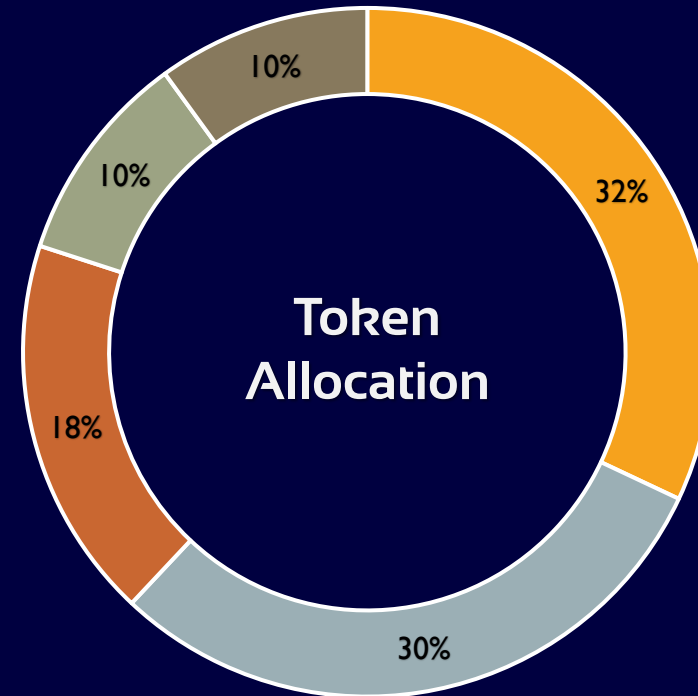
Security

Blockchain is known for being the most secure way of storing value. They are designed to be unhackable. Storing digital gaming assets on a blockchain would enhance the security for a player who has worked hard to collect them.

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Token Allocation

-  *Investors: 32%*
-  *Community: 30%*
-  *Founders: 18%*
-  *Rewards: 10%*
-  *Technology & Development: 10%*



Investors Community Founders Rewards Technology & Development

Benefits

»» Game Developer

Any game developer can collaborate with Coins Empire to transform the cryptocurrency gaming industry.

»» Gamers

A reasonable pricing for tokens used to play on the platform and exchange virtual goods from different games.

»» Cryptocurrency Builders

A wise choice of utility token.

»» Opportunity with CEMP

We offer high-quality solutions for monetizing the gaming world to gamers, communities, and game creators.

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Important Links & Support



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