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# Cryptopop - PopCoin

Your highscore is your new asset.

Purchasing items from games always involved in fiat money, either in the form of credit cards, debit cards, Paypal, app store gift cards etc. Most game players do not have any these and can never become top players in pay to win games. This project solves the problem by introducing the cryptocurrency POPCOIN. Users can earn POPCOIN by scoring high in games they play and spend POPCOIN to buy in-app purchase items or unlock levels.

Furthermore, users can use trade POPCOIN against other cryptocurrencies and fiat so that they can excel in games that have not yet integrated with the POPCOIN economy.



# Introducing Cryptopop

Cryptopop is the first game of its kind where you can earn POPCOINs by just playing the game. The higher you score, the more POPCOINs you will get.

Unlock most ICO projects, we decided to launch the prototype game in the App Store and Play Store first before raising any funds. This gives investors confidence that we have a solid game and plan. This is also necessary to prove that we actually pay the POPCOINs they earn.

## Game Play

Group Bitcoins, Ether, Monero, Ripple and Neo coins together to pop them.

The more coins you manage to group together, the more points you get. You will earn "Pump It", "Lambo" and "To the Moon" badges depending on how many coins you blast.

The fewer the coins you end up having when you reach the end of each stage, the higher the bonus we give you.

Register your ethereum wallet address and we will airdrop real crypto token (PopCoin) to your address from time to time. The amount will be proportional to your highest score on the leaderboard.

X game points = Y POPCOINs

The game can be downloaded via the URLs below:

App Store: <https://itunes.apple.com/us/app/cryptopop-pop-crypto-coins/id1376399523?l=en&mt=8>

Play Store: <https://play.google.com/store/apps/details?id=com.mansoon.cryptopop>

## Scoring Formula

(Formula: Score = Coins \* Coins \* 5)

2 Coins = 20

3 Coins = 45

4 Coins = 80

...

10 Coins = 500

...

20 Coins = 2000

Example of Rule #2

(Formula: Bonus = 2000 - Coins \* Coins \* 20)

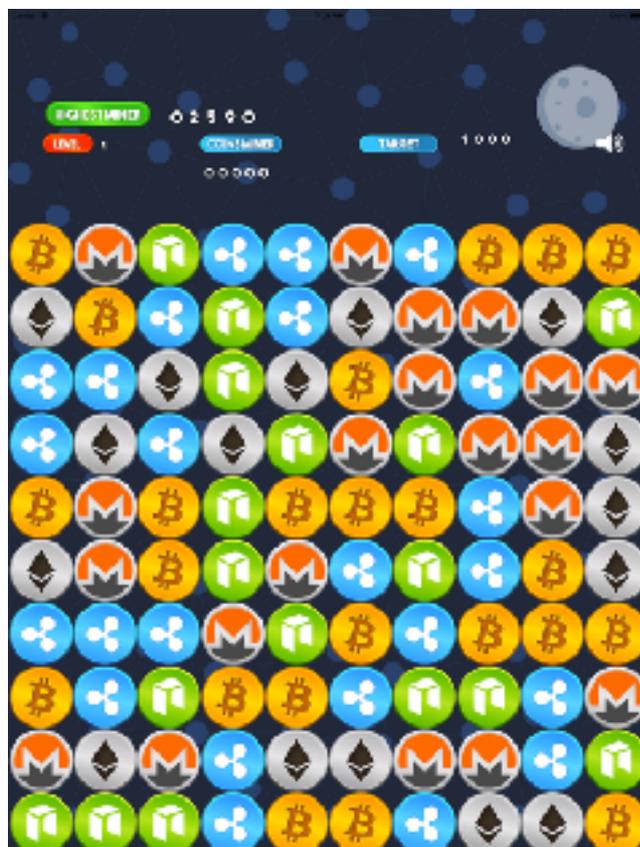
10 Coins Left = 0

9 Coins Left = 380

8 Coins Left = 720

...

All Block Cleared = 2000



## Token Info

Supply : 500,000,000

Circulating Supply : 300,000,000

Symbol : POPCOIN

Token address: 0xc77a91bef771a0b62a81ef776bc5071713025dde

Airdrop contract: 0xCF3A1bA564180B2e583DA7Ef03d1A40B539C3b3C

## Token Sale

Once we have distributed 50,000,000 tokens to players we will begin to conduct our initial coin offering.

This document will be updated with token sale details including dates and price.

## Roadmap

- 27-04-2018 - Cryptopop prototype launched on the Play Store.
- 05-05-2018 - 1st POPCOIN airdrop. 11M tokens successfully distributed to 60 addresses.
- 10-05-2018 - Cryptopop prototype launched on the App Store.
- 19-05-2018 - 2nd POPCOIN airdrop.. 18M tokens successfully distributed to 990 addresses.
- Q3 2018 - ICO
- Q1 2019 - Marketing. More in-house games to use POPCOIN.
- Q2 2019 - Collaborating with other game developers and publisher to integrate with the POPCOIN ecosystem.

