



# THE VISION

Believers think that blockchain gaming will drive crypto mass adoption and will be the key to dreams such as Ready Player One. We believe it will disrupt gaming/esports and, as simracing enthusiasts, we want to drive crypto adoption in this growing esport and bring even more fun and realism to the virtual tracks.

# THE PROJECT

Simracer coin will be the first step to achieve our vision. Many simracers spend a lot of time competing in several series just for fun. We believe in 'race to own' and, by building partnerships with existent leagues, we want to offer this virtual champions our token as a prize and put their names on the blockchain forever.

Next step is to build a simracing assets marketplace where simracers can use our token to buy items like setup files, car paints/skins and pay for sim racing services, like coaching. This marketplace will also enable the creation of more realistic leagues where you can own the cars and it's parts, each represented by tradable crypto assets, and realistically manage an esports racing team.



## TOKEN DETAILS

Token Name Simracer Coin Symbol SRC

Token Type **ERC 20** 

**Total Supply** 200,000,000 SRC Tokens

## TOKEN UTILITY

#### WIN RACES, EARN CRYPTO

Race to win Simracer coins, crypto tokens that meet the widely adopted ERC20 standard, compatible with third-party services, wallets and exchanges.

#### BUY SETUPS, PAINTS, SERVICES

Use your Simracer coins to buy simracing assets like setup files, paints and also coaching services, in a blockchain powered platform.

#### TEAM MANAGER GAME

More realistic leagues where you can own your car and it's parts, represented by crypto assets, deal with damage costs and realistically manage your racing team.

# TOKEN DISTRIBUTION

PRIVATE-SALE: 15%

COINS AVAILABLE TO BUY IN THE PRE-SALE EVENT

RESERVE: 10%

SERVICES AND RESERVE FOR FUTURE BOUNTIES

ESSENTIAL EXPENDITURE, PAY FOR REQUIRED PRODUCTS AND

**IDO: 25%** COINS AVAILABLE TO BUY IN THE IDO EVENT ALLOCATION OF PRE-SALE FUNDS



### **MARKETING: 10%**

PROMOTION, MARKETING, PARTNERSHIPS WITH INFLUENCERS

### TEAM/ADVISORS: 10%

COINS RESERVED FOR THE TEAM AND PROJECT ADVISORS

### COMMUNITY: 30%

LEAGUE AND ESPORTS TEAMS PARTNERSHIPS. BOUNTIES AND REWARD COMMUNITY MEMBERS

## ROAD MAP

