



*simracer*  
**COIN** 

Whitepaper



## LEGAL DISCLAIMER

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## 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 sim racing enthusiasts, we want to drive crypto adoption in this growing eSport and bring even more fun and realism to the virtual tracks.

Some of us have been in the sim racing community for almost 2 decades and we plan to leverage this presence and connections to accelerate the adoption of Simracer Coin and it's platforms.



# WHAT IS SIMRACING?

Virtual Motorsport, also known as sim racing, is one of the fastest growing eSports. Sim racing games are designed to simulate auto racing as realistically as possible, factoring in fuel usage, damage, fire wear and grip, suspension settings etc.

This is opposed to “arcade” driving games, such as Need for Speed or Forza Horizon.



We believe Sim racing is perfect for crypto, as financial incentives are the last thing sim racing is missing to fully approach realism.



Every Formula 1 team now has a sim racing team. During the pandemic and postponing season, many real racing drivers have taken part online sim racing events.



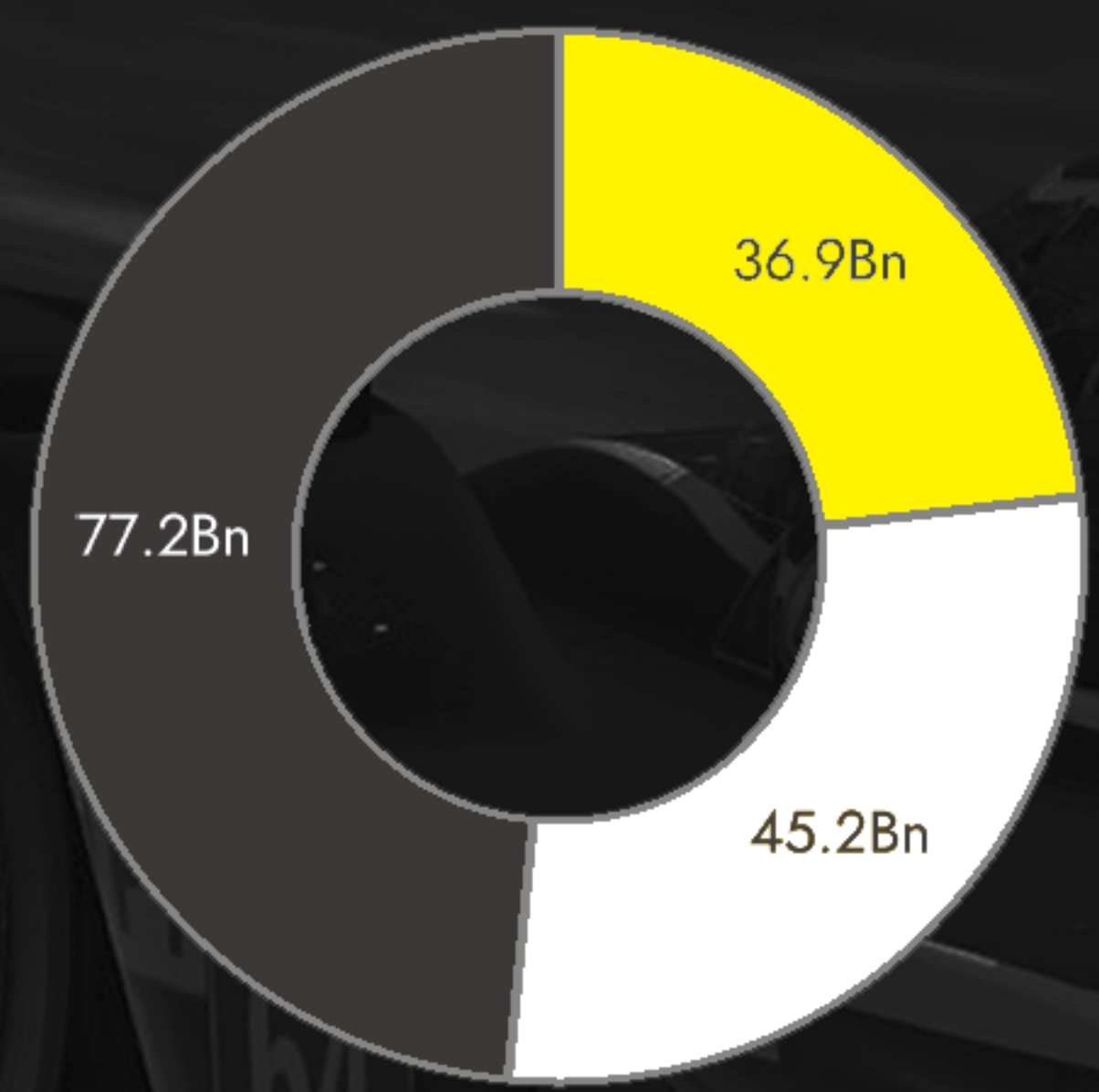
Sim racing will be the basis for the development of pro esports in racing, NFS can't provide the difficulty needed to separate pros.



Many big automotive brands started initiatives in esports - McLaren, Porsche, ACO, WRC,

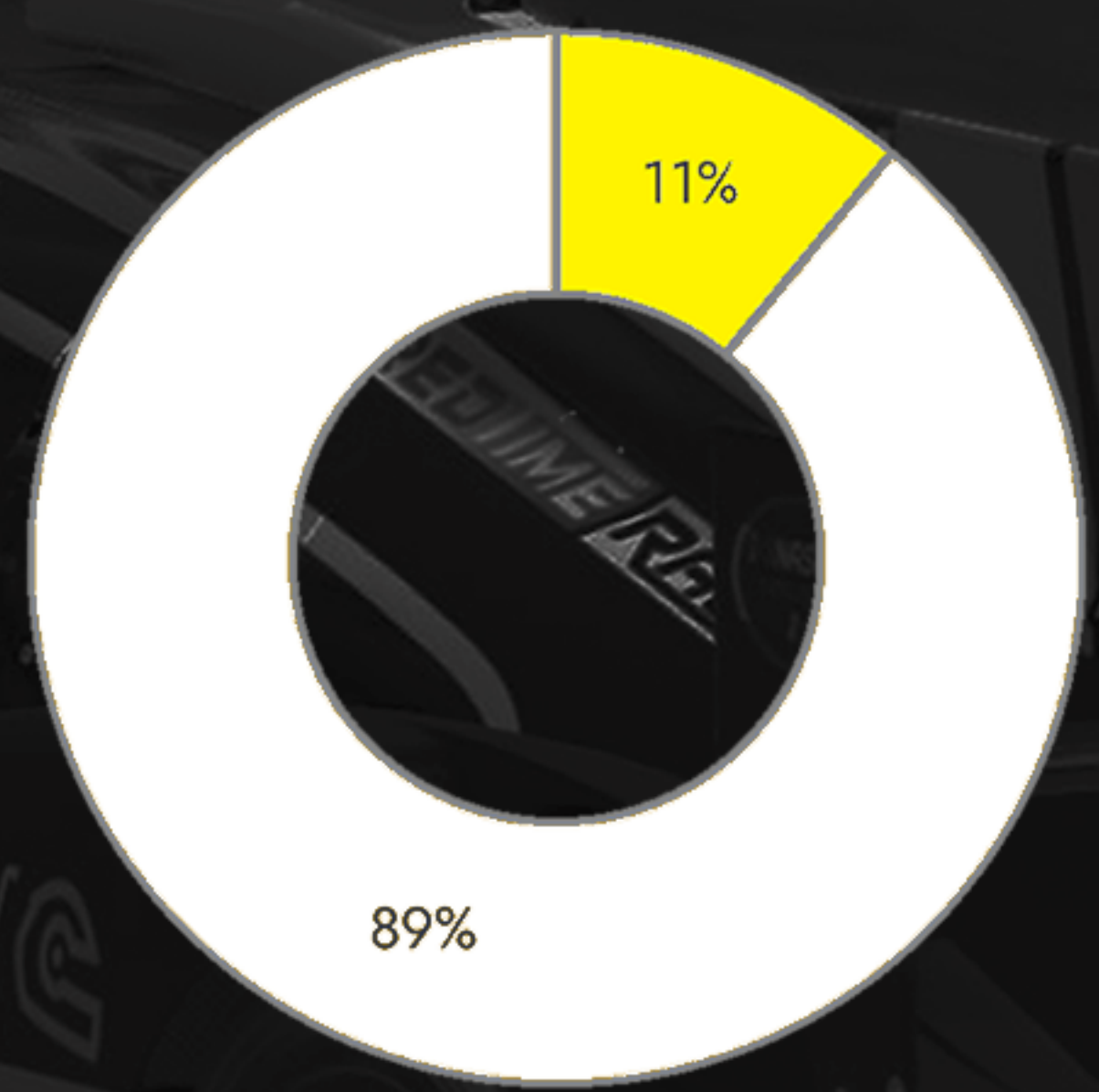


# MARKET OVERVIEW 1/2



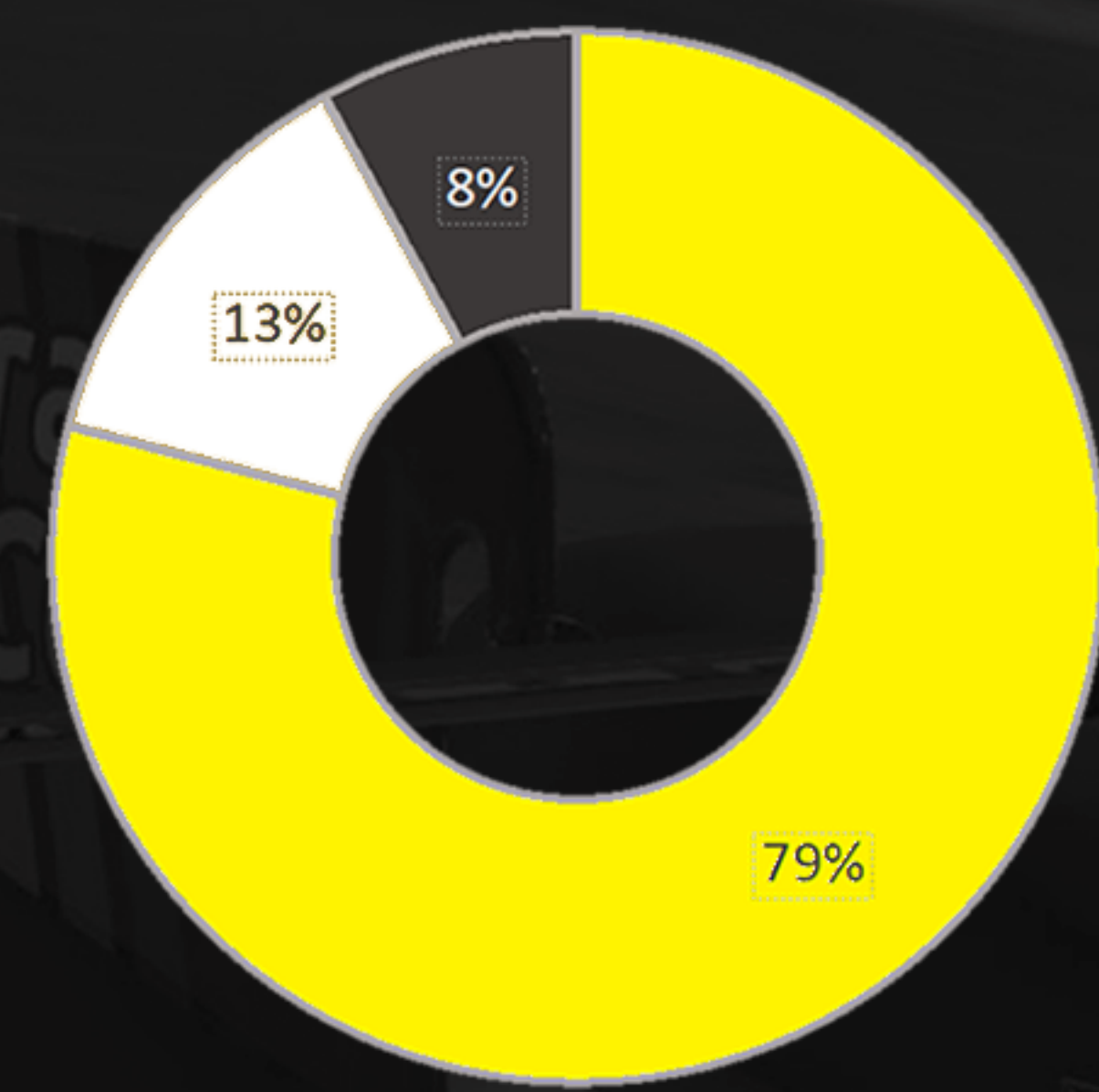
■ PC ■ Console ■ Mobile

Gaming is a \$159Bn industry, including \$82Bn on PCs and consoles, where Simracer will operate.



■ Simulators ■ Other types

Simulator games (non-mobile) market is valued at \$9Bn, which is 11% of the cumulative PC and console markets

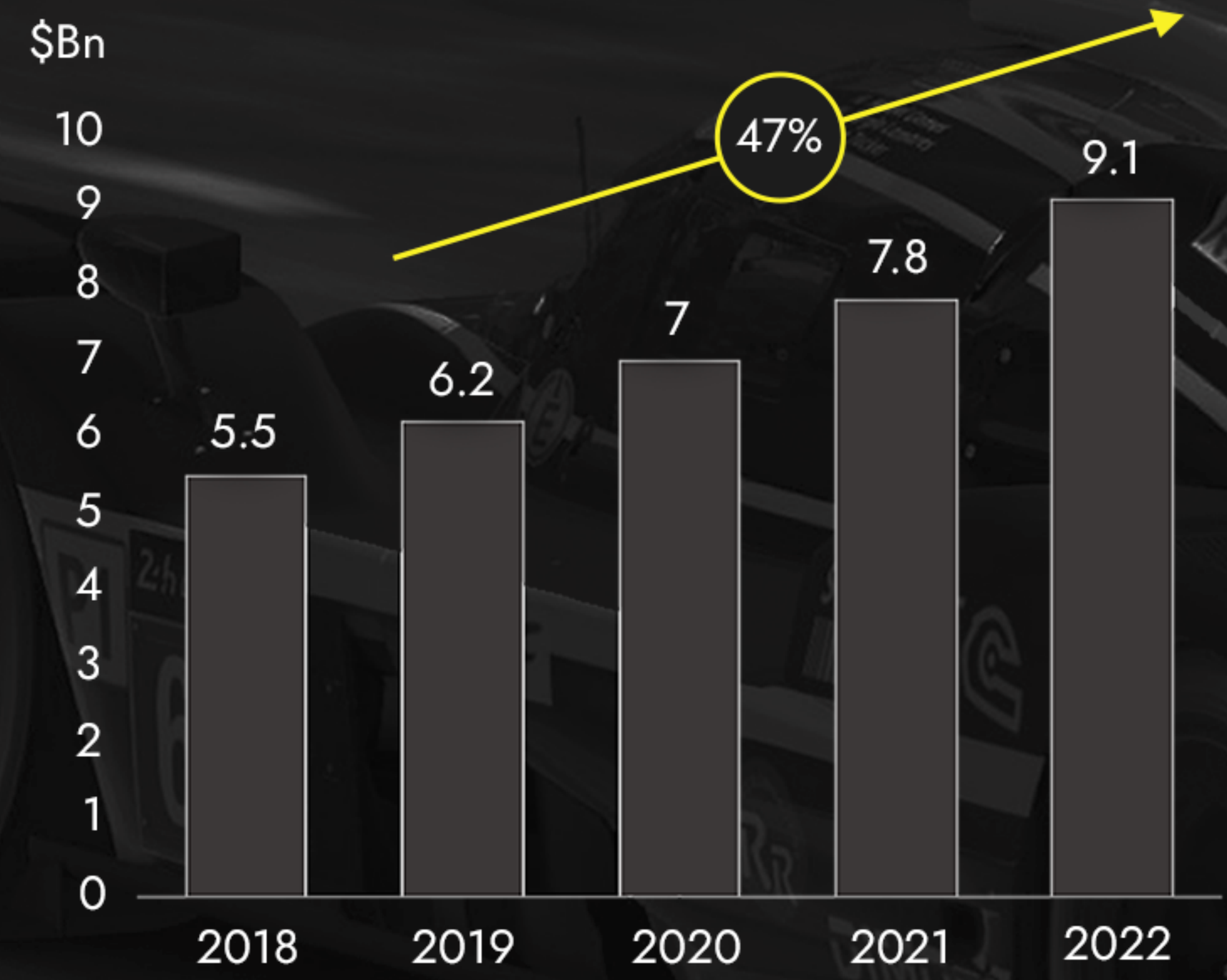


■ Racing ■ Shooting ■ Fighting

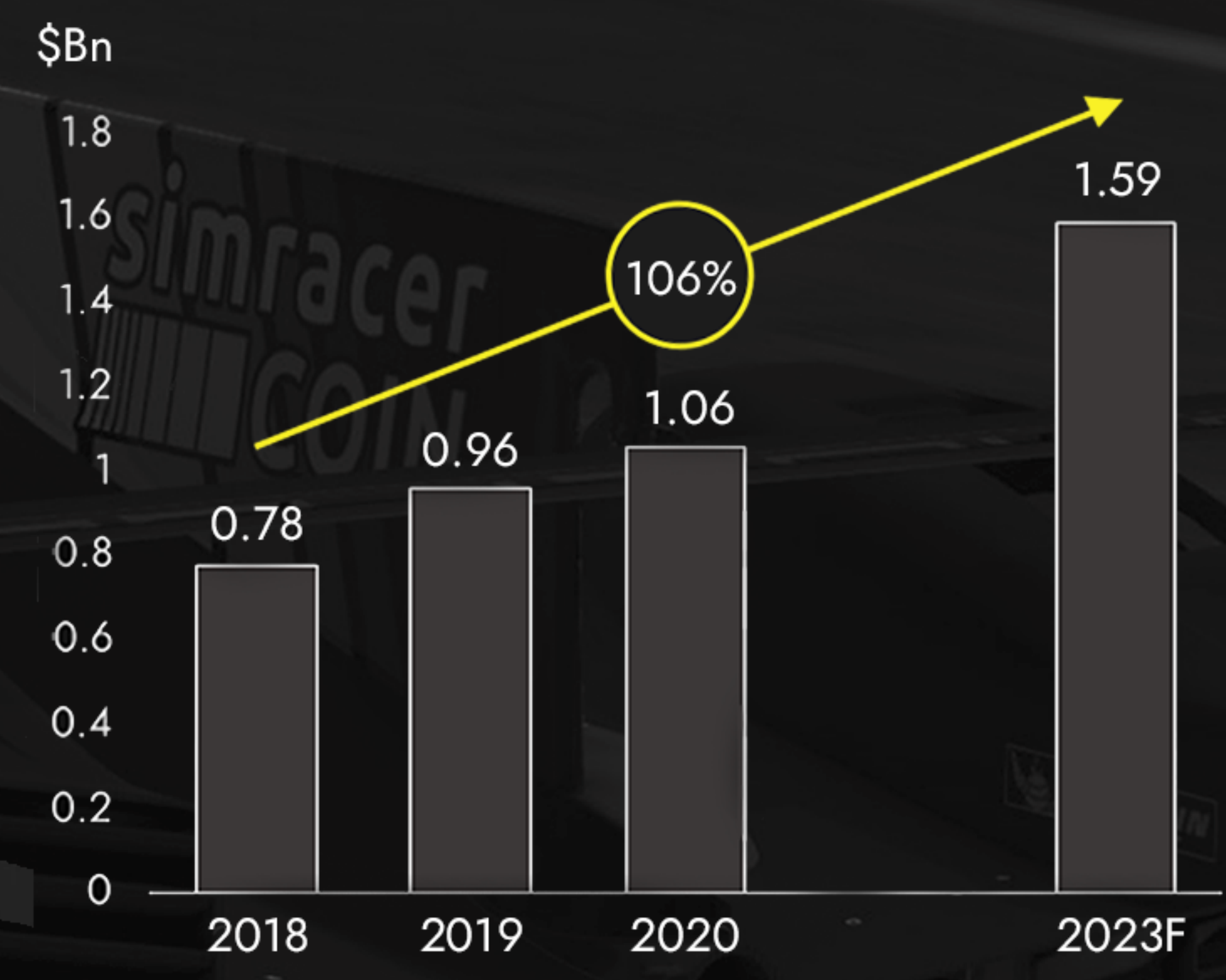
Racing is a leading simulator type in a \$7Bn market with an almost 80% share or \$7Bn



# MARKET OVERVIEW 2/2



Racing games market growth



eSports market is also on the rise, revenues are projected to hit \$1.6Bn by 2023

# PROBLEMS



The sim racing industry lacks a dedicated, secure, and efficient marketplace for trading assets



Almost everything about sim racing is now authentic, but not the financial part - players are not properly incentivized.



League/team management solutions are non-existent.



Apart from actual driving, sim racing involves complex economics (accounting for damage costs etc.). Some people are very into this, there are even those who only want to manage teams and not do the actual driving (similarly to Football Manager). Those who try to do all this in their leagues, have to resort to Excel.



## SOLUTION

Simthunder marketplace and Simracer Coin will provide the financial incentive that was missing and the infrastructure to use it.

# 01

### WIN RACES, EARN CRYPTO

- Race-to-earn model
- Sustainable release of tokens
- Winner's names on the blockchain forever

# 02

### BUY SETUPS, PAINTS, SERVICES

- Sim racing assets marketplace
- Small take rate on transactions
- Paints, setups, car ownership and sim racing collectibles

# 03

### REALISTIC LEAGUE MANAGEMENT

- Partnerships with leagues and teams
- All accounting done automatically
- Cars and parts represented by tradable crypto assets

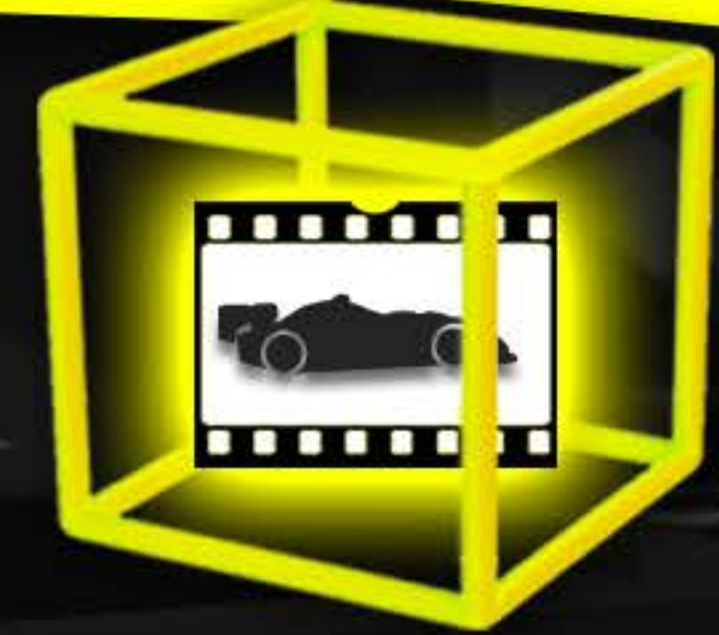




## UNIQUE FEATURES

Simthunder marketplace stands out with its focus on the niche of sim racing and its blockchain-based infrastructure:

- Sim racing NFT collectibles (clips of epic racing moments)
- Exclusive car paints/skins NFTs
- Car Ownership NFTs





# TOKENOMICS



## TOKEN DETAILS

<b>Token Name</b>	: Simracer Coin
<b>Symbol</b>	: SRC
<b>Token Type</b>	: ERC 20
<b>Total Supply</b>	: 200,000,000 SRC Tokens

## MONETIZATION



Take rate on marketplace transactions



Subscriptions from private leagues and race team management users



Ads promoting private leagues



# TOKEN DISTRIBUTION

## Team/Advisors

20,000,000 SRC (10%) is allocated for the team and its advisors.

## Community

60,000,000 SRC (30%) is allocated for the community. We plan to leverage our presence in the community to build League and eSports teams partnerships. Part of this allocation will be assigned for bounties and to reward community members.

## Marketing

20,000,000 SRC (10%) is allocated for marketing. This will be used for paid campaigns, promotion and partnerships with influencers.

## IDO

50,000,000 SRC (25%) is allocated for the IDO.

## Private Sale

30,000,000 SRC (15%) is allocated for the private sale.

## Reserve

20,000,000 SRC (10%) is allocated for essential expenditure. Some will be used to pay for required products and services and some will be reserved for future bounties.



# ROAD MAP



## Q1 2020 TOKEN CREATION

Creation of ERC-20 token

## Q2 2020 TOKEN LISTING

Initial Exchange Listing

## Q2 2020 LEAGUE AND TEAMS PARTNERSHIPS

Begin the league and team partnerships

## Q1 2021 CARTESI INCUBATOR PROGRAM

One of the 3 winning projects

## Q2 2021 MARKETPLACE CLOSED BETA

Simracing assets marketplace initial Beta version

## Q1 2022 MARKETPLACE OPEN BETA

Open beta version of Simthunder sim racing assets marketplace

## Q2 2023 NFTS CREATION

Creation of NFTs for simulator assets and collectibles

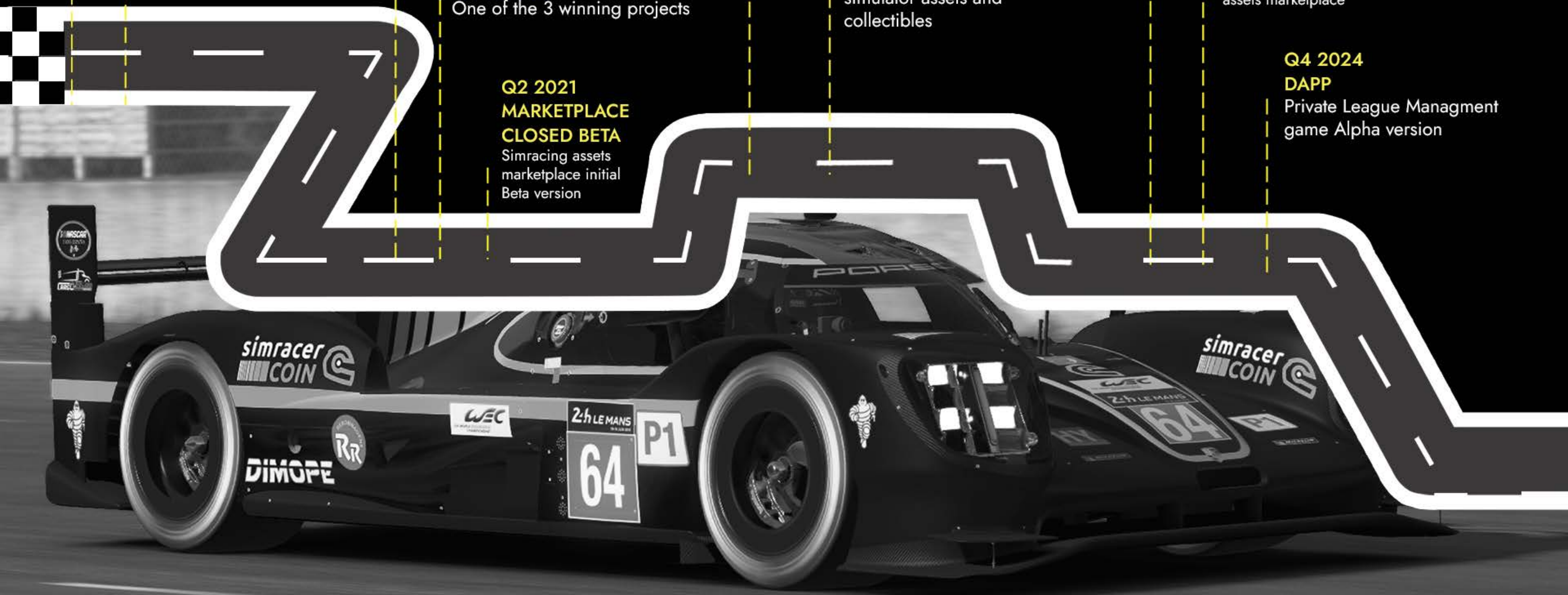
## Q1 2024 IDO AND DEX LISTING

## Q2 2024 MARKETPLACE V1

First production version of Simthunder sim racing assets marketplace

## Q4 2024 DAPP

Private League Management game Alpha version



# TEAM



**Miguel Gomes**  
Founder  
Blockchain Engineer



**Carlos Martins**  
Founder  
Full stack Engineer



**Gonçalo Perdigão**  
Business/Strategy Advisor



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Thank you!