



Web3-Powered Social Commerce Platform for All Gaming Needs

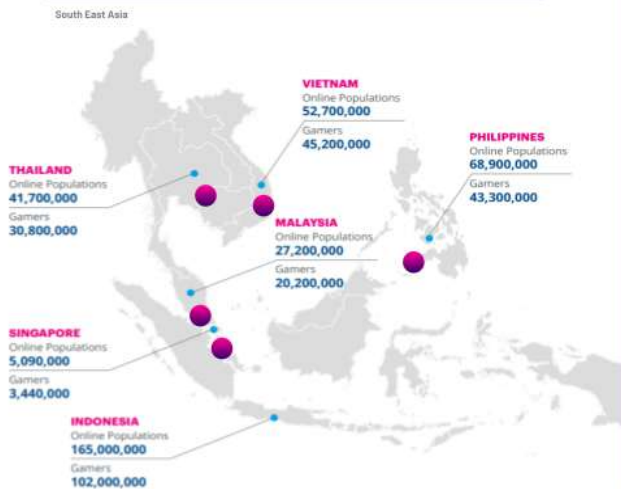
Gaming Market

The gaming Industry is rising rapidly in Indonesia. According to analytics company Newzoo, Indonesian market gaming revenue reached US\$1,74 billion (IDR 25,1 trillion) in 2020. Indonesia is currently the #1 gaming market in South East Asia and 17th in the world in terms of revenue. In addition, Asia is now one of the hottest markets for online gaming and businesses are always on the lookout for opportunities.

One key area is the growth of mobile gaming. Mobile gaming is the most popular platform in Asia, especially in Indonesia. There are at least 80 million mobile gamers in the country according to a study from advertising platform Pokkt. It is expected to reach 100 million, or approximately two in five Indonesians, by next year.

Market Size

SEA is the #1 Gaming Population in SEA



255+ Million

SEA Gamers Population

102+ Million

Indonesian Gamers Population

50+ Million

49% are spenders, and growing!

We believe that in **5 years**, through our offerings, we can increase the active spending population to **60-70%** of the total gaming population and increase the average spending per gamer to **\$40** per year from \$9 today.

150M+ Gamers
97M+ Spenders
\$3.9 Billion market, in Indonesia alone!



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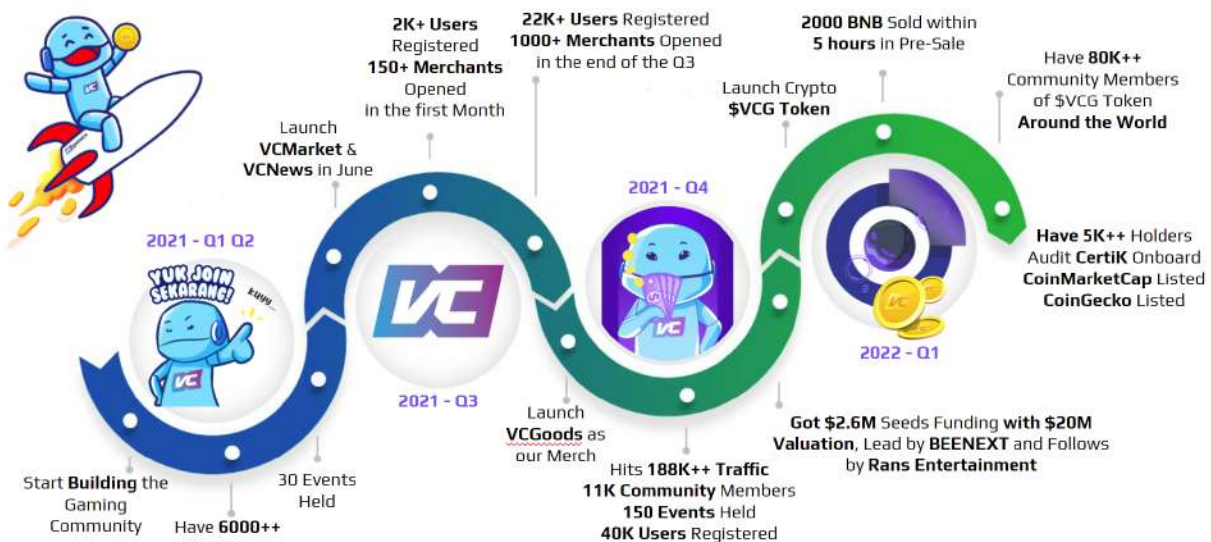
Overview

VCGamers is a web- and app-based gaming social commerce platform which provides all your gaming needs in one place. We allow gamers to interact, socialize, compete, create content, trade directly, and even list your NFT assets on our marketplace, all in one platform.

Powered by blockchain technology, VCGamers has launched its own cryptocurrency, **\$VCG**, which will have utility across the VCGamers ecosystem. \$VCG runs on the Binance Smart Chain and is built on top of a game-agnostic and platform-agnostic social commerce network. Any games or metaverses linked to it will benefit from VCGamers’ pre-existing infrastructure, community, and features, including token staking and NFT marketplace.

Furthermore, VCGamers will eventually launch its own launchpad and its own smart chain for creators or partners to launch their own Web3 projects, **especially in gaming**.

Our journey began last year, in 2021:





Expansive Possibilities of \$VCG

\$VCG is a token that is listed, operated and coded on the Binance Smart Chain, the largest blockchain in the world with daily transactions value reaching billions of dollars, and **cross-chain compatibility** including with **Ethereum, Solana and Polygon**. With such a vast array of potential markets and users, VCGamers intends to seize this opportunity by serving the gaming community through an integrated social commerce marketplace and NFT marketplace that form the pillars of an all-in-one platform for gamers.

Capitalization of the Crypto Market by Gaming Communities

The gaming community has surely made a mark in the global crypto community and therefore we can see the rise of gaming tokens created by communities and developers around the world. Global crypto market total transaction value has surely been boosted by the gaming community in general. Games that have entered the crypto market will see a boost of income, community members, and players in general, by relying on their loyal fan base and staying true to their games. As the pandemic accelerated adoption of crypto by gaming communities around the world, games that invested early in the space and allocated significant resources and marketing for Web3 development are enjoying growth levels that they have never seen before.

What We Offer





For Gamers & Esports Team

1. Buy and sell NFTs from your favourite game artists, designers, developers and publishers.
2. View and discover portfolios of game assets, sound assets, music and UI elements from your favourite games, developers and publishers.
3. Join discussion boards, share content, cast votes, win prizes and co-create with your favourite artists, designers and creators.
4. Participate in Tournaments, Leagues and win prize pools.
5. Community mining to earn \$VCG.
6. Esport teams can launch digital assets for fans and garner donations using \$VCG.
7. Passive income through revenue sharing from VCGamers platform fees.

For Traders

1. Buy and sell digital items across all games and platforms using VC Poin through swapping your \$VCG token
2. \$VCG holders can gain revenue sharing from VC Market Swapping fees and also staking.
3. Trade your \$VCG Token for NFTs, VC Poin, merch and other projects launched on the platform.

For Artists & Creators

1. A better way to showcase their work: 2D/3D assets, artworks, brushes, resources, and tutorials.
2. A platform to earn even more through enabling sales on the VCGamers NFT marketplace, building their own profile while equipped with the right tools to create the best work possible.
3. Central repository for reviewing and receiving reviews for all assets, tutorials and community feedback.
4. Find the right projects or job offers from game developers or publishers, along with interactions with gamers who will potentially buy their products, merchandise and creative assets.
5. Growing customer base on the VCGamers NFT marketplace with the support of tools to offer coupons, marketing, instant discovery, and more.
6. Facilitating collaboration on artworks, such as 2D/3D assets, with external parties.



For Game Developers & Publishers

1. Integrate your game with the VCG ecosystem where developers can list NFTs, create communities, and even earn passive income through their games.
2. Discover and hire your dream artist, UI developer, Unity/Unreal engine developer, graphics designer and more for your projects.
3. Buy and sell NFTs including UI elements, 2D/3D assets and music/sound assets on the NFT marketplace.
4. Collaborate on 2D/3D assets with your current and future partners. Imagine a Google Doc experience for 2D/3D game assets!
5. Raise awareness and interest for your games: hold design contests, community events, and more.

Tokenomics of \$VCG

Our tokenomics have been carefully planned and executed in their distribution, usage and valuation of the total supply. The tokenomics, combined with our tax rate will ensure security, mitigate dumping, and prevent the token from being disproportionately affected by a small number of large token holders.

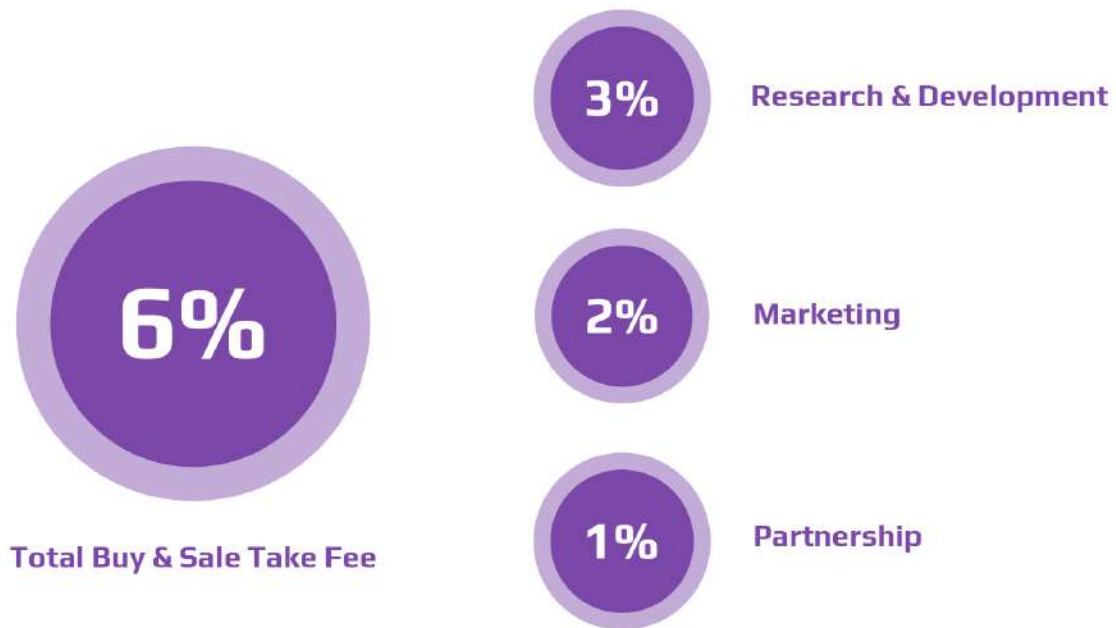
After Private and Presale events, \$VCG will be available for the general public once we have launched on PancakeSwap, other DEXs and eventually CEXs.

Allocation	%	Token Supply	Status	Wallet Address
Private Sale	4%	4.000.000	Public	Distributed to all private sale investors
Presale/IDO	35%	35.000.000	Public	0xEd7e7AA86eba84fA301a331bF9Db9e3ad176302A
DEX	20%	20.000.000	Public	0xae3691adfec53fe142ae0595f91811b1113d886f
CEX	10%	10.000.000	Vesting	0xE8329908d7610EDDBA014bF89479BD35dD61Df8A
Marketing	10%	10.000.000	Vesting	0x03c6997d221C5526FdAeF8E0De8E72F472562d63
Partnerships	10%	10.000.000	Vesting	0xba9FC192f0f5823e9D0F787C79EE38F5D4b62f21
Development	10%	10.000.000	Vesting	0x7D0b38d818bC9eF45C31965aBa5116638173a95E
Airdrop	1%	1.000.000	Vesting	0x03c6997d221C5526FdAeF8E0De8E72F472562d63



Tax Percentage and Usage of \$VCG

Tax will be pooled by the contract in a stratagem in which every transaction of selling and buying will be imposed a 6% tax in the form of \$VCG. This will be the catalyst for the contract to vend the pooled tax to the PancakeSwap router. The tax breakdown for all buying and selling transactions in \$BNB for the token is as follows:

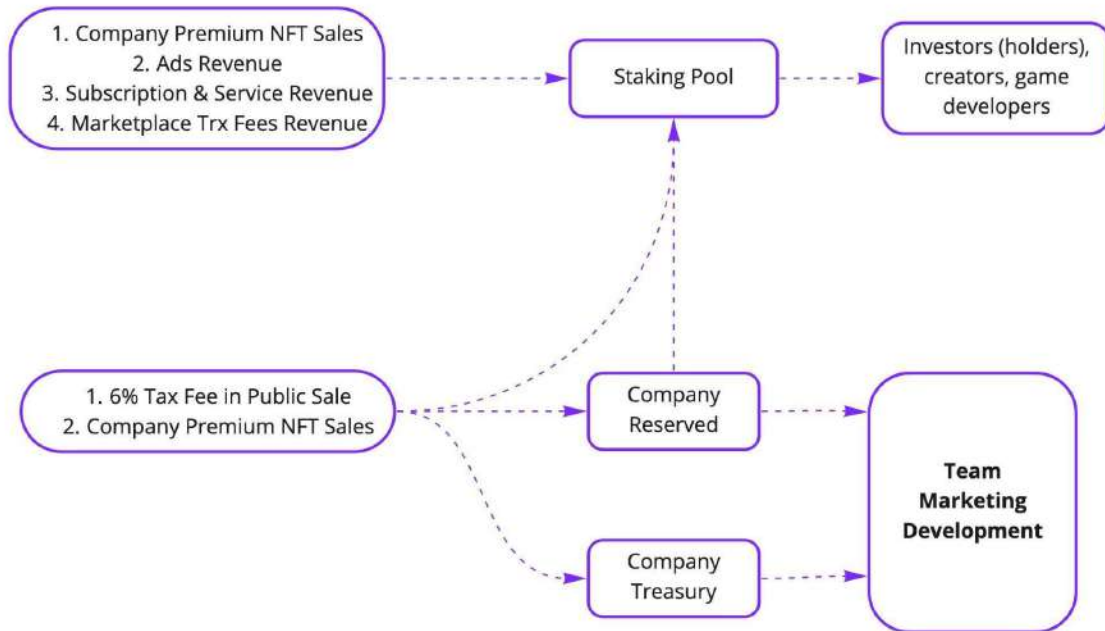




Revenue Streams and Revenue Sharing

With sales and transaction tax distributed towards marketing as well as research and development, VCGamers always ensures progress and development across all aspects of the ecosystem in parallel with external collaborations with strategic partners and the growth of the community. We will also launch a revenue sharing scheme with all community members and \$VCG holders.

Revenue Streams	Revenue Sharing
6% Tax from Buy & Sell Transactions in Public Sale	5% Company Treasury, 1% Staking Pool
Company Premium NFTs Sales	25% Staking Pool, 75% Company Treasury & Reserved
10% Swapping Transaction fees	25% Staking Pool, 75% Company Treasury & Reserved
VC Ads Manager Revenue	50% Staking Pool, 50% Company Treasury & Reserved
Subscription & Other Services Revenue	75% Staking Pool, 25% Company Treasury & Reserved



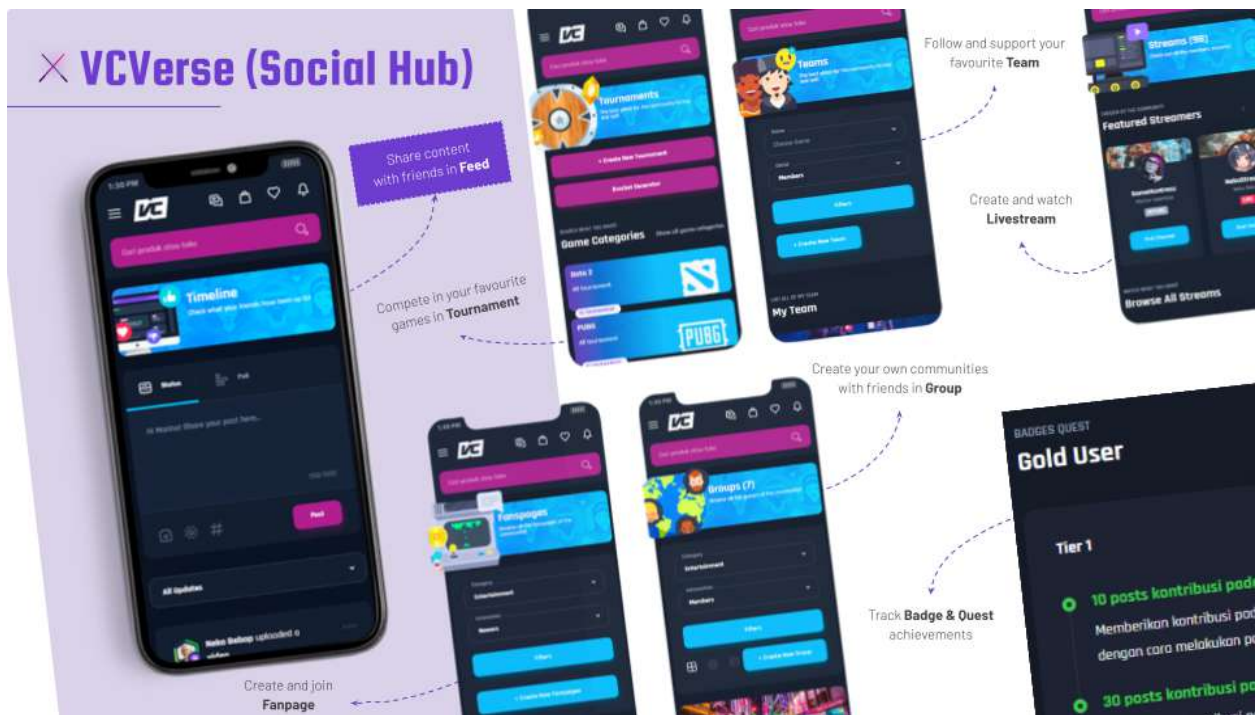
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Core Platform Features

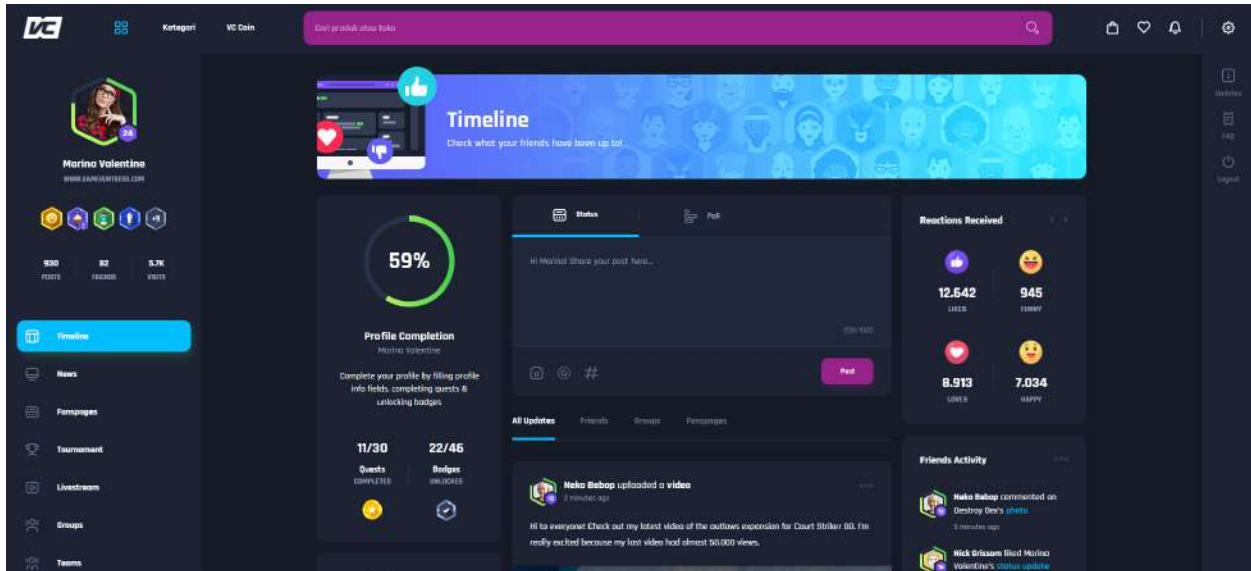
VCGamers' ecosystem of social commerce marketplace services are ever-growing into a vast community of gamers from all walks of life. With the release of \$VCG expanding the ecosystem, VCGamers as a platform will now have auxiliary support from the blockchain. With the token having a clear utility value, gaming communities can now use our social commerce marketplace with ease and with universal utility from across currencies through unified single token, with prices monitored and accounted for with clear tokenomics and tax usage.

VC Verse

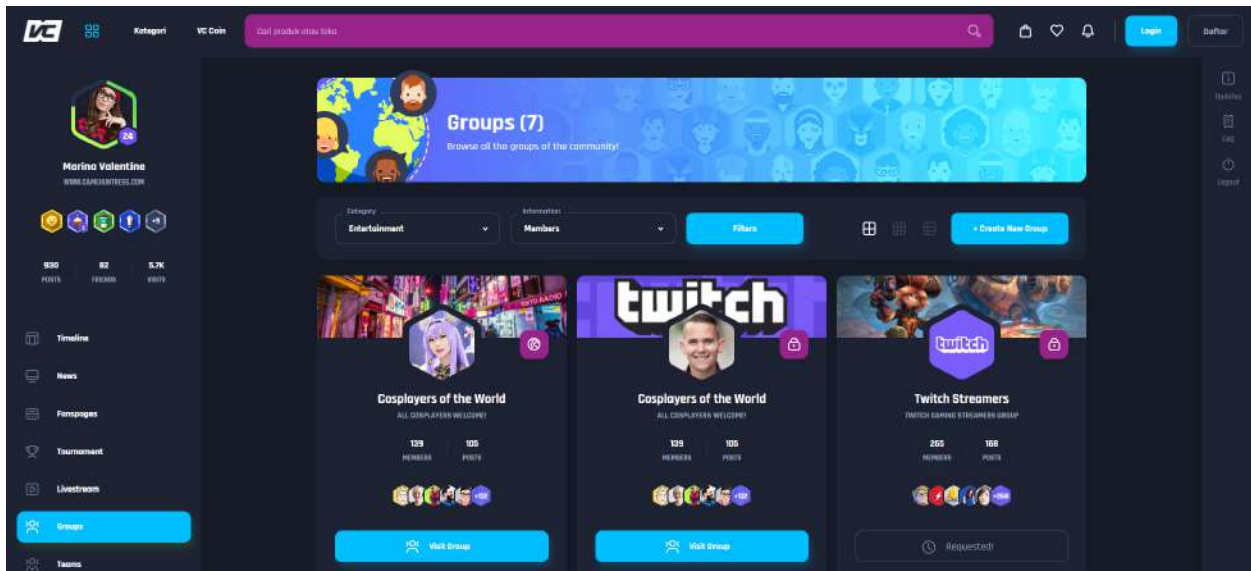




- A Social Hub designed for gamers focused on timeline/news feed interactions such as status updates and content sharing (game clips, memes, etc.)

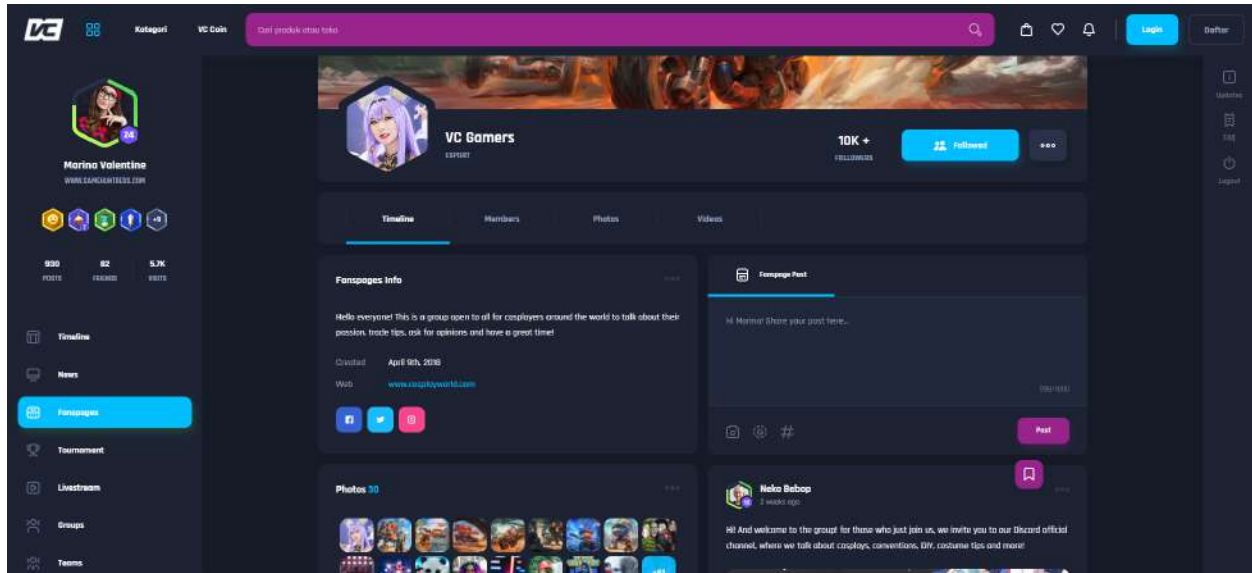


- Create or join **Groups** to make friends or meet other players for a specific game or content

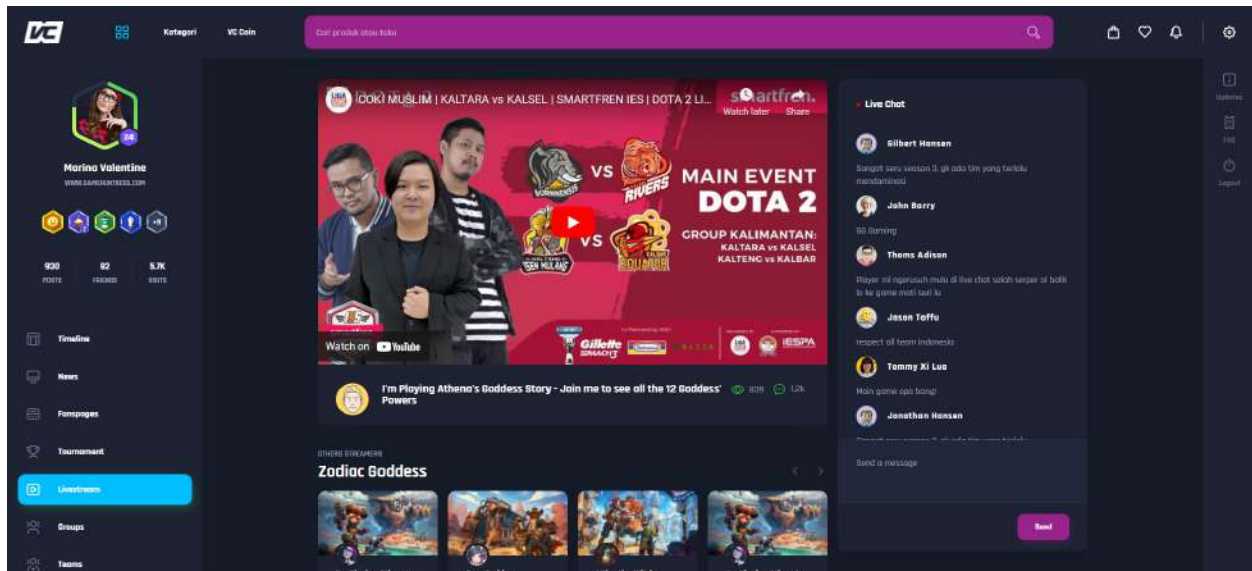




- Create or follow verified **Fan Pages** of gaming creators, esports athletes, and more



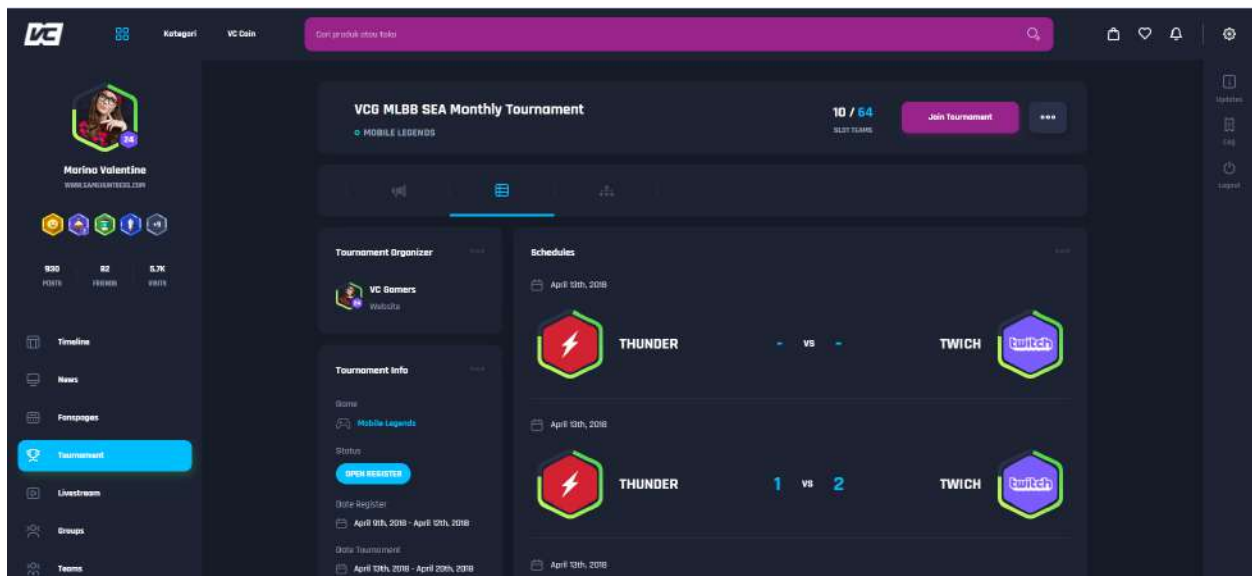
- Watch and donate to your favorite gaming creators on their **Livestream**



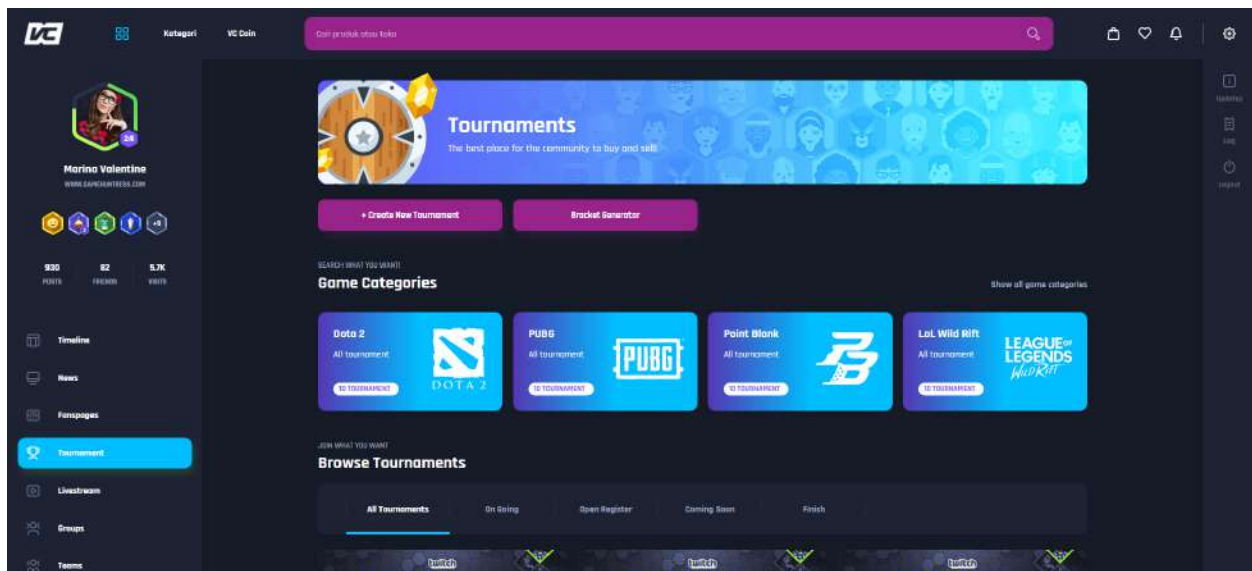


VC Arena

- Participate in gaming **Tournament and Leagues** and win prize pools



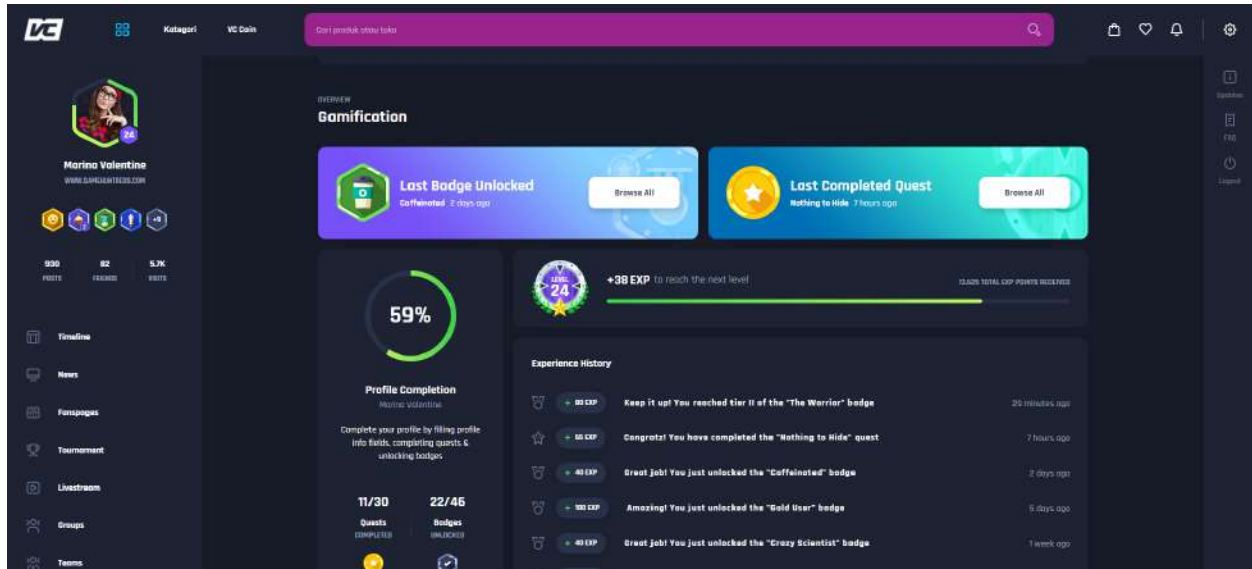
- Create or join **Teams** to compete with other gamers and even form your own **Esports Teams**





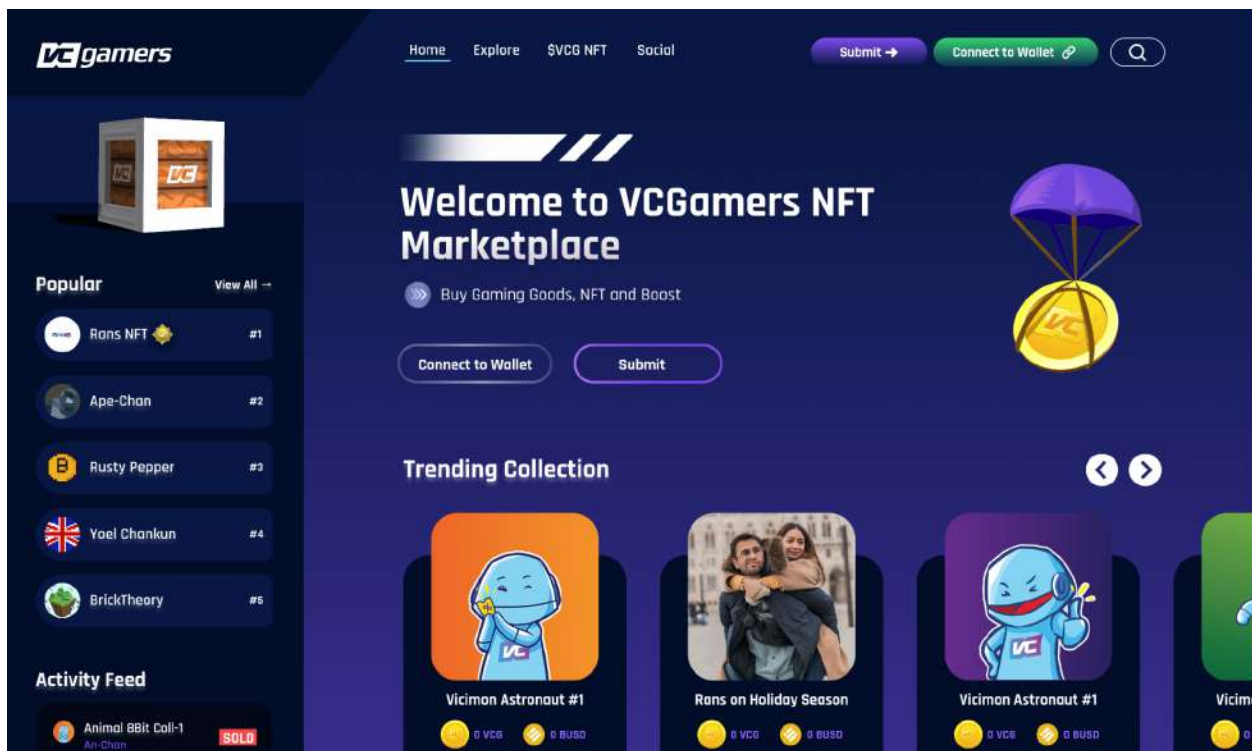
VC Badges

- Earn **Experience Points** and **Badges** to level-up your VCGamers Account with every achievement



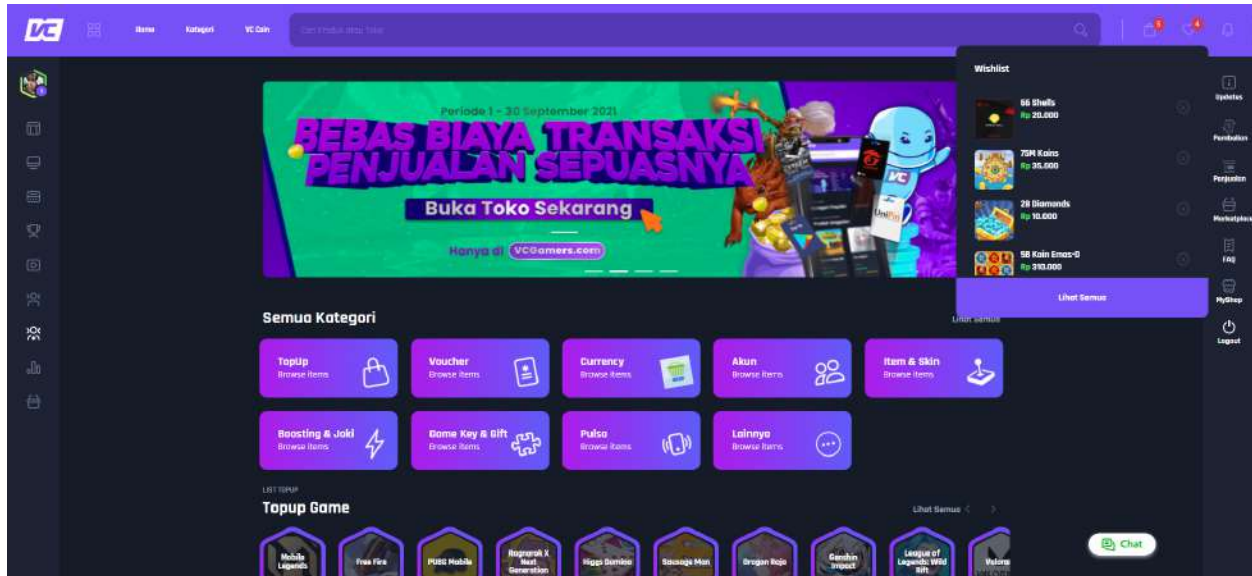
VC Market (Digital Products & NFT Marketplace)

- Buying and selling of NFTs in the form of game assets, graphical elements, artwork, music and sound assets.

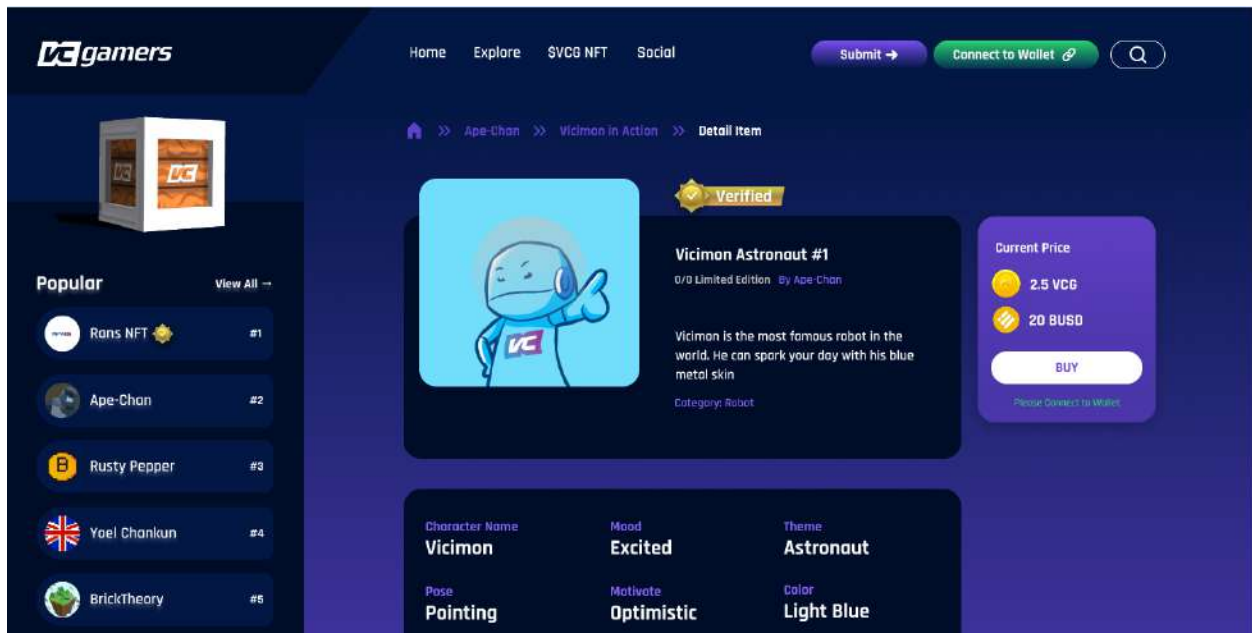




- For each swap, VCGamers will charge a 10% transaction fee. 75% of the fee will go to Company Treasury, while 25% will be rewarded to the Staking Pool to ensure our community's engagement and to enable them to share on our platform's success.



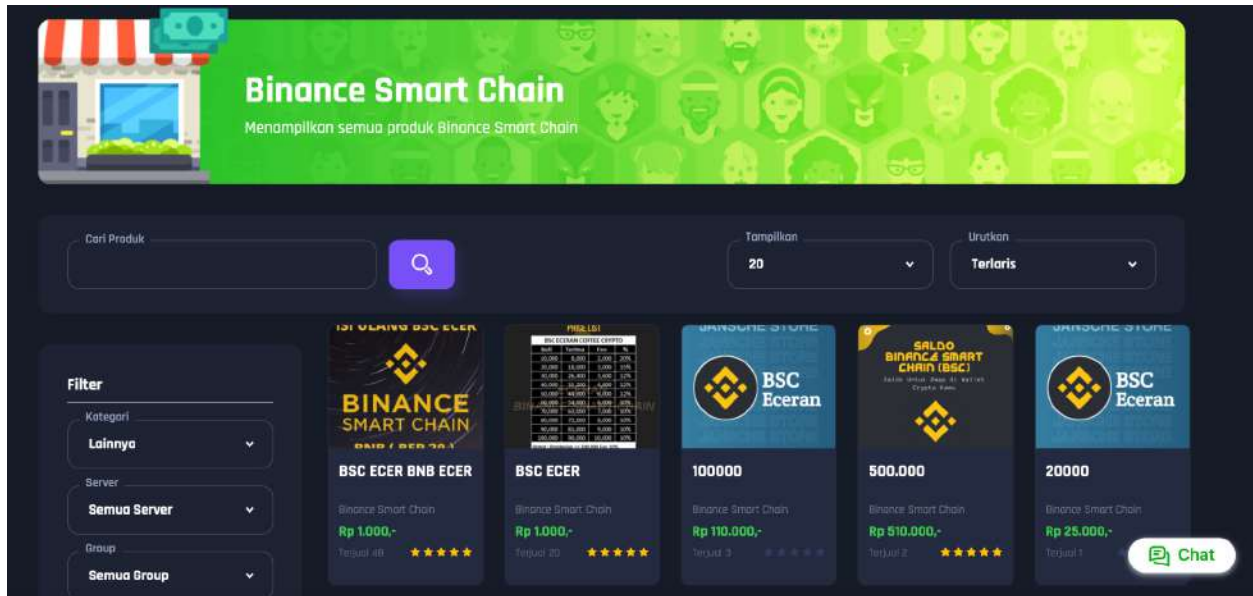
- Artists, game developers and other freelancers/professionals can advertise their artwork and assets using \$VCG on VC Ads Manager: 50% of the fees will be distributed to Dev/Platform/Marketing, 50% to ALL \$VCG holders through the Staking Pool.





VCGamers C2C Trading

Buyers can send fiat directly to sellers who hold the token and the seller then releases the amount of that token ordered to the buyer. This phenomenon is carried out between one user and another user on the platform. VCGamers act as an intermediary and manage the security infrastructure needed for both the buyer and seller. VCGamers will also audit and conduct KYC checks on sellers to ensure buyers' peace of mind.



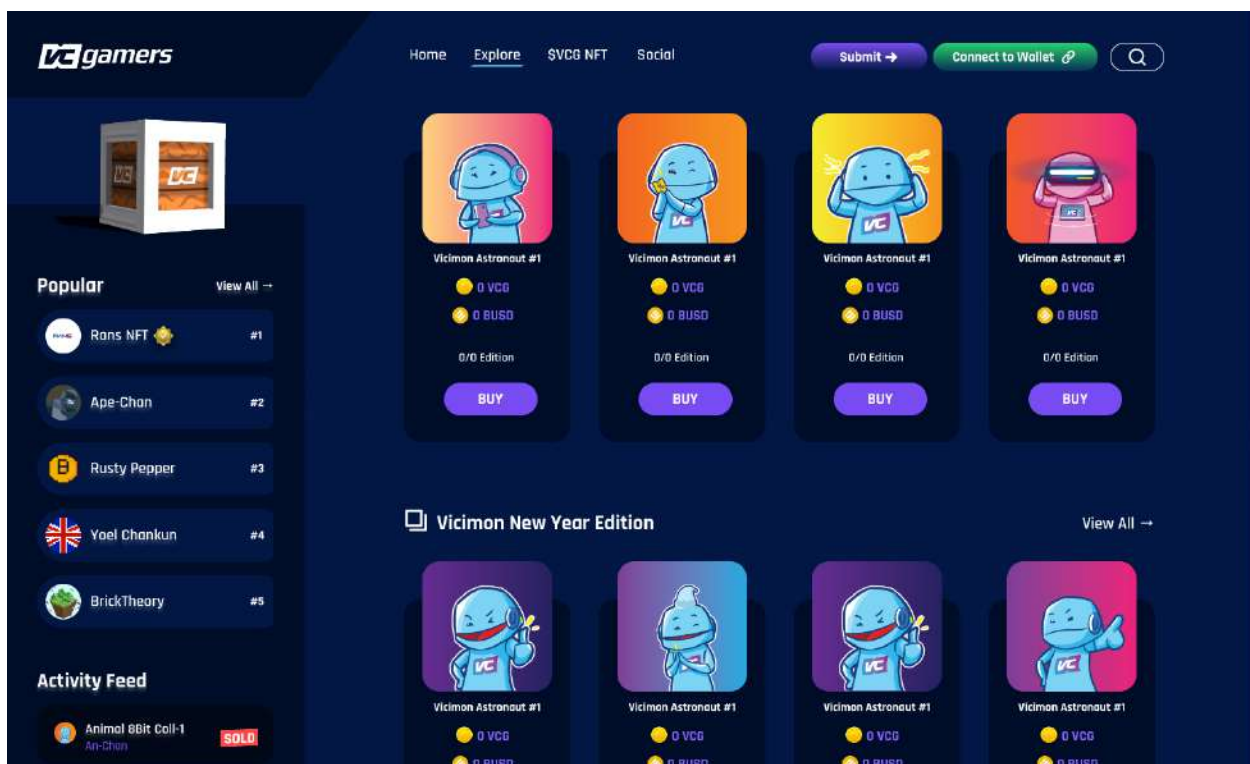


Premium Content NFTs

NFT is the new DLC for gaming, exciting gamers worldwide with exclusive content from their favourite games. Collecting NFTs is now a mainstream hobby and therefore VCGamers will launch a new NFT marketplace that will support this ecosystem and phenomenon. VCGamers' NFT marketplace is intended to empower Indonesian gamers and beyond to level up their standing in the global gaming community. Among others, it will offer the following experiences:

- Collect premium NFTs through mystery box features and earn through NFT staking after completing a collection.
- Gain perks by collecting premium NFTs such as extra % return in staking, and many more.
- Sell unused NFTs to other users who are looking to complete their NFT collections.

To enrich the marketplace, we will invite game developers, game publishers, hardware gaming companies and more to collaborate with us.





RansVerse powered by \$VCG and integration with other partners



Collaborating with Rans Entertainment, the single biggest influencer in Indonesia with 100m+ followers, RansVerse will be powered by \$VCG and will offer the following features:

- Mini-games to earn rewards
- Daily activities/quests to complete
- Virtual land plots for investment and development
- Premium Content (music concerts, sports matches, etc.)

Entry to RansVerse and all transactions within will require \$VCG. This collaboration is made possible through our partnership with UpBanx, a fintech platform specializing in content creators and ShintaVR, a company specializing in the development of metaverse worlds. UpBanx provides launchpads, NFT minting, liquidity solutions, and more for content creators launching their own Web3 projects. We will also further expand partnerships with game developers, game publishers, and gaming creators to broaden the VCGamers ecosystem.



Add-on for the VCGamers Ecosystem

VC Goods

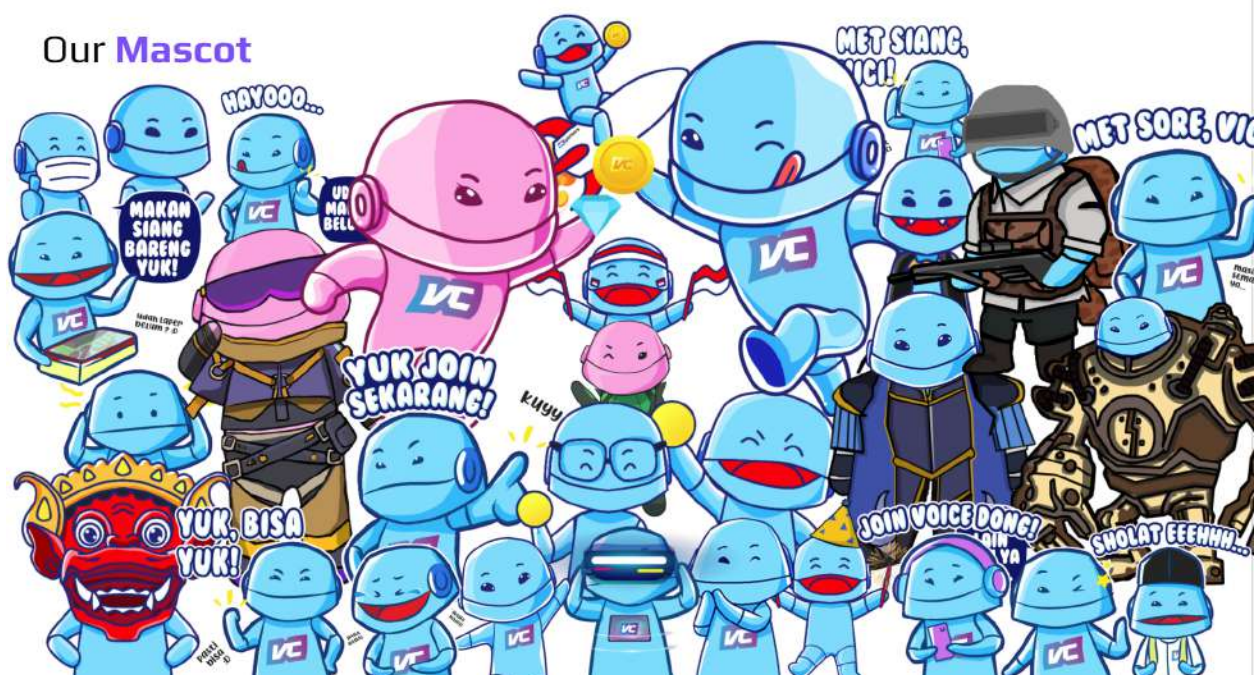
To create a sense of belonging in our community through fashionable apparels.



Vicimon Mascot

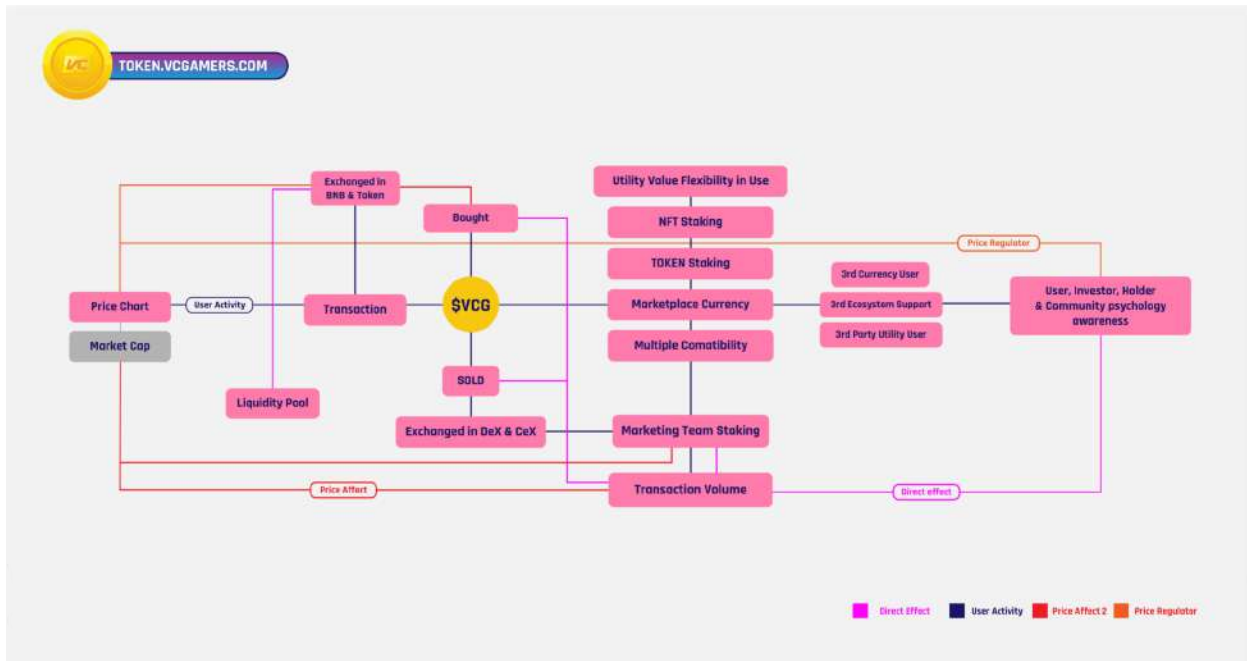
By the community, for the community!

Our Mascot





\$VCG Utility, Flexibility and Compatibility



1. All \$VCG trades will provide us with BNB in exchange for depositing \$VCG in our users' wallets. The BNB proceeds will be deposited in our liquidity pool.
2. All token transactions in CEX and DEX will be imposed with a 6% tax rate that will be allocated for Marketing, Staking and team.
3. \$VCG, with all its utility value, can be easily integrated with 3rd party use cases such as:
 - a. A trading instrument in a specific ecosystem (e.g. NFT marketplaces, Ransverse, crowdfunding platforms, etc.)
 - b. Ecosystem-as-a-service for various gaming content or community platforms, which can even include NFT launchpad and staking infrastructure.
 - c. As rewards for various campaigns, events, etc.
4. Awareness will be the paramount factor and a key endgame focus for our relentless push towards utility, value, flexibility and compatibility. Awareness is what will push the market towards higher transaction volume that will directly and indirectly affect market capitalization, price growth, and thus even more awareness.



Technology



\$VCG was released on Binance Smart Chain, in BEP-20 standard. BEP-20 is a token standard on Binance Smart Chain that surpasses ERC-20, the most common Ethereum token standard. You can think of it as a blueprint for tokens that defines how they can be spent, who can spend them, and other rules for their usage. Due to its similarity to Binance Chain's BEP-20 and Ethereum's ERC-20, it's compatible with both, and both can be written in native ETH technology, Solidity.

BEP-20 was conceived as a technical specification for Binance Smart Chain, with the goal of providing a flexible format for developers to launch a range of different tokens. These could represent anything from shares in a business to dollars stored in a bank vault (i.e., a stablecoin). VCG created a technology that fully integrates BEP20 with the ecosystem and platform of VCGamers. Henceforth, users and investors will feel the benefits of having the token running primarily on Binance Smart Chain, and of integration across various ecosystems that we have done and will continue to do in the future.

With maximum integration of \$VCG with the Binance Smart Chain, we open up the possibility for a vast expansion in the long run. With our utility value, we can ensure flexible utilization of the token in a variety of platforms and services. Also, BEP-20 token transactions are fueled by BNB. This provides an incentive for blockchain validators to include \$VCG transactions, as they will collect BNB as a fee for their contribution to the \$VCG ecosystem.



Roadmap

We started our journey on January, 1st 2022. Our Presale on PancakeSwap sold out in less than 6 hours with a hard cap of 2000 BNB, the biggest ever done in Indonesia. \$VCG was then subsequently listed on CoinMarketCap within 3 days after IDO.

Previous Milestones

Phase 1

- VCG team building
- Social media & community building
- VCG website development
- Tokenomics & smart contract development

Phase 2

- Techrate audit
- IDO presale on PinkSale
- DEX listing on PancakeSwap
- CoinMarketCap listing
- Coingecko listing

Future Milestones

Phase 3

- CertiK Audit
- Surprise Marketing Initiatives
- Community Events
- Staking Feature Launch

Phase 4

- CEX Listing
- Cross-Chain Enablement
- NFT Marketplace Launch
- \$VCG integration with the VCGamers Ecosystem
- Surprise Collaborations
- *Roadmap V2 launch*



Our Team



VCGamers currently employs **74 distributed team members**, and is still growing. We call ourselves **Vicgank!**

For more information about our team members and leaders please check our LinkedIn page: <https://www.linkedin.com/company/vcgamers>



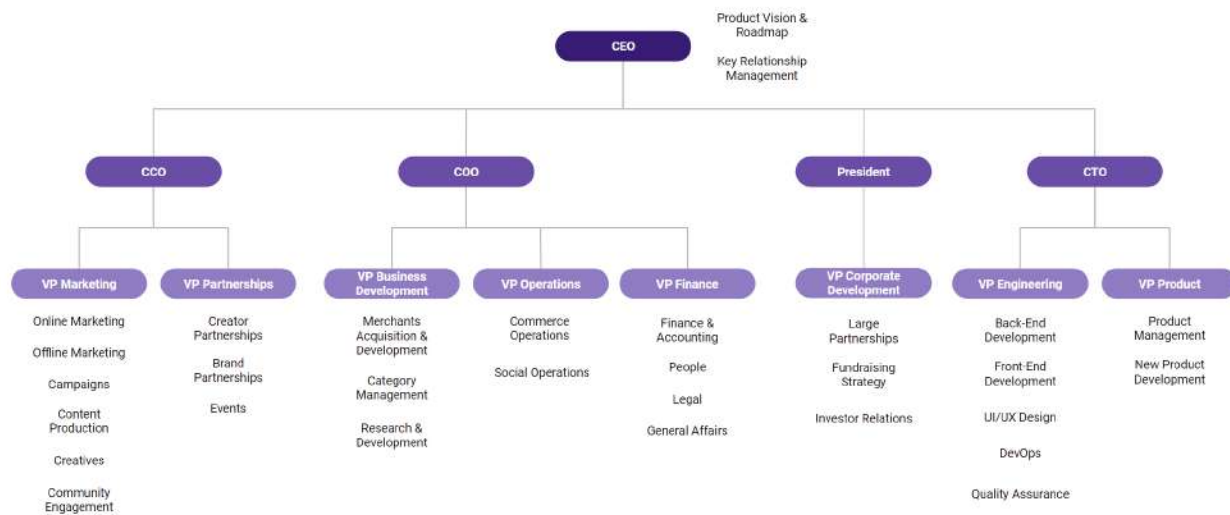
Isya Sony Subrata	Chief Executive Officer	https://www.linkedin.com/in/issubrata/
Hartanto Lee	Chief Operation Officer	https://www.linkedin.com/in/hartantolee/
Ibnu Anggara	Chief Commercial Officer	https://www.linkedin.com/in/ibnu-anqqara/
Wafa Taftazani	Chairman	https://www.linkedin.com/in/wafataftazani/



Our beloved team on site at office:

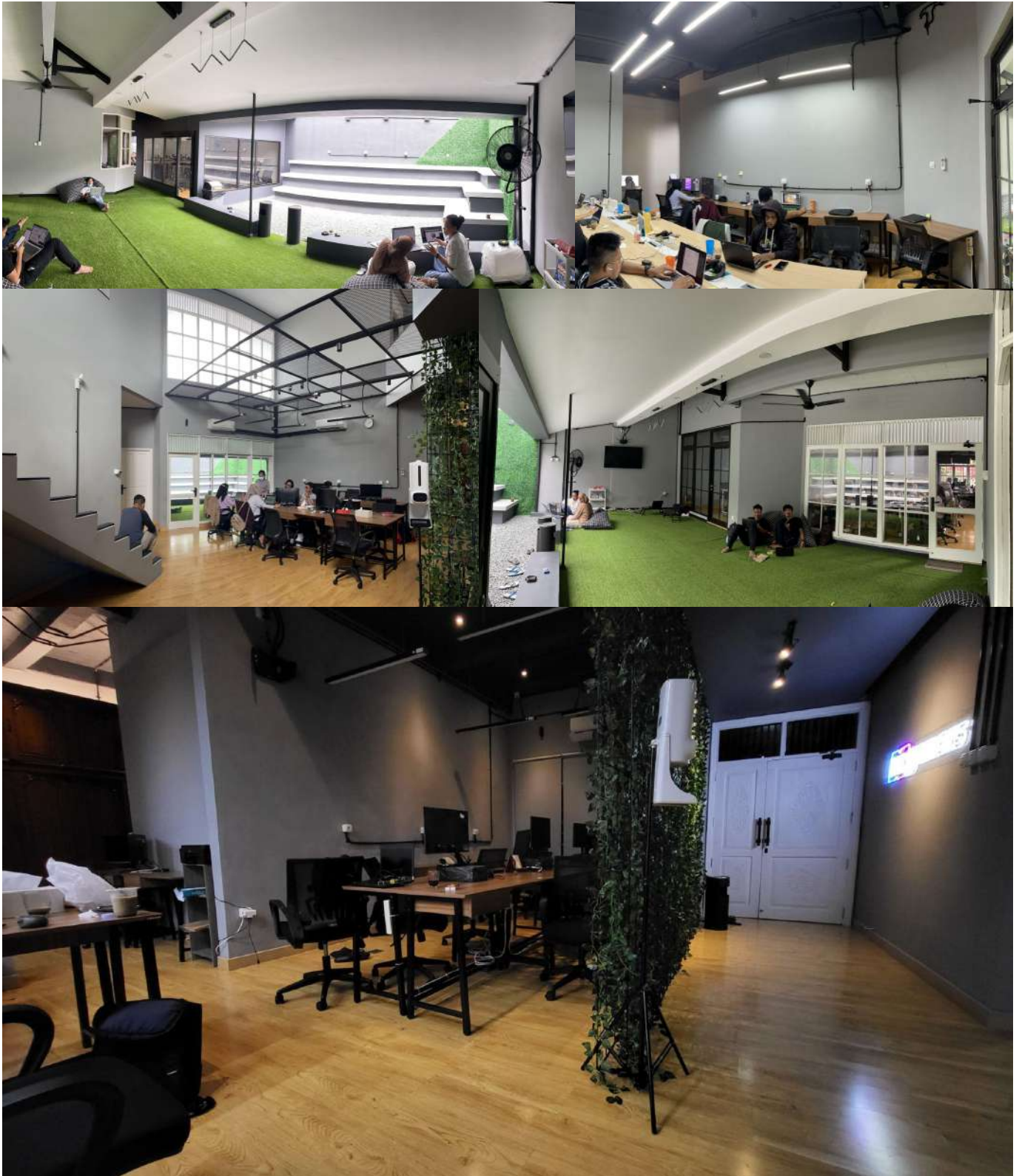


Our organizational structure is as follows:





Our Office





Our Synergies

Investors

We are backed by a top global VC and a leading digital entertainment company:



Leadership & Angels

We hail from the world's most exciting companies:



Partnership

We are fully supported by our reliable strategic partners and enablers:



Next, **you?**

Media

Global media companies are telling our story, of our ambition to build a legendary gaming company from Indonesia





Conclusion

VCGamers allows gamers, creators, artists, esports teams, game developers, game publishers, and all other gaming stakeholders to trade, interact, compete, create and share content, and even build communities within the platform.

With the scale of our ecosystem, integrated with the \$VCG token, our experienced and dedicated team is enabling a unique, never-seen-before way to gather hundreds of millions of gamers, beginning in Indonesia, then Asia, but eventually the whole world, to enjoy their favorite activity, gaming, in whole new, blockchain-powered ways.

JOIN US NOW !!