

CRYPTOTYCOON

Q: Why do you even need the Crowdsale?

A: We want to deliver an exceptional game and exceptional experience, design great graphics, code blazing fast network protocols and don't trade the game quality in the process. Frankly, that needs funding we just don't have. A high level list of our stretch goals looks like this:

- More Tycoons!
- Full 3D with better graphics
- Massive Multiplayer Online
- RTS gameplay tweaks (rig attack and defence)
- Blueprints and Inventions

Q: So why it's an [Anti-] ICO?

A: Well, for starters we are running a crowdfunding with ETH and that's all there is about it. The [CTY] tokens you get are just the proof you funded with the certain amount of ETH.

We will exchange [CTY] only to in-game rewards, in-game content and in-game currency. [CTY] will not be listed on any exchange. [CTY] will not be traded on any exchange. It's a useless token with the only purpose to provide proof of sent funds once the Crowdsale ended.

Q: What rewards do you have for the funders?

A: There are two types of rewards that apply to the funders: Smart Rewards and Milestone Rewards. Crowdsale Rewards: <https://cryptotycoon.to/assets/docs/rewards-141218.pdf>

Q: How to claim my CryptoTycoon Crowdsale reward?

A: First, you will need to add your public wallet address you used to send ETH to participate in CryptoTycoon Crowdsale to your game account. After that's done you should send your Tycoon Tokens [CTY] to the wallet address displayed at your account profile. The game will detect the transaction and issue a reward to your account that corresponds with the amount of Tycoon Tokens you sent.



Q: I don't want to share my precious wallet address!

A: You don't have to share your "main" wallet address. Create a throwaway address and register that one with your CryptoTycoon account. We will accept the Tycoon Tokens [CTY] sent to us from any registered wallet address.

Q: What is the Soft Cap at the Main Crowdsale?

A: 200 ETH.

Q: What if Soft Cap not reached?

A: Our smart-contract will refund all the ETH sent by the participants.

Q: What is the Hard Cap at the Main Crowdsale?

A: There is no Hard Cap.

Q: Why there is no Hard Cap?

A: Unlike product and company development, games are beasts of a different kind. There are a lot of gameplay and game design ideas and there are a lot of ways to execute on game concepts. We strive to create an outstanding experience, but due to the amount of creative work we will limit it to the amount of funding received.

Q: What are the Stretch Goals?

A: There is (will be) a separate post outlining our future plans once the funding total can be estimated.

Q: Dates, discounts, exchange rate?

A: Early Crowdsale goes Dec 10-Jan 10, 2019 with a discount of 20%. Main Crowdsale goes Jan 10-Mar 10, 2019 with no discount. Exchange rate is 1 ETH = 10 CTY.



CRYPTOTYCOON

Q: I sent ETH to wrong Crowdsale address!

A: There is nothing we can do. Please, double check the smart-contract address before you send the transaction.

Q: How to see my Tycoon Tokens [CTY] on my wallet?

- Token address: 0x3982a8b2324ade579b85c10f9343fa64fc588e98
- Token symbol: CTY
- Decimals: 18

Q: Will [CTY] get listed?

A: No.

Q: Will I trade Tycoon Tokens [CTY] on an exchange?

A: No. The CTY will only be exchanged to in-game currency, rewards and bonuses. You can send CTY to friends so they can have a (much) quicker start in CryptoTycoon.

Q: Can I check your Crowdsale smart-contract?

A: Sure, you can! Here: <https://github.com/chasingdreamsgames/cryptotycoon>

Q: What will you use the money for?

- **Game Development: 40%.** This goes to develop the client for Windows and Mac platforms.
- **Network Development: 25%.** Game Master node development and the development/tweaks of our MMO Barracuda Protocol required specifically for CryptoTycoon.
- **Design & Creative: 15%.** 2D graphics, VFX, music and SFX, 3D models, UI/UX, game design and script.
- **Marketing & PR: 20%.** Massive word-spread across social media, getting to editorials and online magazines, running CPC/CPA campaigns to grow the community further.

