

Whitepaper

Since the dawn of civilizations, men have fought each other in pursuit of control and power, driven by greed. This curse spreads throughout the land, sparing no one.

The world has reached a point where wars have become different, as they have become less bloody in our eyes, but deaths occur with greater intensity, thereby sparing those responsible for these acts.

What I narrate now is a war in which the coveted money has taken command of what men do, dictating what they can or cannot do, and even determining the value of their work. We are not experiencing moments of nuclear wars, nor chemical or biological wars, but moments in which a global currency regulates all others, showing us that selfishness and ambition have not yet faded away, as they continue to leave their marks in present-day society.



Whitepaper

But this bloodless struggle may be coming to an end, for something is about to happen. Heroes have emerged to free us from the nightmares of everyday life, bringing hope for better days when selflessness can prevail, where modesty and generosity can find room, and the player can have freedom...



These days will begin with PLAYERCOIN, bringing liberation to the players.

Whitepaper



PlayerCoin (PLC) is a token on the BNB network that is linked to the 4UPlayer social network. It is used for all payment functions and promoted within the network, aiming to provide transaction speed, user security, and smooth interaction among members.

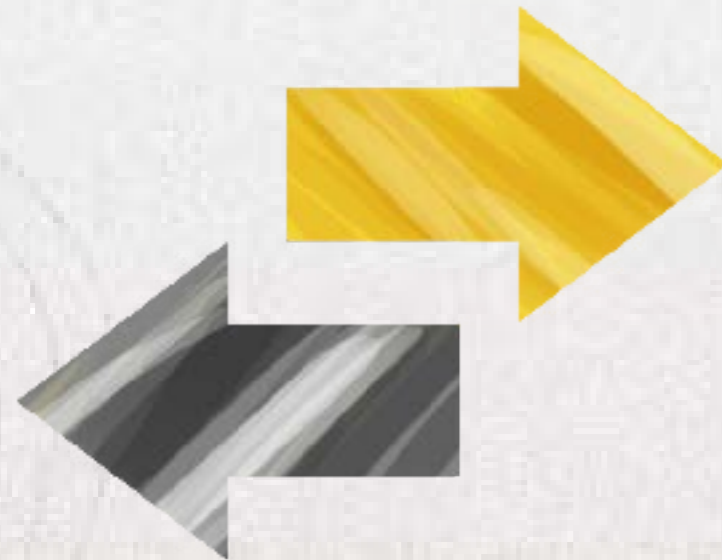
PLC is utilized by gamers, influencers, consumers, game administrators, and companies within the social network interface for the acquisition of products and services within games associated with the platform. It is also used as a means of boosting, promoting, posting content, facilitating purchases, sales, exchanges, events, and tournaments.



Summary

PlayerCoin presents a strategic shift in the world of cryptocurrencies by being a utility token that brings simplicity to buying, selling, and trading for an audience that is already familiar with such usage but in a more archaic and delayed manner. Currently, gamers engage in exchanges between currencies used in various gaming worlds for items or fiat currency, which can be insecure and expose users to risks of fraud and theft.

PLC brings a change in trust, technology, and inclusion.



Developed to bring a sophisticated and well-structured ecosystem of transactions and utility, we offer new perspectives to conventional exchange strategies. We create a safe space and a complementary system to your world, where countless possibilities arise, primarily focused on providing enhanced security and ease of use. PlayerCoin leverages blockchain technology and artificial intelligence (AI) to achieve these goals.



Its concept primarily stems from the possibility of utilizing viable and secure means such as blockchain technology and the utilization network. This allows users, whether they are companies, gamers, or content creators, to easily manage their funds while enjoying the best that the gaming world has to offer. Within the platform, users can manage their tokens and NFTs.

Companies and gamers can use their tokens to create exclusive events that are prominently featured and can be filtered based on interests. These events offer various registration options, including free, paid, or engagement-based registrations that require participants to complete a specific task, such as physically visiting one of the company's brick-and-mortar stores, in order to validate their registration.

By doing so, we have created mechanisms that make companies reliant on token acquisition, not only for boosting publications and promoting marketing strategies but also for hosting events with their own controlled and customized rules. This facilitates complex marketing campaigns to promote their content effectively.



PlayerCoin is a utility token designed for use within the 4UPlayer system, an innovative and unprecedented technological platform. PlayerCoin is developed by 4uPlayer, a duly established limited liability company in accordance with the laws of the Federative Republic of Brazil.

The acquisition of PlayerCoin allows users to purchase products and services within the 4UPlayer platform. The use of PlayerCoin outside the 4UPlayer system depends on the acceptance of PlayerCoin by third parties and its trading on the secondary market of crypto assets through exchanges. The decision to acquire PlayerCoin should be based on a detailed analysis of this white paper, as well as other publicly available information about the issuing company.

There is no guarantee of a refund of the funds invested in the acquisition of PlayerCoins or of potential appreciation in the secondary market when trading on exchanges. PlayerCoins do not grant their holders any promise, title, participation or partnership rights, privileges, prerogatives, preferences, or any other executable or convertible rights in relation to the composition of the share capital of the issuer of PlayerCoins. Additionally, PlayerCoins do not confer any political or voting rights in the administration and conduct of the issuer's business.



Any potential and uncertain remuneration that a purchaser of PlayerCoin may obtain from the resale of PlayerCoin on the secondary market does not result from the efforts of the PlayerCoin issuer or third parties, but rather from the purchaser's own analysis of the volatility of the crypto asset market and the law of supply and demand in the free market.

PlayerCoin does not have the nature of a security under the terms of Article 2 of Law No. 6.385/1976. The PlayerCoin ICO does not constitute, under the current and applicable Brazilian legislation, a public offering of securities, and therefore it is not subject to supervision, authorization, and/or registration exemption by the Brazilian Securities and Exchange Commission (Comissão de Valores Mobiliários). PlayerCoin does not have the nature of a means of payment, as defined in Law No. 12.865/2013 and applicable regulations of the Central Bank of Brazil and the National Financial System.

Companies can acquire tokens that can be inserted into their own panel, where they can select the link to their advertisement and the display of it, with the transaction taking place in PLC. The advertisements can be targeted to the general or specific audience, and users will receive a pop-up offering the opportunity to receive tokens in exchange for watching the advertisement, with advanced product and brand disclosure. When registering on the platform, users can choose to participate in mining or not.

These advertisements are not related to boosting publications but rather personalized pop-ups that lead users to specific pages. Advertisers pay a predetermined amount from their wallet. The distribution of these funds is divided equally, with 50% going to 4UPlayer and 50% to the user who watched the advertisement.



Whitepaper

ABOUT THE 4UPLAYER SOCIAL NETWORK



The 4UPlayer social network presents itself as a platform fully dedicated to gamers, where players can utilize resources specifically tailored for them, eliminating the need to use multiple platforms to access different services.

Our network addresses the major pain points of gamers, such as time loss and lack of trust, by providing a certification for each account through an elaborate verification process that verifies the player's nickname in conjunction with the game they play. This ensures increased transaction security and significantly reduces the possibility of fraud.

We provide the opportunity for players and companies to create events with pre-defined prizes, paid in crypto tokens and linked to the platform. This allows companies hosting events to promote all of their products simultaneously.



4UPLAYER
Gamer Social Network



We organize official tournaments in partnership with various games, where each champion, qualified by game, will represent 4UPlayer in official and unofficial events, both physical and digital. They will be rewarded with exclusive access, highlighted profiles on the social network, top live stream priority, access to premium features on our platform, and recognition on partner platforms.

Our network features a token mining feature through partnerships with companies seeking targeted advertising to a specific audience. These companies fund media campaigns aimed at players who agree to receive this type of information and evaluate the company's offer in exchange for PLC tokens.

We offer users the opportunity to participate in official game groups and groups created by subscribers. These groups have instant communication features, with dedicated servers for guilds tailored to each game, and special characteristics for partner games.



Gamer Profile: Players have a gamer resume on their page, where they can share their achievements, highlight their gaming styles and games, and showcase obtained titles and other external channels that demonstrate their proficiency in a particular game. Through this resume, participation categories for tournaments and standout positions within the social network are selected for each member.

Player Ranking: The ranking features the top players, evaluated based on their performance in games, as well as the best content creators and streamers.

Rivalry: Players can mark each other as rivals, and the marked player will be notified to accept the rivalry. If accepted, an event is created where dates and times are set for battles within the specific game. It operates as a challenge and reward system, which is promoted on the social network among friends and followers of both competitors. The system is complemented by a betting mechanism for champions, utilizing a Chat panel with availability discrimination functionality in-game.

Voluntary Sponsorship System: Any user can send coins to another user in exchange for visibility and commercial space during live streams.

STORES AND MARKETPLACE



Within the official groups of the platform, stores from partner companies are made available, and each game administrator can manage their space for selling items and products from their games as a way of promoting their independent work or game line. This operates in a secure transaction environment with people from their niche.

Additionally, an open and free space is provided for cross-game product transactions, allowing players to trade items from different games using the same currency. This functions as a marketplace within RPG games, reflecting our gamer spirit and the immersive nature of our platform. We will introduce an exclusive system that guarantees the purchase and delivery of items bought by the player, with coins being released to the seller only upon item delivery.



4uPlayer, through its channel, offers usable NFTs within its platform, with features that include profile highlighting, information management, profile identification in games, and showcasing the player's favorite and most used characters.

Users can acquire NFTs directly within the social network using PLCs for purchase. Subsequently, these NFTs can be sold to other users.



PLAYERCOIN
CRYPTO GAMER

NFT 2.0

In order to further promote events within the platform, we have created NFTs for partner companies that actively participate as event creators and supporters of young talents. These NFTs can be exclusively awarded to players that the companies wish to highlight, sponsor, and support.

NFT 2.0

As a result, winners of an event organized by a partner company will receive the design of that NFT displayed next to their name on the network and also on their personal page, showcasing their championship victory or sponsorship. These tokens have a limited duration, highlighting the achievement until similar

Whitepaper YOUR DIFFERENTIAL COMPETITIVO:



The functionality of the token is versatile within our social network, as well as outside of it, as users can use it wherever and however they prefer.

Official game stores within the social network and a player-driven marketplace, all revolving around our token.

The system as a whole provides security for players, as each gamer is identified within the social network, and their transactions can occur using the open, decentralized token that is well connected to the social network, where all players are recognized by their nicknames.

Creation of events, championships, and rivalries, even allowing for betting, all in a practical, easy, and secure manner, as tokens are distributed instantly.

Providing easy forms of rewards, demonstrating that players and content creators are not just people having fun but professionals in their fields, as our token facilitates easy payment and reward options for users.

Mining through advertisements, where sponsoring companies provide a certain amount of PLC when their website is visited by a user, with the possibility of “farming” tokens within partner stores, where a QR code from 4uPlayer is displayed and players can simply scan it to receive coins.

We act as a second in-game currency and offer players an easy way to exchange and make purchases in various games, serving as a second layer to game currencies.

Our platform will feature tradeable and usable NFTs, which will provide players with more visibility, and companies can use their NFTs to promote their sponsored individuals.



4UPlayer embodies its core values of commitment, respect, and inclusion, providing a safe and welcoming space for the gaming community. It offers all the necessary features for players and teams, regardless of their skill levels, ensuring an unparalleled and unique experience with a multitude of possibilities and ways to engage. Our team specializes in player support and relationship management, implementing best practices tailored to the virtual gaming and esports industry, pioneering innovative ways to connect gamers.

Our platform, or social network, is built upon the following mechanisms:

Cooperation and interaction among players, sponsoring companies, and game developers.

Event, tournament, and competition platform.

Streaming capabilities.

Marketplace and payment gateway.

PlayerCoin (BSC utility token).

These mechanisms form the foundation of our system, enabling us to deliver the magic of the gaming world to real life.





Through the proceeds from the ICO and other partnerships and donations, as well as the profitability of the social network, we will support the social initiative called “Jovens Players” (Young Players), which will be developed in partnership with schools to promote inclusion, assistance, and accessibility in public schools across Brazil. This initiative aims to provide kits for students, personalized school supplies from partners, computers, and other equipment that enhance the capabilities and imagination of young children. We want to show them that the world of e-sports has evolved and is not just about games and entertainment, but also offers career opportunities and greater inclusivity.

Additionally, through this initiative, we can provide education on technology, cryptocurrencies, and investments, particularly targeting underprivileged youth who often face exclusion from the virtual world. All news and updates about our social initiatives will be prominently featured on dedicated pages within our social network, ensuring transparency and awareness of the work we are doing. It is important to note that 4UPlayer will carry out this work voluntarily as a social project, as it will depend on the funds available and the amount raised through events and donations.

The PlayerCoin will be registered on the Binance Smart Chain (BSC) platform using a smart contract following the BEP20 standard, which ensures compatibility with most wallets and exchanges that currently support BNB-based cryptocurrencies.

The maximum supply of PlayerCoin (PLC) will be 200,000,000 utility tokens, and no new units will be generated under any circumstances.

Initially, there are no transaction fees for PlayerCoin until the implementation of the V2 contract or the implementation of the PLC blockchain. Any fees and security mechanisms to be implemented will be discussed and made visible to the community and token holders. They will undergo analysis by the board before implementation.

The technology supporting the PlayerCoin system has been under development since January 2021 when the company initiated a study on the systems to be developed and the processes to be created, ensuring the sustainability of the entire operation surrounding PlayerCoin.





Once the platform is live, new users and investors who choose to transfer their tokens to the partnered wallet of our platform can immediately take advantage of all the functionalities the system offers. This includes earning PLC rewards for digital engagement actions and exchanging tokens for products and services.

4UPlayer will organize events where users can spend their tokens within the platform. These events will be announced in advance, and during these events, the tokens can have their value multiplied by 2x for use in platform mechanisms or for redemption of prizes.

After the token is listed on exchanges, its price will be subject to market volatility. Transaction fees will be applied to each PLC transaction, ranging from 0.5% to 3% in taxation. This amount will be used to cover transaction processing costs on the public blockchain, and a portion will be donated to the Jovens Players social project.

1% of the total tokens will be allocated for mining in games and through software initially to ensure the initial network operations at the opening of the PLAYERCOIN blockchain.

0.5% of the total tokens will be allocated to the development team and specialized support staff.

35% of the total tokens will be available for trading in the initial stage of operation in the market.

0.5% of the total tokens will be allocated to promoters and sales representatives for marketing and sales promotion purposes.

1% of the total tokens will be used for the Jovens Players social initiative, starting after the unlocking of these portions.

1% of the total tokens will be allocated to advertisers, partners, and content creators who establish partnerships before the launches and actively participate.

1% of the total tokens will be allocated to implementing contracts, improvements, and the creation of the PLAYERCOIN network, including increasing holders through airdrops and other resources voted on by the

2% of the total tokens will be allocated to primary events and tournaments, aiming to distribute attention to players. The same amounts given to players in these events will be awarded to the administrators of these games, allowing them to start using the tokens within the 4UPlayer system and receive compensation for their partnership.

1.5% of the total tokens will be allocated to events held at partner companies' establishments. These events will involve offering PLC to users for accessing the partner's communication channels and physical stores. Users will have the opportunity to engage in a form of "mining" within these stores, establishments, or even websites.

4% of the total tokens will be allocated to the founding partners.

2.5% of the total tokens will be allocated for the members of the council.

5% of the total tokens will be allocated for sale at the beginning of the social network to companies that will initiate their advertisements and engagements, also incorporating our advertising mining method, even before the marketplace for buying and selling is opened.

*(subject to the realization rules)

30% of the total tokens will be locked for the opening of the international market of 4UPlayer, and will only be made available when this market is opened. Among these, 5% will be used for international events. (Refer to the roadmap for more details.)

15% of the total tokens will be allocated to an internal reserve fund. These tokens will only be liquidated if there is a need for resources to expand the company's international operations.





Our default wallet is MetaMask, and we will provide the necessary connectivity so that once you access your wallet through your browser, you can easily connect to our platform and engage in transactions. We aim to make buying and transacting more convenient, and the wallet associated with our platform will work in conjunction with its own specific rules. It is the user's responsibility to read and accept the wallet's rules, and 4UPlayer is not obligated to provide guidance on its use, performance, potential, risks, or difficulties.

Using this wallet will allow you to view the token within the social network and, if you choose to use another wallet, your tokens may not be visible on the network. You will be able to monitor and engage in buying and selling items and products within the social network, subject to the requirements and account creation standards of the respective wallet.

In the future (as outlined in the roadmap), we plan to launch our own virtual wallet, designed and developed to provide the best possible solutions and enhance the value and ease of all your transactions.



4UPlayer is a company that has been in the market since early 2021, and it brings a well-aligned structure with its advanced project and different approaches specifically designed for the gamer audience.

Regarding the governance of PlayerCoin, we follow a two-tier council system consisting of an internal council and an external council, which oversee all changes, understandings, and actions that may impact the market and have implications for users and investors.

All decisions taken by the company go through the internal council and external council, and are subsequently announced. We will also establish a channel for suggestions and voting through PLC holders, which will take place within the official PlayerCoin group on the 4uPlayer social network. Only PLC holders can participate as members in this group. Voting, processes, and community projects will be executed only after being approved by the majority of the community and accepted by the internal and external council of 4uPlayer.



At no point will we share personal data, whether legal or associated with game profiles, without the explicit authorization and agreement of the user, including but not limited to deliberate actions by the user to share profile information through any media.

Verified profiles do not require post monitoring. Verified profiles lose the absolute anonymity discussed in the data sharing system but are compensated with bonuses in the platform's own asset mining mechanisms (50/50 -> 70/30).

All connections to integrated APIs are not monitored by 4UPlayer.

Only clicks on sponsored ads are registered to enable the automatic transaction of PLC to the user's wallet.

The wallet registration is not linked to the wallet that will be developed later.

Token trading is not related to the platform registration.



Data sharing limits: We will not ask for name, gender, or legal documents for platform usage unless there is a legal requirement to extract information from a specific user on our platform. These pieces of information will never be linked to the use, trading, and acquisition of 4UPlayer assets, in compliance with our privacy policy and the legal requirements of the Binance Smart Chain privacy policy.

By agreeing to receive advertisements, users will consent to share personal information with platform advertisers, which will not be retained by us but may be retained by the advertisers.



4UPlayer reserves the right to make changes to its proposals if necessary, and any alterations will be promptly communicated at its respective website address: www.4uplayer.com.

2021

2022

2023

2024

2025

Construction of the 4uPlayer.com site coin delivery contract

first events

Start of construction of the 4uPlayer gamer social network

Inclusion of PlayerCoin in major follow-up media such as CoinMarketCap and CoinGecko

MVP Initiation (Platform Opening)

desktop application

Platform in completed full performance model

Implementation of the V2 PLC contract

NFT with usability and powers in games

Opening of PLC exchanges fintech opening

Transactions using the 4uPlayer card paying everywhere with PlayerCoin and making withdrawals at any ATM

Q4

Q1

Q2

Q4

Q1

Q2

Q1

Q2

Q3

Q4

Q1

Launch of PlayerCoin on PancakeSwap

Start of promoted championships

Increase in the number of PLC holders

CEX exchange lists

Mining in platform-bound release games

Blockchain PLC

PLC linked game promotion creation

Colonial space for first holders

Mining via WE3

Platform expansion to other countries

Batch release of 60 million PLC units (30% of total) to meet increased global demand

Release of 30 million PLC units (15% of the total) to open up the international market