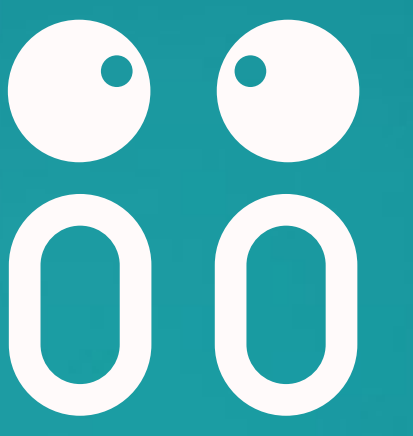


BiiGAMER

WHITEPAPER

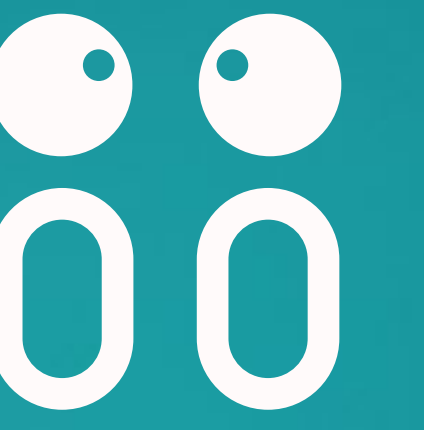
Play together, stay together. A gaming platform for enhanced player skills.  
Earn money + Find teammates + Learn skills.



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01.

# Abstract

Less than 30 years ago, game development or playing was considered a hobby or interest of eccentric individuals. They were labeled as gaming nerds and played a significant role in creating gaming classics like Doom, Wolfenstein, Resident Evil, and Elder Scrolls. Over time, however, this community expanded and ceased to be exclusive to hardcore fans. This laid the foundation for a pop culture phenomenon, now encompassing millions of people who spend hours creating or playing games.

A significant evolution occurred not only in the number of users but also in the proliferation of games and the rise of online gaming. With the digitization of the world and the gradual interconnectivity, digital stores emerged, offering people the opportunity to purchase games online. This allowed developers to have much closer interaction with players and offer new games through innovative distribution systems. Eventually, free-to-play games emerged, where users paid for incremental changes or optional modifications within the game's content.

This sales model enabled players to enjoy a wide variety of games without significant financial investments. Unfortunately, it also led to a flood of games that copied ideas from others without adding anything substantial. This gave rise to game clones that sought to quickly

profit from microtransactions using famous brands, without offering much to the players.

Such games are primarily designed as online experiences, available on mobile, PC, or console devices. There are hundreds of such games in the market. The gaming industry has grown to such proportions that it has surpassed even the music and film industries. Gaming tournaments are now organized, with prizes reaching millions of dollars. Successful players gain prestige and international fame in the gaming scene through their achievements.





Furthermore, platforms emerged where users could watch other players online as they played games, whether single-player or online multiplayer. These modern entertainers quickly gained immense popularity among the gaming audience. Becoming a gaming streamer became the dream of hundreds of thousands of players, with the allure of potential profits combined with the opportunity to play games.

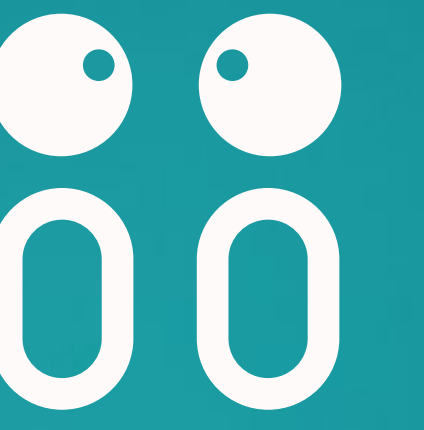
However, this dream soon encountered a bitter reality. Breaking through the competition of a massive number of streamers became increasingly challenging. Discrimination, hatred, and other limitations are common occurrences, leading to the demise of many streamers. Inability to establish oneself due to underestimated abilities or lack of financial resources necessary for self-promotion, combined with verbal attacks from competitors, becomes a nightmare and a frequent cause for the end of this dream.

One of the most problematic aspects of this activity is the ability to launch verbal attacks while maintaining the previously unattainable anonymity by competitors in the market. The aggressiveness of expression, which was previously limited by the inability to hide and the responsibility to be accountable for one's claims, gains strength and determines a group of

people who can better thrive in this distorted environment, often based on certain personal characteristics, albeit negative ones.

So, what will be the next step? How can one make a living by playing games? Is there even a possibility to come up with something different? We believe that the BiiGAMER platform can be a potential answer.





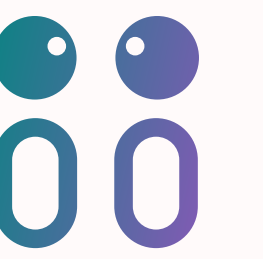
02.

**Mission**

STATEMENT



## 02. MISSION STATEMENT



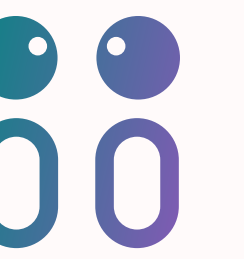
The vision of the BiiGAMER project is to provide every player with simple, effective, and accessible functionalities that would allow them to make a living from gaming, teach online gaming skills, or earn a livelihood through game development. Our ambition is to assist every player and game creators in participating and utilizing their abilities and skills on the current and future global gaming scene. We firmly believe that through collaborative efforts, new opportunities can be created for all involved.

First and foremost, we offer all players the BiiGAMER classic platform, which already allows everyone to join our project. It is important to note that it is still in the BETA version. Not all functionalities are available, and there may be errors and issues that could result in temporary malfunctions or the inability to complete processes. However, this is the price we pay for progress and the implementation of previously untested procedures.

The BiiGAMER classic platform is here for everyone who wants to utilize established practices using traditional means of exchange, namely fiat currency, currently in US dollars. However, our vision goes beyond that to embrace the use of blockchain and smart contracts. In this case, the platform itself and its governance will not be the sole responsibility of

ourselves but of all those who want to participate. A fully decentralized platform where only cryptocurrencies are accepted, and users themselves, based on majority consensus, govern the direction of the BiiGAMER project.





### PLAYING GAMES

Playing with new friends, helping with trophies, co-op games.

### TEACHING GAMES

Learning new functionalities to reach the level of the best players.

### GAMING TOURNAMENTS

Organizing tournaments with the help of advertising collaborations.

### GAME DEVELOPMENT

Assisting in game creation, not only financially but also with the involvement of experienced specialists.

### ALREADY AVAILABLE:

[BiiGAMER.GG](#) - standalone platform

[BiiGAMER.COM](#) - portal for all affiliated projects

### IN PROGRESS:

[BiiGAMER.TV](#) - platform for gaming content creation and consumption

[BiiGAMER.ORG](#) - organization helping aspiring professional players and creators who need some initial support.

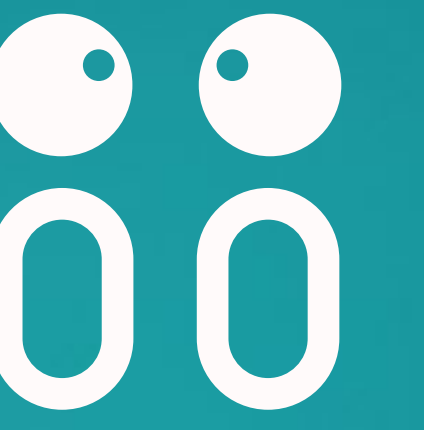
### FULLY COMMUNITY-CONTROLLED BLOCKCHAIN PLATFORM:

[PLAY.BiiGAMER](#) - decentralized platform

[NFT.BiiGAMER](#) - NFTs associated with the BiiGAMER project

[.BiiGAMER](#) - blockchain domain for player identification within the ecosystem





03.

# History of

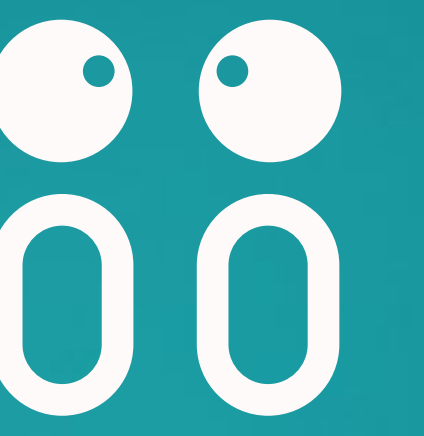
E - S P O R T S   G A M E S

The term “e-sport” began to be used around the year 2000, but the first e-sports tournament took place in October 1972. It was participated in by students from Stanford University in the game Spacewar. The prize was a one-year subscription to Rolling Stones magazine. The truly first tournament took place in 1980 in the game Space Invaders. The Space Invaders Championship had around 10,000 players. In the 1980s, the term “highscore” started to be used, and these top scores began to be recorded, with many of them making it into the Guinness Book of Records. As more computers became available to people, the internet could be utilized more, making gaming environments more accessible and games themselves more available on a global scale. The isolation was broken thanks to the internet, and more and more people started to get involved in the gaming world. The first official e-sports tournament took place in 1997 in the game Quake. The main prize was a Ferrari 328 GTS, donated by one of the creators of the game Quake. Subsequently, games like Starcraft, Starcraft II, Dota, Counter-Strike, and others emerged. E-sports began to expand worldwide. Currently, it is safe to say that the gaming environment knows no geographical boundaries; there are only boundaries defined by the players’ technical equipment and abilities.

#### **MOST POPULAR E-SPORTS GAMES:**

- Counter-Strike: Global Offensive
- StarCraft II
- League of Legends
- TrackMania
- Clash of Clans
- World of Tanks
- Call of Duty
- Hearthstone
- Dota 2
- Rocket League
- Apex Legends
- Overwatch
- PUBG
- Fortnite
- FIFA
- Valorant

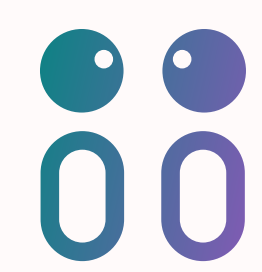




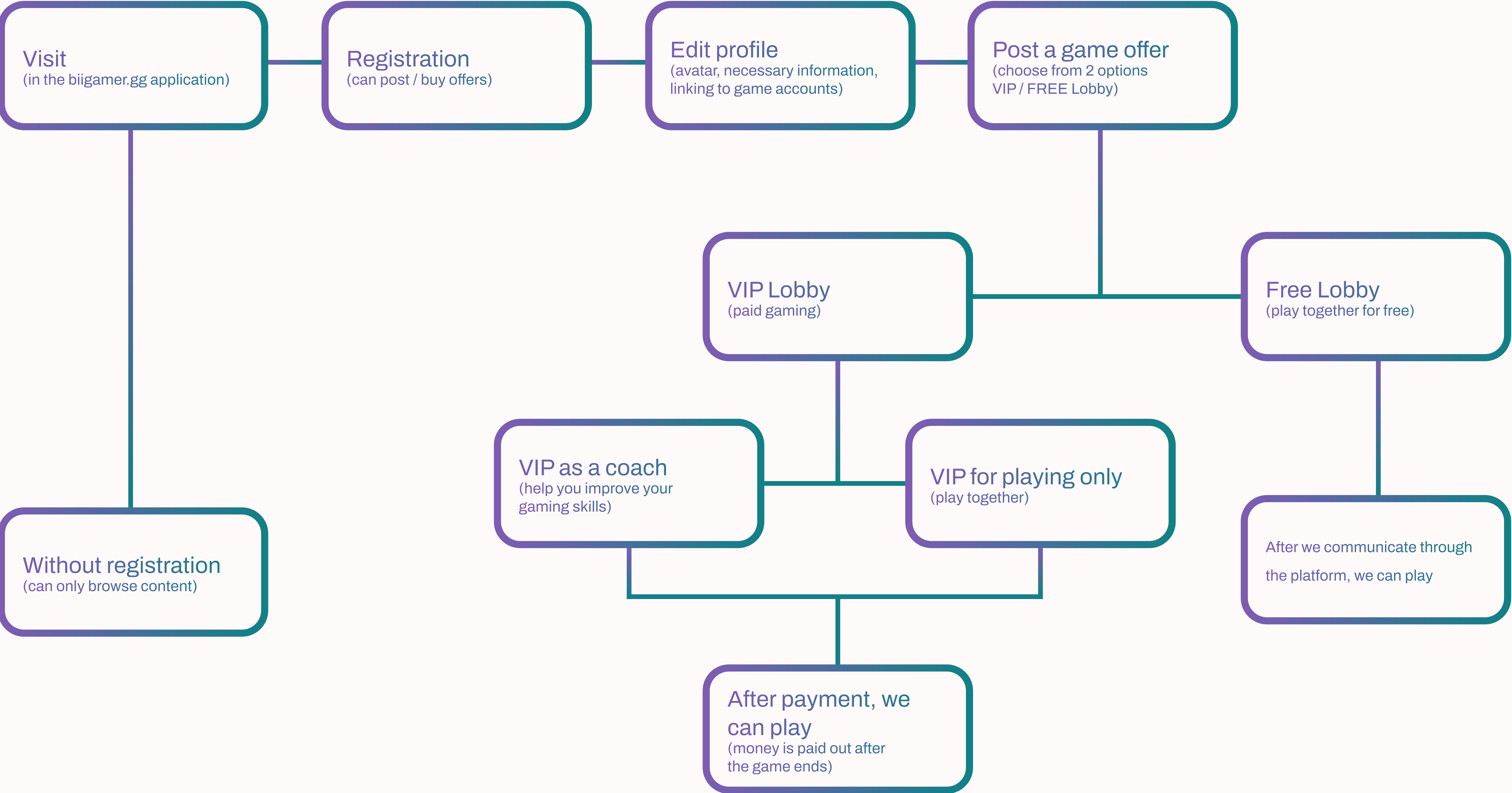
04.

# Overview of

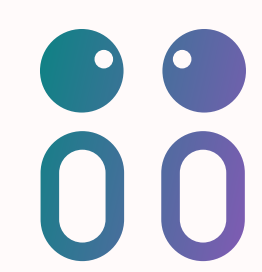
THE CURRENT GAMING  
MARKET



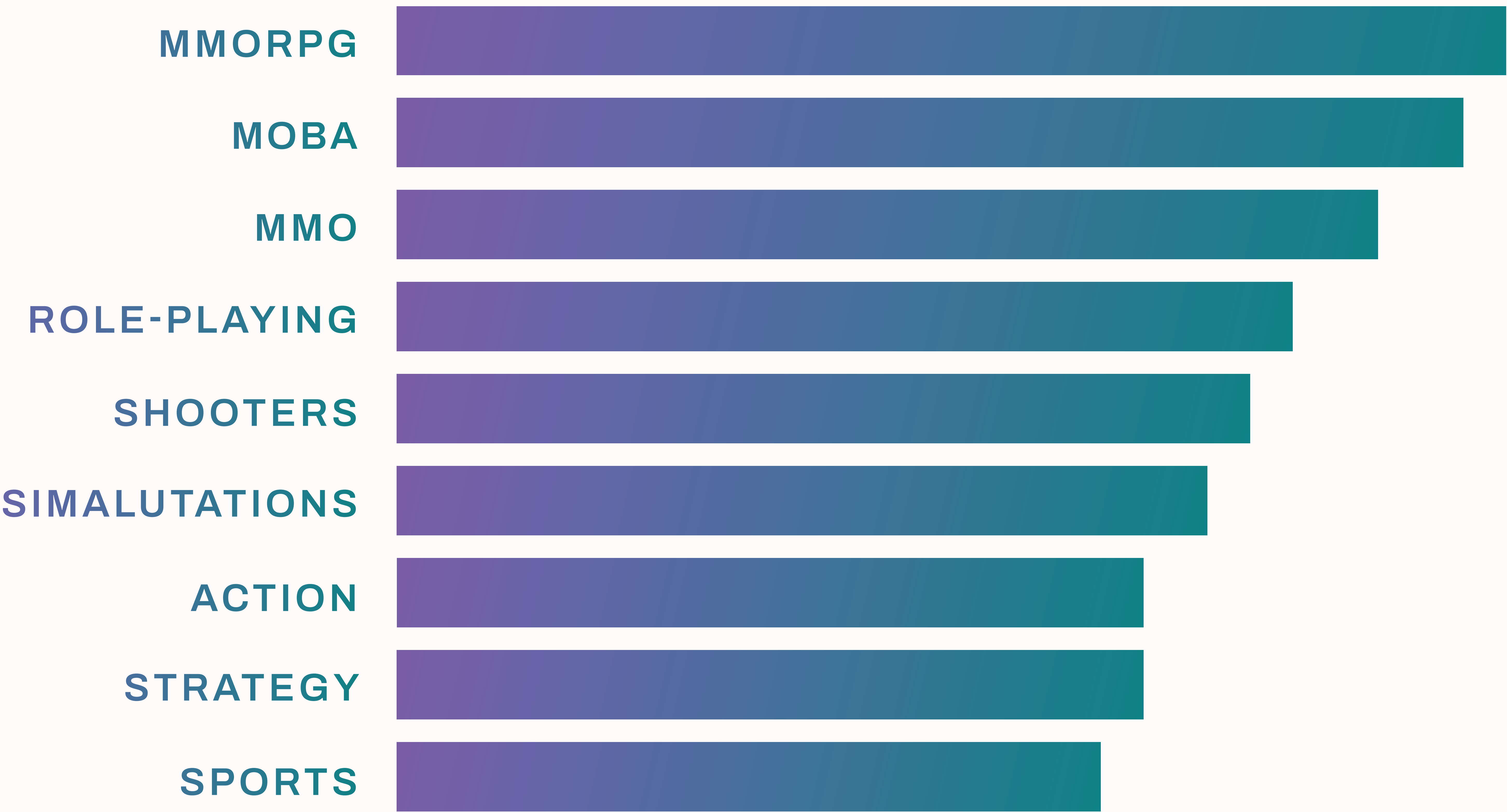
THE BASIC MECHANICS OF BiGAMER ARE AS FOLLOWS







THE MOST POPULAR GAMING GENRES ARE



MMORPG: massively multiplayer online role-playing games.

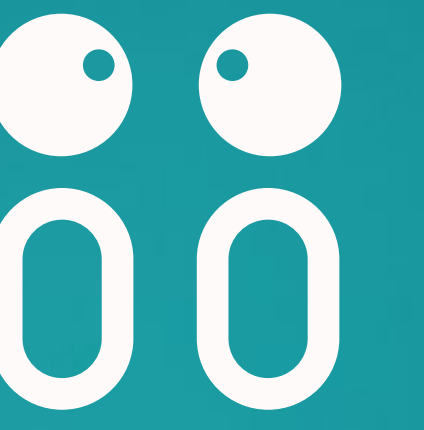
MOBA: multiplayer online battle arenas.

MMO: massively multiplayer online games.

2,327 U.S. adults aged 18-64 who regularly play games.

Conducted from January to December 2022.

Source: Statista Consumer Insights.



05.

**Future of**

G A M I N G



Over time, we have seen a growing added value in the creation of BiiGAMER. Especially in the philosophy and economics of the project, which is not based on the quantity of units sold like the rest of the market. We see further development not only in the quality of games but especially in the factor of time utilization.

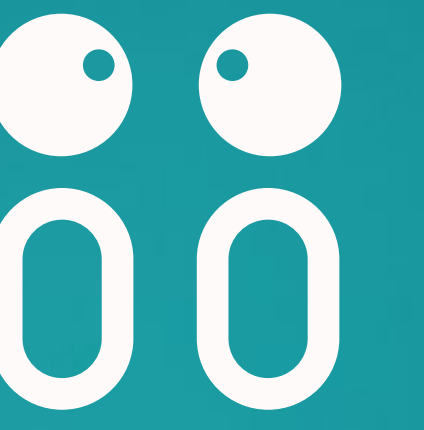
The time that users spend gaming today could be used to combine the enjoyable with the useful. To enable players to make a living through gaming on a much larger scale than is currently possible and at a higher level. To help everyone do what they enjoy. That is the foundation of success directly linked to the joy of the activity. Time is the most valuable unit we have.

If we can intelligently convert this unit into value, we can create a 1st ecosystem where people spend time, learn new things through functionalities, earn money, and entertain audiences in an entirely new way. Keep in

mind that these goals cannot be achieved individually. Only together, with the contribution of a group, can we achieve these goals together. Always remember that in the pursuit of these goals, we will all make mistakes, we will need to eliminate and redo certain things, and we will progress based on mutual interactions that involve the advice and ideas of all involved. We will have to face much greater challenges.

Bear in mind that in today's world, there are companies and groups that effectively use legal and other tools to control the market and, consequently, the behavior of the human population. These groups will not always be favorable to our idea and will attempt to influence our goals through laws, money, and other means.

Stay connected with us...

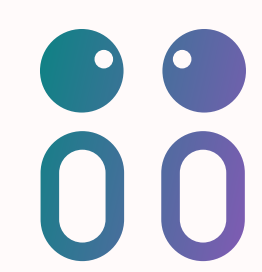


06.

**Market**

CHALLENGES





MONEY WHERE AND HOW IT WILL GO - EXPLANATION

70% TEAM

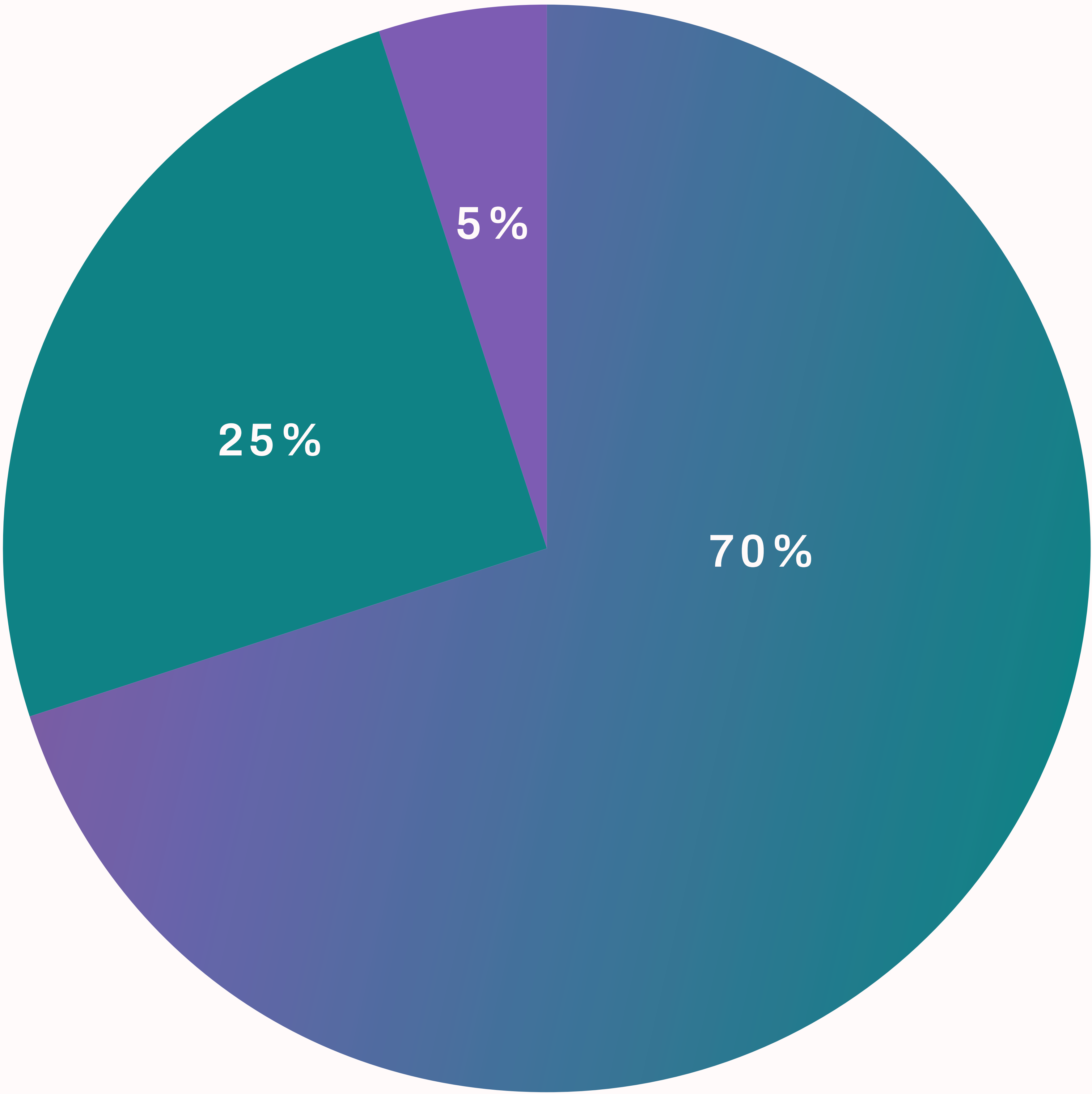
programmers, graphic designers, CEO, CTO, CSO, CMO

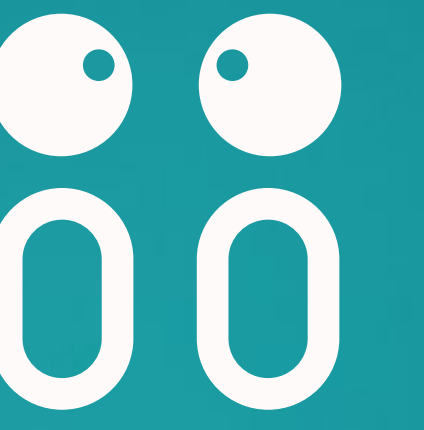
25% MARKETING

social, PR, brand, atd...

5% OTHERS

servers, service-related expenses



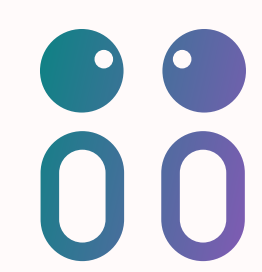


07.

**Market**

STRATEGY





# MARKETING - EXPLANATION

## 50% SOCIAL MEDIA CHANNELS

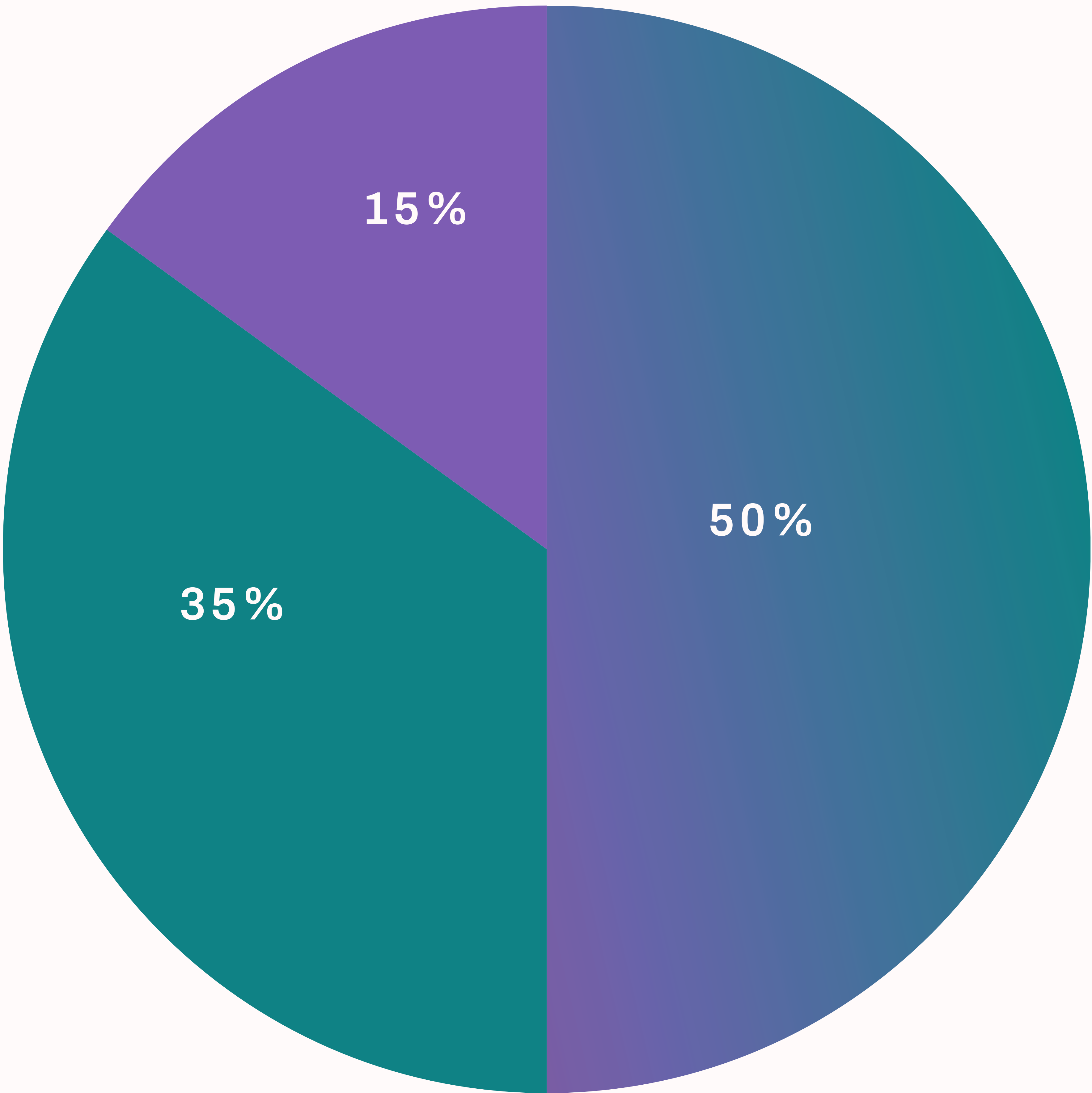
Instagram, Facebook, Twitter, TikTok,  
YouTube and Media

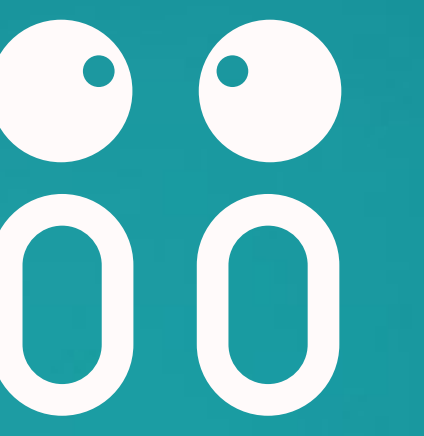
## 35% PARTNERSHIPS

with popular streamers, game developers

## 15% BRAND AND PR

creating a unique and distinctive brand and product,  
perception - vision, name, appearance, and feel, values,  
communication and language, targeted media - e.g.,  
specialized publications and press conferences





08.

**Blockchain**

SOLUTIONS FOR GAMING



## B L O C K C H A I N   P L A Y . B i i G A M E R   D E S C R I P T I O N

The PLAY.BiiGAMER platform essentially offers the same functionalities as a traditional platform with one significant difference. The platform is fully controlled by the users themselves, with management largely automated and other matters resolved through agreement (via voting) among the users.

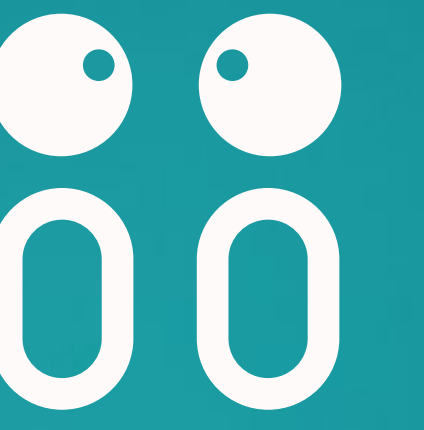
Decision-making involves the participation of NFT owners and subsequently token owners. Voting has its rules, and everyone is obligated to participate. If a user doesn't participate, their vote is automatically included. All rules can be found at [NFT.BiiGAMER](#).

The PLAY.BiiGAMER platform allows payment in a maximum possible amount of crypto assets, which can be further exchanged for other cryptocurrencies through trading or selling.

Details about fees, their redistribution, and other functionalities are published at [NFT.BiiGAMER](#).

Payments made on this platform will be exclusively in cryptocurrencies such as BTC, ETH, ADA, etc.



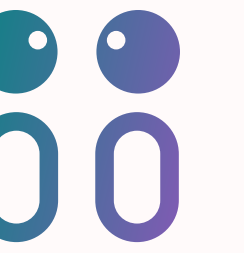


09.

**BiiGAMER**

COMPETITIVE ADVANTAGES





### BiiGAMER ADVANTAGES:

1.

Real Connection: BiiGAMER provides a real connection between people with the same interest, which is gaming. If you're looking for players, for example, for League of Legends, you can find like-minded gamers whose interests will greatly overlap with yours.

2.

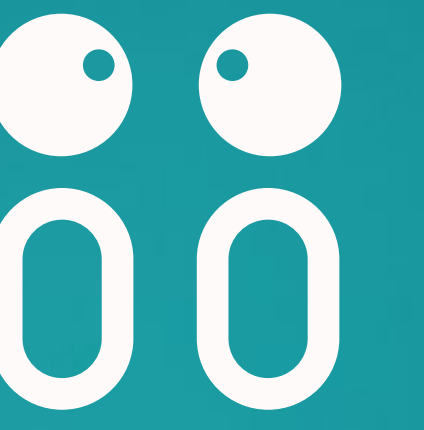
Play with Influencers: There is the opportunity to play with your favorite influencers, YouTubers, sports stars, professional players, and more. This allows for unique gaming experiences and the chance to interact with well-known personalities in the gaming community.

3.

Earnings: One significant advantage is that 85% of the earnings go directly to real users' accounts. In the future, there are plans to increase this percentage to 90%. This means that users have the potential to earn from their gaming activities.

4.

Skill Improvement: BiiGAMER offers the opportunity to enhance your gaming skills through the assistance of skilled mentors. These mentors can provide guidance and help players improve their skills in specific games.

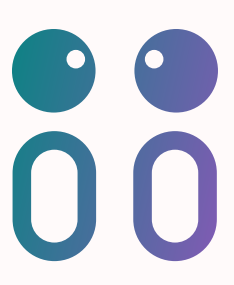


# 10.

# Current

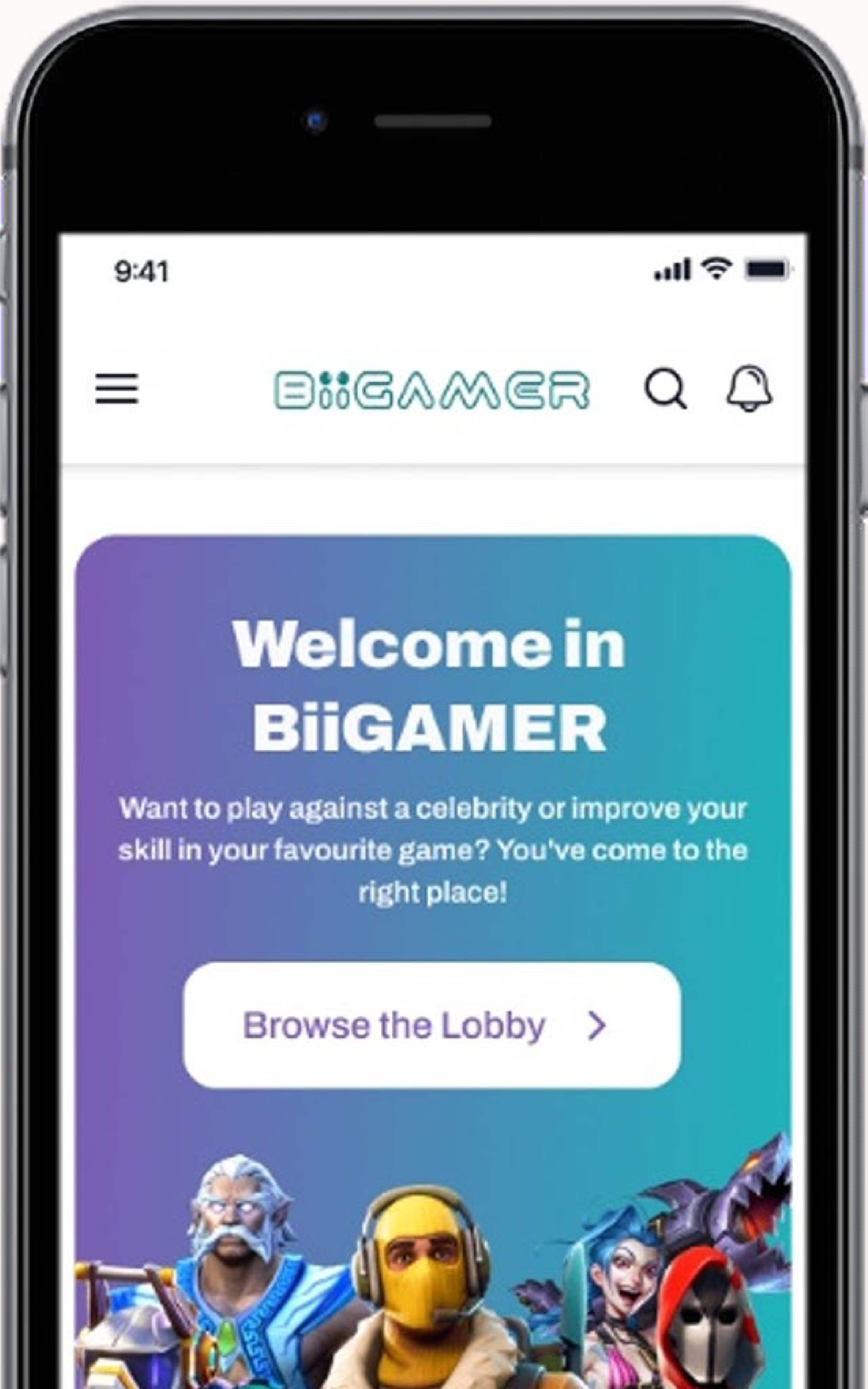
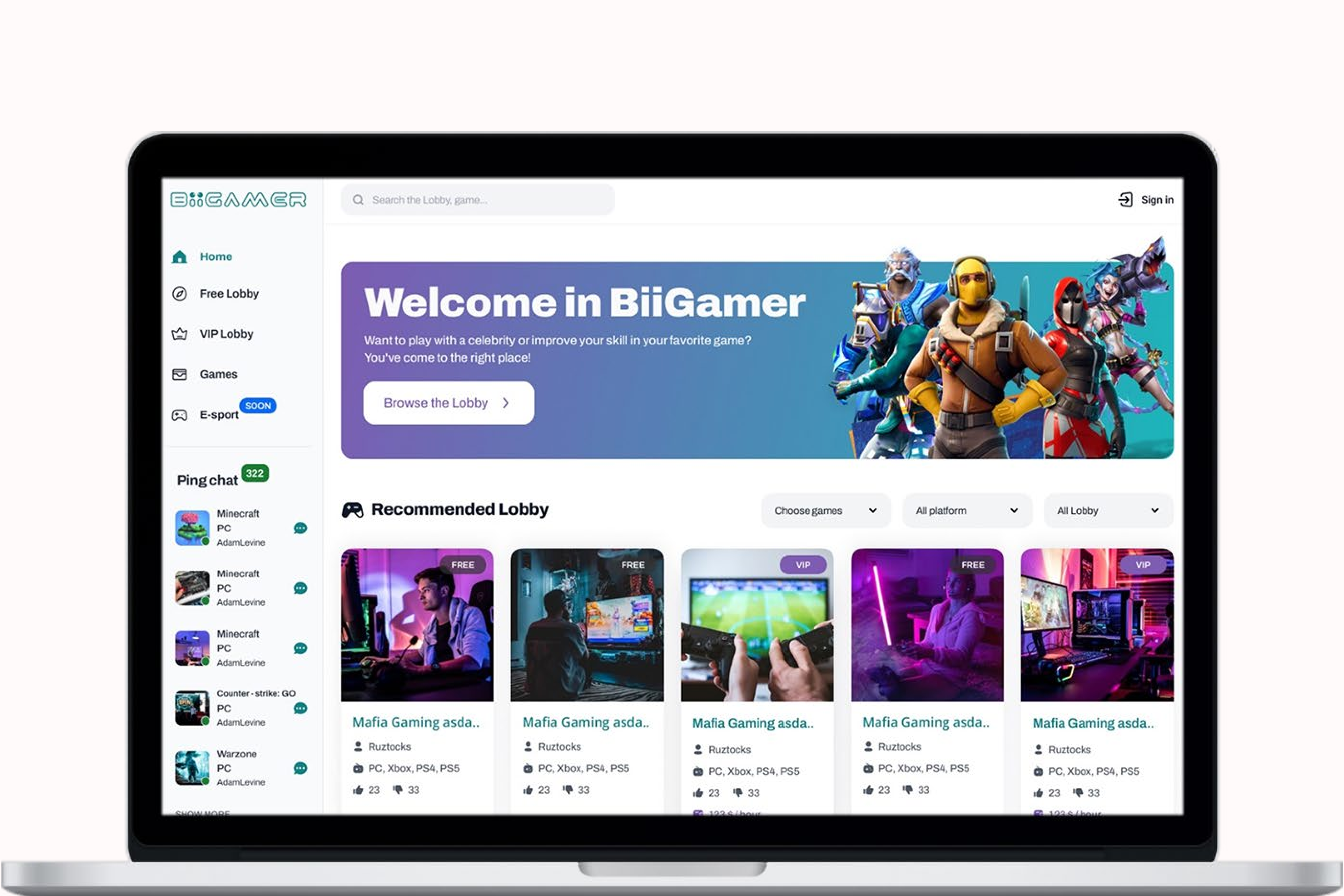
## PLATFORM

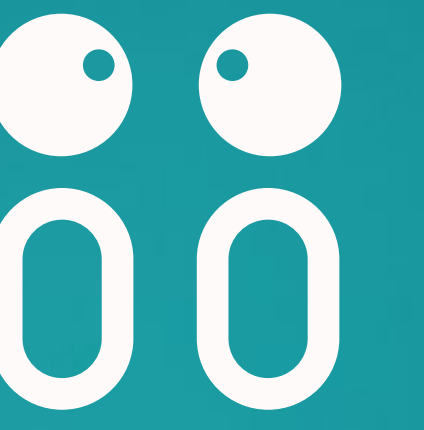




# CHECK OUT OUR PLATFORM

A preview of a fully developed classic platform, available for both PC and mobile devices. To try it out, visit [biigamer.gg](https://biigamer.gg)

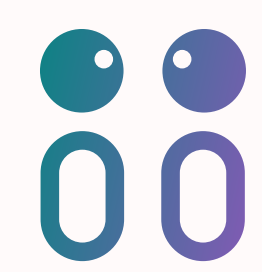




11.

**BiiGAMER**

ECOSYSTEM



# BiiGAMER ECOSYSTEM

## CLASSIC PLATFORM

- Centralized BiiGAMER platform
- With a 20% platform commission
- Kickstarting the entire ecosystem

## DECENTRALIZED PLATFORM

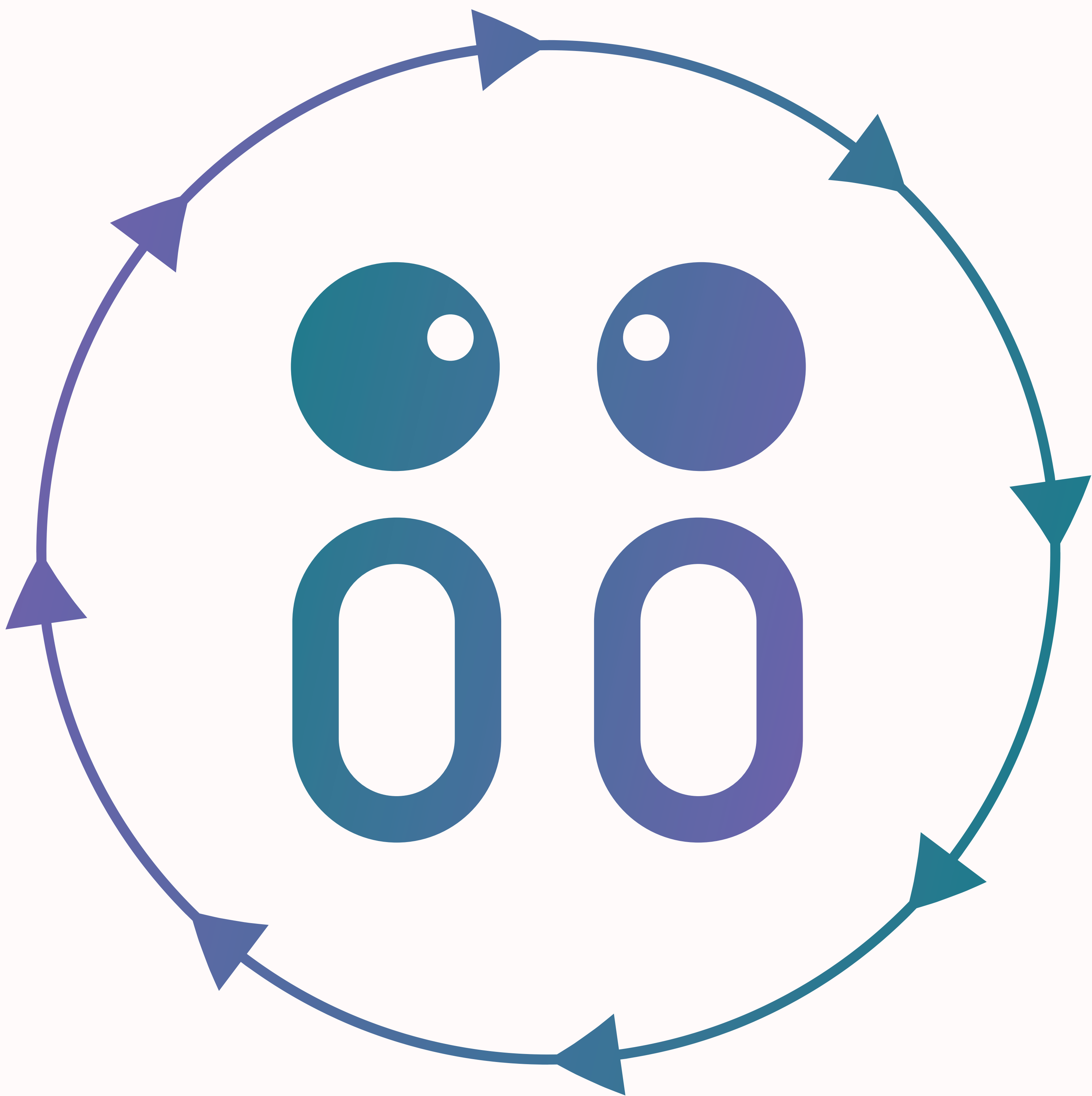
- Decentralized BiiGAMER platform
- With a 20% commission for the system
- Distribution of 20% within the system
- Smart contracts
- Governance through the community
- Voting

## COMMUNITY

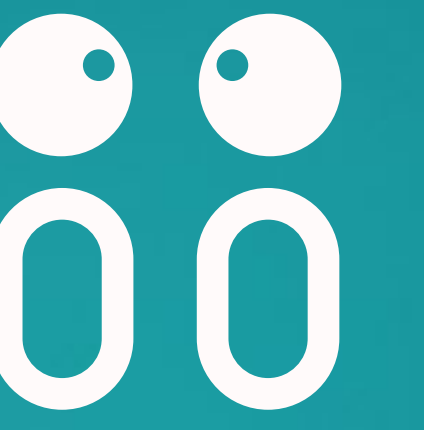
- Platform users
- Teachers and coaches
- Game developers

## OTHERS

- Subscriptions
- NFT
- Cryptocurrencies - Ethereum, Cardano, Polygon, Xrp, Bitcoin



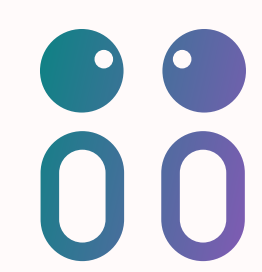




12.

# Our Team





MEET THE MANAGEMENT OF BiigAMER



CEO - ONDRA



CTO - GASPAR

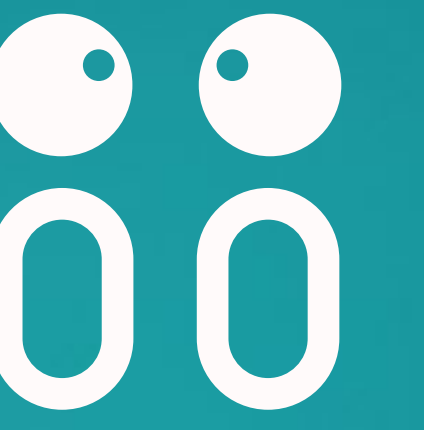


CSO - PETR



CMO - KATE



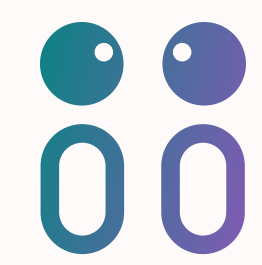


13.

**Project**

PLAN





PROJECT PLAN - 24 MONTHS

Q1 + Q2 2024

(January, February, March, April, May, June)

- Launch BiiGAMER.COM (CMS guide)
- Launch BiiGAMER.GG (our system)
- Launch NFT.BiiGAMER
- Sell 20% of PLAY.BiiGAMER to users
- Airdrop for users
- Launch social media presence

Q3 + Q4 2024

(July, August, September, October, November, December)

- Prototype PLAY.BiiGAMER
- Community expansion
- Forge new partnerships
- Marketing activities

Q1 + Q2 2025

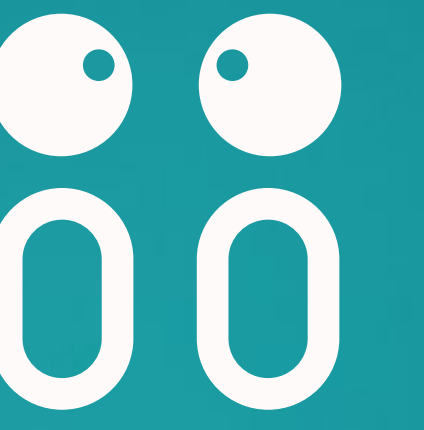
(January, February, March, April, May, June)

- Launch PLAY.BiiGAMER
- Smart contracts implementation
- Prototype BiiGAMER.TV
- Prototype BiiGAMER.ORG
- Airdrop for users
- Form new partnerships
- Marketing activities

Q3 + Q4 2025

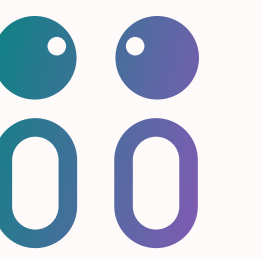
(July, August, September, October, November, December)

- Launch BiiGAMER.ORG
- Launch BiiGAMER.TV
- Launch PLAY.BiiGAMER
- Continuously develop the platform
- Expand the community
- Establish new partnerships
- Marketing activities



14.

**NFT + Crypto**



# FULLY DECENTRALIZED PLATFORM

## NFT

Enabling us to fully develop BiiGAMER until the end.

By purchasing NFT, you will gain the following rights and responsibilities! No more NFTs of this kind will be issued!

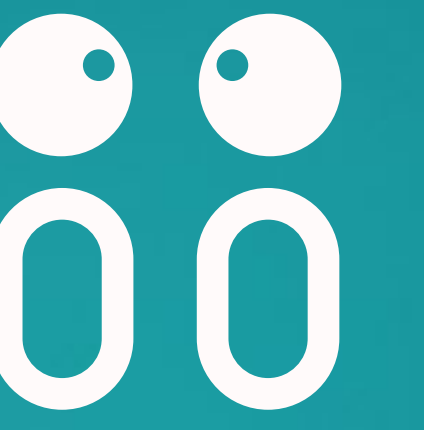
- Ownership stake in the PLAY.BiiGAMER platform, amounting to 0.005% per 1 NFT (10k)
- Have the opportunity to influence future collective actions from the beginning
- Acquire BiiGAMER TOKEN, KANI TOKEN, etc.
- Priority registration for your future name NAME.BiiGAMER

## CRYPTO

BiiGAMER's native currency, which will be fully exchangeable for any other currency or on exchanges.

- Issued with a total supply of 2,300,000 tokens.
- Tokens will be released initially and then automatically based on the number of users.
- At the beginning, 20% of BiiGAMER TOKEN will be released.
- Subsequently, in the following order:
  - 1) 1,000 users – 20% BiiGAMER TOKEN
  - 2) 10,000 users – 20% BiiGAMER TOKEN
  - 3) 100,000 users– 20% BiiGAMER TOKEN
  - 4) 1,000,000 users – 20% BiiGAMER TOKEN





15.

**Disclaimer**

## THE CONTENTS OF THIS BiiGAMER WHITEPAPER HAVE 2 CHARACTERS:

1.

The character describing the way the entire BiiGAMER ecosystem is built, both the traditional platform and the blockchain version, how we are proceeding now, and how we will strive to continue.

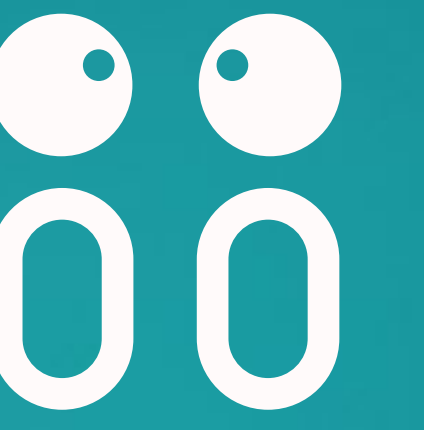
We reserve the right to modify the individual steps that lead to the intended goal. All our actions, past and future, are based on known and unknown information available to us.

2.

The character encompassing our philosophy is that collaboration with other partners and the entire community is necessary to achieve results.

Only through collaboration can we achieve the goals described in this whitepaper.

The BiiGAMER platform commits to providing updates every 6 months from the publication date of this whitepaper. This material may also contain typographical errors and inaccuracies. BiiGAMER is not responsible for these errors or omissions and does not guarantee the accuracy and completeness of this information.



16.

**Intellectual**

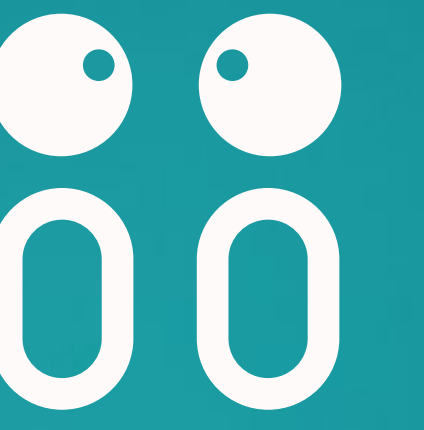
PROPERTY RIGHTS



The creators of BiiGAMER retain all rights, including copyright and other intellectual property rights, to all content and materials contained in this whitepaper. You may use the content of the whitepaper exclusively for personal use.

You agree that you will not use the content of the whitepaper for any commercial or business purpose, including copying or creating any derivative materials or content based on or in connection with the content provided in this document or in a similar manner.





17.

# Resources

<https://www.statista.com/topics/1551/online-gaming/#topicOverview>

<https://www.statista.com/statistics/656278/steam-most-played-games-peak-concurrent-player/>

<https://truelist.co/blog/gaming-statistics/>

<https://www.cloudwards.net/online-gaming-statistics/>

<https://explodingtopics.com/blog/number-of-gamers>

<https://financesonline.com/number-of-gamers-worldwide/>

<https://vpnaalert.com/resources/online-gaming-statistics/>

