



Q1 2018

PROGRESS

REPORT

# 5 EXHIBITIONS, 100+ COOPERATION OFFERS

Q1 2018, CRYCASH team participated in five exhibitions around the world. These events generated financial benefits for the project and established many new business relationships.

First, on January 25, CRYCASH took part in the "WORLD BLOCKCHAIN AND CRYPTOCURRENCY SUMMIT" in Moscow, and on January 29 - "d10e, The Leading Conference On Decentralization" in the Cayman Islands.

After our successful ICO on January 31, we continued to implement our strategic approach to meet the company's goals. Among other activities, we continued presenting our product to the target audiences. On February 20, we participated in the "DICE SUMMIT" in Las Vegas; on March 21 - in the Game Developers Conference in San Francisco, the world's largest industry forum, which gathers top game developers from around the world. On March 25, the Ukrainian Blockchain Day forum was held in Kyiv, which went amazingly well with the CRYCASH booth attracting the most attention among the visitors and business partners that day.





January 29, Cayman Islands  
"d10e, The Leading Conference  
on Decentralization"



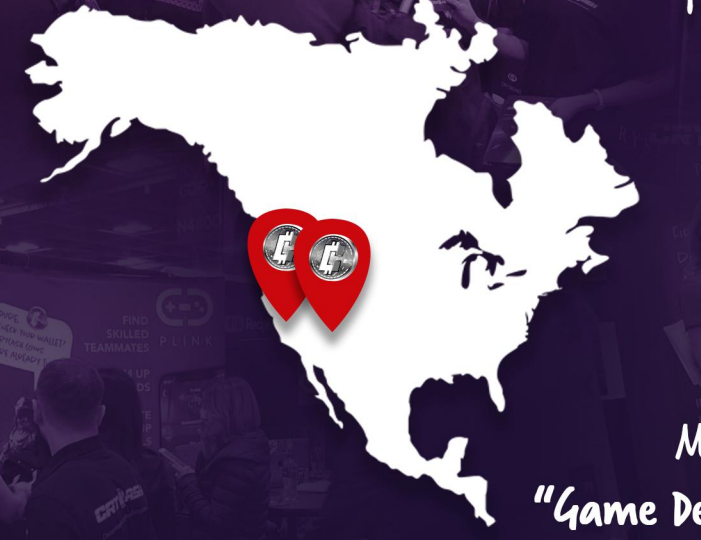
January 25, Moscow  
"WORLD BLOCKCHAIN  
AND CRYPTOCURRENCY SUMMIT"



March 25, Kyiv  
"Ukrainian Blockchain Day"



February 20, Las Vegas  
"DICE SUMMIT"



March 21, San Francisco  
"Game Developers Conference"





PLINK



**PLINK RELEASE  
IOS/ANDROID - Q1**



**PLINK  
DESKTOP - Q1**



**CRYCASH TASKS  
IN PLINK APP -  
MAY 10**



AVAILABLE  
IN APPLE STORE



AVAILABLE  
IN PLAY MARKET

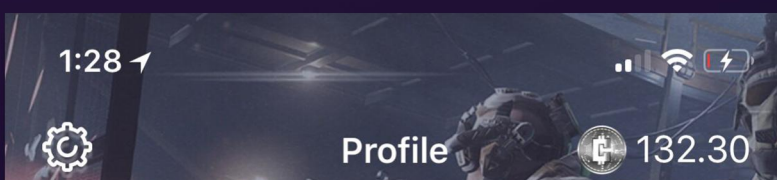
## PLINK RELEASE

The Plink app, one of the key elements of the CRYCASH Ecosystem, was released on March 20 by the Plink team for iOS and Android platforms. Now you are able to track your CRC token balance in-app. Feel free to download and try it out on your mobile device.

Plink developers have created a desktop version of Plink for Windows to accompany the Plink mobile app.

Next step is to start our PR campaign to spread the word in mass media as soon as possible. Follow us on our social media and stay tuned with the latest news. The Plink team appreciates your feedback. Any suggestions, comments, or advice will be greatly appreciated. Players' opinions are one of the most important resources for us as we build our project.

Mail Plink team at [support@plink.tech](mailto:support@plink.tech)



check your crc  
balance in plink

# WARFACE TURKEY INTEGRATION



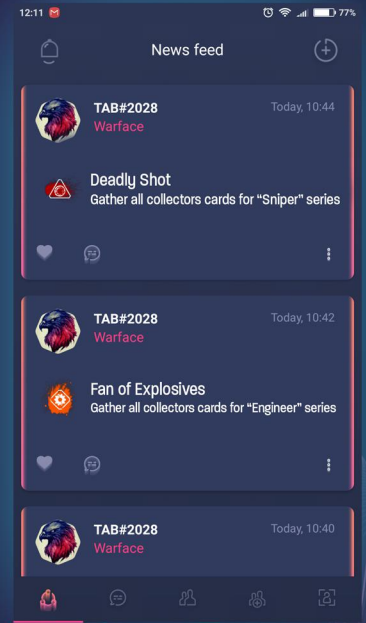
**ACHIEVEMENT TRACKING  
SYSTEM INTEGRATION - DONE!**



**FIRST TASKS FOR WARFACE TURKEY  
WITH CRC REWARDS  
IN PLINK APP - MAY 10**



**WARFACE TURKEY PAYMENT  
SYSTEM INTEGRATION - MAY 15**



The achievement tracking system for Warface has been completed as planned. As of now, it is possible to track the gaming progress via the Plink app.

On May 10 Warface Turkey will open monetization feature using the CRYCASH platform. Our partner, CRYTEK, will implement its first tasks for Warface Turkey, giving players the opportunity to receive CRC tokens upon completion.

Later, on May 15, you'll be able to spend CRC tokens for ingame items thanks to the new payment system integration.

As soon as our monetization feature is successfully launched, we will begin integrating other games.

## TASKS: WARFACE



**10 PVE MISSIONS**



**10 SPECIAL  
OPERATIONS**

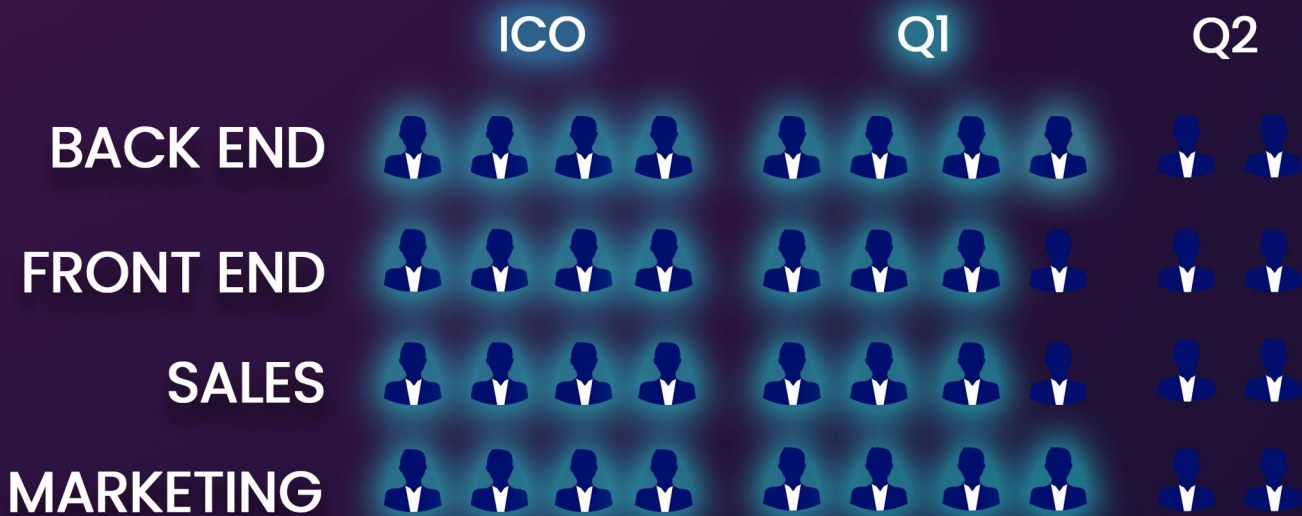


**3 000 HEADSHOTS**



# Development staff expansion

To successfully proceed with the CRYCASH platform maintenance, staff increases are required. As a result, the number of developers has already been increased from 8 to 30. We currently have plans to recruit another 30 employees or so. We believe this will provide enough technical support to ensure the smooth operation of our project including updates and necessary bug fixes.



# CRYCASH





# PAYMENT GATEWAY PROVIDERS

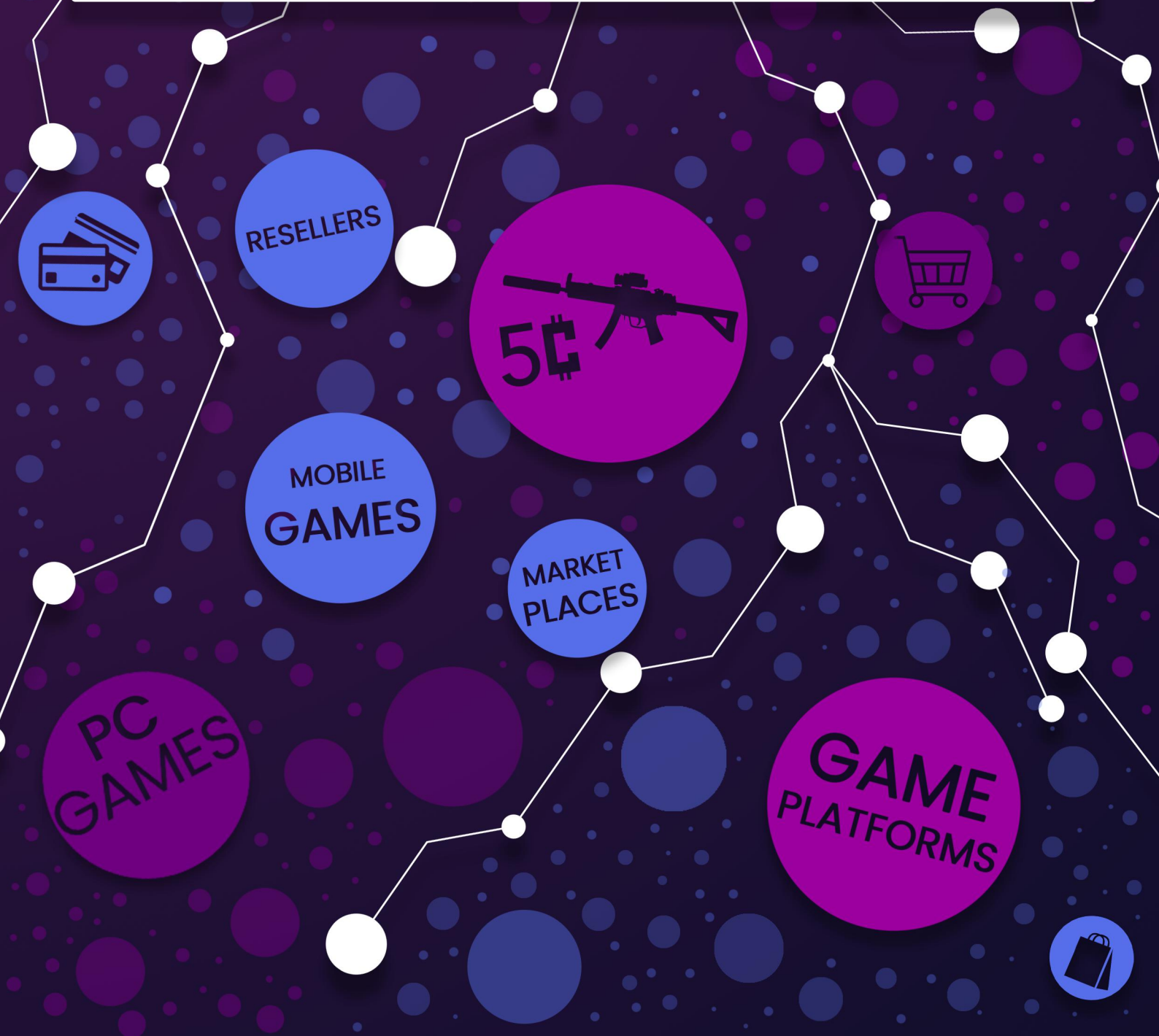
## NEGOTIATIONS WITH PAYMENT SYSTEMS

In order to maximize CRYCASH's coverage, we are prioritizing integration with top game developers. For the most efficient utility of the CRC token, we have decided to cooperate with payment systems in different countries, which will enable as many users as possible to buy services and products using CRYCASH. In the near future we will issue press-releases with all of the relevant details. Our goal: each integration uniting thousands points-of-sale around the world.

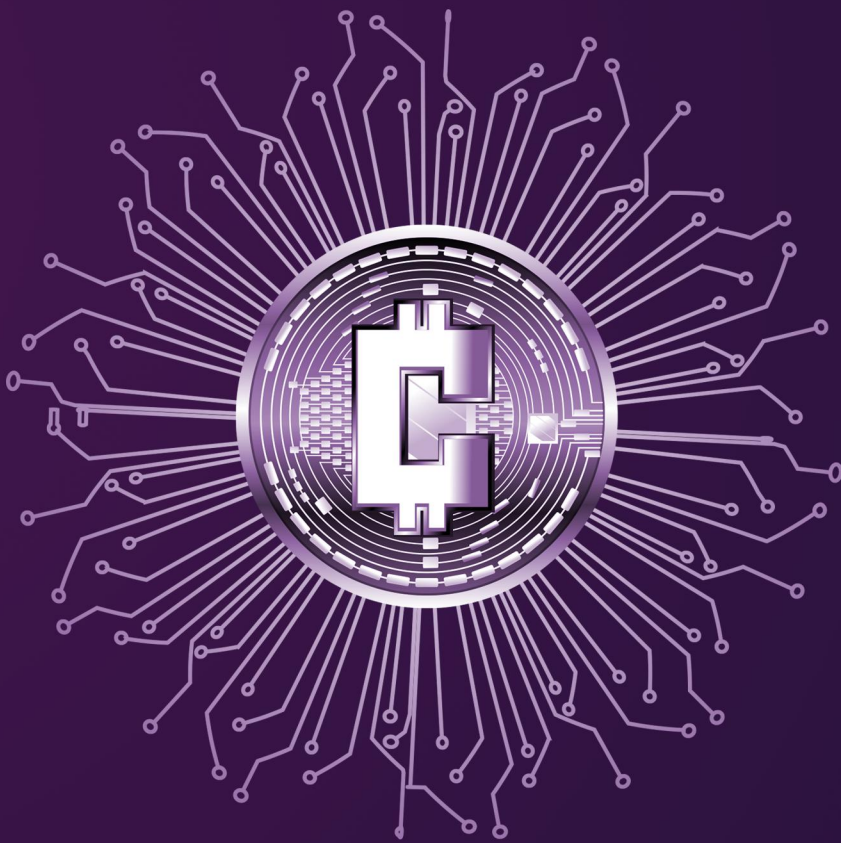
# CRYPTASH



## PAYMENT GATEWAY PROVIDERS







**YOBIT**  
**JANUARY 31**



**LIVECOIN**  
**FEBRUARY 15**

## WHEN WILL WE BE LISTED ON THE BIG EXCHANGES?

For now, CRYCASH token is already listed on YOBIT and LIVECOIN. These two exchanges are leaders in the CIS region. At this time we are engaged in negotiations with exchanges all over the world. This will result in an open access for people to enter the CRYCASH Ecosystem.

We are doing our best to get listing on top exchanges and do so in the most cost-efficient manner. While regular prices for listing range from \$200,000 to \$1,000,000 in addition to the same amount in CRC tokens, CRYCASH works to minimize these costs.

According to our long-term strategy and business plan, most immediately CRYCASH directs its resources primarily towards technical development. This way we will reach top game developers in a timely manner, bringing massive amount of players into our project.

### WHEN COINMARKETCAP LISTING?

During our ICO, the main requirement to get CoinMarketCap (CMC) listing was \$25,000 daily trading volume. CRC token has this volume at the moment. Right after the ICO was completed, CMC raised this number to \$50,000, and a little bit later - to \$100,000. With organic growth of trading volume, CRYCASH wants to create conditions for prospective customers and token holders to be engaged and motivated to trade. Right after we reach \$100,000 daily trading volume - you will see CRC token on CMC.