



## BITCRYSTALS BURN REPORT

SEPTEMBER 4th - OCTOBER 26th 2015



BOT	BOT RESERVE ADDRESS	RECEIVED BCY *	RECEIVED GEMZ	RECEIVED S.JCX	RECEIVED SWARM	RECEIVED LTBCOIN	= BTC **	= BCY ***	TOTAL BCY
<b>SJCXCARD, GEMZCARD, SWARMCARD, XCPCARD</b>	1N3TURzXbiWWinS593oUJHFxgB4HiDPqZT	166.573,40	10.186,80	13.770,00	60.644,10		0,6490967839 0,6780912570 0,8229404370	6.490,97 6.780,91 8.229,40	188.074,68
<b>ETHEREUMCARD</b>	1ALU9YkHum7ZqoK2vMic8XbueLexVNFgSg	56.016,00							56.016,00
<b>CLEFCARD</b>	1LmergPm8VSJteKdDBFG8epPWdKuWgsXpo	40.676,00							40.676,00
<b>SATOSHICARD</b>	19C3P8xPtKqJyR6ynPjHGvVvMZUyaTTAb3	7.800,00							7.800,00
<b>SHUMAICARD, CNPCARD</b>	1EYmuZKHAoXJdTFMwqjKvjUKMKmCMY1jzT	39.450,04							39.450,04
<b>BEARWHALECD</b>	16AXJY4Pzz1YnLEMfjXn5X5y88fyz1e9Zc	82.500,00							82.500,00
<b>ETHXCPCARD</b>	1FhAoEA4rJ6qFDfK65vPX5hUepMva9YCH9	101.969,18							101.969,18
<b>LTBCARD</b>	12KiH6oXVWiGVWCH4XJWZuBVAXdEbrXm42	109.482,00				2.101.920,00	0,59	5.885,38	115.367,38
<b>XAJIBASILAAR</b>	1KBVimSLRWTEf12CAJ1uWgtyakCvZGVsLw	80.780,00							80.780,00
<b>ZAIFCARD</b>	1LHsBr6y9WeZDQG1jmNzXwEcN6EPXCdtqB	81.500,00							81.500,00
<b>XAJIJASPAAR</b>	1N9f2DxuUT4mKQ52YaKXe2oqySu6jPGmiw	73.250,00							73.250,00
<b>BAZAARCARD</b>	14qDo7yoaVGuXYpULeCHny8eWXwQiZmtAB	106.600,00							106.600,00
<b>RIPPLECARD</b>	14rwpZ2NDbvZMyAmKWsqjL9whse1jFys4	40.280,00							40.280,00
<b>BLOCKSIZECD</b>	1GFrtVHZN26Y4kTvPsYSipFe5mzXgUo6E8	31.600,00							31.600,00
<b>TOTAL BCY</b>		1.018.476,62						27.386,66	1.045.863,28
<b>TO BE BURNED</b>									522.931,64

\* For all mentioned coins, are considered all incomes during the period from September 4th until October 25th 2015

\*\* The conversion rate used here is the one found on <http://coingecko.com> on October 26th 2015

\*\*\* The conversion rate used here is 1 BTC = 10 000 BCY

Almost two months after the end of the Token Sale, Spells of Genesis is not out yet but it has already been driving a lot of activity and interest.

Cards and BitCrystals account for a very big part of all Counterparty transactions. We received around 1mio BitCrystals proceeding from card sales. This makes roughly 20'000 USD value, resulting for us in about 10'000 USD revenue and 10'000 USD value of BitCrystals to be burned. This is a very good number which exceeded my short term predictions.

We are planning to multiply the proceeds by 5, once the game released. In medium term, we want to reach a monthly income of 200'000 USD as our basic goal. In comparison, top games on App Store and Android games can make more than 30mio USD revenue per month. To achieve our goal, we will need to break the barrier of entry for bitcoin among mainstream users.

We experience our audience in Moonga having been reticent to buy bitcoin. But since they started to understand the advantage of owning blockchain cards, they slowly began to manage purchasing BitCrystals. There is still a long way to go, but we are focusing our effort on simplifying the access to the digital ownership world for everyone. I believe that with the great help of the community, who participated in the Token Sale and who keeps contributing to the success of the game, we might reach our objectives. We want to set a new paradigm, not only for the game industry, but for the whole economy. An economy of peer to peer trades, decentralisation of companies, projects, and patrimony.

Shaban Shaame, EverdreamSoft CEO and Founder