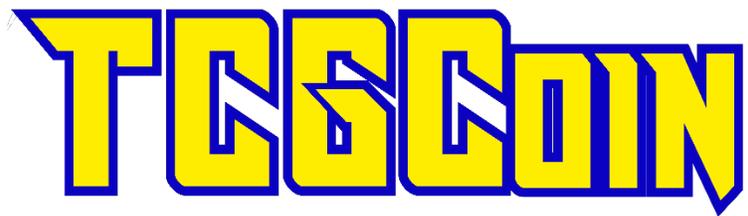


TCGcoin and TCG Trading Platform

A WHITE PAPER ON TCGCoin CRYPTOCURRENCY
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Introduction

Tokenization is the method of digitizing a single physical payment card into many separate digital tokens. Tokenization is incredibly useful in a context where we are utilizing an ever-increasing variety of cryptocurrencies enabling various networks and payment use scenarios. TCGCoin (TCGCoin, Coin Symbol) is a European-based cryptocurrency that seeks to become a global currency for TCG cards, sports memorabilia, NFT's and precious metals. This technology is revolutionizing how transactions are processed online.

Blockchain

A blockchain is a shared and secure digital ledger that allows each component, or block, within a transaction to be tracked and approved by everyone who is party to the transaction. By utilizing both blockchain technology and tokenization, we can reduce fraud, increase profits, and create a safer network for our TCGCoin platform.

Concept

Our concept here at TCGCoin provides a real world solution to a real world problem. By using blockchain technology and crypto currency we can eliminate fraud in the memorabilia world. Buy, sell, trade, or use our Trade and Grade service for Pokémon, Yu-Gi-Oh, Magic The Gathering and other TCG Cards or any sports memorabilia and NFT's through the TCG Trading platform and pay with our own cryptocurrency TCGCoin. We are also looking to expand our services to include certification and verification of precious metals. By utilizing our partners Smart Contract the funds from the buyer will remain in escrow, making it much more difficult for scammers to sell inferior products or in worse case not send anything at all. Our mission is to make the buying and selling process as secure as possible. The funds will be held in escrow in a secure wallet until the goods are received and verified. We are establishing a network for buyers and sellers to have the option to use a trusted middleman service who can authenticate the goods, verify the condition as well as the content prior to the release of funds from the escrow wallet. There are no trading fees which is what differentiates us from other platforms. As more investors invest in TCGCoin the more valuable it will become. Holding on to the coin can potentially yield profits for both the investor class and end user community. Upon launch, the TCGCoin will be available for trading on Pancake Swap via Smart Chain Network. We are currently in negotiations with other exchanges.

Largest Collectibles Franchises- Source Wikipedia

Franchise	Year of inception	Total revenue (USD)	Revenue breakdown (est.)	Owner(s)
<i>Pokémon</i>	1996	est. \$100 billion ^[a]	<ul style="list-style-type: none"> • Licensed merchandise – \$76 billion • Video games – \$22.716 billion • Box office – \$1.838 billion • Home entertainment – \$144.3 million • Strategy guide books – \$142 million • Jet aircraft sales – \$3 million 	Nintendo (trademark) The Pokémon Company (Nintendo, Game Freak, Creatures) (copyright)
<i>Hello Kitty</i>	1974	est. \$84.5 billion	<ul style="list-style-type: none"> • Merchandise sales – \$84.515 billion 	Sanrio
<i>Winnie the Pooh</i>	1924	est. \$80.3 billion	<ul style="list-style-type: none"> • Retail sales – \$79.823 billion • Box office – \$460 million • DVD & Blu-ray sales – \$64 million 	The Walt Disney Company
<i>Mickey Mouse & Friends</i>	1928	est. \$80.3 billion	<ul style="list-style-type: none"> • Retail sales – \$79.531 billion • Box office – \$457.4 million • Home video sales – \$293 million 	The Walt Disney Company
<i>Star Wars</i>	1977	est. \$68.7 billion ^[m]	<ul style="list-style-type: none"> • Merchandise sales – \$42.217 billion • Box office – \$10.316 billion • Home video – \$9.071 billion • Video games – \$5.01 billion • Book sales – \$1.82 billion • TV revenue – \$280 million 	Lucasfilm (The Walt Disney Company)

Important Memorabilia Industry Statistics

1. The sports memorabilia industry is currently part of the collectibles market, which currently has a global value of \$370 billion. (Forbes)
2. There are over 200 million people who are collectors of various types in the world today. About 33% of global collectors have purchased, owned, or previously owned at least one sports memorabilia collectible. (Forbes)
3. Boxes is one of the fastest growing companies in the sports memorabilia segment, offering over \$125 million in collectibles at any given time. (Forbes)
4. When Michael Jordan played in the “Flu Game” in the 1997 NBA Finals, his shoes recently sold at auction for over \$100,000. The final game-worn jersey for Jordan recently sold for \$173,000 at auction as well. (Forbes)
5. Trading cards are still a dominant force in the sports memorabilia market. Over 98% of sports collectors have spent time collecting trading cards at some point in their lives. (Forbes)
6. Eli Manning is the top-selling autograph memorabilia producer for the sports memorabilia industry, responsible for 2.1% of all sales. He is followed by Michael Jordan (1.8%), Peyton Manning (1.5%), Mickey Mantle (1.2%), and Tom Brady (1.2%). (SportsMemorabilia.com)
7. 34% of the sports memorabilia sold in the United States is from the National Football League. 26% involves Major League Baseball. Just 10% involves the National Basketball Association. (SportsMemorabilia.com)
8. The top 5 states in the U.S. are responsible for 40% of industry revenues. California leads the way at 11.2%. They are followed by New York (8.9%), Texas (8.8%), Florida (5.8%), and New Jersey (5.3%). (SportsMemorabilia.com)
9. The New York Yankees are the most popular team in the autographed sports memorabilia industry, responsible for 7.1% of sales. The New York Giants are second at 3.5%. They’re followed by the Dallas Cowboys (3.1%), the Green Bay Packers (3%), and the Chicago Bulls (2.4%). (SportsMemorabilia.com)
10. The most popular autographed item in the sports memorabilia market involves jerseys, making up 24% of total sales. Autographed photographs hold a 23% market share. These items are followed by autographed helmets (8%), autographed baseballs (8%), and autographed footballs (5%). (SportsMemorabilia.com)
11. The licensed market share of the sports memorabilia industry is valued at \$12 billion, while the autographed market share of the industry is about \$2 billion. (SportsMemorabilia.com)
12. 23,000 athletes currently have some type of sports memorabilia in circulation around the world, along with 516 teams. (SportsMemorabilia.com)
13. 93% of sales that occur within the sports memorabilia industry happen in the United States each year. (SportsMemorabilia.com)
14. The most expensive item of sports memorabilia sold at the time of this writing was a 1920 Babe Ruth game-used jersey, valued at \$4.4 million. (SportsMemorabilia.com)

15. Up to 50% of the sports memorabilia products that are available in the United States is considered to be counterfeit. For some products, counterfeit rates could be as high as 90%. (Federal Bureau of Investigation)
16. The average collector only has between 10% to 20% of their items rated as being museum quality. (CNBC)
17. At the peak of the industry, baseball trading cards generated more than \$1 billion in sales each year. Today, the industry has contracted to a value of about \$200 million each year. (Harvard Business School)

Roadmap



Case Studies

- **Fake Billy Sims Heisman Trophy**
 - First charged in September 2016 for a scheme to use a fake Billy Sims Heisman Trophy as collateral for a \$100,000 loan, prosecutors say Rogers was more recently involved in a “new wave” of fraud that involved a phony Super Bowl I game ball and even “a fake Mickey Mantle silverware set.”
<https://chicago.cbslocal.com/2017/12/21/john-rogers-sports-memorabilia-fraud/>
- **Pokémon cards ends in disaster**
 - Instead, a \$375,000 (£287,000) cash transaction ended in disaster on Tuesday, when the buyer opened a sealed box that was supposed to be full of rare first-edition Pokémon cards [live on YouTube](#) – and found that the contents had been faked. <https://www.theguardian.com/games/2020/oct/28/how-live-streamed-375k-deal-for-pokemon-cards-ended-in-disaster>
- **Yugioh anime trading card fake**
 - Iwasaki is accused of selling an ultra rare trading card known as Lorelei, The Symphonic Arsenal. The gorgeous card was a prize given to the winners of the 2008 [Yu-Gi-Oh!](#) World Championships, and there are only six in the world. However, Iwasaki came up with a faked seventh, and he sold it to a collector in Kyoto for more than \$3,500 USD. <https://comicbook.com/anime/news/yugioh-anime-rare-trading-card-fake-arrest/>

Token Burns

Token burning is a strategy followed by cryptocurrency projects to influence the price of a token, or coin, in the market. This is done by permanently removing some tokens from circulation. While the major cryptos (Bitcoin and Ethereum) don't have token burning programs, many strong Altcoins use it. <https://swissborg.com/blog/token-burning>

TCGCOIN Token features 10,000,000,000,000 (10 Quadrillion) tokens. The value of each TCGCOIN will be listed on Pancake Swap on Sunday May 9, 2021 at 8pm UTC +2. 50% of the tokens will be burnt prior to the coin being listed. 10% of the remaining supply will be retained by the founders for development and marketing (5%) and strategic partners during the onboarding process for the TCG Trading Platform (5%).

The remaining 4,500,000,000,000 (4.5 Quadrillion) tokens will be divided into 3 equal lots. The first 1.5 Quadrillion will be released on Pancake Swap on May 9th 2021. A further 1.5 Quadrillion will be locked for 30 days. At the end of which it will either be used on other platforms or locked again until the token is listed on other exchanges. The remaining 1.5 Quadrillion will be used on the TCG Platform when it is launched.

TCGCOIN reserves the right to utilize up to 5% of the exchange tokens for strategic partnerships that will benefit the platform for holders.