

# **Collectorcoin: Worlds 1<sup>st</sup> Blockchain Built Around the Comics & Collectibles Industry**

## Overview & White Paper

The purpose of this document is to explain:

- What Collectorcoin Is
- How It Is Attractive to Consumers
- Details on Current Collector Coin™ Technology
- Our Vision for the future of Collectorcoin
- Details of the crowdsale token and how to get involved



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## **Introducing Collectorcoin**

The worlds first cryptocurrency for the comics and collectibles industry

Collectorcoin is built with the consumer in mind first. The team behind Collectorcoin has gained a lot of experience over the past 5+ years, in the crypto world. We realized 1 major factor has been missing in the game plan of nearly every ICO (initial coin offering) in existence.

Collectorcoin or CLC uses CryptoNight and CryptoNote to enable Mobile Mining capabilities. Collectorcoin is built on the Ethereum Smart Contracts Network and has its own Onsite Simple Wallet (hackerproof) - Supporters can also use <https://MetaMask.io> or <https://MyEtherWallet.com> to make sending and receiving Collectorcoin as simple and user-friendly as possible.

Collectorcoin is setting the standard for new ICOs as being 1 of the only Altcoins to conquer both major hurdles in ICOs.

- 1) Identify a target market and how you will penetrate it.
- 2) Gain acceptance in the market.

The Collectorcoin Team has been working diligently behind the scenes to smash these 2 hurdles, prior to the ICO.



Remember, Ether went sideways for months. Infact Ether was \$1 USD in 2016 and a year later it went to \$200-\$400! (see above chart)

## We are happy to announce the following:

- 1) Collectorcoin is targeting the comic books and collectibles industry. This industry surpassed the \$1Billion USD annually mark in 2015!
- 2) Collectorcoin is proud to announce that we are the 1<sup>st</sup> coin to be accepted at Retailers & Industry Professionals Prior to the ICO! Collectorcoin is accepted by more industry professionals prior to its ICO than most tokens are after their ICO and Coin Distribution Phases! This is an Industry 1<sup>st</sup>

## **Collectorcoin (CLC)**

Collectorcoin aims to be the #1 peer-to-peer digital coin for the collectibles industry. This industry is completely untapped with no other cryptos targeting comic books & collectibles directly. We are working with Influencers and Industry professionals to provide and 100% accepted coin from day 1 of ICO!

Collectorcoin is the only token to ever offer an ICO with Immediate Acceptance in the Marketplace. We have worked extremely hard and spent countless hours in meetings, phone calls, and messaging retailers to get industry professionals to agree to accept a coin that has not even hit its ICO! This is completely unheard of with any previous ICO and it makes Collectorcoin the 1<sup>st</sup> token to be accepted by more industry professionals than any other Token before it! This is One of the most distinguishable factors, putting Collectorcoin (CLC) leagues ahead of other ICOs.

Imagine how quickly previous ICOs would have jumped in value if their coin was already being accepted in their respective marketplace and beyond. Usually companies doing their ICOs hope to use funding to make partners with industry professionals after the ICO then they plan to hit Major Exchanges to drive up the value of their coin over time. We are not bashing this method as we plan on being listed on Major Exchanges too, but we have already worked around the clock to have Collectorcoin readily accepted prior to ICO.

Currently the \$1Billion (\$1,000,000,000 USD) Comics and trade paperback industry is untapped. No other Crypto or ICO is targeting this niche market and we aim to disrupt it. We have strategically created a Maximum Supply of Collectorcoin to equal 10% of this annual revenue or roughly \$100Million.

This equals 10 Billion Collectorcoin @ \$0.01c each. The ICO will make 20% of these available as a Hard Cap or 2% of the annual target revenue. If the Hard Cap is not reached any remaining coins will be pooled into the groups as detailed below.

## **Why Invest in Collectorcoin**

Blockchain technologies are paving the future for the way people barter and do exchanges with one another. Block chain technologies and cryptocurrencies are also disruptive and growing at exponential rates.

(<https://www.technologyreview.com/s/607947/the-cryptocurrency-market-is-growing-exponentially/>)

We believe that Collectorcoin will grow to be one of the most successful AltCoins of its time and with immediate acceptance within the marketplace it is already a game changer prior to ICO. Combine this with the revolutionary idea of building a competitive mobile smart phone game for iPhone and Android for Viral Marketing to 224 million users and this will enable Collectorcoin to reach unforeseen masses and potentially Skyrocket the value of Collectorcoin.

Some people who are new to crypto currencies do not get into them at ICO they instead wait until there has been a lot of mainstream media surrounding them, like Bitcoin or Ether. This means a lot of people did not buy into Ethereum until it hit \$100-\$200 or more. Those same investors are now looking for the next Bitcoin. That is why you need to get into this ICO at the initial \$0.01 offering... before it hits secondary markets and prices potentially go up.

Collectorcoin aims to change the way people do exchanges for their comics & collectibles. Currently eBay and PayPal make a mint charging astronomical fees for their services. eBay charges a 10% final selling value fee (on top of any listing fees) This gets combined with PayPal fees of 2.9% + \$0.30 per transaction.

Sale on eBay end up costing you roughly 13% of your total sale price (including shipping costs) So for every \$100 you are paying eBay and PayPal \$13!

Collectorcoin will do away with all of these fees as it will cost nothing or next to nothing to now trade with your friends! We are also currently working with a leading smart phone app in the comics industry that will produce a marketplace to compete with eBay for Comics & Collectibles. Our goal is to not only be an accepted coin on this marketplace but to be the exclusive one.

When all is said and done we want Collectorcoin to be as easy to send and receive as PayPal. Our Mobile Game will allow for us to reach a viral marketing stand point that will enable Collectorcoin to be accepted Main Stream as this is the goal or should be the goal of every ICO ever.



## Collector Coin Long Term Goals

*The scope of our long term goals is directly defined by the funds raised in the crowdfunding token sale. With this in mind we have created a marketing game plan for every crowdfunding token sale outcome.*

- 1) **Funds Raised: \$0-\$500k** = Continue with current developments of Gaming App and Test Alpha Stages of Gaming App. Continue gaining retailers and influencers to drive awareness and acceptance of the token. Use funds to market Collectorcoin to would be ICO Investors.

- 2) **Funds Raised: \$500k-\$1m** = Continue with development of the app and test Beta Stages of App to prepare for viral marketing. Increase team to full-time to complete tasks on or before deadlines. Partner with larger retailers and industry professionals to gain a broader acceptance of token in stores prior to completion of ICO.
- 3) **Funds Raised \$1m-\$2m** = Finish development stages of app and rollout Live downloads for viral marketing campaign. Reach out to and partner with Leading Indie Publishers and Comic Book Stores for majority market acceptance.
- 4) **Funds Raised \$2m-\$5m** = Virally Market Gaming App and advertise to more Investors. Partner with larger businesses and influencer in the industry to help drive the app to new heights. Implement viral marketing campaigns via Facebook for Free Giveaways with the respective comics industry.
- 5) **Funds Raised \$5m-10m** = Acquire and produce original content via industry related websites of influence. Reach out to Marvel and DC to inquire about acceptance of Collectorcoin for comic books and trade paper backs sold. Have Collectorcoin as the exclusive way to pay in an online marketplace that competes with eBay.
- 6) **Funds Raised \$10m-\$20m** = Rejoice and know that we have all come together to produce an ICO unlike any other. Partnered with influencers across major social media platforms like YouTube and Facebook. Make Collectorcoin the exclusive coin in retailers within the collectibles industry.

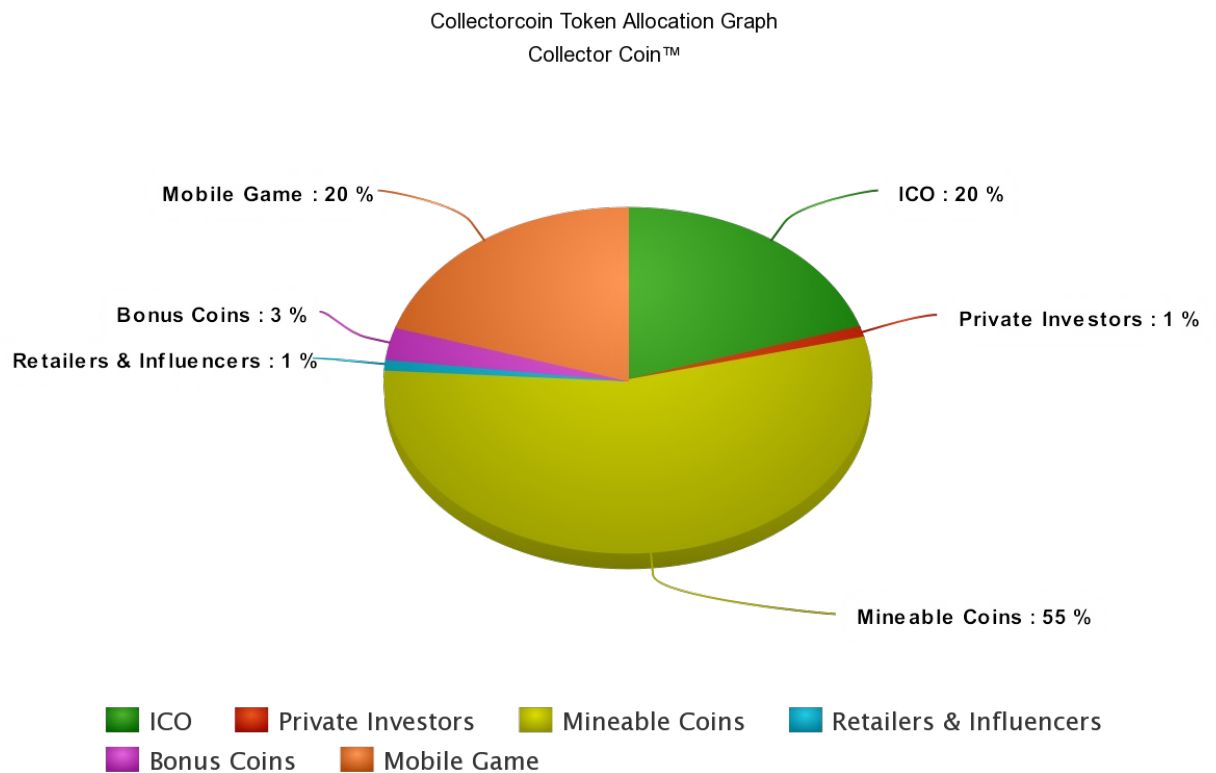
## Collectorcoin Token Allocation

In order to explain the token allocation more easily, we have created a visual pie chart graph. You can find this same graph on the Members Only Page via our website <https://www.CollectorCoin.io>

### Collectorcoin (CLC) Allocation Breakdown:

- 55% for the Mining Pool. Promote the Life & Longevity of the token and blockchain.
- 20% for the Mobile Game. Viral Marketing to over 224 million smart phone users.
- 20% for the ICO. This is what will initially get the coin off the ground and these are the people who will see the most on their return because they got in at ICO Value!
- 3% for the Bonus Coins. These are the coins which will be applied as the bonuses for early ICO sign ups and referrals.

- 1% for the Retailers & Influencers. Used to attract retailers who wish to back and/or accept Collectorcoin and this same pool of coins is used for Influencers on social media as well.
- 1% for the Private Investors. These are the backers prior to ICO and they receive coins at the same rate as the Early ICO participates do.



## Smart Contract Wallet Addresses for Transparency

Etherscan Contract =

<https://etherscan.io/address/0x14338e7e14861c68984e5d5da191c31dd3309945>

- **Main Wallet =**

0x8951d889f5581e90a9bcd494b08aabdcdd653fb3

- **Mining Wallet =**

0x2806435626fab8ed84cff8d0b882b12528aca6d9

- **Bonus Coins Wallet =**

0x3cf02c51b0d578620d3ff4df9dff279b28d6a6c2



- **Mobile Game Wallet =**  
0x2e7d1de07331310eb7a6d19cc621bd2dc1cb0e86
- **Private Investors Wallet =**  
0x9730d1d9f4c98988530aa1ecfd3f2fee687be11b
- **Influencers Wallet =**  
0x4d68df19f1fdf94c78b3f1446afae12bca6b8869

## **Industry Professionals**

**Below is a list of industry professionals in the Comics & Collectibles world who have already agreed to accept Collectorcoin prior to ICO**

4<sup>th</sup> Wall Productions - <https://www.4thWallPros.com/>

The Panel Box - <http://www.ThePanelBox.com/>

Little Giant Comics - <http://LittleGiantComics.com/>

Sparks Token - <https://SparksToken.com>

Supersonic Comic & Action Figures -  
<https://www.facebook.com/supersoniccomic>

The Comic Book Guide - <https://TheComicBookGuide.com/>

**Related Industry Professionals who have expressed interest**

BOOM Comics & More -  
<https://www.facebook.com/comiccardsandmore/>

Art by Steven A. Wilcox -  
<https://www.facebook.com/ArtistStevenAWilcox/>

Waldos Wonders - <https://www.facebook.com/WaldosWonders1/>

Lawsons Comics - <https://www.facebook.com/lawsoncomics>

Gamers Haven - <https://www.facebook.com/gamershavenhobby/>

Ruff Edges Comics & Collectibles -  
<https://www.facebook.com/ruffedgescomics/>

## **Non-Related Industry Professionals that have agreed to accept Collectorcoin prior to ICO**

Vivid Reflections - <http://www.vivid-reflections.com/>

Returneum - <https://returneum.com/>

Atlanta Weed Club - <https://www.altantaweedclub.com/>

Atlanta Marketing and Advertising -  
<https://www.atlantamarketingandadvertising.com/>

MW Pressure Washing - <http://mwpressurewashing.com/>



## **Collectorcoin Token Sale**

Collectorcoin is going Live via ICO, this will give project supporters a chance to acquire Collectorcoin prior to being listed on popular exchanges.

There will be a total of 1,000,000,000 (1 billion) Collectorcoin available for \$0.01 US Cent each at the offering for a Hard Cap of \$10m. Accepted forms of payment include Bitcoin, Ethereum, Litecoin, Bitcoincash, Dash, and even Doge.

This is done on purpose because we are creating a token to target over 224 million users and at \$0.01 we need a lot of coins. Any coins left over from the ICO will go directly into the Mineable Coins & Mobile Gaming Allocation Pools. This will help ensure longevity of the blockchain and viral marketing tools for the coin to reach its maximum potential.

### **Collectorcoin ICO Stages**

Pre-ICO Signup = 30% Bonuses

White Listed Users = 30% Bonuses

December ICO = 30% Bonuses

January ICO = 20%-5% Bonuses

Due to a lot of people reaching out and saying that December is close to Black Friday and Christmas they are wishing to be able to acquire Collectorcoin in January like Originally Planned. The team behind CLC was making great progress so we bumped up the ICO to December 1<sup>st</sup> instead of January 1<sup>st</sup>. So here is what we are going to do.

Both December and January will have Collectorcoin available, however December ICO will begin at \$0.01 and January will end at \$0.03 each!

### **Invest in Pre-ICO and ICO**

**Pre-ICO with a 30% Bonus!**

**Bitcoin (BTC)** = Coin Payment Options via  
<https://collectorcoin.io/my-wallet>

**Ether (ETH)** = Coin Payment Options via  
<https://collectorcoin.io/my-wallet>

**Litecoin (LTC)** = Coin Payment Options via  
<https://collectorcoin.io/my-wallet>

**More Coins** = Coin Payment Options via  
<https://collectorcoin.io/my-wallet>

## **Bonus Coins**

**Pre-ICO = 30%**

**White List/December = 30% Bonus**

Dates	Bonus %	Amount Spent	Coins Received
January 1 <sup>st</sup> -5 <sup>th</sup>	20%	\$1 USD	120
January 6 <sup>th</sup> - 15 <sup>th</sup>	15%	\$1 USD	115
January 16 <sup>th</sup> - 21 <sup>st</sup>	10%	\$1 USD	110
January 22 <sup>nd</sup> - 31 <sup>st</sup>	5%	\$1 USD	105