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Release and Changelog



This Whitepaper provides comprehensive information about the Coin Halo project, including online gameplay and ecosystem, as well as several features of a blockchain-based token economy and non-fungible token NFT.

NOTICE and DISCLAIMER:

This Whitepaper is continuously updated by the Coin Halo team. The purpose of all content changes is to improve the quality and sustainability of the project..

Version: 2022



Project Overview

The game itself is essentially a digital version of the classic coin pusher. The idea is simple: you play games, enter giveaways and sweepstakes to win cash and prizes.

Besides the classic Coin Halo, we have integrated blockchain technology into it, to develop Coin Halo into a Dapp and bring NFT technology to the game.

With the idea from the traditional coin drop game, this game is a combination of the pirate story, the player has to complete all the mission, go through many challenges in the game.



Legal Notice



This Whitepaper is used only to provide general information regarding the Coin Halo project. The information contained in the Whitepaper is current as of the date indicated on the cover. The content of this Whitepaper is being written continuously and can be revised after review. We reserve the right to update this Whitepaper at any time. The goals set out in this Whitepaper may not necessarily be achieved or completed as intended. Any plans, goals outlined in this paper for the Coin Halo project should not be considered as absolute facts. Participation in the token sale may entail high speculation, and in this regard, there is also a risk of complete loss of principal. Prospective buyers should thoroughly review the token sale terms and conditions and carefully consider all risks associated with them. This Whitepaper by itself does not guarantee security. In many regions, token sales are subject to scrutiny, and regulations are not fully enacted. In addition, some organizations consider that the token sale itself may meet the requirements of an investment sale contract. This Whitepaper does not recommend trading tokens in any way. As regulations related to cryptocurrencies are constantly changing, participation in the purchase of tokens may involve significant risks, and prospective purchasers should consult with legal and tax experts in advance and carefully. Users acknowledge that the Coin Halo project is under development, it may entail significant changes before its official announcement, and it does not guarantee the operating period of the Coin Halo game ecosystem. The game may cease to exist due to various reasons, such as lack of public interest, lack of operating funds, and other force majeure situations that may occur in business.

Other than the official channels and documents mentioned in this whitepaper, Coin Halo never ask for confidential information from users, make arbitrary conditions or proposals, or publish or distribute responsible articles, information, content anywhere else in any way. Therefore, to minimize the possibility of fraud, phishing by third parties, users are advised not to respond to those unofficial inquiries and announcements. Any problems arising from the response are irrelevant to Coin Halo and the company.

Vision and Mission



VISION

We want to bring you a Coin Halo game with the experience of the old days, with nostalgic sounds and images, so that you can return to the feeling of playing and winning in your childhood.

MISSION

We look forward to upgrading so that these familiar games can bring economic value to players. We believe that in today's busy world, online games have a certain impact on our lives.

Gameplay

OVERVIEW, GAME MODE, GAME VISUAL & EFFECT

Coin Halo is a slot machine from the coin pusher series. Your task is to throw coins, which will be pushed by a moving platform and according to the domino principle, push other coins towards the basket.



Gameplay

★ Mode - Single Mode:

The player's task is to drop gold coins in a suitable position to push down to collect as much gold and gifts as possible, and at the same time avoid dropping money to either side.

Players will start with 10 coins, collect more to avoid ending the game screen early. Levels follow each other when the XP bar is full and the table only ends when the player runs out of coins.

In addition to the task of collecting gold coins, players also have the opportunity to earn special items.

★ Game Platform:

Pulish on: Android, IOS mobile game

★ Game Scenario:

The story of the pirate's journey, The pirate has to go through many difficulties and conquer many challenges, thereby discovering a lot of interesting things waiting ahead.

★ Game genre:

Tap to drop coin, and conquer many challenges in game through the pirate's story.

★ Game type:

'Play-To-Earn' blockchain NFT - based online game.

Coin Halo has extremely simple gameplay, your task is to touch the screen to drop the coin, then the coin will be pushed and dropped the coins, the rewards,... are arranged reserved on the table.

The interesting thing about the game is that the player can only eat the coins that fall into the chest in front. If the coin falls to either side, the player will not be counted for that coin. This is also the point that makes the game attractive.



The game requires players to choose a reasonable coin drop position, how to create enough force to push the coins on the table to fall. The element of luck is also something that players need when playing the game. This creates a feeling of excitement and suspense for players.



The game has added a shake feature. When playing, the player will gradually accumulate the strength bar of this feature, when you feel enough force with just 1 touch, it will help you create a strong shake and have the ability to drop a lot of coins.



There will be special coins such as silver coins or giant coins that create excitement for players. Try to find a way to bring those special coins down. In addition, the game will offer a system of diverse tasks along with a daily attendance feature with attractive rewards to motivate players. Attractive rewards are waiting for you.



When you play the game, you will level up when you accumulate a certain number of points. The number of points is converted to the number of coins that you have pushed down. When you run out of coins to drop you can earn more coins and money by watching promotional videos. Or to save time and have money faster you can buy coins with tokens.



Besides, the shake feature, you can use the power up feature. In Power up, there are powers as:
Coin quake: bring the effect of vibration, earthquake.
Giant Coin: attack the coin table.
Thunderstorm: whirlwind knocks all coins.
Pirate's Wall: the push bar turns out to push many coins down, and built into 2 sides to not drop coins on either side.
Magic Kingdom: Magic descends.



Completing all the missions in game to achieve more special coin and special item to level up.

Play to earn

Players exchange tokens for dropping coins.

Each token can be exchanged for 1 dropping coin.

Players tap to drop coins down to the below stock of coins which is constantly pushed up front.

The players will earn points if the coins are pushed off as many coins to the front of the machines.



Game History Story

A coin pusher does exactly what the name suggests – it is an arcade game that pushes coins (duh). Put in tokens or coins and try to stockpile them as much as you can in order to push them off the edge to win tickets, prizes, more coins, or, in more recent years, cards. You have probably seen them as they are still quite popular machines at local arcades.

While there are many new coin pushers these days with fancy lights and new objectives, the classic arcade coin dozers are what started it all. The fundamental addictive gameplay has not changed.

Let's dive into the history of coin pushers. I'll also touch on tips on how to win tickets on modern coin pushers, gambling issues for these arcade machines, and if they are legal where you live.



The First Arcade Coin Pusher Machine

The First Arcade Coin Pusher Machine

The history of the coin pusher begins around 1963. I say “around” because there is some debate on the definition of a coin pusher and the exact date when the first one was released.

A European company called Cromptons is credited with making the first coin pusher. Cromptons started making coin-operated amusement products in 1947.

The company released a machine called Wheel-a-Win in 1962. This game had a sweeping arm that pushed coins into holes that were spread around the surface of the inside of the cabinet.

This seems to be the first coin pusher, as it pushes coins that the player inserts, but a later arcade machine would more closely resemble coin pushers as they operate today.



Crompton's Penny Falls Coin Pusher

Crompton's Penny Falls Coin Pusher

This machine was called Penny Falls. It was released in 1964.

Penny Falls is a simple concept that most subsequent coin pushers would copy. Coins were inserted and dropped on a surface with more coins. These coins would be pushed forward and eventually dropped off an edge where the player could collect them.

After Wheel-a-Win and Penny Falls, Cromptons dove headfirst into this new coin pusher idea. They would go on to release many more coin pushers that all operated very similarly but with different themes. The hexagonal variant became the most popular because it didn't take up as much space on the floor.

Coin pushers became a major success in arcades around the world. These old school, classic coin pushers can still be found in arcades in the UK today. Japan also very quickly jumped on the coin pusher fad and these games are still a staple in arcades there.



Crompton's Influence On Amusement and Arcade Machine

Cromptons' Influence on Amusement and Arcade Machines

Coin pushers are in almost every arcade around the world. I think that is because of how addictive and simple the gameplay is.

When the Cromptons company made the first coin pusher they did not patent it. Cromptons did not think that it was going to last more than a year or two. The coin pusher craze definitely persisted and today we can see copies of the coin pusher concept from that first one that was made in the 1960s.



Capturing New Market Trend

GameFi Analysis 2022

The blockchain gaming ecosystem is evolving at a rapid pace. One of the trending topics in crypto right now is GameFi, with new developments seen at an accelerating rate thanks to promising gameplay and the economic incentives it entails.

As its popularity soars, we take a deeper look at its historical growth to date, and analyze GameFi tokens and their combined market cap's trajectory.

In this report we will explore its present state in detail, looking at the current market cap, active player base, industry players, and emerging trends in the space. We will also make some comparisons to traditional gaming, as well as cover GameFi's projected growth and what its future looks like.



Capturing New Market Trend

GameFi Analysis 2022

GameFi now accounts for 16.4% of all blockchain investments, showing a significant change in the industry trends seen in past years. Investment focus in the blockchain industry is gradually tilting towards gaming, driving a massive rise in the number of projects, funding, transactions, and participants in this market sector.

According to Footprint Analytics, the total number of GameFi projects reached 1,498 as of May, up 99% YoY. The amount of investment in the first half of the year reached \$3.7 billion, surpassing the total of \$780 million for 2021. This article will assess which games have potential and which games are losing attention in the first half of 2022.

Overview of GameFi project financing in the first half of the year.



Footprint Analytics – Funding-Monthly Investment Trend

Capturing New Market Trend

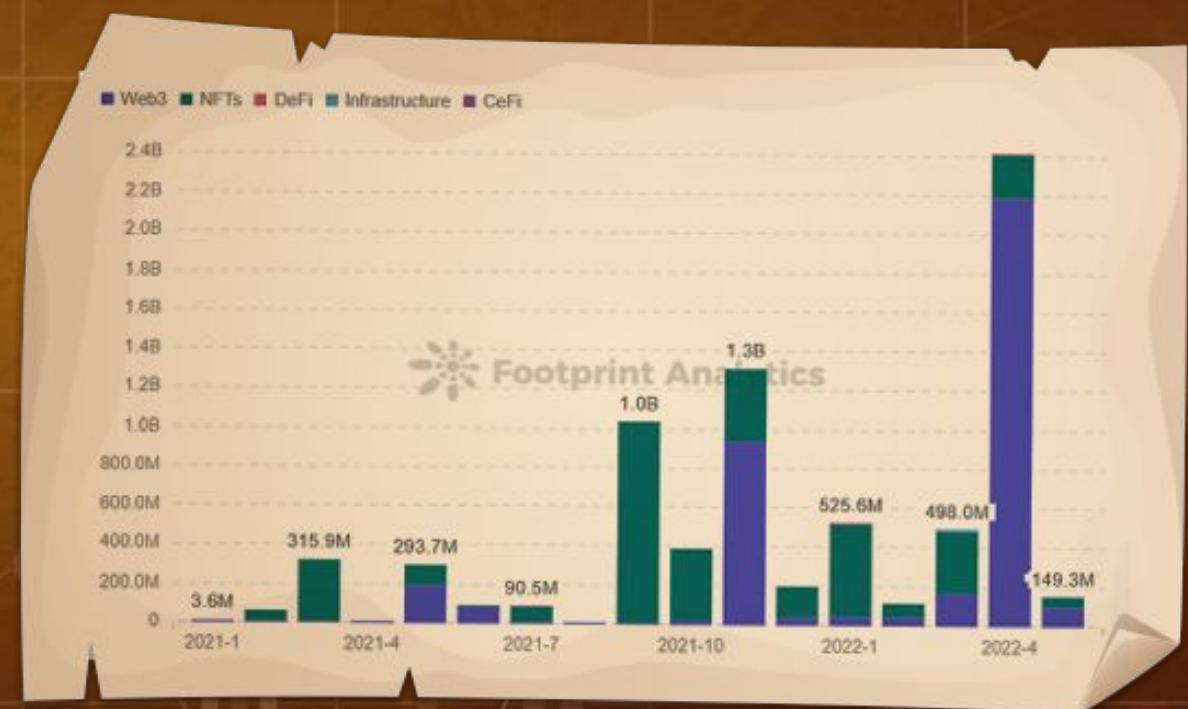
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Overview of GameFi project financing in the first half of the year

The GameFi sector has gradually increased its proportion in the entire blockchain sector, with a total investment of \$22.5 billion. The GameFi sector accounted for 16.4% of the total investment, with a total investment of \$3.7 billion.



Footprint Analytics – Gaming Financing Distribution

Arcade Game Analysis 2022

Arcade Game Analysis 2022

The worldwide "Arcade Games Machine Market" is growing at a rapid rate. This report contains analysis of companies HBANDAI NAMCO Holdings Inc.,Raw Thrills, Inc.,UNIS Technology Co.Ltd,Taito Corporation (Square Enix Holdings Co., Ltd.),Dream Arcades,Bespoke Arcades,Rec Room Masters LLC.

The high level headed of this report is to give the bits of knowledge on the submit COVID-19 contact with the aim to help Arcade Games Machine Market on this discipline assess their business processes. Likewise, this record covers commercial center division by means of chief market organizations, types, bundles/quit clients and geography (North America, East Asia, Europe, South Asia, Southeast Asia, Middle East, Africa, Oceania, South America).

Arcade Game Analysis 2022

Arcade Games Machine Market Report Covers beneath Segmentations:

Items and Applications: The report covers significant Types and Applications according to the most recent Arcade Games Machine Market Industry.

Market Players and Competitors: The report covers central participants of the Industry who have Global and Regional presence on the lookout and are the significant piece of the pie takers.

Note* We can additionally furnish you with extra Type and Applications Segments according to your prerequisites and furthermore assuming that a specific contender data you are searching for.

Arcade Game Analysis 2022



★ Fighting Game

★ Speed Game

★ Puzzle Game

★ Others Game

Amusement Arcades

Commercial Place



Arcade Games
Machine Market
By Application,
2022-2028

Arcade Games Machine Market Competitors in the market



**HBANDAI
NAMCO
Holdings
Inc.**



Raw Thrills, Inc.



**UNIS
Technology
Co.Ltd.**



Dream Arcades



**Bespoke
Arcades**



**Rec Room
Masters
LLC**



**Taito
Corporation
(Square Enix
Holdings Co.,
Ltd.)**

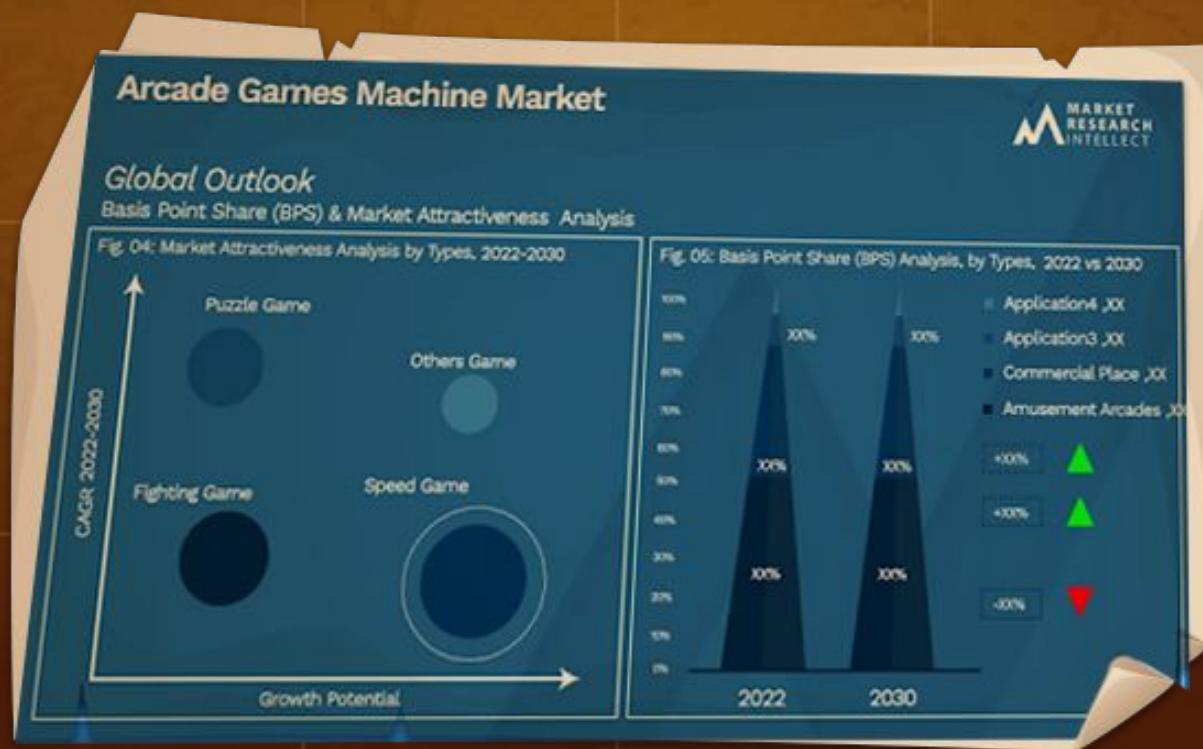
Arcade Games Machine Market Size And Forecast

The Global Arcade Games Machine Market is growing at a faster pace with substantial growth rates over the last few years and is estimated that the market will grow significantly in the forecasted period i.e. 2022 to 2030.

The Global Arcade Games Machine Market report provides a holistic evaluation of the market for the forecast period (2022–2030).

The report comprises various segments as well an analysis of the trends and factors that are playing a substantial role in the market. These factors; the market dynamics, involves the drivers, restraints, opportunities and challenges through which the impact of these factors in the market are outlined.

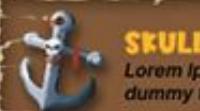
The drivers and restraints are intrinsic factors whereas opportunities and challenges are extrinsic factors of the market. The Global Arcade Games Machine Market study provides an outlook on the development of the market in terms of revenue throughout the prognosis period.



Circulation and Inflation

SHOP

The Coin Halo shop contains a coin conversion menu, this shop uses coins and NFT items for purchases.



SKULL ANCHOR

Lorem ipsum is simply dummy text of the

80



SKULL ANCHOR

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SKULL ANCHOR

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SKULL ANCHOR

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MISSION

'Exchange coins for other games!'
The swap menu contains options to convert tokens to coins for games and vice versa. Games with items-only shops are not available in the coin conversion shop.



LOGIN

Complete Daily Check-in

20



SPEND COIN

Spend 100 coins

10



COIN QUAKE

Use Coin quake 3 times a day

10

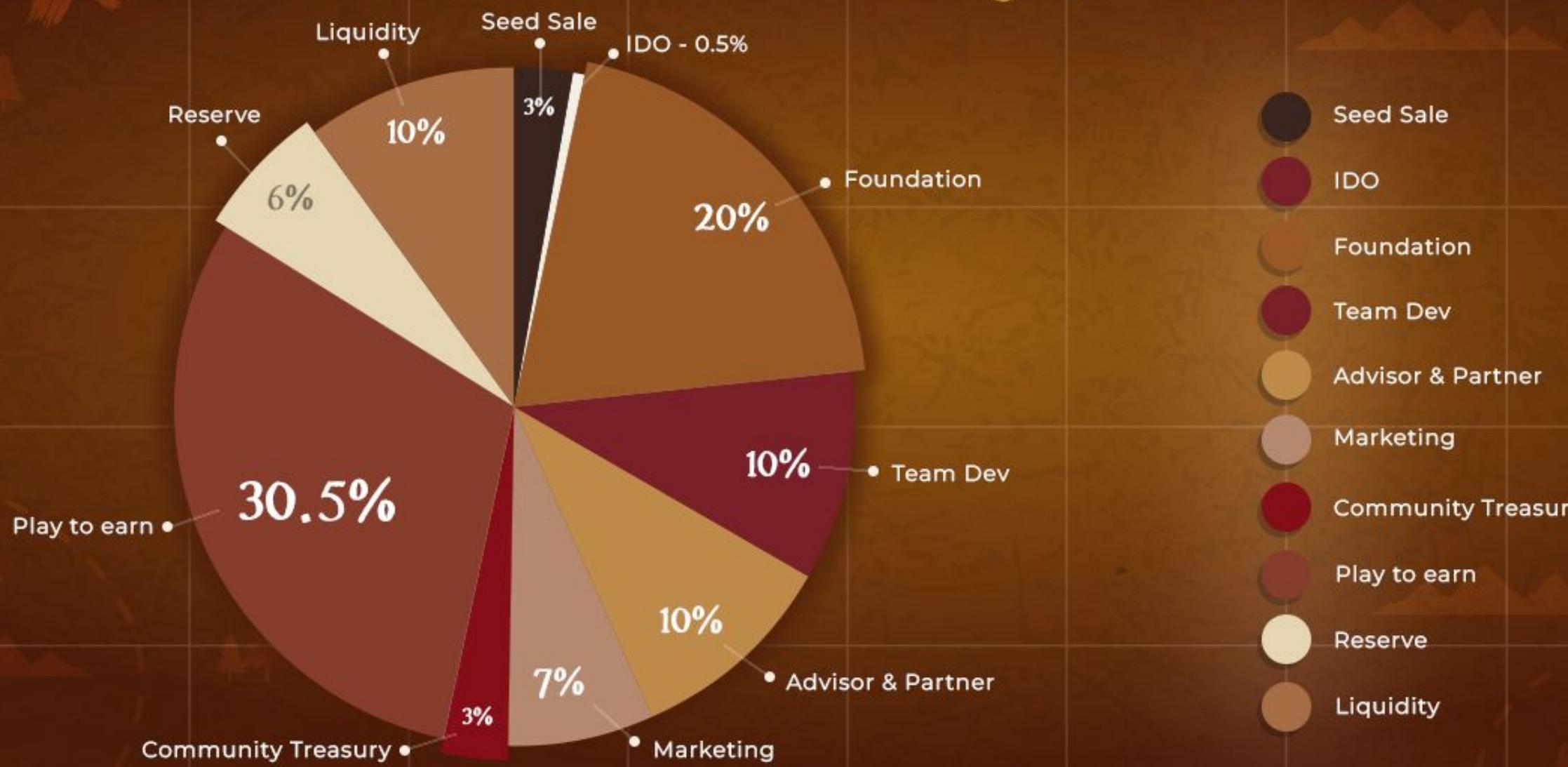


GIANT COIN

Token Distribution

Allocation	Percent	Tokens	Full locks (months)	Vesting Period (months)	TGE Unlock Rate	Remaining Monthly Unlock Rate
Seed Sale	3.0%	30,000,000	12	12	0.00%	8.33%
IDO	0.5%	5,000,000	0	6	5.00%	15.83%
Foundation	20.0%	200,000,000	12	60	0.00%	1.67%
Team Dev	10.0%	100,000,000	12	60	0.00%	1.67%
Advisor & Partner	10.0%	100,000,000	6	24	0.00%	4.17%
Marketing	7.0%	70,000,000	3	36	0.00%	2.78%
Community Treasury	3.0%	30,000,000	0	48	0.50%	2.08%
Play to earn	30.5%	305,000,000	0	60	0.50%	1.67%
Reserve	6.0%	60,000,000	12	60	0.00%	1.67%
Liquidity	10.0%	100,000,000	0	60	2.00%	1.67%
Total	100%	1,000,000,000				

Token Distribution



Road Map



Our Team



Mr. Joseph Nguyen
Chief Marketing Officer



Mr. Ho Phat
Software Engineer Manager



Mr. Kevin Nguyen
Art Manager



Mr. Edward Tu
Marketing Manager



Mr. Eden Trang
Community Manager

Our Partner



Official Channels



Website:

<https://coinhalo.world>



Telegram

<https://t.me/CoinHalo>



Discord

<https://discord.gg/xepNm6Ekqp>



Facebook

<https://www.facebook.com/coinhalloworld>



Instagram

<https://www.instagram.com/coinhalloworld/>



Twitter

https://twitter.com/coin_halo



Linkedin

<https://www.linkedin.com/company/coin-halo>



Youtube

https://www.youtube.com/channel/UCaRCtrLPVs6-J_QK8pISCKA



Medium

<https://medium.com/@coinhalloworld>



Tiktok

<https://medium.com/@coinhalloworld>