



JAG

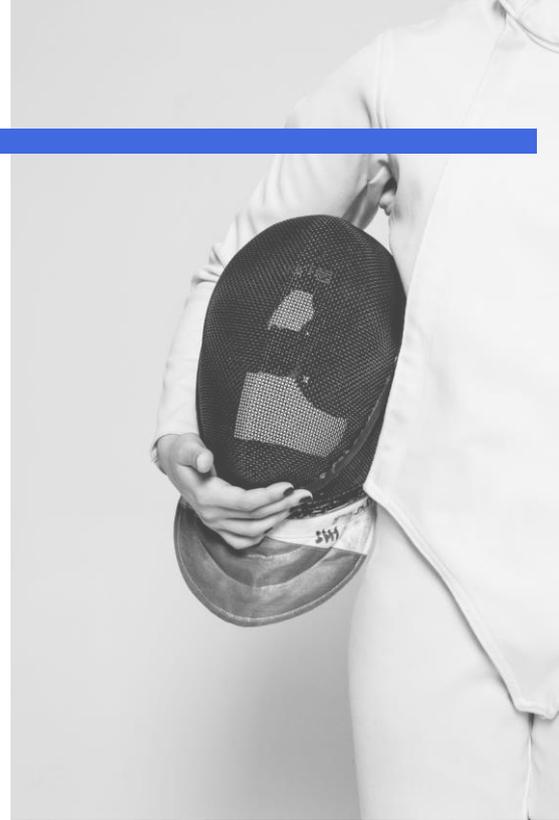
JUST A **GAME**

WHITEPAPER

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Sport in Italy is very popular, both as a follow-up and from the point of view of sports practice. The sport with more members and more practitioners in Italy, like easy to imagine, is football (1 million athletes, 23.8% of the national membership), followed by tennis (373,000 athletes, 8.4%), by volleyball (332,000 athletes, 7.5%), basketball (7.1%) and athletics (6.1%). These first five Federations, together, make up over half of the national membership of athletes. But behind these mentioned, there is a long line of other sports that are often less considered and therefore less known. Here we meet a precise distinction: the "major sports" (or rather those that are the most popular) and the "minor sports" (those that no one watches or seen only in exceptional cases). Sports that rarely come out of the shadows, except for circumstances or events of significant importance, such as the victory of an Olympic medal. The Italian sports system, as structured, does not sufficiently help these minor sports. Of course, something can be done, some instrument fruit of ingenuity or passion can be found: and this is precisely the case with Just a Game.

Just a Game is a social network for sportsmen of all ages and levels, which allows you to connect all users united by a common passion for sport; it is a free platform, the user can register and immediately begin to explore the contents and interact with other users; will also be available in the app





stores, always free of charge. Just a Game allows you to create direct contacts between all users, whether they are amateurs, professionals or even companies, and eliminates the barriers due to distance and knowledge. It grants total visibility, and an immediate method of communication. This is the starting point, but social networks will not be just that, and the team's project covers a much wider range of action.

One of the first wishes of the creators of Just a Game, also represents a fundamental cornerstone for the whole project, and is to link the social platform to the blockchain and to the crypto world in general, inserting and equipping the entire system with its own distinctive token: JAG. Doing so will create the first social network projected exclusively to the world of sport, with the introduction of a token within it. The goal is to bring together and attract sportsmen foremost, and cryptonauts within what we can define as the world's first social sport-crypto.



The integration of the JAG token into the community is fundamental, but equally it is to make all registered users interact, compare and communicate, making everyone move in unison and in the same direction in the name of a fair and supportive sport, allowing all members, not only to have a showcase of visibility, but also through the methods studied by the team, to be able to obtain an income and constant earnings over time, with the hope of one day having the first platform in which the wealth is distributed equally. To register you will need to take out a subscription.

In Just a Game, the team, first of all, assigns "master codes" to users it deems indicated, and these will be the first active users on the platform. The social network is accessed only through direct knowledge of an already active user who will provide a link and a unique code for the first access, starting the membership chain (CA). The most active users in the social network, in terms of activity on their profile and enrichment of content, will create a series of further links through the communities that are formed, and will be identified as chains of followers (CF). The adherence chain (CA) and the followers chain (CF) represent the two pillars of revenue linked to social media. The two types of chains mentioned above give life to a very important referral plan.

Revenues derive from the various functions and activities that a user can perform on the platform:

- *Subscriptions - the app will always be distributed free of charge, and the subscription can be obtained by converting the earnings from the network. The cost of the subscription will come inserted in the "portfolio" area.*
- *A percentage deriving from the membership chain (CA) linked to accrued and paid subscriptions.*
- *Royalties on e-commerce and CF sales*
- *Sponsorships.*
- *Charity*



Each subscription, payment or sale, will be converted into the JAG token, which, as already mentioned, will be the "economic-financial" essence of the Just a Game ecosystem.

The JAG token will act as the glue, and will be the reference for all operations. Subscribers will also be holders of the token which will also allow them to operate in the e-commerce section.

Within your profile you will see, among others, two items, concerning sponsorships and donations. This is because the referral system provides a percentage, which, at the user's discretion, may be allocated to these two features.

The aspect that gives the project the most honor is precisely that of allowing all members, exactly through the sponsorship and charity mechanism, to be able to help all sports that are "poor" in money, but equally "rich" in life.

Try for a moment to think of a small Italian team of artistic gymnastics or baseball, which can count on help of 3-4-5 thousand euros per year deriving simply from the diffusion and knowledge of the app. But this is only the beginning. Because to make sure that all users can have the app available, totally free, indeed, earning, sponsoring and donating, the team has introduced the possibility of developing e-commerce within the platform with a method revolutionary which is, together with the rest, a fundamental part of the structure.



The marketplace will be structured in such a way as to allow each user to offer materials or products for sale directly from their profile within the platform. But at the same time it will also allow external companies to take advantage of the platform to offer their products. This generates a dual functionality also in the form of e-commerce: users and companies.

We now come to the token, the financial epicenter on which Just a Game rotates. JAG a BEP-20 smart contract distributed on Binance Smart Chain (BSC), therefore obviously travels on the Binance blockchain.

Regarding token distribution, the following one in the table offers us all the information:



POOL	1.000.000	11,74%	givEAWAy	5.000	0,06%
MARKETiNg	50.000	0,59%	STAKiNg	4.300.000	50,50%
TEAM	50.000	0,59%	NEXT LiSTiNg	1.000.000	11,74%
PRE SALE	2.105.263	24,72%	AiRDROP	5.000	0,06%

As for tokenomics and presale; we observe two objectives: a soft cap and a hard cap, which in the following tables will be distinguished with the colors red for the hard cap and green for the soft cap:

HARD CAP 6.969 \$2.000.000,00

SOFT CAT 3.484 \$1.000.000,00

The price of the presale, for each single token, is set at \$ 0.95

PRESALE PRICE 0,95 \$2.000.000,00 2.105.263

PRESALE PRICE 0,95 \$1.000.000,00 1.052.632

The final market launch price will instead be \$1

The funds raised will be divided as follows:

FOUND S ALLOCATION

PROJECT \$1.000.000,00 50%

POOL \$1.000.000,00 50%

PROJECT \$500.000,00 50%

POOL \$500.000,00 50%

The following fees are established for each purchase or sale on the market:

Tax buy 6%

Tax sell 6%

The JAG token will allow its holders both a possible investment in the markets, but above all a concrete utility, being able to exploit its use on the community platform created ad hoc, of which we have seen many implications and enormous potential. Gathering sports and investors under the same social network will bring a great benefit and above all the adoption of the JAG token, which can only turn into a constant increase in value; adoption means users and owners. And this is "only" added value for the financial side. On the other hand, we will have another utility, which it is clear to guess, will be the real and concrete use of JAG throughout the platform and within the ecosystem.

In the near future, the development plan will also be addressed in the NFT and metaverse area:

- *the team will concentrate in the initial phases, a development focus on its own, and first, NFT which will be sold on OpenSea Mint's target is in the order of 10,000 pieces. Users will be incentivized to buy the NFT since the purchase of it will generate benefits*
- *Eust a Game at a later stage will land on the Metaverse, where users will be able to organize teams with the avatars of the players / amateurs / supporters, registered on the platform, in the various sports disciplines.*



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