



MAXIMA

Project

Industry Overview

The aim of the document is to present **Maxima Project**, founded on blockchain technology,

to prospective investors who would probably join our team.

The following information should not be considered exhaustive and it does not imply any form of contractual relationship. Its only purpose is providing potential tokens holders with complete information, so they could decide whether to invest in our company.

Let us give you a detailed analysis of **Maxima Project**.

Nothing in this paper is considered to be a security of any kind or an appeal to invest – only you by yourself make a decision. The document is not written in accordance with laws or regulations of any jurisdiction that are aimed to protect investors; it also does not fall within their scope. Some contents, assessments and financial information represented in our white paper are statements of a predictive nature. Such statements or information may include known and unknown risks and uncertainties that can lead to the difference between actual and predicted events or results.

Abstract

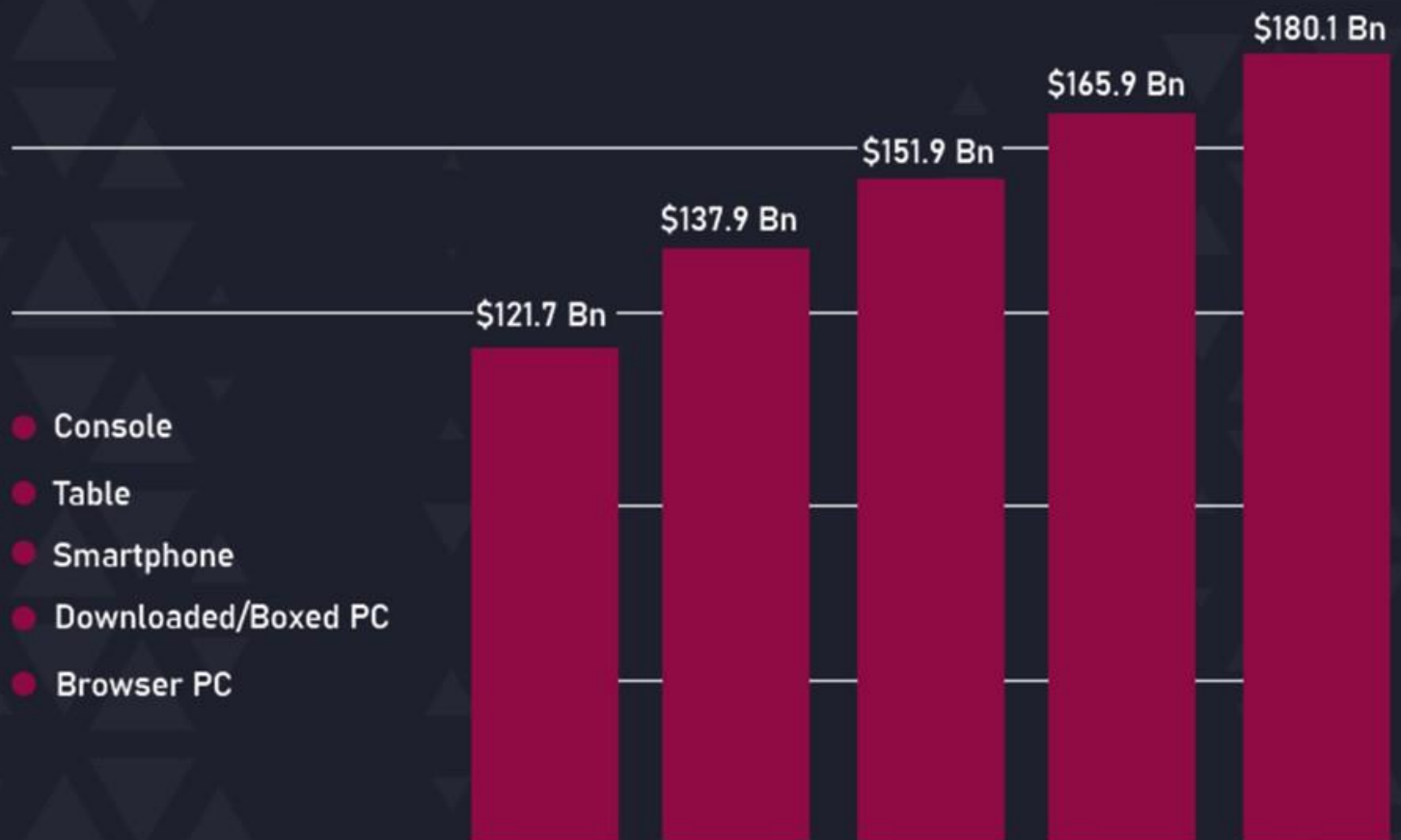
The gaming industry, as one of the most rapidly growing markets in recent years, has long begun to explore additional means of generating income. Most of these ways include microtransactions or in-app purchases with the help of a virtual currency: gold, silver, rubies or any of that. The emergence of cryptocurrency and blockchain technology resulted in creating new possibilities for the development of the game industry. The current trend to its growth, mostly based on microtransactions, opened new horizons for the blockchain. In **Maxima Project** we look forward to use blockchain technology for creating a single authorization service, and to realize method of earning real currency while playing games, regardless of platforms, provided by the service. Maxima Token (Maxima) – is a special cryptocurrency, based on Ethereum blockchain, which allows tracing user activity in different games; it also represents a genius system of earning Maxima coins in the game. With Maxima we focus on both gamers and developers, offering an innovative system for stimulating them to play and create. Join to the Game Economy Revolution, helping us to connect digital currency and game worlds.

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Industry Overview

In recent years videogames industry has experienced a tremendous growth. From the moment of the first videogame release in 1947 until nowadays it is still developing. Predicting a staggering income at the rate of 180.1 bln US dollars by 2021, the game industry won first place in the entertainment industry.



Market value of the gaming industry in US dollars. In 2017 it was expected, that the market value would be nearly 121 bln \$, and by 2021 the income from videogames will get the 180 billion mark. The game industry appeared in the USA, became most developed in '60s and made a foundation of what games are today. Although '70s brought with them the culture of fascination with PCs more widely, the video market was gradually taken over by game consoles that maintain their position to this day, second only to mobile phones.

COMPETITIVE GAMING

As games become popular in the whole world, especially over the last 10 to 15 years, the gaming industry, namely its money turnover, is growing rapidly. The term “cyber sport” appeared many years ago. Today games are already officially considered a sport. Tournaments in popular online games such as Fortnite, Counter-Strike, Dota 2, League of Legends, Overwatch and many others have established huge prize funds.



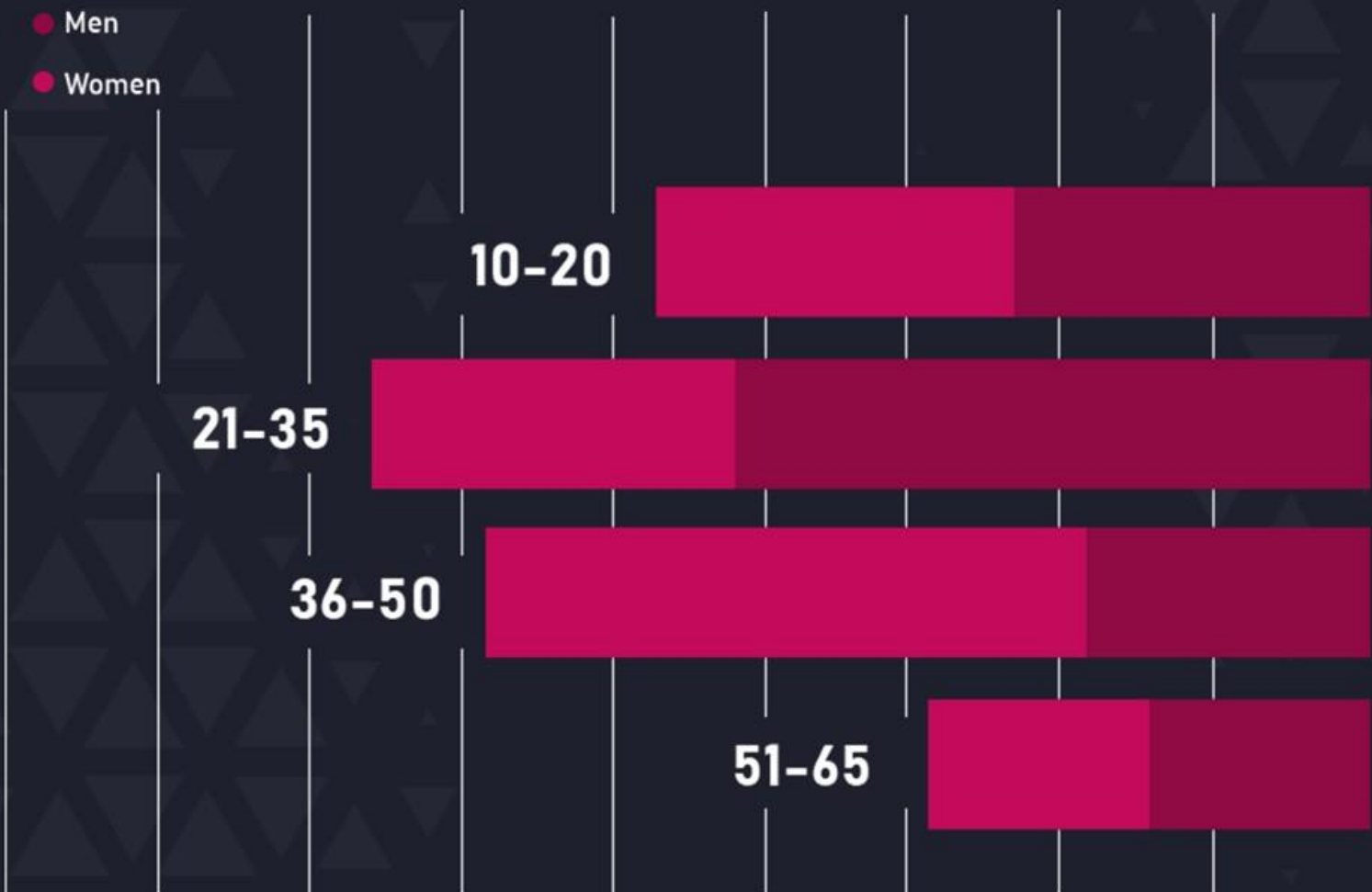
By the end of 2020 the global cyber sports market reaches the profit of \$1.87 billion, and in 2021 they promise the income of over \$5 billion from cyber sport events. In 2015-2016 global profits on the cyber sports market totaled 325 bln \$. Almost 80% of the sum had come from the sponsorship and advertising, the rest - from sports betting, prizes, tournaments, and ticket and merchandise sales. At this rate of growth, the market is expected to generate more than 1.5 billion in 2021.

GAMING CONTENT

Today, games are one of the most popular sources of entertainment. Thus, gaming content is the most in demand around the world. For many people playing or reviewing Live video games became a profession. Many platforms, e.g. Twitch, get more than 900 million unique monthly visits. Even Youtube started its own streaming platform where people post gameplay videos. A lot of gamers or beginning streamers can soon become millionaires, just playing one of their favorite games and giving live reviews. By the way, most part of older generation still doesn't understand how their kids make money off of it.

WHO LIKES TO PLAY GAMES

Average age of gamers - 25 and over, so they can spend more money on games than the younger gamers. Many people choose video games as entertainment for themselves, because they can sometimes walk away from reality and plunge into a new unknown world. Almost 40% of the world's population are gamers, not surprisingly, this industry is growing very rapidly and is generating huge amounts of money. Average age of male gamers is 25 to 35 years, and female gamers – from 23 to 34 years.



Everyone used to think that the bulk of gamers are teenagers, but statistics shows the opposite. 35% 35 per cent of all gamers are between 21 and 35 years old, which puts them in the position of leaders, because they have a higher ability to pay in comparison with teenagers who rank only 3rd with 22%. It is interesting to know that people between 36 and 50 years old are on the 2nd place and only 6% behind 1st. Taking into consideration every nuance, especially average time spent in the game by each group, we can see that the results still remain surprising. We mean that though teens have more time to spare than adults, they still occupy the lower position. The youngest gamers group is not so far, even though they have no ability to pay, but as videogames are so popular, parents let their children to spend more time playing than earlier. There are currently over 2.6 billion video games from all over the world. The number of video games is expected to increase to 2.73 billion by the end of 2021.

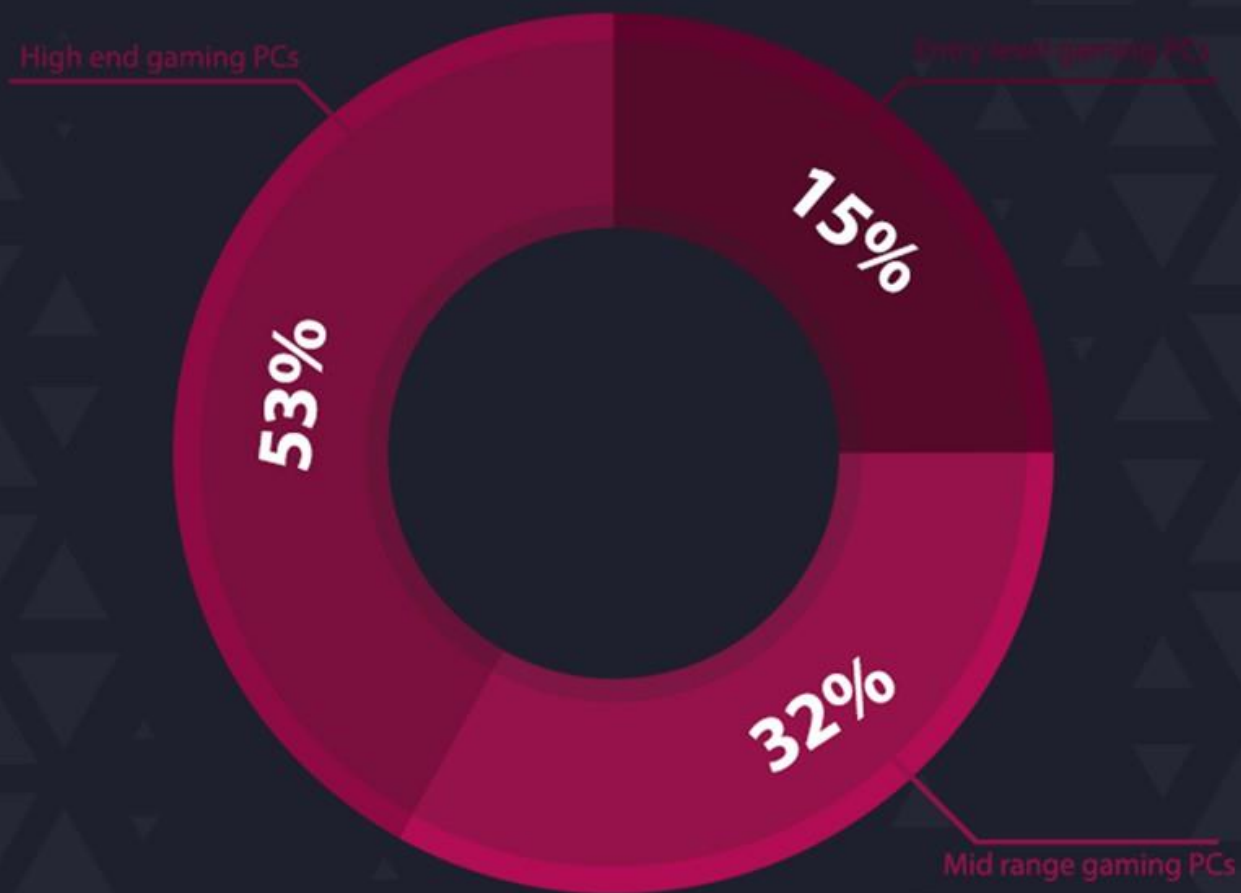
GAMING ACCESSORIES AND SPONSORING

The demand for game products such as Pcs, keyboards, mice, video cards, monitors, game chairs and much more is soaring in proportion to the general public's interest in video games. Cyberathletes and streamers are sponsored by well-known brands such as AMD and Intel to promote their products.

53% of world income comes from sales of Top Gamer Pcs.

32% of world income comes from sales of Medium Gamer PC.

15% of world income comes from sales of Weak Gamer Pcs.



The interest in top gaming PC is the result of the willingness of gamers to play the newest games, as well as to have the most powerful computer stuffing with the best performance, as shown by the percentage chart. The sponsors are not only the manufacturers of computer components and game accessories, but also many other products, as they benefit greatly from this.

IN-GAME PURCHASES - NUMBERS AND FACTS

- In 2016, mobile gamers from all over the world playing War-Fire Age spent an average of \$350 on in-game purchases.
- Mobile gamers from all over the world playing Mobile Strike, spend an average of \$310 on in-game purchases.

The cost of in-game rewards in mobile games exceeds the normal cost of a simple application in dozens of times. This shows how effective the new methods are when compared to the one-time payment for downloading the application.

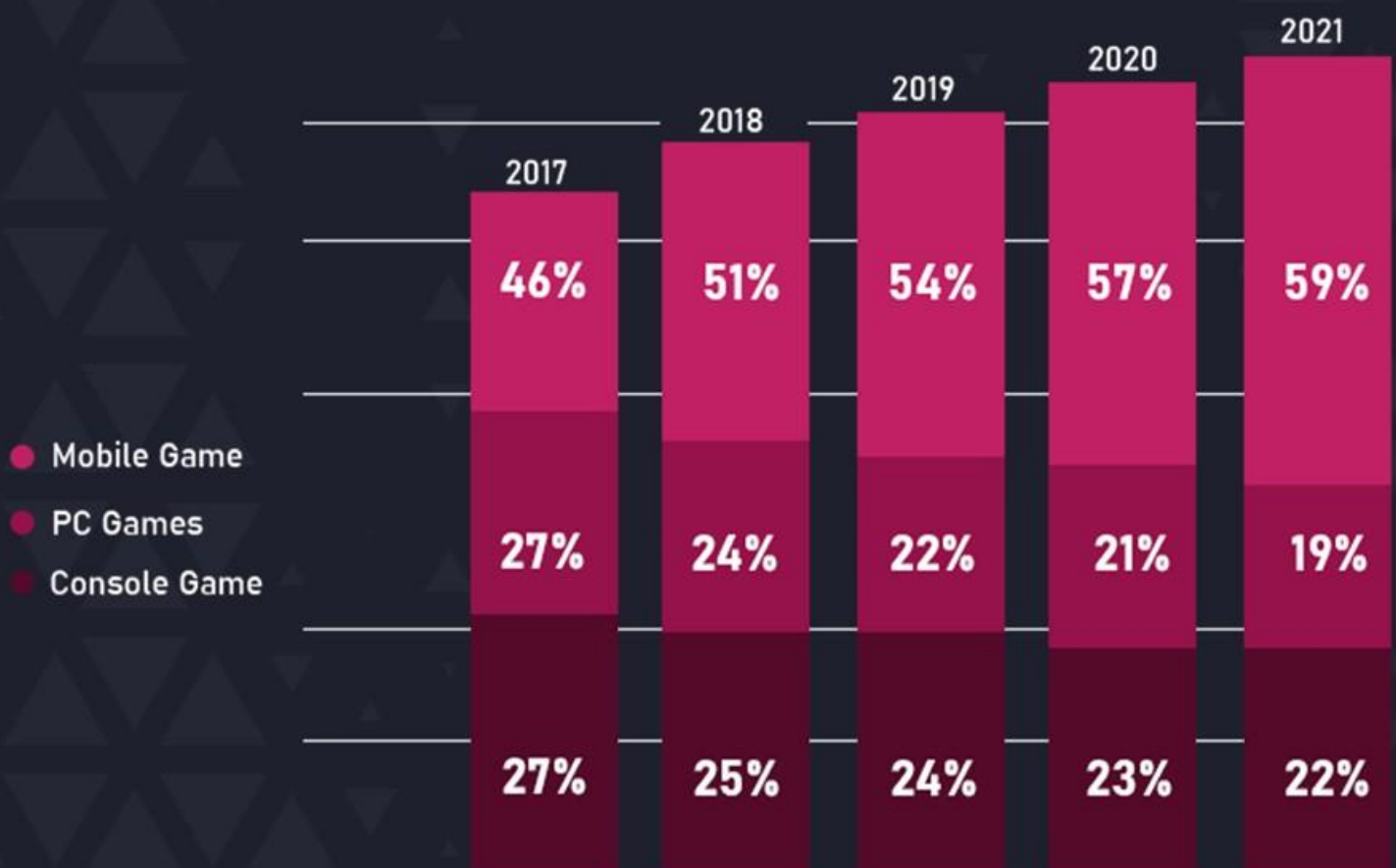
- 17% of gamers worldwide said they spent more than \$750 on in-game purchases.
- In 2021 in-game costs are expected to reach more than \$55 billion. Compared to previous years, this is a very big breakthrough.

Game console manufacturers have also found a way to profit from in-game purchases.

For example, let's view **Playstation PLUS** subscription, which allows users to receive free games as long as their subscription is active. It is the ideal solution for both sides. Gamers can get new games for free for only **\$10** a month, and the Playstation has a stable and guaranteed income. 60% of gamers worldwide have the Playstation Plus subscription.

MOBILE GAMING

Mobile games have the highest rate in terms of growth. The share of mobile games market this year is 46%, many analysts forecast even more in 2021.



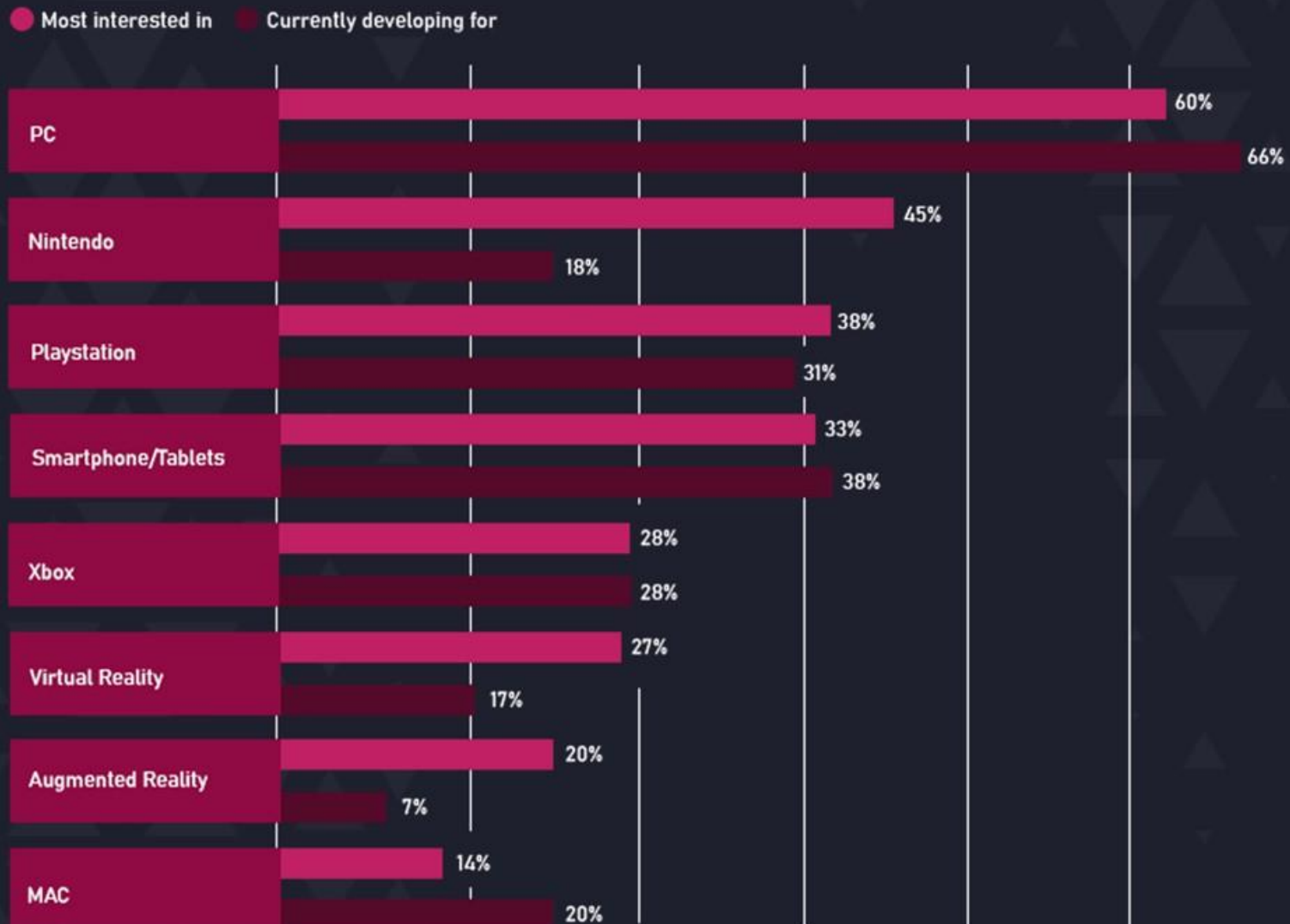
Over the last 5-7 years many mobile games have become very popular and have started to bring millions of dollars to their developers. Many popular desktop games, such as Fortnite, have been a huge success with their mobile version of the game. For example, Mobile Legends, a game very similar to League of Legends, but Mobile Legends proved to be a more successful project and have their own tournaments with millions of dollars in prize money.

MOBILE GAMING

Many leading developers try to release versions of their games for different devices, but the focus is still on the PC with 60%. 38% percent of games are released for smartphones and tablets, about 30% for consoles and almost 20% for VR and AR, but the numbers may change very soon.

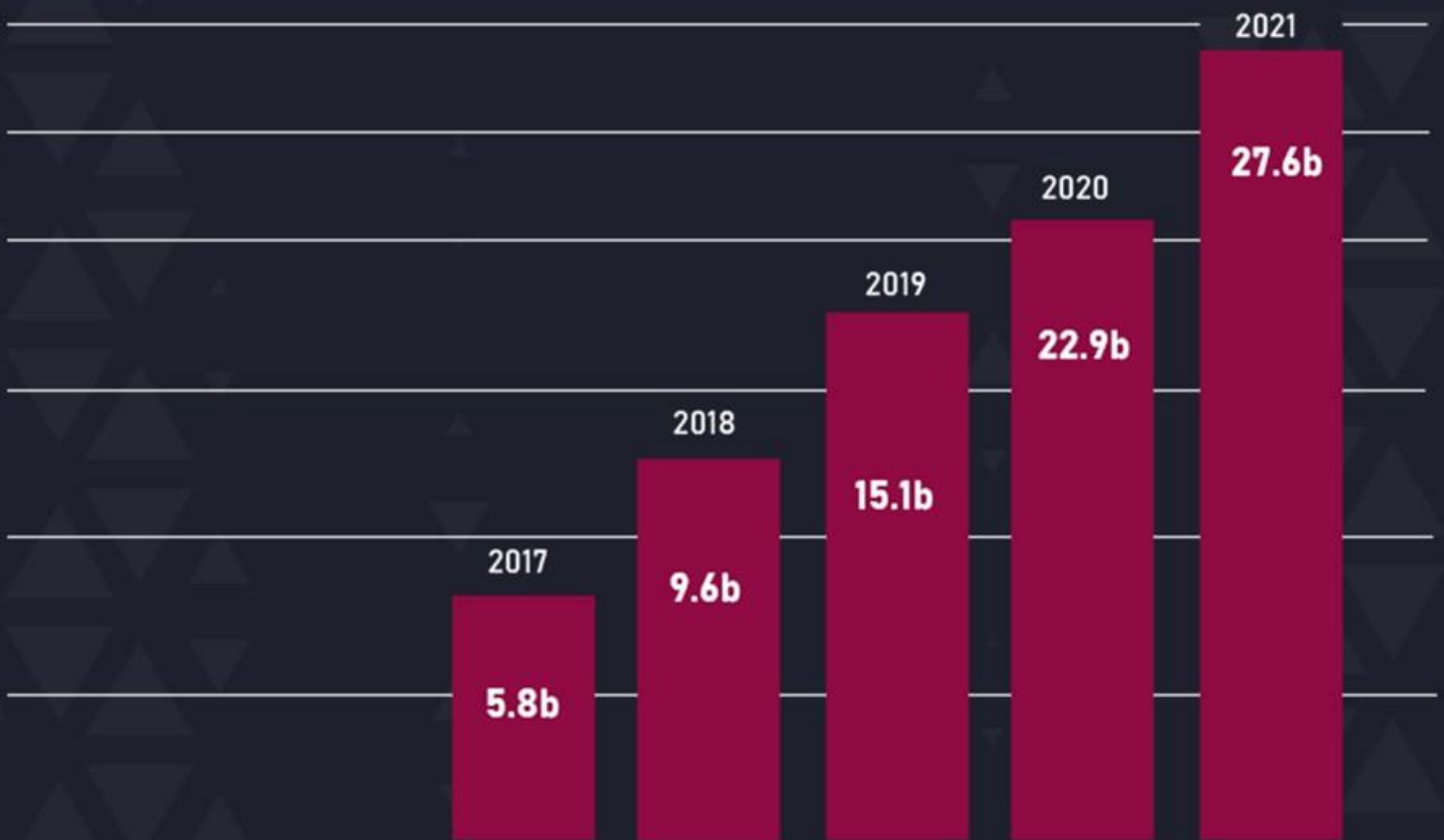
GAME DEVELOPMENT

As a result, game development is becoming an increasingly popular profession, also reflecting the growing demand for IT specialists.



NEW TECHNOLOGIES

New technologies like VR, AR, AI are becoming increasingly popular. Although they may still not have been developed to offer as enjoyable process as PC and console games, especially in terms of gameplay and competitiveness, it is only a matter of time. We will not be surprised if in a few years VR and AR games become market leaders. We have already noted earlier that in 2020 36% of game developers created games specifically for VR headset.



The world market for VR games in 2017 was at the rate of 5.8 billion dollars, and by the end of 2021 the numbers are expected to grow to 27.6 billion. Europe and North America are the two largest markets for virtual reality video games. Between 2017 and 2021 sales of mobile VR games are projected to show the highest growth, PC and Console segments will follow them.

NEW TECHNOLOGIES

Most gamers are usually technically proficient and actually much more likely to invest in cryptocurrencies than non-gamers. The same can be said about gamblers, which have a lot in common with gamers, both of them are looking for thrills.

Problems of the Industry

As we can see, the gaming industry is growing very fast in all its aspects. As in any industry, facing such a huge growth, the need for innovation is increasing in proportion to the growth of the gaming industry itself. At the same time, the development of the gaming industry reveals the problems that we are going to solve.

PROBLEMS OF THE GAMING INDUSTRY

No cross-platform system for monetization:

Although the gaming industry relies on alternative sources of income, there has never been a concerted effort to create a cross-platform system of games monetization, which would not only help developers to open additional sources of income, but would also bring a great benefit to the players themselves.

The issues with microtransactions:

It is obvious that if a mechanism is introduced that weakens the negative effects of microtransactions, it will positively influence this model of monetization. One of the main problems of microtransactions is that in-game rewards, prizes and so on are usually obtained by donating or converting a certain currency in the game itself. Moreover, all those things can't be transferred from one game to another. Many players are dissatisfied with the low drop-out rate or etc., which causes them to spend more money in the game, which over time prevents them from even wanting to play the game. Also, in many games there is no in-game currency that can be simply exchanged for real money by a couple of clicks and no need to look for some shadow market to sell a thing. Let's take Counter Strike Global Offensive, for an example. The content can be traded on third-party trading platforms and the Steam community market, but such platforms provide no guarantees or protection for you, and the Steam community market is used exclusively for games only.

Declining game quality:

Another irony of the gaming industry is its rapid growth. While gaming studios are developing games to satisfy gamers' appetites, their quality is sacrificed to the quantity. One more example: Activision buys most of Blizzard's shares and takes over the famous World of Warcraft franchise. After that, the results were the following - they immediately began to look for a financial gain due to the popularity of the game. Activision demanded from Blizzard to release new add-ons almost every year, and this began to cause resentment in the World of Warcraft community, which felt that the quality of the game was being sacrificed by means of profit. Finally, the number of long-term subscriptions started to decrease and the franchise image was damaged. In fact, very few new games of popular franchises today have managed to meet the expectations of their predecessors. If we look carefully at graphics and reviews on popular sites, we will see how many people like Assassins Creed, Call of Duty and other games, previously loved for their amazing history or gameplay. Today they do not achieve good ratings, giving gamers nothing but disappointment. Every year, originality and new gameplay become rare. The problem has several reasons: compromises made by large game studios in terms of quality, and the state of the market where major game studios determine trends, which makes the work of many game developers more complex and they cannot compete with the game industry giants.

High competition for game developers:

Many of the problems that concern game developers exist because of the high level of competition combined with the motives of large game studios. Often they are in a hurry to release new games to make a profit on the new product as soon as possible. They sacrifice creativity and quality for speed and promote tight deadlines.

The majority of game developers in big studios work under pressure without weekends and adequate compensation for their efforts. Many bloggers have spoken about how much pressure is put on game developers in major game studios and how this pressure affects their personal lives – it is one of the proofs of this harsh reality. As for the independent game developers or those who work in small game studios, it is difficult for them to compete with giant companies, so their talents unfortunately stay without any attention.

Biased reviews:

One more gaming industry problem are biased reviews of games from popular bloggers, streamers and so on. It is not a secret that many game development studios are trying to buy positive reviews, score ratings and press releases to increase interest in their games.

Blockchain games are still unplayable:

Another problem deals with slow and not playable games on the blockchain. The problem lies in internal processes that rely on mining blocks while players wait for a result or a certain outcome. Unfortunately, in their current state almost no blockchain games are playable because of this problem.

All these problems are actual for both gamers and developers and need to be solved quickly.

The Maxima Project

To solve most of actual problems in gaming industry, we've created the project **Maxima Token**

- it is a special cryptocurrency, based on **Ethereum** blockchain, which allows tracing the user activity in different games and represents a genius system of earning **Maxima** coins in the game. With **Maxima** we focus on both gamers and developers, offering an innovative system for stimulating them to play and create.

When we first came up with the idea of the **Maxima Project**, our goal was to create a new way

to monetize video games in a way that would benefit both the player and the developer. After talking to experts, game developers, gamers, investors and marketers, we realized that we have a really good and promising project. The comments were mostly positive and, to our surprise, a number of people expressed interest in joining or funding the project, so **Maxima Project** was born. We immediately started the development of the technical foundation, the **API** and the implementation framework. At the same time, our team of game developers started working on a couple of games that will serve as a platform for testing and demo versions. We planned that our games for entertainment would introduce the concept of the **Maxima Project** to players and allow to earn a real cryptocurrency almost immediately. Our goal is to create an innovative system that not only encourages game developers to integrate, but also provides real rewards for gamers who are playing **Maxima**

- enabled games. We allow gamers to earn currency during gameplay and spend it on in-game awards and additional content or exchange tokens for fiat money. We want to create a living, economically viable ecosystem that makes the gameplay even more exciting and at the same time helps to earn money. With **Maxima Project** we want to use blockchain technology to create a single authentication service and realize a way to earn real currency during the gameplay on any platform.

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WHAT WE ATTEMPT TO DO

One of the main reasons why attempts to monetize cryptocurrency in games have not been successful earlier is the rough nature of previous attempts. The systems were difficult to incorporate into the existing code and were mostly limited to certain applications and platforms. We try to avoid those mistakes by developing the **Maxima Project** from the very beginning for maximum cross-platform compatibility and by providing a set of intuitive and easy-to-use tools for developers.

To make it easy to implement Maxima in games, we will provide a set of tools and API adapted to certain third-party game engines such as Unity, Unreal, etc. plus individual solutions. Our backend will process and verify transactions, and provide a secure base. The protocols used are based on the Ethereum system with additional instruction sets and attributes unique to the **Maxima Project**.

Our goal is to make **Maxima** available on any gaming platform that you can imagine, from mobile phones to PC and game consoles, with high compatibility and cross-platform capabilities.

FOR GAMERS

PASSIVE INCOME GENERATION WHILE YOU ARE GAMING:

Maxima Project allows you to implement the in-game rewards system in any game and platform. Earlier when you played one of your favorite games, you just spent your time passing tours, quests, etc., and then now you do the same and receive rewards in **Maxima Tokens** with the possibility of exchanging them for fiat, your funds will be automatically transferred to the wallet in the private cabinet.

Another way of **Maxima** implementation is in-game stores and purchases, traditionally processed by micro-transactions using some virtual currencies such as gold, silver, diamonds, etc., but now **Maxima Tokens** can also be used. Gamers can use the open cross-platform market.

FOR DEVELOPERS

PROPRIETARY DEVELOPED APIS:

Special APIs allow the payment and transaction process to be implemented in regular and third-party game engines and user solutions. We offer simple tools that allow game developers to implement our products almost immediately. Our APIs allow game developers to create a dynamically adaptable pricing system that constantly tracks user activity and assigns **Maxima Tokens** to them. They also adjust commodity prices according to the current token market price, thus ensuring continuity of action without intervention by a third party.

EASY TO USE AND IMPLEMENT:

The process of embedding **Maxima** into games is very simple: game developers get our free tools, which are compatible with many third-party game engines such as Unity, Unreal, Cryengine and others, and are easily adapted for user solutions. This toolkit handles all the hard work, namely with actual transaction processing. All the developer has to do is configure his game using our modules.

By now, the developers failed to create a successful blockchain-based game. No one wants to sit and wait 1-5 minutes while the blocks are mined, after which the result from the blockchain will be presented to the player. However, this is the state of blockchain games today and this problem has not been solved yet.

Maxima Project technology makes it possible to create quicker blockchain games available to all.

Maxima Project IN ONLINE GAMBLING

Another market for the Maxima Project is online gambling. Many online casinos offer mostly the same games, services and opportunities. However, the competition is very great and gambling sites struggle to distinguish themselves from others, and it is very difficult to become famous. The solution is to accept Maxima earlier than the others as the main currency used in all games. Such developments can give online casinos a significant gain. It is an advantage in the form of a unique selling point.

PROBLEMS AND SOLUTIONS

Problem: Lack of coherent, cross-platform system for games monetization:

Many games now use their own monetization schemes.

How it works: players are bound to a particular game by holding the money in a virtual currency without being able to convert it into real money and withdraw. This principle leads to a loss of players and income. Over time, such a system annoys the player and he loses interest in the game.

Solution:

Maxima Project allows developers to process in-game purchases, track the players activity, reward them in **Maxima Tokens** for the time spent in the game or on the platform, or for any operations with a real cryptocurrency that is compatible with all kinds of platforms and games. This offers a number of benefits for both developers and gamers. Firstly, cross-compatible system allows adding it very easily in different games and platforms. Another advantage is a real economical surrounding of **Maxima Project**. As **Maxima** is a real cryptocurrency that you can trade or earn in the game and in the real world on popular exchanges, it means that **Maxima** value will increase in the future. That is why **Maxima Tokens** that you earn or buy today will later have higher price as the currency adaptation in the gaming industry increase. **Maxima Token**, being a universal in-game cryptocurrency, aims to keep gamers interested in the whole ecosystem rather than a pair of games. The opportunity to make real money in the gameplay process greatly increases the players' chances of remaining involved for a long time. Even if the player no longer has an interest in one game for which he originally bought the currency, he can simply use the same funds in other games, keeping them invested in the ecosystem, and his desire to spend will increase even more.

Problem: Lack of natural economic mechanisms for sustainability in the industry

Solution:

Each **Maxima** blockchain transaction can benefit an individual user or developer, as the increasing value of **Maxima Tokens** leads to the growth of the global purchasing power of consumers and the liquidity of gaming companies. In addition, our system helps users to generate passive income; they can recommend this system to friends and relatives as a way to add to the quantity of their own **Maxima Tokens**.

Technology

Maxima Token USER ACCOUNTS

User account is created on Maximawallet website and integrated with the player's Maxima-wallet. The account will be an intermediary between the Game Platform and Maximawallet. Each user will have a monitoring panel where he can edit the settings, view statistics, receive reference bonuses and much more, which will be available as the **Maxima Project** develops. User accounts will have a built-in gamification element, which

means that the account will levels, **Maxima Tokens**, and additional rewards, such as badges depending on the user's achievements. These achievements will be based on a user activity in **Maxima**-enabled games. The same mechanisms will be applied to both gamers and developers, with the difference that their activities vary.

THE TECHNOLOGY BEHIND Maxima

As we have mentioned earlier, **API Maxima** have different variants of realization. One of them is a possibility for developers to create their own ways to trace the user activity and develop in-game markets for trading various things. Users can buy the items with **Maxima Tokens** from their wallets.

The whole process is completed by a smart contract that is responsible for a secure transaction. All transactions are stored in a blockchain and thus fully transparent, but they cannot be changed. So, each user will have a proof that he has delivered the required number of tokens or is entitled to receive a certain number of tokens.

API Maxima are easily integrated into top game development engines such as Unity and Unreal. It allows developers to integrate them easily into their own games, while supporting the platform on which they create. The developer is responsible for the correct execution of the implementation process in his own game or platform.

All games will have to meet certain standards that will be made public. Any attempt at fraud will result in an irreversible ban on the game, and the developer will not be allowed to submit any further games.

HOW DOES THE PASSIVE INCOME GENERATION WORK

Let us give you a simple example of how gamers will be able to generate passive income while playing. Developers can implement Maxima Token in their game instead of creating their own internal currency. By implementing it with our API tools, these actions will not be difficult for them, as they will be compatible with any platform.

After realization this process looks the same as with traditional in-game awards. e.g. Gamers receive a task to play 2 or more hours or kill 1,000 enemies in a certain time, for which they will be rewarded with X amount of Maxima, but developers can simply reward gamers for spending time in the game without any tasks or quests. It also benefits game developers because it will encourage people to spend more time playing and knowing that they can be rewarded with Maxima Tokens that can be exchanged for fiat money. This reason makes the game more valuable.

Marketing

GAMERS

Describing an average gamer is a difficult task, because what everybody thinks is that all gamers are males, but it's not really true. As a rule, an average gamer is 21-35 years old man with middle and higher income. The most important difference between beginners and huge gamers is that the latter have a greater marketing impact. Obviously, experienced gamers spend more money on games or any game content, including such project as the Maxima Project. Geolocation has a very strong influence on marketing. For example, gamers

in the Asian market are known to spend significantly more money than Eastern Europeans. The reason is not their higher income, but the cultural significance of video games.

GAME DEVELOPERS

Since game developers will directly benefit from the success of our project, we believe that they constitute a target group vital to the overall success.

A MULTI-PRONGED APPROACH

Even the best ideas are worthless if nobody knows about them. To make the launch of the MaximaProject a success, we spent many hours with marketing and advertising experts, developing a multi-level marketing strategy designed to create many advertisements as quickly as possible.

CELEBRITY ENDORSEMENT

Minding the fact, that game content platforms, such as Twitch, have become very popular, we plan to attract famous streamers playing some of the most popular games to promote our project. We also plan to hire popular Youtube streamers who will review our projects in future so that more people can learn about them.

CROSS-CHANNEL ADVERTISING

To reach as many people as possible, we plan to focus on games conferences, exhibitions, cyber sports tournaments and so on. As a rule, such events gather many gamers, famous brands, investors, etc. We will also visit various blockchain forums to promote our project, because in such forums you can meet powerful crypto investors and interested people. Our project will be advertised on all fronts.

TARGETED DIRECT SALES

Investors are known to be hard to reach by ordinary marketing means. In order to motivate well-to-do people to invest in startup, it is usually necessary to contact them directly with advantageous offers. Our sales team is doing it right now, and they're really good at it.

COMMUNITY MARKETING

Like any project in crypto world, we realize the importance of marketing and the benefits it brings. We will develop our community channels.

To expand our community, we will use airdrop and bounty campaigns to distribute tokens to participants wishing to disseminate information about the Maxima Project. This has been used by many startups and history has shown that they have been very successful.

But we do not stop there. We plan to hold competitions that will give the members of our community an opportunity to contribute to our project, with a chance to win good prizes.

E-MAIL MARKETING

E-mail marketing plays a very important role in our strategy, not only because it is one of the best marketing channels in terms of cost-success, but also because all our target groups can potentially be reached at once.

GAMIFICATION

Gamification is a relatively new marketing technique that very successfully encourages people to spend more time using the product. The idea is to reward the user for his activity.

We intend to integrate gamification mechanisms into user's accounts, which will bring not only prestigious awards but also additional tokens, discounts for loyal members of the Maxima community and much more.

Competitor Analysis

From the point of view of competition in the blockchain market, we believe that **Maxima Project** is a unique project of its kind. Most of blockchain projects are configured either to create blockchain games, or to use the advantages of technology such as transparency and speed in the areas of content creation or payments... but this is not enough for better development. GGPro is probably one of the most notable competitors of the **Maxima Project** today. It creates a blockchain platform that offers new opportunities for interaction between the gaming community, sponsors and game developers. They allow gamers to generate passive income while playing games on the Steam platform (including easy integration) and to benefit sponsors and content creators through their intelligent promotion system. The platform has many additional options, such as tournament opportunities, voting systems, trading, donations and much more. FLUX is another game platform similar to **Maxima Project**, which also allows monetization in the game, generate passive income and trade with Flux Utility token. The third project that is worth mentioning - BitGuild, which focuses mainly on securing ownership of game assets for gamers and developers through blockchain. TriForce Tokens project needs to be noted too. It is aimed at creating a game publishing platform that provides new income models for developers. Crycash is a specialized cryptocurrency for gamers. It is a project that creates a completely new game ecosystem. Like all the above mentioned projects, it allows gamers to monetize their game time and offers developers more ways to engage players in their games.

WHY Maxima Project IS DIFFERENT

One of the areas where the **Maxima Project** differs from the concepts of its competitors is that **Maxima Token** offers the widest integration possibilities and a better set of tools for developers. By creating a unified gaming currency, we aim to replace all in-game currencies with a cross-platform solution that will apply to any game. **Maxima Token** integration into such game development platforms as Unity, Unreal, etc., is a fundamental key to the great capabilities that will allow the adoption of **Maxima Token** as a universal in-game currency. Once that goal is achieved, your potential becomes unlimited.

Risks and Concerns

REGULATORY RISKS

We warn you that there is a risk that the project may not comply with the new regulatory environment of the gaming industry, as well as with the cryptocurrency sector at a certain point in time.

RISKS OF EXTERNAL FRAUD

Nowadays, no technology, even a blockchain, is immune to hacking. Attacks also extend to open-source smart contracts, so we must consider the risk of an attempted Maxima Token hack.

We will do everything in our power to ensure maximum security, but we cannot be responsible for any security violations by users who have neglected their security.

RISKS OF THE INDUSTRY

We warn you that we do not guarantee that the project will earn enough profit to succeed. The competition in online gaming industry is tough.

FINANCIAL RISKS

Deposits to cryptocurrency projects are a high risk. Maxima Tokens, like any other cryptocurrency, can be subject to strong fluctuations.

We are not responsible for any fluctuations of the current exchange rate.