

Analysis of Project ICO SkinCoin, Gaming & VR

...The unprecedented happens...

- *Here, here, Alexsashka, Yes-here, we will lay the fortress and build a city!
Duck, there's no money in the Treasury, min Hertz
All embezzlers punished! As is customary in Russia to punish for these things?!
- Duck, in fact, mein Herz, like... you know - number of plant...
Here, people, Ah! Here, the country, and! Even this, and then - through the a.s!*

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Introduction.

- What is SkinCoin (SKIN)

The creators of the project SkinCoin declare the creation of a platform for the exchange of game skins for cryptocurrency SKIN - an asset that can be paid on various web sites. It is assumed that these sites through the API SkinCoin will be able to accept payments in cryptocurrency SKIN for game items, as well as to exchange the second for the first.

In addition, when listing SKIN on exchanges, it is assumed that it can be easily converted into Fiat, and the speculative component of exchange trading will spur the growth of interest in this asset from various video game sites and in General - the gaming industry (eSports).

The creators require working capital to be used to fulfill the obligations between the seller and the buyer of the skin, and also the budget for marketing and scaling the project.

ICO Start: June 21, 2017 12: 00 UTM

ICO End: July 21, 2017 12: 00 UTM

Minimum target for platform launch: 10 000 ETH

Final goal: 100 000 ETH (price of ETH will be updated before the start of the ICO)

<https://skincoin.org/>

1. Team

CEO	
Alexey Zakharov	Entrepreneur with extensive experience. Launched and led to a payback of more than seven CS: GO, Dota 2 game projects since 2013 (originally WP - He has launched and brought to payback more than seven projects in the gaming are a related to the game items CS: GO, Dota 2 since 2013). Sales, marketing, SEO and team relations..
Igor Solomatin	Experience in promoting products of the American company Hewlett-Packard in the Russian market. Successful experience in launching and promoting an Internet project (original WP Successful experience in launching and promoting Internet projects.). Since 2013, he has been co-founder and CEO of game projects related to Steam and the market of game skins with a turnover of > \$ 1 million\month.
Team	
Alexander Kravin	lead architect, highly skilled java developer (10 years FOR high-loaded systems, and in 2015 - gaming services, applications for administration and monitoring) Lead architect-developer Steamtrade.net, Skinwin.com
Oleg Agaev	Web developer, experience in corporate B2B portal based on Laravel and AngularJS, as well as experience in the development of services and games adjacent to the Steam platform-in projects Steamtrade.net, Skinwin.com, Case.club
Aleksey Bazlov	Developer. Since 2008, engaged in the development of game servers for online games, Role: work with the network part, interaction with the client server. Since 2012, experience with Steam projects. Developer inwin.com and Case.club
Hasan Delic	designer (UI / UX), has experience in UX / UI design in the eSports industry. Great vision in

the design of the gaming industry. Creator of the Skinwin.com, eSportsmate.com, Ninjas in Pyjamas, Escape Gaming, Luckbox

Advisors. NONE.

Output by Team and Advisors:

A compact team of specialists who know their business is rather a plus, and the lack of advisors indicates the confidence of the team in their abilities. Or something else...

In addition, no specialist with experience in the development of blockchain projects is presented, which leads to reflection-do the authors need an ICO?

Social media:

<https://www.facebook.com/skincoin/> - ~3.1K to writers, posts are similar to other social networks-skins of games

<https://vk.com/skincoin> - ~A 1.25 k followers, content of posts similar to the skins games

https://twitter.com/skincoin_org -For 6.3 k followers, content of posts similar to the skins games

<https://skincoin.slack.com/signup>

<https://telegram.me/skincoin> - from 14 may 2017 - 714 subscribers, 1 post

Mass media

1. Manual medium how to use SkilCoin
2. <https://mining-cryptocurrency.ru/skincoin/>
3. <https://golos.io/ru--blokcheijn/@newico/skincoin-cho-eto-takoe> - decentralized, "2,3 billion"...
4. <https://youtu.be/q1hZ2ioZkyQ> - an interview with the developers. Causes a blurry impression.
5. <https://bitcointalk.org/index.php?topic=1966849.0>
6. <https://happycoin.club/obzor-ico-skincoin/> - a warning scame from Pichugin Ruslan and question:

"...the money for the ICO for the sale of virtual items using virtual tokens is not collected by STEAM (owned by Valve, the official digital game sales computer, more than 80% of the game market in the world), but by a company that has nothing to do with the game market.."

7. <https://ttrcoin.com/threads/ico-skincoin.293/> - THE PROJECT IS PLACED IN THE SECTION BLACK SCAM
8. <https://niceinvestor.ru/ico/skincoin-nezavisimyi-obzor.html> - negative analysis
9. https://www.reddit.com/r/ethtrader/comments/6icqcp/skincoin_scam_alert/ - GIVEN the POST, WARNING THAT the PROJECT IS a SCAM (author Oskar Lundberg)

Ratings of project
(source)

Общий рейтинг	60.63 ★★★★★ удовлетворительно	Оставить отзыв
Общий рейтинг по версии IcoBazaar	BBB (728 место из 1815)	на Июль 2018
Рейтинг ICO по версии ICObench	1.20 (3968 место из 4089)	на Июль 2018
Рейтинг ICO по версии Track ICO	3.10 (2896 место из 3625)	на Июль 2018
Рейтинг ICO по версии Findico	2.70 (2711 место из 3773)	на Август 2018
Рейтинг ICO по версии IcoHolder	risky (2328 место из 2926)	на Июль 2018
Рейтинг ICO по версии IcosBull	2.00 (2640 место из 2910)	на Август 2018
Рейтинг IcoBazaar: оценка идеи	3.30 (832 место из 1808)	на Июль 2018
Рейтинг IcoBazaar: оценка технологии	3.30 (855 место из 1806)	на Июль 2018
Рейтинг IcoBazaar: оценка команды	3.30 (850 место из 1808)	на Июль 2018
Рейтинг IcoBazaar: оценка сайта	3.30 (821 место из 1811)	на Июль 2018
Рейтинг IcoBazaar: Оценка упоминания в СМИ	3.30 (770 место из 1810)	на Июль 2018

Another rating (source)

ICObench Search... ICOs Experts Publish ICO Premium listing FAQ Register / Login

Ratings SKinCoin
Universal cryptocurrency in the gaming industry

SkinCoin high liquidity allows users to freely exchange skins for SkinCoin and vice versa on the SkinCoin Exchanger platform, or for Bitcoin on crypto-exchange platforms. All transactions can be recorded in the block chain and tracked by a wallet number.

Cryptocurrency Platform

1.4 3 expert ratings

1.2 ICO PROFILE 2.3 TEAM 2.4 VISION 1.9 PRODUCT

[View rating distribution](#)

~\$3,292,183
value of tokens sold in ICO

STATUS: **Trading** 1 SKIN = **0.01 USD**

Conclusion on the presence of the project in social networks and ratings

There is no project in social networks. Ratings (July–August 2018) are not conducive to investment. No earlier ratings were found.

Conclusion on 1K

1. A team of experts specializing in Steam applications that sell or exchange skins from different games. There are no specialists on block chain or smart contract. 2. Communication with the team only through LinkedIn accounts.

3. No advisors.

4. Almost complete absence (or only formal presence) in social networks. The media has been ~60% of the reviews and analyses, cautionary about same or directly indicating this

2. Meta-analysis of the concept, according to network reviews

The benefit that the project developers declare their project is to provide players of various gaming platforms with an intermediate liquid asset-the project token, SKIL, which is supposed to be purchased for the cryptocurrency during the tokensale, and later - on the crypto-currency exchanges, or by exchanging their gaming "efforts" (achievements, items) for tokens on various gaming platforms.

It is assumed that the exchange for the player will be much more profitable than the implementation of skins on trading platforms and payment systems that accept skins as payment with a loss of 40% of the price.

The mechanism of skin exchange for a token offered by the developers involves the use of resources of the game site, which with the help of the project API will be able to convert skins into a token, as well as provide an opportunity to purchase skins for tokens and Vice versa.

In addition, since in the current practice of eSports games with the help of various skins you can bet on the outcome of various eSports competitions, the skin token, as its creators expect, has a chance to become such a universal skin on many sites.

In General, with the development of the monetization system and the method of distribution of computer games Free2play and use it by such giants of the global gaming industry as Electronic Arts, Bethesda Softworks or Valve, began to develop and market sales\exchange\rates using game items. The rules on the use of the internal game currency have also been defined, in particular - all user agreements of these games expressly state that it is permissible to purchase and sell in-game items only within the official services. Of course, this was not an obstacle for the "gray" market: there were third-party sites., where you can easily buy the same items, but for a much smaller amount.

At the same time, there are no obligations between the owners of such "services" and buyers\sellers, as well as between corporations-creators of game content and platforms-traders. One of the Internet sites, exchanging skins, and is especially notable is the Steam Trade, which has a private ICO at least 6 thousand ETH.

And although, according to official statements and the administration of Steam, and its creators, the company Valve, condemning the use of skins in any game sweepstakes, the creators of the project SkinCoin openly used the logo and the Steam brand on their sites:

Accepting bets – Skinwin.com (website: "skinwin.com -honest roulette CS: GO and Dota 2.")

Service for the sale of random items (fall randomly) – Case.club.

Marketplace games things from CS:GO, Dota2 and Team Fortress 2 Steamtrade.net.

As the creators of the SkinCoin project write in their WP - " our difference is that we do not launch a cryptocurrency for one particular product. We create a whole infrastructure for trading skins, which includes a large variety of services and monetization opportunities."

Obviously, they succeeded.

That is, from all the studied, it can be concluded that the skin token is a cash surrogate intended for betting on skins. As an additional feature, you can buy SKIN, sell it, send IT to other players and get them yourself.

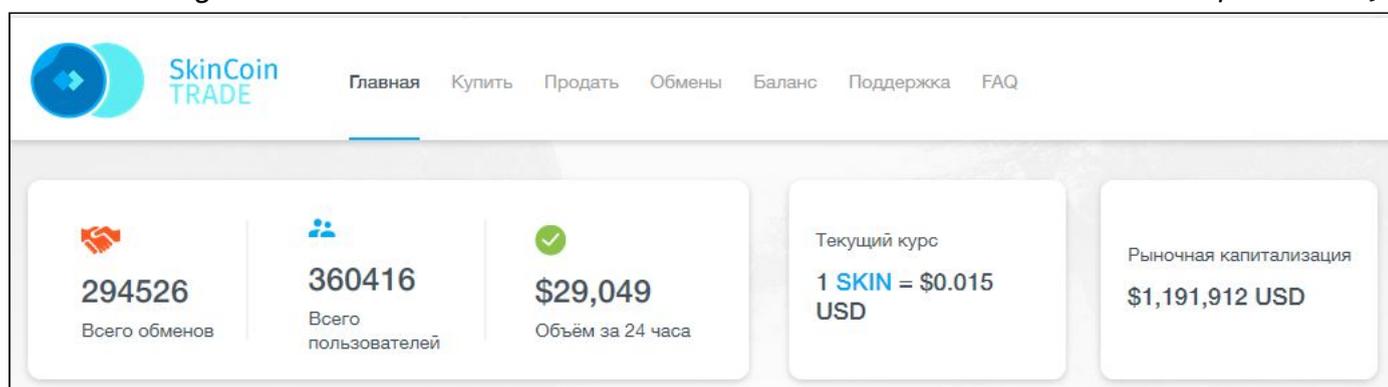
Conclusion the analysis of the concept

The idea of becoming an intermediary between various gaming platforms and Fiat currency, so that players, buying a SKIL token, can monetize their skins earned in different games, seems to be easily

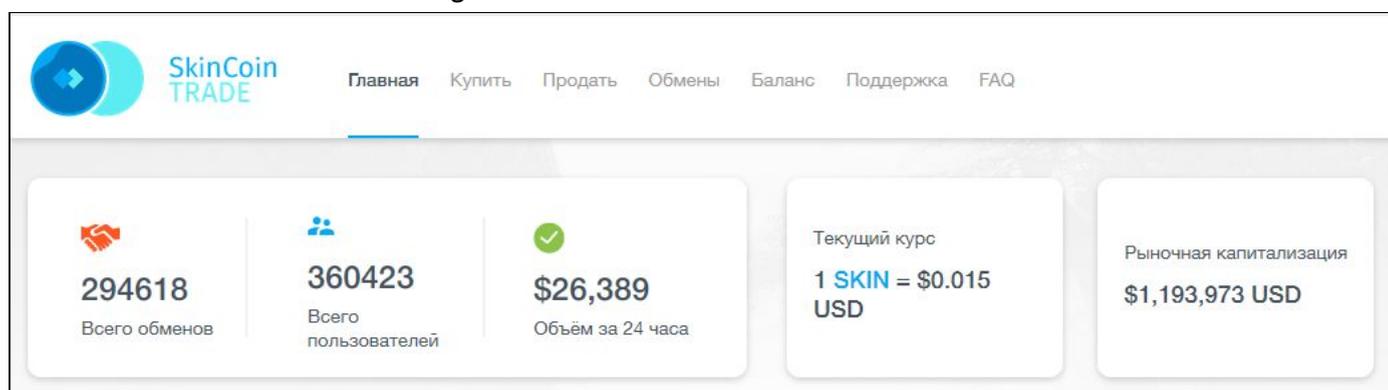
implemented only at first glance: the developers of such games (which are large and well - known brands-CS:GO, Dota 2, Team Fortress 2), will hardly have a favorable attitude to the intermediary, which provokes an uncontrolled outflow of "achievements" of players from the ecosystem of their games to the ecosystem of a third-party and not quite legal ("gray"). participant.

In addition, it seems unlikely that the current industry turnover of game items in the \$7 billion needs another participant who declares his intention to occupy 10% of this market and which, presumably, existed safely without it.

Installing the project API on the game site CS: GO, Dota 2, Team Fortress 2 looks like a fantastic idea. The most likely option is to exchange skins for a token and Vice versa on the project website <https://skincoinahhh!trade/> what's on today's date and confirmed (albeit without confirmation of the origin of numbers in terms of capitalization):



after 9 hours, the statistics changed like this:



That is, with a decrease in the volume of market capitalization for some reason a little, but increased...

The most important thing in the whole concept - in WP project the word "blockchain" is used only in "SKINCOIN (SKIN) - tokens are to be released based on the Ethereum blockchain platform." and "Both projects involve creating competitive modes and hosting games with the help of blockchain." in relation to competitors, and the phrase "smart contract" in the texts of the project, except for references to Github.com, not Dating at all.

3. Analysis of coin (token)

The skin token, as conceived by the creators, is designed for instant trading of different skins (primarily for CS:GO, Dota 2 games), as well as a currency for betting on betting and gambling sites. It is expected that 600 million tokens out of 1 billion issued will be exhibited at the ICO, they can be purchased only for ETH at the price of 6 000 SKIN =1 ETH

300 million SKIN tokens will remain in the SkinCoin Fund until the start of the official exchange, the tokens will be used as the initial turnover for the exchange of skins at the market rate and will be used to form a stable market and further development over the next five years.
 100 million SKIN tokens will be distributed among team members.

Information on the distribution of tokens after the holding of the ICO network is not detected, with the exception of information exchanges

Stock AFTER ICO

To date, the token is traded on the following exchanges:

[HitBTC](#) - Pair SKIN-BTC

[Mercatox](#) - Pair SKIN-BTC

[EtherDelta](#) - Pair SKIN-ETH

[Cryptopia](#) - Pair SKIN-BTC

Ha 11.08.2018
 \$0,009866 USD (-8,04%)
 0,00000155 BTC (-7,64%)
 0,00003046 ETH (1,57%)

Market Cap	Volume (24h)	Circulating Supply	Total Supply
\$870 027 USD 136 BTC 2 686 ETH	\$16 820 USD 2,64 BTC 51,93 ETH	88 183 483 SKIN	388 183 483 SKIN



Conclusion on the analysis of the coin \ token

From the WP analysis it is not clear how the purchasing power of the token and in General its

functionality differs from the Fiat currency, than Fiat is worse, that it is proposed to replace it with a token - the commissions of exchangers will "eat" any ghostly benefit. From further trading on <https://skincoin.trade> / we observe a fixed constant rate SKIN = 0.0015\$, and on the exchanges-insignificant volumes and capitalization, in a declining trend.

4. Code analysis

Information about the project Github.com

<https://github.com/Steamtradenet/skincoin-payment-service> - размещено API to make payments and accept payments in skin and ETH tokens

Special activity is not observed, the latest changes–November 24, 2017.

Code analysis output:

Just posted a file with the payment APIs and that's it.

The smart contract and the contracts of the project

Links to the texts of smart contracts <https://github.com/Steamtradenet/smart-contract> - the latest changes are on the closing day of the ICO, June 21, 2017.

Audit of smart contracts was conducted.

The results of the ICO are as follows:

Source 1:

Dates of sales: 21.06.2017 - 04.07.2017

Token price: 0.0400000000 USD

Total tokens: 1000000000

Available for sale: 60%

Min. the purpose of the collection: 10 000 ETH

Raised funds: 3 292 183 USD

Currencies: ETH

Source 2

The funds were collected to the address SkinCoinCrowdsale and on July 21, 2017 the balance of this wallet was >12000 ETH.

You can Lookup the Account (Ether) Historical Balance at a specific Block No Or Date

Step 1 : The Account/Contract Address

Step 2 : BlockNo or Date for the snapshot or

(UTC Time) mm.dd.yy (Block Number)

» Balance for 0x422adcf787e49dd93ce10a583655c212e00d42ce
At (7/21/2017 @ Block#4050721) = 12,641.465978534789998315 Ether

In nine comments, users report that they have not received their tokens

Already 22.07.2017 all funds were withdrawn:

ETH Account Balance Checker Home / 0x422adcf787e49dd... / Check Balance

You can Lookup the Account (Ether) Historical Balance at a specific Block No Or Date

Step 1 : The Account/Contract Address

Step 2 : BlockNo or Date for the snapshot or

(UTC Time) mm.dd.yy (Block Number)

» Balance for 0x422adcf787e49dd93ce10a583655c212e00d42ce
At (7/22/2017 @ Block#4055264) = 0 Ether

Transfers from wallet SkinCoinCrowdsale were translated at the following addresses:
0x74FD51a98a4A1ECBeF8Cc43be801cce630e260bd - SiaCashCoin, <https://www.siacashcoin.com/>.
This project "secure data storage". On the website there is no contact data, commands, etc. - only the addresses of the wallets to participate in AirDrop/Bounty

0x9ad7A62B4BE145c23575dBB86B8c6A17c33051db

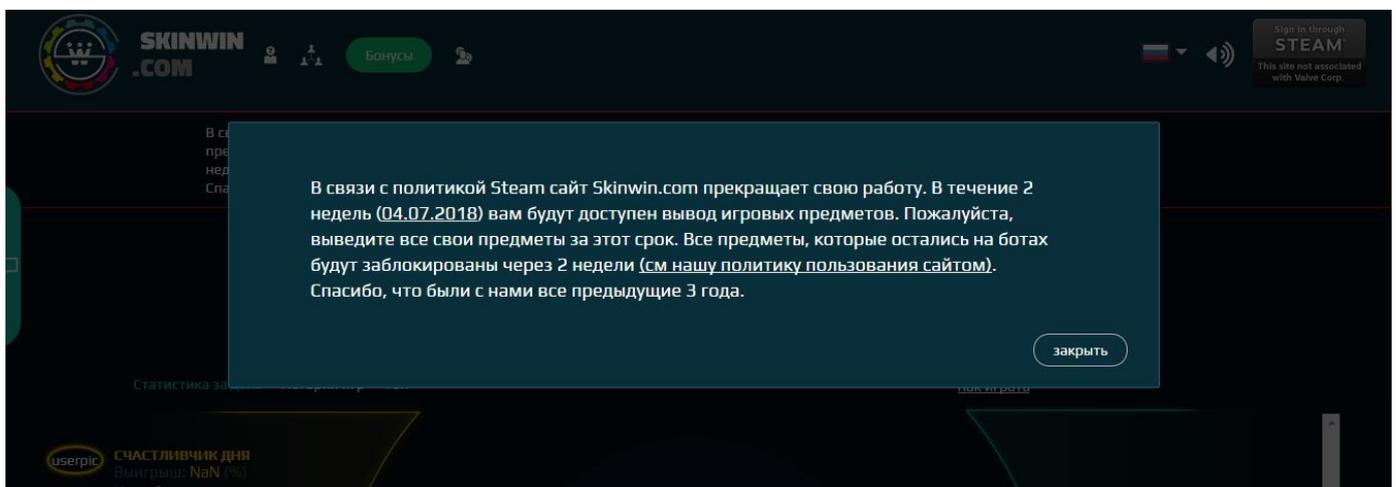
0xbef320a4C03203A4E67844b7De406084db99fec - <http://igtoken.net/> Project a "system of forecasting consensus"

0xb7ba3E563Ca29f001d9b8091b2DbA9ae6b4c00ee-translated about 5000 ETH

and still on ~30 addresses (hence)

Termination of one of the project resources

Termination of one of the project resources



Conclusion:

The project collected >12000 ETH, withdrew funds to other wallets, some of which—other ICO projects in different jurisdictions, trading skins and betting on skins on the team's resources, apparently, continues, with some exception, but over the past year some previously declared results for the gaming industry, nor for gamers, which the developers claimed, is not observed: up to 10% of the exchange market is still very far away

Reservation (disclaimer)

This analysis is performed by the method of 4K Synergis (4K-the first letters in Cyrillic terms team-Command, Concept-Concept, Soip-coin (Token), Code - Code, which are fundamental to the analysis).

The analysis is for informational purposes only. The conclusions Express the author's conclusions and require a critical approach and its own independent verification by readers. The data referred to are available at the time of the study.

Analytical materials are based on information from publicly available sources. They are provided on an "as is" basis, and therefore the author does not guarantee the accuracy, completeness and relevance of the information, analytical material and opinions presented in the Internet resources. References are provided.

The research belongs to the author and can be changed by him at any time in connection with the appearance of additional information. The translation from the primary language (Russian) on additional responsibility for inaccuracies or discrepancies are the responsibility of the translator.

Because there may be time differences in information updates, accurate information about each ICO project should be verified through its official website or other communication channels.

This information is not a suggestion or advice on investing in ICO funding. Please thoroughly investigate the relevant information yourself and decide on ICO participation.

Donate

We invite creative individuals to DAO XYZMONEY who are ready to work on the project without claiming a reward, and from those whom our ideas are close or just like, we will accept with the deepest gratitude the donations with which we can somehow thank our volunteers:

[Qiwi wallet](#)

[Yandex wallet](#)

WebMoney wallet

Z849435560942 or R376674124910

ETH

0xf7e90a975Cbd48B941bE05B572E2AB5897F316fA

BTC

1Co5CNmUMXTXu1azrPAUCxY7cxH43TwyE