



Virtonomics is a fundamentally new paradigm and platform for creation of a mainstream cryptocurrency, VICoin, based on alternative virtual economy development

VIRTONOMICS: FACTS

- ¥ VIRTONOMICS.COM is an active and long-standing trust project
- ¥ Virtonomics is a massively multiplayer online economic game, being one of the most popular and forward-looking MMO business simulators worldwide
- ¥ Virtonomics client base exceeds 2 million registered users
- ¥ Virtonomics hits top positions in Google global search by relevant queries such as “online business simulation” and “online business game” with huge organic traffic
- ¥ Virtonomics is available in English, Russian and Spanish; German, French and Portuguese versions are under development
- ¥ Virtonomics engine is widely used by universities in different countries for teaching the basics of macro- and microeconomics and management as well as by many big corporations for managers’ corporate training

“US pilots started to hone their skills on flight simulators as early as in the 1970s. It proved to be cheaper and in some cases more effective than training sorties. Today, anyone interested can learn the basics of driving using auto simulators or how to build a business in **Virtonomics** multiplayer game.”

Pavel Durov
Founder of Telegram
and Vkontakte



VIRTONOMICS IN SCIENTIFIC PUBLICATIONS

- [Big Data and Analytics: Strategic and Organizational Impacts.](#)
- [Professional Education Using E-Simulations: Benefits of Blended Learning Design: Benefits of Blended Learning Design.](#)
- ["Serious games and the development of an entrepreneurial mindset in higher education engineering students".](#)
- [Serious Games for Serious Business](#)
- [A Framework for Designing Mainstream Educational E-Simulations](#)
- [Critical dimensions for the effective design and use of simulation exercises for emergency management in higher education](#)
- [Gamification Design Elements in Business Education Simulations](#)
- [Games in Business and Industry Settings](#)
- [MARKSTRAT](#)

VIRTONOMICS IN MASS MEDIA

Republic



MMGAMES



PROBLEM TO BE SOLVED

Tall financial, technological and intellectual hurdles of mining as a means of earning cryptocurrency on the mass market

- ⚡ Block mining as a way of cryptocurrency earning is still very much the preserve of advanced technology geeks. Today, by far the overwhelming majority of people lacking specialized knowledge in both blockchain technologies and cryptocurrency economy is barred from the mining market. The big volume of fairly specific expertise required for understanding blockchain technologies along with the nature of the cryptocurrency market and the ways of gaining from it sets insuperable intellectual and technological obstacles preventing the cryptocurrency from turning to a truly mass instrument based on activities understood by and familiar to that overwhelming majority of people.
- ⚡ Earning cryptocurrency by mining involves quite substantial investment in technological infrastructure as well as operating costs of running and maintaining mining “farms” and electricity bills. Inevitably, return rate for the owners of small domestic farms decreases, and this downward trend will continue.
- ⚡ A miner has almost ZERO influence on the process of gaining cryptocurrency, since everything depends on his spendings on equipment, capacity, productivity maintenance and electricity consumption. The profitability of block mining is decreasing while the cost of transactions is going up, making it almost impossible for single miners to compete with industrial-size mining farms.

SOLUTION

Aiming at providing a massive scale for generation and use of cryptocurrencies, we divide the process of the latter's creation into two fundamentally different processes: first, mining as the technological process cryptographic blocks generation, too complicated for most people to understand; and second, digging as the activity which is meaningful and comprehensible for the general public, forming foundation for generation of tokens and awarding them to people according to the results of their operations.

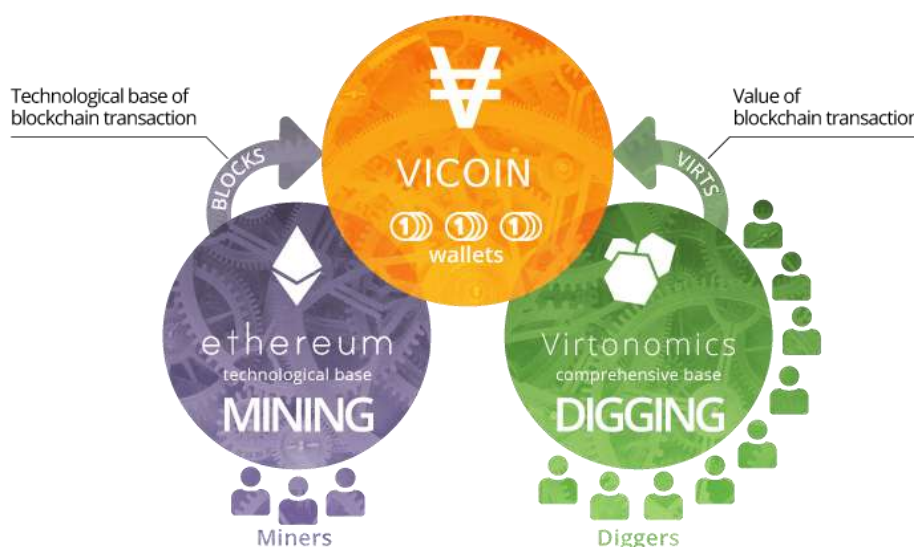
The essence of our concept and Virtonomic\$ platform can be summed up in a simple formula:

**CRYPTOCURRENCY = BLOCK MINING + RESULTS OF PURPOSEFUL HUMAN ACTIVITIES,
UNDERSTOOD BY AND COMMON TO A LARGE NUMBER OF PEOPLE**

We leave block mining to professional and industrial miners and use the produced Ethereum cryptographic blocks as the technological foundation for creation of VICoin cryptocurrency while enabling the bulk of users earning cryptocurrency by purposeful and meaningful actions that are by far more familiar to them. In the context of our project, we refer to such activities as “digging”.

What makes us consider the implementation of this principle to be important for the active and large-scale development of the cryptocurrency market? For instance, the total number of people with even superfluous knowledge of blockchain technologies, mining, cryptocurrencies and their mode of operation accounts for **no more than 0.01%** of the global population, while the share of people having at least a general idea of economy, business, management and entrepreneurship stands at **20%**. To make blockchain technologies and cryptocurrencies truly large-scale, one needs to give people mechanisms of earning cryptocurrencies by means of a process that is much more familiar and understandable.

**SO A TRULY MASSIVE-SCALE CRYPTOCURRENCY IS
THE COOPERATION OF MINERS AND DIGGERS!**



We build an ecosystem that will enable anyone with basic knowledge of economy, management and entrepreneurship to become a digger who applying and capitalizing on own expertise and skills in order to earn cryptocurrency in a multiuser global business simulator that emulates macro- and micro economical processes along with the interaction of economic agents.

- ⚡ We develop an ecosystem of a virtual economy where one can get a return on his investments in the virtual company assets, generating the “fuel” for the cryptocurrency without burning away megawatts of electricity, buying tons of expensive hardware and video cards, or renting space for mining farms. More than that, it will allow direct capitalization on one’s intellectual capabilities, management skills, -labor and time spent on the creation and development of a virtual economy.
- ⚡ In such ecosystem of a virtual economy, everyone can create and run his own company, invest all available capital in its development and gain convertible cryptocurrency from the investments.
- ⚡ We create an ecosystem of an alternative economy where the owner and head of a large virtual company generating a sufficient amount of cryptocurrency can hire other people, regardless of their location in order to help managing and scaling up the enterprise, and pay them in cryptocurrency.

We open the cryptocurrencies market to everyone

We build an alternative global economy with minimal hurdles for investment in the development of your business and the achievement of your business ambitions

We create an alternative, cross-border and publicly available labor market

VIRTONOMIC\$: TECHNICAL TERMS

Virtonomics (<https://virtonomics.com>) is a massively multiplayer online economic game (MMO), a global business simulator that emulates the activities of economic agents. The ecosystem of a virtual economy spans hundreds of various industries in multiple sectors such as extraction of mineral resources, manufacturing, retail, services, utilities, IT, scientific research, etc. In the

game, users create and develop their virtual companies and run all core business processes found in real-life businesses, such as marketing, sales, logistics, financial management, procurement, HR, R&D, etc. In Virtonomics game, users owning and managing their virtual companies actively interact and compete with each other, acting as consumers, suppliers, partners and rivals. [Game tutorial](#).

VICoin (VIC) is the token of Virtonomic\$ application based on smart contracts of Ethereum blockchain platform. It can be earned in Virtonomic\$ economic game, being in free circulation outside Virtonomic\$ ecosystem.

Virtonomic\$ currencies are three types of currencies in Virtonomic\$ ecosystem: intra-game currency, special game bonuses (Virts) and cryptocurrency tokens (VICoins).

Intra-game currency is the basic payment unit in the virtual economy, common “play money” for all game transaction between all virtual business units, settlements in the virtual economic environment which define all value indicators of virtual companies. Essentially, they are counterparts of play money in Monopoly. The intra-game currency is the legal tender only in the game environment.

Virts are special game bonuses produced as a result of successful actions by players aimed at developing their virtual companies and operating their digging units embedded into the structure of virtual businesses owned by Virtonomic\$ players. Virts do not circulate outside the game environment, are unalienable and can serve as a legal tender neither in the game nor outside of it. Virts are accumulated on a special bonus account of a Virtonomic\$ digger who, upon collection of a certain amount (no less than 100) can convert Virts game bonuses into VICoins (VIC) tokens. In effect, Virts earned by diggers are a sort of “fuel” for formation and issuance of VICoins cryptocurrency tokens.

VICoin (VIC), ₴ is the token of Virtonomic\$ application built on smart contracts of Ethereum blockchain platform, circulating freely outside Virtonomic\$ ecosystem. VICoin is a personal unalienable digital asset of a user. It is earned during the game of the business simulator by using special digging units generating Virts that the user can convert into VICoins. The latter are stored in the user’s personal crypto wallet, VIC Wallet. The user can:

- use VICoin to buy special digging assets at [Virtonomic\\$ Marketplace](#);

Our cryptocurrency ecosystem is called **VIRTONOMICS** (virtual economics)

Cryptocurrency is called **VICoin** (VIC) – ₴

- give VICOin to anyone on any terms, for example, sell it directly or via [VIC-store](#), exchange for services, use it as the payment for the help in managing a virtual company (see [Virtonomic\\$ Lanor Market](#));
- trade VICOin for other services or currencies on the open market outside of Virtonomic\$, including cryptocurrency exchanges and exchange offices.

Virtonomic\$ assets are game entities managed by the owner of a virtual company in the game. The two types of assets are “regular assets” and “digging assets”.

Virtonomic\$ regular assets are any game assets that a user can buy for the intra-game currency. They do not generate Virts but influence the indicators of success and competitiveness of a gamer’s virtual business which in turn define the multiplier of Virts mining by digging units.

Virtonomic\$ digging units are game assets enabling digging Virts simultaneously with digging certain game resources that form the base for production chains in the business simulation, for example, virtual coal mines. A user can pay for digging units only in VICOins at Virtonomic\$ marketplace.

Digging Virts is the regular process of independent generation of a certain amount of Virts by a generating unit.

Digger is a Virtonomic\$ gamer owning a digging unit that generates Virts.

Virtonomic\$ marketplace is the online store offering digging units and other Virtonomic\$ game entities that cannot be purchased for any currency, whether it’s intra-game or any other. Virtonomic\$ marketplace only accepts VICOin.

VIC Store is the online store trading in VICOin (VIC) tokens where any user can buy or sell VICOins.

Virtonomic\$ labor market is a key component of Virtonomic\$ ecosystem providing mass demand for VICOin. The labor market is the functionality of Virtonomic\$ multiuser business simulation in which the owner of a virtual company can hire another user as his deputy to perform a part of managerial duties.

Digger companies face the need in hiring staff when they reach a certain size, willing to continue growing and scaling up, but the volume of managerial functions and the amount of labor required start to exceed the personal capacity of the core owner. In this case he hires deputies and delegates to them certain business functions (CMO, CFO, CCO etc) or management of certain units or divisions of his company (production, retail chain, service units etc). The labor contract, delegated functions and authority, working and payment terms to hired managers are realized in the blockchain platform based on Ethereum smart contracts. Settlements between the owner and his employee are made in VICOin. To get a labor contract, a potential hired manager must get VIC crypto wallet, obtain one VIC and pay for the placement of his CV and offer on Virtonomic\$ labor exchange.

Token burning is elimination of tokens at the moment of their conversion into digging units or any other pay services of Virtonomic\$, such as placement of an offer on the labor exchange. It is used to balance the self-contained economy and prevent inflation.

VIRTONOMIC\$: CORE IDEA

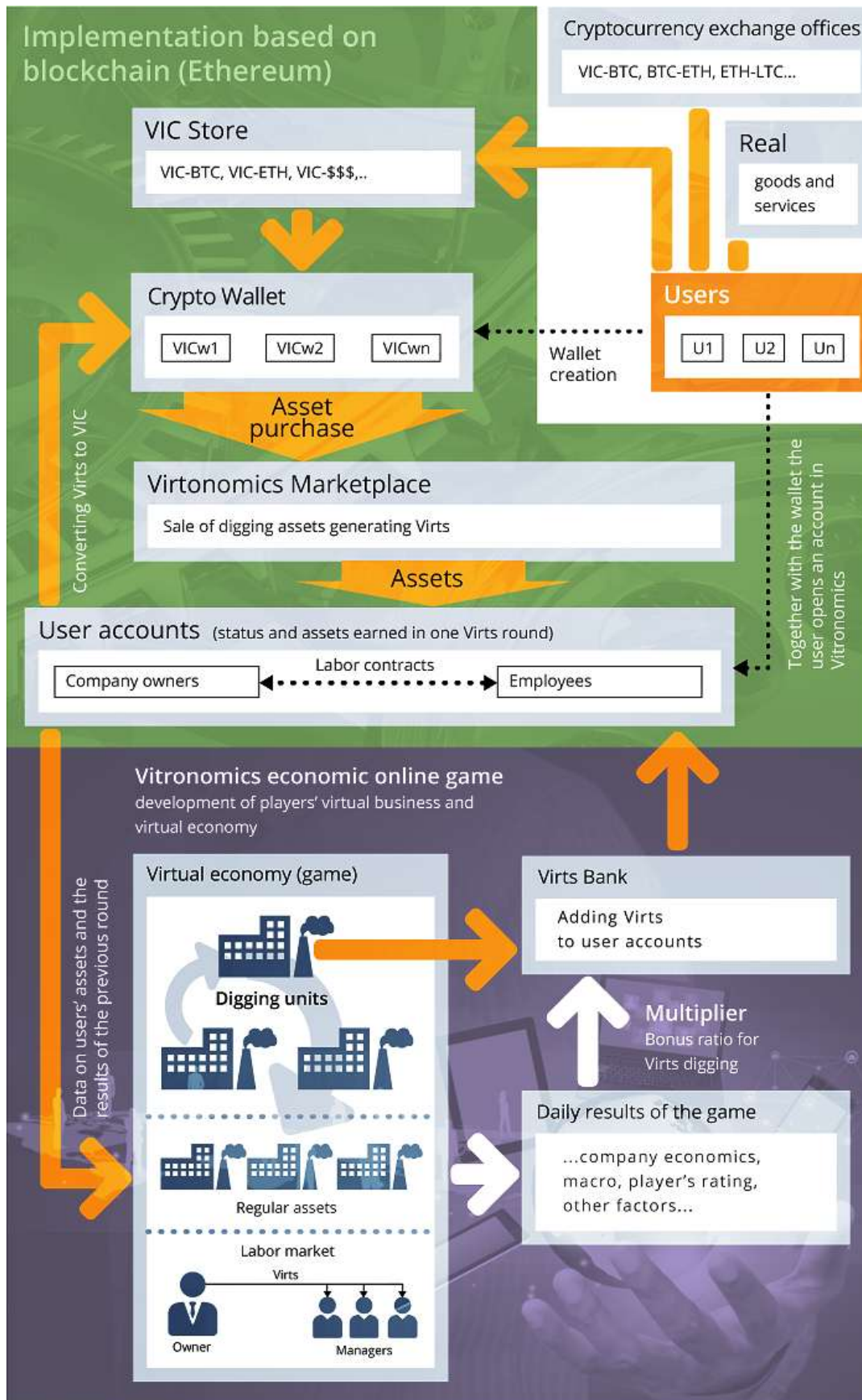
Virtonomics global multiuser business simulator creates its proprietary cryptocurrency, VICoin (VIC), ₳ and an ecosystem for earning the cryptocurrency in an online economic game emulating the formation and development of an alternative global virtual economy. The cryptocurrency is gained during the game in a realistic business simulation where users build and expand their virtual companies, trade and compete with each other, and develop the business ecosystem in the virtual economic environment. The resources and tools for generation and digging of the “fuel” are special game entities purchased for VIC tokens (such as virtual mines extracting natural resources, virtual mining farms, virtual power plants etc). The volumes of “fuel” production for Virts cryptocurrency depend on the success and competitive position of a player’s virtual business, and on the quality and amount of mining assets owned by the user. The user can convert each 100 Virts earned in the economic simulator into one VICoin (VIC) and spin it off the game to the outer market.

A Virtonomics player can act in two ways depending on his ambitions, experience and investment capabilities.

1. As an investor, owner and CEO of a virtual company who can hire other Virtonomics players as managers;
2. As a hired manager running certain units (division director) or a functional manager supervising key business functions and processes (marketing, sales, production director). The employer pays for the employee’s work in cryptocurrency. Labor contracts and associated settlements are realized in the blockchain based on Ethereum smart contracts.

VICoin (VIC) cryptocurrency circulates freely, is listed on exchanges and has naturalization channels. The cryptocurrency can buy not only game entities and assets in the virtual economy but also outside real services and goods.

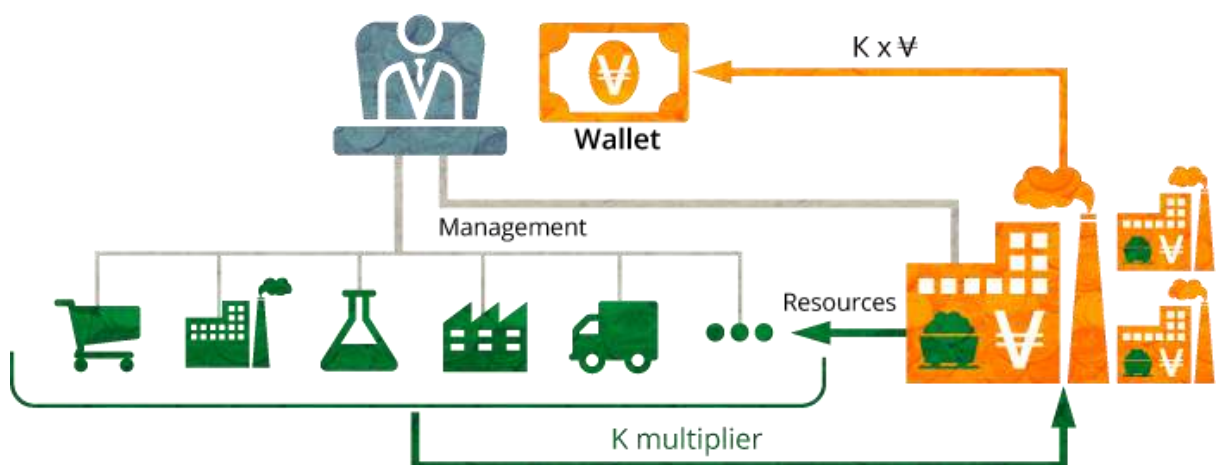
VICOINS (VIC) TURNOVER ECOSYSTEM



Token	VICoin, ¥
Acronym	VIC
Number of tokens	Max. amount that can be created is 800 000 000 VIC
VIC token price at ICO	USD 0.8 (denominated in ETH)
Token status (type)	AppCoin

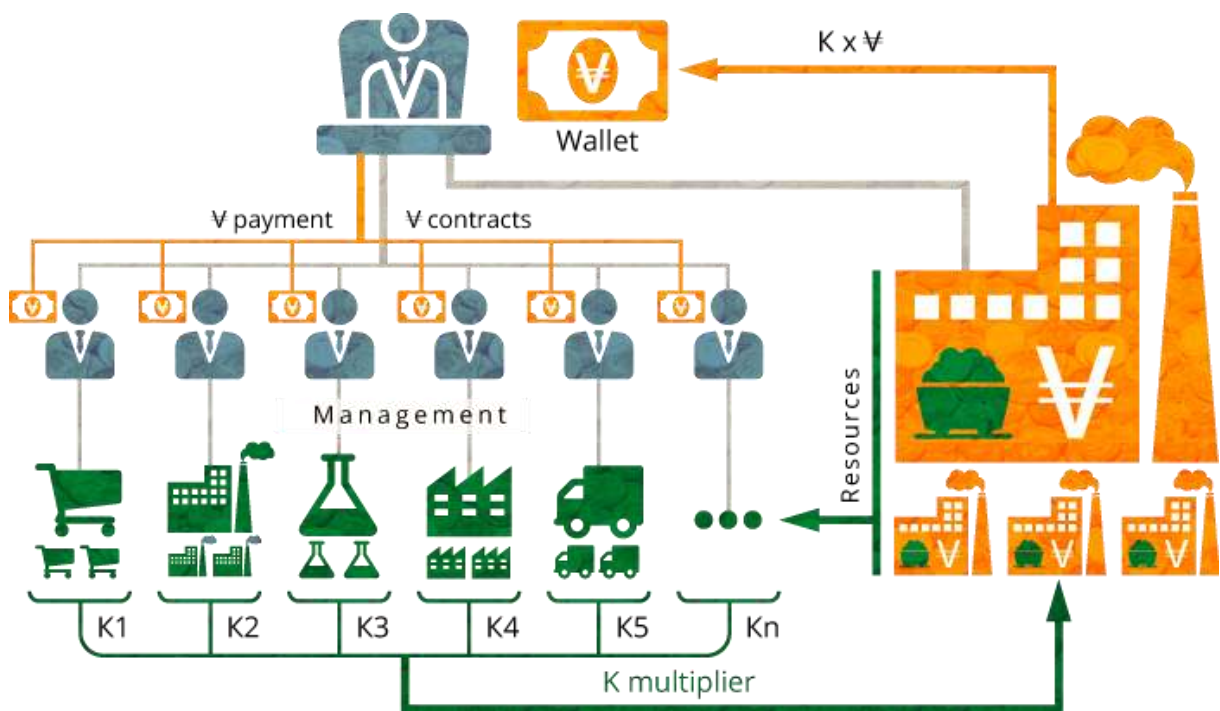
GENERAL LOGIC OF THE PROCESS OF EARNING VICoin

1. On the base of the engine of Virtonomics multiuser business simulation for the cryptocurrency project a special Digging Realm – Virtonomic\$ is created.
2. A user (digger) buys VIC tokens for fiat money or cryptocurrency (BTC, ETH etc). The tokens are available in VIC Store or on external crypto exchanges or in exchange offices.
3. Together with the VIC wallet a user opens an account in Virtonomic\$. He can start building and expanding its virtual business in the global multiuser business simulator at once.
4. In Virtonomic\$ Marketplace online store a digger can pay in VIC (only in VIC) for virtual digging units that let him earn special Virts game bonuses in the course of the devilmint of his virtual business.
5. On each round of the game (one per day), diggers use their virtual assets to get a certain amount of Virts special game bonuses. Virts are the “fuel” of VIC cryptocurrency. One can buy nothing for Virts in the game; instead, he is able and needs to accumulate them for subsequent conversion into VIC tokens. The minimum amount of Virts allowed to be spun off the game and converted into VIC tokens is 100. The exchange rate is 100 Virts for 1 VIC.
6. The total amount of Virts being dug is inversely proportional to the amount of Virts already dug plus the amount of issued VIC tokens, and their value increases in direct proportion.



Solo digging

7. The amount of Virts accrued to a digger daily depends on the number and size of his digging units that provide generation of the basic number of Virts, and on the indicators of efficiency and competitive performance of the virtual business, which in turn define the multiplier for the number of Virts dug by the digger.
8. Obtained Virts are accumulated on game accounts of users. When a certain amount (over 100) Virts is accumulated, the user orders conversion of Virts into VIC tokens (Virts are burnt and the token is issued) that are transferred to the user's VIC Wallet.
9. Diggers who have grown their virtual business to a certain scale can hire other users to help manage the virtual company, aiming at boosting efficiency and, consequently, increasing the Virts multiplier. Employees are paid in VIC tokens. In order to get a job at a virtual company and start earning real cryptocurrency, a user should buy an employment license on the Virtonomics alternative labor market for business simulation. The availability of the labor market and the possibility to gain cryptocurrency with almost no investment guarantees mass demand for labor contracts and thus for VIC tokens



Team digging

10. Until having accumulated 100 Virts, a player has them on his game account as an unconvertible game bonus.
11. Owner of VICoin (VIC) tokens can use them in the following ways:
 - a. accumulate them for speculative resale;
 - b. pay in VIC for virtual digging units and other paid game entities helping dig Virts cryptocurrency "fuel";
 - c. sell VIC at exchange offices or on exchanges;
 - d. naturalize VIC by purchasing real goods and services of companies partnered with the project.

12. There are four ways to obtain VICOin tokens:

- a. buy VIC at VIC Store;
- b. get VIC by purchasing digging units and developing one's company in Virtonomics multiuser economic simulator;
- c. earn VIC by acting as a hired manager in a virtual company owned by another player;
- d. buy VIC at exchange offices or on exchanges.

13. The purposes of Virts:

- a. They enable users to get a wallet and game account, start playing for free and earn up to 55 Virts on simple starting tasks. Virts are close to cryptocurrency and serve as its "fuel". One cannot get 100 Virts for free, so in order to continue earning and spin them off the system one needs to buy VIC on an exchange for fiat money, BTC or ETH, then pay in VIC for Virtonomics mining assets for digging Virts or pay one VIC for a labor contract and become a hired manager in a large company operating on the virtual market.
- b. Virts minimize the number and cost of micro-transaction in the blockchain, lower transaction costs for users and boost the speed of cryptocurrency transaction; the "fuel" of VIC is aggregated outside the blockchain.

BLOCKCHAIN

Using specially realized smart contracts, the Ethereum blockchain will store the data on:

- the total number of VICOin in circulation;
- the balance of VICOin on player's account and fund flows;
- purchase and ownership of digging units;
- conversion of Virts game bonuses into VICOin tokens;
- labor contracts between players.

Additionally, the smart contract will implement the functionality of settlements between owners of virtual companies and hired managers according to labor contracts.

Advantages Of Virtonomics Project and Investment in VICoin Tokens

1. Virtonomics is an active and well-known trust project. This global business simulator has been running and developing for many years and ranks among the most widely known business simulators globally. It boasts top search results for key relevant queries such as “online business simulation”, thousands of organic new user registrations monthly, stable audience and over 2 million registered users worldwide (En, Es, Ru).
2. Besides the growing but still compact blockchain community, the project aims at the wide business community and the people looking for tools of operation and earning on the Internet that are clear and available for all.
3. The project team is one of the strongest in the world in its core field, that of creation of multiuser business simulations and complex virtual economies.
4. Earning VIC (VICoin) requires neither expensive mining equipment nor the use of megawatts of electricity. In order to develop a virtual business in an exciting multiuser economic gain one needs little time (starting at 30 minutes a day) and small upfront investments (starting at USD 50).
5. Actions and decisions of users impact the performance of their virtual companies and, consequently, the amount of cryptocurrency they dig.
6. VICoin tokens have the status of AppCoins, and being application coins they are free from regulatory risks.
7. From the moment of issuance VICoin tokens gave a ready-made naturalization channel: external services accept VIC at more favorable terms than fiat money. For example, from the very moment of issuance one can pay in VIC for a wide range of educational services by Simformer at a steep discount of up to 50%. The user can utilize these services himself or resale them to anyone at his own discretion. The number of partner resources will be increased actively.
8. Unlike the great majority of multiple self-replicating cryptocurrencies, VICoin is based on the creation of a true added value and on the activity of users aimed at building an ecosystem with applied value for the real economy. The true value of creation and expansion of a virtual economy in a global multiuser business simulation lies in the following:
 - a. It builds an alternative labor market with guarantees for fulfillment of mutual obligations by employers and employees. To continue expanding and scaling up, owners of large and growing virtual corporations can hire people to manage select units or business functions. Physical location of employees is of absolutely no importance. The employer pays his employees in VICoin (VIC) directly by using Ethereum-based smart contracts.
 - b. It enables creation of a new generation marketplace to bring together suppliers and customers from the real world in a game environment with minimized communication distance.
 - c. It lets employers from the real economy select future talented managers from successful players running virtual enterprises.
 - d. It provides the platform for teaching managers and entrepreneurs of applied skills of business management in a realistic business simulation with no risk for their real-life business.

- e. A realistic virtual economy synchronized with OpenData and a market environment formed by the activity of hundreds of thousands of players is an invaluable tool and testing ground for modeling and testing market strategies for real businesses ranging from startups to multinational corporations as well as for governments in their economic efforts.

Why VICoin Token Will Be In Demand?

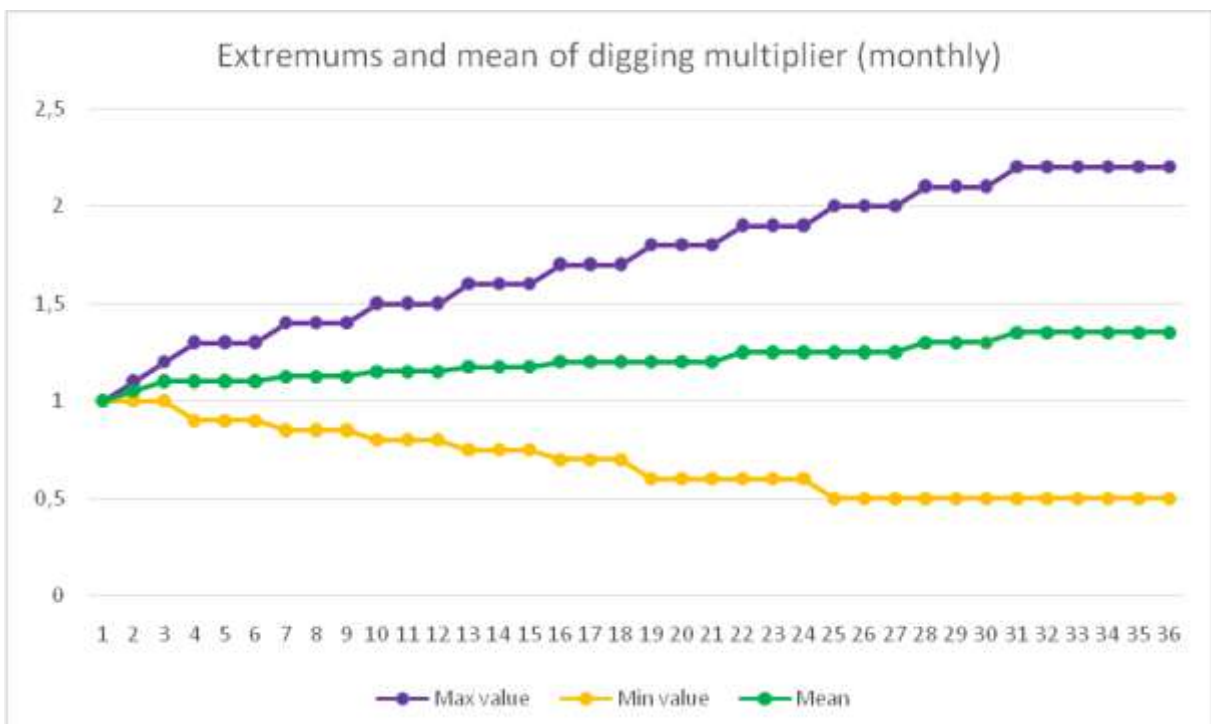
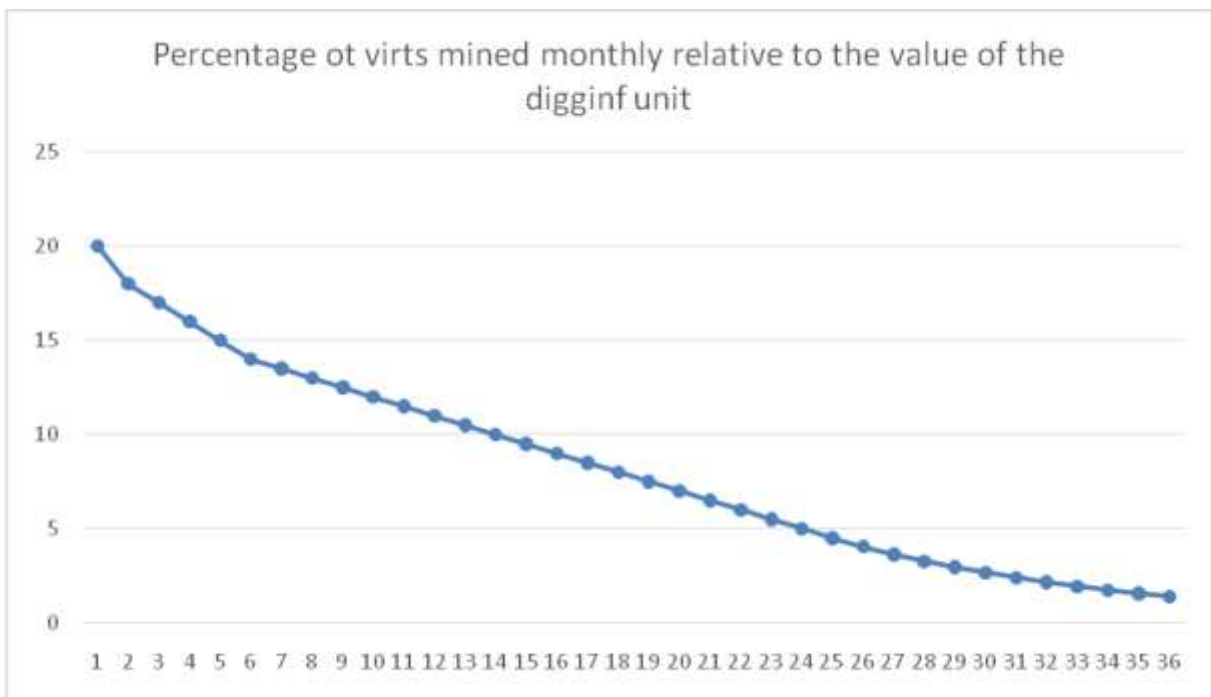
The demand for any cryptocurrency depends on a combination of several interconnected factors.

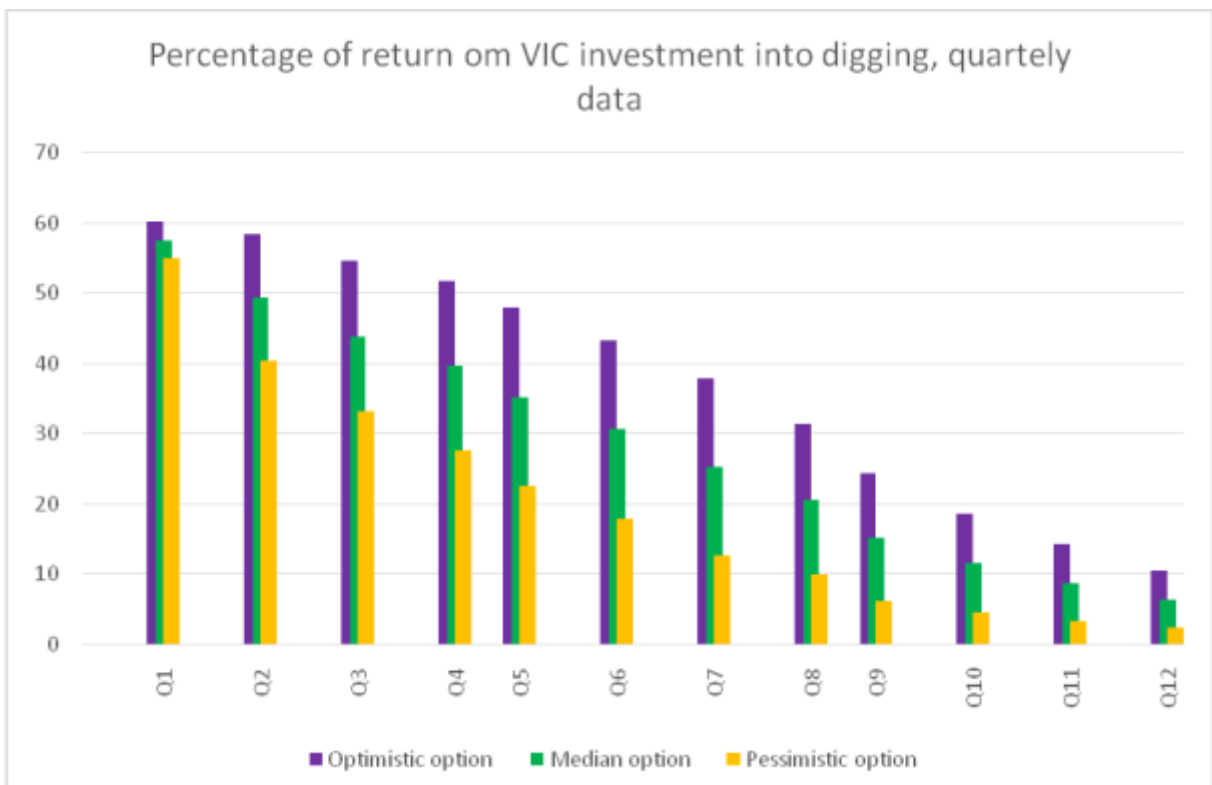
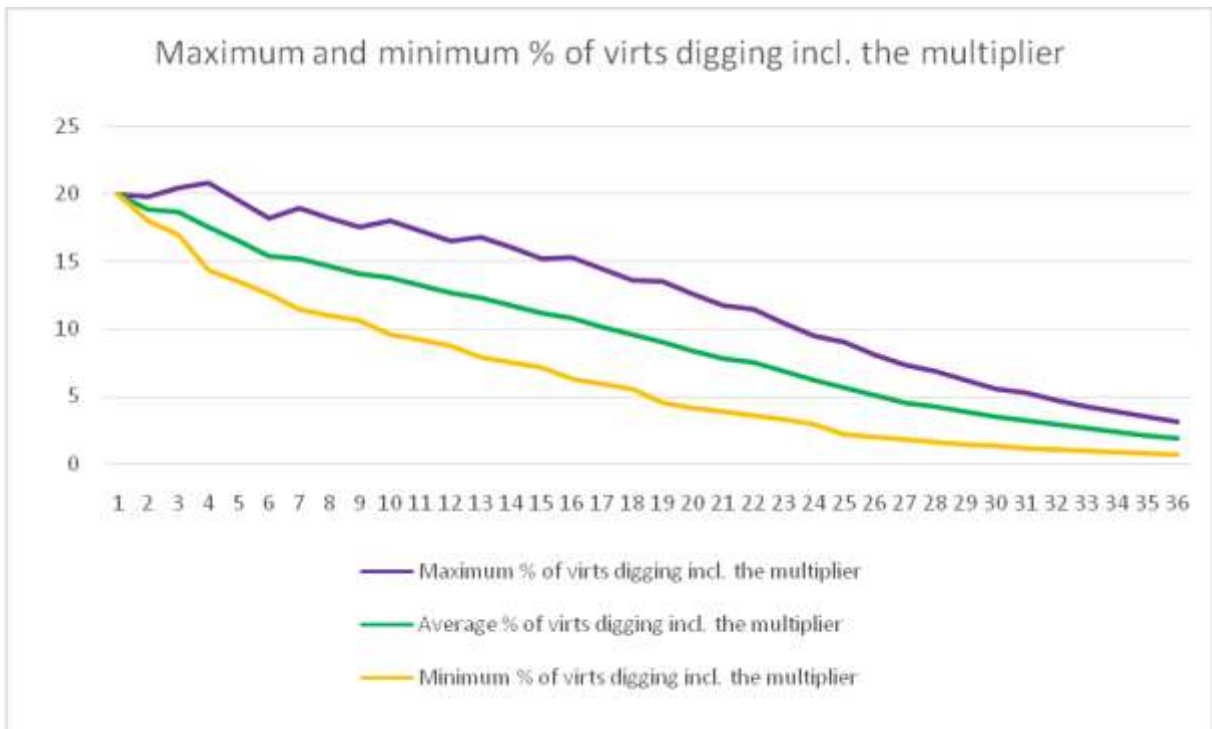
1. The mass nature of the cryptocurrency and the number of token owners at a given time.
 - a. Virtonomics is a long-running trust project with a large established international client base and big organic traffic. The project boasts top positions in Google global search by relevant queries. Consequently, from the very start the project accumulates the critical mass of VICoin users.
 - b. Virtonomics offers a way of mining and earning cryptocurrency that is much more available and understandable for most people compared to the classic mining, from both financial and technological viewpoints. There are more people with at least basic understanding of classic business, economy, management and business than people possessing basic knowledge of blockchain technologies, mining and cryptography.
 - c. The Virtonomics alternative labor market enables players earn cryptocurrency in the online game by acting as hired employees with no personal investment, thus making VICoin a mass cryptocurrency.
2. The number of naturalization channels and the ways of using the cryptocurrency.
 - a. The bulk of alternative coins are self-replicating things in themselves. They do not have a base product generating added value and one can buy nothing for them. The reason is the same as stated above: they lack the audience which may be of interest for the real business. Conversely, from the very launch VICoin has at least two readily available channels, the gaming and the educational services.
 - b. VICoin will be extremely active in expanding the channels for acceptance of its tokens and widening its partner network. At the first stage it will focus mostly on attracting educational services, financial companies, online stores and gaming projects into the partner network.
 - c. VICoin will be widely represented in cryptocurrency exchange offices and on cryptocurrency exchanges.
3. Upside potential of the token.
 - a. Limited issue size and overdemand
 - b. Speculative expectations
 - c. Project dynamics and implementation of roadmap
 - d. Upside potential of the global cryptocurrency market in general
 - e. Shortage of truly quality active blockchain projects on the market amidst hype

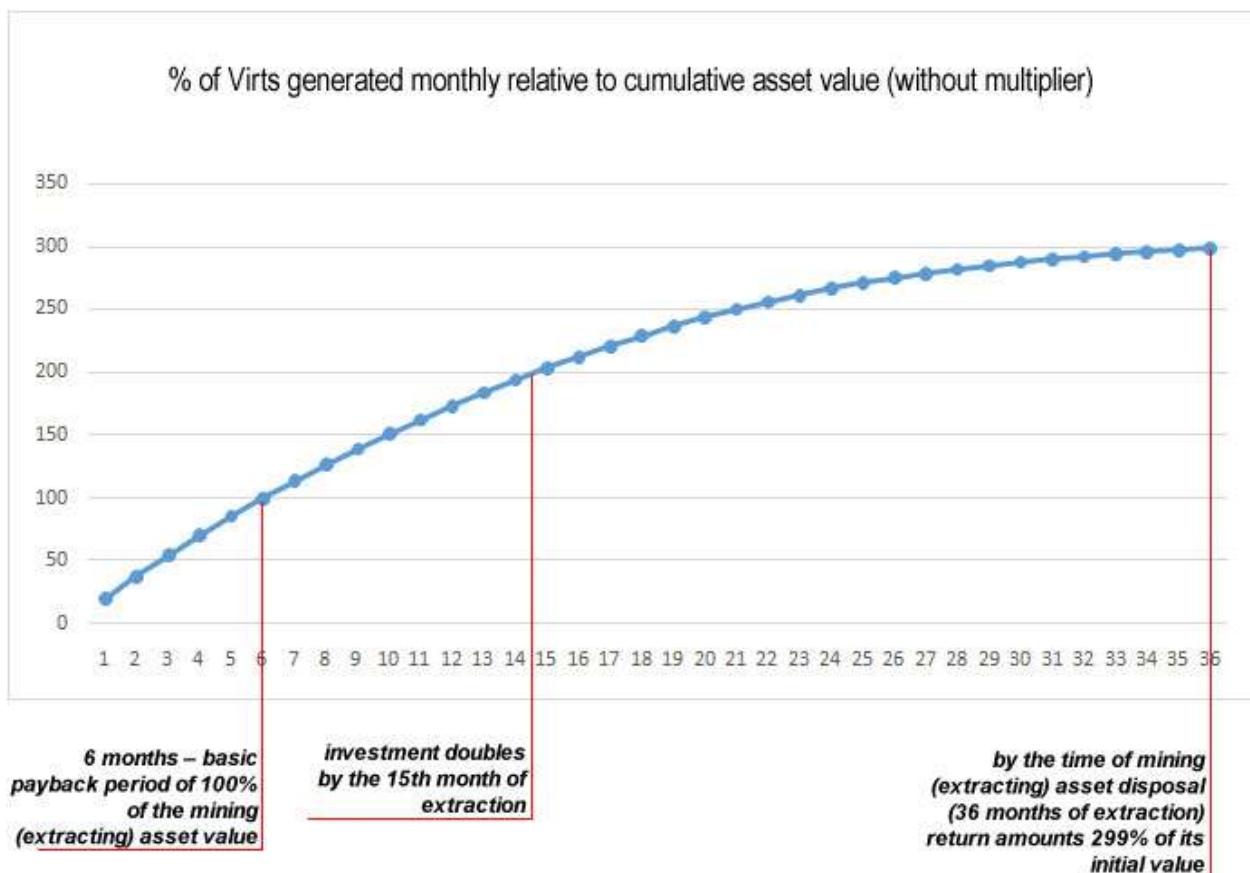
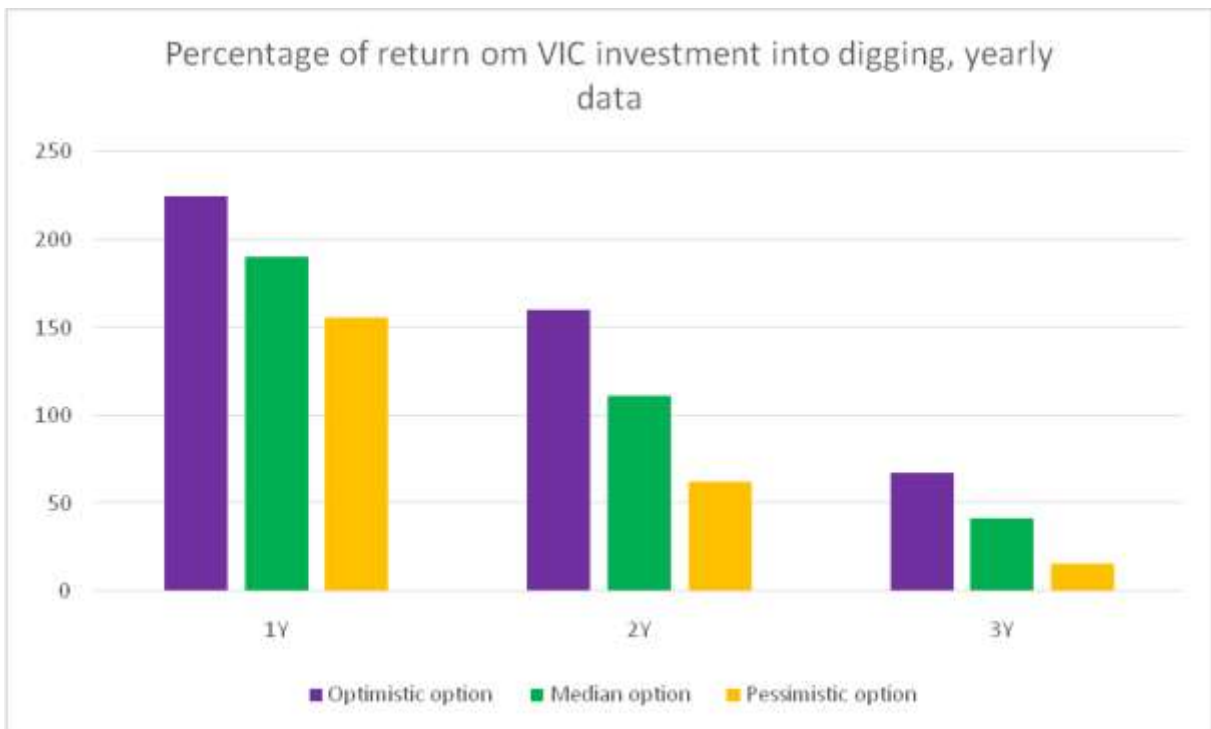
Why Will VICoin Appreciate?

1. Limited size of issue and overdemand.
 - a. The total amount of VICoin to be issued is set at 800 000 000.
 - b. The economics of the token's circulation is self-contained. One can buy any Virtonomics digging assets only for tokens. At the moment of purchase on Virtonomics Marketplace the according amount of tokens is burnt. Settlements between users for services provided (labor market in Virtonomics) are done exclusively in VICoin tokens.
 - c. Tokens are issued gradually and with decreasing time effect. For example, 19% tokens will be mined in the first year 19% but only 15% in the second year, and so on. The fall of the total amount of mined tokens with the expansion of the project's audience will boost demand and, consequently, the rate of the token.
2. In recent years, on the back of increasing speculative expectations there appeared a significant number of downright scam and fake altcoins, and their rates grow. Still, it is true that really strong projects based on quality products and boasting a good starting user base account for less than 1% of the market. It's precisely the launch of such rare projects that attracts attention and investments from investors in cryptocurrencies. They generate the highest possible speculative expectations because they have already passed the stages which crypto-investors deem the riskiest, these of development of a project from scratch and the formation of a critical mass of audience. In fact, 90% of projects are killed at these stages.
3. The global cryptocurrency market by itself is in the very formative stage of active growth. The interest towards this market and cryptocurrency assets is backed by money and outpaces the launch of tools that are able to satisfy the demand. Exactly for this reason we see a mid-term growth of almost all cryptocurrencies and altcoins. Saturation of the market with truly high-quality and widely available tools for earning cryptocurrency is still a long haul ahead, but anyway, on the back of the hype, the market focuses primarily on the quality and substantive basis of a token. This is where Virtonomic\$ and VICoin have a strong competitive edge. They rightfully belong to the golden one percent of projects that enjoy the highest attractiveness for crypto investors.
4. A significant share of about 30% of the funds raised at the ICO will be invested into marketing and promotion of the project globally, to ensure inflow of audience into Virtonomic\$ and the resulting active demand for tokens that users already need at the beginning to dig cryptocurrency (anyway, users can only pay for digging units or labor contracts in VICoin tokens). The expansion of the audience combined with limited issuance of the token and its shortage on the market will boost its rate.

Digging Economics in Virtonomics



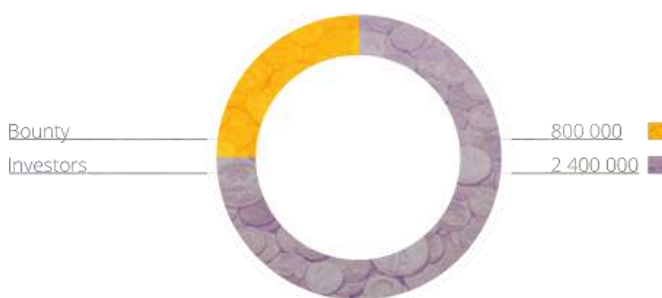




SALE OF VICoin TOKENS



ALLOCATION OF FUNDS RAISED AT PRE-SALE AND ICO



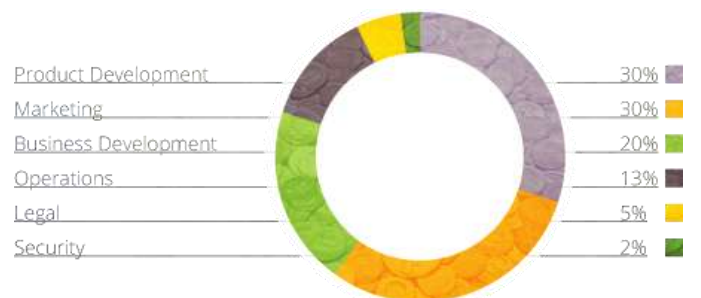
Pre-sale stage. Allocation of tokens



Breakdown of use of funds raised at the pre-sale stage



ICO. Allocation of tokens



Breakdown of use of funds raised at the

ROADMAP

STAGE 1 (1Q 2018)	<ul style="list-style-type: none"> • Development of blockchain infrastructure of the Virtonomic\$ platform • Limited issue of VICoin tokens for the ICO • Redesigning algorithms of Virtonomics business simulation to match the tasks of the cryptocurrency platform • Redesigning and streamlining business simulation interfaces for mass users • Preparing and launching the ICO
STAGE 2 (2Q 2018)	<ul style="list-style-type: none"> • Releasing Virtonomic\$ business simulation in the base functionality (cryptocurrency generation, self-contained economy, digging units, new UI, labor market etc) in English, Russian and Spanish • Beginning to build the network of partner services accepting VICoin as payment • Promo campaign for Virtonomic\$ project and VICoin cryptocurrency
STAGE 3 (3Q 2018)	<ul style="list-style-type: none"> • Releasing the second milestone of the updated Virtonomic\$ functionality (OpenData integration, expanding the functionality of the Virtonomics alternative market) • Project localization (translation into Korean, Japanese, Chinese, German, French and Portuguese) • Widening the network of partner services accepting VICoin • Promo campaign for the Alternative Labor Market project
STAGE 4 (4Q 2018)	<ul style="list-style-type: none"> • Launching Virtonomic\$ mobile app • Developing Virtonomics console apps (Xbox, PlayStation) • Widening the network of partner services accepting VICoin • 500 000 users (3 000 000 users in 2019)

PROJECT TEAM: KEY PERSONS



[SERGEY MENSCHIKOV](#), LEADER OF VIRTONOMICS PROJECT

VISIONARY, MANAGER, ENTREPRENEUR

Ex-CEO and co-owner of ForexClub who transformed a small regional startup into a large international company and a leading global forex broker, and turned forex trading into a mass product.

Founder and CEO of [Virtonomics](#), the most popular and credible MMO business simulator worldwide

Founder and CEO of [Simformer](#), the unique innovative educational platform (Simformer.com) nominated for Best of Elearning! 2016 award by Elearning! Magazine.



[SERGEY MORGALYEV](#)

**TECHNICAL DIRECTOR,
HEAD OF DEVELOPMENT,
BLOCKCHAIN DEMON**

Programming since 1987,

supervising the project since the foundation, participant of dozens of revenue IT projects since 1996.



[MIKHAIL RAKHAEV](#)

CHIEF GAME DESIGNER

PhD in Math, created Virtonomic algorithms.



[DENIS ZHURAVKOV](#)

**GAME DESIGNER,
COMMUNITY MANAGER**

Ten years of administering of the

project, vast experience and expertise in logistics, marketing and finance in the real sectors such as O&G refining, retail and online trade. Marathoner.



[ANTON FEDOTOV](#)

DESIGN / UX

20 years' experience and expertise in web design, development

and launch; nation-wide projects include sites with up to 1 000 000 hits daily.

Martial arts instructor.