This document is <u>collaboratively edited</u>. If you want to improve it, comment (right click-->comment), or directly edit the doc. Feel free to share the document with whoever you want. It uses the <u>Master Protocol Crowdsale Template</u>

This document is a template for "Master Protocol crowdsales". **Copy** it, keep the header, and start typing away.

This template is available at http://tinyurl.com/msccrowd

(please make sure to COPY it, don't edit this document unless you want to edit the TEMPLATE)

Process

- 1. Create a skype group for your project.
- 2. Make the doc editable by the public
- 3. Paste the link into the Topic of your skype group
- 4. Add a bunch of people and start co-editing

When you are ready, you can share the document over at the Appcoins skype group and <u>Facebook group</u>.

20 second pitch

2 minute pitch

Crowd Sale Presentation (Google Presentation)

TODO:

- 1. Fill this TODO list
- 2. Join the relevant skype groups at Mastercoin (MSC General, Omniwallet). Talk to Judith (judith.jakubovics) for an invite.
- 3. Create skype group
- 4. Share document with loads of people
- 5. Decide issuance parameters

- a. Manual vs automatic crowdsale
- b. Types of currencies accepted and rates
- c. Cap / no cap
- d. Premine / no premine

See Crowdsale Best Practices

- 6. Decide whether you do it independently or with a 3rd party (CoinPowers/Swarm)
- 7. Contact Masterxchange and other exchange, and ask them to integrate your coin
- 8. Consider hire a P.R agency e.g. Social Radius
- 9. Decide on the schedule
- 10. Define any specific requirements you have from the Master Protocol, share with Craig
- 11. Send in a pull request to <u>Why Appcoins have value</u> (see the appendix)
- 12. ...
- 13. When the doc is ready and mature, move it to github, post it to the <u>Appcoins reddit</u>, <u>Facebook Group</u>

Team

Crowdsale details

Technical Design

Coin Details

The Team's Achievements thus far

Legal Aspects of Crowdsales

Links to external websites

- 1. Social media
- 2. Homepage
- 3. Github
- 4.