

# MONTHLY UPDATE



[OVERPOWEREDCOIN.COM](http://OVERPOWEREDCOIN.COM)

**Welcome all to the monthly update of June!**

**We will talk about all the things that happened during June and give a little insight in what is supposed to be an exciting month; July.**

**In here you find our usual topics such as:**

- Overpowered store**
- Connections/synchronizing**
- OPC & OPCX code update**
- Team**
- Game**
- Exchanges**
- Sponsorships & marketing**

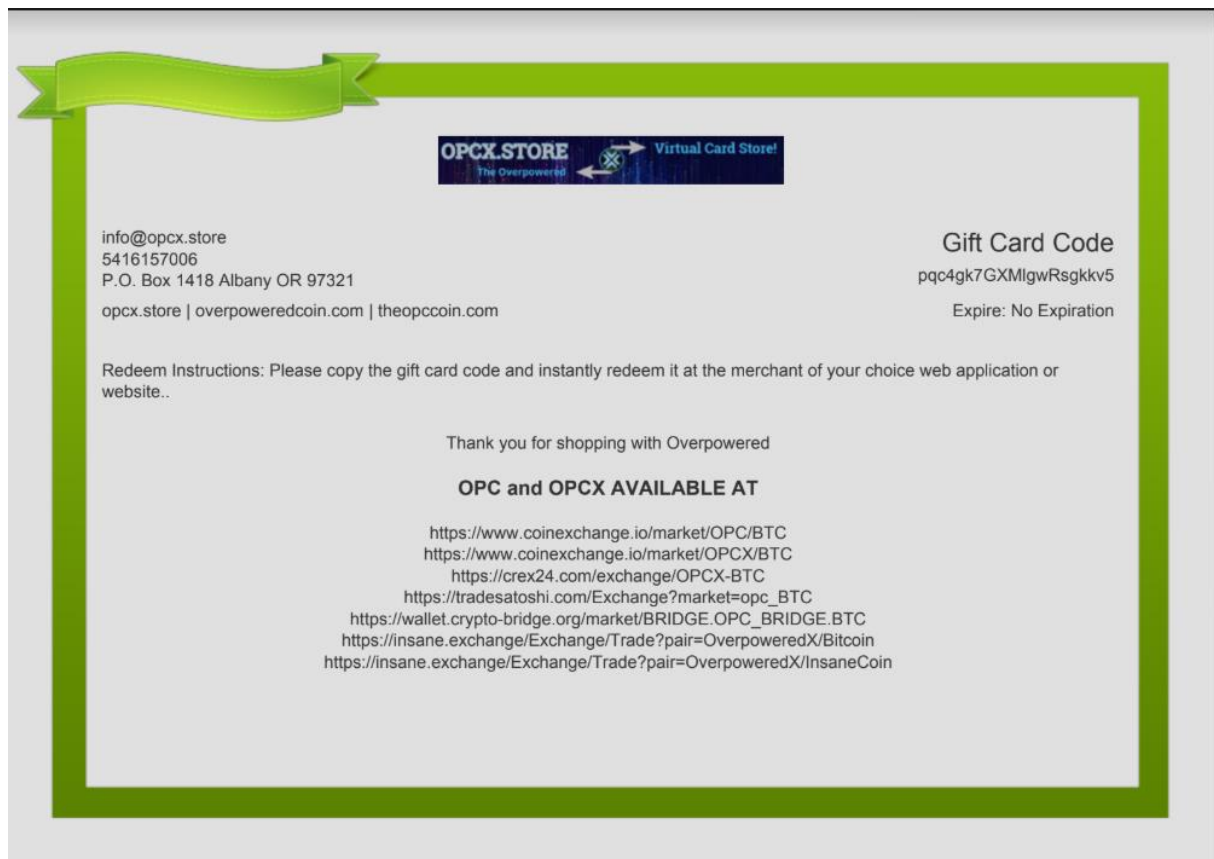
## Overpowered store

During June, we really tried our best to release the Overpowered store, but we didn't make it in time. We encountered a few problems, which made us choose another path of completing the store. The main problem is that our payment processor doesn't suit well with the payment processor used by our vending partner. This development will take a lot of time and resources from both sides to complete and we decided not to wait on this. It has already taken a long time and we know that you have all been waiting for this for a very long time.

By choosing this other path, we can quickly continue and although some things from our sides will require constant effort, we don't foresee any more problems. This means that July is going to be very exciting. The user interface needs some more work and then it's time to release!

In the next two weeks we will hold some votes amongst the community to see which gift cards are wanted the most and a select few will be loaded into the store at first. Since we are still a very small project, we had to put in some safety measures which ensure the prices can't be manipulated, or at least won't bring any profit to the few that might try. This means a maximum cap on available giftcards at first. In the next few weeks we will make a few polls to see which gift cards are longed for the most and load them up!

Here's a first screenshot of a receipt from an order made in the Overpowered store.



## **Connections/Synchronization**

In the end of June, we experienced some issue with the connections of the OPCX wallet. Synchronization got stuck due to some issue with removing 'dead' OPCX masternodes. The fix is quite simple and is all over our support channels. It consists of deleting all addnodes from your config file and replacing them with a small list of new addnodes.

## **OPC & OPCX code update**

As many already know the OPCX code update is a security update and takes precedence over the basic rewards update that OPC is waiting for. The OPCX source is custom designed and we are working diligently to update our code with the proper fixes for the NO stake / Fake stake issues additionally we have discovered the likely reason for any connection issues and are implementing a fix for this as well. Other portions of the update such as masternode collateral are pushed back a little while we focus on the security side of things now.

The code update for OPC, as mentioned, consists of some standard upgrades and the reducing of the APR from 100% to 5%. This update is set for the end of July.

## **Team**

The core team is still the same, but with upcoming expansions we will need some more support staff and people willing to manage social media pages. Our developers have an extensive network of known developers that can assist us. In the near future, we will also start working closely together with companies and webstores to develop and integrate our payment processor.

If you feel like you have anything to offer in terms of development, marketing or (tech) support, you can send a PM on Discord to one of the marketing/communication guys that are there.

## **Games & ecosystem**

While we are waiting for things to progress from external sources, we don't sit still. Our team is always exploring options to create new and exciting use for Overpowered coin and Overpowered coin X. We are testing and debugging a clone of a very popular MMO right now that we hope to add many features into in the near future. We have been working on systems to make it easier for gamers and streamers alike to use our technology in new ways that can easily and quickly have an impact on their community's thus providing a boost for our community as well as making contacts throughout the world in gaming and streaming community's to boost our ecosystem to the next levels in the coming months and years.

## Exchanges

We are very willing to list on more exchanges in the near future and have an extensive plan to achieve this. We have put all requirements from exchanges next to each other and are ticking them off one by one. The main requirement is a working product, which we will have very soon. Some other smaller requirements can be met easily after that. We have our eye on 6 exchanges and applications are ready to go out as soon as their specific requirements are met.

During our applications, some of these exchanges will certainly let us sign a non disclosure agreement(NDA). This basically means we can't release information or make announcement about it until they do.

The 4 out of 6 exchanges are in the top 100, while the other two are relatively new and growing quick.

## Sponsorships & marketing

We are currently exploring ways to spread the word about our project. Recently a nice opportunity came by and we decided to go with it. A children's football team, was in high need of some new jerseys and this is the result, let's hope some crypto soccerdads decide to jump in to get their children some gift cards! They sent us this picture to share as a thank you. Good luck, have fun and may the overpowered jerseys bring you some wins!



**All in all, July will be a very exciting month. Our project will finally show the shape of the young Overpowered ecosystem!**