

Play2Live Enters Crypto Exchange Stocks and Launches Payments in LUC Tokens on P2L

NEW YORK, NEW YORK, UNITED STATES, May 21, 2018

[/EINPresswire.com/](http://EINPresswire.com/) -- Starting May 21st, 2018, all users will be able to trade LUC (Level Up Coin) tokens on Yobit, CoinBene and [HitBTC](#) exchanges. By July 2018, LUC token is to be listed on at least four other top crypto exchanges.

[Play2Live](#), the world's first decentralized streaming platform for gamers and esports fans built on blockchain technology, has reached an agreement with Yobit, CoinBene and HitBTC — the world's fourth largest trading volume crypto exchange.



"We have reached preliminary agreements with several exchanges, including Yobit, CoinBene and HitBTC. Starting May 21, 2018 our token will be traded on HitBTC — one of the most reliable crypto exchanges in the world. To ensure further development of Play2Live ecosystem and Level Up Chain, users will be offered an opportunity to trade LUC token on other reliable and established cryptocurrency exchange platforms, " comments Alexey Burdyko, CEO and Founder of Play2Live.

Play2Live MVP 3.0

In the meantime, the Play2Live development team has been actively working on the [P2L.TV](#) platform. On the 21st of May, Play2Live has launched an updated version of its MVP. The new updated MVP 3.0 allows users to spend LUC tokens in several different ways. All 15 methods of LUC interoperability described in the Play2Live White Paper will be implemented in the beginning of the third quarter of 2018 in a full-fledged beta version of the platform functioning on Level Up Chain — a blockchain infrastructure being developed by Play2Live.

MVP 3.0 Update Spotlight:

- Function of refilling the balance of LUC tokens from any ERC20-compliant wallet;
- Updated platform interface;
- Improved functions of donation, subscription, notifications;
- Improved internal platform mechanics;
- Chat moderation mechanism, including ban functions and adding links to the blacklist;
- Load tests, QA tests, as well as token tests were held on the updated platform.

Play2Live aims to combine blockchain technology with its streaming services, while offering 15 sources of revenue for participants — three times more compared to the streaming industry leaders.

Streamers will be able to monetize their content in 11 ways versus the 4-5 available on existing platforms.

P2L: HS PARTY#1 — Upcoming Tournament on P2L.TV

Play2Live will hold its first Hearthstone tournament during May 23rd through May 25th, 2018. Eight players have been invited, ranging from professional players to popular streamers. These players will take part in the first ever Hearthstone tournament powered by blockchain technology and the next generation of streaming interactivity through Play2Live.

P2L.TV will broadcast the event with esports commentaries in English and Russian. STARLADDER.TV will arrange the broadcast of the tournament in Russian.

Tournament schedule:

May 23, 14:00 - 22:00 Moscow time (Quarter Finals)

May 24, 14:00 - 22:00 Moscow time (Lower Bracket Finals and Semi-Finals)

May 25, 14:00 - 21:00 Moscow time (Grand Final)

This tournament will be the first esports event in Hearthstone organized by Play2Live. In February 2018, P2L's team hosted the "Play2Live CryptoMasters" for CS:GO in Minsk, Belarus where eight of the leading international CS:GO teams competed for the — 2 000 000 LUC (\$ 100 000). The tournament was broadcasted on P2L.TV in 16 languages. More than 120,000 unique users watched it with a total viewership figure exceeding 950,000.

About Play2Live

Founded in 2017, Play2Live aims to merge blockchain technology with streaming services. Its mission is to create an ecosystem where every participant — the viewer, the streamer, and the esports tournament organizer — is part of a seamless system that favors interaction among viewers and the diversity of monetization schemes. Everybody can be part of the peer-to-peer interaction, and everybody, even the viewer is able to earn money

Play2Live uses a token called Level Up Coin (LUC) which acts as a sole internal means of payment within the Play2Live ecosystem. Level Up Coins can be converted to other currencies, or to fiat money through a special exchange service/API.

Play2Live achieved its hard-cap during its token sale on March, 2018, raising \$30M.

Sign up for the MVP of the streaming platform here: <https://p2l.tv/>

Website: <https://play2live.io/en/>

Telegram: <https://t.me/play2live>

Twitter: https://twitter.com/play_2_live

Facebook: <https://www.facebook.com/play2live.io/>

Evgeniia Masiuta

Play2Live

+9173764002

email us here

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