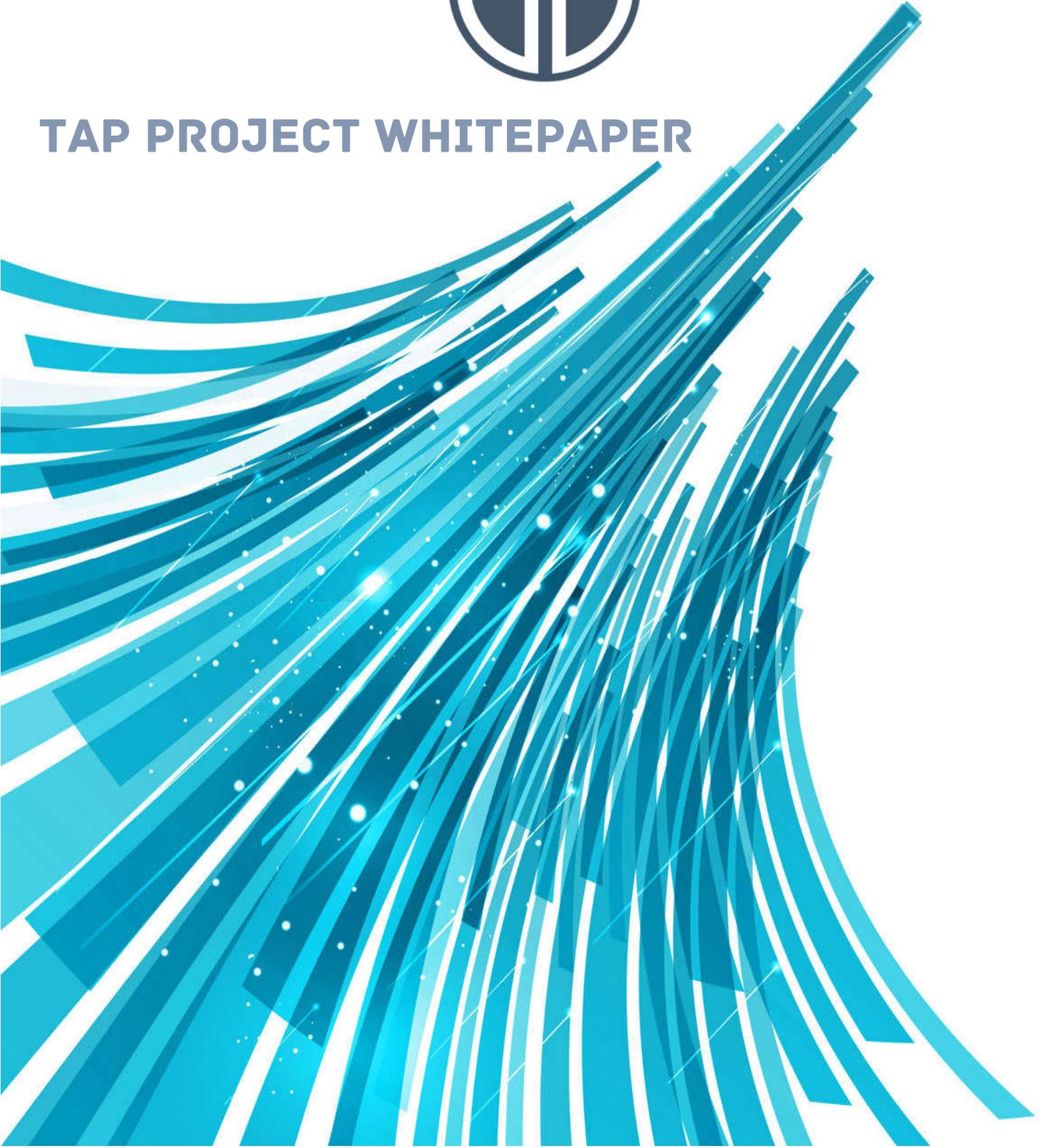




TAP PROJECT WHITEPAPER



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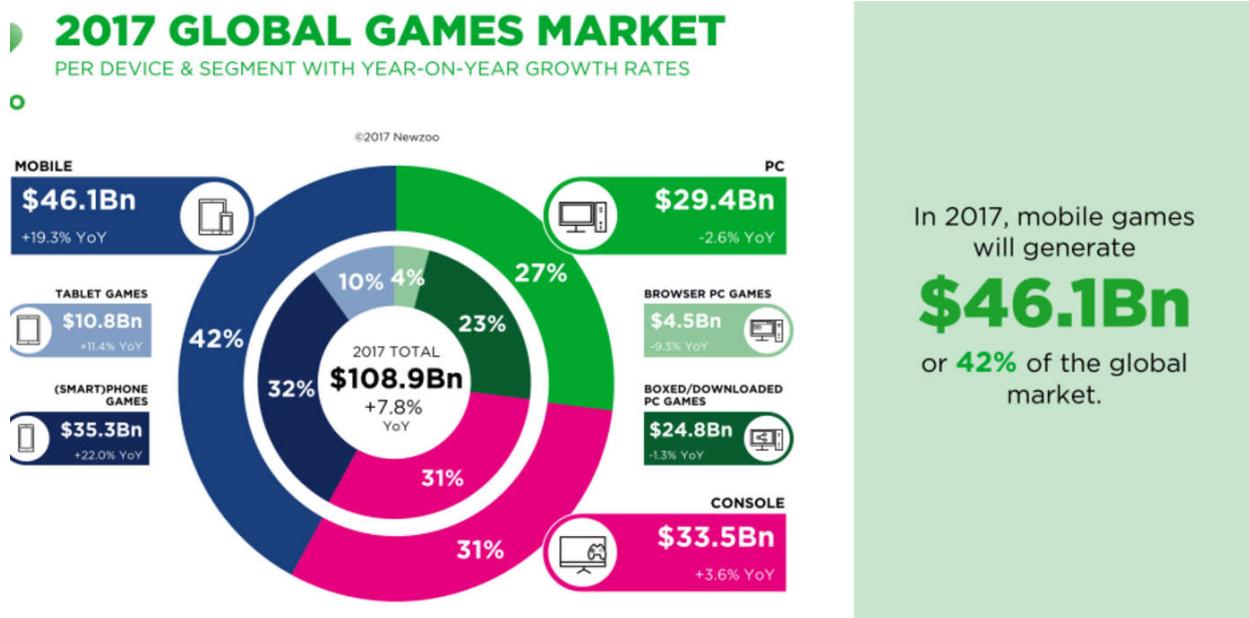
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INTRODUCTION

The rapid expansion of decentralized blockchain technology using the Ethereum protocol has provided a vast market full of untapped potential, with Ethereum's cryptocurrency (ETH) market cap currently over 43 Billion USD, Ethereum has paved the way for an explosive evolution of innovative technologies. The Tap Project's primary initiative consists of creating a utility token, along with partnering with a network of developers to allow a smooth, elegant and robust system that will allow the Tap Coin the ability to traverse multiple games and platforms. This would allow in-game digital currency to be exchanged into Tap Coins and other cryptocurrency or fiat currency if the gamer so chose.

MARKET & INDUSTRY

In 2016, the global gaming industry revenue was \$99.6 billion dollars. By 2019, the industry is expected to grow by 20% to \$118.6 billion.



On average, millions of people around the world devote a minimum of 6-20 hours a week playing video games, not to mention any mobile platforms.

“I just try to relax and think about videogames, what I’m going to do after the race”

-Usain Bolt

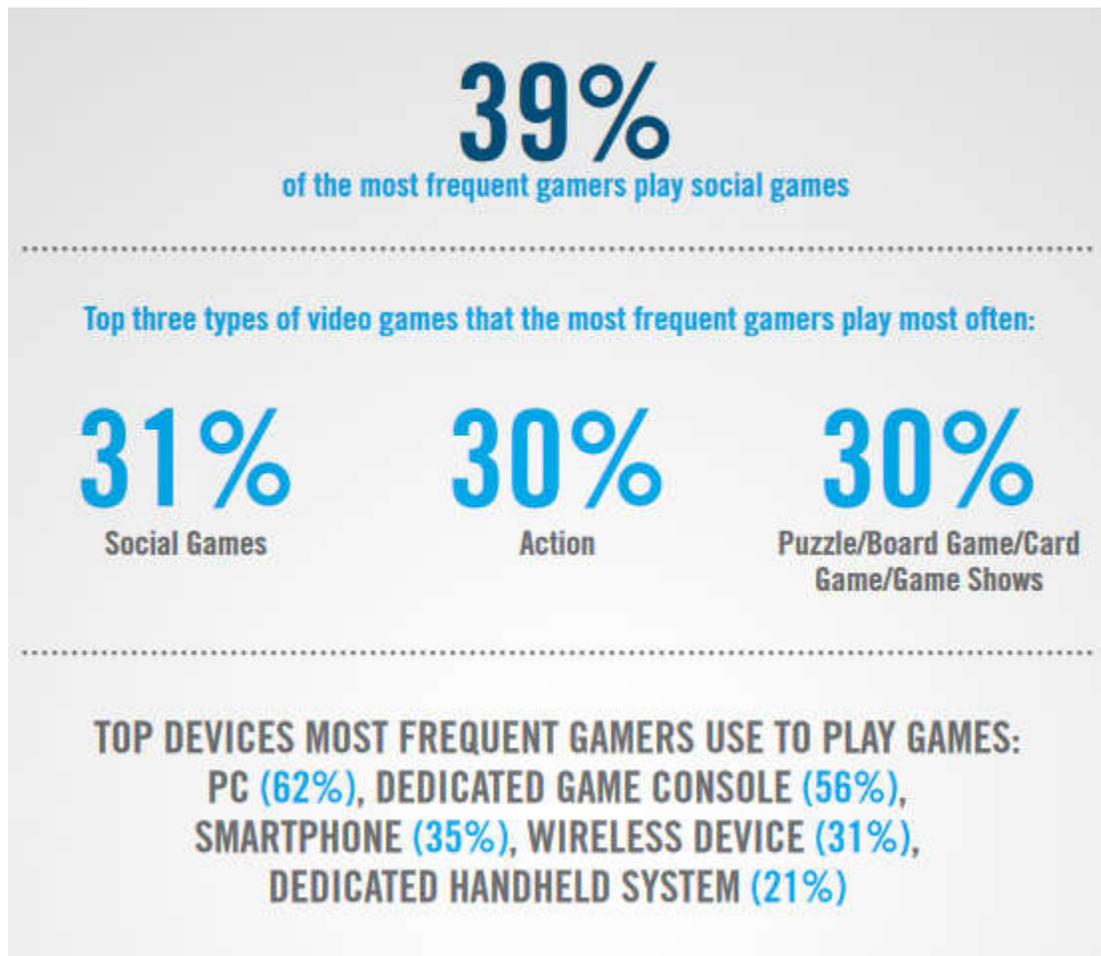
With this growth, gaming is ready to surpass all other entertainment industries as the major form of entertainment and pleasure for all consumers.

Despite a healthy market, consumer expectations have changed so dramatically that old revenue models have become outdated, forcing production companies to scramble to find value in new markets. In a world where consumers expect someone else to pay for their content, production companies are struggling to find avenues that allow them to monetize the digital age.

There is an estimated 2 billion gamers in the world. It is estimated that gamers spend 15.4 billion on content alone.



With 39% of those gamers playing social games, followed closely by other genres.



VISION

There are currently millions of in-game currencies that are restricted to individual games and eco-systems.

The gaming industry is riddled with problems, challenges, and limitations when it comes to payments and transfers of in-game currencies. Gamers spend hours upon hours playing games and earning in-game currency, just to have them “stuck” in the virtual world when they stop playing their games.

- The Tap project (“TTT”) wants to eliminate that very issue. The Tap Coin is a full utility token in which users are required to hold a set amount of Tap Coins to gain access to the platform and games. The Tap Project breaks down those challenges and decentralize all in-game currencies into one currency that can be traded, transferred and exchanged into all globally accepted currencies and crypto-currencies around the world.
- Tap Coin wants to be a widely accepted cryptocurrency, which allows all gamers to seamlessly transfer their in-game currency to Tap Coin. Gamers can then use this currency in other games, platforms or even in known cryptocurrency exchanges.
- Tap Coin (TTT) will be targeting mainstream games, but also indie games and developers.
- The Tap Project works to provide a payment system that looks to pay gamers for playing the games they love to play. No longer is “getting paid to play videogames” restricted to celebrities, hardcore gamers, or streamers, but we will open the flood gates for the everyday gamer also.

DEVELOPERS & PUBLISHERS

Thousands of games are developed and introduced to Google play, the Apple store, and Steam daily. However, very few have their games marketed and showcased on sites, in ads or in the stores. Integrating Tap Coin onto development platforms provides that immediate growth and marketing for indie developers and AAA titles alike. Giving gamers the ability to play an indie title, earn currency, and transfer that same currency to an AAA title incentivizes and decentralizes the market instantly.

Additionally, the Tap Project allows developers have smart-contracts that act as Achievements or Easter eggs. Thus when an achievement is earned the contract releases the Tap Coin to the participants wallet seamlessly. The opportunities are endless, as developers are given the ability to be creative all the while having the security of the block-chain. Furthermore, the Tap Project provides developers the following:

- **REVENUE & PROFITS:** The Tap Platform offers a 65/30/10* split in transaction fee revenue with 65% going to the developer per their published titles. Just by listing their game developers immediately get paid in Tap Coins. As more users convert in-game currencies to Tap Coin, developers get paid more!
- **NO COMMISSION FEE:** Is taken from developers games or platform for integrating Tap Coins
- **SMALL INTEGRATION FOOTPRINT:** Game engine plugins and Tap Project repository percentage monitoring allow developers to focus strictly on creating and developing amazing games. The Tap Platform monitors and keeps track of all transactions.
- **MARKETING & LISTING:** Tap Platform offers marketing for all games on the platform with no listing charge. Developers are free to also list their games on other platforms or stores.
- **SECURITY:** Built off the Ethereum blockchain and handled by smart contracts, developers do not have to worry about security as protocols ensure fraudulent transactions are captured and stopped.
- **INCREASED LIVE OPS:** Immediate increase in retention, DAU, ARPPDAU, and more as users are provided an additional incentive for playing your game and playing it longer and more frequently.

Developers will follow the below transaction revenue structure:

Transaction Amounts	(TTT) Per Transaction	Tap %	Dev %	TTT Reserves %
0-100,000	5 (TTT)/per transaction	55% - 3.25 (TTT)	35% - 1.75 (TTT)	10% - 0.50 (TTT)
Next 100,000 - 500,000	6 (TTT)/per transaction	45% - 2.70 (TTT)	45% - 2.70 (TTT)	10% - 0.60 (TTT)
Next 500,000 - 2,000,000	7 (TTT)/per transaction	35% - 2.40 (TTT)	65% - 4.55 (TTT)	10% - 0.70 (TTT)
Next 2,000,000 - 10,000,000	10 (TTT)/per transaction	15% - 1.50 (TTT)	75% - 7.50 (TTT)	10% - 1.00 (TTT)
Any Additional	10 (TTT)/per transaction	10% - 1.00 (TTT)	80% - 8.00 (TTT)	10% - 1.00 (TTT)

Business Case: A title has 200,000 in-game and TTT transactions in one month. A 6 TTT gas fee will occur per transaction and the developer will receive 45% of that gas fee, resulting in approximately 90,000 TTT in that one month. This tap will be used to add to the developer's reserve in the Tap Platform System in which it pulls TTT. Additionally, these rates are subject to change and negotiation. TTT from the reserve indicated above will be used for the POS, to allow low cost of operation.

Developer information can be seen at: <https://developers.tapproject.net/>

GAMERS

Imagine playing any game, earning its currency and having that currency hold its value and represent cash, in the form of Tap Coin or fiat currency. Imagine, having the ability to transfer that in-game currency to another game and continue to build your "wallet" whilst getting paid to play. The Tap project breaks down the antiquated barrier of development and gaming and brings light to a new age of exchange. Console, PC, Handheld and Mobile gaming revenue continue to increase year after year. No matter the platform, your Tap coin will follow you into any game and on any device. Indie developers don't have to worry about what platform they are working on and it they will reach their audience. AAA games across multiple platforms, but just one Tap coin currency. Simply, put the Tap Project allows the following;

- **REVENUE FOR GAMING:** The Tap Platform allows gamers to truly earn money whilst playing video games. Countless hours are finally recognized and gamers are paid to play.
- **INTERACTIVE DASHBOARD:** The Tap Platform allows users to see their Tap Coins in real time as they play supported and published games. Watch as your Tap Coins update in real time providing seamless integration.
- **MULTI-GAME MANAGEMENT:** Manage your favorite games and content all from one dashboard. One step login provides immediate access to the marketplace showing the latest and hottest games.

- **EXCHANGE IN GAME CURRENCY:** Exchange in game premium and earned currencies all through the Tap Platform. Integration with your wallet allows immediate connection to the blockchain.
- **IMPORT AND EXPORT:** your earned Tap Coins into any other game on the system, whether it be Mobile, PC, or Console. This allows users to jump into games faster and earlier.
- **SMART CONTRACTS:** Built off the Ethereum blockchain, transactions are monitored by smart contracts that remove the middleman and provide immutable exchanges.

ERC20-TOKEN STANDARD

A token or coin is designed to represent something of value, in our case a Tap Coin. These coins are -in the Ethereum ecosystem -issued on the blockchain. By adhering to the ERC20 standard it makes it easier for Tap Coin (“TTT”) to be natively supported by projects and other services that are written on the blockchain. Why would we make sure we use this standard? Interoperability. If we ensure Tap Coin uses the same standards as all other major tokens\coins, it will make it easily exchangeable and allows the Tap Coin the benefit of work with other Dapps instantly.

PROOF OF STAKE CONCEPT

What is Proof of Stake?: Proof of Stake (PoS) concept states that a person can mine or validate block transactions according to how many coins he or she holds.” – *investopedia*

The Tap Coin is a full utility token with advancements made by the Proof of Stake concept. Users are required to hold 5000 TTT* to gain access to the platform and its partnering games. Similar to other proof of stake, users will be awarded a daily bonus if they are holding over 250,000 TTT *, as well as a bonus in each game they play.

Users will "stake" or hold these TTT tokens in their Ethereum wallet address that they use to sign up to the platform. All bonuses will be linked and applied to the wallet address.

There are a few ways that the Tap Coin works. Firstly, to use the Tap Platform and gain access to games, contributors must hold over 5000 (TTT).

Being a Tap Community Partner and holding between 65,000 TTT and 249,000 TTT gives contributor's access to the Tap Coin proof of stake concept and drip bonus. Users in this category will be provided a .10% daily drip bonus* of TTT for one year, in addition to their earned Tap Coins for playing.

Holding over 250,000 TTT (regardless if you are a Tap Community Partner) provides contributors with a .25% daily drip bonus**. This bonus will run for an indefinite amount of time and be analyzed monthly. This is also in combination with their earned Tap Coins for playing games.

WHAT DOES THAT LOOK LIKE? : User 1- holds 65,000 TTT and is a Tap Community Partner. Upon integration of games onto the platform this user formula is as follows:
(Tap Coins Held) X (Drip rate) /100= Daily payout. Therefore, 65,000 X .10 /100=65 TTT daily or at its current ICO price of \$1.95 per day, or \$58 per month.

User 2- holds 250,000 TTT and uses the platform. Therefore 250,000 X .25/100=625 TTT daily or \$18.75 per day, or \$562 a month.

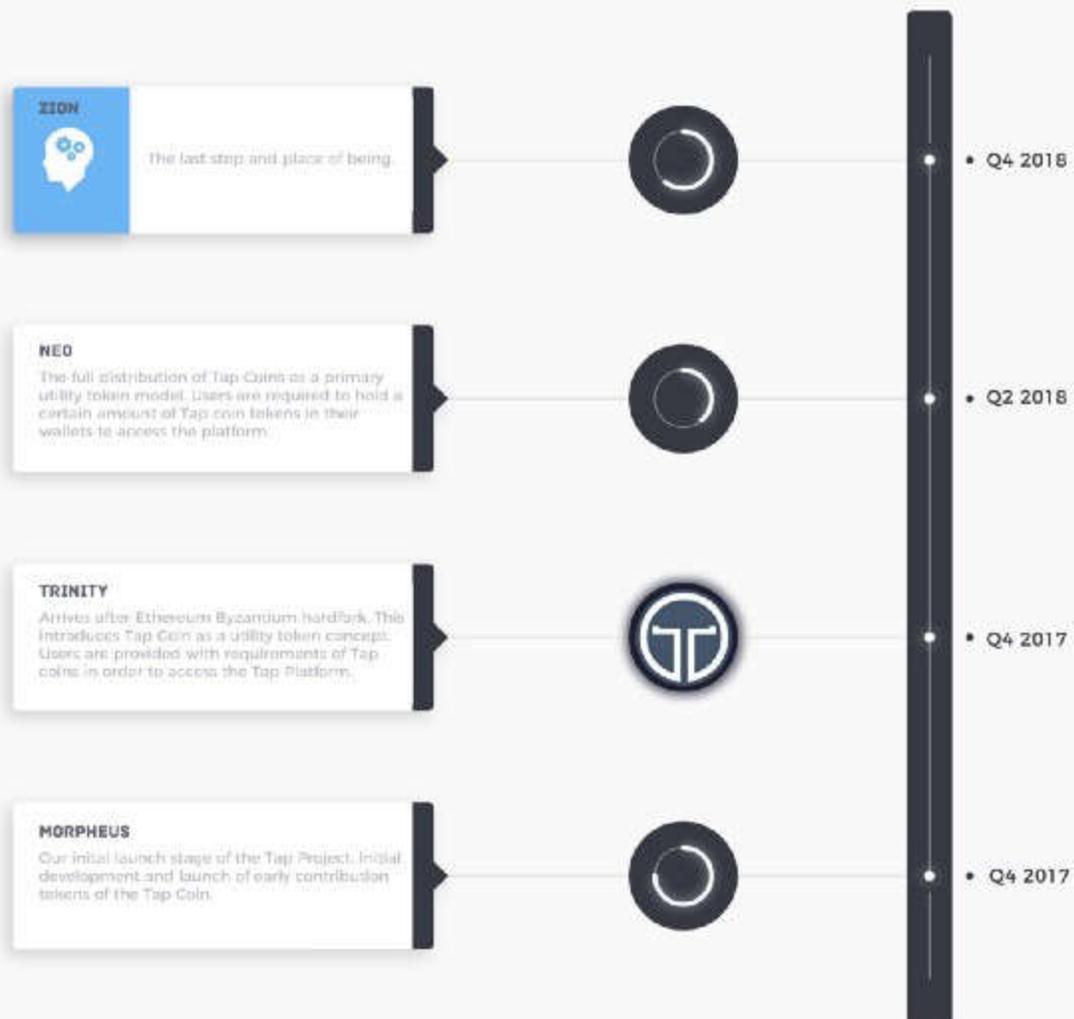
User 3- User 3 holds 2,000 TTT. They can not access the platform and do not receive the Tap Coin drip bonus.

*numbers may change based on usage, publisher downloads and ETH/TTT pricing.

*Rates are subject to change and will only be initialized upon release of games to the platform

ROADMAP – ROAD TO ZION

The "Road to Zion" is a set of 4 stages that will take us into December 2018. The four stages are: Morpheus, Trinity, Neo and Zion.



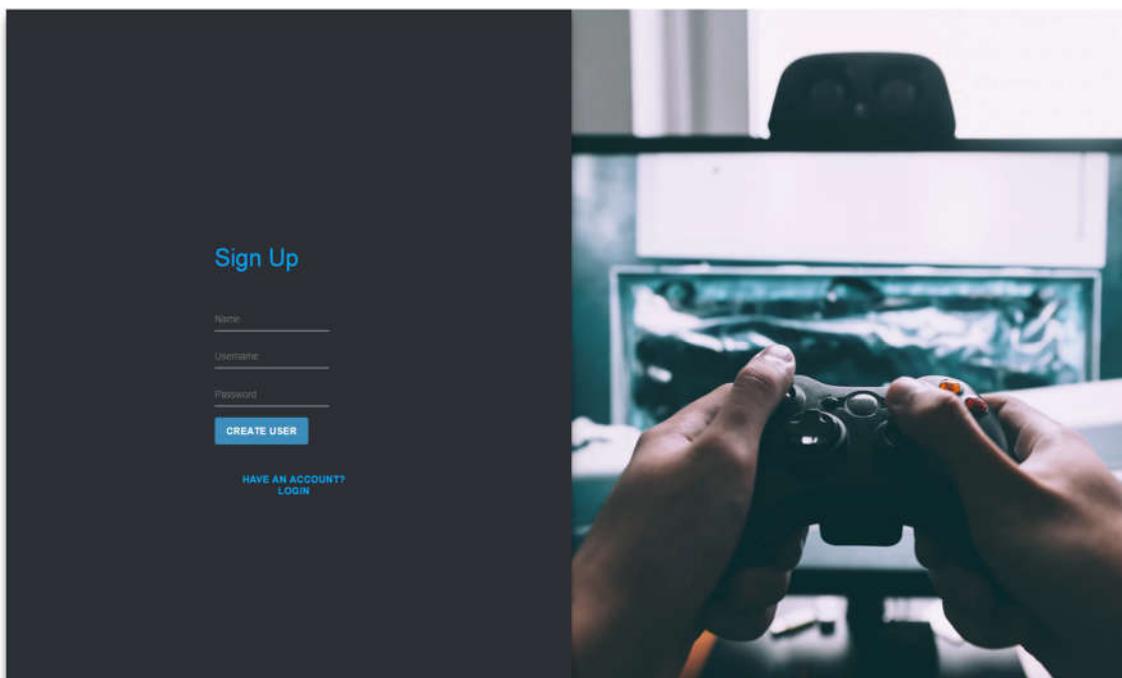
MORPHEUS: is our initial launch stage of the Tap Project. Initial development and launch of early contribution tokens of the Tap Coin.

TRINITY: being the next stage of The Tap Project comes after the Ethereum Byzantium hard-fork. This stage introduces Tap Coin proof of stake concept and utility token methodology. Users are introduced to the concept and requirement of Tap Coins to use the platform.

NEO: is the full distribution of Tap Coins as a primary utility token. Users are required to hold set amount of tokens to gain access to the Platform. Additionally, those that hold over a predefined amount of (TTT) will be rewarded a daily (TTT) drip bonus.

ZION: can be classified as the last stop and a place of being. A combination and advancement of all 3 prior stages and integration.

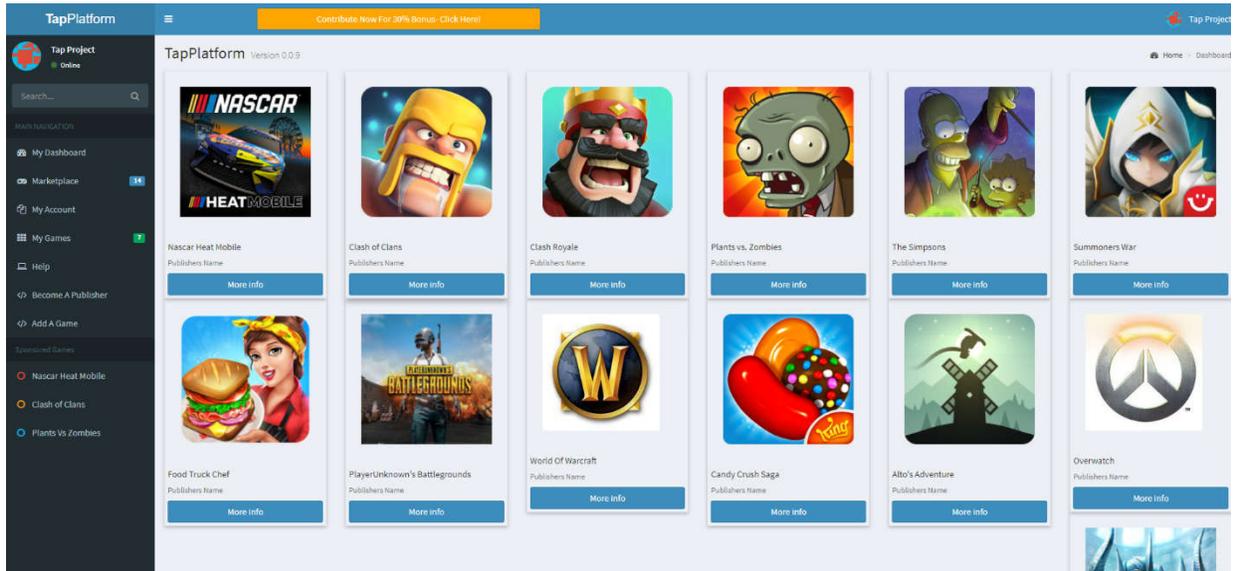
TAP CONCEPTUAL ALPHA



Our Tap Platform conceptual alpha is currently live. Users can create an account, view games on the Marketplace, add games to their favorites, and most importantly test out the functionality and the concept of the Tap Coin. Users are able to go into the selected games in the marketplace and input the amount of Premium or Earned Currency they have in those games.

Users will then see the output of how much Tap Coins you would earn for the in-game currency, these are referred to as your TPP (Tap Premium Payout) and TEP (Tap Earned Payouts).

It is important to note that these are not the exact TPP's and TEP's, but the formula is a close relation to the in-game's store and value of its premium/earned currencies.



PURPOSE OF CONCEPTUAL ALPHA

The purpose of the Conceptual Alpha is to show our Tap Coin Formula and provide the ability for contributors to understand where we fit in. Additionally, the platform will run developers through the Developer signup and its simple onboarding process. Games and developers will go through a review and approval process to filter out illegitimate applications and submissions.

TAP VALUE MATRIX

When dealing with premium currencies and earned currencies it is important to identify the "value" of time that developers have listed throughout their games. We have created a

default matrix that has allowed us to determine default Tap Premium Payouts (TPP) and Tap Earned Payouts (TEP). Furthermore, for games that can convert earned currencies to premium currencies, it is vital to find out how much time it takes to convert "X" amount of currency to a premium currency.

For example, At ETH/USD of \$300. 1 TAP = .0001 ETH or .03 cents per 1 TAP. Therefore games at the \$1.29 value are approximately 43 Tap Coins at current rate of .0001. Once the Tap Coin hits the market its rate will be adjusted according to its trade value. Games will be provided a default listing unless otherwise noted by the publisher.

TAP COIN (“TTT”)

Tap Coin is designed to be flexible and ensure control of the future evolution of the project. Tap Coin (TTT) is created during the crowdfunding stage, as outlined in this whitepaper. (TTT) will be limited to the pool of tokens created during this stage.

- Tap Coin (TTT) is a token on the Ethereum platform. Its design follows widely adopted standards.
- Gamers can buy, sell, and trade Tap Coins (TTT) on cryptocurrency exchanges and peer-to-peer just like any other exchange. Nevertheless, Tap Coins main focus is to be a utility token as users are required to hold Tap Coins to gain entry to the platform. Doing so they can earn (TTT) while gaming.
- An amount of 1.5 billion tokens will be created. 140 million will be offered in the Early Contribution stage and 610 million will be offered to the public during a 30 day crowdfunding sale. Thus providing a total of 750 million TTT provided during both contribution periods.

EARLY CONTRIBUTION PERIOD

Tap Coin Early Contributors period will be held prior to the ICO. This Early Contribution period will take place on October 5th 2017 to October 20th 2017. The EC period will allow early supports to receive a 30% bonus before the actual Tap Coin (TTT) token sale.

WHY EARLY CONTRIBUTION?

Over the time of developing the Tap Coin, thousands of hours have been dedicated to ensure that a product that is best for the community is produced. Tap Project has received amazing support from both investors, users, and game developers. The Tap Project can be sectioned into 3 parts, The Tap Platform, The Tap Coin, and The Tap Contribution Period.

The Tap Platform and the development of the product have been a success and the team is extremely excited about the progress that has been made and the way it can be integrated in with current gaming systems and utilities.

The Tap Coin crowdsale contract has been completed and has been tested and deployed. In order for the Tap Project team to position themselves and the Tap Coin into the best position for success they have added an Early Contributors period. All other terms in regards to the original whitepaper will remain the same and there will be no changes in vision, strategy or roadmap.

The Early Contribution period will allow The Tap Project to complete the following:

- **TAP PLATFORM ALPHA PRODUCT:** to provide the necessary funds to complete integration with developers/publisher.
- **TERMS WITH CRYPTOCURRENCY EXCHANGES:** when the Tap Coin (TTT) is issued with numerous exchanges. Payment for contract auditing services.
- **TERMS WITH MARKETING DIRECTORS/COMPANIES/DESIGNERS:** to ensure maximum exposure and success of Crowdsale Contribution Period.
- **HIRE ADDITIONAL STAFF:** for the game engine plugin's, and expanding the blockchain/smart contract development team.

The Tap Project team has learnt that negotiating the best terms for the Tap Coins requires funds and they want to ensure that the legacy backers, supporters, and the community get the best.

EARLY CONTRIBUTION TERMS INFORMATION

The Early contributor's campaign will take place online, and will be raised through Ethereum transactions. Participants supporting the development of the Tap project can do so by sending Ether to the designated address. The Tap Project looks to raise a maximum of 11 000 ETH (hard cap). The distribution of TAP Coins (TTT) will be distributed upon completion of the early contributor's campaign. The recommended and minimum threshold (soft cap) of 1 400 ETH will be set, and all funds will be used upon completion of early contribution.

The Tap Coins that are allocated during the early contributions stage will not be transferable or tradable until after the completion of final crowdsale contribution period. If the soft cap is not reached in both the Early Contribution and the Main ICO period all funds will be refunded and returned to participants.

Backers supporting TAP will be provided 10 000 TTT per 1 ETH in addition to a 30% bonus as incentive to support the Tap Project. With a 30% bonus, 1 ETH will be 13 000 TTT. This again, is incentive for early contributors. Tap Coins will be transferred to those wallets immediately upon contribution. Recommended contribution for all participating is at least 5 ETH. Milestones are outlined below:

*these terms were only set for the Early Contribution Period

Milestone	Level of Funding
Platinum (HC)	11,000 ETH
Silver (SC)	1,400 ETH

TAP COMMUNITY PARTNER PROGRAM

The Tap Project has introduced the Tap Community Partners Program. This status will be held for those who contribute over 5ETH only during the early contribution stage. The project has implemented this in order to show its gratitude to the community and those that contribute during early stages. There has also been an additional bonus for those that contributed over 5 ETH.

The breakdown is as follows:

- 5-25 ETH Contribution receives an ADDITIONAL 2% Bonus (32% total)
- 25-50 ETH Contribution receives an ADDITIONAL 5% Bonus (35% total)
- 50-100 ETH contribution receives an ADDITIONAL 10% Bonus (40% total)
- 100+ ETH contribution receives an ADDITIONAL 20% Bonus (50% total)

Those that are designated as Tap Community Partners will be grandfathered in during the introduction of Proof of Stake. They will only be required to hold the minimum set of TTT to gain entry onto the platform.

EARLY CONTRIBUTION DISTRIBUTION OF FUNDS

TAP PROJECT TEAM (10%): consists of pay for early employee wages and costs during the early development build stages. We assume that this will also finance an addition of 3 developers/programmers (game and tech developers, programmer), marketing coordinator.

TAP COIN AUDITING/EXCHANGE COSTS (10%): covers expenditures associated with negotiating Tap Coin onto exchanges and ICO platforms. Ensures costs are also covered for auditing and exchange requirements. (For example, single exchanges can cost approximately 16K to be listed)

MARKETING & DEVELOPMENT (35%): covers the Tap project alpha integration, hosting and infrastructure for the Tap Project Platform. This also includes marketing costs for ICO,

promotional companies and Marketing Management companies. (For example deals with Coin telegraph cost approximately 35K)

BUSINESS DEVELOPMENT (40%): includes solidifying partnerships with game publishers/developers and onboarding companies. This includes both mergers and acquisitions of like-minded companies or technology. All companies will be rigorously vetted and audited to ensure smooth transitions.

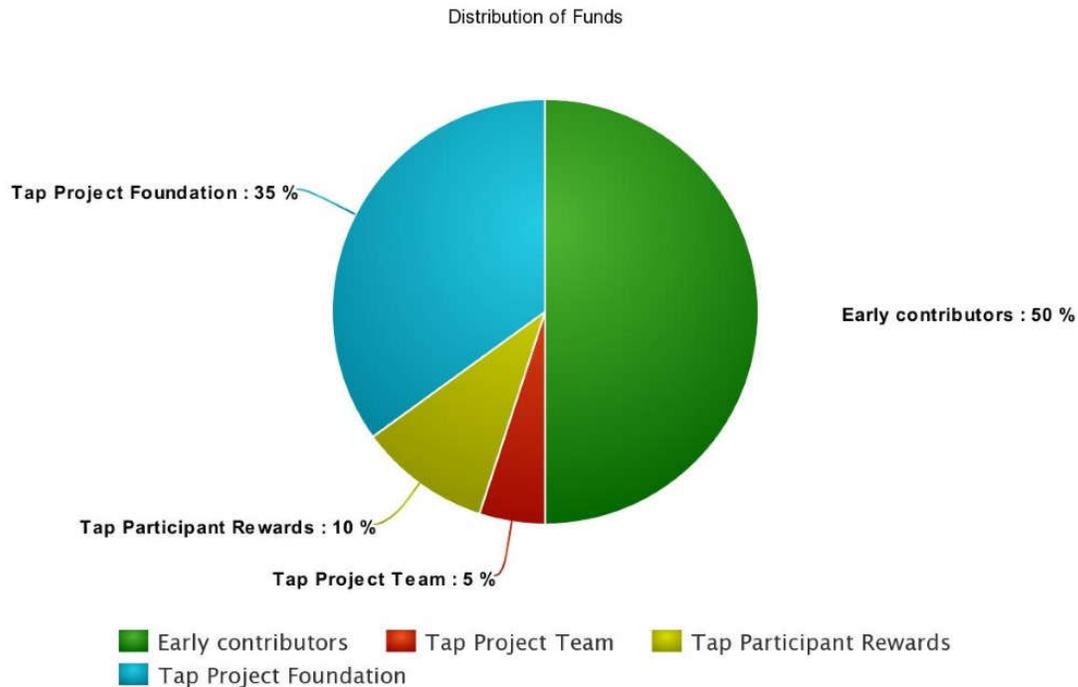
CONTINGENCY (5%): Used for contingency.

Note: The ETH raised in the early contribution period will be set and redistributed in a multi-signature wallet. The keys set out will be held by both Co-Founders. Funds will be liquidated upon necessity and requirement for the success of the Tap Project.

EARLY CONTRIBUTION DISTRIBUTION OF TAPCOINS

Tap Coin is designed to be flexible and ensure control of the future evolution of the project. Tap Coin (“TTT”) is created during the crowdfunding stage, as outlined in this whitepaper. (“TTT”) will be limited to the pool of tokens created during this stage.

- Tap Coin (“TTT”) is a token on the Ethereum platform. Its design follows widely adopted standards.
- Gamers can buy, sell, and trade Tap Coins (“TTT”) on cryptocurrency exchanges and peer-to-peer just like any other exchange.
- An amount of 750 million tokens will be created initially to start. 140 million will be offered to the public during a 15 day Contribution Period.



In total, 750 million TTT tokens will be minted at the start of this pre-sale. However, only the below will be allocated during the pre-sale. The rest of the tokens will be held and secured until ICO where they will be distributed as directly listed in the Tap Project Whitepaper.

A total of 284 000 000 TTT (out of 1.5 billion) will be distributed during the early contributors stage and will be distributed as below; (%'s are rounded up).

EARLY CONTRIBUTORS: 140,000,000 TTT (50%): For purchase and offered for early contributors, this includes the 30% bonus that is offered to participants.

TAP PROJECT TEAM: Total of 150,000,000 TTT minted of which 14,000,000 TTT (5%) used for presale terms. These pre minted coins will be distributed to those that are currently on contract to be paid in Tap Coins. Coins will be subject to a period of illiquidity. These coins will also be used to incentivize contracted employees during the time of the Alpha expansion. The rest of the funds (as listed in the whitepaper) will be delegated upon ICO completion.

TAP PARTICIPANT REWARDS: 30,000,000 (10%): These pre minted coins minted will be used to compensate rewards participants for bringing in significant value after the crowdfunding sale. This is the total amount reserved for the project rewards. The left over will be carried forward to the future ICO and used throughout as incentives.

PLATFORM RESERVE SYSTEM: 450,000,000 TTT pre minted, of which 100,000,000 TTT (35%) used for presale terms. These coins will be used to support the Tap Coin Proof of stake concept. The reserve system will act as a self-sufficient organism that will provide the drip bonuses as well as be a reserve for game payouts. These will be distributed by the contract and not manually. Additionally, these TTT will create developer partnerships for gaming within the Tap project. The Reserve system will also be used to reward innovative indie game developers to help foster the implementation of TAP coins into their games.

TAP LEGACY: 120,000,000 TTT pre minted but not used in early contribution stage. Tap coins allocated will compensate an investor stakeholders, and founders who contributed to the progress of the TAP project over the past years. These coins will only be distributed upon completion of the ICO.

Note: The early contributors coin creation is capped at 10,760 ETH . The amount of coins mentioned above assumes a sold out coin sale sold at 10,000 TTT per 1 ETH(+30% bonus). In the other case the total amount of coins created will be less and the above breakdown will be allocated pro rata. TTT will be transferred to contributors wallets immediately upon contribution, however, TTT will not tradable or exchangeable until after the ICO.

CROWDFUNDING & ICO INFORMATION

The crowdfund campaign will take place online, and will be raised through Ethereum transactions. Participants supporting the development of the Tap Project can do so by sending Ether to the designated address. The Tap Project looks to raise a maximum of 11,000 ETH between both the Early Contribution and Main contribution period. Early Contribution coins will be distributed immediately. The distribution of main (TTT) coins will be distributed upon completion of the crowdfunding campaign. The minimum threshold of 1,400 ETH (or 419K USD) will be established during the Early Contribution period, if the contributions are raised less then such, this will be rolled forward into the main crowdfunding period.

Backers supporting (TTT) will be provided 10,000 (TTT) per 1 ETH (See Early Contribution Period for Early Contribution Bonus %). Milestones are outlined below

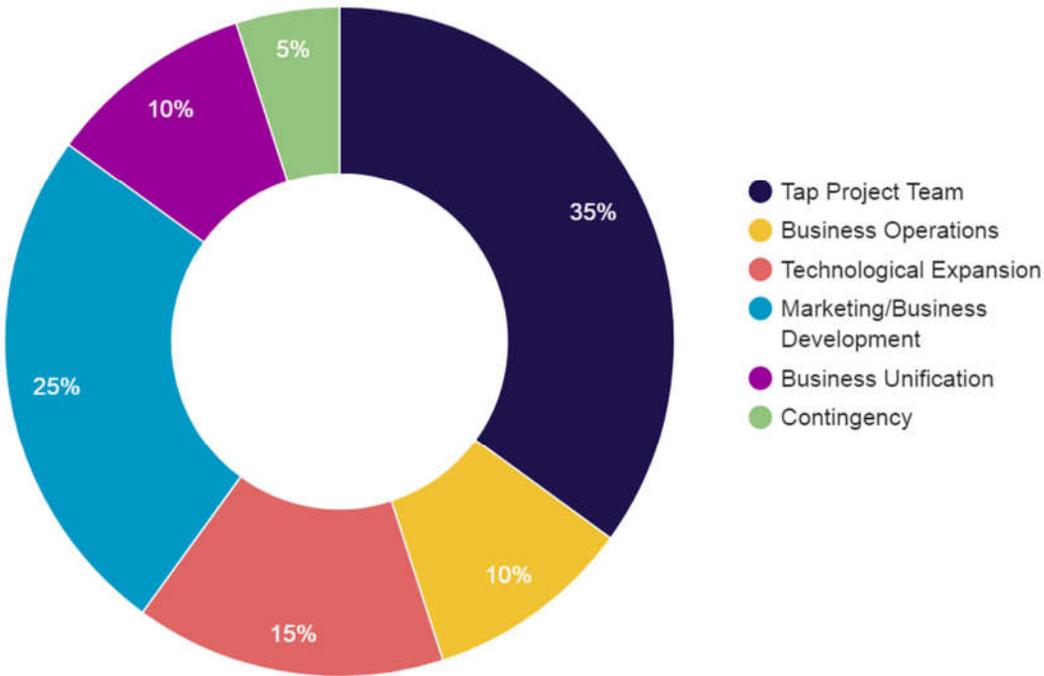
Milestone	Level of Funding
Platinum (HC)	11,000 ETH
Silver (SC)	1,400 ETH

The original contribution period was set from November 5th to December 5th. However, feedback from the community requested that a new contribution period from November 5th to January 12th 2018. On November 25th 2017 at 1200 PST, ALL contributions will receive a 50% bonus for the rest of the contribution period. Those who had contributed during the early contribution and prior to the new bonus will be retroactively and manually provided the bonus upon the completion of the main contribution period.

See Tap Project Improvement Plan for details (TPIP)

DISTRIBUTION OF ETH FUNDS

All funds received will be distributed as such:



TAP PROJECT TEAM: consists of employee salary and costs. We assume that this will finance a team of 7 highly talented individuals. Among them being developers, programmers, marketing team for a period of 5 years initially.

BUSINESS OPERATIONS: this includes the cost of an office and other indirect costs such as legal fees, payment diversifications, and future development.

TECHNOLOGICAL EXPANSIONS: covers expenditures associated with expanding Tap Coin but also expanding on decentralized game as a whole. This also includes expenditures on external technology that Tap coins depends on.

MARKETING & BUSINESS DEVELOPMENT: includes Tap Coin marketing strategies to get game developers and companies onboard. This also will support 3rd party integrations for developers expanding the Tap coin community.

BUSINESS UNIFICATION: covers the Tap project expansion plan. This includes both mergers and acquisitions of likeminded companies or technology. All companies will be rigorously vetted and audited to ensure smooth transitions.

CONTINGENCY: is calculated as 5% of the total budget.

DISTRIBUTION OF TAP FUNDS

CROWDFUNDING PARTICIPANTS SALE: Total of 750,000,000 TTT (50%), of which 610M offered during main contribution period. Please see early contribution details for further information regarding early contribution coins. These Coins are offered for sale to public participants. Any remaining Tap Coins will be transferred

TAP PROJECT TEAM: 150,000,000 TTT (10%), these coins will be minted during the Early Contribution period and distributed to the team. Coins will be subject to a period of illiquidity. These coins will also be used to incentivize future employee expansion and future development over 5 years.

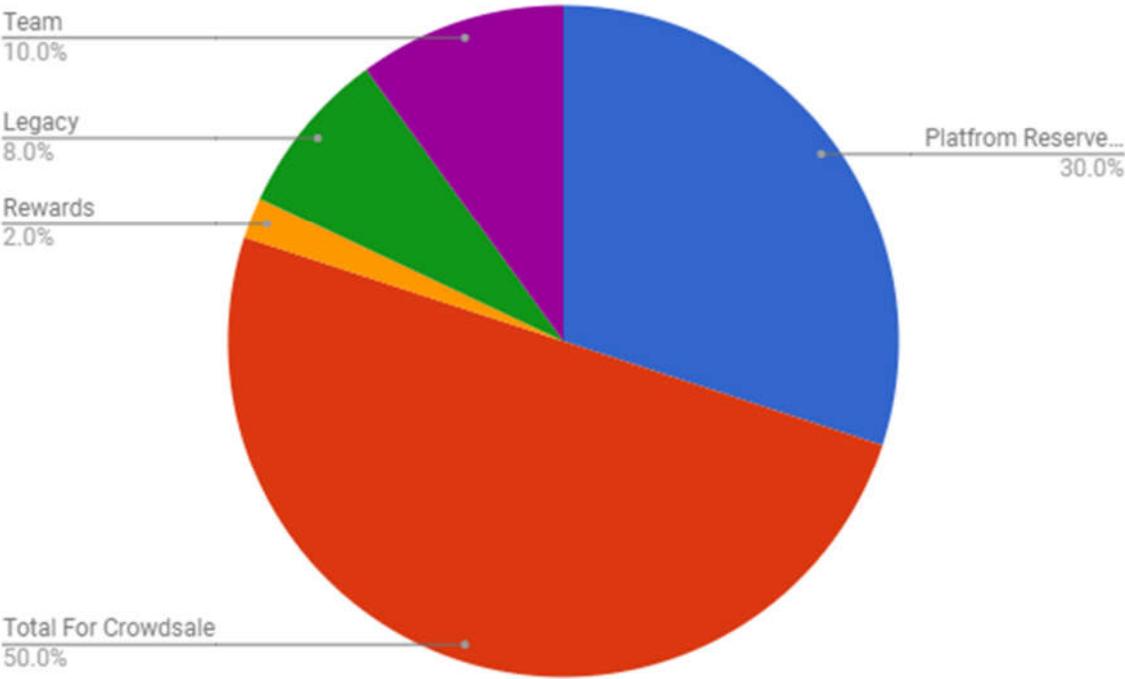
TAP LEGACY: 120,000,000 TTT (8%), Tap Coins allocated will compensate an investor stakeholders, advisors, Venture Capitalists, and founders who contributed to the progress of the TAP project over the past years. These coins will be made immediately available and will be allocated proportional to each person's contribution.

TAP PARTICIPANT REWARDS: 30,000,000 (2%), these coins will be used to compensate crowdfunding participants for bringing in significant value after the crowdfunding sale.

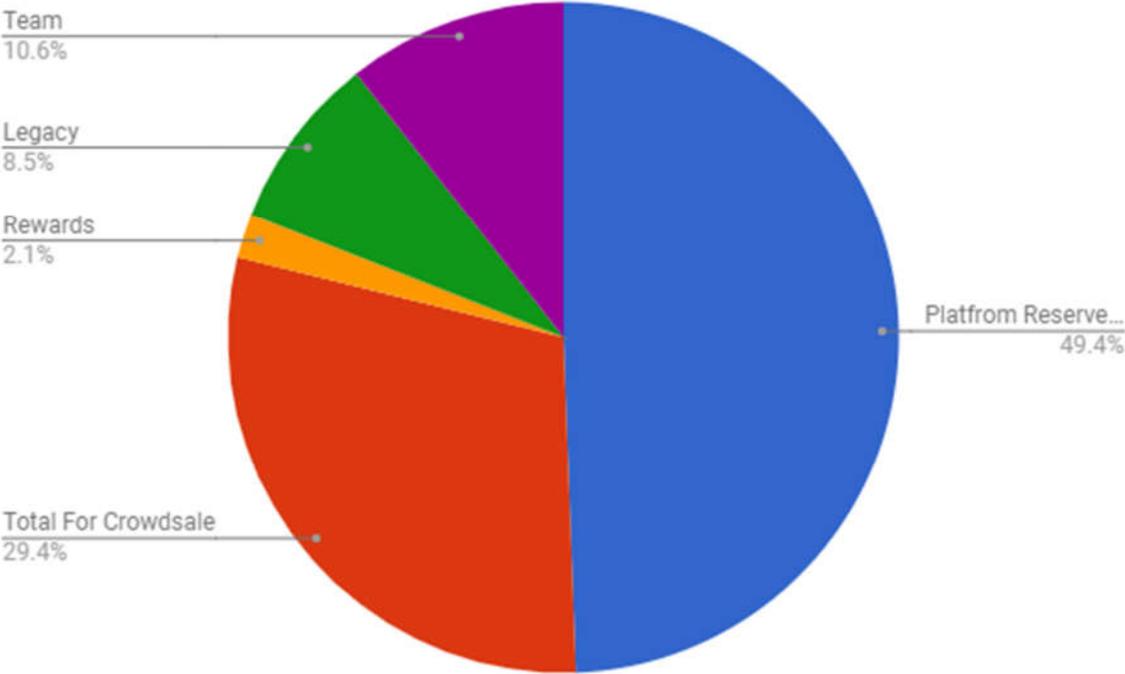
PLATFORM RESERVE SYSTEM: 450,000,000 TTT (30%) + (TTT not sold during crowdsale), these coins will be used to support the Tap Coin Proof of stake concept. The reserve system will act as a self-sufficient organism that will provide the drip bonuses as well as be a reserve for game payouts. These will be distributed by the contract and not manually. Additionally, these TTT will create developer partnerships for gaming within the Tap project. The Reserve system will also be used to reward innovative indie game developers to help foster the implementation of TAP coins into their games.

The coin creation is capped at a total of 33,333 ETH (including 10,769 ETH from Early Contribution). The amount of coins mentioned above assumes a sold out coin sale sold at 10,000 TTT per 1 ETH + 50% Bonus. In the other case the total amount of coins created will be less and the above breakdown will be allocated pro rata. A 5 year re-assessment will be conducted to determine the % of TTT that are circulated and a public notice will be issued to advise the Team outcome.

Coins that are not sold during the main contribution period will be held in a separate wallet for at least 6 months. At that time they will be transferred to the Tap Project foundation to further help promote and create developer partnerships and help foster the implementation of Tap Coins in their games.



Below is the distribution of Tokens if the Hardcap of 33,333 ETH is met. Therefore, 250M TTT would be transferred to the Platform Reserve System to act as sustainability for the platform, and Proof of stake.



DEVELOPMENT TEAM

We're a sincere team with straightforward visions. We believe that there is an amazing amount to be learnt by working innovative and forward thing technologies. With this in mind, we began connecting our team together back in 2009 with the emergence of Bitcoin. From there we first started development of what can be labelled TruC 1.0 for the web platform. We've had an amazing journey coming to where we are today, and now feel confident that we can provide Tap coins on a distributed platform (blockchain).

HANIFF KNIGHT: From his early years Haniff began exploring pixel game development. He was a champion gamer and organized numerous large scale gaming tournaments. After attending university, Haniff founded his own gaming production company. Over the last few years, his production company has streamed numerous gaming events as well as developed a multiplatform streaming/incentive application. Haniff continues to oversee a company that continues to bring new cutting edge streaming and reviews. Haniff has been a supporter of using blockchain technology to solve many problems in the gaming industry since bitcoins early days. He has hosted discussion panels and talks regarding the gaming industry and future changes. He is a big believer in providing indie developers more profits and gamers more options and experiences by using the ethereum ecosystem.

HUGH KNIGHT: Hugh is the lead platform developer. Hugh also founded multiple companies, one of which he sold. He brings 15+ years of computational experience. Hugh has numerous security certifications as well as a complete understanding of network infrastructure and development. He is a tournament gamer and has participated in multiple tournaments, some of which he has place first. Hugh has managed and developed multiple applications through his development company, some of which include: multiplatform streaming application, cloud based visitor registration system and web based blogging application. Hugh is also a big supporter of using the blockchain technology to advanced todays current ecosystem. Having closely followed Bitcoin and the Ethereum protocol he believes that combining it with gaming provides the perfect experience for both developers and gamers alike.

RORY PIANT: With a background in journalism and finance, Rory has helped several successful ICOs and crowd-sales meet their funding goals. Specializing in marketing and community management he brings both insight, and experience to cryptocurrency projects. "My real focus in ensuring the creation of a community that is both educated and energized by the possibilities of Tap Coin. He currently resides in Texas where he lives with his wife, two daughters, and a very destructive dog.

NOEL DULAY: Extensive knowledge providing business development through marketing and social channels. Noels expertise consists of marketing though all major networks & face to face based networking. Experience in sales has allowed him to host multi-million

dollar contracts & negotiations. Noel has a vast background in B2B, and business to consumer sales.

CONCLUSION

The main motivation for the Tap Project has always been to allow gamers and developers to share a common gaming currency. We are not just creating a currency on the blockchain, but a community. We've researched and analyzed the market in-depth, but don't have all the answers of what the Tap project or Tap coin will become, but we invite you to join us in creating something innovative. Support us by donating in the crowdfunding sale.

TERMS AND CONDITIONS

This document is for informational purposes only and does not constitute an offer or solicitation to sell shares or securities in the Tap Project or any related or associated company. Tap coin tokens do not grant control. This document may change throughout and before the Crowdsale and it is up to the reader to ensure they are reading the correct terms on the website. Controlling Tap coin tokens does not grant its controller ownership or equity in any affiliated companies or platforms or any other associated business. While community feedback may be taken, Tap coin tokens do not grant any right to participate in the direction or decision making of any business related to the platform or business. Tap coin tokens can be used within the compatible systems and in decentralized tournaments and gamer to gamer matches. No guarantee of revenue or profit resulting from marketing, trading or earning Tap Coins. There is no expectation of profit from Tap Coins and its primary use is for integration into games. All examples of revenue and profits used in this document are for demonstrative purposes or represent industry averages only and do not constitute guarantees of results of marketing. Rates are subject to change at any time, and are projected monthly. Risks associated with Ethereum and Tap coin tokens may be issued on the Ethereum blockchain. As such, any malfunction or unexpected functioning of the Ethereum protocol may cause Tap coin token trading network to operate in an unexpected way. Risks associated with any console or gaming platform will

not be passed onto Tap coin, Its team or acting business. As such, any malfunction or unexpected functioning of the Tap Project may cause the token trading network to operate in an unexpected way. Regulatory Uncertainty, Blockchain related tech has been the subject of oversight and scrutiny by different regulatory bodies around the world. The Tap Coin network could be impacted by one or more regulatory inquiries or actions, including but not limited to restrictions on the use or possession of digital tokens like Tap coins, which could impede the Tap coin tokens in the future. Tap coin tokens are not an investment. Tap coin tokens do not represent any formal or legally binding investment. Due to unforeseen circumstances, goals outlined in this white paper are subject to change. While it is our intention to achieve all markers outlined in this white paper, all individuals and parties purchasing Tap coin tokens do so at their own risk. Quantum computers, Technical advances such as the development of quantum computers could present risks to cryptocurrencies including Tap coin tokens. Lack of adoption While Tap coin tokens should not be viewed as an investment, they may have value over time. That value may be limited if the Platform lacks use and adoption. Risk of loss Funds held from the crowdsale are uninsured. In the event of loss or loss of value, there is no public or private insurer to offer recourse to the purchaser. This fund is owned by multiple business entities not listed in this whitepaper, the Tap Coin Foundation is a separate entity and solely independent ownership structure. Risk of failure, It is possible that, due to any number of reasons, including without limitation the failure of business relationships or marketing strategies, that the Tap coin network and all subsequent marketing from the money raised in this crowdsale may fail to achieve success. Risk of new technology Crypto tokens like Tap coin are a fairly new and relatively untested technology. In addition to the risks mentioned in this document, there are further risks that the Tap Project team may not anticipate. These risks may materialize as variations of the risks set forth here.

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