OUTABOX
STUDIOS
THERE IS NO BOX

INTEGRATION
BEYOND
INNOVATION

CORE-CHIP

WHITEPAPER: VERSION 3.5

First of all, thank you for showing interest in Core-Chip, Outabox Studios appreciates it dearly.

Second of all, upon the collaboration of this whitepaper Outabox Studios never intended to write anything bad about any other nonrelated outaverse cryptocurrency. As we are and always will be crypto enthusiasts, we grant no ill wishes or bad fortune towards any other developer or their cryptocurrency.

Thank you for your time and support.

OUTABOX
STUDIOS
THERE IS NO BOX

INDEX

Terminology

Fiat : Fiat money is a government-issued currency that is not backed by a physical commodity, such as gold or silver, but rather by the government that issued it. The value of fiat money is derived from the relationship between supply and demand and the stability of the issuing government, rather than the worth of a commodity backing it as is the case for commodity money. Most modern paper currencies are fiat currencies, including the U.S. dollar, the euro, and other major global currencies. Take this into account, every time a government produces more paper currency, inflation occurs. Here's an economic definition of inflation: a general increase in prices and fall in the purchasing value of money. Which means, the dollar you have today won't carry the same trade value in a year from now.

Crypto : Cryptocurrency (or crypto currency) is a digital asset designed to work as a medium of exchange wherein individual coin ownership records are stored in a digital ledger or computerized database using strong cryptography to secure transaction record entries, to control the creation of additional digital coin records, and to verify the transfer of coin ownership. It typically does not exist in physical form (like paper money) and is typically not issued by a central authority. Some cryptocurrencies use decentralized control as opposed to centralized digital currency and central banking systems. When a cryptocurrency is minted or created prior to issuance or held on a centralized exchange, it is generally considered centralized. When implemented with decentralized control, each cryptocurrency works through distributed ledger technology, typically a block chain that serves as a public financial transaction database. Luckily most cryptocurrencies have a finite supply therefor inflation within cryptocurrencies usually fall, for example just look at Bitcoin, the fewer supply there is to mine the lower the inflation rate falls.

Outaverse: The fictional universe in which content such as novels, graphic novels and games created by Outabox Studios operate in.

NPC: A character or a number of characters which is not controlled by the player in a game.

DEV: A developer of software / games / apps, etc.) or a development in progress related to the aforementioned listed categories.

Blockchain: A digital database containing information (such as records of financial transactions) that can be simultaneously used and shared within a large decentralized, publicly accessible network, *also*: the technology used to create such a database. The technology at the heart of bitcoin and other virtual currencies, *blockchain* is an open, distributed ledger that can record transactions between two parties efficiently and in a verifiable and permanent way.

Vein Breaking: A construct of which a set amount of asset/s is pending for the distribution in breakable portions for a later stage/semester in time.

ILENIUM: Outabox Studios' definition of a 1000 years of financial freedom.
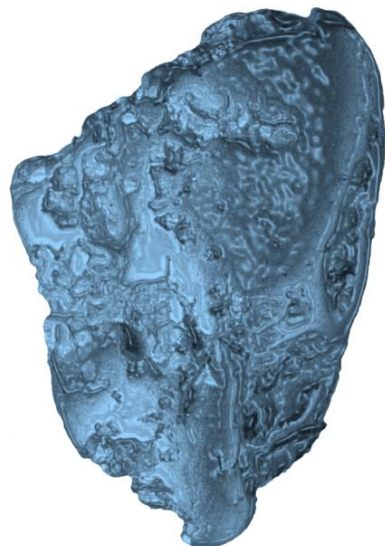
Core-Chip is a peer-to-peer cryptocurrency. The cryptocurrency is neither a coin nor a token and therefore should be defined as a chip instead. Core-Chip celebrates integration, thus in itself represents the integration of cryptocurrency within any asset. Core-Chip was created by Outabox Studios as an in-game rewards and payments system and will be used in all of Outabox Studios' upcoming games, related projects and nonrelated projects.

The cryptocurrency holds a finite supply of 7 777 777 000 chips and has 8 decimals. Its symbol should be recognized as CRC.

Integration is an act or instance of combining into an integral whole (or in other words) the action or process of combining two or more things in a seamless effective way.

In Outabox Studios' case, Core-Chip was developed with the idea of being integrated into every and all of Outabox Studios' upcoming games and will embody a physical form throughout the Outaverse.

The name Core-Chip spawned as early as late 2018 while contemplating on an in-game name for a credit system linked to the green-market of *Outabox Studios'* upcoming cyberpunk-based game which is currently titled: *Project Illeneum*. The in-game asset is a blend between a fictional Mars-mined mineral known as *Coranium* and Earth's *Gold*.

Believe it or not, as seen in the top left design, the actual original logo for Core-Chip. On the 27th of May 2020, Outabox Studios developed this design in conjunction with the placeholder token for Core-Chip. From the 28th of May till the 31st of July the above logo on the left was on all of Outabox Studios' advertisements for Core-Chip. And so, the 27th of May 2020 marks the geneses date for Core-Chip as a cryptocurrency outside the outaverse.

On the 1st of August 2020, Core-Chip went through a makeover, as seen on the top right side. Now Core-Chip rocks a much bolder look. The face-lift gave Outabox Studios an idea though, the idea of evolving aesthetics. Each year, a month before the initial birth date of Core-Chip a competition will be held where the community will have the chance to design Core-Chip's next replacement logo, the winning logo will replace Core-Chip's current design on its birthday the 27th of May and a digital gallery will be opened in honour of those whom took part in Core-Chip's evolution.

Coranium

Coranium is a Mars-mined mineral and is supposed to be the most valuable mineral ever found throughout the fictional human history of the outaverse. The mineral is very difficult to come by, and by difficult, we mean that it's not enough to just load millions worth of equipment onto a rocket worth billions and travel 93, 888 million kilometers / 58339298.496779 miles to Mars and just scoop yourself a truckload of *Coranium*. Oh no, that's still way too easy. Therefore one must first find some of the oldest craters left behind by asteroid impact before digging at least *25 feet* below the surface of the red planet before uncovering a rare vein of *Coranium*. Taking the depth and certain geographical locations into account, the rare mineral somehow managed to turn out blue. Once acquired the mineral is then conveyed back to earth where it is processed into ores and then sold to the highest bidders. One of these bidders happens to be a private corporation called *EXKO*. In the outaverse *EXKO* was the first to integrate Coranium with Gold in order to create an alternative monetary system for the elite, this monetary system is simply know as the CRC system:

CORE-CHIP

The Concept of Vein Breaking

Outabox Studios wanted to introduce a new, fresh idea to cryptocurrency enthusiasts and traders alike and yet at the same time keep the concept relevant to the outaverse. Vein Breaking seemed like the right direction to follow, especially considering the fact that Outabox Studios plan on expanding the Vein Breaking concept through their upcoming ILENIUM blockchain. Vein Breaking within Core-Chip however will work a bit simpler since the cryptocurrency was initiated on the NEM blockchain which then later on migrated to the WAVES blockchain in October 2020 due to exchange compatibility issues. In order to force this process into motion a set amount of Core-Chip has been stored in a funnel account. Every year on the first of August a Vein will break and four veins will fork from the mentioned core vein. Every third month throughout a year's term, each of the said forked veins will be released to the public throughout various methods and sources. These methods and sources will include the following: an airdrop into already existing wallet addresses which holds any amount of Core-Chip. A certain percentage will also be funneled through faucets and spread throughout every exchange Outabox Studios have partnered with. Not only will this method ensure that everyone, especially new crypto enthusiasts get a fair chance at collecting their very own Core-Chip, but it will also ensure a thriving future for the cryptocurrency.

TOTAL CORE-CHIP SUPPLY	7 777 777 000.000000 CRC
CORE-CHIP IN CIRCULATION	?

CORE VEIN SUPPLY	3 690 000 000.000000 CRC
1st VEIN BREAK 2021-08-01	1 845 000 000.000000 CRC
2nd VEIN BREAK 2022-08-01	922 500 000.000000 CRC
3rd VEIN BREAK 2023-08-01	461 250 000.000000 CRC
4th VEIN BREAK 2024-08-01	230 625 000.000000 CRC
5th VEIN BREAK 2025-08-01	115 312 500.000000 CRC
6th VEIN BREAK 2026-08-01	57 656 250.000000 CRC
7th VEIN BREAK 2027-08-01	28 828 125.000000 CRC
8th VEIN BREAK 2028-08-01	14 414 062.500000 CRC
9th VEIN BREAK 2029-08-01	7 207 031.250000 CRC
10th VEIN BREAK 2030-08-01	3 603 515.625000 CRC

1 845 000 000.000000 CRC

• 2021 Vein Break

461 250 000.000000 CRC

• First Forked Vein Release Date - 1st Aug 2020

461 250 000.000000 CRC

• Second Forked Vein Release Date - 1st Nov 2020

461 250 000.000000 CRC

• Third Forked Vein Release Date - 1st Feb 2021

461 250 000.000000 CRC

• Fourth Forked Vein Release Date - 1st May 2021

Core-Chip in Dead Zone & Project Illeneum

Dead Zone: The Blair Hill Incident will introduce the world to **Core-Chip's** physical form inside the outaverse. Players will be able to collect their very own **Core-Chips** throughout the adventure survival horror game in numerous side quests and unlockable missions. One of the said unlockable missions will even allow players to gather some coranium and gold as well as the needed supplies to mint their very own **Core-Chips**. This mission won't allow players the withdrawal of this said supply of **Core-Chip** connected to the mission unless the necessary steps of the minting process has taken place. As Outabox Studios indicated, **Core-Chip** will be scattered throughout the game, but will only become available in certain missions and side quests. Some of these missions will take place in the swamps, underwater, on the mountains and even between ghosts and hordes of undead. The **Core-Chip** available in some of the side quests will take the player to some bizarre and out - right creepy levels as these quests will most likely be connected to the weirdos on the island. Visit outaboxstudios.com for more hints as in to which direction the team is heading with the game.

Project Illeneum will have two distinct markets known as the "green-market" and the "dark-market". The green-market is quite different from the dark-market. In the dark-market the player will only be able to make purchases in TRIBIT, whereas in the green-market, **Core-Chip** is the only currency to trade in, from player to protagonist to vendor, vending machines, taxis, malls and everything that's legal within the world of Illeneum's green-market. **Core-Chip** will also be used as a payment system for missions/jobs completed by the protagonist. **Core-Chip** will embody a physical form inside the world of Illeneum, as it does in the outaverse, and by physical, *Outabox Studios* actually mean that the protagonist will be able to physically hold the chip in his/her/their hand. Thus, the idea for the colour design of the chip in dark blue and gold is definite. The chip will be bankable if the player should choose to store his/her/their **Core-Chip** inside the in-game bank. The process will be like going to an actual bank and applying for an account. And yes, the character's status will have an effect on whether the protagonist is approved for a bank account or not. Nonetheless, this method will come in handy when certain jobs have been fulfilled, especially high paying jobs, otherwise the character could always just run around with a duffle bag filled with **Core-Chips**. *Outabox Studios* thought this would be both a fun and humorous concept to inject into the game and vows to create as much of a realistic experience as possible for the gamer, therefore running around with a duffle bag filled with **Core-Chip** will initiate *Scum NPCs* (Criminal Non-player characters) to target the player's character and try to rob him/her. Not to worry though, *Outabox Studios* plan to give the player a chance to get his/her/their **Core-Chips** back in any means possible should the *Scum NPCs* get away with the duffle bag that is.

    Depending on the player's preference and the protagonist's status (should the protagonist be eligible for an in-game bank account and didn't get ambushed by Illeneum's finest) an option will be made available to the player's character to either receive a bank card or implant, thus making the handling of large sums of **Core-Chip** more mobile and user friendly inside the game, which means no heavy duffle bag carrying for the character. Should the player not choose to use the in-game banking system or simply can't because the protagonist's status is criminal and under investigation by the local law, or because the character is locked up in the Illeneum Police Tower, other methods of safe keeping will be available, methods such as safes, lock-boxes, security deposit boxes, asset handlers at vendors and even the protagonist's very own storage unit. That's just to name a few. Either way, the player's actions will determine certain pros and cons throughout the experience within Project Illeneum and *Outabox Studios* intend to make it as user-friendly, realistic and enjoyable as possible for the player.

    The player will have the ability to load his/her/their **Core-Chip** into the protagonist's in-game wallet/account, and yes, the player can withdraw these funds at any time when he/she/they wishes to. Because Project Illeneum is set in the future, **Core-Chip** will have *noteworthy value*. For instance, let's say the player transfers 50 **Core-Chip** into his/her/their protagonist's wallet, that same 50 **Core-Chip** will carry the value of 50 000 **Core-Chip** inside the world of Illeneum, which will make the protagonist's life quite enjoyable.

Below you will find some answers to a few questions taken from a focus group.

Q: 'So, what if the player doesn't have as much as 50 Core-Chip in his/her/their possession to transfer?'

A: Well, this is where the decimals come in handy, even if the player transfers 0.100 **Core-Chip** into the protagonist's wallet/account, the protagonist will have a 100 **Core-Chip** credited to the protagonist's in-game account.

Q: 'What if the player doesn't have any Core-Chip to begin with?'

A: We've thought about that and we've got the player covered, the in-game **Core-Chip** system will work as follow; a certain set amount of **Core-Chip** will be made accessible throughout Illeneum by the means of completing missions/jobs, even if the player doesn't have any **Core-Chip** in his/her/their wallet/account to load from the start, *Outabox Studios* will also most probably have to include a certain set amount of claimable **Core-Chip** alongside the launch of the game which can only be loaded into the game.

Q: 'What if we want to trade the game out, what will happen to the in-game Core-Chip?'

A: That's to say if the game will be available in disc form for the player to trade, it's not a given, but it could be the reality we're facing. Consoles keep on evolving and the manufacturers and bigger game developers are pushing for global adaptation of digital games, thus steering towards disc-less consoles. Personally, *Outabox Studios* are against the idea. And here's why, the idea itself targets only a certain market, those who have the ability to buy online and have access to a stable frequent internet connection in order to download the games, leaving the 'have-nots' behind as per usual. Taking all the gamers in the world into account, many will be left behind when this idea becomes reality. Luckily there's still plenty of PC gamers out there and *Outabox Studios* will be more than happy to accompany their needs in disc form. Now, not to stray too far into the future let's get back to your question. The **Core-Chip** loaded into the game will only be lost to the buyer of the game if the player/buyer does not withdraw the **Core-Chip** or *TRIBIT* before trading, selling or swapping the game for whatever. Otherwise the next owner of the game struck the jackpot.

Q: 'What if the player sold the game, traded or swopped the game, where will the next player get Core-Chip and TRIBIT?'

A: Same place anyone else gets other cryptocurrencies from, exchanges. The cycle has to go on and it ensures the cycled use of both the said cryptocurrencies **Core-Chip** and TRIBIT, making it a great investment for the investor. There is however an ongoing discussion revolving around this particular question amongst the team of *Outabox Studios*, and a certain suggestion was dropped by one of the illustrators that might resolve this issue permanently.

Q: 'You going to share this suggestion with us?'

A: No…Just kidding, the suggestion was that the player trigger a release of in-game credit dummies in order to either replace or disable the loading of both **Core-Chip** and TRIBIT at the end of the game. It's a terrific concept and we might actually go with it in the end, it's still too soon to call it a definite, but at least there's a possibility.

DEAD ZONE
THE BLAIR HILL INCIDENT

Dead Zone: The Blair Hill Incident is an adventure survival horror game that is in current development by Outabox Studios and scheduled for a late October 2022 release on PC, PlayStation and Xbox. The story will take place on a fictional secluded island in the middle of the Pacific Ocean. The majority of the gameplay however will take place within a hidden Community Estate known as Blair Hill. It will be behind these gates where the player's given character will have to endure some brutal and outright terrifying moments while uncovering the truth of what plagues the island. The game will embody some factors of an open world in order to enable exploration within the surrounding areas of Blair Hill which will be crucial to puzzle solving and obtaining items, objects and collectables. There will be instances where the player's character/characters are forced into dark tunnels, narrow spaces, high towers, deep bodies of water, cold caves, haunted buildings, streets filled with undead hordes, locations with angry and unsettled mobs, unavoidable boss fights and so much more. The game will jump between third- and first-person view depending on the situation at hand. Outabox Studios plan to expand on the survival difficulty modes and unlockable postgame missions which might include new characters and monsters. An Undead quest where the player gets to experience the zombie life in a zombie to zombie setting is also in the mix.

Players will assume the roles of numerous characters throughout the Blair Hill Incident story line. These character roles will be split into three states: Stages/Levels/Moments which are set either before, during or after the Incident took place. Not only will these different states be used to give more insight to the player on where certain items, objects, clues, information or passwords may be located, but it will also give the player a better perception on how the story unfolds from different perspectives as the player pieces the story together. The player will have full control of each character's choices as well as their actions which will ultimately impact the story line for another character. Who survives and doesn't will be up to the player's actions and skills. Outabox Studios are focused on giving the player an experience of a lifetime and intend to keep the gameplay within the story as dark, twisted, exciting, mysterious, fear-filled and enjoyable as possible at all times. Dead Zone's locations for now include the following, Blair Beachfront, Blair Hill, Staff Village, The Woods, The Forrest, The Blair Mountains, The Sunken Tunnels and The Scaled Islands which surround the main Island. To follow are some declassified areas such as landmarks and buildings that can be found within the mentioned locations. **Blair Beachfront:** Blair Beachfront Hotel, Beach Patrol Offices, Beachfront Apartments, Aquarium, Local Beach North, Local Beach West, Sally's Skate Park, Sunny Showers and Beauty Parlour, Restaurant Drive, Beachfront Shops, Blair Mouth, Relic Underwater Expedition and Tours, Rad Steve's Surf Shop, The Layover, The Lighthouse, Sherry's Boat Yard and The Peer. **Blair Hill:** The Suburbs, Upper-class Housing, Elite Housing, Community Hall, Church, Water Purification Plant, Veterinary, Pharmacy, Hospital, Primary School, High School, University, Sports Centre, Central Offices, Casino, Mall, Carwash, Upper Park, Mid Park, Lower Park, Zoo, Court, Sheriff's Office, Fire Department and Security Headquarters. **Staff Village:** Villas and Housing Projects, Barracks, Security Base Alpha, Shopping Centre, Clinic, Central Park, Flee Market, Sewerage Plant, West and South Vineyard, Slaughter House, Community Library and Staff Village Community Hall. **The Woods:** Security Base Bravo, Beekeeping grounds, Mad Marcie's Moonshine Distillery, The Hunting grounds, Off-road Track, Dave's Erection and Building Contractors Site and The Southern Nature Reserve. **The Forest:** Nature Reserve Headquarters, Security Base Charlie, Chelsea's Peak, Blair Falls, Blair River, Old Grounds, Native Memorial Grave Site, Canopy Tours, Dan's Fishing Court and The Eastern Nature Reserve. **The Blair Mountains:** Blair Peak, The Lookout, The Summit, Tanya's Extreme Endurance Track, Blair Caves, Vic's Bed and Breakfast, Security Base Delta, Green Energy Plant, Native Memorial Art Site and Baegon's Nest. **The Sunken Tunnels:** Security Base Echo, Tunnel Entrance East, Security Base Foxtrot, Tunnel Entrance South, Tunnel Hall, Underground Security Platform Alpha, Fork One, Fork Two, Fork Three, Tunnel Maze, Underground Security Platform Bravo, Mineral Extraction Point A, Underground Security Platform Charlie, Mineral Extraction Point B, Mineral Extraction Point C, Fork Four, Underground Security Platform Echo, Tunnel One Exit, Security Base Golf, Tunnel Two Exit, Security Base Hotel, Tunnel Exit Three and The Collection Pit. *The Scaled Islands: Marnabak's Island, Marnabak's Bakery, Marnabak's Hut, Marnabak's Stash, Marnabak's Peer and Marnabak's Cult. The High Bridge, Water Tower One, Scaled Island Two, The Writer's Manor, The Green House and Warthog's Pit. The Low Bridge, Water Tower Two, Scaled Island Three, Old Cottage and Allister's Gun Range. The Scattered Bridge, Water Tower Three, Scaled Island Four, Marnabak's Family Grave Site, Ruined Church, Ella's Farm and Ella's Tree House Lodge. The Haunted Bridge, The Hydro Conversion Tower, The Scarred Island, Old Ruins, Dark Forest, Haunted Cove, Splinter Village, Anna's Hall, The Sunken Bridge, The Nowhere Island, Secret Facility and Test Site.*

PROJECT ILLENEUM

Project Illeneum is an upcoming *science fiction action* role playing game that's been in development since September 2018 by Outabox Studios. The game was initially scheduled for a 2021 October release on PC, PLAYSTATION and XBOX, however this changed when the covid-19 pandemic struck the globe and pushed the team at Outabox Studios back by at least another eight to fourteen months. The new scheduled date is set for late 2022, early 2023, should everything go as planned. Project Illeneum started as a novel which transformed into a graphic novel, until the widespread range of ideas fell into place on the storyboard for a game instead. Therefore, the team at Outabox Studios decided to keep the ideas as complicated as possible in order to challenge themselves. Project Illeneum was inspired by movies such as Blade Runner, Johnny Mnemonic, Total Recall and games like Fallout, Deus Ex and Far Cry as well as the popular Altered Carbon novel.

The game will take place in a futuristic city called Illeneum which embodies an open world setting with five different districts, four distinct classes of society, six diverse factions and two different layers such as perceived reality and the astral plane. Both layers will include adequate missions and stories to complete. Different levels will be available in both reality and astral layers. The wastes surrounding Illeneum will be open for exploration entangled with mysterious characters and side missions which will unlock certain legendary items and cybernetics at certain green-market and dark-market related vendors.

Players will assume the roles of three characters which will give the player more perspective around the main story's unfolding. As of yet only two characters have been created for the game, the third is still in progress. The protagonist will have a victim/vigilante perception, the second playable character will have a detective's perception and it is still unclear if the player will step into the shoes of a villain for the third character or not, a competition related survey might clear this up.

All three characters will be playable in either a first or third-person perspective, depending on the player's preference. These characters will be available throughout the main story of the game, afterwards only one character will be available to play the remainder of the game's post-main story unlocked missions and side quests. All three characters will be upgradable in the sense of cybernetics and prosthetics, however only the main character will be able to upgrade to full cyborg, should the player choose this option of course.

Each character will have their pros and cons. Only the main character will be able to astral project while meditating or sleeping and will have full access to the second layer of the game which is the astral plane and all levels included. The second character will have full access to the wastes surrounding Illeneum and the third character will have full access to Illeneum's underworld. Some missions will be entangled with the other playable characters and all unlocked items and cybernetics will be available for all three characters' use. The main character's aesthetics will be fully customizable, this ranges from facial features, hairstyles, clothing, cybernetics, prosthetics, implants and other modifications including statistics and perks.

The ILENIUM Blokchain

When seeing games utilizing the power of cryptocurrency, Outabox Studios couldn't help but wonder, what about those who do not have access to the internet? More than half the world's population still doesn't have access to this phenomenon called the internet. It would seem as though the rest of the world is moving on without those in need and it also happen to be that some of those in need include the vast majority of gamers whom have no other option but to buy their games in disk form, Outabox Studios wish to include these individuals in on the hype of cryptocurrency integrated with games with a little help of something called the ILENIUM blockchain.

The idea itself will swing both ways and attract more people to both gaming and cryptocurrency.

Because this is the Core-Chip whitepaper and not the ILENIUM whitepaper Outabox Studios will share a small chunk of information regarding the ILENIUM blockchain with you.

The ILENIUM blockchain algorithm will be specifically designed to ensure that the following factors and concepts are handled as seamless as possible:

1. Cryptocurrencies housed and initiated by the ILENIUM blockchain won't ever suffer displacement or loss.
2. The very concept of Vein Breaking will be taken to the next level with ILENIUM's Lenium Coin and will include those passionate about both hardware and web mining.
3. The acceptance of both Core-Chip and TRIBIT's migration into the ILENIUM blockchain is crucial for Outabox Studios' upcoming games and may even open some flood gates to include future backing partners within other cryptocurrencies.
4. The ILENIUM blockchain will focus on the inclusion of hardware capabilities which will make offline gaming much more enjoyable through the means of collecting in-game cryptocurrencies. This hardware integration will even grant players whom does not have access to an internet connection the ability to either extract or load cryptocurrency into Outabox Studios' games on PC, PlayStation and Xbox platforms, ensuring that every gamer as well as occasional players, and perhaps even crypto enthusiasts enjoy the full benefits of both worlds when it comes to the integration of crypto within gaming.
5. Faster and cheaper transfers of cryptocurrencies between wallets.
6. The option to grant the developer access to vein breaking when it comes to initiating a new coin, token or chip on the ILENIUM blockchain with a customizable timer when these breaks in a specific vein should take place.
7. The availability of an easy customizable method to initiate a new cryptocurrency or asset for non-developers which will include logo designing.

It's still uncertain what the initial supply of the Lenium Coin will be, one thing is for certain though, the Lenium coin will harness the fullest potential the ILENIUM blockchain has to offer.

More information will be released a month before the launch of the ILENIUM blockchain.

Outaverse Lit

Outaverse Lit will be all about changing the game and creating opportunity for those whom need it most. Determined and focused on the following aspects:

- The creating, editing and publishing of poems, novels, novellas, graphic novels, comic books, boardgames, videogame art and merchandise within the outaverse, as well as all other forms of literature and art outside the outaverse.
- When it comes to publishing, Outaverse Lit will focus on a greener future and therefore will be making use of recycled and biodegradable paper as well as an Outaverse Lit digital platform integrated with Core-Chip, TRIBIT and of course the Lenium Coin.
- Outaverse Lit will also be focusing on creating opportunity for both aspiring authors and graphic artists, students and non-students, young and old, a global community without prejudice.
- Outaverse Lit competitions will be introduced as a means to help further careers within literature and or art.
- An online shop where consumers can make use of Core-Chip, TRIBIT and the Lenium Coin for online purchases, whether it be physical or digital books, merchandise or boardgames.
- Outaverse Lit will also be used as a scouting platform for Outabox Studios with the means of finding unique and wonderful stories which could be transformed into games within the Outaverse. Thus, opening even more opportunities for authors and artists alike.
- Outaverse Lit will also be accepting unsolicited submissions three times a year.
- Authors and artists will have a true user-friendly and transparent platform to work on.
- Authors and artists will have the option and ability to share thought and skill as well as profit amongst each other.
- Outaverse Lit will have fundraisers focused on a greener environment for all.

These are just some of the focus points within Outaverse Lit, and will come to evolve as the community evolves. There's opportunity within Outaverse Lit and it's just an arm stretch away for those whom dare to push themselves to take the next step. Core-Chip will certainly most definitely benefit from it, so will investors and exchanges.

Legend and Prospects for Core-Chip

25 May to 30 June 2020

- 25th of May, Outabox Studios contemplate on which blockchain Core-Chip will be launched.
- Core-Chip Place Holders were created on the 27th of May, thus marking the geneses date for CRC: Core-Chip.
- Advertisements were designed and distributed Between the 28th and 31st of May.
- Core-Chip got its standalone whitepaper V1.1 on the 1st of June.
- Art related competitions were introduced to Outabox Studios' website where Core-Chip was used as a form of reward system, the competition started on the 20th of June and is still active.
- Whitepaper Version 1.2 was also published on the 20th of June.

July 2020

- Between the 1st and 3rd of July Outabox Studios laid out plans for a foundation of Terabit for the greater good.
- On the 3rd of July phase one of Project Terabit for the Masses was introduced and promised to the community.
- New and improved advertisements were made and distributed on the 5th of July.
- Test Chips were discontinued on the 30th of July.
- A new airdrop supply based on Project Terabit for the Masses was planned alongside the distribution of the actual cryptocurrency known as CRC: Core-Chip. Airdrop claims allowed every claim a total of 10 000 Core-Chip and a bonus of 20 000 Terabit.
- Whitepaper Version 1.3 was published on the 31st of July.

August 2020

- 1st of August, The Core-Chip logo underwent a face-lift.
- The redistribution of Core-Chip was initiated alongside the Terabit bonus airdrop.
- A referral program was initiated. Advertisements were updated and more were distributed on the 2nd of August
- A new airdrop depending on how much people had vested in their accounts were launched on the 4th.
- Whitepaper version 1.4 was published on the 3rd of August
- Whitepaper V2 was published on the 7th of August
- Social media competitions were announced.
- 15th of August, we realized that social media is filled with bots. We culled the bot herd. Quality above quantity.

September 2020

- Whitepaper V2.5 was published on the 10th of September.
- More winners were announced on social media.
- Outabox Studios made some more friends within the author community in attempts to start building on a foundation for Outaverse Lit.
- 15th of September, Outabox Studios breached a third of the Core-Chip airdrop.
- More social media competitions were initiated.
- 30th of September Outabox Studios reached the airdrop claims quota for Core-Chip.
- The airdrop TERABIT for the masses phase two started.

October 2020

As Outabox Studios set out in finding the right exchanges on which Core-Chip and TRIBIT could get listed, there was one problem which threatened the listing process and that was the fact that most of these exchanges did in fact not support NEM Mosaics. Outabox decided to find an alternative. Ethereum's gas fees were insanely high, as we had to think about the people. The was way too many tokens on TRON, and therefore Waves seemed like the better end of the deal, and so, both Core-Chip and Terabit's migration began, and within this process Terabit ended up evolving into TRIBIT. A single week after the migration process had started Outabox Studios had already enganged with thousands of new wallet address' outside the swapping factor of old tokens for new ones. Which means the spread amount of both Core-Chip and TRIBIT has increased significantly in a matter of days. Outabox Studios wishes to have a non-stop, active community, and will stop at nothing to grow these numbers.
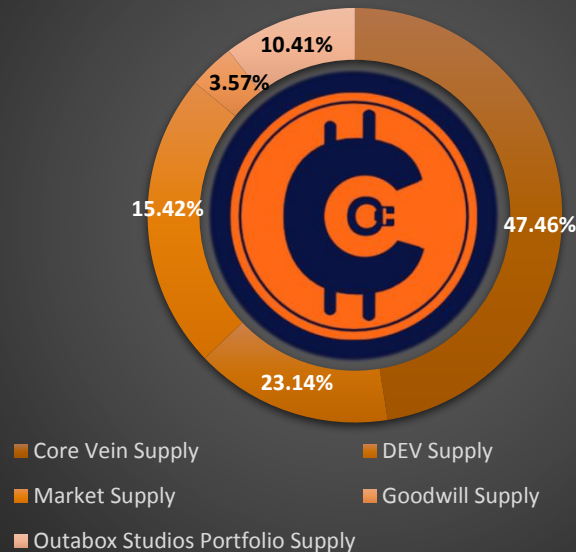
2021: Outabox Studios Launches a dual Core-Chip and TRIBIT wallet alongside two mobile games related to collecting Core-Chip and TRIBIT. More Core-Chip faucets become available to the public. Outaverse Lit is launched. The ILENIUM blockchain is launched. The wallet is updated. Core-Chip migrates. The first Vein Break occurs. Core-Chip's value increases by 600%. More competitions are initiated through Outabox Studios' Website, affiliates and other forms of social media in order to distribute more Core-Chip and wealth.

2022: Outabox Studios introduces a small device linked to the ILENIUM blockchain. The Outaverse Lit online shop is at full working capacity. Dead Zone: The Blair Hill Incident is launched. The value of Core-Chip increases by another 700%. Outabox Studios launches kid friendly educational mobile games for children below the ages of 8 years old. Core-Chip reaches the top 50 cryptocurrency list. Outabox Studios created a 1000 jobs over the past two years.

2023: Outabox Studios launches Project Illeneum. Core-Chip's value increases by 800%. Outabox Studios announces the sequel to Dead Zone and plans for upcoming games involving Core-Chip, TRIBIT, Lenium Coin and characters within the outaverse. Outabox Studios announces a technology related project which Core-Chip will benefit from. Outabox Studios created another 1000 jobs over the last year.

Core-Chip Supply Breakdown

Core-Chip Supply Breakdown

- 10.41%
- 3.57%
- 15.42%
- 47.46%
- 23.14%

Legend:
- Core Vein Supply
- DEV Supply
- Market Supply
- Goodwill Supply
- Outabox Studios Portfolio Supply

Before Core-Chip migrated to the WAVES platform, Core-Chip was set at a finite supply of 9 Billion Chips on the NEM Blockchain. Outabox Studios decided to reduce the mentioned supply to 7 777 777 000. Changing the total supply affected a lot of factors, especially the spread of percentage per category. Outabox Studios had to keep the value in mind on top of this supply and rearrange each category's percentage as accurately as possible. Ensuring that no page would be left unturned and that all divided percentages had cause and effect without affecting the Core Vein supply.

Total Supply:	7 777 777 000.00000000 CRC
Core Vein Supply:	3 690 000 000.00000000 CRC
Outabox Studios Portfolio Supply:	810 000 000.00000000 CRC
Dev Supply:	1 200 000 000.00000000 CRC
Goodwill Supply:	277 777 000.00000000 CRC
Market Supply:	1 800 000 000.00000000 CRC

Carrying on below you will find an in-depth breakdown of each category's supply.

Market Supply Breakdown

- 25%
- 25%
- 25%
- 25%

Legend:
- Exchange A
- Exchange B
- Exchange C
- Exchange D
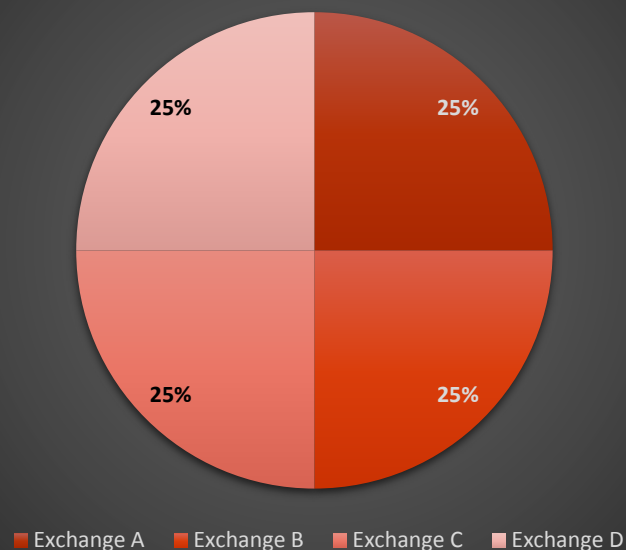
Perhaps one of the most crucial platforms there is are the exchange platforms. Without them, there wouldn't be much use for cryptocurrencies. There wouldn't be a home for crypto enthusiasts to trade their most valuable assets. That's why Outabox Studios will join forces with Core-Chip's partners in the market in getting as much of Core-Chip spread as possible, even before the first vein break. The initial market supply is 1 800 000 000 CRC and will be divided amongst all of the exchanges which open their doors for Core-Chip to settle. Not only will these respective exchanges make way for the 6000 + current and counting owners of Core-Chip, but they will also unveil Core-Chip and its future potential to those whom are yet not aware of the cryptocurrency and it's the potential power it holds within the future of trading. These partnerships between Outabox Studios and the respective exchanges will allow a fruitful beginning for Core-Chip and its users, and of course, these exchanges will also be beneficiaries of both TRIBIT and Lenium Coin's futures. Exchanges shouldn't be taken for granted, and Outabox Studios will choose one particular exchange to further the relationship of a live exchange within the outaverse gaming world.

Goodwill Supply Breakdown

Pie chart: 29% Airdrop & Competitions, 38% Post Listing Airdrop & Competitions, 33% Animal Welfare Fund
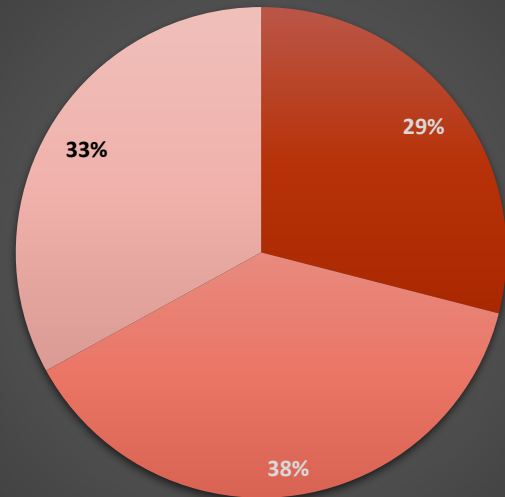
■ Airdrop & Competitions   ■ Post Listing Airdrop & Competitions   ■ Animal Welfare Fund

The concept of the Goodwill account started with 'the mother account' also known as the geneses account which the NEM Blockchain and Outabox Studios' smarts gave birth to. Even though the cryptocurrency migrated to the WAVES platform, Outabox Studios still has the fullest obligation to keep their word by putting promises into action. Therefore, the goodwill supply rounded off to beautiful and firm 277 777 000.00000000 CRC will be divided into the following categories:

Pre-Listing Airdrops & Competitions:	80 555 330.00000000 CRC
Post-Listing Airdrops & Competitions:	105 555 260.00000000 CRC
Animal Welfare Fund:	91 666 410.00000000 CRC

80 555 330 CRC was held in reserve for pre-listing airdrops and competitions. The majority of crypto enthusiasts are relatively new to cryptocurrency thanks to poor decisions from untrusted governments and a lack of trust within their inflatable cannibalizing fiat currencies. These enthusiasts aren't all wealthy, therefore Outabox Studios decided to step in and share some wealth with these good people in hopes to get them invested and on track with cryptocurrency as a whole. The NEM platform already share more than half the mentioned reserve supply in a stretch of over 5000 Wallets. The WAVES platform also had a good run thus far in such a short period of time since the migration took effect as there too over 2000 and counting wallets have been reached. That being said, there's still tokens which need to be swapped from the NEM exchange, which means the waves platform will see a significant spike in Core-Chip's spread within their wallets before December 2020.

91 666 410 CRC is held in reserve for the animal welfare fund, these funds will be donated to organizations across the globe as a thank you for doing their part in keeping animals alive and safe against forces of nature and cruelty. These funds will be allocated to foundations in need of financial support, especially after all the natural and unnatural caused fires which broke out in certain countries across the world during the summers of 2019 and 2020. The animal welfare funds will only be released to foundations with good track records after the listing of Core-Chip and the cryptocurrency's highest growth in value within the shortest possible time. These donations aren't just from Outabox Studios, it's from you and our exchange partners. And before it goes out, we'll make sure it falls into the right hands to the foundations most deserving of the much-needed resources. 91 66 410 CRC is not much, hence the latter reason of releasing the funds when Core-Chip is at its highest value within the shortest period.

105 555 260 CRC is held in reserve for post listing airdrops, faucets and competitions as a means to the further marketing of Core-Chip. The real work starts after the listing of Core-Chip, and in order to keep Core-Chip relevant before the release of the ILENIUM blockchain and Outabox Studios' games, post listing marketing campaigns are of highest importance as more and more people will become aware of Core-Chip and all the plans linked to it as a cryptocurrency. Outabox Studios wants to ensure that no one is left behind. More competitions related to art, quizzes and polls will become available to the public, and having a listed cryptocurrency linked to these forms of wealth distribution adds more value not only to Core-Chip, but Outabox Studios as well.

Outabox Studios Portfolio

100%
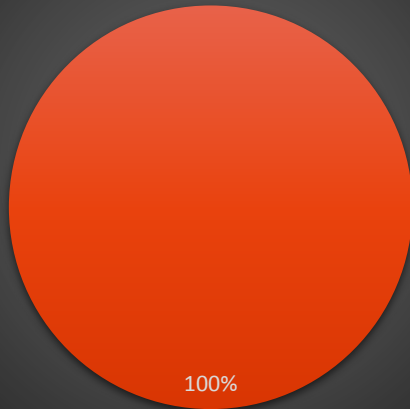
**The Outabox Studios portfolio stands at 810 000 000 Core-Chip**

An investment in the current team's future, for their dedication and hard work on this project, even though they had to work afterhours and weekends. Of course, they too need to know that there's something waiting for them in the end of their hardship and dedication.

Core Vein Supply

100%
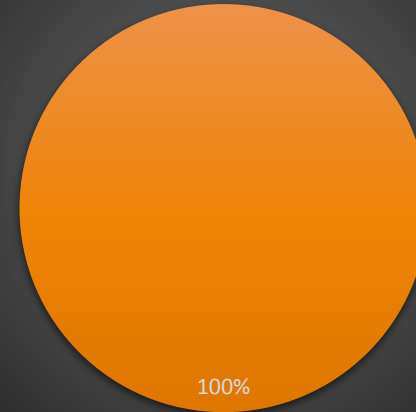
The total Core Vein supply is set at 47.44% of the total Core-Chip supply which translates to a rough 3 690 000 000 CRC for obvious reasons as seen on page 3. In most factors besides the games and competitions, the vein breaking system is what makes Core-Chip unique.

DEV Supply Breakdown

12%

18%

70%

■ ILENIUM Blockchain ■ OUTAVERSE LIT ■ Dead Zone
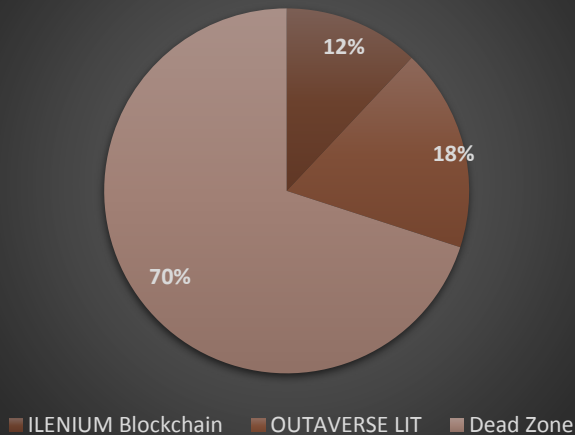
The Total DEV Supply is 1 200 000 000.00000000 CRC which ultimately breaks down to 15.42% of the total Core-Chip supply. It's not much, but Outabox Studios know they only have to take what they need in order to set a prosperous well-oiled and lucrative wheel in motion.

12% (144 000 000.00000000 CRC) of the DEV supply will go towards the ILENIUM blockchain, it's not cheap and it's of critical importance to Outabox Studios' future endeavors. Without this blockchain the integration of Core-Chip and TRIBIT into their games won't quite be as an amazing experience for gamers and traders as the studio have planned.

18% (216 000 000 CRC) of the DEV supply will go towards the OUTAVERSE LIT project, which will ultimately launch the literature division within Outabox Studios, this project is also of high importance to the studio because of the endless opportunities it will create for new and aspiring authors and artists interested in the world of graphic novels. And the best thing about it all is, it's a borderless concept, global and without prejudice. It will also open the gateway to new and wonderful content to which Outabox Studios can and will transform into future games.

70% (840 000 000 CRC) of the DEV supply will go towards the development of the most expensive project of the three. Dead Zone: The Blair Hill Incident. See, Outabox Studios love games and the power it holds, but in order to bring their visions to life and create jobs where needed, they need the funding. Outabox Studios wish to expand on this universe by creating the best they have to offer, games filled with wonders which will not only amuse, excite and amaze, but also inspire both players and onlookers alike. Games that will challenge the player's morality, games that will teach and touch the very core of the lives of those whom engage with it. Outabox Studios want people awed at the end of every chapter, mission and final boss fight. They want to change the perspective parents and teachers have around both gaming and cryptocurrency, by truly showing them that there's much to learn from games and the power of a decentralized economy. But most important of all, Outabox Studios want to do what they love, for you, the player, the investor, the onlooker, the person which deserve the very best. And they can do this only with your help. Help them create opportunity where it's needed the most, where passion thrives, but hope seems lost. Help them be there for you and those whom need it most. Invest in Core-Chip and watch as it paves the way for a new future.

Pricing

There's a lot to take into consideration when deciding on the right price for an asset. And Outabox Studios did just that, and quite thoroughly. As a working cryptocurrency Core-Chip in itself is quite unique and bold. Here's a list of some of the things that were considered in the final decision:

Core-Chip's total supply
The Vein Breaking factor and yearly breakdown of the supply
The ILENIUM blockchain and the fact that Core-Chip will immigrate to the ILENIUM blockchain
The use of Core-Chip in all of Outabox Studios' games
The use of Core-Chip throughout the outaverse
The use of Core-Chip in faucets
The use of Core-Chip in competitions
The use of Core-Chip as an overall peer-to-peer cryptocurrency
The fact that Core-Chip is the mothership of Outabox Studios' funding
Core-Chip's simplicity within its complexity
The transfer speed between wallets
Global inflation
The WAVES price
The community using Core-Chip
The exchanges using Core-Chip
Partnerships
Future growth rate (Long-term and short-term)

Honestly there's a lot to list, give us a year and we'll add some 1000+ reasons. Nevertheless, taking just some of what was listed into account, there was truly just one thing that really mattered, attraction, without it there's nothing. Make the price too low and people will overlook it, make the price too high and that will infuriate even more people, especially those whom can't afford it. User-friendliness, accessibility and future potential are key within attraction, and therefore 0.045 USD was just the perfect mark. Subtle and sane. It leaves much room for growth, both short and long-term. It's affordable and soon will become accessible to all whom wants their share of the future. A true investment for those whom do not have millions to spend, and even for those who do, Core-Chip simply just makes sense.
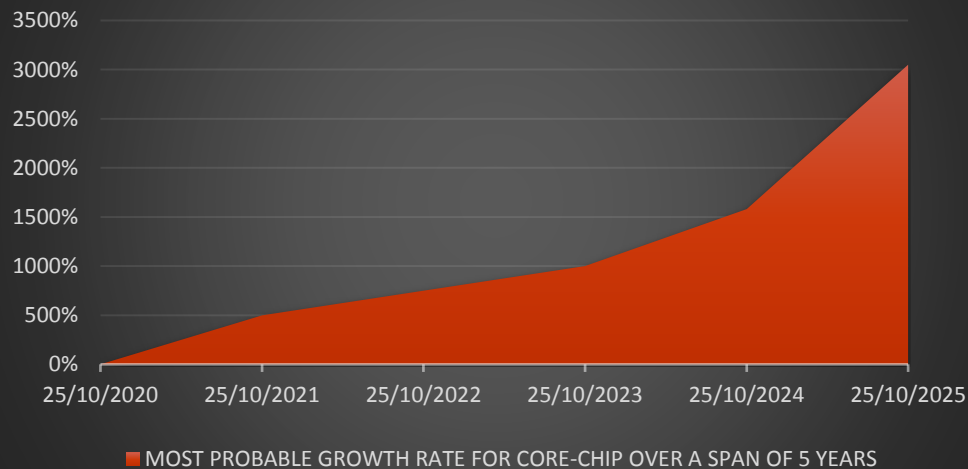
INITIAL PRICE
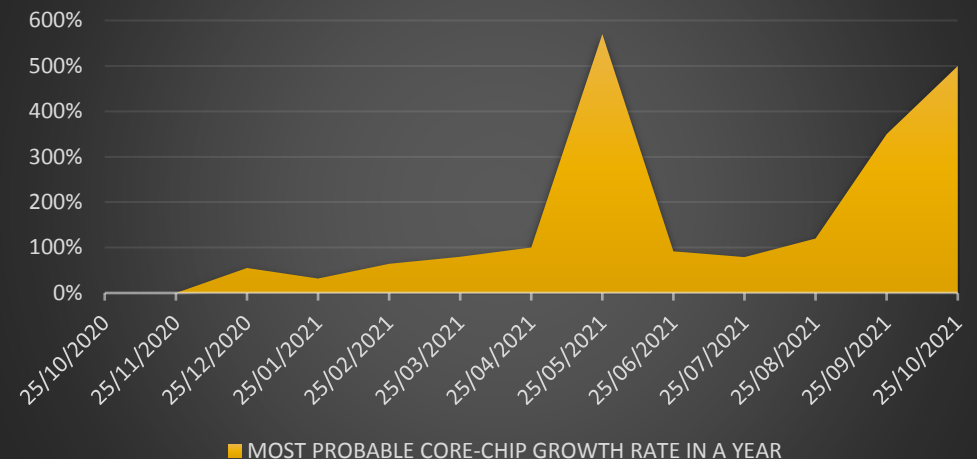
0.045 USD

Now watch it grow…

Oppertunity

Opportunity begins with Outabox Studios and you, and the next person reading this whitepaper. Sure, *Outabox Studios* gave birth to a great cryptocurrency with the help of NEM which now share that greatness with the WAVES platform. Sure, *Outabox Studios* have an endless amount of ideas pouring out of their magical bag of ideas labelled: **WHAT TO DO WITH CORE-CHIP**, but the truth is, so do you. **Core-Chip** may be Outabox Studios' baby, but it's supposed to be a decentralized asset, which gives people like you the power to utilize it and wield it and molt it and push it towards its fullest potential, and when that "fullest potential" has been reached, we'll all dig inside that magical bag and pull some more ideas out in order to break the heights of that so-called reached potential. Use **Core-Chip** for your business, whether that be for your online shoe store, hotdog stand, magazine printing company, mobile poop-scooping business or whatever…**Core-Chip** is out there and it's here to stay. Why not make it your own as *Outabox Studios* did? Truly speaking, the value of the cryptocurrency is limitless in terms of utilization and integration, and so is the ideas in how to incorporate it. Think free, think about your future, think Core-Chip.

LONG-TERM CORE-CHIP PROJECTIONS

■ MOST PROBABLE GROWTH RATE FOR CORE-CHIP OVER A SPAN OF 5 YEARS

SHORT-TERM CORE-CHIP PROJECTIONS

■ MOST PROBABLE CORE-CHIP GROWTH RATE IN A YEAR

Look, projections are more powerful than one would think, especially psychologically. It helps people to prepare a certain vision towards a certain goal. When in truth, all that a certain projection is, is a forecast of what the future might or might not hold. In this case, with **Core-Chip**, as all other cryptocurrencies, the given projections above was done on research of trends linked to other cryptocurrencies that holds the same amount of supply, and more or less the same kind of value, also the gaming market was included which is a multi-billion-dollar industry by the way. Also included in the above projections were half of the announcements to come from *Outabox Studios*. Honestly speaking, *Outabox Studios* chose to shoot these projections for **Core-Chip** on the safe line, on both Long-Term and Short-Term growth, and by safe, *Outabox Studios* mean somewhat modestly safe, especially taking in consideration how powerful **Core-Chip** as an asset actually is.

This doesn't mean *Outabox Studios* are blind to the challenges ahead, the challenges will always be there, the projections may not be a 100% accurate, in the Long-Term **Core-Chip** may not even reach a Growth Rate of 2500%, but then again there's a bigger possibility that it might breach 2500% and either settle in the 3000% range or even breach 3500%. The same thing goes for the Short-Term Projections, everybody knows if you break a month into 25 days the data of any cryptocurrency resembles a rollercoaster ride. Now imagine 12 months? What a ride… Here's the thing though, **Core-Chip's** not quite like any other cryptocurrency now is it?

For now, until then *Outabox Studios* will keep on trying to focus on the 10 000% Long-Term growth projections set in their collective minds, because they are doers and mainly also because they believe in possibilities.

Thanks

Thanks for reading this far, we do appreciate your time and effort. Hope you've been intrigued. Now go on and spread the word, invest in yourself by investing in Core-Chip. Yeah, something like that. Stay awesome and keep on keeping on…

Special Thanks

Central Banks, for unleashing the outbreak of cryptocurrency.

Dictators and other corrupt mongrels, for pushing people away from centralization.

Satoshi Nakamoto, for obvious legendary reasons.

Vitalik Buterin, for pushing the boundaries.

The team behind NEM, for breaking through boundaries.

NXT, for giving NEM a platform.

Github, for bringing ideas together and creating a platform for developers to do the seemingly impossible.

All Crypto Exchange Markets, for bringing value to cryptocurrencies and creating a place of trade.

Coinmarketcap, Coingecko and CoinCodex and similar platforms, for giving crypto a place of importance and belonging.

Physicist William Higinbotham, for creating what is thought to be the very first video game, Pong.

Southern Arabia (Modern day Yemen): for apparently inventing coffee.

Napoleon Bonaparte, for saying this**:** *"Impossible is a word to be found only in the dictionary of fools."*

Michiel Rowan, (CEO and founder of Outabox Studios) for coming up with ideas at 3:00 a.m. in the morning and waking everyone else up. Also, for thinking outside the box which there clearly isn't.

Stephan Van Zijl, for being a tycoon of awesomeness and moulding Michiel Rowan and imprinting the thought that there is no box. You are a true Zen Master.

Sylvester Stallone, for imprinting hard-core action into the minds of the Outabox Studios staff.

Arnold Schwarzenegger, for raising most of the Outabox Studios staff and for making everything look tiny.

Denzel Washington, for introducing swag to the world.

Peaky Blinders, for turning Michiel Rowan into a gangster and forcing his way of gangsterism upon the rest of the Outabox Studios staff.

NEM, AGAIN… For giving Outabox Studios a platform.

Last but not least…

You, the reader, the user, the investor, the father, the mother, the brother the sister. Without you, neither gaming nor cryptocurrency would have a future. Thank you.