# TOUCHCON

## WHITEPAPER ENGLISH

*Best Rewards for Consumers*

## *Digital Asset Rewards Platform*

**Tuesday, June 1, 2021 at 3:30 PM**
**At Toy Interactive**

TOUCHCON WHITEPAPER V2.0

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# 1. EXECUTIVE SUMMARY

In general, the majority of corporate-led reward services are offered in a way that attracts customer attention and drives repurchases by offering certain amounts of rewards for customer activities related to purchasing and using goods and/or services. Such services, represented in the form of 'Points', look as if they are operated well by global companies. However, they are having a hard time overcoming fundamental weaknesses that come from regulatory measures. Moreover, reward methods are rapidly changing due to the growth and changes in the Internet and mobile device market.

The point-driven reward market is now changing to the mobile coupon (Hereinafter "Gifticon") and rewards app-led market. However, new reward methods are not meeting consumer expectations due to regulatory issues and other problems.

Gifticons are only valid for a short period of time and expire when users do not use them in a timely manner or when users do not extend the expiry date. Also, the remaining balance cannot be refunded and can only be used fully when users perform additional purchases. Giftcoin providers forcibly collect commissions even when users return unused gifticons. Also, rewards earned from reward applications are minute in quantity that users can't even purchase a cup of coffee with aggregated rewards. Corporate entities are showing self-contradictory stances where they are disturbing the use of rewards by imposing new regulations on newly added rewards. As a result, user complaints are continuously being made.

What we need as of today is to remove regulations imposed on rewards and deploy Touchcon system which can satisfy both corporates and consumers based on trust-based digital assets. In 2021, digital assets became recognized as institutional assets and were selected as fiat currency in the global market. Also, digital assets are being recognized as assets like cash or gold and are being used as hedging vehicle against inflation in the form of ETF and others.

When such digital assets are used as a source of reward, regulations and problems related to traditional reward structure can be mitigated and solved while maintaining future investment value. Furthermore, we can become free from regulatory frameworks held by traditional reward system.

A well-established system that can return the rights to reward to consumers while replacing existing points, gifticons, and reward application-based rewards with the use of digital assets for advertising and reward marketing for corporations can be realized. The

system can increase user expectation and interest by adopting a random-selection method based on QR code scanning technology. User's active participation can be expected from a gamified, vibrant reward marketing.

※Note: Fundamentally, global reward market is being classified into Digital Rewards and Rewards in Kind categories. The whitepaper focuses on digital Rewards and Digital Asset Aidrop which fits into current Internet and Mobile device trend. The service targets the Republic of Korea for IT-centric competency and Indonesia for population-based merits among the Asian countries.

# 2. TOUCHCON BACKGROUND

## 2.1 Current Status of Reward Market

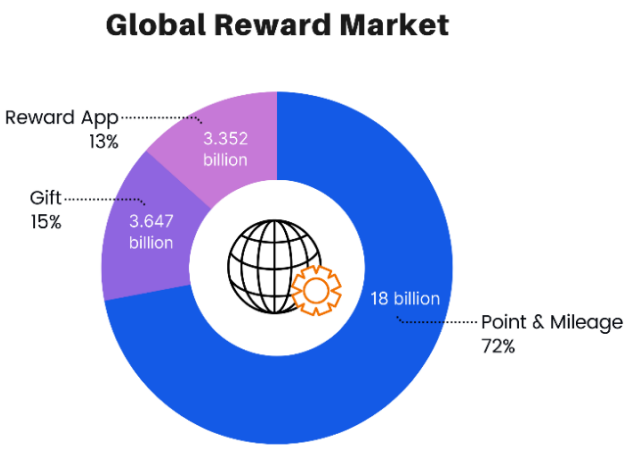
### 2.1.1 Corporate Reward Market

According to YANO Research Group, a global market solution provider, the size of the global reward market is approx. $209.5 billion as of 2020, in which points & mileage market accounted for approx. $150.8 billion, followed by gift market accounting for approx. $30.5 billion and reward app market accounting for approx. $28 billion.

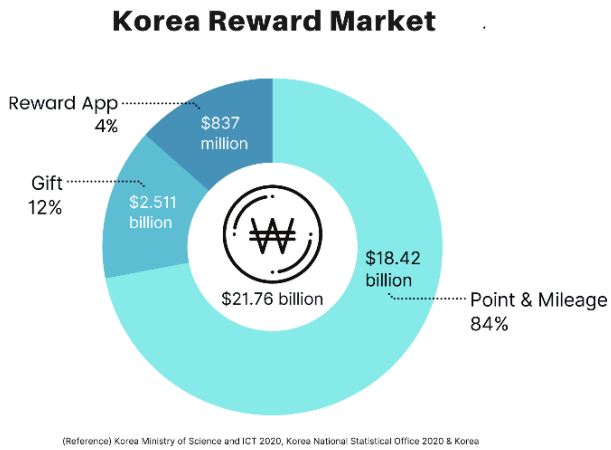
The point & mileage market showed a stable YoY growth rate of 8%, while those of the gift and reward app market were much steeper with the YoY growth rate over 30%. This means that the trend of the reward market had drastically shifted to mobile device-centered structure due to the recent development of internet and mobile industry and the COVID-19 pandemic.

As of 2020, the size of Korean reward market was $21.76 billion, with point & mileage, gift and reward app each accounting for $18.42 billion, approx. $2.511 billion, and approx. $838 million, respectively.

While point market showed relatively poor growth, gifticon and reward market showed tremendous growth with approx. 35% YoY growth rate. This shows that the Korean reward market is showing similar trend with the global market, with the focus shifting from traditional reward to mobile device-based gift and reward app market.




Global Information Inc 2020, Japan Yano Research Group 2020, Statistics Korea data 2019



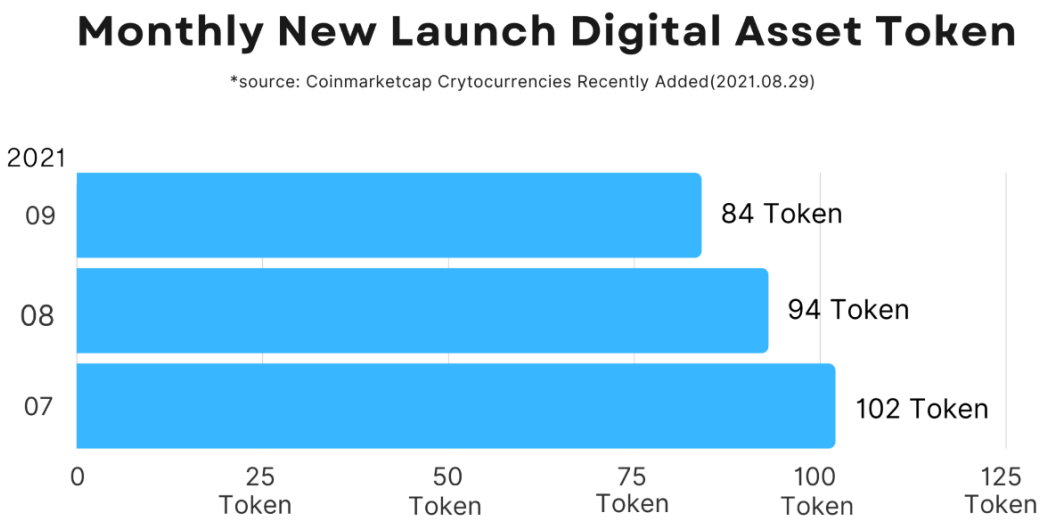

(Reference) Korea Ministry of Science and ICT 2020, Korea National Statistical Office 2020 & Korea Consumer Agency Report 2020, Japan YANO Research Group 2020, market research agency 'Embrain' 2020, Gifticon Market Data 2020, Japan YANO Research Group 2020 'Point Global Market Report' etc.

### 2.1.2 Digital Asset Airdrop Market

Airdrop is a marketing method through which a certain amount of digital asset is distributed for free to those who hold a certain digital asset or have completed certain mission. In general, such method is used in promotion campaigns for listing of new digital assets or hard fork, and most digital assets use airdrop marketing to invigorate the cryptocurrency community and expand holder base, as hosting airdrops can lead to increased interest in the project and its value.

As of September 2021, 11,456 digital assets and 397 digital asset exchanges are listed in CoinMarketCap, a global digital asset information website. It is estimated that about sixty Ethereum-based ERC-20 token projects per month on average are launched onto the market through these exchanges through various offering methods such as ICO, IEO or IDO.

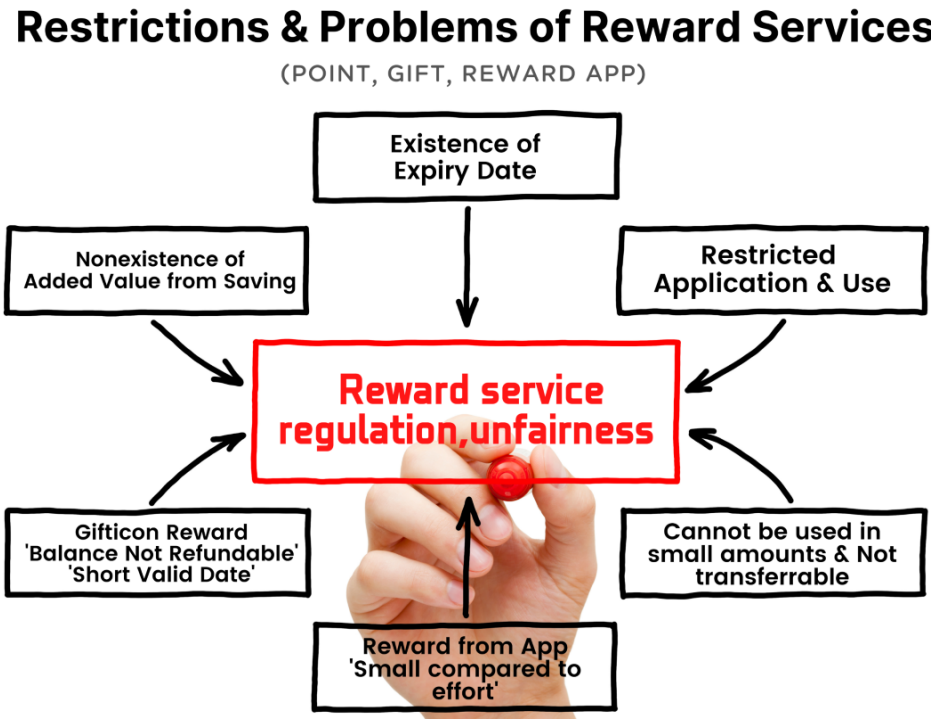
These new digital assets distribute a certain number of tokens to secure early adopter base and establish the ecosystem using airdrop marketing. While the number of tokens airdropped varies depending on the size of the project or marketing strategy, it usually ranges from as little as 10 million to as many as 1 billion tokens. It is estimated that digital assets worth approximately KRW 5 trillion in market value are airdropped in a year.



## 2.2 Regulations and Problems of Reward

### 2.2.1 Regulations and Problems of Corporate Reward

As is the case for point rewards, extremely unpleasant regulations and problems entail gifticons or reward apps. This is because expiry dates were set for these rewards. Gifticons with the shortest expiry date is only valid for fifteen days. Gifticons are made invalid if user fails to use or renew expiration date. The remaining balance cannot be refunded, and can only be used for making additional purchases. Issued by different entities for different applications, substantial amount of remaining balance ends up being unused and is ultimately lost.



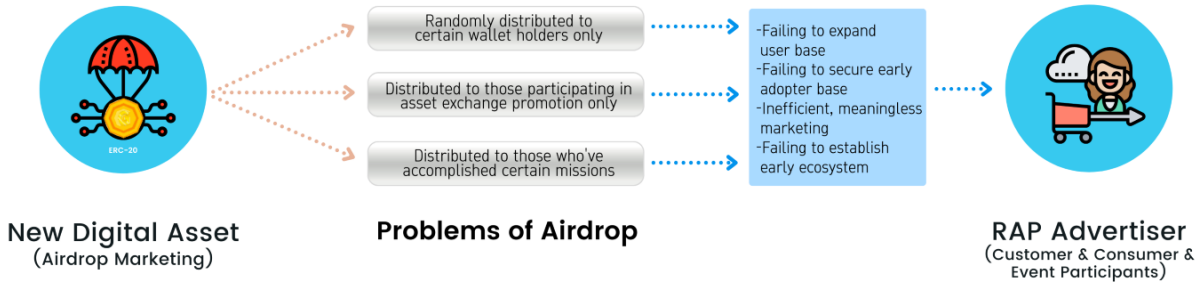

For instance, research conducted by Statistics Korea and Korea Consumer Agency shows that more than KRW 100 billion worth of credit card points are lost every year due to reasons such as expiration. While points worth KRW 1.5974 trillion was generated in June 2020, but only KRW 1.4684 trillion was used, resulting in the expiration of points worth about KRW 10 billion every month (Note 1). Also, among the total gifticon sales on online platform Kakao which was KRW 2.5341 trillion, about KRW 71.7 billion was deducted as refund charge (Note 2).

Meanwhile, reward apps which provide rewards in compensation for accomplishing certain missions are suffering from gradual user churn due to the excessively small reward compared to the amount of effort spent. It is difficult for these app users to win rewards worth a cup of coffee even after devoting a great amount of time to accomplish missions. This is because of the structural and resource constraints of the reward apps which only rely on the advertising expenditure of corporations to purchase reward items.

(Source) 1. Material for Inspection of State Administration, Chairperson Yoon Kwansuk of the National Policy Committee of the National Assembly of the Republic of Korea (Oct. 2, 2020.), 2. Current Status on the On-line Gifticon Service Market Size, Assemblyman Yoon Kwansuk (Sep. 27, 2021.)

### 2.2.2 Problems of Digital Asset Airdrop

It is evaluated that the actual effect of airdrops carried out by newly introduced digital assets to secure early adopter base and establish the ecosystem is extremely insignificant. In fact, it is difficult to obtain effective result out of airdrop as it is a marketing method based on unconditional, irregular and indiscriminate distribution to random people. Therefore, to invigorate the digital asset market in a healthy manner, it is necessary to refrain from engaging in routine and uniform marketing stunts, as indiscreet airdrops do not receive the attention or interest and rather result in avoidance of the general public. Reckless airdrops are also undesirable for the sustainability of the digital asset ecosystem.
Nevertheless, airdrops continue to be used as it is the only marketing stunt for new digital assets. The biggest problem of airdrop lies in distributing new tokens to random ETH wallets when generating ETH-based ERC-20 tokens under the pretext of establishing the ecosystem. Wallet holders have built negative perception against such airdrops that these are scams, and hack attacks disguised as airdrops have also occurred recently.
Also, airdrops hosted by some exchanges only benefit exchange account holders and the general public cannot gain any profit. In the end, it is often the case that these airdrops fail to achieve the expected outcomes and only benefit a small number of people.
While there have been recent efforts to conduct airdrops in conjunction with promotional activities using social media, it was ineffective in attracting broad public interest to the ecosystem.



## 2.3 Need for Digital Asset Reward Platform

Restrictions on reward and unfairness undermine its fundamental value, leading to decreased transparency and reliability and accumulation of consumer discontent. A new reward system which can enhance trust between the corporate and consumers by resolving fragmented regulation of rewards and restoring reward communication between the two parties is required to resolve the problems.

This can be achieved by ensuring transparent and fair rewarding for the parties willing to partake in transactions (corporates and users) and establishing a random reward system which secures fund through digital asset. The system does not need to set expiry dates on rewards by providing the same economic value as cash, and allows for free exercise of rewarded rights without temporal, locational or spatial constraints.

While new digital assets carry out airdrops to secure early adopter base and establish the ecosystem, the randomness of target, obscurity and uniformity in distribution method led the general public to reject the asset rather than gaining their interest. To solve this, the airdrop target should be clearly identified to benefit actual users, which is almost impossible using the current airdrop method as this requires access to definite user database.

If digital assets are airdropped to predetermined users selected based on customer database of corporates, the assets can be distributed, not randomly, but in a targeted manner to users who recognize actual benefit, that is, those whom the corporates can expect positive effect from, thus succeeding in the efficient securing of early adopter base and establishment of ecosystem, the true objective of airdrops. Using TouchCon Platform in which the corporates with customer database participate as the subject of airdrop, new

digital assets can break free from the inefficient and reckless airdrops in the past and carry out airdrop in an effective and customized manner.

In this Whitepaper, we propose TouchCon, a platform which not only restores transparency and reliability of rewards by providing unconstrained reward service for corporates and magnifying benefits of random rewards for users, but also contributes to securing early adopter base and invigoration of the ecosystem in the early stages by supporting airdrops of newly launched digital currency through Rewardcon content optimized for the mobile era.

The platform aims to resolve regulations and problems in the existing reward system and support effective airdrop of various digital currencies. Its users can also expect additional profit from margin the 24H fluctuations in the market price of digital currencies. Ultimately, the platform will become the safest reward system which prevents forgery or falsification and enhances transparency and reliability by adopting blockchain technology on rewards.

TouchCon Platform was designed based on the following principles with regard to corporates and users, the subjects and objects of reward.

- An innovative reward fund and system which can eliminate the restrictions of reward marketing resulting from increase in corporate debt and budgetary deficit due to accumulated reward should be established.
- The platform should eliminate fragmented regulations and unfairness in consumer rewards and allow for free and perpetual exercise of rewarded rights.
- As it is difficult to secure early-stage alliance and establish the ecosystem through uniform and inefficient airdrop of new digital assets, a specific and practical plan to enhance airdrop effectiveness should be proposed.

**※ Comparison Between 'RewardCon' & Existing Reward Services - 'RewardCon' is hybrid reward service**

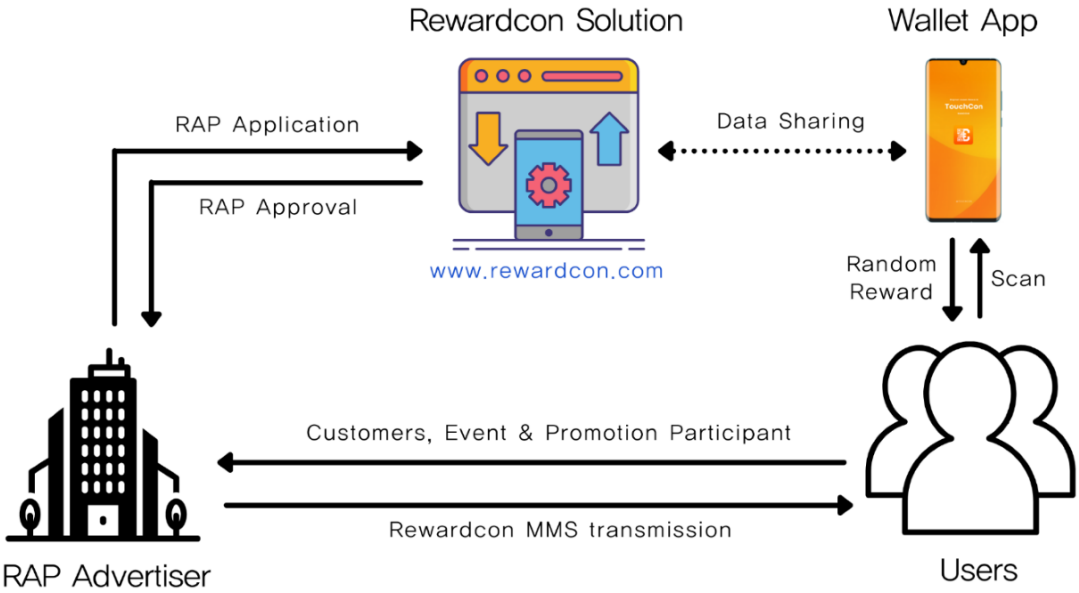
| Type | Reward | Expiry Date | Application | Refund & Transfer | Extra Profit From Saving | Reward Method |
|---|---|---|---|---|---|---|
| Point | Cash Value | 1 month ~ 10 years | Limited | Unable | None | Limited |
| Gifticon | Gifticon Value | 10 days ~ 3 months | Limited | Partially Able | None | Limited |
| Reward App | Cash Value | 6 months~ 3 years | Unlimited | Partially Able | None | Limited |
| 'Rewardcon' | Digital Asset | None | Unlimited | Able | Interest+ market price | Random |

# 3. TOUCHCON SOLUTION PLATFORM

There are three key tasks which the Touchcon team should work on for the purpose of solving regulations and problems related to corporate-led rewards and airdrops.

First, it is required to have a solution designed for the generation and transfer of Rewardcon content that shall be used for reward. www.reward.com solution shall be developed in order to solve the issue, and RAP advertisers shall act as Touchcoin Alliance Partner via Rewardcon generation and transfer.

Second, it is essential to have an application that supports the acquisition, accumulation and use of Touchcon (TOC). It is a must to build 'Touchcon Wallet Application' where users can receive rewards by scanning Rewardcon and use the rewards via various features including but not limited to accumulation, payment, transfer, exchange, and staking. Third, it is essential to develop a mainnet 'Touchchain' to build a blockchain-powered ecosystem for the full use of TouchCon (TOC). By integrating reward system with blockchain technology, it is possible for the ecosystem to prevent forgery and alteration while securing the transparency and trust of rewards.



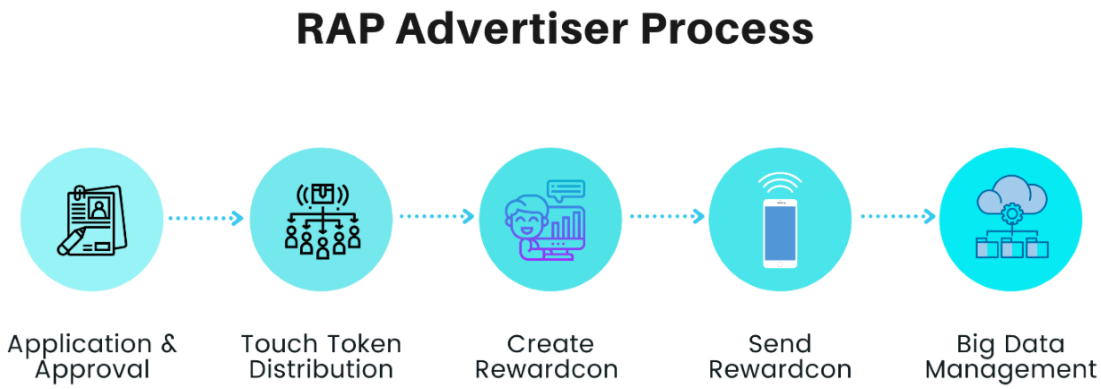
## 3.1 Rewardcon Solution

Rewardcon solution (rewardcon.com) is a solution program designed to store, manage and process the issuance and transfer of MMS-type rewardcons which will be used for reward. The solution supports underlying services on the RAP advertiser application, registration, rewardcon generation, transfer and management so that rewardcon can be used for corporate reward and advertising-based marketing activities. RAP is an abbreviation for Reward Alliance Partner established for the use of rewardcon for reward and advertising-based marketing activities.

Entities that can apply for participation as RAP are classified into corporate members and individual members. All types of global companies can apply for RAP and there are no limitations regarding industry or sector. Individual members can apply for RAP if they operate small-sized companies.

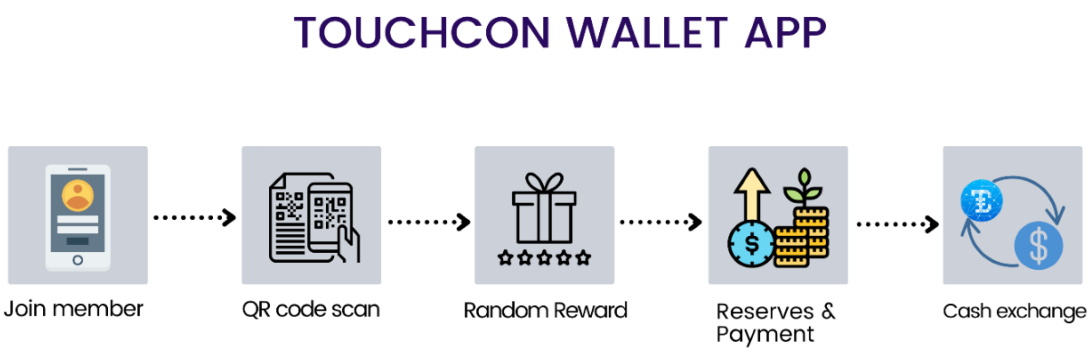
RAP shall generate rewardcon after being allocated with a certain amount of rewardcons after completing the registration process. Rewardcons can be transferred via mobile device under Internet and online environment, and rewardcons can be printed and used in the form of vouchers or coupons via SQC (Smart QR Code) in case of offline stores or products. Rewardcons can be customized in various forms according to the characteristics of a company or purpose of promotion.

When companies use rewardcons for reward, event, promotion purpose via RAP, high engagement and promotional effect can be expected. Meanwhile, 1:1 advertising effect can be achieved as additional components including RAP's advertisement copies, brand images and others can be inserted into rewardcon.



## 3.2 TouchCon Wallet App

Users receive 'Rewardcons' from advertisers and get randomly-selected rewards via QR code scanning. After that, the users are offered with services that can be used in real life with the accumulated and pre-managed rewardcons. The agent that runs the whole process is defined as TouchCon Wallet Application.




TouchCon application is essential for receiving random rewards. The application offers external and internal scanner features that allow the users to scan QR codes that hold certain digital asset sources. The application provides basic service features including but not limited to the accumulation, storage, payment, transfer of TOP (Touch), conversion to ETH Wallets, transfer to exchanges, and staking.

The unit for the digital assets offered as a reward on TouchCon application is TOP (Touch), and the conversion ratio between TOP (Touch) and digital assets shall be 1:1.

## 3.3 Blockchain Mainnet 'Touchchain'

Trust and transparency between reward provider and reward receiver require high-level security and well-established process to the level required by the traditional banking transfer system. Without mutual communication on reward between two parties, reward can become a violent marketing tool for reward providers. Regulations and inequality that are embedded in the currency reward system represent such brutal cases.

Touchchain should be designed in a way that integrates traditional mining reward with corporate marketing reward. Rewards should go beyond the idea that rewards are given free. Meanwhile, if common efforts designed to protect the digital asset ecosystem can preserve value with reward or mining, corporate reward marketing can be incentivized to transform into a blockchain-powered system.

For that reason, a company-owned customer database shall be a useful clue. Customer information that has passed the KYC process is an essential composition for reward marketing as the data serves as a fundamental vehicle for the accomplishment of airdrop goal.

TouchChain utilizes the existing relationship between mining and reward and implements reward-powered blockchain with a future-oriented perspective. An innovative concept that goes far beyond mining and reward shall be required. TouchChain shall develop creative solutions in order to meet with the future trends with blockchain and reward.
On reward, terms used to describe the prevention of forgery and alteration, and securement of transparency are not the same but the ideas are all the same when it comes to the fundamentals of reward.

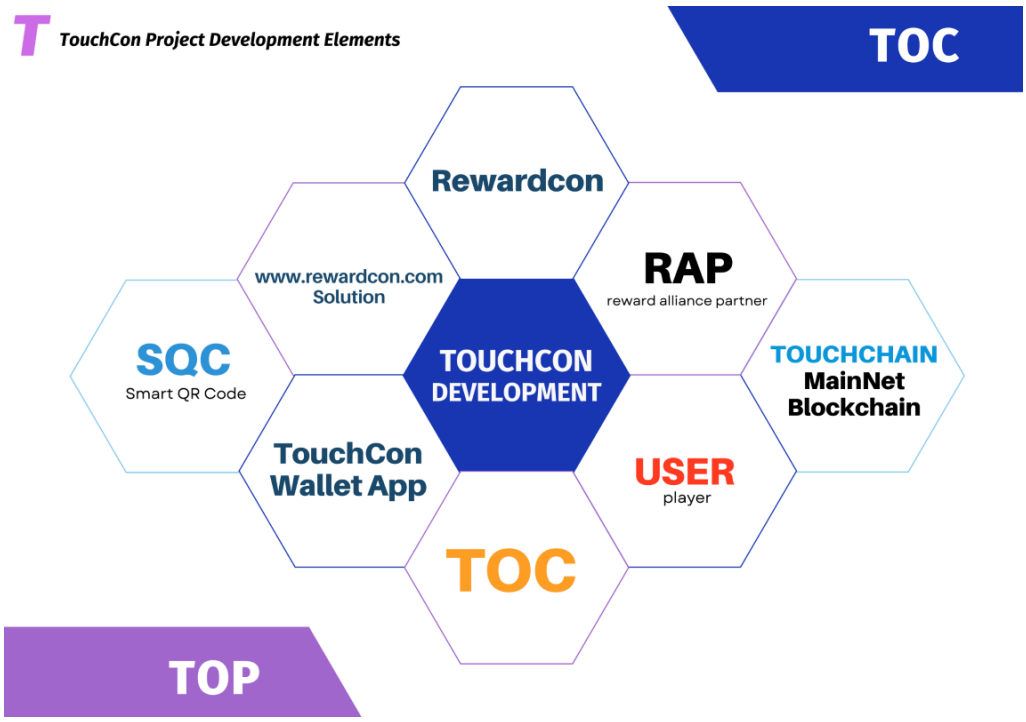
## 3.4 TouchCon Project Process

Various regulatory and unfairness-related issues including but not limited to the expiry date of rewards can be solved when using digital assets like Touchcon are used as a resource for random rewards. Moreover, it would be beneficial for the team to use the advertiser's accurate customer database for digital asset airdrops in terms of securing early-adopters and building an ecosystem.

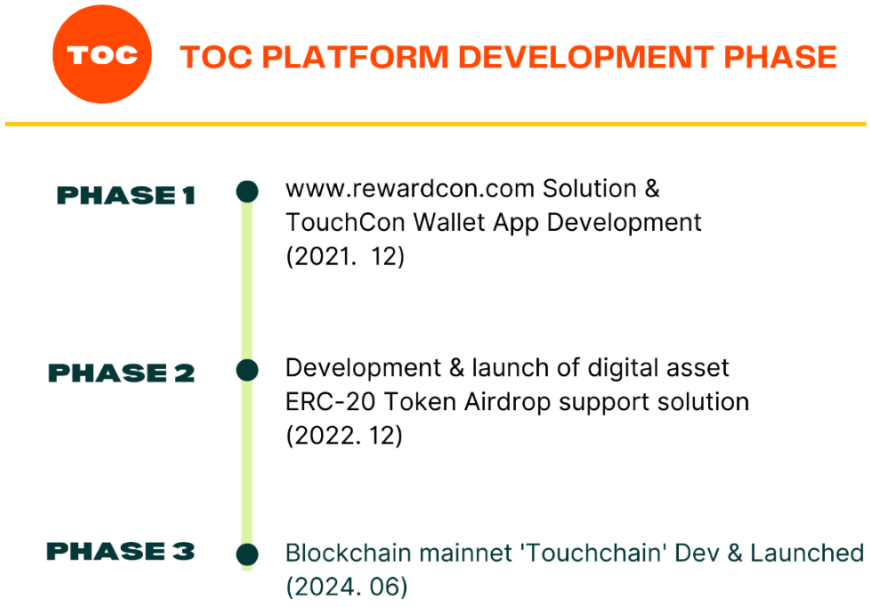
The core of the development shall be at the generation of 'RewardCon' content with the insertion of the texts and images used for a company's advertisement and promotion by randomly encoding digital assets onto two-dimensional QR code at www.rewardcon.com solution. To realize the concept, it is a must to execute partnerships with RAP advertisers that use 'RewardCon' for advertising and marketing activities.

Advertisers shall payout the rewards (Gifts, points, reward app-based rewards and others) in the form of 'RewardCons' or can offer 'RewardCons' as rewards to event and promotion participants.

TouchCon Wallet application shall be developed and provided to receive, accumulate and use the rewards by scanning the "RewardCons" users received. The application can be customized to meet the needs of the users. TouchCon project shall focus on making various sources to build TouchCon ecosystem and bringing friendly atmosphere into the ecosystem.

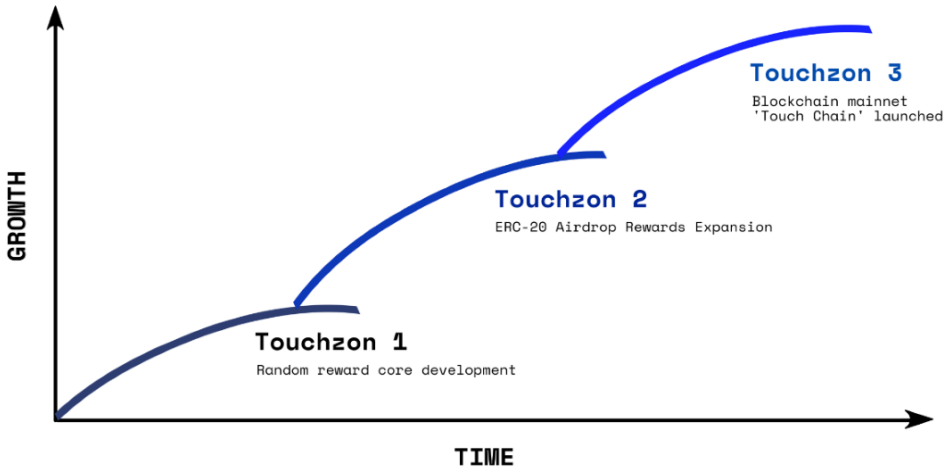


The detailed development process of TouchCon shall have three phase-by-phase goals and shall be executed in an organized manner. RewardCon service is expected to launch in late 2021 or early 2022 and shall participate in establishing a foundation for the TouchCon ecosystem.

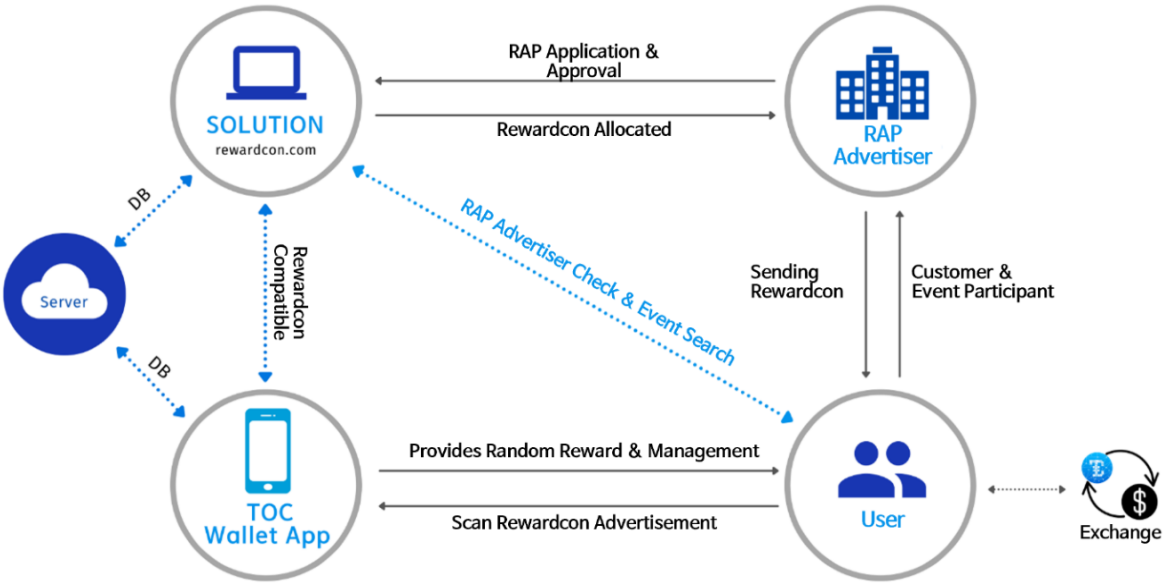



Each TouchCon phase shall be set in Touchzon and there shall be three phases.

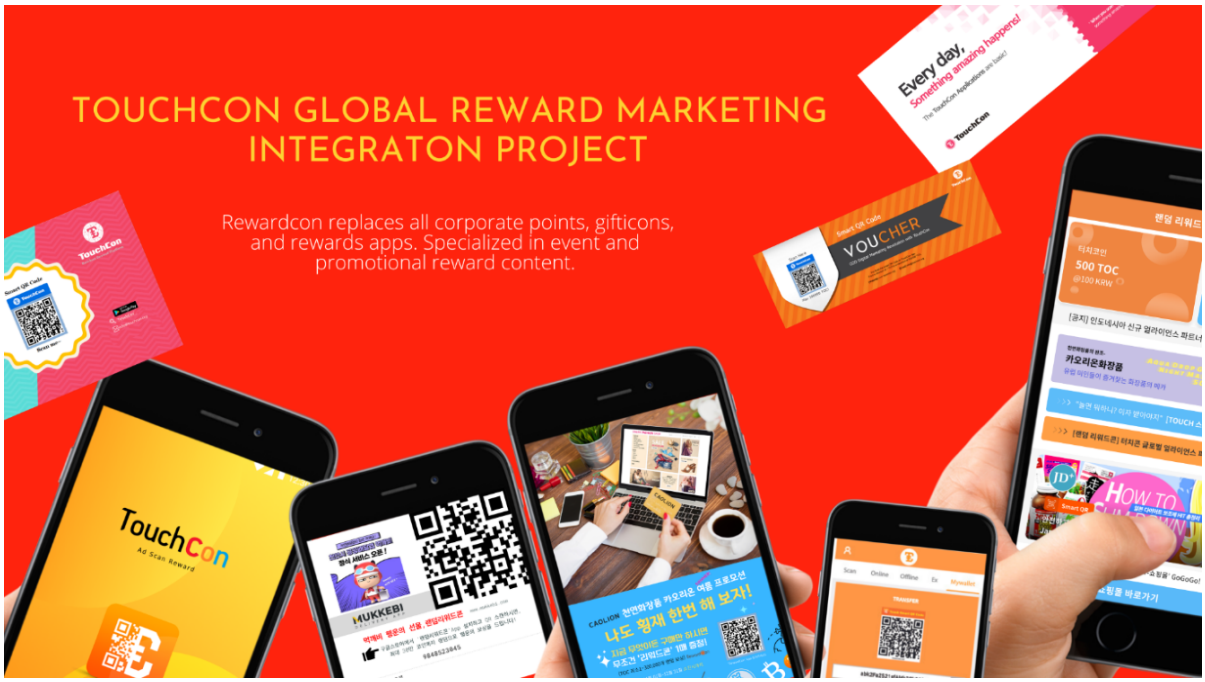
**-Touchzon1:** Building a foundation for the development of the service with randomly-selected rewards.
**-Touchzon2:** Building up an upgraded version of the platform that supports the airdrop of new digital assets.
**-Touchzon3:** Stabilizing the ecosystem with the establishment and operation of unique blockchain mainnet 'TouchChain'.



# 4. TOUCHCON ECOSYSTEM




The TouchCon ecosystem is established based on four core components. 'Rewardcon' content, the core of TouchCon platform, RAP advertisers who participate as reward alliance partners, players (users) who are existing customers of RAP and promotional activity participants, and Touch Token (TOC) which will be circulated in TouchCon ecosystem will interact to invigorate the ecosystem.



## 4.1 'Rewardcon' Content

Rewardcon Content is generated in the form of MMS in the on-line environment for users to win random rewards, and printed on vouchers, tickets or coupons in the off-line environment for convenient use. This means RAP advertiser can freely choose the method of generation and distribution depending on the desired application settings between on - or off-line.

After signing in to TouchCon solution, the RAP advertiser can issue the distributed Rewardcon and can provide it to users through mobile network. Rewardcon can replace existing reward services such as points, mileage, gifticons or reward apps, and can also be used as reward in on- or off-line events and promotional activities.

### 4.1.1 On-line Rewardcon (Rewardcon)

In the on-line settings, it is the most convenient and reasonable to send rewards in the form of MMS. The five following components are input in Rewardcon content. RAP advertisers may generate Rewardcon with different designs or items if they wish to carry out special events or promotions.

First, 2D QR Code source with randomly encoded digital asset
Second, the brand name the advertiser wishes to advertise and an image
Third, Company name and brand logo of the advertiser
Fourth, Advertiser website address or customer support number
Fifth, Rewardcon information text for use

### 4.1.2 Off-line Voucher ‘Rewardcon’

Rewardcon can be used widely in daily life in off-line settings. Considering that the majority of economic activities take place off-line, the off-line utilization of Rewardcon will increase in the post-Covid times. While incidental costs incurred during the printing process of vouchers, tickets or coupons are considered a slight downside, off-line utilization of Rewardcon has the advantage of boosting user interest and active participation so combination with on-line utilization deserves consideration.

Cases of off-line use include producing gift vouchers, printing on product exterior, and adding ‘Rewardcon’ as event source on entry passes, tickets, receipts or invoices. Meanwhile, scratch-off or paper cover printing can be considered to prevent hacking attacks from external exposure of ‘Rewardcon’.

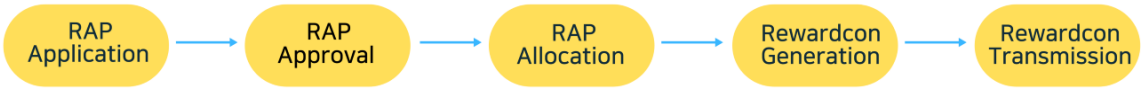
※ ‘Rewardcon’ QR Code Printed on Off-line Products

※ ‘Rewardcon’ Vouchers Provided to Off-line Stores and Affiliates

## 4.2 RAP Advertisers (Reward Alliance Partner)

RAP is short for Reward Alliance Partner which refers to corporates which intend to use TouchCon platform for reward service or advertisement and promotion of their brands. RAP shall be referred to as RAP advertiser in this Whitepaper.

Corporates wishing to participate in the platform as RAP advertiser may register by visiting rewardcon.com solution. There are no conditions for registering, and any global corporate engaging in healthy economic activities may register. However, registration does not necessarily mean approval, and it usually takes about a week for the registration to be approved.




### 4.2.1 Definition of RAP

RAP is short for Reward Alliance Partner, and refers to affiliate advertisers who have agreed to use Rewardcon in various events and promotions such as points, gifticon, reward apps and airdrops

### 4.2.3 RAP Application and Approval

Corporates which engage in actual economic activities are eligible for RAP application, and there is no regulation on the type of industry, business category or size. Once the application is approved after screening, the corporate can have Rewardcon issued.

### 4.2.3 RAP Activity

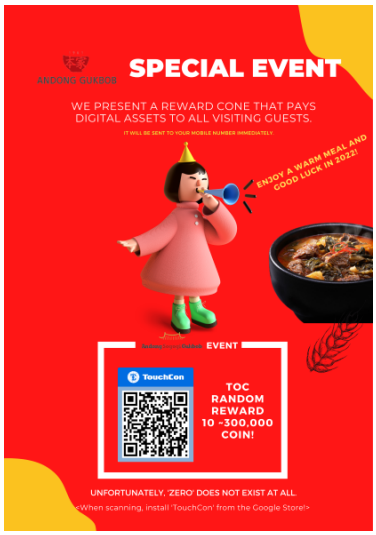
RAP Advertisers hold rights to generate and use Rewardcon in the solution to replace points, gifticon or app rewards.

### 4.2.4 RAP Advertisement Cost

Additional advertisement expense is not required for advertisers approved as RAP as they would be assigned digital assets for free. Airdrops which are conducted by most digital assets can also be assigned for free.

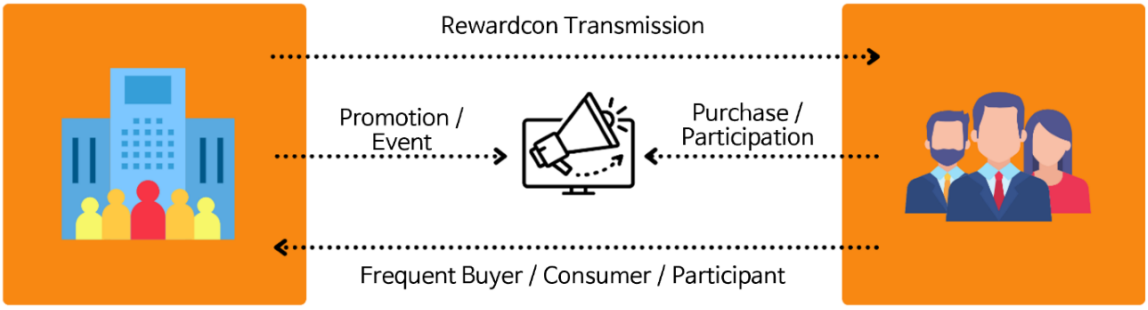
### 4.2.5 RAP Advertisement and Marketing Method

RAP Advertiser can replace its existing reward service with 'Rewardcon'. In case of special events or promotions, Rewardcon can also be used for a limited duration and in limited quantity.



### 4.2.6 Advertising Impact

By directly sending Rewardcon to users' mobile devices, RAP advertisers can expect high advertising impact through swift provision of rewards and one-on-one, face-to-face advertisement. Distributing Rewardcon through internet or mobile network is the most optimized method which does not incur time and monetary cost. However, in the off-line setting, it may take some time and money because Rewardcons need to be distributed to users in the form of coupons or vouchers and thus need to be printed or attached to advertisement or promotion items.



### 4.2.7 Why Advertisers Need Rewardcon Marketing

The reason why corporates need to use Rewardcon is because of the changes in trend. Digital assets are now being recognized and accepted worldwide, as the mainstream is becoming more open to it than ever. Sufficient potential for digital assets has been proven as alternative assets and currencies in the future.

Points provided by corporates or gifticon from other companies are the general format of advertisement and reward market. For mobile reward apps, it is difficult to maintain advertisement impact as the level of reward is extremely low due to small advertisement budget. At this time, Rewardcon keeps in with the trend of the 4th Industrial Revolution by proposing an innovative reward marketing with digital assets as the media. There are three reasons on why advertisers should use Rewardcon in marketing.

First, it brings a novel sensation by using digital assets as reward. Emerging digital assets can stimulate the interest and curiosity of the majority of consumers, which becomes even more valuable through patent registration. Second, Rewardcon boosts consumer interest once more through its random reward system, and leads to the social media posting and word of mouth of jackpot winners The introduction of this novel system lets Rewardcon break away from the traditional uniform reward and promotes active participation of users by increasing expectations and fun.

Third, Rewardcon is distributed for free during the first 1-2 years of service, so participating corporates would not need to spend on advertisement. Also, advertisements will be made without having to spend resources and so advertisers can only benefit from positive feedbacks.

Applying Rewardcon on advertisement is simple and convenient, and management cost is also low. Only the mobile messaging cost, printing cost for offline vouchers and management cost will be required, which is expected to be insignificant. Rewardcon can be used anywhere at any time, so it is a low-cost highly efficient platform for corporates wishing to advertise or engage in reward marketing.

## 4.3 Users - Player (Consumers, users, participants)

Users (or Players) refer to consumers or clients who purchased the products and services of RAP advertisers including participants who earned Rewardcon by engaging in events or promotions. In cases when Rewardcon was obtained from RAP or as a present from a third party, the term will apply to those who ultimately obtained random reward by scanning QR Code. The term also encompasses frequent buyers, prospective customers, participants and applicants.

Users can earn random rewards by scanning the QR Code using TouchCon Wallet App after obtaining or receiving Rewardcon or voucher with Rewardcon on it. To complete scanning and earn rewards, 'TouchCon Wallet App' must be installed on the user's mobile device.

Users always wish to earn valuable rewards which are practically and truly helpful in everyday life. In particular, they are attracted to rewards similar to cash which can be used anywhere at any time without restriction.

### 4.3.1 Definition of User

User refers to those who earn rewards by obtaining Rewardcon from random RAP advertisers. User includes frequent buyers, consumers and prospective customers who will be rewarded by RAP advertisers and denotes the concept of players which encompasses random participants who partake in one-time events or promotions.

### 4.3.2 Earning Rewardcon

Users can earn random rewards by scanning QR Code on Rewardcon obtained from RAP.

### 4.3.3 Installing TouchCon Wallet App

Users must download 'TouchCon Wallet App' to store QR Code on Rewardcon and digital assets. The app can be downloaded at Google Playstore for Android OS users and App Store for Apple IOS users.

### 4.3.4 Random Reward Method – QR Code Scan

Users can internally scan QR Code on Rewardcon by launching TouchCon app. For offline Rewardcon, user can externally scan QR Code on the product or voucher. When the process is complete, the amount of reward will be determined which can be saved or used immediately.

※ 10 Million Tokens Randomly Encoded on Rewardcon

Smart QR Code 10000000 TOC Random encoding

| | | | | | |
|---|---|---|---|---|---|
| 1 TOC / 5000 | 2 TOC / 3000 | 30 TOC / 20000 | 50 TOC / 13000 | 70 TOC / 8000 | 100 TOC / 6000 |
| 300 TOC / 2000 | 500 TOC / 2000 | 1000 TOC / 10000 | 3000 TOC / 300 | 5000 TOC / 200 | 10000 TOC / 300 |

### 4.3.5 Random Reward Range

The amount of digital asset which can be obtained from random reward was designed to vary from one token to 300K tokens, granting opportunity for jackpot to every user.

## 4.4 TouchCon(TOC) & Touch Point (TOP)

TouchCon will issue ETH-based Touch Token (TOC) for distribution in Rewardcon ecosystem before 'Touchchain', the mainnet which will add the final touch to the ecosystem is established.

All users participating in and contributing to TouchCon ecosystem can earn Touch Point (TOP) by creating account and participating in Rewardcon events. Participants can continuously obtain Rewardcon from RAP advertiers and scan QR Codes to win random Touch Point (TOP) rewards.

**TOC**

Exchangeable and transferable in digital asset ecosystem

**TOP**

Can be used for payment in TouchCon ecosystem/swapped with coin

### 4.4.1 Touch Token (TOC) & Touch Point (TOP)

Touch Token (TOC) is a token exchangeable and transferable in the digital asset ecosystem. Those obtained as first random rewards by scanning 'Rewardcon' are notated as Touch Point (TOP), which can be used to make payment in TouchCon ecosystem or exchanged to TOC. TOC and TOP can be swapped at 1:1 exchange rate.

### 4.4.2 Obtaining and Accumulating Touch Point (TOP)

Touch Point (TOP) is earned by obtaining 'Rewardcon' from RAP advertisers and scanning the QR Code. Digital asset is encoded on every 'Rewardcon', and in the early stage of service an event will be held to boost user interest and anticipation through which users can randomly win 10 to 300K tokens. Users can also earn additional TOP by participating in 'Touch-Staking' held every quarter in TouchCon Wallet App. The minimum additional return rate through the quarterly staking is 7%. Other ways of earning TOP include daily check-in at TouchCon Wallet App and other surprise promotions.

### 4.4.3 Touch Token (TOC) and Mainnet

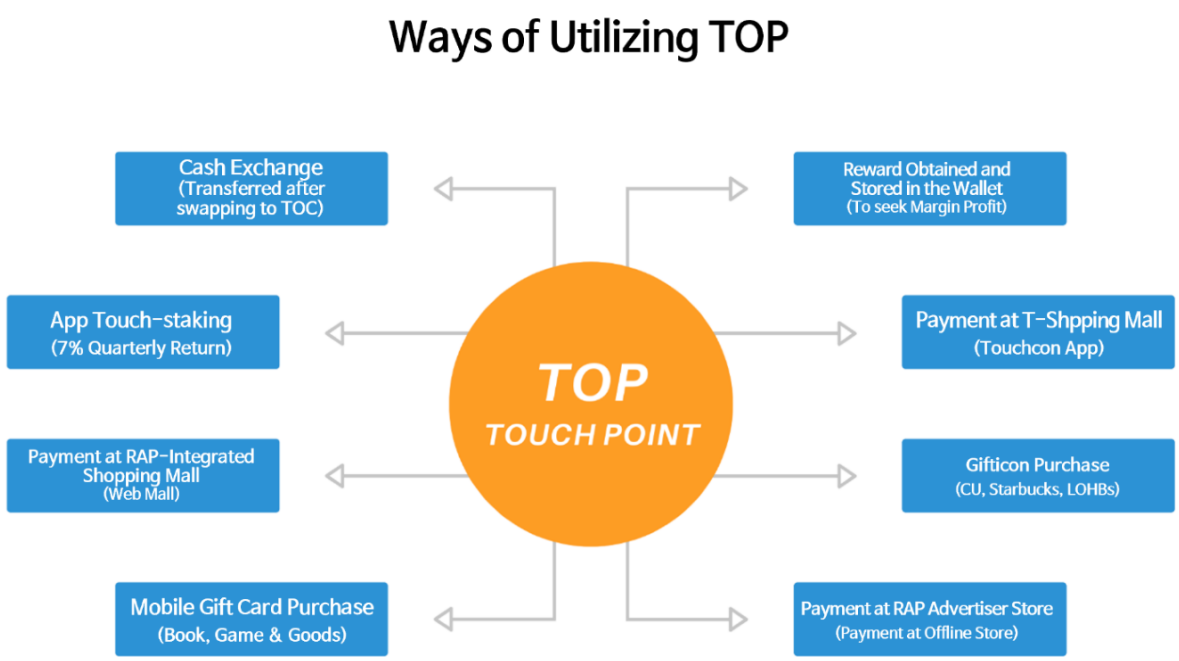
Touch Token (TOC), provided to advertisers and users participating in the ecosystem, is a utility token which can be used freely in accordance with various services and applications supported in the ecosystem.

Before mainnet launch, Touch Token (TOC) will be issued as ETH-based standard ERC-20 token, and 'Touchchain', the blockchain mainnet will be developed in accordance with ecosystem environment and advertiser and user entry. Once mainnet is launched, the tokens issued to early participants will be swapped to coins to achieve complete and independent ecosystem stability.

### 4.4.4 Applications of TOP

Users can freely use Touch Point (TOP) earned in TouchCon Wallet App through features such as saving and transfer, exchange, payment, staking and token swap. The fixed value of Touch Token (TOC) which can be swapped 1:1 with Touch Point (TOP) cannot be evaluated due to the changes in global environment, recognition or market fluctuation. On the contrary, Touch Point (TOP) can be used immediately for the following applications.

※ Various Applications of TOP and TOC



#### 4.4.4.1 Cash Exchange

TOP can be transferred to global exchanges where TOC is listed and can be exchanged to cash regardless of time or place.

#### 4.4.4.2 Reward Acquisition and Wallet Deposit

At digital asset exchanges, transactions constantly take place 24H, and price fluctuations also occur frequently. If saved according to prediction of rise in value of digital assets or personal investment strategies, users may enjoy profit from margin.

#### 4.4.4.3 App Touch-Staking

Users can earn contracted reward by participating in Touch-Staking at TouchCon Wallet app every quarter. Minimum stake is 10 Touch and reward interest rate is 7%.

#### 4.4.4.4 Payment at T-Shopping Mall

TOP can be used to purchase promotional products and services sold at 'T-Mall' established on TouchCon Wallet App.

#### 4.4.4.5 RAP-Integrated Shopping Mall

TouchCon ecosystem is a community marketing framework where multiple RAP advertisers participate in. TOP can be used freely at Web RAP Shopping Mall which deals all products and services of RAP Alliance.

#### 4.4.4.6 Gifticon Purchase

TOP can be used to purchase gifticons issued by affiliates such as Starbucks, CU or LOHB at Touchcon Wallet App and Rewardcon Solution (rewardcon.com).

#### 4.4.4.7 Mobile Voucher Purchase

TOP can be used to purchase various on- or off-line vouchers frequently used in daily lives.

#### 4.4.4.8 Payment at RAP Advertiser Stores

TOP can be used to pay at offline stores operated by RAP advertisers. After linkage and operation test, the payment system will be deployed at RAP advertiser franchise stores.

# 5. BUSINESS MODEL

TouchCon invented a random reward system through which digital assets are encoded in 2D QR Code so that users can scan the code on the advertisement to earn rewards. TouchCon Model, registered as business model patent (10-2035419 호) by Korean Intellectual Property Office in October 2019, enables actualization of profit model in various forms with the sales method which combined digital assets and information communication system.

TouchCon Business pursues four profit models, but the feasibility and sales of these models may be irregular due to the constant price fluctuation of the corresponding digital asset. This is because profitability will greatly increase when the market price of digital assets held by TouchCon shows sharp rise, and profitability may decrease during market correction or fall due to slump in market price.

Beta version test service will be provided in the early stages of TouchCon service (approx. 1~2 years) for establishment and stabilization of the ecosystem. In the second and third year of service, aggressive marketing activities will take place achieve actual profit.

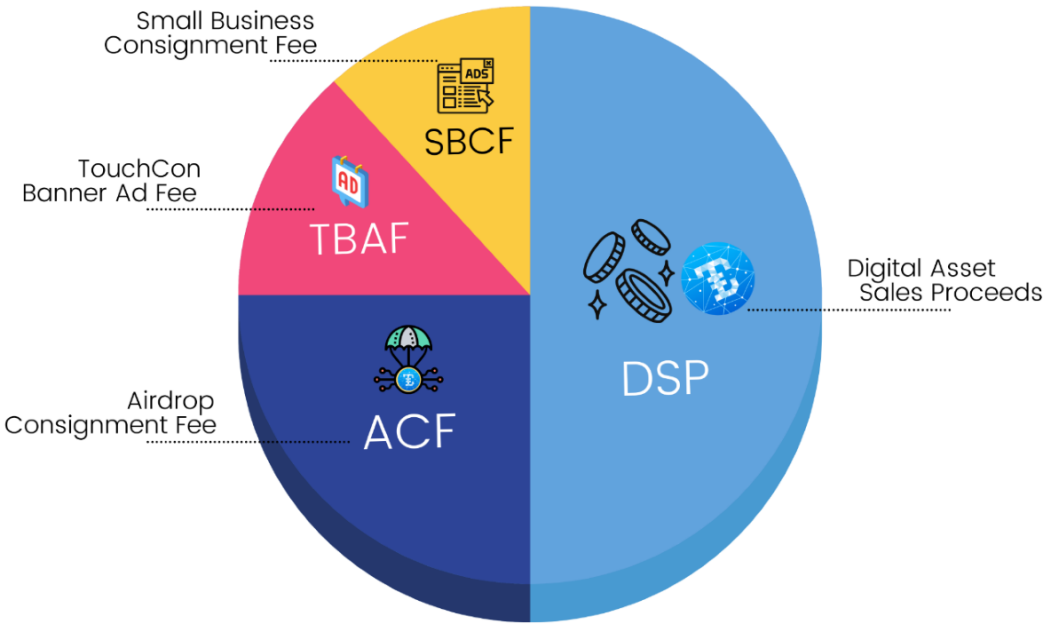
①DSP (Digital Asset Sales Proceeds)

②ACF (Airdrop Consignment Fee)

③TBAF (TouchCon Banner Ad Fee)

④SBCF (Small Business Consignment Fee)

※ Estimated Sales Share of TouchCon's Business Models



## 5.1 TSP (TOC Sales Proceeds)

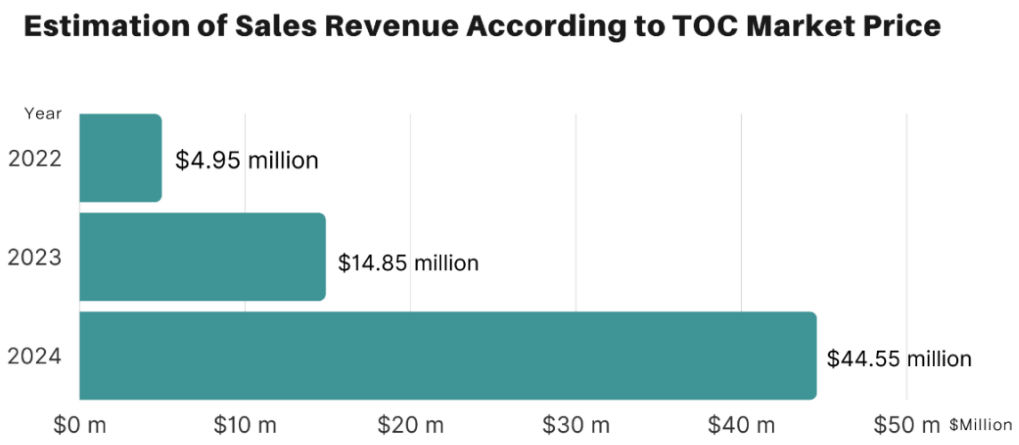
TSP is the proceeds generated from TOC sales. 495,000,000 TOC which accounts for 50% of total tokens issued are locked up in TouchCon Reward Pool. This will be used as the fund for TouchCon reward, and 4.95 million TOC are designed to be made available for sale to RAP advertisers every year. However, the portion allocated for the year 2021 will be distributed to all RAP advertisers for free to establish and stabilize the ecosystem in its early stages. From 2022, TOC will be sold at discounted price based on TOC market price with discount rate applied. TouchCon will be able to create stable profit every year through TSP.

※ TSP = TOC Quantity x (TOC Price x Discount Rate%)

ex) SMS Shopping Mall decided to run reward marketing ad to promote new product, and chose to purchase 300,000 TOC. (TOC price of the day: $1.00, discount rate: 70%). If SMS Shopping mall makes the purchase by paying $90,000, the 70% discounted price from the normal price of $300,000?

TSP = 300,000 TOC x (USD $1.00 x 70%) = USD $90,000.00

**※ Estimated TouchCon Sales Proceeeds Comparison (2022~2024)**

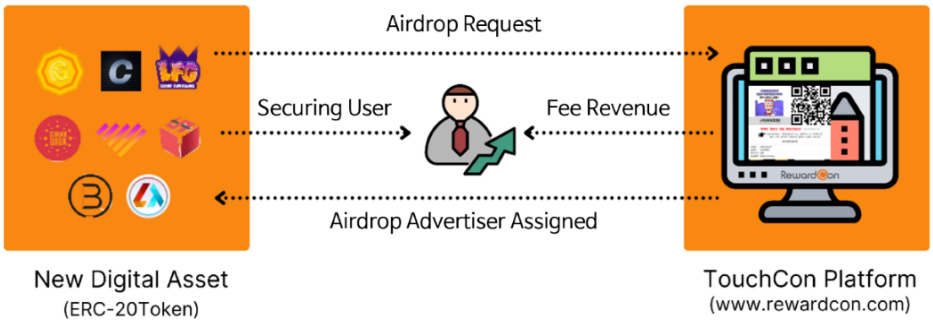



※ Estimation of sales revenue according to TouchCon TOC market price (2022-2024)

| Estimated price on the day (USD$) | | Discount rate (70~90%) | Quantity available for sale (TOC) | Annual sales Revenue (USD$) |
|---|---|---|---|---|
| 2022' | $0.50 | 80% | 49,500,000 | 4,950,000 |
| 2023' | $1.00 | 70% | 49,500,000 | 14,850,000 |
| 2024' | $3.00 | 70% | 49,500,000 | 44,550,000 |
| Total | | - | 148,500,000 | 63,350,000 |

## 5.2 ACF (Airdrop Consignment Fee)

ACF refers to the fee incurred when new digital tokens consign airdrop marketing. Airdrop is a method of vent marketing through which new digital tokens distribute tokens for free to secure early adopter base. If new digital token conducts airdrop based on customer database of RAP advertisers in partnership with TouchCon, the token will gain extremely effective outcome on investment in early-stage ecosystem establishment.



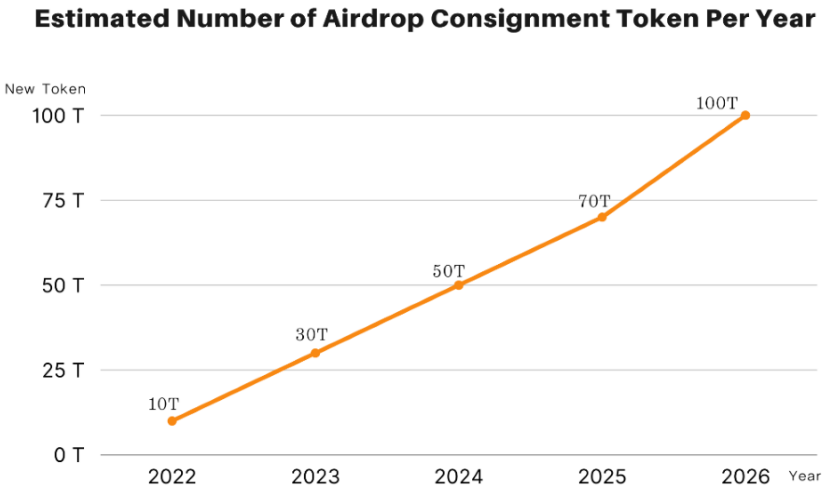

In general, 5% fee is charged for the amount of tokens consigned for airdrop. The fee will be deducted first and the remaining amount will be airdropped. TouchCon will utilize a selective strategy in disposing the tokens received as consignment fee: tokens may be sold when the price rises or be held for medium to long-term to increase asset value.

※ ACF = Airdrop Quantity × Consignment fee(%)

ex) ABC Token Foundation, a new token, consigned 10 million tokens for airdrop. How much is the ACF?

ACF = 10,000,000 ABC x 5% = 500,000 ABC

**※ Estimated Number of Airdrop Consignment by New Digital Assets (2022~2026)**

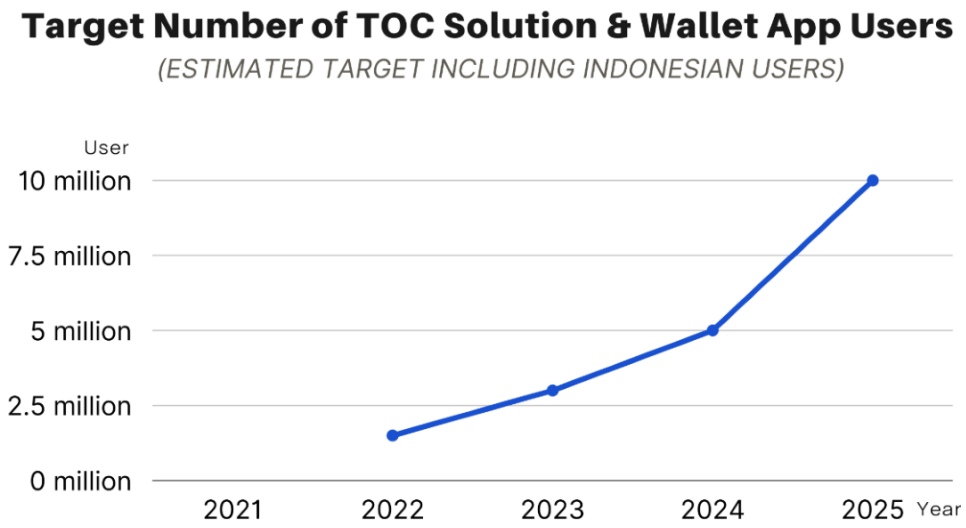


## 5.3 BAF (Banner Advertising Fee)

Two solutions are established and operated on the Web and mobile app for TouchCon service, which are Rewardcon Solution at 'www.rewardcon.com' and the mobile app 'TouchCon Wallet App'. Increase in new user leads to entry of external advertisers, allowing additional banner advertising fee.

※ BAF 2 TYPE = Advertisement Type(banner, protruding, fixed) × Advertising Period (months) × Advertising Unit Price($) × Discount Rate

**※ Estimated Rewardcon Solution and Wallet App User Growth Rate (2022~2025, Indonesian User)**



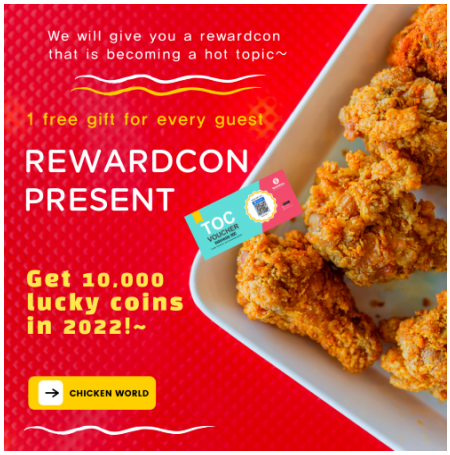
## 5.4 SBCF (Small Business Consignment Fee)

SBCF refers to the consignment fee charged to small businesses which lack capacity to carry out reward marketing by themselves for engaging in marketing on behalf of them. Small businesses may use this model to host one-time events or promotions, and 5% of the total amount of digital asset used in performing the consigned marketing stunt is charged as consignment fee.

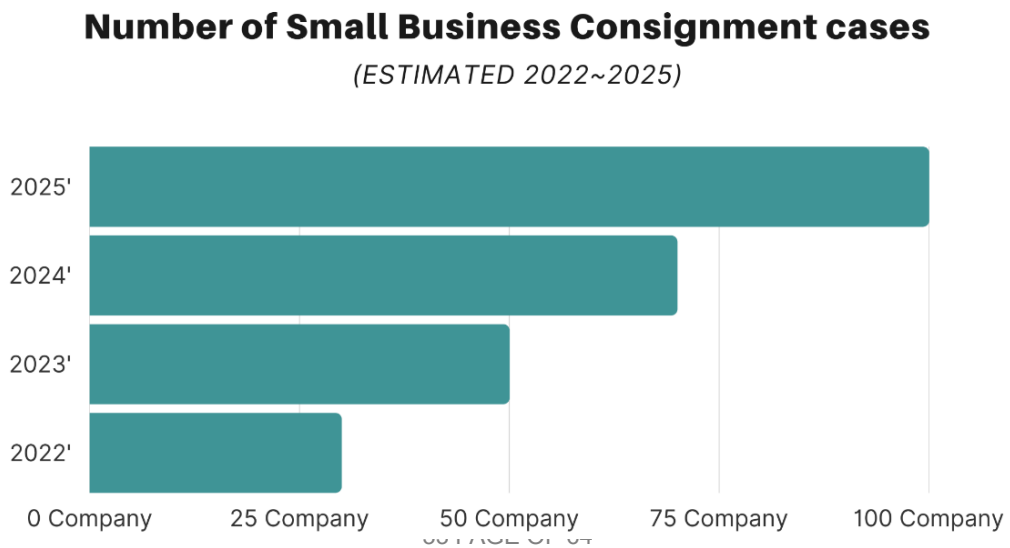
※ SBCF = Digital asset Quantity x Transmission Fee × Consignment Fee5%

ex) 'Chicken Nara', a small restaurant decided to buy 100,000 TOC to distribute 5,000 Rewardcon to customers as the 10-year anniversary promotion. How much is the SBCF?

SBCF = 100,000 TOC x (Messaging Fee?) x 5% = 5,000 TOC




**※ Estimated Number of Small Business Consignment Cases (2022 ~2025)**



# 6. SOLUTION DEVELOPMENT ARCHITECTURE

## 6.1 TouchCon Platform Development

Rewardcon Content can be defined as advertisement and marketing content in the form of MMS which is generated by encoding values of various digital assets including TOC in 2D QR Code and inserting brand images and short promotional texts of the advertiser, and sent to the users' mobile devices.

The core of TouchCon's development lies in enabling user's scanning device to recognize the value of digital assets encoded in the 2D QR Code and to have this value transferred and saved in the user's account, thus meaning the acquisition of pure digital assets without having to be converted to points or other forms somewhere in the middle of the process. Every process is transferred to and recorded on blockchain, thus preventing forgery or falsification of rewards and securing transparency and reliability.

### 6.1.1 Development Source

Seamless synchronization and optimization which fits the contract of currently launched token should take precedence by verifying the integrity of the contract of the digital asset (ERC-20) that had already been generated and developed, and identifying solidity version, V2 network distribution status, contract capacity and contract quality.

Works to enable in-app access to ETH mainnet is essential, and for inputting random reward number (amount or value of digital assets), point function building is actualized by customizing the source as payment REST API cannot be used directly.

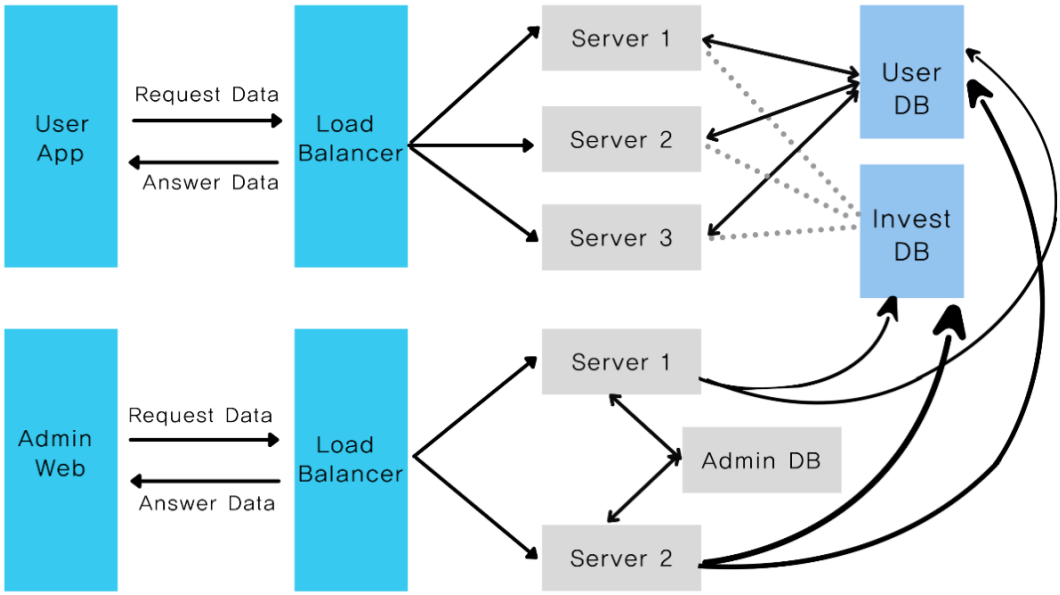
### 6.1.2 Server Design

Server requires system to prepare for high traffic from concurrent connection of a lot of users in order to prevent server from going down when swapping or exchanging Touch Point (TOP) to Touch Coin (TOC). The system for blocking entry of hack attacks should also be added.

### 6.1.3 Server Development Design

Basically, about three virtual servers would be required for user app. This will help prevent risks of overload and DDOS attacks. Load balancers are used to disperse traffic to other servers in case of excessive computing on a server, in which case three servers are sufficient for handling the traffic.

User DB and Investment DB are defined as follows: User DB is limited to user data such as personal information, sign-in log and sign-up information, and Investment DB is limited to coin-related data such as user investment records and point exchange records.



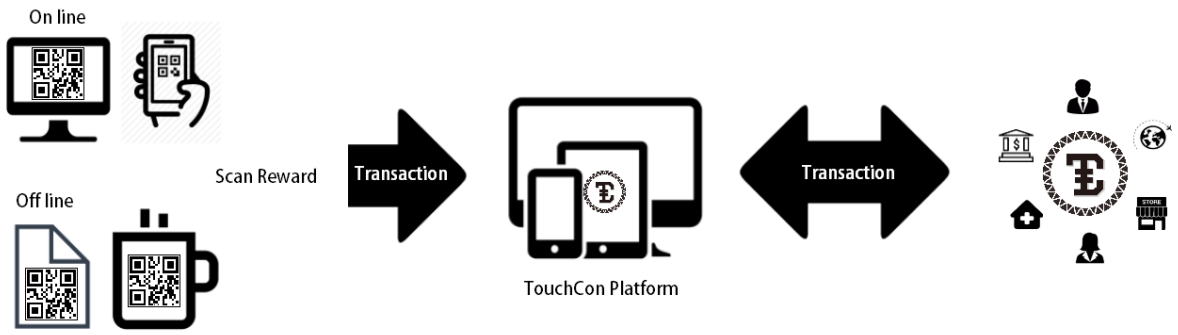

The reason why the two DB are not installed on separate servers but installed externally and designed separately is because the physical separation can block hacking routes. Hence, hacking route to Manager DB can also be blocked through physical separation.

For manager Web, only the basic status would need to be distributed and it would not require complicated UI in the early stage. As the number of managers would be smaller compared to users, two servers would be sufficient in the beginning. As the number of users increase, adding servers or clustering DB will provide comparably easier and simpler solution to expansion of user base.

## 6.2 TouchCon Solution Architecture

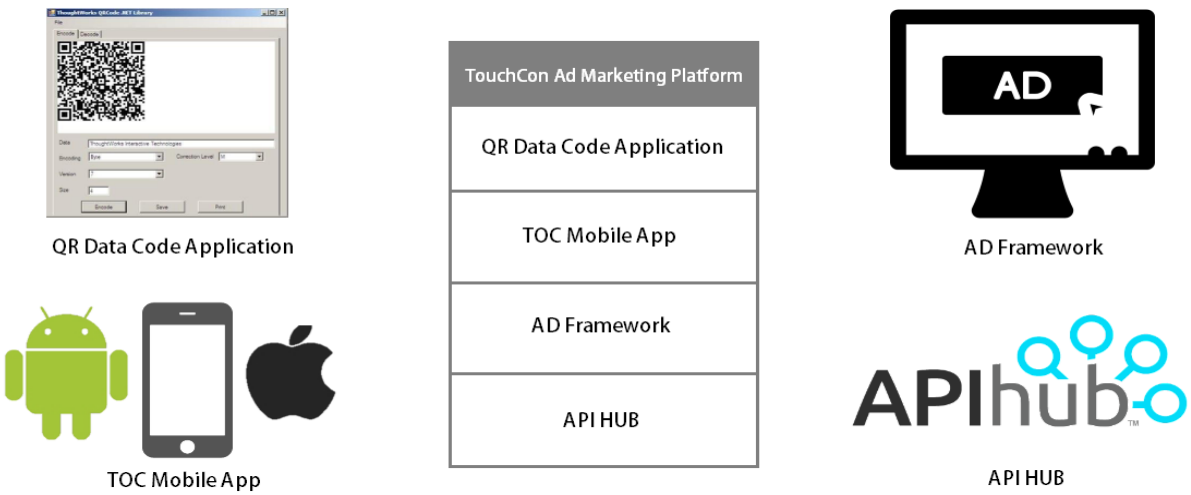
### 6.2.1 Concept

TouchCon Solution is a system which supports the process of user earning and saving reward by scanning Rewardcon generated with QR Code on which digital assets (ERC-20) including TOC are encoded. The solution supports financial transactions such as payment, transfer, exchange and trade through the application of blockchain technology.



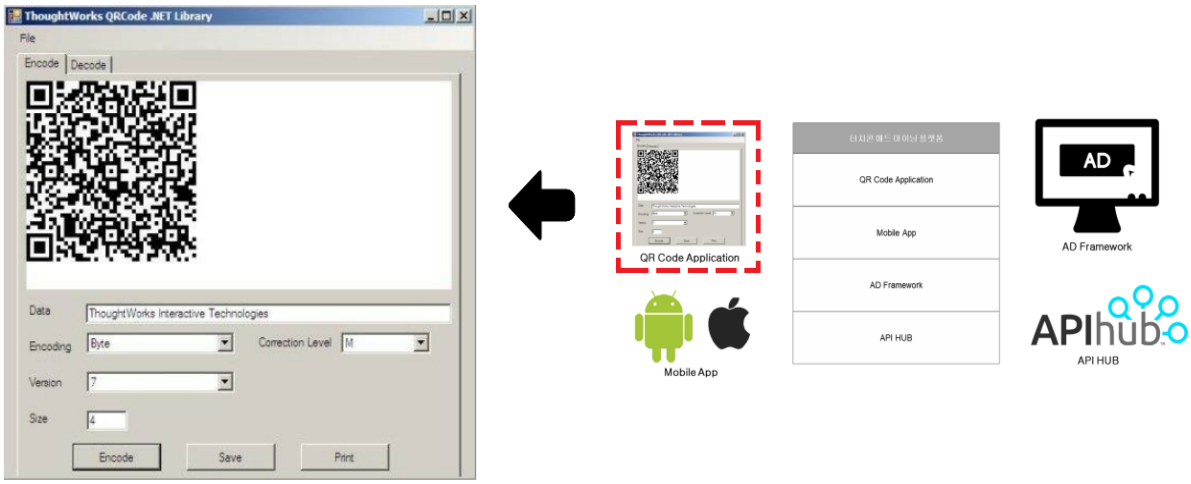

### 6.2.2 Software Architecture

TouchCon Solution consists of the following: www.rewardcon.com Solution which generates, issues, transfers and manages Rewardcon Data Code, TouchCon Wallet App for scanning QR Code on Rewardcon for random reward and storing digital asset, AD Framework which can display advertisements to random users, and API HUB for communication with Ethereum Wallet.



### 6.2.3 Rewardcon Data Code Solution

The solution displays and transfers digital assets (ERC-20) including TOC in the form of Rewardcon Data Code, and inputs RAP advertisement texts and brand images. 1~300,000 units of digital assets (ERC-20) are randomly encoded on the 2D QR Code by issuer RAP.

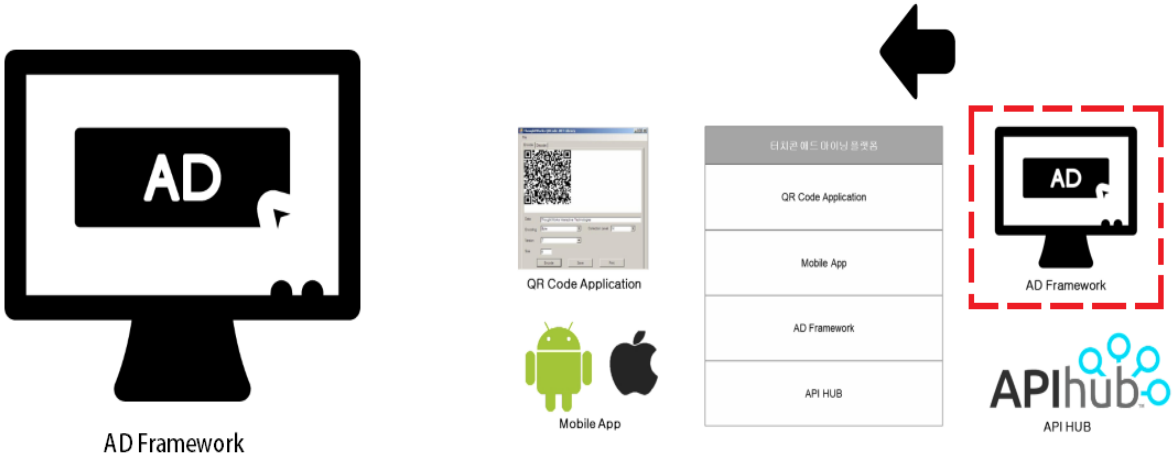



### 6.2.4 Mobile TouchCon Wallet App

Scanning the QR Code input as source on 'Rewardcon' allows user to not only obtain the encoded digital asset but also provides the environment and features for the user to safely utilize the wallet including savings, storage and staking support services. By scanning Rewardcon QR Code, the user does not only obtain TOC but also serves the role of consumer who recognizes RAP advertiser's ad texts and images.

### 6.2.5 AD Framework

AD Framework is the storage space for displaying alliance partner advertisements when the user who obtained 'Rewardcon' attempts to scan the QR Code and communicates with the mobile application. AD Framework manages advertisement images, texts and video clips.




### 6.2.6 API HUB

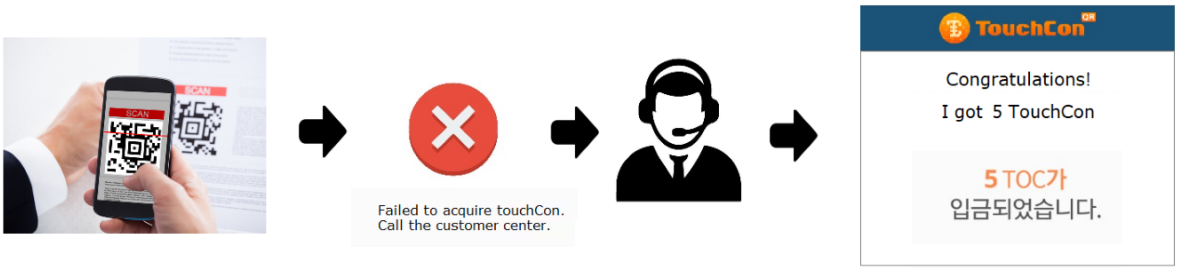
API HUB serves as the gateway for managing and monitoring transmission and reception of all data including www.rewardcon.com solution, TouchCon Wallet App, AD Framework and ETH Wallet.

### 6.2.7 Deployment Method

It randomly allocates the quantity of TOC and digital assets (ERC-20) to be encoded on Rewardcon QR Code displayed on the Framework. Image is printed with Rewardcon QR Code which identifies TOC to enhance readability.

### 6.2.8 TouchCon Mobile Application AD Viewer

Two main features of TouchCon Wallet App are Scanning which allows user to scan the QR Code and AD Viewer which lets user consume advertisements. The process of earning digital assets such as TOC begins with the user obtaining Rewardcon and storing digital assets earned by consuming or scanning advertisements in the user's wallet. If user scanned Rewardcon QR Code but did not receive the reward, he/she may contact helpdesk to solve the issue.




### 6.2.9 Preventing non-buyers from mining QR on products

#### 6.2.9.1 Preventing On-line Hacking

In the on-line setting, 'Rewardcon' is sent through the internet or mobile network in the form of MMS. If user does not immediately scan the QR Code upon reception, the code may be exposed outside and becomes prone to hacking. Therefore, users should immediately scan the QR Code upon receiving 'Rewardcon' to have the encoded digital asset stored in the wallet.

### 6.2.9.2 Preventing Off-line Hacking

Various measures are in place to prevent off-line hack attack against 'Rewardcon' content. First, when printing QR Code on the voucher, scratch-off printing or background removal technique is used to prevent hacking from outside.

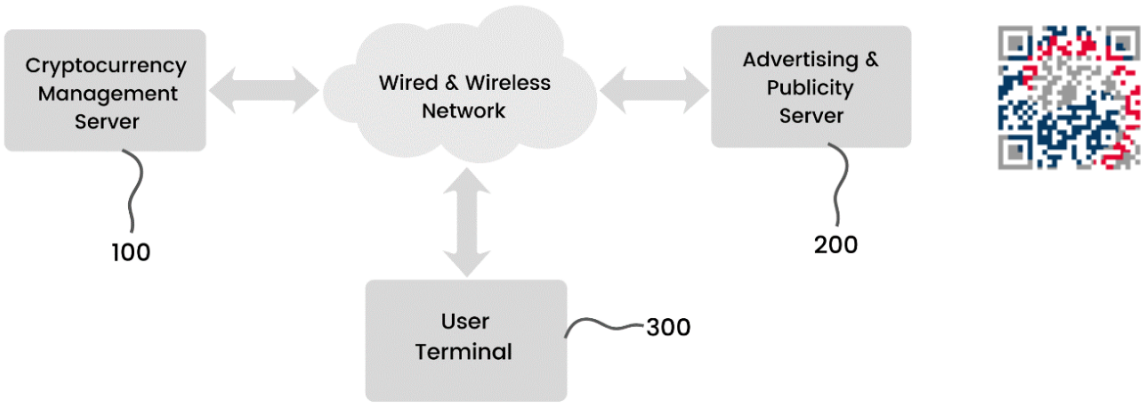
Second, QR Code stickers or coupons can be printed beforehand and enclosed inside the product.

Third, for events or promotions, QR Code can be exposed on vouchers or coupons and can be distributed in person to customers who visit stores or participate in events. 'Rewardcon' Content can be applied and manufactured in various forms, and so can be used in forms that can satisfy both the marketing condition of the advertiser and the circumstances.

## 6.3 Rewardcon Patent Registration Summary

TouchCon Solution is a business model patented in Korea. It is the first system in the world developed independently and patented by TouchCon which encodes digital asset to 2D QR Code so that users can scan the QR Code to earn cryptocurrency rewards.

### System and Method for Mining(Reward) Crypto Currency using QR Code (10-2035419)




### ※ Patent Abstract

The present invention is to provide a system for mining cryptocurrency using a QR Code and a method thereof, which allows user to scan QR Code by using cryptocurrency mining (reward) program to store value of cryptocurrency charged in the QR Code into his/her electronic wallet. Cryptocurrency generated and obtained through transaction is split into at least two ratios within predetermined amount and QR Code which includes the value of cryptocurrency according to the split ratio is generated and provided to the advertisement and promotion server. (omitted)

The system consists of advertisement and promotion server which provides QR Code inserted into advertisement content to the user terminal (300) which read the advertisement content, and the user terminal equipped with cryptocurrency mining program or application to mine cryptocurrency charged in the QR Code, which accesses cryptocurrency management server through a wired and wireless communication network based on link information included in the QR Code upon scanning the QR Code obtained from the advertisement and promotion server through a QR Code reader, and saves the cryptocurrency value included in the QR Code in an electronic wallet of a user through the cryptocurrency management server.

# 7. GROWTH PLAN

## 7.1 TouchCon Ecosystem Growth Plan

TouchCon ecosystem has the structure that grows by attracting not only the workers of certain industries but also all users of everyday life to join and participate in the digital asset ecosystem. For this, 'TouchCon Wallet App' and 'Rewardcon' Content Solution rewardcon.com will be launched to facilitate users' easier and faster use.

Furthermore, RAP corporates wishing to participate in TouchCon ecosystem will be selected as brand partners to coexist in the ecosystem, and partnership will be sought with global brand enterprises. TouchCon ecosystem will become more active through the process of rewarding users with digital assets using global enterprises' solid customer DB. TouchCon reward system is patented by Korean Intellectual Property Office, and the development and advancement of the system will contribute to the invigoration of digital asset ecosystem.

## 7.2 Mainnet 'Touchchain'

TouchCon's reward system is expected to have tremendous data and participant base as it uses corporates' huge customer DB. Therefore, it is expected that the current ETH-based platform will run against limitations some day in guaranteeing fast recording and transmission on blockchain.

The project team is preparing for the development of mainnet to prevent forgery or falsification by linking reward and blockchain and to secure transparency and fairness in rewarding. 'ICON', a Korean developer specializing in blockchain will cooperate with the team regarding the development and provide technical advice. A detailed development plan will be announced in 2022, and TouchCon Mining System will be established in tandem with TouchCon Mainnet development and be operated simultaneously.

For mining, TouchCon will adopt POS method which became the mainstream in 2020. Greater reward will be given to those who better contributed to the cooperation with TouchCon ecosystem and Rewardcon Content. Through this TouchCon ecosystem will gain scalability and develop mobile mining system through which anyone can easily participate in mining.

## 7.3 Project Team

The ultimate goal of TouchCon team lies in the establishment and operation of a complete and independent platform. After completion, TouchCon Platform will allow free DApp participation and service sharing, and also make the sources related to the vast database provided by reward players' participation open to all advertisers and users.

## 7.4 Roadmap & Milestone

The TouchCon's roadmap includes not only the supply of API for RAP advertisers and users but also the business direction and on-off chain of the digital asset. The final goal of TouchCon is to integrate rewards in the global market and converge blockchain technology and advertising marketing business for business expansion. The purpose of TouchCon's roadmap and milestone is to make a platform where anyone can easily participate in the TOC ecosystem and share the rights and benefits, and we are doing our best for it.

| Year | Goal | Milestone | |
|---|---|---|---|
| | | On -Chain | Off-chain, Business |
| 2019 | -Launch TouchCon App service<br>-Preparation and promotion of listing<br>-Partner Additional Expansion | -Etheruem Mainnet<br>-Touchtoken(TOC)<br>-TouchCon App Launch | -Listed on Mercatox<br>-Listed on Stex<br>-Alliance Andong<br>-Alliance Japandrug |
| 2020 | -TouchCon App Update<br>-Preparation and promotion of listing<br>-Partner Additional Expansion | | -Listed on LATOKEN<br>-Alliance Mega-M<br>-Korea patent<br>-Examination registration completed(10-2035419) |
| 2021 | -TouchCon V2.0 Upgrade<br>-Partner Additional Expansion<br>-TouchCon App Upgrade<br>-Rewardcon Solution Dev<br>-TouchCon official service(KOR)<br>-RAP Meetup (Seoul, KOR) | -TouchCon App Launch<br>-Reward Solution Open | -Official Service Launch<br>-Alliance Caolion<br>-Alliance Mukkebi<br>-Alliance Best Eleven<br>-Alliance Rehoboth<br>-RAP Meetup(Seoul KOR) |
| 2022 | -Partner Additional Expansion<br>-TouchCon App Upgrade<br>-Rewardcon Solution Dev<br>-TouchCon official service(IDN)<br>-Blockchain Mainnet Launch | | |

*Initial version of the TouchCon app
https://play.google.com/store/apps/details?id=toc.touchconqr.app

# ROADMAP - MILESTONE INCLUDED

## 2018 Kick-Off

## 2019 Q1 - Q4

. Launch TouchCon App service
. TouchCon Update V1.1
. Listed on Mercatox Exchange
. Listed on Stex Exchange
. Alliance Partnership with Andong
. Alliance Partnership with JapanDrug

## 2020 Q1 - Q4

. Listed on LATOKEN Exchange
. TouchCon Update V1.2
. Rewardcon Concept Update V1.3
. TouchCon App Update V1.2
. Korea patent examination registration completed (10-2035419)
. Alliance Partnership with MEGA-M

## 2021 Q1 - Q2

. TouchCon V2.0 Upgrade
. Launch TOC Whitepaper V2.0
. Alliance Partnership with Caolion
. Rewardcon Basic Design Completed/Dev
. Alliance Partnership with Mukkebi
. Partnership with TouchCon service technology developer - Gravitera
. Alliance Partnership with Best Eleven
. Alliance Partnership with Rehoboth

## 2021 Q3 - Q4

. Alliance Partnership with Sanava Mall
. RAP Meetup (Seoul, KOR)
. Launch Web Solution Beta service
. Launch TOC Wallet App Beta service
. Alliance Partnership with MEGABOX
. Alliance Partnership with KRFOOD

## 2022 Q1 - Q4

. Launch TouchCon Official service (KOR)
. RAP Meetup (Seoul & Jakarta)
. Launch Touch-Staking service
. Launch Touch-Mall service
. Launch Web Solution Beta service (IDN)
. Launch TOC Wallet App Beta service (IDN)
. Launch TouchCon Official service (IDN)
. Listed on additional digital asset exchanges
. RAP Partnership Continuing Alliance

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## 7.5 Comparison of TouchCon Project and Other Consumer Service Projects

Currently, there are various projects that provide consumer reward services in digital assets. However, most of these projects are just complementing and modifying the disadvantages of existing point rewards, and they are far from the scalability of actual reward service ecosystem. This is because most projects are at the level of integrating or exchanging existing points or staying at the level of integrating points and mileage.

Consumer service projects for simple rewards are also no different from it. For example, they include the e-sports for fan service, everyday songs, quizzes, Q&A service, supply of medical information & climate information, corporate advertising & video viewing projects, etc. By comparison, the 'Reward Random Rewards' project that TouchCon seeks is a project with a completely different concept. TouchCon is a new concept service that integrates existing points, gifticons, and reward app rewards, and it is a platform that advertisers and consumers can share and enjoy together.

In particular, it is very advantageous for scalability in the global environment in the future because it is a platform that specializes in reward for various digital assets and that a random system is applied in rewards. TouchCon will create an economy where anyone, including advertisers and consumers, can easily participate in the ecosystem and communicate with each other, and share the right of transparent rewards.

| Project name | Ecosystem | Market price | Total supply | Circulating supply |
|---|---|---|---|---|
| MiL.K | Point Integrated service | $1.66 | 986,245,419 | 214,871,832 |
| HUM | Medical info service | $0.67 | 1,084,734,273 | 598,909,623 |
| SSX | Music service | $0.13 | 5,000,000,000 | 2,421,094,861 |
| AHA | Q&A service | $0.03 | 10,000,000,000 | 2,996,627,974 |
| MED | Medical info service | $0.085 | 10,000,000,000 | 4,616,804,496 |
| MVL | Mobility data service | $0.03 | 30,000,000,000 | 13,304,526,677 |
| TouchCon (TOC) | Digital asset random reward service | - | 990,000,000 | 118,800,000 |

*The above market prices and figures are provided as of November 25, 2021.

# 8. TOKEN ECONOMY & GOVERNANCE

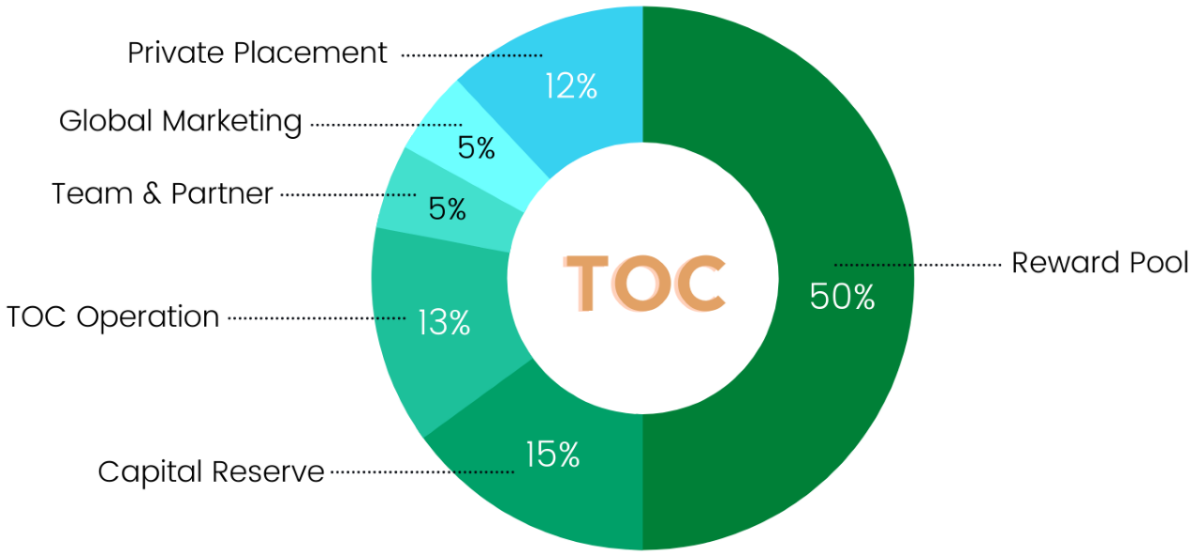
## 8.1 Token Generation & Distribution

TOC Utility Token is a token issued by TouchCon. It can be used for various purposes such as payment and exchange in the TouchCon ecosystem and supports token holders to make free payments and transfers while earning transparent and fair rewards.

For this, detailed management of holding amount for blockchain mainnet development and RAP alliance agreement alongside appropriate level of lockup and unlock. However, to prevent decrease in value caused by excessive supply of unlocked tokens, total amount of tokens supplied will be controlled in accordance with actual allocation and minimum market demand.

| Token | Description |
|---|---|
| Name | TouchCon |
| Symbol | TOC |
| Platform | ERC-20 |
| Token Cap | 990,000,000 |

**TOC TOKEN DISTRIBUTION**



## 8.2 Token Operation Guide

### 8.2.1 Reward Pool 50% (495,000,000 TOC)

50% of total tokens is allocated to the reward pool and are locked up since generation. From November 2021, 49.5 million tokens will be unlocked every year and be distributed to TouchCon ecosystem. The reward poll will be completely exhausted on June 30th, 2030.

### 8.2.2 Capital Reserve 15% (148,500,000 TOC)

15% of total tokens issued is allocated to capital reserve, which will be used to actively respond to the radical changes in market condition. Capital reserve, in essence, is a reserve fund for dealing with various macroeconomic conditions that may influence the roadmap in the global settings.

### 8.2.3 TOC Operation 13% (128,700,000 TOC)

13% of total tokens issued is allocated to TOC operation, which will be used to operate the foundation for project development and support and manage service operator.

### 8.2.4 Team & Partner 5% (49,500,000 TOC)

5% of total tokens is allocated to team & partner, and will be distributed to domestic & overseas developers or partners, alliance members and advisors participating in the ecosystem depending on the level of contribution. Those receiving tokens allocated for developers shall engage in self-regulatory lockup to contribute to TouchCon liquidity. (50% locked for one year, and 50% for two years)

### 8.2.5 Global Marketing 5% (49,500,000 TOC)

5% of total tokens is allocated to global marketing and will be used for the establishment of various affiliation network and overseas offices for integration of global rewards, and for expansion of exchanges to secure Touch Token (TOC) liquidity.

### 8.2.6 Private Placement 12% (118,800,000 TOC)

12% of total tokens is allocated to private placement and will be used as operation and technological development expense for achievement of project goals, and for R&D and solution and blockchain development.

## 8.3 Token Management Plan

TOC, which is distributed appropriately suitable for the purpose and use of the TouchCon project, will be strictly managed according to the token management plan. All Unlocks are planned according to the development schedule, so the token circulation volume will be controlled through stable supply and management. The following is the Unlock schedule for 2021-2022.

| Category | 2021.09.10 | 2021.09.11 ~ 11.10 | 2021.11.11 ~ 12.31 | 2022.01.01 ~03.30 | 2022.04.01 ~07.30 | 2022.08.01 ~09.30 |
|---|---|---|---|---|---|---|
| Reward Pool | | | 9,900,000 (2021.11.20) | 19,800,000 (2022.02.20) | 19,800,000 (2022.04.20) | |
| Capital Reserve | | | | | | |
| TOC Operation | | | | | | |
| Team & Partner | 19,800,000 (2021.09.01) | | | 9,900,000 (2022.01.20) | | |
| Global Marketing | | 19,800,000 (2021.11.09) | | | 19,800,000 (2022.05.20) | |
| Private Placement | 118,800,000 (2021.06.20) | | | | | |
| Total | 138,600,000 | 19,800,000 | 9,900,000 | 29,700,000 | 39,600,000 | |
| Percentage | 14% | 2% | 1% | 3% | 4% | |

-From November 2021, 49,500,000 tokens from the Reward Pool will be unlocked every year and distributed to the ecosystem through generation of Rewardcon, which will conclude after 10 years on June 30th, 2030.

-Tokens allocated for Capital Reserve and TOC Operation will not be locked and held for long term to ensure TouchCon ecosystem stability.

-Tokens allocated to Team&Partner and Global Marketing will not be locked and held, among which 19.8 million tokens allocated to Team & Partner will first be unlocked and distributed on September 01th, 2021, and additional 9.9 million on January 20th the following year. The remainder will be held for medium to long term.

-Among tokens allocated to Global Marketing, 19.8 million tokens will first be unlocked and distributed to the ecosystem on November 09th, 2021, followed by additional 19.8 million on May 20th the next year. The remainder will be held for medium to long term.

## 8.4 Token Inflation, Buyback, and Burn Policy

Strict management and transparent policy execution on the distribution volume of TOC (TOC) will be the most important factor that stabilizes the TouchCon ecosystem and activates the TOC economy in the future.

### 8.4.1 Inflation Management Policy

The most important factor in token inflation is the emergence of new volumes. However, the volume of TouchCon (TOC) reward pool that comes out on the market every year is 49.5 million units, which is only 5% of the total issuance. In general, the volume that can cause inflation in the global market is said to be around 20% of the total issuance, so the possibility of inflation of TouchCon (TOC) is very low. Nevertheless, when the supply and demand balance are not inconsistent due to excessive market volume, the token economy will seek stabilization through the TouchCon (TOC) Buyback policy and Burn.

### 8.4.2 Token Buyback Policy

RAP advertisers will purchase RewardCon by cash or make a payment with TouchCon (TOC) that they purchase in the exchange according to the TSP (TOC Sales Proceeds) designed as a business profit model in this white paper 5.1. In the case of cash, 30% of the total profits are used for repurchasing in the market according to the buyback policy. When you make a payment using TouchCon (TOC), an indirect buyback effect will occur, which will act as a catalyst that reduces the volume of TouchCon in the market and increases not only supply & demand but also market price.

In addition, the payment in the business model planned in this white paper 5.2~5.4 is also performed using cash and TouchCon(TOC). According to the TouchCon buyback policy, 30% of all business profits are used for repurchasing in the secondary market, so the governance structure of the TouchCon (TOC) can be stabilized.

### 8.4.3 Token Burn Policy

The volume of 49.5 million reward pool will be distributed fairly to all RAP advertisers and used for marketing every year. However, when it is not used after distribution, or when the volume remains due to the advertiser's situation, we will collect and burn all of them, and will announce the fact to the community through notification.

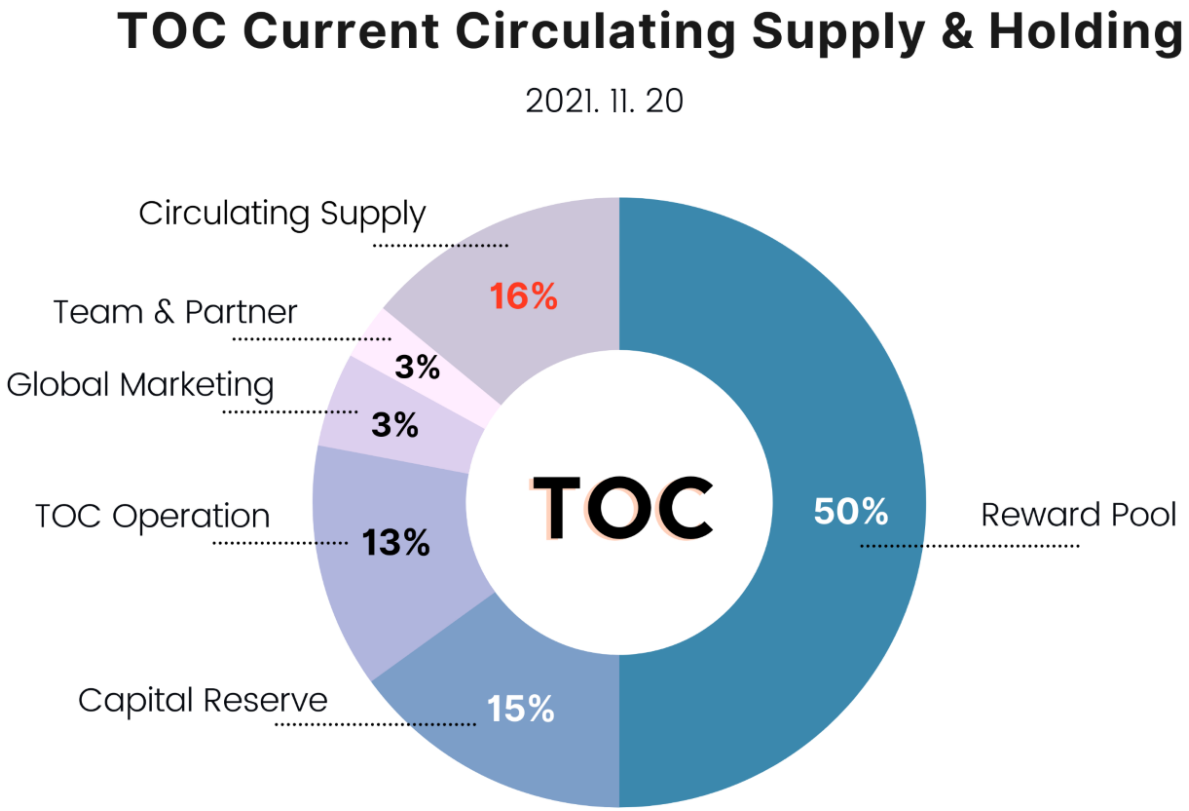
## 8.5 Operating Wallet & Holding Token

### 8.5.1 TouchCon Smart Contract Address

| Contract Address | 0x549905519f9e06d55d7dfcd4d54817780f6b93e8 |
|---|---|

### 8.5.2 Token address and holding quantity (2021.11.20)

| Wallet Use | Holding Quantity | Wallet Address |
|---|---|---|
| Reward Pool | 495,000,000 | 0x5e93e5103273108d6faca2974c799958c3f40f70 |
| Capital Reserve | 148,500,000 | 0xf88cf1bef1c4b7aebb9a6df1137dcc34d3c896c9 |
| Operation | 128,700,000 | 0xf3e64c0dd628bc9f7e912604a78c0b85a8b75af6 |
| Global Markeiting | 29,700,000 | 0x4cbc7a7d12f37fb96f0a61936136d3d1e13c5609 |
| Team & Partner | 29,700,000 | 0xe8f6f09302887247640c678a46a714392157eeaf |
| Total | 831,600,000 | |

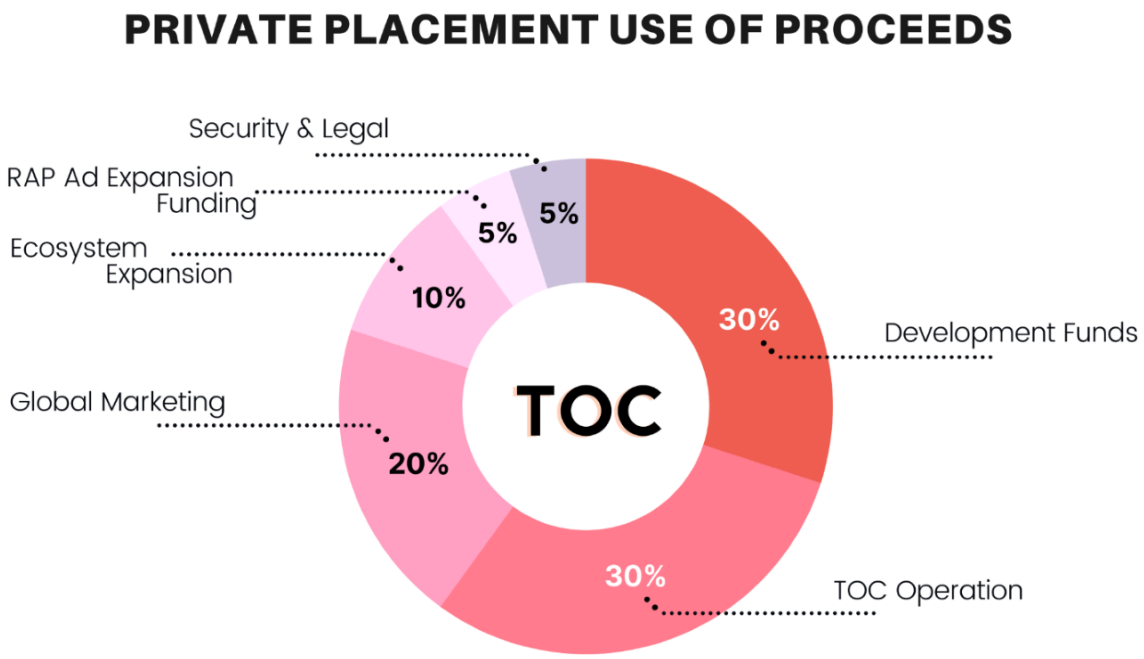


## 8.6 Use of Fund

The entire amount of fund created using tokens generated for the advancement of TouchCon project will be spent in platform development and invigoration of the ecosystem. 30% of the fund will be allocated to R&D including the development of core solution (Development Funds). Another 30% will be used as operating cost, 20% allocated to activities for global business (Global Marketing), 5% to liaising and affiliating with RAP advertisers (RAP Advertiser Expansion Funding), 10% to establishing TouchCon ecosystem including hosting events Ecosystem Expansion), and 5% to ensuring stability in other legal or security-related matters (Security & Legal). However, the abovementioned ratio is a rough draft and not fixed, and thus may be subject to change should adjustments be deemed necessary for the invigoration of TouchCon ecosystem.

TouchCon will conduct analysis and evaluation of yearly spending and the results will be publicly uploaded on TouchCon website. Furthermore, if shortage of development fund is expected, an appropriate amount of TOC Operation tokens in possession may be sold to replenish the fund, but within the range that does not violate the market price and does not result in excessive distribution of tokens.

-TOC Private Goal: 8,000ETH ($3 million)
-Token Price: 1 ETH(USD $380.00) = 10,000 TOC(30% Bonus Include), USD $0.040
-Achievement Rate(2018.04): 6,850 ETH(86%) = $2,60 million



## 8.7 Token Governance

TouchCon is aware of the needs of governance as the principle of decision-making system to induce multiple consensuses for establishment and stability of ecosystems. TouchCon Governance is a minimal device to enable advertisers and users of the project to participate together and actively listen to participants in the blockchain.

TouchCon governance is used to manage efficient and fair distribution of resources, as well as the comprehensive consensus method of participants. Therefore, it pursues broad governance that includes most of all decision-making methods performed within the TouchCon ecosystem. As a result, in addition to the consensus method of the TouchCon blockchain participants, all resources are fairly and efficiently distributed and used.

In the technical aspect of the blockchain, TouchCon governance includes a variety of decision-making challenges deriving from the creation of reward blocks in the Touch Chain and connection to marketing, as well as the selection process of the consensus algorithm (PoS, PoW, DpoS, etc.) in the future Touch Chain Mainnet. This is because a variety of participation and consensus are necessary for the performance and roles of advertisers and users that participate in the ecosystem for the success and completion of the TouchCon project.

### 8.7.1 TouchCon Off-chain Governance Scope

-The right to vote on the consensus algorithm in the blockchain Mainnet

-The right to vote on the RAP advertisers who are competing in the same industry

-The right to vote on the digital asset distribution for RAP advertisers

-The right to vote on the distribution of business revenue resources

-The right to enter a new business for project scalability

### 8.7.2 TouchCon Governance Execution Criteria

Governance of all TouchCon wallet holders is executed through www.rewardcon.com solution that generates RewardCon and the mobile TouchCon wallet app. A wallet owner with a minimum 100 TOC as a qualification for participation has an opportunity to register as a governance participant in the solution and participate in voting on the issued agenda. Voting power in voting rights is determined according to the quantity of tokens stored in the wallet, and detailed criteria and proceedings are announced through separate notifications.

It is to make more users participate in and attract their support to define the minimum quantity of the TouchCon as 100 TOC. And it is to execute a fairer governance to impose voting power according to the token quantity. In addition, whenever governance issues arise, they will be announced transparently through public notice.

# 9. TEAM & ADVISOR

## Ellie Soyeon Park
CEO

Chief Executive Officer

- Hankuk University of Foreign Studies French Language and Literature Department
- Completed the highest level course in advertising and public relations at Yonsei University
- CEO of Toy Interactive Co., Ltd.
- CEO of Reward Toy Co., Ltd.
- CEO of Jenna Planus Inc.
- Senior Manager of Daum Communication
- Account Manager of Overture Korea

As a digital promotion expert, she served as Manager at Daum Communication and Overture Korea and CEO at Jenna Planus Inc. In 2007, she established Toy Interactive, and the company has led the digital promotion market and become a medium-sized enterprise with 223 global corporate clients. She aim to apply the new change coming to the future reward market to the digital asset ecosystem through TouchCon Reward Platform.

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## JIN-WOO JANG
CMO

Chief Marketing Officer

- Korea University Division of International Studies (DIS) and double major in Chinese Language and Literature
- Founder & CEO of SEUM English
- Internationally Certified Marketing Professional (PCM) qualification
- Writer and Speaker (Business & English) Judge of the International English Debating
- Competition (NEAO) Chief English Editor of the Youth Policy Association
- (Book) -Creating Your Own Platform (2021)
- -Branding Your Life, One Line a Day (2020) -10X Core Grammar (2018) -How the Best Being Is Born (2018) and 6 other works

He is a next-generation marketing expert and Internet and mobile business expert with the U.S. marketing certification globally acknowledged. He has continued active authorship and lecturing in the business and marketing field. Also, he is actively working in business, economy, and marketing field while serving as the CEO of SEUM English, an academy specialized in linguistic studies, and Chief English Editor at Korea Youth Policy Academy.

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## JUN-HO BYUEN
CFO

Chief Financial Officer

- MASSACHISETTS INSTITUTES OF TECHNOLOGY, Master of Science
- BOSTON UNIVERSITY SCHOOL OF MANAGEMENT, Master of Business Administration
- JGLOBAL USA, CEO
- Benchmark Fin Group USA, CFO
- Merrill Lynch International, Sr. PB
- Samsung Securities, PB Team Manager
- Samsung C&T Corporation, Head of Information Industry Team

He is a financial expert who has acquired Master of Business Administration degree at Boston University and Master of Real Estate Finance at M.I.T. and served as a Team Manager at Samsung Securities, Korea and the Sr. PB at Merrill Lynch International, the United States, and served as CFO at Benchmark Fin Group USA.

## YURA CHOI
CCO

Chief Communication Officer

- MBA at the University of Hong Kong
- USA Berkeley School, California
- Samsung Electronics, Global Marketing Director
- BBC Worldwide, Hong Kong Director
- Yahoo! Asia Holding Ltd., Hong Kong, Sr. Business Manager
- Overture Korea (Yahoo! Company) Project Manager

She served as a global marketing director at Samsung Electronics, Korea. Later, she took charge of project manager and promotion and sales work at Hong Kong and BBC Worldwide. She has led finding and executing media partnership by establishment and analysis of media guide based on investment portfolio and consumer touchpoint through media strategy and investment analysis in B2C marketing.

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## YOUNG CHOI
CTO

Chief Technology Officer

- Department of Information and Communication Engineering, Jeonju National University
  Beat Education Center IX expert course completion
- Director of Toy Interactive Platform Development Office
- DLM general director
- Expul Mobile Business Technology Sales Director
- Head of Infix Development Team. Samsung Electronics, KT, SKT, KTF Development Practice & Construction.

He has 20-year development career since the Jaba base development and operation in 2001. He has led development of multiple platforms, while serving as Head of development team at Inpix, Moblile Business Development Director at ExPull, and General Director at DLM. As the Platform Development Officer at TOY interactive, he is striving for the development of blockchain and application of solution for TouchCon reward marketing

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## JAE-KWANG CHOI
CLO

Chief Legal Officer

- Department of Law, Yonsei University
- Jeongyul LLC., Partner
- Completion of 34th Korea Judicial Research and Training Institute
- Seoul City Hall Legel Consultant
- Conciliation member of the Goyang District Court
- Member of Fire Officer Disciplinary Committee
- IT & Bitcoin Legel Specialist.

He is a lawyer specialized in legal advice relevant to IT and Bitcoin. As a partner at Jeongyul LLC., Korea, he especially handled IT and corporate law, copyright law, and criminal law and served as the legal advisor for diverse Korean government institutions. He is an expert familiar with research on legal application on the social structure and digital assets and revlevant legal application.

## HO-KYUNG YANG
### CBO
Chief Business Officer

- PEPPERDINE UNIVERSITY Bachelor of Business Administration
- Peking University Graduate School Master's MBA
- Managing Director, KTH ASIA Co., Ltd.
- Head of Planning Office, KTH ASIA Co., Ltd

He majored in business administration at Pepperdine University, a pretigious private university in the United States, and graduated MBA at Peking University, China. He is an expert spcialized in overseas entrance and strategies for global corporations who has conducted consulting works specialized in overseas entrance and strategies for global corporations as the consultant director of KTH Asia Co., Ltd., a global consulting company.

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## JUN-BEOM LEE
### COO-Founder
Chief Operating Officer

- Department of Public Administration, Incheon National University
- Department of Security, Military Staff College
- Indonesia PT.SIGI M/Direktur
- Director of KCC Cryptocurrency Research Institute
- CEO of YOUSAVE INTERNATIONAL Co., Ltd.
- CEO of PT. JAKOIN
- PT.Daelim Trading General Manager

He established KCC Cryptocurrency Research Institute in 2016 and has strived for the domestic and overseas spread of digital assets and blockchain. In 2018, he launched TouchCon Porject based in Indonesia to develop reward platform where the real-life advertisement is introduced. He is making his best efforts to build TouchCon Platform for transparent and fair reward design and solution construction for users' free exercise of reward rights.

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## ELFRIDA AULIA
Project Manager Indonesia

- Institut Bisnis Nusantara, Communication
- Worked at PT. Duta Anugerah Indah (DAAI TV)
- Worked at PT. Jalur Nugraha Ekakurir
- Broadcast development Program

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## JOON-SIK KIM
Project Manager Korea

- Department of Business Administration, Chung-Ang University, Korea
- Team Head of Junyoung Financial Investment Division

## HOUSTON CHO
Blackchain & Platform Adviser

He is a highly capable IT business developer who has continued active works in Korean and foreign global IT platform companies, including serving as the CEO at NHN Search Marketing, Director at Yahoo! Korea and Naver, and Head of SK Telecom's Big Data division, generally managing the business development of Facebook, and working as the Business Director of CenacleSoft Inc. as the digital big data and mobile business expert.

- (Degree) Arkansas State University MBA
- (Former) CenacleSoft Inc. Business Director
- (Former) Facebook Business Director
- (Former) Head of SK Telecom's Big Data new business division
- (Former) NAVER Director
- (Former) NHN Search Marketing Co.,Ltd CEO
- (Former) Khan Communications Co.,Ltd (KT+Naver) CEO
- (Former) Yahoo Korea & Overture Korea Director

## SANG-SU LEE
Broadcasting & Entertainment Advisor

- (Current) General Manager of SBS Medianet Broadcasting Division
- (Current) CEO of SBSFL / SBSMTV / Sickelodeom channels
- (Degree) Chung-Ang University, Graduate School of Journalism and Broadcasting, Master's degree
- (Former) Vice Head of SBS PLUS boradcast business division/Director of SBS PLUS boradcast business division production department
- (Former) Head of SBS PLUS production and programming team
- (Former) CEO of Dream Media Production
- (Former) General Manager of SBS Medianet's entertainment production business (Establishment of SBS FIL)

SBS Morning Wide, Challenge! Nothing Is Impossible, Han Sun-kyo & Jung Euna's Good Morning, Dae Bak Family, Apgujeong House, Entertainment News SBSE!, and many other programs.

## YOUNG-DU MOK Ph.D.
Business Advisor

He served as Presidential and Ministerial awards (Ministry of Science, ICT and Future Planning), Adjunct Professor at Graduate School of Industrial and Entrepreneurial Management, Chung-Ang University & Entrepreneurship Center, Dongguk University, Audit at Korea Vietnam Culture Communication Center, Vice President at Korea SOHO & Small Business Association, and Advisor at Seoul 100 Entrepreneur Forum.

- (Current) CEO of Rehobot Business Incubator
- (Current) Adjunct Professor at Chung-Ang University & Dongguk University
- (Degree) Ph.D., Department of Entrepreneurship, Chung-Ang University
- (Former) CenacleSoft Inc Business Director
- Advisory Committee member of the Seoul 100-person Entrepreneurship Forum. Hanmac investment & Securities, Head of Management Planning Division.

## JANG-HOON WI. Ph.D.

Platform Media Advisor

- (Current) Full-time professor, Department of Digital Media, Kyungsung University College of Arts
- (Current) PD
- (Degree) Ph.D., Department of Industrial Design, Graduate School of Hanyang University
- (Degree) Graduated from Hongik University, Graduate School of Advertising and Public Relations, Master of Arts in Cultural Contents
- (Degree) BS in Industrial Design, Kangwon National University
- (Former) SBS Annie Gallery PD

## Irban Tisnabudi

Blockchain Ecosystem Advisor

- (Current) LATOKEN Exchange Former Regional Director
- (Current) PT.NH TECH CEO
- (Current) Cryto Investor with 1 million $ in asset under management
- (Degree) Universitas Pelita Harapan(UPH), Sosial Politik GPA
- (Former) AlddiEX Exchange Director
- (Former) MAGANA Director

# *Project team member*

**Jae-Hyeok Yang**
Design Director

**Ji-Yeong Kim**
Reward Designer

**Hye-Eun Hong**
RAP Account Executive

**Yeon-Sil Kang**
RAP Account Executive

**Dan-Hee Lim**
Reward Designer

**Sa-Beom Kim**
RAP Account Executive

**Kyeong-Tae Go**
Backend Developer

**Dae-Hyup Kim**
Frontend Developer

**Gun Kim**
Community Manager

**Annisa Eka Jayanti**
Operation Manager

**Elfrida Aulia**
Project Manager

**Reda Hardianti**
Marketing Manager

## 10. BUSINESS PARTNER (RAP)

MEGABOX
MEET PLAY SHARE™

Users: Approx. 722 screens (103,768 seats)
Rewardcon: Offline ticket & Mobile reward
Category: Offline multiplex theater

제주 안심

Users: 1,200,000 app installations
Rewardcon: Quarantine scan reward
Category: Blockchain-based quarantine for Jeju tourists

CAOLION

Users: Approx. 320,000 customers
Rewardcon: Mobile & offline coupon
Category: Cosmetics manufacturing & distribution & shopping mall

sanava

Users: Approx. 120,000 customers
Rewardcon: Mobile rewards to customers
Category: Food, health and beauty online shopping mall

MUKKEBI
DELIVERY APP

Users: Approx. 8,000 affiliated stores
Rewardcon: Mobile rewards to customers
Category: Online public food delivery platform

1961 本家
ANDONG GUKBOB

Users: Approx. 1,300,000 customers
Rewardcon: Offline voucher reward
Category: Offline restaurant franchise

## 10.1 BUSINESS PARTNER - STRATEGIC PARTNER

TOY interactive is in strategic partership with multiple companies involved in the project, including, Duwell Inc., along with project manager Reward Toy Inc., blockchain mainnet development partner ICONLOOP Inc., app development partner GRAVITERA.

REWARD TOY
TOC Technology Developer

ICONLOOP
Blockchain Development Partner

Rehoboth
Offline Business Partner

GRAVITERA
TOC Web & App Dev Partner

MARSHALCAP
Project Investment Partner

Best Eleven
Sport Business Partner

KR FOOD
soul inside
Offline Voucher Partner

DUWELL FOOD
Project Investment Partner

KTH ASIA
Global Consulting Partner

K-CULTURE GLOBAL CENTER
K-Carlture Marketing Partner

OD COMPANY
Art Part Marketing Partner

HEALTHY = HAPPY
JAPAN DRUG
Online mall Marketing Partner

# 11. DISCLAIMERS

11.1 TouchCon Whitepaper V2.0 is designed based on the information at the time of writing but is not the final version of the roadmap. This Whitepaper is subject to regular modification and change during the development process, including those regarding global environment and policies, and the newest information is updated as of the date on the cover of this Whitepaper. Every content stated in this Whitepaper, including the business operation and financial status of the project, may be modified irregularly after the release of this Whitepaper.

11.2 TouchCon Whitepaper cannot guarantee the completeness of the development or accuracy based on the reality, and Sistem Informatika Global Indonesia Inc., the token issuer, does not promise the notification on the change in the information included in this Whitepaper or bear such an obligation. TouchCon Matrix involved in the distribution of TOC Token may change in accordance with the progress of TouchCon Project, and the TouchCon team bears no obligation to notify investors or token holders of such a change. Hence, determining the investment based on this Whitepaper is not recommended.

11.3 TouchCon Whitepaper is written to describe the TouchCon Project Service, and the schedule and progress of the project are subject to potential reviews and modifications because of diverse internal and external factors. Information in this version of the Whitepaper is written as of the date indicated in the box on the bottom of the document and reflects the orientation and progress of the project by the date. Any statement above can be changed any time after the date of writing.

11.4 This Whitepaper has not been written to invite or collect fund, and nobody is allowed to invite or collect fund based on it. Hence, sending this Whitepaper shall not be understood as purchase suggestion. For this Whitepaper has not been written to suggest an investment or recruit investors, it shall not be understood as an investment suggestion or recruitment of investors under any geographical or environmental factor.

11.5 In the country or region in which any of the content of TouchCon Whitepaper is illegal, the whole or a part of it shall not be distributed in any way, including copy and modification. In the case in which a person in the country or region where any of this Whitepaper is illegal reads this Whitepaper and makes an investment, all relevant risks shall be under the responsibility of the investor, and TouchCon shall not bear any relevant legal responsibility.

11.6 TouchCon Token defined in TouchCon Whitepaper shall not be interpreted as a financial instrument such as bond, stock, securities, option, or derivative, and relevant

rights cannot be claimed in any circumstance. Also, income or profit such as financial interest is not guaranteed in any circumstance. Hence, purchaser of TouchCon Token shall not interpret purchasing the TouchCon Token as a behavior for investment or making profit in any circumstance, and nobody shall understand or acknowledge the Token as an instrument that provides financial income such as investment return or interest.

11.7 TouchCon Whitepaper does not guarantee the integrity of the TouchCon Project, and services of the TouchCon Project is provided to corporate and individual users within the available range. This Whitepaper shall not bear any obligation in regard to error, delay in schedule, or other relevant errors that may occur while developing and providing the service, and nobody can demand such an obligation. Also, this Whitepaper contains contents on future plan and is written assuming the completion of the plan, but we hereby explicitly state that it does not guarantee the completion of the plan or integrity of the service developed in the future.

11.8 Contents in TouchCon Whitepaper shall not be interpreted as a legal, financial, accounting, or tax advice, and administrative measure in regard to legal affairs, finance, accounting, or tax affairs can be taken under the policy and law of the relevant country or region in the process of purchasing and using TouchCon. Purchaser and user may need separate advice in regard to this, but TouchCon Project bears no relevant obligation. Also, please be advised that delay in formation of the ecosystem and/or tangible and intangible loss may occur because of causes not intended by TouchCon Platform, including attack on the system by a third party and force majeure such as natural disaster.

11.9 TouchCon Project does not bear any obligation in regard to the risk from the purchaser's loss or leakage of the private key. TouchCon Project is not free from diverse risks, including those from reduction in the market value and fluctuation in the market environment, uncertainty, political risk, and competition with competitor companies. Please be noted that the development of TouchCon Platform can be ceased, or the service plan and orientation can be fundamentally changed because of those risks.

11.10 TouchCon Platform is a technology development of which is still in progress, and change in the technology that may occur during the development process may impose negative impact on the Platform. TouchCon Platform does not entrust other person with any decision, including the operative policy of the ecosystem and termination of the operation, or assign such a decision to other person, and we hereby clarify that every decision making will be made by the free will and discretion of TouchCon Project.

REWARD TOY

# TOUCHCON SNS

Social Network Service

https://twitter.com/TouchconInfo

https://t.me/touchconplatform

https://medium.com/@rewardcon

https://github.com/TouchCon-Reward?tab=packages

https://www.facebook.com/touchcoin

https://www.instagram.com/touchconplatform

https://www.reddit.com/user/touchcon

https://bitcointalk.org/index.php?topic=5079889.0

https://www.youtube.com/channel/UCjvw1Z3LlIdVSsaaeVO-iWA

https://touchcon.slack.com/

https://discordapp.com/invite/AM6Bpx5

https://touchcon.org

# People Building The Project

## TOY interactive Inc

Project Role: Main Company & Service Operator
12, Bongeunsa-ro 47-gil, Gangnam-gu, Seoul, Republic of Korea
Date of Founding: November 19. 2007
www.toyinteractive.com
www.rewardcon.com

## Reward TOY Inc

Project Role: Blockchain Development & Ad Marketing Operator
12, Bongeunsa-ro 47-gil, Gangnam-gu, Seoul, Republic of Korea
Date of Founding: September, 2021
www.rewardtoy.com

## PT. SIGI Inc

Project Role: INDONESIA TouchCon Main Service
SUMMAETCON BEKASI, RUKAN TOPAZ TA, BEKAIS BARAT
Date of Founding: June, 2018
www.touchcon.org

## Touchchain Development

TouchCon is a global digital asset random reward platform based on the Blockchain that supports scalability of reward services and airdrop