



^Logo Placeholder ^

Trash Money Token™

v0.1
Shane Manley ©

DISCLAIMER

This is a conceptual document ("White Paper") describing proposed Trash Money Token™ (aka TMT™). However, there is no obligation to update the White Paper or to provide the recipient with access to any additional information.

Readers are notified with the following:

Reserved Rights: The content of this White Paper is not binding for Trash Money Token™ or its affiliate programs ("Trash Money Monsters™") and Trash Money Token™ team reserves the right to change, modify, add, or remove portions of this White Paper for any reason at any time before, during, and after sale of Trash Money Token™ by posting an amended White Paper on the website.

Not available to all persons: Trash Money Token™ is not available to all persons. Trash Money Token™ is not being offered or distributed to, as well as can not be resold or otherwise alienated by their holders to, citizens of, natural and legal persons, having their habitual residence, location or their seat of incorporation in the country or territory where transactions with digital coins or tokens are prohibited or in any manner restricted by applicable laws or regulations. If such restricted person purchases any Trash Money Tokens™, such restricted person has done so on an unlawful, unauthorized and fraudulent basis and in this regard shall bear negative consequences. It is the responsibility of each potential purchaser of any Trash Money Tokens™ to determine if the purchaser can legally purchase Trash Money Token™ in the purchaser's jurisdiction and whether the purchaser of Trash Money Token™ can then resell their Trash Money Token™ to another purchaser in any given jurisdiction. Participation may be subject to a range of steps, including the need to provide certain information and documents.

No offer of regulated products in any jurisdiction: Trash Money Token™ (as described in this White Paper) is not intended to constitute digital currency, security, commodity, or any other kind of financial instrument and has not been registered under the Securities Act of 1933, the securities laws of any state of the United States of America or the securities laws of any other country, including the securities laws of jurisdiction in which a potential coin holder is a resident. This White Paper does not constitute a prospectus nor offer document of any sort and is not intended to constitute an offer or solicitation of securities or any regulated product in any jurisdiction. This White Paper has not been reviewed by any regulatory authority in any jurisdiction.

No advice: Nothing in this White Paper shall constitute an investment, legal, tax, regulatory, financial, accounting, or other advice, and this White Paper is not intended to provide the sole basis for any evaluation of a transaction on acquiring of Trash Money Token™. Prior to acquiring Trash Money Token™, a prospective purchaser should consult his/her own legal, investment, tax, accounting, and other advisors to determine the potential benefits, burdens, and other consequences of such transactions.

No solicitation for investment: Nothing in this White Paper shall be deemed to constitute a prospectus of any sort or a solicitation for investment, nor does it in any way pertain to an offering or a solicitation of an offer to buy any securities in any jurisdiction. This document is not composed in accordance with, and is not subject to, laws or regulations of any jurisdiction which prohibits or in any manner restricts transactions in respect of, or with use of, digital coins or tokens.

No representations or warranties: No representations or warranties are made as to the accuracy or completeness of the information, statements, opinions, or other matters described in this document or otherwise communicated in connection with the project. Without limitation, no representation or warranty is given as to the achievement or reasonableness of any forward-looking or conceptual statements. Nothing in this document is or should be relied upon as a promise or representation as to the future. To the fullest extent permitted under applicable law, all liability for any loss or damage whatsoever (whether foreseeable or not) arising from or in connection with any person acting on this White Paper, or any aspect of it, notwithstanding any negligence, default or lack of care, is disclaimed. To the extent liability may be restricted but not fully disclaimed, it is restricted to the maximum extent permitted by applicable law.

English version prevails: this White Paper is provided in an official English version only. Any translation is for reference purposes only, and is not certified by any person. If there is any inconsistency between a translation and the English version of this White Paper, the English version prevails.

Other companies: other than Trash Money Monsters™ (“TMM”) and Trash Money Token™, the use of any company and/or platform names and trademarks does not imply any affiliation with, or endorsement by, any of those parties. References in this White Paper to specific companies and platforms are for illustrative purposes only.

You must seek your all own necessary professional advice, including in relation to tax and accounting treatment. We hope the Trash Money Token™ project will be highly successful. However, success is not guaranteed, and digital assets and starts up involve risk. You must assess the risks and your ability to bear them.

TABLE OF CONTENTS

Table of Contents.....	3
Term Definitions.....	4
1. Abstract.....	5
2. Problem.....	6
3. Solution.....	7
4. Trash Money Token™ Information.....	8
4.1. Why Trash Money Token™ ?.....	8
4.2. Coin Specifications.....	8
4.3. Proof-of-Recycling(PoR)™	9
4.4. Masternodes.....	9
4.5. Commercial Uses and Applications.....	10
5. Trash Money Token™ Eco-System.....	11
5.1. Infographic.....	11
5.2. Mobile App.....	12
5.3. Trash Money Monsters Mobile Game™	12
6. Trash Money Monsters Mobile Game™	12
6.1. Introduction.....	12
6.2. TMT™ and TMM™	12
6.3. Game Details.....	12
7. Coin Sale.....	13
8. ICO Funding Distribution.....	14
9. Roadmap.....	15
10. Competitor Comparison.....	16
11. Team Description.....	17
12. References.....	19

DEFINITIONS

Cryptocurrency - a digital currency in which encryption techniques are used to regulate the generation of units of currency and verify the transfer of funds, operating independently of a central bank.

Blockchain - a digital ledger in which transactions made in bitcoin or another cryptocurrency are recorded chronologically and publicly.

Block - Blocks are files where data pertaining to the Bitcoin network is permanently recorded. A block records some or all of the most recent Bitcoin transactions that have not yet entered any prior blocks. Thus a block is like a page of a ledger or record book. Each time a block is 'completed', it gives way to the next block, creating a chain of blocks known as the blockchain. A block is thus a permanent store of records which, once written, cannot be altered or removed.

Mining - the process by which transactions are verified and added to the public ledger, known as the blockchain, and also the means through which new bitcoin are released. Anyone with access to the internet and suitable hardware can participate in mining.

Proof-of-Staking(PoS) - type of algorithm by which a cryptocurrency blockchain network aims to achieve distributed consensus. In PoS-based cryptocurrencies, the creator of the next block is chosen via various combinations of random selection and wealth or age (i.e., the stake).

Proof-of-Work(PoW) - aka Mining; algorithm for cryptocurrencies that is used for the solving of computationally intensive puzzles to validate transactions and create new blocks.

Proof-of-Recycling(PoR)[™] - method of which consumer level recyclers can earn Trash Money Tokens[™] by recycling at approved facilities.

Masternode - a special trustless network node and decentralized server that carries out a number of functions on the blockchain network such as instant sending, and coin mixing to add privacy of transactions in the network.

Trash Money Token[™] - token that is paid out to recycling consumers for scanning their receipt in our mobile app after recycling at an approved recycler

Trash Money Monsters Mobile Game[™] - mobile PvP game where players can stake Trash Money Tokens in battle against each other, and stats increase based off what material they recycle.

Trash-to-Coin-or-Cash(TCC)[™] - Trash-to-Coin-or-Cash(TCC)[™] is a partnership of coins, exchanges, and businesses that will be able to offer benefits/rewards comparable to whatever amount of TMT[™] earned when scanning your voucher with the TMT[™] mobile app.

ABSTRACT

This paper details the creation and purpose of Trash Money Token™ – the digital currency that is linked to the Trash Money Monsters Mobile Game™. Trash Money Token™ will be paid out to consumers for recycling and can be used to stake in battle against other players in the Trash Money Monsters™ game.

The document explains how Trash Money Token™ will incentivise recycling, significantly improve the global environment, increase the number of people recycling, and the amount of trash recycled. We combine Proof-of-Stake and Masternodes with Proof-of-Recycling™, rewarding recyclers across the network for actively supporting, practicing, and promoting sustainable mining methods.

This paper starts with an introduction to the existing problems of consumer level recyclers, and the current statistics for today's recycling industry. Next explains why Trash Money Token™ is the perfect cryptocurrency to bridge the gap between the problem and solution of making recycling exciting and worthwhile for the consumers financially and not just ethically.

The next sections cover the specifications of the new cryptocurrency Trash Money Token™ and the features of it's ecosystem, then moves on to explain the mobile game associated with the TMT™ called Trash Money Monsters™.

This paper finishes with a comparison of our direct competitors, a breakdown of the roadmap for Trash Money Token™'s future, and a summary of the project team.

PROBLEMS

The problems most all consumer level recyclers currently face have very unfavorable effects, and discourage many people from recycling who would otherwise participate. These issues include: the amount of space of needed to store the trash / materials until recycling, the time and effort required to sort through your different materials, the time it takes to transport your recyclables to the facility and turning them in, and lastly the little financial reward for all of your time and effort collecting, sorting, transporting, and recycling your trash / materials. With most everything being under \$1.25/lb in redeemable value, with the exception of aluminum cans which barely have any weight, it would take you an insane amount of time, effort, and space to make any type of real reward for doing that. As you can see, a lot of expectation is placed on the consumer level recyclers while not giving equivalent amount of reward in return. We understand that recycling should be focused on doing what's right - cleaning up the environment, but with so few people actually doing it, we want to create something that's fun, interesting, rewarding, and attractive to increase the number of recyclers and amount of material recycled in the process.

According to the EPA, the United States recycling rate was 25.5% in 2015 and amounted to 67 million tons out of the 262 million tons of trash generated by the United States alone.

Utahrecycles.org stated that up to 50% of the trash thrown away by Americans could be recycled, which would total over 130 million tons.

<https://www.calrecycle.ca.gov/docs/cr/BevContainer/Notices/2017/2018PrgRates.pdf>

https://www.epa.gov/sites/production/files/2018-07/documents/2015_smm_msw_factsheet_07242018_fnl_508_002.pdf

https://www.epa.gov/sites/production/files/2018-07/documents/smm_2015_tables_and_figures_07252018_fnl_508_0.pdf

SOLUTIONS

Trash Money Token™ is the solution for to getting people interested and participating in recycling of all ages, and creating incentive for those who are already recycling to stay committed. What it does is create a fun and exciting gamification aspect to the normally dirty and tedious activity of recycling. As previously mentioned, the financial reward does not justify the amount of time and effort required to recycle substantial amount of materials; that's where TMT™ aims to make up the difference. TMT™ works when a consumer level recycler recycles their materials at one of our partnered recyclers, and then scan their receipt into our mobile app to earn TMT™ on top of whatever their material is worth in cash. The recyclers can then either trade their TMT™ for other coins and eventually cash, they can stake them in battle against other players in the Trash Money Monsters Mobile Game™, or buy in-game credits to level up their character in the Trash Money Monsters Mobile Game™. This creates much more incentive to recycle because the rewards are now much more substantial and exciting than ever before.

Trash Money Token™ INFORMATION

4.1 WHY Trash Money Token™?

Trash Money Token™ is the first of its kind in regards to a cryptocurrency rewarding consumer level recycling in the United States through PoR. The sign up method and participation process require minimal additional effort to what consumers are already doing, and is much more valuable and exciting than anything they're currently being offered.

4.2 Trash Money Token™ SPECIFICATIONS

Trash Money Token™ will be a very low energy requiring cryptocurrency in the sense that there will be no direct Proof-of-Work mining besides the initial using of Proof-of-Work(PoW) in order to mine coins for the premine. After this period there will be no Proof-of-Work mining, but instead a proprietary system called Proof-of-Sustainable-Mining(PoSM), combined with staking and masternodes, to incentivize users to utilize renewable energy for cryptocurrency mining a true PoW cryptocurrency of their choice, while being 100% sustainable.

4.2.1 Trash Money Token™ BUDGET INFO / PREMINE DISTRIBUTION

Total Supply: TBD

Premine: TBD <20%

Development: TBD

IBO: TBD

ICO: TBD

ICO Vesting: TBD

KLT Swap: 250,000,000

Partnerships/Marketing: TBD

4.2.2 TECHNICAL SPECIFICATIONS

Coin Abbreviation: TMT™

Coin Algo: TBD

Coin Type: PoR™/PoS/MN

Max Supply: TBD

Block Time: TBD

Block Reward: TBD TMT™

PoW for premine only, then PoR, PoS, and masternodes

Premine: 20% [1-20 blocks]

Min Stake Age: 12 hours

Masternode Collateral: TBD

4.2.3 BLOCK REWARDS STRUCTURE

Block Number	MN / PoS / PoR Pool % of block rewards - Coins added into circulation
TBD	

4.3 PROOF-OF-RECYCLING (PoR) INFO

In order to participate in the PoR program, a consumer must download our mobile app, and then recycle their material at an approved partnered recycler. After recycling their materials, the consumer will be able to scan their receipt from the recycler and claim their Trash Money Tokens™. This will be an automated process handled through a smart contracts that will analyze the materials you recycled and the amounts, then reward you with the appropriate amount of Trash Money Tokens™ from the PoR pool. We will also have a procedure in place for regular audits to make sure recyclers are actually taking in the amount of materials being claimed in Trash Money Tokens™. This is to stop recyclers from manipulating the program to collect rewards that they were not eligible for. The PoR rewards pool will be seeded by left over funds from the pre-mine, and sustained long term by the conversion of Trash Money Token™ into Trash Money Monsters™ upgrades and items, and other community based activities.

4.3.1 PROOF-OF-RECYCLING (PoR) REWARD STRUCTURE*

Recycling Glass - X TMT™/lb

Recycling Cans - X TMT™/lb

Recycling Plastic - X TMT™/lb

4.3.2 PROOF-OF-RECYCLING (PoR) REWARD STRUCTURE SPECIALS AND BONUSES*

Collateral Specials:

tier 1 - recycle 2.5lbs plastic/metal/glass total

tier 2 - recycle 5lbs plastic/metal/glass total

tier 3 - recycle 10lbs plastic/metal/glass total

tier 4 - recycle 15lbs plastic/metal/glass total

tier 5 - recycle 25lbs plastic/metal/glass total

tier 6 - recycle 60lbs plastic/metal/glass total

tier 7 - recycle 100lbs plastic/metal/glass total

tier 8 - recycle 150lbs plastic/metal/glass total

tier 9 - recycle 250lbs plastic/metal/glass total

tier 10 - recycle 500lbs plastic/metal/glass total

*Participants will only be able to claim and combine the single highest bonus with the single highest reward tier that they're eligible for. (ex. Consumer has recycled enough materials that they meet the requirements to qualify for Tier 4, and is currently recycling 5 pounds of glass bottles. So they would be eligible for: [Glass# x Tier 4 % = total TMT™ payout for that material.

4.4 MASTERNODES

Masternodes are generally regarded as a very sought-after asset if you believe in the long term growth and profitability in the project. They also add an additional layer of security and authority to the network when processing transactions which is beneficial for everyone. On top of that, they pay out rewards to the owner/operator usually at a much more substantial rate in comparison to staking or mining. By partnering with the Trash Money Monsters Mobile Game™, we plan on bringing even more incentives to owning a masternode such as exclusive features

and benefits that are only available for masternode owners. An example of this is not having to pay any or minimal fees for the services and features available within the game and possibly affiliates, and earning an increased rate of payouts through the PoR program on top of their minted rewards from running the masternode.

4.5 COMMERCIAL USES AND APPLICATIONS

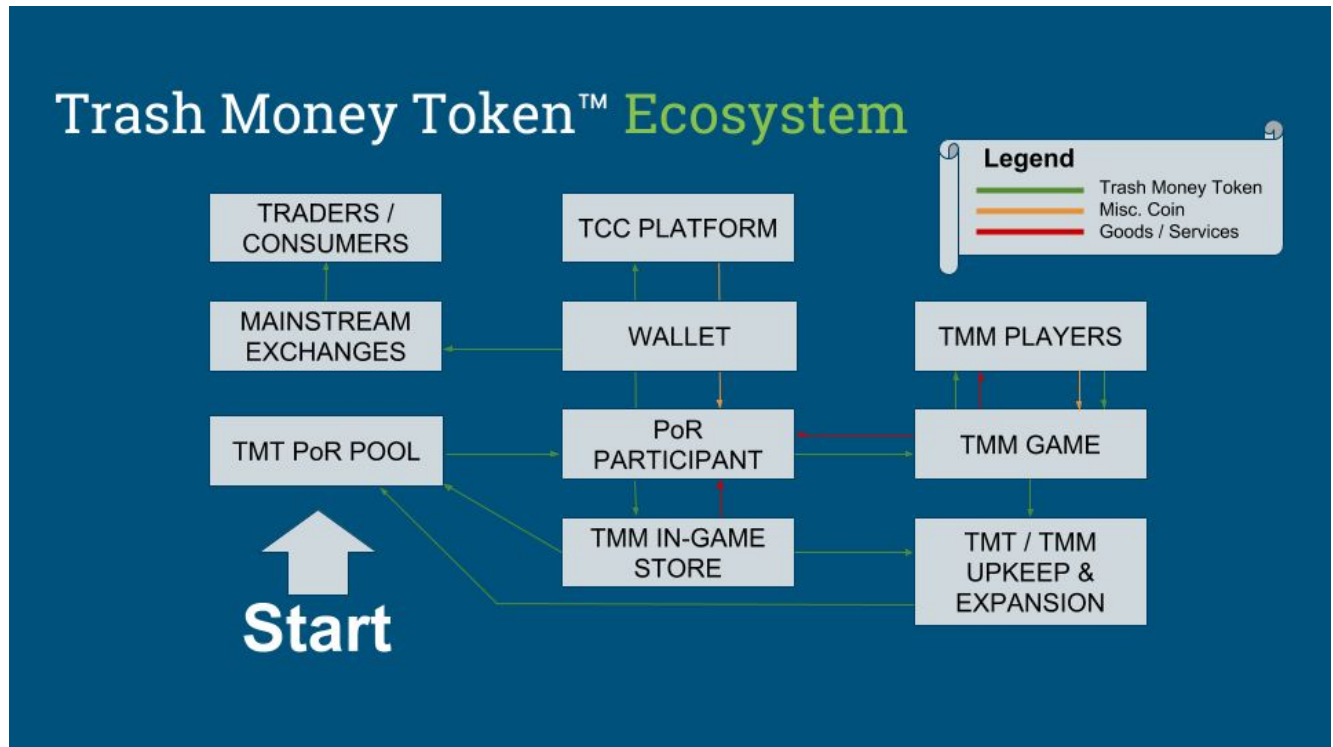
Trash Money Token™ has one main commercial use - creating incentive and rewarding people for cleaning up the environment. Our objective is easily achievable through partnering with established consumer level recycling companies, and utilizing their existing methods of material redemption. This creates a win-win-win situation for the consumer recycler, the recycling facility, and the planet's well being because the facility gets to offer valuable additional incentives to customers - which will increase the number of people recycling, and amount of material recycled, which earns the facilities more money, naturally cleans up the environment.

4.5.1 Trash-to-Coin-or-Cash(TCC)™ PROGRAM

Trash-to-Coin-or-Cash(TCC)™ Program is a partnership of coins, exchanges, and businesses that will be able to offer benefits/rewards comparable to whatever amount of TMT™ earned when scanning your voucher with the TMT™ mobile app. This will allow recycling participants to have a wider variety of redeemable rewards for recycling while organically growing the community simultaneously.

Trash Money Token™ ECOSYSTEM

5.1 INFOGRAPHIC / VISUAL DISPLAY



5.1.1 PROCESS COMPARISON

Process Comparison

Current Process	Trash Money Token™ Process
1. Collect Recyclable Materials	1. Collect Recyclable Materials
2. Take Materials to Recycling Facility	2. Take Materials to Recycling Facility
3. Receive Voucher for Recycled Materials	3. Receive Voucher for Recycled Materials
4. Take Voucher to Business for Payment	4. Scan Voucher with TMT Mobile App
5. Receive Payment from Business	5. Receive TMT and XP for TMM
	6. Take Voucher to Business for Payment
	7. Receive Payment from Business

5.2 MOBILE APP

Trash Money Token™ will have a mobile app that makes integrating with existing recycling facilities very streamline, and has extreme ease of use for recycling consumers. Consumers will scan the voucher given to them by the recycling facility before turning it in at a business for redemption in order to claim their TMT™. Eventually users will also have options to claim coins other than TMT™ through the integrated TCC™ platform as well. The app will track the individual's recycling progress and will have the option to display their score in a leaderboard among other participants if they wish. The xp earned for the TMM™ game will also be calculated and distributed from the mobile app.

5.3 Trash Money Monsters™

The Trash Money Monsters™ Mobile Game is a necessary part of the Trash Money Token™ life cycle because it creates a continuous flow of coins back into the Proof-of-Recycling™ Rewards Pool in order to pay out rewards to recyclers for the foreseeable future. The game will periodically have new items and upgrades introduced to keep things fresh and interesting for the long time players. These new items will fund the development and release of themselves by initially offering them from the in-game store initially which an appropriate amount of TMT™ will be given to the developer that added the item or upgrade and the rest going towards the PoR™ pool.

Trash Money Monsters™ INFO

6.1 INTRODUCTION

Trash Money Monsters Mobile Game™ is a turn-based arena-style Player vs Player game associated with Trash Money Token™. Players will be able to enter in to battles or duels with each other for wagered coins or items.

6.2 Trash Money Token™ and Trash Money Monsters™

The TMM™ mobile game and TMT™ coin have a very close relationship because the heroes in the TMM™ mobile game are leveled up by doing the in person activities that earn you the TMT™ coin. Players can then choose to either spend their TMT™ coin on items and upgrades for their TMM™ heroes, or wager them in duels or battles against each other in TMM™.

6.3 Trash Money Monsters™ EXPANSION

We plan on continuously releasing new and better items into the game over time to eliminate any stagnation or plateauing within the game while keeping things fresh and interesting. This creates competitiveness and captures the attention from players since there will always be new or better items they can obtain and have an advantage over others to earn more coins. The items will first be released/sold from the development team in the in-game store with TMT™, a small percentage of funds collected for the first release of the item will be used to pay the dev team for their time/work on new item, rest of the tokens taken in will go towards the PoR pool replenishment.

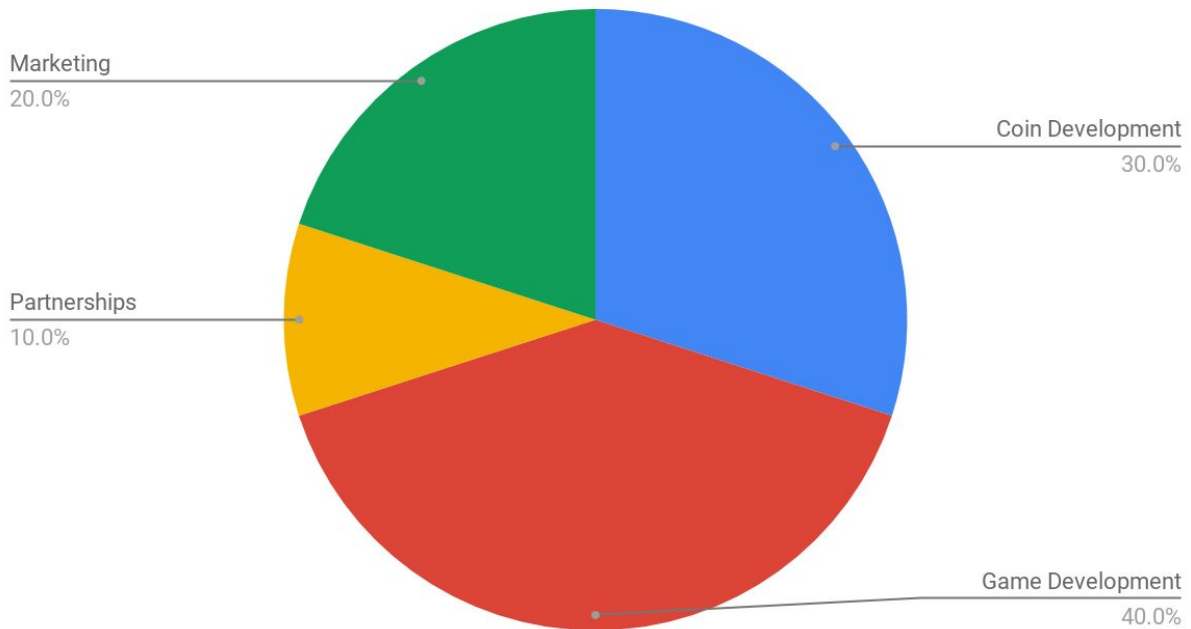
ICO SALE

Trash Money Token™'s sale will have a cap of 2 masternodes per person for how many coins an individual will be able to purchase during the sale. This is to start the playing field as absolutely even as possible and prevent someone from simulating an insta-mine, and will serve to create instant supply and demand post launch from people wanting to acquire more TMT™ than they were able to during the sale.

FUND DISTRIBUTION

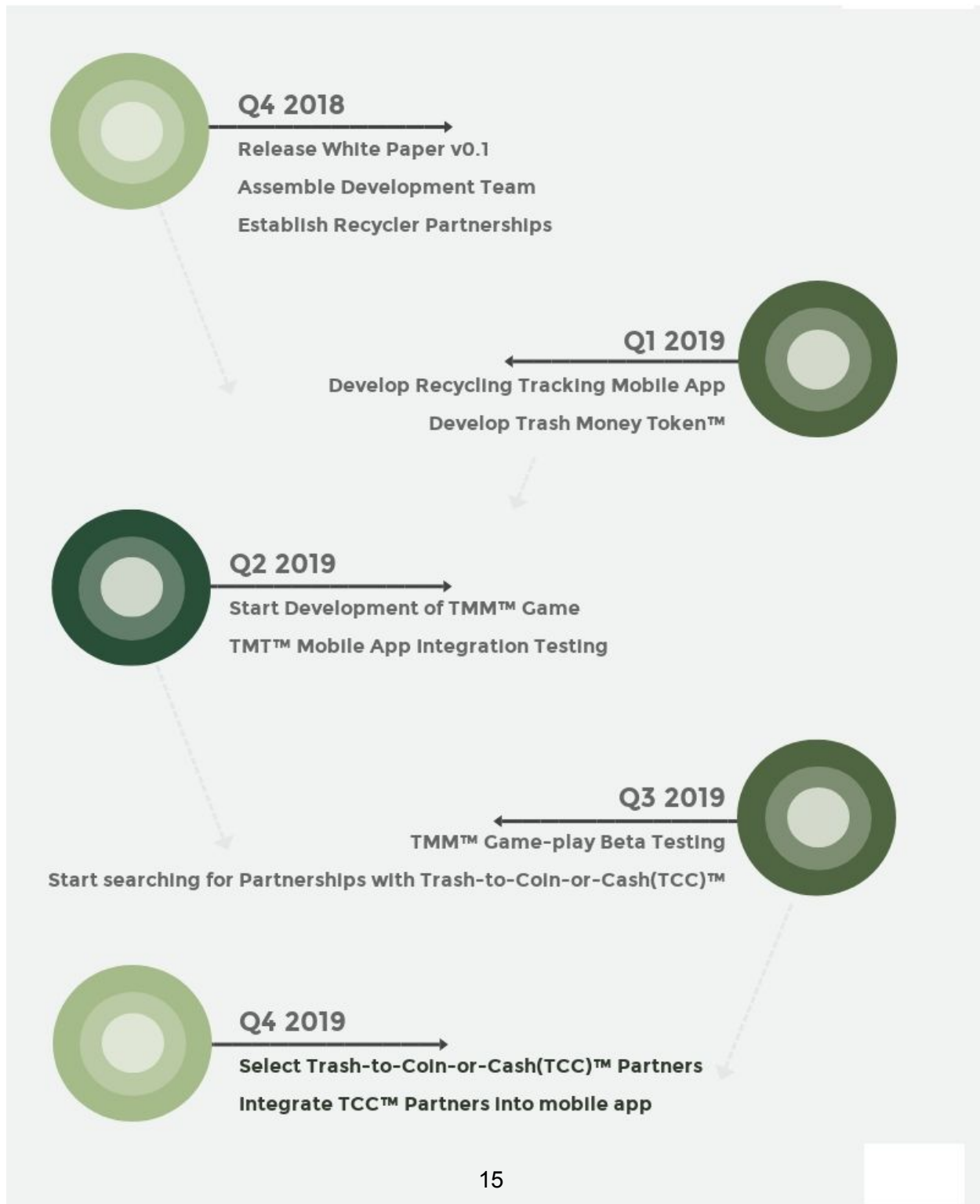
Majority of funds raised from sales will go towards to the development of our mobile game and business development. Please see graphics for a more in depth break down.

ICO Fund Distribution based off \$1m raised



TRASH MONEY TOKEN™

ROADMAP



COMPETITOR COMPARISON

There is only one other direct competitor for this purpose successfully currently operating in the United Kingdom (UK). We wish to be the first to market here in the United States and in other places around the world to eventually become the global leader in cryptocurrency based recycling program.

TEAM DESCRIPTION

Shane Manley - Founder / CEO

- CFO

- CTO

- CMO

- Blockchain Developer

- Windows Developer

- Linux Developer

- MacOS Developer

- Mobile App Developer

- Mobile Game Developer

- Brand Rep. / Ambassadors

- Community Managers

REFERENCES

1. <https://www.calrecycle.ca.gov/docs/cr/BevContainer/Notices/2017/2018PrgRates.pdf>
2. https://www.epa.gov/sites/production/files/2018-07/documents/2015_smm_msw_factsheet_07242018_fnl_508_002.pdf
3. https://www.epa.gov/sites/production/files/2018-07/documents/smm_2015_tables_and_figures_07252018_fnl_508_0.pdf