Crowdfunding

The RLC tokens will be used to access the resources provided by the Market Network. It will be the unique way of payment for Application providers, Server providers and Data providers.
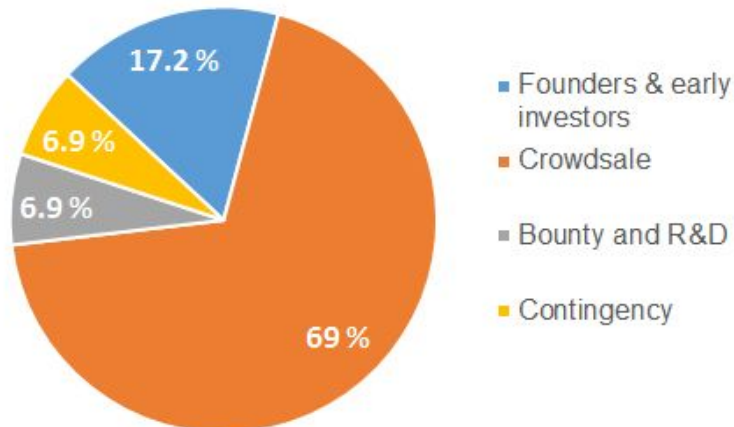
Participation to the crowdfunding operation will appear on a dedicated web site (http://crowdsale.iex.ec).

Conditions*:

- Starting date: April 19, 2017 -- 13:00 GMT
- Ending date: May 19, 2017 -- 13:00 GMT
- Minimum objective amount: 2,000 BTC
- Maximum amount: 10,000 BTC
- Max RLC total supply: 87,000,000 RLC
- Max RLC sold by crowdsale: 60,000,000 RLC
- Founders, team and early investors: 15,000,000 RLC (Max), 12,000,000 RLC (Min)
- Bounties, R&D, developer and marketing: 6,000,000 RLC (Max), 1,700,000 RLC (Min)
- Special contingency reserve: 6,000,000 RLC (Max), 1,700,000 RLC (Min)
- Min objective RLC sold by crowdsale: 12,000,000 RLC
- BTC payment without bonus: 5,000 RLC/BTC
- ETH payment witout bonus: price according to the Kraken ETHBTC
- Special bonus: 20% for the first 10 days, 10% for the next 10 days.
- Terms and conditions URL: http://crowdsale.iex.ec/
- White Paper URL: http://iex.ec/whitepaper

*All conditions can be changed before the crowdsale.

RLC Crowdsale (Max)

- 17.2 % — Founders & early investors
- 69 % — Crowdsale
- 6.9 % — Bounty and R&D
- 6.9 % — Contingency

The http://crowdsale.iex.ec web site will allow to acquire RLC tokens.

- **Crowdsale**: The number of tokens to be sold during the main sale will be limited to 60,000,000 RLC, which corresponds to raising 10,000 BTC with a 20% bonus. The RLC price will gradually increase during the sale, following this scheme:
    - o   20% for first 10 days period: 6,000 RLC/BTC
    - o   10% for second 10 days period: 5,500 RLC/BTC
    - o   0% for last 10 days period: 5,000 RLC/BTC

The RLC/ETH price rate will be computed using the ETHBTC price fetched from the Kraken exchange and updated every 10 minutes.

BTC payment will be opened for 24 hours only.

- **Founders, team and early investors**: A minimum amount of 12,000,000 RLC (Min) will be created, along with a variable part corresponding to 5% of the crowdsale, capped at 15,000,000 RLC (Max).
- **Bounties: R&D, developer, marketing.** A special purpose fund corresponding to **10%** of the crowdsale capped at 6,000,000 RLC (Max) will be provisioned for developers in the form of bounty grants, marketing actions, research grants to ensure the growth of the network after the initial development.
- **Special contingency reserve: iEx.ec** will keep a reserve corresponding to **10%** of the crowdsale, capped at 6,000,000 RLC (Max), to ensure the security of the blockchain. Obviously, **the reserve will not be sold on the markets**. Instead, the reserve can be used to recover from low-chance, unexpected and extremely serious situation that could endanger the whole project.