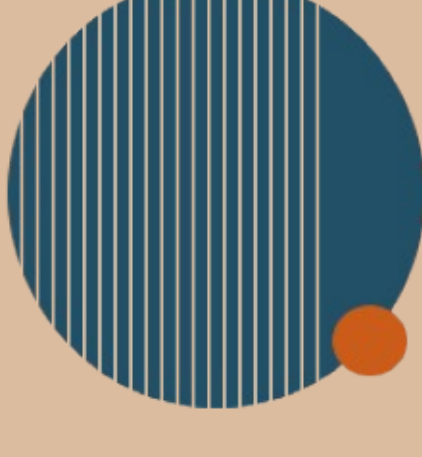




## Sextech Meets Enterprise



## On One Adult Platform

### Open

We believe in community.

Too often do developers and companies forget that to spur growth is to inspire. Our community inspires us every day. And we let them know it!

### Secure

Less is More.

Contrary to industry trends in big data and analytics, our servers breathe easier when ignoring the finer details about our users. It's hard to steal what we don't have.

### Intimacy and Technology

We're Keeping Your Business Personal

With a focus on anonymity being at the forefront of a growing software suite, we are striving to utilize our premium adult brands to create a cross-compatible adult media platform for everyone.

Core Product - Triple X Tycoon®

### Trendy

With no marketing budget.

Our team is proud to admit that talking to people has always been more effective than writing press-releases. Although we can do that too.

### Trusted

We promise.

Our history of transparency is well-documented. Our team isn't shy about who we are and what we do.

Better Together.

All of our projects are either crowd-funded or open-source which represents trust and a sense of ownership from our users.

### Mature

Adults only!

Our goal is to change the way the public perceives adult entertainment and the people behind it. We'll start with being responsible.



*Triple X Tycoon®* is a simulation game in which the player will get to experience the highs and lows of the adult entertainment industry from behind the scenes.

### In-House

DIY

All of our core technology was written in-house. From our database software to the graphics engines.

### Social

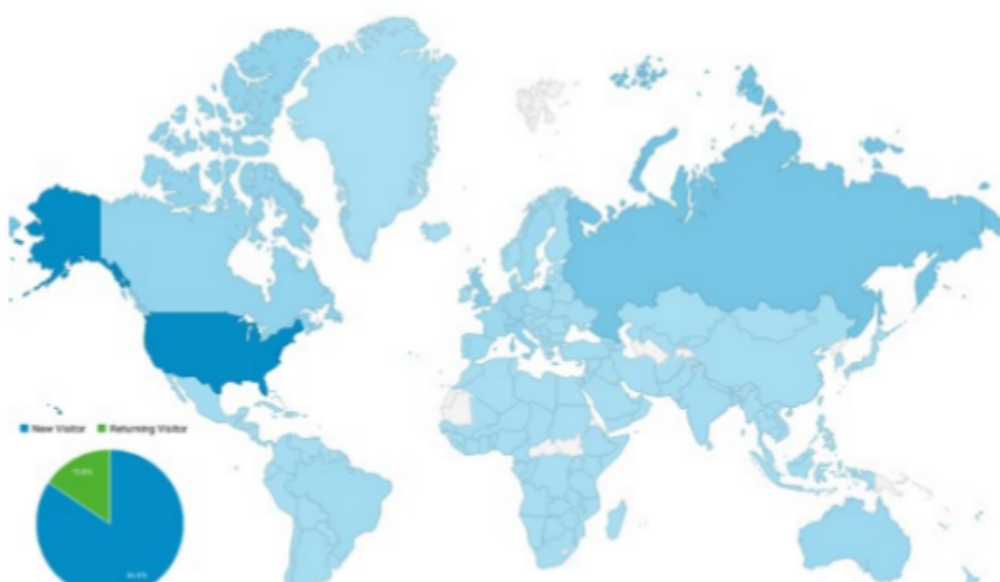
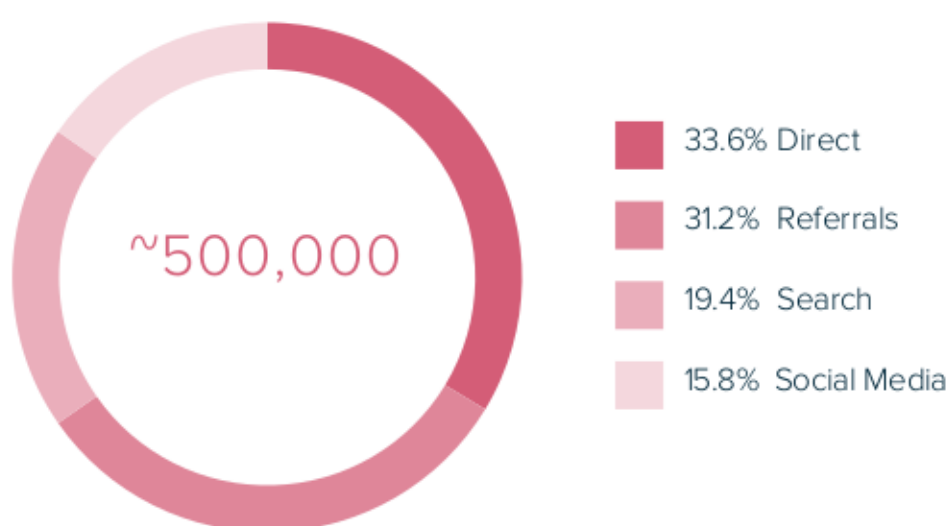
And more.

We are developing a social network wrapper to accompany and encourage interactivity.

"Joy-Toilet is developing what we'd like to possibly consider to be the simulation game of the decade."

- Daniel Perez, [ShackNews](#).

## Pre-Release Traffic & Growth (3 Years)



## Mainstream Appeal

Just The Tip.

Our adult brands have enjoyed major mainstream press coverage to the degree of which no other competitor in their respective categories has. Our reach now spans from video games to the emerging world of fintech and cryptocurrency. Both being covered in magazines from *Cosmo*, *VICE*, *Mens Health* and *Playboy* to *VentureBeat*, *Destructoid* and *Kotaku!* Just to name a few.

Getting in Early

We pay attention to the market and identify opportunities before the competition. As a result, the majority of our projects have quite a bit of history!

## Email Marketing

Opt-in.

We have been fortunate enough to have gone through the trial phase of our business model early on. Initially starting as a web blog. Our mailing list has grown exponentially since.

## Innovation

Titcoin was nominated for the 2015 and 2016 XBiz Award for Alternate Payment Processing. While Triple X Tycoon was awarded Indie Pick by Automaton Japan during July 2015. We're not finished yet!

## The Platform Is..

### A Game

Featuring Titcoin.

We are developing Titcoin to accompany Triple X Tycoon on the back-end so that players can not only share stats, but also swap in-game points (DPs) for Titcoin or vice versa. Even creating fictional contracts with each other to expand their digital adult empire! Think *Madden* for porn.

### A Website and App

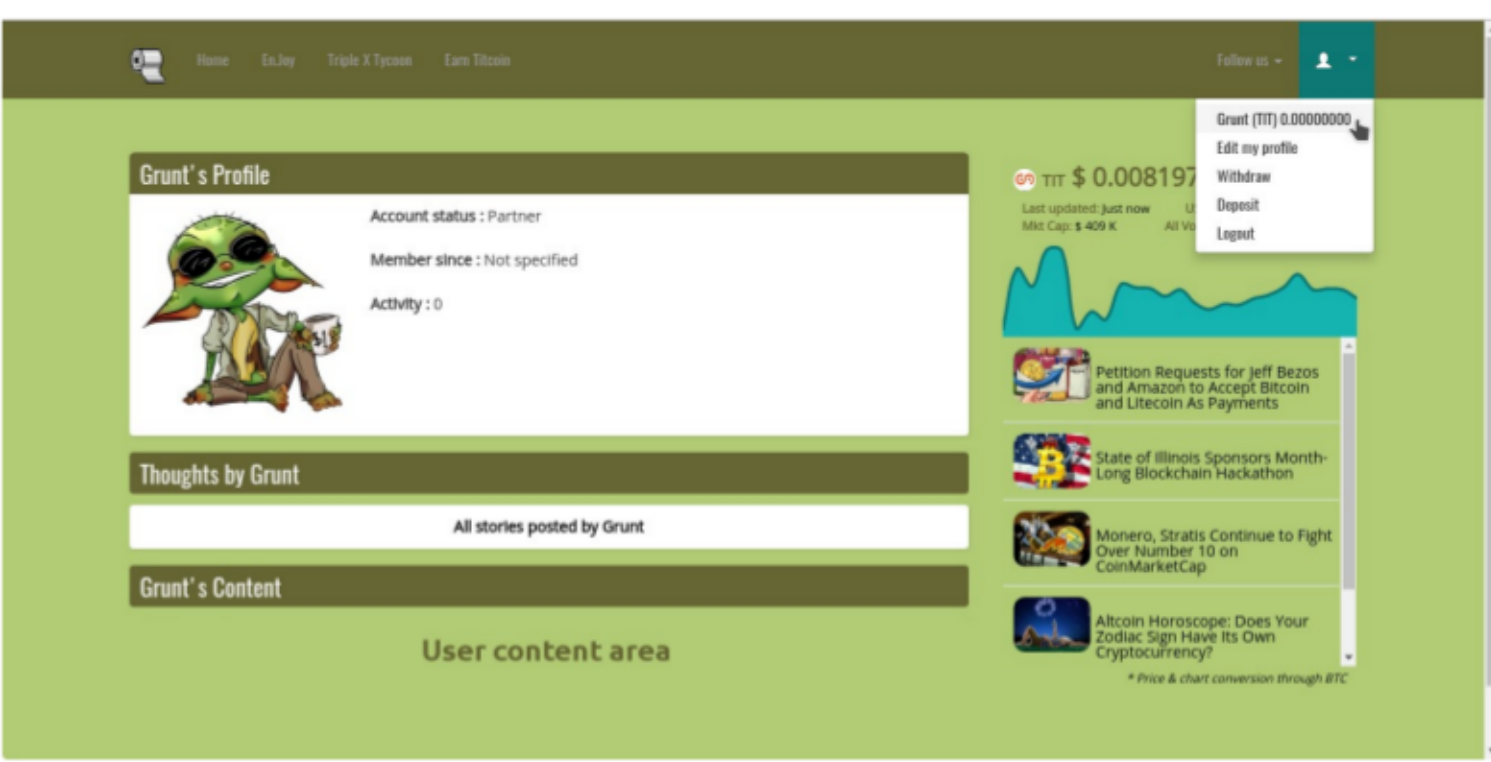
For on the Go.

Users will be able to freely check the balance of their Titcoin wallet and even export, trade or hold!

### A Tool

For Advertising and Other Content.

As we improve the platform, our long-term goal is to provide a one-stop for real adult companies and performers to engage in non-invasive and interactive advertising to potential customers. Imagine, being able to buy real porn with TIT earned in-game!



## Milestones & Development

### 3+ Years Later

We're Already Here.

This entire document is in regard to the scope of our efforts to develop an adult media platform geared toward the tech-affluent demographic of adult content consumers. Although we have gone through some effort to ensure our software is easy and intuitive to use, there will still be plenty of work to do as we continue to move forward on the roll-out of our technology in phases. The first of which is designed to cover the expenses of the rest.

PHASE 1 - Triple X Tycoon is released. (Late Q3 2017)

PHASE 2 - Enable networked play. (Q1 2018)

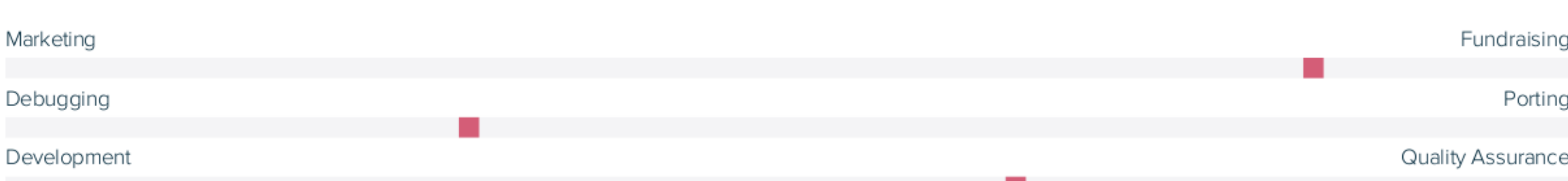
PHASE 3 - Integrate/accept Titcoin into desktop and web. (Q2 2018)

PHASE 4 - Launch Android app on MiKandi. (Q3 2018)

It's been 3 years, and the base software is almost complete and will be presented in the form of our adult strategy game, Triple X Tycoon. This is because this project represents a large portion of our active audience and sole income. Below is a brief example of what we're expecting to be focused on for the remainder of September.

The majority of our development history is already available on our website in the form of [devlogs](#).

## Phase 1 Time Allocation Chart (9/1 - 10/1)



## Cashflow & Finances

### Challenges

Time is Money.

We are a small company with no official full or part-time talent dedicated to the creation of our vision. As founders, we are solely responsible for all marketing, sales and software support. With additional financing, we could spend more time doing what we already love.

Cost of Scaling

As we grow, so does our expenses. Still, through strategic acquisitions, our brand portfolio is twice as large as it was a year ago!

### Revenues

Pre-release.

All revenue to date has been the result of direct investment from founders and/or via donations.

Web Development and Consulting

We also maintain a small support business in the development of web pages and in digital marketing consulting for local clientele.

### Long-Term Strategies

Building stronger brands and better software.

As independent performers in the adult industry continue to move away from larger content producers and on to model-friendly services. And as larger companies seek to diversify away from production or expand their portfolios, we've already seen a change in how the adult industry operates. We also expect the importance of end-to-end ownership of digital platforms to become paramount to businesses looking to capitalize on proprietary technologies

"The first porn industry-targeted cryptocurrency" - Stephanie Voyer , [VICE](#).

## Start Trading!



Titcoin (TIT) on Cryptopia

Titcoin (TIT) on YoBit



## Websites

[www.joy-toilet.com/titcoin](http://www.joy-toilet.com/titcoin)

[www.triplexytycoon.com](http://www.triplexytycoon.com)