

CASH BOOM

Global first C2E platform
TOUCHCON



Cash Boom Platform
C2E(Consumer-to-Earn) Service
TouchCon Whitepaper v3.0
13.10.2022

※ Please note that the TouchCon white paper may be changed from time to time for the Development of the ecosystem.

CASH BOOM WHITEPAPER CONTENTS

1. Overview
2. Cash Boom C2E Vision
- 3 Cash Boom C2E Structure
4. How to participate in Cash Boom
5. Cash Boom Ecosystem
6. Applied technology
7. Business Model
8. Marketplace Ecosystem
9. Tokenomics
10. Roadmap, Milestone Updates, Roadmap
11. Team
12. Advisors
13. Community
14. Appendix
15. DISCLAIMERS

1. Overview

App-Tech (App+Tech) is a compound word of "application" and "jae-tech," and is called "reward App" as a means of earning money using mobile apps. When a user completes a certain mission, points are accumulated as a reward and can be used like cash. Since AppTech distributes a portion of advertising revenue to app users, it is a win-win business relationship between the app and the user.

The recently popular X2E service is called a reward business designed to make money just by playing games or walking. However, X2E is different in giving coins as a reward. Axie Infinity, Cryptokitties, and The Sandbox are representative of P2E (play2earn) with the concept of 'making money through games'. M2E (move2earn) is a concept that 'make money even if you walk', and Stepn and MediBloc are representative.

The biggest feature of the X2E service is to provide digital virtual assets as a reward. Since digital virtual assets are built on the basis of blockchain, the X2E service is steadily gaining popularity as it contributes to the improvement of the value of the blockchain.

So far, household consumption activities have not been fully compensated by companies. In particular, rewards such as points are difficult to use freely due to many restrictions and options, and some of them are destroyed.

Cash Boom is a C2E (consumer2earn) service that integrates and provides distributed consumer life compensation. It enhances the security of consumer compensation data through blockchain and utilizes it to integrate corporate compensation systems. To this end, it builds a C2E platform that combines social networks and consumer life, and draws companies into the world of web 3.0 rewards, contributing to the payment of integrated rewards in all consumer life.

Cash Boom is a platform that most efficiently supports corporate compensation for daily consumption, and has obtained a Korean patent for 'an electronic method for cryptocurrency compensation (mining) using QR codes'.

Reference

Since Cash Boom is a beta service, the contents of this white paper may change from time to time due to continuous upgrades in the future.

Reward Token Definition

Reward Token : CBT (Cash Boom Token)

Gevernance Main Token : TOC (TouchCon Token)

2. Cash Boom C2E Vision

In the global market, the rewards that most companies pay to their customers are fragmented points. However, points are limited in their use due to numerous restrictions and options. The economic value of points that are lost due to unfair regulations per year is estimated at about 1 trillion dollars (global: Yano Research 2020'). This undermines the essential meaning of compensation. This puts customers in the dilemma of not being able to exercise their valuable property rights.

The core theme of Cash Boom is C2E. C2E stands for Consumer to Earn and was designed with the concept of earning money through consumption, which supports companies to fairly reward their daily consumption activities. In particular, the biggest feature is that the random method is designed for rewards to increase fun and interest in rewards, and it is built so that you can enjoy C2E rewards like a game.

The biggest feature of Cash Boom C2E is that users are influx based on the customer DB owned by existing companies, so it is very beneficial to revitalize the ecosystem. This means that corporate customers will soon become C2E users. For this, the Cash Boom Web 3.0 Rewards solution will be built to support corporate rewards.

Cashboom C2E can expect the following vision as an App Tech business.

2.1 Strong user inflow through the company's customer DB

By linking the customer DB owned by the existing company and rewarding it, a very strong user inflow effect can be expected, which is very advantageous for the early establishment of the ecosystem.

2.2 Strong expectations and interest in random rewards

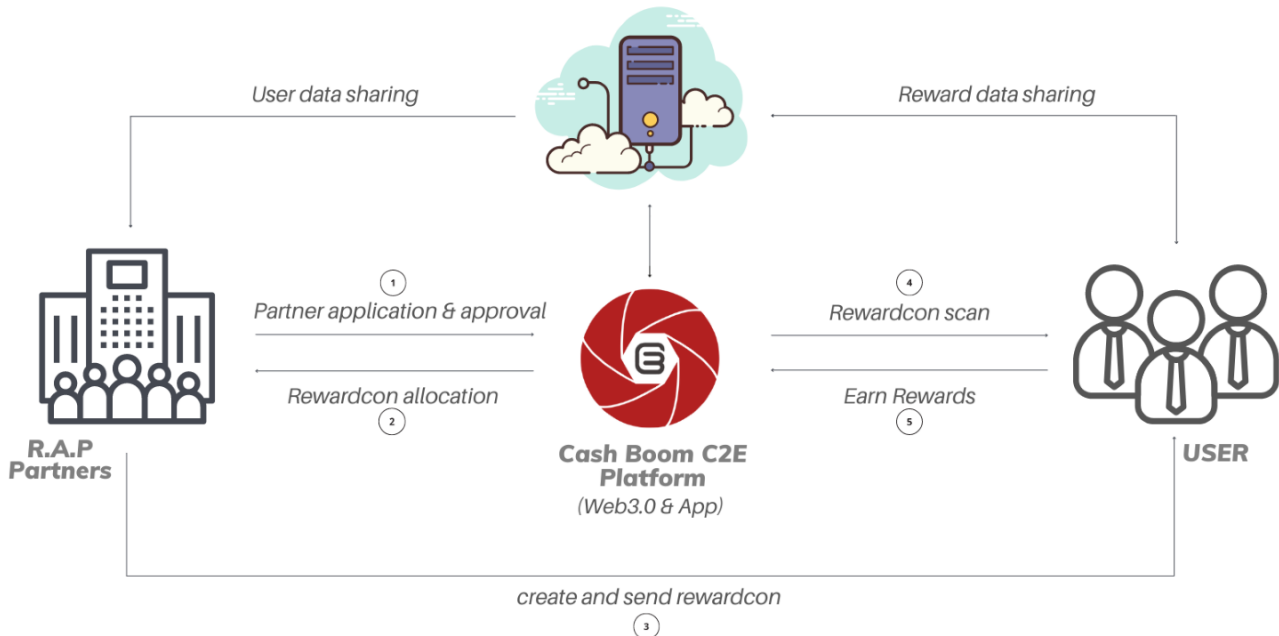
By giving the expectation and interest of random reward, the user's voluntary Participation and active reward become possible. This has the effect of continuously influencing new users into the ecosystem.

2.3 Various encoding effects for rewards

Initially, digital assets are randomly distributed as rewards, but with the upgrade of the Web 3.0 solution, rewards that have passed various values, including in-kind goods, will be encoded in various ways. This further doubles the rate of user inflow due to the diversity of rewards.

3. Cash Boom C2E Structure

The Cashboom C2E platform will be built with the 'Web 3.0 Rewards Solution' for companies that externally executes rewards and the 'Cashboom App' platform that accumulates rewards.



3.1 Web 3.0 Rewards Solution

The Web 3.0 reward solution is an independent platform that can create and transmit 'reward cone' content used for rewards.

is a solution 'Reward Con' contains a QR code that is randomly encoded with digital assets and advertisements from the issuing company.

Images and text are entered. Users receive reward cones and receive rewards by scanning QR codes. The award-winning process is a virtuous cycle.

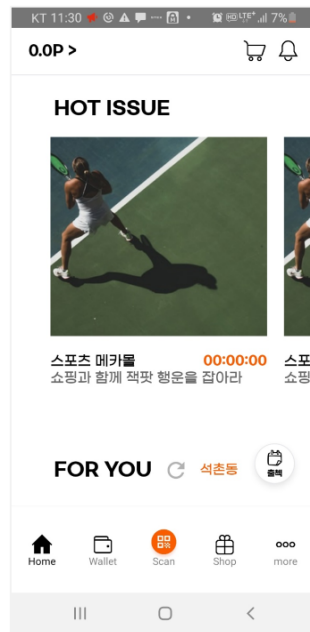


3.2 Cash Boom App Platform

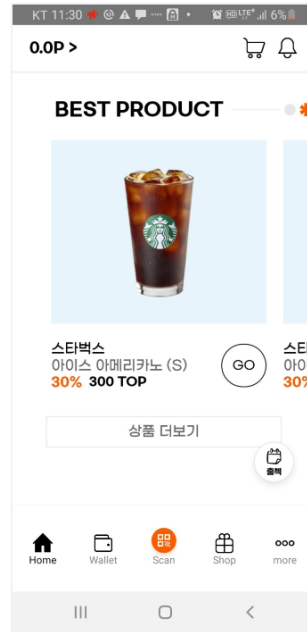
The Cash Boom app platform has a scanner that can scan QR codes by acquiring 'reward cones' and an electronic wallet that accumulates rewarded tokens. You can also participate in in-app staking, use it to pay for goods on the marketplace, or convert it into a governance token TOC to cash.



RAP events



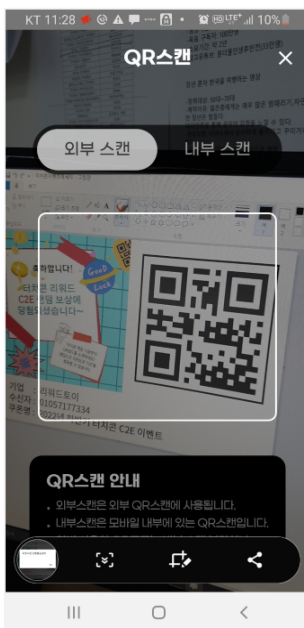
RAP information



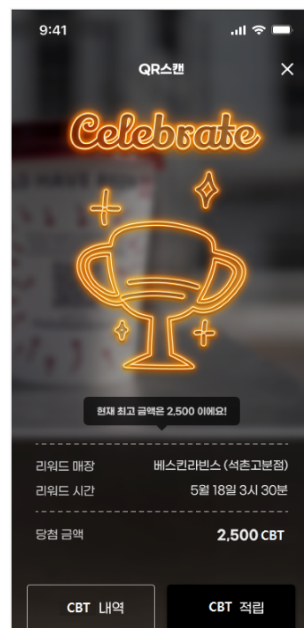
App Marketplace



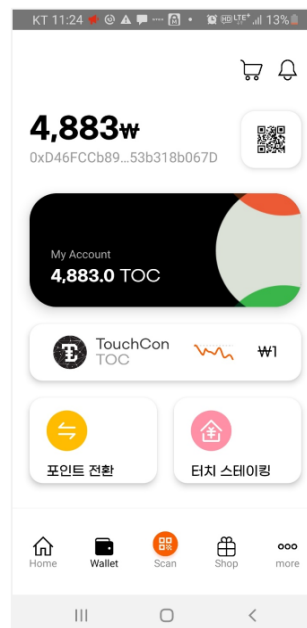
Staking



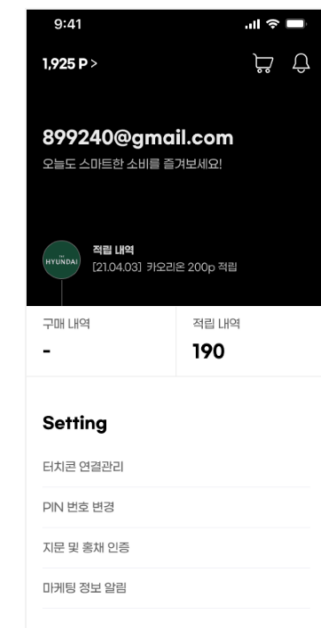
Rewardcon Scan



Random reward



Electronic Wallet



Management

4. How to participate in Cash Boom

To participate in Cash Boom, you must first download the 'Cash Boom' app.

4.1 Download Cash Boom

Download 'Cash Boom' from Google Play Store and App Store.

<https://bit.ly/3ImgHzg>

4.2 Sign up for Cash Boom

After accessing the app, sign up for Cashboom with your email address. To enter the first app, you will receive a verification code that confirms your email. Prepare your email address in advance.

4.3 Creating a wallet

Click the 'Wallet' icon at the bottom left of the screen.

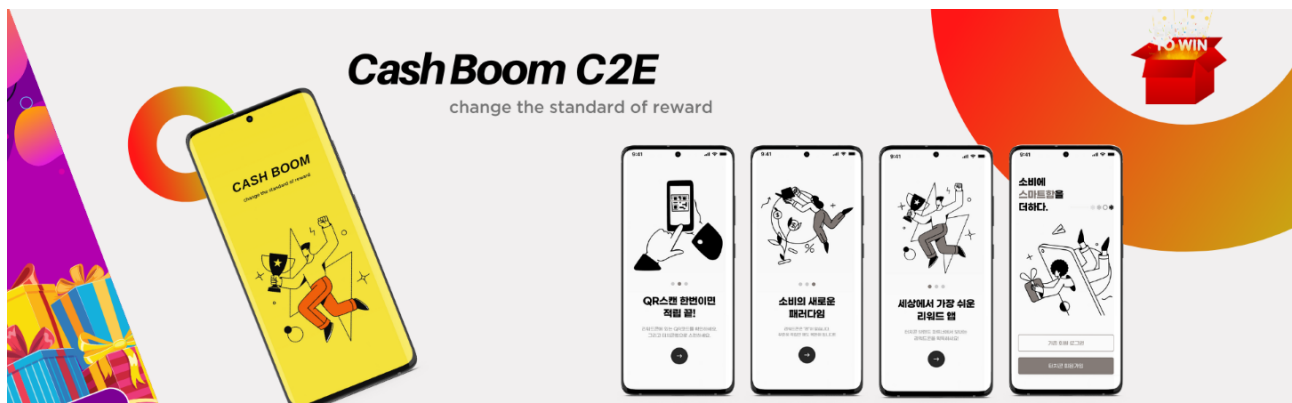
Click the QR code in the upper right corner to create a wallet. Here you can copy the wallet address or transfer it to an external exchange. When you receive a reward, you receive it in CBT. CBT can be swapped back to TOC and stored, and CBT and TOC are always compatible.

4.4 Acquisition and purchase of 'RewardCon'

You need to check the companies that pay 'rewardCon' as a reward. Depending on the advertising and marketing strategies of each company, you can acquire various 'Reward Con' for free. You can also go to the Cash Boom Marketplace and purchase the new 'RewardCon' in various sets.

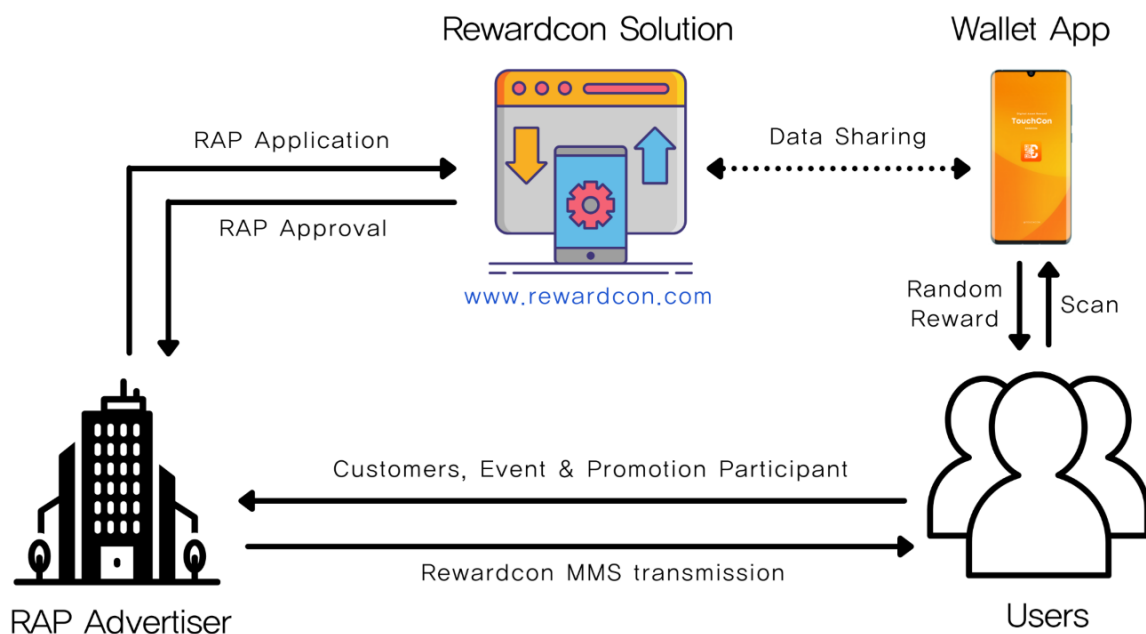
Now you are ready to participate in the cash boom.

When you find a 'reward cone' anytime, anywhere through the Cash Boom Scanner, you can scan it immediately. The good fortune to receive a very high reward is always waiting.



5. Cash Boom Ecosystem

TouchCon aims to build a consumption-oriented reward database by increasing block chain compatibility through reward upgrades that link businesses and consumers. In the future, TouchCon will expand the ecosystem by forming various partnerships and activating the Cash Boom community to expand and integrate the Cash Boom platform with corporate reward services. 'RewardCon' is issued by a corporate RAP partner and used according to the company's marketing strategy.



5.1 RAP (Reward Alliance Partner)

RAP is a company that issues 'reward cones'. They create a 'reward cone' in the web 3.0 reward solution and send it to the user. RAP will have independent rights of compensation and data operation and ownership in Web 3.0.

5.2 RewardCon

'Reward Con' consists of a QR code that is randomly encoded with digital assets, and company advertisement images and text. In order to obtain a reward, you see a corporate advertisement, so it becomes a natural corporate advertisement. 'Reward Con' is sent as an MMS message, and users can receive rewards by scanning the QR code.

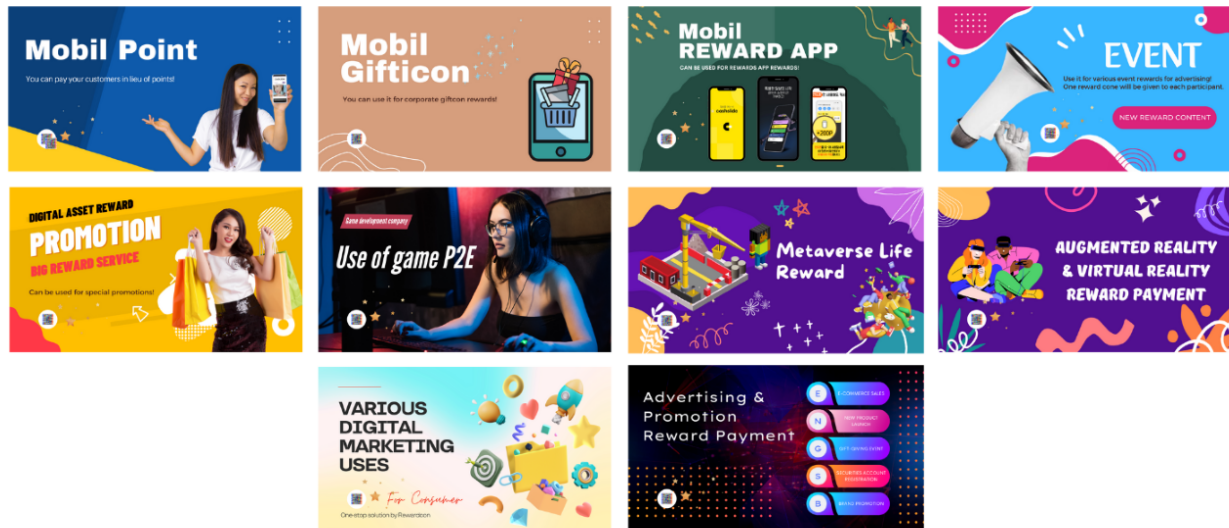
5.3 How are Rewardcons issued?

In general, the cases in which a company issues a 'reward cone' are as follows. However, according to the company's own advertising and marketing strategy, it is issued and paid for more various purposes.

- When consumers purchase products and services online and offline
- When a company conducts various events and promotions
- When giving special missions or conditions as part of corporate marketing

Utilize the reward source protocol

Real world, Virtual world, Metaverse, etc.
Source content that allows for easier and faster reward payment.



5.4 How are the probabilities of random rewards designed?

The design criteria for randomly encoding digital assets in QR codes differ from company to company. This is because companies can issue by adjusting efficient random distribution and winning probability according to their respective advertising and marketing strategies. In principle, the general standard is to randomly distribute a minimum of 1 token to a maximum of 300,000 tokens.

5.5 Where can the rewarded tokens be used?

TOC Tokens can be exchanged for cash by purchasing gift certificates such as gifticons on the marketplace, participating in staking, or converting to governance token TOC.

6. Applied technology

Cash Boom consists of two layers: Web 3.0 Rewards Solution and Cash Boom App. Cashboom will build its own Web 3.0 reward solution based on the consumption compensation protocol, and collect and utilize reward data through the Cashboom app platform.

Web 3.0 Reward Solution creates, transmits, and hosts 'reward cones' to operate. Companies participating in RAP can use 'Reward Con' for promotion and advertising marketing here. Here, each RAP will support a one-stop service where each RAP can create and transmit decentralized 'Reward Con' content with autonomy to users.

RAP companies can use 'Reward cone' for various advertising and marketing strategies for global distribution, and higher level marketing applications are also possible by utilizing the accumulated reward data.

6.1 Web 3.0 Rewards Solution

In order for a company to provide fair compensation, it is necessary to consolidate the compensation of fragmented companies into one place. Cashboom's Web 3.0 Rewards solution is an integrated reward solution that supports corporate rewards. The solution operated by Web 3.0 provides distributed services to enterprises, from generation and transmission of cash boom rewards, to operation and ownership. Cashboom Web 3.0 aims to decentralize rewards, and can increase the reliability of rewards by preventing forgery.

※ Rewardcon content creation image sample



6.2 Cash Boom App Platform

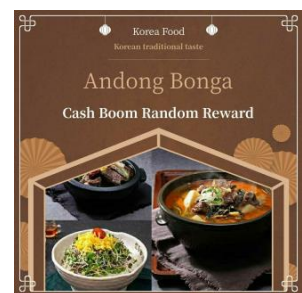
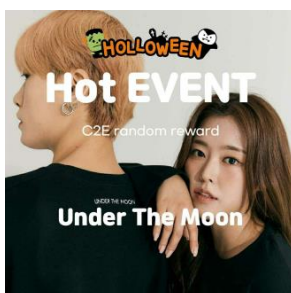
It is an app platform that supports accumulating and using digital assets acquired as rewards.



6.3 Random Reward System

Randomly paid rewards increase the expected revenue for the users, which leads to an increase in users who want to participate in the rewards. Random rewards are converted to active rewards, unlike existing passive rewards.

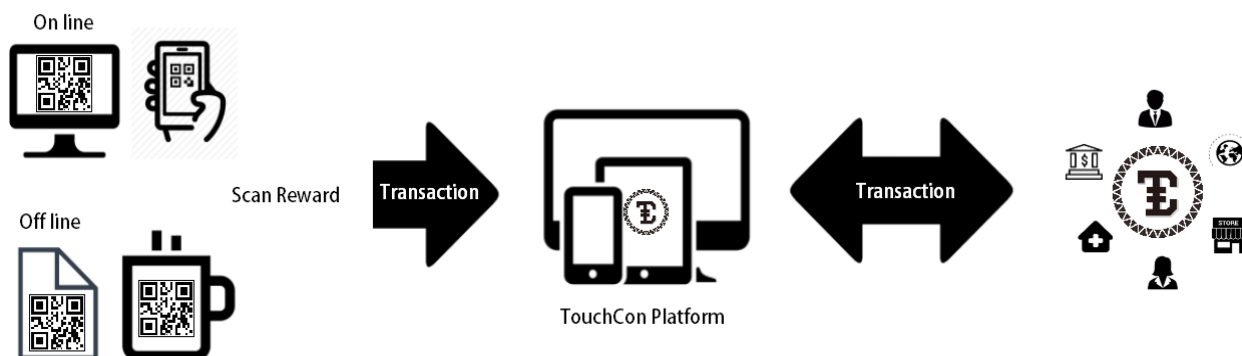
This leads to an increase in users who want to participate in C2E rewards, which is beneficial for revitalizing the ecosystem.



6.4 Solution Architecture

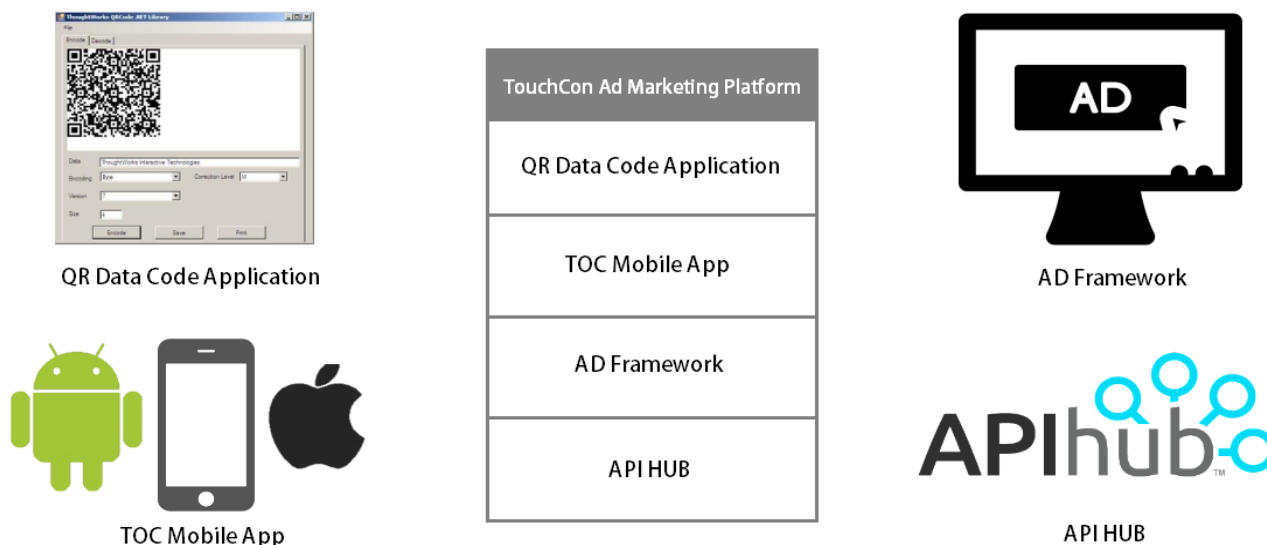
6.4.1 Concept

Cash Boom 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.



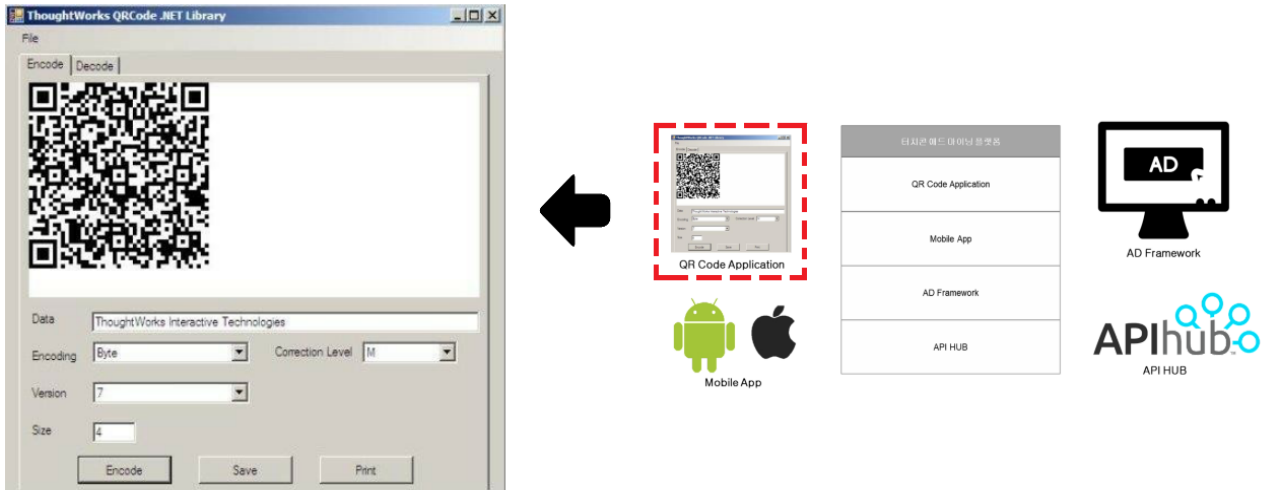
6.4.2 Software Architecture

Cash Boom 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.



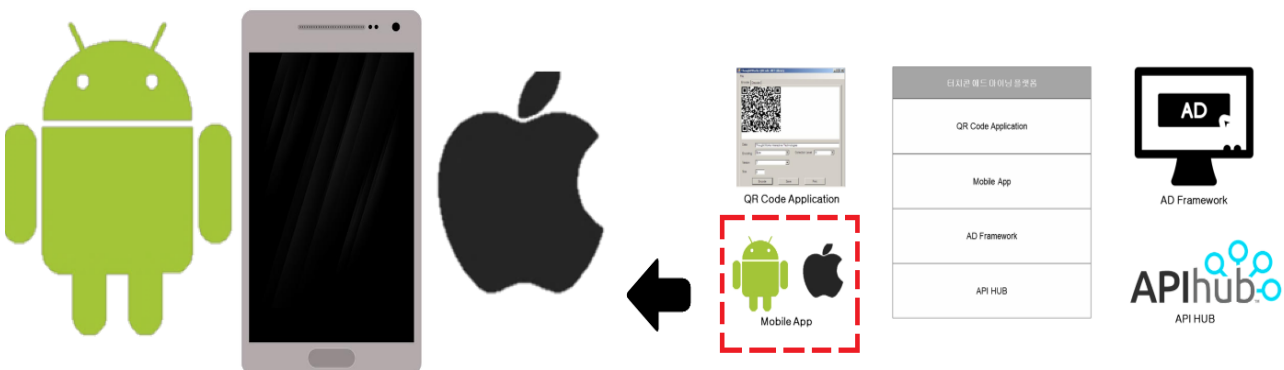
6.4.3 Rewardcon Data Code Solution

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.



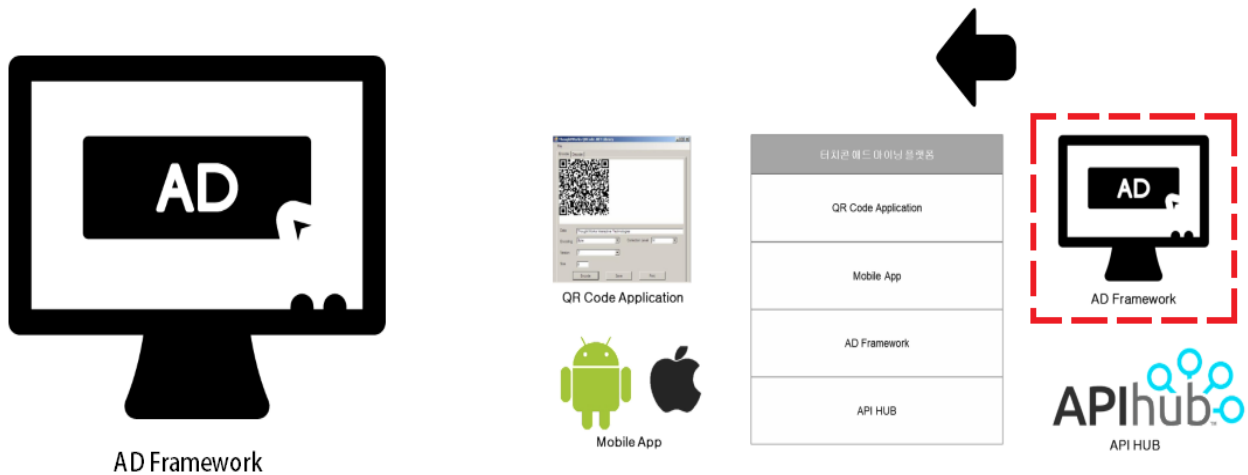
6.4.4 Mobile Cash Boom Wallet App

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.



6.4.5 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.



6.4.6 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.

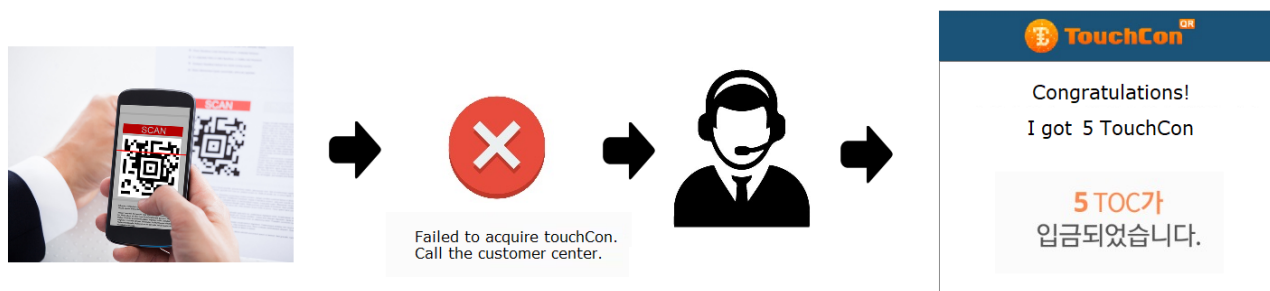
6.4.7 Deployment Method

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.



6.4.8 Cash Boom Mobile Application AD Viewer

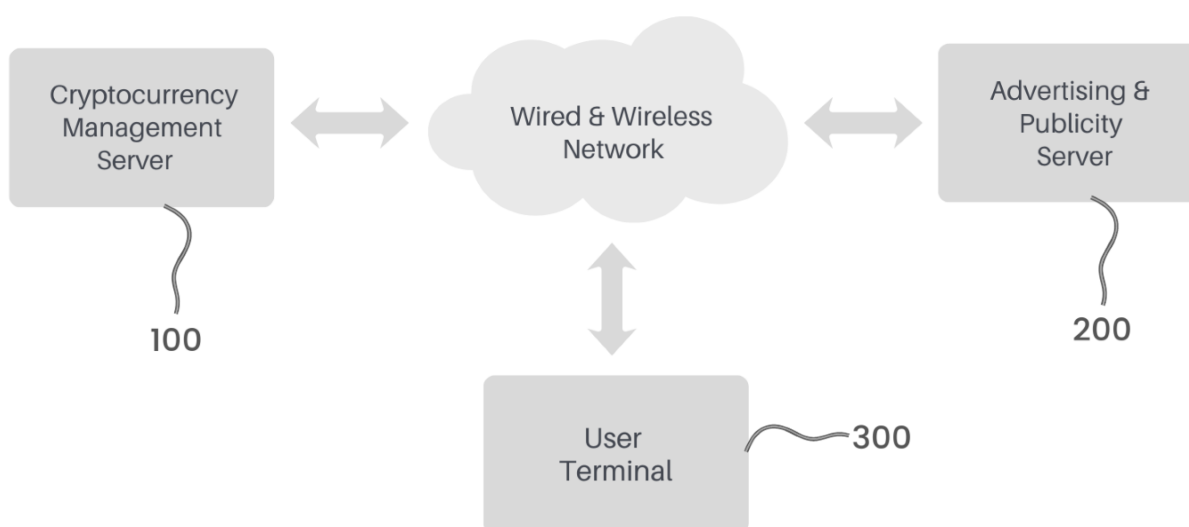
Two main features of Cash Boom Wallet App are Scanning which allows user to scan the QR Code and AD Viewer which lets user consume advertisements. The process of earning digital assets such as TOC begins with the user obtaining Rewardcon and storing digital assets earned by consuming or scanning advertisements 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.



6.5 Rewardcon Patent Registration Summary (Republic of Korea)

Cash Boom 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 \(10-2035419\)](#)



7. Business Model

The Cash Boom business model is classified into 4 categories, and each model is linked with the roadmap performance to generate performance.

| Income | Estimated rate |
|--------------------------|------------------------------|
| Reward Token Sale Income | 70% |
| Airdrop fee | 15% |
| Banner Ad Revenue | 10% |
| C2E Platform Agency fee | 5% |
| ect | Rewardcon Sale (Marketplace) |
| Total Income | 100% |

7.1 Reward Token Sale Revenue

This is the revenue generated when reward tokens are sold to RAP companies. 70% of the total issuance will be discounted from 2022 to 2056. However, the sales volume is limited to less than 2% of the total issuance per year in consideration of inflation. All tokens not sold or not used for compensation during the period will be incinerated.

7.2 Airdrop Consignment Fee

This is the revenue generated when the airdrop service of ERC-20 tokens issued by other projects is performed on behalf of the C2E platform. 3~5% of the total amount of consignment is received as a commission. When revenue is generated, a portion is used for buyback. All buybacks will be incinerated.

7.3 Banner Ad Revenue

This is revenue generated when third-party banner ads are placed on the Web 3.0 reward solution and App Platform. When revenue is generated, a portion is used for buyback. All buybacks will be incinerated.

7.4 C2E Agency Fee

This is the revenue generated when receiving a proxy request from a small business that is difficult to operate the C2E platform. About 3% of the agency volume is received as commission income. When revenue is generated, a portion is used for buyback. All buybacks will be incinerated.

8. Marketplace Ecosystem

8.1 Official Marketplace (Coming Soon)

www.rewardconshop.com

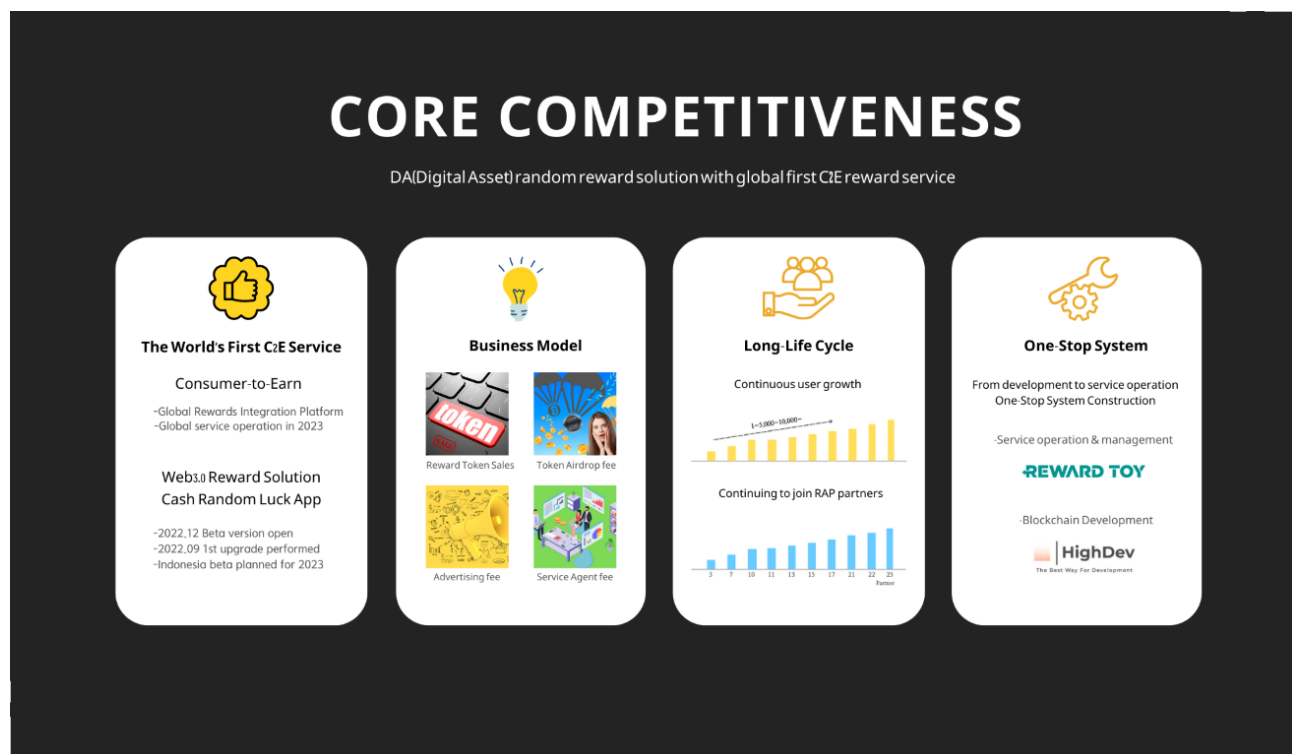
In the Cash Boom Marketplace, you can purchase online gift cards and gift certificates, as well as various in-kind products. If consumers want to enjoy random rewards with 'Reward Con' content, they can purchase 'Reward Con' content consisting of a special set and challenge a larger random reward they want. 'Reward Con' content consists of a total of 3 sets, and consists of Big Set, Giant Set, and Ultra Set, so you can enjoy various random rewards. It will be available on the Marketplace soon.

8.2 TOC Staking (Coming Soon)

In addition to participating in blockchain-based staking, it is possible to exercise voting rights in various projects as a governance token.

8.3 Global Marketplace (to be released)

It will build a global integrated marketplace that global consumers can use. This enables fairness and free use of Cash Boom rewards to consumers around the world.



9. Token Economy



9.1 Token Definition

Reward Token : CBT (Cash Bom Token) - It is used as a unit of reward tokens.

Gevernance Token : TOC (Touchcon Token) - It is the main token used in the spot market.

9.2 CBT

60 million CBT are distributed every year, but the maximum annual distribution is limited to less than 2% of the total amount of TOC. CBT is operated within the Cash Boom app, and the exchange ratio with TOC is 1:1.

9.3 TOC

TOC will be expanded as a governance token in the future, and will be used in a variety of open marketplaces. TOC will issue 3,000,000,000 tokens on October 29, 2022.

9.4 Token guide

-First Issue: 2022. 10. 29

-Token Name: TouchCon

-Token Symbol: TOC

-Token Type: ERC-20

-Token Cap: 3,000,000,000

-Contract Address: [0x8Af078d5A3e4a18Ff62e3AEeD4b1c448aB90b304](#)

9.5 Token allocation & Lockup status

| Segment | Ratio | Quantity | lock-up status |
|-------------|-------|---------------|--|
| Reward Pool | 70% | 2,100,000,000 | Less than 2% per year (2022.12.10~2056.12.10) |
| Treasury | 20% | 600,000,000 | Lockup(2030.03.10~2055.03.10) |
| Marketing | 3% | 90,000,000 | Lockup(2026.09.10~2036.09.10) |
| Team | 3% | 90,000,000 | Lockup(2026.06.10~2050.06.10) |
| Private | 4% | 120,000,000 | Initial Circ. |
| Total | 100 % | 3,000,000,000 | |

9.6 Token allocation

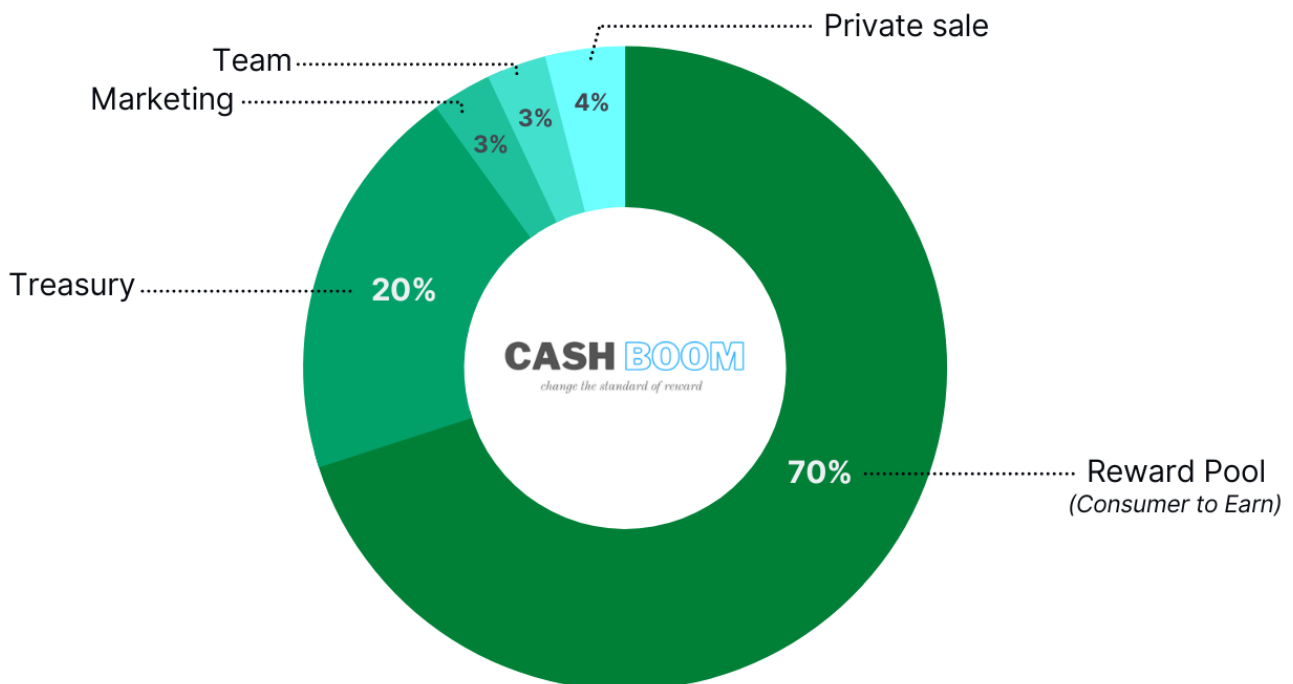
※ Total Amount Issued : 3,000,000,000

| Segment | Ratio |
|-------------------------------|----------------------------------|
| Consumer-2-Earn (reward pool) | 70.00% of the total token supply |
| Treasury | 20.00% of the total token supply |
| Marketing | 3.00% of the total token supply |
| Team | 3.00% of the total token supply |
| Private + Seed Fund | 4.00% of the total token supply |
| Total | 100.00% |

※ TOC Token Burn

- All Rewardcon tokens not used for monthly rewards will be burned.
- All unsold tokens in the pre-sale will be incinerated.

TOKEN ALLOCATION



9.7 Token sales data

| Segment | Status |
|---|----------------------|
| Token Type | ERC-20 |
| Total Token Supply | 3,000,000,000 TOC |
| Private Sale Allocation | 90,000,000 TOC |
| Private Sale Token Price | 0.030 USD / TOC |
| Private Sale Amount Raised | 2,500,000 USD \$ |
| Seed Fund Allocation | 30,000,000 TOC |
| Seed Fund Price | 0.020 USD \$ / TOC |
| Seed Fund Amount to be Raised | 300,000 USD \$ |
| Initial Circ. Supply When Listed on Exchange | 120,000,000 TOC (4%) |

9.8 Use of Sale Proceeds

Development Funds 30%

It is used to develop the rewardcon.com platform and the Rewardcon App platform, Mainnet is used to build the infrastructure for realization.

Operating Cost 30%

Including human and material factors according to the development of the TouchCon platform. It is used for all operations.

Global Marketing 20%

Used in advertisements and promotions to acquire early users, increase R.A.P affiliates, and advertise the platform.

Security & Legal 5%

We audit the security of the TouchCon App and Rewardcon.com platform being built and the legitimacy that can be recognized in the global market.

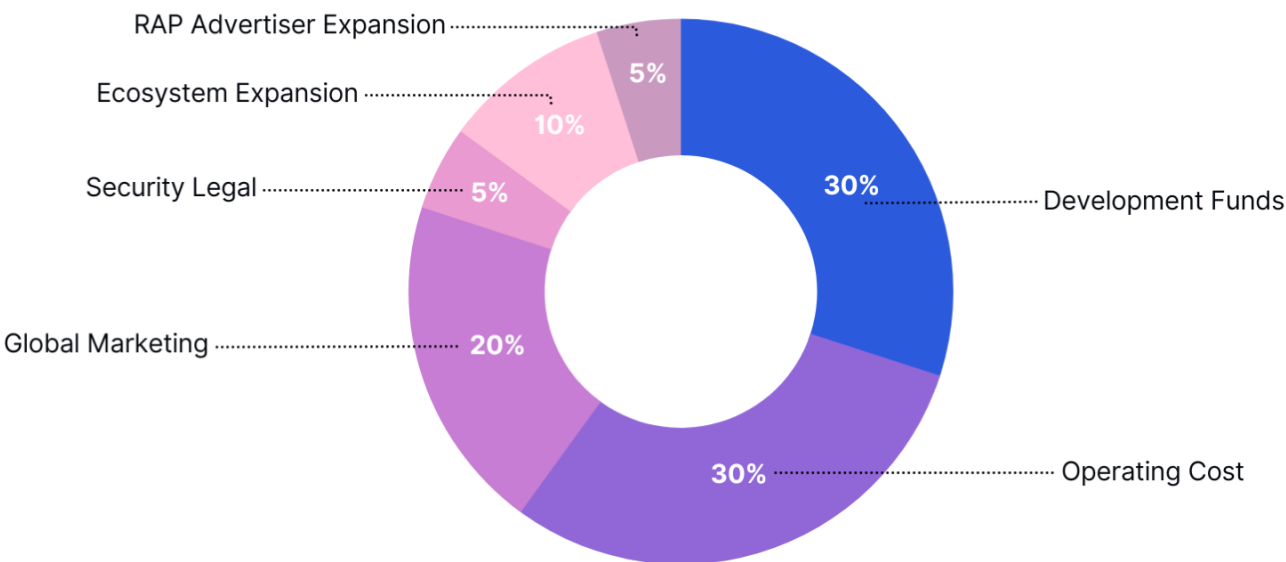
Ecosystem Expansion 10%

It will be used for new values that help the growth of TouchCon, including global expansion of the platform and investment in the blockchain ecosystem.

R.A.P Advertiser Expansion Funding 5%

Discover competent global alliances to participate in the platform and establish partnerships used to make it happen.

USE OF PROCEEDS



9.9 Total Number of Tokens in Circulation (Month End-based Schedule)

-As of writing: October 13, 2022

-Total number of tokens in circulation at the time of writing: 120,000,000 TOC

| Date | Unlocked quantity | Total circulation | Etc |
|------------|-------------------|-------------------|--------------|
| 2022.10.29 | 120,000,000 | 120,000,000 | Initial Circ |
| 2022.11.30 | - | 120,000,000 | |
| 2022.12.31 | 5,000,000 | 125,000,000 | Reward pool |
| 2023.01.31 | 5,000,000 | 130,000,000 | " |
| 2023.02.28 | 5,000,000 | 135,000,000 | " |
| 2023.03.31 | 5,000,000 | 140,000,000 | " |
| 2023.04.30 | 5,000,000 | 145,000,000 | " |
| 2023.05.31 | 5,000,000 | 150,000,000 | " |
| 2023.06.30 | 5,000,000 | 155,000,000 | " |
| 2023.07.31 | 5,000,000 | 160,000,000 | " |
| 2023.08.31 | 5,000,000 | 165,000,000 | " |
| 2023.09.30 | 5,000,000 | 170,000,000 | " |
| 2023.10.31 | 5,000,000 | 175,000,000 | " |
| 2023.11.30 | 5,000,000 | 180,000,000 | " |
| 2023.12.31 | 5,000,000 | 185,000,000 | " |
| 2024.01.31 | 5,000,000 | 190,000,000 | " |
| 2024.02.28 | 5,000,000 | 195,000,000 | " |
| 2024.03.31 | 5,000,000 | 200,000,000 | " |
| 2024.04.30 | 5,000,000 | 205,000,000 | " |
| 2024.05.31 | 5,000,000 | 210,000,000 | " |
| 2024.06.30 | 5,000,000 | 215,000,000 | " |
| 2024.07.31 | 5,000,000 | 220,000,000 | " |
| 2024.08.31 | 5,000,000 | 225,000,000 | " |
| 2024.09.30 | 5,000,000 | 230,000,000 | " |
| 2024.10.31 | 5,000,000 | 235,000,000 | " |
| 2024.11.30 | 5,000,000 | 240,000,000 | " |
| 2024.12.31 | 5,000,000 | 245,000,000 | " |
| 2025.01.31 | 5,000,000 | 250,000,000 | " |
| 2025.02.28 | 5,000,000 | 255,000,000 | " |
| 2025.03.31 | 5,000,000 | 260,000,000 | " |
| 2025.04.30 | 5,000,000 | 265,000,000 | " |
| 2025.05.31 | 5,000,000 | 270,000,000 | " |
| 2025.06.30 | 5,000,000 | 275,000,000 | " |
| 2025.07.31 | 5,000,000 | 280,000,000 | " |
| 2025.08.31 | 5,000,000 | 285,000,000 | " |
| 2025.09.30 | 5,000,000 | 290,000,000 | " |
| 2025.10.31 | 5,000,000 | 295,000,000 | " |

10. Roadmap, Mailstone, Updates

10.1 Completed Milestones

| Completion Date | Milestone | Commentary |
|-----------------|--|--|
| Q1. 2022 | TouchCon App Beta Launch Web3 reward solution Beta Signed 4 RAP partnerships | TouchCon Beta Service |
| Q2. 2022 | Signed 8 RAP partnerships | Partnership Strengthening |
| Q3~2022 | Signed 5 RAP partnerships Platform C2E service update | Focus on stabilizing platform services |
| Q4. 2022 | Cash Boom App upgrade Web 3.0 reward upgrade RAP Partnership Expansion | Platform service expansion phase |

10.2 Updated Roadmap

| Completion Date | Roadmap & Updates | Commentary |
|-----------------|---|-----------------------------------|
| Q1. 2023 | Marketplace mall Beta Launch Cash Boom App Staking Launch RAP Partnership Expansion | C2E service deployment phase |
| Q2. 2023 | App marketplace mall Beta Launch RAP Partnership Expansion Indonesia Cash Boom Beta Launch | C2E service expansion phase |
| Q3~2023 | Indonesia marketplace mall Beta Launch RAP Partnership Expansion | Global service construction phase |
| Q4. 2023 | Cash Boom App Global Beta Launch Implementation of TOC Token Governance RAP Partnership Expansion | Platform stabilization phase |

11. Team

To follow a link, hold down the <Ctrl> key while clicking.

SOYEON PARK Co-Founder CMO

TOY Interactive Co-Founder CEO. Korea Daum Communication (Team Lead). Yahoo Inc (Account Executive of Overture Korea), Dinno Communication (Tea Lead). Hankuk University of Foreign Studies. Yonsei University Graduate School of Mass Communication & Public Relations.

JOONHO BYUN CFO

Jglobal Inc (Chief Executive Officer), Benchmark Financial Group, LLC (Principal CFO). IFC Credit Corporation (Director Of Business Development). Merrill Lynch (Senior Financial Consultant). Questrom School of Business, Boston University (MBA).

YURA CHOI CCO

Samsung Electronics (Marketing Director (B2C Marketing/Global), Mobile Division. Account Director (BBV Advertising, Korea Market Business Development). MBA (Hong Kong University). Sr. Manager/Global Sales (Yahoo APAC).

JUNBEOM LEE Co-Founder CEO

PT.Sistem Informatika Global Indonesia (Founder & Director). Director of KCC Cryptocurrency Research Institute (Director). PT.Daelim Indonesia (Head of Special Sales Division). U-Save International Inc (CEO). Incheon University.

DANIEL CTO

Toy Interactive (Platform Development Director). DLM Inc (Business Director). Expull Inc (Development Director). INPIX Inc (Development Manager). Korea Jeonju University (Information & Communication engineering)

HOKYUNG YANG CBO

DRC Mobility Inc (CFO). KTH ASIA Inc (Director Consulting). Pepperdine University, USA (Bachelor of Business Administration), Peking University (MBA).

12. Advisors

To follow a link, hold down the <Ctrl> key while clicking.

Houston Cho

Cenaclesoft Inc (VP,Business). Facebook(The Head of Business Development).
SK Telecom (SVP/Intelligence Business Office). NHN Search Marketing (CEO).

Irban Tisnabudi

WeBuy NFT (Board of Advisors). Yoann(Operations Lead). Cassava Resort (Business CEO).
Coinstore(Business Development). Gemma Extendig Tech (Advisor).

Sangsu Lee

Director of SBS Medianet Broadcasting Division. SBS Plus Supervising.

Youngdu Mok Ph.D.

Rehobot Business Incubator CEO, JC MBA Consulting Inc CEO.

Janghoon Wi Ph.D.

SBS Annie Gallery PD. Kyung Sung University Media Prlfessor.

13. Community

To follow a link, hold down the <Ctrl> key while clicking.

- [Twitter](#)
- [Telegram](#)
- [Facebook](#)
- [Blog](#)
- [Github](#)
- [Instagram](#)

14. Appendix

To follow a link, hold down the <Ctrl> key while clicking.

- [Website1](#)
- [Website2](#)
- [Website3](#)
- [Medium](#)

15. DISCLAIMERS

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