XIOCOIN WhitePaper

PLAY WITH FUNDS

Introduction

Thank you for reading this white paper.

As the main concept of "XIO project" is "Play with funds rather than billing", the remittance API and the Ethereum token contract for people around the world to use safe and casual currency and nurture rich communities across the border It is a development project.

Consumers repeatedly charge for lottery of digital data in smartphone games, and there is no reward for the heavy users who heat up the game network with community and make the game live. We believe this realities is unnatural.

We have noticed that there are no innovative projects trying to solve these problems even though the encryption currency has the potential to solve these problems.

Certainly, there are already as many cryptocurrencies for games, gamblings, shopping communities, etc. in the world as there are stars, but all of them are those with problems and those without individuality, and the applications of most projects are either nonexistent or useless in the first place (Except for great projects such as OMG, TRX and EOS, which have their own technologies and pathways).

We are studying and developing the tokens that have convenience in "game", "gambling" and "payment" and the APIs and wallets that handle them. Tokens we develop will be a unique cryptocurrency closely related to the Web system as a result of the collaboration of those products.

And, perhaps, we will follow an innovative trajectory that is different from other token projects (at least not in Japan).

Also, since we are a very small project, we do not have the funds to clear the laws of Japan for virtual currency at an early stage.

Therefore, it is only possible to start a project by creating a closed community as a measure to clear Japanese law and expanding it in the future, and set the target procurement amount very low, First and foremost is to make sure you get a budget.
And we will all be involved in development, and we will do our business tenaciously.

Certainly we have little power, but we can do a lot of small efforts.
Besides, the small size of the startup can be covered by the result of ICO.
If we can get the support from you, we can turn this ideal into reality in a shorter distance.

In this whitepaper, we intend to communicate our vision and technology in detail.
By all means, I hope you have read through to the end.

I appreciate (Thank you for) your continuous support.

Summary

Concepts

PLAY WITH FUNDS

Well, we can not miss this word to talk about our vision.
"Play with funds [instead of charges]."
This is an our main concept.

In that word, the wish of "Let's make a world where you can get away from the pre-exercise waste cycle just to pour money into the application provider of the application and use funding (encryption currency) to make a safe and easy reward while living happily." is put in it.

Underlying this wish is the "resistance to excessive intermediate exploitation".

It is often said when talking about blockchains that "cryptographic currency can eliminate complex intermediaries of overseas remittances with strong security," and if you actually use cryptocurrency It is very easy to send money overseas.

And the word "skip of the intermediary process" does not just mean the omission of the labor of intermediary like the example of overseas remittance. I will introduce it on the next page.

For Casino

For example, over the 10countries have organizations to examine online casino systems.
By passing that examination, it is possible to obtain a license (for trusted). (Such business is prohibited in our country (Japan), and you can not operate an online casino in Japan no matter how many foreign licenses you get.)
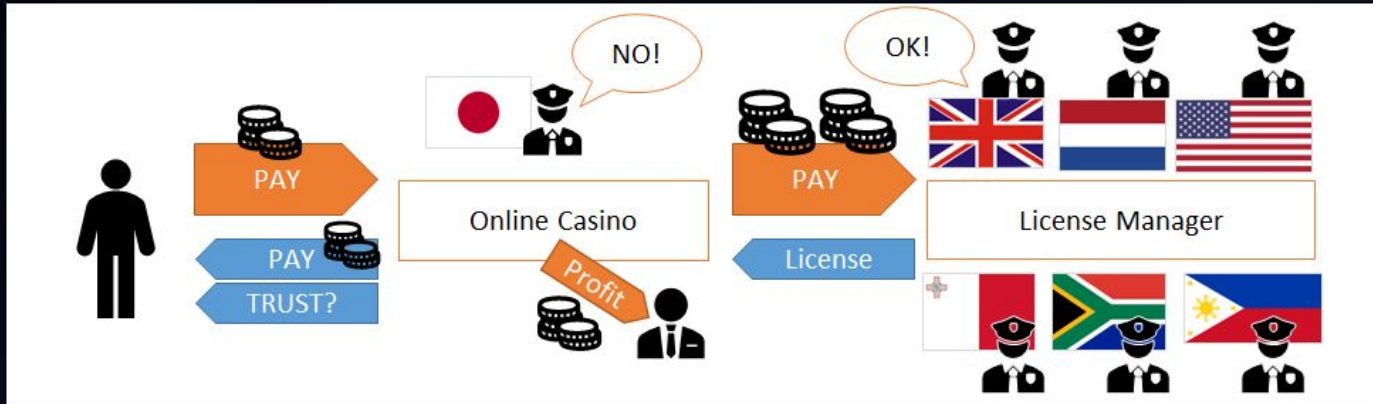

And if you get a license that exam tough (which requires expensive licensing fees), the site can gain some credit from customers.

But, since operators pay this license fee, the rate of return to customers would have to be reduced. The burden must be paid by the customer, because operators secure the profits of businesses.

Certainly "license management for trust" may be necessary in this process, but such management would be unnecessary at the blockchain casinos we aim for.

As all systems are not good at all, blockchains are not all-purpose warriors, and while they are excellent at preventing tampering, they are not suitable for holding a large amount of data or confidential information, but this individuality is It can be a big advantage in terms of "no interference from national regulations" and "no license management for trust".
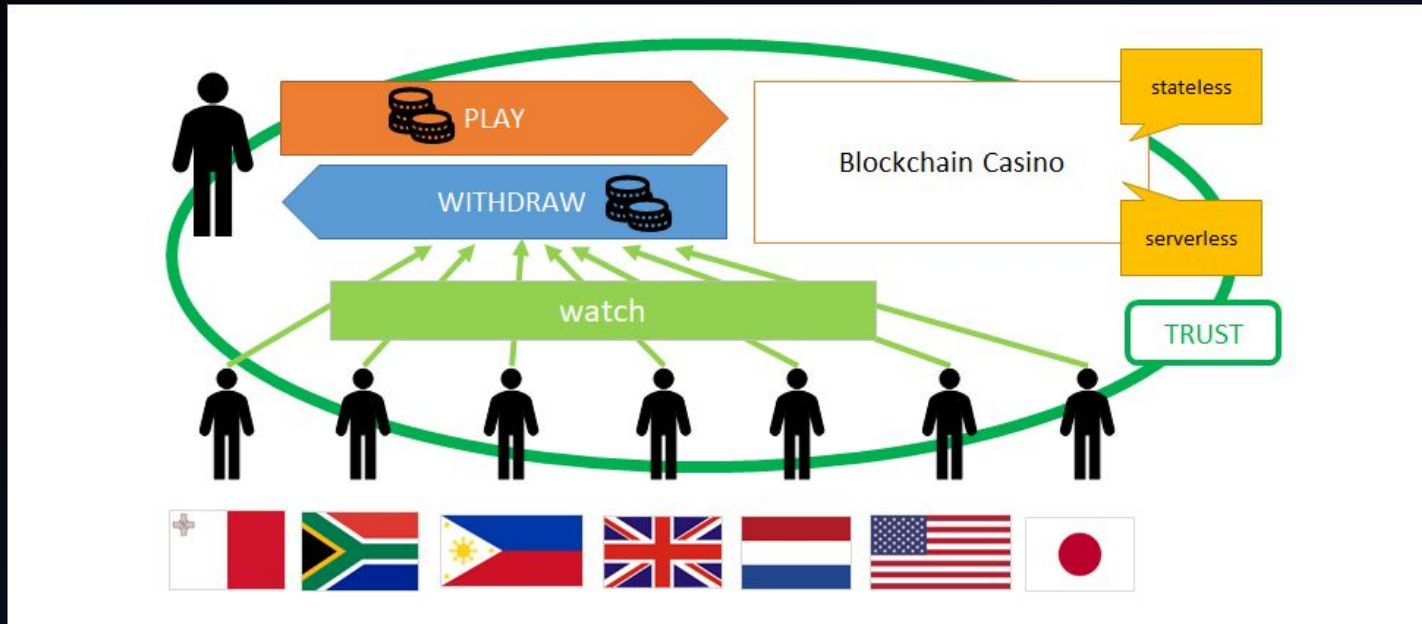
It may be a completely different value than the casinos so far, but this casino has no nationality, it is fully automatic and does not require any expenses other than fee for miners. Instead, everyone confirm the movement of currencies on the system, giving everyone peace of mind.

Based on that, we pay attention to Japan as a big target. Japan prohibits non-state gambling by law, but in fact, the Japanese government has silently accepted "pachinko" and "slot" in the form of "The gambling hall gives the customer a prize in exchange for medals, and the customer redeems the prize for money at another store". Pachinko and slot have gained great popularity regardless of age and sex and that mechanism is quite similar to the relationship between blockchain casino and cryptocurrency exchange.
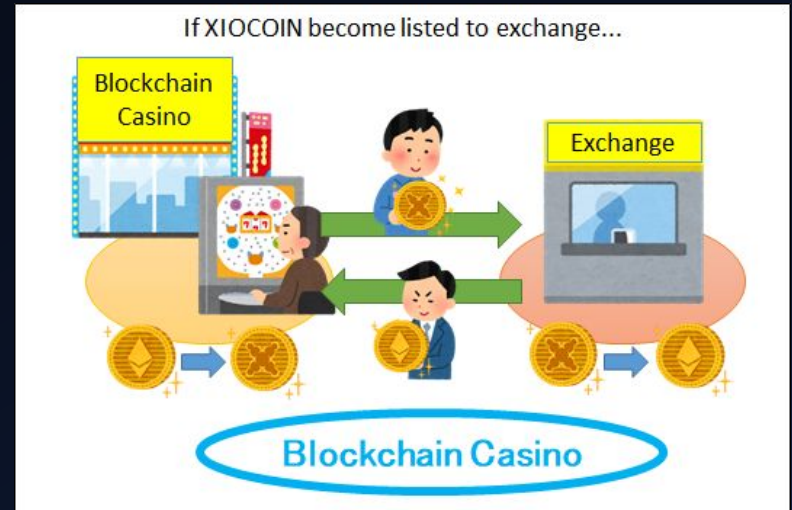
In order to realize this scheme, we must remove the current XIOCOIN's technical limitations and must get listed to some exchanges, but if it will does, Japanese may be able to adapt to this system without resistance.

And while the market size of the world casino is 18 trillion yen, the market size of Japanese pachinko slot is said to be 19 trillion yen. You should have understood how much Japanese people like gambling.

Gambling market size

World
Japan

USD(billion)

0   500   1000   1500   2000
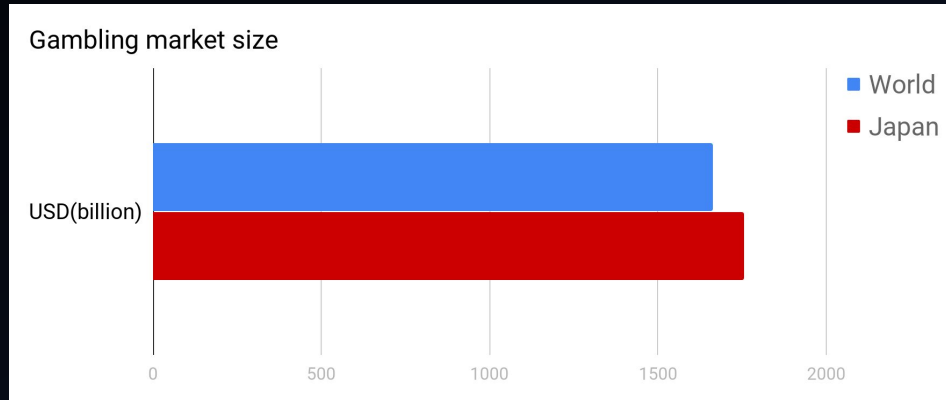
Furthermore, the Japanese government is currently in the process of drafting a bill for establishing a state-run casino, and it is certain that the interest in casinos in Japan will increase in the future.

Therefore, we take into consideration that many enthusiastic Japanese play Blockchain Casino, and we want to include popular pachinko and slots in Japan in the blockchain.
We will never earn casino earnings, but this will make our coins very popular.

For Point System

And, because blockchain is good compatible with currency system, not only gambling, but also compatibility with the point system, which is mainstream in the modern smartphone game market.

We are developing a video distribution system that uses this XIOCOIN as a currency.

This system will be a site that is no different from traditional video distribution sites, which allows live video publishers to receive payment from viewers and receive paid rewards, but the management cost can be reduced by letting each user manage the points by using blockchains in the point system.
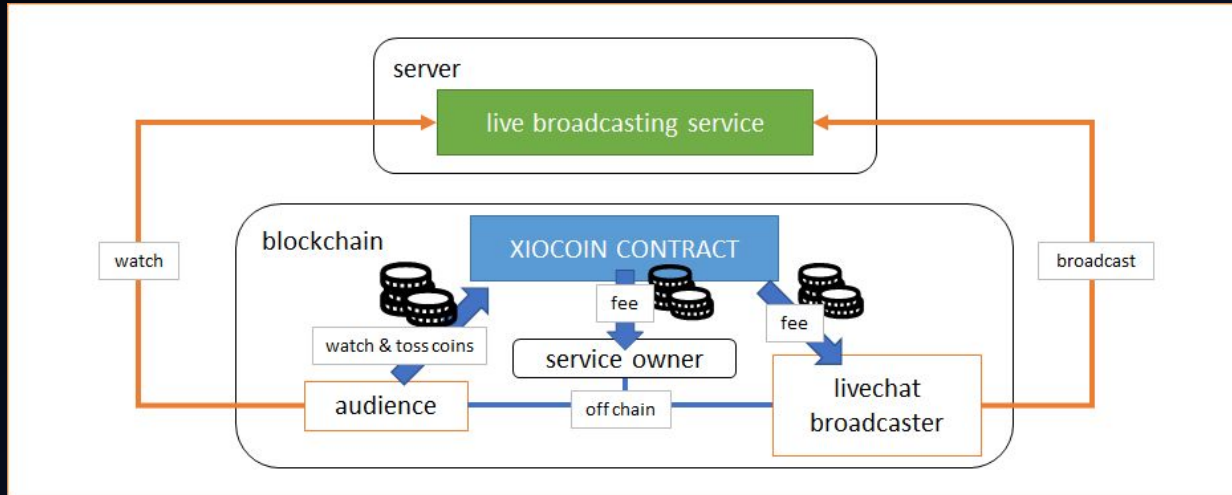
And we think that the service can be greatly developed by largely distributing the profits generated there to the distributors, not us, who are the operators.

And, speaking of "point system", we can not overlook the connection with the Japanese character business in the recent smartphone game market.

Consumers draw lots of money for digital data distributed by game operators, but the digital data that the consumer has spent a lot of money is owned by the game operators (as long as there is data on their server).

In most cases, those money trades are not allowed, and as services end and companies go bankrupt, data disappears without a trace.

Such a rule has already become common, but it is extremely unreasonable that the character bought and paid for money disappears on account of the company side.

There are already some great blockchain games
that can buy and sell characters
such as "CryptoKitties" and "MyCryptoHeros (in Japan)".

These services and the services we're trying to create can
break down this problem brilliantly It will be.

CryptoKitties

https://www.cryptokitties.co

XIO's storategy

As mentioned above, we have the main concept of "play with funds".

And there are a lot of things we need to do to make it happen, but here are four important items in the strategy to achieve our goals.
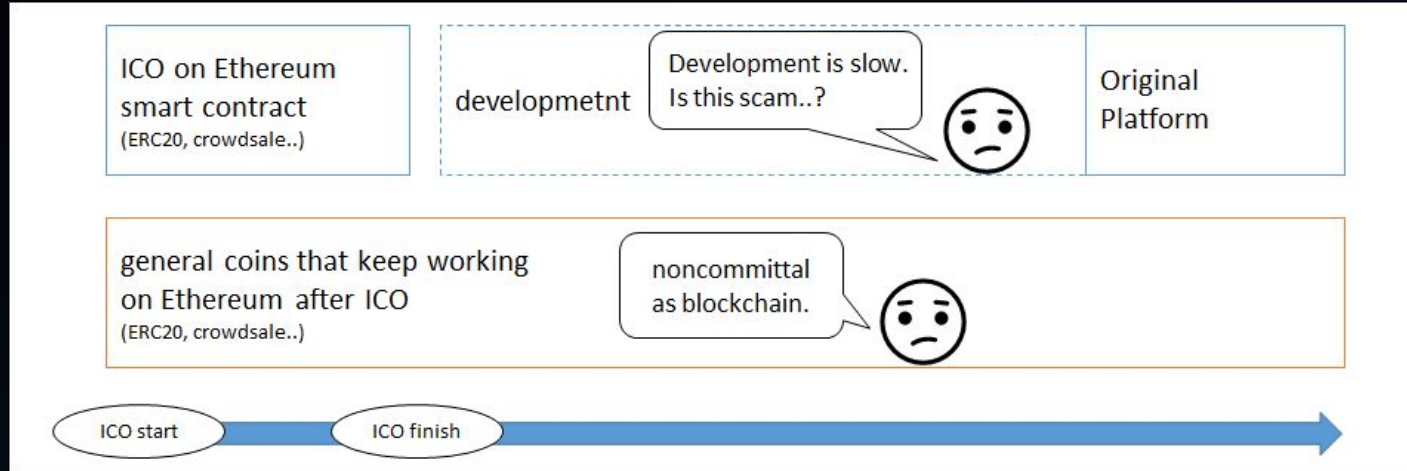
1. Run On Ethereum

Our ICO runs on the Ethereum platform, and XIOCOIN is distributed as Ethereum tokens.

Most of the ICOs that have been conducted on Ethereum are divided into "projects aiming to build their own platform" and "projects that keep operation on Ethereum", but most of the former spends a lot of time on building their own blockchain system after the end of ICO, and will be standing at the start point of the project after a long time from ICO.

And, until it is completed, the ICO participants will wait for the completion of the blockchain which they do not know whether they will be completed. And most of them are not complete. There will also be scams (SCAMs) that carry funds away without creating anything.

And most of the latter are small blockchain systems that only have a cloud sale and money transfer according to the ERC20 standard, due to the capacity limitations of Ethereum's contract deployment.


Our project is the latter in terms of continuing operations on Ethereum, but of course there are benefits. Operating as an Ethereum token offers the advantage of

· Can be stored in the widely recognized Ethereum wallet
· Many participating nodes are distributed all over the world, there is almost no risk of tampering
· Easy to develop

And many engineers have already discussed how to build Ethereum's tokens, and many projects have adopted ERC20's remittance standard, which has become a standard.

The tokens we distribute in ICO already implement and include the functionality of the ERC 20 standard money transfer and cloud sale features, and the smart contract required for the system described in this white paper by adopting the Updatable and high-capacity implementation standards "ERC1538".
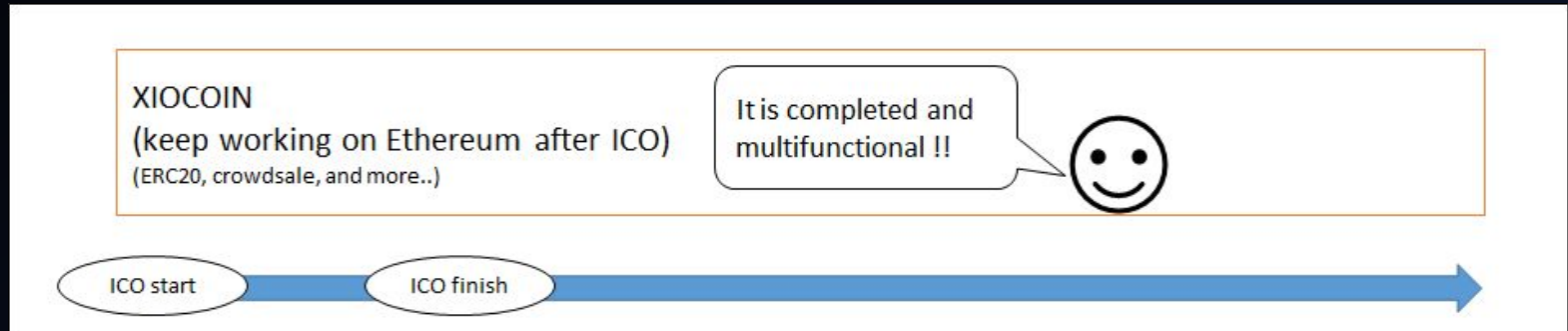
Therefore, once the XIOCOIN project completes peripheral functions such as an API for easily handling smart contracts, it can be used by users as it is.

Also, once you put a program on the blockchain once, you can not update it, but XIOCOIN can update using the "ERC1538" mechanism.
(But, we will eventually close the update function in order to strengthen the distribution of rights.)

2. Develop API For Etherless Transfer And Userbility

Using the Ethereum platform has the above-mentioned merits, but it has a hard-to-use characteristic that requires a small amount of Ether as a fee for transfer(Ie users must always have a small amount of Ether).
We have started developing a transfer API called Xagent to maintain usability while benefiting from the "trust and convenience" from Ethereum.

This API works in conjunction with our wallet system and Instead of collecting a portion of the tokens sent by users as a tax, this API bear their GAS (Ether's fee) with Token Standard ERC865.

This is a system in which a special account (commonly called agent account) owned by the Xagent system bears user's fee and acts as an agent for transfer, and users can transfer without using Ether by using this.

Also, with this explanation alone, you may imagine that you will lose the currency due to outside operations like Mt.GOX, coincheck, DAO, etc., but it does not matter.

As explained in more detail in the next section, the agent account can not send money without user's signature, and of course users must sign in the browser to protect own private key.
In addition, users will need access to another API before transfer.
It is a mechanism that only the amount of money approved by this another account (common name: verifier account) possessed by this API is permitted to transfer money.

The subject of money transfer is only the user, and both the agent account and verifier account are just remittance modules.

We do not run a trading exchange, but a team that only publishes APIs for trading.

3. 決済方法として既存の流通へのスムーズなフィット

Distributors get advertisements revenue on video sites, earn money from viewers for each viewing time, companies and individuals get sales revenue at EC sites and auction sites,
and installing an advertisement on the website to get advertising costs etc.,
Payments in the form of various rewards are routinely made on the Internet.

As our future prospects, Xagent system will be linked with CMS for EC site and linked with affiliate system as needed, and will fit into various systems already in circulation.

For example, a company (even small and medium-sized enterprises that do not have a dedicated system but rely on CMS) pays compensation for image postings and remarks from influential users from existing systems, and video distribution, and also makes a profit. If you want to get, you can easily do that using the Xagent system.

Also, as described in the concept section, games that benefit the winner should fit nicely into our API. Cryptographic currency works very well as it allows you to maintain anonymity for those games, and users will be able to enjoy the game easily and at ease.

We want a variety of games to be developed outside the casinos we develop, to that end, we will also distribute SDKs for creating casino games using Xagent Payment and provide technical assistance to other teams.

In addition, we use off-chain technology to confront Ethereum's scalability problem for these games and xagent systems, like raiden network and plasma projects.
By using these off-chain technologies and Xagent system, users will be able to play freely without worrying about GAS.
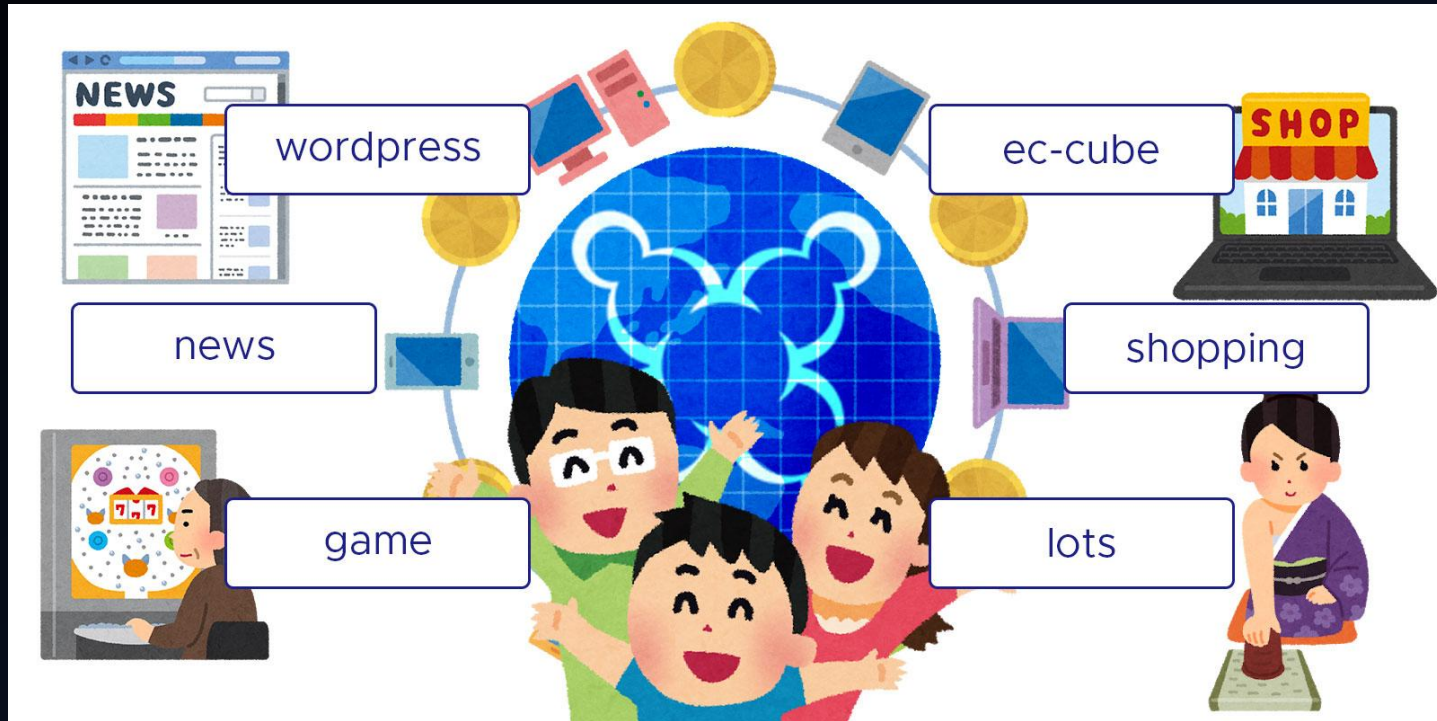
4. Build Original DEX (decentralized exchange)

As mentioned above, The encryption currency issued by us is designed on the Ethereum platform according to the ERC 20 standard, so it can be safely used as a general Ethereum token.

However, if you deposit it in an exchange, no coin is safe. Not all exchanges are dangerous, but management by exchanges with hot wallets is very dangerous.

So we are planning an API called the Xchange system.

This product is still the planning stage, but it is a system for trading using a program on a blockchain from a cold wallet on an Ethereum contract without Exchanges.

Basically, when you want to sell your crypto currency from your cold wallet, you will need to send the coin to the exchange that handles it.

With this Xchange, you can sell XIO coins from your smartphone and securely on the spot when you receive XIO coins as a reward. Once this product is complete, there is no need Exchanges.

You will feel that this idea is similar to the decentralized exchange already existing on the Ethereum chain, but we have our own personality.

However, the point is that the Xchange system handles transactions through the API of the Xagent system so that it handles directly from the cold wallet on the smartphone without using Ether as a commission.

The intent of this measure is to cover the low fluidity due to limitations at the time of issue by a simpler procedure, but if you can trade through Wallet on a smartphone through a contract, It is not necessary to deposit cryptographic currency in Exchanges.

Our coins are very closed at the present time, but we will gain a great advantage in terms of safe transactions with specific partners.

Original Systems

This section details our main product, the token transfer system "Xagent", the payment systems "Xagent Payment" and "service management system" that accompany it, and the wallet system that supports it.
The Xchange system described in the previous section is a conceptual stage, so I'll leave it out here.

1. wallet system

First of all, here is the wallet app for efficiently using "Xagent" and "XagentPayment" which will be introduced later.
Since the name has not been decided yet, let's call it a tentative name "Xwallet".

We will also develop an app version, but we plan to implement this wallet system as a Progressive Web Application. The complete of this development may be slow because it is the latest technology being developed, but once it is complete, your smartphone should turn into a wallet simply by opening a web page in your browser and adding it to your home.
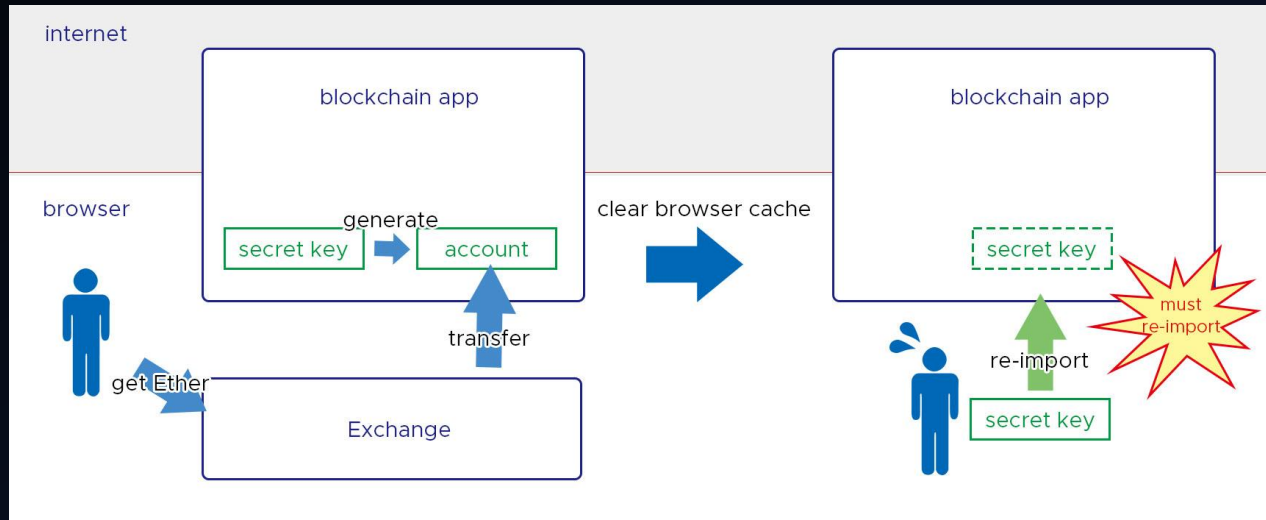
And basically, the Xwallet will be a wallet to support XIOCOIN's Xagent system, and it is possible to transfer money directly through the Xagent system as well as using the XagentPayment described later,

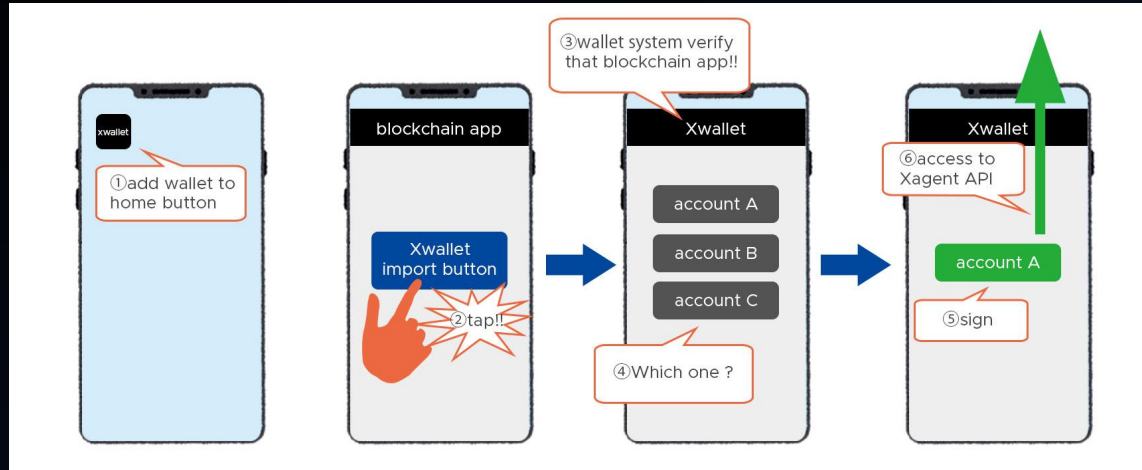And you will enjoy greater ease of use than Ethereum and other Ethereum tokens.

Let's assume that a block chain game is being used from this Xwallet.
First of all, with this game, users can create an Ethereum account for the game on the fly and start the game without using Xwallet.

This private key is encrypted and stored in the browser, but if you clear the browser cache in the settings of smartphone, for example, the private key stored in the browser will disappear and you must import your account again. If you have been not store your private key, you will have a serious problem.

internet

blockchain app

generate

secret key ➡ account

clear browser cache

blockchain app

secret key

must re-import

browser

transfer

re-import

get Ether

Exchange

secret key

However, if you use Xwallet, this problem can be solved quickly.

①If you have never checked Xwallet, you first need to open the Xwallet page and create a Ethereum account or import your account.
And add that page to your home screen. Wallet's preparation is completed.

②And, for example, you tap the button meaning "import Xwallet" on the game compatible with XIOCOIN. (1st STEP)

③Then, access to Xwallet is interrupted there, Xwallet is checked on server and that game is registered in Xwallet (only this process is online).

④Then when you get permission, you can choose an account from Wallet.

⑤When you select an account, your Wallet will automatically generate a signature from your private key. (2nd STEP)

⑥The signature is sent to the verifier API of the Xagent system and some of the interactions described in the previous section are done automatically.

This is all you have to play on Ethereum with Etherless.

If you already have Ethereum account and this wallet, you will use Xagent in 2 steps.

Your address and balance will be notified for a service you use, but you will be able to enjoy the blockchain apps safely as your important secret key will never be provided.

This is the general image of our wallet.

So far, we have described the behavior of the XIOCOIN API, but our wallet will also manage other Ethereum ERC20 tokens at the same time.

Furthermore, I hope that I can work with BitCoin, Ripple, etc., and I hope that everyone can touch our technology through this wallet.

2. Xagent

The following is an introduction to our main product, Xagent.

First, please look at the figure below.The first API "verifier API" receives a code and a signature that are valid for a short time from the wallet (①), Access the contract and approve the transfer(②).
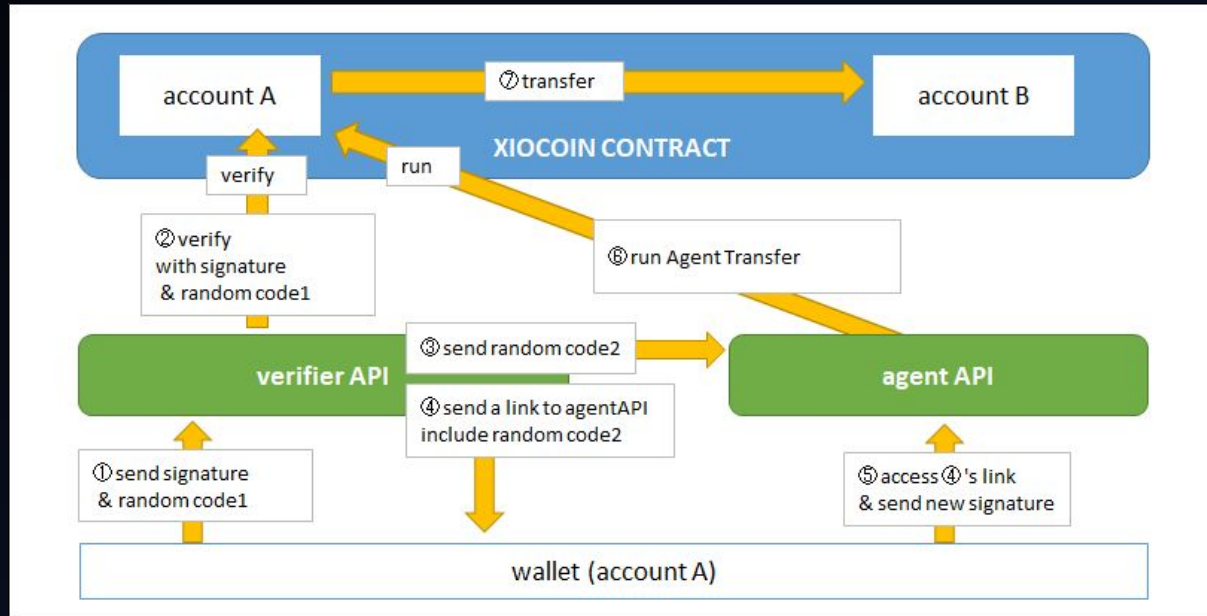
Then, the verifier API sends the newly generated code to the "agent API" which is the second API (③),
At the same time, create a link URL to the agent API using that code and send it to the user (④).

The user then accesses the link sent and sends the newly created signature (⑤).

The agent API uses the received signature to execute the user's money transfer.

Fees are paid from each API to the Ethereum miner in steps ② and ⑥, but the user does not use Ether at all.
And, users must pay part of the money to them in exchange for having agents and verifiers take over for Ether in sections ② and ⑥.

If a cracker breaks the heavy walls of our server, they can not do anything.

The Xagent API account is always in our local environment, and it responds to only server's signal and work as a money transfer agent. The agent account and verifier account are not the accounts that manage the user's assets, and it's just a module.

Users will be able to keep their assets secure by protecting their own private keys.

3. Services Management & XagentPayment

This section introduces the Xagent Payment system, which is a function attached to Xagent described earlier, and the "service management system," which is an essential function to realize it.

First of all, you can use Etherless money transfer with the usual Xagent system introduced earlier, but ou must send the signature twice and pay the fee in two directions.

You may feel a bit more expensive instead of Etherless, but we should allow it for security because it is a system to support remittance among many unspecified people.

However, an idea was born there. We can simplify the process if we work with companies that have signed a contract with us? With the help of companies, users do not have to pay any fees?

And we added service management to the XIOCOIN contract.

Register the service account(Payment receipt address, or smart contract address) on the XIOCOIN blockchain, and allow Ether-free remittances in 1step when making payments to the service account.

This is the main function in XagentPayment.
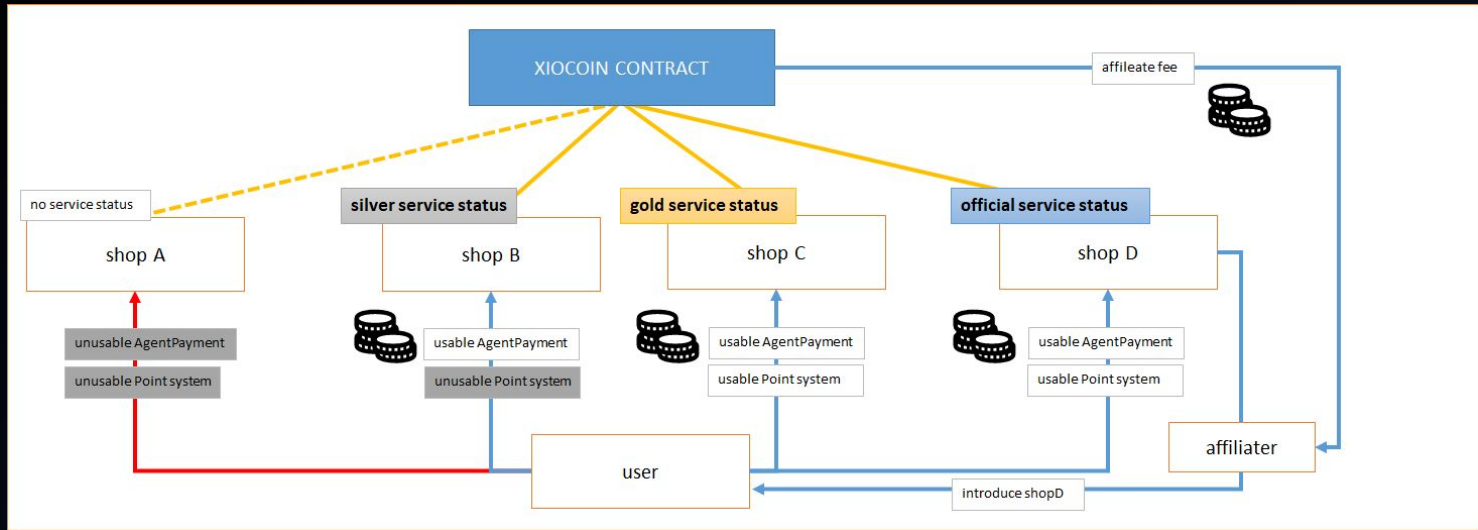
There are also three types of accounts that can receive payments with XagentPayment.

"Silver" can be paid.

"Gold" is available for payment, and it is possible to use the service-only point system backed by coins the service have.

"Official" is the authority for the service that we participate in direct development, and has an affiliate function. And when a user who starts using the service by referral from the affiliator pays to the service with Xagent Payment, the buried coins will be paid to the affiliator.

Crowdsale

Rules

First of all with respect to the system, we are implementing a Smart Contract for token sale, so we can not have the trouble of paying the Ether but not distributing the token.

When a buyer sends an Ether to the address of XIO 's cloud sale, the token is automatically sent to the remitter.The minimum investment amount is 0.03 ETH.

The sale period is 24 weeks from January 1, 2020 to June 16, 2020.
The unit per sheet is "XIO", and 1XIO is set to 0.000001ETH.
The total issuance amount of XIO coins is 50,000,000,000 XIO.（500 billion XIO)
Among them, 25,000,000 XIO (25 billion XIO) will be sold on token sale.

If you submit an application for purchase from our official page and make money to XIOCOIN contract, the earlier the timing you can buy coins cheaply.

Please be aware that its merits can not be earned even if you deposit it to a game contract we release.

Also, this token sale will be divided into four parts and will be started.
See the table below for rates.

In addition, although there is a statement of the max limit procurement amount separately from 25 billion XIO of the total supply of distributions, if the raised Ether reaches 22000 ETH, we close ICO as "attainment of the maximum goal" at that time.

	Schedules	distributions per 1ETH
1st (4weeks)	2020/01/01 00:00 UTC ～ 2020/01/28 23:59 UTC	1200000 XIO (+20%)
2nd (6weeks)	2020/01/29 00:00 UTC ～ 2020/03/10 23:59 UTC	1150000 XIO (+15%)
2nd (6weeks)	2020/03/11 00:00 UTC ～ 2020/04/21 23:59 UTC	1100000 XIO (+10%)
4th (8weeks)	2020/04/22 00:00 UTC ～ 2020/06/16 23:59 UTC	1050000 XIO (+5%)

total sale: 25,000,000,000XIO / max limit: 22000ETH

Distribution Rate

This section describes the distribution rate.
First, 50% of the total XIO coin issue volume will be distributed via cloud sale.
Of these, those that were not distributed by crowdsale will be buried (see below).

Next, 5% of the total will be returned to funders on crowdfunding services.
A total of 55% will be the maximum value for the 1st token sale allocation.

Next, 20% of the total will be held to sell or lend to XIOCOIN available services.

And 10% of the total is held for bounties of bounty programs (such as airdrops).

Some of this will be released after the end of this token sale, but we will keep to release them over the years.

And 10% of the remaining tokens will go to the bounty in the team.

distribution rate

Crowd Funding
5.0%

Burying
5.0%

Bounty Program
10.0%

Team
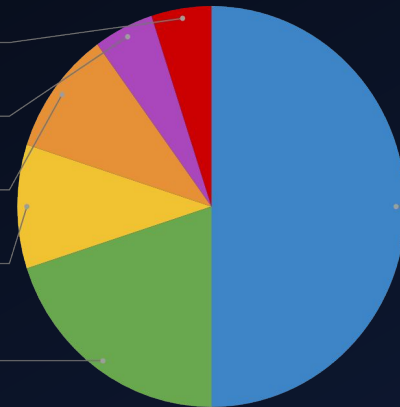10.0%

For Services
20.0%

Crowd Sale
50.0%

Since we are a group of volunteers, all members are currently participating in development with virtually no pay.

So, after the token sale is over, let us pay a bounty to developers and co-workers out of 10% of the remaining tokens to celebrate the start of this project.

Buried Funds

Although the explanation on the previous page omits the explanation of 5% of the total issue volume, 10% will be "Bury" along with the surplus of the crowd sale. Well, we used the word "bury". This means that you can 'mined' the token. We delegate block approval work to the miner of Ethereum, but that be mined by them is ETH, not XIO.

We would like to be able to mining XIO as well as bitcoin and Ethereum.

As for the method, it is a stage where trial is necessary, so it can not be announced as one of the main products, but as a proposal, there are a method of mining like 0x coin and a method of receiving reward by advertisement access.

Since this is still a concept stage, if we judge this as unnecessary, we will "burn" these tokens. (There is a merit that the rarity of the currency is raised by this measure)

Goal

We divided the goal of this token sale into three stages.

First goal: 1000 ETH
It is a minimum goal line. If the result of this sale is below this line, we will carry out a further promotion to procure 6000 ETH necessary to reach the second goal while promoting the project, considering the lack of marketing as a cause, and raise funds through crowdfunding and meeting with the ICO platform.

We do not return the money, but we have the will to fight persistently in difficult ways and never waste that money. Because it is not the only way to raise money.

Second goal: 7000 ETH

This is enough money to complete our product in three years. We will probably be able to get a few good associates and complete a great product.
In this case, tokens that were not distributed will be buried as described above.

Third goal: 22000 ETH

It is the best result. With this amount of money, you may soon be able to get listed on a well-known exchange. We will add a lot of excellent associates and product development will run the shortest distance.

Usage Of Funds

We have prepared a hypothesis of the usage of funds for when we raised the target 7000 ETH.

First, 2000 ETH will be diverted to temporary expenses of the business.

We may not be able to tell in detail, as it may conflict with the laws of the Japanese cryptocurrency, but we use them as "expenses for measures to raise the liquidity of coins" and "expenses to clear the law".

Next, 4500 ETH will be used for a long time as an operating fund to continue development as an organization. (Office expenses, labor costs, security expenses, etc.)

We want to put our company in Malta or Hong Kong, but we want to do most of the development in Japan.

And the remaining 500 ETH will be held as working capital of the Ether and used to pay the user's GAS in our system.

Japanese Law

Since we are based in Japan, we can not escape from Japan's Funds Settlement Act.

Here, we will explain our legal standing position at the moment, and what kind of application should be made at what timing.

It is not necessary to talk about the detail of Japanese laws and regulations here, so I hope you can check other websites for that.

→https://topcourt-law.com/virtual_currency/ico_regulations_financing

Generally, when issuing electronic money in Japan, you need to apply the service to one of the following regulations and register it with the FSA.

First, We clear "virtual currency regulations" that we called in Japan.

We already have a unique design on our smart contract so that only the specific user who applied for it can use the coin. This is a design to eliminate "user indeterminacy", which is the definition of virtual currency indicated by "virtual currency method".

Next, there is Regulations Law for charge type payment methods in Japan, but XIOCOIN is out of the law because you cannot use XIOCOIN on services yet at the moment.

However, we do not think that this state of avoiding regulation is the best. We aim to expand the organization for the evolution of XIO coins and register with Japanese FSA.

Progress

Well, We have put together all the already developed, what is under development, and what is under design as our proposal, but here we tell you how much we have embodied what we want to make.

Please see the list below.

· Xagent contract：100%
· XagentPayment contract：100%
· service management contract：100%
· wallet system (β) ：20%
· XagentAPI (β) ：20%
· XagentPaymentAPI (β) ：10%

The API for everyone to use our program easily is not complete yet, but the implementation of the core smart contract (the program of the block chain part) has been completed, and the rest is the procedure of normal system production Just complete the job at

You will be able to experience our service by the first half of 2020.

Road Map

This section will publish our roadmap. This is the path to the most detour. If we get a lot of support this distance will be shorter.

The details of the update to increase liquidity will not be detailed here, but we will announce it shortly after the end of the ICO. It will make you happy enough.

2019.8

XIOCOIN Release.

2019.12

XagentAPI (β) PreRelease.

2020.1

ICO start.

2020.3

XagentAPI (β) Release, wallet application (β) Release.

2020.6

Consuming Ether that we procured and starting implementing "update to increase liquidity".

Implementing a plan to introduce XIOCOIN as a point system to cosplay site "coslog".

2020.11

XagentPaymentAPI (β) Release

2021.4

Release some games of blockchain casino.

2021.6 ～

Release a video distribution site.

Post Scripts

Thank you very much for reading this far.

XIO is a startup Ethereum token / dapps development team. We have no accounting substance, and we do all the work except development only on the blockchain.

For convenience of the project the CEO is in Japan and of course the CEO is responsible for all the troubles, And I will stand the front of problem. But in other situations I just have an "owner account" and can only allocate 5% of the tokens.

The rights granted only to our owner account are the account management related to the token side function and the update rights of the contract, but we will do perpetual freeze when we decide that updating of contracts are not necessary.

In this way, the owner's authority is narrowed, and eventually, the execution of account management by the owner's authority also wants to create a state where the consent of the surrounding people must be obtained.

Decentralized system with decentralized organization of rights. This is our ideal.

And we, by its decentralized system, break the form of charging service accustomed to the common point system,

And we, by its decentralized system, break the form of charging service accustomed to the common point system, and we want non-bitcoiners to experience the "easiness of having a cryptocurrency" through the ease of easy remittance.

With taking our measures like this as a springboard, I hope that in each country, each user keep to destroy the old habit of taking money from users and end companies for the benefit of the company and we want you to rebuild the new world.

This will make it possible for people all over the world to "play with money rather than charge."

We are certainly small, but we want to evolve one step at a time with the growth of cryptocurrency and leave a new footprint in these histories.

Thank you for reading so far.

Questions will be accepted on the Telegram, so please join the XIO Telegram community.

In addition, we are looking for services that can help introduce our payment system after releasing the Xagent system.

If you are interested, please contact Telegram.

LINK⇒XIO Telegram Community

Core Members

Hiroshi Nakashima

CEO/CTO。After graduated Bunka Fashion College, work in design studio & web service provider, and study basis of design & service management. From 2015, change career to system engineer in web service provider. From 2017, became a develop manager, but from 2018, change jobs to system integrator for new experience, and met blockchain, and started to study Ethereum Token. And starting "XIO project".

Updates

2019/07/06 edit crowdsale date v2.1
2019/07/18 Some images were applied to Japanese. v2.1.1