

RACECOIN

Whitepaper

V1.5/2018



RACE. Everyone. Anytime.

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1. Executive Summary

As one of the most popular sports in the world, Motorsport is an exhilarating, emotional experience that brings hundreds of thousands of fans from more than 194 countries to the racetrack for the love of the sport¹. However, a lack of a unified platform for the racing community combined with outdated technology and limited exposure has left a glaring disconnect in the modern motorsport industry. In this White Paper, RaceCoin presents its cutting-edge solution to create a digital platform customizable to all levels of racing enthusiasts in order to reconnect and reshape the racing world.

At its core, RaceCoin is a hardware-software combined platform that allows both drivers and motorsport enthusiasts to participate in real-time races around the world through customized league formations, analysis of driver performance, transparent betting opportunities on-platform, industry partnerships and the ground-breaking concept of “phantom racing”.

RaceCoin seeks to achieve industry unification by fusing state-of-the-art blockchain technology with auto racing to address four essential building blocks: the drivers, the followers, the data and the racing infrastructure.

By connecting these four elements, RaceCoin is able to link the entire racing community into one distinct platform, making it the all-in-one solution to all racing needs.

After completing the entry requirements, drivers are placed into levels based on their qualifications, at which point they are able to build and customize their own teams. The social community, comprised of fans, followers and bettors, is then able to follow along using data collected from RaceCoin-provided sensors and utilize this information to make informed bets on future races. This community-based system encourages a greater following for RaceCoin-partnered drivers and helps build driver exposure on a worldwide platform.

On the infrastructure side, the data collected is immediately read into the internally-developed blockchain where it remains impervious to manipulation, thus creating a transparent dataset accessible to all within the RaceCoin ecosystem. By partnering with racetracks across the globe, RaceCoin opens up the possibility for drivers to race locally against people from all over the world and build industry partners globally.

RaceCoin operates using the currency of RaceCoin (RAN), keeping the payments stable and self-contained within the platform. The advantage of this cryptocurrency is that it creates a sense of belonging while also furthering RaceCoin's brand identity and transferring to all accounts worldwide. RAN is a product of the blockchain, where RaceCoin stores all data from users, sensors and races. Blockchain represents an innovative solution, as it is impossible to alter data once it has entered the system. This failsafe against data breaches settles racing disputes before they start and simultaneously creates a decentralized solution for data storage.

The combination of Motorsport and Blockchain creates the brand-new opportunity that will come to define the future of the sport: phantom racing. Given the widespread distance spanning the racing industry, most drivers only have a small pool of competitors in their geographical area against which they are able to compete. However, by using sensor data collected during a RaceCoin race, Blockchain can run the dataset through a data analysis algorithm to allow a driver on another continent to race against the set time using similar parameters.

¹ 2017 Nielson Sports survey

While it may be impossible to recreate the exact physical conditions of a race, through the use of blockchain's data collection technology RaceCoin is able to analyze a drivers' performance in a way that makes races comparable. Put simply: location, timeframe and physical conditions need no longer be a hinderance to racing who you want, where you want with the help of RaceCoin.

The revenue streams through RaceCoin are based on a revenue-sharing model that results in a win-win profit margin for stakeholders, partners, drivers and bettors.

With the primary and secondary revenue sources, RaceCoin shares a profit with the involved parties in proportion to their role within the revenue generation. This sharing system encourages brand loyalty, as the user receives a share of the profits generated through their engagement.

This ground-breaking platform for connecting the racing world opens up a world of possibilities in terms of RaceCoin's reach. In its initial phase, RaceCoin will partner with ten racetracks and 2.500 drivers from five different countries to build its brand and to commence its PR and marketing campaign. The fruits of this labor are expected to manifest by 2023, when the expected growth will include a reach of 28,000 drivers competing on 40 partner racetracks in at least 10 countries worldwide. Accompanying these drivers and industry leaders will be a community of 35 million fans and followers, including bettors, who will be actively engaging with the RaceCoin platform. The RaceCoin model is also extendable to sports outside of just racing and may be able to expand into further areas after a successful launch.

With an international team of racing enthusiasts with a wealth of experience in their respective fields, RaceCoin is poised to set the curve for connecting the motorsport community in ways never before possible.

Because RaceCoin is not interested in bettering the current system— it wants to revolutionize the motorsport world to race into the future, together.

2. Vision & Mission

RaceCoin Vision

We strive to become a leading, global technology company which will design & implement a digital eco-system and revolutionize the racing world.

RaceCoin Mission

To effectively combine motorsport and our own blockchain, creating a platform and community for all racing enthusiasts.

To enable any driver to race on a professional race track and to compete against other racers in different locations and different time zones.

To partner with all key stakeholders in the racing ecosystem and provide a win-win value proposition for each target group.

To bring the concept to market with a proprietary PaaS (platform as a service) integrating core business processes, IT operations and data storage / processing / security systems.

3. Addressable Market

Overall Addressable Market

Motorsport reaches over 194 countries and is the most popular sports worldwide². The global motor sport racing market is a \$5B+ market growing with a CAGR of 8% for the next 3 years³.

The total available market (TAM) globally is shown for each of the main market segments to which RaceCoin is advertising. The servicable available market (SAM) and servicable obtainable market (SOM) are described in fig.1 The target market numbers refer to expected partners (racetracks), customers (drivers), community (social media with fans & followers) and sports bettors (betting) by 2022⁴.

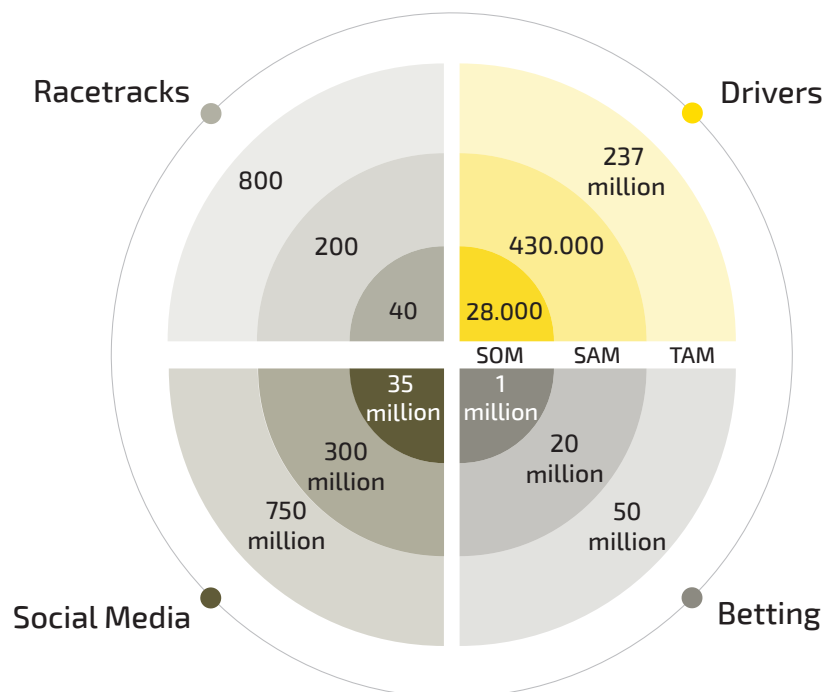


Fig.1: Addressable Market Breakdown

² 2017 Nielson Sports survey

³ Global Motorsports Market Analysis & Trends - Industry Forecast to 2025 by researchandmarkets.com | Motorsports Market: Forecast (2018-2023)

⁴ More details office@race-coin.io

The majority of the motorsport market in terms of sales is concentrated on a few large racing series. These top-down examples are shown in fig 2. While the overall number of participating drivers is increasing, their exposure is decreasing.

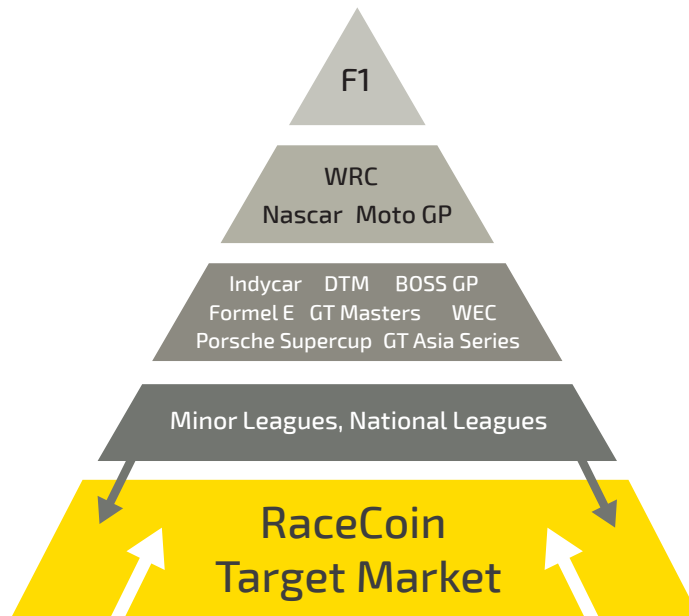


Fig.2: Relative size of drivers engaged in motorsports

RaceCoin's target market is the tens-of-thousands of semi-professional and amateur drivers already participating in minor and national leagues, event racing and touring car races. Moreover, hundreds of thousands of drivers around the world, who previously never had the opportunity to race on a track, will be able to sign up and reserve a slot in races with only one-click on their smartphone. In the first step we are planning to onboard 28,000 drivers competing on 40 partner racetracks starting in 10 different countries worldwide by 2022. The drivers will be followed by a total community of 35 million fans, including bettors that make up around 3% of the overall followers.

4. Business Value Proposition

RaceCoin is proposing a fully-integrated digital solution that will transform competitive car racing into a collective adventure in which everyone can participate.

Our value proposition consists of:

- Fusion of motorsport and blockchain
- Creating and implementing our own League Revenue Share Model
- Building a self-supporting ecosystem with our own crypto currency

Concept integrating Technologies and Business Processes

There are essentially four building blocks that RaceCoin is developing into one unified platform and each is summarized in fig.3. The concept combines the needs of the drivers, data infrastructure, social communities and bettors and racing infrastructure into one system.

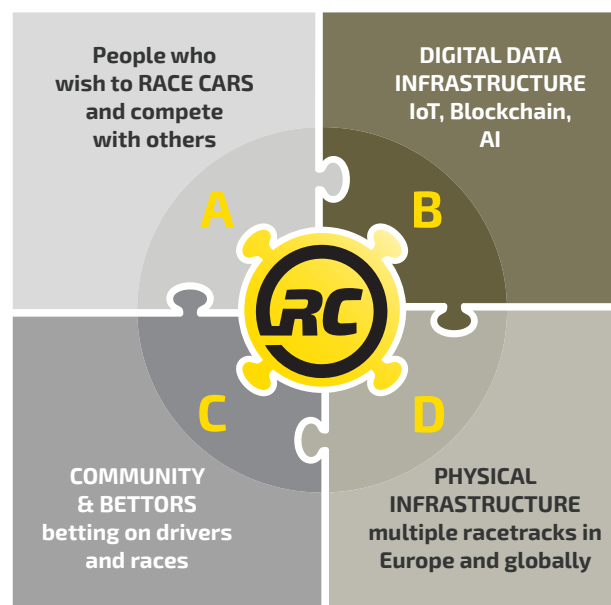


Fig.3: RaceCoin Nexus

- A** This group is represented by amateur and semi-professional drivers with a desire to practice semi-competitive racing as a hobby while being part of a larger community.
- B** Digital Infrastructure Core technologies are Sensors (IoT) for capturing big data from tracks, vehicles and drivers. Blockchain works to store data in an impartial and transparent manner with a sleek web and mobile interface that allows the community to interact within one platform.
- C** Social Community is composed of millions of fans, followers and bettors placing bets on races and drivers within a RaceCoin-branded league system.
- D** Physical Infrastructure is comprised of race tracks with which RaceCoin has a partnership to establish a global presence.

4.1 Data from racetracks and vehicles

One of our core assets is the data collected by the technology we use at the racetracks. The chart (fig.4) begins with data collected from sensors embedded in the racetrack and the vehicles during a race.

This data is then transferred to blockchain, where it is recorded, stored and prepared for gamification using algorithms being presently developed by our in-house teams. The refined data is integrated into the RaceCoin platform and offered to the bettors, who can use the datasets to place a variety of informed bets within the RaceCoin system.

As popularity grows, we will be able to expand the community for the benefit of our infrastructure partners (i.e race track owners) who will be able to monetize their own audience as well as new business created through the RaceCoin partnership. These interactions will create new innovations and opportunities for partners and stakeholders.

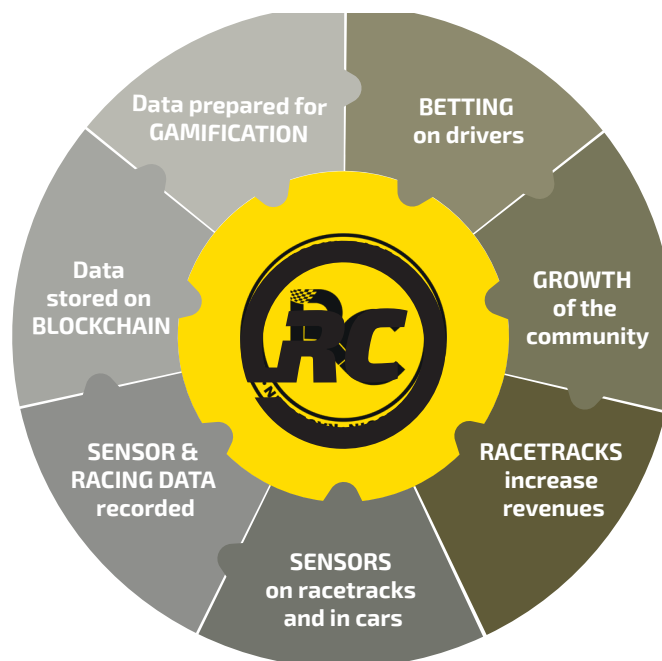


Fig.4: Value Proposition

4.2 RaceCoin League

Phantom Racing

The term ghost racing is used in e-sports and defines a real-time competition in a game between players on different consoles (using network access).

For RaceCoin, phantom racing defines a competition between real drivers on real race tracks, independent of geographical location and timeframe. Our algorithm converts all relevant sensor data into a point system classification, achieving comparability through the use of our cutting-edge technology.

RaceCoin League

Entering the RaceCoin League (RCL) will be possible after successfully participating in the RaceCoin Certification Program (RCCP) described in the following section. According to individual performance, two levels are achievable:

Level 1: The entry level of the league to which novice drivers who have completed the RCCP may enter. Also, drivers coming to RaceCoin from outside the ecosystem will be able to enter at Level 1 as soon as they can provide proof of their “national racing license”.

Level 3: Entry level for graduates of the RCCP who displayed a higher-than-average performance. Level 3 is also the entry level for drivers joining externally who provide proof of their “international racing license” and above. Racers who haven’t been driving for a longer period of time will need to show proof of skill and beat a specified “qualification time” to enter at level 3.

We are also planning further leveling system possibilities:

Level 5: After reaching level 5 the driver is able to challenge other racing competitors or to receive challenges from other drivers. This step is planned in order to avoid the demotivation experienced by novice drivers who receive challenges from more advanced racers. Alternatively, we may also consider a restriction on level difference between challenging drivers, e.g. drivers of rank 13 cannot challenge drivers of rank 6.

Level 10: After reaching level 10, drivers will be able to start and lead their own race teams for a set period of time. After that time has passed, the most experienced and highest performing driver will take the lead of the team and will be rewarded with a higher multiplier or even a revenue share of the other team members.

Team, Event and League creation by Users

Participants will also be able to create individual teams, events and their own league to produce a user-based and interactive experience. Enabling users to customize their own teams and events will help in growing brand loyalty and engagement in the social network. In this way, the social community exists by the principal of all social networks: a community that functions as a product of the members engaging with the system as opposed to living on through the vision of its creators. Creating a self-creating community will raise the brand awareness of the driver’s account in the Ecosystem, as well as facilitating easier contact to sponsors and other professional drivers.

Driver evaluation

The evaluation of each driver’s level will take place periodically, as this will ensure a stable evaluation and fairness throughout the process. To evaluate a driver, the performance of the past period will be averaged and then evaluated accordingly. This evaluating is critical to providing a fair point of comparison between drivers, regardless of the number of rounds completed, distance driven or time spent on the racetrack. The internally-calculated score will then give the impact of the driver’s level for the future period.

Special rewards granted

There will be a special reward system in place, which will function similarly to the mile reward system, based on specific tasks performed in a specified period or for a certain number of occurrences.

For simplicity we will call them Reward Points = RP. Possible rewards in exchange for RP can be:

- Unlocking a round with e.g. McLaren, AMG GT, Nissan Skyline, etc.
- Using RP as an exchange for RaceCoins or to pay one's fees for racing, hotel, etc.
- Buying special "multiply my experience points" packages that will give the driver a 24h boost in XP (experience points for the Level System) to reach higher levels faster
- Exchanging RP for special services in the RaceCoin ecosystem
- Using RP for transaction fees or as tender for a card for a "weekend free of all transaction fees for all RaceCoin Transactions".

Many more configurations are of course possible and will be tested.

Team Group creation

Drivers in Level 10 and above are able to create their own race team/group. Drivers of lower ranks beginning with Level 3 will be able to enter these teams and will have the possibility to "race their way to become the leader". The exact design of these teams is not specified, as they can be formed through bonds between brand enthusiasts, groups of friends, as well as clusters of drivers with similarly robust machines. The group leader will receive special benefits which, beside the official acknowledgement by the other drivers as "the leader", could include a revenue share from the subordinate drivers or a higher multiplier for the revenue share on the leader's races.

RaceCoin Certification Program

Intention to join teams would be an option that would give drivers who are part of a team a higher revenue share for their races. Intrinsic motivation could be created using high quality sponsors as an enticement for a team on the lookout for a serious sponsorship. The RaceCoin Certification Program (RCCP) will accompany an aspiring amateur race driver through several development stages all the way up to a professional license. The institution's main role will be to ensure the quality and safety of all participating racetracks worldwide. A RCCP certification will also be a requirement of our insurer, making certain that the incident probability rate is as low as possible.

The four modules of the RaceCoin Certification Program

Module 1: Theory

- Online course covering the basics
- Theoretical test before being allowed admittance to the track

Module 2: Guided Driving I – Tandem

- Guided rounds on track in order to get to know the car and terrain

Module 3: Guided driving II – Radio support

- Single driving with guidance using radio
- Post track video analysis and tutoring session for applicant

Module 4: Free Driving & Race

- Qualification rounds for the applicant allocation into appropriate RaceCoin League (level 1 or level 3).

With the completion of the RaceCoin Certification all applicants automatically enter the RaceCoin League (RCL) and are eligible to participate in the social community as a driver. All other participants of the social community will need to register as a fan or as an advertising business.

Further notes on external driver qualification for the RaceCoin Certification

All international licenses (D to A) will be taken directly into our system, without additional documentation. Holders of a national licenses (C to A) will be require to pass an exam on the racetrack that proves the skill level corresponding to that of a RCC graduate. Any national or international license holder will be able to register to take the RCC final exam, after which a score of “good” or “very good” would allow the driver to enter directly at level 1 or 3, respectively.

4.3 Betting

Our betting algorithm will allow any number of customers to bet on specific racing events. The system uses a smart-contract that will handle all wage processing operations, acting as escrow between bettors placing bets and winner payouts.

The effective actions governed by the betting smart-contract are:

- Making a deposit for placing a bet on an event
- Blocking the deposit in the escrow wallet
- Paying out prizes
- Returns of funds

The stakeholders in our betting process are drivers, bettors and RaceCoin AG. Our focus is to achieve a win-win situation in which both the bettors and drivers can profit equally. The approach we are implementing consists of taking the usual total winnings return and splitting the “house edge” profits 50/50 between RaceCoin AG and the drivers. As such, we create a money pool that will be used for paying out the drivers with the best placements.

The sports betting odds can be fixed or variable: Fixed means that the quota does not undergo any change after it has been determined, whereas variable sports betting odds change over time.

A simplified example:

- Two-way bet (with two components as odds)
 $\text{Margin} = (1/\text{Quote } 1 + 1/\text{Quote } 2) - 1$ Driver A wins over Driver B
 $\text{Margin} = (1/1,75 + 1/2,00) - 1$ $\text{Margin} = (0,57 + 0,50) - 1$ $\text{Margin} = 1,07 - 1$ $\text{Margin} = 7\%$

From the above example you can see that in this case a "house edge" of 7% of monies wagered has been considered, which in turn corresponds to a profit return of 93% to the players in the form of winnings based on their prospective bets. Consequently, the sports betting provider and the winning driver each would retain 3.5% of all bets taken.

Price system

The framework for RaceCoin is comparable to the horseracing betting model. Before the start of an event, bets can be placed on the participating drivers using the quotes we provide. From the pool of bets, a portion is placed in the drivers' pool. In addition to this, sign-up fees will be added to the pool in proportion to the number of drivers registered for the race. The total amount of the money pool will be determined by the number of drivers, as well as the number and value of total bets placed. The driver payouts are defined on a merit system: Thus, the winning driver will receive the largest proportion of the pool. The number of paid places is also directly proportional to the total size of the money pool.

Betting manipulation

As in any sport, attempts can be made to influence the driving results. As a precaution against these breach attempts, we will retain the right to cancel bets that violate our policies. Any canceled bet will be returned to the client automatically, as stipulated in our smart contract. Participation in the RaceCoin League is similar to the qualifying round: Only the best lap (with the highest score) is scored. The detection of infringements can be assessed through a driver's performance as well as parameters such as accelerating, braking and cornering, which can then be compared with previous driving behavior on this track and the behavior of other drivers in order to determine whether manipulation has occurred.

5. Blockchain Value Proposition

5.1 Blockchain

RaceCoin has been designed using our own Blockchain technology. Blockchain—as a decentralized, open data system—ensures that transactions can only be written once, without the possibility of further altering the data without the consent of all stakeholders. Furthermore, the transactions are written on multiple network nodes, safeguarding against data tampering.

The prevention of data-altering plays a central role in the development of RaceCoin. This will be achieved through the storage of all the race result and sensor-generated data on-chain. The direct sensor readings of driver performance will be collected from our internally-developed hardware and written directly into the blockchain, where it will be impossible for the data to be later modified. As a result, we secure the existence of precise and transparent datasets with the advantage of having real life data analysis algorithms in place. We are further integrating blockchain to log and record data utilized for multiple purposes applications critical for the realization of our business value proposition. Through its very nature, Blockchain represents the industry standard for providing impartiality in the sport betting process.

Blockchain is a bridge between the hardware and software packages RaceCoin is developing and providing to racetracks and to drivers through our platform. Our racetrack partners will interface with RaceCoin's hardware and software package on different levels. The extent to which individuals utilize the hardware and software packages will be dependent on the individual's level of tech readiness and ownership of existing technologies, such as sensors.

A-Box

The data is generated from sensors in the car from a box (named A-box) containing the necessary electronics such as sensors, Wi-Fi communication board and two circuit boards; one for sensors and one for an embedded microcomputer. RaceCoin will supply the A-box to drivers, at which point the hardware is connected to the car using the standard OBD interface. The resulting data is transmitted over a wireless connection using 5GHz frequency and processed using AI and machine-learning to create an analysis to assist drivers increase their performance. AI will be equally used to enhance betting performance for sports bettors seeking to expand the complexity (and the fun) of interacting with RaceCoin's betting platform.

5.2 Software platform

The RaceCoin software platform is composed of two major components. The RaceCoin Action Center is the module centralizing all user activities and data, and the RaceCoin Data Center is a module that shows real-time sensor data, to ensure transparency and measurement precision.

RaceCoin Action Center

RaceCoin Action Center is an application for any connected device. It brings together seamlessly driver data and activity, social networks, fan communities, data display and analysis and learning resources in order to connect drivers, fans, instructors and enthusiasts to one another.

Using hardware sensors, we collect a plethora of environmental and technical data. For every

completed race, the datasets are stored on-chain and made available for further analysis.

The RaceCoin Action Center is the main software piece that glues together all the platform components:

Driver Profile Module

The Driver Profile Module handles and displays all the race data (sensor data, ambient sensor data) using the Data Display Module, as well as personal driver information (basic information, gear list, preferences). The user has complete control over the data displayed with full transparency.

Data Display Module

As we gather values from various sensors during a race, we produce two separate datasets. One set is statistical and contains every single sensor reading over time. This will be used by the Data Display Module to showcase historical data and progression charts for all the user's racing activity.

RaceCoin offers the possibility for two or more drivers to race against one another at different time slots and in different locations. Using sensor data, we capture the exact environmental and technical parameters that a driver experiences when completing a race, and we make it possible for other drivers to race against the exact same parameters from a different location.

The other dataset is AI-assisted and caters to new drivers of our Academy to improve their skills. These datasets will be analyzed by both our Deep Learning Algorithm as well as by our Academy instructors in order to indicate the areas in which the prospective driver can improve. In order to provide the highest level of usability for the customer, the Data Display Module will be fully customizable, like all data modules we create.

Gamification Module

RaceCoin gives participants the ability to build a larger fan base by connecting individuals to the greater racing community. RaceCoin users will be able to create leagues / organizations / clubs / associations, and drivers can adhere to those on a voluntary basis. For every user association spontaneously created, the gamification module will provide analytics that showcase standings, activity levels as well as information modules for news broadcasts, competition schedules, any other type of information useful to the community.

A crucial element for a racing community is the engagement of followers. For every driver and user association, the gamification module provides the possibility to create fan communities using a functional structure composed of news, information and scheduling modules, as well as an e-commerce module for merchandising and other user association goods that can be purchased by the fans.

Using the gamification module, drivers can place bets when racing against each other, requiring transparency and availability of collected data for all parties involved. The Data Display Module and the RaceCoin Data Center platform work together to keep users informed and accountable.

Gamification Module and Social Community

The Gamification module will enable the RaceCoin community to indulge in a world of like-minded people. In order to properly offer the benefits of gamification to our community, we will introduce a social community specifically designed for this purpose. The users will not only be able to directly challenge selected/desired drivers, but also to list their name on a worldwide league and to race against any opponent, regardless of their geographical location. Individual drivers of the RaceCoin community will also be able to create their very own leagues, clubs, teams and even whole associations.

Gamification

The gamification will not only give the participants the option to compare their race results in real-time, but also allows for a fair comparison among drivers despite differences in specifications or other external factors. Other participants will be able to follow along with actual races taking place around the globe. The gamification module provides analytics that showcase standings, activity levels, as well as information modules for news broadcasts, competition schedules and any other type of information useful to the community. The possibilities of gamification go further than just community building: it also allows users to participate in our one-of-a-kind phantom racing.

To make the comparison legitimate, we need the blockchain to store the collected datasets securely and to also make this data 100% available to the community.

We capture the exact environmental and technical parameters a driver experiences when completing a race and then make it possible for other drivers to race against the driver using the same parameters calculated through our algorithm. Through the use of the gamification module, the drivers and every other individual within the RaceCoin social network can place bets on races taking place. This will ensure that every race is invariably transparent and, in the case of disputes, enables us to go back and reconfirm the correct parameters.

Social Community

The foremost intention of the community is to bring together people who occasionally met at a racetrack, fans who want to be close to their social media favorites, and any other race-loving individuals from across the globe. Through RaceCoin, we provide them with a platform for sharing their visions, dreams and aspirations. The RaceCoin community will also help to build racing network across multiple countries, a task which is immensely complicated in today's world due to a lack of targeted platforms.

The combination of a social network and a gamification module into one platform enables every participant to strengthen their social position within the racing ecosystem, attract new followers and partners while at the same time paving the way for an integrated, all-in-one solution for all their racing needs.

Additionally, we are forging partnerships to provide advertisers with the ability to offer relevant products through the RaceCoin platform as well as to establish the future integration of a dedicated shop for parts and tools, thus positioning RaceCoin to be the one-stop shop for everything racing.

Online Learning Resource Center

Through our RaceCoin League, drivers of any skill level can improve or refresh their skills. Using industry-veteran instructors and deep learning technologies, the Online Learning Resource Center provides training materials for RaceCoin Certification Program members and deep analysis reports showcasing areas for improvement as well as statistical data that can be examined at any time point.

Transaction History Module

All transactions inside our ecosystem are fulfilled using RaceCoin tokens. This module collects all the historical transaction information for a quick and simple overview.

RaceCoin Data Center

Our Data Center is a mobile application that connects to the raw sensor output of our hardware and displays the data being read. This real-time data verification tool is crucial for assuring transparency, in addition to ensuring precise reading and writing of sensor and race/sensor data to our systems. RaceCoin Data Center uses secure communication channels (LE Security Level 2 Bluetooth with AES-CMAC encryption) between our RCV Box (see Middleware below) and the on-chain Data Storage Queue (DSQ, see Back-End below).

Front-End

RaceCoin Action Center is modeled on a proprietary software solution that is packaged as both a web-application for desktop computers and a native application for iOS / Android mobile devices. We employ open web standards and latest security practices to create an engaging, safe and transparent user experience for our community.

5.3 Middleware

Front-End

We gather environmental sensor data using a distributed failsafe grid that spans the entire geographical area of the race circuit. The communication between individual sensors and the DSQ is made using redundant private meshed long-range 5Ghz radio networks (wireless equipment and networking infrastructure components). Using the latest technology ensures the viability of the network and further prevents the possibility that data could be lost or ignored.

A-Box

We are working with leaders in the car sensor industry to create an embedded hardware box that serves as a central storage location for all real-time data collected. We are currently using 26 different motion, physics and technical parameter collection sensors and investigating a further palette of sensor data for embedding. The information stream download occurs under the supervision of the RaceCoin Data Center module to guarantee that the information stored is not able to be altered in any form by a third party.

Qwento

All the transactions made in the physical ecosystem (accommodation, daily life expenses, entertainment) are processed through our proprietary blockchain-ready POS system, Qwento. Using mobile and desktop terminals, users can pay using RaceCoin tokens and all the transactions will be made available through the Transaction History Module. Qwento will also provide a convenient solution for credit card payments, which will automatically be exchanged into RaceCoins in real-time. All payments to our system will be then processed in the form of tokens.

Back-End Blockchain

As we will be storing user information, it is crucial that we utilize technology to safeguard against any potential breaches of this sensitive, permanent character data. Blockchains are distributed P2P systems that employ asymmetric cryptography and smart contracts in a decentralized computing platform. The result is an append-only transaction ledger with a zero-trust policy and a publicly-shared degree of visibility. This level of open availability is why all the race sensor data, performance history and gamification data are stored on-chain, to allow for transparency and immutability of all transactions.

The first time the user will access the RaceCoin Action Center, a wallet will be created, following industry standards (mnemonic generation, 2FA).

To guarantee data immutability, we make use of a completely decentralized solution, with no single point of control. The control mechanism is achieved via a federation of voting nodes in a P2P network setup. Once stored, the data cannot be altered in any way.

The failsafe mechanism for blockchain nodes is promised through the employment of Byzantine Fault Tolerance. Even if a third of the blockchain nodes are experiencing faults, the remaining nodes will be able to come to a consensus on the next block to be used. The blockchain nodes are stored in various geographical locations across Europe, on redundant high-capacity data streams, promising a higher level of speed and failover.

Data Storage Queue

We employ a proprietary module that writes datasets directly into the blockchain and verifies data integrity at write-time. All the sensor data being written on-chain passes through the DSQ before being stored.

5.4 Blockchain technical solution

The determined values of data from vehicles, racetracks and drivers are weighted with an algorithm and stored in the blockchain. The use of Blockchain technology guarantees low transaction fees, maximum security for sensitive data and reliable datasets thanks to the self-contained, uniform and tamper-proof nature of the network. This provides reliable information on drivers, driving behavior and vehicle parameters. The knowledge gained can be categorized and further processed in a subsequent step for data mining and predictive analytical processes. These metrics will be most valuable to the car industry but can also be highly beneficial for the finance sector (e.g. insurance companies). Additionally, it is important to note that the racing is a highly emotional sport and an activity where the fulfillment of ego plays an important role. The blockchain solves the underlying, not-so-obvious problem of disputed results. All disputes over the true winner of a past race can always be tracked by the key metrics used to compare the drivers. Pure data without any background noise which can be stored and accessed as proof for decades.

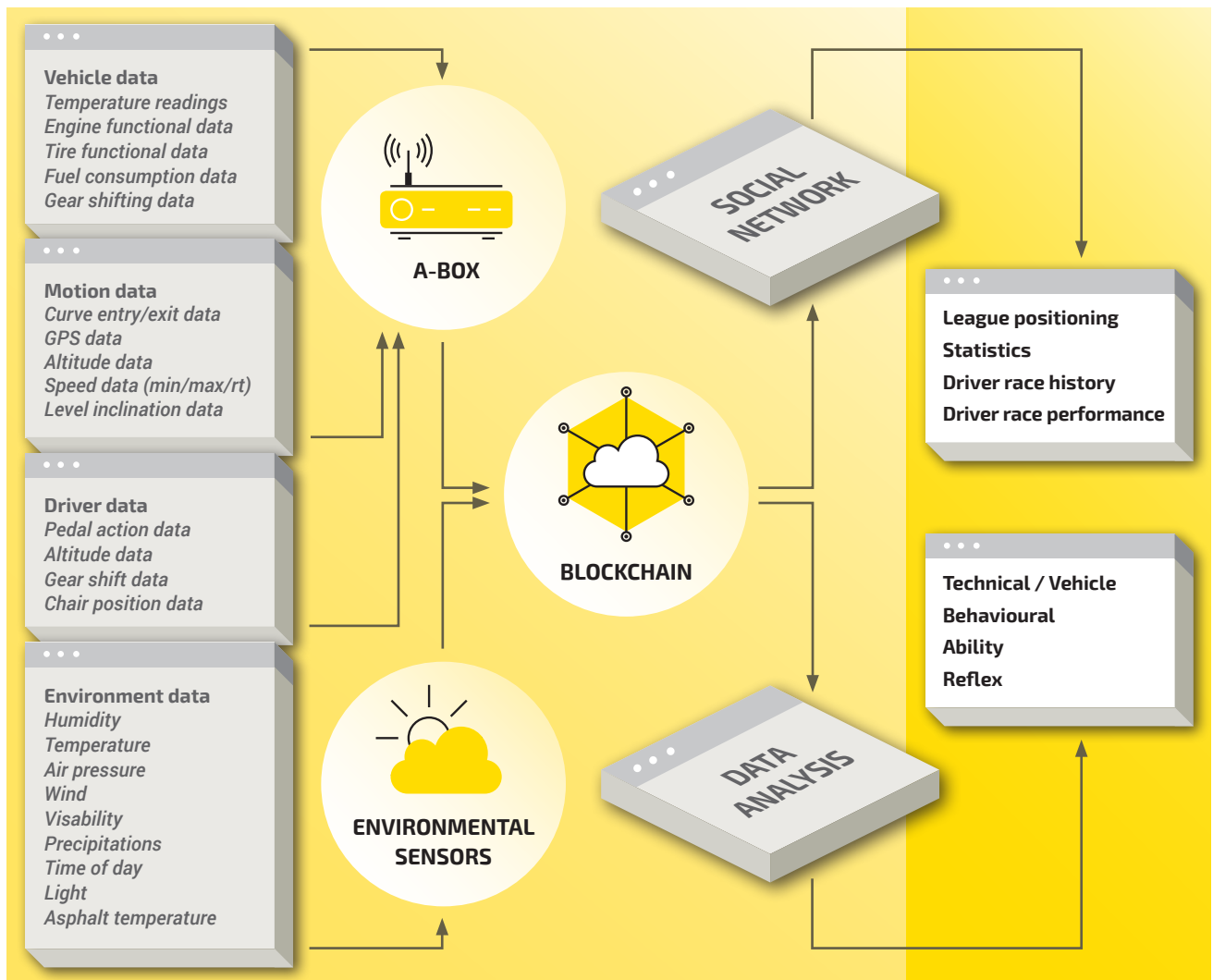


Fig.5: Blockchain technical solution

6. Revenue Sources

The business concept of RaceCoin and its successful execution is strongly dependent on revenue sharing. The sharing, referrals and reward system are being integrated into each key step of the customer journey. This system is designed to facilitate the conversion of many members of the RaceCoin community to become “ambassadors”. Others will obtain privileges and rebates when making referrals, thus incentivizing the sharing process. As we have integrated blockchain into many of core processes, it is easy and technologically feasible to distribute rewards with full transparency. The revenue sources are divided into primary and secondary categories as described in the following sections.

Primary			
REVENUE SOURCE	RACECOIN SHARE	REVENUE SHARE PARTICIPANT	
Betting	10%	Bettors	80%
		Drivers	10%
Monetization & Advertisement	60%	Drivers	30%
		Others	10%
Sponsorship-(Brand)	50%	Racetracks	25%
		Drivers	20%
		Drivers, Fans & Followers	5%

Fig.6: Primary Revenue Sources

Betting

As a company specialized in motorsports we offer our community the opportunity to actively take part in the action by placing bets. This increases the excitement and the commitment of our participant base. As a positive side effect, drivers competing will also obtain a revenue share incentive.

Monetization & Advertisement

Advertisements and product placements on the social platform will be a substantial revenue source and will enable multiple businesses to reach out to targeted audiences. With increased popularity, RaceCoin will be able to offer tokenized offerings in conjunction with campaigns and events. The social media following of drivers and followers is monetizable as well.

Sponsorship-(Brand)

RaceCoin will offer all stakeholders the opportunity to act as micro-sponsors in the form of tokens and to sponsor individual drivers as well as teams. Larger sponsorships will be made with global brands.

The secondary revenue sources make up 7-10% of future earnings and are described on the next page.

Secondary			
REVENUE SOURCE	RACECOIN SHARE	REVENUE SHARE PARTICIPANT	
Special Events	50%	Racetracks	50%
Video Streaming	60%	Drivers	25%
		Racetracks	15%
Driver Racing Tickets	75%	Racetracks	25%
Sensor Data (Big Data)	80%	Others	20%
Applied R&D	50%	Others	50%
Merchandised	60%	Others	40%
IP (league, video, etc)	80%	Others	20%

Fig.7: Secondary Revenue Sources

Special Events

Special events are organized by RaceCoin to give communities a meeting point for exchange and to inform the community about new upgrades and trends. During events such as track days, races can take place on and off the course. Many of these events will be sponsored, and special events will also be offered to automotive companies to entice further cooperation.

Video Streaming

Video streaming will be an important revenue source starting in 2020 when we have established our first leagues and have a sufficient number of drivers and race tracks connected to the platform. Drivers, whether hobby drivers or more active in the community, will be able to engage their fans through recorded videos or live streaming and thus generate revenue.

Tickets Driver

There will be a small fee for drivers to enter our ecosystem as well as for entering and competing for rewards in the RaceCoin League.

Others

When the business is experiencing strong growth, additional revenue sources will be introduced as a part of the business model. This includes extracting and creating commercial value from the big data collected in huge volumes by RaceCoin. Another highly feasible source of both revenue and innovation is to create applied research projects with both public and private funding components. Merchandising could potentially be a minor but profitable revenue source once the platform has reached a higher level of brand recognition. Much of the content being created by RaceCoin from leagues, video content, technology solutions, to the associated IP can be commercialized or licensed to third parties at a later stage. It is important to understand that for each revenue source, RaceCoin is offering revenue share to one or several groups of partners ranging from 5-50%, with the exception of betting where the bettors have a higher return.

7. Marketing & Sales

7.1 Marketing & PR Strategy

The marketing strategy for RaceCoin revolves around introducing a complex product with many stakeholders and different target groups in such a way that the users experience simplicity, attractiveness and ease of use. The challenge is to maximize and optimize the return on investment (ROI) for the marketing, sales and PR budgets spent to develop the brand and reach multiple marketing KPIs and overall revenue objectives. RaceCoin's main goal for marketing & PR is to reach a critical mass of fans & followers and sport bettors. A sine qua non condition is to on-board racetracks and drivers in sufficient numbers, and these target groups are the main priority in the first stage of the marketing, which has already begun.

RaceCoin's Marketing and PR operation is focusing on the customer touch-points and different RaceCoin customers' journeys as a whole.

PR at RaceCoin will be focused on getting the word out by initially creating hype around the new product and later establish the brand values and brand identity throughout the growth and expansion phases described in the White Paper.

7.2 Objectives

To successfully establish the business concept across 100 country markets. Each geographical market has local customer tastes and consumption patterns with regard to motor racing as a hobby, entertainment and lifestyle.

To be able to build a base of partners, social communities and sport bettors using a strong brand and brand value proposition. Ultimately, the brand should be immediately recognizable within the racing community.

To adopt all marketing communication to disparate local market conditions. This includes engaging local market influencers and their SM constituents in order to obtain rapid and sustainable market acceptance in each geographical market.

To embed each step of the market launch & expansion with enlarged local networks of associations likely to entice drivers and off-line & on-line audiences to RaceCoin league events.

To establish and manage a strong lobbying presence to inform and prepare decisionmakers in local and central government to clearly understand and embrace RaceCoin.

Phase I During the first phase we shall focus on crafting the brand, facilitating the on-boarding of racetracks and creating social media traction aimed at drivers and followers registering on the platform. Once we have managed to attract influencers and onboard racetracks, we will be able to increase social media coverage to further promote the project/platform.

Phase II After having reached the KPIs for Phase I and a community of at least one million, we shall focus marketing, sales & PR activities on drivers, social communities (fans & followers) and sport bettors. This translates into promotion of the RaceCoin concept through PR, events, online marketing

and social media (interviews, videos, media relations, advertisements, event sponsorship, etc.) to reach a wider audience and boost excitement worldwide.

The long-term strategy will focus on community building of core supporters and users of the platform by regular interactions (sweepstakes, news, competitions) and racing/lifestyle related content. In addition to our own platform, we will focus on the following social media channels: Telegram, Reddit, Facebook, Steemit, Medium, Discord, Twitter, Instagram.

8. Tokenomics

RaceCoin Token Functionality

The RaceCoin token (RAN) is the only currency used throughout our ecosystem. Every transaction will require the use of RANs. The token application is fully supported by the blockchain technology and will be used for mandatory transactions regulated by smart contracts and ecosystem transactions.

Smart-contract regulated transactions

Betting - Our betting algorithm will allow any number of customers to bet on specific racing events. Our system uses a smart-contract that will handle all the wage process operations, acting as escrow between bettors placing bets and winner payouts.

The effective actions governed by the betting smart-contract are:

- making a deposit for placing a bet on an event
- blocking the deposit in the escrow wallet
- paying out prizes
- returns of funds

Economic

The prospective growth potential of the RAN Token will be generated by its utility. The RAN Token can be characterized as follows⁵:

Ecosystem transactions - The participation in the RaceCoin-League is only possible for token holders. Everyone can become a token holder directly within the platform, and fiat can be changed on RaceCoin's POS (Qwento) to current trading value.

The Social Community Drivers can gain tokens when taking part in the league system, as well as when accomplishing goals as defined by the league leaders.

Our bonus program will reward customers that reach specific milestones in their RaceCoin customer

⁵ <https://medium.com/@wmougayar/tokenomics-a-business-guide-to-token-usage-utility-and-value-b19242053416>

journey (for example, when joining the social racing community or referring a friend; for achieving new levels in the RaceCoin League; wins for drivers in their league and more utility-based benefits).

The Right – Only token holders can participate in the RaceCoin League.

Value Exchange – “Sign In – Drive – Make Money”

Members of the RaceCoin League can actively earn tokens by participating directly in the league system. Another outlet for generating an increase in value is through micro- sponsoring/betting both on the various drivers’ races and by the drivers themselves.

Function:

The intention for RaceCoin is the participant’s full integration into the bonus program through reward payout for completing milestones on the customer journey.

Examples of these participant milestones could include: successful registration in the racing community and friend referral and mastering levels in the RaceCoin League. These customer journey benchmarks may also include victories within the league and possible profits out of the betting pool, and for bettors, the profits as part of the bet.

Earnings:

Companies that decided to take part in RaceCoin have the opportunity to sponsor drivers due to an open and well-structured driving history of the social community drivers. In order to best optimize the ROI, we set up a KPI system to measure all relevant data and output to ensure that RaceCoin is able to hit the necessarily benchmarks to have long-term success.

9. Token distribution

TERMS AND CONDITIONS	FAMILY AND FRIENDS	PRE SALE*	MAIN SALE
Target Amount	\$2.500.000	\$8.000.000	\$24.500.000
Accepted Method	BTC, ETH, NEO, FIAT	BTC, ETH, NEO	BTC, ETH, NEO
Amount of RAN Supply	27.000.000	78.000.000	195.000.000
Percentage of Offering	9%	26%	65%
Percentage of Total Supply	5%	16%	39%
Price of RAN** = 1 \$	\$0,09	\$0,10	\$0,13
Discount Rate	30%	20%	10%***
Minimum Investment Amount / buyer	\$25.000	\$20.000	\$100
Maximum Investment Amount / buyer	\$500.000	\$1.500.000	\$1.500.000
Lock-up Period after Distribution ends	8 months	No lockup period	No lockup period

Fig.8: RaceCoin Token distribution

ALLOCATION	PURPOSE	USAGE	VESTING PERIOD
3%	Initial raise	Private token sale (early supporters)	6 months
15%	Token Sale	Economic partnership and strong believers in the Project	N/A
42%	Building demand and sustain ecosystem	Gradual distribution among active Racing Community members	N/A
11%	Founders and Staff	As recognition of efforts and for future staff incentives, rewards and retaining top	24 months in total
	Partners and Advisor	As recognition of efforts put forth by the advisory board	Up to 18 months
2%	Bounty, Influencers	Reward for bounty program participants and influencers providing us with feedback	N/A
27%	Reserve Community	Sustain ecosystem health and future innovation, sale is depending on market	N/A

Fig.9: RaceCoin Token allocation

* Unsold RAN for Pre Sale will be re-offered in Main Sale.

** Conversion rate for Family & Friends and Pre Sale will be provided in the agreement with each buyer when signing. For reference only, the indicative conversion rate as of the date of this paper is 1 ETH = 0.041550 BTC and 1 NEO = 0,06484 ETH.

*** 10% is only eligible for contributors before 195.000.000 units of RAN including RAN in Family & Friends and Pre Sale is subscribed.

10. Team

10.1 Management Team

The co-founders of RaceCoin and the international team behind the project are passionate about racing and have a wealth of experience in their respective fields. The management team of four will be further strengthened by one senior professional CFO in charge of finances (budget, financial management, fund-raising, cashflow), who will be joining in Q4 2018.



**Joachim C. Baron
von Behr-Baerwald**
CEO



Alexandru Frangeti
CTO



Janis Medmann
Business Development
Manager



Nicole Wehn
Head of Marketing



Oscar Altrogge
Developer



Matthias Dahm
Head of Operations



George Ivanov
Developer



Marco Rennecke
Operations Manager



Jaimin Shukla
Community Manager



Monica Giermann
Creative Director



Nathan Van de Ven
Community Manager



Laura Klemm
Graphic Designer



Nick Gordon
Copywriter



Svetlana Brinkmann
Investor Relations

10.2 Advisors



Prof. Dr. Torsten Ambs
Marketing Strategy &
Automotive industry
network



Mag. iur. Josef Bergt
Legal



**Dr. iur. can., Mag. iur., Mag.
theol. Thomas Feldkircher**
Legal



Karl A. Johannesson
Strategy & Finance and
Coaching



LL.M. Matthias Langer
Finance & Tax



Sebastian Stahl
Race Driver - Track and
Ecosystem Advisor



Gunnar Steger
Strategy



Dr. Claudia Winterstein
Global Business Networker -
Board Level Advisor

10.3 Partners



AS Sports Communication
International Motorsport PR



Jargon PR
ICO PR



Intrum AG
Credit Management Service
KYC



Nägele
Attorneys at Law

11. Appendices

11.1 Latvian Race Track

The Latvian race track does not form a part of the ICO, as it will be separately financed by third parties, but will be an important racetrack partner for RaceCoin. This case study shows how one partnering racetrack will be able to benefit from the configuration of technologies for data collection, control & monitoring and recording of lap data.

When completed, the race track will be FIA-2⁶ compliant and have a total length of 4.5 kilometers. The venue will be open to international traveling series such as the Deutsche Tourenwagen Masters (DTM), FIA GT3, Ferrari Challenge and Porsche Carrera Cup.

RaceCoin's sensor technologies will be integrated into the racetrack circuit and configured as mesh network, as shown in the picture on the next page. State-of-the-art measurement methods integrated with blockchain technology will make this track a highly desirable venue for automotive manufacturers, businesses and sports drivers.

The racetrack in Latvia will be designed as a training camp for aspiring amateurs and semi-professional drivers, as well as a test track for various manufacturers. The multiple deployment opportunities will enable RaceCoin to monetize the track and develop several revenue sources.

The Latvian racetrack will be utilized for the following purposes:

- Driving experience / driver training
- Vehicle and product tests
- Vehicle and product presentations
- Media and PR events
- Company events
- Team building
- Creativity and Innovation workshops
- Driver performance video and analysis

The track itself can be used in a variety of ways. By design, the track can be separated in two areas: White Label (a length of about 3 km) and Academy Circuit (about 2 km). See picture of the track (preliminary) on the next page.

⁶ The FIA is the governing body of motor sport and promotes safe, sustainable and accessible mobility for all road users across the world.

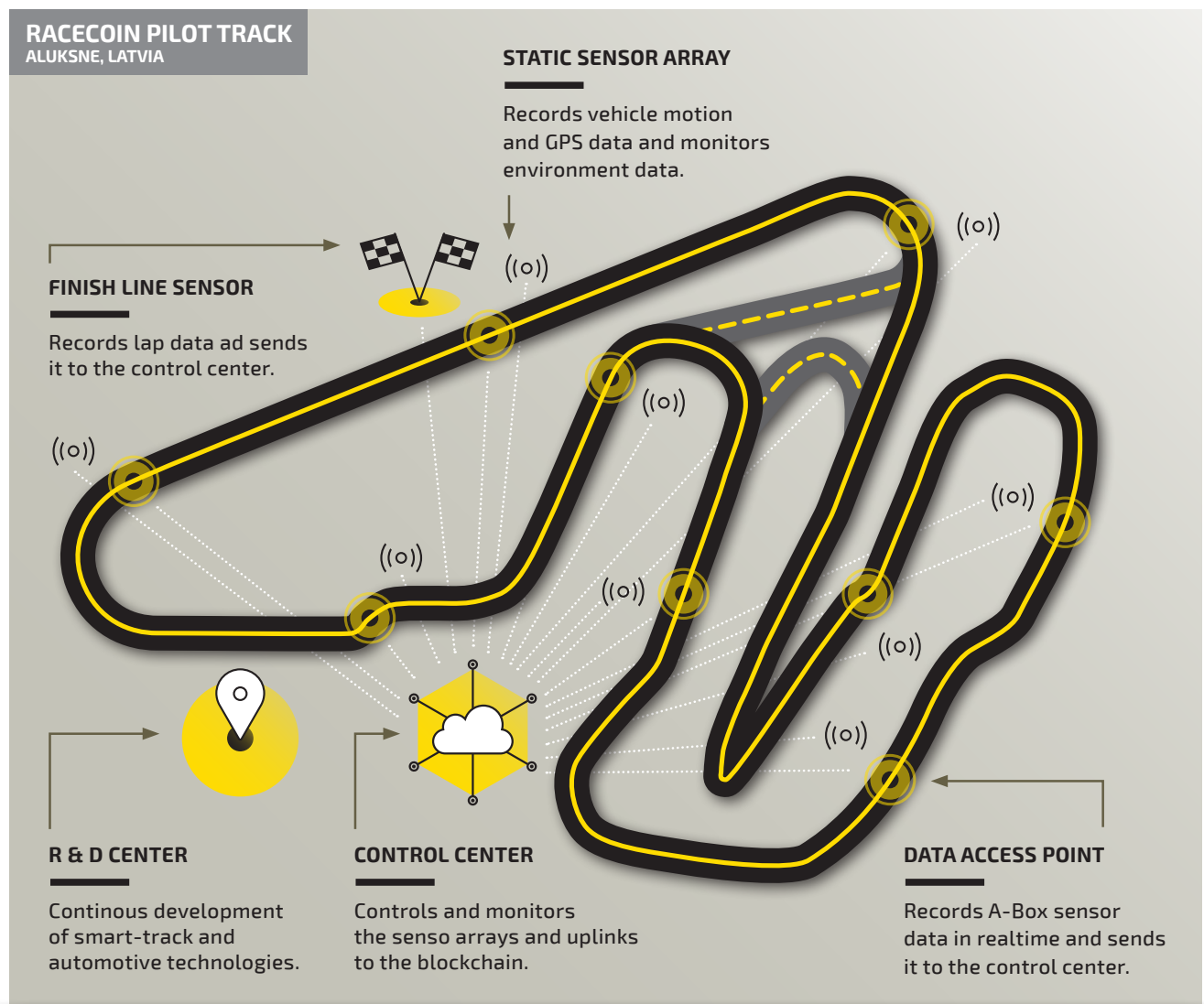


Fig.10: Artist Vision No-Limits racetrack

11.2 Innovation Center

RaceCoin considers R&D an important activity for the company once operations have started, multiple races have been conducted and thousands of drivers are generating data into the system. We shall not limit ourselves to the racing industry, as there is an even higher existing need for innovation in the automotive industry.

As the automotive industry is currently undergoing a process of change, given the need to minimize the lifetime carbon footprint of vehicles in order to reduce pollution, while at the same time expecting a 100% increase in car ownership and usage globally by 2050. Offsetting each vehicle's carbon footprint while doubling the number of vehicles requires a process of constant innovation and the implementation of new technologies. As part of the ongoing digital transformation of vehicles, automobile companies are evolving from classic hardware producers to software aggregators and providers. As a result, innovation management, creative processes, open-minded approaches and new labs where these technologies can be tested are increasingly in demand.

In 2020 RaceCoin will announce the establishment of two entities supporting business developments and enhancing the brand in the industry and within the European research environment. The R&D lab

shall be devoted to applied research related to the core technologies RaceCoin use and deploy. The Innovation Center will be the co-operation hub where we invite partners, academia and governments to test concepts, work in technology sandboxes and think out-of-the-box.

RaceCoin considers research, development and innovation an integral part of the business model for two reasons:

- First of all, we will have access to partner racetracks and the Latvian track starting 2022, where we can perform tests and real-time measurements. Ultimately, this enables RaceCoin to enhance our technological advantage and produce innovation that we will then bring to our customer base and partners.
- Equally important, we will develop close relationships with industry leaders and public institutions linked to the critical aspects of the future of the car industry. This includes car manufacturers, environmental protection agencies, universities and research institutions, insurance companies and suppliers embracing key topics like increasing safety, reducing pollution and reducing casualties in racing and, indirectly, for common drivers.

The R&D agenda is focused on exploring and exploiting data related to the following topics:

- Environmental recognition and incident prevention
- Self-diagnostics and remote diagnostics, including but not limited to automatic triggering of failsafe security systems during incidents.
- The use of sensorics for improved safety and in conjunction with deeply-integrated user experiences based on human behavior datasets.
- Smart traffic system integrations (e.g. layered traffic info's, smart alerts applicable to and for emergency vehicles underway, accidents, traffic jams, emergency broadcasts, etc.).
- Fuel/power consumption diminution through smart balancing of automotive systems.
- Architecture and design for self-driving vehicles in situations of stress (digital prevention mechanisms).

Apart from conducting applied research with a multitude of industrial partners (suppliers) and race tracks we shall, starting in 2023-24, develop technologies for our own software and hardware packages. The aim is to be able to spin these packages off and commercialize them, thereby maintaining market leadership and extension of the expected growth of the current business model. The R&D Lab shall start small with a team of 3-5 people and grow organically with a head count of some 60 FTEs by 2024 with the majority engaged on contract basis. From a financial point of view, the Innovation Center will be tasked to create budgets for both the applied research and the Innovation Center.

Both the car racing and automotive industries need new business models and innovative concepts, and this requires testing new concepts in real-life environment. RaceCoin offers an ideal setup for testing and promotion of products and services.

11.3 Case Study: Hobby Racing in the UK

This case study⁶ was commissioned by RaceCoin and authored by an independent expert⁷ to validate whether RaceCoin would be attractive to stakeholders in the UK motor racing ecosystem.

Summary

This case study highlights the way in which RaceCoin can be an extremely attractive proposition within every level of the traditional motorsport ecosystem. Whether it is through the high volumes of hobby racers who would derive competitive satisfaction, or the clear financial benefit to the businesses of maintaining venues, organizing clubs, their championships and the supporting infrastructure of racing schools.

Britain has one of the most extensive motorsport ecosystems in the world with an extensive and diverse motorsport community. The sanctioning body (MSA) represents more than 50,000 active racing license holders (excluding the 23,000 license holders in the motorcycle racing community, which is administered by the ACU). The overwhelming majority of these license holders participate in 'grassroots' competition on closed circuits – club-level events, track days and sprints.

There are more than 300 active, permanent venues across the country. For the purposes of this case study, we focus on the areas where hobby racers participate that have a significant relevance to RaceCoin – namely track activity with vehicles (excluding short ovals and rallycross).

This can take the form of traditional racing, sprints (against the clock rather than multi-car) or simple track day hire. The British model is more widespread and diverse than most other countries in the world, but it provides a good model to illustrate how every country with a strong culture of motorsport participation around the world operates.

Circuit Owners

At present there are 40 permanent venues in the UK where hobby racers can take their vehicles to the track, of which 17 are licensed as racing venues and the remaining 23 are only able to operate sprints. This compares with six permanent race tracks in Germany, 13 in France, 12 in Italy and 15 in Spain.

Circuit ownership is not an easy venture to sustain individually, resulting in several venues being managed as a group. Bedford Autodrome, Brands Hatch, Cadwell Park, Oulton Park and Snetterton all fall under the ownership of Motor Sport Vision, Thruxton and Croft are operated by the British Automobile Racing Club, while Donington Park, Mallory Park and Rockingham have operated as a consortium in recent years (this will be depleted by the closure of Rockingham in November 2018 and its repurposing as a real estate venture). Such consolidation of resources maximizes efficiency and minimizes exposure to cost in areas such as insurance, maintenance and event logistics.

Summary Quote: "RaceCoin represents a truly global opportunity to develop a network, community and utility token that will benefit participants and the businesses that service them"

The only racing venue that is making significant revenues in the UK is Goodwood, which hosts the annual Festival of Speed (attendance approx. 350,000), Revival Meeting (attendance approx.

⁶ for full version contact, RaceCoin at office@race-coin.io

⁷ Nick Garton

180,000) and Members' Meeting (attendance approx. 75,000). Due to usage limitations for racing, the rest of the year is dedicated to track day activity and marque club events, organized by the Goodwood Road and Racing Club. The circuit is part of the Goodwood estate and privately owned, requiring no license fee in order to stage the hugely popular public events that it hosts.

In contrast, Silverstone is the venue which makes the biggest annual operating loss – up to £43 million in 2014-15. This is because it must pay the race hosting fee to Formula One Management for the Formula 1 British Grand Prix, currently £23 million and increasing by 9% per year. Although the circuit is at full capacity in terms of track operations (driver training, track days, club meetings, promoted national race meetings and visiting international series), the cost of maintaining the venue to the standards expected by Formula 1 and meeting the promoter's fee have rendered it completely uncompetitive.

Most Formula 1 venues around the world receive a measure of government support at either a regional or national level, but Silverstone is the exception. Goodwood and Silverstone therefore represent the opposite ends of the spectrum in terms of UK circuit owners, in between which the financial models of the other 15 venues can be found.

It is highly likely that a number of other circuits will follow Rockingham into closure and redevelopment to meet the UK's overwhelming need for housing in the next 30 years, with one million new dwellings planned for the 130-kilometer belt between Oxford and Cambridge as just one example.

Those venues that remain will need to overhaul their revenue streams and financial models to meet very clear realities in the next two decades. RaceCoin has the potential to offer them a seed from which these new business models can flourish.

By offering both a competitive outlet through the development of their personal performance algorithm and the opportunity to supplement their racing budgets with the dividend of RaceCoin performance, the attractions of the proposal are clear to see.

A huge array of championships exists for hobby racers in the UK. This is the entry-level, low- budget level of competition as opposed to the professional 'promoted' categories such as the British Touring Car Championship and British GT Championship, each of which has a supporting set of five or six 'junior' championships, usually funded in part by motor manufacturers that attend each event to create a full day of entertainment for crowds of 20,000- 30,000 spectators. For RaceCoin, the most fertile ground initially is likely to be found in true grassroots racing for amateur drivers in vehicles that they mainly prepare and maintain individually with limited sponsorship. Many of the early adopters will be hobby racers competing on a budget limited by their disposable income and supported occasionally by small scale sponsorships.

11.4 Roadmap for future

	BUSINESS	TECHNOLOGY
2019		
	User Interface Launched	A-Box Version 1.0 finalized
	Team of 40 & Top Management increased	First Sensors Installation at actual Racetrack
	First Exchange Listing	MVP Phantom Racing Testing
	3 Local Country Partners	RC Blockchain development
	Launch of RaceCoin Platform	RaceCoin Platform
		Blockchain deployment
		Betting Platform developed
2020		
	Launch of E-commerce	Smart track-level sensor arrays (lap times, segmented timings)
	5.000 active Driver using RaceCoin	A-Box v2 (3D GPS mapping, optimisations, new sensors)
	Integration of betting	Defining and focusing on R&D directions for possible deeper integrations with the existing car reporting tools and systems
	First RaceCoin Annual Conference	First R&D Partnerships developed
	RaceCoin Legague Season starting	Affiliate Program (tech part)
	Start of the Affiliate Program	
2021		
	1 new Racetrack per month onboarded	Development of value added services
	Reach of 20 Million Community User	A-Box v3
	Partner Rep on 3 continents	Sponsorship program
	RaceCoin Legague 1st World Championships	
2022		
	40 Racetrack targets reached	Innovation Center Launched
	35.000.000 Community	
	28.000-30.000 Drivers	
	1.000.000 Bettors	
	Latvian Racetrack on-boarding	
	Growth of Team to 120	

Fig.11: Roadmap for future

11.5 Disclaimer of Liability

- The purpose of this White Paper is to present RaceCoin and RaceCoin Token - RAN to potential token holders in connection with the proposed Token sale. Please read our full terms and conditions, SAFT, before making any decision regarding purchasing RaceCoin Token - RANs.
- The information contained and set forth below may not be exhaustive and does not imply any elements of a contractual relationship. Its sole purpose is to provide relevant and reasonable information to potential token holders in order for them to determine whether to undertake a thorough analysis of the company with the intent of purchasing RaceCoin Token - RANs.
- 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 are designed to protect investors. RaceCoin Token RAN is a utility token. This product is not a digital currency, security, commodity, or any other kind of financial instrument and has not been registered under the Securities Act, the securities laws of any state of the United States or the securities laws of any other country, including the securities laws of any jurisdiction in which a potential token holder is a resident.
- RaceCoin Token - RAN cannot be used for any purposes other than those provided in the White Paper, including but not limited to, any investment, speculative or other financial purposes..
- RaceCoin Token - RAN is not intended for sale or use in any jurisdiction where sale or use of digital tokens may be prohibited. RaceCoin Token - RAN confers no other rights in any form, including but not limited to any ownership, distribution (including but not limited to profit), redemption, liquidation, proprietary (including all forms of intellectual property), or other financial or legal rights, other than those specifically described in the White Paper.
- Certain statements, estimates and financial information contained in this White Paper constitute forward-looking statements or information. Such forward-looking statements or information involve known and unknown risks and uncertainties, which may cause actual events or results to differ materially from the estimates or the results implied or expressed in such forward- looking statements
- The White Paper can be modified to provide more detailed information. This English language White Paper is the primary official source of information about the RaceCoin Token - RAN. The information contained herein may from time to time be translated into other languages or used in the course of written or verbal communications with existing and prospective customers, partners etc. In the course of such translation or communication some of the information contained herein may be lost, corrupted, or misrepresented.
- The accuracy of such alternative communications cannot be guaranteed. In the event of any conflicts or inconsistencies between such translations and communications and this official English language White Paper, the provisions of this English language original document shall prevail.
- Please find the full SAFT Token Information and country specific information contained in the Members area of <http://race-coin.io/> and a full copy of the SAFT Agreement is contained at the end of this white paper.
- KYC - We do not accept participation from Restricted Persons and reserve the right to refuse or cancel RAN token generation event participation requests at anytime, with sole discretion, when the information provided by the potential participant within the KYC procedure is not sufficient, inaccurate or misleading, or the potential participant is deemed to be a Restricted Person.