



WHITEPAPER

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ABOUT THIS ANGEL SALE

The Angel Sale (Token Sale) is a method of raising capital via blockchain-managed digital asset 'tokens'. This Angel Sale offering for 'Amateras tokens' will be issued on the Ethereum blockchain. The capital raised by this Angel Sale will go towards development and launch of the 'IoT-based Amusement Center' described in this White Paper. 'Amateras coins' will be used to play the machines in the IoT-based Amusement Center. Post development of the IoT-based Amusement Center, Amateras tokens and Amateras coins will be available for exchange at a 1:1 ratio.

Please refer to the Angel Sale section for further details around execution and token architecture.

Additionally, upon participation, please refer to the Risk Factor and Disclaimer sections and familiarize yourself with the content contained within these sections.

AMATERAS VISION

From the time you won that bingo prize, to that time when you couldn't quite grab the prize in the UFO Catcher game...everybody has been through the pleasures and pains of gaming experiences. Amusement is that wonderful thing that adds that bit of spice to our lives.

The Amateras project utilizes the latest in IoT and blockchain technologies to revolutionize the amusement experience. Amusement up to this point, required players to physically go to locations...not to mention that the experiences were temporary ones. However, the IoT Amusement Center being developed under this project only requires a smartphone to enjoy the amusement experience anytime, anywhere. Play results from the Amusement Center become stored as Amateras cryptocurrency assets managed by the blockchain. Amateras cryptocurrency can also be exchanged for goods as well.

This White Paper describes the architecture, method and plan behind the Amateras project vision.

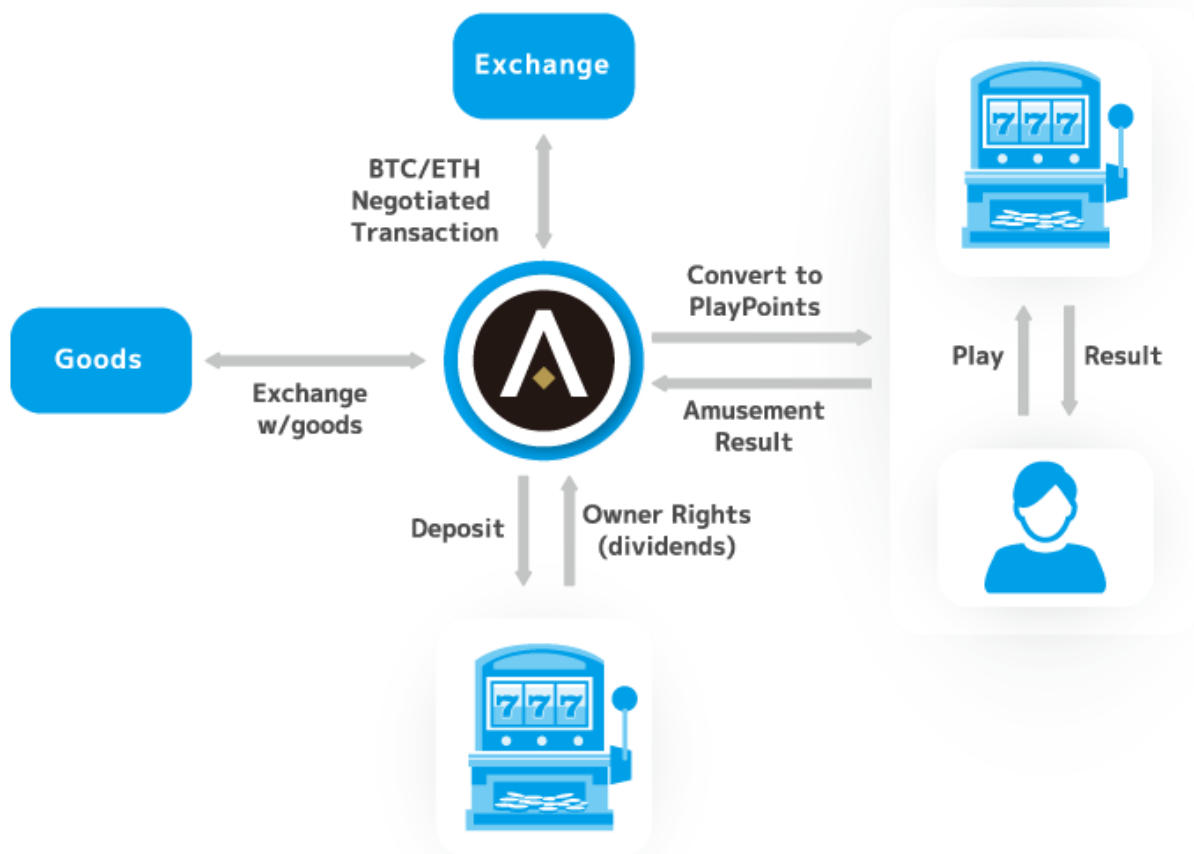


ECOSYSTEM AND ARCHITECTURE OF THE IoT

AMUSEMENT CENTER

Amateras cryptocurrency is central to the IoT Amusement Center ecosystem. Here we will describe the ecosystem. Additionally, we will describe play in the IoT Amusement Center using Amateras cryptocurrency.

- ECOSYSTEM



Using Amateras cryptocurrency, the following functions will be available in the IoT Amusement Center as shown in the above diagram:

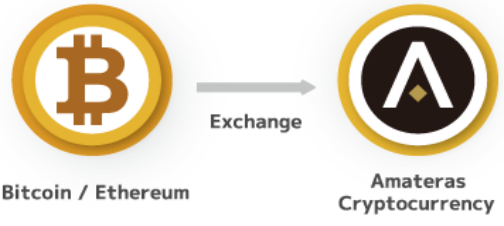

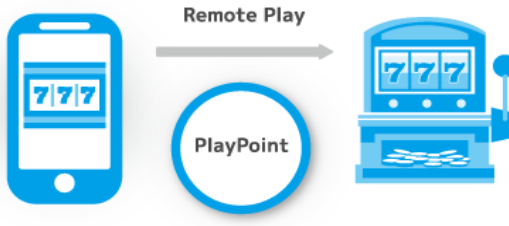



- Conversion to PlayPoints
 - Amateras cryptocurrency can be converted into PlayPoints. Users will play in the IoT Amusement Center using PlayPoints. See details in the next chapter.
- Acquisition of ownership rights
 - Acquisition of ownership rights for machines in the IoT Amusement Center is possible using Amateras cryptocurrency. By acquiring ownership rights, a percentage of the earnings from machines will be paid to the owner. Further details will be announced at a later date.
- Trading at crypto exchanges
 - Amateras cryptocurrency can be traded for other cryptocurrencies at crypto exchanges.
- Exchanging for prizes
 - Amateras cryptocurrency can be exchanged for prizes.

- HOW TO PLAY

1.	
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<p>Acquire Amateras cryptocurrency. These can be acquired through the following:</p> <ol style="list-style-type: none"> Exchange Bitcoins or Ethereum for Amateras cryptocurrency through crypto exchanges that support Amateras cryptocurrency. Purchase Amateras cryptocurrency through the Amateras cryptocurrency store via legal tender. 	
<p>2. Convert Amateras cryptocurrency to PlayPoints at an IoT Amusement Center.</p>	
<p>3. Using the smartphone app, play the amusement machines using PlayPoints exchanged at the IoT Amusement Center.</p>	
<p>4. Convert PlayPoints gained through play back to Amateras cryptocurrency.</p>	

WHY BLOCKCHAIN?

For all users to enjoy the amusement machines, it is critical that machines are run and managed using fair and anti-fraudulent practices. Crucially, problems arise especially as amusement machines are managed through digital means. For example, suppose a darts game managed through digital means existed and this



amusement machine would pay out based on the darts score. From an amusement perspective, pay outs would be varied. However, if the machine in question was rigged to pay out less what would be the outcome? This is not the vision we set out to achieve with the Amateras project.

Now the blockchain guarantees that data on the chain cannot be tampered with. By placing the data of the amusement machines on the blockchain as much as possible, the Amateras project is able to verify the runtime data of the machines. Through this, we aim to reduce the number of fraudulent machines, allowing for what we believe to be, a truly fair and anti-fraudulent digital amusement machine system.

However, the blockchain in its current form cannot ensure data coming from outside the blockchain. This is commonly known as 'The Oracle Problem'. With regards to amusement machines, the status of the machines and the data written to the blockchain may not always be consistent. Our team is looking to solve The Oracle Problem through the use of specialized hardware. Depending on the final amount raised through this Angel Sale, we may additionally co-investigate methods with external experts teams.

THE CHALLENGE SYSTEM

There is a risk that the fair and anti-fraudulent practices that we strive to achieve with the Amateras project may not be attainable due to the aforementioned Oracle Problem. To mitigate this risk, we will prepare a system dubbed the 'Challenge System' to enable reporting and verification of fraudulent practices.

If a difference between the play result and the data on the blockchain is found, through the Challenge system, a user can issue a report on these findings. Upon report, Amateras cryptocurrency will be converted into a temporary deposit in the amount the system determines. All reports will be verified through a third-party. If the report can be verified, the deposit will be returned and additional compensation for damages will be paid. However if the report cannot be verified, the deposit will be confiscated.

Using this third-party human-verification method in addition to the blockchain, we believe we can achieve a fair and anti-fraudulent amusement system from both a hardware and software perspective.

SYSTEM ARCHITECTURE

The following is a technical description of the IoT Amusement Center.



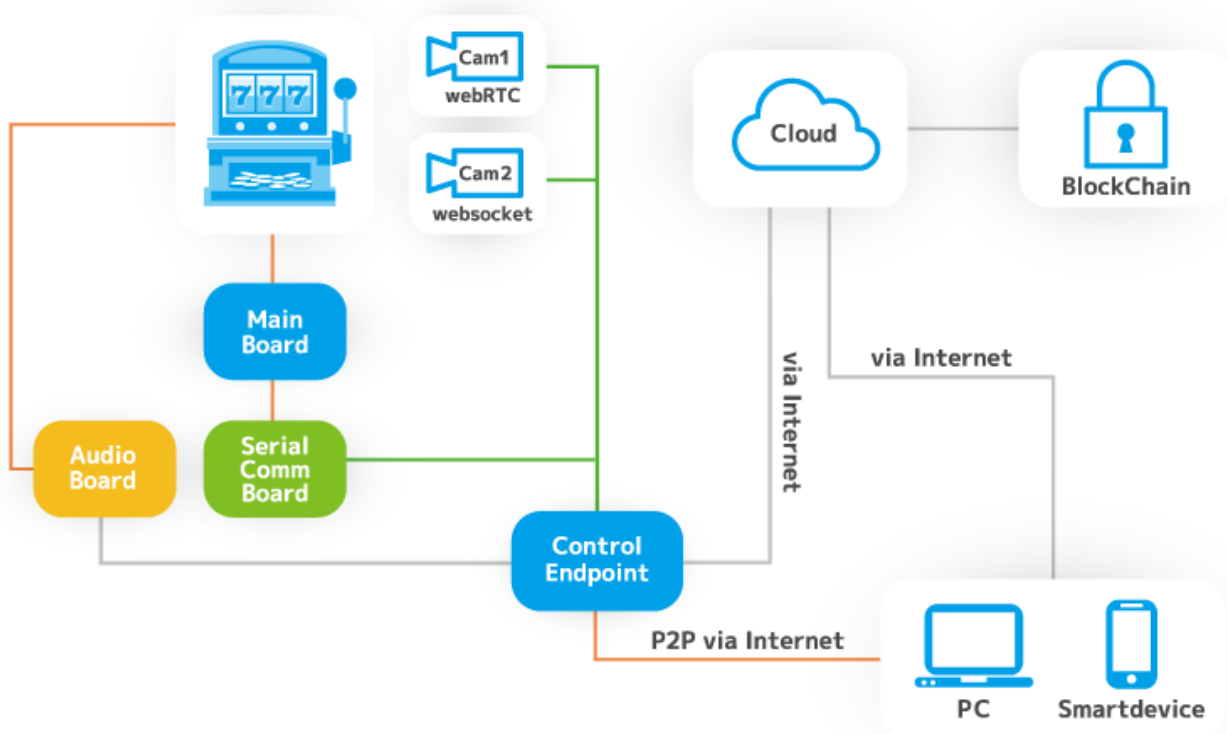
- PRINCIPLES

We will build the IoT Amusement Center system under the following guiding principles:

- Ensure amusement machines are fair and anti-fraudulent.
- All inputs are immediately transmitted to the system as much as possible. Additionally, communications from the system to users are of minimum latency.
- A high degree of security is achieved.

The remaining sections describe the IoT Amusement Center system from system architecture, private key management, and data management perspectives.

- ARCHITECTURE SUMMARY



The above diagram illustrates the IoT Amusement Center system architecture. Each of the IoT Amusement Center amusement machines will have individual control motherboards, control endpoints, and cameras for

video broadcast of the machines. These devices will not be shared across multiple amusement machines but rather be dedicated for each amusement machine to enable a high degree of up time.

Amusement machines and the PC or smartphone devices used to play them will communicate through a peer-to-peer (P2P) connection. Commonly, client-server architectures require the server to intermediately broadcast all communications and thus introduce a large amount of latency compared to P2P connections. By utilizing a P2P connection, amusement machine control is responsive due to the low latency nature of the connection.

In the IoT Amusement Center, play occurs via video of the machine streaming through the web. The video is streamed using a P2P video streaming protocol. As mentioned, due to the low latency nature of the P2P connection, the broadcast video experience is akin to what one might expect if they were viewing the amusement machine directly with their own eyes.

Communications to the blockchain occur via servers in the cloud. When a device requires a connection to the blockchain, it needs to either start a new node in the blockchain or use an existing node through an API/RPC endpoint. The former is not the best method due to high battery, storage, CPU, and network bandwidth use. On the other hand, the latter method requires a high cost to search for a stable and trustworthy node. By using an endpoint served by the Amateras project cloud, these costs can be eliminated. It should be noted the private key used for transaction signature will not be stored in the cloud but rather managed on end devices (see the 'Private Key Management' section for more details).

- PRIVATE KEY MANAGEMENT

When developing a system that utilizes the blockchain, the issue of private key management cannot be avoided. There are largely two options for managing private keys:

1. Individualized client-side management
2. Centralized server-side management

Option (1) is a method where users manage their own private keys on a device such as a smartphone. As long as the user safeguards the private key, a third-party could not tamper with it, thus minimizing the risk of fraudulent transactions. On the other hand, safeguarding the private key is not an easy task. Losing the private key or accidentally uploading it to a cloud service may result in freezing of assets or unauthorized withdrawal.



Under option (2), the user burden of safeguarding the private key is removed. In this respect, the user can focus on enjoying play in the IoT Amusement Center. However, since the private key would reside on a server, it would be open to external risks such as hacking. Social hacking would pose an additional threat. After careful consideration of the pros and cons of both options, the Amateras project has elected to go with option (1) where the user will locally manage the private key. This decision was the result of some forethought around the future of the Amateras project and the blockchain. The Amateras project intends to provide lots of amusement for many people in the not too distant future, at which point, management of the project may be split into multiple groups. Assuming this is the case, the security risk of multiple management groups all accessing servers where the private keys are stored would be extremely high. Additionally, we believe that in the future the private key will ultimately be used to identify individuals within the blockchain. i.e. the private key may be used across multiple projects and applications. Under this assumption, we don't feel it's in the best interests of all involved that we manage the private keys. On the other hand, we also understand that management of the private key can become complex. Due to these factors, the Amateras project is aiming to provide a custom app to help decrease the burden and complexity of private key management. Simultaneously, we also plan to aggressively preach best-practices for user-based private key management.

- DATA MANAGEMENT

Data management is equally as important when considering a blockchain based system. The blockchain is extremely transparent and has a high tolerance to data tampering. However, compared to traditional database technologies such as a relational database + SQL combination, there are no querying mechanisms and the system is highly latent. Therefore the blockchain and traditional databases need to be used in parallel understanding the strengths and weaknesses of both.

The IoT Amusement Center is planning on using the blockchain to store the data that maintains the integrity of transactions as well as the balances and transactions of Amateras cryptocurrency. All other data will be stored in a cloud database. The data that maintains the fair and anti-fraudulent nature of the amusement machines as well as the cryptocurrency data is core to the IoT Amusement Center. Due to the sensitive nature of this data, it makes sense to store these on the blockchain so that data integrity can be ensured and overseen. On the other hand, since data such as amusement machine save settings and user data are about making the amusement experience more enjoyable and/or managing user preferences, there is no



need to make the data transparent nor visible. Additionally, due to the nature of PlayPoints requiring frequent low latency transactions from constant fluctuations of point balances, PlayPoints will also be stored on these databases. Using the PlayPoint/Amateras cryptocurrency exchange data stored on the blockchain, it is possible to restore the PlayPoints of any given point in time. Therefore, even in the event of database tampering, incidents can be detected and reported on.

AMATERAS CRYPTOCURRENCY SPECIFICATIONS

The current plan for the Amateras project is to utilize the REXX blockchain for the issue, operations, and management of Amateras cryptocurrency. The following describes the benefits.

- AMATERAS CRYPTOCURRENCY REQUIREMENTS

Amateras cryptocurrency is the foundation of the Amateras project. The goal for the Amateras project is to build an ecosystem around Amateras cryptocurrency. Since each amusement machine will be played through Amateras cryptocurrency, it is foreseen that an extremely large number of blockchain transactions will occur due to amusement machines storing data on the blockchain. Therefore, in order to ensure a superior experience, responsiveness of each action is a must.

We can therefore conclude that Amateras cryptocurrency needs to fulfill 2 main requirements:

- The ability to process a large number of transactions
- A quick turnaround time between transaction issuance and approval

- REXX BLOCKCHAIN

REXX is a new blockchain technology designed for high throughput, low latency, and user friendliness. REXX incorporates the following features:

- REXX utilizes a 2MB-128MB variable block size. This enables an extremely large number of transactions to be processed. According to the REXX White Paper, over 2000 transactions/second can be processed.



- The consensus algorithm is DPoS+PBFT based. This enables blocks to be generated in 10 second increments. Additionally, transactions receive finality upon approval, thus a low-latency Immutable transaction is achieved.

Please refer to the REXX Organization White Paper for more details.

- AMATERAS CRYPTOCURRENCY ON THE REXX BLOCKCHAIN

The Amateras project plans to issue and manage Amateras cryptocurrency on the REXX blockchain as the aforementioned REXX blockchain traits are highly desirable to Amateras cryptocurrency.

Total Issuance	2 billion Amateras
Standards	RTP (REXX Tokenization Protocol) based
Issuance Schedule	<ul style="list-style-type: none"> ● A total of 2 billion tokens will be issued upon initial issuance. Of which, 1.4 billion tokens will be locked from distribution. <ul style="list-style-type: none"> ○ i.e. 600 million tokens will be distributed upon initial issuance. ● Thereafter, 200 million tokens will be unlocked on a yearly basis.

- USER TRANSACTION FEE

Since the REXX blockchain is a public blockchain, there is a transaction fee to miners. However, we believe that this fee undermines the user experience.

Ideally, users of all ages and backgrounds should equally enjoy the amusement provided by our service and therefore it would be a better experience for users to simply own Amateras cryptocurrency to enjoy the IoT Amusement Center. However, due to the fact that a transaction fee is required to use the REXX blockchain, users currently need to manage both Amateras and REXX cryptocurrency. As we don't believe this is ideal, our team is conducting R&D such that ultimately users will only need to manage Amateras cryptocurrency.



ANGEL SALE

The Amateras project will host an Angel Sale (Token Sale) in order to fund Amateras cryptocurrency and IoT Amusement Center development. The following details the Angel Sale.

- OVERVIEW

In this Angel Sale, we will be issuing an ERC20 (standard used by Ethereum tokens) based Amateras token. Once development of Amateras cryptocurrency and the IoT Amusement Center are complete, we will enable exchange of Amateras tokens for Amateras cryptocurrency at a 1:1 ratio.

- AMATERAS TOKEN SPECIFICATION

We will issue Amateras tokens by the following:

Token Name	AmaterasToken
Token Symbol	AMATRSToken
Total Issue	400,000,000
Token Standard	ERC20
Smart Contract Address	0x80bd58018f73acb59698e5d2f8cc43706e6bfd99

- ANGEL SALE GUIDELINES

We will conduct the Angel Sale as follows:

Registration Period	August 10 th 0:00 – November 30 th 23:59 (PHT – Philippines Time)
Registration	BTC and ETH



Tokens	
Registration Instructions	<ol style="list-style-type: none"> 1. Go to the Angel Sale website and select the token type used for purchase 2. A custom purchase address will be displayed 3. Use your wallet and send tokens to the above displayed address
Soft Cap	3.5M USD
Hard Cap	35M USD
Market Valuation Method	We will reference the USD price using coinmarketcap(https://coinmarketcap.com/). Based on the referenced price, the token issue count as well as soft and/or hard caps will be determined.

- ANGEL SALE PRICE AND BONUS

The token price will be \$0.235 USD.

Depending on the time of purchase, we will issue bonus tokens:

Period (PHT)	Bonus
8/10 0:00 ~ 9/9 23:59	10%
9/10 0:00 ~ 10/9 23:59	5%
10/10 0:00 ~ 11/9 23:59	2.5%
11/10 0:00 ~ 11/30 23:59	0%

- USE OF RAISED CAPITAL

Use of raised capital through the Angel Sale will be as follows:

Use of Funds	Percentage
Development (incl. hiring and salaries)	30%
Development of amusement machines	30%
Marketing and sales	20%
Future reserves	20%



MARKET

There are various types of amusement facilities the IoT Amusement Center is targeting. The following outlines the major amusement facilities and their market sizes. Note, the Japan Leisure White Paper was referenced for game centers and pachinko/pachislot numbers, and various resources were referenced for the casino numbers.

■ Arcades

The 2015 Japanese market size was 432.7 billion JPY.

■ Casinos

The 2017 global market size was roughly 20 trillion JPY (market size may vary based on research method). Note, the market in Macao was 3.72 trillion JPY compared to 600 billion JPY in Las Vegas. Additionally, the future market potential for Japan is estimated at 785 billion JPY.

■ Pachinko/Pachislot

Refer to the table below for the Japanese market size in 2006, 2015 and 2017:

Year	Market Size (Japan)
2006	33.6 trillion JPY
2015	23.2 trillion JPY
2017	19.5 trillion JPY

Japan is currently seeing a downward trend in market size. However, 2017 data shows that the market is larger than the global market of casinos. Despite the expectation of a continued downward trend, the market still remains the largest amusement market within a single nation.

Based on these facts, we have decided that pachinko/pachislot services will launch our IoT Amusement Center.

TOWARDS SUCCESS: GROWTH STRATEGY

For the Amateras project and this Angel Sale to succeed, ample capital is required. The Angel Sale is an investment opportunity for those who share our core values for the Amateras project. We expect the return in investment to come via inflation of the Amateras cryptocurrency.

The project team have analyzed many past Angel Sale projects to form the Amateras project. Based on our analysis, we believe that failed projects typically display a downward spiral behavior as illustrated in (a). The lack of raised capital doesn't allow a platform to flourish and thus users leave these lackluster services. Ultimately the result is a chain reaction of lowered utility value of the token due to lack of demand which in turn leads to diminished project resources.

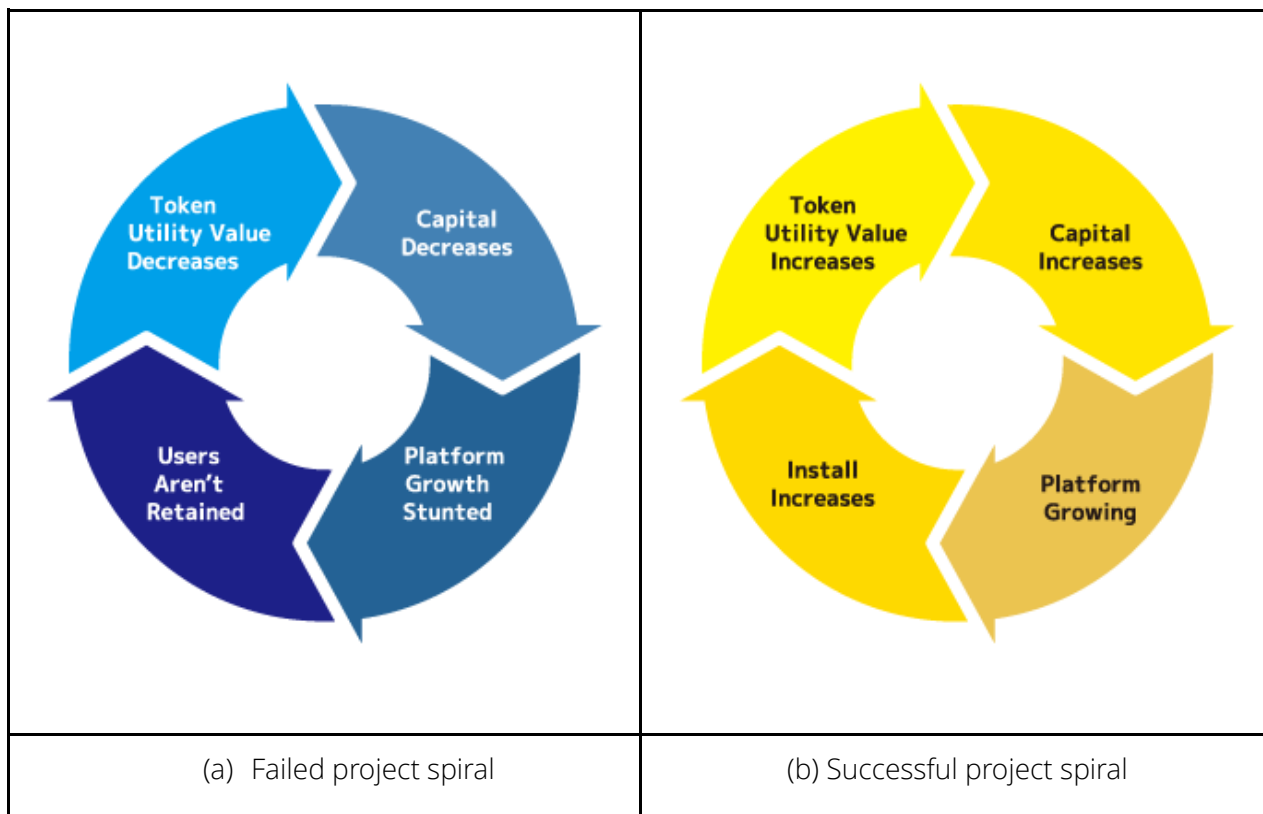
Additionally, it was found that deflation typically becomes the catalyst to these downward spirals. Many projects rely on scheduled allocations to increase total token distribution. However, when user and platform expansion doesn't go according to schedule, the allocation increase would lead to market saturation and ultimately deflation.

Based on these facts, we intend to create a positive spiral effect for the Amateras project as illustrated in (b) and lead the project to success. We also believe that this positive spiral will result from an increase in the utility value of the tokens. Thus, the increase in token utility value is a critical component to the overall success of the project.

The simplest way to create inflation is to limit allocation and increase demand. The Amateras project will undergo the following steps to ensure this:

1. Provide a means to own a savings account (long term) for tokens and limit the total free distribution of tokens.
2. Provide a means to burn tokens.
3. Increase the token utility value of Amateras cryptocurrency by providing meaningful experiences exclusive to the platform.





We will implement an Owner Structure to achieve (1). Options are being currently considered for (2) and (3).

OUR TEAM

○ Atsushi Hirokawa

Role : Overseas License Manager

Carrier :

A business entrepreneur since the age of 20, he has mainly worked on a number of projects, including management, aircraft licensing schools, trade, franchises and resort development.

Since 2016 he has been involved in establishing a blockchain company and offers early support.

With the aim of building a new business model using blockchains in 2018, we are working on the development of a new virtual currency (Asia Crypt) in collaboration with specialized blockchain engineers in Japan and China.

○ BAE CHOONGHYUN

Role : IoT Amusement System Administrator

Carrier :

From Osaka Prefecture



Entered the amusement industry while attending university in 1989.

Achieved sales of 30 billion yen in 2000.

2001 A wide range of activities as an investor.

Creation of the fusion of the 2016 amusement and virtual currency has begun.

2019 AMATERAS Representative Director

○ Masashi Kei

Role : Chief financial officer

Carrier :

Engaged in the Visa Mastercard industry from 2000.

We are familiar with payment services such as card issuance, acquisition services, and storage agency services.

In the blockchain industry, approximately \$ 60,000 was raised through Crowdfunding.

In this project, I am in charge of the entire funding process.

○ Tom Hirosawa

Role : lot Amusement System Responsible person

Carrier :

He has been involved in machine development, sales and operations in the amusement industry for over 20 years.

With a wealth of experience in hardware control using IoT, I have created a large number of IoT x amusement facilities.

Currently, I am in charge of the construction and operation of the amusement system.

○ Free Hill

Role : Blockchain Technical Advisor

Carrier :

Graduated from graduate school and earned a master's degree (informatics).

In previous work, he was responsible for the design and development of Japan's first virtual currency and the planning, design and development of products using it as a technology manager.



Currently, as a doctoral student, I am studying and developing basic blockchain technology at graduate school.

○ Tsuyoshi Yamanaka

Role : Overall business planning general manager

Carrier :

After graduating from Waseda University School of Commerce in 2001, he worked in the IT industry for about 20 years and experienced various development projects such as Web system development.

Designed, built and operated a cryptocurrency exchange center in 2016.

Since 2018, he has been working on the planning and construction of the blockchain system itself and has been engaged in planning, design and system development using the blockchain.

In this project, I am in charge of planning and system design.

○ Te Tac

Role : Amusement system development manager

Carrier :

He has been involved in the development, analysis and manufacturing of amusement machines for over 20 years.

Currently he is responsible for the analysis and production of AMATERAS amusement machines.

○ Subaru Hakugei

Role : Amusement system development charge

Carrier :

At least 10 years of experience in selling amusement equipment.

Role of amusement center as prose

Currently, I am in charge of planning, designing and maintaining the IoT amusement system.

○ Liu Xiao Dong

Role : AMATERAS China General manager

Carrier :



Graduated from Chiba Prefectural University, Faculty of International Industry and Information Studies in 2002.

Development of financial system at Wing System Co., Ltd.

Appointed operations manager of Nomura Securities Beijing Development Team in 2005

Knowledge of the technology behind Bitcoin and Ethereum

Stay in a blockchain company for over 5 years

He has extensive experience in cryptocurrency development and has a unique perspective on future blockchain development.

Currently, he oversees the Golden Circle Director and AMATERAS China

○ Niu Fang Jian

Role:Block chain system charge

Carrier :

Members of the TigerChain project

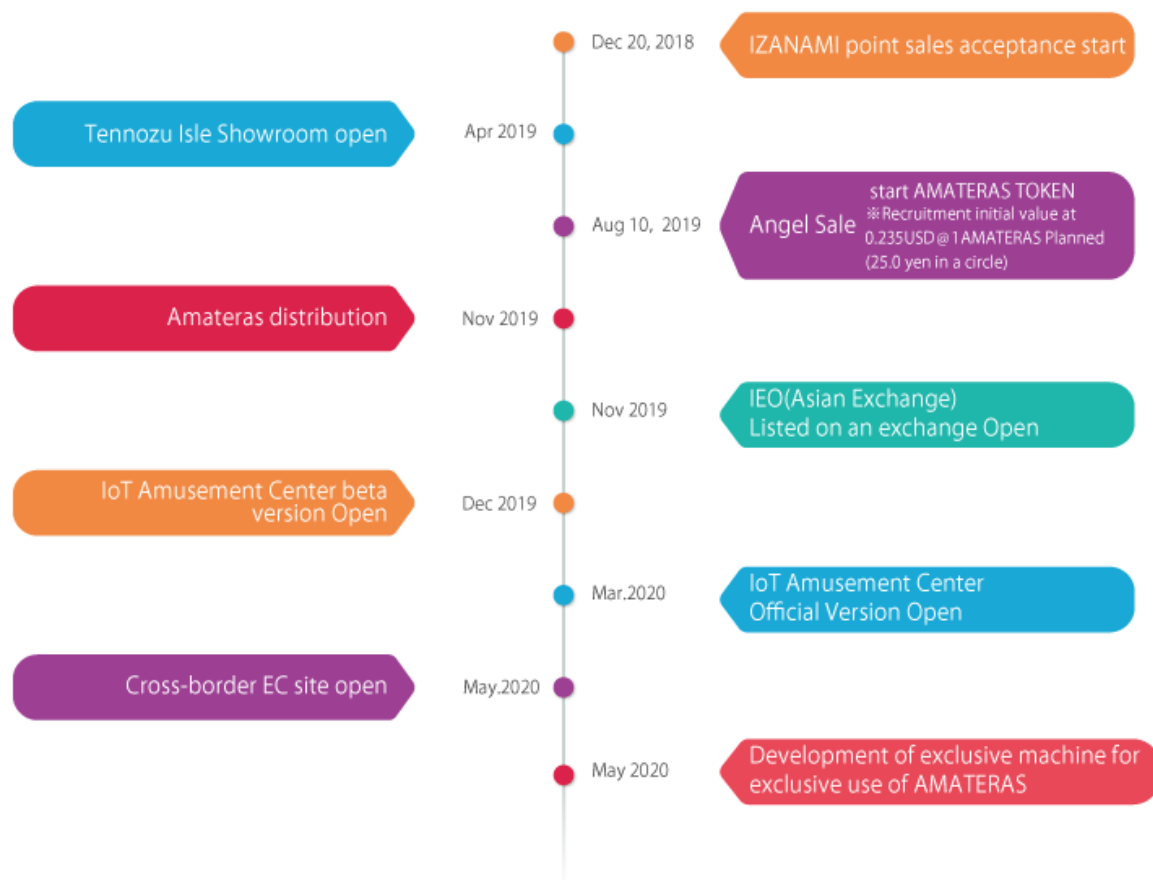
More than 5 years of blockchain research experience, founder of Nonlover Network Framework

Drafting the technical standard of "blockchain reference agreement" in China

I experienced more than 10 projects and participated in the BlockChain project frame design. Unique recognition of blockchain consensus algorithm and token model design

Currently, we are developing the AMATERAS blockchain.

ROADMAP



RISK FACTORS

The Amateras project members are tirelessly working towards a successful result. However, various internal and external forces may cause disruption for the project. When entering into this Angel Sale, please be aware of the following risks.

- We currently expect Amateras cryptocurrency to be listed at an exchange overseas. However, factors such as foreign regulation and failure to pass listing examinations may prevent the listing at an exchange.
- The planned system implementation has various areas where the implementation strategy is not yet clear. For this reason, some or all parts of the system implementation may fail.

- Foreign and domestic regulation is in a constant state of change. To the best of our knowledge, the Amateras project currently follows known regulations. However, where changes to regulation may cause the service to conflict with those changes, the services may not be able continue.
- There are many services currently under development on a global basis utilizing blockchain technologies. Competing services may release which may prevent the steady influx of users and in turn not allow our services to continue.
- The blockchain typically has a very high tolerance to data tampering. However, attacks that affect blockchain functionality such as the 51% attack may allow for data to be fraudulently accessed thus causing account balances and transaction history to be lost.
- The project currently uses cloud services as part of the service infrastructure. Due to the nature of cloud services, they are prone to external attack and as a result may cause PID and settings info the get leaked. In the event of an incident or the high probability of an incident occurring, the project may temporarily or permanently freeze services.
- There will always be external forces out of our control such as political, natural disasters, regulatory, etc. These forces may adversely affect the project.
- We have a solid strategy to engage and retain users and market segments. However, this is not a guarantee of engagement success. These outcomes may adversely affect the project.
- The project may develop amusement hardware in addition to software. As opposed to software, hardware may have physical failures that may lead to permanent damage of services.
- Many of the features of this project will be realized through software services. Many engineers will work on development of these services which may result in fatal bugs. This may lead to unintended consequences.
- We've listed the various currently known risks however, the information set forth in this White Paper should not be considered exhaustive as there may be other risks that surface as the project moves forward towards its goals. Additionally, the effect of any risks cannot be measured or known at this time.

DISCLAIMER

The purpose of this White Paper is to provide relevant and reasonable information to potential participants of this Angel Sale. By reading this White Paper and/or participation in this Angel Sale, it is assumed you have read and understand the following.

- Nothing in this White Paper shall be deemed to constitute a prospectus of any sort of 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. The document is not composed in accordance with, and is not subject to, laws or regulations of any jurisdiction which are designed to protect investors. It should be understood that entering into an Angel Sale of any kind is the sole responsibility of the participant.
- Certain information and data points contained within this White Paper constitute information obtained by Amateras Ltd. and its affiliates and their respective officers, employees or agents on an individual basis. It is not deemed to be a guarantee of the accuracy, reliability, currency, or completeness of any material contained in this White Paper and is not an admission of legal liability.
- Certain statements, estimates, and financial information contained within this White Paper constitute forward-looking, or pro-forma statements, and information. Such 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.
- We reserve the right to make changes to this White Paper as deemed necessary without prior consent written or otherwise.
- The tokens distributed through this Angel Sale are the sole responsibility of the participant. There are no guarantees expressed or implied regarding the loss or misplacement of these tokens.
- Currencies paid to participate in this Angel Sale will not be refunded for any reason whatsoever with the exception of currency values over the set soft cap.

GROUP COMPANIES

Amateras Ltd. is the proprietor of this Angel Sale. In addition to Amateras Ph, there are other affiliates in the Philippines (1) and Japan (2). All inquiries should be directed to Amateras Ltd.

- Amateras Ph. (Philippines)
 - Based in the Philippines, Cryptocurrency exchange management.
 - Contact : inquiry@amateras-global.org
- Amateras KK (Japan)
 - Based in Japan, local marketing and promotion.

CONCLUSION

The Amateras project looks to revolutionize the amusement experience through the IoT Amusement Center and use of Amateras cryptocurrency. The White Paper describes the systemic and technical background of the IoT Amusement Center. The Amateras project will raise the necessary development capital via an Angel Sale. As an extension, this led to the summary description of the Angel Sale. Additionally, we've described the amusement market size and growth strategy which are the foundations of the Amateras project policies. Finally, we've introduced the team members that will the project and outlined the roadmap. The project team members will come together to drive execution of the contents of this White Paper. We greatly appreciate your support in our efforts.

GLOSSARY

Term	Description
Amateras Token	AMATERAS Ltd. issued ERC20 based tokens. Exchange for Amateras cryptocurrency at a 1:1 ratio. Also issued during Angel Sale.
Amateras Cryptocurrency	AMATERAS Ltd. issued cryptocurrency. Plans to enable trading with BTC/ETH in foreign exchanges.
ERC20	Ethereum Request for Comments: Token Standard #20 token protocol.
PlayPoints	Points used for play in the IoT Amusement Center managed by AMATERAS Ltd.



IoT (Internet of Things)	The Internet of things is the extension of Internet connectivity into physical devices and everyday objects. Embedded with electronics, Internet connectivity, and other forms of hardware, these devices can communicate and interact with others over the Internet, and they can be remotely monitored and controlled.
IoT Amusement Center	An amusement center residing on the internet housing remotely controlled amusement machines such as slots, UFO catchers, coin droppers, etc. Distributed as a web service.
Rexx	A blockchain technology with high throughput, low latency, and user friendliness built on the Rexx Organization. Plans to issue Amateras cryptocurrency based on the Rexx token protocol.
Amateras Project	Project which goals are to create an ecosystem around Amateras cryptocurrency. Projects goals are development of the IoT Amusement Center, development of Amateras cryptocurrency, listing on foreign exchanges, etc.

REVISION HISTORY

Date	History
10 August 2019	Published 1st version