



**Simplified system for tokenizing people  
and organize the market**

The magic formula of tokenization !

**Whitepaper**

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*Can be modified*

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# 1. General introduction

Nokenchain will allow everyone (individuals, businesses, athletes, artists, entrepreneurs, videographers, ...) to create a token, and organize this huge market that will develop during the 2020s.

This project will be the first to allow people to create tokens easily (as easily as a domain name is filed in 2019), without technical knowledge, and to set the future habits and standards of the market.

There will be, initially, 3 types of tokens :

- Anokens (anonymous tokens).
- Perkens (personal tokens).
- Nokens (notoriety tokens), who will be the first to be available.

Each token has its specific aspects and associated tools, allowing everyone to communicate around it to make it worthwhile or fund projects.

Everything will be accompanied by marketcaps (classifications) and crypto-exchanges.

The project is community-based. Ultimately, it will have to become decentralized and autonomous. *It is also planned to reach a phase where the generated profit will be donated to the community.*

4 main tools (but not only ...) :

- Fund raising.
- Democratic tools.
- Strengthening the links between a tokenized person and his community.
- Advertising management by tokenization of influencers for brands.

Blockchain operation ensures the traceability of information and the transparency of actions.

Nokenchain is an utility token running in Proof of Stake on our own blockchain (fork of Waves, then IOTA in the future).

"What I think is even more interesting is when we start to realize that we can start doing asset-to-asset transfers without going through currency."

Matthew SPOKE, Enterprise Ethereum Alliance, Blockchain Economic Forum 2017

"It's a good way to create fractional ownership in different kinds of assets."

Reese JONES, Singularity University, Blockchain Economic Forum 2017

"Everything that can be tokenized, will be tokenized. *The Empire State Building will some day be tokenized.*"

Bradley ROTTER, Rivetz (blockchain security company), Blockchain Economic Forum 2017

## 2. Market state

10 years after the invention of Bitcoin and Blockchain technology, we are left with :

- More than 2500 cryptocurrencies followed by Coinmarketcap.
- More than 5400 referenced cryptocurrencies.
- More than 19,000 markets (pairs of cryptocurrency to exchange), including 522 on Binance.
- More than 350 crypto-exchanges (cryptocurrency trading platforms).
- More than 52 industries already using this technology.
- More than 50 technical types of consensus.
- A marketcap of 300 billion euros.
- A 24-hour volume of more than 80 billion euros.
- A bitcoin dominance always higher than 50%.
- More than 1300 referenced tokens on CoinMarketCap (mainly created on the Ethereum blockchain).
- The number of blockchain patents of IBM jumped by 300% (07/17th/2019 placecrypto.fr article / 108 patents / 160 million dollars of investments).
- Facebook plans to launch its cryptocurrency (Libra).

Several conferences have already been held in the world concerning the tokenization of the economy and the "tokenization of everything".

Nokenchain considers that during the 2000s, the trend was to create his website, then his blog.

In the 2010s, the trend was to create accounts on social networks.

*In the 2020s, the trend will be to create your own token...*

### 3. Problems

Currently, there are 9 problems in this sector :

a) Most people do not know what a token is and what it can do (as most people did not know in the 1990s what a website was and what it could do for).

On a larger scale, most people still do not know how to use cryptocurrencies and / or what blockchain or smart contracts are.

b) Most tokens are created on the Ethereum platform, which requires knowing the Solidity programming language. This is a big obstacle if for example an individual or an athlete wants to easily create his token.

c) There is not really any organization on the market yet (like for domain names with ICANN for example).

d) Most tokens are created for cryptoprojects, not yet for individuals or objects.

e) In another area, Proof of Work consumes a lot of electricity.

f) Talent is not yet considered a metric by the general public. You can have people who have talent in a field and who can never really exploit it, which is a loss for society and humanity.

g) People who have reached a certain level must be able to live from their activity.

h) Contract signatures, transactions, and interactions between different participants in a system are slow, expensive, humanly outdated, and not so productive. Not to mention the problems of wealth distribution.

i) Private interests decide who (or what) to look at, what to buy, what involvement to have, etc.

## 4. Nokenchain's solutions

- To create an ecosystem that will provide simple tools for everyone, more interactions and commitments.
- To create a new system of social connections via tokenization.
- To help young talents through tokenization, to increase their chances of success.
- To increase the chances of contracts of different professional users.
- To allow fans more interaction and choice.
- To enable brands to access new advertising channels much more easily, quickly and directly.
- To redistribute money better (fewer intermediaries, direct contacts, less fees, ...).
- To develop knowledge of tokens with the general public via communication campaigns and simple tools.
- To facilitate the creation of tokens without computer skills.
- To organize the market via a system of registrars.
- To develop tokens creation for individuals and objects.
- To develop Proof of Stake.
- To refocus decision-making on the collective.

*All this will be achieved by the creation of a large platform of tokenization (based on Blockchain then Tangle), easy to use, with tools for each type of tokens, as well as incentives to join and make the platform known.*



## 5. Market study

A market study on the topic of tokenization of influencers, sportsmen and players was conducted from January 9<sup>th</sup> 2019 to July 9<sup>th</sup> 2019 (6 months) in France.

### **Federations, clubs or companies contacted**

Influencers : 2 (several mails)  
Sport : 39 (several mails for 5 of them)  
Videographers : 1 (several mails)  
Soccer clubs : 1 (2 mails)  
Card games : 3  
Board games : 4  
Ball games : 3  
Minister : 1  
Fashion : 6  
Gambling : 1  
Music : 3

Total : 64 important legal entities contacted

**Result** : 1 physical appointment and 3 mail responses (postal or e-mail)

**Conclusion** : Although some sports federations are working on the issue of Blockchain in 2019, they are still far from having a concrete and applicative result.

For others, the subject does not interest them or is ignored (despite the scale it is taking in the world).

**Risk** : Risk is that all these organizations and companies miss the phenomenon, arriving too late on the market, failing to react in time to become major players in this "next revolution after the Internet".

**Solution** : To put in place market conditions before everyone else, to be THE platform when the time is right. *You can participate in this (and take advantage of it later) by supporting Nokenchain !*

## 6. Nokenchain cryptocurrency's terms of sale

### General information

<b>Cryptocurrency's name (ticker)</b>	NOKN
<b>Based on</b>	Waves fork (then IOTA)
<b>Protocol</b>	WavesNG (then Tangle)
<b>Coin's price</b>	€0.01 (private sale) / €0.02 (public sale, phase 1) / €0.03 (public sale, phase 2)
<b>Payment methods</b>	Euros (EUR), Bitcoin (BTC)

### Levels of fund raising

<b>Softcap</b>	EUR 30,000
<b>Target A</b>	EUR 100,000
<b>Target B</b>	EUR 200,000
<b>Hardcap</b>	EUR 400,000

### Token allocation

<b>Maximum number for private sale and public sale</b>	20,000,000 (9.52%)
For private sale (€0.01)	5,000,000
For public sale phase 1 (€0.02)	10,000,000
For public sale phase 2 (€0.03)	5,000,000
<b>Maximum number for team and advisors</b>	8,400,000 (4%)
<b>Maximum number for the CEO</b>	2,100,000 (1%)
<b>Maximum number for the reserve</b>	20,000,000 (9.52%)
<b>Maximum number for rewards (bounties) and bonuses</b>	10,500,000 (5%)
<b>Number generated by Proof of Stake over 20 years</b>	149,000,000 (70.96%)
<b>Total number of tokens</b>	210,000,000 (100%)

## Sale periods

<b>Private sale</b>	From September 9th, 2019 to September 29th, 2019
<b>Public sale (crowdfunding / tokens at €0.02)</b>	From October 2, 2019 to October 22, 2019
<b>Public sale (cryptocurrencies / remaining tokens at €0.02 then tokens at €0.03)</b>	From November 4, 2019 to November 18, 2019
<b>Tokens orders (if softcap reached)</b>	From December 3, 2019 to December 24, 2019

## Distribution and listing

<b>Initial distribution of tokens</b>	January-February 2020
<b>Listing on exchanges</b>	First half of 2020

Website : [nokenchain.net](http://nokenchain.net)

## 7. Nokenchain's vision

### 7.1. Main idea

The main idea of Nokenchain is to develop and simplify the tokenization market, allowing everyone to create a token easily, and making possible the tokenization of artists, sportsmen and freelancers (by themselves or by fans and/or Internet users).

**Individuals without reputation and future talents :** At a time when projects and/or needs for help are increasing, individuals without notoriety need new ways to make their demands known, and thus develop them.

**Artists, athletes and freelancers :** To develop his activity, an artist, athlete or freelancer needs an audience. The new technologies related to tokenization allow to communicate quickly and to have tools adapted to the digital age.

**Fans and Internet users :** In today's world, fans and Internet users act and react. They participate, analyze, criticize, marvel and want more interaction with the person they follow.

**Brands :** Companies entering the digital age are looking for new and effective ways to market their products, while understanding the importance of customer relationships. Tokenization helps to highlight products and rely on influencers interested in the brand.

To set up all these human exchanges, Nokenchain wants to develop tokenization via Blockchain (then Tangle), with the creation of interests for all natural or legal persons involved.

*The NOKN cryptocurrency will manage all the interactions in this future decentralized system.*

### 7.2. Problem resolution

**No notoriety :** Tokenization allows financial support for a project, a help, or a start in professional life. But also support to get an audience and advice.

**Artists, athletes and freelancers** : Tokenization allows large-scale communication at zero cost and/or low cost depending on the strategy adopted, as well as the sale of any activity related to the artist, the athlete or the self-employed. It also makes it easier to find a sponsor.

**Fans and Internet users** : Tokenization helps to create communities around the tokenized person, as well as real-time communications, the decision of who will become the future star and be more involved in the tokenized person's activities.

**Brands** : Today's businesses are looking to market their products easily, and to have more interactions with prospects. Tokenization provides access to qualified prospects, influencers, and to improve campaign effectiveness.

### **7.3. The Nokenchain cryptocurrency (Nokencoin)**

The NOKN cryptocurrency is a tool to facilitate exchanges in the field of decentralized tokenization, as well as to create a reference index and means of exchange.

- It will allow to buy tokens and create them.
- It will allow an exit to the other cryptocurrencies and tokens referenced elsewhere.
- It will allow faster and less restrictive interactions than in the "real world".

## How to obtain NOKNs ?

- Take part in the public sale (crowdfunding) in October 2019 (first public sale, in euros) !
- Take part in the public sale (cryptocurrency) in November 2019 (second public sale, in bitcoins) !
- Buy NOKNs on crypto-exchanges !
- Earn NOKNs on the Nokenchain platform (or from our partners) by doing some tasks !

## **8. The Nokenchain platform and its technology**

The Nokenchain platform (nokenchain.net) is seen as a simple platform for access to Nokenchain technology. The goal is to create an open system, where everyone can create his own platform on top, to use and display the data (registrars system).

There are 4 main accesses :

- Anonymous access (anonymous token)
- Personal access (personal token)
- Notoriety access (notoriety token)
- Brands access (brand token)

Within each access, other types of tokens may be available later.  
*Each access entitles to certain tools.*

Blockchain technology, then as soon as possible Tangle technology, were chosen as the basis for the project to create a transparent digital system (use of an explorer, display of all transactions, ...), scalable (Tangle) and verifiable by all (public information) to avoid, by proof, the conflicts between users (as much as possible).

The tokenization market is a huge market, potentially affecting almost everyone. The world of Blockchain, Tangle and cryptocurrency is only just beginning.

All fans of all tokenizable celebrities represent at least hundreds and hundreds of millions of people !

Tokenization can be as much for a sportsman, an actor, a singer, ..., a brand, a stranger, a project that needs help, etc.

Each event will generate a blockchain recording, creating a wonderful history of everything that happens, searchable by all, without possible alteration.

The choice of Tangle (as soon as possible technically and financially) will ensure infinite scalability, an increasingly fast network each time there will be an additional user, and free exchanges without institutional intermediaries.

Once everything is set up and stable for users, the greatest possible decentralization will be achieved.

Nokenchain will provide a wallet, platform and APIs, as well as technical support for users. Owners of NOKN will be paid through Proof of Stake.

## **8.1. Used Computer languages**

**Blockchain** : Scala (multi-paradigm programming language)

**Wallets** : Electron, Angular, HTML, CSS and Node.js

**Explorer** : Angular and Node.js

**Website** : Java and ReactJS

**Mobile apps** : Flutter

**Scala** is a multi-paradigm programming language designed at the Swiss Federal Institute of Technology in Lausanne (EPFL) to express current programming models in a concise and elegant way. It integrates the paradigms of object-oriented programming and functional programming, with static typing. It reconciles these two paradigms usually opposed and offers the developer the opportunity to choose the most appropriate paradigm to his problem.

**Electron** is a framework for developing desktop multiplatform applications with web technologies (Javascript, HTML and CSS). The backend is coded in node.js, and the frontend is based on Chromium tools, the open source part of Google Chrome. Electron is an open source software developed by Github under MIT license.

**Angular** is a TypeScript-based open source client-side framework run by the Angular project team at Google and a community of individuals and companies. Angular is a complete rewrite of AngularJS, a framework built by the same team.

**Node.js** is a Javascript free software and event platform oriented to network applications that must be able to scale up. It uses the



V8 virtual machine and implements CommonJS specifications under the MIT license. It is used as a web server platform by Groupon, Vivaldi, SAP, LinkedIn, Microsoft, Yahoo, Walmart, Rakuten, Sage and Paypal.

**Java** is an object-oriented programming language. The particularity and the purpose of this language is that the software written with this one must be very easily portable on several operating systems such as Unix, Windows, Mac OS or Linux, with little or no modifications.

**ReactJS** is a free JavaScript library developed by Facebook since 2013. Its main purpose is to facilitate the creation of single-page web applications, through the creation of state-dependent components and generating an HTML page with each state change. The library differentiates itself from its competitors by its flexibility and performance, working with a virtual DOM and updating the rendering in the browser only when necessary. The library is used in particular by Netflix, Yahoo, AirBnB, Sony, Atlassian, Facebook, Instagram and WhatsApp.

**Flutter** is an open source mobile application development framework created by Google. It is used to develop Android and iOS applications, as well as the first method for creating apps for Google Fuchsia.

## 8.2. Proof of Stake

*Proof of Stake is a method by which a blockchain aims to reach a distributed consensus.*

While Proof of Work requires users to repeatedly run hash algorithms or calculate mathematical puzzles to validate transactions, Proof of Stake requires the user to prove possession of a certain amount of cryptocurrency to claim to be able to validate additional blocks and earn the reward.

Proof of Stake must use a method to define the validation of a new block. The selection by the balance of the accounts leads to an (undesirable) consequence of centralization : the richest would always have an advantage. To avoid this, several weighting methods have been developed :

- Selection of the responsible account for validating a new block.
- Selection of the additional block validator according to the duration of possession of its coins and the size of its stakes.
- Selection of the block validator according to the velocity.
- Selection of the block validator according to the votes.

*Nokenchain chose the method of selecting the additional block validator according to the duration of possession of its coins and the size of its stakes.*

In this system, a number is generated by multiplying the number of coins by the number of days that this coin is held. The longer the user retains a large number of coins, the more this one is likely to be randomly selected to validate the additional creation of a block. Only coins that have not been spent for at least 30 days can claim to enter the competition for the validation of a next block. When the stake in coins of an account has been used to validate the addition of a new block, the time counter is reset and the user of the account will have to wait for a period of 30 days to pretend to validate, with a some probability, a new block. The probability of finding the next block reaches a maximum after 90 days, to prevent any dominance of users who keep for a long time their cryptocurrency or who have large quantities. This process secures the network and gradually produces new coins without consuming a lot of computing power, which sets it apart from the Proof of Work

method, whose energy consumption continues to grow.

**A malicious attack on the Nokenchain network is more difficult for 2 main reasons :**

- The validation of the additional blocks does not require a grouping of miners to pool computing power (as is the case for Proof of Work).
- The economic cost of buying a maximum of coins is much higher for an attacker than buying more than 51% of the computing power to perform a denial of service attack. As a result, an attack on a Proof of Stake network costs the hacker more than an attack on a Proof of Work network.

Validation by Proof of Work relies on powerful algorithmic calculations to validate additional blocks assuming significant energy consumption.

As part of Proof of Stake, the additional block validation system is much more cost effective and does not result in a leak of value to the fiduciary currencies.

Miners' behavioral incentives also work differently : in the Proof of Work method, the miner has an interest in selling the reward obtained for each mined block in order to pay for his electricity. In the Proof of Stake method, the cryptominer (called in this case "cryptostaker") has an interest in keeping its coins to maximize its future chances of being able to validate the blocks.

*Nokencoin is a deflationary cryptocurrency (like bitcoin), increasing its chances of appreciation if you get it during the fundraising...*

## 9. Tools

### 9.1. Creating a token

*This tool will be open to everyone.*

For individuals without notoriety, it can allow the development or financing of a project, or the creation of liquidity.

For artists, athletes and freelancers, it will support the establishment of a professional event or training, and open the door to other tools. There will be a smart contract for referencing on other crypto-exchanges.

For fans, it will allow access to the Nokenchain ecosystem and participation in the next successes of the person they support.

For brands, it will allow the creation of companies or non-profit organizations.

*The creation of a token is the main tool brought by Nokenchain.*

### 9.2. Let's tokenize the search for new talents !

*This tool will be open to everyone.*

It will allow everyone to propose a new talent and / or a new entity to tokenize. **In case of acceptance by the community, the discoverer of the new talent will earn the bonus linked to the creation of the future token !**

In its constant concern for decentralization, Nokenchain allows everyone to propose new talents and new ideas, thus creating a worldwide network of discoverers of future tokenized talents.

Through this process, the discoverer gains tokens and can then stakes them, or resell them once they have gained value.

*Nokenchain considers that the discoverers must receive many tokens if they make recommendations relevant to the community.*

### **9.3. Let's tokenize decision-making via the community !**

*This tool will be open to any tokenized entity.*

This tool will create polls and ask fans their opinion.

In case of "good advice", fans can earn tokens if the celebrity has activated this option.

For artists, athletes and freelancers, this increases his audience, and thus his attractiveness for brands.

For fans, it helps to influence decisions. If they are active in decision-making, they can earn tokens.

### **9.4. Let's tokenize help for promotion !**

*This tool will be open to any tokenized entity.*

This tool will allow tokenized entities to offer promotion or translation tasks to users of the platform. The idea is : "Together we are stronger !".

The fans will be able to help the tokenized entity to increase its chances of success (and thus to increase the price of the token ...).

### **9.5. Let's tokenize real encounters !**

*This tool will be open to any tokenized entity.*

This tool will provide access to real meetings like subscribers encounters, training, games, shows, preview, ...

## **9.6. Let's tokenize communications over the Internet !**

*This tool will be open to any tokenized entity.*

- Access to the stream and/or exclusive video content (one-way communication).
- Online discussions with the tokenized person (limited number of users).

## **9.7. Let's tokenize the recommendation !**

*This tool will be open to any brand.*

Brands may use the services of a tokenized entity to recommend their products (after validation of the request by the tokenized entity).

The tokenization of the recommendation will refocus advertising on its original origin (word of mouth), create fully decentralized peer-to-peer negotiations and reduce the costs associated with intermediation.

This creates additional monetization for the tokenized entity and more effective, fair and transparent advertising campaigns for the brands.

Users will be able to obtain tokens by putting a tokenized entity in relation with a brand.

## **9.8. Let's tokenize autographs !**

*This tool will be open to any brand.*

Brands, in relation with a tokenized entity, can create products with autographs, intended for fans (posters, soccer balls, ...).

## 10. Roadmap

**July 2019** : Project launch (website + Facebook + Twitter + Reddit + Bitcointalk) and writing the whitepaper.

**August 2019** : Finalization of the whitepaper and publication of the whitepaper (+ translations).

Discussions with the various contributors (setting up press relations for the announcement of the fundraising).

Finalization of the team of advisors.

**September 2019** : Private sale of tokens.

Establishment of the bounties (rewards).

Investors registration.

**October 2019** : Crowdfunding campaign(s) (public sales).

Phase 1.

**November 2019** : Public sale (cryptocurrencies).

Phase 1 and 2.

**December 2019** : If sufficient fundraising, possible tokens pre-orders for users !

**January 2020** : Set up of the technical team and development of the blockchain.

First contacts with the crypto-exchanges.

**February 2020** : Blockchain development, development of user identification, development of the tokens creation system.

Contact with the crypto-exchanges.

**March 2020** : Development of tokens creation system and user accounts.

Create notifications and fix the latest bugs before deployment.

Contact with the crypto-exchanges.

**April 2020** : Deployment of the MVP (minimum viable product).

Distribution of tokens.

Opening crowdkenning (tokenization by the crowd).

"To crowdken" means that the community decides to create a token for a star of its choice.

**May 2020 and beyond :** Tools development.

Goal : A new tool every month or every two months.

Production of explanatory content.



## 11. To tokenize

To tokenize means "*to issue a token on an asset*".

**Example :** If you take an apartment, it is "inseparable" (you must buy the apartment in full). By tokenizing this apartment, for example, 200,000 tokens are created. From there, everyone can buy 1 of these 200,000 tokens.

By doing this, you will become co-owner of this apartment.

The specificity of using a token is that this token is liquid (you can resell it to someone else directly on the Internet, without any intermediary or paperwork, very quickly, as easily as you exchange bitcoin on a crypto-exchange , an online platform for the exchange of cryptocurrencies). No need to know the other co-owners either, or to make meetings.

The token is therefore a kind of property title representing a small part (here 1 / 200000th) of a bigger thing (the complete apartment).

Tokenization of the economy will make it possible to issue tokens on any asset that has (or generates) value. *A human being, thanks to his salary or his income, can be tokenized.*

## 12. To crowdken

To crowdken means "*to tokenize by the crowd*".

Instead of a celebrity (or known entity) creating a token, the crowd (usually fans or community) decides to create a token (as it might decide to create a website about its favorite star or a Facebook fanpage).

From there, the crowdkened person or entity has 3 weeks to take the hand on his token "created by the crowd".

**If he/she does**, he/she recovers 10% of tokens (over 10 years), which he/she can stake and 18.50% (maximum) which correspond to the TCS (token crowdsale).

**If he/she does not**, TCS is still launched. The community then recovers all of the TCS and 10% of tokens over 10 years as long as the celebrity does not manifest (and did not understand that tokenization is now !).

TCS is a fundraising process to develop a project, the celebrity uses it for a specific project and/or to communicate around its tokenization (he/she must indicate it when he/she creates his/her token), or, if they go to the community, the tokens are put in an electronic wallet managed by a non-profit organization, which will ensure that the tokens are used :

- In relation to the celebrity.
- For a social purpose (for example, paying a concert to a fan who can not afford it).

*All this will of course be recorded on Blockchain for transparency issues.*

### **13. Example of distribution for a noken (notoriety token)**

Total number of nokens created: 100,000,000 (100 million)

1.5% for the Nokenchain technology development : 1,500,000 nokens

0.5% for the tokens registrar (if the noken is created on a registrar's platform): 500,000 nokens

0.5% for the discoverer (as part of a new talent): 500,000 nokens

*If no registrar or discoverer, nokens are donated to Nokenchain technology for its development.*

10% for celebrity (over 10 years) : 10,000,000 nokens (10 million tokens)

5% for his club or record company (over 10 years): 5,000,000 (5 million nokens)

*If no club / record company, the noken are returned to the celebrity.*

**This first distribution represents 17.50% of the total nokens.**

Noken crowdsale (NCS): 18,50% maximum (18,500,000 nokens)

**NCS (second division), therefore represents up to 18.50% of the total nokens.**

**The third distribution is placed on the market (64%) over 20 years via Proof of Stake (staking).**

The nokens are at €0.01 during the NCS.

The nokens are at €0.02 once introduced on the market.

## 14. Tokenize via Nokenchain, why ?

- To raise funds.
- To get additional income.
- To sign (electronically) contracts with brands.
- To increase your customers and / or fans.
- To increase your social capital.
- To improve online and offline communication.
- To increase the involvement of its clients or its fans.
- To improve your brand and brand awareness.
- Because tokenization is now !

A good collaboration between an entity and the market, or between a brand and its ambassador, can generate millions of euros.

Young talents often have a lot of expenses to get started in professional life. Tokenization can provide these funds, build on that talent for the future, and give him good advice.

*Nokenchain provides communication around the different tokens that are created and enhances the customer or fan experience.*

## **15. Tokens registrars**

A token registrar is a company or non-profit organization that allows the creation of new tokens on the Nokenchain blockchain.

The registrar is in direct contact with the token creator. He registered as a tokens registrar on the Nokenchain blockchain. There is no annual fee.

The tokens registrar simply pays a fixed fee to the Nokenchain blockchain for each tokens creation. In return, it benefits from the share allocated to the registrar when creating a token.

The same applies to each transfer or token renewal.

The registrar benefits from APIs to retrieve and send information about the Nokenchain blockchain.

Each registrar has its own pricing and conditions policy.

Maintenance of the Nokenchain blockchain is ensured by the actions of the community on it.

## 16. Project profitability and use of funds

- From the moment when just a few celebrities are tokenized via Nokenchain technology, the project becomes immediately profitable. The crowdkening system is a powerful system for creating nokens and encouraging your favorite celebrities to join the tokenization of the economy.
- Most of the income will be generated by the sale of all forms of tokens and the staking of preserved tokens (or their eventual sale).
- The network is developing through the constant interest in the blockchain and the creation of tokens, as well as registrars who generate additional tokens creations.

Nokenchain aims to become decentralized to the maximum. We give priority to development, so you can have the tools as quickly as possible if the softcap is reached.

In a second time, the funds will be used for marketing, so that more and more people can know this technology.

From the moment when the people managing the project during its development phase live well, we have no other ambitions apart from creating the best possible tool and decentralizing it as much as possible afterwards. *Decentralization is a fundamental concept of the project in the long term, so that everyone can take part in this adventure.*

## **17. Legal notices about NOKN**

Nokencoins (NOKN) are computer code with cryptographic elements that are sold as utility tokens for the Nokenchain blockchain.

They are based on a fork of the blockchain Waves with a vocation to pass on Tangle as soon as possible.

NOKNs only work inside the Nokenchain ecosystem.

Their creation is conditioned by the need to develop an internal economy that will establish transparent and equitable relationships.

NOKNs are intended for use by their holders only in the context of the utilities assigned to them. The number of these utilities may increase over time due to the creation of new services or features.

It is planned to reference this cryptocurrency on crypto-exchanges, which will allow everyone to buy it simply (if this is legal in your country).

A person wishing to access the services provided by the Nokenchain blockchain will have to buy NOKN on these platforms.

He/she can also sell them if he/she wishes to leave the ecosystem.

When buying NOKN, the buyer needs to know the restrictions applicable to their subsequent sale and is therefore required to follow the sales instructions of the crypto-exchange.

The Nokenchain platform will give NOKN holders the opportunity to express their views on the operations in question. The voting system will be a key tool for this.

These decisions, expressed through decentralized community voting, will serve as consultative guidelines for the management of Nokenchain. The development team will systematically take into account the results of the vote.

Holders of the cryptocurrency will be able to use it to purchase

services or products offered on the platform.

Nokenchain will build a well-rounded motivation system that will encourage users to perform their functions well, increasing the efficiency of the entire ecosystem. This will mainly result in compensation for active participation in the ecosystem. An allowance will be paid in NOKN, in order to allow users to participate in the growth of Nokenchain.

NOKNs are not securities in any country. This whitepaper is not a prospectus or solicitation for an investment. Nor is it an offer of shares.

They are not intended to be used, in any form whatsoever (purchase, sale, exchange, ...), in a jurisdiction where this is prohibited by law.

They do not represent a loan, a debt security or an obligation to the issuing company. They confer no claim rights on the financial assets of the issuing company.

Holders are not entitled to any guaranteed form of dividends, income distributions or voting rights in the issuing company.

They are not refundable. In addition, no promise of performance or future value is made, including any promise of intrinsic value, no promise of continuous payment, and no guarantee that NOKN tokens will retain any special value.

## **18. Advisors**



Advisors share their expertise in their respective fields, and create connections with Nokenchain.

Because of their experience, they help Nokenchain to put in place adapted tools.

**Stiven URIBE** : *Latin America advisor*  
Commercial / Colombian (Hispanic)  
alejandro\_uribe@msn.com

**Jaïs ELALOUF (DJ Oof)** : *artistic world advisor*  
Artist  
jais@pingpong.fr  
oof.cx and pingpong.fr

**Imad HAIJOUB** : *sports world advisor*  
FIFA agent  
hajoub.imad@gmail.com

**Olivier TUZOLANA** : *sports world advisor*  
CEO of TI Consulting  
tuzolanaolivier@yahoo.fr

**Florent KOSMALA** : *Blockchain world and Proof of Stake advisor*  
Founder of Poslist  
Twitter : @florentkosmala  
poslist.org

## **19. Development team**

**Guillaume THUILLET** : CEO / *Project manager*

Diploma : commercial engineer

Blockchain entrepreneur and crypto-youtuber / Volleyball champion of Val d'Oise and Ile-de-France 1991 cadet category / In the Internet since 1998 / Created his first company in 2003

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**Cédric MAINGÉ** : *Communication and marketing manager*

CEO of Like&Co

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**Olivier TUZOLANA** : *Community manager*

(see information in the previous section)

**Margot SCHERBERICH** : *Community manager*

Community manager at Like&Co's

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**Yohann COLLET** : *Community manager*

Co-General Manager and Business Contact Manager at Like&Co's

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**Margot SCHERBERICH et Yohann COLLET** : *Bounties managers*

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**Chandan LUNTHI** : *Blockchain-ICO expert and developer*  
Blockchain and mobile applications developer / Project manager  
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**Mohit VIRMANI** : *Blockchain-ICO expert and developer*  
IT solutions architect / technology specialist (artificial intelligence,  
machine learning, LSTM - deep learning, convolutional neural  
network) / Senior project manager  
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**Youssef HABNOUN** : *Users technical and commercial support  
manager, Francophonie and Arab world*  
Cryptocurrencies B2B technico-commercial  
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**Guillaume THUILLET** : *Users technical and commercial support  
manager, English-speaking world*

## **20. Company structure**

The Nokenchain blockchain will be created by THUILLET, a French self-employed company registered under the French SIREN number 451.361.315 in 2003 (in the form of EURL/SMLLC, then 2012 as a self-employed company), whose purpose will be to organize and operate the development of the blockchain and its ecosystem.

*All contributors in the development team function as independents for a common purpose.*

We do not want a salary type structure for this project, as much as it will be possible.

If the creation of a larger structure becomes necessary, a firm, under another status, will be created, but we wish to decentralize as much as possible to allow each one to be independent and to allow total decentralization in the long term (a kind of blockchain cooperative belonging to all users).

*Nokenchain is therefore a decentralized company without employees, with vocation of an Internet cooperative system.*

*Everyone can come to work there (use the system) to make a living.*

## **21. Why participate in the fundraising of this project ?**

- Because it is a powerful technology and a tokenization system.

- Because the tokenization of the economy is something that is already progressing globally.
- Because when a technology capable of changing habits happens, those who are interested from the start are the winners of the system.
- Tokenization of individuals is a growing phenomenon, but still in its infancy.
- The system is not limited to a specific sport or category. It is universal !
- Blockchain and Tangle are technologies of the future.
- The decentralization of the promotion increases the commitment of the fans and the rewards for the help provided.
- The cryptocurrency "Nokencoin" (NOKN) is intended to be referenced on crypto-exchanges, ensuring you can convert it into another cryptocurrency, euro or dollar, if you wish.
- In the off-blockchain world, talent management represents a market of tens of billions of euros.
- A group can create the token (noken) of any star.
- Crowdkening is a powerful mechanism that can create incredible moves on the Internet.
- The contribution of funds for a project, or a star in the making, increases its chances of success, and therefore the chances of increasing the token value...
- A single celebrity in the system and we automatically gets a economically viable system.
- A sportsman or successful artist can earn millions of euros. Imagine if you had at least 1 of his tokens...
- A single purchase of tokens on the right person or project can make you win the jackpot. *If you had bought 100 euros of bitcoin in 2011, they would have been worth 2 million euros at the end of 2017...*

## **22. Warning**

The information contained in this whitepaper may not cover all

aspects and does not imply any element of a contractual relationship. Its contents do not bind the issuing company and may change depending on the research and development of the Nokenchain system. This whitepaper does not constitute investment, legal, tax, regulatory, financial, accounting or other advice and is not intended as a basis for an evaluation of a NOKN acquisition transaction. Before acquiring NOKNs, a potential buyer should consult with their own legal, investment, tax, accounting and other advisors to determine the potential benefits, burden and other consequences of such a transaction.

Nothing in this whitepaper will be considered a prospectus, solicitation, offering or solicitation of an offer to purchase a security in any country.

This document is not made in accordance with the laws or regulations of any jurisdiction, nor is it subject to any of these laws that prohibit or restrict in any way transactions relating to digital tokens or their use.

Certain statements, estimates and financial information contained in this whitepaper constitute forward-looking statements or information. Such forward-looking statements or information involve known and unknown risks and uncertainties that could cause actual events or results to differ materially from the estimates or results implied or expressed in such forward-looking statements or information.

NOKN cryptocurrencies may not be resold or disposed of by their holder to natural or legal persons having their usual place of residence or registered office in the United States of America (including their states and the District of Columbia), Puerto Rico, Virgin Islands of United States, all other possessions of the United States of America, or in the country or territory where token transactions are prohibited or restricted in this way by applicable laws and regulations.

If the restricted person buys NOKN cryptocurrencies, he/she does so illegally, unauthorizedly or fraudulently and, in this respect, will derive negative consequences.

An activity in Singapore, the People's Republic of China or in other countries or territories where the transactions related to cryptocurrencies are subject to restrictive regulations or require that the issuing company be registered or licensed by any applicable governmental authority.

Owners of NOKN cryptocurrencies are reminded that this whitepaper has been presented to them on the grounds that they are legally authorized to read it in their country of residence.

It is the responsibility of each buyer to determine whether he can legally purchase cryptocurrencies in his country of residence.

This whitepaper in English is the main source of official information on the Nokenchain project, as well as the French version. The information in this document may be translated into other languages.

During translation, some information may be lost, misunderstood, or misrepresented.

The accuracy of these alternative versions can not be guaranteed. In the event of a conflict or inconsistency between these translations, this whitepaper in English, as well as the French version, and their provisions, shall prevail.

## **23. Risk factors**

The acquisition of NOKN cryptocurrencies implies a high level of risk. Every buyer should consider the following information carefully in order to make a purchase.

If some of these risks happen, the Nokenchain platform and the value of the NOKN cryptocurrencies can be affected.

The risks listed below may not be the only ones that can happen.

### **1. Risks on the value of the cryptocurrency**

#### **1.1. Rights and Features**

Cryptocurrencies do not have rights, uses, goals, and features on the platform.

The issuing company does not guarantee purchasers that the cryptocurrencies have rights.

#### **1.2. Lack of market development**

Since the cryptocurrencies were not introduced by a public crypto-exchange, the sale can not be reduced to a liquidity situation and the price may be volatile. Even if cryptocurrencies are exchangeable on crypto-exchanges afterwards, there may not be enough buyers and sellers. Owners can be slow to obtain liquidity. In the worst case scenario, it is possible the exchange is not possible.

Crypto-exchanges may not be regulated.

#### **1.3. Risks related to speculation**

The value of a cryptocurrency on an exchange is generally non-transparent and highly speculative. Cryptocurrencies are not backed by tangible assets. The value can fluctuate sharply in a short period. There is a risk that the owner will lose his capital. In the worst case, cryptocurrencies can reach a value of 0.



## **1.4. Cryptocurrencies may have no value**

NOKN cryptocurrencies can have no value and there is no guarantee that there will be liquidity. The issuing company can not be responsible for market value or liquidity.

## **1.5. NOKNs are not refundable**

The issuing company has no obligation to provide the owners of this cryptocurrency with a refund. No promise on future performance or price can be made. Therefore, recovering your investment may be impossible or subject to foreign legislation that may not be the same as the law of the home country of the owner.

## **2. Blockchain risks and software**

### **2.1. The risk of blockchain delay**

On Bitcoin and Ethereum blockchains, the timing of block production is determined by Proof of Work, so block production can happen at any time.

Even if everything is done technologically to overcome this problem, the issuing company can not guarantee the transaction time.

### **2.2. Risk of blockchain congestion**

Bitcoin and Ethereum blockchains sometimes have bottleneck periods during which transactions are put on hold.

Some people can also spam the network, thinking of taking advantage of it.

Although the Nokenchain Blockchain is addressing this problem as much as possible, the issuing company can not guarantee anything about it.

### **2.3. Risks related to software security**

The concept of smart contracts, which create the mechanism for creating and distributing tokens, as well as the IOTA/Tangle protocol and the Nokenchain platform, are still young technologies. There is no guarantee that the token management process will not experience any interruption or error.

There is an inherent risk that the software will experience a vulnerability or bug that could lead to loss of tokens.

### **2.4. Risks related to new technologies**

The platform, the tokens that will be created and all the things indicated in this whitepaper are new and very little tested over time. Although everything is done so that there are no problems, the platform and the tokens can have problems. Owners should not rely 100% on the platform, smart contracts or features associated with the platform.

Technology is evolving rapidly and tools can become obsolete.

## **3. Security risks**

### **3.1. Risk of losing private keys**

The tokens (and the Nokenchain cryptocurrency) can be kept in a wallet, which requires a private key. The loss of this key will result in the permanent loss of the tokens and access to the wallet.

Anyone with access to the private key can steal the funds stored on the wallet.

The issuing company can not be held responsible if you lose, or have your private key stolen.

### **3.2. Lack of safety of tokens**

Tokens can be stolen. Hackers or organizations may attempt to attack smart contracts.

Because Waves and IOTA are open source, there is a risk that smart contracts contain bugs or generate unwanted vulnerabilities.

In case of attack, it is not possible to guarantee that the tokens will not be lost.

### **3.3. Risks related to cryptomining**

Since the IOTA protocol does not require cryptomining, the risks associated with mining do not exist. It is the same for the Waves protocol, which works with Proof of Stake.

### **3.4. Risks related to wallets**

The used wallet must be compatible with the NOKN cryptocurrency. The owner must make sure. The use of the official wallet is recommended.

## **4. Risks related to the platform development**

### **4.1. Risks related to third parties**

Even if everything is done so that there is no problem, the platform will use third-party code. There is no assurance that the third-party code will do its job properly.

### **4.2. Dependence of the Nokenchain platform on the development team**

The success of the project, which also aims to maintain a competitive position, is dependent on the servitude and seriousness of the management and development team.

A change in the team can have implications on the development. Research for qualified and expert partners is intense because of the small number of individuals capable of carrying out the planned operations.

### **4.3. Dependence on different factors**

The development of the platform may be abandoned for a variety of reasons, including lack of public interest, lack of funds, lack of commercial results or departure of key members.

#### **4.4. Lack of interest in the platform**

Although the platform is planned, launched and adopted, its sustainability depends on the interest and participation of developers and the public. There is no guarantee that there will be enough interest or participation.

#### **4.5. Changes on the platform**

The platform is constantly evolving. There may be changes in the future.

### **5. Risks related to business**

Risks of conflicts of interest.

Legal risks.

Transactional risks.

Risks related to emerging markets.

### **6. Government risk**

Risks related to regulation.

Failure to obtain, maintain or renew licenses or permits.

Risks related to government actions.

Risks related to the complexity / heaviness of laws, regulations and standards.

Illegal or arbitrary government actions.

## Appendix 1 : Table of nokens creation

Year	Number of created coins	Total	% total	Creation
Year 0 (kick-off)	22,500,000	22,500,000	22.50%	/
Year 1	4,700,000	27,200,000	27.20%	20.89%
Year 2	4,700,000	31,900,000	31.90%	17.28%
Year 3	4,700,000	36,600,000	36.60%	14.73%
Year 4	4,700,000	41,300,000	41.30%	12.84%
Year 5	4,700,000	46,000,000	46.00%	11.38%
Year 6	4,700,000	50,700,000	50.70%	10.22%
Year 7	4,700,000	55,400,000	55.40%	9.27%
Year 8	4,700,000	60,100,000	60.10%	8.48%
Year 9	4,700,000	64,800,000	64.80%	7.82%
Year 10	3,200,000	68,000,000	68.00%	4.94%
Year 11	3,200,000	71,200,000	71.20%	4.71%
Year 12	3,200,000	74,400,000	74.40%	4.49%
Year 13	3,200,000	77,600,000	77.60%	4.30%
Year 14	3,200,000	80,800,000	80.80%	4.12%
Year 15	3,200,000	84,000,000	84.00%	3.96%
Year 16	3,200,000	87,200,000	87.20%	3.81%
Year 17	3,200,000	90,400,000	90.40%	3.67%
Year 18	3,200,000	93,600,000	93.60%	3.54%
Year 19	3,200,000	96,800,000	96.80%	3.42%
Year 20	3,200,000	100,000,000	100.00%	3.31%

## Appendix 2 : Table of the Nokenchain cryptocurrency creation

Year	Number of created coins	Total	% total	Creation
Year 0 (kick-off)	61,000,000	61,000,000	29.04%	/
Year 1	7,450,000	68,450,000	32.60%	12.21%
Year 2	7,450,000	75,900,000	36.14%	10.88%
Year 3	7,450,000	83,350,000	39.69%	9.82%
Year 4	7,450,000	90,800,000	43.24%	8.94%
Year 5	7,450,000	98,250,000	46.79%	8.20%
Year 6	7,450,000	105,700,000	50.33%	7.58%
Year 7	7,450,000	113,150,000	53.88%	7.05%
Year 8	7,450,000	120,600,000	57.43%	6.58%
Year 9	7,450,000	128,050,000	60.98%	6.18%
Year 10	7,450,000	135,500,000	64.52%	5.82%
Year 11	7,450,000	142,950,000	68.07%	5.50%
Year 12	7,450,000	150,400,000	71.62%	5.21%
Year 13	7,450,000	157,850,000	75.17%	4.95%
Year 14	7,450,000	165,300,000	78.71%	4.72%
Year 15	7,450,000	172,750,000	82.26%	4.51%
Year 16	7,450,000	180,200,000	85.81%	4.31%
Year 17	7,450,000	187,650,000	89.36%	4.13%
Year 18	7,450,000	195,100,000	92.90%	3.97%
Year 19	7,450,000	202,550,000	96.45%	3.82%
Year 20	7,450,000	210,000,000	100.00%	3.68%