

CHRONOS COIN

Whitepaper Ver. 1.0

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Overview

Chronos LAND, a platform designed to unite the world through the gaming culture, will proudly be launched on December 10, 2020 by Chronos Group.

IEO(Initial Exchange Offering)of the Chronos Coins, the ERC20 tokens utilizing the Ethereum platform, will commence on May 24, 2020,

Chronos LAND will not only contribute to the development of the Game and E-Sports market, but will also provide the potential to solve problems of the current E-Sports industry in Japan. Chronos LAND will be the only platform which can connect users from all over the world.

Chronos LAND consists of the following 7 Islands (contents).

- E-Sports Island
- E-Academy Island
- E-Market Island
- E-Support Island
- ECO Farm Island
- Entertainment Island
- Secret Island

Chronos Coins, the common currency of Chronos LAND, were invented in order to provide an even more unified and enjoyable experience within this LAND.

The project of Chronos World commenced with the main theme being “to provide happiness to the world. "Anyone from anywhere in the world can visit Chronos LAND, and will be able to experience the feeling of happiness through these seven islands"

This Whitepaper intends to introduce the concept of Chronos LAND and Chronos Coins.

Market Trend

Game Market

In 2018, the scale of the global game market reached approximately 15 trillion yen (\$ 137.9 billion), (announcement by Newzoo research company)

According to this research, approximately half of this figure consists of the mobile game market, and the remainder consists equally of both the home game and PC game market. Thus, it is predicted that a revolution is expected to happen in the game industry in the near future. The market value is expected to exceed 20 trillion yen by 2021.

In addition to this, E-Sports itself is attracting attention both domestically and internationally.

In 2019, Battle Royale games such as "Fort Knight " and "Apex legends" have rapidly progressed and contributed to the expansion of the game market.

In Japan, game competitions of various scales and genres including home games, mobile games, and PC games have become more and more popular.

The new culture of spectating E-Sports is firmly and steadily expanding as well.

By this penetration, it is highly likely that E sports will grow into a pillar of the industry, supporting the 20 trillion yen game market.

E-Sports Market

Nowadays, E-Sports is becoming popular all over the world, and among the professional E-Sports players, there are those who Stream Play to attract thousands of viewers. Some of the E-sports tournaments are experiencing the wild enthusiasm as such of the Olympic games. As a fact, there are actual debates to have the E-sports nominated as an official Olympic event in the future.

Despite all of the excitement, the system of E-Sports is so primary, and is yet in the phase of development, and as just as many sports have been doing so, E-sports also is certain to grow.

In 2019, the E-Sports market reached a milestone. For the first time the market reached more than \$ 1 billion dollars.

In 2018, the estimation was that it would take up to 2020 to have the market reach this figure.

The E-Sports market is experiencing accelerating growth, with an estimated market size

of exceeding \$ 1.8 billion dollars by 2022.

This positions E-sports as an unavoidable attraction to investors, the gaming industry, and sponsors.

In E-Sports, the number of viewers is an important indicator of the market. In 2019 the E-Sports viewer number reached more than 450 million, which has made the E-Sports market extremely attractive to the sponsors for advertisement.

In China, the world's largest game market, E-Sports produces an extremely large profit for the game industry. This profit continues to grow rapidly by the moment.

There are approximately 135 million viewers of E-sports in China, and E-sports has turned out to become a major market along with the United States. Positive investment and active support towards the E-sports market in China has resulted in the continuous significant growth of the market and this is expected to contribute to the development of the E-sports industry.

Challenges of E-Sports in Japan

The current situation in Japan related to E-sports is that, disappointingly, there are multiple laws preventing the development of the industry.

(1) Law regulating Prize money

Providing a large sum of prize money violates the Law for Preventing Unjustifiable Extra. Therefore in Japan, the maximum amount of prize money is limited.

Games including the element of “chance” can also be subject to gambling charges. To overcome this challenge, in the case of a tournament held in 2018, the participants were categorized as professional players, and the prize money was paid as a fee towards professional work. However, in Japan it has yet been difficult to hold tournaments that provide the same level of prize money as overseas.

(2) Law Regulating Adult Entertainment Businesses

Currently in Japan it is a difficult task to clear the law regulating Adult Entertainment Business. Under this law, the only place allowed to pay for playing games is Game Centers. It is illegal to involve money using a home game device.

(3) Recognition

In Japan, it is yet far from being able to state that E-Sports is highly recognized and understood. Active promotion is necessary in order to familiarize and popularize the industry.

(4) Low awareness

It is difficult to train professional players in Japan due to the low awareness towards the game industry and therefore the low prize money for the players.

Preparing the environment to train and grow professional players is vital for the growth of the industry.

Chronos LAND

Chronos LAND, provided by Chronos Group, is a platform consisting various islands(contents) such as E-Sports, E-Academy, E-Market, E-Support, ECO Farm, Entertainment, and the Secret island.

Users are eligible to collect Chronos Points. The Chronos Points can be sent to friends and star players, used for various purposes such as shopping, avatars, and more. Chronos Points are exchangeable into Chronos Coins, and can be consumed at trading centers, and actual stores.

The Chronos Coins are the common currency which acts as the key connector of the virtual world of Chronos LAND and the real world we live our daily lives in.

Chronos LAND allows users to make effective use of Chronos Points and Coins.

To enter Chronos LAND, all is required is connection to the internet from the luxury of the player's own home. Sponsors are able to advertise towards the whole world, a training environment is automatically ensured, and all the above mentioned challenges Japan's E-sports industry is facing can all be solved through Chronos LAND.

Map

In Chronos LAND, the game contents are aggregated in a map, providing a platform available for the users which makes it more fun.

Through this map you are able to share your location with other friends, and also able to search the location of friends you have the possibility of connecting with.

The map can also let you know the time required to travel to your friend, your actual travel history, and the locations of where friends are gathering at any given time the user is in the system.

You are even able to visit your favorite Star Gamer with your friends and cheer for them.

If the user requires not to disclose their location information to others on the map, it is easily possible by using the "ghost mode" function.

Furthermore, on this map the GAME rankings and other useful information will be accessible. This enables you to select GAMES, check the descriptions, download and be linked to the "play ranking", "Avatar", Chronos Points.

Avatar × Application Providers

Users can create their own avatar and enjoy the appearance of it on Chronos LAND,

E-Sports The avatar can interact with famous players and communicate with users from all over the world.

There will also be links to SNS, and a system will be built for easy information distribution.

Furthermore, in partnership with the application providing company, there will be functions which famous E-sports game players' avatars pop out in front of the users. This will not only provide a special value to the users, but also contribute to the advertising and recognition of the E-Sports players worldwide.

The avatar's will pop out with the purchase of POP cards.

POP cards of famous players can be purchased with Chronos Point

E-Sports Island

E-Sports is promoting partnerships with video distribution companies to enable the world to be connected through the platform.

With the technology of these companies woven into Chronos LAND, E-sports competitions and tournaments held all over the world are viewable, live on real time.

Plans to partnership with these companies will enable the usage of Chronos Coin and Chronos Points for the viewing of such events.

Players are able to select their favorite game from the various activities to choose from that are displayed on the map, and simply jump to the link. Not only viewing, but chatting with other viewers is also possible.

Here, a totally new form of platform is under construction by Chronos LAND in order to support the rapidly growing E-sports market by connecting players, viewing games, sponsoring, and much more that has never been possible.

E-Academy Island

E-Academy is an educational platform to develop the human resources required to mature the E-sports market. Education and training in a wide range of areas related to the E-sports industry, such as players, engineers, MCs and much more will be offered. Active members of the industry, such as famous E-sports players with established fan groups and sponsor companies, will be invited to lecture, which will give the students a chance to be in contact with their favorite E-sports hero, while learning and training for their future occupation.

E-Market Island

E-Market collects the total functions of online shopping sites throughout Japan. A joint purchasing site will be provided to enable users to have access and usage of any and all shopping sites included in the system. Within the shopping site, Chronos Points issued at Chronos LAND are exchangeable for the purchase of goods, travel, usage of restaurants, etc. The concept of E-market Island is to enable users to utilize the Chronos points gained by playing games, not only to further games within the system, but also to the convenience of purchasing goods and services of everyday life.

E-Support Island

E-Support is a system where the users become the biggest supporters. The concept of the E-Support Island is to support people in need, People in need all over the world, from children in disadvantaged countries to struggling youth, can be sponsored by the users of this system. Currently there are plans to supply stationery and soccer balls to children in the underprivileged areas of the world. All forms of support can be achievable through this system. Users are able to suggest original and unique support programs to the Chronos LAND board, which where the ideas will be reviewed according to the original judging standards. Once approved, users may register their ideas and seek support to the fellow users of Chronos LAND all over the world, through a system similar to crowd funding, which is unique to Chronos LAND.

ECO Farm Island

ECO Farm is a unique and new concept of the combination of real and virtual worlds. Contracted farms, which exist in the real world, will be connected with the ECO Farms, which exist in the virtual world, and the users of Chronos LAND will harvest products at the virtual farm, where all procedures undertaken by the user will be connected to the contracted farms in the real world. Users can harvest crops at any chosen contracted farm anywhere in Japan, at any given time. The procedures undertaken at the virtual farm, which is paired with a real farm, are able to be seen and the user can check the growth of their actual crop at real time. During the harvest season, actual tours to the contracted farms will be organized, and the Chronos LAND users are able to harvest their own crops which they grew in their virtual farm.

Entertainment Island

Entertainment Island is the grand project to promote and boost the E-sports industry. Partnerships with video distribution and game distribution platforms worldwide are in progress, in order to increase the user satisfaction level of the market. The primary proposed partnerships will be with China where E-Sports has an existing market recognition in the game distribution platform.

In the future there are visions to utilize Chronos Coins and Chronos points within the platforms, and create a billing system.

We plan to make Point available and build a billing system (that is, coins).

Secret Island

The contents of the Secret Island will be disclosed as the project progresses.

This Secret Island concept, which will be the final key content of Chronos LAND, will provide the connection and interaction between the virtual and real world, which will deliver convenience to the users.

Chronos LAND/Chronos Coin System

System Protocol

The system protocol is designed to be a flexible payment protocol that can facilitate development from the outside.

- (1) In the future, if either any changes to the blockchain occur, or any alternative technologies are developed, this system is possible to adjust flexibly and modify to the needs and technologies of the time.
- (2) For the initial stages, the system will operate with the Smart Contract technology of blockchain, and will further develop with the combination of SDK and API.

Account Address

The account address will be implemented as a public address used to track balances and transactions of the related Chronos Points and Coins

The balances, internal transfers and external transfers will be recorded on the blockchain.

External Money Transfer Authorization

Internal remittances within Chronos LAND are processed as simple transactions and will not be related to external remittances.

For security reasons, the authentication will be undertaken independently.

Internal Money Transfer Authorization

This enables the transfer of Chronos Points and Chronos Coins within the system. It is a Smart Contract that represents the payment relationship between accounts.

Chronos LAND Wallet

Chronos LAND Wallet acts as a dashboard connecting and or disconnecting exchanges, transactions and other contracts. It enables to view account details, transaction history and the balances of Chronos Point and Chronos Coins.

The interactions include transactions, payment between accounts, transfer verification,

and consists of pending, transaction display, and account balance display.

Mobile Application

Currently the application consisting of Android and iOS, the Chronos LAND App, is in the stage of development. (Planned launch 2020 Q3).

Authority

Within the application, the function of authority is implemented. This authority allows to grant permissions to users. This in the future will enable to categorize the users and grant benefits according to their ranking category.

In addition, it can also be used by the sponsors to launch special events to an audience of users in a common category. Therefore, it will be useful for the sponsor's marketing strategy.

Chronos Coin

Coin Name	Chronos Coin
Symbol	CHR
Total Supply	10,000,000,000
Blockchain	ERC20
Contract	0x21F6DC9D0cB36a998d5b93E304904bc44366C567
Decimals	18

The ERC20 service design is constructed by the functions of approve () and transferForm ()

.

Approve () ... approve () function is used to allow the transfer of the token from the sender's balance (account) to a third party (service contract).

The token is stored in a **mapping** type data structure called **allowed**.

TransferForm ()-The TransferForm () function is used to transfer tokens by a third party (service contract).

allowance () . . . The allowance () function is the view function to return the tokens assigned to **allowed** by the approve () function.

Flow of Services

In the case of the Service user (Sender) consuming 1CHR (Chronos Coin Token) to operate the Service Contract the Flow of Service is as the following;

- (1) The Sender executes the approve() to the Token Contract, and approves to transfer 1CHR

- (2) The Sender executes the hoge () function to the Service Contract and uses the service.

- (3)The Service Contract executes the transferForm() to the Token Contract.
The tokens transfered by transferForm must be approved by approve()function.

- (4)Once executed transferForm () function, the sender's tokens are given,and as a result, are returned to the Sender.

IEO

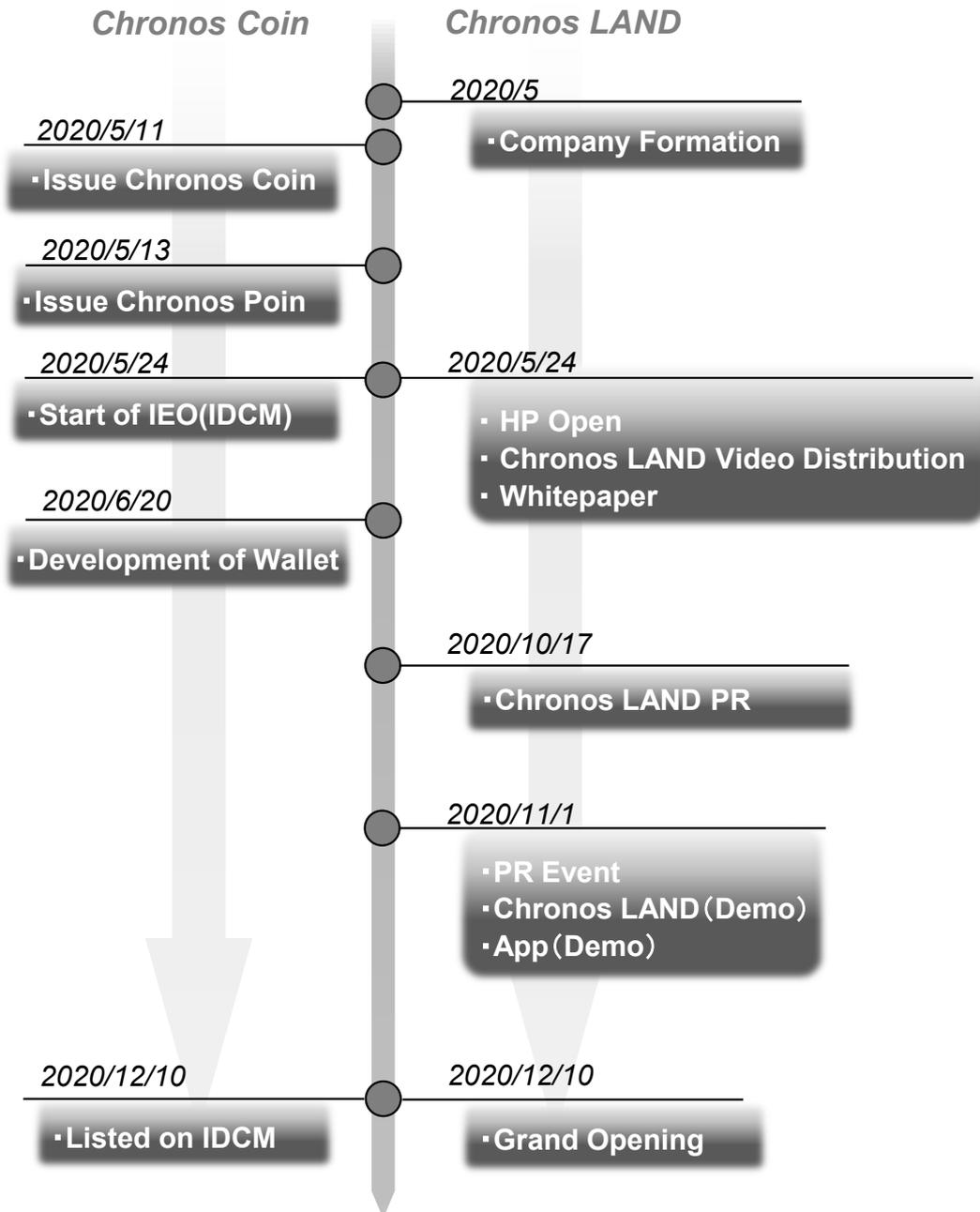
CHRONOS Token will commence the Initial Exchange Offering (hereinafter IEO) at the following exchanges.

This token is an ERC20 compliant token called CHR and is exchangeable with acrypto assets

BTC (Bitcoin), ETH (Ethereum), USDT (Tether), JAC (Joy of All Culture).

IDCM IEO Information	
IEO Commencement Date	2020/05/24
IEO Sale Period(days)	30
Price	\$ 0.70
Soft Cap	\$ 5,000,000
Hard Cap	\$14,000,000
Bonus	10% of the purchase amount at the time of Bonus purchase (only once) 1 month after the listing date, 1% of the number of owned Chronos Points are given every month (1 year)
Bonus Distribution Date	After the Bonus Distribution Date IEO
With Locking Period	With Locking Period General: 1 year after the end of IEO Premium: 1 month from the date of listing
Premium Coin Sale Price	BTC = 40% ETH = 20% USDT = 20% JAC = 20%
Minimum Purchase	0.1BTC 4.5ETH 900USDT 22,500JAC
Distribution Requirement	1,000,000 (service coins)
Other	-Minimum purchase price: \$ 1,000 -Maximum purchase price: \$ 50,000

Road Map



Risk Management

The publication or distribution of white paper does not necessarily indicate that it is in compliance with the laws, regulatory requirements or rules of the jurisdiction.

Sellers and their affiliates, officers, employees or agents are liable to individual research on the subject to applicable laws, regulations and websites, about Chronos tokens and Chronos products regarding the service, direct, indirect, incidental, special damage (lost profit or lost profit).

Chronos LAND is not liable to and or does not hold the responsibility to any damage, including (but not limited to) Chronos tokens, transaction loss or loss resulting from use or loss of use of Chronos products and services.

Users must agree to not purchase Chronos tokens for investment, immediate reselling after purchasing, and other financial purposes.

The White Paper statements include:

Sellers, information of Sectors of operation, Roadmaps regarding the sellers industries, and financial performance, business strategy, future business plans of the seller reflecting the current view point.

Statements such as "Expect", "Plan", "Believe", "Project", "Goal", "Do", "Commence", "Continue" are all relate to future prospects. All statements are subject to matters with risks and uncertainties. Therefore, there is a possibility that the results may greatly differ from those stated in these papers.

These are Included, but are not limited to, those listed in T & C.

Positive statements are reflected by the current views of the sellers, and views on the seller's business, business performance and growth strategies are subject to uncertainties and assumptions. These descriptions are strictly valid only on the issue date of the White Paper. Buyers must be deeply considerate and aware of the potential of different outcome before making the final decision of purchasing.

The information contained in this document has no obligation to fulfill the contract. The main objection of the Chronos Project is to provide an effective platform to the digital currency market and provide information to potential Chronos currency holders

This statement is not designed to avoid excessive investment by administrative regulations.

COMPANY NAME displays the hardest efforts to comply with different local and national regulations. Current unclear issue

For matters that are currently unclear, the interest of Chronos holders will be prioritized. Regarding the technical calculation methods, the reliability of the information contained in this text is ensured.

However, published content or plans may change due to various factors.

Therefore, the results of the project will be provided either directly or indirectly to the customer. If the project plan changes, The results may change due to the change of project plans. The pre-selling of the Chronos takes the form of voluntary participation.

In order to participate properly it is necessary to agree to the 使用規則.

Conditions for the initial sales include the agreement of Rules, information provision, and security use. In the case of the risk content occurred under the condition of inconsistency

COMPANY NAME does not take legal responsibility.

Above is the legal declaration of the Chronos project company.

Company Profile

Company name : Gene Internationally Pty Ltd.

Location : 165 Chesterfield dr Bonogin QLD Australia

Representative : Takeru Koshiji