



A smart and viable way to create a globally used payment network.

Version 1.3

www.thedigitalmoney.io

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1.0 PAYMENT SOLUTIONS

1.1

HISTORY OF PAYMENT SOLUTIONS

A payment option solves a very simple question: "How to pay off a debt?"

Mankind has used various objects as payment solutions. In the early days rudimentary men used animals and shells as a payment method.

The Chinese were the first to forge copper coins. Using metal was a major breakthrough as it ushered in the non-perishable currency era. It was also the Chinese, the inventors of paper, to use paper money for the first time to replace a large quantity of metal coins. It became a great advantage over metal, which remains difficult to transport in large amounts, being metals very heavy. With paper money, mankind had a non-perishable, easy-to-carry currency.

Although it was still necessary to create a standard. With the expansion of large corporations and the beginning of international trade, it was difficult to make transactions among the thousands of existing currencies. In some kingdoms, each province possessed its own currency. In some places, there were up to 200 different currencies simultaneously. Some were forged in gold, some in silver and some in non-precious metals. It was extremely difficult for traders to transact with suppliers or customers outside their home borders.

With the industrial revolution and the advent of steamships the distances were shortened. At that moment ordinary people began to travel great distances. The exchange of currencies were no longer only executed by financial agents. Money began to become intercontinental. At this point, governments began to feel the need for a standard value. Gold became a standard was then created, in which a certain value of a certain coin was equivalent to one ounce of Gold. Thus, even with coins being forged in financial standards with different decimal units, they were easily converted using Gold as index.

In America of the 1920s, with the popularization of the automobile, people began to feel the need to have a safe way to carry money for long periods of travel without having to carry a large amount of cash. The Charge Cards, the predecessors of credit cards, were created. Some companies in the retail sector (hotel chains, gas stations, etc.) distributed nominal prepaid credit cards to users.

In 1949, a businessman named Fred Macnamara forgot his wallet at home as he left for dinner. After the incident, McNamara thought of a multipurpose charge card as a way to avoid similar embarrassments in the future. So he brought together some friends and 220 merchants to create the first credit card system, called Diners Club. The idea evolved and became the credit card. In the 1970s, 1980s and 1990s, cards acquired magnetic stripe cards, cryptographic chips solving forgery problems, and started integration with ATMs.

The 2000s inaugurated the digital era of payments along with the development of the internet. Paypal was the first system to replace cash and credit cards with purely digital payments.

As of 2010, with the popularization of Bitcoin, the new era of payments was born. Using

blockchain technology, the cryptocurrency user now owns their assets without the need for intermediaries such as financial institutions and government agents. Users can perform P2P (peer-to-peer) transactions directly between parties, without anything interfering. The only cost in the transactions, the small fees, serves to finance the very operation of the chain, contrary to the high taxes charged by governments and private institutions in traditional models. Blockchain solves the question of veracity of information by distributed consensus. Introduces anonymity in transactions, and provides a public transaction log book. It provides transparency in the flow of assets and at the same time prevents governments from being able to control the flow between users. The ordinary citizen acquires total control of his finances without the need of intermediaries and collection of taxes.

1.2

THE DIGITAL PAYMENTS MARKET IS IN FULL GROWTH

By 2030 it is expected that more than 60% of payments across the planet will be processed in digital paths, without involving physical money ¹. Several reasons imply a new payment relationship between the parties involved.

- Problems of social order, such as insecurity in large cities, this leads people not to circulate with cash on the streets.
- With the popularization of smartphones and consumer apps, most consumers make purchases without transacting paper money.
- Most economically active adults are part of Generation Z, made up of individuals constantly connected to social networks.
- Alipay and WeChat dominate the digital payments market in China. Consumers sent more than \$ 2.9 trillion within the two systems in 2016, equivalent to about half of all consumer goods sold in China, according to payment consulting firm Aite Group. In the same year, they reached 520 million and 1 billion monthly active users respectively ².

A study, developed by independent consultancy Roubini ThoughtLab in 100 cities in 80 countries, made some interesting projections ¹:

- 1)** It is estimated that by 2050, 75% of the world population resides in large urban centers.
- 2)** Today, 80% of global economic activity occurs in large urban centers.
- 3)** Michael Busk-Jepsen of the Danish Banking Association says that a society without money "is no longer an illusion but a vision that can be realized within a reasonable time." Recent research in the UK has shown that most of the 2,000 respondents (68%) believe that cash will cease to exist in 20 years. In other countries, surveys have shown similar results.

¹ <https://econsultsolutions.com/wp-content/uploads/2018/01/Visa-Cashless-Cities.pdf>

² <https://www.bloomberg.com/graphics/2018-payment-systems-china-usa/>

1.3

THE COST OF PAPER MONEY TRANSACTIONS

Often people believe that cash as a form of payment that is free of cost. A closer analysis shows that there are several costs for consumers, companies and governments ¹.

- 1)** Accepting cash and checks costs businesses about 7 cents for every dollar received, compared with 5 cents for every dollar received in digital sources. By combining earnings from increased sales from the use of digital payments, the study projects that the total net benefit to businesses in all 100 cities could be more than \$ 312 billion per year after transition to an executable level of activity without money in cash.
- 2)** Expenses with bank transactions, security and transportation. Companies spend an average of 2% of their revenue per month on non-digital payments with handling, counting and processing costs. Although the level varies according to their size, companies spend an average of 68 hours per week with cash management.
- 3)** Theft, embezzlement and falsification. Companies lose the equivalent of 4% of their revenues due to theft, counterfeit money and lack of funds at the cash register.
- 4)** Expenses with payments to suppliers. Companies usually spend a little more than 88 hours per month for the processing of about 45% of payments made with cash, checks and money orders. A similar is dedicated for the processing of remaining 55% done digitally. That is, digital payments take less time.
- 5)** Opportunity cost of accepting only money in cash. Consumers often choose to not take large sums of cash, and prefer to have access to their funds through digital payments. Consequently, when a store accepts only cash, situations may occur where consumers give up buying one or more items for not having enough cash at hand.

¹ <https://econsultsolutions.com/wp-content/uploads/2018/01/Visa-Cashless-Cities.pdf>

2.0 DIGITAL MONEY SOLUTION



2.1

OUR SOLUTION

From this scenario we can list 5 points where Digital Money will present solutions aligned with the future of the digital payments market:

- Unlimited access to digital payment products.

We will enable solutions to facilitate negotiations that are 100% digital payments, which can include terminals, multi-platform instant payment applications and cryptocurrency exchange partnerships.

- Digital Infrastructure

With the blockchain network we will create a decentralized ecosystem, which guarantees security and stability. The network will be up 24 hours a day, 365 days a year operating with no interruptions.

- Popularize digital money usage

Our system has a user friendly wallet, simplifying the use of DMX. The transactions are P2P (Peer-to-Peer) without intermediaries. The user has full control of their assets. The system includes features to facilitate QR-Code operations and operations that can be performed at the touch of a few keys.

- Crypto-friendly digital bank

Facilitates the access to buy and sell crypto products through fiat currency, as well as offering traditional services to customers.

- First cryptocurrency with a reserve fund

Through the reserve fund we will create a tool to stabilize the currency in the long term. The more people to use our network, the greater will be the market value of Digital Money.

- Lower costs

Transaction fees on the Digital Money network are fixed. Therefore, at Digital Money operating costs do not increase due to the volume of operations on the network. This happens in other blockchain, such as Bitcoin, and makes the cost of transactions expensive at times when many people use the network.

Another advantage is that a portion of the amounts paid on transactions returns as revenue to DM-Pay terminal owners.

2.2

DMX BLOCKCHAIN

Bitcoin created the blockchain. From it we can carry out peer-to-peer transactions without the intervention of third parties, with total security, starting the era of cryptocurrencies. The technology has been involment since 2010 and several projects have presented different applications for the decentralized registry of information.

A blockchain is a book of public accounting records, where all transactions carried out between parties involved the network that could be audited. Thus it is impossible to tamper or falsify its data, anyone with internet access can track a transaction and know its status in real time. This technology eliminates the need for a third party in the process to certify the veracity of the information.

The network is decentralized. This means the information is not a property of any private or governmental institution. Each computer running the software has a copy of the entire log book. If a computer loses its information or access to the Internet, the network remains operational and intact because all other members have data backup. Synchronization between network computers is instantaneous and automatic.

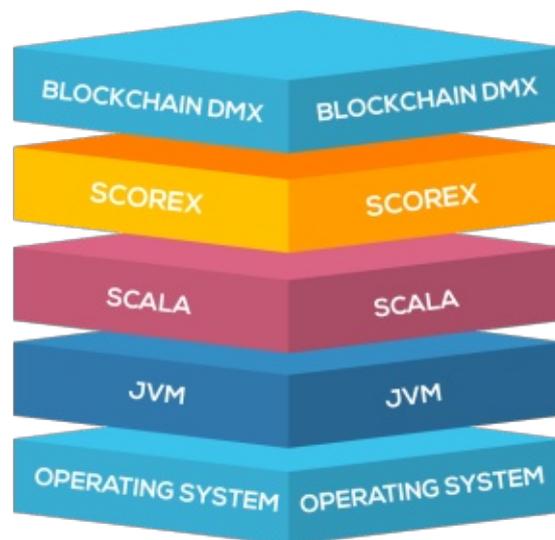
Security and transparency are characteristics of the blockchain. Any transactions performed on the network is approved through a distributed consensus. This ensures that each computer connected to the network must confirm a new transaction, based on existing data in the blockchain. Therefore, each transaction requires a history that guarantees its veracity.

All computers must agree to this registry. No isolated computer can create a register on the network. If attempted, this false record will not exist in the transaction book of all other computers, so the recording attempt will not be allowed and this member will be banned. The distributed consensus ensures security by having the network itself supervising transactions without human intervention or any other third party system.

3.0 DMX TECHNOLOGY

3.1 SOFTWARE ARCHITECTURE

The technology behind this design join various tools and layers for the correct operation and security of the system. The basic architecture of the system it is as follows:



- 1) Blockchain DMX** - Main system module. It integrates multiple layers of encryption, transaction logging, user portfolios and decentralized exchange.
- 2) Scorex**- Framework responsible for the integration of all the functionalities.
- 3) Scala** - The programming language used in the system.
- 4) JVM** - Java Virtual Machine. Virtual machine is responsible to allow the system to running on any computer platform (Pc, smartphone, tablet, etc).
- 5) Operating System** - Local computer operating system (Windows, iOS, Android, etc).

3.2

DATA

Basic unit: DMX

Block Size: 1M

Speed: 100 Tx/s

Hash Cryptographic Algorithm: Blake2b256 & Keccak256

Cryptographic algorithm for signature verification: Curve25519

Maximum number of coins: 700,000,000 DMX Pre-mined

Digital Money's ICO process is divided into 7 phases that will be determined by time. 700,000,000 pre-mined DMX will be issued in the genesis block, which will be contained in the Master Portfolio. At the end of each ICO phase, coins will be transferred from the Wallet Master to DMX Wallets of users who purchased coins during the previous ICO phase.

This is only possible as the Master Wallet coin burning process will apply. At the end of the 7 phases, this process will burn all currencies that are not sold during the ICO, making the Master Wallet value zero and setting the maximum supply of DMX in the blockchain.

3.3

BLOCKCHAIN OPERATIONS

The blockchain network is different from conventional payment computer networks because it is decentralized and distributed. Each node has a copy of all the blocks stored in the network. Communication between nodes is multi-directional. All members of the network validate the registered blocks. Therefore if one computer on the network is disconnected, all other computers maintain an identical copy of the information.

The transaction information record contains basically 2 information:

- The origin and destination wallets;
- The DMX value linked to the operation.

Once the transaction is performed, a transaction log request is sent to the main network. As this occurred the transaction is grouped, with other operations coming from other users, and stored in a block. Every 1 minute a new block is generated. The system of verification and confirmation of the data is called PoS (Proof of Stake).

The PoS system uses two layers to ensure the security of data storage on the network. they are:

1) The system uses a random algorithm to choose the node that will check the block. The algorithm draws a lottery to choose one of the nodes that will validate the block in the network. In addition to the random choice, the node drawn is checked for integrity within the network. If the integrity checks are valid the node executes the algorithm to validate the block in question. If the node has received any fraud attempt identification, attempting to generate a false block on the network, it is automatically disqualified from the draw.

2) After the node is chosen, it starts the process partitioned from the creation of the block. This process occurs as follows:

2.1 - When the node receives from the network the right to create a block, it creates the keyblock, which is usually just an empty block.

2.2 - After that, it creates microblocks every 3 seconds. The microblock is very similar to the regular block: it is a non-empty transaction package, which refers to your previous microblock.

2.3 - The microblocks are continuously extracted and propagated to the network until a new block of keys, referring to the current block, appears. After 1 minute the node stores the block in the main chain and it receives confirmations from other nodes that its register is in agreement with the previous blocks. In a few thousandths of a second the entire network has a copy of this block. In addition to containing transaction information, each block has some identifiers that serve as forging information for the next block. The next block hash depends on this encrypted information to be generated. Therefore, each block of the chain is dependent on the previous one and impossible to be duplicated.

3.4

BLOCKCHAIN COMPONENTS



DMX Tax - The tax paid in transactions of the blockchain has a fixed value of 0.01 DMX. It is worth mentioning that this value is fixed and independent of the amount of DMX involved in the operation. This factor becomes a great differential of the system for exchange of values between users in relation to conventional payment systems. The amounts collected from the DMX Tax will be paid to all distributors who own DM-Pay terminals that have a node function in the network.

DM-Pay Tax - Tax on a percentage of the amount paid, regardless of the crypto-currency used, for payments at the DM-Pay terminals. This charge will be distributed to 3 sectors of the project, with percentages to be set at the launch of the network to meet market needs. The amounts collected will be distributed among: Reserve Fund, Digital Money Company and authorized distributors of DM-Pay terminals.

Block - Transaction storage unit generates every 1 minute in blockchain. It has encrypted sequential identifiers to guarantee the blockchain registration sequence.

DMX Wallet - Where users store their DMX. Gives access to send and receive transactions within the blockchain.

It is responsibility of the user to provide basic security precautions regarding the access of their wallet. Because the blockchain system is fully automated, there is no way to reverse an operation or recover balances in case of losses due to third-party access to your wallet.

DM-Pay Wallet - A special wallet for DM-Pay terminal distributors. It has additional software node functionality. It allows the operation of the DM-Pay and qualifies the user to receive participation of DMX Tax and DM-Pay Tax.

Master Wallet - Digital Money controlled portfolio containing 700,000,000 pre-mined DMX. At the end of the ICO its balance becomes zero due to the remaining balance burning process.

SEED - When the user registers a wallet, a sequence of words is displayed. This sequence of words is known as SEED. It aims to facilitate the storage of the private encryption key.

Example: *car - manual - recall - harvest - series - desert - melt - police - rose - hollow - moral - pledge - kitten - position - add.*

It guarantees full access to your wallet data as it is the private key decoder. Therefore, never give your SEED to anyone and store the sequence of words in a safe place. Only it can restore access to the DMX balance in the wallet. **The loss of SEED (private key) leads to the definitive loss of the funds in the portfolio. There is no method to recover balance without using SEED.**

Public key - Alphanumeric string provided by the wallet software to the user to identify it in the transaction. Every public key is derived from a private key and can only be decoded by the source private key. However, the public key is only a handle and provides no access to user data.

Public Key Example: *HBqhfdFASRQ5eBBpu2y6c6KKi1az6bMx8v1JxX4iW1Q8*

To execute a DMX transaction successfully, the receiving user has to inform its public key to the user that will send the funds. Without a public key, the transaction cannot be sent. Always check the destination data when executing a transaction.

Private key - Encryption key used to generate public keys. Formed by an alphanumeric sequence known as a hash. You have the required wallet data to validate a transaction. Private key access defines who owns the balance stored in it. The private key hash is not visible to Wallet DMX users in graphical mode and is translated into word form in SEED.

Example of Private key: *3kMEhU5z3v8bmer1ERjUUhW58Dtuhyo9hE5vrhjQAWYT*

Nickname - In order to make the Digital Money experience more user friendly, the shared public key between transactions can be personalized with a nickname, registered in the blockchain.

Confirmations - Validations given in the network by several nodes, when they add a block to their copy of the blockchain and attest the validity of the information of a block generated by another node. Depending on the operation performed, some confirmations are required before a DMX transaction is validated.

Node - Digital Money Software that allows the computer to participate in the data storage network of the blockchain and validate blocks.

DMEX - Function integrated in the DMX portfolio. Users will be able to store cryptocurrencies and exchange DMX for other assets on the platform itself.

4.0 DIGITAL MONEY ECOSYSTEM

4.1 DM-PAY TERMINALS

One of the major obstacles to be overcome by the crypto market is usability. With that in mind, Digital Money works to make the cryptocurrency experience simple for people. Payment terminals, which are widely used by credit card providers, now called POS terminals, will be replaced in the digital payment ecosystem by DM-Pay POS-blockchain terminals. Through them, people will be able to pay with cryptocurrencies without having to convert them to cash. Merchants, in turn, will also be able to accept crypto assets, without having to understand the market and convert these cryptocurrencies into cash after receiving them. Digital Money's payment solution will do this automatically and simply. This will produce benefits for everyone involved.

DM-Pay terminals will be subordinated to a special wallet called DM-Pay Wallet, which will serve as a node in the network and will allow for fee remuneration gains (described in section 3.4).



The terminals will execute payment orders with values defined in cryptocurrencies. The purchase price is set in fiduciary currency (US dollar / euro, etc.) and converted into cryptocurrency at the time the transaction is completed. Then the QR-Code with the data to make the payment will be displayed on the terminal display.

After presenting the data, the user must scan the QR-Code with his smartphone through the wallet. Once the user validates the sending of the chosen cryptocurrency for payment, it will be finalized.

4.2

DM-PAY TERMINALS RENTAL

Part of the payment amount at DM-Pay terminals will be sent to the authorized distributor who provides the payment software at interested merchants.

With this compensation it will be possible to expand the payment network DM-Pay. Within the vision that Digital Money will revolutionize the payment market and people's everyday lives, popularizing DM-Pay terminals is the fastest way to increase the use of crypto-coins by everyone.

The rental program was created to reward users who collaborate with the expansion of the payment network.

The authorized distributor can create DM-Pay terminal networks for various types of merchants. The more transactions executed at the terminal, the more profit the authorized distributor will make.

This program will start after ICO ends.

4.3

DIGITAL MONEY RESERVE FUND

One of the biggest problems with mass adoption of cryptocurrencies is the high volatility of the market and the lack of reserve found that guarantees the minimal value in the event of a market collapse. Technological factors are also challenges to be overcome, such as vulnerabilities that may exist with the evolution of quantum computing.

The low volume traded with cryptocurrencies allows some big capital investors to manipulate prices. In addition, the fact that these assets may fall to zero removes investors and postpones their popularization.

One solution to this problem is to support cryptocurrency in a physical asset of intrinsic or monetary value. To make this possible, Digital Money will implement a Reserve Fund that will self-feed, providing an increasing minimum value based on the use of its payment network. This fund aims to store part of the payments made in Digital Money's payment solutions in an investment portfolio managed by the Digital Money Foundation.



Cryptocurrencies reserved for the fund will be converted into US dollars *, thus creating a backing reserve with the world's leading fiduciary currency. This reserve will mitigate changes in the DMX exchange rate against the dollar, making it more stable as its commercial use increases and setting a minimum asset value in the event of an emergency. This reserve fund will be fueled by DM-PAY transaction fees, will function as gold worked for the Dollar before the end of the US gold standard.

With this system, we will redeem the best we had in the world financial system, and that is now gone. This is the gift we want to give back to the world, the possibility that you have an asset that is backed by something that does not depend solely on itself to function.

*** The currency initially chosen to make up the fund will be US dollar and government bonds from countries with the best global economies. These options may be changed according to the need or preference of the company that will be chosen to manage the fund's capital.**

4.4 DM-BANK

The crypto market in the current model requires specific expertise so that the average user can make a simple purchase of cryptocurrencies. You need to open an exchange account and trade between the fiduciary currency and the desired crypto. To make this trade you have to create buy and sell orders in order books, quote understanding and various other financial market factors.

Digital Money introduces into its ecosystem the design of a digital bank that aims to simplify the process of buying and selling cryptocurrencies. In DM-Bank the user deposits credit to his account through a simple bank transfer and can immediately convert this value to the chosen cryptocurrency. The user can deposit fiat currency and convert to crypto or reverse function at the push of a button.

The account balance can be used for all conventional bank features. You can make payments from bills, deposits and interbank transfers. No trade processes or complex operations to buy or sell cryptocurrencies.

The inclusion of DM-Bank completes the ease-of-use cycle that Digital Money aims for in its project. The DMX user will have in a single platform all payment ecosystem that is used to use in conventional banking networks.

4.5 DMEX

Exchange integrated with the Digital Money ecosystem created primarily for Bitcoin to DMX conversion via the BTC / DMX pair.

Also during the ICO period will be in operation to encourage users to use the cryptocurrency exchange system. At this stage the operations on the platform will have some restrictions related to the values of the operations. This will be necessary to fulfill the educational role of showing the functionality of a traditional exchange to users who have never had contact with this type of operation.

After the end of the ICO, the exchange becomes fully functional, adding to the platform portfolio more cryptocurrency pairs and functionality.

5.0 ROADMAP

5.1 PROJECT PHASES

ICO

The Initial Coin Offers process is the fundraising phase to make the project viable. Users who buy coins during the ICO phases help the project to develop and earn decreasing currency discounts. Digital Money's ICO is divided into 7 phases.

The end of the first phase the ICO guarantees the development of the blockchain. The amounts, referring to the 20% of the revenue collected at each stage for Digital Money, will be used to finance the Payment Ecosystem, Reserve Fund and DM-Bank implementation infrastructure. The Digital Money project aims to be a payment environment fully integrated with user needs.

Coins are delivered during each ICO phase in chronological order of purchase. That is, coins purchased in Phase 1 will be deposited in users' wallets during Phase 2 sorted by date of purchase.

Integrated payment system

Implementation and adoption phase of DM-Pay terminals. At this stage, terminal owners will be able to purchase the equipment and start operating with their trading partners.

Wallet Testnet

Period when the basic functions of the blockchain application are tested by users. The user-friendly DMX wallet provides an easy and innovative way to operate transactions on the blockchain network. At Wallet Testnet the username is customizable and the operations simplified and intuitive.

Wallet DMX

Project period when all DMX Portfolio functionality is complete. During this period, along with DM-X functionality, it will be possible to transact between the portfolios on the network and trade DMX on the DMEX exchange.

DMEX

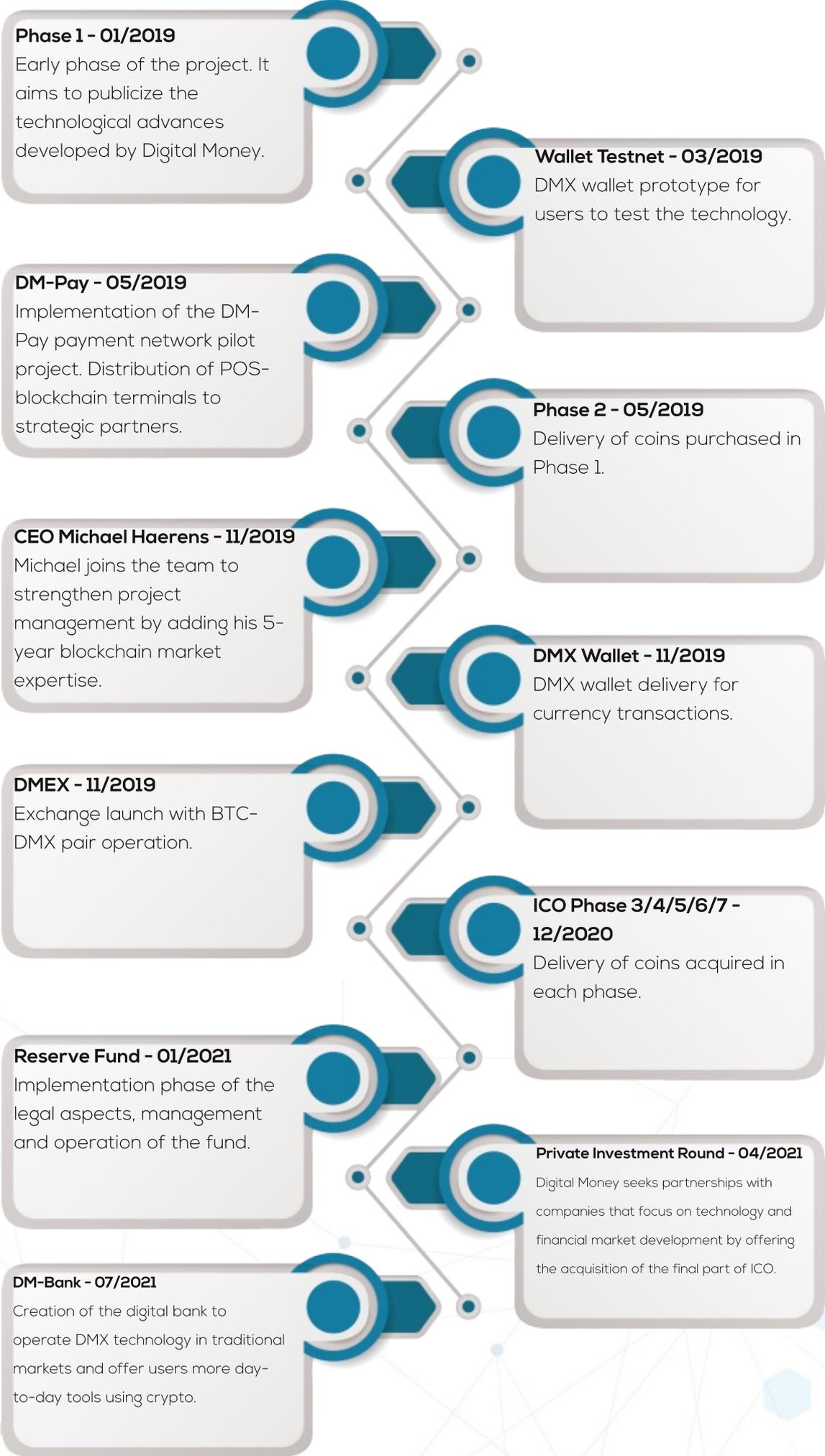
Exchange implementation for DMX / BTC pair operations.

Reserve Fund

Formalization of legal aspects for use and administration of the Reserve Fund.

DM-Bank

Formalization of legal aspects and structuring of the digital bank.



6.0 ICO

6.1 DMX INITIAL COIN OFFERING

Digital Money introduces the community to a new ICO model. Investors, over the last few years, saw many projects raise millions of dollars in ICO and fail to deliver an operational blockchain. Many teams get large amounts of the amounts collected and do not continue the projects until the final phases.

Our team aims at efficiency for this project, not only in terms of technology, but also financial. Within this line of thinking, from the outset, the community supporting the project will be transformed into business partners.

Only 10% of the funds raised in Phase 1 will be spent on project development. From Phase 2 this percentage increases to 20% as described in section 5.1. The rest is redistributed to the user community in the form of user purchase commissions. Using a success-based affiliate program model that has made Binance the world's largest broker in less than 2 years, we have created a similar program to push ICO's reach to as many people as possible.

Digital Money understands that the best marketing strategy is personal sharing. As a result, users will receive as a bonus most of ICO's revenue, so that each user is a Digital Money Ambassador.

6.2 ICO PHASES

Phase 1: This phase aims to establish partnerships with strategic ambassadors for project growth. The collection of this value guarantees the development of the minimum viable product.

Objective: **\$ 5,000,000.00**

Value of each DMX: **\$ 0.25**

Amount of coins available: **DMX 20,000,000 DMX**

Phase Discount: 82.7%

Completed: 04/2019

Phase 2: Stage where the sale is open to the public.

Objective: **10 months**

Value of each DMX: **\$ 0.45**

Quantity of Coins Available: **Defined by the sale of coins in the period.**

Phase Discount: 69%

Phase 3:

Objective: **2 months long.**

Value of each DMX: **\$ 0.65**

Quantity of Coins Available: **Defined by the sale of coins in the period.**

Phase Discount: 55.1%

Phase 4:

Objective: **2 months.**

Value of each DMX: **\$ 0.85**

Quantity of Coins Available: **Defined by the sale of coins in the period.**

Phase Discount: 41.4%

Phase 5:

Objective: **2 months.**

Value of each DMX: **\$ 1.05**

Quantity of Coins Available: **Defined by the sale of coins in the period.**

Phase Discount: 27.5%

Phase 6:

Objective: **2 months.**

Value of each DMX: **\$ 1.25**

Quantity of Coins Available: **Defined by the sale of coins in the period.**

Phase Discount: 13.7%

Phase 7:

Objective: **2 months.**

Value of each DMX: **\$ 1.45**

Quantity of Coins Available: **Defined by the sale of coins in the period.**

NOTE: The ICO process has a maximum closing time in December 2020.

6.3**ICO AFFILIATE PROGRAM**

During ICO Phase 1, users purchased DMX through the Digital Money platform. For this it is necessary to register, fulfill the registration requirements / KYC and exchange Bitcoin for DMX coins.

Beginning with Phase 2, users who already have KYC-validated accounts and who purchased DMX coins in the previous phase will be able to open their DMX sales orders and can initially exchange them for the DMX / Bitcoin pair.

DMX purchases directly from Digital Money's ICO will continue, and payment will be made 50% in BTC and 50% in DMX. Therefore, users who wish to purchase DMX during the ICO period must pay 50% of their order with DMX purchased from Exchange DM-X from users who purchased in the previous phase.

Always at the end of each Phase, DMX sold in the previous phase will be launched and delivered to Wallet Digital Money Betanet. Make sure your KYC process is complete. You will need it in order to receive your DMX in exchange DMEX.

6.4

ICO AFFILIATE PROGRAM

80% of the revenue is distributed through the Affiliate Program.

The system pays 80% of the amount collected in Bitcoin divided into 8 depth levels, with 10% bonus in each level. Bonuses are calculated daily based on users' DMX purchases on your network, down to the eighth depth level.

Any user can receive 10% of commission on purchases made to their third level of depth without any specific requirement. To receive bonuses from the fourth through the eighth level you must meet a qualification requirement. Below is the qualification table.

1	LEVEL	ALL
2	LEVEL	ALL
3	LEVEL	ALL
4	LEVEL	1 STAR
5	LEVEL	2 STARS
6	LEVEL	3 STARS
7	LEVEL	4 STARS
8	LEVEL	5 STARS

Example:

If a direct referral you purchase DMX, you will receive 10% of the points generated by this purchase. If the user is an indirect referral, the system will check if you are entitled to receive bonuses of this depth level*. If you are eligible, the system will pay you the 10% commission, if you are not eligible to receive the level in question, this bonus will be paid to those who meet the requirements.

Points are generated by the part of the order that is paid in Bitcoin. 1 Bitcoin = 1 Point.

*** Rules for determining qualification levels will be described within the backoffice on the Digital Money platform.**

7.0 CONTACTS

To learn more about the Digital Money project and buy DMX, go to:
<https://www.thedigitalmoney.io/>

To know about the latest news access our social networks:
<https://www.facebook.com/digitalmoney.dmx>
<https://twitter.com/DigitalMoneyDMX>
<https://www.instagram.com/thedigitalmoney.io>

8.0 LEGAL INFORMATION

Every user, when registering on the Digital Money platform, is aware of the risks and rules to participate in the sale of ICO.

For further clarification, check the Terms and Conditions document at
https://www.thedigitalmoney.io/misc/dmx_terms_and_conditions.pdf

