



NITRO General Overview

Nitro Description	Nitro is a global blockchain-based platform that empowers anyone to partake in the US\$100 billion per year video-games economy. Nitro is designed to democratise and revolutionise the video-games industry through the creation of a new cryptocurrency called NOX and an integrated online marketplace called Nitro Marketplace. Nitro is the 1st cryptocurrency in the world backed by a publicly listed company - iCandy Interactive Ltd (ASX:ICI)
NOX Description	The underlying blockchain-based token that allows NOX holders to participate, connect and grow together with the economy of the video-games industry. The token can be used as an in-game and marketing currency for the games industry on Nitro Marketplace.
Token Symbol	NOX (ERC20 token, Ethereum Based)
Pre-sale Date	19 November to 23 November 2017
Pre-sale Incentives	1 ETH to 1040 NOX (30% bonus to Crowdsale rate) Minimum order quantity of 5 ETH is required
Crowdsale Date	01 December to 26 December 2017
Crowdsale Rate	1 ETH to 800 NOX (equivalent in BTC)
Crowdsale Early Incentives	First 24 hours: 1 ETH to 1000 NOX (25% bonus) Subsequent 48 hours: 1 ETH to 920 NOX (15% bonus)
Token Holder Benefits	NOX holders will be able to vote in the funding campaigns of new video-games development and receive bonuses when engaging in activities within NITRO network. Additionally, NOX enables a 10% discount when purchasing NOD , the USD-pegged sub-token to be used as a form of in-game currency. 60% of the revenue share received by NITRO in NOX will be purchased on exchanges and converted into BTC/ETH/Fiat to fund new games. NITRO has the right to balance the allocation of funds by using up to 40% of the revenue share for marketing and operational costs as well as for rewarding NOX holders for participation in the marketplace.
Total Token Supply	120,000,000 NOX
Token Allocated To Public	60,000,000 NOX (50% of total supply)
Maximum Target To Raise	Cap at 75,000 ETH, with oversubscription allowed up to 85,000 ETH
Official Website	www.nitro.live

