



 **StockUpex**
DIGITAL CURRENCY



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DISCLAIMER

The primary objective of this Whitepaper is to present StockUpex –a digital currency based on blockchain technology to prospective community members and interested individuals who might want to join in on the proposed StockUpex coin Launch, or “Internal Exchanger Launch”. The information put forth in the following whitepaper is not exhaustive or contractual in any form. The only primary purpose is to deliver detailed and essential information to prospective coin holders and, thereby, aid them in determining whether to undertake a thorough analysis of the StockUpex project with the intent of acquiring StockUpex coins (STX).

The information presented in this whitepaper is not a binding contract of any sort or a proposition for investment, nor does it, in any way, pertain to an offering or a solicitation to buy any securities in any jurisdiction. The document is not composed in accordance with, and is not subject to, laws or regulations of any jurisdiction which are designed to protect investors.

The information given in this white paper might involve several expected and unexpected risks and uncertainties which may result in actual events or could result in the information and conclusions presented henceforth, to differ in some form or the other.

ABSTRACT

The gaming industry is one of the fastest growing markets in the world and as such, the gaming is now exploring alternative methods of revenue generation. There have been several medium of 'microtransactions' that have emerged that utilize some various virtual currencies.

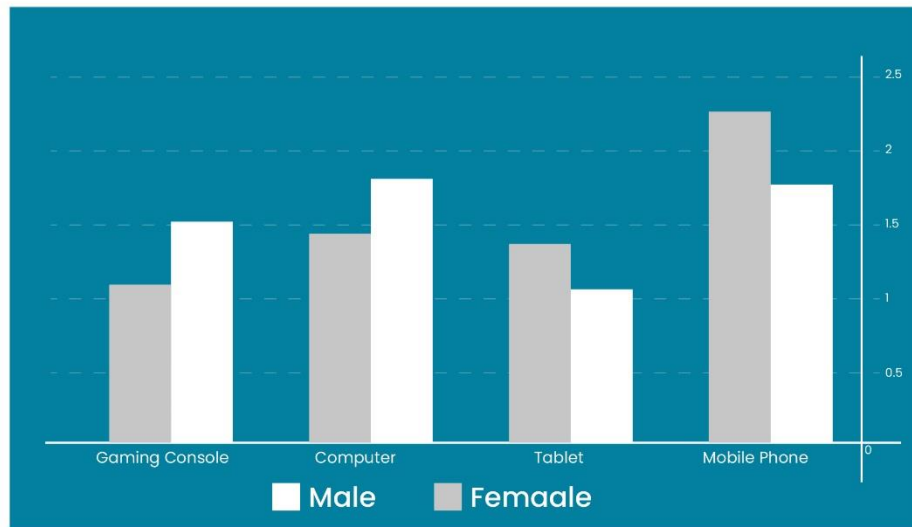
Due the fast-track emergence of blockchain technology and crypto currencies, a brand new wave of online transactions began to take form. As the gaming world currently is hyper- focused on in- game microtransactions, blockchain technology has become a valuable option.

Through StockUpex, we aim to utilize cryptocurrency for in-game purchases as well as to implement a way to earn real-world currency during gaming. StockUpex (STX coin) is a crypto currency that works as a medium and currency for In-Game purchases, unlocking additional content and is also effective system for earning STX coins while playing games. StockUpex simultaneously targets both gamers and game developers by offering them an ingenious system that inspires and encourages them to play and create. Through StockUpex, we systematically mold together gaming and digital currency.

UNDERSTANDING THE GAMING

Since its development around 50 years ago, the video gaming industry has made unbelievable progress worldwide. The entire industry is expected to see a 138.4 Billion USD income by 2021, the business is rapidly getting one of the most noticeable industries in the world.

In 2018, the market was expected to be worth about 115 billion USD and the industry is expected to surpass 138 billion in revenue by 2021.



Graph: Device game playing on scale of (0-4) Source: Limelight

All aspects and mediums of games are undergone a distinct boost and population of gamers has also increased.

COMPETITIVE GAMING

With competitive gaming gaining in popularity worldwide, especially over the course of the last 10–15 years, turnover of the gaming industry has skyrocketed. The term eSports was born years ago; today, gaming is already officially considered a sport. Tournaments in popular online competitive games such as Counter Strike, Dota 2, League of Legends, Starcraft 2 and many more have set huge prize pools of 25 Million USD and more.

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In 2015, worldwide revenues generated in the eSports market was almost to 325 million USD. At the pace of 40 percent year-on-year growth, the market is expected to generate close to 1.5 billion USD in revenue by 2020. It was calculated that nearly 80 percent of these revenues came from sponsorships and advertising in 2016, and the rest from eSports betting, prize pools, tournaments, merchandise and ticket sales.

GAMING CONTENT

Today, gaming is one of the most popular sources of entertainment. Youtube has launched its own streaming platform and gaming-related videos are among the most searched topics on the platform. Gamers are able to earn large rewards and ascend to millionaire status at a young age just by playing one single game and it is a phenomenon that still shocks and amazes people every day.

WHO ARE THE PLAYERS?

The initial generation of gamers, namely millennials, are now in their 30s, which means that they are able to spend more money than they used to 20 years ago. Fun and mental agility are among the main reasons cited by the older gamers as to why they choose this pastime. Men play almost eight hours per week. This is an average of one hour 37 minutes longer than women, who play 6.28 hours. 23.0 percent of men play for 12 hours or more, compared to just 15.9 percent of women.

The younger target group of gamers are not far behind. They lack the adequate spending power, due to the wider acceptance of video games today, parents are willing to allow their kids to spend more time playing than before. From in-app purchases, the premium children's games generated 30% of revenue for the mobile gaming industry (SuperData Research, 2015).

MICROTRANSACTIONS AND IN- GAME PURCHASES

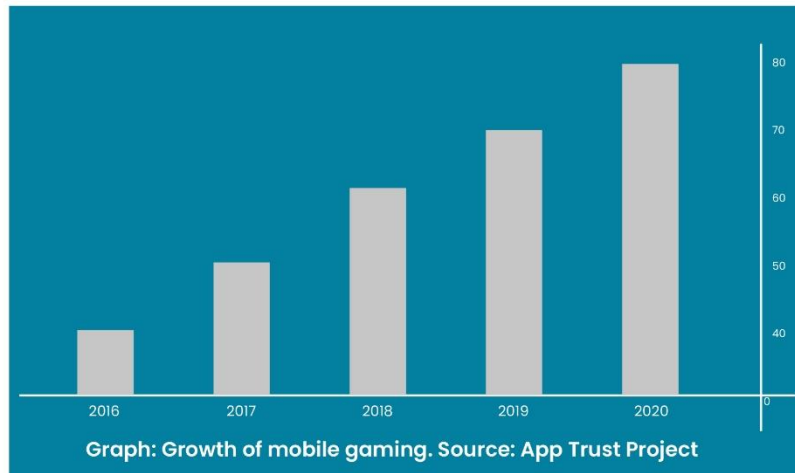
Video game monetization is highly diverse at the moment. In addition to the traditional model, mobile gaming and “live service” games has given rise to new forms of monetization. The post-launch sale of additional content, levels, cosmetic items, gameplay advantages and so forth is abundant in today’s gaming world and is generating revenue streams that rival and often surpass traditional game sales revenue. As an example, AAA games publisher Electronic Arts is now generating the vast majority of its revenue through post-launch microtransactions (Live Services), rather than upfront unit sale.

IN- GAME PURCHASES – NUMBERS AND FACTS

In 2016, mobile gamers in the United States playing Game of War - Fire Age spent an average of 336 USD on in-game purchases. (Slice Intelligence, 2017) Mobile gamers in the U.S. who play Mobile Strike spent an average of 309 USD on ingame purchases. (Slice Intelligence, 2017) Spending over 300\$ on in-game rewards for a mobile game overcomes the usual cost of a gaming app by a factor of 30. This only shows how effective the new monetization methods could be compared to charging one-time for the app download. 11% of gamers in the United States stated that they have spent more than 250 US\$ on ingame purchases. (Statista, 2017). In 2020, the global in-game spending is estimated to reach 32 billion U.S. dollars, up from 2015’s 22 billion. (CNET, 2016). Consoles have also found a way to break out of the classic way of game monetization.

MOBILE GAMING

Mobile gaming has been subjected to massive growth in the past few years. Although it is considered a casual form of gaming, the market share mobile gaming occupies has surpassed 50% last year.



In the span of a decade, mobile gaming will have grown from the smallest segment in 2012 to a 100-billion-dollar industry in 2021.

Consecutively, game development studios are adjusting their focus to the demand accordingly. The focus remains on PC with 60%, followed by 38% for smartphones and tablets, approximately 30% for consoles and nearly 20% for VR headsets and AR(Statista).

As a result, game development is becoming a highly sought-after profession, which is also a consequence of the rising demand for IT specialists.

NEW TECHNOLOGIES

New technologies such as VR, AR, A.I., and smart technology are becoming extremely wellknown. Though they haven't quite matched up to the gaming experience as PCs and consoles, especially in terms of gameplay and competitiveness, it is just a matter of time until they catch up. We would not be surprised if in a few years VR and AR games are the market leaders, at least in casual gaming. 24% of game developers were developing games for VR headsets in 2018.

The global VR gaming market size in 2016 will be worth 3.6 billion U.S. dollars. This number is expected to grow to 22.9 billion by the end of 2020. Europe and North America are the two biggest markets for virtual reality video gaming. Between 2016 and 2020, mobile VR gaming sales are expected to show the highest growth in sales revenue, followed by the PC and console segments.

Gamers are generally tech-savvy and hence, are similar with the profile of the average crypto investor. In fact, gamers are much more likely to invest in crypto currencies than non-gamers. The same fact applies to gamblers as well, who have many things in common with gamers, mostly the thrill-seeking spirit.

GAMING INDUSTRY PROBLEMS

As proven before, the gaming industry is growing extremely fast in all of its aspects. As with any other industry facing such unprecedented growth, its related innovations are also slowly picking up to match its scale. Some problems still remain while others are just starting to take shape as a consequence of the increased interest in video games and the commercialization of the sector.

- No cross-platform system for monetization
- The issues with microtransactions
- Declining game quality
- Massive competition for game developers
- Unplayable blockchain games

The trend for pushing microtransactions in every game is not always received well, especially in games that are not free to play. Even freemium games who make gamers feel pressured to pay (pay to win) have to deal with a certain degree of dissatisfaction. Obviously, if a system that reduces the negative impact of microtransactions is introduced, it will positively influence this monetization model. One of the core issues of microtransactions is that the in-game rewards, which can be unlocked by paying additional real-world cash, or grinding a certain currency in-game, are not transferable from game to game.

Another issue of the industry lies ironically in its unprecedented growth. With game studios rushing game development to satisfy an ever-hungry public, quality is being sacrificed for quantity

THE STOCKUPEX PROJECT

To address as many of the pressing issues of the gaming industry as possible, we have created the StockUpex – a dedicated crypto currency that serves as a foundation for InGame purchases, unlocking additional content as well as an ingenious system for earning STX coin while playing games. It is created through our own blockchain technology.

When StockUpex idea was initially drafted, our simple objective was to monetize online games in a way that would benefit both the player and the developer. After thorough research and brainstorming with industry experts, developers and marketers, we began to formulate a solution. Feedback was overwhelmingly positive and a surprising amount of people expressed interest in joining or financing the project. Thus, StockUpex came into being.

We instantly went to work on developing the technological foundation, APIs and implementation frameworks. At the same time, our game development team started working on two simple games that would serve as a testing and demo platform as well as genuinely entertaining games to familiarize players with the concept of StockUpex and allow them to earn real-world digital currency right away. We wanted to create a platform that that inspire and encourage game developer and gamers to implement and receive real-world rewards by playing STX-enabled games.

OUR MAIN FOCUS

Some of the reasons crypto- currency based monetization ventures in gaming have not turned out favourable is largely due the fact that they has rather weak implementations. Systems were faulty or difficult to incorporate into existing code and they have been mostly restricted to certain apps and platforms. We attempt to avoid these shortcomings by designing StockUpex to have maximum cross-platform interoperability and by delivering a set of smart and easy to use tools for developers.

To make it as easy as possible to implement StockUpex into games, we'll be launching a set of tools and APIs, both tailored towards certain third-party game engines like Unity, Unreal, etc. as well as custom solutions. Our back-end will handle the heavy lifting, processing and verifying transactions and providing a reliable backbone. The protocols used with additional instruction sets and attributes unique to STX. Our goal is for StockUpex to be available on every gaming platform imaginable, from mobile gaming to PC to dedicated game consoles while maintaining a high level of compatibility and cross-platform capabilities.

FOR GAMERS PASSIVE INCOME GENERATION WHILE YOU ARE GAMING:

StockUpex allows the implementation of an in-game reward system similar to trophies /achievements on certain platforms. Only instead of a meaning less popups, gamers earn actual digital currency by completing certain tasks in game. Another implementation would be in-game stores and purchases, traditionally handled via microtransactions.

Using STX instead, gamers can use an open, cross-platform marketplace, following actual market developments. StockUpex has been designed right from the basic foundations to encourage viral uptake. All STX enabled games are encouraged to be designed for easy invites and sharing so that users can create virtual groups and play with their friends. Additionally, functionality will be integrated which allows developers to grant affiliate revenue sharing to social players. The possibility for passive income generation for developers also will lead to higher quality games, something gamers will greatly benefit from.

P2P TRADING MECHANISM

Another important innovation unique to STX are P2P trading mechanisms allowing for direct trade of additional content such as skins, cosmetic assets and the like directly using the STX system. This allows for the circumvention of third-party marketplaces and gambling sites - most of which employ dubious business practices and charge high transaction fees.

FOR DEVELOPERS

StockUpex is designed by game developers, with game developers in mind. No other platform thus far has to date been able to offer instant, cost-effective real crypto currency gaming to players and developers. STX is going to change that.

PROPREITARY DEVELOPED APIS

First and foremost are specific APIs to allow implementing both the earning process as well as payments and transactions into common third-party game engines and custom solutions.

We offer intuitive tools to make it almost trivial for game developers and publishers to implement our systems, allowing for virtually immediate revenue generation. Our APIs allow for game developers and publishers to set up a dynamically adapting pricing system that constantly monitors STX value and adjusts the pricing for digital items to the current market value, thus offering continuity and predictability to customers.

EASY TO USE AND IMPLEMENT

The process for implementing STX in games couldn't be easier: developers creating STX-enabled games can request our free toolkit that is compatible out-of-the-box with many third party game engines such as Unity, Unreal and others as well as easily adaptable for custom solutions.

This toolkit handles all the heavy lifting, i.e. the actual processing of transactions. All the developer has to do, is set up their in-game store and use the modules included in our toolkit for handling the transactions. To date, developers have not been able to create blockchain-based games that are worth playing. StockUpex technology does the hard work of making truly instant blockchain games available to everyone.

PROBLEMS

Lack of coherent, cross-platform system for games monetization Currently, a lot of games employ their own proprietary monetization schemes. Players purchase a set amount of in-game currency that is valid only for this specific game and usually can't be converted, paid out or used in other games.

SOLUTION

StockUpex gives gamers the opportunity to handle their in-game purchases via an actual, inherently valuable digital currency that is compatible across all kinds of platforms and games. This results in several measurable benefits for both publishers and gamers. For one, the unified, cross-compatible system allows for very easy implementation across different games. Another huge benefit is the actual economy surrounding StockUpex. Since STX is a valid crypto currency that will be traded not just in games but in the real world as well. What this means is, that STX will have inherent value that is projected to rise steadily for the foreseeable future.

Therefore any earned StockUpex coins stand to gain in value all by themselves as adaptation rates rise. By virtue of being a universal in game currency, StockUpex aims to keep gamers interested in not in certain games, but the entire ecosystem for a long time. Not only does the prospect of earning actual money through gameplay significantly increase the chance of gamers staying engaged long term, due to it's cross-compatible nature, no funds converted to STX will ever become invalid or un-usable, leading to a greatly increased willingness to keep spending..

TECHNOLOGY

At StockUpex, we decided to create and develop our STX coin and internal exchanger. The StockUpex digital currency is created to have excellent security and general compatibility, which facilitates seamless cross-platform trade. This ensures that neither users nor developers have to take any additional steps to start handling STX as it's standardized protocols are will already be compatible with virtually all major exchanges and wallets

THE STOCKUPEX INTERNAL EXCHANGE

The StockUpex exchange will be a web application that will be a platform facilitating all transactions made with the StockUpex wallet. While the receiving of STX earned by the player in-game is possible, exchanging these STX coins for other currencies or any other items that require cross-platform compatibility must be done through the StockUpex exchange.

The exchange will be accessible directly through the StockUpex website. The exchange will allow users to trade items with each other, even if they are from different games. With the help of our APIs, developers will integrate dynamic price mechanisms, which will convert the value of all items in STX, thereby making trade much easier, safer and on one single platform. With the help of blockchain, transaction fees will be much lower and fully transparent to all participants.

THE STOCKUPEX WALLET

The StockUpex wallet will be a web application that allows users to safely store their STX coins, cryptocurrencies and fiat money. The wallet allows users to access the StockUpex exchange, where all types of transactions will be executed. Additionally, due to the crossplatform compatibility of StockUpex, the wallets also give users the possibility to execute both in-game and cross-game transactions. The StockUpex wallet allows users to cross-trade in-game items across different games. The wallet even allows the storage of STX and other crypto currencies, giving users more options and flexibility.

STOCKUPEX USER ACCOUNTS

The in-game user accounts will be created through the StockUpex website and will be integrated with the player's STX wallet. This account will function as the intermediary between the StockUpex exchange and StockUpex wallet. Every user will have its own dashboard, where they will be able to edit their settings, see statistics, earn referral bonuses and many more options that will be made available as the StockUpex project progresses. The accounts of the users will have a built-in element of gamification, meaning that the account will earn levels and additional rewards based on the achievements of the user. These achievements will be based on the user's activity in StockUpex enabled games and the amount of currency the user has acquired.

THE TECHNOLOGY BEHIND STOCKUPEX

The STX APIs have various implementation options. One of these options is for developers to create their own in-game marketplaces to sell in-game items for STX.

Users can purchase these items for STX coins with their STX wallets. The whole process is wrapped up by a Smart Contract that is responsible for the secure transaction. All transactions are stored on the blockchain and are thus fully secure and transparent, however, they cannot be changed. This ensures that every user has a comprehensible record of coins they have transferred, exchanged and received.

The StockUpex APIs are easily integrated to top game development engines such as Unity and Unreal, thereby making it easy for developers to integrate them in their own games, as long as the platform they are creating with is supported. It is the responsibility of the developer to carry out the implementation process adequately in their own game. Just like with mobile apps and an app store, the function of the smart contract will be constantly audited by StockUpex. All games will have to adhere to certain standards that will be made publicly available. Any fraud attempts will lead to the instant ban of the game and the developer will be not allowed to submit any further games. Game developers will have the right to only 2 reviews per game, unless they have knowingly engaged in deception and fraud, in which case it will be their first and last submission and we will explore legal action.

HOW IS THE PASSIVE INCOME GENERATED

Gamers will be able to receive passive income while playing games. Developers are able to implement STX in their game instead of coming up with their own internal currency which will not be tradable or refundable.

Implementing it with our developer tools and APIs will not pose any difficulties for them, as they will be compatible with the platform they are likely to be working with. Once executed, the process looks just as it is with traditional in-game rewards: for example, gamers receive a challenge that requires them to achieve 2 hours of playtime or to acquire a certain amount of points etc., for which they will be rewarded with any amount of STX. This is also profitable for game developers, as it will encourage people to spend more time playing their games, knowing that they can be rewarded with something that holds value outside the game itself.

MARKETING STRATEGY

We have crafted a multilayered strategy of our main target groups and categorizing them into subgroups:

GAMERS

Rather than just categorizing our player in gender categories and age groups, which will never fully give the right amount of clout need to penetrate the industry, we have identified a far more important distinction that will allow us to appropriately influence the right target group, free of gender, age and race disparity. The most essential distinction is between casual and “hard-core” gamers, as it has the biggest influence in terms of marketing. Obviously, hard-core gamers are much more likely to spend money on games or any gaming related content, including projects such as StockUpex.

Their geolocation is another variable that greatly influences their profile – for example, differences in income and culture could have significant differences on their decisions. The gamers on the Asian market for example are known to spend comparatively much more money than western Europeans. The reason for this does not lie that much in their higher income, but in the meaning of video games purely from a cultural aspect.

GAMER DEVELOPERS

Since game developers would directly benefit from the successful implementation of our project, we believe that they comprise a target group vital for our success

A MULTI-CHANNEL STRATEGY

In order to make the launch of StockUpex a well-known name, we devised a multi layered marketing strategy designed to generate as much publicity as possible in the shortest possible time.

CROSS-CHANNEL ADVERTISING

In order to reach as many people as possible, we will be launching an advertising campaign across multiple mediums, magazine / newspaper and online ads (Google Adwords and Facebook Ads) as well as social media. Ad networks, especially those focusing on the crypto market are highly cost-friendly and effective in terms of cost per click while being delivered to a highly targeted user base. Another vital medium, we are planning to target are game conferences, expos and tournaments. Generally, these events gather a lot of passionate gamers, professional players and brands in the industry.

TARGETED DIRECT SALE

Investors are difficult to reach by regular marketing means. In order to get affluent people to invest in a startup, it is generally required to contact them directly with personalized offers. Our experienced sales team is doing exactly that - so far with great success.

COMMUNITY MARKETING

We will be developing our community channels such as Reddit, Facebook, Instagram, Twitter and any other social media, with the ultimate purpose to create a loyal base of followers that are genuinely interested in seeing our project succeed. We plan to grow our channels strictly with a sustainable follow base that will be active.

E-MAIL MARKETING

E-Mail marketing takes a vital part in our marketing strategy because it has a proven high success rate and our target groups can be effectively reached through a email campaign. We will utilize our existing community channels, most importantly social media to collect as many email addresses as possible. By designing different landing pages and numerous A/B tests, we will be able to create increased turnout rate.

GAMIFICATION

Gamification is a relatively new marketing technique that is very successful in encouraging and promoting people to spend more time using a product. The simple idea is to just reward the user for their activity with rewards that are focused more on prestige than any game-related value. These rewards could be levels, badges and others.

STOCKUPEX INTERNAL EXCHANGER

StockUpex has a very comprehensible and sustainable framework to help users understand and implement our coins and supplies. The StockUpex is a completely 100% decentralized system that lends to its security and transparency

Total coin Supply: **10,00,00,000 STX**

Allotment for Private Sale: **6,00,00,000 STX**

Bonus, Exchanger fee and development fund:

2,10,00,000 STX bonus + 1,90,00,000 STX Exchanger fee = 4,00,00,000 STX

Initial coin Rate: 0.014USD = Rs.1.

Minimum coin buy: **100 STX (14 USD = approx. 1000 INR)**

Minimum coin slot: **100 STX (multiple of 100 STX only)**

Our packages are valid for 20 months. Additionally, all bonus coins will be transferred to user's Trust Wallet.

COIN VOLUME	COIN BONUS	MONTH	TOTAL % OF COIN
100 to 4900	6%	20	120%
5000 to 9900	7%	20	140%
10000 to 24900	8%	20	160%
25000 to 49900	9%	20	180%
50000 to 99900	10%	20	200%
100000 to unlimited	12%	20	240%

ROYAL INCOME

Based on certain criteria, **Stockupex** special users get 2% royalty income. The person whose down line business (unlimited levels) achieves 1 Crore will qualify for Royalty income with following conditions:

- The downline business should be 1 crore. 30% of business should come from him or any one of his structure leg (directs).
- Rest 70% business should come from other legs (combining all other legs business)
- A users down line business for royalty business will be accounted for after his own topup only, till then down line business will be flushed.

ROADMAP

We are completely ready to implement all our carefully drafted plans over the stipulated period of time. We have great plans in store for our venture and are delighted to give you a peak into the journey. There may be some changes to the roadmap along the way, because the industry is an ever-changing one and there is no telling what the future could hold. However, we are determined to stay highly optimistic and disciplined to carry out our milestones to the best of our abilities.

Our Roadmap

We have a set pain laid out that showcase our exact steps towards achieving and expanding our company's goals and facilities



RISK & CONCERN

REGULATORY RISKS

Every industry contains a certain degree of regulatory uncertainty. We hereby warn you that there is a risk that the project may not meet the new regulatory environment of both the gaming industry and the crypto currency sector at a certain point in time.

RISK OF EXTERNAL FRAUD

No technology, even blockchain, is immune to hacking and security breaches. Attacks also extend to the open source algorithms of smart contracts, which is why we must consider the risk of attempted hacking of the StockUpex currency. We hereby acknowledge that we will do everything in our power to ensure the maximum degree of security, but we cannot be held accountable for any security breach / hacking attempt that manages to bypass our defenses.

RISK OF THE INDUSTRY

We warn you that we do not guarantee that the project will receive a profit sufficient for successful operations. The competition in the online gaming industry is fierce.

REGULATORY RISKS OF THE BLOCKCHAIN INDUSTRY

The blockchain industry is in the initial stage of its regulation. There are no legal documents regulating the crypto industry yet - the laws will appear later and can significantly affect the activities of blockchain projects, including our project.

LEGALITY DISCLAIMER

PURCHASE CONTRACT OFFER

The seller offers the buyer the purchase of StockUpex. The purchase is agreed and executed upon acceptance of this offer by the buyer. The acceptance takes place by triggering the corresponding order on our website. can only be acquired by means of a cryptocurrency.

TRASFER OF OWNERSHIP

The seller keeps the StockUpex coins to be transferred in his wallet. The buyer acquires the right to transfer the acquired StockUpex coins into his wallet with a corresponding purchase price payment. The transfer takes place immediately after receipt of the purchase price.

SUPPLEMENTARY CONTRACT

StockUpex coins are legally crypto currency coins, they are used as means of payment within the StockUpex network for transactions between the users and also between the network operator and the users. The benefit of the acquired StockUpex depends on functional access to the Internet. The purchaser might incur costs in setting up his wallet.

DISCLAIMER

The acquisition of StockUpex coins is inherently associated with high risk. Transferees confirm with their signature that they have carefully examined the following information about these risks before deciding on a purchase. If one of the following risks occurs, it can significantly affect the value of the StockUpex coin. The seller has summarized the risks to the best of his

knowledge and belief. Nevertheless, it is conceivable that the risks and uncertainties described below are not the only ones. Additional risks and uncertainties, including the Seller's failure to know or consider them

immaterial, could materially affect StockUpex's business, StockUpex Platform's functionality or the StockUpex coin (STX) value.

The "STX" is not a security and / or equity, it has no rights, uses, uses, attributes, functions, or functions that are expressed or implied, including, but not limited to, uses, uses, attributes, functions, or functions on the platform. The sale of "STX" may not result in an active or liquid market for the coins, and their price may be very volatile.

Although applications for coins for trading have been submitted to the cryptographic coin exchanges, an active public market may not develop or sustain after the coin sale. If there is no liquid trading market for the coins, the price of the coins may become more volatile and the coin holder may at no time sell or otherwise do business in the "STX". The valuation of a digital coin in a secondary market is usually not transparent and highly speculative. The traded price of the "STX" can fluctuate greatly within a short time. Negative advertising can materially and adversely affect the market perception or market price of the "STX" regardless of whether it is justified or not. In the worst case, the "STX" could become worthless. The "STX" may not have value and there is no guarantee or guarantee for the liquidity of the coin. The seller is not responsible for the respective market value of the "STX" and is not liable for its transferability and / or the liquidity of the coins and / or the availability of a market for the coins by third parties or otherwise.

The buyer acknowledges that neither the seller nor any third party, for any reason, is obliged to reimburse the acquirer of a "STX" for the "STX" and that the holder of the "STX" does not pay any money or other Compensation instead of the refund receives. The tax characterization of the "STX" is legally not yet fully understood. However, profits from the purchase and sale of "STX" are usually taxable. The Buyer must obtain its own tax advice in connection with the acquisition, storage, transfer and use of the "STX", in particular with regard to any adverse tax consequences including, but not limited to, withholding, transfer taxes, VAT, income taxes and similar Taxes, duties, duties or other charges as well as requirements for the tax return. Most blockchains used for crypto currency transactions tend to be periodic overloads, during which transactions may be delayed or lost. Individual users may also intentionally spam the network to gain an advantage when purchasing cryptographic coins.

This may result in block producers possibly not including the buyer's transaction if the buyer so desires or the buyer's transaction is not included at all. The intelligent contract concept for coins, the underlying software application and software platform, are still in the development phase. There are no representations or warranties that the process of creating the "STX" is always uninterrupted or error free. There is an inherent risk that the software may contain weaknesses, vulnerabilities or errors that may cause, among other things, the complete loss of "STX". The StockUpex platform, the "STX" coin and all the points described in this document are innovative. It is possible that there will never be a blockchain that uses the StockUpex. Therefore, the

purchaser of the “STX” should not rely on the existence and / or functionality of the StockUpex Platform, or the ability to obtain the coins associated with the Platform in the future. Even if the StockUpex Platform is completed, implemented, and incorporated, it may not work as intended and “STX” may not have the functionality that is desirable or valuable. Also, the technology is changing so rapidly that the StockUpex platform and the “STX” may soon be out of date.

The “STX” can be kept by the owner in his digital wallet, which requires a private key to access. Accordingly, the loss of the required private keys associated with the digital wallet in which the “STX” is stored will result in the loss of these coins, access to the coin credit of the coin owner, and / or initial balances Blockchains created by third parties. In addition, a third party gaining access to such private keys, including by accessing a hosted wallet credentials used by the coin holder, may misallocate the “STX” of the coin holder.

The “STX” coin may therefore be subject to expropriation and / or theft. Hackers or other malicious groups or organizations may try to interfere with the coin agreement, which creates the coins or coins in several ways. These include malware attacks, denial of service attacks, consensus-based attacks and Sybil attacks, smurfing at spoofing. In addition, because the platform used relies on open source software, there is a risk that smart contracts may contain intentional or unintentional errors or weaknesses that may affect the

coins or result in loss of coins or loss of access or control, In the event of such a software defect or such weakness, there can be no remedial action, so the coins are not guaranteed remedy, reimbursement or compensation. The blockchain used for the smart coin deal that creates the "STX" is vulnerable to mining attacks, including low-budget attacks, mine-mine-force attacks, suicidal attacks, and other types of attacks.

Successful attacks pose a risk to the coin agreement. The wallet service or crypto exchange used to acquire and store the "STX" must be technically compatible with the coins. Failure to do so may result in the buyer of the coins being denied access to their coins. The seller of the "STX" or the operator of the StockUpex platform may be adversely affected in material form, as the business activities are dependent on the positive development of the offer. Negative developments would directly affect the ability of the seller or platform operator to maintain and operate the platform. The gaming business and the crypto currency industry are highly competitive and technology dependent.

The challenging global economic conditions may from time to time contribute to a slowdown in information technology as a whole. The economic weakness could negatively affect the business and financial condition of the StockUpex platform operator. As a result of this ever-changing environment, the platform operator may encounter operational difficulties, which may affect the sustainability of the supply.

The seller cannot guarantee that the StockUpex platform operator will be able to compete successfully in the future. The Stockupex Platform, although complete, will, in whole or in part, rely on third parties to implement, implement, develop, deliver and otherwise support them

There can be no assurance or guarantee that these third parties will complete their work, duly fulfill their obligations or in any way satisfy another's needs. This can have a significant negative impact on the StockUpex platform. The ability of the management team responsible for maintaining the StockUpex platform's competitive position depends to a large extent on the performance of each member of that team. Losing or reducing the services of members of the respective management team or the inability to recruit, retain and retain additional leadership personnel could significantly impact the StockUpex platform.

The StockUpex platform is under development and may change significantly over time. Although the Project Management Team intends that the StockUpex Platform has the features and specifications specified in the Whitepaper, changes to these features and specifications may be made for a number of reasons that may cause the StockUpex Platform to meet Buyer's expectations of "STX" not met. Any proceeds from a further sale of "STX" will always be in crypto currency and may be converted into other cryptographic currencies and other currencies. If the value of cryptocurrencies fluctuates adversely during or after the sale of the "STX".

the platform operator may not be able to finance further platform development or maintain the platform.

It is possible that the use of "STX" will decrease for a number of reasons, including, but not limited to, adverse changes in the value of Ethereum, Bitcoin or other cryptographic currencies and fictitious currencies.

The regulatory status of crypto coins, digital assets and blockchain technologies is unclear or unclear in many countries. It is difficult to predict how or if government agencies will regulate such technologies. It is also difficult to predict how or whether a government agency can make changes to existing laws, regulations, and / or rules that will affect cryptographic coins, digital assets, blockchain technology, and their applications. Such changes could adversely affect the "STX" in a number of ways, for example, by stating that a "STX" is a regulated financial instrument that requires registration or confirmation by a taxing authority.

The seller or platform operator may decide to sell the "STX", resp. discontinue development of the StockUpex Platform in a jurisdiction that is affected by adverse regulation if the government's actions make it unlawful or stop doing business for business. While there are currently no legal requirements that require the vendor or the platform operator to hold special licenses to carry out their activities, there is a risk that such regulatory requirements may be adopted in the future. Requirements imposed by the authorities or required by one of the parties to comply with a large number of standards,

hire qualified personnel, maintain the necessary technical and quality control systems, monitor the operation, file and file appropriate documentation. Submitting request information may be costly, time consuming and may result in delays in starting or continuing to operate the platform.

If a supervisor terminates the business of the "STX" seller or platform operator and / or requires a license to operate the company, the value of "STX" will decrease and the "STX" may become worthless. Failure to comply with existing laws and regulations or the results of government inspections or increased government regulation of operations may result in significant additional compliance costs or various sanctions that could materially affect the "STX" business and the "STX" platform. Failure to comply with existing laws and regulations or the results of state inspections may result in the imposition of fines or penalties or stricter penalties or restrictions that may lead to the termination of certain business activities or result in criminal and administrative penalties.

THANK YOU!