



CMIT

The Creator Market on Internet Technology

WHITEPAPER ver. 3.0



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# Overview

As we enter the year 2021, the blockchain technology has entered a new phase of practical use. This revolutionary technology, which allows individuals to easily and inexpensively retain and transfer value using P2P over the global Internet, is not only being used as a substitute for legal tender as cryptocurrency, but is also gradually being recognized by non-technical users through more concrete solutions such as DiFi and NFT. In the next few years, a wide range of users will be able to benefit from its services without even knowing that it is a blockchain.

CMITCOIN is an Ethereum token created to activate the fan community that produces various creative contents originating from Japan, such as games, comics, animation, Vocaloid, and Vtuber. By building an economy that directly connects all of the environments surrounding creators and fans, CMITCOIN aims to remove the centralized aspects of existing fan business schemes and provide a structure and soil that allows communities to directly exchange value and gain special experiences.

In the wake of the virtual currency bubble and its crash in 2018, the development of blockchain technology and the building of services using that technology has been made very difficult by the decline in its image and the tightening of regulations on the rapidly developing industry. In 2018, blockchain was only focused on its speculative aspect, but its true value is not limited to cryptocurrency. NFT, a blockchain solution that is slowly gaining attention in 2020 and 2021 and is increasingly seen in the news, can be used to create a variety of irreplaceable content such as images, music, videos, trading cards, and in-game items. The NFT blockchain solution will be used to create a variety of irreplaceable contents such as images, music, videos, trading cards, and items in games.

The time when owning digital content on the blockchain will truly lead to people's joy and happiness is at hand, and the future where digital content created by NFTs will be traded enthusiastically among fans around the world as a matter of course in a few years has already begun.

"Creating new value with the power of technology.

Connecting content and people, bringing all kinds of value to the world seamlessly and flatly."

In the field of entertainment, which originated in Japan, we aim to nurture and expand a new generation of creators and fan communities, and at the same time, contribute to the dawn of the "Great Creator Age" to come by developing and providing services that utilize blockchain technology.





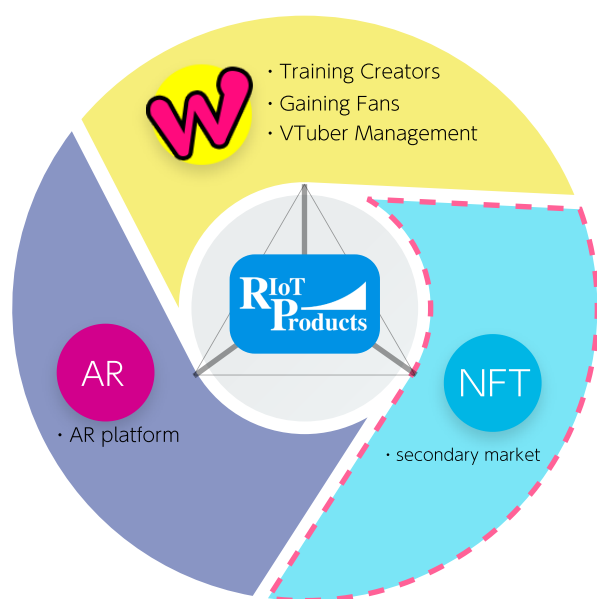
## Revitalizing Entertainment that Originated in Japan Establishing an economy by using blockchain

RIoT Products has launched the "WEI Project" (We Enjoy Ignorance) to revitalize the industry in the field of creative entertainment, which originated in Japan.

As the first phase of this project, the "WEI Academy" project was launched in April 2021, with the theme of "learning and growth", to disseminate content while nurturing the creators of the new era. While discovering talented future creators in the creative field, we will deliver high-quality videos to fans by combining our content production and distribution technologies.

We aim to produce a large number of creators who can transmit their own content to the world, and to form and expand a fan community by providing people with as much high-quality content as possible.

### WEI PROJECT



"WEI PROJECT" is the collective name for three business projects that aim to revitalize creative entertainment originating in Japan. The three main projects are the WEI Academy, the secondary creation market, and the VR application.

#### • Weeei Academy [VTuber management business]

This is a project based on the theme of "learning and growth" that aims to send out high quality content to the world through the development of creators, as well as to form a fan community and explore possibilities in various creative fields that originated in Japan.

#### • Secondary market [E-commerce business]

This project is based on the theme of "market equality," which aims to create a market where creators can share their content with their fans and exchange their works in a flat manner by building a secondary creation market on NFT.

#### • VR applications [AR platform business]

By building an AR platform that connects creators and fans, we will form a participatory fan community and provide a system that allows fans to share, lend and borrow works, and gain many benefits by participating in the community. This project is based on the theme of "peer-to-peer community".

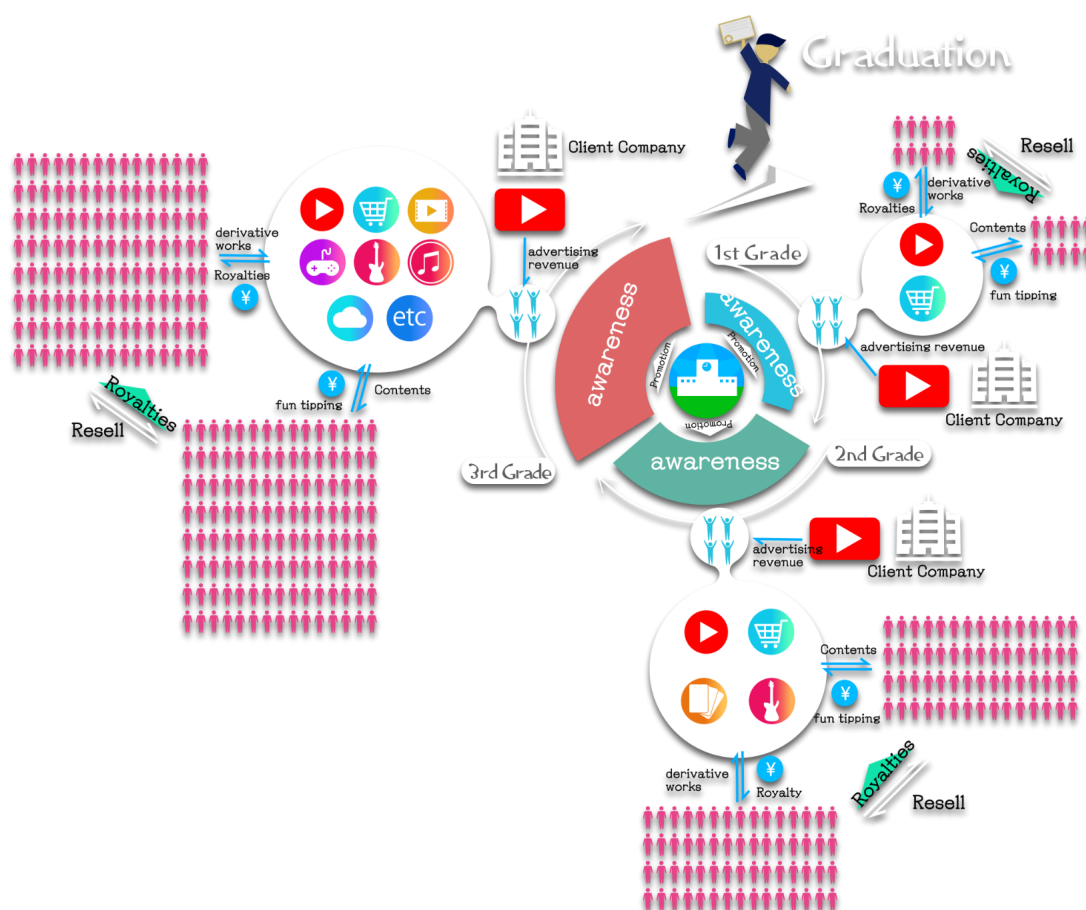




Contents × Technology

Community participation business model for a new era

Develop a business model to expand the fan-participatory content market as a place for "learning and growth" that simultaneously creates creators and fans.



The business model is to produce as many creators as possible in the limited time of three years, and to gradually expand the market by acquiring fans and broadening the scope of creative activities while continuing to disseminate content during the three years. In addition to the content created by the creators themselves, the market will also handle secondary creations by their fans in order to maximize the content. This is supported by the NFT (Non-Fungible Token), which will be discussed later.

It will also allow fans to participate in the fan community by earning their own tokens. We will build a system and benefits for fans who hold tokens, such as the right to vote and have a say in community decisions, access to special assets, and special experiences, depending on the amount of tokens they hold. By doing so, it will be possible to create a healthy community where creators and fans can enjoy the benefits on an equal footing, which has not been possible in the existing business model of fan communities.



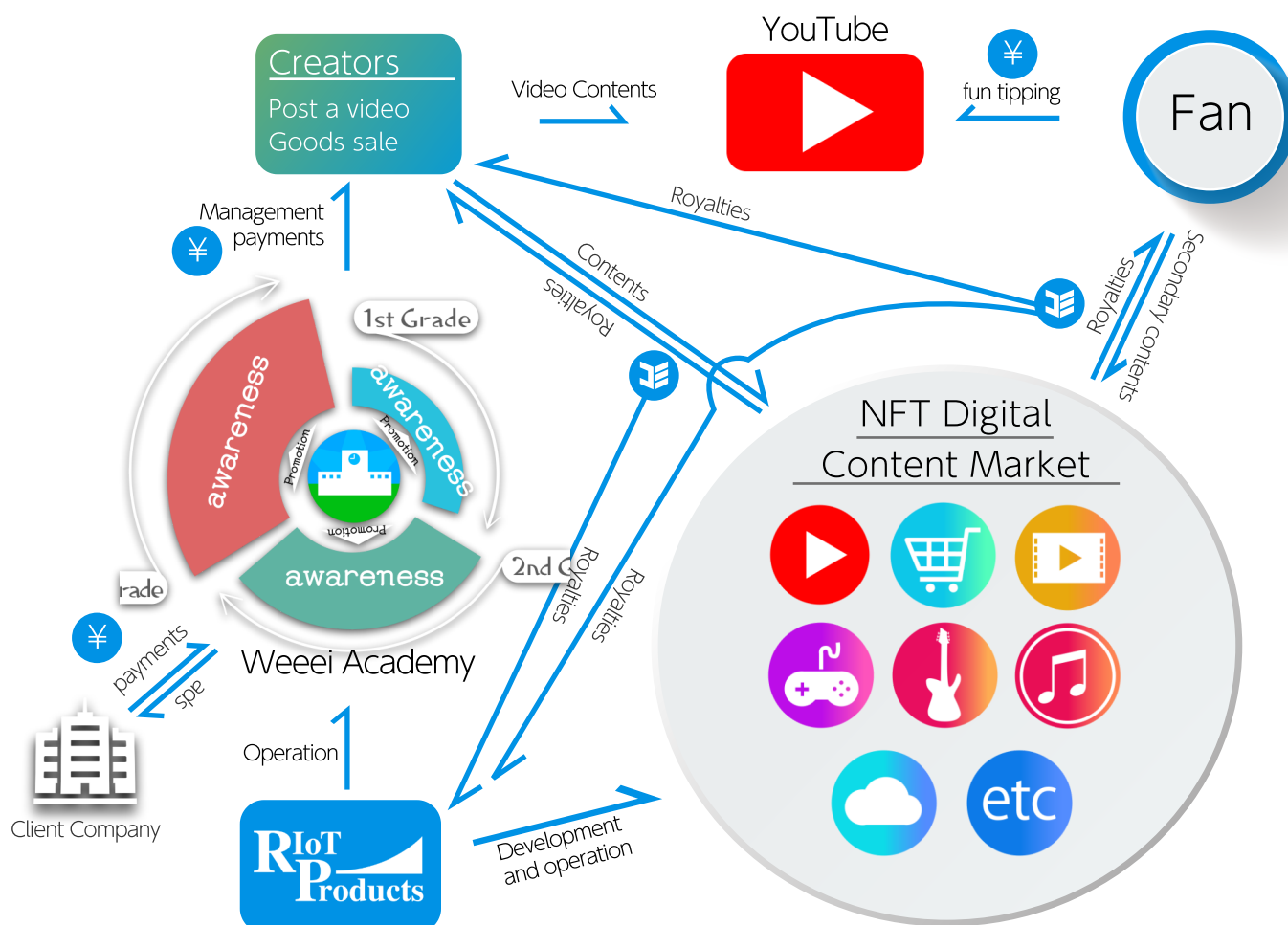
# Weeei Academy's Business Scheme

Weeei Academy is a school-life style nurturing VTuber production business run by RIoT Products, Inc. based on the theme of "learning and growing". It is named after the initial letters of the company's WEI project "We Enjoy Ignorance", and features a new concept of a school where creators learn and grow through three years of activities as VTubers.

Unlike the conventional production business of continuously managing popular creators, our goal is to produce a large number of new age creators who can spread their wings to the world as full-fledged content makers in three years.

The revenue structure of the business is based on the traditional sponsorship revenue from YouTube and companies, and management revenue from e-commerce and live events. In addition to this, we aim to build an economy for a new era where creators can focus on purely creative activities by utilizing functions backed by blockchain technology such as DiFi and NFT in the fan community that we have built, so that everyone involved, including the management, can permanently receive incentives without a centralized structure. We aim to build an economy for a new era in which creators can focus on pure creative activities.

## Business scheme until graduate Weeei Academy





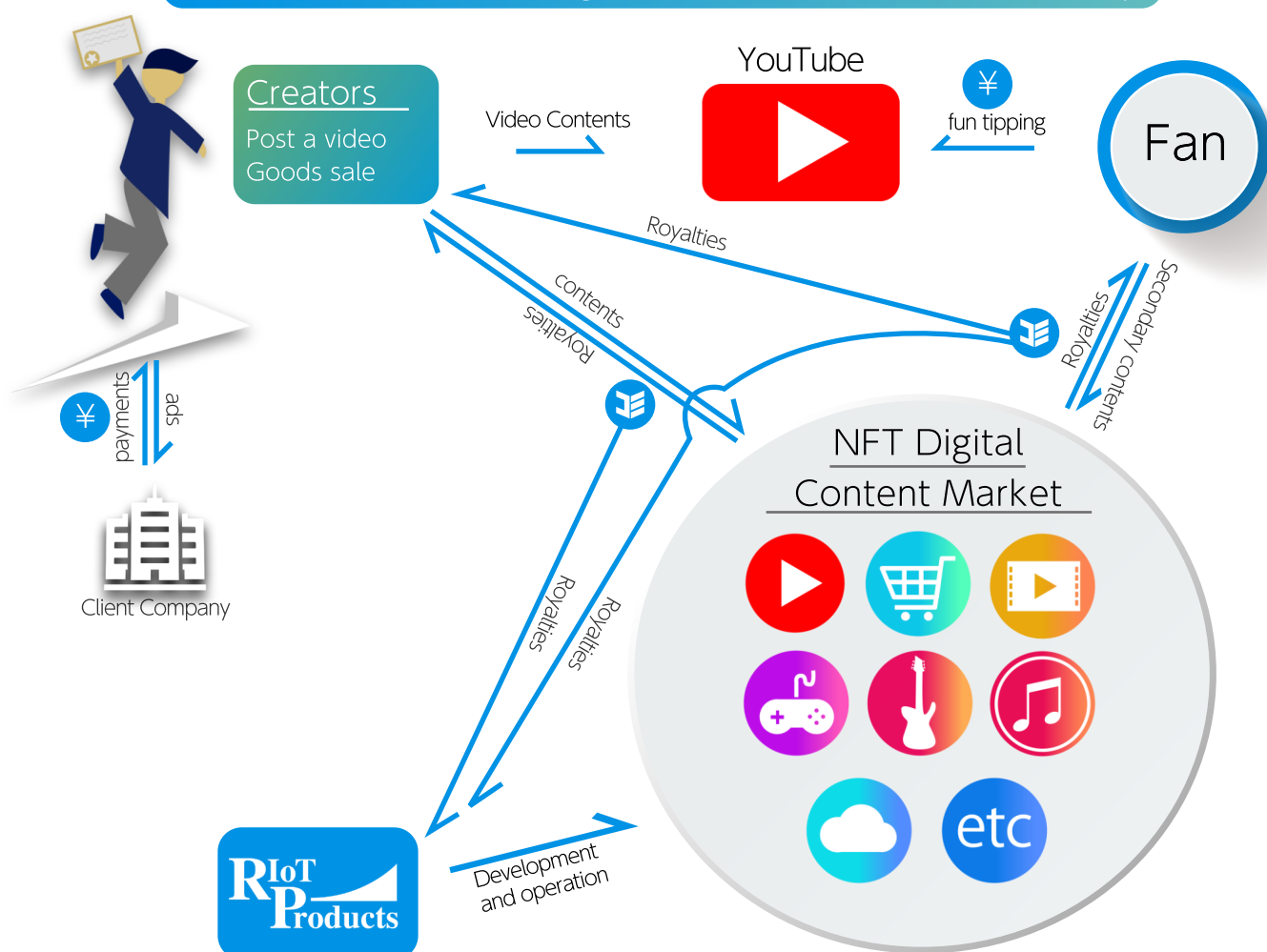
## Secondary market to accelerate business

The WEI Project aims to create a world where creators, fans, and everyone involved in the community surrounding creators can receive equal and equal compensation for the results they produce.

In order to achieve this goal, we will launch a blockchain-based NFT content market and create a situation in which creators and secondary creators can freely exchange content. In this way, the creator of the content will be able to receive semi-permanent royalties, and the rights holder will automatically receive royalties from resale activities among fans, which has not been possible in conventional business schemes such as publishing and music production.

To this end, we will launch a blockchain-based NFT content market and create a situation where creators and secondary creators can freely exchange content. In this way, content creators will be able to receive semi-permanent royalties and rights holders will be able to automatically receive royalties even from resale activities among fans, something that has not been possible with conventional business schemes such as publishing and music production.

### Business scheme after graduation from Weeei Academy



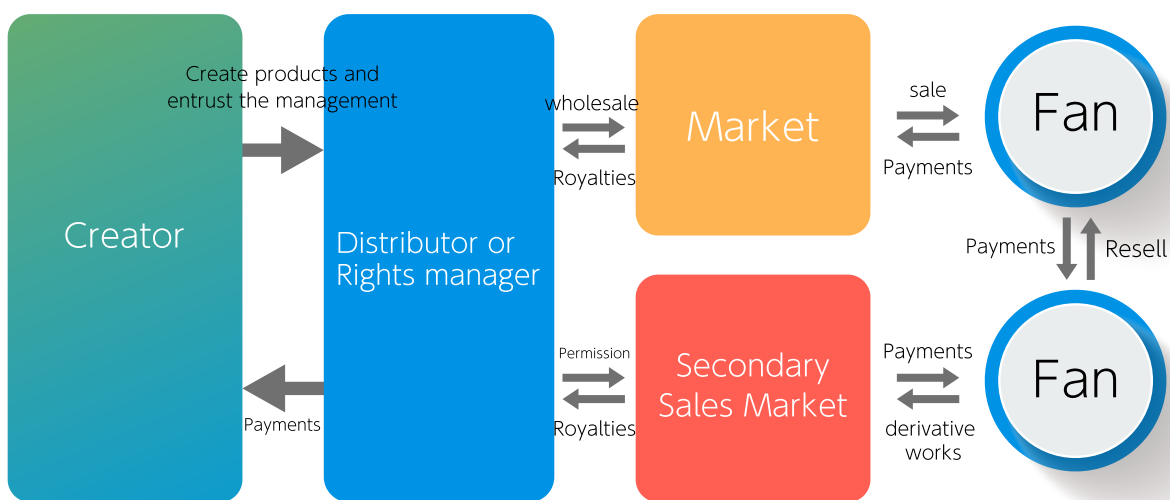


## Renewing the existing business model

### DiFi x NFT to generate revenue for the secondary market

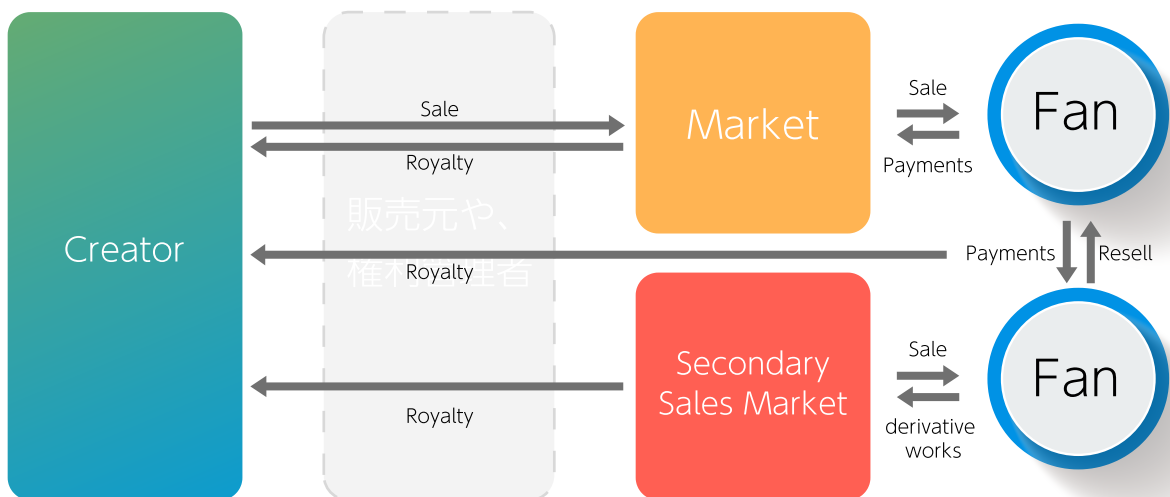
#### Existing business models

In most of the traditional creator markets such as management, publishing, and music, there were intermediaries such as distributors and rights managers between creators and users. Since human hands are involved in the process, there are risks such as the cost of customer management, human error, and the disappearance of the system itself that pays royalties to creators if the administrator ceases to exist due to the centralized structure.



#### New Business Models

Compared to traditional business models, blockchain-based services such as NFTs and smart contracts are free from intermediate costs, the risk of losing administrators, and the risk of fraud because royalty distribution is pre-programmed and done peer-to-peer over the Internet without human intervention. The data to be sold is also stored in the blockchain. In addition, since the data to be sold also exists on the blockchain, it will be impossible for others to copy and sell counterfeit copies, such as pirated copies.





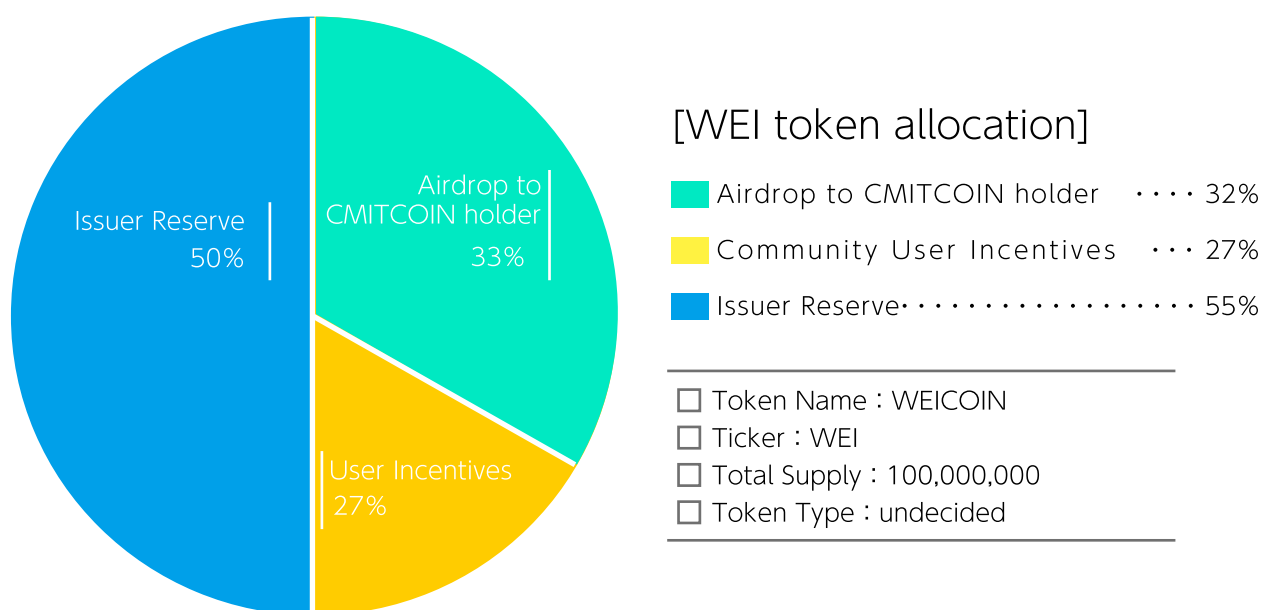


## Issuance of the fan token "WEI" and its decentralization scheme

We will be issuing fan tokens "WEI" to participate in the fan community operated within the WEI project, starting with "Weeei Academy". The base platform is yet to be determined, but we plan to select a platform that offers the best usability performance in terms of fees and functionality, as well as an excellent development environment for use within the community.

The fan token "WEI" will be available to creators, secondary creators, and fans of the WEI project as an incentive to participate in events, activities, and services within the community. WEI tokens can be used at upcoming events, sold NFT The WEI tokens can be used for future events, purchase of NFT assets to be sold, special experiences offered by holding a certain number of tokens, etc., and will play a role in activating the fan community.

Percentage of WEI tokens distributed



### WEI token issuance and distribution plan

100,000,000 WEI tokens will be issued. In order to distribute the tokens to the user community as soon as they are issued, WEI tokens will be airdropped to existing holders of CMITCOINs that have been traded on airdrops, DiFi, and overseas exchanges and are already decentralized, based on the percentage of CMITCOINs they hold. The remaining airdrops (33%) that do not meet the airdrop requirements and are not distributed will be burned. In addition, 27% of the total WEI tokens will be used as an incentive for WEI project participants, and the remaining 50% will be used as an issuer reserve to attract new users and expand the market.

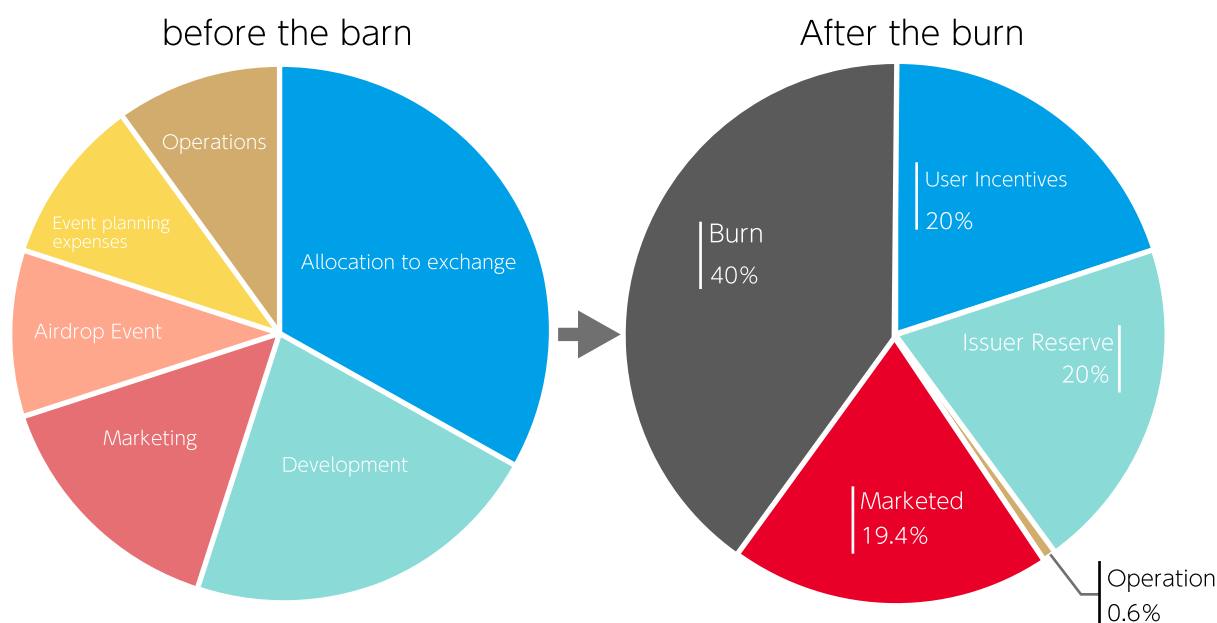


## About the role and burn of CMITCOIN

CMITCOIN will be used for various purposes as an intermediary token to accelerate WEI projects such as "Weeei Academy". Taking advantage of the fact that the tokens are already decentralized and can be traded on overseas exchanges, they will be used for distributing fan tokens at future events and various services, as well as being used as incentives for community users. The main purpose of this project is to contribute to the expansion of the creative community in Japan.

The tokens will be optional tokens that can be exchanged for WEI tokens and other fan tokens used by the respective fan communities, and will serve as an opportunity for users to participate in fan communities across all services.

### About CMITCOIN Burn Details



### ■ Burn of CMITCOIN

CMITCOIN will not be used primarily for fundraising, but will be used as an incentive for users to gain access to future services and activities within the community, with the aim of functioning as a mechanism to expand the number of users of the service. In order to achieve this goal, 40% of CMITCOIN held by the management for the purpose of exchange distribution and development will be burned, which will significantly increase the amount of CMITCOIN circulating in the market and the percentage of CMITCOIN used as incentives within the service, thereby easing the centralized structure of the management, promoting decentralization, and stimulating the spread of the economy. The aim is to reduce the centralized structure of the operator, promote decentralization, and activate the economy that will spread in the future.

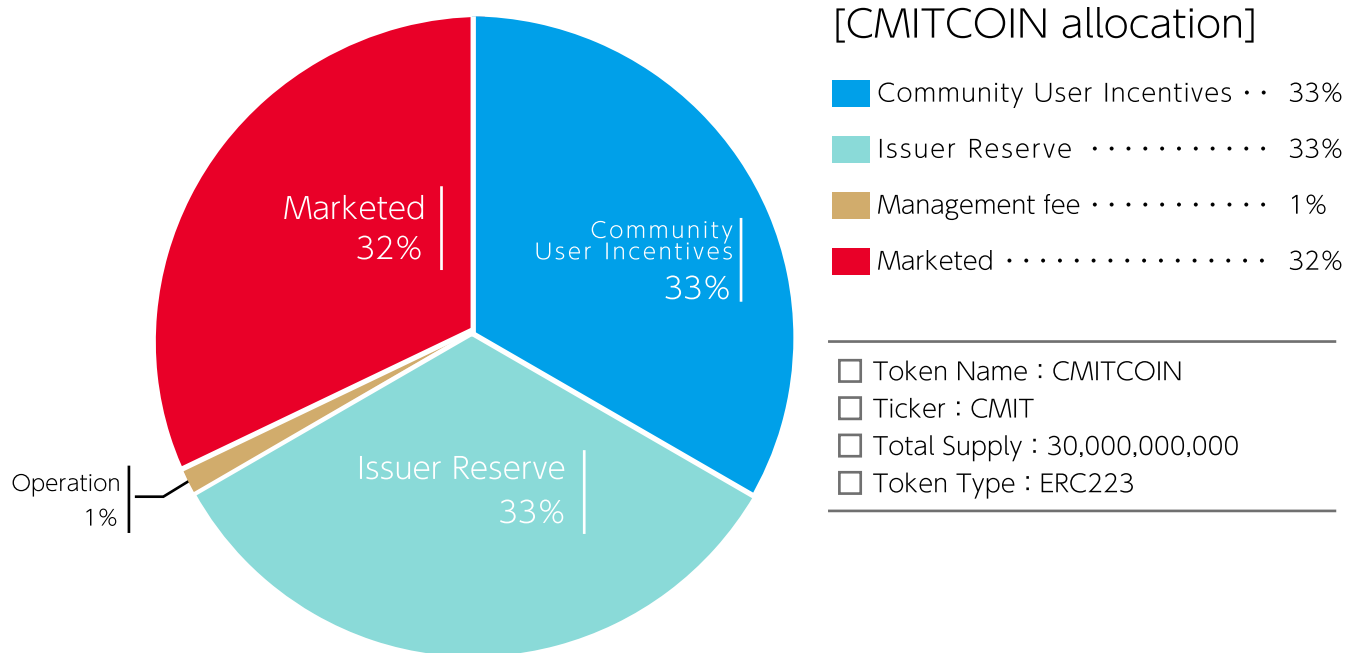


## Overview of CMITCOIN token

CMITCOIN is an Ethereum token that complies with the ERC223 standard. The ERC223 standard allows the transfer process to be carried out if the address is confirmed to be transferable and there is no problem, so if you send money to the wrong contract address, it will be returned to the original address as an error. Another advantage is that the remittance fee is much lower than the ERC-20 standard.

CMITCOIN is a token that has already been distributed as airdrops and incentives to users after its issuance, and has a track record of being traded globally on overseas exchanges. In addition, if we execute a burn of 20,000,000,000 units, which is 2/5 of the total number of units issued, 1/3 of the total number of units issued will be circulating in the market after the burn. The CMITCOINs that are not circulated in the market will be used for user incentives and community expansion within the WEI project.

### Percentage of CMITCOIN distributed



Lock up the following CMITCOIN after the burn.

66% of issuer reserve

Total : 6,666,666,666

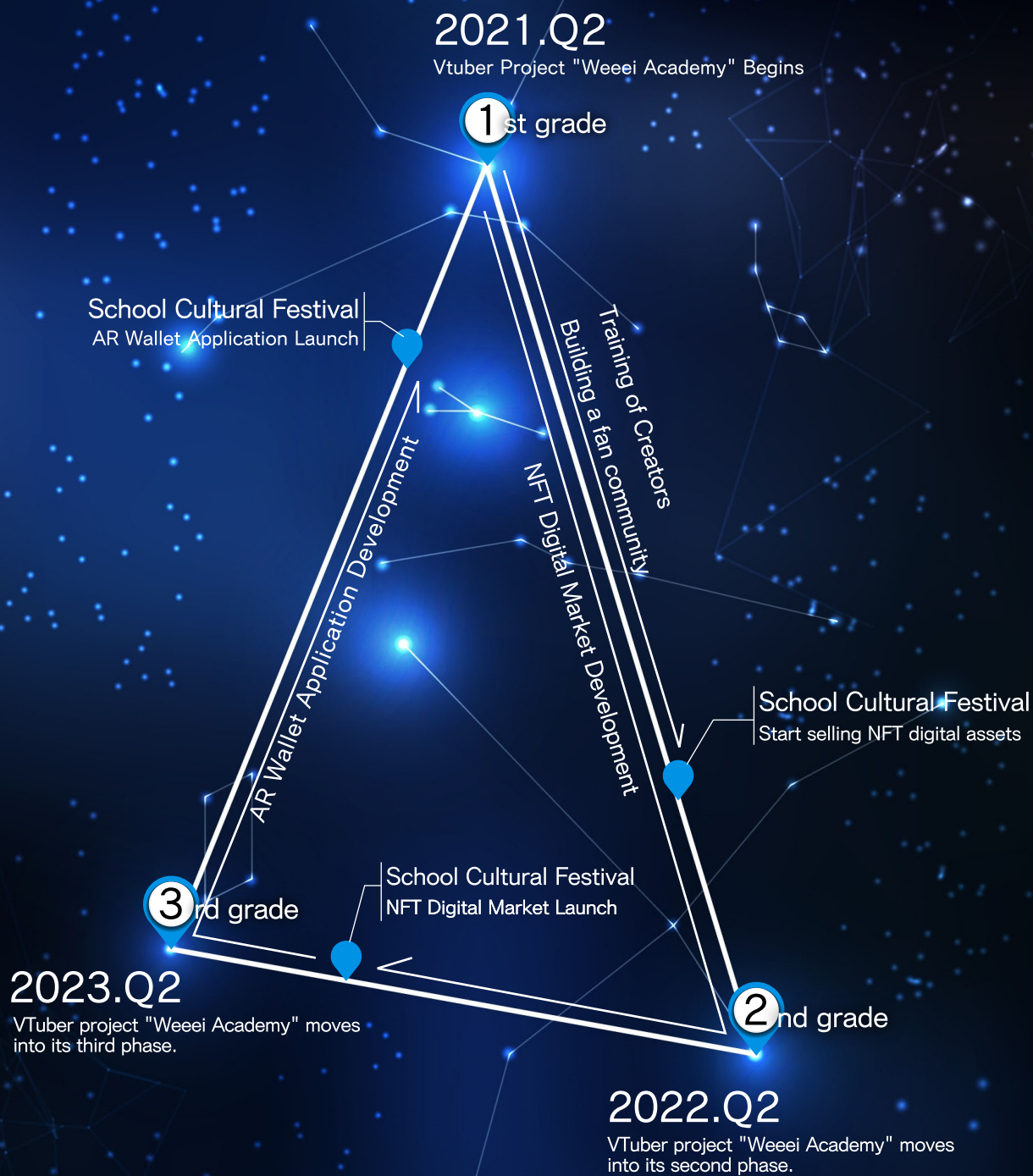
Lock-up period	Lock up [3,333,333,333CMTI] from 00:00 (JST) on June 1, 2021 to 23:59 (JST) on May 31, 2022.
	Lock up [3,333,333,333CMTI] from 00:00 (JST) on June 1, 2021 to 23:59 (JST) on May 31, 2023.

EXCHANGES	 
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# Roadmap





## About the Management Company



RIoT Products, Inc. was established with the vision of providing new value to people in the creative field by connecting people and things via the Internet through applications and services.

The Company's business activities are centered on [CG production business], [VP production business], [YouTube channel operation], [VTuber office operation], and [application and web service development business]. We also launched the WEI Project to build a new economic sphere in the creative field, which originated in Japan. We aim to expand the fan community through the training of creators, and to create a world where direct (peer to peer) value can be exchanged in the entertainment field.

Company	RIoT Products, Inc.
Address	1-4-33 Taishido, 1F aku building, Setagaya-ku, Tokyo, 154-0004 JAPAN
	Tel : 03-6883-7440 Fax : 03-6332-8850
CEO	Masayoshi Taniguchi
estab.	2018年7月27日
Business	CG production, VP production, YouTube channel Production, VTuber management, Video Recording Studio, Application and web service development
HP	<a href="https://www.riotproducts.co.jp/">https://www.riotproducts.co.jp/</a>



## Disclaimers

This document is intended only to provide information about the product and makes no warranties as to potential income from the CMITCOIN platform and affiliate or partner firms, nor is it intended as solicitation for investment.

### ●Non-warranty on income or profits

The examples describing income and profit in this document are intended to serve only in an explanatory fashion or describe industry averages. They do not imply any warranty on income or profits obtained through the use of the currency or content we provide.

### ●CMITCOIN ("Token") is not an investment instrument

The Token is not an investment instrument subject to public or legal binding force. All persons, organizations, and entities engaging in the purchase of the Token shall do so at their sole discretion and in compliance with the applicable laws for their jurisdiction. No warranty on refunds or returns in legal tender currency is made under any circumstances.

### ●Risk of suspension or termination of development due to unforeseen events

Irrespective of whether advance notification is given, the details and purposes herein may be modified or added to as needed in the case of unforeseen events. We also reserve the right to suspend or terminate, in whole or in part, the content herein where unforeseen malfunctions or circumstances occur to the development of the Token and app. The operation team waives all liability for any direct or indirect damages to persons, organizations, or entities arising from the above suspension or termination.

### ●Quantum computing

Future advances in quantum computing may pose risks to cryptocurrency, this token included.

### ●Risks associated with use of new technology

This token is very new and has had comparatively little proven testing of its technology compared to more established solutions. In addition to the risks referenced in this document, there may be additional risks unforeseen by the operations team. These risks may occur in ways that differ from those indicated in this document.

### ●The official language for this whitepaper is Japanese

Even where this whitepaper is provided in translation into other languages, only the Japanese original shall be held contractually effective, with versions in other languages having no validity and serving only as translations for reference.