

Whitepaper

litenett

MULTIMEDIA SOCIAL NETWORK

Users of "litenett.com" website are provided with translation services "in the current state". There is no guarantee, expressed or implied, regarding the accuracy, correctness or reliability of any translations made from German or English into any other language.



CONTENT

MULTIFUNCTIONAL, MULTIMEDIA SOCIAL NETWORK WITH DECENTRALIZED PAYMENT SYSTEM ON BLOCKCHAIN, CONNECTING COMPANIES AND TENS OF MILLIONS OF USERS DIRECTLY	3
LEGAL DISCLAIMER	4
1. INTRODUCTION	5
Blockchain and cryptocurrencies today	5
Project Litenett	8
2. ABOUT THE PROJECT	11
Social network	11
Media Marketplace and online store	11
Content monetization options.....	12
Advertisement on the Litenett platform and user rating system	12
Payment service	14
Litenettoken Token and Litenetcoin Coin	15
Mobile app.....	16
Evaluation of project profitability.....	17
3. TECHNOLOGIES	18
Portal	18
Blockchain LTN	22
4. TOKEN	24
Description	24
Why is the quantity of tokens 300 million?	25
Token sale	25
Token application	25
Purchase tokens.....	26
5. ICO	26
ICO ROUNDS AND TOKEN PRICE	27
Tokens Distribution.....	28
Use of raised funds	29
6. BOUNTY PROGRAM	30
7. ROADMAP	34
8. TEAM	36
CONTACTS	39

MULTIFUNCTIONAL, MULTIMEDIA SOCIAL NETWORK WITH DECENTRALIZED PAYMENT SYSTEM ON BLOCKCHAIN, CONNECTING COMPANIES AND TENS OF MILLIONS OF USERS DIRECTLY

Currently, the use of cryptocurrency is mainly used within the crypto community. But it is still alien to the mass consumer and does not play a role in their daily needs. The market is waiting for a simple and convenient solution that will optimally overcome the obstacles preventing the wide use of cryptocurrency. Multimedia platform Litenett will alleviate these obstacles and consider the interests of all users.

Litenett.com is both a social network and a large media resource with its own payment system. The service rewards active user behaviour and allows the use of social communication channels to promote goods and services.

Our mission is to make cryptocurrency interesting and accessible to every user and business community. ICO Litenett runs on the Ethereum platform and will start on 7 May 2018.

The platform is made for 75%

The project is being developed by German company
Alex Capital GmbH - www.enterhome.de

Website ICO - www.litenett.com
To test beta version - beta.litenett.com

Successful project of the company - www.web-copyright.com copyright protection of digital content for the world's leading companies in the field of cinema, music and software.

LEGAL DISCLAIMER

The purpose of this technical paper is to provide potential token holders with information about project Litenett, the technologies used in it, its business model and Litenettoken (LNT) Token in connection with the offered ICO (Initial Coin Offering) of the project. The information below is not exhaustive and does not imply any contractual relationship. The sole purpose of this document is to provide relevant and sufficient information to potential token holders so that they can carefully analyse the company when they intend to purchase Litenettoken Tokens. All relevant legal information is contained in the "Conditions for token sale" and "Agreement on token sale".

This technical document does not represent an offer to sell or buy a token in any jurisdiction where such offer is against the law. Neither the Office of Oversight over Operations in Financial Markets of Switzerland, nor the US Securities and Exchange Commission, nor any other foreign regulator approved or prohibited the tokens purchase.

Litenettoken Token cannot be classified as a tradable financial asset because it does not entitle token holders to receive profit or to own part of the company or part of the project. Litenettoken Token is absolutely legal, just like a gift card in a shop. Litenettoken is a product token. Therefore, operations with this token are not subject to any restrictions in accordance with security laws in Switzerland, the US or other prohibitive jurisdictions.

Primary placement of Litenettoken Token ICO still complies with the requirements of these rules and restricts access to US citizens and citizens of other countries, where cryptocurrency transactions and participation in ICO projects are prohibited. Only citizens from countries where operations with cryptocurrency or participation in ICO are not prohibited are permitted to participate in ICO.

Certain provisions, estimates and financial data contained in this document represent projected statements or information. Such projected statements or information relate to known and unknown risks and uncertainties that could cause actual events or results to differ materially from estimates or results implied or expressed in such projected statements.

This technical document in German and English is the main official source of information about Litenettoken Token. The information contained in this document may from time to time be translated into other languages or used in written or verbal communication with existing and potential members of the community, partners, etc. During translation or in similar communications, some information contained in this document may be lost or distorted. The accuracy of such alternative representations of information is not guaranteed. In case of any inconsistencies between such translations and communications and this official text in German, the provisions of the original document in German and in English shall prevail.

1. INTRODUCTION

Blockchain and cryptocurrencies today

The wide application of blockchain technology in different spheres of human activity can change the world as much as the Internet did over the last few decades. Forecasts for the technology application are impressive. According to experts, in a few years blockchain technologies will be used in many spheres of our life. Optimistic forecasts can be explained.

Practically all activities of people are based on their joint work. But usually, where there are two, there is a third - an intermediary. It is necessary to guarantee the fulfilment of the obligations assumed by the parties. But its participation is not free. Blockchain is, above all, decentralization. Decentralized technologies allow working without intermediaries. Consequently, this reduces the expenses of paying for their third-party services, which include various commissions and duties that represent another obstacle to free people interaction. There is also an opportunity to simplify and, therefore, intensify entrepreneurial activity, erase barriers and boundaries between buyers and sellers. These are all realities of future cryptoeconomics.

Today, certain digital assets take centre-stage in the blockchain solutions: tokens and cryptocurrencies and decentralized blockchain networks, allowing them to function. Cryptocurrencies can already be used to pay for goods and services, or even as compensation for work. In theory, it is possible to use cryptocurrencies in the same way as fiat money, but at the same time they are not regulated by any bank or financial institution.

However, currently neither bitcoin, the first and most famous digital cryptocurrency, nor other cryptocurrencies are widely accepted means of payment. Although they are increasingly used in the field of investment and cryptocurrency speculation, there is no qualitative leap to benefit or attract the mass user.

The market is waiting for a solution that will optimally overcome the obstacles to the wide use of cryptocurrency.

Cryptocurrency application today is mainly concentrated on crypto communities. There are several factors preventing widespread adoption using digital currency in the daily lives out of cryptocommunities:

- Non-popularity of the crypto community due to the negative attitude of the government agencies of some countries and mass media;
- high risks of owning crypto assets, also due to problems with its security, as well as risks associated with their high volatility;

- high entry threshold in cryptoeconomics and difficulties in deposit and withdrawal of funds;
- weak integration of cryptocurrencies into everyday life;
- problems using cryptocurrency in everyday life to pay for services and goods.

Researchers estimate that the number of cryptomarket participants is only 100-120 million people, which is relatively negligible compared to 4 billion Internet users. In January of this year, the number of Internet users in the world reached 4,021 billion people (the entire population of the planet is 7.6 billion). This statistic was provided in the Global Digital 2018 report from We Are Social and Hootsuite.

The reasons for their relative non-popularity seem to be in plain sight. It is not safe and often difficult to use cryptocurrency. Entry into cryptoeconomics is expensive, and so is the withdrawal from it. Upon entering the market a person loses between 5 to 10% of the invested amount, and another 10 to 15% upon withdrawal.

Mass media in many countries negatively report on cryptoeconomics, casting more and more doubt on potential users. Thereby they make it the prerogative of enthusiasts and computer geniuses, and sometimes those who are facing questions from law enforcement agencies.

The turnover of cryptocurrencies is not controlled by state financial institutions. The flow of large resources of the population into the uncontrolled cryptocurrency market raises many concerns. The appearance of a new method of financial transactions using crypto assets is not of great interest to global financial institutions.

Today, we highlight the main problem in the development of cryptocurrency. The use of digital assets is largely limited to the cryptocommunity. This means that, even though it is constantly expanding, only a limited number of people understand what cryptocurrencies are and know how to use them. In our opinion the problem lies in the fact that the market does not have a wide range of goods and services that can be purchased with cryptocurrency. Furthermore, there are no prerequisites for widespread distribution of cryptocurrency among consumers willing to spend it.

Cryptocurrency can certainly be purchased by anyone, although this is not technically easy. Cryptocurrency is not yet legally earned through labour and therefore it is even more difficult to spend it legally.

And the problem is not that there aren't any people willing to pay with it but that there is no such currency that will be accepted as payment for work or exchange for services. And this brings us to the third reason. Cryptocurrency possession involves certain risks connected with the fragility of crypto assets market rates, their volatility and the risk of losing money because of the activity of cybercriminals.

Until now, many projects that used cryptocurrency were unsuccessful. Their failure, as a rule, was connected with the lack of demand for the tokens released by the projects and digital currencies on the market. In many projects there is no turnover of cryptocurrencies; they do not have secondary demand, which would contribute to the

constant turnover of cryptocurrency and therefore to stability of its rate and consistent growth. Users have no need to buy one or another cryptocurrency except for speculation in order to earn money from market rate fluctuations.

As a rule, cryptocurrencies do not integrate into the social environment. They are not close to the mass consumer and are not involved with meeting his daily needs.

Most projects do not solve these problems common for cryptoeconomics, and they do not solve the problems of fast, safe and convenient deposit and withdrawal of users' funds. All these issues will cause fundraising projects to fail in the future. In order to solve the existing problems, cryptocurrency should be integrated into a wide range of business processes with the participation of entrepreneurs and consumers. It should be equally in demand for both.

Crypto-investments should be based on the basic principles of economics. Cryptomarket growth should reflect the profits from the real economy, but at the present moment, the crypto market is primarily just a pyramid scheme. Investments are multiplied due to the inflow of new investments from the users' wallets. In this case, the first person to withdraw returns, will win. The greater part of the community will lose their money as the market is not growing from company-earned profits, but only due to the constant investment inflow from more and more new users.

In order for cryptocurrency demand to grow and become available and interesting to everyone, cryptocurrency transactions and exchange of fiat money for cryptocurrency and vice-versa would have to be just as easy as using PayPal. It would need to be implemented in the social sphere and made available to millions of users.

Initiators of cryptoprojects face the task to interest the mass user in cryptocurrency. This requires a universal product for a variety of consumers with a range of products that can be purchased for cryptocurrency. At the same time, changes need to be made so the businesses can pay their vendors and employees with cryptocurrency received from the consumer.

We are sure that sooner or later cryptocurrency payments will be tightly integrated into various business sectors. But we believe the first phase of cryptocurrency integration will start with media content marketing and advertisement.

The Litenett project will allow to consider the interests of all users and to overcome the obstacles to the wide application of cryptocurrency. And the first cryptocurrency designed to gain wide recognition among users should be Litenettoken (LNT).

Project Litenett

Our multimedia platform Litenett solves the above-mentioned market problems. We will make cryptocurrency interesting and available to every user and business. Litenett is a social network with a payment system, marketplace and options to receive payment in cryptocurrency.

Litenett is not just a simple network to connect all social networks. It is a service that rewards active users' behaviour, a meeting place for content sellers and consumers, and also a network that provides social communication channels to promote goods and services.

Three Pillars of the Litenett social network:

- **communication between users and their interaction with companies;**
- **purchases of digital content and physical goods;**
- **reward for watching ads and taking active part in actions on the network.**

Our model gives every person the opportunity to earn by viewing ads and participating in the life and development of our community, which will undoubtedly attract millions of users, which will attract the big world brands and advertisers of different levels.

Litenett will reward users for viewing ads. 30% of the funds received by the project from advertisers and revenue from other services will be directed for payments.

Our platform carries one of the most important solutions to existing problems in the crypto market by integrating the decentralized crypto economy into social spheres, into everyday life, and by expanding the payment infrastructure and the ability to conduct secure crypto-payments to both advanced users and ordinary people using only a mobile application on the phone.

For businesses, our platform will become a convenient and simple solution, allowing us to communicate directly with the end consumer. The result: saving of significant funds by eliminating intermediaries in the distribution of their product and saving up to 10% by avoiding using third-party payment systems.

Since there will be no additional coin distribution payments to users will be made and with Litenettoken token, forcing

advertisers to purchase tokens from their holders, including those who participated in ICO.

Litenett project is, in fact, a very large media resource with its own payment system and consumers united in a social network. Our monetization model covers such areas as Music, Radio, Podcasts, Cinema, Video, and offers a platform for people's diverse communication with the ability to create personal pages, groups, videos and microblogs.

In order to attract the smallest and largest media market players, we have created opportunities to manage their own products for music companies, cinema networks, radio stations and event companies. Having verified access to the common database, each company can deliver independently, without intermediary services, its products and services directly to the user through our platform, which will significantly reduce their expenses.

Our project is a big credible bridge leading from an unstable market to a safe and stable investment bank, where market participants will have the opportunity to save and increase their capital.

With just 600,000 users per year, we will already be able to generate €1,500,000 of profit. That is only €2.5 per user per year. Given the existing statistics, this will be the lowest advertising tariff on the market, and that is what will attract advertisers.

Who we are, how the project idea came about and what was done at this stage

Social network Litenett was created by Alex Capital GmbH. ICO, a company registered in Germany.

Alex Capital GmbH
(67433 Neustadt, HRB 64860, District Court Ludwigshafen am Rhein)

We are a team of developers, which has implemented a number of media projects in the European market over the past 9 years. Our experience showed that companies planning to enter the European media market on specialized sites, such as, for

example, kino.de, moviepilot.de, etc. face the global problem of placing their content and informing consumers about it.

The placement of project materials is very hard and slow, as dozens of companies work in this industry and hundreds of projects are published every month.

If the company needs to change some information about the project, for example, the release date of a film, they have to wait a month or more, while the result is not guaranteed, and often information cannot be changed at all.

The platforms, as a rule, never place original materials that are provided by the companies to them. Texts are always changed, descriptions are written to the projects, ridiculous reviews of the project are often created by the editors of the resource. It is hard to ignore the lobbying power of strong competitors trying to influence the opinions of users.

After deep immersion into this sphere and study of the industry, we had an idea to create an independent resource for the entertainment industry, allowing companies to post their materials and make any changes to them independently, i.e. to manage their products completely independently.

Just one year later, the music portal radio.je, the first version of our project, was created. It has a large database of music, radio and cinema, dashboards for companies and the ability to post content. We have received good reviews from leading companies in the music and film industry with whom we work in copyright protection.

However, when the project was ready, we faced the problem of attracting users. We stumbled upon a new obstacle to reach consumer. In order to always remain on top of the search engine results, it is necessary to constantly invest in the promotion and retention of positions because the user has no reason to be on the portal every day.

We began to ask ourselves questions: what would keep us as users on the platform and make us to come back again? We came to the conclusion that we needed to go further and create a full community with personal pages, chats, groups and blogs, with the ability to make friends by interest groups.

We continued to work on the project by changing its global structure. We completely redesigned the substance of the project and began to build everything around the user, based on the assumption that the user is the core of the project. Thus, the Litenett project was born as a full-fledged social network, on which we have now been working for four years already.

Work on the project started in 2013, and by the time we launch ICO, 65% of Litenett project will already be implemented. There is already a working prototype of project beta.litenett.com

In addition to technical implementation of the project, we are actively working with leading radio networks and global music and film companies filling our database with materials. Today our database has more than 30 million songs, over four million music

albums, hundreds of thousands of films and a full database of German films, more than 10,000 radio stations, hundreds of thousands of artists and actors.

2. ABOUT THE PROJECT

The Litenett project is a next generation multimedia social network, supporting more than 30 languages with a payment system based on blockchain technology. Our project is intended primarily for European and English-speaking audiences. Litenett allows users to get multiple services in one application at once.

We combined everything into one platform:

- social network;
- new generation messenger with anonymous decentralized chats, groups and channels;
- marketplace of digital content (music, cinema, radio, events);
- service for online shop creation ;
- blockchain payment system with great capabilities.

Social network

The social network of the Litenett project is a full-fledged service for communication and content exchange. Users will be able to communicate with friends, place posts, create groups, maintain video and microblogs, create channels, group and private chats. They will also be able to buy music and movies or listen to and watch them for free and at the same time receive rewards in tokens for viewing advertisements, upload and download audio and video content from their mobile devices, create playlists, listen and send songs to friends or loved ones as a gift.

The users will have the ability to watch what films are released in their cinema, put notices on the release of the film, reserve seats and buy tickets, and watch movies in the online cinema on any device in all resolutions. Users will also be able to listen to their favourite radio stations, buy tickets for concerts and other events.

Media Marketplace and online store

In the Litenett social network, users will also be able to create an online store and sell their products similar to the eBay platform. The online sales section is also provided where products will be divided into categories, groups and subgroups. All goods can be purchased with digital coins or fiat money.

Content monetization options

Rights holders of video and audio content can use several methods of monetization:

- placement of audio advertisements in the radio - audiospot section;
- placement of audio advertisements in the section of free music - audiospot;
- providing unlimited access to audio content for a subscription fee;
- Placement of video advertisements in the section of video - videos;
- providing unlimited access to movies and paid video content;
- Banner and text advertisements.

Advertisement on the Litenett platform and user rating system

Advertisement

On the Litenett platform, advertisers will receive a large set of tools for the placement and targeting of advertising content. The posted advertising materials will be displayed on the advertising listing. The pages, where advertising materials are displayed, are divided into groups and categories (targeting). Deep targeting is performed not only by interests, groups, age and regions, but also by the activity and rating of users, thereby, the advertiser can avoid unnecessary expenditure on showing ads to overly active users manipulating the displays to get more rewards. Thus, the advertiser is insured against diversion of resources.

Group creators do not need to search for an advertiser, as the group administrator selects advertising materials on the advertising exchange, which also displays the intended advertising budget. The administrator simply places the material in his group or on his page and the system itself charges the reward. When the budget is reached, the advertising material stops.

Rating system, user evaluation and promotion

Each user receives a reward for any advertisement, which he watched or clicked on. It all depends on his actions: just reading, clicking on the link to the page inside the platform, leaving a comment, "liking" or rating post, or switching to a third-party advertiser resource. The more actions the user makes and the longer he remains on the resource, the more reward he receives. These rewards are not visible for everyone, but the user can see his own amount on his dashboard.

Rating system

To avoid manipulation by users, who deliberately click and go through all the ad units displayed to them, without any interest in the product or service of the advertiser, solely for the sake of receiving the reward, a rating system will be introduced.

The system tracks user behaviour, clicks, transitions, purchased goods or services, and ranks a user's behaviour rating. The higher the rating, the higher the payment for actions. Users who intentionally click and move on all displayed ad units will thereby reduce their rating, the number of ads displayed to them, and, correspondingly, the reward amount.

Additional reward for subscribers

More active users, who create groups or pages to generate interesting thematic content and attract many subscribers, can place someone's advertising post in their group. They will receive additional rewards if their subscribers make transitions, actively read, comment and evaluate the content. In this case, the system calculates automatically and charges the person who posted this promotional material on the portal.

Rewards for creators of copyright video content

The user receives rewards for views of his copyright video, downloaded by other users, same as, for example, on YouTube if there was an advertisement posted there.

Types of advertisement and rewards

An advertiser can select and set one or more types of advertisements, depending on the specificity of the target audience and one or more methods of reward for the views.

Types of advertisements depending on the specificity of the target audience:

- common, without a target audience;
- for the target audience, where the advertiser chooses and allows one or several thematic groups to post their content;
- advertising only for the target audience without the ability to post in groups;
- combination of the above.

Reward methods:

- views, the quantity of views is estimated;
- likes evaluation or smiley rating system;
- click and transition to the advertiser page;
- click and transition to a third-party advertiser resource;
- subscription to the advertiser's page;
- combination of the above.

Any user can create advertising content. Similar to Facebook, our goal is to make the advertising model more complex and more targeted; we will pay reward from each Euro or USD received for advertising shown to you. Rewards are paid in tokens that

can be exchanged on the dashboard for the top cryptocurrency. They can also be sold to for fiat money. You can deposit and withdraw money to your account without paying a commission. Just like you do not pay PayPal for depositing Euro or USD to your account, you just pay for the transaction on the account. A small commission will be charged for cryptocurrency transactions by blockchain itself, as it all happens everywhere.

Payment service

Even when designing the project at the initial stage, we faced the problem of integrating payment instruments for fast payments of goods and services within the platform. All payment tools existing today such as PayPal, credit card payment modules or other similar systems cost from 2.5% up to 10% of the total amount or for the operation.

We were looking for a solution for ourselves and we found a solution for the whole community, where operations of payment for goods and services will be possible in all spheres of small and big business. We will develop payment applications for users and applications for receiving payments like in online stores, and in mobile cash departments of ordinary stores. It will be enough to install an application on a mobile device or a plastic card to make payment with cryptocurrency.

In order to make it possible to pay with a minimum commission or without commissions at all, we decided to introduce a new payment system for goods and services with cryptocurrencies. They should be stable to the rate of major currencies such as the Euro and USD, to ensure safe use and storage, easy and instant exchange of funds for input and withdrawal. For solving these problems, we started work on the architecture of the new payment system.

In order to make it possible to pay with a minimum commission or no commissions at all, we decided to create our own payment system for goods and services with crypto coins.

We defined the following requirements for the cryptocurrency used in the project:

- stable rate to major currencies such as the Euro and USD;
- convenient and safe use for both payment and storage of funds;
- easy and instant exchange of funds for deposit and withdrawal.

We foresaw the use of several types of digital assets on Litenett platform:

- Token Litenetoken (LNT) - is used in the stages of ICO conduction and platform construction. From the launch of our own blockchain all tokens will

be exchanged for Litenetcoin coins. Main functions: expanded payment system for the integration of payment instruments on blockchain into online stores and various platforms. Ability to accept crypto payments, make payments with crypto coins, convert quickly and safely to Euro or USD.

- Coin Litenetcoin - is implemented since the launch of our own blockchain. The basic functions are the same as for Litenettoken token.
- "National" coins: Eurocoin and Dollarcoin - are issued since the launch of the payment system on its own blockchain.

Litenettoken Token and Litenetcoin Coin

The first Litenettoken Token will be created on the Ethereum platform and in the first stage Litenettoken will become the main and only negotiable means on the Litenett.com platform. A lot of functionality is initially projected in Litenettoken Token, and it has many useful features.

For more detail about token Litenettoken go to page [23](#)

In the 1st quarter of 2019, according to the roadmap, we plan to migrate to our own improved blockchain to increase transaction speed and security. Litenetcoin Coin will replace the first released Litenettoken Token and will be exchanged at the rate of one-to-one to each token owner.

For more detail about blockchain net LTN go to page [21](#)

"National" coins

For solving the problems of existing cryptocurrencies, we started work on the architecture of a new payment system, where new coins Eurocoin and Dollarcoin will be created based on a completely new, non-traditional and secure system of blockchain.

The cost of coin Dollarcoin (USDC) 1.00 USDC is equal to \$1.00 (one US dollar). The cost of coin Eurocoin (EURC) 1.00 EURC is equal to €1.00 (one euro).

Commission fees for payment

The following options will be available for choosing the distribution of the commission fee for payment:

1. zero% commission to replenish the account for purchases at litenett.com portal;
2. withdrawal of fiat money into crypto-assets and vice-versa, can range from 0.2% to 0.5% depending on the amount
3. minimum commission of the amount will be charged for the performed transaction to support the network, where the sender and the receiver can establish payment commission rules:
 - sharing the costs for two;
 - paid by the recipient;
 - paid by the sender.
4. special discount programs for stores to use the system for payments;
5. subscription fee where all transactions for the user become zero, as well as withdrawal/deposit of funds.

Thus, payment transactions for goods and services will be possible in all spheres of small and large business.

Account restocking

You can restock your account through a bank, credit or debit card, PayPal, a quick restocking card that can be purchased in a regular store and receive digital money on the account; there is also a convenient reverse exchange and withdrawal of your funds to your account with a minimum commission or absolutely no commission.

Mobile app

We plan to create a mobile application that facilitates transactions and avoids raising funds in the system. By authorization, the user connects the wallet on his dashboard by setting the generated key of the wallet.

Thus, you can conduct all transactions from the wallet installed on your device without the risk of losing funds. We do not have access to the user's wallets; wallets will support basic cryptocurrencies, provide completely safe storage, multi-level protection for wallet access and performing transactions. The money stored in our system will be insured against hacking.

How does the payment system work?

In order to pay with cryptocurrency (Bitcoin, Air, etc.) for the goods or pay for any service, you need to convert the available coins into Eurocoin (EURC) or Dollarcoin (USDC). The rate of EURC and USDC is tied to the Euro and USD exchange rate. Such an exchange is required because they are not integrated into blockchain.

To pay for goods and services will also be possible with Litenetcoin Coin, which will be another factor to the growth of its popularity.

Thanks to modules and applications that can easily be integrated into any online store, website or payment terminal, Eurocoin and Dollarcoin will be accepted as payment along with fiat money.

Without going to the market or the exchanger, it will be possible to exchange cryptocurrency in your account in real time without loss of interest on the exchange. The internal system will be connected to several exchanges, where you choose the best rate and make a sale of Litenetcoin coins in exchange for Eurocoin or Dollarcoin, with which you can pay for the purchase. The entire transaction will take a couple of seconds and similar operations will be available on any device.

Also, Eurocoin or Dollarcoin can be withdrawn with a card in euros or in USD. It will also be used to pay for purchases and withdraw funds in any ATM, in any country.

Evaluation of project profitability

Leading social networks earn 8-10 Euros per user annually on average. We calculated the average planned profitability of Litenett social network in relation to the growth of the audience:

User per Month	User per Year	Rate per User	Profit per Year in €
1 Mill.	12 Mill.	2.5 €	30 Mill. €
10 Mill.	120 Mill.	3.0 €	360 Mill. €
20 Mill.	240 Mill.	3.5 €	840 Mill. €
30 Mill.	360 Mill.	4.0 €	1 M. 440 Mill. €

- With a user count of 1 million per month (12 million per year) at a rate of €2.5 per user - the profit will be €30 million.
- With a user count of 10 million per month (120 million per year) at a rate of €3.0 per user - the profit will be €360 million.
- With a user count of 20 million per month (240 million per year) at a rate of €3.5 per user - the profit will be €840 million.
- With a user count of 30 million per month (360 million per year) at a rate of €4.0 per user - the profit will be €1,440 million.

Up to 30% of the company's profits will be allocated to pay users for viewing ads and for other activity programs. Token turnover inside the platform will already be between 9 - 430 million euros in 2019, and this without taking into account the external exchange of the token or the stock market.

Users will be able to buy and sell tokens inside the network and exchange them for other coins. One year after the launch, we expect to reach 30 million users per month (360 million per year). Even with a minimum rate of 2.5 euros per user annually, the expected revenue from sale of advertising and sale of other services will be 900 million euros per year. 30% of this amount, which is 270 million euros, will be used to pay Litenett users for viewing ads and for other activity programs.

3. TECHNOLOGIES

Portal

The platform is completely developed from scratch using Symfony2 framework technology without using any ready-made applications or CMS. A distributed system of CDN file storage is used to store and exchange user files in Litenett. Using CDN helps to increase the speed of downloading audio, video files and other content by users.

The portal consists of several sections and databases:

- **Database;**
- **Social network:**
 - dashboards for companies;
 - dashboards for users;
 - chats and microblogs;
 - mobile app;
- **Music network:**
 - Music;
 - Radio and podcasts;
 - Groups and artists;
 - Releases and music catalogue
- **Video and Movie Portal:**
 - Video blogs creating;
 - Earnings on Views;
 - Films schedule programs
 - Tickets purchase
- **Payment system:**
 - Payment system on Blockchain;
 - Separate Dashboard;
 - Top cryptocurrencies
 - Low transaction fees

API and access for companies

API allows to implement the full functionality in a mobile application. We use it to connect user applications or automate the processes of companies. To add and manage your content, the company needs to get a personal dashboard. Access to it is

provided after verification of the company. Open APIs are used to transfer and synchronize databases in automatic mode.

Database

We envision the use of various databases: MySQL for data storage, Redis, Memcache for data caching, Sphinx for full-text search. To speed up the work of MySQL, MariaDB, Redis, database replication is used.

The database consists of a network of servers, where there are main and second-server backup networks. The database system performs independent division of databases under volume control, replication - automatic creation of new, independent database blocks. Each new block is a link in the chain, but it can also be independent. The new block is duplicated on all backup servers, if one or more blocks are damaged, the system will automatically restore the data.

Personal users communication

We use Websockets in conjunction with the node.js server as a communication portage. Application of js templating tools is used.

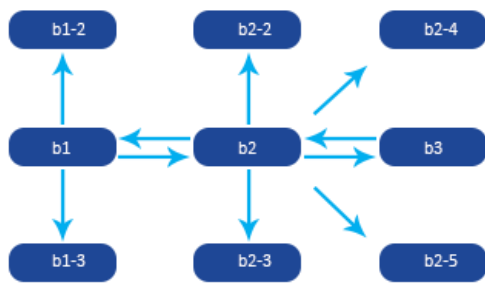
Personal communication can be encrypted by means of a special module. The user selects the encryption algorithm independently and sets the variables. With such encryption, no one will be able to open correspondence except the sender and the recipient.

If the user uses the messenger in the application on the mobile device, he can also configure a secure communication channel where the data is not stored on the server, but remain only on the user's device. Transmission of packets occurs in an encrypted form. Communication takes place according to P2P format and settings can be adjusted for automatic clearing of the chat or completely deleting it.

Replication system

With the increase in the users, our platform will grow and store hundreds of thousands of terabytes of video, audio, photos and that is apart from user databases. To increase the speed and to continue to receive the requested data instantaneously, we are developing a new database replication system, such as MySQL, MariaDB, Redis.

We used a multi-channel communication as the basis, where the data will not swing from the nearest server and simultaneously connect to multiple servers. The system independently chooses the server from which downloading proceeds, focusing not on the proximity of the server, but on its load, and regulates the data transfer so that the data acquisition time takes no more than one second, even at peak load times.



The database is divided into blocks, and when it reaches a certain volume, a high-load block may immediately start division into several blocks. Each block is independent and can be separated.

If the block is damaged or an error occurs, a new block will be created, and the damaged one will automatically recover from the outer

circle of backups, so we completely avoid the loss of information and will be able to keep the portal's high speed constantly regardless of load.

All blocks save connections; each block is an independent data cell and, if necessary, you can always open the history. The whole database is duplicated by the outer circle, where each block duplicates its information independently. Thus, there is no need to make backups of the entire database, since blocks are not overwritten. If the information in the block changes, it is automatically duplicated in the same backup block.

Microservice architecture

We use micro-service architecture in our elaboration, which makes our project more flexible in use and development, more universal in terms of development and technologies used.

Classical and microservice architecture

Advantages of this architecture:

Scalability. If it becomes necessary to purchase more powerful servers to scale the classical application, instead of spending time on the transfer, which can also lead to a temporary downtime of the system, the services will not require powerful hardware, and the transfer of one service will not take much time or require stopping the entire system during it. All services in our system are linked by internal APIs, and some of them will also be available via public access, which gives users and developers additional options of interacting with our system.

Fault tolerance. If one of the services fails, the system itself continues to work in normal mode.

Multiplatform and multilanguage. To bundle services into a single application, it is not necessary for all services to be written in the same programming language and have the same software; it is sufficient to just set up connection points with each service. It also reduces expenses for making changes in the application code and in the server configuration. A separate development team can elaborate each service, which will be more competent in solving the tasks that will be required for a more efficient operation of a particular service.

Ability to use the service as a standalone application. Our micro-service architecture also implies the use of services as stand-alone applications in the future - it concerns the development of an application like, for example, a messenger.

High load

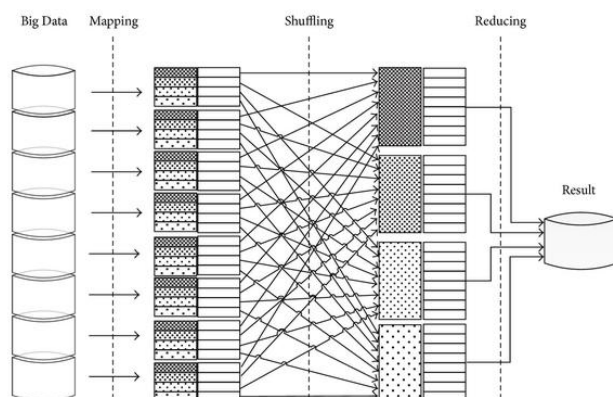
When developing our system, we also pay attention to high loads. When planning development, we pay great attention to the analysis of the system growth dynamics in both the short and the long term. The main effort should be directed at ensuring system flexibility which will allow us to make changes quickly. This is the most important property of any fast-growing system.

We are laying the following architectural foundations in developing from the point of view of high loads:

- Division of databases into separate servers to reduce the load on the basic servers and work with the databases themselves will already be distributed according to the methods of working with BigData: sharding, internal caching.
- Using replication for synchronizing data from one server to another.
- Caching data using Redis and Memcache.
- Using Sphinx search engine as a full-text search system for databases.
- Using task queues to perform heavy operations asynchronously.

- File storage CDN. To store music, movies, photos, etc., we allocate separate servers with their own load-file handlers. CDN repositories are scattered around the world, which increases the download speed and data displays for users of specific regions. Also, the use of such storage significantly reduces the load on the basic servers, especially in terms of occupied space on the hard disk.
- Data monitoring.

BigData



As our system must support the processing and analysis of petabytes of data, we use special techniques and methods to work with this amount of data.

We use the following methods to reduce load, collect data and increase processing speed for our system:

- Optimization and indexes. Correct work with indexes will result in huge gains in productivity. Hundreds and even thousands of times. Freeing up resources for other tasks, transferring the load from the CPU to the hard disk. Today, the cost of hard drives is constantly decreasing, and the requirements for speed are constantly growing.

Indexing large volumes of text in Sphinx

- Enabling the internal caching capabilities of MySQL database.
- External solutions for caching Redis and Memcache.
- Data replication as a redundancy and failover mechanism
- Vertical and horizontal database sharding to enhance reliability and speed of scaling.

Blockchain LTN

In the first quarter of 2019, we are already planning to launch a new, closed and completely anonymous blockchain and migration of the platform to a new payment system.

Main criteria:

- security;
- anonymity;
- high transaction capacity;
- decentralization.

Consider the existing blockchain platforms and their transaction processing speed. The throughput capacity of the Ethereum blockchain can process about 20 transactions, the Waves network confirms, according to the creator of Alexander Ivanov, up to 100 transactions per second, but still it is incomparably little for the growing market and increasing number of transactions. Against Visa and MasterCard, where the processing speed is several thousand transactions per second, cryptocurrencies cannot yet compete with modern payment systems.

The second important point, all the above mentioned blockchain systems are not anonymous, not everyone can find out the name of the wallet holder, but you can track the receipt of funds as well as payments from your wallets, and if they choose to, intelligence services can easily find out your personal data.

When we were faced with the problem of database growth, we realized that the traditional database was not suitable for us, and that we needed to look for a solution that allows us to scale the database and perform backup automatically.

Considering the blockchain technology, we came up with the idea to apply the blockchain block scaling algorithm, but it required a significant redesign. So we started to work on the idea and developed the concept of creating a database that is self-

dividing, but not into blocks in a chain where a chain is built on one block. Instead, tens or hundreds of blocks can be created simultaneously, saving connections with the whole ecosystem, and be copied and restored in case of damage.

And so, using the experience in the development of a new database applying blockchain algorithms, we now use the reverse experience and decided to already apply the new algorithm to the blockchain, in an attempt to develop a new blockchain ecosystem that will differ significantly from traditional blockchain systems.

Litenett Blockchain LTN will use the Proof-of-Stake consensus mechanism. To manage computing power, LTN independently monitors the network and distributes power so that it can process transactions as efficiently as possible.

Transactions are not built at a price, but in order of order creation, while the network distributes transactions so that the participants (users) receive a reward of an equal share of their participation.

Block LTN is completely anonymous, so it is impossible to track transactions and see the address (wallet) history; it is only possible to see the number of blocks, creation time and subsidiary of the blocks. Upon request of the owner, the wallet address can be changed at established intervals.

Immediately after the launch, the structure of additional mechanisms and smart contracts, an API for third-party developers, will be implemented. LTN will be integrated into Litenett network and will be available to any user who is registered in the network or installed a mobile application. But the main function of LTN blockchain is a payment system.

Not only a miner with a network of high computing powers, but also everyone who installed the application on a computer or mobile device and has Litenetcoin Coins on the account, can be a network participant.

LTN P2P NET

Block building algorithm will allow LTN network to create blocks, but not in a chain, and each block can create several blocks at once depending on the load on the network. At the same time, hundreds or thousands of blocks can be created, where each block creates subsidiary blocks saving infrastructure connections, so thousands of transaction records are converted into blocks every second. In this case, the speed of transaction processing depends only on the number of network support participants. For confirmation of the transaction, 3 confirmations are sufficient, where the sender and the receiver can be participants of the confirmation.

Payments

The network will have several coins, one part of the blockchain will be completely closed, based on which Litenetcoin coin will be issued. The number of issued coins will

also be 300 million. The coin price will be set by market participants and this coin will replace the first issued Litenettoken token.

The second part is a payment system with coins Eurocoin and Dollarcoin, the cost of which will be equal to USD and Euro exchange rate; perhaps, there will be other national coins. These coins will be used in the payment system. A firm exchange rate to USD and Euro will allow using coins for payments, for the purchase of goods and services where payment for transactions is charged by Litenetcoin coin.

4. TOKEN

Description

Litenettoken (LNT) - is a utility-token of Litenett ecosystem. This is an open source cryptographic token implemented on the Ethereum blockchain platform. It is the main accounting unit within the Litenett platform.

The Litenettoken Token does not entitle holders to participate in dividing the company's profits, to own a part of the company or have the right to vote in management. LNT ownership does not guarantee any profit to the holders if they do not pursue this goal on their own.

In fact, Litenettoken Token is a coupon for the purchase of advertising or payment for a service on a multimedia platform (community) www.Litenett.com.

Tokens of the project - Litenettoken (LNT) ERC20 will be created on the Ethereum platform, and we are planning to only issue 300 million coins with a nominal price of \$1 each. Additional tokens will not be created and their maximum number will never exceed the specified number.

Unsold ERC20 tokens will be frozen.

After the launch of the project, the company guarantees to start paying out rewards to Litenett users for viewing ads and others forms of activity that will account for up to 30% of net profit.

Payments will be carried out once the project starts bringing more than five million dollars of net profit a year. This amount of profit will be reached already at two million users a year, which amounts to 416 thousand users a month.

Litenettoken is compatible with the existing Ethereum infrastructure, which is chosen for its emission due to its advanced functions and high productivity. Tokens can be

used inside the Litenett service and also be withdrawn from the platform for use on the Ethereum network, including for sale on external crypto exchanges.

Tokens distributed to the team and founders as well as tokens from the reserve fund will not be sold within the first year after the launch of the platform.

Why is the quantity of tokens 300 million?

The main purpose of Litenettoken is calculation between users. Therefore, we pursue the following objectives:

- project token should not become an object of speculation;
- growth of the audience on our platform should not cause excessive deficit of the token;
- it is important to avoid strong volatility and instead to achieve a stable price;
- distribution of tokens among users should be uniform.

And although each crypto-project is interested in the growth of the price of its own token, we are trying to prevent the situation. When we reach a user count of 100 million users a month, it amounts to 1 billion 200 million users a year with a minimum profit of 3 billion (and the volume of trading is up to €900 million per year, equal to 75 million per month). In this situation, the price for Litenettoken will skyrocket to a benchmark of a thousand USD per token or higher. However attractive such a price would seem, this growth will be speculative and will put the project economy at risk. We count on stable, even growth of Litenettoken. Based on this, we calculated that the optimal quantity necessary for normal operation of the platform ecosystem would be 300 million tokens.

Token sale

Ways of purchasing Litenettoken token (LNT):

- buy during a pre-sale or ICO;
- receive as a reward for participation in bounty program;
- receive as a reward for participation in referral program;
- earn on Litenett platform, by viewing (listening) advertising or committing certain activities in the social network.

Token application

Litenettoken Tokens (LNT) can be used on the platform as follows:

- the token is a means of payment within the portal;

- users receive rewards in the form of tokens for actively managing groups, blogs, pages, etc.;
- a token is charged for likes and promotions of the material;
- users receive rewards for viewing ads with tokens;
- it is possible to pay for advertising, a service or buy some service with tokens;
- it is possible to pay for advertising with tokens by getting a big discount;
- a token gives an opportunity to receive a bonus when paying for services;
- a token can be transferred and exchanged between users;
- a token can be exchanged for other cryptocurrencies;

Purchase tokens

Tokens will be repurchased by advertisers and other members of Litenett network. Full access to the platform functionality and sections requires having at least 1 token. Apart from that, the project itself guarantees elimination of tokens.

5. ICO

We plan to raise funds necessary to continue financing implementation of the project and its development by offering an ICO (Initial Coin Offering) through the sale of Litenettoken cryptographic tokens, which will be emitted on Ethereum blockchain.

Tokens are offered with a bonus discount only during an advertising campaign conducted within the framework of the initial coins placement, which will take place in several stages: 14 May 2018 to January 31, 2019

The minimum amount that we plan to raise as a result of token sale is \$1.5 million (Soft Cap). If the amount collected is minimal, all funds will be used only for refinement of the project with more than previously estimated, cost optimization.

Termination of fundraising is triggered upon the sale of all 40% (120 million) of the tokens, which should be \$30 million, or at the end of ICO. Unsold ERC20 tokens will be frozen.

ICO options:

Website	www.Litenett.com
Issuer	Alex Capital GmbH
Name of the token	Litenettoken (LNT)
Acceptable payment ways	ETH, e-commerce, credit cards
ICO Start date	14 May 2018 , 18:00 UTC
ICO Expiration date	31 January 2019 , 24:00 UTC

Company Alex Capital GmbH sells Litenettoken (coupon) Tokens at a discount to attract users and advertisers.

The offer is available to users from all over the world. Restrictions apply only to users in countries where it is legally prohibited to buy or use cryptocurrencies.

ICO ROUNDS AND TOKEN PRICE:

Pre-sale 1	Pre-sale 2	Pre-sale 3
14 May 2018 - 21 May 2018	28 May 2018 - 10 June 2018	25 June 2018 - 01 July 2018
Exchange rate: 1 LNT = up to \$0.25 (20 million tokens)	Exchange rate: 1 LNT = up to \$0.25 (20 million tokens)	Exchange rate: 1 LNT = up to \$0.30 (20 million tokens)
ETH BTC EUR USD 75% bonus	ETH BTC EUR USD 75% bonus	ETH BTC EUR USD 70% bonus

Pre-sale 4	Pre-ICO	ICO
27 Sept 2018 - 11 Nov. 2018	12 Nov. 2018 - 30 Nov. 2018	01 Dec. 2018 - 23 Dec. 2018
Exchange rate: 1 LNT = up to \$0.35 (90 million tokens)	Exchange rate: 1 LNT = up to \$0.45 (the remaining)	Exchange rate: 1 LNT = up to \$0.55 (the remaining)
ETH BTC EUR USD 65% bonus	ETH BTC EUR USD 55% bonus	ETH BTC EUR USD 45% bonus

SALES ARE CLOSED - 30 November 2019

Tokens Distribution

The emitted tokens will be distributed as follows:

40%	– Tokens Buyers;
5%	– Team;
15%	– Founders;
37%	– Reserve fund;
3%	– Rewards, Bounty: early supporters

Restrictions on token purchase

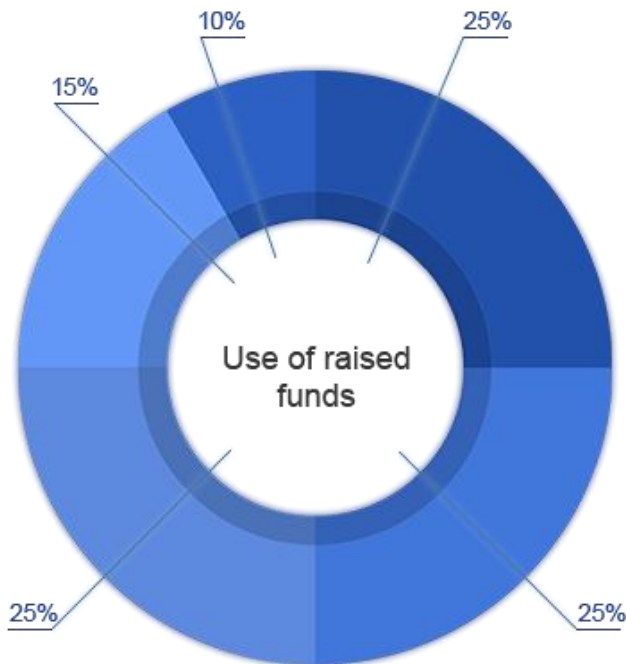
Our multimedia social platform Litenett is open to everyone, just like Facebook or YouTube. We are convinced that any person has the right to receive part of the money that advertisers pay for placing their advertisements. Every user who spends his time for watching advertisement, should earn from it. We make this possible.

However, some countries prohibit their citizens to buy or sell cryptocurrency. These restrictions contradict our intention to give each person equal opportunities to become a member of our community. Nevertheless, we must respect and follow the laws and regulations of other states.

Therefore, we ask citizens or residents (tax or other type) of any country or territory, where operations with cryptocurrency are prohibited or otherwise restricted, to refrain from buying Litenettoken Tokens.

If in your country operations with cryptocurrency are prohibited, and you have ignored our request by hiding information about yourself, and purchased our tokens, we are not responsible for your actions. If such violations are detected, we will be forced to return such buyers their funds at the price paid.

Use of raised funds



We calculated that the cost of offering the ICO (legal advice, marketing and communications personnel, marketing expenses, production of advertising materials, marketing costs in social networks and other media resources, etc.) will amount to \$0,5 million.

Provided successful placement, we expect to fully cover the expenses of the ICO at the very beginning of the process. All the remaining funds collected during the main ICO will be used according to the budget allocation plan.

- **25%** will be allocated to elaborate the project, pay staff, develop, purchase equipment and other business expenses.
- **25%** of the funds will be allocated for marketing and promotion of the project after the platform launch, to attract millions of users.
- **15%** towards the creation of a payment system, obtaining a banking license for legal financial transactions and a guarantee fund of a payment system.
- **25%** reserve fund of the company for self-financing after the Project launch. During some time after the launch, we will not make enough profit to cover all expenses. To ensure that we can work on the project development after launch, a reserve fund will be created.
- **10%** for research and development of new technologies in the Blockchain field. We do not intend to stop our development, so a research and development department will be created targeting blockchain technologies, which will also be integrated on the platform in the future or new projects will be created on blockchain technologies.

Use the revenue, described in this technical document is established according with the timetable - the roadmap, which is considered obligatory for us. However, certain circumstances may arise (legal procedures, unplanned situations at the crypto market, reward growth and exchange rate problems) that may force us to deviate from the initial schedule.

6. BOUNTY PROGRAM

REWARD DISTRIBUTION

The total bounty budget is 3% of 300 million; LNC Tokens will be distributed as follows:

The total allocated number of tokens on the bounty is 2% of 300 million, which is 6 million tokens. And 1% of tokens is allocated to the video blog program, which is 3 million tokens. Campaign costs are calculated at an average cost of Token at the time of offering the ICO and it is equal to \$0.60 each.

Signature & Avatar Campaign (\$180 a week)

- (400 participants) 280 tokens = 112 000 tokens

Facebook (\$60 a week)

- (2000 - 2500 participants) 100 tokens = 200 000 tokens

Twitter (\$40 a week)

- (2000 - 2500 participants) 100 tokens = 200 000 tokens

Telegram (\$25 a week)

- (3000 - 4000 participants) 50 tokens = 125 000 tokens

Blog/Media (\$80 an article)

- (1000 participants) 280 tokens = 280 000 tokens

YouTube bloggers should contact via email (or Telegram) showing the number of subscribers for the conditions.

A new week starts every Monday

Basic terms

The Bounty campaign begins on April 16 and ends on June 18, 2018. Each participant must join the official project team group in Telegram and remain joined until the finish of ICO.

We reserve the right to exclude you if we believe that you were not honest in your work. We reserve the right to change the rules of the bounty campaign.

TRANSLATIONS CAMPAIGN

The translation of the main ANN topic on BitcoinTalk and White Paper will be performed. The use of any machine translation is not accepted and will result in a complete ban on participation in the campaign.

It is expected that the translated ANN topic will be regularly updated and moderated.

It is expected that you will finish a translation in no more than 7 days. If during this time it is not fulfilled, we will assign it to a new translator.

You must start the translation after it is assigned to you.

We are looking for users with a Member rank or higher.

- Translation of White Paper - 1200 tokens for full translation;
- Translation of Onepager - 250 tokens for full translation;
- Translation of Landing - 550 tokens for full translation;
- Translation of the official thread on BitcoinTalk [Ann] Announcement - 150 tokens for full translation.

Additionally, 2 tokens are calculated for each message.

Signature & Avatar Campaign

Rules

You must post at least 15 messages per week.

You must display our signature up to the end of campaign

It is not allowed to use multiple accounts; anyone who is detected using multiple accounts will be removed and not allowed to participate in any future campaign.

Participants with negative credit are not allowed. Receiving negative feedback during the campaign will remove you from participation without payment.

Messages should be constructive and topic-related. Spam, low quality messages, copying and off-topic are not suitable and will not be counted. Messages must be at least 100 characters or more.

Messages must be made throughout the week, spam is denied. Messages in sections Landing, Auctions, Politics & Society, Beginners & Help, Archival, Investor-based games, Games and Rounds, Off-topic or Micro earnings will not be counted, as well as messages in section Bounties.

We reserve the right to terminate anyone's participation if it is found to be illegal.

Reward:

Full member: 100 tokens

Seniors: 150 tokens

Hero/Legendary: 180 tokens

FACEBOOK CAMPAIGN

Rules

All participants must subscribe to our Facebook page.

You must have at least 2,000 friends / subscribers.

Only 7 reposts / posts are accepted per week.

Mandatory condition - likes of our official page posts.

Copied posts are not accepted.

Reposts / posts should be distributed within a week, multiple postings in one day are not counted.

50 tokens are calculated for the fulfilment of all conditions.

TWITTER CAMPAIGN

Rules

All participants must subscribe to our Twitter page.

All participants must have an audit score of at least 90%.

Your Twitter page should primarily cover cryptocurrency or investment.

You must have at least 2,000 subscribers.

Only 7 retweets / tweets are accepted per week.

Copied tweets are not accepted.

Mandatory condition - likes of our official page posts.

Retweets / tweets should be distributed within a week, multi-posting in one day is not counted.

50 tokens are calculated for the fulfilment of all conditions.

REDDIT AND LINKEDIN

Bonuses are calculated for subscriptions, likes and comments in the networks REDDIT and LINKEDIN

Rules:

REDDIT

- Your account should have been created at least 30 days ago or have 10 posts or comment karma.

In order for a post to be counted, it is necessary to post in one of the following sub-reddits: r / bitcoin, r / ethereum, r / ethtrader, r / icocrypto, r / cryptocurrency. Posts and comments with a negative Karma rating will not be counted. Any kind of spam will not be rewarded either.

LINKEDIN

Start following our page.

Mark as liked (like) and make a repost (share) at least 5 records from the official page in a week.

Create at least 3 posts about the project on your page per week. The post should be written in your own words, in your own language, and also contain a link to the project page and to the official website.

Participation with multi-accounts is not allowed. One person = one account. All linked accounts will be excluded.

Spam is strictly prohibited. Each post should be equipped with a hashtag and a link to the official website.

TELEGRAM CAMPAIGN

Join our Telegram group to get 10 tokens and 20 bonus tokens weekly for active members (at least 10 messages in the group).

Participants must remain in the group until ICO end.

BLOGS AND MEDIA CAMPAIGN

The video must be at least 1:30 minutes long, original and it must have at least 200 views before it is accepted.

Bloggng is accepted only on websites where interaction can be checked (views, likes, reposts).

Articles on Medium, Steemit or other sites for bloggng should be at least 500 words long and have 5+ interactions.

Your article / video should contain links to our website and Whitepaper.

Article (500 words) / Video (at least 1:30 min) - 100 tokens.

7. ROADMAP

Q1.2013	Start of work on the project
Q3.2014	The main music portal MVP is launched
Q4.2014	Testing and working on errors
Q4.2014	Changing the project structure
	Designing a social network
	Start of developing new functionality
Q3.2016	Dashboards for users and companies are launched
Q4.2016	Development of portal mobile version
Q1.2017	Testing and launching functionality for companies - content management
Q2.2017	Designing mobile application for Android and iOS
Q3.2017	Testing and elaborating mobile version
	Ability to upload and send photos, videos and music

- Q4.2017 Launching and testing chat, correcting bugs
- Testing functionality of group creating
- Launching functionality of user verification
- Developing "Marketplace" functionality and ability to create an online shop
- Q2.2018 Start of work on ICO implementation
- Preparation and implementation of Pre-ICO
- Preparation and implementation of ICO
- Q2.2018 Launching and testing all languages
- Designing payment system and creating a next-generation Blockchain
- Q3.2018 Developing of automatic advertising system
- Testing of new database
- Testing of online shop functionality
- Launching and testing Friends section
- Combining all sections and testing of platform
- Working on bugs and correcting errors
- Testing of mobile application for Android and iOS
- Q4.2018 Increase in personnel
- Extensive work on all sections of portal
- Work on monetization system (encouraging users through advertising)
- Launching of social network Litenett
- Launching of mobile application for Android and iOS
- Work on improving platform functionality
- Extensive marketing campaign

- Q1.2019 Network scaling for millions of users
- Launching of a new Blockchain and platform transition to new payment system
- Obtaining of banking license for legal financial transactions in cryptomarket
- Exchanging of tokens for new digital cryptocurrency
- Integrating of new digital coins with stock exchanges

8. TEAM



Alexej Karpov
CEO - Lead Engineer
& Founder



Alexej Karpov

German education: Engineering, Computer science and computer facilities

2008 – 2011 Head of the Company GV World GmbH. Direction - sales, copyright in the field of cinema and music.

2011 – 2015 Founder and Head of the Project Global Copyright Management www.web-copyright.com. Creation and design of search and control systems, project development.

2013 Founder of Litenett Project, since 2015 Head of Alex Capital GmbH

Valdemar Degner

Germany. Analyst and marketer

Occupation: Energy Engineer, Self-employed Entrepreneur, Business Consultant

Education: Computer Science Studies, Microsoft Sales Expert, IT Sales Expert, IT Sales Manager.



Valdemar Degner

Analyst and marketer



Lilia Bauer

Content manager &
contacts with customers



Lilia Bauer

Germany. Content manager & contacts with customers

Elena Degner

Germany. Financial analyst and consultant

Occupation: Financial Adviser, Financial Consultant and Auditor, Self-employed Entrepreneur.

Occupation: Investment Adviser, Investment Consultant, Financial Adviser, Financial Consultant, Internal Auditor in the Financial Field.



Elena Degner

Financial Analyst and Advisor





Roman Romanchenko
Lead developer & Engineer



Roman Romanchenko

Lead developer & Engineer

Backend developer, system administrator, 9 years of work experience. Technological National University.

Vladimir Dzyubanov

Lead developer & Project developer

Backend & Frontend developer & Web Developer. 6 years of work experience. Technological National University.



Vladimir Dzyubanov
Lead developer & Projekt Entwickler



Albina Chernozhukova
Frontend developer



Albina Chernozhukova

Frontend & Java developer

Frontend developer, 6 years of work experience. Technological National University.

Alexey Seleznev

Web designer & project developer

Three years of professional experience. National University of Ukraine. UX, UI, product management, human-centred design.



Alexey Seleznev

Webdesigner & Projekt
Entwickler



Vitali Karpov

Java developer & system
administrator



Vitali Karpov

Germany. Java developer & system
administrator

Frontend developer & system
administrator. 1 year of work
experience.

CONTACTS

Alex Capital GmbH
Germany, 67433 Neustadt, HRB 64860, District court Ludwigshafen am Rhein

Website ICO: www.litenett.com

Email: info@litenett.com

Whitepaper Version 2.2 (01.08.2018)