

ADAMANT
WHITE PAPER
VERSION 5



**FOR THE COMMUNITY,
BY THE COMMUNITY!**



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II. WHAT IS ADAMANT COIN



Adamant is a frictionless, yield-generating contract that aims to let the community participate in charity work.

The token contract employs a static reward system: 10% of every transaction is split into two parts: The first 5% distributed to holders, the second 5% is burned to the dead address. Adamant Coin is also the governance token of our NFT play to **EARN, DONATE**, and **BURN**, game Adamant Mine. Throughout every quarter, a poll will be open to all users to vote on a charity nature wherein the winning charity nature will be receiving all the allocated charity earnings from the game received into the charity wallet throughout that quarter. The token is launched with the idea of creating a community token with a self generating income mechanism for its owner while allowing the same owners be a part of donating to the community charity of choice for the quarter.

Our project includes using a game model in order to employ burns, rewards, and donations to the charity wallet as well which will be further explained in the following pages.



Adamant aims to be able to make a statement in the world and help create alternative ways charities can be done. Being the first ever platform and token to create an income generating deflationary token which enables their holders to nominate and vote a charity for wherein the charity taxed tokens from the game shall be donated. This enables holders to be a part of something bigger. This is also the first project that has incorporated a play to earn game system with charity donations that are community based.

It is a great alternative to the usual high-APY liquidity farms out there because of its unusually sustainable approach. The reward amount is conditional upon the volume of the token in the marketplace, thus alleviating sell pressure put on the token by early investors. In addition to all aforementioned, the mechanism encourages token holders to hold on to their tokens in order to earn taxes from the transactions on the market, which is based upon the percentage specified in the contract and dependent on the total tokens held by the owner.

III. TOKENOMICS

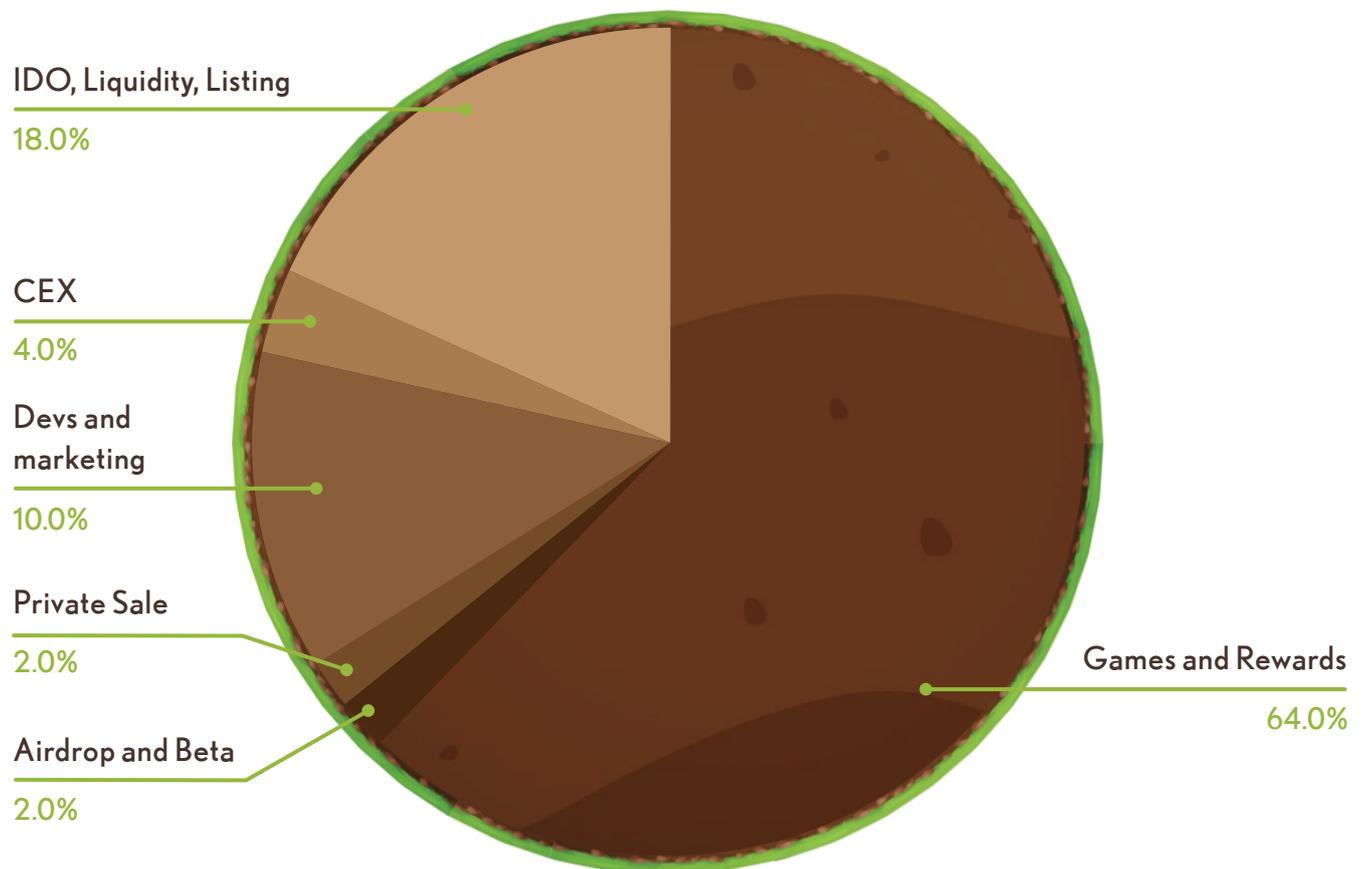


Adamant Coin (ticker \$ADMC) has a total supply of 1,000,000,000,000 tokens. The token is a non-mintable deflationary governance token with a 10% transaction tax on either buys or sells. The 10% transaction tax includes redistribution, and burn. The \$ADMC token contract was deployed last July 10, 2021.

Token Contract Address:

0xA55EF2fB2B7b6A60371FD3def9B806E74a48bE69

TOKEN ALLOCATION



IV. QUARTERLY COMMUNITY CHARITY OF CHOICE



10% of the game rewards will be sent into the charity wallet address

`0x5e0a01823bb7625c21df8e29F1bD22E7349f1473` in form of \$ADMC. **100%** of all earnings made by this wallet will be allocated and donated to the winning charity.

Throughout every quarter, the Adamant community will be able to nominate a charity per wallet and the nomination weight would be proportional to the amount of \$ADMC tokens the nominee wallet is holding. The nominations may last up to the whole first month of the quarter but this timeline may be changed at any point by the Adamant Team. The top 10 nominees are then screened by the Adamant Team and would be completely at the discretion of the Adamant Team to remove a nominee from the top 10 list. In the case a nominee was removed by the Adamant Team, all nominees ranked below the removed nominee would move up one spot into the rankings.



After nominations are closed, the top 10 nominees will then move on to the voting stage wherein the adamant community can vote for their favorite charity among the top 10 nominees. The winning charity at the end of the scheduled voting would receive 100% of the charity allocation from the charity wallet. All updates regarding the charity donations will be strictly 100% transparent and published on our website under charity <https://www.adamantcoin.com/charity>.

The \$ADMC balance of the voters would be scanned and verified through the bscscan API Get address BEP 20 Token:
[https://api.bscscan.com/api?module=account&action=tokenbalance&contractaddress=0xA55EF2fB2B7b6A60371FD3def9B806E74a48bE69&address=\(insert%20wallet%20address%20here\)&tag=latest](https://api.bscscan.com/api?module=account&action=tokenbalance&contractaddress=0xA55EF2fB2B7b6A60371FD3def9B806E74a48bE69&address=(insert%20wallet%20address%20here)&tag=latest). The vote weight would be proportional to the \$ADMC content of the wallet to the total supply. This ensures that voters would not be able to abuse the system by creating multiple wallets to have multiple votes.



THE CHARITY WALLET

100% of all earnings sent to this wallet will be donated into the winners of the quarterly community charity of choice.

Charity

Please choose which Charity you would like to be donated in

- Bahay Tuluyan
- Child Hope Philippines
- Dumaguete Animal Sanctuary
- Dr. Franny Eriguel Foundation
- Give Kids The World Village
- Haribon Foundation
- National Center for Mental Health Philippines
- Rise Against Hunger
- Save the children
- The Islamic Aid Charity

WALLET ADDRESS

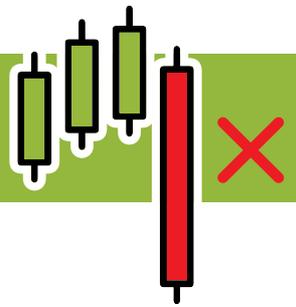
EMAIL ADDRESS

Verification*

I'm not a robot  reCAPTCHA
Privacy · Terms

SUBMIT FORM

V. ANTI-RUG MEASURES



Adamant is designed to be secure. As mentioned above, our token distribution is one of the healthiest ones currently available. In addition, the Adamant smart contract has implemented four important security features, aimed at making the token fully autonomous and immune to malicious manipulation. Fraudulent blockchain-based schemes running on BSC are rife, and we take steps to ensure that Adamant is as far from that space as possible:



1. Locked Pancake Swap Liquidity

The liquidity pool tokens for Adamant will be locked in dxsale for a minimum of **12 months** upon adding the developer's liquidity.

Link to Lock:

<https://cointool.app/token/lock?a=0xaca40a873a5ca481ff6dd430a8477ec71a892c32&c=56>



2. Fully Public and Doxxed Team members

The team is fully public and not hiding their identities. The CEO has done video calls with different youtubers in search of partnerships as well and is willing to talk to others through their discord or telegram and even send video messages. The team has also done live AMA's on video calls with many gaming influencers.

Link to the Adamant Team:

<https://www.adamantcoin.com/team>



John Dominic Go, M.D.
CEO



Justin Kahlil Bichara
COO



Chris Mathew Go
COO



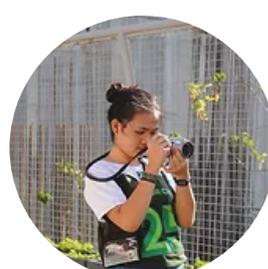
Oscar Abrina
CTO & Software Development
Engineer



Dylan Adam Paredes
Social Media Manager



Jose Abril Jr.
Smart Contract Developer



Dhiane Obugan
Artist & Graphics Designer



Abigail
Web Graphics Designer



3. Public Dev wallets

ADAMANT COLD STORAGE WALLET:

0xd459D17Ed200F47367819d5C519C57247bE200bC

CHARITY WALLET:

0x61FBAf4De757d397ae6c9A904952fa3cC8462965

OPERATIONS WALLET:

0x75f69609A32F3D6ee60Fa33901EDbdE5ACf9B871

CLAIM WALLET:

0xb0a8B1E1307A5eDC218A59a78a150D5b039fC88A

MAIN LP WALLET:

0x0eeD42a1B1685D6Ce4F85bE5A54303B8Af6c5FAe



4. Game Rewards Lock

All adamant mine game reward tokens are locked within the smart contract initiating transfers for the game. This will make sure that tokens can only be sent into the smart contract but no individual can control the transfers done by the smart contract aside from when the claim function is initiated from the Adamant Mine game which will then send token rewards into the player wallet, burn address, and charity wallet address.



Rewards Contract:

<https://bscscan.com/address/0x8668343499F05DFE25Ded0046a6c8FDd2f6a71A0>

Adamant differs from the rest of the De-Fi crowd because it has a passionate team working full time to develop a fully-fledged ecosystem of applications surrounding the token. We aim to not only have a financially appealing cryptocurrency asset for short-term traders, but a suitable long term asset for serious long term investors. Adamant is a yield-generating contract that rewards its holders.

Adamant belongs to the community and will use its new and restructured team to elevate its status in the De-Fi space, where we intend to reach new, exciting and promising opportunities in markets worldwide. Behind the project is a highly specialized team that dreads the lack of transparency present in other De-Fi coins and is determined to change the status quo with Adamant.



5. Audit

Token Contract Audit:

<https://github.com/BlockAudit-Report/Adamant/blob/main/Adamant.pdf>



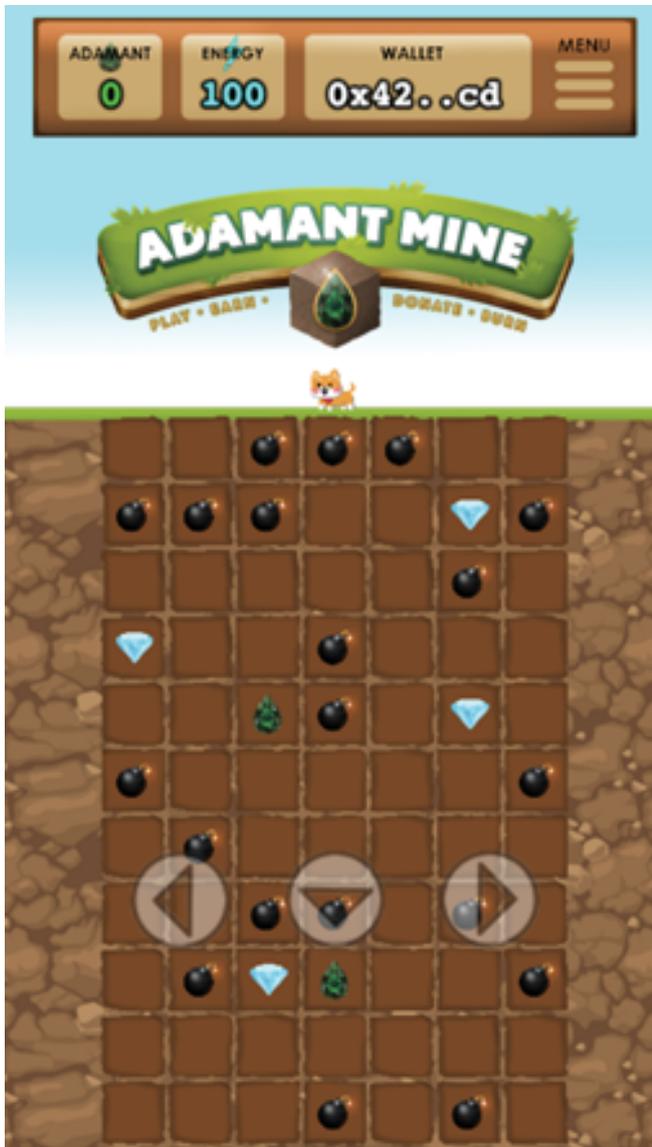
VI. ADAMANT MINE



Adamant Mine is an NFT game that allows the players to EARN, DONATE, and BURN.

It is a 2-D Mining game with block type graphics. The game will have two game modes, Normal mode and Survival Mode.

VI.I. NORMAL MODE



This is the **main play-to-earn** game mode of Adamant Mine. In normal mode, the players use up energy to mine a block. **1 energy is used to mine one block** and players will receive **10 energy per hour with a maximum of 100** energy stored. The goal of the players is to be able to try and mine as many \$ADMC blocks as possible! The game will have simple left, right, and

down movements only and once the player goes below the depth level of the block, you will be unable to go back up to a higher depth. The player can accumulate as much \$ADMC blocks as the player wants and may claim them at any time.



There will be 4 types of blocks that can be mined:

 **1. Soil (empty) block** - which gives no rewards - 76% spawn chance

 **2. \$ADMC block** - which employs the earn, donate, and burn - 2% spawn chance.

. a. ~10% tokens burned

. b. ~80% tokens earned

. c. ~10% tokens donated to the charity & operations wallet

 **3. Diamond (energy) block** - which gives 3 extra energy (minus 1 when you include the movement of the player to gather the diamond) to the player - 7% spawn chance

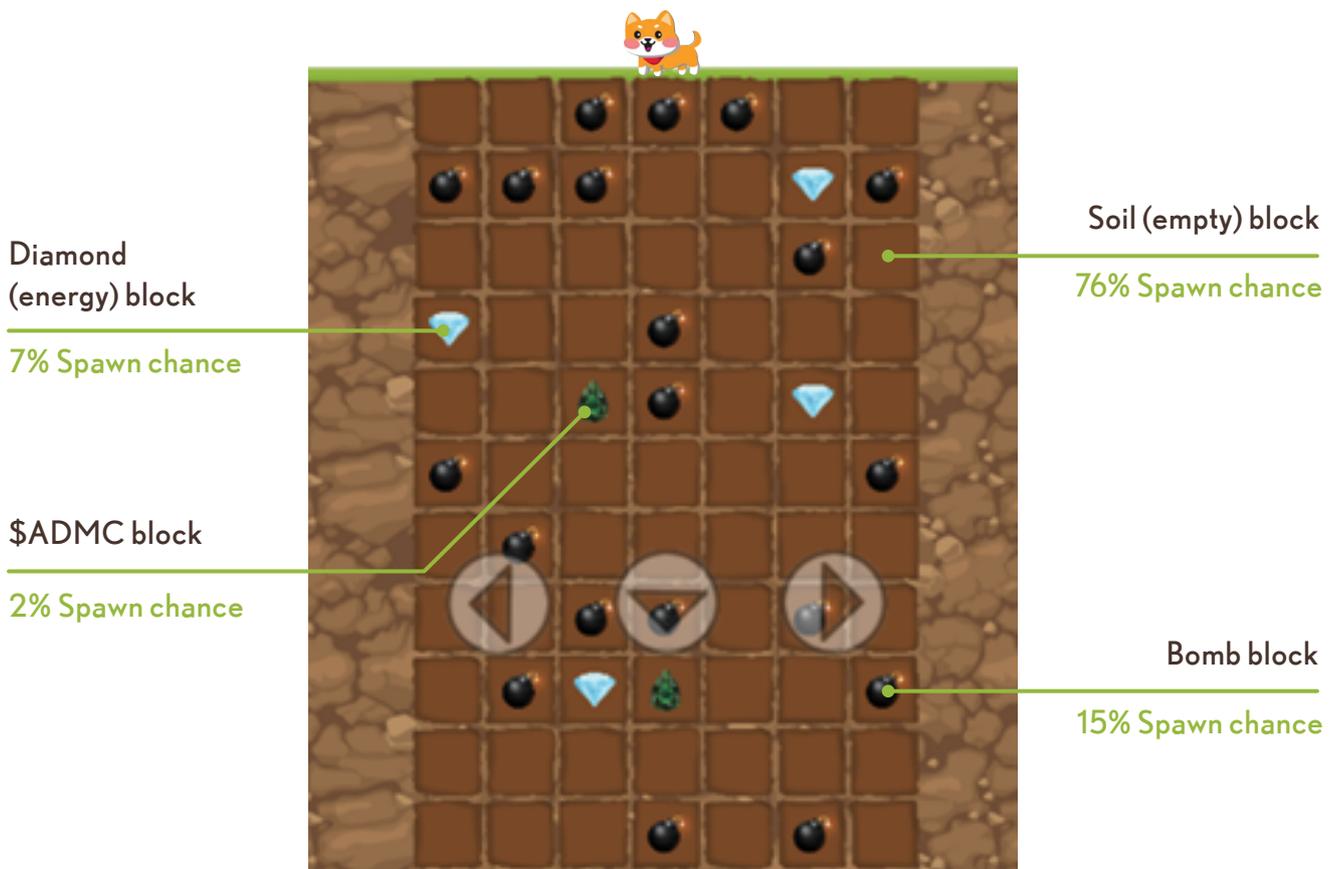
 **4. Bomb block** - which causes the player to die and start from the start again. This will cause you to lose 20 energy but not lose any adamant blocks - 15% spawn chance



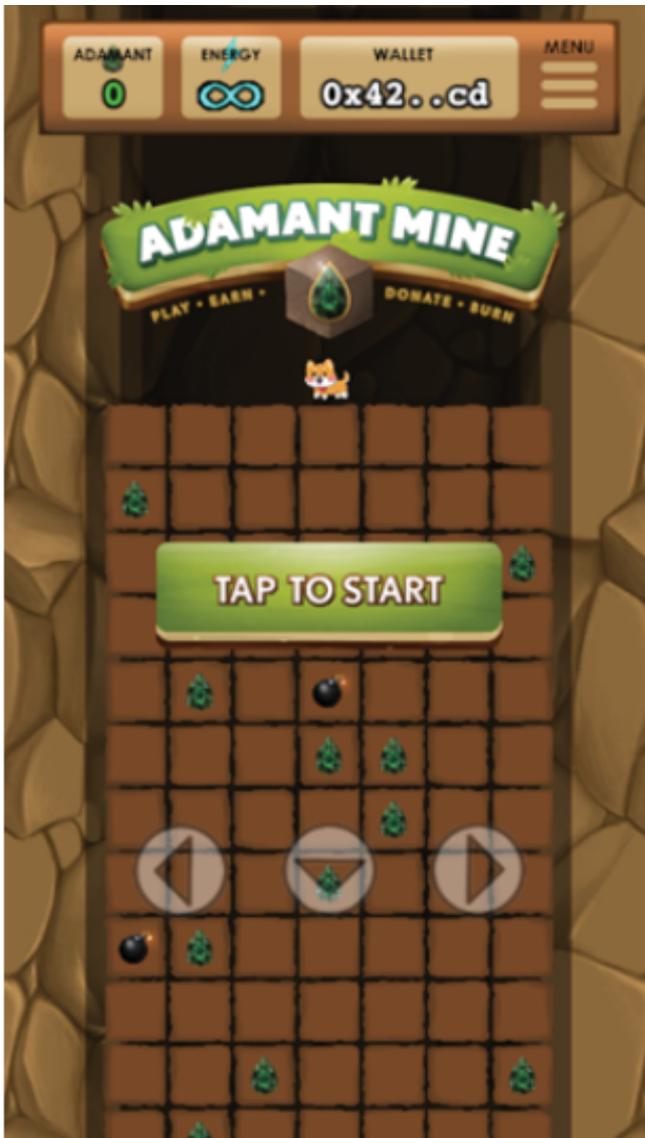
The contents of each block will be visible. Player rewards are endlessly accumulated and are claimable at any time. **The death of a player will cause the user to start from the top again with a new map** but not lose any unclaimed \$ADMC blocks mined.



The death of a player in normal will cause the player to lose 20 Energy on Normal mode



VI.II. SURVIVAL MODE



In **survival mode**, players don't use up energy. Upon starting the game, the players automatically drop down and the players can only move left or right. The player's character will start to drop down faster and faster as the player reaches a lower depth. In this game mode, there will be no diamond blocks as there is unlimited energy. The goal of this mode is to mine as many adamant blocks as possible while

trying their best to avoid the bombs as the game goes faster. Once a player hits a bomb, the game is over. The play to earn mechanics of survival mode will be different from Normal mode. Survival mode P2E will be coming Q2 - 2022.

Spawn Rates: Adamant: 10% Bomb: 8%



A. ALPHA LAUNCH

The alpha version of the game was deployed to the public last September 2, 2021. The alpha version does not save any progress for the players. The alpha version is accessible through www.adamantmine.com

Initial Alpha Deployment included normal mode. Alpha V0.2 which included survival mode and a UI update was deployed last September 22, 2021.

B. INITIAL BETA LAUNCH

The beta game will be accessed through www.adamantmine.com. Each wallet must contain at least 1M \$ADMC tokens to access the Beta. The wallets will be scanned through a bscscan API and will be cross verified by the game servers. Beta testing will begin on early Q4. Progress will be saved regarding the amount of rewards each player shall be receiving but the rewards would not be immediately claimable. The rewards will only be then claimable once the smart contract enabling claim rewards function has been connected to the game.



The beta launch will have 3 phases.

1st phase: Testing of the game functions and servers. Beta Phase 1 was launched last October 25, 2021. The players will be able to play the game at its bare minimum functions including connecting their wallets, game access through \$ADMC wallet content, moving the player character, mining different kinds of blocks, accumulating rewards, and energy replenishment. These functions would be the primary functions to be tested by the beta-testers to find any bugs or errors that the game may have.

2nd phase: Connecting smart contract #1 in order to enable the players to claim their unclaimed rewards. This will be done through a game maintenance after the 1st phase is deemed successful/corrected by the game developers. The second phase will then test the functions written in smart contract #1. Phase 2 was launched last December 17, 2021.

3rd phase: Addition of leaderboards, account levels and account types, in-game purchasing of extra energy, NFT integration, NFT Marketplace, and the smart contracts that control these functions. The 3rd phase will be more thoroughly explained under “C. Future Updates.”



C. FUTURE UPDATES

1. Leveling up/Boosting Rewards

Experience is gained from mining \$ADMC blocks. (10 exp)

Players start at level 1 with 0 \$ADMC blocks

PLAYER LEVEL	ACCUMULATED # OF BLOCKS TO NEXT LEVEL	EXP TO NEXT LEVEL	TOTAL EXP ACCUMULATED	BLOCKS NEEDED TO LEVEL UP
1	0-20	200	200	20
2	21-50	300	500	30
3	51-92	420	920	42
4	93-148	560	1480	56
5	149-220	720	2200	72
6	221-310	900	3100	90
7	311-420	1100	4200	110
8	421-552	1320	5520	132
9	553-708	1560	7080	156
10	709-890	1820	8900	182



11	891-1100	2100	11000	210
12	1101-1340	2400	13400	240
13	1341-1612	2720	16120	272
14	1613-1918	3060	19180	306
15	1919-2260	3420	22600	342
16	2261-2640	3800	26400	380
17	2641-3060	4200	30600	420
18	3061-3522	4620	35220	462
19	3522-4028	5060	40280	506
20	4029-4580	5520	45800	552
21	4581-5580	10000	55800	600
22	5581-7580	20000	75800	650
23	7581-10580	30000	105800	702
24	10581-14580	40000	145800	756
25	14581-19850	50000	195800	802



Rewards multiplier upgrades can be **PURCHASED** when reaching certain levels.

ACCOUNT TYPE	LEVEL CLAIMABLE	COST	MULTIPLIER FROM BASE REWARD
1 STAR	-	0	1X
2 STAR	5	5M \$ADMC	2X
3 STAR	10	10M \$ADMC	4X
4 STAR	15	20M \$ADMC	6X
5 STAR	20	50M \$ADMC	12X
6 STAR	25	115M \$ADMC	30X

the costs of these reward multipliers may change as token supply/prices change



2. Buying extra energy

A player will be able to purchase extra energy using \$ADMC tokens. Energy will be for sale in multiples of 25 energy and costing \$ADMC tokens per energy.

ENERGY	1 STAR	2 STAR	3 STAR	4 STAR	5 STAR	6 STAR
25	25,000 \$ADMC	50,000 \$ADMC	90,000 \$ADMC	160,000 \$ADMC	200,000 \$ADMC	400,000 \$ADMC
50	50,000 \$ADMC	100,000 \$ADMC	180,000 \$ADMC	320,000 \$ADMC	400,000 \$ADMC	800,000 \$ADMC
75	75,000 \$ADMC	150,000 \$ADMC	270,000 \$ADMC	480,000 \$ADMC	600,000 \$ADMC	1,600,000 \$ADMC
100	100,000 \$ADMC	200,000 \$ADMC	360,000 \$ADMC	640,000 \$ADMC	800,000 \$ADMC	3,200,000 \$ADMC

The prices of energy will be proportional to a game rewards factor set to 10. The price of energy may be changed accordingly.



3. Leaderboards

International Leaderboards/rankings will be added to showcase one's username/nickname and rank against all other adamant mine players for both normal mode and survival mode. There will be daily, weekly, and an all-time leaderboard.

4. NFT Marketplace & Integration

The integration of NFTs using the BEP1155 and BEP721 protocols will be added into Adamant Mine. The Adamant NFT Marketplace will enable users to buy/sell their purchased adamant NFT's peer to peer. All game NFT's will have a finite supply and will be purchased only using \$ADMC tokens. 96% of all NFT sales will be allocated back to the rewards pool and 4% will be used for operational costs.

The Marketplace will have a 4% Transaction Tax which will be sent to the reward pool upon every transaction. There will be no Tokenomics taxes on NFT Marketplace transactions.



NFT's may have **specific in-game bonuses** depending on the collection type bought by the user. Some NFTs may also be purely for **cosmetic/collection purposes**. The user may own multiple NFT's but these NFT's bonuses will not stack and a player may only use one at a time. Energy of an account will be saved per wallet address and not per NFT item. All NFT's will be transferable to other BEP1155 and BEP721 compatible wallets using the write contract function through BSCscan contract or Gift Option within the marketplace. Only the developers are able to create collections for the NFTs to be used in the game and the players may only Mint the NFT items upon purchase of the NFTs but may trade these NFT's person to person as well using the \$ADMC token.

All NFT collections will have a limited supply. Within each collection, there will be no rarity involved. The supply would be the only form of rarity that our NFT marketplace will allow. What you see, is what you get!

The developers have the right to release a new collection when deemed necessary in the case supply limits are hit and more players are unable to buy one to join the game.



D. TECHNICAL

The game framework used is phaser which is a 2D game framework. The game uses Javascript and HTML5 as its language for the frontend. The backend would consist of API, AWS S3, and Web3.

All game textures were designed from scratch by our graphic designers.

The game smart contracts is using an oracle to connect to a RESTapi which then is connected to the smart contracts through web3 of the game.

I. Game Smart Contract #1: Upon game player claims “rewards”

The game API shall send a block reward number to the smart contract upon claim.

Smart contract will make 3 transfers from the contract multiplied to the game rewards variable sent by the game API:



For example:

Player has accumulated 10 rewards and claims it. Game API sends “10” to smart contract to claim:

Smart contract will split the set block reward into 10% burn, 80% player wallet, 10% charity wallet and will multiply this by how many blocks the player has mined. The player will send the calculated gas fee into the claim reward contract owner and our automated backend will have the claim reward contract owner have the smart contract call the claim function for the player wallet to have the reward contract executed.



II. Game Smart Contract #2: Upgrading Account Contract

When a player purchases these rewards: the game shall interact with the smart contract to facilitate payment of tokens for the upgrade. Once the smart contract confirms the transaction, the game enables the new multiplier for the player.

The game API shall send “1” for a 2 star upgrade, “2” for a 3 star upgrade, “4” for a 4 star upgrade, “10” for a 5 star upgrade. (smart contract will send game api variable x 5M tokens)

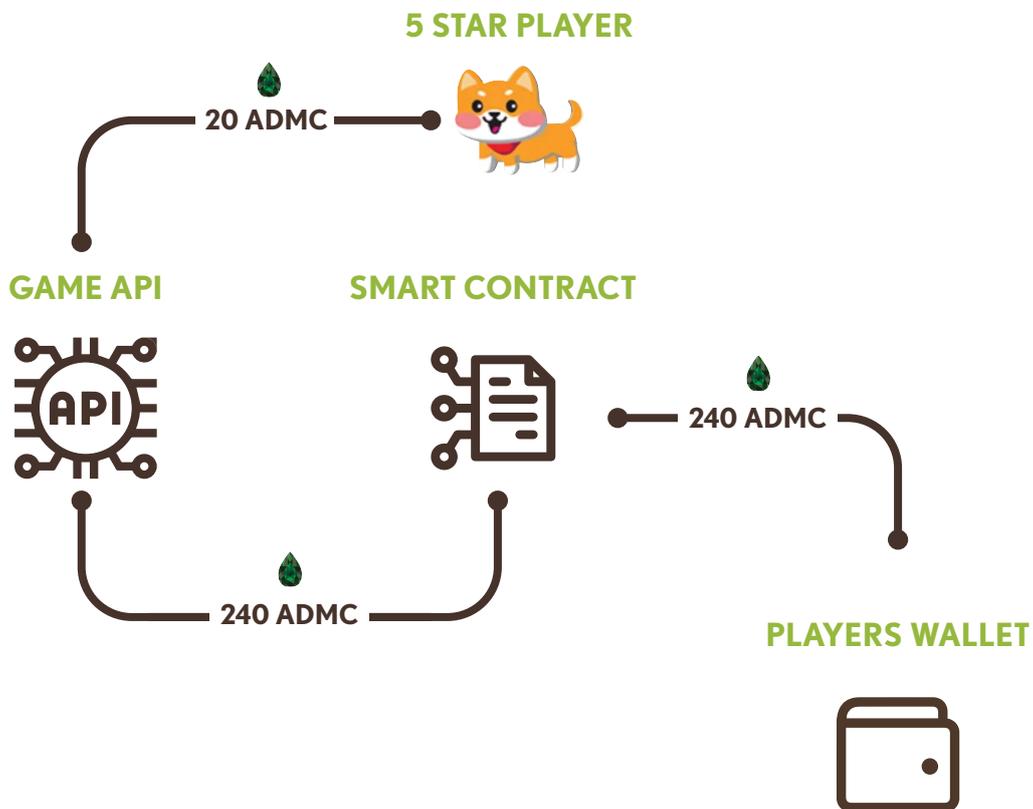
Players must claim previous upgrade before upgrading to a higher level. (2 star must be claimed before player can upgrade to 3 star)

Multiplier shall edit the game rewards number to be sent to the smart contract when players claim rewards.



For example:

A level 20 player with the 5 star account upgrade has mined 20 \$admc blocks. Upon rewards claim, API shall send 240 instead of 20



A level 20 player with a 1 star account has mined 20 \$admc blocks. Upon rewards claim, API shall send 20 to smart contract.



Upon a player purchasing in-game level upgrades, the game API shall send a number to the smart contract.

Smart contract will make 1 transfer from the player wallet to the game rewards smart contract multiplied to the number the game API shall send.

5,000,000 \$ADMC tokens to rewards contract

Once the transaction is successful, the smart contract shall inform the game.

For example:

A player has reached level 20 and claimed a 5 star upgrade. Game API shall send “10” to smart contract and smart contract will execute a 50,000,000 \$ADMC transfer from the player’s wallet to the rewards smart contract (game smart contract #1).



Upon a player purchasing in-game level upgrades, the game API shall send a number to the smart contract.

Smart contract will make 1 transfer from the player wallet to the game rewards smart contract multiplied to the number the game API shall send.

5,000,000 \$ADMC tokens to rewards contract

Once the transaction is successful, the smart contract shall inform the game.

For example:

A player has reached level 20 and claimed a 5 star upgrade. Game API shall send “10” to smart contract and smart contract will execute a 50,000,000 \$ADMC transfer from the player’s wallet to the rewards smart contract (game smart contract #1).



III. Game Smart Contract #3: Purchase of Extra Energy Contract

A player may purchase 25, 50, 75, or 100 extra energy.

Game API shall send 1, 2, 3, or 4 respectively multiplied by the player's star multiplier. (smart contract multiplier shall be set to 25,000 tokens.)

Cost of energy transfer will 1,000 \$ADMC per energy for a 1 star account.

For example:

A 1 star player purchases 50 energy. Game API sends "2" to energy purchase contract"

Cost will be $50 \text{ energy} \times 1000 \times 1 = 50,000 \text{ \$ADMC tokens}$

A 5 star player purchases 50 energy. Game API sends "24" to energy purchase contract.

Cost will be $50 \text{ energy} \times 1000 \times 24 = 1.2\text{M } \ADMC tokens



Upon player purchasing in-game extra energy, the game API shall send a number to the smart contract.

Smart contract will make 1 transfer from the player wallet to the game rewards smart contract multiplied to the number the game API shall send.

25,000 \$ADMC tokens to rewards contract.

Once the transaction is successful, the smart contract shall inform the game.

For example:

A 1 star player purchases 50 energy, the game API will send “2” to the contract and 50,000 \$ADMC tokens shall be transferred to the tokens rewards contract

A 5 star player purchases 50 energy, the game API will send “24” to the contract and 1.2M \$ADMC tokens shall be transferred to the tokens rewards contract .



Upon player purchasing in-game extra energy, the game API shall send a number to the smart contract.

Smart contract will make 1 transfer from the player wallet to the game rewards smart contract multiplied to the number the game API shall send.

25,000 \$ADMC tokens to rewards contract.

Once the transaction is successful, the smart contract shall inform the game.

For example:

A 1 star player purchases 50 energy, the game API will send “2” to the contract and 50,000 \$ADMC tokens shall be transferred to the tokens rewards contract

A 5 star player purchases 50 energy, the game API will send “24” to the contract and 1.2M \$ADMC tokens shall be transferred to the tokens rewards contract .



IV. Game Smart Contract #4: NFT Collection BEP1155

This will be the smart contract using the BEP1155 protocol to be able to create collections for the NFT marketplace and Adamant Mine. Only the developers will be able to use this smart contract. The BEP1155 smart contract enables the creation of multiple collections with only using one smart contract for the game and being able to create metadata for each nft saved separately within the contract. The BEP1155 protocol allows developers to also send in multiple NFT's into the Marketplace in bulk. This contract will then be linked to game smart contract #5 for the minting of the NFT tokens within the said collection.

V. Game Smart Contract #5: NFT token BEP721

This will be the smart contract using the BEP721 protocol to allow players to be able to own their own NFT upon purchase/minting from the marketplace for the use in Adamant Mine. In this smart contract players will also be able to transfer or burn their said NFT's without the need of using the NFT Marketplace.



VI. Game Smart Contract #6: Marketplace Contract

The Marketplace Contract will be used for all the NFT related transfers within the marketplace. It is used for the storage, auctioning, listing, transfer of NFT's that the players own.

VII. Game Smart Contract #7: Marketplace Fees Contract

The marketplace fees contract will be used to make \$ADMC transfers to the necessary wallets upon the sales of any NFTs within the Marketplace.

Upon NFT sales, this contract will send 96% of the \$ADMC tokens to the seller's wallet, exclusive of tokenomic taxes, and 4% into the deployer wallet for operational costs.



Adamant Coin Is Now KYC Approved by Assure .



We are excited to announce that Adamant Coin has gone through the KYC (know-your customer) identity verification process and has now been APPROVED.

You can view our compliance NFT here:

<https://www.assuredefi.io/projects/adamant-coin/>

We are committed to safety & security for our investors and we believe this to be a strong positive step for our community.



We want to build community trust and confidence in the project leadership & are proud to deliver this next step in the evolution of Adamant Coin!



VIII. RISK FACTORS



Purchase of \$ADMC token is associated with an extreme level of risk. The prospective buyer should provide or carefully study the information about these risks. Any actual risk can have a significant negative impact on the Adamant Mine platform and the price of the \$ADMC token.

Token holders can face various risks and uncertainties containing, but not limited to what is mentioned below. Uncertainty and risks that are not included in the list, can have a significant impact on the entire Adamant Mine platform and the price of \$ADMC tokens.

1. Increase or decrease in token prices

Evaluation of digital tokens on the collateral or secondary market is usually non-transparent and highly speculative. The token price can volatile significantly over a short period. The worst scenario is when their value drops to zero.



There are no predictions or guarantees relative to the movement of liquidity of \$ADMC tokens. Participating companies are not responsible for the future market value of the \$ADMC tokens, their liquidity, the speed of their transfer and the possibility of entering various markets through non-affiliated companies or any other channels.

The term "participating company" means a company represented by its founder, management, directors, contractors, consultants, lawyers, accountants, current or future personnel, financial advisors, affiliates, agents, representatives, shareholders, suppliers, sellers, service providers, parent / subsidiary companies, predecessors and successors. Besides the cases provided by the applicable law or legally mandatory documentation, participating companies are not responsible for the redemption of \$ADMC tokens and the return of funds to their owners.

There is no guarantee, and there will be no guarantee in the future, that the \$ADMC token is valuable and useful. No promises can be given regarding the value of the token, the prolongation of acceptance of payments and similar actions.



2. Risk of government intervention

Participating companies are working in a new field of activity, which, however, can be largely controlled and monitored by various agencies, including increased attention of law enforcement and investigation agencies. There is no guarantee that regulators will not undertake a detailed analysis of the operations done by participating companies. There is also no guarantee that legal action will not be taken against these companies. These actions may include various penalties, fines, disapprovals, reprimands and other punitive measures against participating companies. Such retaliation may require the company to reorganize its operations or reduce its offer of specific products and services. This can affect the company's reputation and lead to higher operating costs, which will negatively affect the \$ADMC tokens and the Adamant platform.

The legal status of cryptocurrency, tokens, blockchain technology and digital assets in many jurisdictions is not defined and unclear.



It is difficult to predict which public authorities will regulate such technologies. It is difficult to predict the likely changes and amendments to the laws governing this in general, and also the applications with the blockchain technology, cryptographic tokens and digital assets. These changes can have a pessimistic affect on tokens. Tokens can be considered as financial instruments that require the registration. The company can stop the distribution of \$ADMC tokens, transactions in specific areas of jurisdiction, platform development and regional operations if such activities are deemed illegal and economically impractical for these reasons.

3. Inability to Maintain and Receive Licenses and Permissions

There are no rules that require the company to receive the permissions and licenses necessary for this type of activity. There is a risk that such requirements can be introduced in future and will affect any participating company.



In this case the business of the participating companies will be based on the urgency of these licenses and permissions and compliance with the relevant conditions on behalf of the participating companies. The terms of receiving and renewal of licenses, as well as control over the licensee's compliance with these licenses by regulatory authorities may differ.

These agencies may require a participating company to comply the following conditions: conditions of employment of qualified personnel; multiple standards; conditions of maintaining a certain technical level; consent to give permission to monitor our operations; standards of the system of quality control; level of service related requests; provision of relevant information at the request of licensing agencies. The realization of these requirements may result in the financial contributions and significant time, as well as delays in the operation of the Adamant platform. In addition, public and private persons have the right to comment on the project and to participate in the licensing process in other ways, including court appeals and political pressure. The participating company can not extend or does not receive the required licenses.



In addition, these licenses can limit the ability of the company to perform its work on a commercial basis or to carry out its activities.

Onerous contract risk due to the compliance with regulations, laws and standards

The participating company may not satisfy the applicable laws and regulations. It may also not recognize the results of relevant audits done by regulators. Another scenario is an increase of government regulation of operations done by the participating company. All of these issues can entail the significant additional costs, simply complicating the work or leading to numerous sanctions. Result is a negative impact on the business of participating companies and the Adamant platform.

The property and activities of the participating companies are guided by various government agencies and authorities to comply with the applicable rules and regulations. These regulators have considerable freedom and power in law questions and their explanation. State agencies have the right to carry out the periodic inspections to monitor the property and activities of participating companies.



Any such audit may conclude that a participating company violates certain regulations or laws, and this participating company may not correct the violations or be unable to appeal those conclusions.

Any mistake made by a participating company in the field of compliance with the applicable regulations, laws or results of supervision may result in penalties, fines or more drastic requirements and sanctions. They may include the need to stop certain activities; they may even contain criminal and administrative charges against the relevant persons.

Such decisions, sanctions, demands and tighter control of government regulation can increase the costs of participating companies and have a very detrimental impact on their platform and their business as a whole.

END OF WHITEPAPER.