Whitepaper

ORIONIX. A new trading platform utilizing the ORX tokens in the blockchain era with a comission-free "trustless" system for games, items & services.

Version 1.0

Abstract

We present Orionix, a comission-free games and items exchange platform along with ORX token that covers operational costs by minting its own native currency. The project aims to facilitate communication, exchange and security between players. Gamers from around the world can use the ORX platform and trade their new or used games, but also items, skins and accounts for ORX tokens.

Our team has spent years evaluating the experience of players and their needs in the gaming market and infrastructure. This expertise allows us to present a project that connects people using the power of the blockhain.

Welcome to the future of GAMES.

Welcome to Orionix.

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Introduction

We are living in times of digital transformation. The latest Global Games Market Report predicts that 2.3 billion players in the world will spend nearly $140 billion on games. Each year, there is an average 15% increase in sales.

Currently, the vast majority of players find themselves unable to trade their games, accounts and items in a completely secure way. Reports of scams are rampant on the internet and it can seem challenging to trade what rightfully belongs to every gamer, their invested time and money. The revolution in gaming has only began as the rise of new technologies emerges. Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR) will provide an ever-growing influx of consumers. We see this as a major challenge for the coming years, as little effort is being placed to offer gamers the possibility of exchanging their virtual acquisitions.

You can do more with us. Our project aims to connect your gaming universes together into one Token -- one value for your valuables. May it be MOBAs, MMORPGs, FPS, RTS, we will do our utmost to remain on the forefront of trading solutions for your favorite titles.
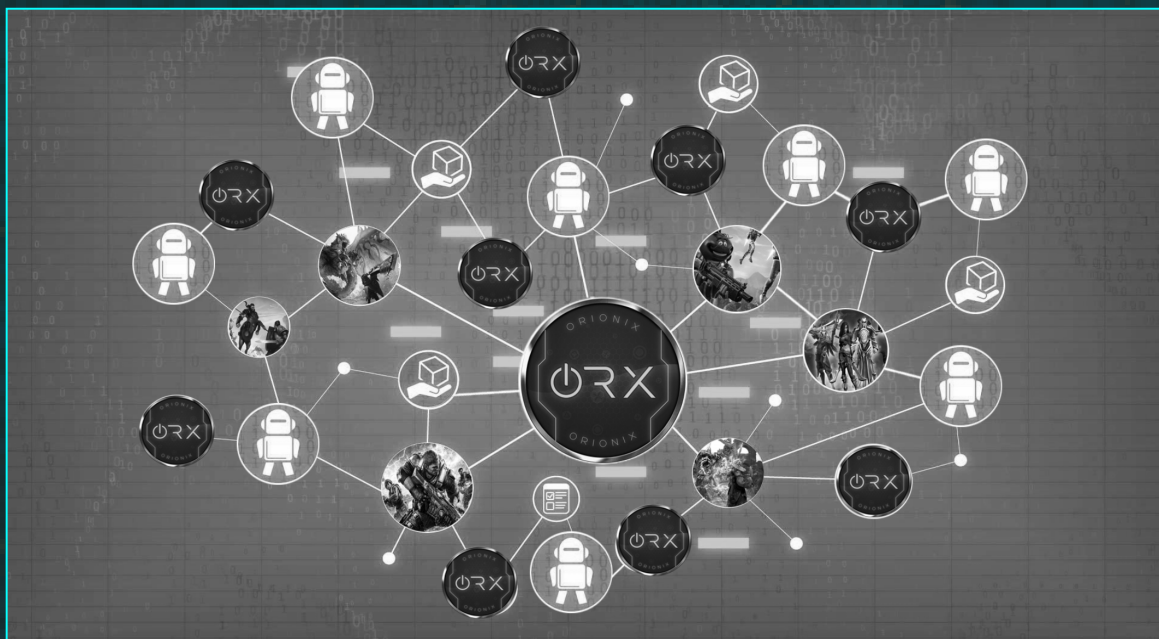
One of our long-term goals is to offer a safe environment for Real-Money |Trading (RMT). How much money is RMT really worth? Billions. This was a figure provided by the World Bank in 2011. The bank analyzed the virtual world economy and determined that in 2009, over 3 billion dollars was paid for RMT services delivered by countries having lower wages.

Billions of dollars were spent by players for character progress in their favorite games. Our hope is to insure fair trades between players which would include the security needed for such transactions. We are aware of the current demand as well as the lack of adequate offer in this domain.

Millions of players are affected by these issues and our project is targeted at resolving the difficulties encountered by the gaming community. We realize the road will be paved with many obstacles and our team is already in touch with major actors in the video-game industry to face and overcome these obstacles. The Orionix team is dedicated to meet the needs of players and fulfill the demand in this unexplored market.

Smart System

The principle behind the Orionix project is to unify two facets of the same coin. First, the creation of the ORX token on ERC-20 standards to allow a controlled token value specifically created for buying and selling video-games related goods & services. Secondly, a web platform designed with ease-of-use accessibility. This platform will simplify and secure transactions between players utilizing the ORX tokens. A contract will then be issued to both buyer and seller.

The contract will be screened through our system's security algorithm and finalized in a blockchain based monitoring protocol.

At a later date, users will have the option of trading games, skins and items for other goods & services. Discrepancies in value will be noted in a contract accepted by both parties before the trade.

Transactional Solution
for the Game Industry

Developers and editors are currently faced with a high demand for quality-checked, bug-free and finalized games. Contrarily, beta-testers and players who pay to access pre-release versions often expect games to be at a more advanced stage. This translates by poor early reviews, bad press and discontentment among pre-release buyers, also creating a lack of sufficient beta-testing data. The Orionix team believes that such problems will be solved by rewarding players with valuable virtual goods & tokens. In this regard, ORX could be awarded by calculating the hours spent playing and bug reports submitted or simply by permitting game items to be transferred to a trading platform. Those are a few of the possibilities cryptocurrencies like ORX offer the game industry allowing a more symbiotic approach towards gamers where both parties stand to gain.

Powered by

ERC20 standard on the Ethereum blockchain.

The propulsion unit is a technical standard used in the case of smart ethereum blockchain contracts for the implementation of tokens. Smart contracts are used to create ERC-20 tokens that are used to facilitate token exchange and store the crypto-currency on your account. The technical protocol of the Orionix token allows trading on exchange crypto-currency stock markets or the transfer to any wallet.

How to participate
in ORX token crowdsale?

01

Token
ORX

02

Accepted Currencies
ETH, BTC

03

Crowdsale
August 1st, 2019 UTC 00:00 – November 1st, 2019 UTC
00:00 or until maximum cap is reached
The base rate is 1 ETH = 2941 tokens

04

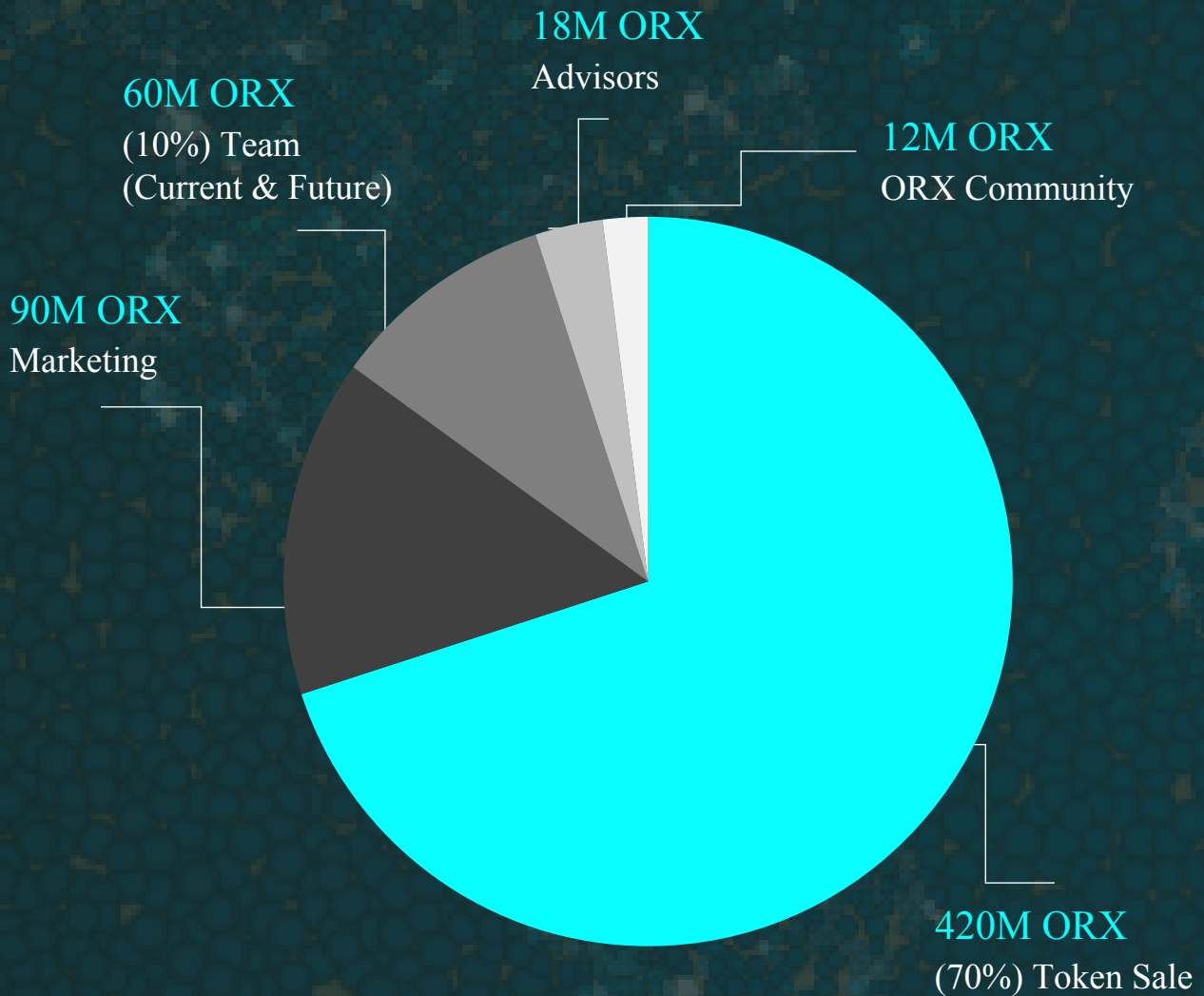Initial Value
1 ORX = 0.1$

05

Token Transaction Amount
ORX transaction without maximum limitation of amount
ORX transaction with minimum amount: 0.1 ETH.

Total Supply
600M ORX

18M ORX
Advisors

60M ORX
(10%) Team
(Current & Future)

12M ORX
ORX Community

90M ORX
Marketing

420M ORX
(70%) Token Sale

600,000,000 ORX tokens limit. No additional tokens will be created.

Total crowdsale supply = 70% of tokens
420 Million ORX will be distributed among the crowdsale contributors

Team

Frederico Giovanni (Italy)   **in**

Frederico has 15+ years of business experience. Avid advocator of new technologies, he spent years working in marketing utilizing those technologies to adapt and adhere to progress. He believes these are needed steps to forward humanity.

His client-list in the video-game industry and knowledge of the market allowed him to plan and operate the Orionix project. A successful Blockchain investor, cryptocurrency expert and technology entrepreneur.

Park Hao (China)   **in**

Park has 10+ years of experience as a Software Engineer. He works for ORX on the development team. Blockchain Engineer, Crypto-economist, programmer

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Chun Whee (Singapore)   **in**

Program analyst and security checkups specialist. Chun joined our team for source code integrity and system bug maintenance.

Alberto Massoni (Italy) in

Programmer - Designer, Alberto is a Professor of Mathematics with a focus on Probability. AutoCad - Archicad Designer.

Foo Yu Bing (Singapore) in

Blockchain Expert - Programmer Foo Yu Bing is working on projects involving C++, Java and GPGP. He has been accepted by Ubisoft for a rendering programmer position where he mainly utilized HLSL for AAA titles.

Nelson Sousa (USA) in

Cryptocurrency Expert - Blockchain Expert, Nelson is a Software Developer with advanced knowledge in C++ and JAVA. In his free time he works on two open source projects.

Alexandre Duc (France) in

Financial Specialist - Advisor. Alexandre has experience in global health, micro-finance, accounting and investment banking.

Edward Hartman (USA) in

Information Technology Specialist - CryptoEnthusiast, Edward has extensive experience as an IT in companies such as IBM.
His interest for the Blockchain led him to join the Orionix Team

Pauline Lemieux (France) in

Pauline is a lawyer specialized in digital / data / gaming laws and regulations and has been instrumental in the development of her clients. In addition to her legal advisory role Pauline is involved with regulated entities in finance, including banking and insurance.

Meng Chu (Singapore) in

A technical advisor to Orionix. Based on his successful career as a Marketing Specialist, he has gained valuable insight into the market. Meng is strongly interested in new technologies and digital asset businesses.

Nathalie Montreuil (France) in

A lawyer technicalized in matters of law surrounding business development and financial services. She applies her specialty to the vast landscape of blockchain regulations.

Adriano Gianni (Italy) in

Adriano has spent over 13 years as a Financial Advisor. This experience allowed him to gain a keen expertise for startups striving to apply strong financial strategies.

Contributor Protection

Floor

The soft cap is set to 3.000.000 tokens
If the level of the nominal value is not reached, funds in the full amount will be refunded.

Bonus Program

The bonus program will last until the sixth contribution tranche.

The contribution tranche will change as the available ORX tokens decreases, applicable bonus at the first tranche will be at 40%.
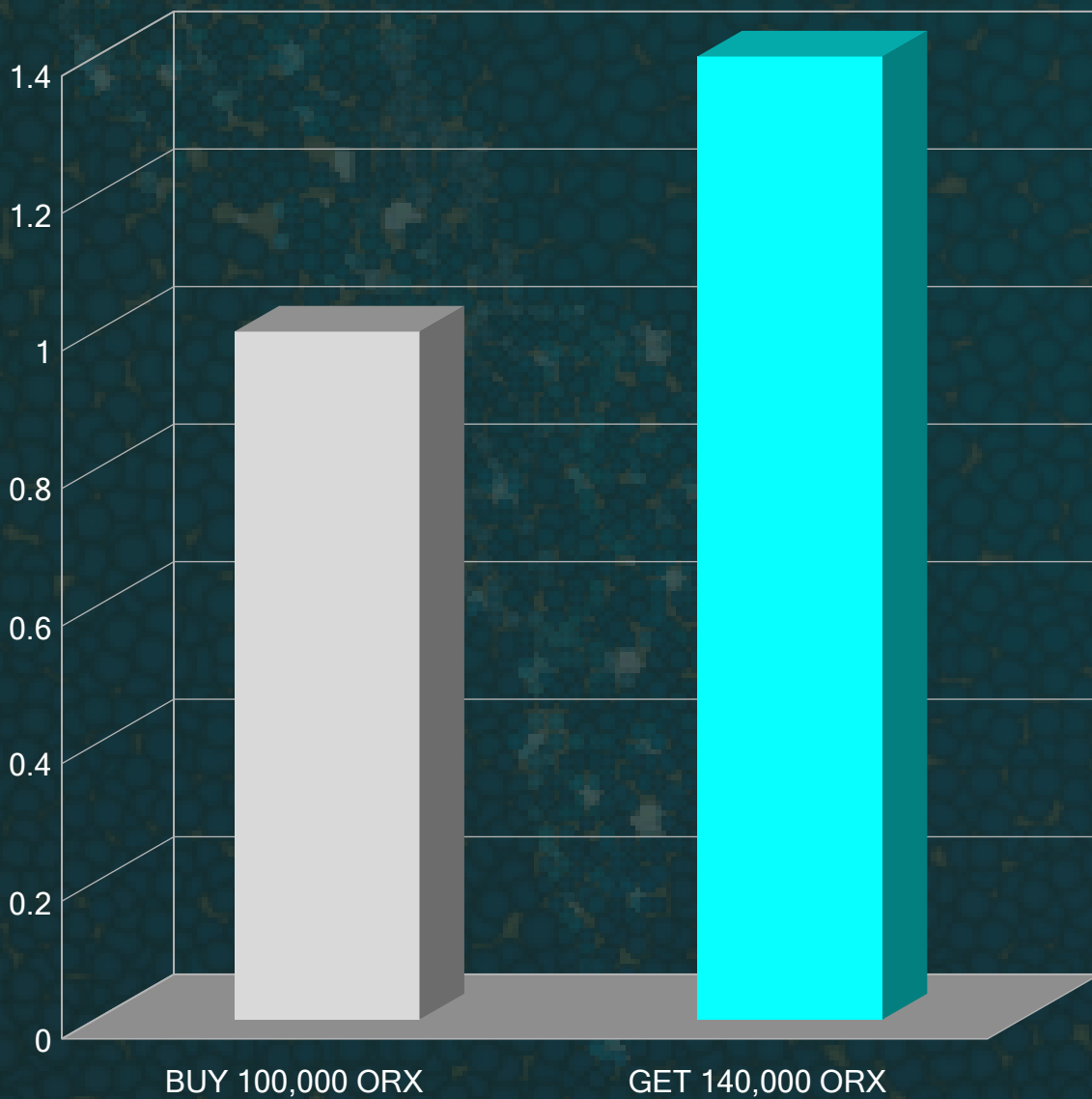
* 1st: 52.500.000 at 40% bonus
* 2nd: 52.500.000 at 35% bonus
* 3rd: 52.500.000 at 30% bonus
* 4th: 52.500.000 at 20% bonus
* 5th: 52.500.000 at 10% bonus
* 6th: 52.500.000 at 5% bonus
* 7th: 31.500.000 at 0% bonus

Example 1.
First Tranche Bonus Program

A contributor who acquired 100,000 ORX at token launch in the first tranche, will receive:

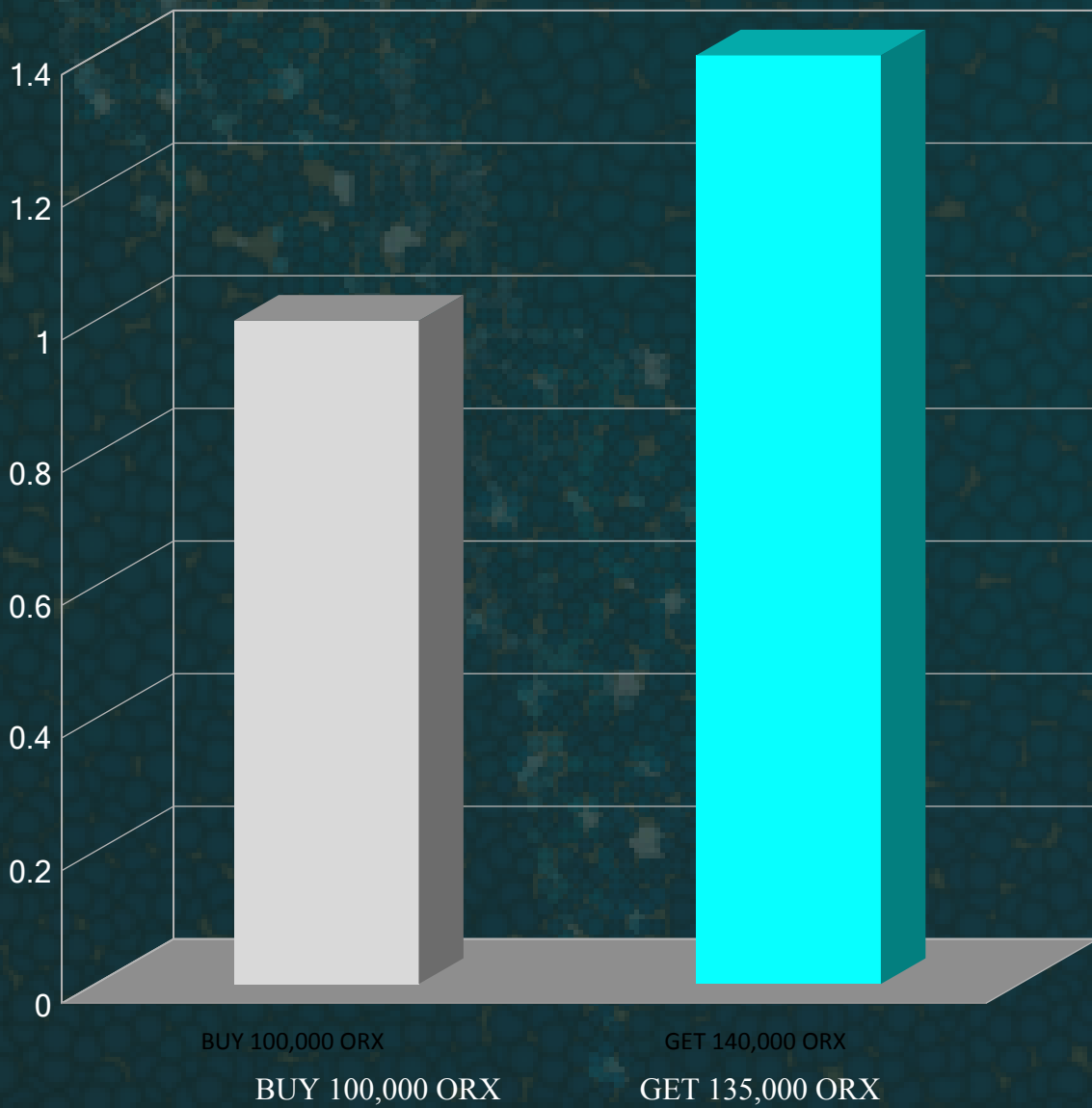100,000 ORX + 40% bonus = 140,000 ORX acquired by the contributor in total.

Example 2.
Second Tranche Bonus Program

A contributor who acquired 100,000 ORX at token in the second tranche, will receive:

100,000 ORX + 35% bonus = 135,000 ORX acquired by the contributor in total

Marketing

As part of our budget chart and roadmap, our team understands the vital importance of plural marketing strategies in the competitive domain of cryptocurrencies.

An affiliate program (bounties) will be implemented during the crowdsale phase. Contributors will be able to provide their referral links to their friends & relatives. In return, the contributors will gain token rewards for each new contributor.

An airdrop is planned during all sale phases. During the airdrop, any contributor who previously bought ORX tokens will receive a bonus.

These incentives are part of our early marketing expansion and will include an advertising campaign on social networks (Facebook, Twitter, Telegram, Reddit, etc.)

The Future
of Orionix

Our team's priority in the future is the creation of a platform available on Desktop (Windows, MacOS, Linux) and Mobile (iOS and Android). This platform will allow the usage of ORX tokens as a trademark for virtual products (game items, game exchange & services).

Our goal is to find major partners in the game industry to provide an authorized exchange platform for virtual products under strict agreements with those partners. We strongly believe it is in the long-term interest of the actors in the market, such as AAA companies, indie developers & editors to expand the accessibility and tradability of virtual products. Those virtual products generally require time and effort to obtain and we believe by acknowledging their worth and proprietary nature, those products will create a new worth in the blockchain.

This fact will enhance rights of resaleability to the user as a needed step toward the expanding of virtual trading. This belief in the viability of resale trading of virtual products is the motivating factor in our team's dedication to our project.

The Orionix platform wishes to form strong bonds with independent developers and allow them to have direct-to-contributor interactions. They will also have access to a special referral system from which they can earn extra tokens from the platform's overall referral system to help their success and development.

The emergence of blockchain technology has enabled the creation of next-generation digital distribution platforms and our team is diligently working to apply this game-changing revolution to meet the demands of the ever growing user database.

2012-2021 GLOBAL GAMES MARKET
REVENUES PER SEGMENT 2012-2021 WITH COMPOUND ANNUAL GROWTH RATES
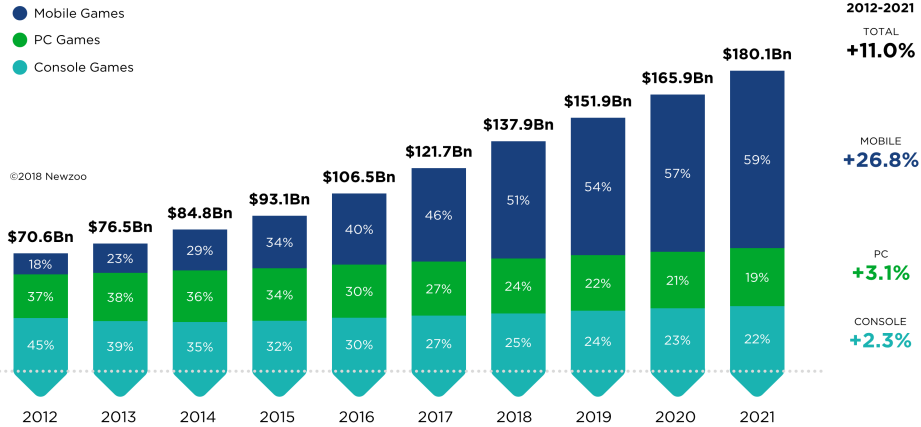
Source: ©Newzoo | April 2018 Quarterly Update | Global Games Market Report
newzoo.com/globalgamesreport

Exchange
Listing

ORX tokens will be gradually listed on an increasing number of cryptocurrency exchange platforms where they will be available for stock trading. We are currently in communication to release ORX on multiple exchanges at token launch.

The analytical marketing research we ran provides us with a strong indication that the Orionix's platform will attract large numbers of users desiring to buy and sell virtual products which will result in a calculated ORX value boost.

Roadmap

Q4 2018

Project Planning & Market
Research
Tie Up with Technical Experts
Study infrastructure Crypto
Currencies & Blockchain

Q1 2019

Team Formation
Develop Initialisation
E-commerce Planning
Bonus Program Creation

Q3 2019

Prospecting for Partners
Whitepaper V2
Window/Mac/Linux Wallet
Exchanges Listing
Ledger Nano Integration
Trezor Integration

Q2 2019

Airdrop & Bounties
Marketing & Promotion Phase 2
Prospecting for Partners
Orionix Sale
Trust Wallet integration
Exchanges Prospecting
Orionix Distribution

Q4 2019

Southeast Asia Expansion
Developing Orionix Users
Ecosystem
Mobile application
Web Beta Platform Launch

2020

Official Platform Launch
Prospecting Partners
Orionix Foundation

Summary

This document presents the Orionix project and the ORX token intended for potential holders.

The Orionix project includes the creation of a novelty exchange platform for the tradability of virtual products & services from the video-game sector. The gaming market is in constant growth. Demand for alternative offers allowing gamers and traders to exchange a new form of products, is also growing. The ORX token and Orionix platform is our team's response to this demand with an analytical and strategical roadmap to insure the project's success.

Marketing, communication and agreements with major actors in the gaming industry is the utmost priority of our team pre-launch and post-launch of our ORX tokens.

The ERC-20 standard tokens have a limit cap of 600,000,000. Since our strategy revolves around dramatically increasing the value of the token by basing itself on quantifiable products and services, we do not anticipate the need to rely on token creation to cover operational costs. Token burning is part of our currency prospect and market price re-evaluation.

Furthermore, the token will launch on multiple exchange platforms and gradually list itself on a significant number of existing exchanges. Throughout the roadmap, we will focus on increasing holders token value while completing and expanding the Orionix platform.

All of the Orionix team hopes that, like us, contributors will enthusiastically forsee the incredible possibilities in monetizing the virtual products and services present in the gaming world. Our project aims to catalyze and bring about the revolution needed for investors and users alike. Tomorrow, the virtual time you spend will become real value.

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Orionix Pioneers In Digital Gaming.