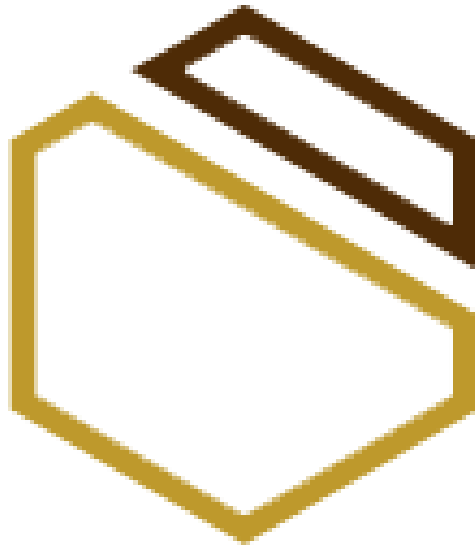


# Zent Cash Project ®

*White paper* v1.3



ZENT

Payment Solutions

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**\* IMPORTANT DISCLAIMER: This is a partial and non-definitive Zent Cash whitepaper edition. A more detailed edition will be releasing soon.**

## 1. Summary

After the emergence of Bitcoin and the blockchain, a whole world of cryptoactives has born and has opened a wide range of possibilities and scenarios for payment systems and information exchange. That makes an ever-growing interest in these markets and systems, getting closer and closer to an economic revolution that we believe is inevitable. Behind any cryptocurrency we find an endless number of terms and technical details with no interest to the final consumer who is looking for a means of payment, and this is where one of the parts of this project is focused; Simplicity and direct reach for any user without any or barely technical knowledge.

Otherwise, we also live at the edge of another revolution in the world of entertainment, in which videogames and the "gamer" community has grown to a global level. Everyone is exploiting this type of activity somehow, both in mobile devices and with specific hardware. Our vision in this field is to create a network between users that allows access to the Zent video game network through the use of Zent asset, and on the other hand, in this interaction, creating a competition and prizes system of different kinds and without any limitations. We will explain in detail how we will achieve it.

## 2. History and background

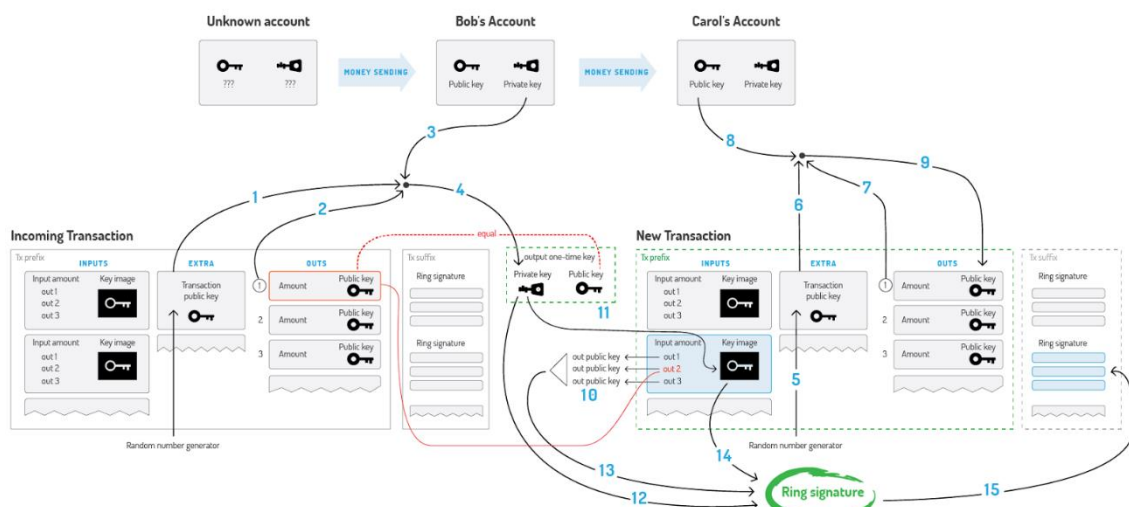
The core of this project is based on Cryptonote technology. This technology was first adopted by the Bytecoin team in July 2012. As a result of this protocol, many projects have been born derived from it and that have been contributing with modifications and optimization to the technology. The mining algorithm that arose in its inception (Cryptonight) has been the subject of a series of forks, mainly aimed to counteract specific mining hardware's (Asics). Our project is based on the algorithm that was adopted by the AEON development team and later by Turtlecoin (code on which our project is built). This is the lite version, which enabled easy mining, and had to be adapted to the V7 version to hinder the use of specific mining machines.

### 3. Key features

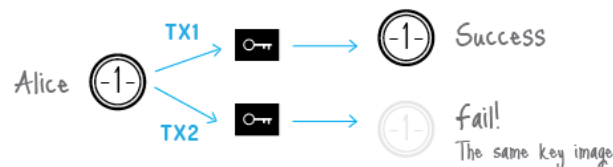
- Decentralization and network's globalization
- Security and wallet protection
- High speed and anonymity of transactions
- Ease and intuitive use of Zent network applications
- Decentralized and democratic project management
- PoW equal system maintenance policy
- High adaptability and agility throughout the project's life

### 4. Technology

One of the key objectives of this project is to save unnecessary information for the consumer on using the platform. Moreover, the technology is open source and therefore all relative information is public and it is accesible by anyone. We think though, it is useful to highlight the key features: CryptoNote provides users with a completely anonymous payment system that allows them to sign a message on behalf of a group using ring-signature technology. This signature only proves that the message was created by someone from that group, but all potential signatories are indistinguishable from each other, so the verifier will know one of them was the signer, but cannot identify the real person.



In turn, this system causes the blockchain to be analysis-resistant, because with each transaction the disorder and its complexity increases, creating additional obstacles for a possible analysis. On the other hand, it ensures that no one can spend the same money twice, as each signature contains a key image - a kind of fingerprint of the private key-. It is based on a one-way cryptographic function implying that, given a key image, it is impossible to restore the corresponding private key. These key images are used to avoid double spending.



For more technical information we recommend visiting external references of interest.

*\*Images loaned by cryptonote.org team..*

## 5. Tech Specs

PoW Algorithm: CryptoNight Lite V7

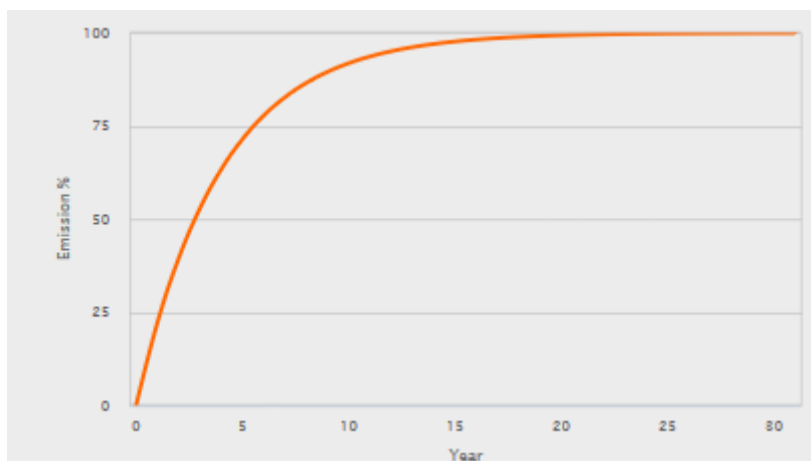
Total supply: 7.500.000.000. Seven Billion Five Hundred Million

Premine: 300.000.000 (4% of the total supply)

Block time: 1 minute (60 seconds/block)

Decimal digits: 2

Blockchain life forecast: (PoW) 32/33 years



Mining: CPU /GPU support (HW & SW development pending)

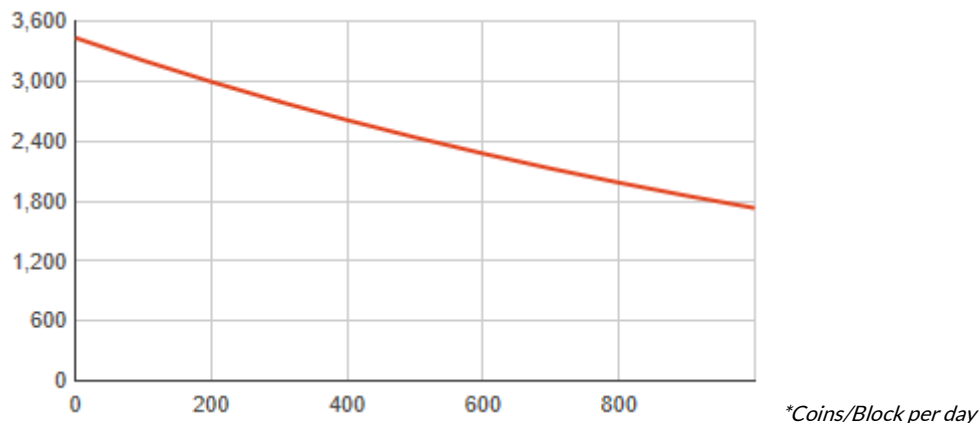
Difficulty: Dynamic, with automatic tuning

P2P port: 21688

RPC port: 21698

Decreasing reward system:

- Blockchain start: 3.432 Coins/Block
- Day 200: 2,991 Coins/Block
- Day 800: 1.981 Coins/Block



## 6. Project's detail

For the first stage, we must distinguish between two main blocks: Using Zent as payment and between individuals, and integrated payment gateways for e-commerce. And then we have to adapt it to physical and prepaid cards as well as to other mobile payment systems in a second phase, for which there are several methods that could be used and that nowadays are still to be decided. On the basis of the project's simplicity, it is key to achieve the development of simple APIs that could be adapted to different environments of interest as well as multi OS APP's making use of ZTC extremely easy and intuitive.

The second block is the one that makes us stand out from other cryptocurrency projects; It is the creation of a system of simple and addictive video games in which Zent will be used as an access token. ZTC will be provided by the user at the beginning of a game and it will be stored in a pool. At the end of the set time (days/weeks) the pool will be awarded to the users with the best scores. Every new user will receive a free amount of tokens (from "other reservations" budget) by signing and trying out the games hosted at the platform. It will be web access-based

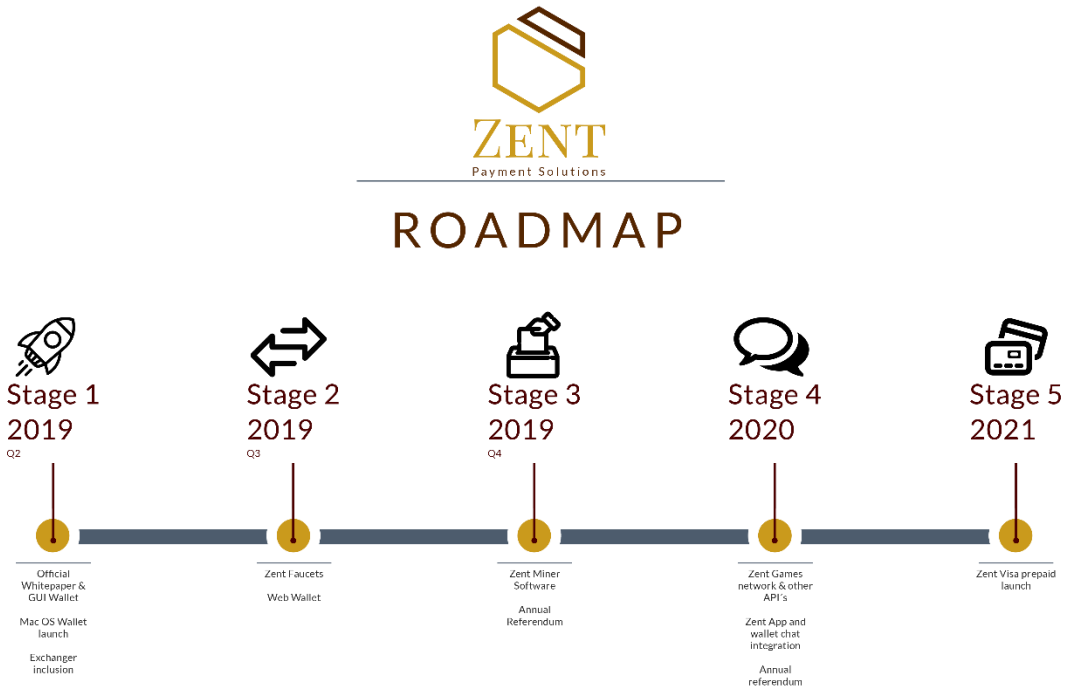
platform and it will be accessible from any device, with special focusing on mobile devices. As we will see later on, the trend is for this platform grow hugely in the near future.

Based on this same system, our idea is to allow developers to upload their own video games to the platform in order to promote them or simply to exploit a commission from the prize pool. This last feature is of particular interest since at a time the platform could be a convenient and profitable way for developers who want to share their creations or generate a competitive system for its users that may involve different types of rewards. We must not forget that the global video game market grew 8.5% in 2016 year over year, reaching a total revenue of 99,600 million dollars (over 92,000 million €) as estimated by Newzoo.



We are also considering using Zent Api in other existing video game platforms or that may be created in the future.

## 7. Goals & Roadmap



## 8. Community driven system

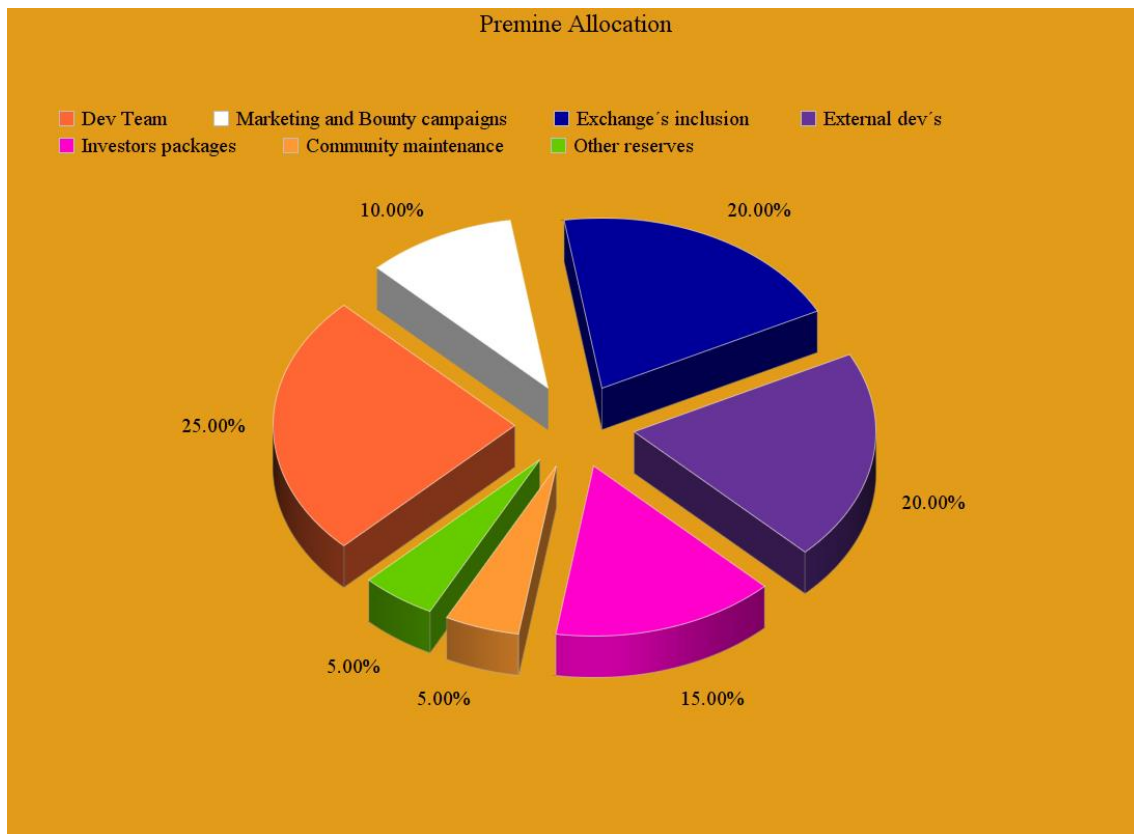
The project aims long-term to be partially community-driven, and for that reason we have planned an annual referendum in which will be polled between 5 and 10 questions that will make a leading way to the project crew. In turn it is the intention of this team to make frequent non binding polls using social networks to pulse the community's opinion. Since the objective of the referendums are giving the community the ability to make key decisions , some base conditions are yet to be specified for granting access to voting. The results will be of course public.



## 9. Funding

This project bases its funding on 3 pillars. First one, the operation of performance that can generate the premine (see table and breakdown). Second one, the transfers and donations that may take place. And third one, game inclusion fares to developers once the Zent Games platform is created.

*Premine Investment Chart:*



*\* This allocation may change over the life of the project as is needed, but always maintaining the 75% ratio dedicated to investments and improvement of the project itself. In any case, only 25% will be dedicated to the remuneration and compensation of initial expenses of the development team.*

## 10. Zent community links

Website: [www.zent.cash](http://www.zent.cash)

Block Explorer: [www.zent.cash/block-explorer/](http://www.zent.cash/block-explorer/)

Telegram Spanish: [t.me/zentcash\\_espa](https://t.me/zentcash_espa)

Telegram english: [t.me/zentcash\\_eng](https://t.me/zentcash_eng)

Discord: [discord.gg/9s7jWXF](https://discord.gg/9s7jWXF)

Twitter: [@CashZent](https://twitter.com/CashZent)

Github: <https://github.com/zentcash>

Bitcointalk: <https://bitcointalk.org/index.php?topic=5112797.0;topicseen>

Bitcointalk (Spanish): <https://bitcointalk.org/index.php?topic=5112846>

Bitcointalk (chinese): <https://bitcointalk.org/index.php?topic=5113027.0>

## 11. External links of interest

<https://cryptonote.org>

<https://turtlecoin.lol>

<https://bitcoin.org/es/>