



COSPLAY TOKEN

WHITE PAPER

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Ver 2.0

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Glossary

- **COT**
Ticker for the Cosplay Token.
- **Ticker**
A short combination of letters used to represent stocks, also adopted by cryptocurrencies.
- **Curecos Protocol**
The protocol to be implemented on the Curecos platform for the generation of NFTs.
- **ERC20**
The technical standard for smart contracts on the Ethereum blockchain.
- **NFT (Non-Fungible Token)**
A type of token that is uniquely identifiable (e.g. ownership of art, digital trading cards)
- **Users**
Users of the Curecos (WorldCosplay) platform, including viewers, cosplay fans, etc.
- **Player**
Content providers such as cosplayers and photographers.
- **Ethereum**
An open-source, public, blockchain-based distributed computing platform and operating system featuring smart contract functionality.
- **Cryptocurrency**
A digital asset based on blockchain technology.
- **Smart Contract**
A program run on a blockchain that automates various procedures.
- **Blockchain**
A decentralized ledger system as represented by Bitcoin and Ethereum.
- **Polygon/Matic Network**
An Ethereum-compatible blockchain developed by Polygon Technologies.

Introduction

Curecos is the world's first and largest platform that connects cosplayers and their fans by leveraging blockchain technology. We strive for the creation of a cosplay ecosystem where cosplayers and their supporters can gather as a community and connect with each other by using NFTs. Curecos evolved from World Cosplay, a website for sharing cosplay photos with 1 million registered users in 180 countries. The platform boasts some of the most famous, popular cosplayers in Japan and abroad.

World Cosplay has been supported by a large number of cosplayers and their fans since its launch in 2017, and has become the largest platform in the cosplay industry as of 2021 with over 110,000 cosplayers and 1 million fans. Cosplayers on World Cosplay range from amateur cosplay photographers to full-time professional cosplayers. In World Cosplay, cosplayers and fans can connect through "social tipping" (i.e., giving money to favorite livestreamers etc. on the Internet - called nagesen in Japanese). Apart from World Cosplay, cosplayers do have a wide range of platforms to choose from, such as Instagram, Twitter, and YouTube, when expanding their fan base and monetizing their activities. In order to be a successful cosplayer on these SNS platforms, however, cosplayers need to be a skilled marketer in addition to providing quality cosplay contents. Oftentimes, this results in a situation where high-quality cosplayers are not evaluated fairly. Our platform is not immune to this problem, either, with many of these skilled cosplayers left undiscovered by cosplay enthusiasts.

Since 2018, World Cosplay has been aiming to solve this issue and advance the cosplay industry by leveraging the idea of token economy on Ethereum enabled by Cosplay Tokens (COT). Now, the technological advancements in the Ethereum DeFi space that occurred between 2018 and 2021 have given us the ability to develop its working implementation.

World Cosplay will now transition to Curecos, which is designed to provide better compatibility with the crypto asset COT.

Curecos is an innovative cosplay social networking service that provides the social tipping feature to increase both revenue for cosplayers and market liquidity for COT.

Vision

Cosplay Market

The cosplay industry has seen explosive growth in recent years, with many enthusiasts spending significant amounts of money as a hobby.

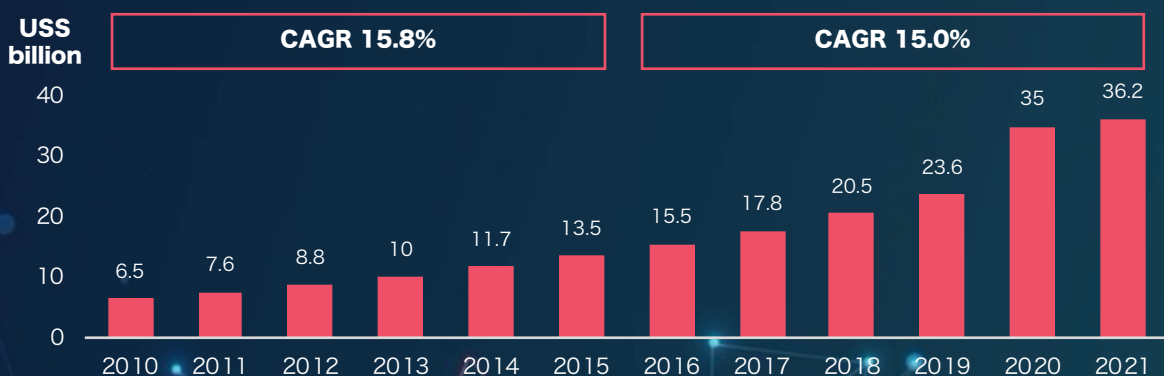
According to a study by China Research and Intelligence (CRI), the amount of money spent on cosplay wigs and costumes reached \$17.8 billion in 2017 (including the costs of makeup and materials). However, when other costs associated with event tickets, photo shoots, accommodation, transportation, etc. are taken into account, the actual amount spent is expected to be much higher. Furthermore, according to EventBrite, 59% of attendees in cosplay events purchase between \$100 and \$500 worth of merchandise per event, with 10% of them willing to spend even more.

Through COT, we aim to establish a “market” for the cosplay industry and significantly increase its market value, with the ultimate goal of multiplying the current value by a factor of 5. By providing the community with convenient payment methods while protecting copyrights and enhancing transparency of the relevant data, we can ensure that players are properly rewarded for their services, with the cosplay market functioning almost as a decentralized autonomous organization (DAO) in a sustainable fashion.

Film, Animation, Manga and Gaming - Markets Totaling Over \$180 Billion

Although the value of the cosplay market is yet to be quantified, it is estimated to be worth \$25-50 billion and continues to show a steady increase, with an annual growth rate of 15%. With the film, anime, manga and gaming markets totaling approximately \$180 billion, and with cosplay still not easily accessible to the public due to various challenges associated with the industry, we think this market has far more potential than the data currently suggests.

Global market size of cosplay costumes



Source : Chris Taylor, (2018,Jan 28) <https://www.reuters.com/article/us-money-entertainment-cosplay/be-a-money-superhero-and-cosplay-on-a-budgetidUSKBN1F51YZ>

Column : Be a money superhero and cosplay on a budget

Challenges of the Cosplay Industry and How to Solve Them

Despite its significant growth potential, the cosplay industry faces many challenges. Since the launch of World Cosplay, we have been working with players from all over the world to address the following issues.

Lack of Access to Financial System

Many players are not compensated for their work because their access to the financial system is often limited. In addition, they are usually young in their 10's or 20's and do not own a credit card. Although they could use PayPal to facilitate those payments, the service is not available in some jurisdictions. Coupled with the inconvenience of micropayments and currency risks, traditional payment solutions do not offer enough safety and convenience for social tipping.

Solution

The Cosplay Token (COT) can be sent across borders and there is no currency conversion involved. It can be exchanged with other crypto assets as well. In addition, we have also seen a nation state adopt Bitcoin as a legal tender. We believe this will offer a solution to financial inclusion, with the implication being that everyone in the world will eventually have equal access to crypto assets. COT builds on the same idea and offers those who do not have a bank account the opportunity to enjoy the world of cosplay.

Allocation of Profits to Content Creators

While the global market for digital cosplay is growing, the problems around copyright and revenue sharing prevent it from seeing a material growth, with players not being paid properly.

Solution

Through the token economy built around COT, we construct a mechanism that distributes revenues to cosplayers in a more equitable fashion. We also aim to design smart contract functionalities to equally distribute profits to all users involved, including content copyright holders, photographers, etc.

Challenges of the Cosplay Industry and How to Solve Them

Lack of Transparency around Trust and Evaluation

The recent “Cosplay Is Not Consent” movement has shed light on various forms of harassment that cosplayers face within the cosplay communities around the world - those issues could occur between players themselves (i.e., cosplayers and photographers) or between cosplayers and users. There is also the problem of the lack of transparency around the hiring process for players. For example, many companies rely on the number of followers on a player’s SNS account as the sole criterion within the hiring process, with no transparency around the required qualifications. We have also seen employers not satisfy their obligations specified in the employment contract with the player. In addition, spoofing and plagiarism are rather common when it comes to online contents.

Solution

A decentralized autonomous organization composed of COT holders will establish a reliable evaluation mechanism for cosplayers. COT holders can participate in governance to determine the authenticity of each cosplayer's identity by using a Decentralized Identifier (DID), thereby making the process of rating cosplayers more transparent. Participants in governance will be rewarded according to their contribution, which disincentivizes misjudgement and creates a transparent "parliament" of sorts that is accountable to every party involved in the industry.

Underappreciated Value of Cosplay

Many cosplayers spend countless hours and money perfecting their work. However, their creations often lead to little or no income. Oftentimes, many users have specialized knowledge about cosplay themselves, but are unaware of the potential value they can provide. Furthermore, even when they create valuable cosplay works based on their expertise, these products are often resold on a secondary market.

Solution

With NFTs, we can ascribe value to works created online. This is an upgrade to the Player Coin technology described in the white paper ver 1.8. Using NFTs, users get to enjoy the profits generated when their products are resold. As a result, they will be able to monetize their creations more efficiently.

Challenges of the Cosplay Industry and How to Solve Them

Accuracy of Information in a Globalized World

World Cosplay is a multilingual platform that provides support for 12 languages and has many users from around the world. One of the challenges in the cosplay industry is to ensure quality and quantity of the information on various cosplay events held in different countries. With users looking for information on a wide range of topics such as anime, manga, and otaku events, the importance of providing accurate information or localizing relevant contents - activities often performed by cosplay enthusiasts - is not widely recognized, which is another challenge that the industry is facing.

Solution

Through volunteers translating and sharing the contents created by players or generated on Curecos, we can make the same contents available to people around the world. The translators and curators will have the chance to be rated by users, and our plan is to create an incentive mechanism based on those ratings.

Token Model

Nagesen 3.0

COT was launched in 2018. In addition to the direct influx of funds provided via the existing social tipping feature, the proper use of the token will help us achieve exponential growth of the cosplay market in years ahead.

Curecos will make it easier for users to support cosplayers using COT. However, if we were to simply replace the “points” on the platform with the new token, that would create a significant barrier to entry for those users who have never used cryptocurrencies before, discouraging them from participating in the cosplay ecosystem. Furthermore, such an arrangement does not differ much from the traditional social tipping system. In fact, it will lead to an added issue of market liquidity where cosplayers could have difficulty redeeming the COT they receive, and therefore, is not a fundamental solution to the problem. While this is a common issue observed in many token-based services, the system we propose is completely new and revolutionary, and has not yet been adopted by other social tipping services. In addition, the new service is compatible with traditional social tipping systems that support COT, and will serve as a catalyst for more users to join the COT-based Web 3.0 world.

Social Tipping as a Driver for Increased Cosplayer’s Revenue and Market Liquidity

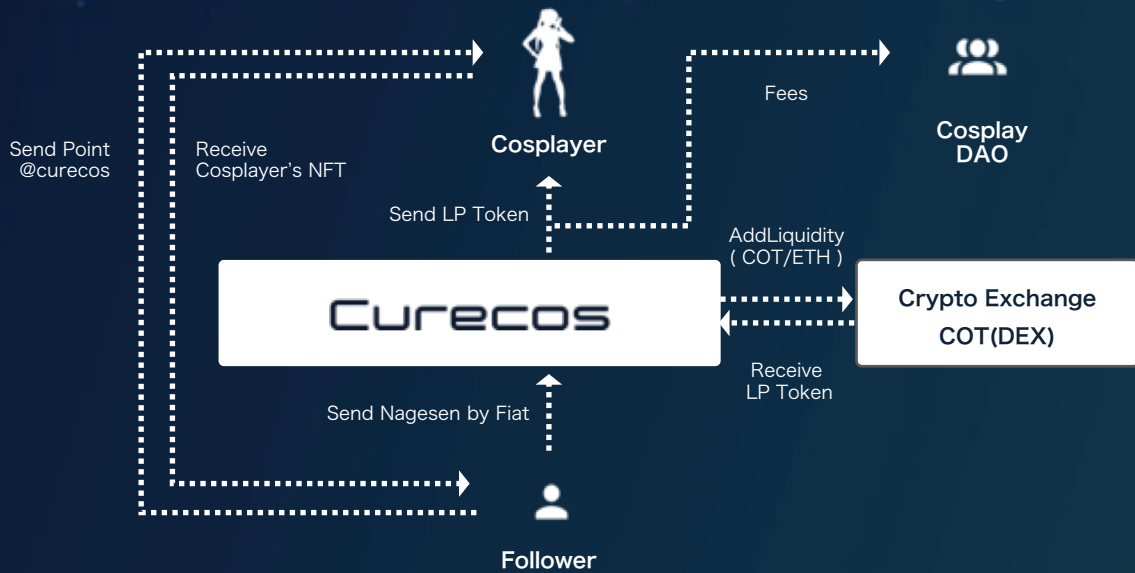
Curecos makes use of a decentralized exchange mechanism.

Let us briefly discuss Uniswap as an example to explain a mechanism implemented on decentralized exchanges. Currently, Uniswap is the world's largest decentralized exchange on Ethereum with a daily trading volume of \$ 3 billion to \$ 10 billion. Uniswap uses the AMM (Automated Market Maker) system, which allows users to deposit their favorite token pair (e.g., COT/ETH). Uniswap then automatically determines the price at which these tokens are traded on the platform and allows the token pair to be traded on the platform.

This process of depositing tokens is called liquidity provision and the depositor here is referred to as the Liquidity Provider, or LP for short. As a reward for providing liquidity, the LP receives 0.3% of the exchange fee for the token pair. Since its release in November 2018, Uniswap’s simple design has attracted many users.

However, as the amount of trade volume increases for a particular token pair, more liquidity needs to be provided to the Uniswap platform. Here, we propose the following mechanism that helps increase the liquidity of COT on Uniswap when a user sends tips to a cosplayer:

Token Model



1. Let's say a user wants to tip \$1,000 to Cosplayer A. Then, 0.5 ETH is purchased with 50,000 JPY (1 ETH = \$1,000), with the remaining \$500 spent to buy 500 COT (\$1,000 = 1,000 COT).
2. The user then offers 0.5 ETH and 500 COT as liquidity to Uniswap and receives the Uniswap LP token as a proof of the liquidity they have provided. Here, the LP token allows its holder to receive ETH and COT deposited to Uniswap on a pro-rata basis.
3. The user sends tips to Cosplayer A in the form of the LP token.
4. Cosplayer A can bulk withdraw the LP tokens when he/she wants to (e.g. after aggregating rankings data)
5. If the user tips an amount that exceeds a certain threshold, they will receive exclusive NFTs from Cosplayer A (please see below for more details on NFTs)
6. This process will increase the liquidity of COT on Uniswap and enhance the usability of COT.

By implementing these seemingly complicated steps, users can support the cosplayer they tipped and, in so doing, they are also providing value to other cosplayers on the platform as well by increasing the liquidity of COT and contributing to a further development of the platform!

Token Model

Intuitive UX and the Bridge to Web 3.0

We need to ensure that the apparent complexity of the above process does not discourage users from using the new system. When the new system is launched, we will maintain the ability of users to use their credit card to purchase “points” from the existing interface. Here, the Curecos site operator will purchase COT on the market based on the amount of points tipped by the user, and then send tips to the cosplayer in the form of LP token as described in the previous section. This should allow for a seamless transition to the new Web 3.0 platform from the cosplayer’s perspective.

While the users get to experience the new feature that utilizes NFT, this feature alone does not constitute a significant change from typical tipping platforms, and therefore, is not sufficient to enable a complete transition to the world of Web 3.0. For this reason, in addition to the existing interface, the new system will support the use of third party wallets such as Metamask to send tips in COT. We will also design a mechanism that would incentivize users to use their own wallets when sending tips.

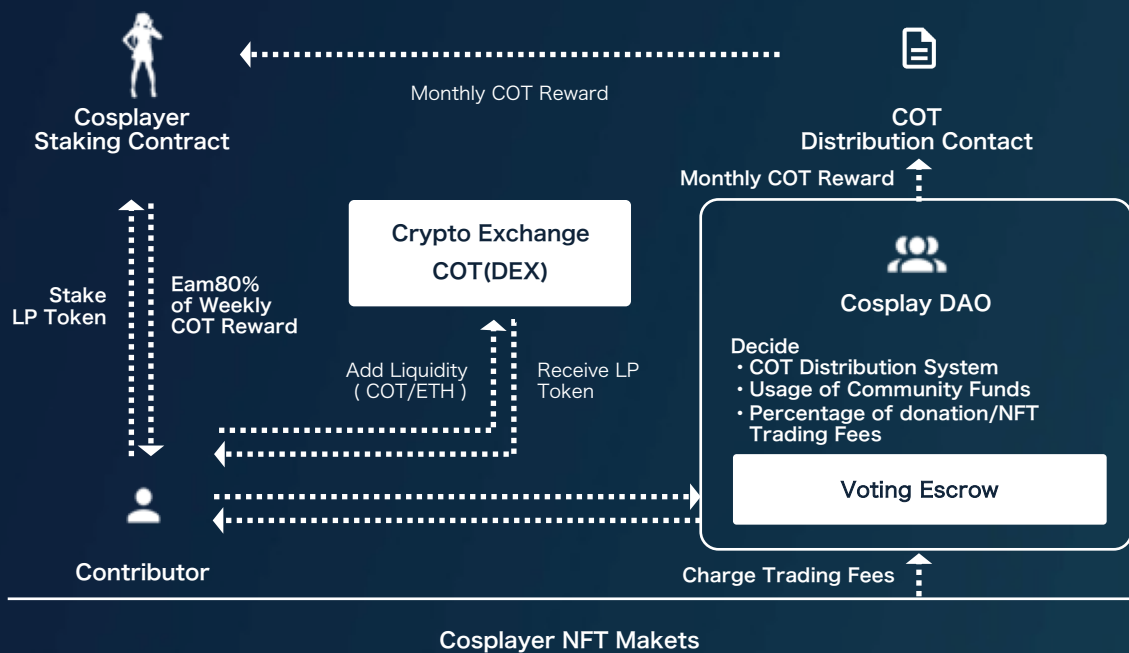
The above implementation should lead to increased use of COT on the platform, which we believe allows for providing a Web 3.0 user experience to a wider user base.

Token Model

The Value of COT

World Cosplay, the predecessor to Curecos, currently receives a portion of the tips provided on the platform as a fee for the further development of the platform. However, in order for the system to grow as a universal platform for the cosplay industry, we need support from cosplayers, users, COT holders, etc.. In turn, those stakeholders who believe in the future of Curecos and support the growth of the platform will be rewarded with a share of the profits generated on the platform in the following manner:

Governance Tokens and the LP Staking Mechanism



COT holders who would like to contribute to the Curecos ecosystem can do so by depositing COT to a smart contract to be “locked” over a long period. The depositors can;

- Participate in the COT Governance to decide on the allocation of the Community Fund and changes in the fee structure.
- Receive a share of the LP tokens and NFT trading fees generated by the Curecos protocol. The amount is calculated as the product of the remaining lock period (up to 2 years) and the locked amount. We will also launch a staking program for the LP token to encourage liquidity provision. By providing liquidity via the staking functionality, those who stake COT and Cosplayers will be able to receive COT, other ERC20 tokens, or even NFTs. In this way, the protocol will benefit those who contribute to the Curecos ecosystem through liquidity provision while creating a better environment for cosplayers to flourish.

Curecos Platform

Improved User Benefits with NFT

In the past, it was difficult for users to get a direct reward for tipping cosplayers. With NFTs built on Ethereum, they now have a way to benefit from their own donations in the form of unique NFTs designed by the cosplayers of their choice. For example, when Cosplayer X holds an event in collaboration with Sponsor Y, he/she can issue the exclusive XY NFT that is only available to those who provide donations, with only 1,000 XY NFTs available. The NFT can be used to provide the users access to exclusive events or websites, for instance, thereby helping them to build a deeper connection with the cosplayer. Furthermore, the NFT is also available outside the Curecos platform as it is compatible with third party Ethereum applications. This ensures that the personal ties that have been fostered between cosplayers and their fans will be preserved in the form of digital token, even in the (unlikely) event that Curecos becomes no longer available in the future.

The NFT will be available for trade on multiple exchange platforms on Ethereum. Notably, part of the traded values on these platforms is automatically sent to the cosplayer! Generally, no profit accrues to the original copyright holder from transactions in a secondary market, and our mechanism offers a solution to this problem.

Working with the Polygon Network

Utilization of the Polygon Network

The recent spikes in Ethereum gas fees have made small transactions impractical. Since the fee is based on the First Price Auction, it will rise as the number of users increases. Polygon Network, a multi-chain scaling solution that is fully compatible with Ethereum, was launched at the end of 2020 to solve this problem. Polygon provides a better environment for light users as its gas fee is almost constant. In fact, the total trading volume on Polygon's decentralized exchanges has approached more than half that of Uniswap as of December 2021. QuickSwap, the most popular decentralized exchange based on Polygon Network, comes equipped with the same features as Uniswap. When launching Curecos, We will implement the algorithms described above by leveraging QuickSwap and the COT/USDC liquidity. This will provide enhanced user experience to cosplayers by giving them the ability to easily manage and control their assets on the platform.

Ambassadors



小鱼Kiko-Yukiko

Up-and-coming Chinese cosplayer from Singapore. She started cosplaying in late 2016, spreading her love for cosplay and anime. Recently, she has rapidly gained popularity in Asia.



Pugoffka

Pugoffka is a cosplayer and cosplay photographer from Ukraine. She started her photography career in 2009, and has engaged in over 700 cosplay photoshoots. She has a wide network of fellow cosplayers in various countries and travels around the world to participate in photoshoots.



Ely

Ely is a cosplayer from Taiwan and loves cosplay and Anime, Comic, and Games (ACG) culture. She has created photo books featuring her own cosplays. She is regularly invited to cosplay events around the world as a special guest.



Gesha

Gesha is a Russian cosplayer who has been internationally active for over five years. He's also known as a wig maker and a model. He travels a lot and loves Asian countries, especially Japan, and is currently based in China.



Rikachuu

Rikachuu is a cosplayer from Canada. Her dream is to participate in various cosplay events around the world while traveling to different countries. Her passionate love for cosplay has led her to pursue a modeling career in the cosplay world. She has been making cosplay costumes for over 8 years.



SeeU

SeeU is China's number 1 female cosplayer, with over 800K followers on Weibo. She's especially famous in Asia and is a professional illustrator whose work has been adapted in many video games in China.



Mikhail (A.Z.Production)

Mikhail is a cosplay photographer from Germany. He has always been a keen photographer but, since 2014, cosplay photography has been his biggest passion. His goal is to have each of his photos be a unique representation of the character he's photographing.



Isis Vasconcellos

Isis is a popular cosplayer from Brazil and hosts a YouTube channel where she showcases her outstanding skills in singing Anime songs. She has an international fan base, with over 300k followers on Facebook.

Ambassadors



Maridah

Maridah is a cosplayer from the United States. She started cosplaying in 2001 after she began to make costumes for theatre productions. She runs a blog on cosplay where she teaches how to make cosplay costumes to those new to the cosplay world.



Ying Tze

Ying Tze is a cosplayer and costume designer from Malaysia and a big fan of anime, manga, and games. She started cosplaying in 2005 and shares various tutorials on cosplay on her blog.



Yuriko Tiger

An Italian cosplayer with 10 years of experience, Yuriko engages in various genres of cosplay - cool, kawaii, beautiful etc. She has won 16 cosplay competitions in Italy and came to Japan in 2014. She is also a media personality in Japan and abroad with appearances on TV, the radio, etc.



Miu

Miu is a Vietnamese cosplayer. She makes her own costumes and wigs and is also active as an illustrator. She also has a crazy passion for dolls, and uses her makeup and art skills to breathe life into them.



Pat

Pat is a veteran propmaker from the C4 team, which participated in the World Cosplay Summit three times as a representative from Thailand. He always likes to learn new things and share his extensive knowledge with other cosplayers.



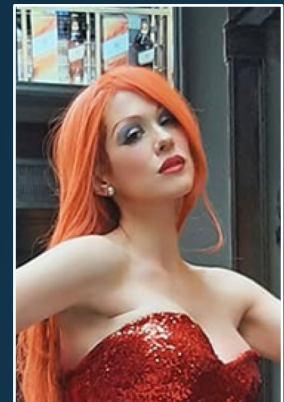
Neneko

A Taiwanese cosplayer with 10 years of experience, Neneko has released her own DVDs and also is engaged in PR activities with various companies. She is promoting the cosplay culture by sharing its wonders.



KomboKatjie

KomboKatjie is a cosplayer from South Africa with 7 years of experience and is very passionate about everything cosplay ranging from making costumes to teaching it to beginners. She began investing in cryptocurrencies in January 2018.



LadyLemon

In addition to being a cosplayer, LadyLemon is a special make-up artist and active as an actress. She is passionate about sharing her knowledge on various cosplay techniques, including how to make armors using EVA foam. She is from Argentina.

Platform Initiatives

Curecos Official App

We will release the Curecos App that allows users to easily find, follow, and tip cosplayers. We also plan to develop wallet features for holding COT and NFTs.

Measures against Illegal Images

The measures include automatic removal of illegal images (e.g., explicit sexual contents) by an AI enabled detection mechanism, which we plan to implement in a future release.

Issuance of Digital Membership Card

Immutable digital membership cards leveraging blockchain technology will be issued for players and users. Various activities will be recorded on the blockchain to prevent spoofing, which protects the contents produced by the players while providing data transparency for users.

New Way to Enjoy Cosplay

As 2.5-dimensional stages surge in popularity worldwide, cosplayers now have more creative ways to express themselves through the fusion of dancing and music. We have hosted "Cure Cosplay Collection" at various venues including TOKYO GAME SHOW, and we are now working on the international expansion of these initiatives.

Language Support

With an increasing number of cosplay events around the world, language barriers have prevented some people from visiting another country or resulted in them being caught in troubles in foreign countries. We often receive inquiries on places to visit etc. from those cosplayers and otaku enthusiasts coming to Japan, while many Japanese cosplayers have asked for the implementation of a system that would facilitate communications with foreign users (e.g., replying to comments/messages from those users), all of which have made us cognizant of the need for a quality support system in a multilingual environment.

Platform Initiatives

Expansion of SNS Activities

Curecos is active on Facebook, Twitter, and Weibo, with 247,000+, 37,000+, and 187,000+ followers, respectively. Through these platforms, we are delivering new content and cosplay works created by players to cosplay enthusiasts around the world every day. We will also be expanding our SNS activities, starting with VK, a leading Russian SNS, and Pinterest, a popular photo sharing platform in the US.

Use of Derivative Works

In the past, the use of derivative works was restricted or otherwise implicitly permitted by the original content holders. However, we are now seeing those content holders use derivative works as a means of promoting the original works. At Curecos, we have a number of projects already in the pipeline that make use of those derivative contents (where allowed) with the goal of exploring new ways of sharing various aspects of the cosplay industry. We would expect these initiatives to accelerate moving forward.

New Revenue Source for Original Content Holders

We have already been working on a plan to utilize copyright contents that belong to the original content holders. Our plan is to allow companies to register as a content holder on Curecos, and receive a share of the revenues generated on the platform as a result of their original contents (e.g., cosplay characters) being used. By creating a new revenue source for these companies, we aim to change their current perception on the use of derivative works, something which they have been reluctant to embrace.

Platform Initiatives

Diversity Initiatives

To deepen an understanding of various cultures around the world, it is essential to interact with people from different countries. World Cosplay, the predecessor to Curecos, has a global user base and we as a company would love to work with cosplay and Otaku enthusiasts around the globe. We encourage international applicants to apply for our volunteer and part-time positions at Curecos, where they will have the opportunity to work with our Japanese team either on site or remotely.

Working with Event Organizers around the World

Organizers are tasked with coordinating or attending various cosplay events, and often encounter various issues associated with attending events held in foreign countries or promoting local events. Curecos should facilitate the process of reaching out to cosplayers, whose NFTs could then be issued by these organizers and used as an entry ticket to the events they organize.

Platform Update

We will update our platform to support a tokenized ecosystem. We will start with the enhancements of the UI designs for smartphones and laptops, before moving on to implementing various functionalities that are essential to enable the tokenized ecosystem.

Platform Initiatives

Bringing Cosplay to the World

In order to create new venues for cosplayers to showcase their talents, we are engaging in the planning and implementation of various cosplay events as well as making TV appearances with the goal of spreading the cosplay culture around the world.

Supporting All-things Cosplay

We are now seeing an increasing number of companies that work with cosplayers in their promotional initiatives, where they hire those cosplayers as their official cosplayer or as part of their brand strategy. We will provide assistance to cosplayers so they can accommodate those needs.

Hosting Events Domestically and Internationally

Curecos has been involved in the cosplay industry for many years. Our flagship event, “Cure Cosplay Collection”, has been held in and outside Japan and we have been constantly expanding the network of cosplayers we work with. People recognize our track record, and in recent years, we are seeing increasing demand for our consulting services through which we provide guidance on the promotion of the cosplay industry on a regional level, including how to effectively organize cosplay events.

We are also planning on large-scale inbound projects, with the relevant events live streamed for Otaku enthusiasts around the world. People often reach out to us for advice on how to organize cosplay events in their local area.

Promotion of Talented Cosplayers in the Digital World

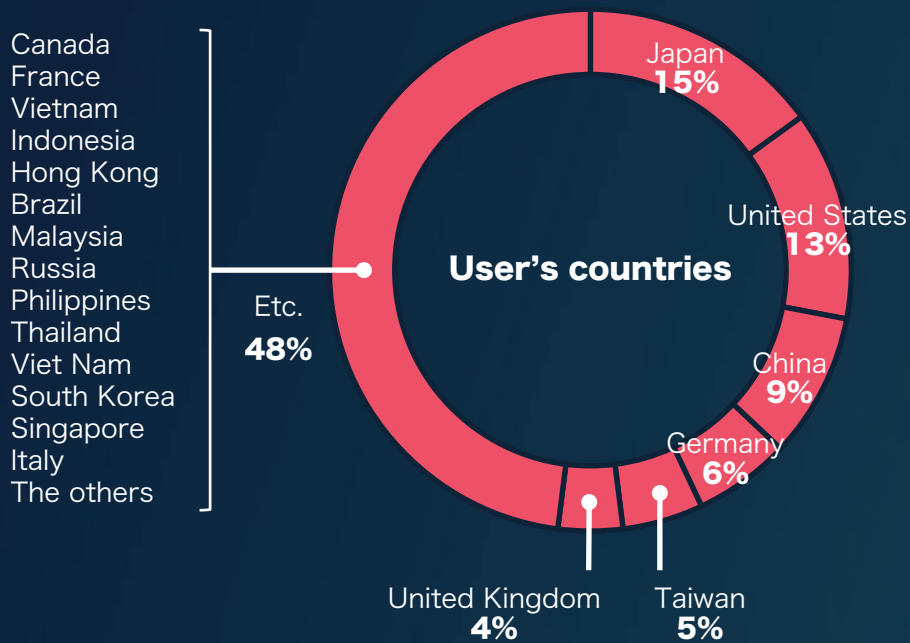
In addition to real-life activities, we will provide cosplayers with the opportunity to enhance their online presence via our digital platform or NFTs, so that they can succeed globally.

Future of Curecos

What we have covered so far is just the beginning. With the introduction of a token economy, we hope to see the platform grow in a manner that all participants in the ecosystem work together to constantly enhance the system. Interestingly, we could imagine the application of our system going far beyond the cosplay world, with a variety of industries leveraging the system for the contents they create. Today, content creators are facing many of the same issues we see in the cosplay industry, and we hope that our initiatives will ultimately help contribute to the betterment of the content creation universe as a whole that goes far beyond the cosplay industry.

WorldCosplay Data

- Supported Languages : 12 languages
- Members : 1,000,000 members
- User's countries : 180+ countries
- Total number of cosplay works published : 7+ million cosplay photos published
- SNS
 - Facebook : 247,000 Followers
 - Weibo : 187,000 Followers
 - Twitter : 37,000 Followers

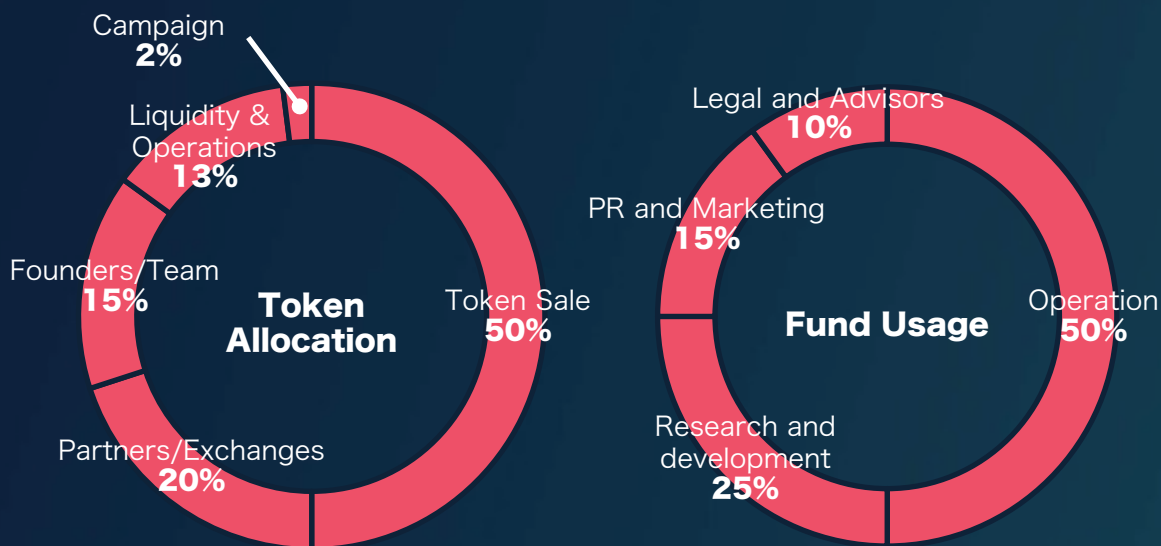


Cosplay Token (COT) Sale

Cosplay Token (COT) Sale

- Token : Utility token for the Cosplay World - the token is used to acquire cosplayers' NFTs.
- Token Ticker : COT
- COT Issuance Limit : 1,000,000,000 COT
- COT Issuance Price : 1COT : 0.04 USD
- COT Available for Token Sale : 500,000,000 COT
- Soft Cap : 1,000,000 USD
- EMISSION RATE : No new coins will ever be created after ICO.
- Token Network : ERC20

Token Allocation and Intended Usage of Funds



Roadmap

2018

- 2018
 - Cosplay Token (COT) ICO

2021

- 2021 DEC
 - COT lists on Bittrex
 - Liquidity is provided for on QuickSwap

2022

- 2022 MAR
 - COT lists on major Japanese exchanges
 - Curecos β launch
- 2022 Q2
 - COT lists on major global exchanges
 - Curecos main launch
- 2022 Q3
 - COT Staking begins
 - Curecos multiple functionalities to be updated
- 2022 Q4
 - COT is used as governance
 - a.k.a DAO to be launched! Curecos major update

2023

- 2023
 - A “decentralized autonomous cosplay economy” to be established with COT

Team

Team



Junichiro Kawai

Founder

After graduating from university, Junichiro joined a major telecommunication company where he won an MVP for new employees. He was involved in launching many business initiatives, ranging from infrastructure to video to cross-media projects. He then worked for a major Internet company before launching a Japanese subsidiary of an American startup where he was responsible for running the video sharing service for smartphone games. While working for the startup, he met with many American colleagues who were big fans of cosplay and Anime songs and also identified the potential of blockchain technology, which then led him to found Cure Inc. in February of 2017, where he is currently the founder.



Tatsumi Inui

Project Manager

Tatsumi has been involved in the cosplay industry for over 30 years and was responsible for managing the website before Cure and WorldCosplay were merged. His responsibilities involve hosting a variety of cosplay shows in order to spread the notion of “cosplay in motion.” He views cosplay as a tool for cultural exchange, and has served as a judge in cosplay contests worldwide. He also engages in educating people on the cosplay industry, with his comments on cosplay featured in multiple media outlets including TV, the Internet, newspapers, and magazines.



Tomofumi Yokoyama

Community Management

After serving as an editor for a gaming publisher, Tomofumi discovered Otaku culture while working for a foreign startup and started to get involved in the Otaku community. He became fascinated by Japanese pop culture after getting in touch with YouTubers and Nico video hosts, and transitioned to the cosplay industry - an industry he'd always been keenly interested in. Currently, he writes about cosplay-related events and serves as a point of contact for cosplayers.



Yuuki Iwasaki

Finance and Marketing

Yuuki joined a gaming company after graduating from university overseas. Later, she joined a foreign startup where she was responsible for back office and marketing tasks and also served as an interpreter for internal communications with the company's headquarters. Currently at Cure, she still works in these capacities while capitalizing on her previous experience as a translator/interpreter to translate various articles and also serve as a point of contact for international cosplayers.

Advisors

Advisors



Hiroshi Tsurusaki

Tecotec Inc. Founder & CEO

Hiroshi is an expert in the development and operation of Fintech projects, including security settlement systems and online portfolio management services. In recent years, he has been increasingly involved in blockchain development, with experience in setting up and operating a cryptocurrency exchange. He is also experienced in the implementation of blockchain wallets. He has been involved in WorldCosplay since its early stages and has contributed in various capacities, from advising on its ICO process to providing technical support.



Yoshinori Hashimoto

Turingum Inc. COO

Yoshinori graduated from the University of Tokyo Graduate School of Economics. After working at Japan Exchange Group and bitFlyer's Corporate Strategy Department, he founded Turingum inc. in 2019.

Legal Advisors



Alex Schueli

FinTech and RegTech lead for Behindblocks at Bottled Limited

Alex holds a Bachelor of Laws from L.I.U.C. and a Masters of Laws from H.K.U. Prior to his current focus on guideline development in the cryptocurrency space, he had been involved in the operational setup of fintech projects for over 10 years. Alex believes in providing transparency and protection to token holders while also advocating for innovation and highlighting the importance of a proper regulatory framework for new services.



Michael Titus

Principal at Titus & Co

Michael has a deep understanding of regulatory guidelines on cryptocurrency around the world and advises on cryptocurrency compliance and strategies in terms of token generation for numerous ICO projects. He received his Bachelors of Science in Finance from Lehigh University, followed by a Juris Doctor degree from the City University of Hong Kong. Michael has subsequently obtained his Master of Laws from New York University

Social Media

Cosplay Token

- Official : <https://cot.curecos.com>

Curecos

- Official : <https://curecos.net>

WorldCosplay

- Official : <https://worldcosplay.net>

Curecos SNS

- Facebook : <https://facebook.com/CureCosplay>
- Twitter (English) : https://twitter.com/Curecos_COT
- Twitter (Japanese) : <https://twitter.com/curecos>
- Weibo : <https://weibo.com/worldcosplay>

CosplayToken Telegram (Japanese)

- Official : <https://t.me/cosplaytokenjp>

CosplayToken Telegram (English)

- Official : <https://t.me/cosplaytoken>

CosplayToken Telegram (Chinese)

- Official : <https://t.me/cosplaytokencn>

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Disclaimer

Acquiring COT and storing them involves various risks, in particular the risk that Cure may not be able to launch its operations and fully develop its technology and provide the services promised. In deciding whether to participate in a potential Cosplay Token sale, please consult with your technology, financial, legal or other knowledgeable professional advisors. As anyone purchasing COT expressly acknowledges and represents that she/he has carefully reviewed this white paper and all relevant associated documents and fully understands the risks, costs and benefits associated with.

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Update History

UPDATE DATE	VERSION	UPDATE CONTENTS
• 01/11/2018	1.0	Published first edition
• 01/18/2018	1.1	5. Future initiatives by the Platform is added
• 02/23/2018	1.2	Token Sale Schedule is updated. Team and Advisers are updated.
• 03/10/2018	1.3	Token Sale Schedule is updated. Team and Advisers are updated.
• 04/08/2018	1.4	Token Sale Schedule is updated.
• 05/11/2018	1.5	Advisers are Updated. 15. Disclaimer to White Paper is added.
• 05/28/2018	1.6	Advisers are Updated.
• 06/06/2018	1.7	Various reworks and updates. Token allocation updated.
• 08/09/2019	1.8	Various reworks and updates. Roadmap added.
• 01/05/2022	1.9	Various reworks and updates.
• 03/28/2022	2.0	Various reworks and updates.