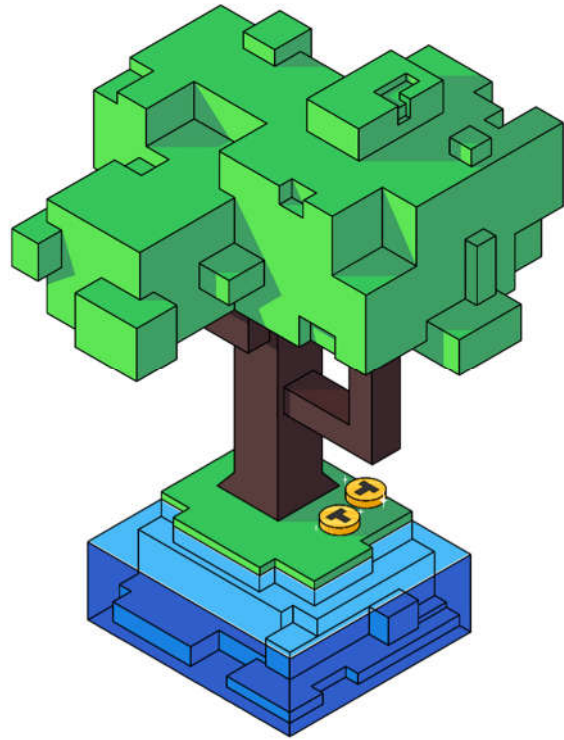




The Tap Project Whitepaper

FOR INFORMATIONAL PURPOSES ONLY and does not constitute an offer or solicitation to sell shares in Tap Coin or any Truly Simplistic Innovations related company



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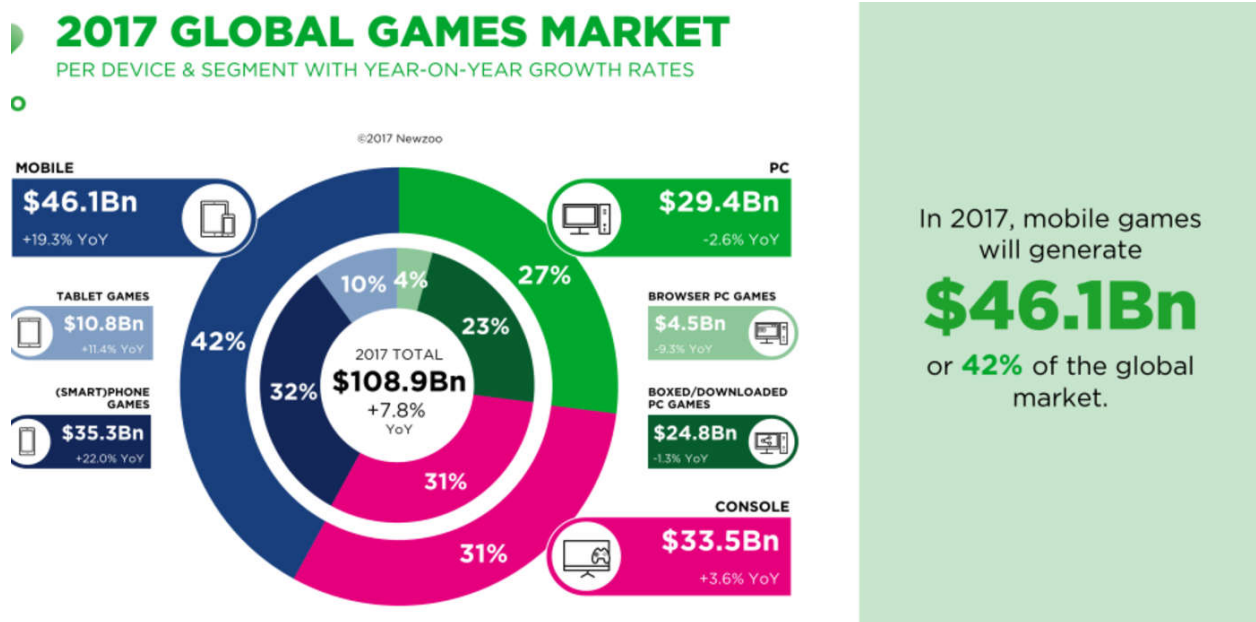
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Introduction

The rapid expansion of decentralized blockchain technology using the Ethereum protocol has provided a vast market full of untapped potential, with Ethereum's cryptocurrency (ETH) market cap currently over 43 Billion USD, Ethereum has paved the way for an explosive evolution of innovative technologies. The Tap Project's primary initiative consists of creating a utility token, along with partnering with a network of developers to allow a smooth, elegant and robust system that will allow the Tap Coin the ability to traverse multiple games and platforms. This would allow in-game virtual currency to be converted into Tap Coins, used on the platform for ERC-721 collectibles, imported into the games on the platform and exported into the users wallets, if the gamer so chose.

Market & Industry

In 2016, the global gaming industry revenue was \$99.6 billion dollars. By 2019, the industry is expected to grow by 20% to \$118.6 billion.



On average, millions of people around the world devote a minimum of 6-20 hours a week playing video games, not to mention any mobile platforms.

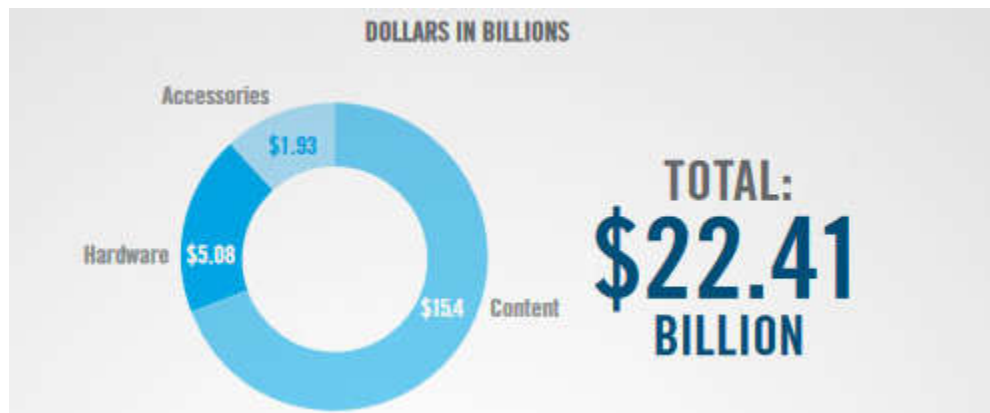
“I just try to relax and think about videogames, what I’m going to do after the race”

-Usain Bolt

With this growth, gaming is ready to surpass all other entertainment industries as the major form of entertainment and pleasure for all consumers.

Despite a healthy market, consumer expectations have changed so dramatically that old revenue models have become outdated, forcing production companies to scramble to find value in new markets. In a world where consumers expect someone else to pay for their content, production companies are struggling to find avenues that allow them to monetize the digital age.

There is an estimated 2 billion gamers in the world. It is estimated that gamers spend 15.4 billion on content alone.



With 39% of those gamers playing social games, followed closely by other genres.

39%

of the most frequent gamers play social games

Top three types of video games that the most frequent gamers play most often:

31%

Social Games

30%

Action

30%

Puzzle/Board Game/Card
Game/Game Shows

TOP DEVICES MOST FREQUENT GAMERS USE TO PLAY GAMES:

PC (62%), DEDICATED GAME CONSOLE (56%),
SMARTPHONE (35%), WIRELESS DEVICE (31%),
DEDICATED HANDHELD SYSTEM (21%)

Vision

There are currently millions of in-game currencies that are restricted to individual games and eco-systems.

As gamers and creators, we understand that the sacred space of gaming is for immersive storytelling, connection and collaboration. Which is why we have designed Tap Project with that very thought in mind.

Our goal is to create a long lasting legacy and brand that can withstand the chaotic storm of trends, fads and dysfunction. We want the games on our platform to shine and feel a connection with gamers from indie to AAA alike.

The Tap Project is more than a gaming marketplace. Its equality, exposure for talent, a true gamer's paradise where skill is rightfully honored.

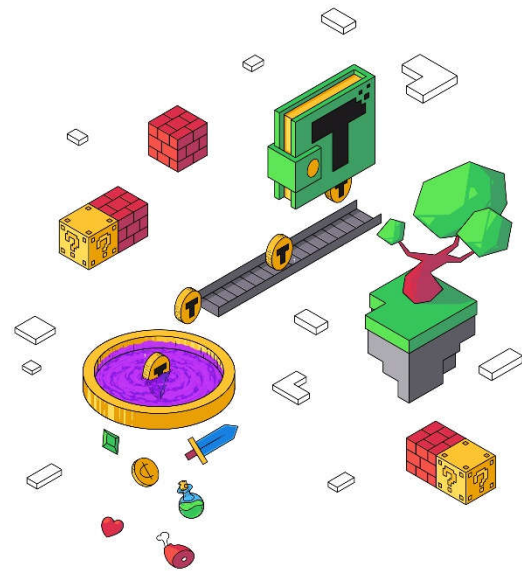
The Tap Project promotes empowerment, creativity and a freedom from the restrictions of time and space. We believe, that there isn't just one standard way to play. But instead, a plethora of options and choices to better express oneself.

The Tap Project provides a new source for earning, providing income security that gamers have dreamed about for years.

As a publisher or developer, we are using one of the most versatile blockchain platforms, Ethereum, and combined the Tap Project enables gamers to achieve what was only a dream.

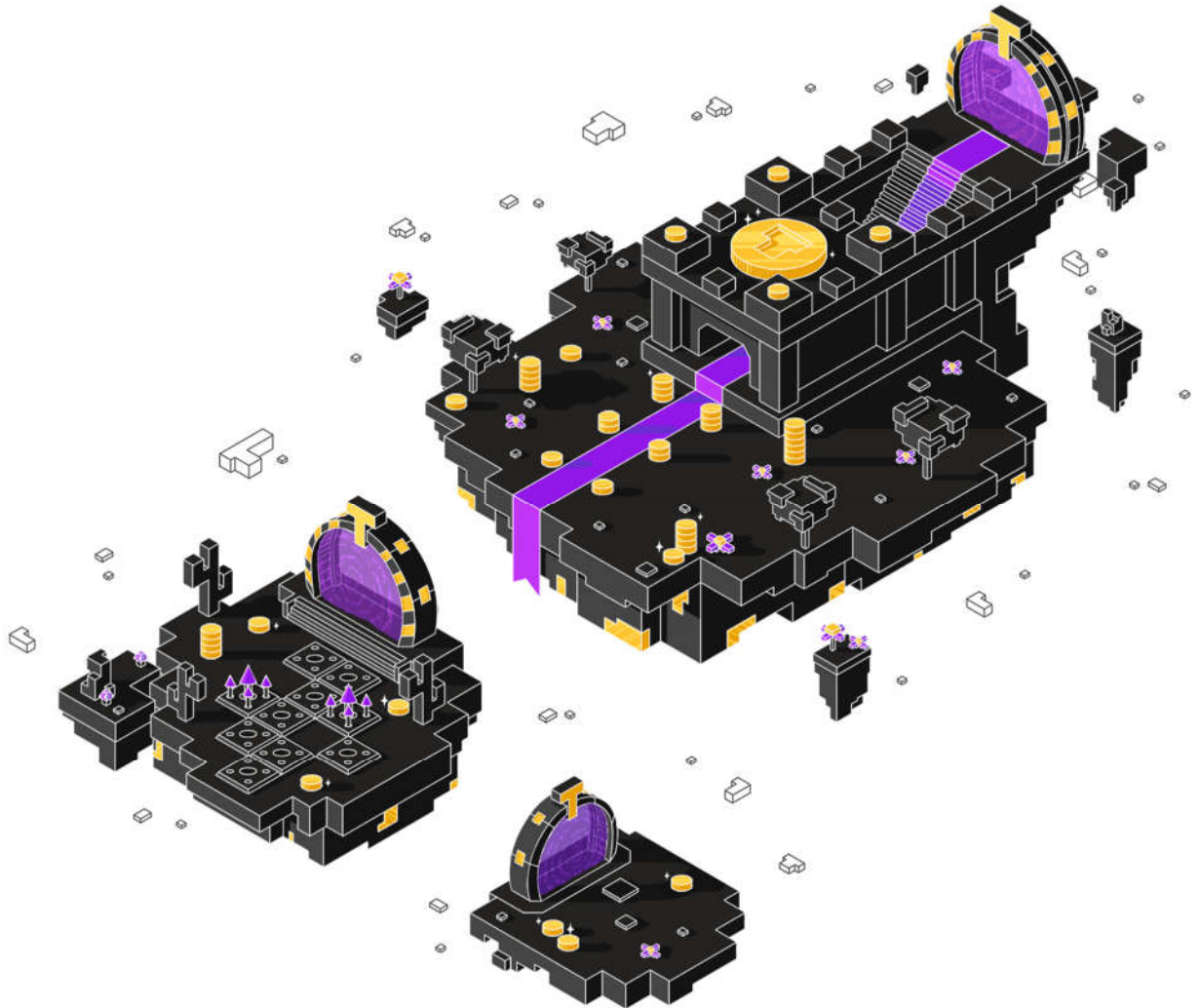
The Tap Project does not only excrete creativity and freedom for gamers but additionally for development teams, studios and publishers. We believe in providing an open space that allows those working on video games to explore the vast networks and capabilities of in-game virtual currencies. The Tap Project provides increased live ops and user engagement by no longer restricting the mechanical uses of virtual currencies but further exploring a new venue of customization when players import and export from a nucleus of connected games.

We strongly believe in empowerment and accomplishment and continue to focus on creativity and innovation. The team is driven to not only exist as a blockchain product but fulfill the goal of a brand that is long lasting and innovative for all.



- The Tap project (“TTT”) eliminates the issue of restricted playing. The Tap Coin is a token in which users are required to hold a set amount of Tap Coins to gain access to the platform and games. The Tap Project decentralizes all in-game currencies into one currency that can be exported across platforms, transferred and used on the Tap Platform as a globally accepted cryptocurrency.
- The Tap Coin is a widely accepted cryptocurrency, which allows all gamers to seamlessly transfer their in-game earned or premium currencies to Tap Coin. Gamers can then use this currency in other games, on the Tap Platform, or it can be earned in integrated games
- Using the Tap Coin, the Tap Project (TTT) targets mainstream, indie and AAA game developers and publishers alike.
- The Tap Project provides a payment system that pays gamers for playing the games they love to play. No longer is “getting paid to play videogames” restricted to celebrities, hardcore gamers, or streamers, but we will open the flood gates for the everyday gamer also.

Developers & Publishers



Thousands of games are developed and introduced to Google play, the Apple store, and Steam daily. However, very few have their games marketed and showcased on sites, in ads or in the stores. Integrating Tap Coin onto development platforms provides that immediate growth and marketing for indie developers and AAA titles alike. Giving gamers the ability to play an indie title, earn currency, and transfer that same currency to an AAA title incentivizes and decentralizes the market instantly.

Additionally, the Tap Project allows developers have smart-contracts that act as Achievements or Easter eggs. Thus when an achievement is earned the contract releases the Tap Coin to the participants wallet seamlessly. The opportunities are endless, as developers are given the ability to be

creative all the while having the security of the block-chain. Furthermore, the Tap Project provides developers the following:

- **Revenue & Profits:** The Tap Platform offers a 65/30/10* split in transaction fee revenue with 65% going to the developer per their published titles. Just by listing their game developers immediately get paid in Tap Coins. As more users convert in-game currencies to Tap Coin, developers get paid more!
- **No commission fee:** Is taken from developers games or platform for integrating Tap Coins
- **Small integration footprint:** Game engine plugins and Tap Project repository percentage monitoring allow developers to focus strictly on creating and developing amazing games. The Tap Platform monitors and keeps track of all transactions.
- **Marketing & Listing:** Tap Platform offers marketing for all games on the platform with no listing charge. Developers are free to also list their games on other platforms or stores.
- **Security:** Built off the Ethereum blockchain and handled by smart contracts, developers do not have to worry about security as protocols ensure fraudulent transactions are captured and stopped.
- **Increased Live Ops:** Immediate increase in retention, DAU, ARPDau, and more as users are provided an additional incentive for playing your game and playing it longer and more frequently.

Developers will follow the below transaction revenue structure;

Transaction amounts	(TTT) Per Transaction	TAP %	Developer %	(TTT) Reserves
0-100K	5 per transaction	55%	35%	10%
100K-500K	6	45%	45%	10%

	per transaction			
500K-2M	7 per transaction	30%	60%	10%
2M-10M	10 per transaction	15%	75%	10%
10M+	10 per transaction	10%	80%	10%

Business Case: A title has 200,000 in-game and TTT transactions in one month. A 6 TTT gas fee will occur per transaction and the developer will receive 45% of that gas fee, resulting in approximately 90,000 TTT in that one month. This tap will be used to add to the developer's reserve in the Tap Platform System in which it pulls TTT. Additionally, these rates are subject to change and negotiation. TTT from the reserve indicated above will be used for the POS, to allow low cost of operation.

Developer information can be seen at: <https://tapproject.net>



Gamers

Imagine playing any game, earning its currency and having that currency hold its value and represent cash, in the form of Tap Coin or fiat currency. Imagine, having the ability to transfer that in-game currency to another game and continue to build your “wallet”

whilst getting paid to play. The Tap project breaks down the antiquated barrier of development and gaming and brings light to a new age of exchange. Console, PC, Handheld and Mobile gaming revenue continue to increase year after year. No matter the platform, your Tap coin will follow you into any game and on any device. Indie developers don't have to worry about what platform they are working on and it they will reach their audience. AAA games across multiple platforms, but just one Tap coin currency. Simply, put the Tap Project allows the following;

- Revenue for gaming: The Tap Platform allows gamers to truly earn money whilst playing video games. Countless hours are finally recognized and gamers are paid to play.
- Interactive Dashboard: The Tap Platform allows users to see their Tap Coins in real time as they play supported and published games. Watch as your Tap Coins update in real time providing seamless integration.
- Multi-Game management: Manage your favorite games and content all from one dashboard. One step login provides immediate access to the marketplace showing the latest and hottest games.
- Exchange in Game Currency: Exchange in game premium and earned currencies all through the Tap Platform. Integration with your wallet allows immediate connection to the blockchain.

- Import and export: your earned Tap Coins into any other game on the system, whether it be Mobile, PC, or Console. This allows users to jump into games faster and earlier.
- Smart Contracts: Built off the Ethereum blockchain, transactions are monitored by smart contracts that remove the middleman and provide immutable exchanges.

ERC20-TOKEN STANDARD

A token or coin is designed to represent something of value, in our case a Tap Coin. These coins are –in the Ethereum ecosystem –issued on the blockchain. By adhering to the ERC20 standard it makes it easier for Tap Coin (“TTT”) to be natively supported by projects and other services that are written on the blockchain. Why would we make sure we use this standard? Interoperability. If we ensure Tap Coin uses the same standards as all other major tokens\coins, it will make it easily allows the Tap Coin the benefit of work with other Dapps instantly.

Tap Tournament

Platform users are eligible to participate in the Tap Platform tournaments. The top 3 participants have the opportunity to win ERC-721 collectible contract meta tokens. These tokens will be held in the Tap Platform wallets. Top 3 highest Tap coin holders are automatically entered in the tournaments, with the remaining having to use their Tap coins in order to enter.

Tap Avatars

The Tap Project also allows users to create their own ERC-721 avatars. These avatar will have the ability to change meta data attributes. Special attributes can be obtained from game developers as promotional offers or can also be purchased using the Tap coin to enhance the users’ avatars ability. By enhancing utilizing the ERC-721 contract to create these avatars, not avatar will be the same, and users will be able to allow their avatars to travers blockchain based games, while maintaining certain features and allow their avatars to become stronger. Users are able to trade unique ERC-721 avatars on the Tap platform. ERC-721 collectibles will be arranged and classified using the Tap gear rating system. The gear will be categorized by common, **uncommon**, **rare**, **legendary**, and **epic**, with the latter respectively harder to achieve. The ERC-721 collectibles are random and created by Ethereum contract.

Proof of Stake Concept

What is Proof of Stake?: Proof of Stake (PoS) concept states that a person can mine or validate block transactions according to how many coins he or she holds.”—investopedia

The Tap Coin is a token with advancements made by the Proof of Stake concept. Users are required to hold 5000 TTT* to gain access to the platform and its partnering games. Similar to other proof of stake, users will be awarded a daily bonus if they are holding over 250,000 TTT *, as well as a bonus in each game they play.

Users will "stake" or hold these TTT tokens in their Ethereum wallet address that they use to sign up to the platform. All bonuses will be linked and applied to the wallet address.

There are a few ways that the Tap Coin works. Firstly, to use the Tap Platform and gain access to games, contributors must hold over 5000 (TTT).

Being a Tap Community Partner and holding between 65,000 TTT and 249,000 TTT gives contributor's access to the Tap Coin proof of stake concept and drip bonus. Users in this category will be provided a .10% daily drip bonus* of TTT for one year, in addition to their earned Tap Coins for playing.

Holding over 250,000 TTT (regardless if you are a Tap Community Partner) provides contributors with a .25% daily drip bonus**. This bonus will run for an indefinite amount of time and be analyzed monthly. This is also in combination with their earned Tap Coins for playing games.

What does that look like? : User 1- holds 65,000 TTT and is a Tap Community Partner. Upon integration of games onto the platform this user formula is as follows:
(Tap Coins Held) X (Drip rate) /100= Daily payout. Therefore, 65,000 X .10 /100=65 TTT daily or at its current Crowdsale price of \$1.95 per day, or \$58 per month.

User 2- holds 250,000 TTT and uses the platform. Therefore 250,000 X .25/100=625 TTT daily or \$18.75 per day, or \$562 a month.

User 3- User 3 holds 2,000 TTT. They can not access the platform and do not receive the Tap Coin drip bonus.

*numbers may change based on usage, publisher downloads and ETH/TTT pricing.

*Rates are subject to change and will only be initialized upon release of games to the platform

Roadmap – Road to Zion

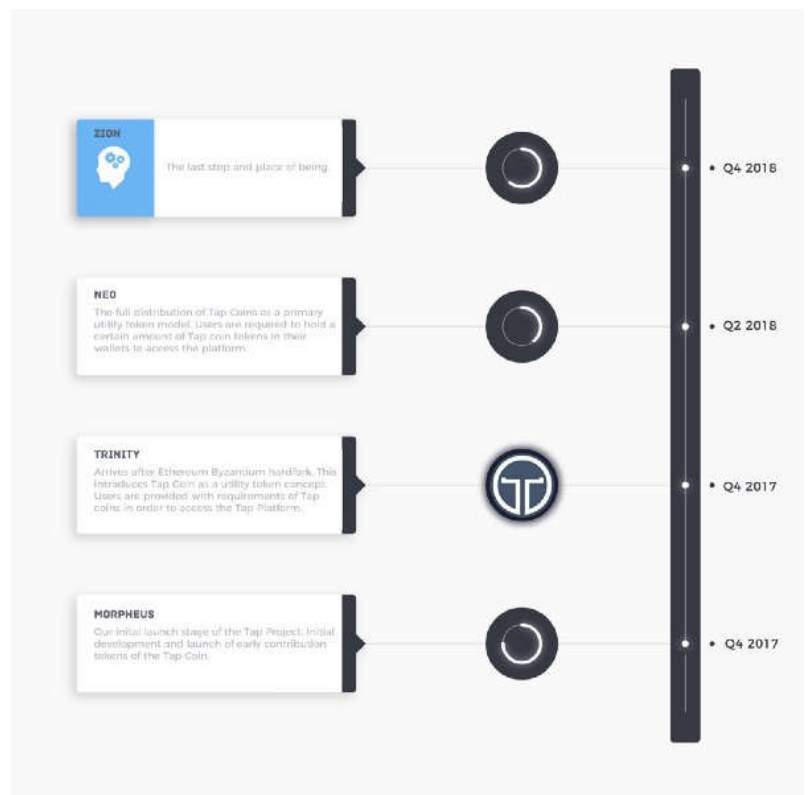
The “Road to Zion” is a set of 4 stages that will take us into December 2018. The four stages are: Morpheus, Trinity, Neo and Zion.

Morpheus: is our initial launch stage of the Tap Project. Initial development and launch of early contribution tokens of the Tap Coin.

Trinity: being the next stage of The Tap Project comes after the Ethereum Byzantium hard-fork. This stage introduces Tap Coin proof of stake concept and token methodology. Users are introduced to the concept and requirement of Tap Coins to use the platform.

Neo: is the full distribution of Tap Coins as a token. Users are required to hold set amount of tokens to gain access to the Platform. Additionally, those that hold over a predefined amount of (T*TT) will be rewarded a daily (T*TT) drip bonus.

Zion: can be classified as the last stop and a place of being. A combination and advancement of all 3 prior stages and integration.

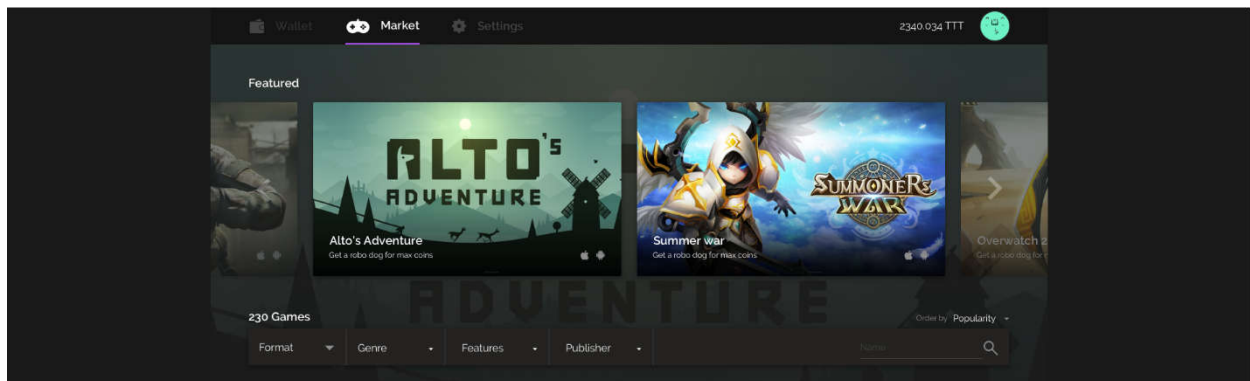


Q2 Detailed Roadmap

Q2 will see the release of our MVP, Unity and Unreal Plugins, POS Drip Bonus, Platform API, Smart contract Core, and Exclusive Platform Game release and of course high level backend fixes and developments.



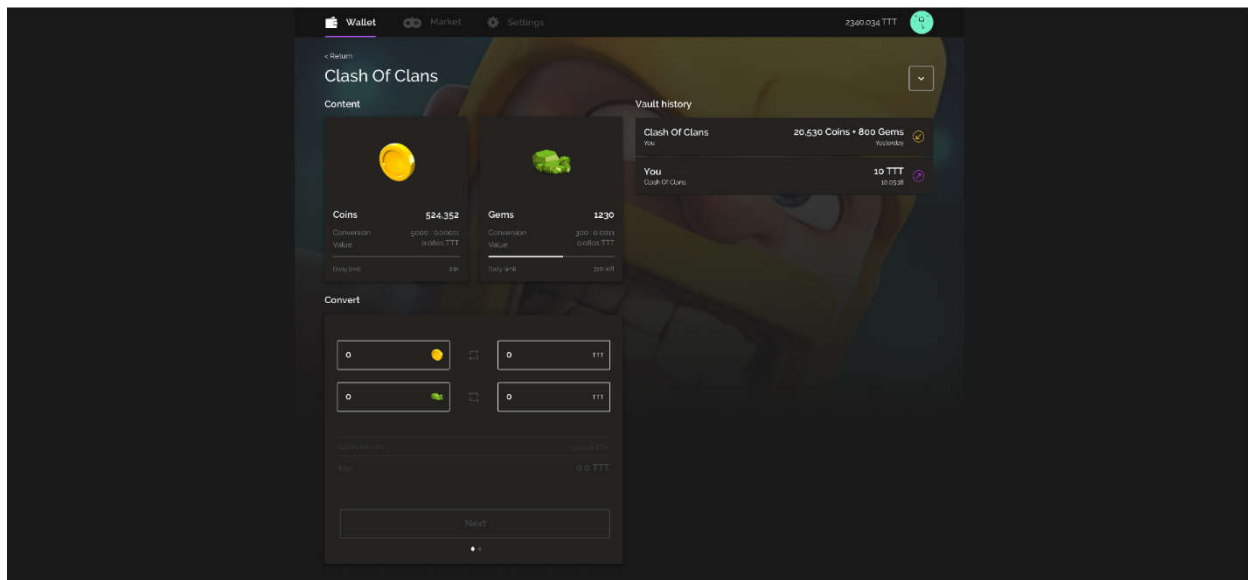
Simple Loveable Complete (“SLC”)



Our Tap Platform conceptual alpha is currently live. Users can create an account, view games on the Marketplace, add games to their favorites, and most importantly test out the functionality and the concept of the Tap Coin. Users are able to go into the selected games in the marketplace and input the amount of Premium or Earned Currency they have in those games.

Users will then see the output of how much Tap Coins you would earn for the in-game currency, these are referred to as your TPP (Tap Premium Payout) and TEP (Tap Earned Payouts).

It is important to note that these are not the exact TPP's and TEP's, but the formula is a close relation to the in-game's store and value of its premium/earned currencies.



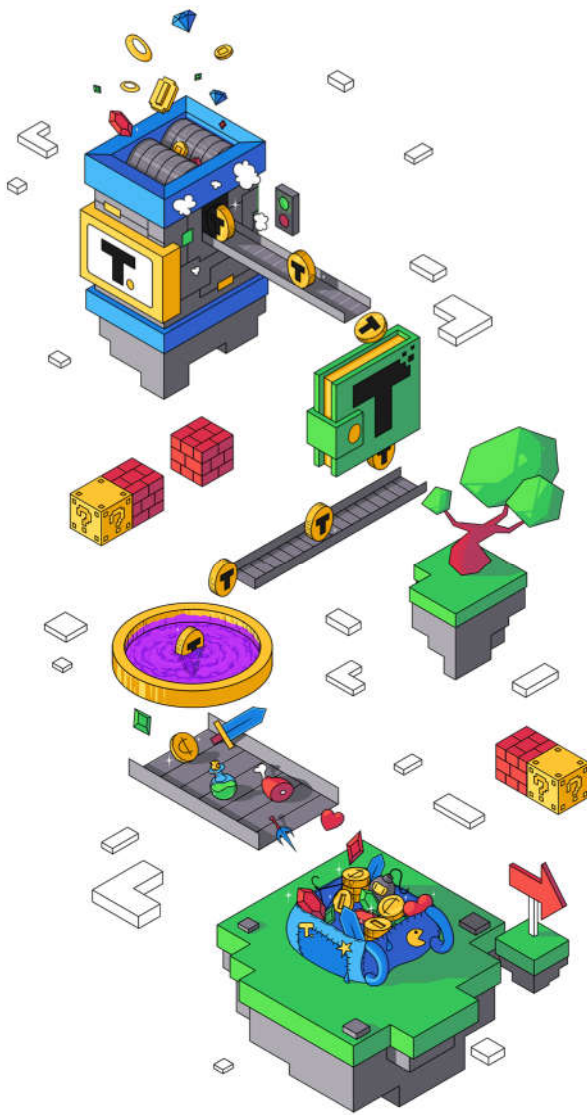
Tap Value Matrix

When dealing with premium currencies and earned currencies it is important to identify the "value" of time that developers have listed throughout their games. We have created a default matrix that has allowed us to determine default Tap Premium Payouts (TPP) and Tap Earned Payouts (TEP). Furthermore, for games that can convert earned currencies to premium currencies, it is vital to find out how much time it takes to convert "X" amount of currency to a premium currency.

For example, At ETH/USD of \$300. 1 TAP = .0001 ETH or .03 cents per 1 TAP. Therefore games at the \$1.29 value are approximately 43 Tap Coins at current rate of .0001. Once the Tap Coin hits the market its rate will be adjusted according to its trade value. Games will be provided a default listing unless otherwise noted by the publisher.

Patent Pending

The Tap Project, using the Tap Coin, (a token that allows gamers to convert their in-game earned and premium currencies into cryptocurrencies) has developed a system and method for conversion of such assets, skins, environments, non-fungibles, and earned and premium virtual currencies on a



games.

- An amount of 1.5 billion tokens will be created. 140 million will be offered in the Early Contribution stage and 610 million will be offered to the public during a 30 day crowdfunding sale. Thus providing a total of 750 million TTT provided during both contribution periods.

Early Contribution Period

decentralized ledger, according to their current patent pending status with the USPTO (US62/648408).

The Project describes the method for additionally secured exchanges between the servers, digital assets (skins, environments, currencies, and non-fungibles), and the blockchain.

Tap Coin (“TTT”)

Tap Coin is designed to be flexible and ensure control of the future evolution of the project. Tap Coin (TTT) is created during the crowdfunding stage, as outlined in this whitepaper. (TTT) will be limited to the pool of tokens created during this stage.

- Tap Coin (TTT) is a token on the Ethereum platform. Its design follows widely adopted standards. Users are required to hold Tap Coins to gain entry onto its platform, thus allowing them to earn TTT while playing

Tap Coin Early Contributors period was held prior to the Crowdsale. This Early Contribution period took place on October 5th 2017 to October 20th 2017. The EC period allowed early supports to receive a 30% bonus before the actual Tap Coin (TTT) token sale.

Tap Community Partner Program

The Tap Project introduced the Tap Community Partners Program. Status was held for those that contributed over 5ETH during the time of contribution.

Those that are designated as Tap Community Partners are grandfathered in during the introduction of Proof of Stake. They will only be required to hold the minimum set of TTT to gain entry onto the platform.

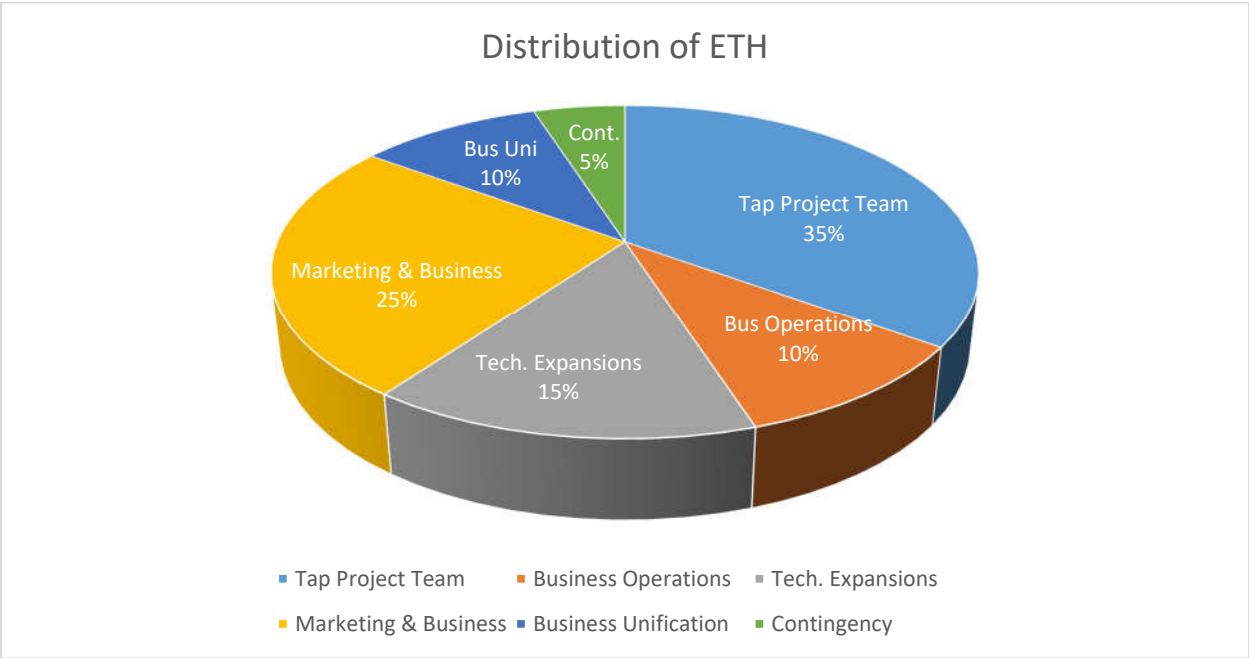
Crowdfunding Information

- The crowdfund campaign took place online, and was raised through Ethereum transactions. The minimum threshold 419K USD was established during the Early Contribution period, with a maximum threshold of 8.25M; if the contributions were raised less than such, the crowdfund would have been concluded.
- Backers supporting (TTT) were provided 10,000 (TTT) per 1 ETH.

All unsold tokens were transferred to the Tap Reserve System to facilitate the Drip bonus and earned Tap payment system.

Distribution of ETH Funds

All funds received were distributed as such:



Tap Project Team: consists of employee salary and costs. We assume that this will finance a team of 7 highly talented individuals. Among them being developers, programmers, marketing team for a period of 5 years initially.

Business Operations: this includes the cost of an office and other indirect costs such as legal fees, payment diversifications, and future development.

Technological Expansions: covers expenditures associated with expanding Tap Coin but also expanding on decentralized game as a whole. This also includes expenditures on external technology that Tap coins depends on.

Marketing & Business Development: includes Tap Coin marketing strategies to get game developers and companies onboard. This also will support 3rd party integrations for developers expanding the Tap coin community.

Business Unification: covers the Tap project expansion plan. This includes both mergers and acquisitions of likeminded companies or technology. All companies will be rigorously vetted and audited to ensure smooth transitions.

Contingency: is calculated as 5% of the total budget.

Distribution of Tap Funds

Crowdfunding Participants: (50%), of which 610M offered during main contribution period. Any remaining Tap Coins will be transferred to the platform reserve

TAP Project Team: (10%), these coins will be minted during the Early Contribution period and distributed to the team. Coins will be subject to a period of illiquidity. These coins will also be used to incentivize future employee expansion and future development over 5 years.

Tap Legacy: (8%), Tap Coins allocated will compensate an investor stakeholders, advisors, Venture Capitalists, and founders who contributed to the progress of the TAP project over the past years. These coins will be made immediately available and will be allocated proportional to each person's contribution.

TAP Participant Rewards: (2%), these coins will be used to compensate crowdfunding participants for bringing in significant value after the crowdfunding sale.

Platform Reserve System: (30%) + (TTT not sold during crowdfund), these coins will be used to support the Tap Coin Proof of stake concept. The reserve system will act as a self-sufficient organism that will provide the drip bonuses as well as be a reserve for game payouts. These will be distributed by the contract and not manually. Additionally, these TTT will create developer partnerships for gaming within the Tap project. The Reserve system will also be used to reward innovative indie game developers to help foster the implementation of TAP coins into their games.

Development Team

We're a sincere team with straightforward visions. We believe that there is an amazing amount to be learnt by working innovative and forward thing technologies. With this in mind, we began connecting our team together back in 2009 with the emergence of Bitcoin. From there we first started development of what can be labelled TruC 1.0 for the web platform. We've had an amazing journey coming to where we are today, and now feel confident that we can provide Tap coins on a distributed platform (blockchain).

Haniff Knight: From his early years Haniff began exploring pixel game development. He was a champion gamer and organized numerous large scale gaming tournaments. After attending university, Haniff founded his own gaming production company. Over the last few years, his production company has streamed numerous gaming events as well as developed a multiplatform streaming/incentive application. Haniff continues to oversee a company that continues to bring new cutting edge streaming and reviews. Haniff has been a supporter of using blockchain technology to solve many problems in the gaming industry since bitcoins early days. He has hosted discussion panels and talks regarding the gaming industry and future changes. He is a big believer in providing indie developers more profits and gamers more options and experiences by using the ethereum ecosystem.

Hugh Knight: Hugh is the lead platform developer. Hugh also founded multiple companies, one of which he sold. He brings 15+ years of computational experience. Hugh has numerous security certifications as well as a complete understanding of network infrastructure and development. He is a tournament gamer and has participated in multiple tournaments, some of which he has place first. Hugh has managed and developed multiple applications through his development company, some of which include: multiplatform streaming application, cloud based visitor registration system and web based blogging application. Hugh is also a big supporter of using the blockchain technology to advanced todays current ecosystem. Having closely followed Bitcoin and the Ethereum protocol he believes that combining it with gaming provides the perfect experience for both developers and gamers alike.

Rory Piant: With a background in journalism and finance, Rory has helped several successful Crowdsales and crowd-sales meet their funding goals. Specializing in marketing and community management he brings both insight, and experience to cryptocurrency projects. "My real focus in ensuring the creation of a community that is both educated and energized by the possibilities of Tap Coin. He currently resides in Texas where he lives with his wife, two daughters, and a very destructive dog.

Noel Dulay: Extensive knowledge providing business development through marketing and social channels. Noels expertise consists of marketing though all major networks & face to face based networking. Experience in sales has allowed him to host multi-million dollar contracts & negotiations. Noel has a vast background in B2B, and business to consumer sales.

Conclusion

The main motivation for the Tap Project has always been to allow gamers and developers to share a common gaming currency. We are not just creating a currency on the blockchain, but a community. We've researched and analyzed the market in-depth, but don't have all the answers of what the Tap project or Tap coin will become, but we invite you to join us in creating something innovative.

Terms and Conditions

This document is for informational purposes only and does not constitute an offer or solicitation to sell shares or securities in the Tap Project or any related or associated company. Tap coin tokens do not grant control. This document may change throughout and before the Crowdsale and it is up to the reader to ensure they are reading the correct terms on the website. Controlling Tap coin tokens does not grant its controller ownership or equity in any affiliated companies or platforms or any other associated business. While community feedback may be taken, Tap coin tokens do not grant any right to participate in the direction or decision making of any business related to the platform or business. Tap coin tokens can be used within the compatible systems and in decentralized tournaments and gamer to gamer matches. No guarantee of revenue or profit resulting from marketing, trading or earning Tap Coins. There is no expectation of profit from Tap Coins and its primary use is for integration into games. All examples of revenue and profits used in this document are for demonstrative purposes or represent industry averages only and do not constitute guarantees of results of marketing. Rates are subject to change at any time, and are projected monthly. Risks associated with Ethereum and Tap coin tokens may be issued on the Ethereum blockchain. As such, any malfunction or unexpected functioning of the Ethereum protocol may cause Tap coin token trading network to operate in an unexpected way. Risks associated with any console or gaming platform will not be passed onto Tap coin, Its team or acting business. As such, any malfunction or unexpected functioning of the Tap Project may cause the token trading network to operate in an unexpected way. Regulatory Uncertainty, Blockchain related tech has been the subject of oversight and scrutiny by different regulatory bodies around the world. The Tap Coin network could be impacted by one or more regulatory inquiries or actions, including but not limited to restrictions on the use or possession of digital tokens like Tap coins, which could impede the Tap coin tokens in the future. Tap coin tokens are not an investment. Tap coin tokens do not represent any formal or legally binding investment. Due to unforeseen circumstances, goals outlined in this white paper are subject to change. While it is our intention to achieve all markers outlined in this white paper, all individuals and parties purchasing Tap coin tokens do so at their own risk. Quantum computers, Technical advances such as the development of quantum computers could present risks to cryptocurrencies including Tap coin tokens. Lack of adoption While Tap coin tokens should not be viewed as an investment, they may have value over time. That value may be limited if the Platform lacks use and adoption. Risk of loss Funds held from the crowdsale are uninsured. In the event of

loss or loss of value, there is no public or private insurer to offer recourse to the purchaser. This fund is owned by multiple business entities not listed in this whitepaper, the Tap Coin Foundation is a separate entity and solely independent ownership structure. Risk of failure, It is possible that, due to any number of reasons, including without limitation the failure of business relationships or marketing strategies, that the Tap coin network and all subsequent marketing from the money raised in this crowdsale may fail to achieve success. Risk of new technology Crypto tokens like Tap coin are a fairly new and relatively untested technology. In addition to the risks mentioned in this document, there are further risks that the Tap Project team may not anticipate. These risks may materialize as variations of the risks set forth here. Integration, This Agreement constitutes the entire agreement between the parties concerning the subject matter hereof. All prior agreements, discussions, representations, warranties, and covenants are merged herein. There are no warranties, representations, covenants, or agreements, express or implied, between the parties except those expressly set forth in this Agreement. This Agreement may only be amended by a written document duly executed by the parties. **DISCLAIMER OF WARRANTIES YOU AGREE THAT YOUR USE OF, OR INABILITY TO USE, TAP COIN TOKENS, IS AT YOUR SOLE RISK, AND YOU SHALL NOT HOLD THE TAP PROJECT FOUNDATION, TEAM OR BUSINESS PARTNERS LIABLE FOR ANY DAMAGES OR LOSSES, WHATSOEVER, IN THEIR ENTIRETY. UPON THE INITIAL ISSUANCE, TAP COIN TOKENS ARE SENT TO YOU WITHOUT WARRANTIES OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE, AND NONINFRINGEMENT. BECAUSE SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, THE ABOVE EXCLUSION OF IMPLIED WARRANTIES MAY NOT APPLY TO YOU.**