
Chimera
CHIMERA
CMRA
Crypto for Egamers

THE CHIMERA PROJECT WHITE PAPER

VERSION 1.0.1

THE CHIMERA PROJECT TEAM

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ABSTRACT

In order to create a cryptographic network that can send CMRA tokens quickly, privately and in a decentralized manner, we are utilizing a Cryptonote codebase (Turtlecoin) employing a proof of work (POW) consensus by solving the CryptoNight pico (Turtlecoin v2) algorithm. We are tailoring applications and decentralized applications (DAPPs) integrated with this network to provide services and tools for egamers and the egaming industry. Chimera will be subject to a self-supporting development cycle through the recruitment of diverse and highly active github contributing devs for both Chimera as well as other cryptographic projects. The incentivized recruitment of devs will be carried out using a novel Proof of Stack distribution method.

Keywords: Chimera, CMRA, egaming, esports, cryptocurrency, blockchain, Proof of Stack and gamer marketplace.

INTRODUCTION

CMRA is a cryptocurrency based on the blockchain technology (Bitcoin) developed by Satoshi Nakamoto (pseudonym) in 2009.
The interest in blockchain and cryptocurrency has increased dramatically since the launch of Bitcoin. However, blockchain and other distributed ledger technologies face important challenges before wide adoption can occur, namely privacy and use-case. Chimera seeks to create a blockchain that is private, fast, and serves one of the fastest growing industries in the world, egaming.

PROBLEMS TO SOLVE

A major limitation of Bitcoin and other open, publicly viewable, transaction ledgers is the lack of privacy for users. Chain analysis is readily performed using sophisticated algorithms by corporations, governments and criminal organizations that can create a complete transaction history for any given address or user. Most concerning is that these actors can also identify the specific user's identity as they interact with fiat onboarding websites (Coinbase, Changelly, etc.). Therefore, any individual or organization can see anyone else's complete transaction history for open ledger cryptocurrencies (Bitcoin, Ethereum, etc.). Most users find the idea of their neighbor, boss or government knowing their spending habits as unpalatable. How Chimera addresses this is outlined in the 'Private Transaction' section.

Perhaps the only issue larger than privacy for mainstream adoption of cryptocurrency is for appropriate use cases. People aren't buying coffee with cryptocurrency. They likely never will. Why? If you are in the U.S.A, then you can't use a credit card to purchase crypto. Cryptocurrency must be purchased with fiat at an approved onramp such as Coinbase. Coinbase and other fiat gateways take days and even weeks to finalize these transactions. After such a hassle, who would waste crypto on coffee or a sandwich? No one would. We believe that we have found a perfect use case for crypto while simultaneously identifying an ideal community of potential new crypto users. Learn about how Chimera is targeting the egaming industry for adoption and use in the section below entitled 'Focused on Egaming'.

Recruiting talented developers is one of the most difficult aspects of building a robust cryptographic network. We have devised a unique method for recruiting and retaining talented and experienced crypto devs which is described in detail in the 'Distribution: Proof of Stack' section.

PRIVATE TRANSACTIONS

To overcome the enormous issue with the ease deciphering user transaction histories for open ledgers like Bitcoin and Ethereum, we have chosen to utilize a Cryptonote codebase. Cryptonote technology was developed for blockchain cryptocurrency to anonymize the transaction details for users. This is accomplished by "mixing" details of a current, real transaction with those of several previous transactions. Prime examples of the successful implementation of Cryptonote technology are Monero, Bytecoin and Turtlecoin. We have chosen to specifically use a variant of Turtelcoin's codebase as this is a newer Cryptonote project that has incorporated many advances over earlier versions. In addition, Turtelcoin has a large developer community and almost two years of development history to correct bugs and other issues since it's launch. Therefore, we have created a robust, stable, fast and PRIVATE network for Chimera.

A severe limitation of many Cryptonote cryptocurrencies is the inability to send sizeable transactions. We currently offer custom anonymity levels for users. This is a feature that most privacy projects do not support as it's more difficult to implement. We offer this feature because it allows the user to send larger transaction amounts successfully than would otherwise be possible with predefined high levels of mixing. Imagine only being able to send 0.1% of your coins in a transaction. To send 10% of your coins would require 100 transactions. That's assuming that all 100 transactions succeed which they likely would not if one was sending them quickly, one after the other. Chimera has solved this issue. For large transactions, simply use our Proton Windows Desktop wallet. Use the Mobile Android wallet on the Google Play Store for a higher level of anonymity.

FOCUSED ON EGAMING

Egaming is one of the fastest growing industries in the world. In addition, egaming is largely believed to be a future-proof as demand for virtual entertainment and products will likely only increase over time. What's more, egamers already have a heightened level of computer knowledge and hardware that can be utilized to mine cryptocurrency, making them ideal new users to onboard. Chimera has positioned itself to take advantage of this pool of potential users in multiple ways. First, CMRA can be mined with a CPU, GPU or even cell phone. This makes the barrier of entry into the Chimera Project extremely low. In fact, the CryptoNight pico algorithm used by Chimera is ASIC resistant so virtually anyone can mine CMRA tokens successfully using any of the numerous mining pools available. The

ability of new users to obtain CMRA tokens without going through the onerous task of dealing with fiat onramps such as Coinbase greatly enhances the potential for new user recruitment and retention.

The primary focus of Chimera is to develop products and services for egamers and the egaming developers. Egamers are already interested in accumulating virtual items (including currency) from online games. However, trading items and services within the confines of a given online game can be difficult. Only a few online games have their own marketplaces built within the game itself. However, even when present, these marketplaces often serve the financial interest of the game developers and not the egamer. Another issue with these "marketplaces" are the limited items and especially services offered. We have devised a solution to trading any virtual gaming item, service (killing a dragon or solving a quest) or even game account. Our goal is to facilitate the creation of a "Gamer 2 Gamer Marketplace" where gamers can trade with each other directly using the CMRA token. The "Gamer 2 Gamer Marketplace" will be created and run by community developers. This marketplace will function in a manner similar to other popular auction sites in that items and services will be offered for sale in CMRA tokens and users will make purchases with CMRA tokens. A review/reputation-based system will provide assurance for buyers and sellers. All transactions will be held by the system for 72 hours before settling to allow for a mechanism for dispute resolution for either party if issues arise. An arbiter will intervene to resolve any disputes that occur. This arbiter is compensated by the marketplace's trading fee.

DISTRIBUTION: PROOF OF STACK

A major limitation of crypto development is finding and recruiting experienced developers. Chimera has solved this problem by creating a distribution system for CMRA that introduces crypto devs to the project as well as incentivizes devs to complete value-adding projects that benefit the Chimera network. We do this through a 'Proof of Stack' system in two ways. First, CMRA tokens are gifted to high volume Github committers for other Cryptonote projects (Monero, Bytecoin, etc.). Second, a substantial amount of CMRA has been set aside to reward developers that complete meaningful work on behalf of Chimera. The **Figures 1-3** below illustrate the precise distributions. This unique method of token allocation is specifically designed to accelerate the development of Chimera by bringing new features, apps and dapps.

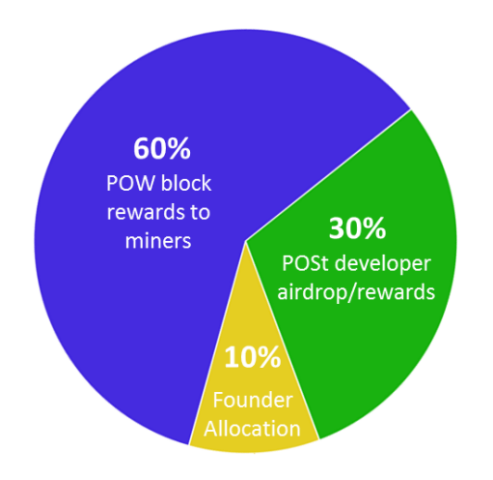

Figure 1. TOTAL REWARDS DISTRIBUTION
Proof of work will provide 60% of CMRA. CMRA will be also distributed through Proof of Stack (30%). A founders' allocation of 10% will be set aside to facilitate active development and project management.

FIGURE 2. PROOF OF STACK
70% of POSt is allocated to the dev foundation for rewarding existing/ongoing chimera projects. 30% of POSt will be distributed by airdrop to highly active developers on Github. All unclaimed POSt coins will be burned.

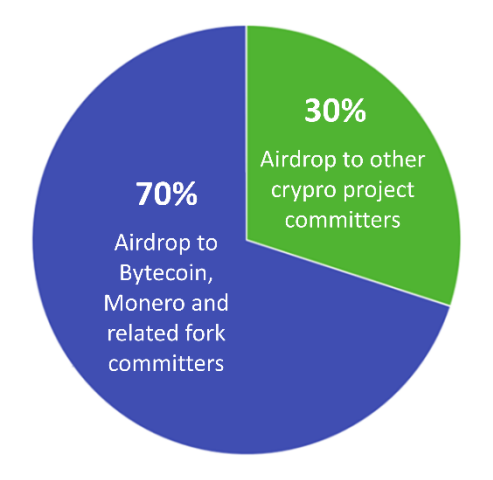

FIGURE 3. PROOF OF STACK AIRDROPS
The 30% POSt airdrop distribution will be allocated as follows: 70% to Bytecoin, Monero and related fork contributors, 30% to high contributors for other open source cryptocurrency projects (not Cryptonote projects).

PROJECT GOALS