



DigitalCCLimited

Innovative Digital Currency Solutions

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Trading as digitalBTC

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ASX ANNOUNCEMENT

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digitalBTC Payment Products Development and Digital Currency Eco-system Advances

Emerging digital payments company Digital CC Limited (trading as digitalBTC) (ASX: DCC) (the “Company” or “digitalBTC”) is pleased to provide an update on the significant progress made in the development of the Company’s digital currency and payment products, as well as details on notable advances in the adoption of digital currencies as a payment mechanism.

Overview:

- **Microsoft** announces it has begun accepting digital currency for purchasing digital goods across Windows, Windows Phone and Xbox.
- **digitalX Pocket** (<https://pocket.digitalx.com/>), has received 35,000+ pre enrolments in less than 30 days. digitalX Pocket is a mobile application that makes online transactions simpler and more secure. It will allow users to transfer funds instantly, anywhere in the world at anytime eliminating traditional transaction cut off times and costs.
- **digitalX Direct** (<https://digitalxdirect.com/>), a private liquidity platform designed to provide real time liquidity to institutional investors and large commercial operators, has launched.
- **digitalX Mintsy** (<http://www.mintsy.co/>), developed in Joint Venture with leading digital exchange Cryptsy, is set for launch in January 2015 with over 30,000 users signed up awaiting the launch. digitalX Mintsy is designed for the professional segment of the digital currency market. Cryptsy will actively promote digitalX Mintsy to its customer base of over 250,000 registered users.

Digital Currency Eco-system Advances

Microsoft, the world’s largest software maker, has announced that it will begin accepting the digital currency Bitcoin for digital purchases. Microsoft users will be able to trade-in bitcoins – at current market value — and add it to their Microsoft account. Those funds can then be used to purchase content in the Windows Store, or in stores that house Xbox Games, Xbox Music or Xbox Video.

In announcing the move to accept Bitcoin, Eric Lockard, corporate vice president of Universal Store at Microsoft said: *“For us, this is about giving people options and helping them do more on their devices and in the cloud. The use of digital currencies such as bitcoin, while not yet mainstream, is growing beyond the early enthusiasts. We expect this growth to continue and allowing people to use bitcoin to purchase our products and services now allows us to be at the front edge of that trend.”*

Further details are available on Microsoft's blog site:

<http://blogs.microsoft.com/firehose/2014/12/11/now-you-can-exchange-bitcoins-to-buy-apps-games-and-more-for-windows-windows-phone-and-xbox/>

digitalBTC believes that the move by Microsoft further demonstrates the inherent advantages of digital currency and payments systems, such as Bitcoin, for global companies with significant cross border transaction and payments requirements, particularly when compared to legacy systems such as credit cards.

The digital payment products that digitalBTC has under development will support and tie into this ever growing take up of digital currencies and payments systems, by providing users with the tools and products to access digital currencies.

Further background and overview details on digitalBTC's products under development can be viewed in the [Company's latest presentation](#).

-ENDS-

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