



**WFee-Decentralized WiFi Sharing Ecosystem  
Based on Blockchain Technology**

V3.2

## Project summary

WiFi is the most widely used wireless network transmission technology, covering over 42% of mobile data traffic and 90% of tablet data traffic worldwide. Also, due to the recent years' boom in global mobility and intelligent hardware, WiFi development and popularization will face further issues due to the users' increasingly growing demand for accessing high quality networks.

WFee is the world's first WiFi sharing ecosystem based on the block chain technology, while it targets the entire world. As a result of WiFi sharing activities, WFee's smart contracts are based on the block chain address security, trust, willingness to share, privacy and other issues. With WFee, users are able to enjoy a convenient, free and efficient environment for Internet access. WFee enables each and every user to freely publish, store and manage their own WiFi information while providing a WiFi sharing chain for individuals or organizations transformed from the Ethereum at the bottom. Any individual or organization can get involved in the building of the ecosystem to form a decentralized ecosystem.

## Project highlights

1. WiFi is currently the first choice of Internet access for mobile devices and intelligent terminals. Device users are also calling for increasingly high quality networks. As

internet popularization gathers pace in emerging countries, in the following years, WiFi will also connect a range of devices and enter more realms to improve social automation, productivity and comfort. The global demand for WiFi is also set to rise at a rapid pace.

2. WFee project's chief partner is the world's largest WiFi sharing product WeShare WiFi, which has obtained several rounds of financing from parent companies of WiFi Master Key, SBCVC, Vision Capital and other leading Internet giants and renowned funds.

3. WeShare WiFi owns more than 300 million WiFi data entries, a total of over 200 million installed users and over 20 million daily active users in over 100 countries around the world, with over 1 million users in many countries such as Brazil, Mexico, Saudi Arabia and Spain. As a result, from the very beginning, WFee has directly targeted tens of millions of WiFi product users.

4. Currently WeShare WiFi gets approximately 5 million new users per month. With similar budget of promotion, every year it's expected to acquire 60 million of new users globally.

5. Members of the founding team of WFee project have at least five years of experience in global markets, products and technology. They started to research about

and study block chain technology two years ago.

**6. WFee will launch the WFee Exchange and convert all its tokens into platform currency. On the exchange, WFee currency can be used to exchange fiat money, currencies and tokens. For the details of the exchange, please refer to the Article 5.2. Users who hold a certain amount of WFee currency in the exchange account can participate in the dividends of WFee. The dividend rules are stipulated in the Article 3.2.2; the WFee official team will also regularly repurchase WFee currency, which will be destroyed after the repurchase. The rules for the repurchase destruction are detailed in the Article 3.2.2.**



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## **1. Project background**

### 1.1. WiFi development boom

WiFi has virtually become the foundation of the mobile Internet era. It has been valued by many governments and enterprises who've developed relevant plans accordingly.

In 2014, Google announced its Global Free Wireless Network (WiFi) Coverage Program.

In the same year, WeChat launched its function of WiFi via WeChat, enabling users to achieve one-click WiFi connectivity through WeChat's function of "scan QR code" at stores with WiFi. They hope to use WiFi to connect online and offline services and improve operational efficiency.

- In 2015, Facebook, a global social networking giant, launched its Free Basic plan, aiming to popularize Internet and provide less developed countries with low-cost Internet access services.
- In 2017, Facebook launched its function of "Find WiFi". With the function, users can find and access adjacent free WiFi available for direct connection through the Facebook app.

With this it is clear that many giants expect to expand the scenarios of their products being used through WiFi. Which on another hand proves the appeal of free WiFi for users.

With the thriving of global mobility and intelligent hardware, global Internet users amounted to 3.4 billion in 2016, including 3.07 billion mobile netizens. These two figures are expected to reach 4 billion and 3.8 billion respectively in 2018, subsequently growing at an annual growth rate of 10% (data are provided by



WeShare).

From a global perspective, WiFi has many advantages compared to mobile data, such as lower price, faster Internet speed and unlimited traffic; such advantages will be maintained in the following years. Global netizens' demand for WiFi will definitely continue to rise.

## 1.2. WFee's vision

WFee is committed towards building a block chain-based cyber ecosystem. WFee is expected to build a low-cost, convenient internet access ecosystem for everyone in stage one. In stage two, it wishes to address relevant issues that are prevalent in current content market to make distribution and acquisition of online content more convenient, efficient and valuable. In stage three, WFee will combine hardware with Internet of Things (IoT) to build a completely decentralized ecosystem of online and offline data content, and enable the entire world to access network more conveniently and faster, and acquire data and information more rapidly and efficiently. Moreover, it hopes to guarantee everyone's data privacy and use the block chain technology to reduce 90% of invalid and junk data.



## 2. Existing problems with WiFi

### 2.1. Existing problems with WiFi usage scenarios

- High WiFi connection cost

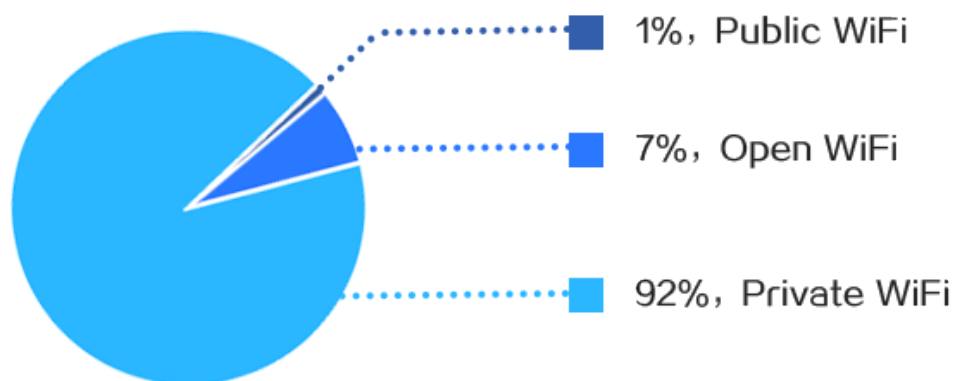
Based on data provided by WeShare, the current global WiFi ecosystem is divided into the following parts:

Private WiFi, 92%, owned by private organizations or individuals.

Open WiFi, 7%, owned by communication carriers, commercial WiFi providers, chain stores, etc.

Public WiFi, 1%, owned by governments or organizations.

### Global WiFi distribution types



### Private WiFi

Organizations or individuals own the vast majority of private WiFi, but passwords set for almost all private WiFi. These passwords are known by an extremely limited number of people, such as the company's employees, visitors and friends, while other groups have difficulties obtaining them. WiFi owners are fearful of information leaks security, slow down internet speed and other issues caused by WiFi freeloader, so they may take actions to further prevent others from accessing their WiFi, such as setting complicated passwords, periodically replacing passwords, and installing anti-freeloader functions, WiFi device deceptions or other applications. As a result, most people are less likely to connect to private WiFi other than their own.

### Open WiFi

Although some WiFi do not require password upon connection, it requires other forms of verification or other activities, such as purchasing open WiFi plans from carrier or watching ads. The reason why carriers build Open WiFi is to attract users to choose their communication services by promoting the large number, extensive distribution, speed and other features of their Open WiFi, to make them specifically exclusive, which means their own Open WiFi are only open to users using their communication services. For example, Brazilian VIVO users can only use the Open WiFi built by VIVO rather than the one built by Claro.



### Public WiFi

Public WiFi with real zero-cost connection make up for a very small proportion of all WiFi, approximately 1%. Moreover, public WiFi are primarily distributed in libraries, museums, high-speed trains, airports and other large venues, which aren't regularly used by most users. Therefore, only a very small number of people can benefit from public WiFi.

- Can not meet users' high-quality network needs

Given the lack of dedicated maintenance personnel, bandwidth simultaneously shared by many online devices online, pre-restricted maximum available bandwidth per device and other issues with Open WiFi and Public WiFi, users generally indicate that their user experience is extremely poor due to slow internet speed, weak signal, unexplainable connection loss and other problems. Therefore, it can't satisfy the users' increasing demand for high quality networks.

- Severe waste of network bandwidth and router computing resources

WiFi routers are idle most of the time. Even when in use, there is generally a lot of computing power remaining, so the computing resources of routers are primarily wasted. Since our families and corporate networks purchase monthly network packages, the unused network bandwidth actually becomes economic loss for WiFi owners.



- WiFi security risk

There are those that disguise WiFi with phishing traps such as password-free connected WiFi to attract others to access their network, thus seeking their self-unlawful interests. Such WiFi are highly elusive and hard for general users to distinguish; therefore they're likely to be framed.

## 2.2. Existing problems with WiFi sharing products

- Users' low willingness in sharing WiFi

As the key WiFi sharing product, Shared WiFi (WiFi whose passwords are proactively shared by users for connection of other users) is distributed in restaurants, supermarkets, malls and other public locations. These WiFi are proactively shared by people in charge of these venues to attract customers or conveniently shared by customers who have visited such venues with permission from the owner.

For owners of WiFi in the public places, it is difficult for them to have much actual profit through sharing WiFi to attract customers. For individuals, sharing WiFi is a pure altruistic behavior without any real benefit, so they're not motivated to share it. However, it's a self-serving behavior of humans to access WiFi owned by others. As a result, in regards to WiFi sharing products, there are more WiFi freeloaders than WiFi sharers.



- Low security and privacy of passwords

Nowadays, WiFi products store passwords shared by users in their own servers. With this, many WiFi passwords are likely to be leaked due to hacker attacks and other activities, bringing high security risks. Next, those who store passwords may freely view the WiFi information, control acquisition of passwords and grant logics, thus the users sharing passwords lose ownership and privacy of their own WiFi properties.

- WiFi owners are not entitled to management, highly centralized

Since quality of different WiFi varies, however, the platform manages with the same standard, this would result to contributors of WiFi unable to differentiate pricing of WiFi. This dissatisfies many users that provide high quality WiFi and it also further reduces the number of sharing users and high quality sharing WiFi. This mode leads to limits and poor qualities of WiFi in the entire industry.

- Relatively limited means of product Monetization

There are two ways for utility products to monetize:

1. Present ads when users use products.
2. Users buy value-added services, such as for removing ads.

In fact, both of the above monetization ways are centered on ads inside the products and the monetization means are limited. The monotony in advertising patterns and content (these two points are determined by upstream advertising channels rather

than product teams) affects users' tolerance regarding ads. It's getting significantly harder to monetize products through advertising.

### 2.3. Existing problems with WiFi products in content distribution

Current WiFi products basically have content added in products for content distribution, aiming to use contents to increase user retention, improve users' duration of use and improve products' monetization. But this mode has some disadvantages.

1. Limited content sources due to restricted copyright. This leads to insufficient content quantity and significant quality problems. Given the limited number of such simple content labels, it's difficult to widely apply labels and form recommendations tailored to different customers, which in result affects communication efficiency. Low quality content is also very likely to offend users, making the detriment outweigh the gain.

2. Supply of all content falls short of demand, significantly increasing the distribution costs of products. Generally content access costs are far above a reasonable value on the market, leading to the waste of product costs.

3. Since utility apps lack the gene of social network, it's difficult for users to interact with them after they finish reading, leading to lack in content engagement and further

spread of content.





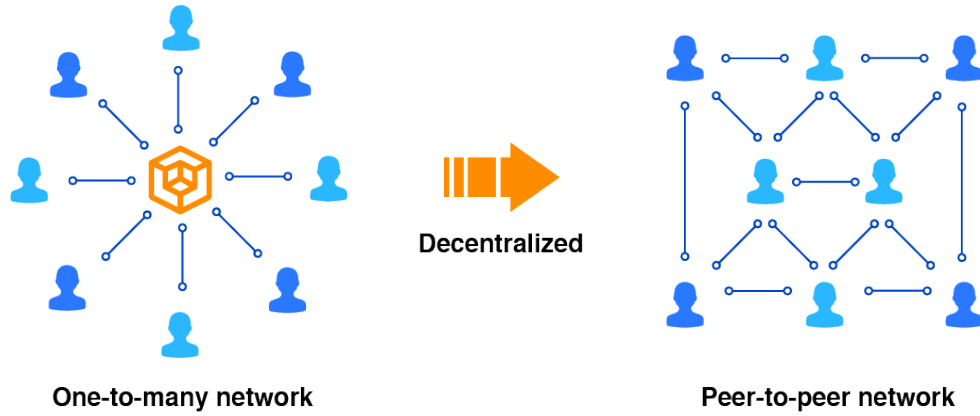
### **3. Conception of WFee ecosystem – block chain-based sharing ecosystem**

To better address the existing problems, and set up a WFee ecosystem as planned, we'll establish the WFee Foundation in Singapore and launch a brand new virtual digital cryptocurrency WFee.

#### **3.1. Point-to-point WiFi sharing network to address sharing trust issue**

The WiFi sharing ecosystem will abandon one-to-many sharing network of the original platform and turn to point-to-point WiFi sharing network for users. The centralized platform in the original network controls all the key nodes of sharing path. The increase in invalid nodes along the path increases costs and stretches the trust chain, which, in turn, will bring a natural sense of insecurity. However, in the point-to-point network, people share with each other directly, with the shortest sharing path, fewest nodes and low trust costs. Reconstructing it may address the existing sharing trust and cost problems between people and the platform.





### 3.2. Construct an Incentive-driven Shared Economic Model

#### 3.2.1. Reward for Behaviors

##### WiFi Providers

Resource producers can obtain WFee rewards by sharing their own WiFi or sharing the WiFi that is allowed by other WiFi owners. (The basic rewards are based on the "rewards of assets" algorithm. After that, the system will regularly offer some WFee rewards for high-quality WiFi providers according to various kinds of WiFi data (WiFi security level, number of connectors, internet access speed, etc.)

Additionally, WiFi providers can privately determine the amount of WFee needed to connect WiFi, and earn WFee through the behavior of other people connecting to their WiFi.



### Ad Viewers

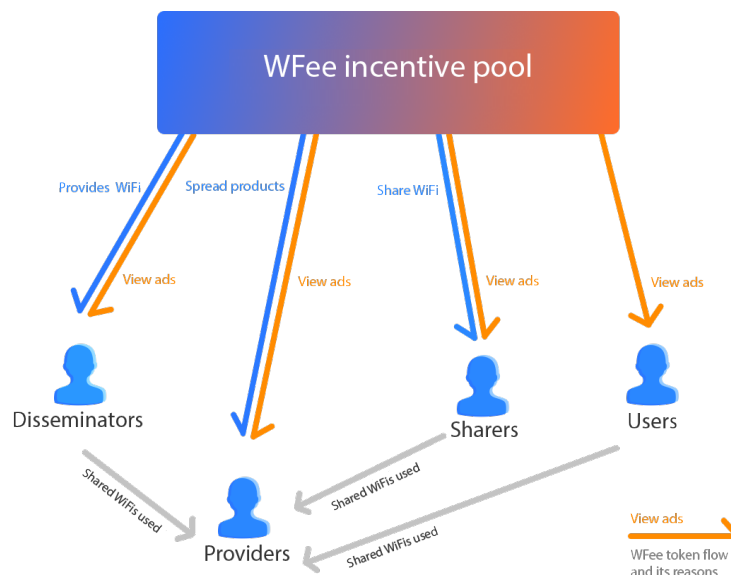
Users without WiFi assets or with low willingness to share WiFi are able to gain WFee rewards by watching advertisements, and the daily quantity of users who watch ads is about 1-1.5 million.

### WiFi Information Communicators

The users with strong communication ability can get some WFee through the forwarding and sharing of the products.

### WiFi Information Improvers

Based on the different values of the information, users can obtain relevant WFee rewards by improving WiFi information such as WiFi speed and WiFi security data etc.



### 3.2.2. Dividend Bonus and Repurchase Destruction Rules

**1. Users who hold a certain amount of WFee currency on the WFee Exchange can obtain regular dividend bonus. The reward rules are as follows:**

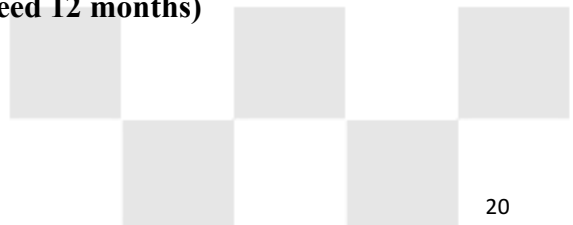
**1.1. The dividends, which come from the transaction fees of the exchange, will be paid every three months**

**1.2. Dividends are paid in proportion to the amount of WFee currency that users continuously hold: for the amount of WFee currency between 1 million and 5 million, 0.01% dividends can be gained from every million; for the amount of WFee currency between 6 million and 10 million, 0.015% dividends can be gained from every million; for the amount of WFee currency between 11 million and 100 million, 0.02% dividends can be gained from every million. For the amount of WFee currency above 100 million, 0.025% dividends can be gained from every million. (For the amount of WFee currency less than one million, there will be no dividends)**

**2. The project party will regularly repurchase and destroy WFee currency on the WFee Exchange. The rules are as follows:**

**2.1. The repurchase will be carried out every 12 months at most. Please pay attention to the announcement of the exchange for the specific repurchase period.**

**(The specific repurchase period will not exceed 12 months)**



**2.2. The project party will take out 40% of the transaction fees for the repurchase and destroy of WFee currency.**

**2.3. After repurchasing WFee currency, the team will destroy the same number of WFee currency in the locked portion.**

**2.4. The team will promptly reveal the information regarding the repurchase and destruction. All the data can be reviewed on the blockchain browser.**

### 3.2.3. Circulation Overview

1. WiFi providers differentiate their pricing based on the conditions of their own WiFi to compete with other WiFi providers.

2. The WiFi users pay the amount of WFee set by the WiFi providers to get access to WiFi.

3. WiFi communicators, through their own operation, attract more users to share or use WiFi. WiFi connection revenues generated through sharing behaviors will be rewarded to the communicators automatically in the form of tokens via intelligent contracts based on the sharing rules set by the WiFi providers.

### 3.3. Decentralized WiFi information storage



Information of WiFi from providers will no longer be stored in servers of WiFi sharing products but rather users will own it. This means that WiFi sharing products have no rights to store, revise and distribute providers' WiFi information. It also implies that WiFi providers will manage their own WiFi information (including passwords, encryption ways, etc.) This eliminates the tampering of centralized information and opacity problems to achieve decentralized WiFi information storage.

#### 3.4. WiFi hardware-based sharing network ecosystem

The ecosystem-building plan will involve hardware, such as routers and IOT devices into the ecosystem and make use of the computing power of the underlying hardware to provide a complete data service platform for a single-function routing device so that WFee's circulation, generation and consumption go beyond software function, which builds a more solid ecosystem combining hardware and software to expand usage In the entire WFee economic circulation system.

We can perform data trade through customized routers. The router is a data trade local platform. For example, when you are connected to the router, you may access information related to local transportation, food, and travel. Such information are priced and sold by the providers and customers may rate on them. The platform provider receives profit on top of every transaction

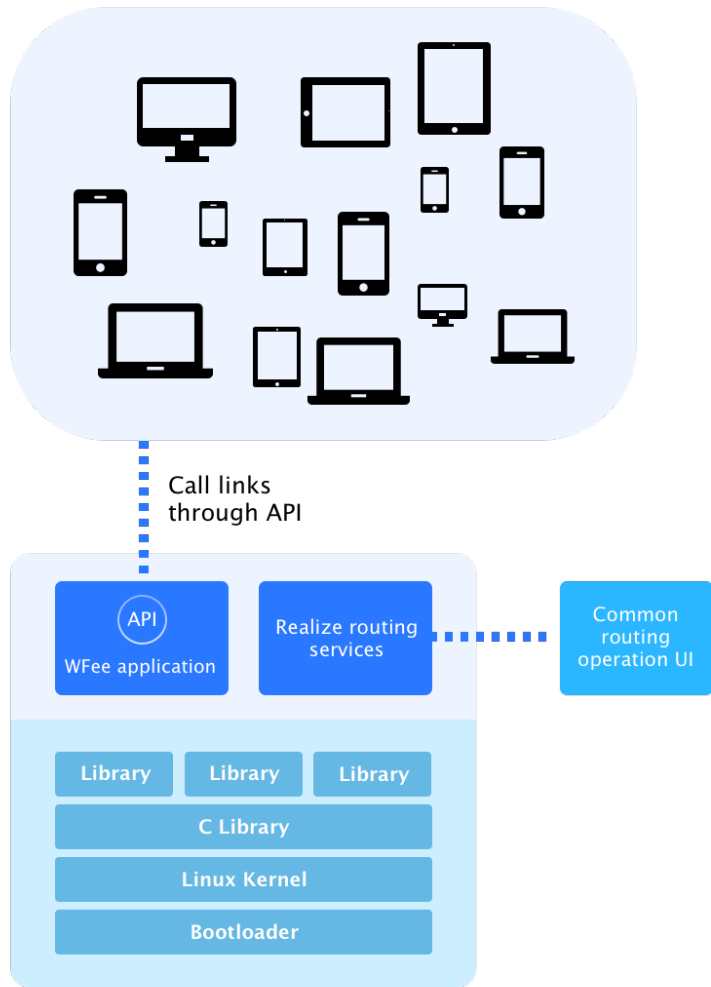


Our most primary feature is to simplify the ecosystem integration of router manufactures and thoroughly leverage functional demand of end users and computing power of underlying hardware, therefore providing single-function routing devices with complete implementation capability of data services.

#### 3.4.1. Introduction to cooperation mode with hardware developers

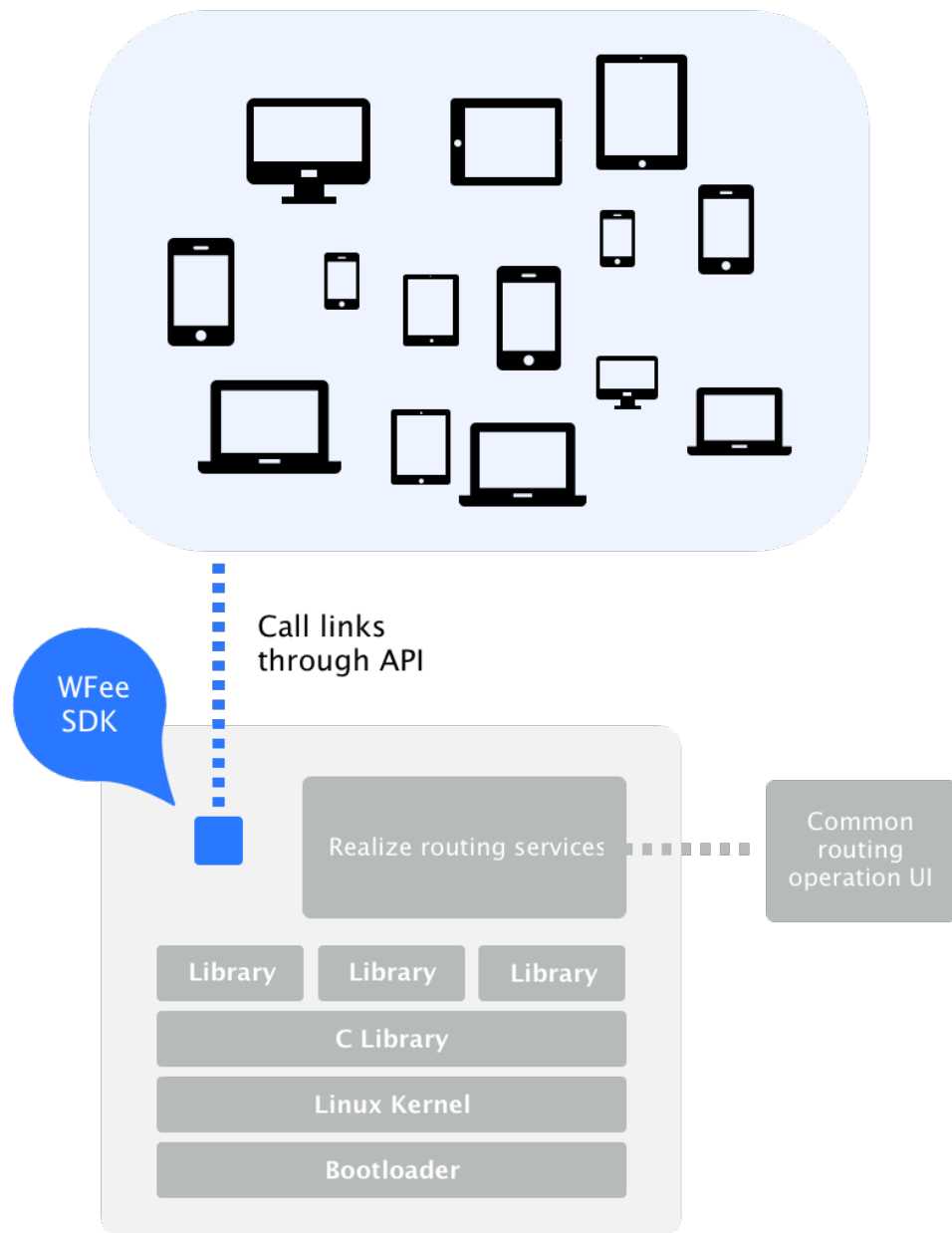
For hardware vendors with channel resources but weak development capability, we'll provide a complete set of router solutions. We'll provide them with the router ROM meeting the existing router functions, attached with WFee business system. All devices that include the WFee ecosystem can use the ROM.







We will provide WFee SDKs for traditional router manufacturers with higher demand for customized routers. The routing systems accessing SDKs may interface with all the devices participating in the WFee ecosystem through APIs from SDKs.



### 3.5. WFee-based content distribution ecosystem

Content is a vital part of the ecosystem. WFee will build a content distribution ecosystem to deal with the problems of poor quality, high costs and low content engagement in content distribution.

Content producers are required to pay WFee (fixed consumption) when releasing contents. Both the content producers and the content consumers will be granted relevant incentives upon content consumers viewing contents and interacting with each other. Smart contracts will be used to implement the incentives. The incentive and reward will be adjusted in a real-time through Content Reward calculation.

### 3.6. Set up of sharing advertising ecosystem of WFee ecosystem

Advertisers pay WFee to place ads, content and WiFi providers obtain incentives by demonstrating ads, users spread and click on ads to obtain relevant incentives, and the platform charges a small transaction fee. Part of transaction fee will be used in exchange for WFee and refilled in the WiFi incentive pool to form a sharing advertising ecosystem.



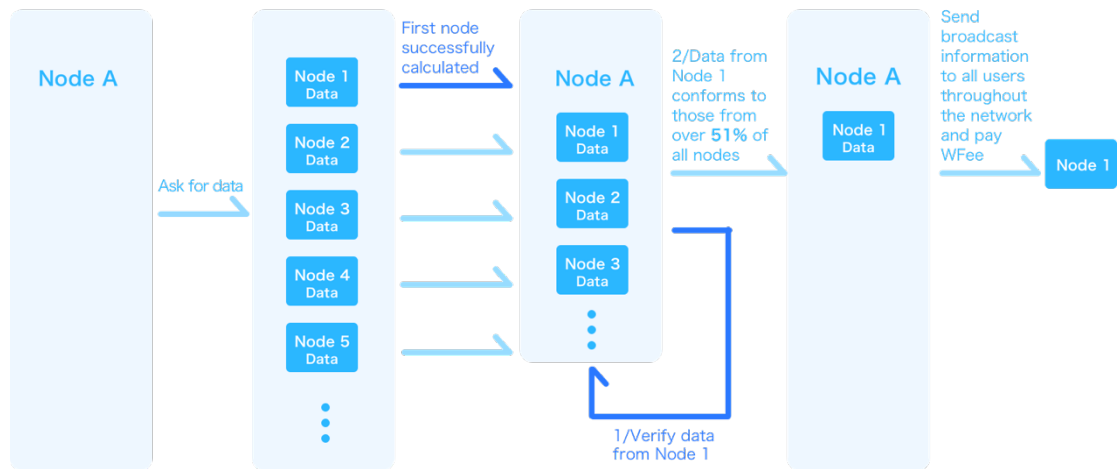
### 3.7. WFee-based data sharing and exchange ecosystem

Users may record data at nodes after the entire WiFi token network system is set up in WFee's ecosystem program. This means that WFee can be used to exchange data with any other node in the network by means of smart contracts. Strict data masking treatment should be performed based on relevant standards during the transmitting of data. Both WFee's circulation and verification of data validity are automatically treated through smart contracts in the data exchange and transaction process without any manual intervention or intervention from central nodes.

For example, when User A asks for traffic jam facts and data for Region 1, it will ask all active nodes in Region 1 to trade relevant data, then all nodes that have data will respond to it. Then User A accepts all returned data and selects the first successfully calculated node. Smart contracts are carried out upon the receipt of data: comparing data from Node 1 with data returned from all nodes. If data conforms to those from over 51% of all nodes, data from Node 1 will be deemed reasonable and true, and User A trades relevant WFee with Node 1. After the deal is closed, the deal records will be recorded on the record chain.



## Trading flow diagram of WFee data ecosystem



This mode can significantly improve the existing problems such as difficult data filtration, insufficient privacy protection, long data exchange and transaction cycle, and unwarrantable data authenticity.



## 4. Technical features

### 4.1. Technical challenges

1. Given the isolation of mobile phone network as a public network (data interaction is unavailable among mobile phones without any third party services), mobile phones cannot act as direct block chain nodes.

2. Saving all block chain data leads to severe waste of device resources, and saving a part of them hinders the verification of data authenticity.

3. Current block chain technology can save bills and other information but cannot be attached with specific information.

4. WiFi data has strong geography-specific feature. If each router saves all the data from around the world, routing devices themselves will face the wastage of resources.

5. Current blockchain technology will encounter problems in high-frequency transactions, it isn't able to support high concurrency, has rising demands for miners, and will make complete wallet users continuously spend more.



## 4.2. Technical innovations

1. Given the isolation of mobile phone network as a public network, we'll make great efforts in promoting routers (the routers themselves are owned by individuals with our late open-source WiFi-Wallet-Node services with built in WFee block chain) as WFee block chain nodes. (Due to the limit of of router's calculating capability, a single router is actually a part of the node. A group of routers the meets certain standards is a real node). We will separate all routers into several router groups under certain rules, and use each router group as data storage node, which will largely reduce the wastage of resources during computing.

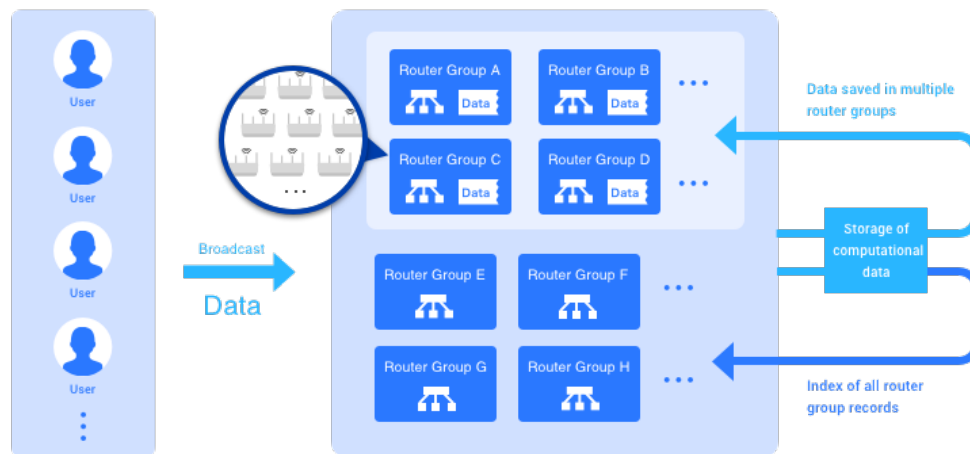
2. To reduce unnecessary data storage and computing, we'll integrate WiFi-Wallet-Client into the WeShare App, and operate WiFi-Wallet-Nodes to complete transactions and data interaction by sticking to Restful standards through the JSON RPC client.

3. Given the data storage features under current block chain technology, we'll transform the core of block chain technology and attach WiFi-related data without changing the complexity of key transaction data.

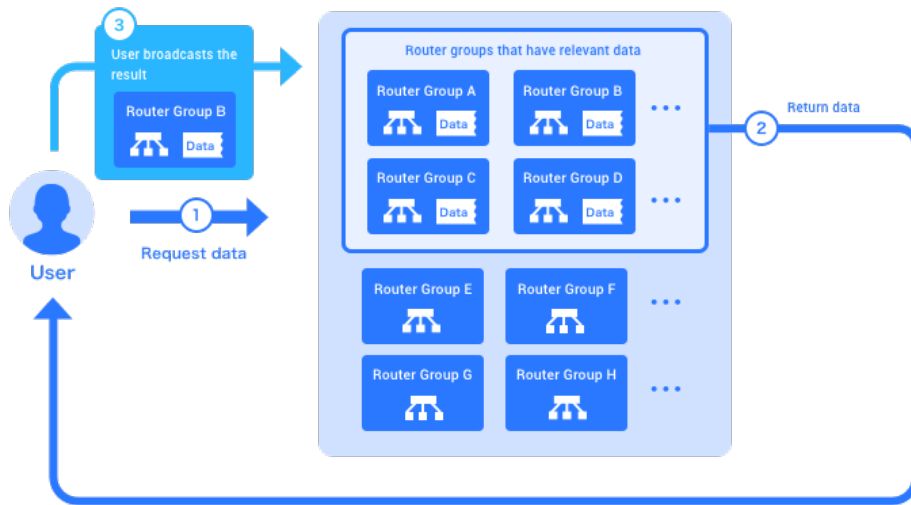
4. Based on WiFi LBS big data analysis provided by WeShare, we take routers within the radius of 4-9.5 km to form a router group, which is according to WiFi distribution density and the computing power of routers installed with WFee Rom,we'll assign each

router to only store specific, relevant, complete data and specific, relevant indexing data, and optimize indexing calculation and addressing algorithm to accelerate the extraction of WiFi-related data. In regards to routers storing specific data and indexing calculation rules for specific, relevant indexing, compromised calculations are preliminarily performed by our technical personnel based on the current conditions we encounter to achieve the final algorithm. Our in-house team will further improve this algorithm in later stages through artificial intelligence (AI), scenario simulation and other technologies. Finally, users should voluntarily update it in the relevant node servers to optimize data storage and computing, and reduce the waste of device storage, computing and other resources.

### Overview of WFee data distributed storage



## Overview of WFEE data distributed computing results



Distributed storage pseudocode is shown as follows:

```
//Use node list parameters and mark to get storage nodes
getNodes(str[] node_ids, str data_mark){
    //Initialize the data set.
    str[] save_node_ids = str[n]
    //Initialize the data set position
    mark = 0
    //Iteration the node id list
    for(node_id in node_ids){
        //stop iterator when condition false.
        if(mark >= n){
            break
        }
        //get nodes matching the rules
        if(rule(node_id, data_mark)){
            //set the node id in data set
            save_node_ids[mark++] = node_id
        }
    }
    //return all matching node ids
    return save_node_ids
}
//Check current nodes status in all matching nodes list.
```



5. The issue with high-frequency transactions of block chain technology is that all transactions from around the world are recorded on a single chain. No matter whether the current transactions use them or not, all of the data from other users is computed. As a result, we'll further improve or abandon data whose involvement is not required in computation based on previously optimized distributed storage to reduce invalid computation while further improving and adding valid index marks based on data splicing of transaction nodes, therefore optimizing these issues.

**The pseudocode for high-concurrency optimized computation is as follows:**

```
business(str from, str to, str token, str current_mark){
    //get all valid users from current nodes
    str[] includeUsers= getIncludeUsers()
    //Declare transaction originator information status
    boolean haveFrom
    //Declare transaction transferee information status
    boolean haveTo
    //Declare computation status
    boolean canComputations
    //Iteration all users and return the computation status
    for(includeUser in includeUsers){
        if(!haveFrom){
            haveFrom = from.equals(includeUser)
        }
        if(!haveTo){
            haveTo = to.equals(includeUser)
        }
        //stop the iterator when condition is true
        if(haveFrom && haveTo){
            canComputations = true
            break
        }
    }
    //if computation status is true, return the results.
    if(canComputations){
        return computations(from, to, token, current_mark)
    }else{
        //if computation status is false, return the condition value and get status
        to join unit computation
        return haveFrom ? from : ( haveTo ? to : nil )
    }
}
```

## **5. Implementation and application of WFee ecosystem**

### **5.1. WeShare – A WiFi sharing community with 300 million WiFi data entries and 20 million daily active users**

#### **5.1.1. Brief introduction to WeShare**

WFee will collaborate with WeShare to transform WeShare’s WiFi series of products into implementation applications during the early stages of the WFee ecosystem. WeShare has several WiFi sharing-based mobile applications with 1 million daily active users and currently stores over 300 million WiFi data entries from over 100 countries globally. These products have a total of over 20 million daily active users and more than 1 million users from countries like Brazil, Mexico, Saudi Arabia, and Spain. On average, users open the application two to three times a day. Their success rate of connecting to password-free WiFi exceeds 70%.

These products provide users with features based on the “WiFi sharing - connection” system, such as WiFi sharing, password-free WiFi connection, WiFi map, and WiFi security detection. WiFi owners can also share their own WiFi through the APP. Once detecting the corresponding WiFi networks through WeShare WiFi, other users may access the internet through a one-click, password-free connection. Through the built-

in security detection function, they can also detect if there are ARP, DNS, SSL, and other associated security risks with any WiFi network. With these protections, users will be able to achieve secure, traffic-free internet access and utilize idle WiFi resources effectively.

WeShare WiFi's product lineup includes "TO C WeShare WiFi APP" and "TO B WeShare WiFi SDK" that provide other APPs with crucial WiFi functionality. TO C WeShare WiFi APP ranks first in downloads in many countries. TO B WeShare WiFi SDK, meanwhile, works closely with major companies such as Cheetah Mobile and Baidu, while integrating with several major APPs.

#### 5.1.2. WeShare's vision

WeShare endeavors to make its product a model APP in the WFee ecosystem by using block chain technology and transforming the product mode. The product will gradually decentralize its operations, by ways of decentralizing information storage, in order to reduce the user's cost of accessing the internet. WeShare's goal is to change the way in which users access the internet, bring value to a user's idle resources, and popularize the internet bonus by distributing it to more people in more places.



## 5.2. WFee Self-built Exchange

**In order to enhance the liquidity of WFee currency and maximize the values of the partner's data flow, WFee will build its own exchanges, which will support the transaction of currencies, fiat money, futures, etc. As a platform currency, WFee will be the current money of the exchange, and enjoy all the privileges of the exchange. Users who hold a certain amount of WFee currency in the exchange account can participate in dividends of WFee. The dividend rules are stipulated in the Article 3.2.2; the WFee official team will also regularly repurchase WFee currency, which will be destroyed after the repurchase. The rules for the repurchase destruction are detailed in the Article 3.2.2.**

## 5.3. Product elements

### 5.3.1. Account system

WeShare provides a complete account system that allows users register via their mobile phones or e-mail accounts. After successful registration, they can then join the WFee platform. Each user will then be assigned a unique digital identity and digital wallet. These data will then be stored in the block chain network. All user activity involving WFee in the platform will be attributed to the unique digital identity the platform has assigned to each user.

### 5.3.2. WiFi sharing system

#### **1. WiFi sharing**

Users can share their own WiFi passwords inside the product and set specified prices for other users to access their WiFi network, bandwidth limits, and ad pricing.

#### **2. WiFi list, WiFi map**

Users can view adjacent WiFi networks through WiFi lists or maps. WiFi-related information is displayed on the interface to assist users with their decision-making. Key information such as security level, internet speed, and level of access are all clearly displayed in the interface.

#### **3. WiFi connection**

Connect to WiFi networks shared by others or enter passwords by yourself to access the Internet. Settlement of related parties may be automatically triggered according to smart contracts when connecting to WiFi networks to guarantee normal processes without being noticed by other users.

#### **4. WiFi security detection**

Detect the security levels of connected WiFi networks.



### 5.3.3. Advertising system

The WFee advertising system supports companies or individuals who wish to purchase advertising space through WFee. The advertising platform combines recommended algorithms with DSP distribution logic to display ads to users inside the ecosystem.

## 5.4. WFee generation and consumption mechanism

### 5.4.1. WFee's acquisition

#### **1. WiFi sharing**

Users may be entitled to certain WFee rewards by sharing their own WiFi networks or networks permitted by other WiFi owners. In the meantime, WiFi providers may define the bandwidth limits when their WiFi networks are connected to in order to earn money from other users connecting to their network.

#### **2. Viewing ads**

Users may obtain certain WFee rewards by viewing ads placed inside the product.

#### **3. Spreading**

Users can attract more users to join in the WFee platform to obtain WFee rewards by means of reposting, sharing, and commenting on the product or through other means

of promotion.

#### **4. Joining in building the WFee ecosystem**

Individuals or organizations contributing towards to the expansion of the WFee ecosystem may obtain rewards from the system.

#### **5. Provide & distribute information**

When information requester publishes data needed, the first one who provides correct information node will receive WFee reward.

#### **6. Acquired through transactions in the open market**

Users can obtain WFee through conducting transactions in the open market.

##### **5.4.2. WFee's consumption**

#### **1.Connecting to WiFi shared by others**

Users are required to pay the price defined by WiFi providers prior to connecting to the WiFi network.

#### **2.Buying value-added services of products inside the ecosystem**

For example, purchasing paid functions of other products, WFee related hardware or ROM inside the ecosystem.



### **3.Publish resorces**

Pay with WFee while publishing ads related information on WFee

### **4.Selling operations in the open market**

Users may sell WFee through conducting transactions in the open market.





## 6. Composition of ecological roles

### 6.1. R & D team

The R&D team is fully committed to completing the construction and maintenance for the entirety of the project. To better serve users of the WFee platform, the WFee team will constantly improve the block chain technology and continue to optimize the platform based on emerging technologies. Moreover, it will continuously help more users rapidly meet their needs, better optimize user experience, and continue to create more value for every kind of user.

### 6.2. Users

The end users are the most vital participants in regards to the products offered inside the WFee ecosystem, including but not limited to the following roles: WiFi providers, WiFi users, ad viewers, those who release and correct WiFi geolocations, those who correct WiFi parameters, and WiFi commentators. All participants can change their identities at any time due to the anonymity of the WiFi network.

### 6.3. Eco-developers

Developers may customize WFee usage scenarios and build a healthy, circulating

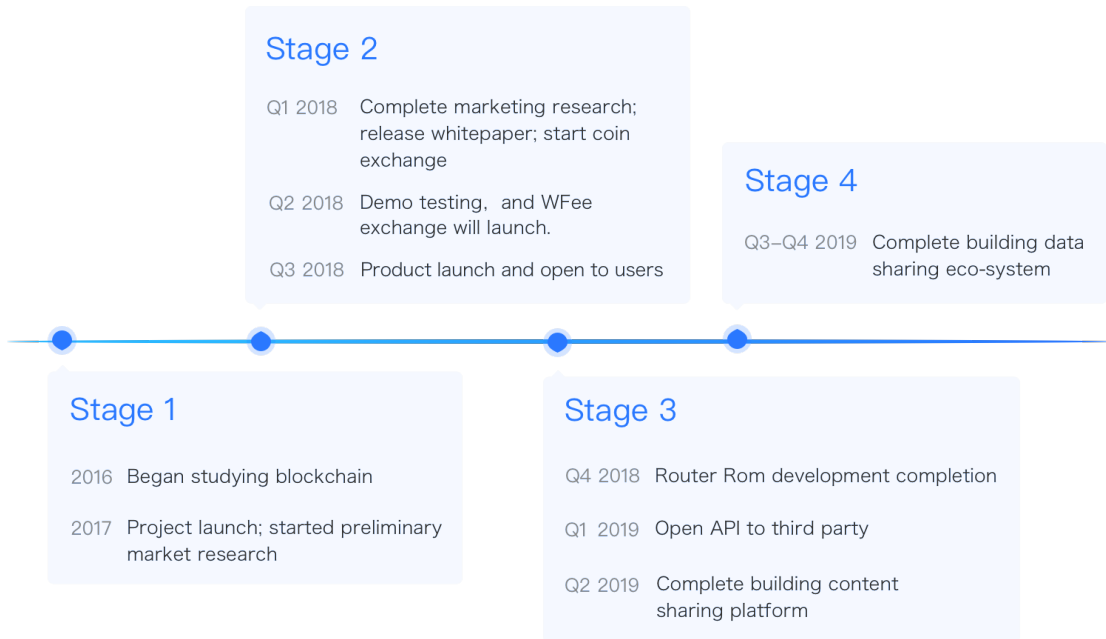
market. They are also a vital member of the ecosystem. Tokens can be better circulated through applications defined and developed by the developers themselves.

#### 6.4. Advertisers

Advertisements are another crucial component of the ecosystem. Users can obtain tokens by watching ads served to their screens. The platform will convert a part of the advertising fee it charges advertisers into WFee and store it into the user's incentive pool.



## 7. Road map



### Stage 1

#### **2016**

Began studying blockchain

#### **2017**

Project launch; started preliminary market research

### Stage 2

#### **Q1 2018**

Complete marketing research; release whitepaper; start coin exchange

#### **Q2 2018**

**Demo testing, and WFee exchange will launch.**

#### **Q3 2018**

Product launch and open to users



### **Stage 3**

#### **Q4 2018**

Router Rom development completion

#### **Q1 2019**

Open API to third party

#### **Q2 2019**

complete building content sharing platform

### **Stage 4**

#### **Q3-Q4 2019**

Complete building data sharing eco-system



## 8. Issuing plan

### 8.1. Distribution plan

WFee has a total of 10 billion tokens, which are allocated as follows:

3 billion tokens (30%) available for cornerstone investment and private placement

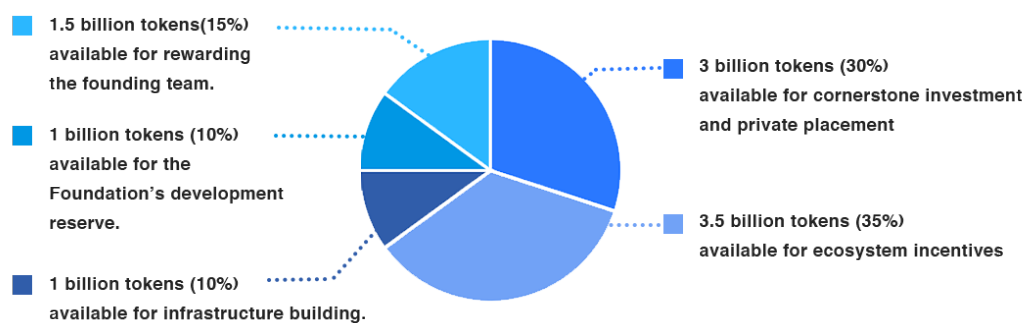
3.5 billion tokens (35%) available for ecosystem incentives.

1 billion tokens (10%) available for infrastructure building.

1 billion tokens (10%) available for the Foundation’s development reserve.

1.5 billion tokens (15%) available for rewarding the founding team (start to unlock 25% every six months two years later)

#### **WFee has a total of 10 billion tokens, which are allocated as follows:**



## 8.2. Sales date

Feb 2018

## 8.3. Sales method

**The WFee currency can be exchanged with all the fiat money, currencies and tokens.**



## **9. Introduction to the team**

### 9.1. WFee Foundation

The WFee Foundation is an independent, non-profit, democratic, ecological management organization founded in Singapore. It manages WFee the development reserve and determines its usage. Meanwhile, the Foundation oversees and guarantees that the development fund will be used in WFee-related project research, development, and building of the business ecosystem. The details of the fund use will be published publicly in advance.

### 9.2. Team Introduction

WFee's core team has years of experience in the industry, in regard to the sharing economy and global internet sector. The key members have a joint startup record of more than five years.



<b>Leo Liao</b> Founder	Graduate of Carleton University, Master Degree 10+ years of working experience CTO at Nortel and Blackberry Blockchain expert
<b>Emily Long</b> Co-Founder	Graduate of University of California, Master Degree Senior engineer, Used to be senior manager at AECOM Blockchain expert
<b>Gavin Zhu</b> Chief Architect	Serial entrepreneur 10+ years of hardware and programming development experience former Big Data Architect with Alibaba

### 9.3. Cornerstone institutional investors



### 9.4. Strategic partners

Hong Kong East Eight Time Zone Network Technology Co., Ltd. (one of the world's largest VPN service providers)





Pegasus Network Inc. (Vision Capital, Softbank China Venture Capital)

### 9.5. Consultant Team

Coriolan Bataille, Ex-central member of WeShare WiFi technology and product team, has extensive experience in overseas markets

Jessy Shen, WeShare WiFi Co-Founder, Senior architect of Intel, Chief mobile technology officer of Baidu Search, Product Director of Cheetahmobile

Jack Xu, the Founder of HongKong East Eight Time Zone, Serial Entrepreneur



## 10. Risk tips

### 10.1. Disclaimer

This document is only intended for conveying information. Any information contained in the document is merely for reference purposes only and doesn't constitute any form of buying or selling advice, induction, or the selling of stocks or securities in WFee and relevant companies. This document does not constitute and cannot be construed to provide any buying or selling activities, and is not a form of pro forma contract or commitment.

Given unpredictable conditions, the objectives listed on the white paper may be subject to change. Even though the team will pursue to attain all the objectives listed in the white paper, all individuals and teams buying WFee will be taking their own risks. Part of the document's content may be adjusted according to the updated version of white paper as the project develops. The team will publish the updated contents publicly either via publishing an announcement on the website or by creating an updated version of the white paper.

Direct or indirect losses the participants may suffer and WFee explicitly disclaims include:



Rely on the contents of the document. 2. Any information contained in the document is misleading, negligent, or inaccurate. 3. Any activities that take place due to the contents of this document.

The team will strive to attain the objectives mentioned in the document but cannot promise it, due to force majeure.

WFee does not signify ownership evidence or any form of control power: holding WFee does not mean the holder is granted ownership and stake in the WFee ecosystem, or direct control power or rights to make any decisions on behalf of the WFee ecosystem.

## 10.2. WFee development falls behind expectations

WFee is currently still in its development stage and may be subject to a magnitude of changes before being publically launched. The actual launch time may be different from what participants are expecting. Meanwhile, changes will also likely occur in the phases of design and implementation, postponing the project further back than initially planned.



### 10.3. Risks from competition

There are numerous projects, tremendous market competition, and project operation stress in the current block chain sector. Whether the WFee project can stand out among the numerous excellent projects and be widely recognized or not is clearly linked to the team's capabilities, vision planning and other aspects, but also affected by numerous competitors and oligopolies in the market. During this period, there is potential vicious competition.

### 10.4. Risks from talent attrition

WFee brings together a team of vigorous and strong talents. Its key members could eventually leave and any conflicts that may occur in the future may have negative effects on the entire WFee project.

### 10.5. Risks from hacker attacks

Hackers, institutions or malicious third parties, may resort to attacks in order to interfere with WFee's development, including but not limited to denial-of-service attacks, Sybil attacks, and malicious software attacks.



### 10.6. Risks due to lost private keys

Participants may obtain WFEE-linked public key accounts, which are accessed using private keys randomly assigned to each user. Losing private keys may lead to losing information saved in related public key accounts.

### 10.7. Other unknown risks

There are certainly bound to be risks not mentioned or predicted by the founding team in addition to the risks mentioned in the white paper. Moreover, other risks may emerge suddenly or in the form of a combination of several risks aforementioned. The participants should fully understand the team's background, be aware of the project's overall framework, ideologies, and associated risks before making the decision to invest or join in the project.

