CWV

# CryptoWorld.VIP

An Integrated Platform of Scenarized Blockchain Application of Game

Blockchain builds the World

Version1.0 , 2018-03

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# Overview

Blockchain technology has been growing at a rapid pace and there are thousands of blockchain tokens covering all aspects of life, from payments to games to the IOT (Internet of Things). It is foreseeable that, in the near future, blockchain services will be improved by many technicians and scientists, leading to a large number of blockchain technology-based applications being operated. However, because of low market penetration, lack of seamless connection, missing compatibility between blockchains, and the not so easily accessible DApp (decentralised applications), it is currently difficult for users to fully experience the many services provided by blockchain technology.

CryptoWorld is the world's first main chain mechanism integrating a multi-chain, which is a product of blockchain 3.0, combining the Raft+DPoS consensus mechanism-based alliance chain with individual commonable chains. The native chain of CryptoWorld is a basic chain stemming from multi-chain mechanisms, this allows CryptoWorld to handle millions of transactions and smart applications with a high level of performance while maintaining a secure and efficient consensus mechanism and distributed ledgers.

At the same time, the networking mechanism of CryptoWorld comes with the core layer of the SPEEDFORCE Rapid Transaction Transmission Network, a "second layer" transaction protocol that operates on top of a blockchain - similar to the Raiden Network. However, the networking mechanism of CryptoWorld is faster and

more powerful, with millisecond processing times with the capability of handling hundreds of thousands of transactions.

Containing open cross-chain trading API, smart contracts, a software development kit (SDK), and a shared ledger system, CryptoWorld is an open platform that supports blockchain based application development.

The CryptoWorld.vip Platform is the first entry-level application platform based on CryptoWorld. The CryptoWorld.vip Platform is a visual-based virtual world that connects various blockchain technologies. By integrating multi-chain mechanisms into the backbone of hundreds of thousands of TPSs, the CryptoWorld.vip Platform will become the link between current and future developments, and help in the creation of a variety of blockchain applications.

The CryptoWorld.vip Platform is a world built by blockchain technologies that would be mapped to the real world. The virtual buildings available on the CryptoWorld.vip Platform will correspond to buildings in the real world, and each will have access to chains and blockchain services based on the unique services of the building. The architectural space created by the CryptoWorld.vip Platform will allow different blockchain services to be integrated. Blockchain services with different functions will be in the form of infrastructure facilities, creating a completely blockchain-based virtual reality for users participating in the CryptoWorld.vip Platform. The visual-based CryptoWorld.vip Platform will become the entrance to the blockchain world and will allow users to visually experience the

technological evolution of blockchain.

Leveraging on decentralisation principles, the CryptoWorld.vip Platform will provide a lot of opportunities which cannot be found in the real world. Users who own 10,000 CWV (a token on the CryptoWorld.vip Platform) are qualified for a raffle to win virtual property in the virtual world on the CryptoWorld.vip Platform. The process which the user acquires their virtual property is through the extraction of coordinates from the virtual "real estate" database of the CryptoWorld.vip Platform, which calls API from Google Maps, and the virtual property displayed on the map will become the asset of the user. It allows the user to experience a new life on the CryptoWorld.vip Platform.

There are many more things users can do in the virtual world of the CryptoWorld.vip Platform other than purchasing virtual property, for example, users can also manage blockchain content such as games and trivia. Virtual "real estate" is the basic framework and core idea behind the CryptoWorld.vip Platform - it provides users with the ability to expand the real-life application of blockchain. In order to enrich application and to increase activity, the CryptoWorld.vip Platform will develop mini-games that allow users to enjoy the technological evolution brought by blockchain through gaming.

With the rise of blockchain applications, users will require a portal that allows them to effectively experience blockchain applications through visualised scenarios. The virtual space created by the CryptoWorld.vip Platform provides the user with a

visual interaction between them and blockchain technologies through the form of digital assets. Users will be able to participate in social networking, financial transactions, gaming, and many other activities in the virtual world, all with blockchain serving as its infrastructure. The CryptoWorld.vip Platform is envisaged as an entry-level platform for gaming related cross-chain applications.

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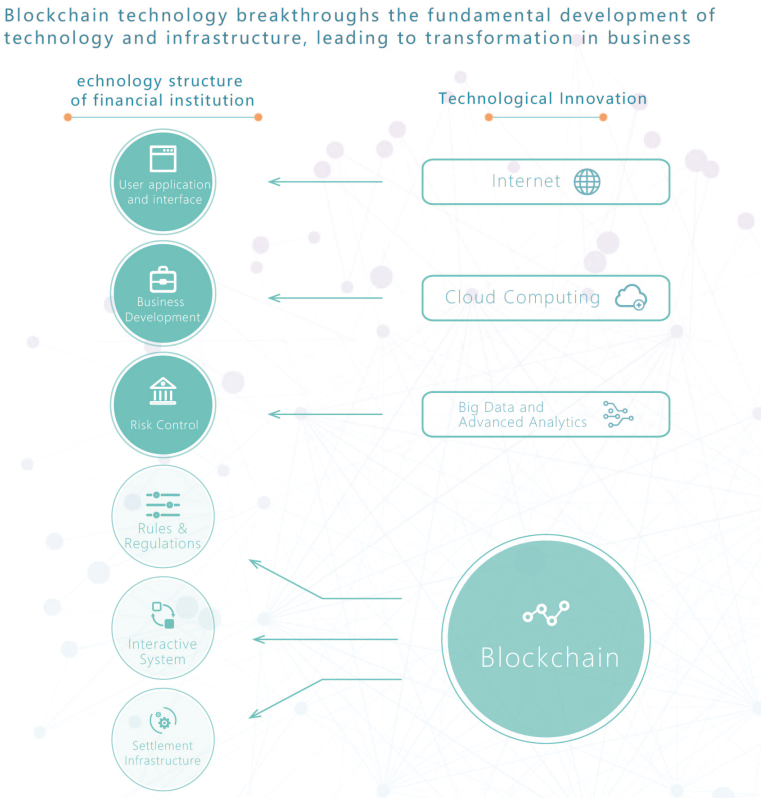
# 1. Project Background

## 1.1 Industry Background

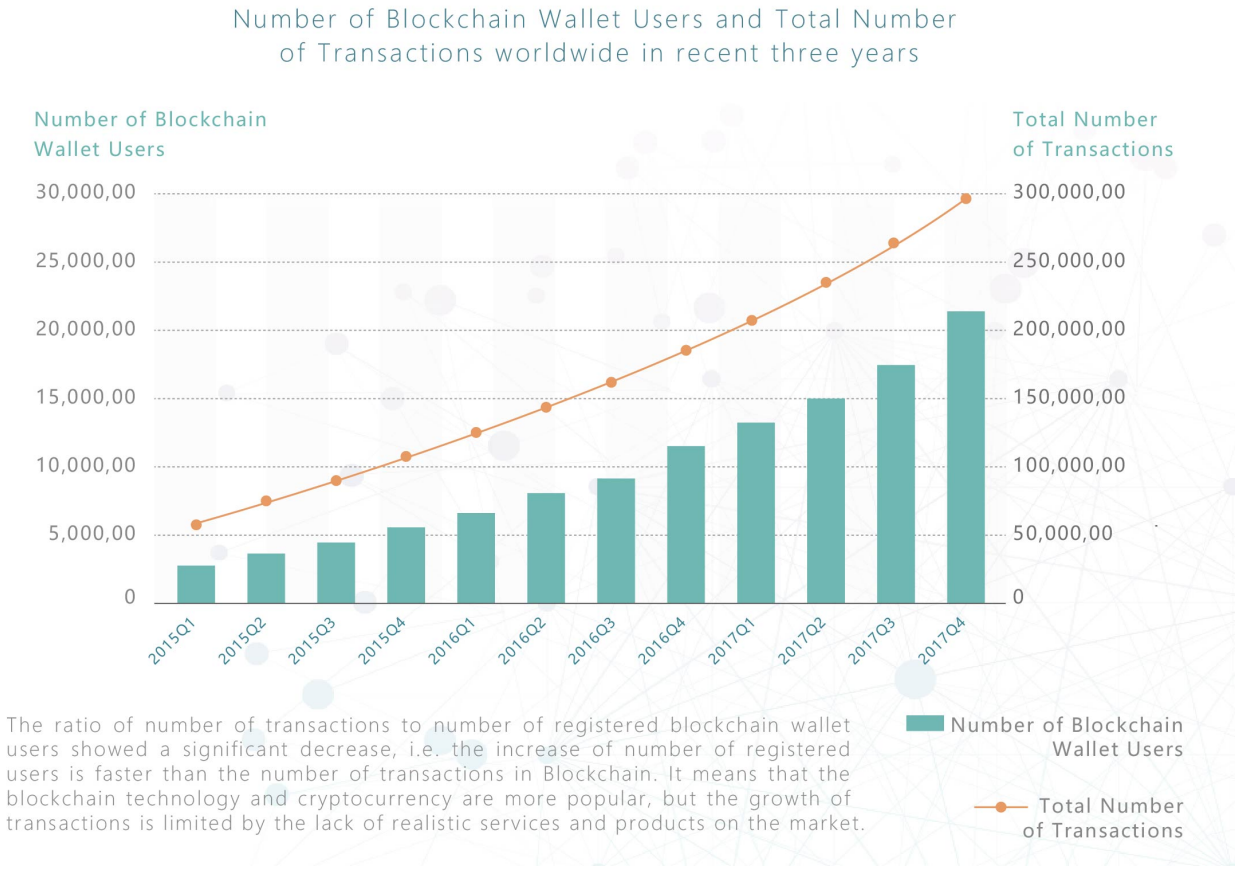
Mankind is moving to an era of digital civilisation from industrial civilisation. Three major obstacles need to be solved in this new era: the lack of trust, unrestricted power, and low social participation. The Internet has changed the way people communicate with one another and achieved information decentralisation. However, the Internet does not provide for a decentralised transfer of wealth and value.




[Source: McKinsey & Company]

Blockchain technology has the capability to convey trust and value, as well as the capability to change value systems and rules. After the development of cloud computing, big data, and advanced analytics, it is believed that blockchain

technology, as an innovative technology and a new model of underlying protocol building, will become the key to upgrade the Internet from an information transfer centre to a value transfer centre.




[Source: Statista, Blockchain.info]

In 2016, known as "The Year of Blockchain", the value of blockchain technology started to be noticed. When the explosion of blockchain occurred, it brought the world into the era of blockchain economics in 2017. Now in 2018, and after, blockchain technology is projected to retain its rapid growth. However, most blockchain projects are expected to take more than two years or more to develop, and yet still possess low market penetration rates and a lack of applicable scenarios

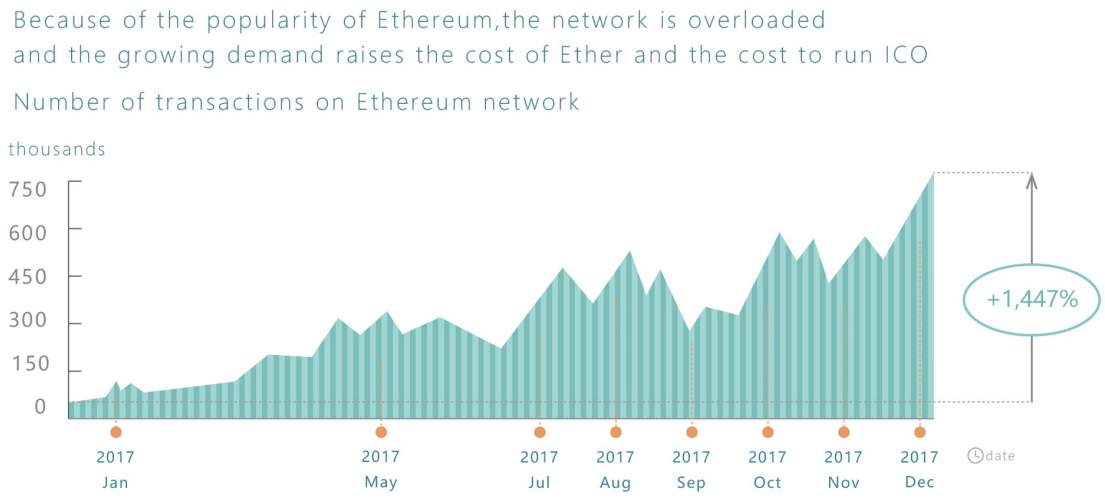
for quality user experience and interactions. Moreover, it is difficult for users to access service portals in the sea of blockchain projects.

Now it is 2018, and the golden age for blockchain technology has arrived! CryptoWorld will host a visual-based virtual world that integrates all sorts of blockchain applications and services, providing users the opportunity to experience a visual-based presentation of the value network.

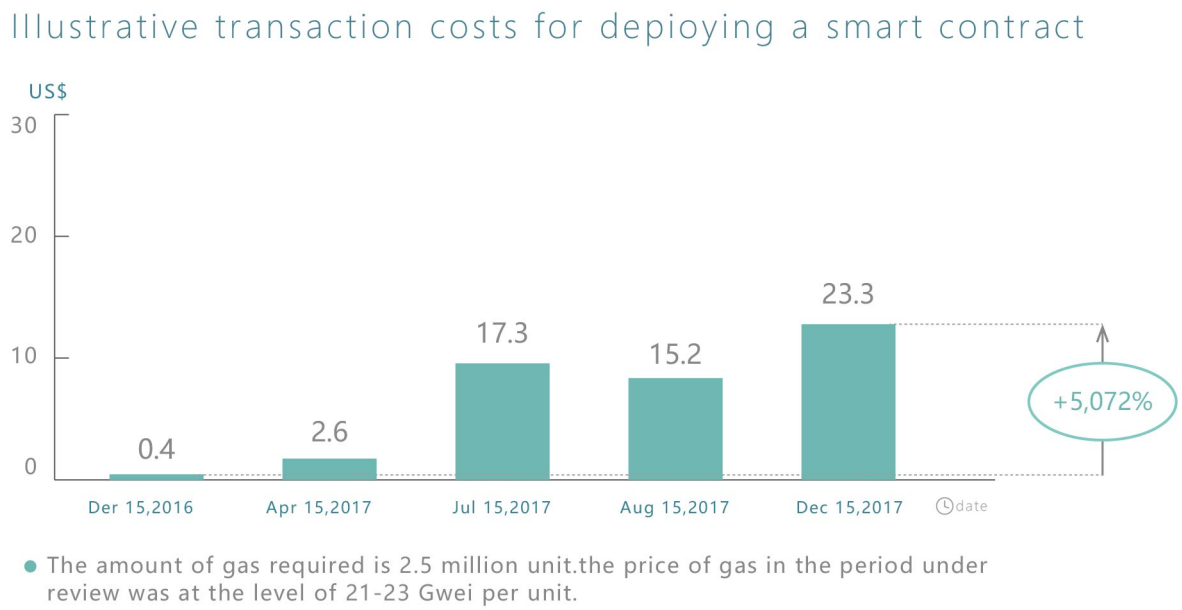
### 1.2 Pain Points of the Market

1 ) The Hidden Trouble of Transaction Processing Speed and Carrying Capacity in the Existing Main Chains

The transaction processing speed of the main chain has become the most serious bottleneck of blockchain development in its application and user experience. From the initial 7 TPS of BTC to the 20 TPS of ETH, even and the 1000 TPS of NEO, the present mainstream processing speed is far from meeting the need of the booming blockchain application services. At the same time, with the explosive growth of blockchain user base, the user experience will be destroyed if there are apparent delays in responses for concurrent transactions or contract deployments during high times of traffic.




[ Source: Ernst & Young ]




[ Source: Ernst & Young ]

A recent case in this bottlenecking issue is the first game based on Ethereum blockchain - CryptoKitties - developed by the newly established company Axiom Zen in Canada. The game became a hit in the entire virtual currency world when it launched near the end of November in 2017. According to the data from a third-party website, the present number of active players for CryptoKitties exceeds

250,000 with unique virtual cats being close to 50,000. By March 6th, 2018, the total sales of virtual cats has reached about 41,375 ETH. Such popularity raises a great challenge for the carrying capacity of Ethereum. CryptoKitties once took up 25% of the hash rate of Ethereum, causing massive congestion and nearly caused a system breakdown. This heavy traffic resulted in a sharp drop in the network speed of the whole Ethereum network and a dramatic increase in transaction fees.

The increasing user base of virtual currency created unprecedented opportunities in 2017. With the number of active wallets exceeding 20 million, this naturally brought a surge of market demand. The success of CryptoKitties lead people to realise that games are the most suitable and frequently used application scenarios in blockchain technology, but the innate restriction of Ethereum makes it unable to bear high-parallel and high-frequency game scenarios. Due to these restrictions, many project development initiators are eagerly searching for stronger underlying schemes for blockchain.

2 ) Shortage of Channels to get in Touch With Portals to Blockchain Application Services for Users

The number of blockchain projects also experienced an explosive growth in 2017. It was calculated by an overseas website ICOBox that there were more than 380 projects had successfully carried out ICO token sales in 2017, among those 380 more than half happened in the fourth quarter. This growth trend is expected to continue in the foreseeable future.

However, the present popularity of blockchain technology projects is restricted

in the capital market. Because the majority of projects are still in the early stages of product development and testing (and some still only conceptual!) a majority of general users may still need to wait for quite some time to experience these life-changing applications.

Even if these projects are successfully developed and launched, whether the penetration into daily life will reach the anticipated levels of the project remains to be seen. Meanwhile, with the steady increase in the number of blockchain projects, it is difficult for users without professional knowledge to find an easy access point to the services that they have interest in. If general users cannot enjoy these services easily, whatever revolutionary technology that is in the works is no more than a daydream.

3）Difficulty in Implementation of Scenario Interaction and Currency Switching

Existing blockchain applications have covered aspects of the Internet, information, finance, real estate, transportation, etc., and there will be more and more refined uses in the future. However, different blockchain projects are relatively independent and isolated from one another. Most blockchain projects have yet to provide a solution for accessible, mature and reliable scenario interactions, and the problem of compatibility in switching between different project currencies will certainly influence the integrity and fluency of the user experience.

It can be optimistically assumed that blockchain projects will successfully develop and smoothly launch, but if a user needs to consume currency A on a

gaming platform, then use currency B to take part in sport predictions, later use currency C to enjoy a financial service, and finally use currency D to interact with friends, then how will such fragmented blockchain service(s) bring a better lifestyle? Ultimately, the user experience is the criterion for the quality of all services. Blockchain technology will undoubtedly bring a revolutionary breakthrough and changes to the lives of people, but if there is no easily accessible and seamlessly switchable visual application, the meaning of blockchain technology in the real world will be greatly reduced, which in turn will cast a shadow over the development prospects of the entire industry.

### 1.3 Solutions

1 ) CryptoWorld

Based on the powerful, independently developed and researched CryptoWorld public chain, CryptoWorld is aimed at solving the problems of slow transaction processing speed and insufficient carrying capacity of the current main chains. CryptoWorld provides users with the access to visually experience blockchain technology, a visual scenario of connecting blockchain applications, and an open, scalable platform for professional developers in the industry.

2 ) Public Chain of CryptoWorld

The public chain of CryptoWorld is an underlying blockchain technology researched and developed independently by the project team of the CryptoWorld. It is the first integration of the main chain with multi-chain mechanisms in the world

which adopts the consensus algorithm of Raft+DPoS, enabling this technology to dramatically improve the read-write throughput under the premise of maintaining a safe and efficient consensus mechanism and distributed ledgers. At the same time, CryptoWorld comes with the fast trading transmission network of SPEEDFORCE, which has the capacity of processing transactions in the hundreds of thousands, substantially enhancing the carrying capacity of the chain and providing applications with richer interactive experiences for their users. In addition, CryptoWorld works with open cross-chain transaction API, smart contracts, container operation SDK, shared ledger mechanisms, etc., which builds an integrated development platform for blockchain applications.

3）Application aggregation platform（**'the CryptoWorld.vip Platform'**）

CryptoWorld Foundation Ltd (the **Foundation**) will manage the development of a large-scale application aggregation platform (the CryptoWorld.vip Platform) that focuses on game applications in the early stage, then extending to other applications with the growth of the platform operation and expansion of user base. By providing an extension framework of interconnected technologies, developers can embed different applications in the CryptoWorld system, thereby enriching the ecosystem and allowing for sustainable development.

The virtual property gaming platform serves as the entrance to the application platform. 1:1 mapping of real-world infrastructure allows the building of a visual service platform that connects different blockchains through accessing different

blockchain technologies and combining them with various service functions. Virtual property space is the basic framework as well as the main carrier of the core world outlook of the CryptoWorld.vip Platform. Through the system of constantly expanding visual applications, the CryptoWorld.vip Platform will provide users with access to the blockchain world, allowing users to visually experience the changes blockchain can bring to their daily lives.

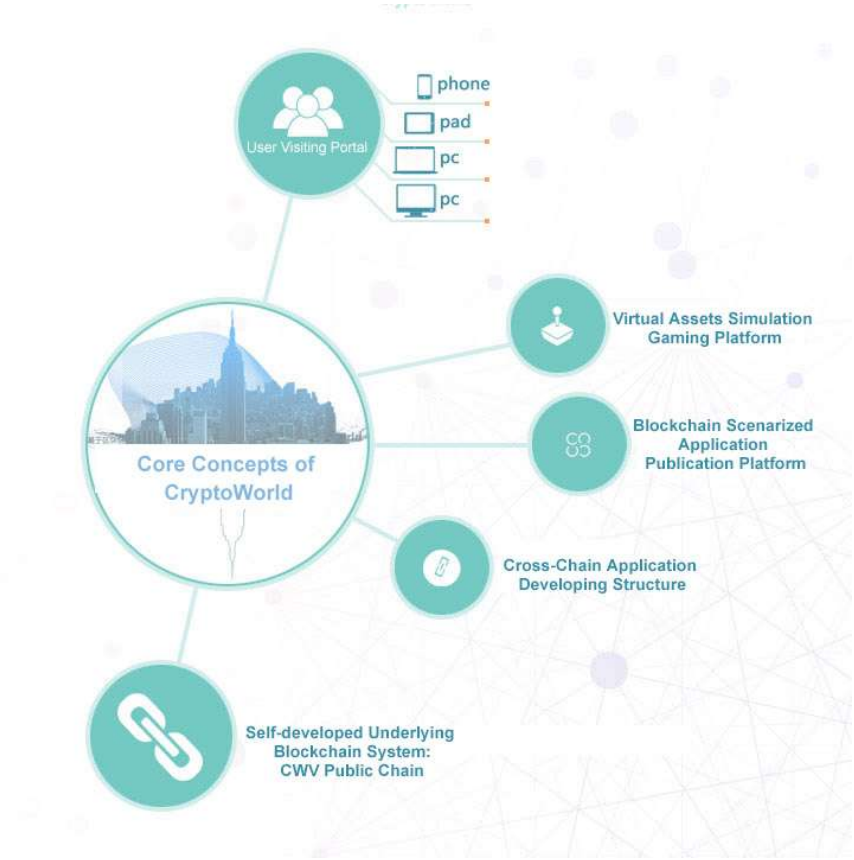
# 2. Model of CryptoWorld

## 2.1 A Detailed Introduction of CryptoWorld

1 ) Core Architecture

CryptoWorld is an ecosystem consisting of the underlying public chain and various open platforms of game contracts. It supports smart contracts using a Token core and a Docker container, providing a more friendly, open platform for all kinds of DApp game developers.

Based on independent R&D blockchain technology, CryptoWorld implements the decentralised operation of the core world outlook system with a different scenario application system. Each component in the operating environment is duplicated in the form Docker containers and distributed to different regions and joined servers for disaster recovery/ recoveries. Once anomaly occurs, CryptoWorld will automatically select another optimal server through smart contracts, and operate its system environment with Docker, thus recovering all the system services.




2 ) Underlying Blockchain System by Independent Research and Development

CryptoWorld uses the core blockchain engine with independent intellectual property rights to build the basic main chain combining the alliance chain with personal public chains. The accounting nodes and verification nodes on CryptoWorld are distributed in different layers and belong to servers of different hash rate providers to build an operating environment with mutual trust and supervision.

Individual users can join the CryptoWorld public chain with their own computers as accounting and verification nodes and gain CWV Token (**CWV**) as working incentives. CWV can be used to purchase virtual "real estate" on the CryptoWorld.vip Platform, enjoy all kinds of blockchain services, and fit into the eco-environment.

The token incentive mechanism will attract more professional and superior servers and promote a sustainable development of eco-environment.

The underlying blockchain system adopts the framework of microservices, applying the full stack asynchronous model and utilising multithreading dispatching and management through the microkernel pattern of Actor, which sets up a high-performance engine framework. At the same time, the system adopts a multi-chain concurrent packaging mechanism to implement fast transaction confirmation. In addition, side-chain matchmaking technology is used to allow for the docking between the public chain of CryptoWorld and other public chains (e.g. Bitcoin, Ethereum) so as to form an integrated blockchain network which gathers other blockchain applications from external chains into CryptoWorld, and implements free conversions between CWV and BTC, ETH and other utility tokens through the token exchange system to truly provide seamless service experience for users.

3）Core World Outlook System

The CryptoWorld.vip Platform provides users with a wide and open virtual world which has its own unique core world outlook, such as game rules, token system regulations, virtual property building rules, etc. All the rules and regulations are locked onto the chain in the form of smart contracts and synchronised on every node server in order to ensure the justice and equity.

4）User Visiting Portal

User visiting portal refers to the various end products provided by the CryptoWorld.vip Platform, such as iOS, Android, H5, etc., which are used to visit the CryptoWorld.vip Platform. The specified interactive modes between users and the CryptoWorld.vip Platform mainly include virtual property management and operation, participation in scenario applications throughout the world (eg games, assets trading centres), interaction with other users, etc.

5 ) Simulated virtual property Gaming Platform

The CryptoWorld.vip Platform, the first landing project of CryptoWorld, is a virtually simulated gaming platform for property based on blockchain technology. Different from fully virtualised online games, The CryptoWorld.vip Platform can provide physical products and services in the virtual, blockchain-based world. All the transactions are settled using CWV, which establishes a bridge between the virtual world and the real world. Virtual properties, operated by their respective owners, would be able to perform the same industrial function attributions as the properties do the real world, such as stock markets, the CWV Bank, and advertising agencies (purchasing virtual property advertising space and launching ads). The CryptoWorld.vip Platform is aimed at enabling users to obtain an entertainment experience and present their creativity at the same time, to possess a stretch of land in a brand new digital world where users can set up their own homes and enterprises, and to promote their personal value in the physical world with earnings through the platform.

6 ) Interconnected Extension and Development Framework of External Chain Applications

CryptoWorld provides a set of integrated, interconnected development framework, under which developers can make use of side-chain matchmaking technology to integrate DApps from other main chains and public chains into the ecosystem of CryptoWorld. Developers can present their developments in the form of a visual scenario on the simulated virtual property gaming platform. At the same time, a cross-chain token exchange centre is set under the development framework where users can exchange CWV with other digital tokens, which makes a seamless connection between external chain application services and the system of the CryptoWorld.

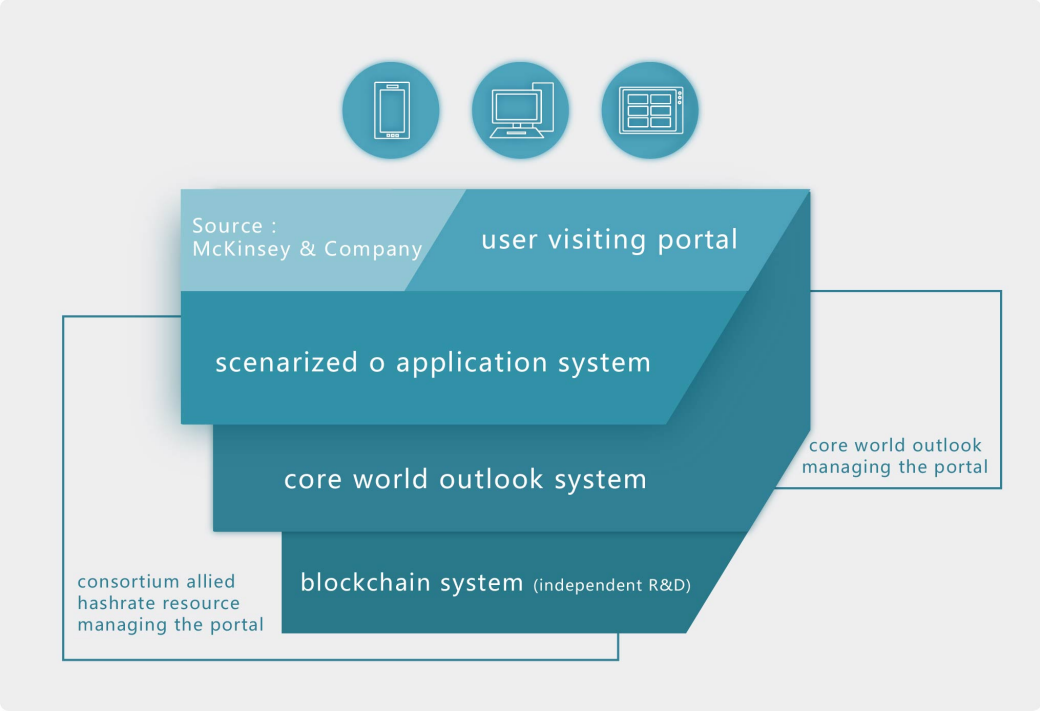
7 ) Launching Platform for Blockchain Scenario Applications

CryptoWorld provides developers with an abundance of development and extension frameworks to support them developing a variety of refined blockchain applications (i.e. scenario applications) and help them launch their applications to the blockchain business market through CryptoWorld.

As soon as the application is launched, the owner of a virtual property can choose to purchase/rent the corresponding DApp from the market, then attribute the corresponding application to their virtual property. Users of CryptoWorld would be able to launch DApps offering various services, such as gaming, launching advertisements and much more.

The development and extension framework of CryptoWorld will provide the following sources:

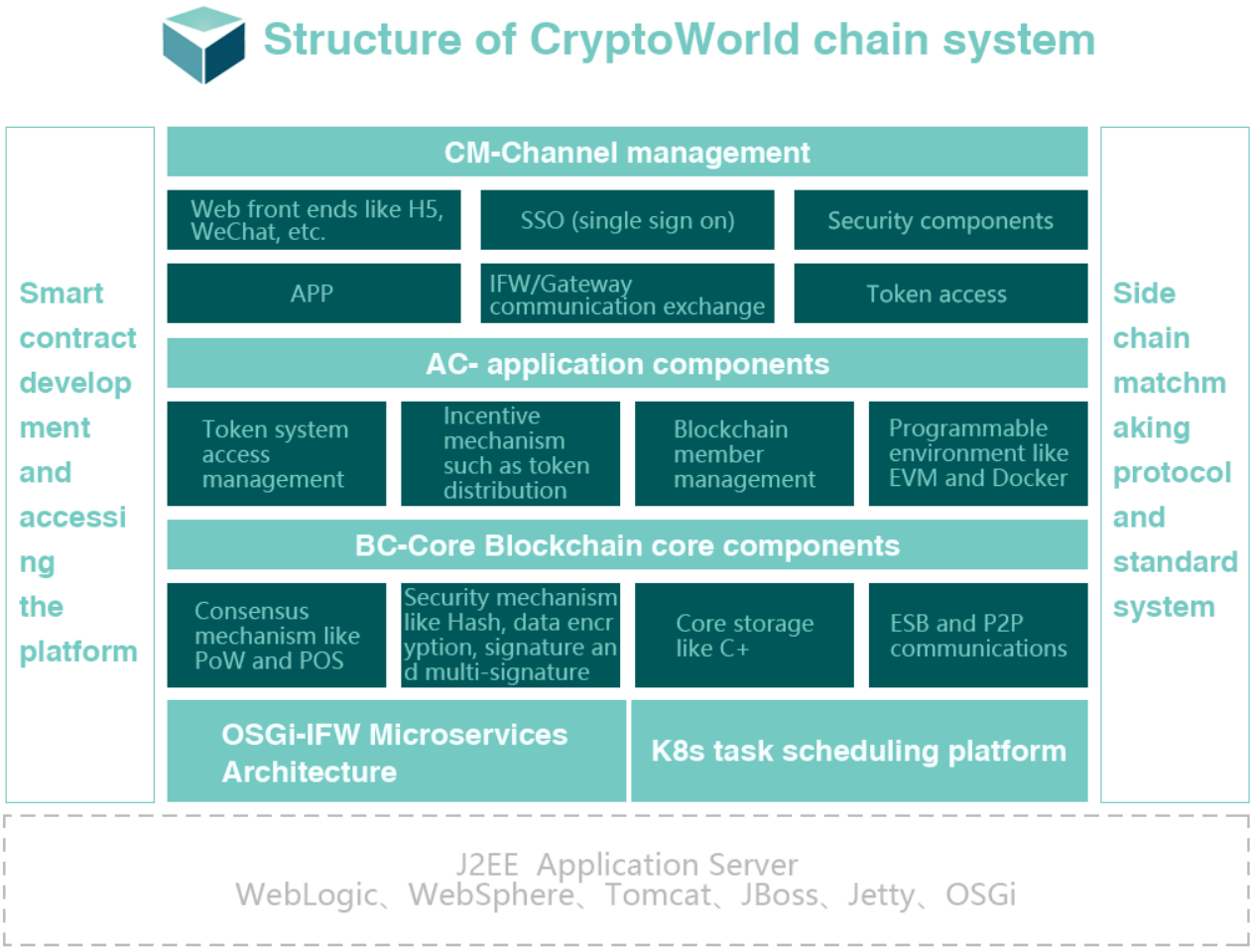
- Blockchain browser
- SDK supporting Java/Kotlin, .NET C#/VB, JavaScript/Typescript, Python, Go
- Smart contract compiler and IDE plug-in
  - C# / VB.Net / F#,Visual Studio
  - Java / Kotlin, Eclipse
  - C / C++ / GO
  - JavaScript / TypeScript
  - Python / Ruby




## 2.2 Detailed Introduction of CryptoWorld

1 ) Core Structure

As an integrated main chain with a multi-chain mechanism, CryptoWorld combines Raft+DPoS consensus mechanism, adopting a better technical framework.



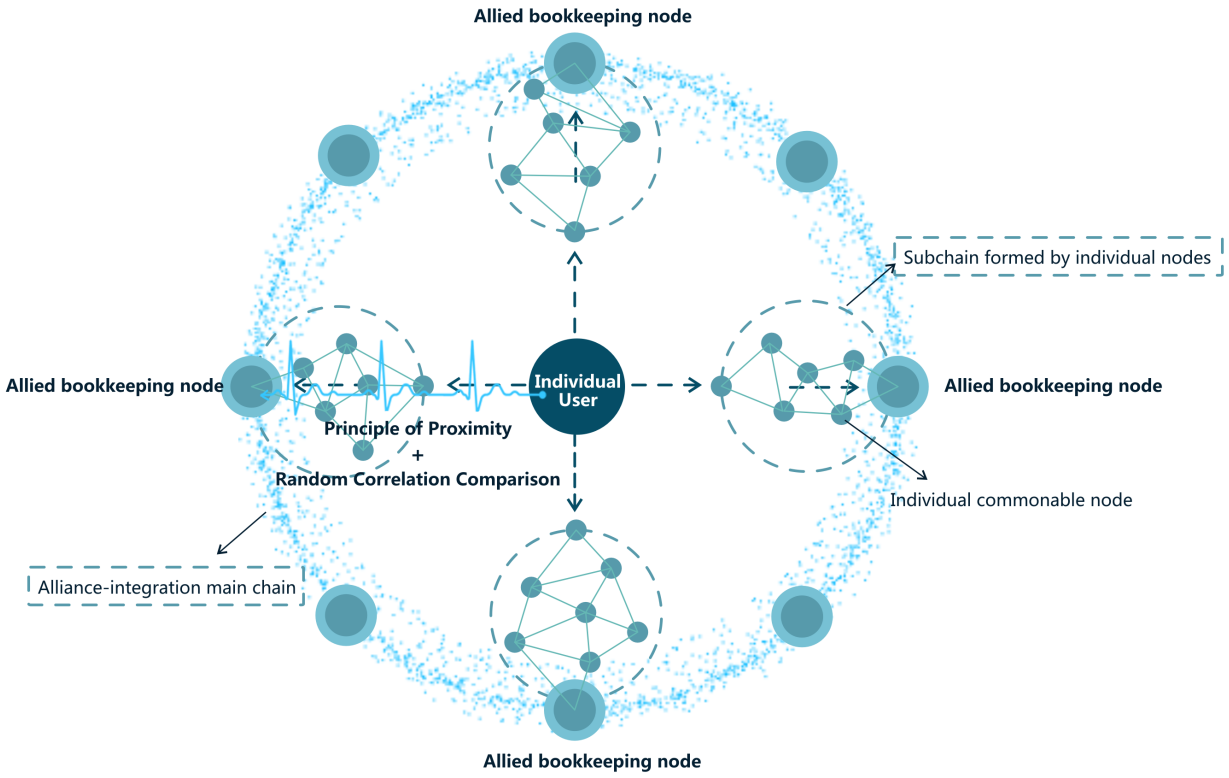

2 ) Main Chain Integrated with a Multi-chain Mechanism

i. The main chain of CryptoWorld is integrated with an alliance chain and multiple individual public chains, making CryptoWorld capable of supporting applications with more interactive needs and better experience. Newly joined nodes will be censored by the system to ensure the performance of the resource provider meets the requirement.

ii. The alliance is responsible for keeping records while the individual nodes are responsible for ledger reviewing, maintaining the efficiency of operation, and decentralisation. The system will then select core members according to the

performance of their equipment to ensure the stability of the platform as a whole.

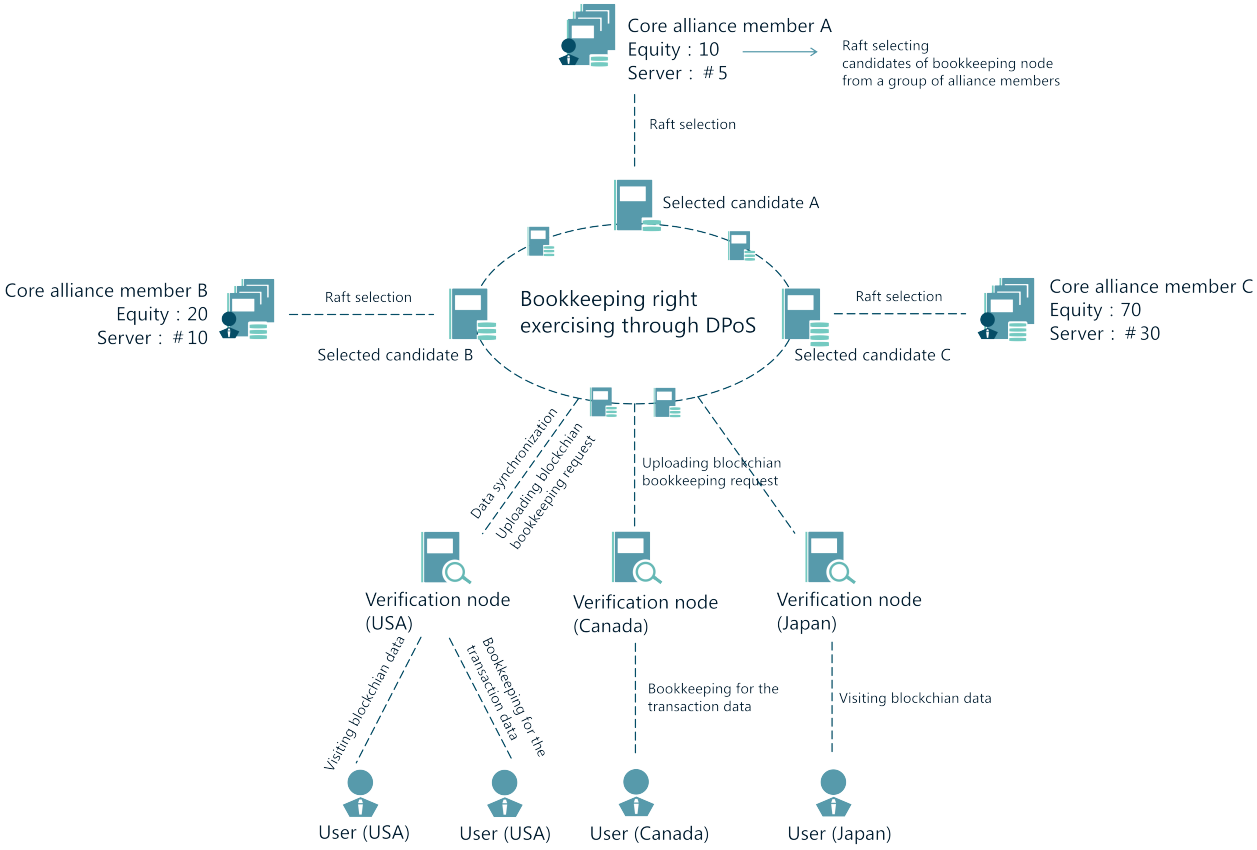
iii. The network comes with SPEEDFORCE, which is similar to "Raiden Network"; with millisecond transaction processing speed and, theoretically, near million level transaction processing capacity.




3 ) Raft+DPoS Consensus Mechanism

During the accounting process of the blockchain, the core member of each consortium will select a record-keeping node server candidate from their own record keeping node servers with the Raft Algorithm. All selected record keeping nodes will be processed by the DPoS consensus algorithm, then a node server with final accounting access will be voted for. With current technology, a local optimal solution is to combine two algorithms to increase efficiency and ensure security. For the

avoidance of doubt, only the delegated nodes (and not the delegators) which have actually contributed computing resources to carry out verification / validation functions should be entitled to receive mining rewards in the form of CWV.




4 ) The true random PoW smart contract of mining

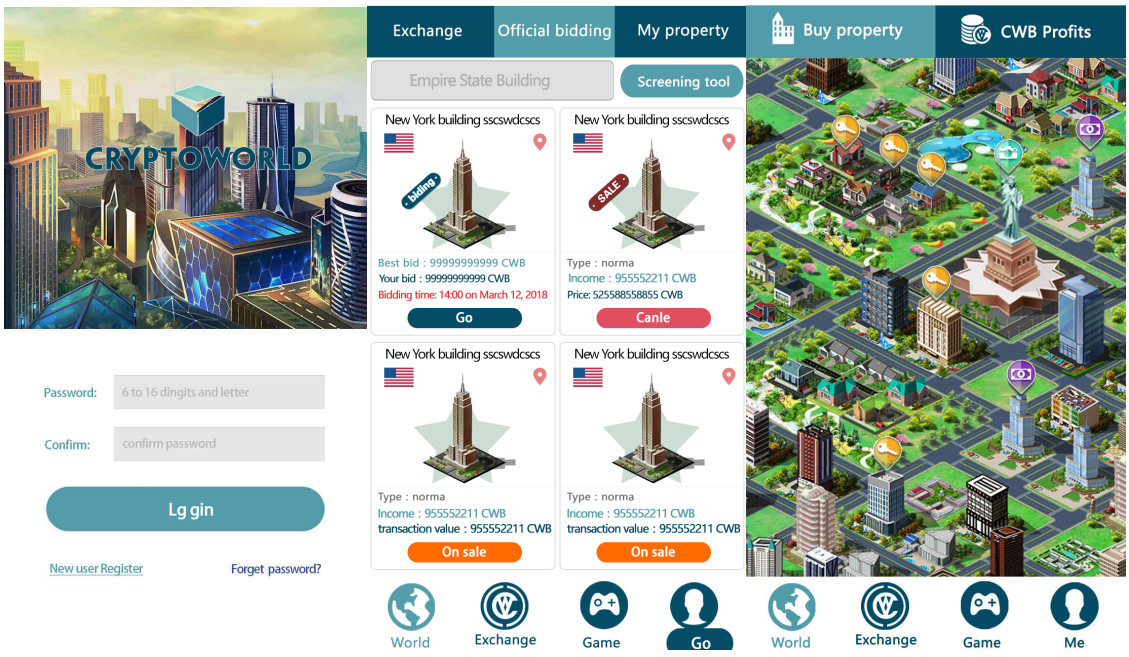
The random number generated in games is the basis of fairness and playability. For example, the selection of virtual property in the CryptoWorld.vip Platform, the dropping probability of game equipment, the probability of critical strikes for Blade Master, and the probability of smashing for Tauren Chieftain, all these scenarios rely on the mechanism of random number generation. There is a golden verse in computer world: “There is no true random numbers existing in computing

programs." The random numbers are generated by a set of fixed algorithms in computers, but not randomly generated numbers in its true sense. As long as the random seeds are the same, so are the random numbers regenerated. For instance, the parameter of random in Python Numpy can be set, so that the two groups of generated random numbers are identical.

CryptoWorld adopts a set of unique technology of true random number generation, which calls the module of on-site noise collection through prefabricating random protocols in node servers of global blockchains, collecting on-site noise fragments over the world into the main chain of CryptoWorld and calculating the random seeds through true random algorithm for game use. Since the noise of the real world is infinite in variety with no regular pattern, CryptoWorld can be said to comprise its own unique random algorithm which can generate true random numbers.

## 5 ) Unique Advantages of Technical Architecture


## 2.3 Description of the Simulated Property Game




## 1 ) Core Model of CryptoWorld.vip Platform

The CryptoWorld.vip Platform is the first example of a decentralised application which may be built on CryptoWorld, which turns the real estate in the real world into a 1:1 simulated asset in the game. Hence, virtual properties have limited quantity as do properties in real life. Different properties will be connected to different blockchains and provide a service based on the function of the virtual property, providing users with a virtual experience of future blockchain technologies integrated into the real world. Properties will be composed of landmarks, functional buildings, and regular buildings. The attractiveness of virtual property will be determined by its nature (location, size, and function), leading to transactions between users.

The CryptoWorld.vip Platform provides users with a simulated game service (i.e. scenarios) where virtual properties possess the same function as they do in real life. Through the payment of CWV, users may experience all kinds of services as they may in real life. Such services can be playing games in an entertainment city, watching live events in stadiums, purchasing authentic movies at the cinemas, taking paid online courses in schools, and much more.

More importantly, users on the CryptoWorld.vip Platform may customise their own way to interact, play, trade and communicate with others. Each user may switch their identity from a user/ player of the CryptoWorld.vip Platform to an operator of a chain. For instance, because clubs have games, the owner of the club can access the game chain to operate various games; Exchange centres are connected to a

centralised trading platform, providing token exchange service for all users. The operating functionality allows users and the platform to create a mutually beneficial situation. Properties with multiple functions satisfy the needs of different scenarios in the blockchain. It is a platform to create recreational value and present a brand-new living concept which is difficult to attain in the real world.

The first phase of the CryptoWorld.vip Platform will be featured in the USA. The game will feature the Metropolitan Museum of Art in New York, clubs in Las Vegas, and Hollywood, LA, to name a few. Later on, many more properties in the real world will be mapped in the virtual world. The CryptoWorld.vip Platform will first start with purely a gaming platform, then with the improvement of the ecosystem and the expansion of user base, other elements that are closely related to our daily life, such as film and television, sports, education, and culture will gradually be integrated into this platform. This subversive creation platform of life and entertainment provides users with a brand new concept of life.

2 ) Asset Acquisition game on the CryptoWorld.vip Platform

i. Raffle System: The CryptoWorld.vip Platform incorporates an asset acquisition game, whereby users which obtain 10,000 CWV will be entitled to one draw in the raffle system to acquire virtual property within the CryptoWorld.vip Platform. Regardless of the outcome, the CWV of the user will not be deducted. Every user will have one chance to draw until all properties have been distributed. With the aid of API access on Google Maps, users will obtain coordinates from the virtual "real estate" database of the CryptoWorld.vip Platform that corresponds to the location Google Maps. The process of the raffle system will be assisted by miners to maintain fairness and justice.

ii. Bidding for land and Exchanging virtual "real estate": Users can bid for land every hour and exchange for another virtual "real estate" of the same size in the virtual Real Estate Exchange (both platforms found in-game). Properties in different locations require different resources due to differing costs. All payments will be made with CWV.

iii. Listing and Trade: There will be a virtual real estate exchange which supports second-hand real estate listing transactions.

3 ) Management of virtual "property" game on the CryptoWorld.vip Platform

The management of virtual "real estate" is the core model of the visual-based virtual world game on CryptoWorld.vip Platform, which will be carried out through a variety of smart contracts.

i. Landmarks: The initial stages of the game includes landmarks (such as the Statue of Liberty, Eiffel Tower, etc.) from a bird's eye perspective. With distinctive styles, these landmarks are ideally suited for in-game advertising (the advertising revenues go to the owners of the landmarks).

ii. Functional Buildings: Through functional buildings, users select specific game scenarios to create corresponding game experiences, such as exchange centres or courts for sports. Users of the CryptoWorld.vip Platform who purchase or draw a certain virtual property would be able to manage their virtual properties alone or outsource business to third parties, for a fee.

iii. Regular Buildings: There is a large number of private residences without specific functions on the CryptoWorld.vip Platform. The owners of these "regular buildings" may issue secondary smart contracts to users, and receive certain agreed payments. The CryptoWorld.vip Platform would draw a certain percentage of daily transaction as commissions. These payments would generally be calculated based on the valuation and ownership period of the virtual property. To obtain CWV, regular users can upload homemade videos, live stream, write articles that provide original content for business services, participate in games and trivia, assist professional services, browse ads and share information.

4 ) Fees

The goal of the CryptoWorld.vip Platform is to develop the largest scene-based entrance platform in a virtual world run with blockchain. The main source of revenues

for the CryptoWorld.vip Platform would be in-game transaction fees, as well as fees charged to third party developers who launch games or other applications on the CryptoWorld.vip Platform.

5 ) Token Model

● Economic model

The native digital cryptographically-secured utility token of CryptoWorld (**CWV**) is a major component of the ecosystem on CryptoWorld, and is designed to be used solely as the primary token on the blockchain network. CWV will initially be issued by the Distributor as ERC-20 standard compliant digital tokens on the Ethereum blockchain, and these will be migrated to tokens on the CryptoWorld blockchain when the same is eventually launched.

CWV is a non-refundable functional utility token which will be used as the unit of exchange between participants on CryptoWorld. The goal of introducing CWV is to provide a convenient and secure mode of payment and settlement between participants who interact within the ecosystem on CryptoWorld. CWV is designed to seamlessly integrate various blockchain services to remove barriers and improve the user experience. Instead of switching between tokens depending on the application, users only need CWV to utilise all blockchain applications on CryptoWorld (the first example being the CryptoWorld.vip Platform). The mechanism behind this achievement is the automated exchange of various tokens using CWV to access various blockchain services.

CWV does not in any way represent any shareholding, participation, right, title, or interest in the Foundation, its affiliates, or any other company, enterprise or undertaking, nor will CWV entitle token holders to any promise of fees, dividends, revenue, profits or investment returns, and are not intended to constitute securities in Singapore or any relevant jurisdiction. CWV may only be utilised on CryptoWorld, and ownership of CWV carries no rights, express or implied, other than the right to use CWV as a means to enable usage of and interaction with CryptoWorld.

● Voting model

Based on the DPoS consensus algorithm, users can vote for operational matters according to the amount of CWV they own. The weight of each vote positively correlates to the amount of CWV the user owns. Users who lack CWV can authorise their voting rights to anyone they trust and create an aggregate voting system. Ultimately community members are not connected with the Foundation (or its affiliates) in any manner, and the assets and funds of the Foundation (or its affiliates) remain under the control of the relevant Board of Directors who shall exercise independent judgement and apply them to achieve the Foundation's objects. The right to vote does not entitle CWV holders to vote on the operation and management of the Foundation (or its affiliates) or their assets, and does not constitute any equity interest in the Foundation (or its affiliates).

6 ) R&D on Blockchain-based Games

The game team of CryptoWorld will develop all kinds of mini-game applications,

such as trivia games. In response to the 2018 World Cup, the first football (soccer) trivia game will be released before June 2018.

# 3. Core Blockchain Techniques

## 3.1 Consensus algorithm

The underlying blockchain system of CryptoWorld adopts a layered consensus scheme. The Raft+DPoS consensus mechanism creates a preliminary consensus with high performance by choosing the local elector via Raft algorithm, then finalising the interacting consensus by DPoS (Delegated Proof of Stake).

The Internet Data Center (IDC) implements an enterprise model that specialises in providing network resources for outsourcing and professional network services. Its main services cover complete server unit renting, server hosting, server cabinet renting, computer room renting, dedicated access, network management service, etc. The IDC business broadly describes all the services provided by the data centre. Customers can rent servers and bandwidth and rely on the technical reserves in the data centres to meet their software and hardware requirements. On top of that, they will be able to build their own Internet platforms to make use of a series of services provided by the data centre.

In the blockchain of CryptoWorld, all nodes exist in one IDC through internal networking, all accomplished within milliseconds with synchronisation and consensus. Nodes elected locally by IDC will participate in the next round of voting

and mining with S stakes. From a probability perspective, each node with the same stake has an equal chance to mine; the more stake, the higher success rate in mining within different regions. Hence, it encourages miners to improve the network quality and efficiency within their region mutually, creating a beneficial cycle for the development of the system.

**01** one

The probability of participating in voting: $P_i = \frac{1}{N_i} * Et$

where Ni is the number of nodes in the first layer and Et is the time interval between two rounds of selection.

**02** two

The stake defined in DPoS algorithm is calculated by:

$$hash\left(hash\left(B_{prev}, Pi\right), Ni, t\right) \leq \frac{bal(A) * M}{D}$$

where D is the difficulty of mining determined by: $D = \frac{1}{T}\sum_{a} bal(A) * Si$ , depending on the total number of voting stake in the subset Si

**03** three

The probability of mining for each node: $P\left\{T = \left(T_i * S_j\right)\right\} = r_i / \sum_{j=1,k=1}^{M,N} r_j * s_k$

### 3.2 Generation Mechanism of Blocks

To resolve the capacity problem of blocks, the consensus algorithm of the CryptoWorld blockchain employs a random correlation analysis and an optimised Merkle Tree model. Merkle Tree, also known as Hush Tree, is a tree-shaped model used to store hash values; the leaf of Merkle Tree is the hash value of a data block (a document or a group of documents); the non-leaf node is the hash value of corresponding serial strings between child nodes.

Every trading block contains the hash function of the previous block. When new information is generated, transaction information can be arranged in the Merkle Tree in a certain order through random correlation comparison. The related factors in the trading block can support the transaction information to guide the formation of Merkle Tree. When there is a large amount of transaction information, the adjacent blocks usually achieve the highest random correlation. The positively correlated model of adjacent models will largely improve the efficiency of consensus analysis to form a regulated and complete trading transaction chain with mutual consensus.

Based on random correlation analysis, the block formation mechanism can shorten the consensus cycle and improve the usage and stability of each transaction block. Meanwhile, it overcomes the speed limits of transaction block formation under a general consensus mechanism and avoids the messy hash collision in the process of matching transaction blocks. Furthermore, the random correlation analysis can check the validity of the existing transaction information in the network.

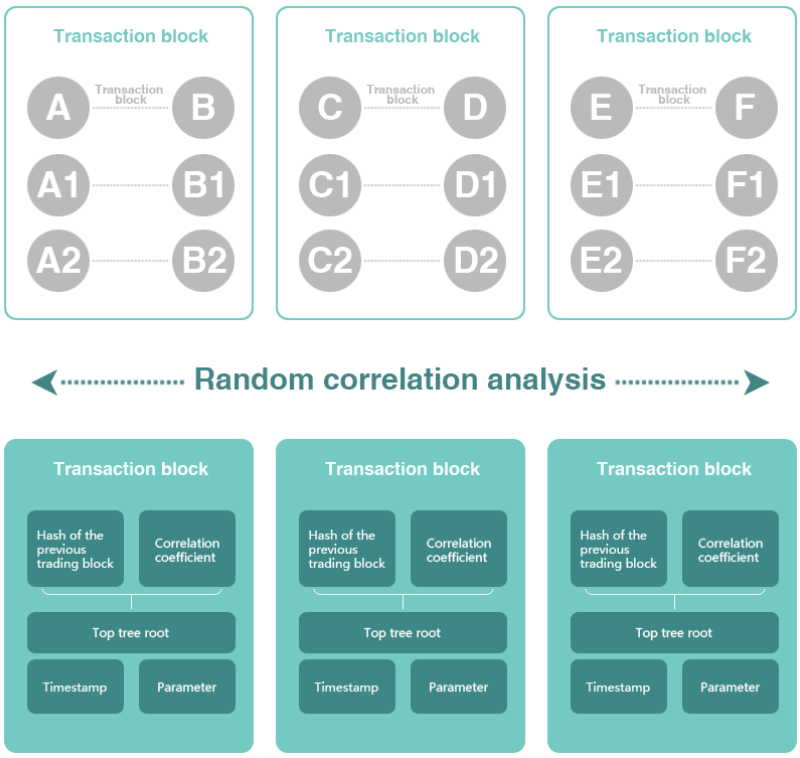
As demonstrated in the figure shown below, a record keeping method based on block concurrent algorithm comprises the following procedures:

❖ At least two trading blocks shall practice the transaction independently, with 30 transaction information stored in corresponding transaction blocks.

❖ In order to form a positively correlated Merkle Tree - random correlation analysis - comparing and ordering shall be implemented into at least two transaction blocks.

❖ In at least two transaction blocks, the previous block has obtained the transaction

information from the positively correlated Merkle Tree. The transaction and the execution of new transaction block formation should depend on the hash structure of the last block. The new transaction information produced in newly generated transaction block should be used to correlate the ongoing blocks through random correlation comparison, forming a complete transaction chain between at least two transaction blocks and accomplishing mutual consensus.




### 3.3 Smart contract

The process scheduling system of the CryptoWorld blockchain adds a state deduction module to the typical blockchain smart contract. The module, a functional process, makes use of a role model and multi-core mechanism to improve the capacity of high throughput, the speed of thread switching, etc.

The CryptoWorld blockchain network designs the working nodes following a

distributed task queue and bases the generalised dispatching management of process scheduling on the storage of process states and before-and-after correlation. The scheme makes full use of techniques - such as distributed caches and stateless functions - in the centralised task processing of multiple tasks, organisations, and roles to reduce consumption of transaction processes, improve linear expansion ability, and increase the efficiency of task dispatching of the system. Simultaneously, the correlation management of transaction recording can avoid high complexity, high coupling, poor expandability, hard maintenance, and other problems during the process of ledger management.

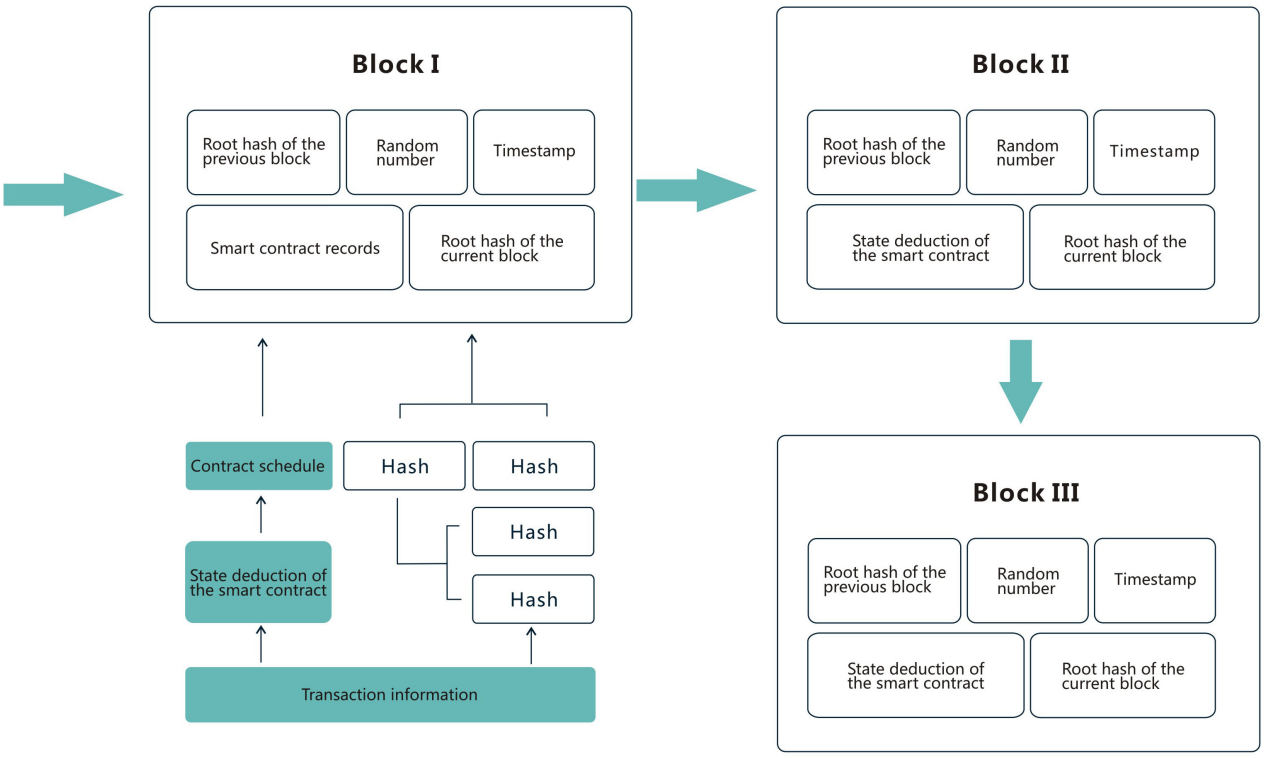
The key element of task distribution is to include processing context, allowing CryptoWorld to provide operation packaging by Docker in the contract layer to ensure processes can be operated by any node on the chain. DockerFile is the specification of Docker packaging, CryptoWorld provides the extension of a smart contract and protocol and BC-SMARTC based on DockerFile, including the UTXO model, token instructions under the address of the accounting model, and the definition of a finite state machine FSM process. Different applications can define different FSM state processes, allowing CryptoWorld to provide various processing modes for contract programs.

Blockchain-based ledger execution mainly includes hash values, random numbers, timestamps, smart contract recordings, etc. The detailed process including the following parts:

- Transaction communication is achieved via a chain structure. The transaction process can be easily and directly designed and executed as long as a correct description of the nodes is linked between transaction blocks, there exists data transmission direction, and the transferring condition between block-to-block is available. Therefore, the transaction process builds up the Merkle Tree through hash calculation and creates node synchronisation by comparing information.

- In terms of the generation of a root hash value, the transaction information is divided into small data blocks with corresponding values at the root layer. Then, every two neighbouring hash values are successively combined into a character string. Finally, an inverted hash tree is generated by backfill using child hash values from calculating the hash value of the character string.

- Before the P2P network is installed, a trusted root hash value can be obtained from previous blocks, then the root hash generated in the current block can be checked. If the root hash value in the current block is corrupt or false, another root hash value from other sources can be retrieved until a root hash matches the trusted tree root.




### 3.4 Random contract

Random number generation (RNG) has a very wide variety of use in current society, such as finance, machine manufacturing, IT networks, and many other industries. The popularity of RNG is driving the improvement of the process of RNG, including RNG services which generate random numbers through atmospheric noise or some large-scale unpredictable source. The use of RNG applications varies according to the requirements for its use. For simple requests such as creating a verification code, using the pseudorandom algorithm of operating system will satisfy security requirements. However, for things such as bank passwords or data encryption, the requirements for the number generation are very strict and demanding. If a problem arises, say a code gets cracked, it may result in a great loss of goods or information. For these situations, a hardware (true) random number

generator is needed.

Currently, the Mersenne Twister random number algorithm MT19937, a pseudo-random number generation (PRNG) algorithm developed in 1997 based on a matrix linear recurrence over a finite binary field, is implemented for the generation of the most random numbers.

In order to combine blockchains while providing true RNG through mining principles requires a smart contract to ensure true randomness.

CryptoWorld generates genuine random numbers for the chain through adopting the smart contract of mining with Joseph Circle's random simulation method. Cutting each record ID into n pieces using mining techniques, the randomly depositing the cut pieces into the slice file with order and rules stored in the database. A group of sliced files take m records and are stored with an encryption algorithm (the encryption key being the public key of random resources).

Each time a random mine is generated, a complete sequence of numbers is formed by combining decrypted random slice files and information stored in a database. Then, k (20) random queues are generated according to the previous parameters stored on the blockchain. Each random queue is filled with a (50000) records and will be ready to return ID data to the client.

When the client requests data, a random ID calculated by Joseph Circle will be returned from the k random queues according to the requested parameters. Once the data in the queue is less than 20% (M) of the queue, the system will extract data

from the random sequence to fill the queue according to the rules.

The array of parameters required by Joseph Circle is stored on the blockchain. When a client requests the random sequence, the system will use default random numbers (or the MT algorithm) to randomly generate a parameter. The system then derives the parameters of Joseph Circle according to the generated parameter from corresponding public key addresses and obtains the required data from the random queue.

The designed objectives are as follows:

1 ) The random sequence shall not repeat within 5 trillion units (5 billion/year*1000 years).

2 ) Support a minimum of 100,000 pages per second data transferring rate.

3 ) Ensure security of data with no possibilities of it being stolen or tampered with.

4 ) The time of loading a recorded sequence from slice documents shall be less than 1 minute.

The Josephus permutation is a mathematical application problem; it is known that n individuals (numbered 1, 2, 3, ...n respectively) sit around a roundtable. Counting starts from a person at the table (k counts) and the person who is at the end of the count (m) is outed. Then the counting starts from the next person (again k counts) and the person at the end of the count (m, a new individual though) is outed. Repeat this rule until all the people around the table are out.

The derivation formula of Joseph Circle is:

$$f[n] = (f[n-1] + k)\%n, \quad n>1$$

Joseph Circle stipulates a set of n, k, and m values deposited on the blockchain. The request for data from clients need the indexing values of n, k, and m. Required records are obtained from the randomly queued data based on corresponding values of n, k, and m in the current block, which are derived from a randomly generated index.

The Josephus permutation can be used to make obtained data more random. The true randomness provided by individual nodes are used as the encrypted storage parameters, which ensures that even if data in the random queue is known, one cannot calculate which record(s) the request(s) will return.

### 3.5 Token incentive model

On the alliance self-governance layer, the alliance members of CryptoWorld provides the basic record keeping services for BC trading. Alliance members provide mature networks and application resources so every blockchain node which had contributed computing resources to carry out verification / validation functions would receive remuneration from transaction fees.

The trading model is as follows:

Assuming S is the total number of CWV token, the total quantity distributing to all the shared nodes participating in the bookkeeping is U % (= 0.01%, one in ten thousand) CWV. Among the shared nodes, the main node M with the right of bookkeeping is rewarded with M% (= 80%) of total shared CWV; when the confirmation is 80% approved by the rest nodes, they would be evenly distributed the remaining (1-M%) CWV.
The award of the contract execution node is:

$$\mathrm{P} = \begin{matrix} S*U*M & if from Master \\ S*U*\frac{(1-M)}{N}*80\% & if from follows \end{matrix} \Bigg\}$$

On the contract implementation layer, when nodes of alliance members and other nodes satisfy computing capacity providing for an acceleration of the execution of the contract of a game, all game node servers share service fees and revenues from said game.

Assume that GameFees is the room fee defined in the game contract earned at the beginning of game. BonusRatio is the ratio of shared benefit at the end of game. The game initiator has to pay a number of A (Allowance) CWV as pledge. If the game contract fails to execute, the award will be deducted to the next contract executor.
The award of the contract execution node is:

$$\mathrm{P} = \begin{matrix} -A & if throw errors \\ S*BR+GF & if game end \\ S*BR+\mathrm{GF}+n*A & if game continues n times, n \geq 1 \end{matrix} \Bigg\}$$

# 4. Token distribution Plan

## 4.1 Usage

CWV will be distributed in order to motivate the "builders" and participants of the CryptoWorld, and to better promote the development of the CryptoWorld blockchain network.

CWV provides the economic incentives which will be consumed to encourage participants to contribute and maintain the ecosystem on CryptoWorld. Computing resources are required to carry out verification / validation functions on CryptoWorld, thus providers of these services / resources would require payment for the consumption of these resources (i.e. "mining" on CryptoWorld) to maintain network integrity, and CWV will be used as the unit of exchange to quantify and pay the costs of the consumed computational resources. CWV is an integral and indispensable part of CryptoWorld, because without CWV, there would be no incentive for users to expend resources to participate in activities or provide services for the benefit of the entire ecosystem on CryptoWorld.Users of CryptoWorld and/or holders of CWV which did not actively participate will not receive any CWV incentives.

Further, the uses of CWV include, but are not limited to:

- Purchase of assets: Users can purchase various digital assets through applications such as the CryptoWorld.vip Platform, or from other users through trading.
- Purchase of items: Users may purchase various items and coins for use in games,

or other virtual items.

- Incentives: Incentives in CWV are given to users and management team(s) which have contributed to the development or maintenance of CryptoWorld. Only the delegated nodes which have actually contributed computing resources to carry out verification / validation functions should be entitled to receive mining CWV.

**4.2 CWV**

CWV is the only token that is recognised in the ecosystem on CryptoWorld. With an increase in the number of users and the continuous growth of CryptoWorld, it is projected that there will be increased usage of CWV.

**4.3 How to obtain CWV**

- Participate in token sale of CWV by contributing BTC or ETH.
- Participate in the building of the economic system of CryptoWorld.
- Publish high-quality content to enrich and support the services within the CryptoWorld ecosystem.
- Purchase from the secondary market or third-party platforms. To the extent a secondary market or exchange for trading CWV does develop, it would be run and operated wholly independently of the Foundation, the Distributor, the sale of CWV and CryptoWorld. Neither the Foundation nor the Distributor will create such secondary markets nor will either entity act as an exchange for CWV.

**4.4 CWV distribution scheme**

The Distributor of CWV shall be an affiliate of the Foundation. The Distributor shall issue a total of 10 billion CWV and no more. The detailed distribution ratio is as follows:

- Private sales (40%): Sold by the Distributor to early contributors, key participants, partners, and customers. The ratio would differ according to how early each contributor participated. 6% is set aside for key participants, 5% for early contributors, and 29% for early presales. All private sale rounds are opened only to specific purchasers, and the accepted virtual currency for the token sale is ETH with a total value of no more than 40,000 ETH. The contributions in the token sale will be held by the Distributor (or its affiliate) after the token sale, and contributors will have no economic or legal right over or beneficial interest in these contributions or the assets of that entity after the token sale.

- Foundation (20%): To be distributed by the Foundation on behalf of the Distributor, to incentivise the outstanding talents and key partners who make distinctive contributions to the development of the CryptoWorld.

R&D team (15% with commitment): Allocated to incentivise the R&D team(s) and early supporters who contributed their hard work to the development of the CryptoWorld. CWV will be frozen for 24 months after private sale round(s) and will only be unfrozen 3 months after the token sale is completed. Unfrozen portions should not exceed 12% of total holdings in the following quarters.

- Project Operation (25%): This includes:

a. 15% for strategic development and community operation. The 15% will be utilised for strategic cooperation support, organisation management, community building, ecosystem improvement, and the development of CryptoWorld.

b. 5% for marketing. The 5% will be utilised for long-term media partnerships, promotion, and community operation.

c. 5% for mining and node incentives. The 5% will be set aside in an incentive pool for individuals who take part in mining (only the delegated nodes which have actually contributed computing resources to carry out verification / validation functions should be entitled to receive mining rewards) and building of alliance nodes and game nodes on the network during early stages. A certain amount of CWV will be released daily. Later on, a portion of the revenue earned from the network would be set aside as node incentives.

- In particular, you understand and accept that CWV:

  (a) is non-refundable and cannot be exchanged for cash (or its equivalent value in any other virtual currency) or any payment obligation by the Foundation or any affiliate;

  (b) does not represent or confer on the token holder any right of any form with respect to the Foundation (or any of its affiliates) or its revenues or assets, including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual

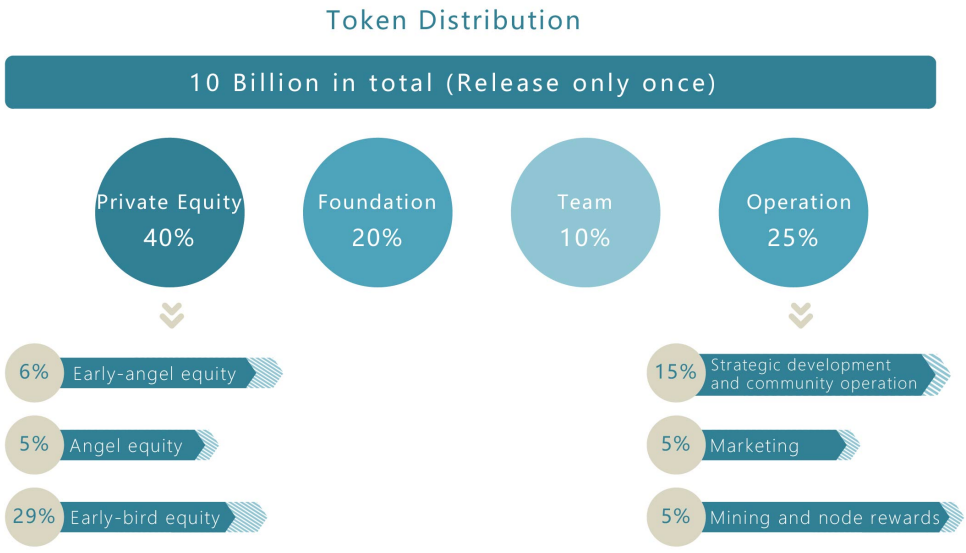
property), or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to CryptoWorld, the Foundation, the Distributor and/or their service providers;

(c) is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss;

(d) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument or any other kind of financial instrument or investment;

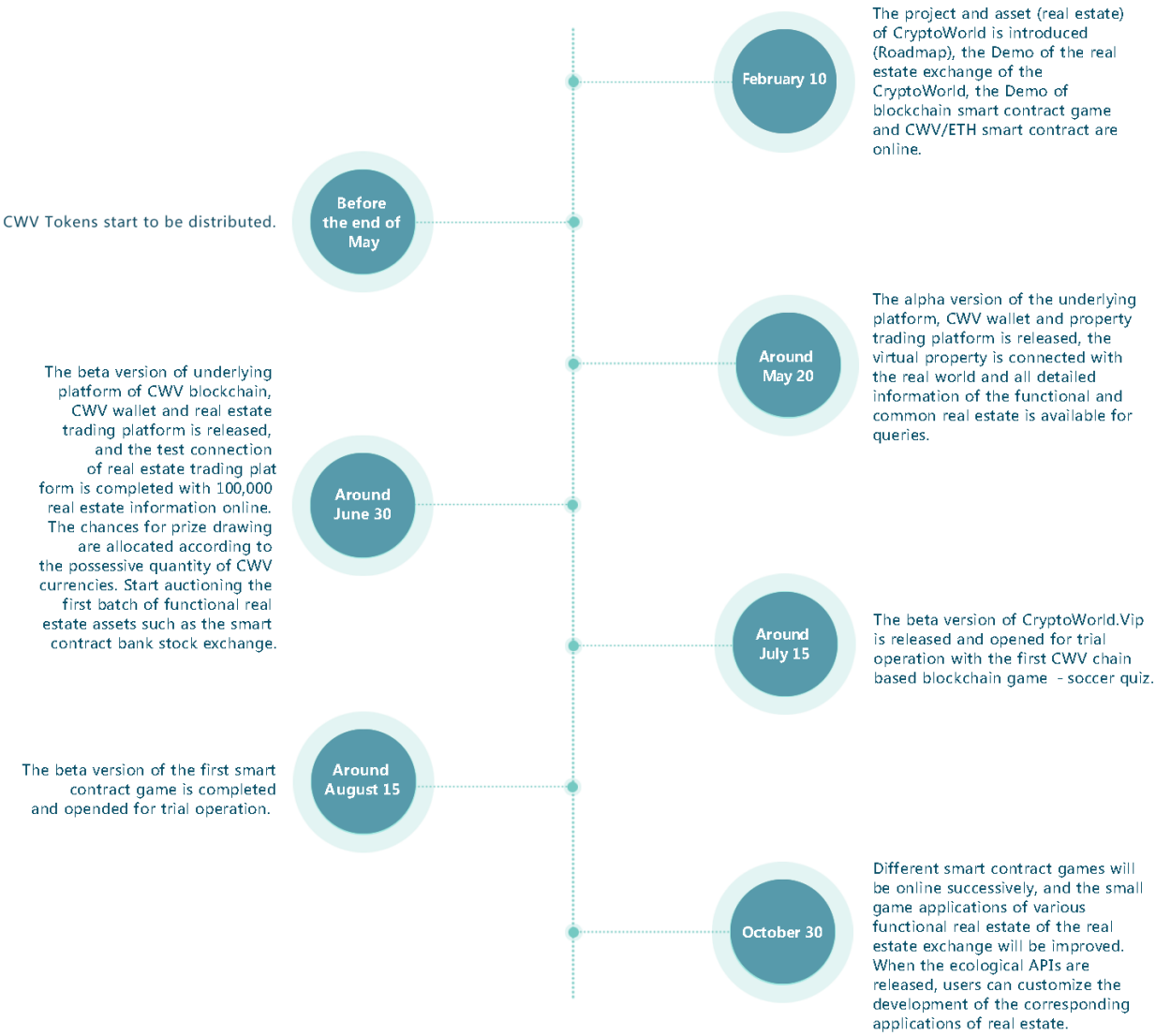
(e) is not a loan to the Foundation or any of its affiliates, is not intended to represent a debt owed by the Foundation or any of its affiliates, and there is no expectation of profit; and

(f) does not provide the token holder with any ownership or other interest in the Foundation or any of its affiliates.




Raised fund expense plan
10%
30%
15%
15%
30%
30% for Product development
Development of CryptoWorld / Optimization of SDK & Game Development / Product Design / R&D for patent, etc.
15% for Operation management
Invest in coalition node serve and game server at early stage / company operation
30% for Business Development
Assist the development of Dapps and to maximize its business value
15% for Marketing
Branding / Promotion / Cross-field cooperation and other marketing activities
10% for Reserve for Risk
Reserve for unpredictable risks

# 5. Roadmap


February 10
The project and asset (real estate) of CryptoWorld is introduced (Roadmap), the Demo of the real estate exchange of the CryptoWorld, the Demo of blockchain smart contract game and CWV/ETH smart contract are online.
Before the end of May
CWV Tokens start to be distributed.
Around May 20
The alpha version of the underlying platform, CWV wallet and property trading platform is released, the virtual property is connected with the real world and all detailed information of the functional and common real estate is available for queries.
Around June 30
The beta version of underlying platform of CWV blockchain, CWV wallet and real estate trading platform is released, and the test connection of real estate trading plat form is completed with 100,000 real estate information online. The chances for prize drawing are allocated according to the possessive quantity of CWV currencies. Start auctioning the first batch of functional real estate assets such as the smart contract bank stock exchange.
Around July 15
The beta version of CryptoWorld.Vip is released and opened for trial operation with the first CWV chain based blockchain game - soccer quiz.
Around August 15
The beta version of the first smart contract game is completed and opended for trial operation.
October 30
Different smart contract games will be online successively, and the small game applications of various functional real estate of the real estate exchange will be improved. When the ecological APIs are released, users can customize the development of the corresponding applications of real estate.

# 6. Governance of CryptoWorld Foundation Ltd.

## 6.1 Establishment of the Foundation

Considering the internationalisation of CryptoWorld, CryptoWorld Foundation Ltd. (the Foundation) has been set up in Singapore. The Foundation is dedicated to the research, design and development of, and advocacy for an open blockchain-based infrastructure level platform and ecosystem for blockchain infrastructure solutions and facilities, which supports blockchain based application development and becomes the entrance to the blockchain world allowing users to visually experience the technological evolution of blockchain, as well as making sure that the progress of the project to develop CryptoWorld follows the planned roadmap to the maximum extent and facilitate a healthy and harmonious development of the open source ecosystem.

## 6.2 Governance Architecture of the Foundation

The governance architecture of the Foundation includes operational procedures and rules for daily work and special situations. The foundation consists of the Board of Directors, an executive committee, and four working-level Committees.

The organisational structure of the Foundation includes (as shown below):

The Board of Directors is the ultimate decision making body of the Foundation responsible for the project to develop CryptoWorld, as well as the arrangement of

the overall operation of the project. The first Board of Directors consists of five core original members, each with the tenure of four years. The core members all have rich wisdom in the field of blockchain technology. After the full tenure, the members of the Foundation will elect the incoming members of the Board of Directors.


### 6.3 Transaction Security and Audit

1 ) Transaction Security

With blockchain consensus, smart contract, digital signature, end-user encryption wallet, and other security means, CryptoWorld strives to ensure the security of the accounts and funds of users. To build a safe trading network environment, CryptoWorld provides high and effective integration of data storage, a network, a platform with financial level security, and trading. CryptoWorld would only work with the most trusted trading platforms and technical experts.

2 ) Audit

The Board of Directors of the Foundation will maintain a high-standard in honesty and ethical standards for commercial behaviours and will abide by relevant

laws, regulations, and the self-discipline expectations of the industry. The Foundation will invite internationally renowned third-party auditors to conduct regular audits and assessments on the use of sale proceeds and cost expenditures. The Foundation will open third-party evaluation and audit results to the public without any reservation.

# 7. Team

## 7.1 Core Team

**James Sung CEO**

James Sung is a senior marketing expert from Taiwan and a CCTV commentator. James has over 10 years of experience in the Chinese, American, and global market, and has appeared on CCTV and CNBC many times to share his experience in the field. Along with his interviews, James also has cooperated with media outlets such as CNN, BBC, TechCrunch and many more. James has over 18 years of experience in international trade, technical marketing, and public relations management. James has an international perspective, has conducted business in over 50 countries, and has cooperated with multiple startup companies and Fortune 500 companies such as Tencent and T-Mobile.

**Denis Kaizer CTO**

Dan is a Dapp’ s Architect, Solidity expert with over the 7 years of experience in development. He is an early blockchain enthusiast, frequent public speaker and hackathon judge. Well known in international Solidity developers community, one of the leading persons in the russian blockchain community. Dan participated in developing smart-contracts and token economy concepts for a wide range of an international blockchain projects. He is also the author of scientific work "Decentralized Reputation Assessment System in Oracles Networks" (to be released in the summer). Notable hackathons experience includes: ETHWaterloo Canada 2017 by Ethereum Foundation Overall Winner, awarded by Vitalik Buterin and Storj; BlockchainHack Russia 2017 awarded by Qtum.

**Noah Zerkin Principal Scientist**

Noah Zerkin is an experienced technician professional at embedded platform, inertial sensor and spatial data referencing and analysis, as well as innovative operating computer system of user experience design. He used to work with NASA, where he created various behavioral illuminators and invented proprietary technology of virtual reality interface. He also successfully designed the prototype of research instrument for user medical and health system and aviation simulator for NASA.

**Alex He**

Alex has over 15 years of software development and project management experience in delivering enterprise level applications. He is a full stack developer and architect with expertise in Linux, Oracle DB and modern web service frameworks. Alex is also a certified PMP.
Alex earned a Bachelor degree of Electrical Engineering and a Master degree of Computing from National University of Singapore.

**Tim Harvie**

Tim is a fully experienced marketing and management expert in international liason and business organization, with more than 3 years working experience in Asian Pacific market. He manages Bitcoin purchase and sales from 2016, and assists clients with Bitcoin transaction and trading in North America. Tim acts as a liaison between different departments focusing teams on business objectives and tracked progress to ensure project milestones were completed on time, on budget and with the desired results. He is good at planing and managing the development and production teams by analyzing functionality and new requirements to meet the need of customers' needs and desires from market information. Tim also collaborates with technology Head Department and directly contributed to design of mobile application features, scheduling and whole-project dependency analysis.

## 7.2 Early Contributors

### Hong Yu

Founder of SeeU & QYGAME and the initiator of "3AM Blockchain". Hong founded Quyou Technology Co. Ltd. in 2008, then he sold the company to Qihoo 360 Technology with a transformation of SVP for the 360.He established successful investments in subsequently listed companies , such as Angel Entertainment (angel round) with a market value of 19+ billion RMB currently and Wuxi Qiku Network reorganized with the listed Century Huatong Group.

### Neo Wang

Neo Wang has over 14 years of experience in the Internet industry and is a well-known serial entrepreneur and angel investor who studied at the University of Muenster. Neo took part in the creation and service of domestic smart-wear, upgraded consumption equipment, electronic music website' s vertical search engine, a social networking platform, a group purchase website, and many more venture projects. Neo has contacts in the industries of mobile Internet, big data, artificial intelligence, and the Internet of Things in China. Neo has also received much domestic and international multimedia and industry recognition and has been named as a young creator in 2013 and smart-wear expert in the US GLG Group.

### Roy Li

Famous expert of security and Internet of Things, founder of the Internet of Things operation system Ruff.io, co-initiator of "3AM Blockchain",master supervisor of Fudan University. Ruff.io is funded by the Geek founder and jointly invested by Greenwoods Capital and Hike Capital.

### Grace Fan

Brink Asset CEO, Head of BD in Ruff.
Grace is a serial entrepreneur in Internet industry with years of experience in product marketing and public promotion.Expert advisor in IoT blockchain, she is responsible in a number of IoT projects.Graduated from Business Administration Department of British Columbia Institute of Technology.

### Tan Lin

VP of Ce Yuan Ventures, former CEO of Hooli Tech. Prior to Hooli Tech, Tan worked with Amazon and Google (Kifi). He graduated from Rose-Human Institute of Technology.

### Ye Cheng

He's a managing partner of the ConsensusCapital, and has invested in Uber, Changba, Finup Group and other enterprises.

### Yuanyuan Li

Founder and CEO of Chainlinker. Yuanyuan commits to blockchain investment and incubation, integration of domestic and international high quality blockchain resources and exploration of blockchain applications.

## 7.3 Advisor

### Wang Feng

Wang Feng has over 20 years of experience in the Internet industry and is honored with “Fortune’ s” "China's 50 Commercial Pioneers". He is the sponsor of Mars Finance, is the founder of Blueport Interactive Group (HK.8267), was the senior vice president in Kingsoft, and is a geek partner. An outstanding feat Wang participated in was that Mars Finance had only been online for 26 days, but had already received a round of financing with an estimated value of 150 million yuan. Wang Feng also created the column titled "Wang Feng's Ten Questions", a dialogue with Xue Manzi, Shuai Chu, Zeng Ming, Chen Weixing, Zhu Xiaohu and other industry leaders in early 2018.

### Bo Jiang

Partner of Long Hill Capital. In 2012, he joined and served for New Enterprise Associates (NEA) as Executive Director in NEA's China office for China investments. Prior to joining NEA, he worked with Alibaba Group and assumed important product and technology management roles: he founded the mobile payment team and led the development and launch of the first mobile payment product in China; prior to Alipay, he managed all of Yahoo's China's communiactions and community products.Bo earned an MBA with honors from The Wharton School of The University of Pennsylvania, where he was a Palmer Scholar. He holds a master's degree from Hongkong University of Science and Technology and bachelor's degree in Computer Science from Tsinghua University.

### Dou Wang

Founder of Geek Capital, Inventor of blockchain robot. Technical geek, community operation expert. He has been the director of IBM, MOTOROLA, HP and Silicon Valley hi tech (Beijing) Technology Co., Ltd. for more than a decade. Providing lectures of Internet technology and digital currency in Canada, participating and investing in multiple digital currency projects.

### Yan Li

Founder and CEO of the most famous media consortium-Wemedia, Forbes 30 Under 30 entrepreneur, a moving force of Beijing entrepreneur.

### Huawei Kong

The member of China Zhi Gong party, senior engineer, the head of Shanghai branch of the Institute of Computing Technology Chinese Academy of Sciences, partner of Starting Capitak. The chief scientist of Zhangjiang Science and Technology investment, VP of Dawning Information Information Co., Ltd., etc.HuaWei , an advisor of entrepreneurship in Chinese Ministry of Science and Technology, initiated various initiatives, such as Italk Salon, IC Coffee, etc. He invested VeriSilicon, Qiniu,TangOptoelectronics, Raintree Scientific Instrumemts (Shanghai) Corporation, Heytz, etc., as the secterary-general of Shanghai Big Data Industrial Alliance.

### Yang Gao (Sunny)

CEO of SegmentFault, founder of SegmentFault blockchain-technique community, the organizer of the most famous Chinese Hackathon, the only post-90s member of Hangzhou Youth Entrepreneur Association, initiator of Chinese post-90s youth entrepreneur community. Sunny was selected into Forbes China 30 Under 30 Entrepreneur. He is also one of the founders of Chinese first angel-investment platform AngelCrunch with more than 10-year interdisciplinary experience of cross Internet entrepreneurship, investment, media, et al.

## 7.4 Key contributors


## 7.5 Strategic partners

## 8. Risks

You acknowledge and agree that there are numerous risks associated with purchasing CWV, holding CWV, and using CWV for participation in CryptoWorld. In the worst scenario, this could lead to the loss of all or part of the CWV which had been purchased.

Uncertain Regulations and Enforcement Actions

The regulatory status of CWV and distributed ledger technology is unclear or unsettled in many jurisdictions. The regulation of virtual currencies has become a primary target of regulation in all major countries in the world. It is impossible to predict how, when or whether regulatory agencies may apply existing regulations or create new regulations with respect to such technology and its applications, including CWV and/or CryptoWorld. Regulatory actions could negatively impact CWV and/or CryptoWorld in various ways. The Foundation (or its affiliates) may cease operations in a jurisdiction in the event that regulatory actions, or changes to law or regulation, make it illegal to operate in such jurisdiction, or commercially undesirable to obtain the necessary regulatory approval(s) to operate in such jurisdiction. After consulting with a wide range of legal advisors and continuous analysis of the development and legal structure of virtual currencies, the Foundation will apply a cautious approach towards the sale of CWV. Therefore, for the token sale, the Foundation may constantly adjust the sale strategy in order to avoid relevant legal risks as much as possible. For the token sale the Foundation is working with

Tzedek Law LLC, a boutique corporate law firm in Singapore with a good reputation in the blockchain space.

Inadequate disclosure of information

As at the date hereof, CryptoWorld is still under development and its design concepts, consensus mechanisms, algorithms, codes, and other technical details and parameters may be constantly and frequently updated and changed. Although this white paper contains the most current information relating to CryptoWorld, it is not absolutely complete and may still be adjusted and updated by the CryptoWorld team from time to time. The CryptoWorld team has no ability and obligation to keep holders of CWV informed of every detail (including development progress and expected milestones) regarding the project to develop CryptoWorld, hence insufficient information disclosure is inevitable and reasonable.

Competitors

Various types of decentralised applications are emerging at a rapid rate, and the industry is increasingly competitive. It is possible that alternative networks could be established that utilise the same or similar code and protocol underlying CWV and/or CryptoWorld and attempt to re-create similar facilities. CryptoWorld may be required to compete with these alternative networks, which could negatively impact CWV and/or CryptoWorld.

Loss of Talent

The development of CryptoWorld depends on the continued co-operation of the existing technical team and expert consultants, who are highly knowledgeable and experienced in their respective sectors. The loss of any member may adversely affect CryptoWorld or its future development. Further, stability and cohesion within the team is critical to the overall development of CryptoWorld. There is the possibility that conflict within the team and/or departure of core personnel may occur, resulting in negative influence on the project in the future.

Failure to develop

There is the risk that the development of CryptoWorld will not be executed or implemented as planned, for a variety of reasons, including without limitation the event of a decline in the prices of any digital asset, virtual currency or CWV, unforeseen technical difficulties, and shortage of development funds for activities.

Security weaknesses

Hackers or other malicious groups or organisations may attempt to interfere with CWV and/or CryptoWorld in a variety of ways, including, but not limited to, malware attacks, denial of service attacks, consensus-based attacks, Sybil attacks, smurfing and spoofing. Furthermore, there is a risk that a third party or a member of the Foundation or its affiliates may intentionally or unintentionally introduce weaknesses into the core infrastructure of CWV and/or CryptoWorld, which could negatively affect CWV and/or CryptoWorld.

Further, the future of cryptography and security innovations are highly unpredictable and advances in cryptography, or technical advances (including without limitation development of quantum computing), could present unknown risks to CWV and/or CryptoWorld by rendering ineffective the cryptographic consensus mechanism that underpins that blockchain protocol.

Other risks

In addition, the potential risks briefly mentioned above are not exhaustive and there are other risks (as more particularly set out in the Terms and Conditions) associated with your purchase, holding and use of CWV, including those that the Foundation cannot anticipate. Such risks may further materialise as unanticipated variations or combinations of the aforementioned risks. You should conduct full due diligence on the Foundation, its affiliates and the CryptoWorld team, as well as understand the overall framework, mission and vision for CryptoWorld prior to purchasing CWV.