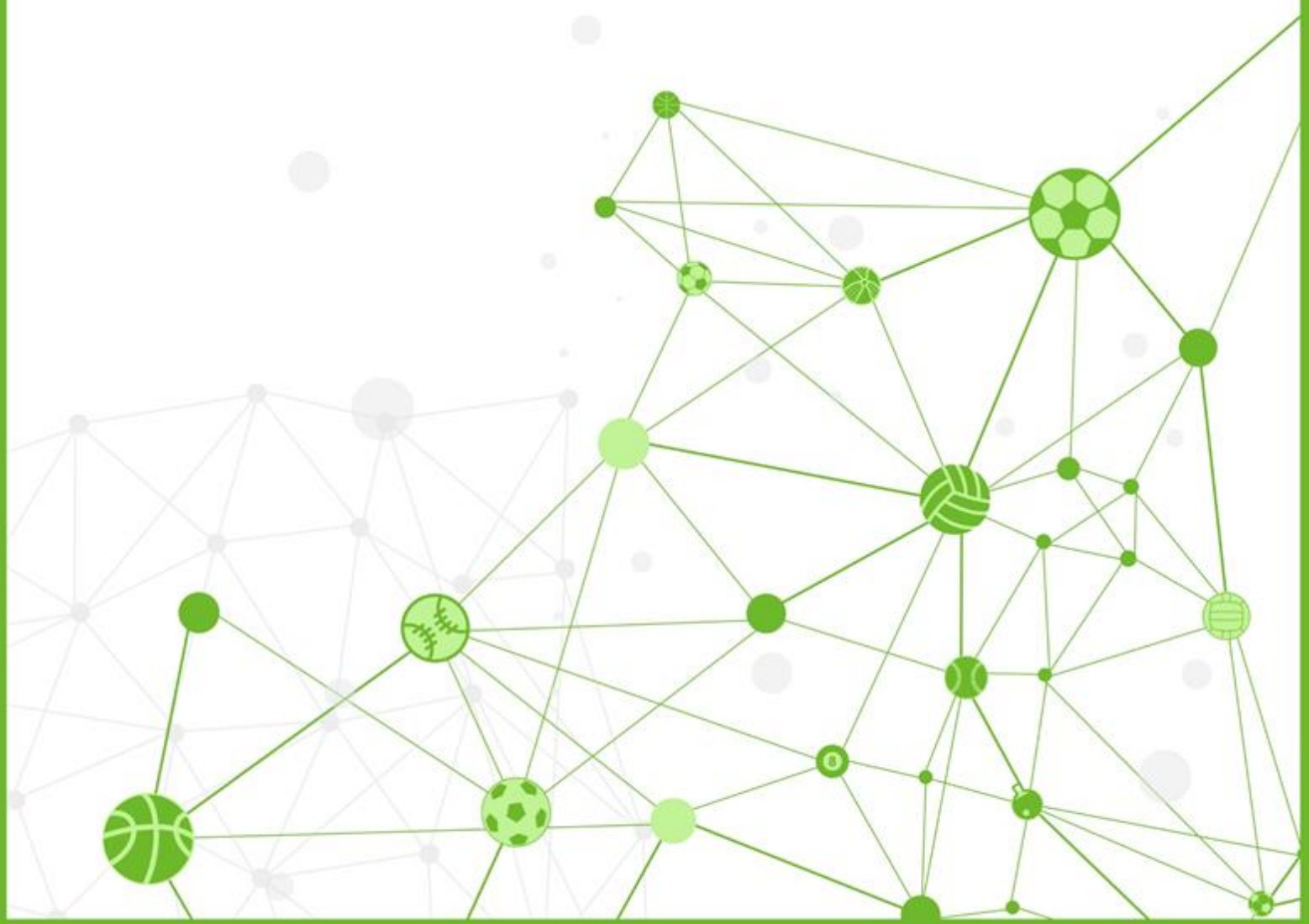


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Prospectus

The fundamental problems of the world sports industry of today are:

1. The value of sports is being greatly undervalued in today's commercial environment, as there is no assessment system that can adequately measure the potential of sports.

2. The sports industry's benefit distribution is becoming extremely centralized in favor of the top tier.

3. This era of fragmentation is bringing bigger and bigger challenges to sports participation.

To solve these problems, Sports Value Foundation, (vSport), registered in Singapore, is setting out to bring world-class blockchain developers, sports elites and top finance experts together to build a public vSportChain. Then take that to the sports industry to construct a new business ecosystem.

The vSport team and its partner organization, Sport 8 International, have many years of experience in, and understanding of the difficulties of the sports industry. By using blockchain technology, the Foundation intends to create a blockchain-based sports value system. In charge of the issuance and management of the VSC token (Sport Value Currency), vSport also aims to attract partners to join its on-chain ecosystem, link and integrate all parties together within the vSport blockchain in order to create a more efficient environment for the sports industry and assist it in transitioning to the new blockchain era. To coincide with the FIFA World Cup 2018, vSport will, first, bring sports fans into a user's community and launch vSport Chain 1.0, which is based on Ethereum, and gradually build a new sports eco-system step by step, as follows:

1. vSport v1.0 test run: public chain release based on the underlying blockchain technology, VSC token issuance (Sports Value Chain), introduction of new partners within the ecosystem, creation of new business models and establishment of the vSport ecosystem
2. vSport v2.0 test run: introduction of the Sports Evaluation System (to appraise the real value in circulation), creation of value blocks, forming a value chain: incubating a series of applications to enhance the circulation of VSC; through a series of events, creating value blocks and a value chain based on a series of

applications enabling value transfers, consolidation of the ecosystem, R&D, completion of applications and migration of the user community to the chain.

3. Completion of the vSport ecosystem on-chain establishment, facilitating the circulation and transfer of value within the sports industry, setting up a new standard for the sports industry in the new blockchain era

vSport Chain (sports value chain), is the world's first non-profit, open-sourced platform based on blockchain technology, which targets the sports industry. Its goal is to upgrade existing forms of sports organizations, and improve inter-related ecosystems from all aspects of the sports industry. Based on an innovative value assessment system, it applies block chain technology to subdivided areas and directions of sports, to build a basic digital infrastructure and value framework. vSport will provides a compatibility protocol and an interface for side chain and private chain applications in order to support its partners within the ecosystem and help them build applications (sports celebrities and teams, sports events sponsorship, traceable sports rights transactions, sports facilities and human resources sharing, open and transparent sports quizzes, etc.)

A community ecosystem for sports which benefit all parties, as well as, becoming an accelerator, speeding up innovation and transformation of the sports industry.

vSport Chain will establish an underlying sports value assessment system and a value settlement mechanism, and issue vSportCoin (VSC) tokens. The token is envisioned to be a digital asset on the vSport Chain. On this basis, vSport Chain provides a compatibility protocol interface for secondary-chain applications and private-chain applications to facilitate participants in the public chain of vSport Chain. vSport wants to develop specific areas for applications and a subdivided value system, such as decentralized player agents, P2P sports event sponsorship, traceable sports copyright trades, sharing of social sports facilities and human resources, open and transparent sports quizzes, all of which contain unlimited potential.

vSport Will Reshape the International Sports Industry.

The project to develop vSport Chain will be managed by the Foundation, which is registered in Singapore. Sports 8, which is an all-industry platform for sports and a strategic partner of the Foundation, will provide full support to the Foundation and put in place, first, the development of specific benchmark applications in the vSport

Chain. Wesley Sneijder, world football superstar and the director of vSport, will be responsible for aggregating top sports resources. “433” is the world’s largest community on social media (Instagram, Facebook, Twitter and other major platforms). It has more than 26 million users, including 20,000 professional football players across the world. As vSport’s high-traffic community partner, “433” will let vSport harness its portal and promotion platform on social media; In addition, leading blockchain project TRON will be vSport’s cross-chain cooperation partner. The collaboration between the two parties will greatly promote the on-chain move of partners in the ecosystem; As a strategic partner, Fintech security company Pay Egis will provide technical support for payment solutions; The Chinese Sports Value Innovation Alliance, which is a think-tank for the sports industry, will support the development of the sports value assessment system.

1. Background

1.1 Sports Industry Worldwide

Sports is one of the most promising industries. In developed countries, the sports industry is a key one, with a huge industrial scale. It is reported that annual output value of the sports industry in the whole world has exceeded one trillion USD. The United States is the country with the most developed sports industry, whose output value has reached 498.4 billion USD in 2015, twice that of the automobile industry, and seven times that of the film and television industry, accounting for about 3% of GDP.

The sports industry has registered a high growth rate. Since the 1990s, the revenue of the sports industry, in the USA, has increased by 10%-15% annually, on average, dwarfing the growth of GDP.

In addition, the sports industry has a wide range of coverage including central, supporting, and peripheral businesses, with many sectors involved in its secondary and tertiary industries.

As an emerging industry, the sports industry plays a pivotal role in the global economy.

1.2 Problems Existing in the Sports Industry

First, there is a lack of understanding regarding the true value of sports.

The valuation proposition of sports is different from that of other industries, and cannot be expressed simply in terms of money by this economically minded society. Traditionally, and relatively speaking, the sports industry earns less profit and grows slower, but influences important aspects of human life, such as the human mental state and honor system. At the same time, the sports industry cannot be evaluated in the same ways commonly used in the Internet industry-number of users. For example, the world's top three football clubs - Manchester United, Real Madrid and Barcelona - earned around 800 million dollars, and none of these clubs have an on line fan registration mechanism like an Internet app. However, the influence of each fan club is enormous, as their reach extends to all kinds of people, with different nationalities, in every corner of the world.

Second, There is Improper Allocation of Resources.

- Necessary sports resources, such as venues, are not properly matched with social needs;
- Data is not effectively utilized.
- Sports insurance and protection systems are not sound

Third, the Talent Cultivation System is Deficient.

- Sports' practitioners lack motivation at the basic level.
- Youth training system is not sound.
- Evaluation measures and standards are not effective.
- Development of young athletes is given inadequate attention.
- Ugly practices such as using stimulants, age fraud and bribery are widespread.

Fourth, Business Models are Ineffective.

- Valuation of sports IP is confusing.
- Sports consumption culture develops too slowly.
- Influence of sports stars is not used properly.
- Professional sports clubs are run as enterprises; kept away from the community.

Fifth, There is Over-Centralisation.

- Very few federation organizations control most of the resources, creating corruption.
- Sports lack financial support at the grassroots level.

1.3 The Necessity of Building a Public Chain for the Sports

Industry

The existing blockchain landscape is basically focused on the underlying technology, while the sports industry is resource-oriented rather than technology-oriented. It requires a platform that has both the blockchain spirit and a resource integration capacity

None of the existing public chains are established for the sports industry. The sports industry itself has distinct characteristics. Sports has a unique influence. Meanwhile, sports has many subdivided sectors that share many things in common: need to organize events, need for revenue, as well as publicity and advertising from sponsors. These needs can potentially be met through a single-system block, instead of having to build from the start again every time.

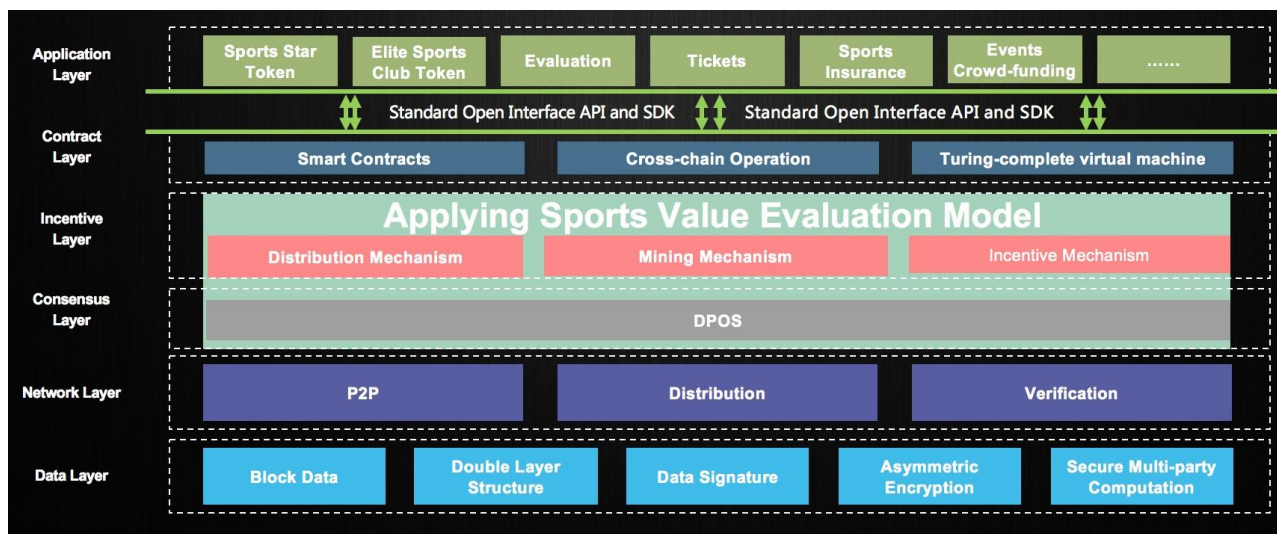
In view of these reasons, we believe that none of the existing public chain protocols have rules and regulations targeting the features of sports, or have developed basic blocks with relevant properties. There is a need to rebuild the structure from the beginning.

2. Solutions

In view of the above problems, the Foundation has developed the first public chain specifically for the sports industry –**vSport Chain**, based on blockchain technology.

2.1 vSport Chain

vSport Chain is the world’s first, fully open, non-profit, and blockchain empowered platform for the sports industry. vSport Chain is designed to be the “Ethereum” and “Qtum” for the sports industry. It aims to redefine and construct a revolutionary and self-adapting value system for the sports industry. It builds a comprehensive ecosystem and digital infrastructure for the industry, benefiting all parties and establishing an underlying value settlement mechanism based on the VSC token, providing compatibility protocol interfaces for side chain and private chain applications, supporting partners within the ecosystem to build application scenarios on the vSport chain



2.1.1 Unique Properties

vSport Chain is a blockchain, a service (BaaS) platform that has an independent IPR. It not only has the basic features common to general public blockchains, it also has the following improvements made regarding the industrial characteristics of sports:

First, KYC Certification and Unified Management of Accounts in the Chain.

vSport Chain intends to allow any individual or organization in the sports

community (including event organizers, training institutions, brokerage companies, sports products companies, venues and other facilities, and any agencies that may sponsor sports), to be able to create a unique account on vSport Chain, and be verified. The Foundation will authorize third parties to authenticate the identity of other users. Users may also authorize a third party to inquire about relevant verification information, according to their needs. After registration, users may, concurrently, manage various sub-accounts corresponding to multiple applications in the vSport Chain.

Second, Fast and Efficient Double Level Architecture.

Transaction throughput on traditional blockchains is limited, therefore it is difficult to meet the requirements of some applications requiring high-concurrency and in real-time application. When a large number of transactions are awaiting confirmation, congestion of the entire network will occur. For example, a simple application for virtual kittens had paralyzed the network Ethereum. The double level architecture of vSport Chain, and the underlying technology of DPOS designed for sports application scenes, has the potential to greatly improve the efficiency of the system and effectively deal with many application scenarios.

Third, High Efficiency for Development of a Complete Interface

The development environment, based on existing blockchain clients, has a relatively high experiential threshold for new developers. vSport Chain will include rich API customized for the common demands of the sports industry, as well as, a friendlier development interface which lowers the threshold for users participating in development of distributed applications for the sports industry. At the same time, vSport Chain intends to provide a complete interface SDK, which means industrial users need not worry about problems such as mining consumption, node maintenance, and hacker attacks that traditional blockchain platforms face.

2.1.2 Examples for Data Interface:

vSport Chain will be based on existing blockchain technology, but with the addition of bold innovation and improvement, which makes real world application of this technology in the sports field more likely.

vSport Chain provides a complete data interface for the sports industry, such as a storage and query interface for data from China's young sportspeople. Users such as coaches, parents, teachers, youth football clubs, and schools may use storage interfaces to store training data for young sportspeople, including evaluation and games. vSport Chain system will give a certain amount of VSC incentives, according to the volume and accuracy of data submitted by users. Local teams, as well as, educational and sports departments, at all levels, may also use the query interface to select appropriate young sports people.

2.2 Value Settlement Mechanism and Native Tokens vSport Coin (VSC)

vSport Chain will establish a value settlement mechanism, based on its native digital cryptographically-secured token vSport Coin (VSC), allowing various sports resources and behaviors to be converted into a certain number of VSC before settling them through corresponding models. This will provide compatible protocol interface for users to develop secondary chain applications on vSport Chain to facilitate participants constructing new application scenarios and value systems on public vSport Chain. VSC is a digital asset, which embodies the value of each participant, in any form (individual, institution, facility, event, etc.), in the real sports environment.

2.3 Consensus Mechanism DPOS

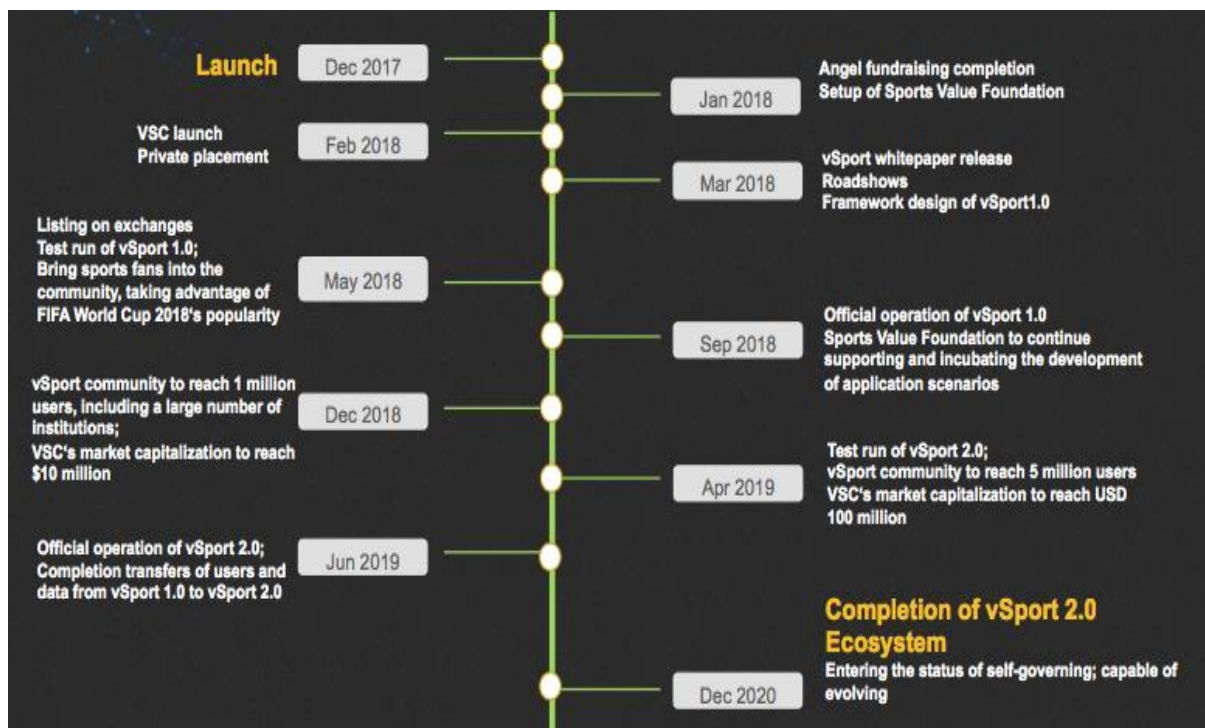
vSport Chain will adopt a DPOS consensus mechanism, an odd number of delegates will be selected by voting from VSC holders, which can be treated as many super nodes, possessing equal rights. In some ways, DPOS is similar to parliament: if delegates cannot do their duty (failed to make a block in their turn), they will be disqualified and substituted with other candidates.

2.4 VSC Distribution and Reward System

The whole token supply will be issued in the Genesis block.

- 40% will be used for fundraising and as incentive for the founding team
- 15% will serve as reward for the DPOS super nodes, 1% being distributed annually during 15 years
- 45% will be used for community development, to fund and incubate new applications in the ecology of sports value chains, and to reward individuals or institutions that contribute significantly to the development of the ecosystem. The specific budget allocation and distribution will be decided by the foundation's "voting committee" (voting committee candidates must be individuals or institutions with great influence and experience in the field of sports. The members will be regularly elected by the community on-chain).

2.5 vSport Development Roadmap



3. Technical System

With the launch of Bitcoin blockchain in January 2009, Satoshi Nakamoto introduced two revolutionary concepts to the world, simultaneously. First is Bitcoin, a decentralized, point-to-point, encrypted, digital currency that maintains value without any asset guarantee, intrinsic value, or central issuer. In essence, Bitcoin converts money into data. Second is the workload-based blockchain protocol, which introduced information economy networks constructed on the future. Thereafter, developers began to apply block-chain technology in real-world businesses. These include color coins, smart assets, domain name coins, and more advanced applications such as decentralized exchanges, financial derivatives, point-to-point gambling, on-chain identity, and reputation systems. There is also Ethereum, a blockchain that provides built-in mature Turing complete language, and creates all of the systems mentioned above, as well as, many other systems that defy imagination.

It is believed that the ideal sports value network should first, be decentralized and, as much as possible, mobilize the resources and power of all the people. Second, it should benefit each link of the entire sports pyramid, especially the base and the sides, who can also receive fair and reasonable incentives for their contributions to the system. Third, the sports value chain should be fair by serving everyone on an equal footing.

vSport Chain is designed with the intent of constructing a reasonable sports value transaction system. Through establishment of an information-oriented, ultimate abstraction base layer, and the value algorithm model layer, based on the sports value system, as well as, the blockchain that integrated Turing complete programming language and SMPC (secure multi-party computation) algorithm sandbox, developers can create smart contracts and applications suitable for various sports scenarios, and establish ownership rules, transaction means, and state transition functions that are based on the basic definition framework. VSC is the basic token of the system and supports the secondary chain token in the protocol. Developers may design secondary tokens for different application scenarios and quantify their value.

The design of vSport Chain takes into account five basic principles: Simplicity, Despecialization, Sandbox, Orientation, and Integration into the ecosystem.

- **Simplicity:** the underlying architecture of vSport Chain should be as simple as possible, and the interface should be the easiest to understand. It should, as far as possible, avoid protocols or intermediate layers that are too complex;
- **Despecialization:** the characteristic and operational code of the protocol should embody concepts at the lowest level and be despecialized as much as possible, using common models and scenarios as the inherent part of the protocol;
- **Sandbox:** the end users of intermediate layers cannot see it, but it must possess security and stability as needed by directional applications. vSport Chain does not pursue a fully open technology system, but one with a balance of reasonableness, stability, practicality, and efficiency.
- **Orientation:** in specific application development, applications should have a star effect, can import a large number of users, gradually forming a community ecosystem;
- **Cross-chain:** concepts of blockchain ecosystems have already been developed, and vSport Chain does not attempt to construct a closed ecosystem. vSport Chain intends to support various protocols for cross-chain operation, and provide access to various digital asset projects in the ecosystem.

Key Technologies are as Follows:

3.1 Double-Level Architecture

vSport Chain divides blocks into two layers: a high-level block layer and a low-level block layer. High-level blocks are controlled by the Foundation. The main responsibilities of these blocks include, first, control of the issuance of VSC and second, authorization and review of nodes and maintenance of overall account books - these high-level blocks do not handle specific transactions.

Low-level blocks are maintained by each node. Their main responsibilities include: processing users' transaction requests, verifying validity, recording transactions and updating the account book, as well as, cross-verification.

vSport Chain improves overall efficiency by reducing the cost of communication between nodes through a two-level architecture. As the number of users increases, it can be optimized on two chains to achieve balanced loading and scalability, and a multi-layer architecture may be considered in the future.

3.2 Smart Contract

A smart contract on vSport Chain (**vSport Contract**), is a collection of code (its function), and data (its state) stored on vSport Chain with a specific address. Contract accounts can communicate messages to one another to implement Turing complete operations. The contract runs on the blockchain through the sandbox by means of a binary byte code specific to vSport Chain. Various servers may develop a range of contracts and DAPP to obtain revenues by serving end users. Servers may even create and issue their own tokens for their own DAPP through smart contracts.

3.3 Secure Multi-Party Computation

Secure Multi-Party Computation (SMPC) is intended to solve the problem of synergy computation aiming to protect the privacy of non-trusted participants. SMPC should ensure independence of input and correctness of computation; it should not disclose each input value to other members participating in the computation.

Generally speaking, a secure multi-party computation problem computes any probability function, based on any input, on a distributed network. Each input party has input on that distributed network— which shall ensure independence of the input and correctness of the computation; it shall not disclose, other than the respective input, any information that can be used to derive other inputs and outputs.

There will, potentially, be a large number of institutional users in vSport Chain, where possible competition between users makes them reluctant to disclose their own proprietary data to others, not even to a "trusted" third party. As a platform, vSport Chain could possibly provide a large number of applications from many servers. In this case, how to protect the privacy of users' data becomes a key issue. Therefore, vSport Chain will incorporate secure multi-party computation technology.

The secure multi-party computation model of vSport Chain consists of the

following four aspects: participants, security definition, communication network model, information theory security and cryptographic security. Based on this, a protocol that can support joint computation and protect participants' privacy will be constructed, so that each user can realize joint data sharing computation under the promise of protecting information privacy, and obtaining all related benefits as well.

3.4 Distributed Artificial Intelligence

In the application scenario of vSport Chain, many models of value evaluation be used, such as “influence evaluation model”, “athlete value and growth evaluation model”, and “contribution value evaluation model”. The establishment and growth of these models will be based on an in-depth learning algorithm by artificial intelligence, which may consume a large quantity of computational power. Therefore, we have introduced Distributed Artificial Intelligence.

Distributed Artificial Intelligence, (DAI for short), is a combination of artificial intelligence and distributed computation. DAI has been proposed to meet the needs of designing and building large complex smart systems, and Computer Supported Cooperative Work (CSCW). The main purpose of DAI is to study the behavior and methods of distributed intelligent swarm agents in logic or physics, to study knowledge, skills and planning for coordinating and controlling them; to accomplish multi-task systems and solve various problems with definite objectives.

DAI is divided into two modules: one is distributed problem solving (DPS); the other is implementation technology for Multi Agent System (MAS).

The principle behind distributed problem solving is to break up the whole problem into several sub-tasks, and to design a problem-solving sub-system for each sub-task. First, it is necessary to intelligently determine an allocation strategy: how to allocate the total work among a group of modules or nodes. Second, it is necessary to intelligently determine a strategy for task coordination: seek to solve the problem in a cooperative way on the basis of distributive and loosely coupled knowledge sources. The concept of “distributive” herein, means that control and operation of tasks and the available information are distributed without global control and global data.

Knowledge sources are distributed across different processing nodes, while data, information, knowledge, and answers to questions can be shared according to certain rules.

Multi-agent system, or MAS for short, mainly coordinates behavior and tasks among different agents. To achieve the goal of finding solutions to multi-task systems and various complex problems, it is necessary to adopt essential strategies and operations by coordinating knowledge, objectives, skills and system planning among a group of autonomous agents. MAS coordinates the behavior of many agents to complete large-scale complex tasks in a cooperative way.

3.5 Trans-Chain Operation Protocol

The blockchain ecosystem has been formed. vSport Chain does not attempt to construct a closed ecosystem. It has the potential to support various cross-chain operation protocols and provide access for various digital asset projects into the ecosystem.

vSport Chain supports cross-chain asset exchange protocols---that is to make extensions to existing asset exchange protocols, allowing multiple participants to swap assets across different blockchains, and ensuring that steps in the entire transaction either all succeed or all fail. In order to achieve this function, we need to create a contract account for each participant by using the functionality of vSport Contract. For other blockchains, vSport Chain will be compatible through adaptive protocol plug-ins in the future.

vSport Chain also supports cross-chain distributive transaction protocols. Cross-chain distributive transaction refers to the multiple steps of a transaction being executed in different blockchains, and ensuring the consistency of the entire transaction. This is an extension to the cross-chain asset exchange, extending the behavior of the asset exchange to an arbitrary one.

In popular terms, vSport Contract makes a cross-chain smart contract a possibility. When different parts of a smart contract are being executed on different

blockchains, they are either all executed, or all sent back to their state before execution. This leaves great room for imagination about cross-chain collaboration – the Foundation is exploring application scenarios of cross-chain smart contracts.

3.6 Decentralized Information Storage and Distribution

As we all know, one of the major problems of Bitcoin is its difficulty in scaling. With the number of users, and quantity of data constantly on the rise, the size of blocks becomes a main hindrance to their development. vSport Chain contains a point-to-point information sharing network application, which positions public resources through content addressing technology.

It disperses and stores multiple files on different nodes through Hash Computation. If a user accesses a file, he can access it according to the Hash address. In addition, it features point-to-point equality that allows files to be stored as fragments on some of the computers or servers closest to users, which increases load speed. Similar to Bittorrent, users can access data from multiple nodes at the same time, as long as a single node hosts one datum, which makes it possible to distribute data without collocating any type of server (data accessibility is independent from locations). At the same time, the need to host services when the original node is not connected to the network is avoided by motivating other nodes in the network to copy and store data by themselves, and provide index services.

4. Industrial Advantages

4.1 Sports Strategic Partner: Sport 8

Sport 8 is a strategic partner of vSport. As China's largest and only international sports industry platform covering the whole country, Sport 8 intends to make available its top-notch international resources, and bring into play the advantages of shareholders and other partners in science, technology, education, capital and other aspects, to lead vSport in its implementation to the industry.

First, Corporate Profile.

Headquartered in Beijing, Sport 8 is founded by Qiang Bai— a veteran Sino-America Internet entrepreneur, Sneijder— the captain of the Dutch national football team, and Huang Jianxiang— a famous football commentator. It is China's largest and only international industrial platform that covers the whole country.

Sport 8 promotes the popularization and improvement of youth football through training, events, football theme activities, etc. Sport 8 initiated a unique FODA (Youth Football Volunteer) system which, through sharing economy and internet, senior foreign coaches participate in youth sports events, training, establishing skill rating standards for youth football, and build the best player selection system. Sport 8 combines domestic and foreign professional clubs, special students and various incentive mechanisms to integrate channels at a grass root level, promotes training, tests, events and selection, to form an ecosystem for the football industry.

Sport 8 is not only the first company in China to launch a youth football skill rating standard and evaluation product, but is also the official partner of youth training of Dortmund Football Club. In September 2015, New Oriental, O.R.G Packaging and China Equity, jointly, invested RMB 30 million in round A financing to Sports 8, with a pre-investment valuation of RMB 200 million.

Second, Corporate Achievements of Sport 8:

Worldwide:

- Visited by the King of Netherlands
- Has business partners in Europe, Asia, North America, Latin America and Africa

- Have the involvement of more than 50 international sports stars and cooperates with more than 20 professional sports clubs
- Have invited over 300 coaches to China

In China:

- More than 350,000 teenagers trained
- Operating in more than 250 cities in China
- Over 85,000 FODA (Youth Football Contributors)
- Over 4000 franchised schools
- Held 9,000 matches in 105 cities nationwide
- Reached over 14 million people

Sports Training: Since July 2015, Sport 8 has been the largest training provider for the National Training Program, (state-level special training for headmasters of youth football schools and key sports teachers), deployed by the Ministry of Education. In October 2015, King William-Alexander of the Netherlands paid a state visit to China. His first stop was at the football training course in Shijia Primary School, and he received a FODA Certificate which is emblematic of a Sport 8 volunteer for youth football training from the hand of the Sport 8 founder. King William-Alexander, officially, became a Sport 8 volunteer for youth football.

Former goalkeeper, Edwin van der Sar, of the Dutch national team also attended the event and had friendly interactions with the young players. So far, more than 33,000 primary and secondary school sports teachers have been trained, and more than 350,000 children have experienced Sport 8 football classes in more than 250 cities across the country. More than 85,000 people have applied for FODA.

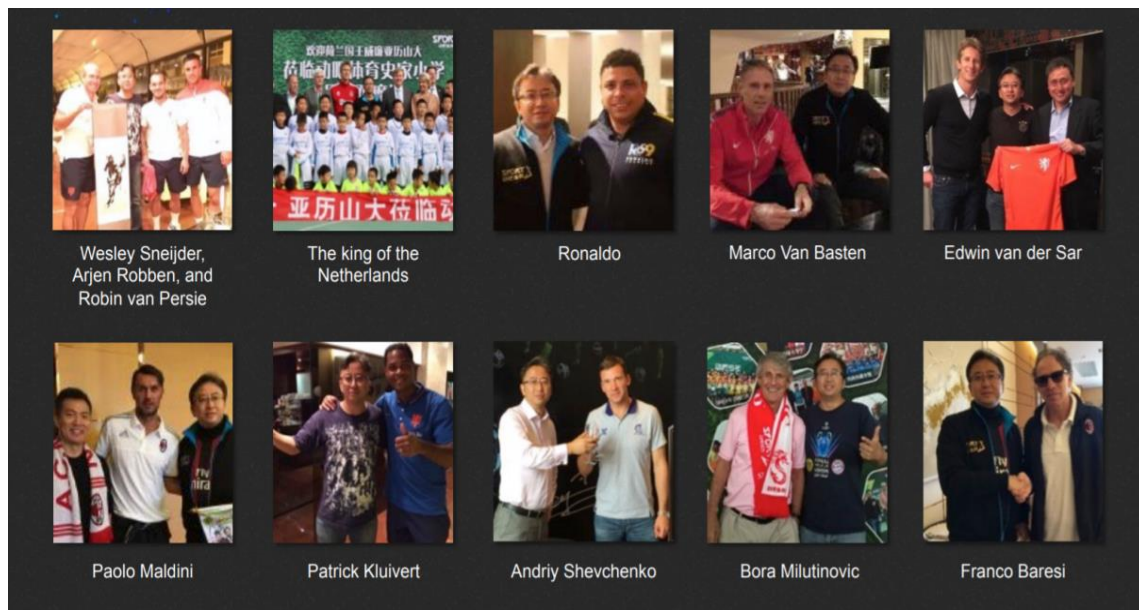
Sporting Events: In just one year, Sport 8 has created an original large-scale event IP, named "Sport 8 youth, 100 cities and 10000 games." This event has served 105 cities across the country with more than 8,700 games involving 3,116 teams and over 56,000 participants, covering more than 2.7 million families.

Channel Developed: the number of youth clubs that have become members of Sport 8 has exceeded 320; the National Campus Football League has more than 4000 school members.

Sport 8 has established China's football talent pool and the Sport 8 football skill evaluation system, the latter being China's first youth football skill evaluation system

that has both wide coverage and professional authority. Young players that have received evaluation by Sport 8, and have detailed data collected about them, have exceeded 33,000.

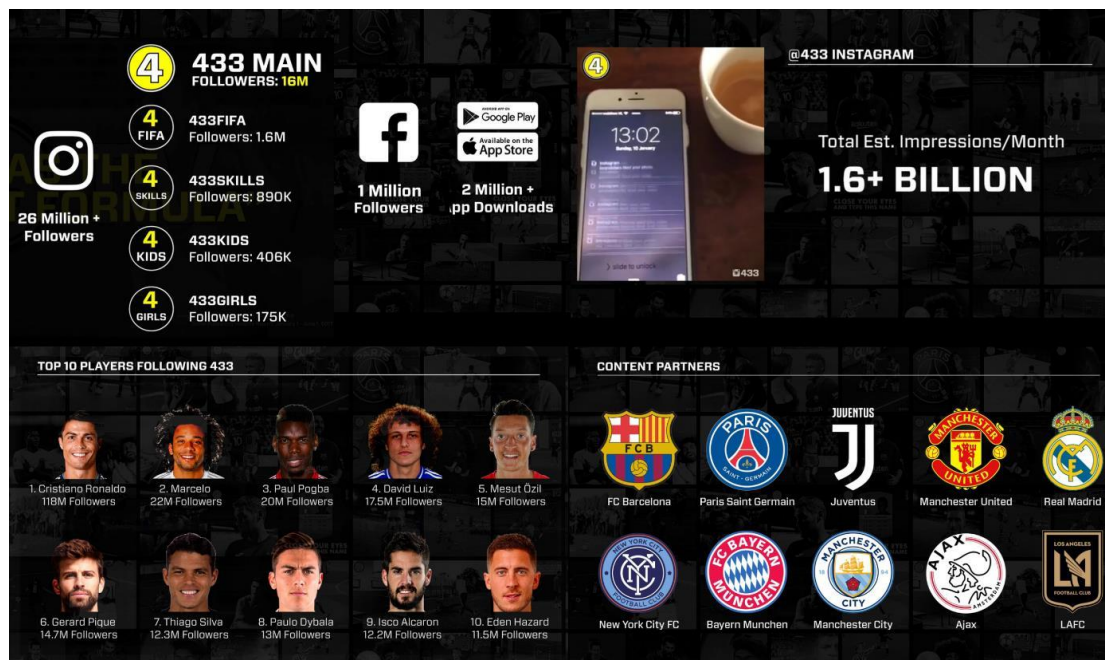
Sport 8 has cooperated with a large number of venues, including establishment of several important bases: in January 2016, Jiangnan Football Base was officially built in Changzhou. In February 2016, Sport 8 football base was established in Ordos, and in October in Hohhot. In May 2016, Sport 8 cooperated with the Jiangsu Association of Gymnasiums.



4.2 Social Community Partner: 433

433 is the largest social sports community in the world. Bringing the latest news fast to the fans, with a high dose of humor and tongue-in-cheek style. Established in 2013, 433 has grown exponentially and now has 26 million followers in total, among which 16 million Instagram followers and 1.29 million Facebook followers. 433 App boasts over 2 million downloads on iOS and Android. 433's Instagram is the account that records the highest user engagement on the platform with 1.6 billion prints per month. 433's videos reach 500 million views per month, and a video posted on the Facebook page 5 months ago attracted 27.96 million viewers. 433 collaborates with more than 20,000 professional players and counts some major Dutch football

celebrities among its shareholders: Demy de Zeeuw, Gregory Van der Wiel, EljiroElia,... 433 team also founded BALR in 2015, a luxury sports-brand and one of the fastest-growing fashion companies worldwide. BALR is distributed in 150 countries.



4.3 Cross-chain Cooperation: TRON

TRON is a world-leading blockchain-based decentralized protocol that aims to construct a worldwide free content entertainment system with the blockchain and distributed storage technology. The protocol allows each user to freely publish, store and own data, and in the decentralized autonomous form, decides the distribution, subscription, and push of contents and enables content creators by releasing, circulating and dealing with digital assets, thus forming a decentralized content entertainment ecosystem.

4.4 Security Strategic Partner: Pay Egis

Jiangsu Pay Egis Technology Co., Ltd., (hereinafter referred to as "**Pay Egis**") is a professional, financial technology security (FinTech Security) company – focusing on network security and financial technology, providing basic trust services for government agencies, banks, payment institutions, Internet finance, e-commerce,

social media, and other industry users. The company is headquartered in Suzhou Industrial Park, but has offices in Beijing, Shanghai, Guangzhou, Chengdu, with "Beijing + Suzhou" as dual-center operations. The company's core team is comprised of professionals from the central bank, VISA, Microsoft, IBM, HP, Oracle, Pacific Life Insurance, PriceWaterhouseCooper, and other well-known organizations and enterprises. It has the service gene of the highest quality enterprise, helps enterprise customers customize the self-adapted security defense systems, and protects enterprises and platform users from violation by relying on many core technologies, series of information security products, big data analysis, and the processing ability of artificial intelligence.

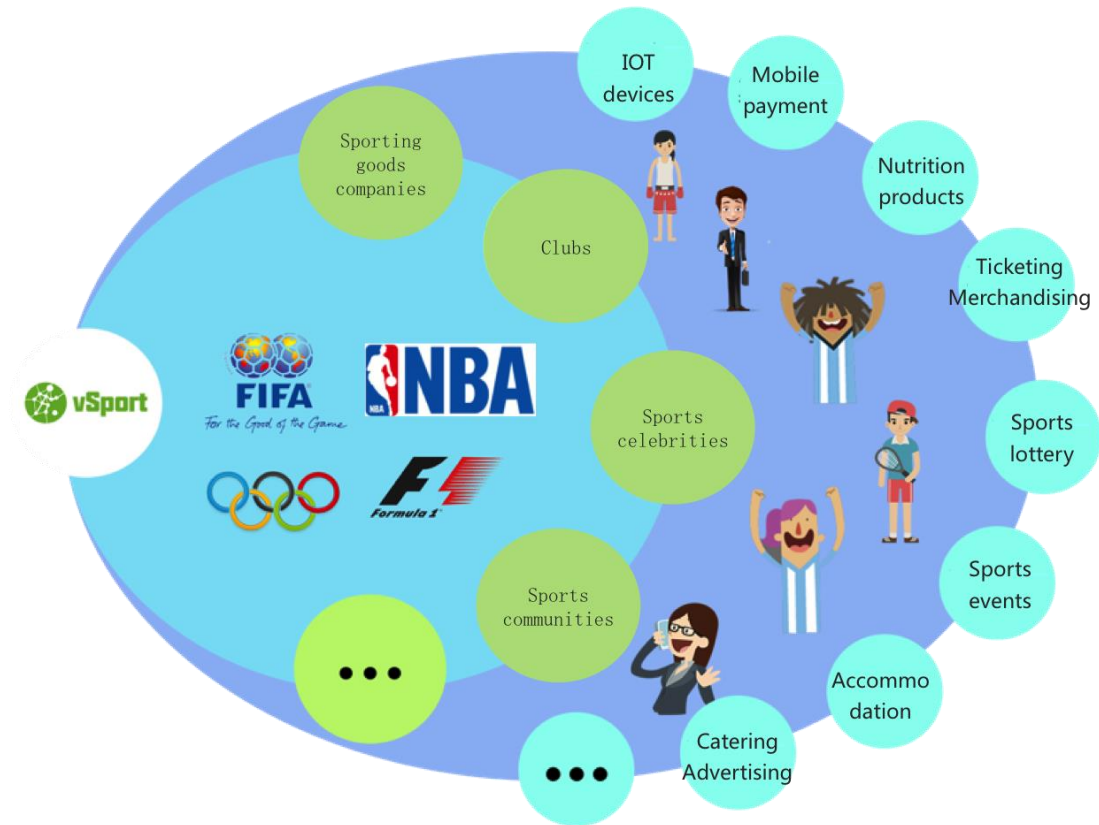
Pay Egis fully agrees with the concept and values of vSport Chain, and is expected to support vSport in building a strict security system with its existing advantages in technologies.

4.5 Sports Value Strategic Partner: China Sports Value Innovation Alliance

Initiated by Xiao Shuhong, a professor and doctoral supervisor of Beijing Sports University, China Sports Value Innovation Alliance was founded in November 2015. It is committed to becoming a third-party professional research institution for the sports industry, leading the development trend of the sports industry, providing constructive ideas and schemes for China's sports industry with value orientation, building a platform for official decision-making support, providing new ideas for enterprises and the public; and building an influential and well-known sports industry think tank in the international community.

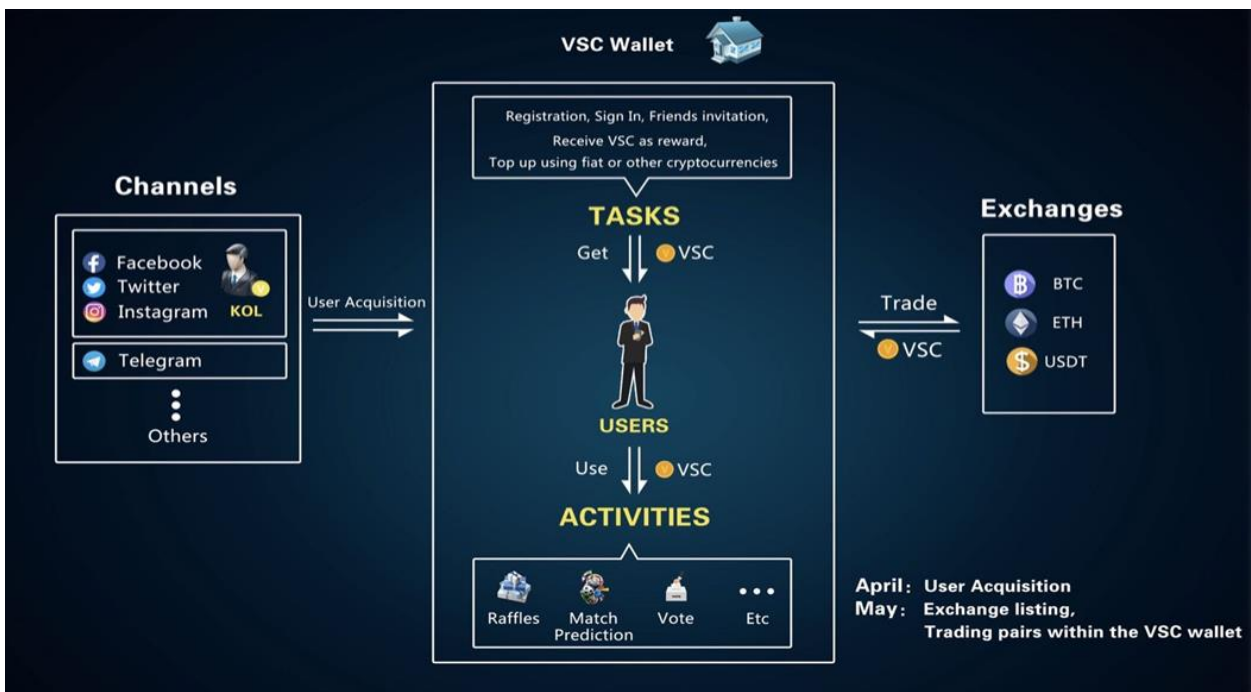
As the pioneer in the new value evaluation system of the sports industry, China Sports Value Innovation Alliance will give full support to the development of vSport by exerting the power of its industrial think tank.

5. Ecosystem

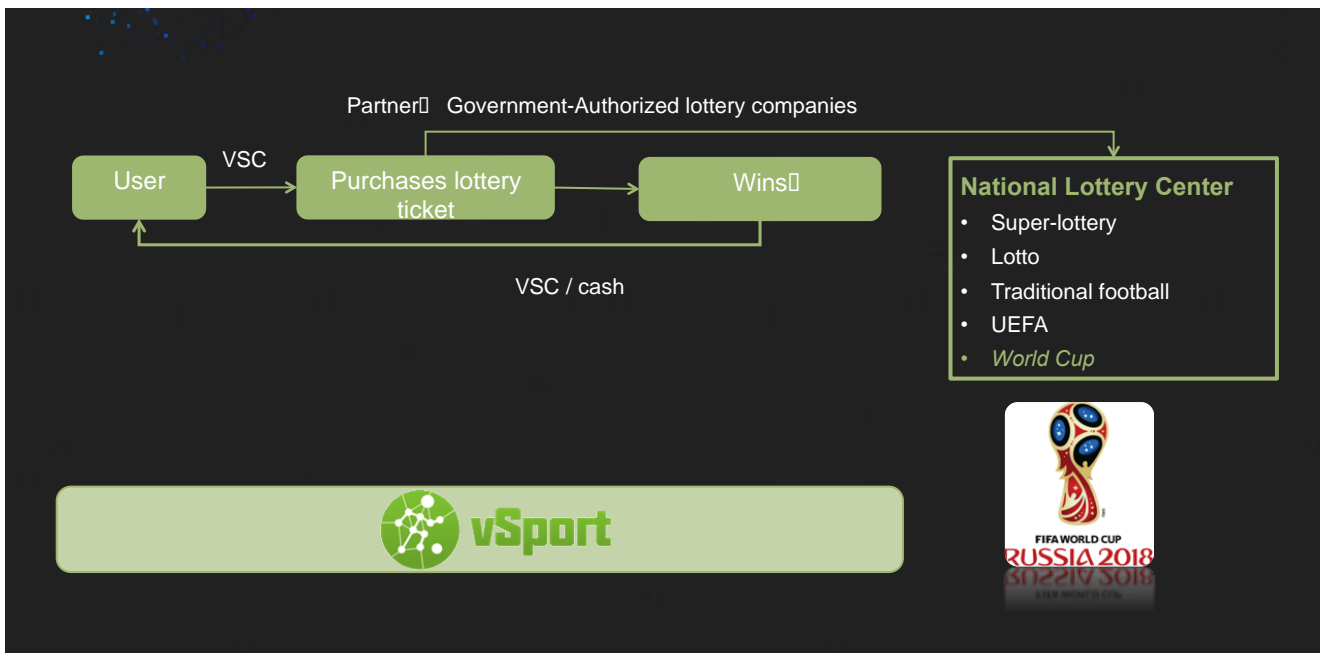


5.1 Initial VSC Application Scenarios

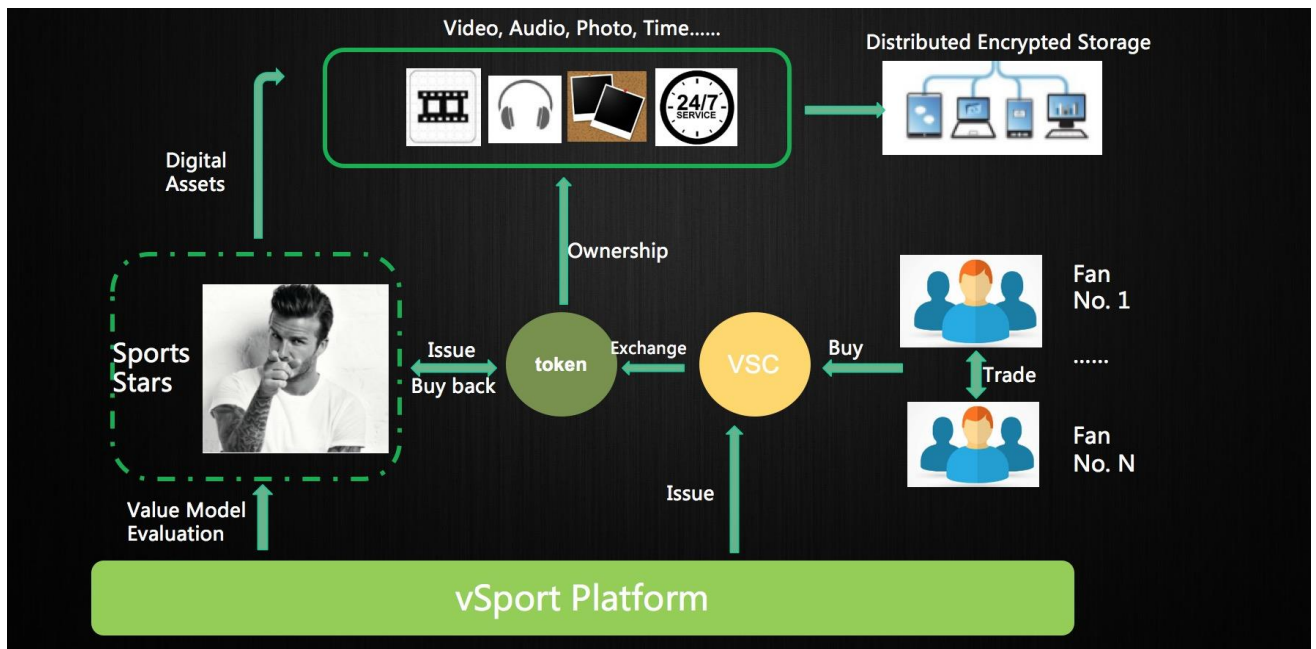
(1) VSC online wallet wa.vsport.io



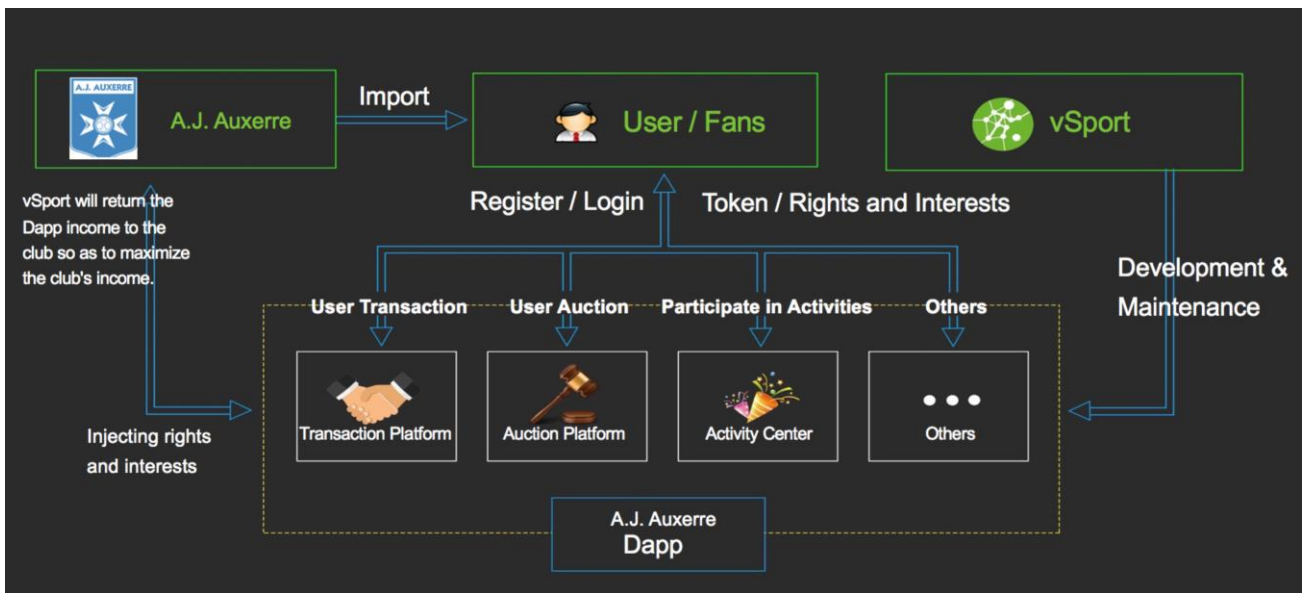
(2) VSC use case: lottery



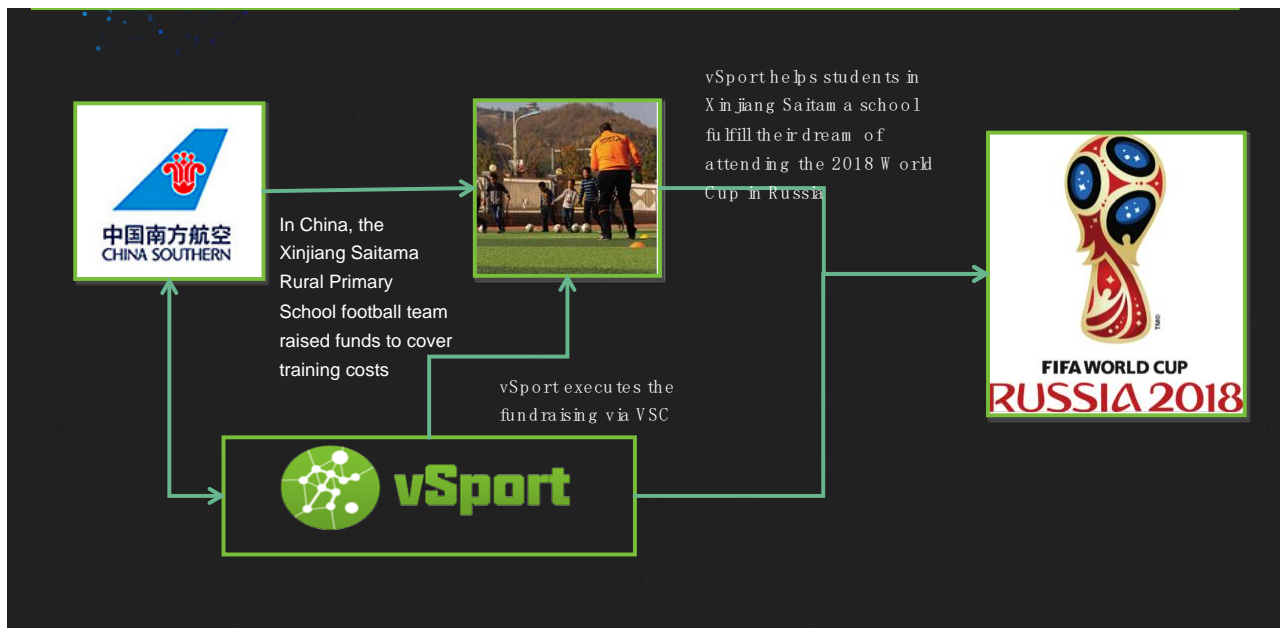
(3) VSC use case: : Authorization and Transfer of Digital Assets Exclusive to Sports Stars



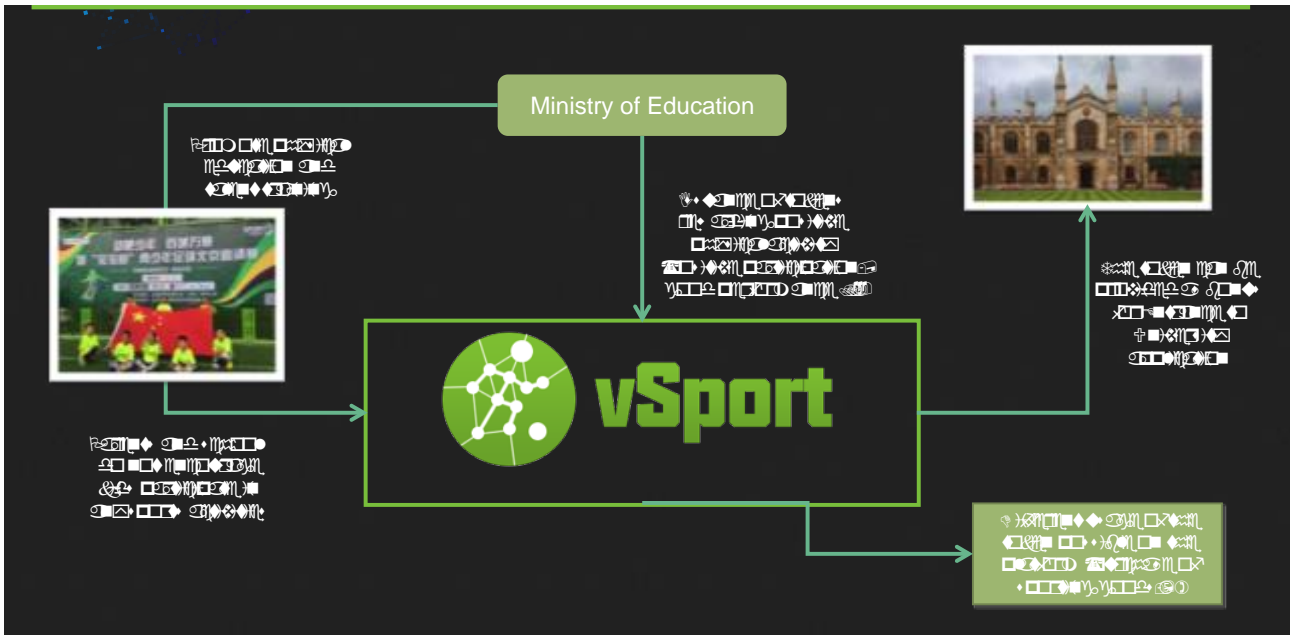
(4) Sports club application: Tokenize the value of clubs



(5) Raise Fund for Sports Charity Activities



(6) Tokenize Youth Development



5.2 Other Application Scenario Examples

5.2.1 Sharing Economy There are plenty of idle resources in the sports industry, such as vacant venues and facilities, idle coaches, and unutilized sports data, etc. In a TED speech in November 2016, Don Tapscott, the father of the digital economy, said that Uber and Airbnb are just bringing together and selling services. Only blockchain technology can really turn a sharing economy into a reality.

First, Venues and Coaches FODA (Youth Football Volunteer).

A venue may lay idle for a long time. The owner may receive incentives in VSC, as long as he places all idle resources on vSport Chain. These resources, when shared and used, will entitle the owner to receive VSC incentives according to the size of the contribution. In the same way, coaches can get the incentive of VSC by sharing their free time to teach sports skills. The users of these shared resources need to spend their VSC to buy resources, and they can also get VSC incentives if they share their sports data. In this way, the whole ecosystem may maintain a virtuous circle. People will be willing to move up together to promote the development of public sports.

Second, Data Sharing.

Sports generates a huge amount of data: each participant's resume, sports

performance of one's sports life; achievement and data in each competition. All these data have value and may be stored, verified, transmitted and analyzed with the blockchain technology of vSport Chain. Application developers can make rules that each person who contributes to the data is incentivized for their contribution, and get paid for the amount of use from the data they share. These data may potentially play a role beyond imagination in the future. For example, a teenagers' promotion to school, precise marketing of sports brands, sports insurance, etc.

Third, Event Crowd Funding and IP Sharing.

In sports events, top IPs compete heavily. The middle and bottom resources find it hard to receive support. In vSport Chain, application developers, potentially, develop apps, release event tasks and build their own tokens. Those who are willing to make contributions may provide financial support, venues, human resources support, publicity, etc., and receive incentives in VSC and certain rights to events. All users on Sports Value Chain collaborate to build the event into IP, and can participate in the value created by that IP.

5.2.2 Cultivation and Appraisal of Sports Talents

First, Physical Training for Teenagers.

Participation by teenagers in sports training shows a trend of high-speed development. As the number of people increases together with enthusiasm, there are many problems created. In vSport Chain, the Foundation may use blockchain technology to record all the information since one's physical training, including age, duration and frequency, which will be used as big data for training sports talents, and provide important reference for the whole industry.

By comparing data of young people after participating in sports training, we can clearly record their great progress, physical and mental development after participating in sports, which can promote young people in the whole society to take an active part in the healthy growth of sports. Every parent who encourages their child to take part in sports, and also contributes their time and their child's data to the industry and can be incentivized.

Second, Skill Appraisal.

Appraise sports skills, record data, compare results and seek a breakthrough.

Application developers may do in-depth development on vSport Chain, appraise the sports skills of participants and use blockchain technology to record and keep track of them, as an important indicator for scouting of sports talent.

Third, Road of Growth of Youth.

On vSport Chain, each sports talent can have his/her own supporters who contribute to the growth of youth in sports in ways such as: sponsoring youth training abroad with tokens, and participating in competitions. Supporters can potentially get generous incentives from those they support when they are on a career path.

5.2.3 Professional Sports

First, Event Ticket Services.

Ticketing for sports events in China has been in a state of chaos. All aspects from prices to sales are neither standardized nor professional, seriously affecting the box office. Take China Super League for example: different clubs sell tickets at different prices. Second, distribution channels are chaotic. For some very popular events, even one ticket is hard to get but ticket scalpers are rampant. However, in normal times, sale of tickets is very difficult. Sometimes, tickets are given out free to attract audiences. On vSport Chain, VSC can support a uniform ticketing standard that cannot be forged, and can ensure the tickets' distribution channel certification and stable circulation.

Second, Sports Copyright Management and Asset Tracking

The right to broadcast events has always been big business. When people's viewing habits are constantly changing, the copyright market is also becoming increasingly fragmented. In addition to watching live games on television, more sports fans will watch short videos from a variety of social media on their phones. The vSport blockchain technology helps copyright owners track the use of the authorized, and easily trace piracy, since each copyrighted content has a unique ID and is intended to be automatically paid through the smart contract of the blockchain.

Third, Sports Stars.

Stars have powerful influence on consumers while at the same time, fans have very high loyalty to the stars. Now, sports stars have super-high levels of popularity; no lower than entertainment stars. Each star may issue his/her own token on vSport

Chain, while fans can get the token by supporting their favorite star, and redeem the opportunity for close interaction with stars.

Fourth, Professional Clubs.

vSport Chain blockchain technology allows individual sports clubs to develop proprietary tokens, just as each club now has its own social media account. The club's fans can obtain tokens by supporting the club. They can buy tickets, merchandise, and even food and drink at the site of the game, making club operation more efficient. At the same time, based on the credit mechanism of the blockchain technology, digital authentication of tickets is realized, which will put an end to industrial problems such as fake tickets or scalper tickets.

Fifth, Sports Quizzes.

Users may obtain virtual income through a token quiz on the chain, which is open, transparent and unchangeable. These technical features improve the security and fairness to an unprecedented level.

5.2.4 Promotion and Development of Sports at the Grassroots Level

First, Compensation Mechanism for Sports at the Grassroots Level.

When all the data of youth athletes participating in sports training are recorded on vSport Chain, all the clubs and coaches who have made contributions in the initial period of training will be incentivized with VSC. These data are unique and unchangeable and can be queried online. When these athletes start their career path to becoming sports stars with high popularity, or when they acquire high transfer fees, clubs and coaches at the grassroots level will be able to be rewarded for their efforts, which will fundamentally change the present situation where capital gathers on the top, while people at the middle and bottom levels live a difficult life without protection.

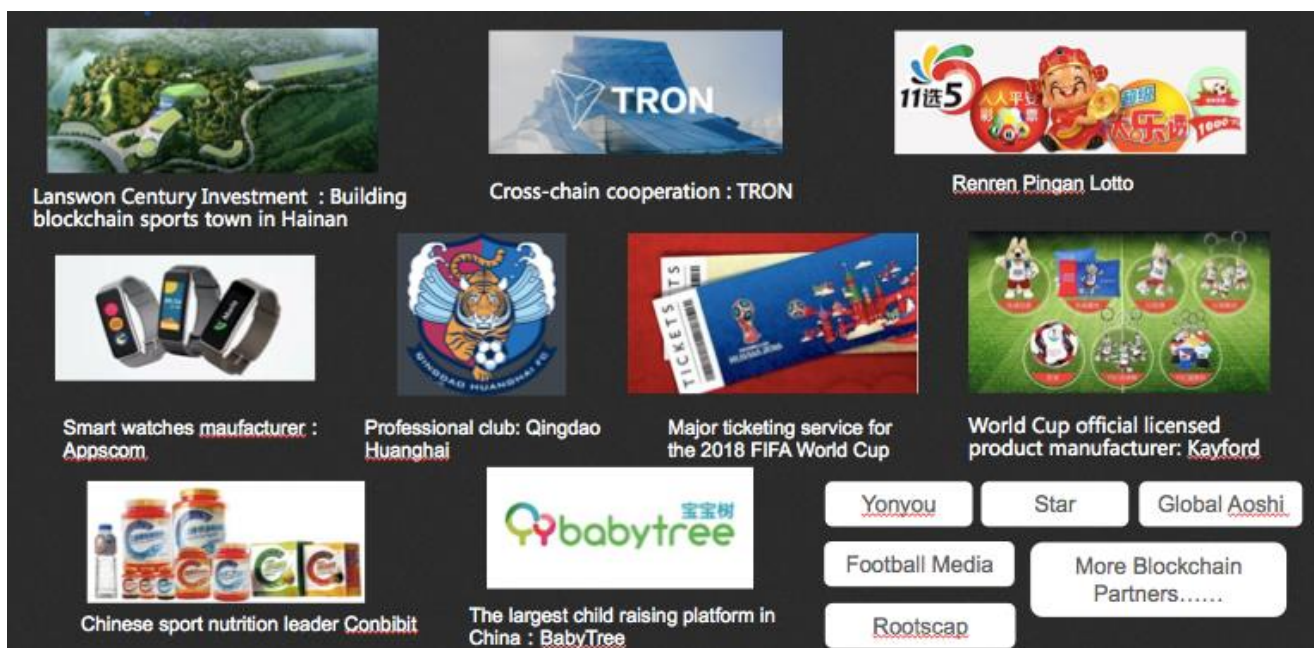
Second, Insurance.

Sports data and biological data on vSport Chain, such as age will be unchangeable, which facilitates the solution to problems in the sports industry, like difficulty in defining sports insurance, as well as, disputes on compensation.

Third, Sports Public Welfare.

The blockchain technology of vSport Chain can be employed to track the specific use of all public welfare funds, which ensures public welfare is reasonably used in the scope of compliance, and the results are open and subject to supervision of all participants in public welfare.

5.3 Ecosystem Partners



The collage features the following partners and their descriptions:

- Lanswon Century Investment** : Building blockchain sports town in Hainan
- Cross-chain cooperation** : TRON
- Renren Pingan Lotto**
- Smart watches manufacturer** : Appscom
- Professional club**: Qingdao Huanghai
- Major ticketing service** for the 2018 FIFA World Cup
- World Cup official licensed product manufacturer**: Kayford
- Chinese sport nutrition leader** Conbibit
- The largest child raising platform in China** : BabyTree
- Yonyou**
- Star**
- Global Aoshi**
- Football Media**
- Rootscap**
- More Blockchain Partners.....**

6. Distribution Plan

6.1 The Distribution and Allocation of Sports Value Chain

Currency (VSC)

In order to promote development of vSport Chain, and complete the ecosystem development, a total of 2.5 billion units of VSC will be distributed.

Proceeds of the VSC sale will be used to support development, promotion, operation, and deployment of vSport Chain. VSC can be exchanged for Bitcoin and ETH. Considering the recent market volatility of Bitcoin is relatively large, the target for this phase is to receive 20 million US dollars worth of Bitcoin, or ETH. VSC to be exchanged with early supporters is as follows: 20% unlocked, 30% to be released

after 3 months, 30% after 6 months, and 20% after 9 months.

If the quota is not distributed completely at the end of token distribution activity, the unfinished part will enter the Foundation's reserve pool automatically. The Foundation will disclose use of these reserves at an appropriate time.

6.2 The General Allocation Plan for Sports Value Chain Currency (VSC)

- Distributed to early investment supporters of vSport Chain: 10%, i.e., 250 million VSC;
- Distributed to institution investors: 5%, i.e., 125 million VSC;
- Gradually distributed to purchasers via various exchanges: 5%, i.e., 125 million VSC
- Distributed to vSport founding members: 20%, i.e., 500million VSC
- Held by the Foundation as reserves for its community development funds pool: 60%, i.e., 1.5 billion VSC

This allocation plan may be adjusted according to the actual market and regulatory conditions of each region, at each stage. By the end of the sale, only 20% of VSCs are reserved for founding members of the Sports Value Foundation, and are subject to long-term entitlement time constraints.

6.3 Time for Allocation Activities

- Jan. 2018: Early Investment Supporters Phase
- Feb to May.2018: Private Placement & Roadshows
- May. 2018: Distribution via Exchanges

6.4 Capital Budget

- Product technology team: 20% of budget. This budget will be used to

establish a technical team to support research, development and promotion of vSport Chain.

- Integration of sports resources: 35% of budget. This budget will be used to integrate sports resources for all walks of society.
- Overhead management: 10% of budget. This budget will be used on expenditures concerning relevant laws, security, finance, human resources etc.
- Market operation: 30% of budget. This budget will be used in market promotion and user operation.
- Other incidental expenditures: 5% of budget. This budget will be used for unpredictable expenditures.

6.5 Entitlement Agenda for Founding Members of Sports Value

Foundation

- 125 million VSC will be released 6 months after issuance.
- 125 million VSC will be released 12 months after issuance.
- 125 million VSC will be released 18 months after issuance.
- 125 million VSC will be released 24 months after issuance.
- Which means after 24 months of being listed on exchanges, the VSC of the founding members of sports value foundation will all be released.

6.6 Risks

Investors acknowledge and agree that there are numerous risks associated with purchasing VSC, holding VSC, and using VSC for participation in the vSport Chain.

(a) Uncertain Regulations and Enforcement Actions

The regulatory status of VSC, and distributed ledger technology, is unclear or unsettled in many jurisdictions. 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 VSC and/or the vSport Chain. Regulatory actions could negatively impact VSC and/or the vSport Chain in various ways. The Foundation (or its affiliates) may cease operations in a jurisdiction in the event that regulatory actions, or changes to laws or regulations, make it illegal to operate in that jurisdiction, or it becomes commercially undesirable to obtain the necessary regulatory approval(s) to operate in such jurisdiction.

After consulting 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 VSC. Therefore, for the crowd sale, the Foundation may constantly adjust the sale strategy in order to avoid relevant legal risks, as much as possible. For the crowd sale, the Foundation is working with Tzedek Law LLC., a boutique corporate law firm in Singapore with a good reputation in the blockchain space.

(b) Competitors

It is possible that alternative networks could be established that utilize the same or similar code and protocol underlying VSC and/or the vSport Chain, and attempt to re-create similar facilities. The vSport Chain may be required to compete with these alternative networks, which could negatively impact VSC and/or the vSport Chain.

(c) Loss of Talent

The development of the vSport Chain depends on continued co-operation with 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 the vSport Chain, or its future development.

(d) Failure to Develop

There is the risk that development of vSport Chain will not be executed or implemented as planned, for a variety of reasons, including but without limitation: the event of a decline in the prices of any digital asset, virtual currency or VSC,

unforeseen technical difficulties, and shortage of development funds for activities.

(e) Security Weaknesses

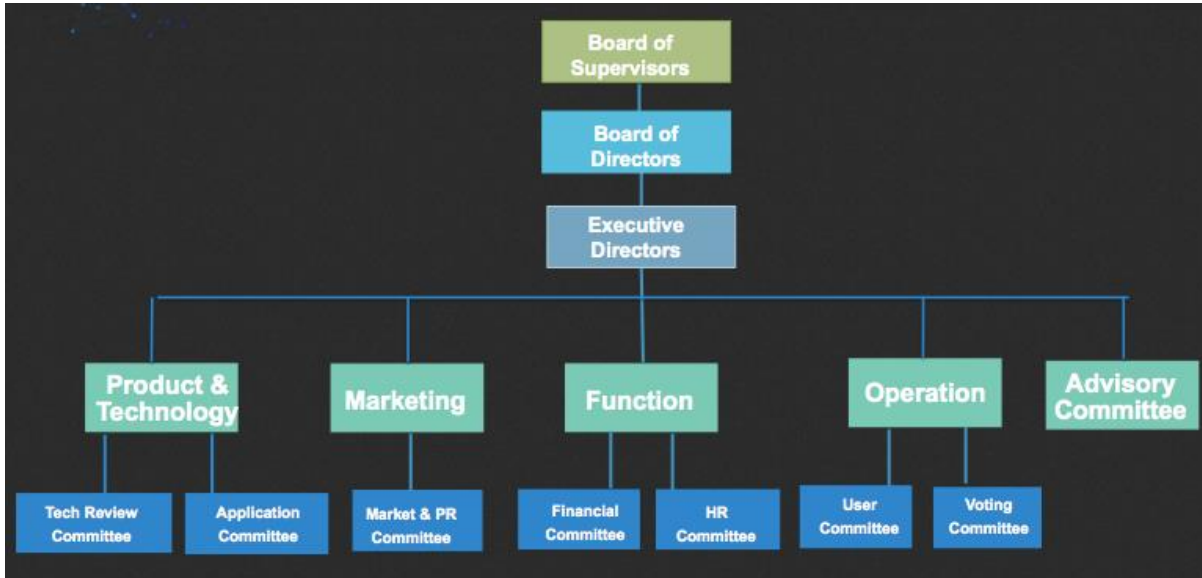
Hackers, or other malicious groups or organizations, may attempt to interfere with VSC and/or the vSport Chain in a variety of ways, including, but not limited to: malware attacks, denial of service attacks, consensus-based attacks, Sybil attacks, smurfing and spoofing. Furthermore, there is a risk that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

(f) Other Risks

In addition to the aforementioned risks, there are other risks (more particularly those set out in the Terms and Conditions) associated with your purchase, holding and use of VSC, including those the Foundation cannot anticipate. Such risks may materialize as unanticipated variations or combinations of the aforementioned risks. You should conduct full due diligence on the Foundation, its affiliates and the vSport team, as well as, understand the overall framework and vision for the vSport Chain prior to purchasing VSC.

7. Management Team

7.1 Organization Structure of the Foundation



7.2 Institutional Investors



NODE CAPITAL

PreAngel



.7.3 Team–members of the Foundation



- **Qiang Bai**

Executive Director of the Foundation, Chairman & CEO of Sport 8

Purdue University Ph.D. candidate, Mathematical Statistics. BS in Math, University of Science and Technology of China, 1986. Co-founder and CEO of Sports8, together with famous football commentator Huang Jianxiang, and the Capitan of Dutch National Football Team Wesley Sneijder, leading Sports 8 into China’s largest international football platform; creating sports Value Chain with blockchain technology. Co-founder and vice president of Iflytek, the largest speech technology company in the world, which was listed in Shenzhen Stock Exchange in 2008, and currently has a market cap of over 85.3 Billion RMB. Producer of *Transcendence*, the first 3D music movie in China. Co-founded a RFID company listed in the U.S on NASDAQ OTCBB. Co-founder and Chief Technical Architect of Network Solution, an internet company listed in the U.S on NASDAQ in 1998. Founder of the first Chinese Internet portal, which was one of the most successful websites, worldwide, between 1994 and 1996.



- **Wesley Sneijder, Director of the Foundation**

Famous Dutch footballer, Co-founder of Sport 8, endorser and resources provider in the football community; currently serving as the Captain of Dutch National Football Team, representing Netherlands at the 2010 and 2014 FIFA World Cups, where the Netherlands won second and third place, respectively. Winner of Adidas Golden Ball and Bronze Boots at World Cup 2010. Winner of 3 European championships.



- **Juul Manders, Adviser, Chief Community Marketing Specialist**

Experienced commercial executive with proven track record and ability to lead any company to growth. Founder of 433, largest football community on social media in the world.

Founder of BALR, a luxury sports-brand and one of the fastest-growing fashion

companies worldwide.



● **Naya Nobuo, Foundation Supervisor**

President of China-Japan Football Friendly Alliance, a legendary figure in the Japanese football community, father of Kazuyoshi Miura, a famous Japanese football star. Cofounder of J League. He is one of the most indispensable heroes who have made contributions to the prosperity of modern Japanese football.



● **Huadong Pang, Adviser, CFO**

Ph.D. Mathematics in Probability and Stochastic Analysis of Massachusetts Institute of Technology. MS of Mathematics in Differential Geometry of University of Science and Technology of China. BS of Mathematics of University of Science and Technology of China. Currently, Head of Quantitative Strategy and Research at Global Sigma Group, former VP of JP Morgan NA Investment, Chief Quantization Strategist and Chief Risk Officer of Saiers Capital LLC, Ernst & Young New York Quantization Risk Manager; partner of Qiantai Investment Funds Management (Beijing) Co. Ltd., Director and VP of Alumni Funds of University of Science and Technology of China; Executive Reviewer of Risk Magazine, Wall Street's top industrial magazine



● **Dejie Wang, Adviser, Chief Scientist**

Ph.D., senior engineer. Founder, chairman and CEO of Pay Egis. Dejie Wang is the senior member of the Association for Computer Machinery (ACM), Regional Head of OWASP and CSA, Expert Member of Open Mobile Internet Committee, Ministry of Industry and Information Technology; Vice-chairman of Beijing Network Law Society; Ph.D. in Mathematical Logic, Computation and Complexity Theory at University of Wisconsin-Madison. MS of Mathematical Logic, Computer Science at Chinese Academy of Sciences, Institute of Software. BS in Probability and Statistics; Economical Management at University of Science and Technology of China. State certified Senior Engineer. Participated in drafting many industrial standards. Owner of nearly 100 independent IPR technical achievements. Supervisor at Returned Chinese Entrepreneurship, Silicon Valley College. MBA Lecturer at Guanghua Management School, PKU. MBA Lecturer of Tsinghua

University PBCSF. Lecturer at Finance Technology Committee, Payment & Clearing Association of China. Eleven years experience in overall design, product development and management expertise of American software companies (Oracle, VISA, IBM). The companies that he co-founded have all been acquired by Fortune 500 companies. Dr. Dejiang Wang is fond of mathematics and encryption technologies. The inventor of Array Pay. The author of *Identity Crisis*.



● **Jiangnan Liu, Adviser, Chief Sports Education Consultant**

Professor, Ph.D. doctoral supervisor, a pan-sports expert who integrates sports management and the sports industry with sports education research. Former Party Secretary, Director of the Guangzhou Municipal Sports Bureau, Deputy Secretary General of the 16th Asian Games Organizing Committee, Vice President of Guangzhou Sports University, Dean of Guangzhou Sports Polytechnic, Vice President of Evergrande Real Estate Group, Chief Inspector, and President of Evergrande football school.



● **Dadi Xing, Adviser**

Vice Director of the Block Chain and Artificial Intelligence Laboratory at Purdue University, Doctor at Purdue University, Founder of famous block chain program, Detrust. Senior data scientist for Discover Financial Services, a Fortune Global 500 company in the U.S. Experienced in financial products, in-depth research, practical experience in machine learning and risk control models, and the winner of the Award for Best Thesis in Data Science at the INFOMRS annual conference, one of the earliest experts on block chain.



● **Shuhong Xiao, Adviser**

Professor, doctoral tutor and head of the teaching and research section of Beijing Sport University. Current director of the Teaching and Research Department of the sports economy and industry. Chief registered value management expert of CVS. Vice President of Beijing Value Engineering Society, President of Chinese Sports Industry Value Engineering Committee, Founder of China Sports Value Innovation Alliance, Founder of Sports and Value Management Branch of Chinese Society of Technology Economics, Member of Global Marketing and

Management Alliance Executive Committee and Editorial Board. Long engaged in the teaching and research of sports industry management theory and practice, specializing in the sports agency market, sports organizations' core competence, business models, organization design, the reorganization of business procedures, specialist in competitive advantage analysis and design of core competence in the industry of competitive performances and sports entertainment industry. Also working as a training expert in many sports enterprises and government agencies.

● **Jian Ma, Adviser**



First Chinese to play in NCAA, the most famous Basketball commentator in China. Former striker for Chinese Men's Basketball Team since 1989 and player with Beijing Aoshen Basketball Club. After retirement, Jian MA became a sports businessman. He is also very interested in acting, and acted in films like "Welcome To Sha-ma Town" and "Lost On Journey".

● **Liang Lu, Adviser**



BS in Physics of University of Science and Technology of China, Ph.D. in Physics of Southern Methodist University. When working at European Organization for Nuclear Research, Lu participated in the theoretical and experimental AI research on Higgs Particle. As CTO of Orchid Pavilion, Lu reorganized the technical architecture and helped Orchid Pavilion go public on New York Stock Exchange in 2013, the first Chinese foreign trade enterprise that went public in the USA. Lu worked at Alibaba Group as the first General Manager of Mobile Taobao division. General Manager of Wasu Taobao (JV) Company. Founder and CEO of 5miles, 2014. Created the first ecommerce public chain cybermiles and succeeded in Initial Coin Offering (ICO).

● **Dong Wang, Adviser**



BS in Computer Science of University of Science and Technology of China, MS in Computer Science of Arizona State University, Founder of Loopring Foundation, Former Senior Software Engineer of Google, Former Senior Director and Tech Lead of Engineering of JD.com, Cofounder of Hejin Online and Cloudrang Information Technology Co. Ltd. Creator of a Hong Kong based virtual coin exchange. Currently,

President of Loopring Foundation. Devoted to research and development of leading technologies like block chain technology, virtual coin, and wallet and payment of virtual coins.



● **Hai Fang, Adviser, Director of Artificial Intelligence**

1991 Entered special class for gifted young from the experiment class of Yaohua High School. 1997-2000, Master of Engineering, Institute of Software, Chinese Academy of Sciences. 2000-2006, Ph.D., Yale University. Former senior engineer for advertisement and ecommerce at Google (Silicon Valley); 2011-2013, co-founder and CTO of Umeng, which was acquired by Alibaba in 2013. Founder of 4D Pocket. Member of UCTC President Club.



● **Shengli Zhang, Adviser, Director of Blockchain**

Professor and Doctoral Supervisor at Shenzhen University, visiting scholar at Stanford University. Graduate of Chinese University of Hong Kong and the University of Science and Technology of China. Currently working as the Vice Dean of the Department of Communication Engineering of Shenzhen University. Professor Zhang is Deputy Director of the large-scale mobile communication and intelligent network at the Research Institute of block chain technology of the Guangdong Engineering Center. Professor Zhang is an expert on mobile network technology and a founder of physical layer network coding. His article “ACM Mobicom” has been cited more than 2000 times and has been selected into the top 10 classical essays in mobile networks (the only one from Asia). Professor Zhang has published many articles on block chain technology and is the owner of three national patents for block-chain related discoveries. Professor Zhang has chaired many block chain research projects and hosts a MOST 973 young scientist project.



● **Jun Qian, Adviser**

Ph. D. of mechanical aeronautics at Princeton University, graduate of University of Science and Technology of China. 20 years in investment. Former Senior Manager of Lehman brothers, GaohongGroup, FORTRESS and CITADEL which were the world’s top hedge funds. In

2008, entrusted by Lehman brothers, Jun Qian organized a team to clear, retreat or reorganize the assets of Lehman up to 10 billion dollars.



● **Jiebo Luo, Adviser**

Professor at the University of Rochester, distinguished Scientist at the Center for Data Science, academician at IEEE, IAPR and SPIE. He has been devoted to scientific research in the fields of artificial intelligence and large data analysis for many years, and has been the chairman of international top conferences such as CVPR and ACM Multimedia many times. With 15 years of rich experience in industrial research and development, he has served as chief scientist of Kodak Research Institute. He has successfully participated in the transformation of artificial intelligence technology from Kodak Company to market leader products, and won Kodak 2004 Top Innovation Award for this purpose.



● **Clarence Guo, Legal Consultant of the Foundation**

Director of Singapore's xTzedek law, legal adviser to the Robin8 foundation. Clarence has been in the law profession for seven years and was a partner at wongparkson law firm.



● **Yongbo Li, Adviser**

Vice Chairman of China Badminton Association. Champion of men's doubles badminton performance of the 1988 Seoul Olympic Games, former head coach of Chinese National Badminton Team, Former deputy director of Table tennis and Badminton Center. The current VP of Chinese Badminton Association. Expert member of the Expert Committee of China Olympic Committee. During his 24 years of coaching, Chinese Badminton Team has won 92 champions including 18 Olympic gold medals, 44 world championships, 5 Thomas Cup champions, 9 Uber Cup champions, 10 Sudiman Cup champions, 6 World Cup champions. In 2012 particularly, China won all five gold medals for badminton; first time for a country to win all five gold medals.



● **Lu Chen, Adviser**

Chinese figure skating world champion. Won the first Winter Olympic Games medal for China in the 1994 Winter Olympics in Lillehammer. Current Member of the Athletes Committee of the Beijing Olympic Games Organizing Committee.



● **Lu Zhang, Adviser**

Famous football commentator. Vice Chairman of Beijing Guoan Football Club. Selected into Shanxi Football Team in 1971 and entered football class of the Department of Sports of Beijing Institute of Physical Education. After graduation, he worked as a goalkeeper for Beijing Football Team. Retired in 1979, he was assigned to Beijing Institute of Sports Research and was later promoted to deputy director. In 1991, he got his Masters degree from Beijing Institute of Physical Education. In 1996, he worked as the General Manager of Beijing Guoan Football Club. Since 2000, he has been the Vice Chairman of the board of the club.



● **Hong Qian, Adviser**

Former butterfly swimmer from China and two-time Olympic medalist. One of the Five Golden Flowers in China's swimming community. She has won a total of 51 world champions. She won a bronze medal in the 100m butterfly at the 1988 Summer Olympics in Seoul, South Korea and the gold medal in the same event at the 1992 Summer Olympics in Barcelona, Spain. Currently, as a tough businesswoman, she owns a swimming club and was the agent of an internationally famous swim suit brand.

Yue Lin, Adviser



Chinese world-champion, Olympic Gold Medalist. Selected into China's National Team in 2005 and won 2 Olympic Gold Medals, 3 Asian Games Gold Medals, 3 World Championships, 4 champions at National Athletic Meet (NAM). Awarded the honor of "Best Athlete" at the Summary Conference of Beijing Sports Delegation at the

13th National Athletic Meet.