



FansTime

Whitepaper

“In the future, there will be various circles, and everyone lives in their own circle. This should have been very obvious in entertainment industry. When we talk about the star-making, first of all, there shall be accurate fans clustering in social media, then they expose their affection to the Mass Media. In this ecosystem, stars and fans reached a direct communication.”

By Wu Xiaobo

“The definition of news has been changed from an institutional privilege to a component of such an ecosystem of information dissemination that accommodates all kinds of formal organizations, informal groups, and individuals.”

By Clay Shirky

Content

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Introduction

From the boat trackers on the Volga River to the robots at Foxconn factory, from the wagon driven by wooden reels to the unmanned electric car with inboard networking, from the original production where people eat animal flesh raw & drink its blood and drill wood to make fire to the artificial cultivation with constant temperature and humidity, from Cuju, playing chess, horsemanship & archery and song writing to the poetizing by AI and seckilling by AlphaGoZero, people are puzzled by the loss of self-worth while enjoying the convenience created by industrialization and technicalization.

From barrenness to abundance, from roughness to refinement, the successive industrial revolutions have brought tremendous prosperity to the commodity economy and service consumption. As a result, the process standardization and fine division of labor turns out to be an irresistible trend of this modern commodity society. In this process, the surprises created by the Internet and technological advancement is transient, followed by deep concerns about the information monopoly and the numbness about stereotyped products.

We have invented more and more advanced tools that even replace the human strength and intelligence, developed a network that is fast and convenient enough to control a person's living and seize his sense of being, and accumulated various data that are large-sized enough to deprive of our rights to express and make a choice for ourselves.

It seems that we omnipotent human has created and captured everything, but sorrowfully forgotten the origin that “people” is the most valuable asset in our world.

At the same time, there is another trend in such a society.

Diversification

From the art to mass entertainment, the spiritual consumption demands of people tend to be diversified. In the past, the superstars could attract thousands of public; at present, the stars emerge one after another, they may be masculine, feminine, sexy and innocent. Every man has his hobbyhorse. However, the right of speech is still seized by the traffic platform and resource masters, which consequently causes oligopolistic market in related industry.

Confrontation

The disdain and shock of the mainstream culture onto the sub-culture, the stratification and trend of the cultural branches, and the isolation among different cultural groups have become a new social phenomenon. Interpersonal contact media are increasing, but there is still the priority among the culture communication media. The right of speech and mainstream media is centralized, while the branch culture is suppressed; the derivational and economic value of branch culture is being unlocked under suppression in circles.

Fans Effect

Traditionally, before acquiring cashability, stars shall make great investment in assets first. Singers are qualified to sing in public after lyrics compilation, composition, image design & planning, record planning, concert production and other processes, and are realized through works and performances. Actors can have their masterpiece after the combination of filming, directing, screenwriting, lighting, choreography, props, costumes, make-up, marketing and broadcasting, and then are realized through copyright sales and commercial implantation. Stars help to shape the product brand of goods through the endorsement and commercial presence, then obtain corresponding commercial returns. Due to the dependence on capital and resource, the access to stars is controlled by the “company” and “platform”, and the intermediate links are exploited layer upon layer. Today, star studios establishment and personal branding has become a trend, trying to

skip the intermediary links for direct realization through the fans. There is already foundation available at both the awareness and the industry level, but there is no universal solution for implementation.

The birth of blockchain technology manifests the hope of liberating individual values.

In the Internet era, e-commerce has subverted the traditional production and sales mode, and has spawned Alibaba and other commodity economy giants that take efficient and standardized transfer of products as their values. In the era of blockchain, we believe that its reorganization of product transfer mode will drive us to create a production and consumption cluster for the personalized products with individual IP labels.

Traditional media forms and the right of speech have been monopolized, the flow of information is subject to the demands of mainstream ideology. Even the Internet has not changed this situation: Star is the star trained by the minority, brand is the brand defined by the minority, and the trend is the trend led by the minority. In the era of blockchain, **we reconstruct the interpersonal connection, and the connection between people and information; so that everyone can choose a unique lifestyle, and each person can be directly linked to their own fans.**

In the new blueprint, every individual is equal and free with transparent information and intelligent transfer. Every personality has its own fans; each kind of affection has room to be released. Additionally, **each “person” is an IP and can freely communicate with his fans, with smooth channel of value realization.**

Part I Design Concept

1.1 Values

FansTime believes the realization of “individual” value as human being is an important driving force behind human civilization. We stand by the basic values of openness, freedom and enterprising spirits. The world will get better only when individuals get their potentials fulfilled.

1.2 Vision

FansTime wants “individual” talents and potentials as human being to be cherished and the personalized development of the individual IPs in distinctive ways, constant evolvement, iteration and upgrading within an independent and autonomous positive ecosystem; We want “individual” voices as human being to be cherished and mutual respect among subcultures and mainstream cultures, popular and traditional cultures as well as grassroot and elite cultures; Ultimately, we want “each and every individual” to be cherished, free from man-made shackling “intermediaries” of technology, capital or authority.

1.3 Mission

FansTime is committed to building a new decentralized community where everyone could be a star and/or a fan, so as to discover, explore, foster and respond to the values of the individual IPs.

Part II Challenges in the Industry and Solutions

In 2017, the global pan-entertainment industry contributed a gross output in excess of US \$300 billion, among others the movie box office market exceeded US \$40 billion (China and the United States together accounted for 50%); Top 100 performing events earned over US \$10 billion; The size of the TV series market exceeded US \$30 billion. In the global e-commerce market with a size of US \$25 trillion, the economic benefits driven by the internet celebrities exceeded US \$15 billion. The above-mentioned economic figures are inseparable from the driving force of various “fan” consumers.

In a broad sense, the new economic pattern driven by the “fan” consumption in the pan-entertainment industry is often termed as “fan economy”, involving all the individual IP-related segments within the 7 major industries, i.e. publishing, film, animation and comic, games, music, performance and sports.

2.1 Challenges in the Industry

2.1.1 Centralization of Value

In the traditional market structures, the irreversible trend of the advantaged players constantly getting accumulated advantages, also known as the Matthew Effect, results in the monopoly of superior resources by major platforms and corporate players, who can therefore manipulate the public attention and seize value and earnings correspondingly. The bargaining negotiations among magnates will determine the overall layout of the industry while the popularity, network flow, sales turnover and public visibility of the individual IPs will be determined by the online marketers’ insight, access to resources and their profit-sharing arrangement with the channel partners.

Well-funded producers are capable of assembling the best cast, best crew and best promotional channels in the industry and advantaged in negotiations with channel partners for securing higher visibility and easier access to more users, they’re therefore more likely to earn more profits. The channel partners have accurate understandings of data performance at each spot and they would, based on the platform rating preferences and profit margins, work out for which product, whom or what brand the resources shall be deployed, or even customize the contents, persona or brands accordingly in line with the data to secure the maximum profits. For now in the game between the product suppliers and traffic providers, the flow channel got 50% to 90% of the profit which should belong to the real value creators and traffic providers.

2.1.2 Flood of Lies

Under the context of the internet, the information is being transmitted at exponential level in terms of both the speed and volume, the marketing approaches are getting increasingly impetuous and aggressive with common occurrence of abusing the portraits of stars or celebrities as marketing agents and swindlers misrepresenting the stars or celebrities for illegal gains. For instance, a P2P platform once falsely claimed having a well-known star as its brand spokesperson in a reckless marketing drive. Later on, the platform fell into a funding crisis and its founder escaped, the platform users turned instead to the “spokesperson” for compensation. This star, however, replied he/she was a victim of the portrait rights infringement and had not ever been paid for it by any

platform. Celebrities are frequently subject to infringement of reputation and portrait rights which are difficult to ascertain or track down. The internet world is suffused with lies like this, damaging the interests of both the stars and fans and extremely restricting the healthy development of the fan economy.

2.1.3 Exploitation by Agencies

Nowadays, many resource brokers acting as the connection points among people have grabbed the benefits instead of creating the real value through information asymmetry. They often charge very high agent fees with back-to-back contracts and come out to be the biggest beneficiary. Big data and AI have become the standards of the mainstream platforms, but the centralized platforms mainly seek the maximum commercial interests for the platform owners and making profits through brokers. The traditional stars and celebrities, without media under their own control, have no choice but to cash in on personal values through the platforms and brokers. Locked in the brokers' exploitation, both the interests of the stars and those of the fans have been infringed.

2.1.4 Restricted Channels for Cash-In

Both the traditional industries and traditional internet are centralized and most segments are dominated by a handful of magnates.

As for stars, they need brokers or platforms to provide the funding, product planning and opportunities so they can get in touch with the fans, provide them with values and exchange values with them. As for fans, they have to go back and forth over different APPs only to hear songs of idols, shuttle across multiple websites and adapt to diversified membership systems only to watch dramas starred by their idols and moreover they have to register accounts in different platforms to compare prices and purchase products concerning their idols.

Stars as individuals could be weak because of the expensive marketing and lack of kick-off funding. They have to rely on the packaging team, corporate resources and data traffic of the platforms. Stars have to follow the unspoken rules all the way through their career: Retaliatory harvesting on the overnight sensation, entertainment stars breaking off agreement after rising to fame, artists getting abandoned after offending tycoons..."Stars" as the core products in the entertainment industry are often placed at a disadvantage which would deprive "stars" of impetus to produce quality IPs and then fans of quality experience, finally resulting in a multi-lose situation.

2.2 Solution: FansTime- New Ecosystem of the Fan Economy Based on Blockchain

Establishment of FansTime is by no means accidental. Most core members of its founding team, with years of experience in the fan economy, have deep understandings of its troubles in the current market environment. The troubles are hurting both the stars and fans as well as the fan economy. As practitioners, the FansTime founding team has been committed to the overall upgrading of the industry by taking multiple initiatives. Meanwhile, thanks to the ever-developing Blockchain technology and ever-growing number of application scenarios, the FansTime team has found it the right solutions for some of the core industrial headaches and would like to devote more time and efforts to relevant development and maintenance. For now, the FansTime system is structured as follows:

2.2.1 Building Up the Global Decentralized Infrastructure

FansTime is dedicated to building up the Blockchain-based infrastructure for the global entertainment industry and fan economy, including: Public figure information registration system, copyright registration system, information distributed storage and communication system and establishing the decentralized data storage, information search, payment and settlement as well as LBS service, community broadcast and other community infrastructure.

With the FansTime smart contract system, nodes within the ecosystem can reach consensus efficiently. Meanwhile, FansTime will extract the behavior data, consumption data and positioning data from each node to outline an anonymous profile for each user and formulate the statistical results which will be offered to the community nodes via visual query interfaces and API technologies.

Payment data formed in the FansTime ecosystem will be settled automatically based on the smart contract; Meanwhile, the signature and cryptography systems based on the public and private key technology, third-party security application, bio-information identification and other security technologies are used to guarantee the payment security.

The FansTime ecosystem will be actively engaged in exploring the relevant interfaces based on the geographic locations, bio-information input and Internet of things (IoT) chip applications to facilitate the demand matching and security traceability among community nodes.

Within a decentralized ecosystem, the system itself will be an effective shield for personal value against capital and authority. The task of value assessment will be fully handed over to the market and end users. With the smart contract embedded with AI system, nodes across the ecosystem can evaluate the content through algorithm and reach objective and fair conclusions.

FansTime will be responsible for commercialization of resources and development of infrastructure and, by connecting the resources of other communities, offer better experience to FansTime community users with the Blockchain general infrastructure

2.2.2 Cryptography-based Identification Mechanism to Reshape the Credit System

Cryptography is the basic logic underlying the FansTime Blockchain system. Within the FansTime ecosystem, each individual IP (e.g. a star) will have an exclusive private ID key, which can be used to sign any information the individual IP has released. Meanwhile, FansTime will maintain and publish the public key pool of the star. Any organization or individual can verify the signature of the star with the public keys.

To simplify the information truthfulness verification procedures and curb the spread of false information on the platform, FansTime will develop a series of user-friendly information verification products, for example the online star signature verification platform, and offer the relevant API to facilitate the re-development of the developers.

2.2.3 Smart Contract to Redefine the Value Distribution

Since there is natural physical distance among nodes and in time and spatial dimensions, the information asymmetry is a universal and inevitable natural phenomenon. However, in a conventional economic pattern, because of the absence of motivation mechanism for the nodes, the intermediate nodes along the information transmission channels will make profits by creating the information asymmetry.

With the smart contract on the FansTime Blockchain, it can open up more possibilities for value distribution and thus effectively resolve the agency exploitation problem in the fan economy.

During the transmission process of individual IPs in the FansTime ecosystem, each node is empowered with three types of values of product supply, product consumption and product recommendation. Product supply and product recommendation nodes earn Tokens directly in the transaction while product consumption nodes make payment with Tokens for product experience. This is consistent with the value delivery in the traditional transactions. The difference is, the nodes recommending the products can broadcast to other nodes and gain promotion commission based on the agreement stipulated in the smart contract once the rest of the nodes receive the information and complete the consumption. Under the mechanism, the intermediate nodes along the information transmission shall receive their due earnings as product recommenders. Therefore, their motivation for creating the information asymmetry is ultimately removed.

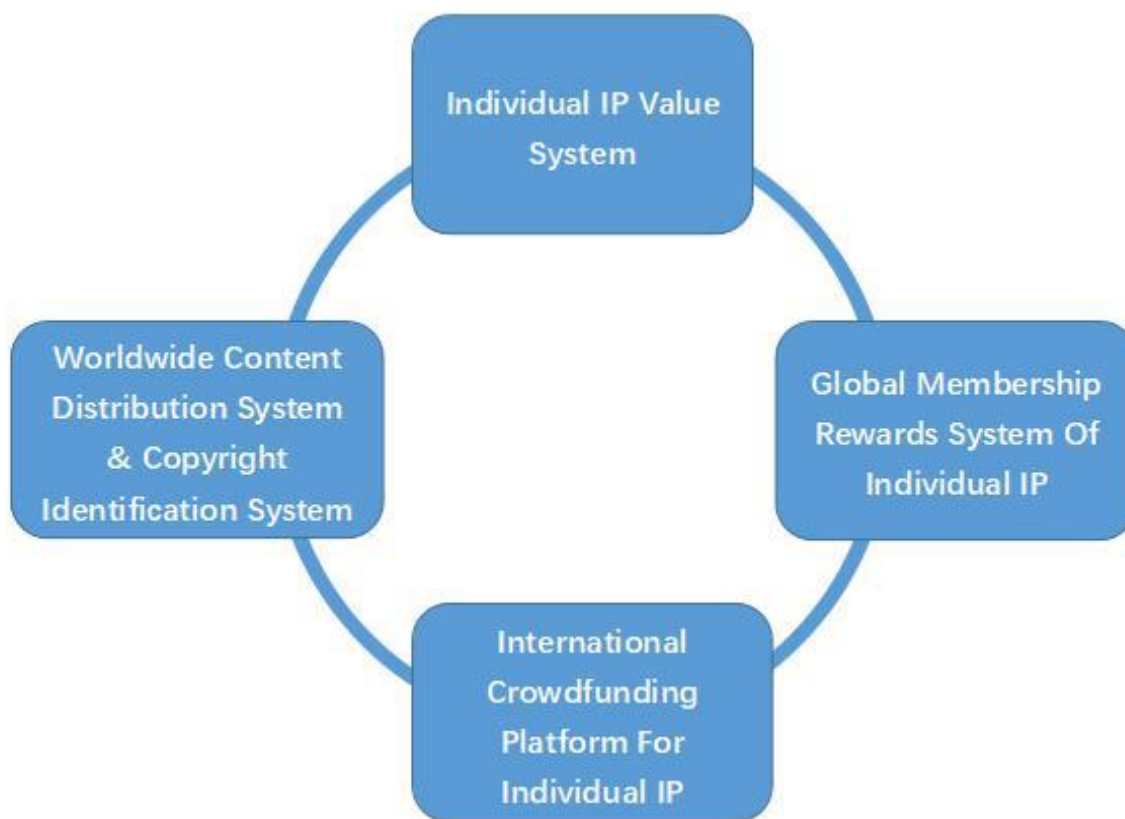
2.2.4 Individual IPs of Stars as Token

Individual IPs at their start-up stage can accomplish the primitive accumulation of fans, initial work presentation and value realization within the community. For stars with a number of fans, private tokens can be issued based on the IP values and partially subscribed by early fans, who can either sell the Tokens to other fans to profit from the rising popularity and value of the star or exchange the Tokens for IP products of the star, like a concert ticket, an exclusive lunch, a limited edition hoodie.

As public figures, activities and reputation of stars can have a direct influence on their values. Highly honored stars can deliver the IP values to specific commodities while stars with distinctive personal styles can extend the IP values to some lifestyles. The extension of these IP values can bring extended earnings to stars. The comprehensive earnings themselves will also feed back to the values of Tokens. Stars, like listed companies, can regulate the market through buyback, POS or the increase in the tradable shares.

Part III FansTime Implementation Logic

FansTime—A new ecosystem of the fan economy based on the Blockchain technology, including the following four important components:



3.1 Individual IP Value System

Personal IP Value System is the starting point for the development of the ecosystem. A pricing measure different from the legal tender will be set for the value of the individual IP, which will then develop a series of value performance.

If currency no longer represents the amount of work per unit of time, then what can measure the value of talent? FansTime believes that only fans can do.

Token shared by the community co-founders will become the only object to price an Individual IP so as to solve the pricing, financing, derivative development and assetization. Gradually, a decentralized multilateral market can be built then the value of Individual IP can be cherished fairly. The value system co-founders can be closely engaged in the value creation of individual IP and benefit from the process.

FansTime will introduce for the community the high-value individual IP and the demand side of segments to improve the market environment and continuously expand the circulation coverage of Token.

FansTime Chain

FansTime Chain is a new Blockchain system developed by FansTime Team based on the Blockchain2.0 supporting multiple smart contracts. FansTime Chain is the underlying logic of FansTime. When FansTime newly came online, the FansTime Chain took the form of Consortium Blockchain to reduce the maintenance costs and improve the upgrading efficiency. The FansTime Chain will open up its bookkeeping to become a Public Blockchain when the FansTime community is getting larger and the Blockchain technology more mature.

FTI

FTI is an official encrypted digital currency in the FansTime ecosystem based on the launch of FansTime Chain. FTI is the official token for any transaction conducted in the ecosystem and the backbone economic system of the ecosystem. In the future, the FansTime community will launch the community motivation system and all the participants in the community will be given equal access to FTI.

With the FansTime Chain smart contract, Super Individual IP is entitled to issue the Exclusive Token in order to set the exclusive IP value, establish the exclusive value system and exchange for FTI in the FansTime system.

	Legal Tender	FTI	Exclusive Token
Obtaining Approaches	Issued by the Central Banks	Digital Currency Exchange	FansTime
Payment Method	Banknotes/Digital Payment	Network Node Broadcast	Network Node Broadcast
Ledger	None/Centralized Banks	Blockchain	Blockchain
Circulation Coverage	Within the Specific Country	Global Circulation	Global Circulation

Detailed Analysis of the Difference Among the Legal Tenders of Different Countries, FTI and Exclusive Token for Stars

To build up such a new value system, FansTime will develop a series of applications, including but not limited to, Time Exchange, Fans Rights Mall, Exclusive Token Exchange, etc. See Part IV for more details.

Assumed Scenario-to use Token for celebrity development support : In 2018, Artist A made the debut in the industry and gained a small number of fans after starring in one idol show. He can then choose to launch his autographed photos online at the Fans Rights Mall, live broadcast programs, meet-up tickets and other commodities, which can be purchased by FTI owners.

In 2020, Artist A has been gaining a rising fame, an increasing number of fans and the establishment of exclusive fans community of his/her own and the gradual formation of fans culture, which makes diversified commercialization channels possible. Then, Artist A decides to issue his time and commodity in FansTime, the FTI owners can exchange for Artist A's time from FansTime Time Exchange, interact with Artist A online and offline all the way and therefore get even more passionate about Artist A. As a result, the time of Artist A is becoming more valuable.

In 2022, Artist A grows into a star, whose fans community and fans culture are well-established and protected by cognitive barriers, i.e. fans have independent cognition and stable recognition of Artist A's value. At this time, Artist A issued exclusive Token which the FTI owners can subscribe. As a result of Artist A's rising popularity, the rising demand for Token will bring handsome profits for Artist A and early holders (most probably fans).

3.2 Worldwide Content Distribution System & Copyright Identification System

Global Entertainment Content Distribution System

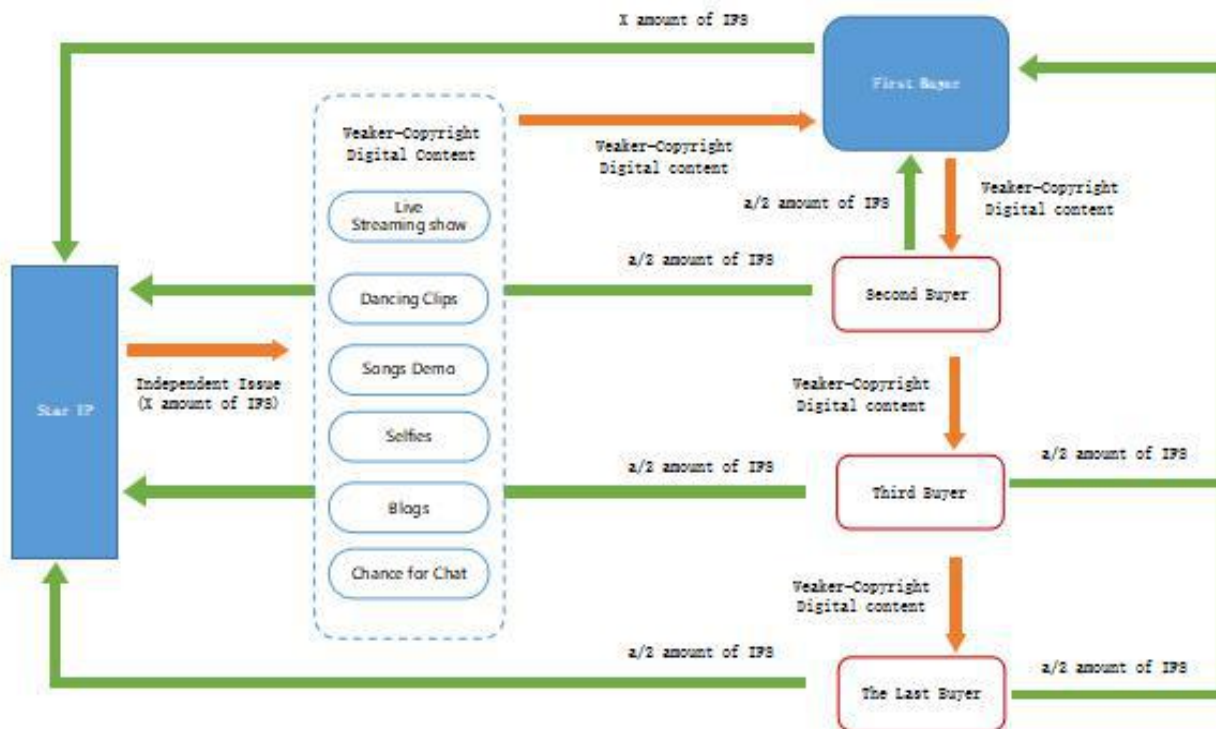
The entertainment contents produced by diversified IPs are the major carrier of the fan economy. The transmission channels and speed of these contents are quite inefficient due to the influence of the existing internet and content distribution structures. For example, in the current network environment, a server carrying the content of a specific IP suddenly crashed or the content was maliciously deleted by some individuals or organizations for commercial intentions, as a result the content would be unavailable. These problems can be inevitable under the context of centralized servers. Meanwhile, the centralized server structure results in extremely high content transmission costs (server costs, bandwidth costs, etc.), the content distribution rights are controlled by a few people or organizations and may cause the quality contents unable to be distributed effectively.

With the FansTime blockchain technology and distributed file system, we can effectively address the content server centralization issue. The distributed technology can provide effective guarantee to the content security and availability when slicing the content and synchronizing the file slices to the neighboring servers in the network. Meanwhile, the FansTime distributed technology will conduct the Hash Index to the file slices and record the Hash codes in the blockchain to ensure the consistency of the file slices with the source file. The records will be unalterable and forever saved in the network. Under the distributed infrastructure, the content transmission can support the entertainment information transmission without the restrictions of server and bandwidth. In the FansTime ecosystem, the content transmission will be fair, secure and highly efficient, enhancing greatly the content distribution and transmission speed and breadth.

Based on this system, we will also develop the distribution applications geared towards the digital contents of weak copyright.

The digital contents of weak copyright refer to the contents inadequate for the copyright trading and completed at a relatively low production time cost. For example, live shows, song demos, dance clips, greeting audios, portraiture, personal schedule, blog journals, etc. For subjects with comparatively low individual IP values (e.g. internet celebrities, bloggers, talent show players, new artists, etc.), their limited professional expertise and connections will prevent them from producing works "sufficient for copyright trading", which will lead to the restrictions in the appreciation speed of individual IP values and postponement in the cash-in of individual IP values. "Digital content distribution of weak copyright" has been developed in an attempt to resolve the problem. Firstly, the production costs and professional expertise requirement of weak copyright digital content are lower and individuals can well complete the whole production. Secondly, the pricing rights and usufruct are in the hands of individual IP owners, free from the intervention of any agencies or adverse market factors. Finally, the application will meet the demands for the simultaneous

enforcement of multi-sided relay transactions, multi-sided transaction traceability and multi-level reward feedback mechanism.



The Underlying Logic of Weak Digital Copyright Distribution System

Global Content Copyright Verification System

The FansTime blockchain technology and distributed system can provide important support to copyright protection. Under the current network environment, the centralized and revisable data in the traditional servers make it quite difficult to prove copyright infringement (for instance the infringer can tamper with the publishing time of the infringing content to falsely prove it is an earlier content than the original). While in the FansTime ecosystem, the publishing time and content will be recorded in the blockchain forever. The write-in time of the copycats of the original contents to the blockchain will be definitely later than that of the original writer. In case of infringement, the originator can offer proper evidence, the rights and interests of the content originator or the copyright owner are thus protected.

3.3 International Crowdfunding Platform For Individual IP

The traditional crowd funding platforms are often confronted with trust issues. These platforms require a lot of capital to be put in for artificial verification costs to ensure and monitor the fundraisers to distribute the due profits to participants strictly based on the agreement reached before the crowd funding.

Compared with the traditional crowdfunding platforms, the new platform will operate independently without man-made interferences, thanks to the Smart Contracts and Decentralized&Distributed Databases. Therefore, “code is equal to law” would be truly realized at

least in the process of profits allocation between investors. And the concerns that the fundraisers or the platform will unlawfully profit from the projects can be ignored.

FansTime will also provide an international crowdfunding platform for FTI and Exclusive Token holders in addition to continuously connecting the terminal consumption scenarios to the Ecosystem based on the basic Blockchain technology. Individual IP can initiate the project crowd funding highly relevant to the IP on the platform. Other users in the community can participate in the crowd funding with their FTI or exclusive Token. The profit distribution shall be conducted automatically in accordance with the smart contract stipulation without the intervention of any agents. Investors can not only benefit from the appreciation of FTI and exclusive Token, but also from the investment project profits.

Assumed Scenario: B is a talented independent producer and he initiated a crowd funding for a film program in FansTime. Users got to know from webpages that B was a film practitioner who graduated from professional schools and B had created feature films for lots of famous companies and had good understandings of the market and camera language and worked with a young elite team. So, the users joined the crowd funding events and got the ultimate profits based on the smart contract.

3.4 Global Membership Rewards System Of Individual IP

In the past, the individual IP could theoretically establish the global Fans Club (membership based). However, they are faced with the following headaches for a long time:

In a real sense, the membership system has not become globally unique. Membership data of different countries can be stored in different databases independent of each other. The resulting geographical and price discrimination have been existing for a long time. The sense of belonging and value identity the individual IP supporters are seeking have been weakened seriously. In the long run, this approach will go against reducing the fans management costs because “equal treatment” will be a constant consideration.

High costs in verifying the membership identity information. Particularly in the offline scenarios, the IP operator or event sponsoring organizations need to verify the membership identity to ensure those admitted harmless. Traditionally, the resident ID or passports are used for verification. However, such an approach will encounter a series of difficulties when applied in the transnational operation.

Member consumption record can be easily fabricated.

The membership system is weak in its business development potential. The individual IP is unique in its diversified cash-in approaches for business cooperation and fans constitute the mainstream consumers. The traditional centralized membership database is weak in business development and unable to provide reliable membership consumption information. Therefore, the membership classification, maintenance and marketing cannot be implemented at a high level.

To address the problems, FansTime will develop a set of global membership token system based on the blockchain technology to focus on solving the membership identity verification, protection of consumption records and transnational transactions.

ID authentication

The identity verification shall be implemented mainly with asymmetric key encryption algorithm, which includes two encryption keys known as the public key and private key. The data encrypted with the public key shall be decrypted with corresponding private key and vice versa. Users can encrypt their identity information with their private keys and broadcast encrypted info and public keys, then other users can decrypt with their public keys. If the decryption is successful, then the identity verification will go through. In this way, the user's account will be protected from being falsely claimed by someone else.

Hard to tamper with the consumption records

Distributed database for data storage, data block, digital signature (asymmetric key encryption algorithm) and time stamp will be used to realize the function of protecting the consumption records from being altered or tampered with the consumption records will be stored in a data block. A data block generally comprises a block header and a block body. The block header contains the former block's address, time stamp, random number and the current block's Target Hash Value while the block body contains the transaction details. The data blocks are then stored in a distributed database.

The time stamp is used to record the time the current block data has been entered, and the time stamp on all the following blocks will serve as evidence for the added workload for all the previous time stamps. This will formulate a chain which the time is in ascending order. The time stamp can be used as an important parameter to prove its existence, which can prove the specific information must have existed at a specific moment.

The digital signature can protect the consumption records from being forged. This can be accomplished with identity verification (See above for more details).

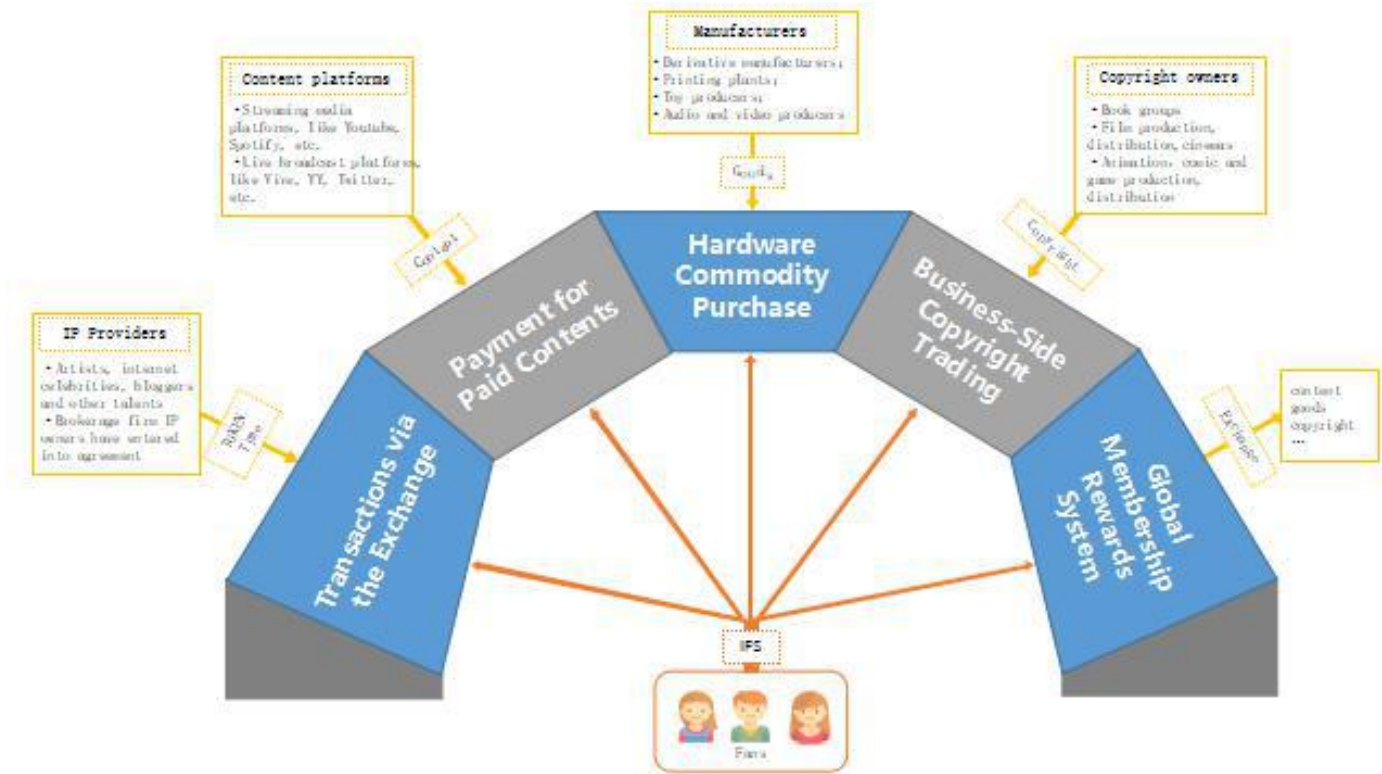
The distributed database is a decentralized system structure, i.e. the whole network is not subject to a single centralized hardware or administration and each participating node has equal rights and obligations. In addition, any participating node can have a full database copy. Unless more than half of the system algorithms are under control, any revision to the database from nodes will be invalid.

Transnational Transaction

Unified trading currency (FTI and Exclusive Token) offers transnational transaction solutions. Different individual IPs will build up their own value systems with Exclusive Token and fans across the world will use one unified digital currency to purchase the relevant commodities and services of this individual IP, unbounded by their nationalities or geographic locations.

3.5 Diversified Participants in the FansTime Ecology Construction

In the FanTime ecology, diversified participants in the fan economy will have free, convenient and fair access to the construction and utilization of the ecosystem. These participants include: IP providers, content platforms, manufacturers, copyright owners and so on. Within the ecosystem, the FanTime participants can enjoy the premium fan resources dividends and convenient blockchain and FTI transaction system. Meanwhile, with diversified smart contracts, they can build up the highly efficient transaction mechanism to enhance the work efficiency.



Diversified Participants in the FansTime Ecology Construction

Part IV Interpretation of Individual IP Value System Application

4.1 Application: Time Exchange

The increasing number of community users and rising user participation drive a surge on demand for more and diversified individual IPs. The community will inevitably launch a more widely applied standard equivalent to individual IP—Time. Compared with the higher verification and issuance costs of the Exclusive Token, Time provides more flexible capitalization approaches and can quickly attract the potential individual IP to participate.

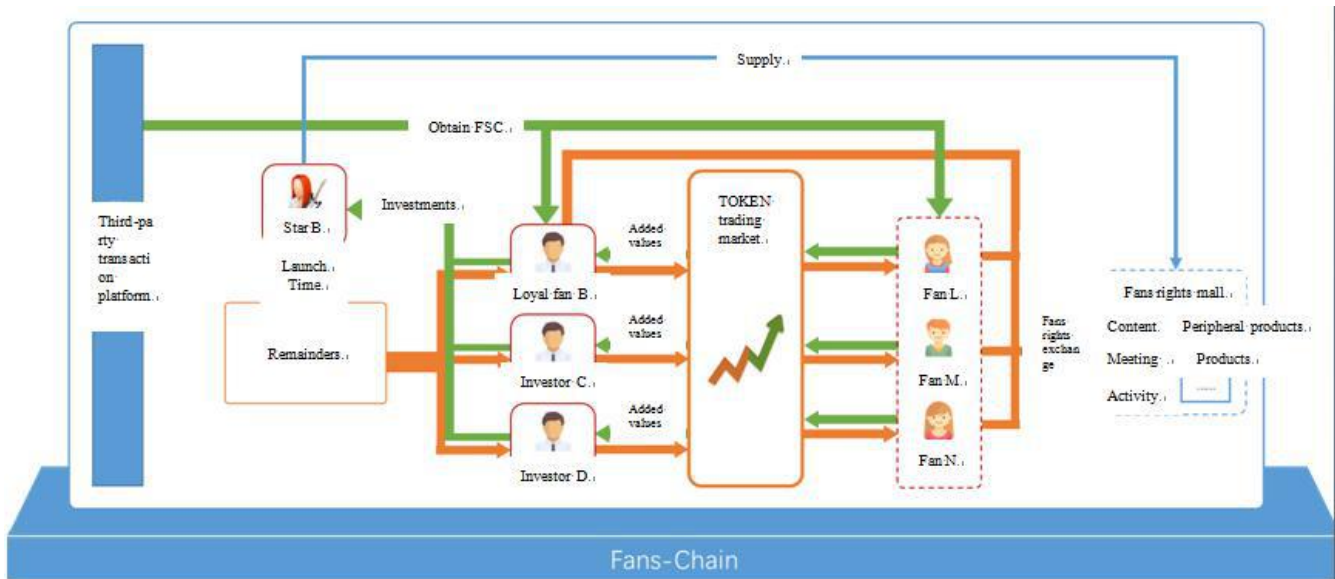


Diagram of FansTime Time Exchange

Time Exchange and Token Exchange will work together to enrich the value system of the overall ecosystem and meet the demands of individual IP provider, demand side and investors of different types and at different development stages.

4.2 Application: Fans Rights Mall

Fans Rights Mall is one of the terminal consumption applications in the FansTime ecosystem. With the development of communities, there will be an increasing number of FansTime terminal consumption scenarios. Fans Rights Mall is where all FansTime users exchange FTI, Exclusive Token or Time for commodities or services. Commodities include the traditional copyright commodities, offline events commodities, digital contents of weak copyright and diversified IP commodities. They are priced with such pricing measures as FTI, Exclusive Token or Time depending on the specific individual IP's choices.

Traditional copyrighted goods like music, television production and films, portraiture, etc.; offline programs like concert tickets, access to meet-up events or lunch with idols, etc.; digital content of weak copyright like voice chat, live shows, blog and journals, etc.; diversified IP-related products like star-related souvenirs, IP derivatives, IP & brand name crossovers, etc.

4.3 Application: Exclusive Token Exchange

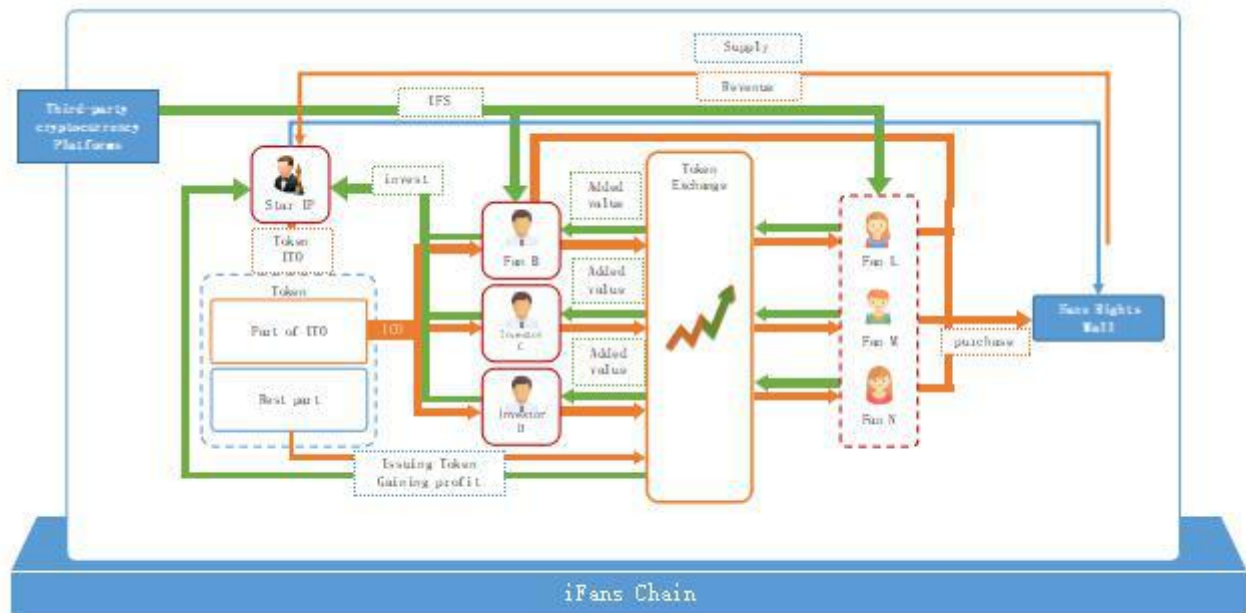


Diagram of FansTime Exclusive Token Exchange

Under the FansTime Exclusive Token Exchange system, famous stars can issue their own Exclusive Token for the subscription by their fans or other community users who recognize the value of the stars. Exclusive Token holders can conduct transactions through the FansTime Exclusive Token Exchange or exchange the Exclusive Token of the star for corresponding fan rights and interests.

Part V FansTime Implementation Roadmap

The long-term development of FansTime will move ahead along two main routes, one is infrastructure and the other is the application scenario. With the maturing blockchain technology and evolving lower layer protocol, we will continuously improve the basic services for the overall operations of the communities; Besides, we will consistently explore the industrial resources to apply the community contract spirit to more scenarios and update any implemented changes on the FansTime official website on a timely basis. Please follow <http://fanstime.org> for more details. Here we will only give descriptions of the key time arrangement of strategic importance:

5.1 Establishment of Individual IP Value System And Improvement of FansTime Infrastructure

Time Exchange

Time milestone: January 2018 - March 2018

FansTime founding team is quite experienced in the research and development of traditional Internet platforms, transaction system and blockchain. And Time Exchange will be launched firstly. Time Exchange will provide a more convenient transaction channel for a larger number of individual IP owners. Meanwhile, through further improving the infrastructure, the founding team provides more basic interfaces and functions (such as payment and settlement) to facilitate the interaction between stars and fans.

Fans Rights Mall

Time milestone: April 2018 - September 2018

With the continuous expansion of user scale and further upgrading of cooperation scope, more and more individual IP owners will constantly make a request for IP valuation. The community will sort out the characteristics of these demands for more flexible value realization channels & product forms, and convenient ways of integration of industry chain. At this stage, Fans Rights Mall will be launched, and the fragmented IP right products can be sold directly to fans. Regarding the infrastructure, the OTO docking efficiency of fans rights is further improved, which can provide more localization options.

Improvement of FansTime Infrastructure

Time milestone: April 2018 - September 2018

During the stage of establishment of Individual IP Value System, the principal chain of FansTime is released. FansTime users are mapped from the ERC20 to the principal chain of FansTime based on the upgraded Smart Contract and will be gradually launched to the community incentive system.

Exclusive Token Exchange

Time milestone: October 2018 - September 2019

Based on business practice demands, it will define the Token issuing and transaction process & system of super IP, and allow the exchange of related rights regarding the cooperation demand of super IP and usage requirement of fans users in the community. During this stage, super IP can issue Exclusive Token to fans for subscription, and such fans can hold the added values of issued Token, or exchange specific star IP products with foresaid Token. With the development of blockchain technology, it will integrate more industry chain resources and common technical interfaces, to lay

the foundation for common facilities such as identity authentication and data investigation.

Multiple Terminal Consumption Application Access Based On Blockchain (Going on from April, 2018)

With the evolving ecosystem, FansTime will develop more blockchain-based applications for different scenarios. Meanwhile, FansTime will actively cooperate with third-party platforms or organizations and open up SDK and relevant interfaces to plug in more excellent applications.

5.2 Global Entertainment Content Distribution and Copyright Verification System

Establishment of the Global Entertainment Content Distribution System Technology and Relevant Applications (Time Milestone: October 2018—September 2019)

The Global Entertainment Content Copyright Verification System (Time Milestone: October 2019—March 2020)

5.3 Establishment of the Global Individual IP Crowd Funding Platform

Establishment of the FansTime Individual IP Crowd Funding Platform Technology (Time Milestone: October 2019—March 2020)

Blockchain-based IP Crowd Funding Application Access and Operation (Time Milestone: April 2020—September 2020)

5.4 Establishment of Individual IP Global Membership Token System

Establishment of Individual IP Global Membership Token System Technology (Time Milestone: April 2020—September 2020)

Gradual Launch of Relevant Applications Based on Different Industries (Time Milestone: October 2020—March 2021)

5.5 Evolvement of the Autonomous Ecosystem

Time Milestone: Going on from April 2021 on

The Foundation will improve the long-term and autonomous motivational measures when the overall ecological infrastructure is basically established.

At this stage, individual IPs in the real industrial chain have taken roots in FansTime, the community infrastructure has been making positive and stable progress and automation has been realized in the application access, self-circulation has taken shape among the circulation, recycling and distribution of the Token mechanism in the system, value and information transfer are highly smooth and efficient. The team would gradually put down development and operation roles and return to FansTime system as community participants to promote the autonomous evolvement just the same like other participants.

In terms of technology, there are established routines in the improvement and upgrading of the basic smart contract, well-developed registration, authorization and tracking system of individual IP and accessible transaction, verification and consumption channels of fans.

The whole ecosystem enters into a stage of autonomous evolution.

Part VI FansTime Governance Structure

6.1 FansTime Foundation Profile

The FansTime founding team takes “decentralization” as its goal and keeps marching ahead toward the common ideal by promoting the continuous upgrading and autonomy of the ecological communities. Since the establishment of FansTime program, it has been clarified the program shall become by no means a tool of seeking profits for a few organizations or individuals.

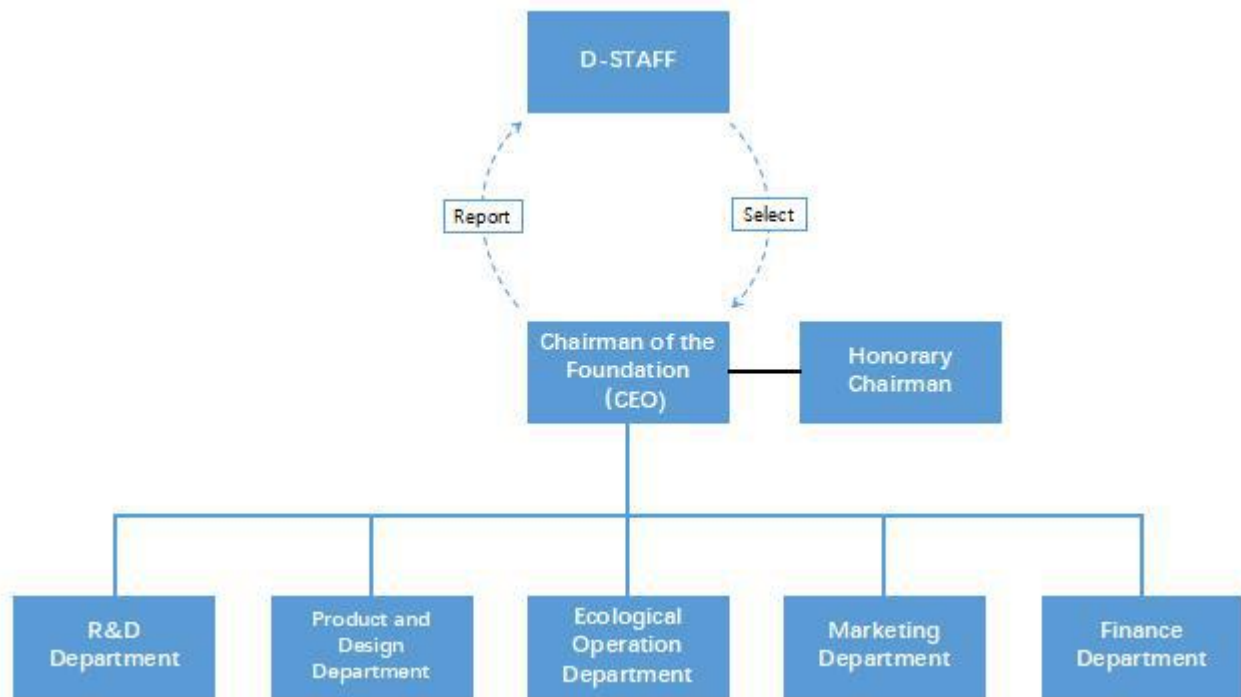
For the convenience of community users and social supervision, FansTime team will establish FansTime Foundation in Singapore. The non-profit foundation takes as its mission to run the FansTime integrated ecosystem in a fair, objective and transparent manner and offers support to various tasks of the ecosystem

FansTime Foundation is based in Singapore and subject to stipulations of laws and regulations in Singapore. The Foundation will be independently managed and run by a trustee Board of Directors or Management Committee which consists of qualified trustees. Meanwhile, the operation of the Committee will be independent of the local government authorities in Singapore.

Singapore is known for its internationalization. It has a very strict and well-established legal system with one of the lowest crime rates in the world. Meanwhile, as the world’s busiest trade center, Singapore boasts world-leading financial environment and financial order. As a non-profit organization, FansTime Foundation is not entitled to participate in any events concerning commercial interests in accordance with laws in Singapore. The “profits” gained by the Foundation shall be retained as surpluses and used in organizing other events and will not be distributed to the Foundation members or other for-profit organizations.

6.2 FansTime Foundation Governance Structure

To make a reasonable use of resources and capital of the FansTime Foundation, continuously promote the rapid development of FansTime Ecology and expand the application coverage and community dimensions of FansTime ecology in a fair, objective and transparent manner, the organizational structure of the Foundation is shown as follows:



D-STAFF (Decision-making Staff)

D-STAFF is simply the decision-making committee as the supreme decision-making body of the FansTime Foundation, and is responsible for the final decision-making regarding Foundation affairs. The decision-making committee is made up of an odd number of natural persons, with the same right to make decisions. The committee is mainly responsible for the formulation and review of major matters of the foundation, such as strategic planning and financial budget.

Chairman of the Foundation (CEO)

The CEO of the foundation is elected by D-STAFF and is responsible for it. The CEO's main responsibility is to gradually implement the resolutions and regulations designated by the decision-making committee within the specified time and to report to them on a regular basis. The CEO is also responsible for establishing the necessary functional departments and employing the core staff of relevant departments to coordinate the core business of each business line and to make the foundation work properly and efficiently.

Honorary Chairman

The FansTime Foundation regularly selects an honorary chairman to reward its outstanding contributions to the FansTime community. Honorary chairman will be responsible for further promoting the FansTime community and ecology, to enhance its overall popularity and influence. The honorary chairman, decided by D-STAFF and CEO, will report directly to the CEO.

Research and Development Department

The R&D department is responsible for the research and development of the FansTime ecology, from the underlying technology to the upper layer application. In daily work, the R&D Department needs to maintain good communication with the Product and Design Department, Operation Department and other departments to ensure the rapid response of requirements. At the same time, in order to ensure the technology advancement of the FansTime community, the members of R&D Department need to continuously absorb the latest cutting-edge technologies.

Product and Design Department

The Product and Design Department is mainly responsible for the maintenance and promotion of the product content and presentation form in the FansTime ecology. At the same time, with the Technical Department, the Product and Design Department is to establish a sustainable development strategy for the ecosystem. The daily work of Product and Design Department includes conducting market research, coordinating product functions, and undertaking UI design, graphic design and other work in FansTime ecology.

Ecological Operation Department

The Ecological Operation Department will be responsible for the planning, organization, implementation and monitoring of all the ongoing issues in the FansTime ecology. The top priority of the Ecological Operation Department is to actively develop more outside partners and closely integrate the FansTime ecosystem, the ecosystem members with the outside partners to build a open, distributed and global ecological chain of quality experience; Besides, the Ecological Operation Department will be responsible for the construction of the ecosystem within the community and formulate an autonomous system of positive interaction, free information circulation and full information symmetry within the FansTime Community. The Ecological Operation Department members shall at any time pay attention to the updates, hot topics and feedback within the community, have active communication with encrypted digital virtual currency holders and organize irregular technological communication meetings and other events.

Marketing Department

The Marketing Department shall be responsible for continuously conveying the ideas and achievements of FansTime ecology to the public with multiple marketing approaches to improve the influence of FansTime ecology and expand the FansTime community scale. In specific practices, the promotional tasks the Marketing Department shall conduct include but not limited to: Maintain the public relations and media relations and promote the ideas through diversified public or media channels; Produce and launch advertising campaigns; Design interactive events, etc. Meanwhile, the Marketing Department will work closely with the Ecological Operation Department and make the optimum promotional and marketing plans based on the requirements of partners and terminal users.

Finance Department

The Finance Department will be responsible for the management and monitoring of the financial affairs of the FansTime Foundation, including fund management, accounting, cost accounting and auditing. The digital assets projects are highly risky, the Finance Department will be responsible for risk management and control and will work with other departments to conduct analysis and evaluation over project operation and financial risks.

In terms of auditing, the traditional system will be unable to have effective supervision over digital assets considering their special traits. FansTime Foundation will hire auditors with professional experience to ensure a stable FansTime accounting system as well as open and transparent FTI application.

Part VII Establishment and Maintenance of FansTime Community

7.1 Establishment of Community

FansTime communities were established by FansTime founding team and the Foundation and targeted invitations had been sent at early stage to elites sharing the FansTime ideals. The participating members, together with FansTime Foundation, will work hard for the construction of FansTime ecology and communities.

FansTime Foundation, as the initiator of FansTime ecology, shall have no access, other than the initial public offering, to acquiring the corresponding encrypted digital virtual currency or other interests. FansTime Foundation members will work with community users to contribute to the ecology construction, provide quality information and obtain fair rewards.

7.2 Community Construction and Expansion

The FansTime Foundation and its elite members will be responsible for the infrastructure construction and maintenance in the FansTime Community, including:

Technical System: The FansTime Foundation is committed to making public the FansTime source codes on its official website (<http://fanstime.org>) and GITHUB for community members to visit, learn, supervise and improve after the establishment of the FansTime Community.

Scenarios: The FansTime Foundation and its elite members will continuously improve the ecological quality of FansTime and step up its application in more scenarios.

Operation System: The FansTime Foundation promises to the communities that an organization specialized in the ecological operation will be set up to take charge of FansTime ecology maintenance and improvement.

The gradually improving FansTime communities and their upgraded ecological influence will attract more members sharing values and ideals with FansTime. Those members can be producers or consumers of quality experience or both. With an increasing number of community members and orderly autonomous rules of the FansTime ecological system, the communities will enjoy accelerated development and the community members are more likely to win the motivation rewards.

7.3 Community Maintenance

Community Voting Mechanism

The participation of community members is very important in the improvement and upgrading of the blockchain system. FansTime ecology takes the community voting mechanism, which will act as an efficient and fair channel to hear opinions of the community members and reach the agreement to drive the self-upgrading of ecological logic.

To improve the voting efficiency and engage more community members in voting in spite of their geographical locations, FansTime ecology has developed specialized scripting language algorithm based on the blockchain and smart contract and establish the dynamic voting procedures through

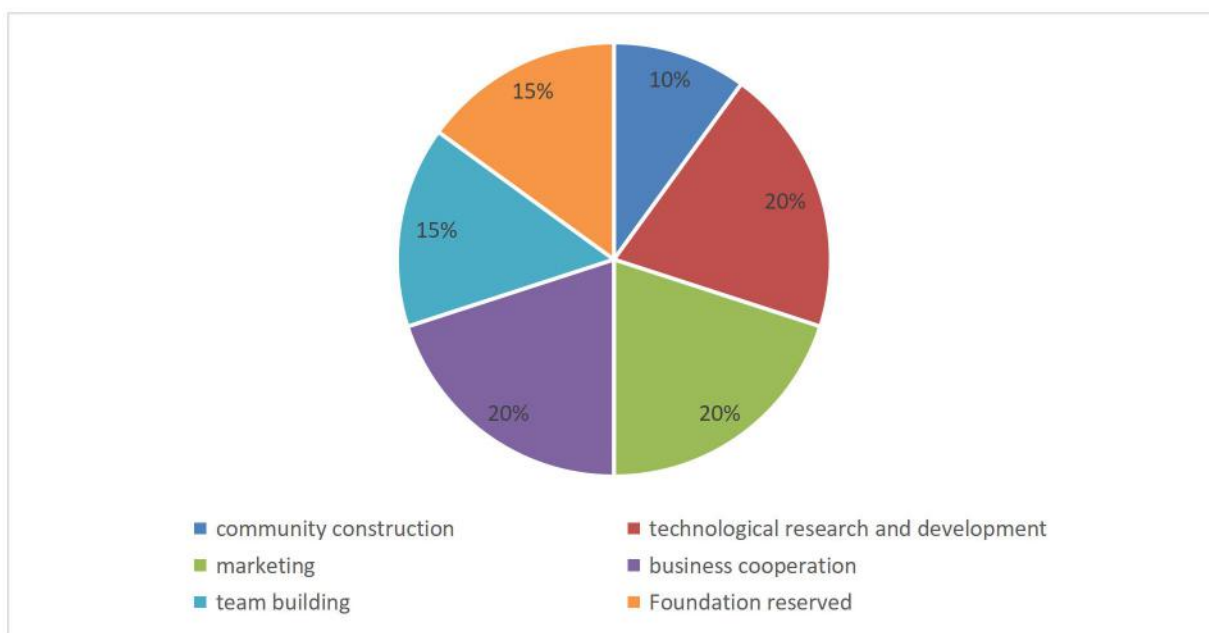
smart contract broadcast; Dimensionality reduction has been placed in the algorithm over voting rights of accounts to improve the number of members across the community and impose restrictions on malicious moves to gain private interests by holding a large amount of resources. Meanwhile, the algorithm will also restrain the voting rights of FansTime Foundation to better implement democracy.

Part VIII Issuance and Allocation of FTI

8.1 Circulation and Exchange Planning

10 billion FTI will be issued for exchange, the details are shown as below:

- 10% for community construction, to be used on community infrastructure construction at the early stage of FansTime
- 20% for technological research and development, to be used on FansTime product design and R&D
- 20% for marketing, to be used on FansTime marketing and expansion
- 20% for business cooperation, to be used in construction of ecological business facilities and business cooperation in relevant projects
- 15% for team building, to be used on the payment of operating costs and contribution returns of the FansTime founding team and management team. It is locked for three years and releases 2.5% every six months.
- 15% for the Foundation, to be managed by the Foundation and used on FansTime Foundation establishment and relevant events such as community awards, liquidity support, compliance support.



Circulation in the early stage: 4 billion FTI, mainly used in the initial community construction, marketing, business cooperation, the first-stage R & D cost and the motivation of the founding team;

Long-term released: 6 billion FTI, mainly used for long-term technical development, team building, foundation management, marketing, community construction and business cooperation.

8.2 Exchange Modes Available

On Feb. 8th, 2018 Singapore time, initial recruiting will be launched and completed in 48 hours.

On Mar. 5th, 2018 Singapore time, initial private placement towards institutions and complete within a designated period of 48 hours. Exchange will be completed in April. And FTI will be issued in the mainstream exchanges in May.

Acceptable encrypted digital currency for FTI exchange: ETH/BTC/HT/EOS.

8.3 Special Statement

We will obey and resolutely advocate the laws and regulations in different countries and we are now seeking investments across the world. (Chinese and American citizens are now allowed to join. Any consequence or legal liability in case of violation shall be independently undertaken by the violator and FansTime shall not be held liable.)

Part IX Management Team

Her Highness Princess Apinya Pramoj, Honorary President of the Foundation

Thailand Princess, daughter of Prince Supab Pramoj, granddaughter of former Thailand Prime Minister Mom Rajawongse Kukrit Pramoj. In his tenure as Prime Minister, Kukrit Pramoj established the diplomatic ties between Thailand and China and had meetings with Mao Zedong, Zhou Enlai, Deng Xiaoping and other Chinese leaders. Kukrit Pramoj advocated democracy and friendly coexistence with countries of different political institutions. The Pramojs, as goodwill envoys to neighboring countries, have been actively engaged in economic, cultural and entertainment communities in many countries.

Eric Jiang, first CEO of the Foundation

Canadian citizen, MBA from Rotman School of Management, University of Toronto, blockchain expert. 12 years of experience in data mining and financial analysis, used to work for Angus System Group, China CITIC Bank, NeoEdge Networks, sophisticated in IT and financial sectors.

Tetsuya Shin, in charge of R&D Department

Japanese citizen, MSc in Applied Physics from School of Engineering, Tohoku University, blockchain expert, used to work for Hitachi High-Technologies Corporation in Japan and US, responsible for BPM and software development, years of experience in product R&D and project management.

Ting SHE, in charge of Marketing Department

Belgian citizen, used to study in Shanghai Jiao Tong University and one of the first group of government-sponsored overseas undergraduates after the Reform and Opening-up Initiative, Ph.D of Engineering from University of Leuven. 24 years of marketing experience and years of work experience in Euronext-listed Barco and Melexis and once served as Asia Pacific Regional Marketing Director.

Terry Wu, in charge of Finance Department

Australian citizen, Master of Accounting and Finance from University of Adelaide, used to work for Travelex, a specialized foreign exchange institution and Westpac, a sophisticated professional and management experience in risk control and loan review.

Part X Consulting Team

Jin Hynk, Professional Consultant

Chief Director of SBS, a ROK citizen who put Lee Min Ho, Lee Jong Suk and other Korean lookers on map and used to serve as Director in *Legend Of The Blue Sea*, *The Master's Sun*, *City Hunter*, *Brilliant Legacy* and other hit series, his record in television audience rating at 47.1% has not been broken in ROK. He's popular in ROK, China, Japan, other Southeast Asian countries, US and other countries and has won unanimous applause from audience and professional critics.

Huang Lianjin, Technology Consultant

Well-known blockchain expert, member of ACM Practitioner Board, Expert Member of Chinese Institute of Electronics, MBA.

Former Vice President of technology in Huawei, Chief Scientist in blockchain, Senior Expert of Huawei and Chief ID authentication management architect. Used to work for CGI Canada as head of CGI Blockchain Lab, CGI security technology director, CGI cloud security director and chief security architect and established the CGI Federal Management and Cybersecurity Capability Center. He used to offer consulting service in finance, blockchain and security for US Federal Government, financial institutions and public service operations when he worked for CGI.

Part XI Strategic Partners & Investors

信中利

ChinaEquity Group

China Equity Group

With a globalization strategy, ChinaEquity Group (CEG) focuses on investment in High-tech and Culture&Entertainment industries. CEG was co-founded by Wang Chaoyong, returned American investment banker and Chief Representative of Morgan Stanley Beijing Office, together with Swiss investors. Mr. Wang is hailed as Investment Godfather and he is one of the first overseas Chinese students working in the Wall Street investment and financing community.



Qianhai M&A Funds

Qianhai M&A Funds, with the powerful support of Qianhai Equity Exchange shareholders, specializes in 7 sectors of high-tech investments, including culture and education, internet, IT, industrial automation, healthcare, environmental protection, national defense conversion to civil use.



MINIPO Equity Investment (Previously Known As 36 Kr Equity Investment)

Leading domestic non-public online equity investment platform. 36 Kr is a mainstream, prestigious and influential new business media and its parent company is now the largest service platform for the 'Entrepreneurship and Innovation Initiatives' in China.



iFensi

iFensi is the most professional fans operation and service platform, ranking top on Alexa Chinese entertainment website. It secured RMB 150 million in B- Round Financing in 2017 and was valued at RMB 1 billion, a record high in fan economy financing.

Engaged in the entertainment industry for more than a decade, iFensi has established great relationship and strategic partnership with lots of well-known entertainment and finance companies, including S.M. and YS of ROK, EE-Media, Emperor Entertainment Group, BGTalent, Juli Entertainment Media, Star48 Cultural Media Group, Phil Chang's Workshop, Huayi Music Workshop, Steve Chou's Workshop, Dao Cao Production, etc.

As the strategic partner of FansTime, iFensi provided with numerous entertainment resources, and is dedicated to construct a new ecology of fans economy based on blockchain technology.



United Cultural Works Exchanges

United Cultural Works Exchanges is the largest and most influential film and television derivative exchange platform and the only government-approved cultural art works equity exchange platform in Liaoning Province, China. United Cultural Works Exchanges has worked with Chunqiu Time, H&R Century Pictures, Alibaba Pictures, Huayi Brothers Media Group and other top IP creators to publish over 50 pieces of derivative works, business turnover exceeding RMB 50 billion in 2016.



NEXT

Chen Shu, the founding initiator of NEXT, is the initiator of Wenzhou Financial Management Association and co-founder of W Youth Capital. NEXT has now accomplished its initial operations in blockchain-related fields, concerning TMT, cloud computing, big data, AI, financial technology, etc.



Node Capital

A venture capital firm dedicated in blockchain and one of the earliest professional investment companies laying hands on blockchain. Node capital is to connect nodes existing in blockchain ecology and integrate sector resources through investment projects and cooperation, thus construct eco-system of the industry and carry forward steady and healthy development of blockchain.



Xiang Chain Fund of Funds (XCF)

Xiang Chain Fund of Funds (XCF), the first Fund of Funds (FOF) of blockchain industry in Hunan province, was jointly established by Cheng Guihua, a founding member of the China Young Angel Investor Leader Association and Wang Xiaoye, an executive director of the China Young Angel Investor Leader Association. XCF has invested many projects including the following: EGCC, Extrade, Rcash, etc. It maintains a highly cooperative relationship with well-known blockchain investment institutions, and has a high degree of integration of the head resources of the entire blockchain industry. At the same time, XCF provides high-quality blockchain industry projects with consulting services of one-stop investment and financing, helping accelerate the development of excellent projects in blockchain infrastructure and commercial applications.



Yinxin Capital

A frontier investor in blockchain technology co-founded by the core team of Waltonchain and business circles and pevnews, committed to offering support to teams with industrial expertise and connections as well as understandings and visions on blockchain.



Huoxun Capital

An investment arm under huoxun.com, was established by several top blockchain experts.



Tsing Capital

Tsing Capital, specializing in risk investment in block chain industry, is a professional investment institution, the earliest one established in the world for linking and hatching young leaders' new technology projects.



DFUND

DFUND was founded by Zhao Dong, a well-known person in digital currency field, in July 2017, specializing in the investment in the field, and supplying the invested project with end-to-end investment bank services. It sticks to the principle of value investment, which is judged and screened by professional team. It has impressive earnings in its early open-ended fund. Till January 2018, the net earnings of Bitcoin in the first phase project of DFUND is 620%, or 2543% in U.S. currency. The major investment projects are TNB、QASH、aelf、Cybermiles、LLT、MobileCoin、Beechat, etc.



创 世 资 本

Genesis

Genesis, a blockchain-oriented professional investment bank and venture capital institution, was found by Zhu Huaiyang and Sun Zeyu in 2017, engaging in finding the top quality blockchain projects and providing long-term comprehensive assistance. The major investment projects are Deep Brain Chain(DBC)、IOS、AELF、JEX、Game.com、ProChain、Acute Angle Cloud, etc.



L I N K V C

Link Capital

Link Capital, founded by Lin Jiapeng, a senior investment expert in blockchain field, is an investment institution specializing in the sectors of blockchain project, digital currency and network finance, used to invest in lots of quality blockchain projects home and abroad. It has established offices in Singapore, Canada, and China's Hong Kong and Shenzhen.



红藥资本
HS CAPITAL HK CO., LIMITED

HS Capital

HS Capital has sharp acumen in blockchain industry, unique insight and control over projects, and energizes invested project with community energy.



聚资本
Ju blockchina Capital

Ju Capital

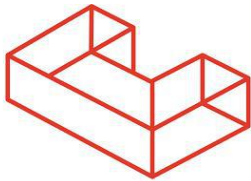
Ju Capital under the Jubi Group, is a venture capital company concentrating on blockchain industry, as well as one of the professional investment institutions early involving in blockchain industry. Ju Capital is aimed at bringing most potential blockchain projects to frontier markets through project investment and cooperation. Over years, Ju Capital has been implementing influential blockchain projects worldwide by supplying end-to-end professional team services, sticking to the principles of dedicating and professional investments, and upholding the concepts of value investment and deep guidance.



STARS CAPITAL

Stars Capital

Stars Capital, founded by Mr. Liu Jingchao in 2017, is a venture capital company specializing in blockchain industry, and one of the profession investment institutions early involving in the blockchain industrial ecology in the global context. It sets its purpose on integrating industrial resources, building industrial ecological circle, and fueling the healthy and stable development of blockchain industry through the way of project investment and cooperation. Mr. Liu Jingchao is also the founder of Bijiu.com and Binvestment, as well as an accomplished expert in blockchain industry.



筹帷资本
TRUE WAY
CAPITAL

Trueway Capital

Trueway Capital is a professional investment institution focusing on the blockchain sector, engaging in building ecological layout in the fields of mineral pool, transaction platform, technical media, technology application, etc. It is now devoting itself to the technology innovation and development of blockchain by investing in and incubating excellent venture teams in blockchain sector. Investment cases: CyberMiles (CMT)、JEX、Coindom (CCC)、OneRoot (RNT)、GIFTO、Zipper OS、TopChain (TOPC)、Game.com (GTC)、RenRen、Nebulas (NAS)、BAIC、TrueChain、QUNQUN、WaykiChain、HotChain (HOTC)、TokenClub、All Sport (SOC)、ARMADA MINER (AMUT)



Lemi Capital

Lemi Capital is a venture capital company focusing on the investment in global blockchain sector in its early and growing stages, and is one of the earliest professional investment institutions making layout for creating blockchain industrial ecology worldwide. Lemi Capital's target lies in, by means

of project investment and cooperation, fueling rapid rising of new technology and high-value projects, linking the nodes on blockchain industrial ecology, integrating industrial recourses, building industrial ecosystem so as to better release the potentials of blockchain technology in its coming development and application, and promoting the healthy and steady development of blockchain industry.



伽马资本
GAMA CAPITAL

Gama Capital

Gama Capital is a type of blockchain industrial fund established at the beginning 2018. Its capital investment portfolio covers all developing stages of blockchain industry, vertical industries, regions and commercial modes, including tracks such as basic chain, Internet of things, supply chain, cross-border remittance, traceability, enterprise level application, etc. Our concept is to realize linking in the global blockchain ecosphere by laying out the blockchain enterprises worldwide. Gama Capital has established a most professional globalized investment team in the industry, which is composed of lots of investment managers and industrial analysts equipped with long-term experiences working at large-scale international investment management institutions. The blockchain projects invested by the partners of Gama Capital are PNT, Quantum, VeChain, ABT, EOS, FSN, etc., achieving dozens of times of return on investment on the whole.



Trichain Capital

Trichain Capital is a comprehensive and professional venture capital focus on blockchain industry and digital asset investment banking. Trichain Capital is driven by capital, industry and technology, and is committed to becoming the best partner of the global blockchain entrepreneur.

Shuanghua Capital

Shuanghua Capital is a new prominent fund focusing on blockchain industry, which registered in Cayman Islands. The scope of investment includes crypto currency, smart contract, oracle, decentralized storage, decentralized database, cross chain trading, consortium blockchain, etc.

THBU CAPITAL PTE.LTD

SMWM is a professional Venture Capital focusing on BlockChain and Fintech, which is committed to finding excellent project and accelerating their development。 Our team are from Tsinghua University, Peking University and overseas returnees, who have wide experience in BlockChain industry , professional research capacity and keen insight into the future development of BlockChain. SMWM has abundant resources about institution investor, talent and capital market, and has general investment layout in Blockchain industry. Hence, SMWM can provide all-round and systematic post-investment service, and has had some successful cases yet.

Tsinghua Alumni Fintech Capital

Tsinghua Alumni Fintech Capital is an investment firm that exclusively invests in companies related to blockchain technology and Fintech. Our fund has an innovative operating model--we connect campus with capital and combinator to help entrepreneurs get starting fund, connections, coaching and professional consulting. Tsinghua Alumni Fintech Capital collaborates closely with funds including Zhen Fund, Aplus Capital, Plum Ventures, Skysaga Capital, Legend Star, Future Capital, Tusstar, Flyfot Ventures, Collinstar Capital, Taiyou Fund and Innoangel Fund to accelerate the development of the industry through investing in the whole industrial chain and integrating resources. Our goal is to empower the whole industry, so we make investments with high quality standard. We endeavor to find companies with the potential to become the industry leaders and help them succeed with our resources. With the resources of Tsinghua University and its alumni, we keep excellent cooperative relations with Tsinghua related funds, Tsinghua Alumni TMT Association, Tsinghua Holdings and Tsinghua Tongfang. Also, we stay closely cooperative relations with our advisor—Digital Currency Lab of Central Bank. With an estimated \$100 Million AUM, we help our portfolio companies to achieve higher goals by offering funding support, deploying resources and providing professional advices. Our portfolio includes KyberNetwork, Tezos, NEO, Bluzelle, aelf, Icon, EOS, 0x, Trinity, Zilliqa, Gifto and Qash.



Crypto Vision Capital

Crypto Vision Capital Limited focuses in investing crypto currency, since founded in BVI, Crypto Vision Capital has invested in several famous and successful ICO, obtained supernormal returns. Main members graduated from top universities all over the world, possessing rich investment experience in both primary and secondary markets. AUM is around 1 billion yuan.



LD Capital

LD Capital is one of Asia's earliest organizations focusing on value investing in blockchain field. Owing to industrial resource advantages and professional investment research teams, LD Capital has successively discovered and invested in projects such as Qtum, VeChain and Eos which all achieved over 100 times return. Our teams spread over China, the United States, Europe, Singapore, Japan, and South Korea, and have accumulated rich experience in areas of traditional internet, Fintech, and advanced blockchain technology. We are committed to the globalization of blockchain and quality investment in the entire industry. LD Capital focuses on blockchain innovation projects within finance, games, content publishing, Internet of Things and other circuits, and we have been propelling broad layout of blockchain technology and infrastructure construction to facilitate the comprehensive development of the global blockchain ecosystem.



BN Capital

BN Capital is a new type of investment banking and investment institution focusing on the blockchain sector. We provide high quality investment services for blockchain projects with professional knowledge and continue to tap quality blockchain investment targets.



The Great Voyage Capital

The Great Voyage Capital, set up by NewBorn Town and Plum Ventures, is the first investing fund focusing on the overseas mobile market in China. NewBorn Town is a mobile company whose product portfolio has over 1 billion overseas users and Plum Ventures is a professional vertical internet Venture Capital. The purpose of the Great Voyage Capital is to discover the valuable early stage projects and teams in China who have strong wish to expand overseas markets and have the capacity and potential to enlarge the Great Voyage Capital investment portfolio. By joining the Great Voyage Capital, one could get support from end to end like capital injection, resource sharing, mentor guidance and post-investment management (lawyer, job hunter, media coverage and so on).



FROM FUND
— 源起资本 —

FROM INVESTMENT MANAGEMENT CO.,LTD.

FROM INVESTMENT MANAGEMENT CO.,LTD is a capital management company registered in the Republic of the Marshall Islands. Our main business is providing investment advice and investment management in the blockchain and cryptocurrency industry.

Part XII Contact

Official Website: <http://fanstime.org>

Official E-mail: pr@fanstime.org

Appendix I: Summary of FansTime Product and Technology Updating

1. Product Updating

Update Time: April 15th, 2018

See part of the Time Exchange blueprint as follows:

