I Summary

BiNGO is the world's first pan-entertainment platform to use blockchain as a core technology. It applies decentralization principles to heavy user aggregation and gameplayer communications, creating a new generation of entertainment platforms.

The platform is supported and developed by industry leaders such as Mob Arts Entertainment, in collaboration with Qtum, who aim to build a decentralized app store for global content creators and consumers.

A concomitant BiNGO Foundation will be established to oversee the implementation of a wide range of features for the multi-functional entertainment platform. These include:

Dynamic payment systems that support leading cryptocurrencies, including our own native 777 BiNGO token
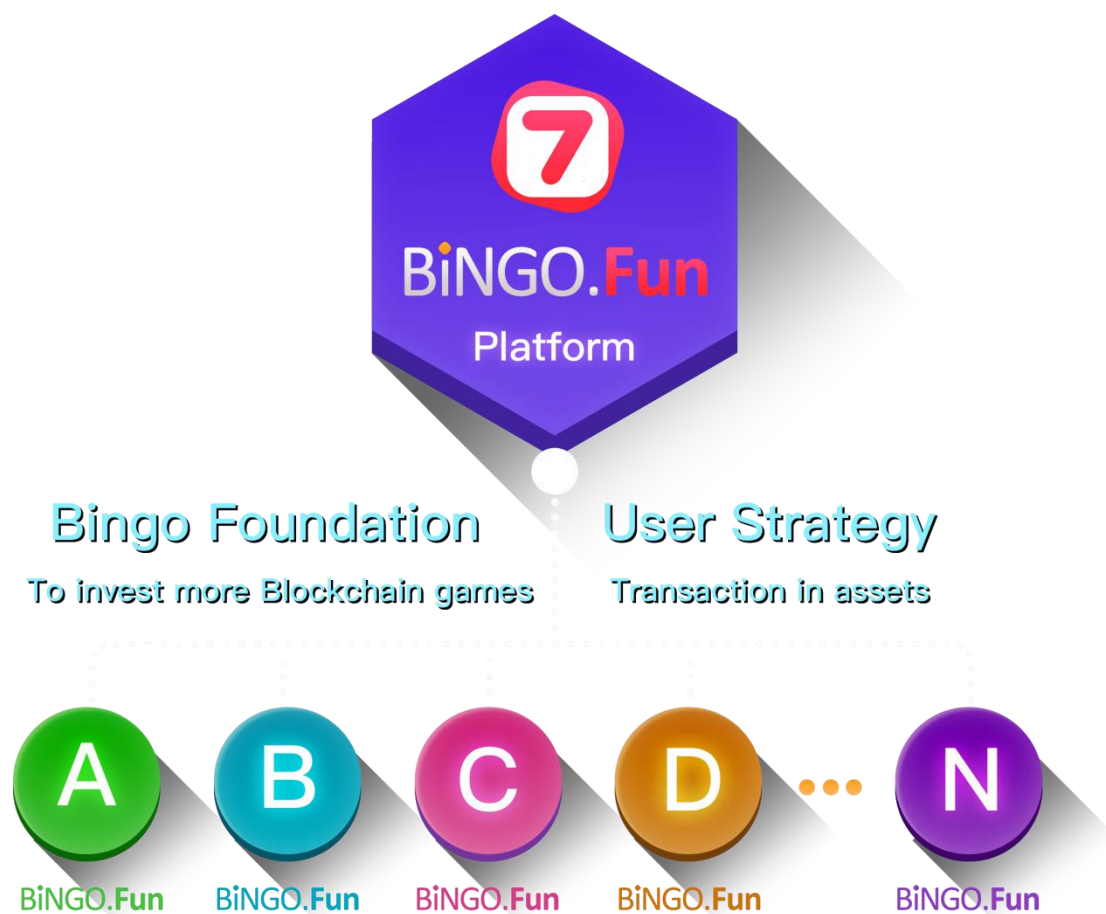BiNGO wallet for cross-platform utility of tokens
Social networking
Customer management system
Gaming
Advertising and content monetization
Decentralized data analysis system
Fairness verification modules that are publicly accessible on the blockchain

BiNGO consists of an all-star team of experts, including Patrick Dai – Co-Founder of Qtum; Dr. Ma Zhao – Post-Doctorate from the University of Tsinghua, IEEE Member, ACM Member, and leader of a world renowned blockchain technology team in Beijing, China.

The Platform's technology consultant, Mob Arts Entertainment, has a long and accomplished history as an app developer and publisher, with many active users, a great yearly revenue, and investment by Chinese technology giant Tencent.

Most recently, Tencent has been authorized to publish one of their flagship products, the massively successful House of Heroes with more than 50 million downloads.

The Company is now in collaboration with Qtum to launch Qtum Heroes, the first cryptocurrency game with true gameplay.

1.1 What Will BiNGO Do?

As an existing, highly awarded company, Mob Arts is committed to delivering a robust Roadmap aimed at mass adoption. This will include not only the development of BiNGO as a decentralised pan entertainment platform, but the creation of world-class games to run on top of the platform, thus guaranteeing early adoption and utility.

1.1.1 Publish Qtum Heroes – World's First Blockchain Game with Interactive Gameplay

Jointly published by BiNGO, Qtum, and award-winning game company Mob Arts, Qtum Heroes is the world's first blockchain game with interactive gameplay including collection, simulation, multiplayer arena and player versus player, and more.

Limited games such as CryptoKitties have already become hugely popular, and Qtum Heroes intends to build on that by offering a rich gaming experience. QTUM Heroes is not just about collectibles. The game is focused on dynamic interactions. Every player has the chance to choose a hero and prove their value in one of several online arenas where, after paying an entry fee, they will be able to fight against other heroes. The 8-Hero Melee Battle, for example, will let users fight for a championship trophy that will increase the value of the winning hero. Victors will also receive a reward in cryptocurrency.
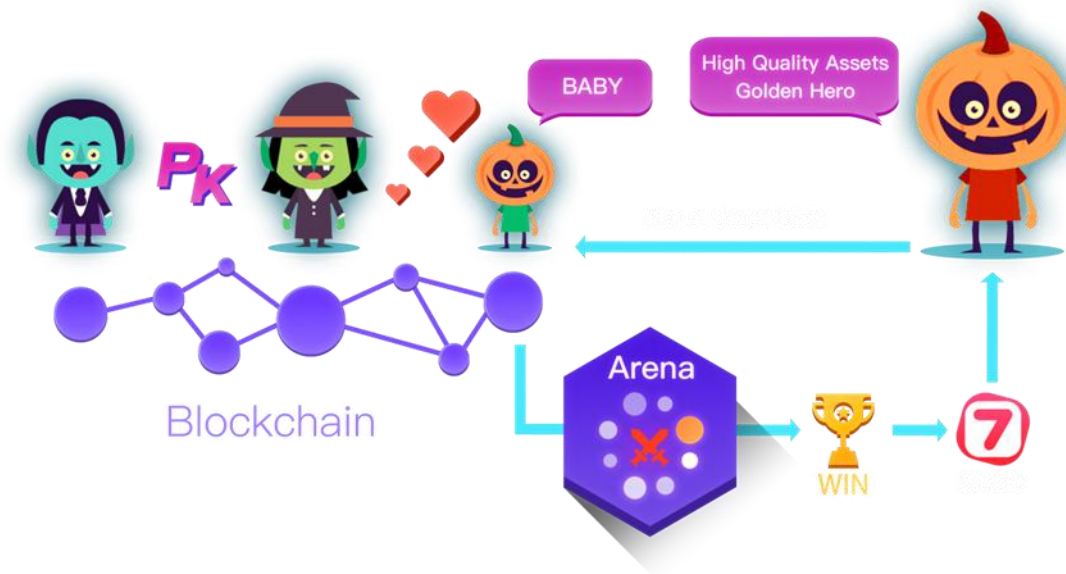
1.1.2 Publish Doom of Aliens － World's First Strategy Game Supporting Cryptocurrency Payments

Doom of Aliens has been researched and developed by BiNGO's technical partner Mob Arts for two years. The first-of-a-kind game will natively support mainstream cryptocurrency payments in-game and provides integrated SDK gateways for developers on the platform. Doom of Aliens was featured by Google Play on March 2018.
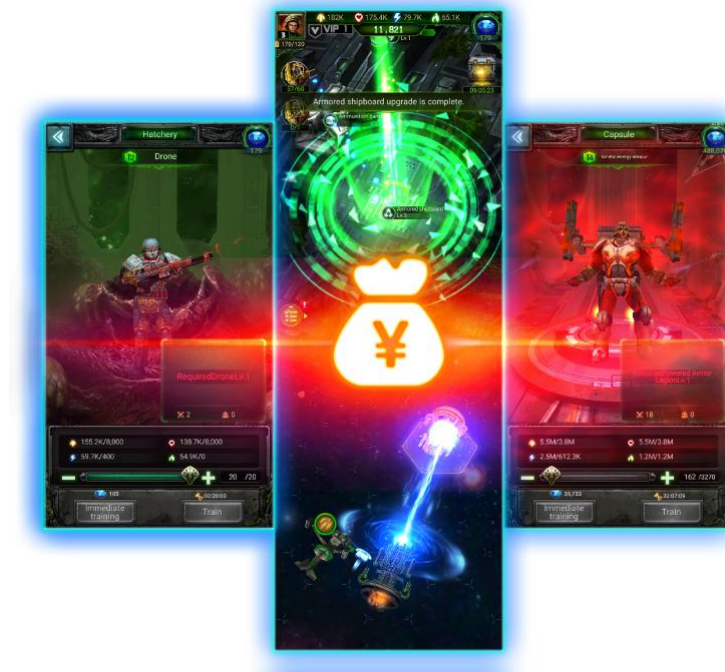
1.1.3 Launch BiNGO － World's First Blockchain Pan-entertainment Game Platform

BiNGO will be published as a multilingual game platform in which smart contracts will be used to guarantee fairness in the game.

1.1.4 Develop a User Registration Management System, Platform Community, and a Tipping and Reward System

The BiNGO platform will strive to foster communities by encouraging discussions and recommendations that grow the BiNGO ecosystem and create word-of-mouth marketing.   This will also incorporate a tipping and reward system.

1.1.5 BiNGO Wallet

The BiNGO wallet will be launched in order to solve the current lack of in-game spending options for holders of cryptocurrencies. By supporting the native 777 BiNGO token in addition to all major mainstream cryptocurrencies, BiNGO will allow the vast majority of crypto holders to participate on the platform.
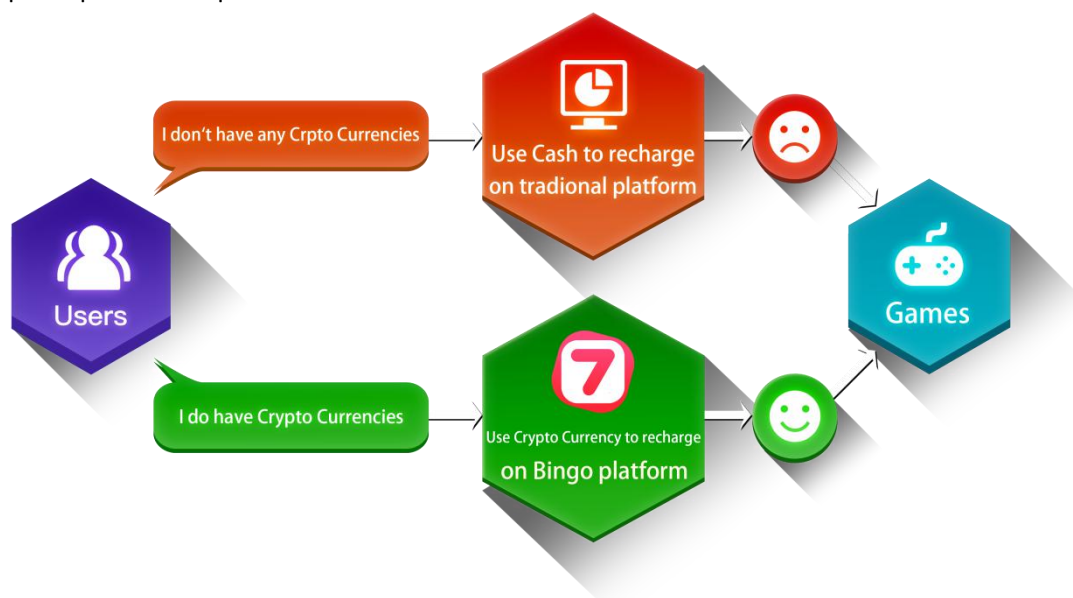
1.1.6 Integrated Smart Contract Translator

A protocol that enables a single set of code to interact with different smart contract platforms.

1.1.7 Internal Traffic Purchase

The ability to crystallize purchases within the platform's internal traffic while meeting necessary requirements for both developers and publishers.

1.1.8 Launch of BiNGO Foundation and Ecosystem

Previously, gaming platforms have solely been a means of social interaction. BiNGO plans to change that by taking advantage of changes in users' gaming habits and updated devices. In essence, the BiNGO Ecosystem will become a means for players to interact socially as well as transact assets between one another.

Meanwhile, the BiNGO Foundation will be launched with a primary focus on investing in blockchain games to run on the BiNGO Platform. By creating a richer gaming ecosystem we will provide users with more high-quality content in which to spend their cryptocurrencies.

II Analysis of Global Gaming Industry

2.1 Background

The success of the BiNGO pan entertainment platform is in large part predicated on sustainable growth within the gaming industry. Fortunately, analysis of the gaming industry shows that it continues to expand at a rapid rate; increasingly meeting the needs of diverse social groups, genders, and users of different ages. In effect, games have become an irreplaceable part in our lives.
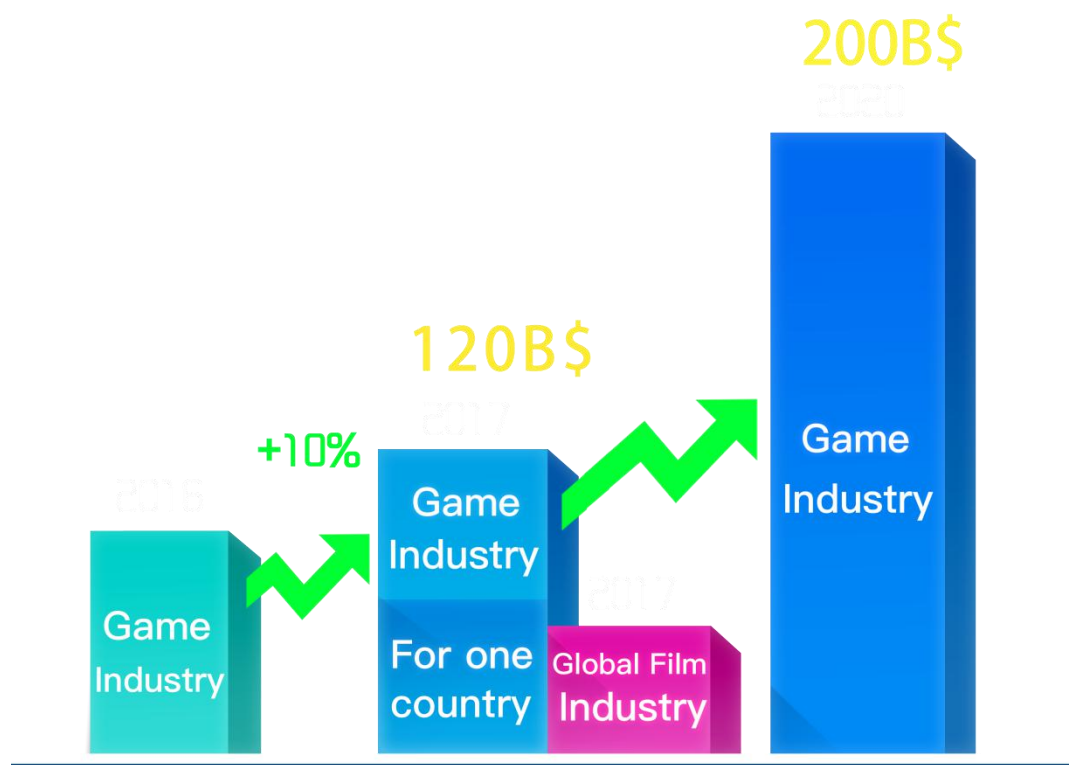
2.2 Problems in the Gaming Industry

Almost all online games contain functional gameplay modes such as dice, random items, stage clear rewards, and lucky wheel. Presently, there is no easy way for the users to recognize whether the process or result is fair; whether exploits exist, or whether too many human interventions are in play in the current games developing systems.
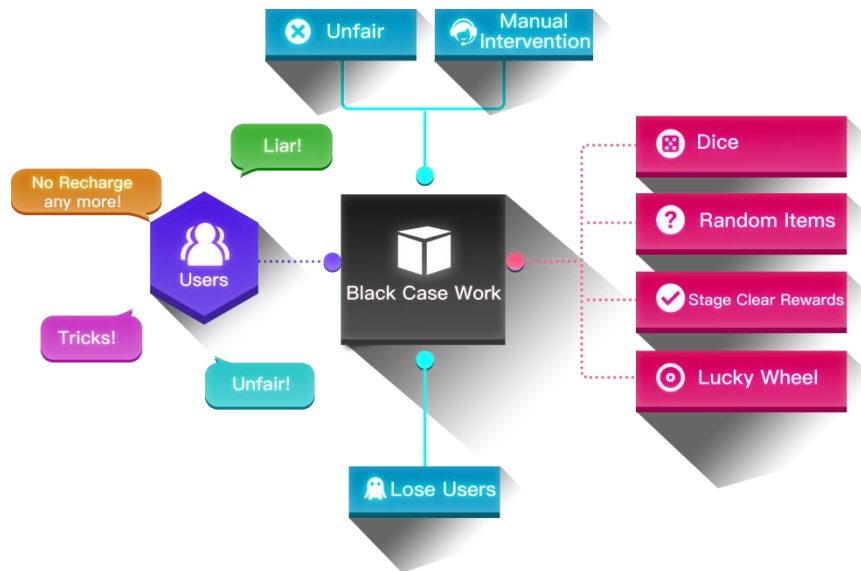
With the different instances of backroom deals in most online games, the fairness of the game cannot be guaranteed. Thus, it is impossible to create a game that is real 'open, transparent and just'. Such issues affect the users' gaming experiences and their continuing engagement.

III   Products   and Roadmap

3.1 Qtum Heroes – First Blockchain Game with Interactive Gameplay

Qtum Heroes is a blockchain game designed to run entirely on Qtum smart contracts. In the game, users can purchase and collect heroes to raise into their very own champions. Levelling up can be achieved by defeating other players (PK) or by competing in the multiplayer arena. There are even 'free-fighting' rooms which can be created among friends to greatly improve the game's playability and interactivity.

By allowed players to trade, raise, or make heroes compete with each other, Qtum Heroes will be the first blockchain game with actual interactive gameplay.

Key Features:
High value heroes can be raised by players via various gameplay mechanics
Ability to complete with offline users
Value of Hero characters can be directly compared and invested in

3.2 Doom of Aliens － Integrated SDK Supported for Multiple Cryptocurrency Payments

Doom of Aliens, developed by award-winning game company Mob Arts, will be the first strategy game that natively supports cryptocurrencies as an in-game payment method.

The game has taken more than two years of research and development to reach its current state, and this attention to detail has allowed us to now provide an integrated SDK for developers on the platform.

3.3 BiNGO Blockchain Pan-entertainment Platform

3.3.1 Technical Framework

The decision to create the BiNGO Pan-entertainment Platform on the blockchain comes as a result of deep technical analysis. The technology allows us to solve many of the issues associated with centralized gaming platforms, such as unwatching, backroom deals and unfair competitive environments, thus greatly improving the users' trust and consequently their willingness to play.

The BiNGO Pan-entertainment Platform is comprised of the following layers:

P2P Network Layer which defines P2P contracts

Blockchain and data storage layer which controls all actions related to the blockchain, such as consensus and data access.

Smart Contract Layer which carries out key platform contracts and records essential platform data

Verifiable Randomized System that creates random number calculations which are then distributed and recorded onto the blockchain via smart contracts, thus guaranteeing retrospect and fairness.

Event Processing Layer to handle smart contracts and sealed SDK for upper level logic systems

Every platform application system provides the logical guarantees for the platform application layer. Such system groups continually and repeatedly calculate and expand in order to meet the different needs of players, game developers and publishers.

3.3.2 B2B Functional Module on the Pan-entertainment Platform

BiNGO Blockchain Pan-entertainment Platform is established on the appeal of current products and the expertise of its technical partner Mob Arts with over seven years in the game industry.

The functions and services of BiNGO's pan-entertainment system will be gradually rolled out over time, beginning with the release of blockchain games such as Qtum Heroes. Once a sufficient number of games have been introduced into the ecosystem to ensure user engagement, an independent advertising and monetization system will be released, enabling content creators to further monetize their games.

Blockchain technology will also be used to develop a data analysis platform for accurate data visualization. The special demands from users and publishers can be met via asynchronous fairness verifying modules. Blockchain traceable game rating and reviewing system also allows parents to be reassured. The BiNGO Foundation will also invest in new games, forming BiNGO as a perfect pan-entertainment system and a full closed-loop industry chain.

Game Rating and Reviewing System

Game Publish

Asynchronous
Verifying System

Traffic
Exchange System

Game Invested by the BINGO Foundation

Decentralized
Data Analysis System

3.3.3 Diagram of a complete BiNGO Ecosystem

A Pan Entertainment Ecosystem with BINGO Wallet as the entrance

BiNGO.Fun And Wallet

- Verifying the fairness
- Revenue Share via 777(Bingo)
- Data Analysis System
- New Game invested By the Foundetion
- IP Deal

Developer

Traffic Monetization — IP Deal

Developer N

Buy Traffic via 777(Bingo) → Game

Buy Traffic via 777(Bingo)

Top-up Digital Currency

Users

- Use 777(Bingo) → Playmate
- Use 777(Bingo) → Game Leveling
- Use 777(Bingo) → Community Maintenance

IV BiNGO In collaboration with

4.1 The background of Mob Arts – BiNGO's technical consultant and R&D Partner

With investors such as Chinese giant Tencent, MobArts is an industry-leading online gaming company with more than seven years of experience. The company develops, publishes, operates, and invests in game products across multiple platforms. Its most notable, House of Heroes, is the first game to be published across all Tencent platforms (WeChat, Mobile QQ and Myapp), despite being built by a third-party developer
House of Heroes is now one of the most widely recognized and revolutionary mobile card games of all time.
Having an experienced, award-winning parent company as a technical advisor and development partner will be key in BiNGO's success.

4.2 MobArts Progress to Date

2010 – Company is founded.

2011 – Mob Arts welcomes Nexon, one of the World's top game publishers, as a collaborative partner and Space Tanks Online is published.

2012 – Space Tanks Online is officially launched, becoming the top ranked game in the Korean App Store within the first week and receiving more than 6,000 five-star ratings.

2013 – House of Heroes, a 2D mobile RPG game starts its first Open Beta Test.

2013 – House of Heroes becomes the first game developed by a third-party to be launched on all Tencent platforms in China, including WeChat, QQ Mobile and My App.

2014 – House of Heroes is published by Garena, the biggest game operator in Singapore and Malaysia. Garena releases the game in Southeast Asia, including Hong Kong, Macao and Taiwan.

2015 – Dragon Knight 3d is released on Tencent Platforms, earning the reputation of a High-Quality Game Developer.

2017 – Mob Arts' new strategy game Wrath of War is featured on Google Play and launched on the Apple App Store.

2018 – Helping Qtum Heroes official launch as the world's first blockchain game to combine simulation and player versus player combat.

MobArts Games

A. Space Tanks Online

A multiplayer online battle arena game developed by Mob Arts. The prospective layout and development was finished in early 2011 as one of the most advanced in the industry. Space Tanks Online became extremely popular after its release and granted exclusive license to the world's top game publisher, NEXON, in September of the same year. It was then published in Western countries and Korea, where it topped the Korean App Store the first week after its official launch.

B. House of Heroes

A genre-defining RPG card game developed by Mob Arts in September 2013 as the first third-party developed game to launch on all Tencent platforms (WeChat, QQ Mobile, Myapp) in China. It quickly became the top-grossing game of the App Store within three days after launch. By its first week it had over 10 million downloads, and created revenues of over $19 millions dollars in its first month. In total, House of Heroes gained hundreds million dollars and large amounts users.

C. Dragon Knight 3D

A 3D RPG shooting game developed independently by Mob Arts. The game consists of magical flying dragon air combats fused with RPG elements. It was launched on Tencent platforms in March 2015, becoming the second Mob Arts game listed by the Chinese internet giant.

D. Wrath of War

In July 2017, Mob Arts begins its globalization strategy in game publishing. Its first project is the U3D strategy game Wrath of War, developed independently by the company over the course of two years. It struck the strategy game market as a high-quality, artful, and intelligent game. After launch, the public praise of strategy game players fueled its download numbers and it was featured on Google Play several times.

E. Doom of Aliens

Mob Arts' second 3D strategy game launched in March 2018. Doom of Aliens is the first mobile war game to feature in-game purchases with major cryptocurrencies.

4.3 Mob Arts In collaboration With

Tencent

Founded in November 1998, Tencent Holdings Limited is the leading provider of internet services in China. Its instant messaging tools QQ Mobile and WeChat count 820 million and nearly 1 billion active users, respectively. Its business covers needs in social networking, payment, entertainment, tools, and platforms, making it a powerful internet empire.

Tencent was listed on the Main Board of the Stock Exchange of Hong Kong on June 16, 2004 (SEHK:00700) to a soaring stock price.

By Q1 of 2017, Tencent reported a gross revenue of RMB 49.552 billion or USD 7.182 billion; a

55% increase over the previous year. Likewise, its online gaming revenue grew 34%, to the tune of RMB 22.811 billion.

On November 21, 2017, Tencent's stock price increased 2.38%, closing at HKD 430, and its market capitalization reached HKD 4,084.5 billion or USD 522.9 billion. This was the first time its market cap surpassed Facebook, ranking only after Apple, Alphabet (Google), Microsoft, and Amazon, as the world's fifth largest company by this metric.

YEAR	Q1		Q2		Q3		Q4		ALL-YEAR	
	Gross Revenue	Margin	Gross Revenue	Margin	Gross Revenue	Margin	Gross Revenue	Margin	Gross Revenue	Margin
2017	495.52	192.72	566.06	225.60	652.10	227.46				
2016	319.95	133.98	356.91	143.29	403.88	144.60	438.64	139.30	1519.38	561.17
2015	223.99	93.72	234.29	100.36	265.94	103.31	304.41	108.88	1028.63	406.27
2014	184.0	77.90	197.46	78.43	198.08	75.15	209.78	73.94	789.32	305.42
2013	135.476	50.625	143.845	45.651	155.351	48.158	169.70	47.51	604.37	191.94
2012	96.479	36.914	105.272	39.376	115.656	41.244	121.531	37.261	438.937	154.794
2011	63.384	33.865	67.390	27.839	74.962	29.916	79.225	30.916	284.961	122.535
2010	42.261	21.484	46.692	23.714	52.266	26.659	55.242	26.525	196.460	98.382
2009	25.044	11.646	28.784	13.989	33.689	16.803	36.883	17.767	124.400	60.205
2008	14.329	7.373	15.998	7.653	20.245	8.105	20.97	9.329	71.545	32.460
2007	7.731	3.274	8.680	3.624	10.576	4.703	11.222	4.750	38.209	16.350
2006	6.453	2.816	7.050	3.100	7.369	3.275	7.132	2.442	28.004	11.633
2005	3.005	0.97	3.337	1.188	3.628	1.172	4.294	1.450	14.264	4.78
2004	Jun 16th IPO		2.705	1.133	3.01	1.08	3.145	1.181	11.435	4.467

Mob Arts was invested in by Tencent after the successful launch of its two main games, House of Heroes and Dragon Knight 3D, on the giant's platforms.

Garena

As the largest consumer internet platform in Southeast Asia, Garena completed its Round D on April 1, 2017, at USD 170 million, led by the National Sovereign Fund of Malaysia. To this date, Garena has raised a total of USD 500 million in funding.

After the launch of Garena+ in 2010, the platform holds the most active users in online gaming in Southeast Asia, including Hong Kong, Macao, and Taiwan. Its exclusive releases include high quality online games such as League of Legends and Black Shot, along with the integration of social functions like text and voice chat to allow shared experiences between players.

Garena is an advocate of e-sports development, organizing regular competitions for major titles like League of Legends. Its tournament attracts professional e-sports players.

Other Garena partners include notable game developers such as Riot Games, Changyou Inc., and Red 5.

Nexon

Nexon Group was established in Korea on December 1994 as a leading video game company specializing in online games for PC and mobile. It went public on December 14, 2011 (TY:3659) and closed at a stock price of JPY 3,674 on the Tokyo Stock Exchange on February 1 2018.

Classic games like Dungeon Fighter Online (DNF) kept drove Nexon's performance throughout 2017 as it experimented with new titles. The game was only second to League of Legends, bringing in USD 1.6 billion in revenue. This reflected sharpy on Nexon's climbing stock price with a 30% growth by Q1.

Prev. Close	3,645	Day's Range	3,585 - 3,650	Revenue	225.51B
Open	3,635	52 wk Range	1,667 - 3,800	EPS	157.65
Volume	597,600	Market Cap	1,619.88B	Dividend (Yield)	0 (N/A)
Average Vol. (3m)	1,273,623	P/E Ratio	23.34	Beta	1.23
1-Year Change	106.29%	Shares Outstanding	440,184,150	Next Earnings Date	Feb 08, 2018

DNF is published by Tencent in the Chinese market since 2007 and attracts more than 5 million simultaneous users at any given time.

As leader of the Korean game market, Nexon owns other classics like Crazy Racing Kart Rider, which challenged StarCraft's six year dominance to become the most popular client game in South Korean cafe houses.

Nexon ranked fifth in Fast Company's 2010 World's Most Innovative Companies list, surpassing U.S. based Blizzard Entertainment for the first time.

In Q3 2016, we implemented a new calculation method to more accurately reflect "constant currency" for *Dungeon&Fighter* China revenues.

Only *Dungeon&Fighter* China revenues are impacted by the new calculation method. For details, see footnote 4 below.

	Q1 2016	Q1 2017 As-Reported	Q1 2017 New Constant Currency[4]	Q1 2017 Old Constant Currency[4]	YoY % Change As-Reported	YoY % Change New Constant Currency[4]	YoY % Change Old Constant Currency[4]
Revenue by Region[1]							
China	¥25,829	¥43,951	¥46,048	¥42,928	70%	78%	66%
Korea	22,555	20,279	19,695	19,695	(10%)	(13%)	(13%)
Japan	4,561	5,406	5,406	5,406	19%	19%	19%
North America	2,163	2,077	2,090	2,090	(4%)	(3%)	(3%)
Europe and Others[2]	2,389	3,079	3,038	3,038	29%	27%	27%
Nexon Total	57,497	74,792	76,277	73,157	30%	33%	27%
Revenue by Platform							
PC[3]	45,054	63,114	64,800	61,680	40%	44%	37%
Mobile	12,443	11,678	11,477	11,477	(6%)	(8%)	(8%)
Japan	3,554	4,240	4,240	4,240	19%	19%	19%
ex-Japan	8,889	7,438	7,237	7,237	(16%)	(19%)	(19%)
Nexon Total	57,497	74,792	76,277	73,157	30%	33%	27%
FX Rate							
100 KRW/JPY	9.62	9.88	9.62	9.62	3%		
CNY/JPY	17.65	16.50	17.65	17.65	(7%)		
USD/JPY	115.48	113.64	115.48	115.48	(2%)		

Q1 2017 Revenue by Region[1]
North America 3%, Europe and Others[2] 4%, Japan 7%, Korea 27%, China 59%

Q1 2017 Revenue by Platform
Mobile 16%

[1] Based on the regions in which revenues originate; not a representation of revenues according to Nexon entities.
[2] Europe and Others includes other Asian countries and South American countries.
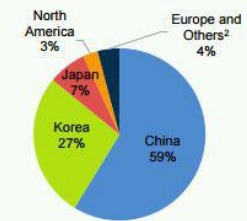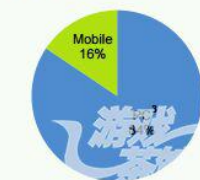
Aside from being the first South Korean gaming company to expand to an overseas market, Nexon is one of the most successful companies to execute a globalized vision. Branches include offices in Japan, United States, and Singapore, along with worldwide partnerships with Tencent, Sohu Inc., Giant Interactive, and Game Orange.

Mob Arts' Space Tanks Online is the first Chinese mobile game to meet NEXON's quality standards and be licensed worldwide. The game jumped to the top of the Korean App Store shortly after launch.

V Private Placement Plan

5.1 Summary

A total of 10,000,000,000 (10 billion) 777 BiNGO tokens will be released and limited by the BiNGO smart contract. The supply will remain unchangeable.

5.2 Release Rules

The distribution plan of 777 BiNGO tokens will be as follows:

Private placement: 2,500,000,000 (2.5 billion) 777 BiNGO tokens, accounting for 25% of the total supply;

BiNGO team: 2,500,000,000 (2.5 billion) 777 tokens, accounting for 25% of the total supply;

BiNGO Foundation*: 2,500,000,000 (2.5 billion) 777 BiNGO tokens, accounting for 25% of the total supply;

BiNGO internal working capital turnover**: 2,500,000,000 (2.5 billion) 777 BiNGO tokens,

accounting for 25% of the total supply.

*BiNGO Foundation will invest in game development, allowing BiNGO to operate as a full, close-looped industry chain.

**These funds will be distributed as revenue shares paid to developers and publishers of BiNGO platform games, and as behavior reward coupons to users, not limited to tips and item purchases, and service charge discounts in the BiNGO platform.

Distribution

Distribution

- Private Placement
- BINGO Team
- BINGO Foundation
- BINGO Internal Working Capital Turnover
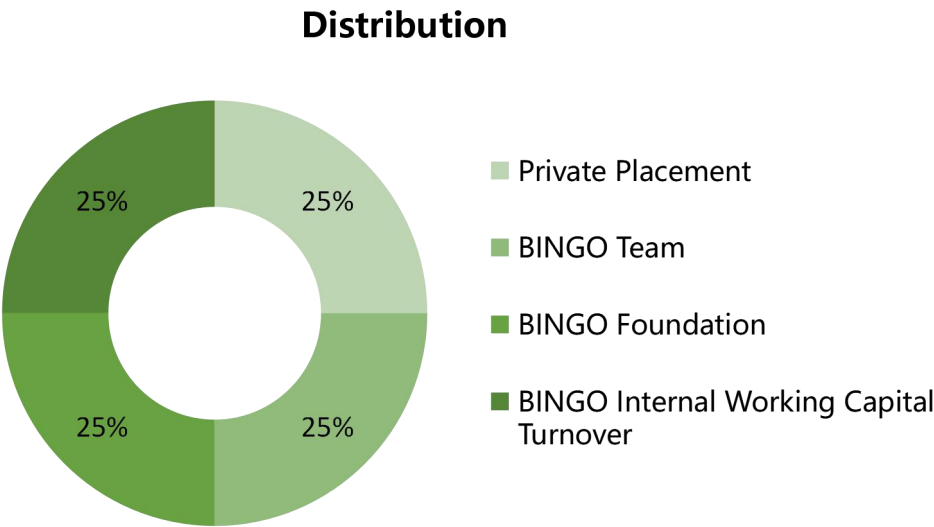
Unlocking of Team Tokens

The corresponding 25% of 777 BiNGO tokens distributed to the BiNGO team are to be restricted by a long-term ownership timetable. The rules for the lifting of bans are as follows:

500,000,000 777 BiNGO tokens (20%) will be lifted from the ban one year after private placement.

1,000,000,000 777 BiNGO tokens (40%) will be lifted from the ban two years after private placement.

1,000,000,000 777 BiNGO tokens (40%) will be lifted from the ban three years after private placement.

At this point all 777 BiNGO tokens will be lifted from the ban and will be freely available to the BiNGO team.

5.3   Cryptocurrency Use Plan

Cryptocurrencies acquired via private placement are to be used as stated below:

To optimize current technology and cover the cost of research and development.

To purchase public-owned cloud services and processing power provided by a distributed cloud in order to support the development of the BiNGO Pan-entertainment Platform ecosystem.

To cover legal, security, accounting and human resources costs.

To maintain a developer's community assisted by entrepreneurs, investors, exchanges, and crowdfunders, providing legal license registration for online gaming in certain regions.

As coverage for unforeseen and accidental expenditures.

5.4 Special Explanations

777 BiNGO tokens are used exclusively within the BiNGO platform and should not be understood, under any circumstances, as any of the following:

A currency;

Demands on company benefits, voting stocks, non-voting stocks, or any type of security;

Stock rights or creditor's rights in any form;

Stocks, financial derivatives, or any commercial paper with intrinsic or market value;

Any form of investment contract;

Any merchandise or asset that is rightfully redeemed or bought by anyone;

Receipt for loan, bond, warrant or any other certifications that are seen as returns to the holders in terms of interests, dividend or that of any other kind.

5.5 Financial Circulation Model

5.5.1 Rarity

777 BiNGO tokens abide by the limitations of Ethereum smart contracts, signifying that the supply will remain constant rather than increased unlimitedly.

Upon launch of the BiNGO Pan-entertainment Platform, 777 BiNGO tokens will be used in instances that include platform coupons, tips and rewards for game users, item purchases, or as discount channels for platform payments.

Rarity and value will be in accordance to the limited supply of 777 BiNGO tokens.

5.5.2 Financial Circulation

The BiNGO platform will ensure good market circulation of 777 BiNGO tokens as a means of distribution of revenue shares to developers and publishers. Once the BiNGO cryptocurrency wallet is released online blockchain, game developers will be able to publish games on the BiNGO platform. Subsequently, the value of 777 BiNGO tokens will increase in proportion to the revenues produced by games published on the platform.
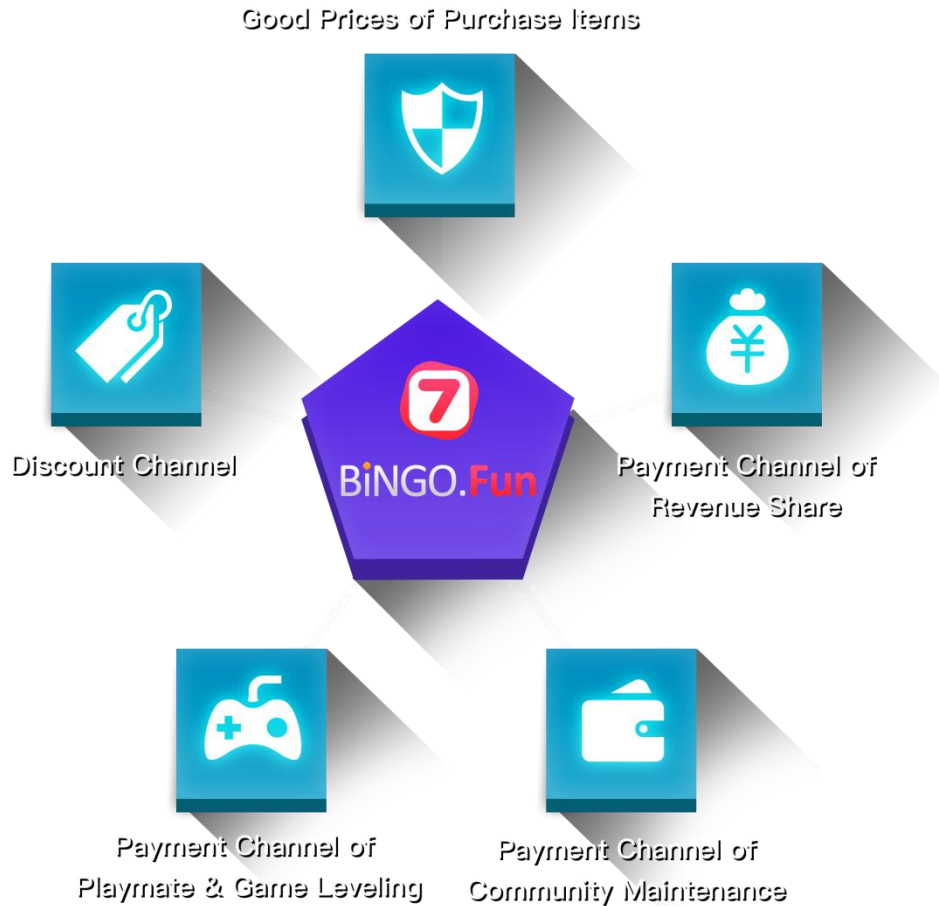
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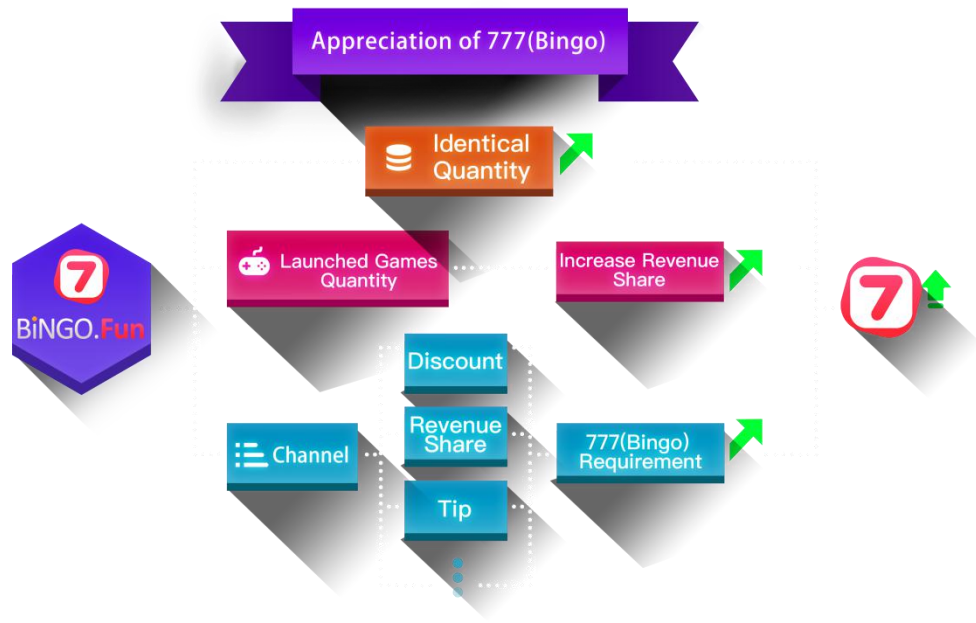
5.5.3 Summary of Token Appreciation

The total supply of 777 BiNGO tokens will remain constant as user demand grows, thus increasing the token's value.

The total supply of 777 BiNGO tokens will remain constant as game revenue shares grown, thus increasing the token's value.

The frequent market circulation of 777 BiNGO tokens will create market need, thus increasing the token's value.

Good Prices of Purchase Items

Discount Channel

BiNGO.Fun

Payment Channel of
Revenue Share

Payment Channel of
Playmate & Game Leveling

Payment Channel of
Community Maintenance

Uses

Universal BiNGO platform in-game purchase coupon;

Revenue share paid to developers and publishers of BiNGO platform games;

Platform coupons;

Tips and rewards for game users;

Item purchases;

Discount channels for platform payments;

Coupon channel for events or functional discounts;

Means for deducting service fees.

6. BiNGO Team

Matt Lee
CEO

Matt started his career as a game developer at leading mobile game company Com2uS in 2003. After subsequent roles at Huawei and nVidia, he founded Mob Arts on Christmas 2010 to lead his own team of game developers. During his 8 years as CEO, Matt has grown Mob Arts from a

three-employee to a hundred-employee firm, and has built one of the top ranking game companies in China. Now his eyes are set on the potential of blockchain-based games.

He is a graduate from Harbin Institute of Technology, holds an EMBA at CKGSB in China, and attended Université Pierre et Marie Curie in Paris.

Peter Pan
CTO

As an expert in server-side development, Peter has held the role of CTO at Mob Arts since 2011. He was in charge of development for the phenomenal House of Heroes ― the first third-party mobile game published on all Tencent social platforms, raking in millions of dollars in profits, 50 million downloads and more than 8 million daily active users. He is also responsible for the development of Space Tanks Online ―which is published worldwide by NEXON― and is a key developer for two SLG games featured in Google Play.

Peter is a 2011 graduate from Hebei Finance University with a major in Computer Science and Technology.

Sunny Lee
CMO

From 2009 to 2012, Sunny took office at top game companies Gameloft, GLU, and ELEX. She then lead overseas game publishing at the Chinese social network giant Renren, Inc. and worked as Operation Director for the overseas department at Gamewave Group, taking charge of game publishing in Latin America. From 2014 to 2016 Sunny started Stark Interactive, where she took responsibility for worldwide publishing before joining Mob Arts in 2017 for her roles in game operations and marketing.

She graduated from Biochemistry Engineering College at Beijing Union University with a major in marketing in 2004.

Tech Team

Mob Arts

A comprehensive online game operator with almost a decade in the industry and recent investments by giants such as Tencent. Mob Arts endeavors to develop, publish, operate, and invest in game products for multiple platforms.

Advisors

Patrick Dai

Qtum co-founder and part of the 2017 30 Under 30 list by Forbes China.

Ma Zhao F.

A devoted to researcher for blockchain, network security, and digital rights management. Dr. Ma now leads a blockchain technology team in Beijing, after presiding over twelve research projects. His research also extends to mainstream blockchain platforms including Bitcoin, Ethereum, and Hyperledger and has guided the deployment of several blockchain platforms and applications

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Partner

BeeChat

A blockchain-based instant messaging service and cryptocurrency community. It's built using proprietary technology with servers around the world. BeeChat offers fast and reliable communication in an ever-changing cryptocurrency landscape. As part of the cryptocurrency community, BeeChat also invites key opinion leaders, coin issuers, and startup teams to administer their own groups and chats and interact with their subcommunities.

VIII Disclaimer and Risk Statements

7.1 Disclaimer

No further statements or guarantees must be made by the BiNGO platform in regards to BiNGO or 777 BiNGO tokens other than the ones already stated in this white paper, especially on their marketability and specific functions. The understanding of BiNGO, 777 tokens and the information in this white paper are the behavioral principles of anyone who participates in the private placement and purchase of 777 BiNGO tokens. On the condition of the universality of the contents stated above, all the participants must accept tale quale 777 BiNGO tokens after the launch of the BiNGO project, despite their technical specifications, parameters, performance, or functions.

BiNGO platform hereby states that it will not admit to nor take upon the following responsibilities:

If anyone violates the state law of anti-money laundering, counter-terrorist financing, or any other supervision requirements when purchasing 777 BiNGO tokens;

If anyone violates any statements, promises, duties, commitments, or other requests stated by this white paper when purchasing 777 BiNGO tokens, causing failure to pay or withdraw 777 BiNGO tokens;

The abandonment of the private placement project of 777 BiNGO for any reason;

The failure or delay of 777 BiNGO token delivery due to the failling, postponing, or extending of BiNGO development;

The breakdown of the platform caused by technical issues such as but not limited to bugs in raw data, errors, flaws, crashes, rollbacks, or hardforks of Ethereum, Qtum or related blockchains;

The usage of collected cryptocurrency from private placement;

Any participant who leaks, loses, or destroys the private keys to a cryptocurrency wallet;

Any violation of contract rules, infringement, crash, paralysis, service shutdown, pause, fraud, misoperation, misconduct, fault, negligence, bankruptcy, liquidation, dissolution, or shutdown of partner platforms who participate in 777 BiNGO token private placement;

Trades or speculative actions by anyone of 777 BiNGO tokens;

The listed transactions of 777 BiNGO in any exchange;

The categorization of 777 BiNGO tokens as a kind of currency, bond, commercial paper, negotiable bill, investment good or other things by any government, authorities, or public organizations, whether it is banned, supervised, or restricted by law;

Any risk elements stated by this white paper and any other risk-related elements which should cause or accompany any damages, losses, claims, responsibilities, punishments, costs or other negative effects.

7.2 Risk Statements

The BiNGO team believes that the process of development, maintenance, and operation is always accompanied by uncountable rists, many of which are beyond the control of the team. Apart from the contents stated in the white paper, every 777 BiNGO token buyer should study, comprehend, and carefully look over the accompanying risks before deciding whether or not to participate in this private placement project. Every 777 BiNGO token buyer should be aware of the fact that BiNGO and 777 BiNGO token distributions do not exist in any physical form but rather in fictitious cyberspace, therefore they do not belong to or relate to any specific country. Participating in this private placement project should be a deliberate decision. Thus, such action is then seen as the buyer being fully aware of and accepting the following risks:

Private placement plan abortion
777 BiNGO token private placement might go through an early termination. Due to the fluctuation of Bitcoin and Ethereum, and expenditures of BiNGO development and operations teams, the buyers might only be returned a part of their payments.

Insufficient information offering

As of this white paper's date of issue, BiNGO is still in development phase. This means its philosophy, consensus systems, calculation methods, code, and other technical details and parameters might go through frequent updates and changes. The latest BiNGO information contained in this white paper is yet to be fully completed, and will be adjusted and updated by the BiNGO team. The team does not have to always inform participants of every detail of the development process, including the schedules and predicted milestones, postponed or not. Incomplete information disclosure is inevitable and should be understandable.

3. Supervision measures

Cryptocurrencies are being or might be supervised by different state authorities. From time to time, the BiNGO team might receive inquiries, notices, warnings, instructions or adjudications from one or several authorities. Actions related to the private placement, BiNGO or 777 BiNGO tokens might be ordered to pause or abort, thus greater influences, obstacles, or terminations might occur in the phases of development, marketing, advertising, or other aspects of BiNGO. Due to the fact that supervision policies might change at any moment, any allowance or tolerance from any countries to BiNGO or the private placement plan might be temporary. Different countries may define 777 BiNGO tokens as virtual product, digital asset, stocks, or currency at any time. As a result, according to local supervision requirements in certain countries, 777 BiNGO tokens might be forbidden to trade or hold.

4. Cryptography

Cryptography is an evolving technology, therefore its safety isn't always guaranteed. Dangers might be brought to cryptography-based systems, including BiNGO, by the progress of cryptography or other technologies, which might cause thievery, losing, disappearance, destruction or devaluation of any owned 777 BiNGO tokens. The BiNGO team must be self prepared for precautions or amendments within reasonable ranges, such as upgrading the BiNGO bottom framework in order to meet any progress of cryptography, and taking new and reasonable security measures under suitable circumstances. Although the security innovation of cryptography is unpredictable, the BiNGO team will do everything to the best of their ability to deal with the challenges of changes in cryptography and security fields.

5. Developmental failure or abandoment

BiNGO is still in its developmental phase, therefore it is not ready to use. Due to the technical complexity of the BiNGO system, the BiNGO team might face unpredictable or unsolvable difficulties from time to time. Therefore, the development of BiNGO might fail or be abandoned by any reason at any time. This could result in buyers not receiving any 777 BiNGO tokens.

6. Theft of cryptocurrency

People might attempt to steal cryptocurrencies gained by the BiNGO platform through private placement. Such thievery or attempts might influence the ability of the BiNGO team to provide financial supports to the development of BiNGO. Despite the fact that the team will use the most cutting-edge technologies to protect the safety of cryptocurrency gained for the platform, certain

cyber-thefts could be hard to prevent.

7. Flaws in raw code

Perfection in the raw code of BiNGO cannot be guaranteed. The flaws, errors, defects, and bugs in the code might cause users to be unable to use certain functions, exposing the users' information and causing other problems. If such flaws do exist, they will damage the usability, stability, and security of BiNGO, thus having negative influence on the value of 777 BiNGO tokens.

8. Security issues

The BiNGO blockchain is an OSS based distributed ledger without access allowance. Though the BiNGO team endeavors to keep the BiNGO system safe, people might deliberately or accidentally bring issues of defect into the core infrastructural elements of BiNGO. The team will not be able to take security measures to prevent or fix the weaknesses or defects, which might eventually cause losses to participants' 777 BiNGO tokens or other cryptocurrency.

9. Distributed denial-of-service attacks

Ethereum is designed as a public ledger without access allowance. Therefore, Ethereum might be affected by distributed denial of service attacks from time to time. Such attacks will cause the BiNGO system to suffer from negative influences, stagnation, or paralysis. This can, in turn, cause the trades that the system is based on to be delayed.

10. Insufficient processing ability

The rapid development of BiNGO is accompanied with sudden trading spurts and demands on processing power. If the demands on processing power exceed the load provided by the present nodes in the Ethereum blockchain, the BiNGO system might be paralyzed or stagnate, which might also cause fraud or errors in trade such as "double spending". At worst, people might lose the 777 BiNGO tokens they hold, the Ethereum blockchain might be rolled back and a hard fork might be triggered. The aftermath of these events could damage the usability, stability, and security of BiNGO and the value of 777 BiNGO tokens.

11. Claim for sale without authorization

Any person who obtains access to a buyer's registration email or account via decrypting or cracking can obtain the 777 BiNGO tokens purchased on sale. Accordingly, the 777 BiNGO tokens purchased on sale by the buyer might be mistakenly, irrevocably, and irreversibly sent to anyone who claims 777 BiNGO tokens via the buyers' registration email or account. Each 777 BiNGO token buyer should take the following precautions in order to ensure the safety of their registration email and accounts:

(i) use a high-level safety password;
(ii) do not open or reply to any fraudulent emails;
(iii) do not reveal classified or personal information.

12. Private key to 777 BiNGO wallet

The loss or destruction of the private key, which is necessary to obtain 777 BiNGO tokens, is

irreversible. 777 BiNGO tokens can only be operated by the match of a unique open public key with a corresponding private key stored in local or online 777 BiNGO wallets. All buyers should protect and safely keep the private key of their 777 BiNGO token wallet. Tokens cannot be obtained or regained by the BiNGO team or any other individuals in case the private key is lost, exposed, destroyed, damaged, or stolen.

13.   Popularity

The value of 777 BiNGO tokens depends on the popularity of the BiNGO platform. BiNGO is not expecting to be welcomed, popular, or widely used right after being released. At worst, BiNGO might be marginalized for a certain amount of time, attracting only a small amount of users. In comparison, most of the demand on 777 BiNGO tokens might be speculative. The market price fluctuation of 777 BiNGO tokens might increase due to the lack of users, which might influence the BiNGO's long-term development. When such fluctuations occur, the BiNGO team will not, and is not obliged to, stale or influence the market price of 777 BiNGO tokens.

14.   Price fluctuation

When traded in open markets, the prices of cryptocurrencies usually fluctuate and price shocks happen relatively often in short periods of time. Such prices might also be valuated by Bitcoin, Ethereum, USD or other currencies. These fluctuations might be caused by market forces including trade speculations, changes in supervision policies, technological innovations, availability of exchanges, and other factors. They also reflect the changes in balance between supply and demand. Regardless of the existence of a secondary market for 777 BiNGO token trading, the BiNGO team takes no responsibilities for it. Therefore, the BiNGO team is not obliged to stabilize the price fluctuation of 777 BiNGO tokens. Token traders themselves must assume the risks related to trading prices.