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Disclosure Level **A**

Xangle disclosure level policy

A+ 57 or more

A 50 ~ 56

B 42 ~ 49

C 41 or less

(Out of total 63 questionnaires)

EN ▼

Due Diligence Report



HX Entertainment Limited

Malta

(Country or jurisdiction of incorporation)

C 77290

(Entity Registration Number)

Gzira , Malta

(Address, including zip code, including area code, of principal executive offices)

Company Representative (Report Data Submitter)

Name	Position	Office Phone Number	Telegram ID
Joe Grech	Community Lead & Partnerships	+35699773557	UnfunMid

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WHERE YOU CAN FIND MORE INFORMATION

Readers and others should note that the company announces material information to the public using the company website, press releases, public conference calls, and webcasts. They may also use the following social media channels as a means of disclosing information about the company, products, planned financial and other announcements and attendance at upcoming investor and industry conferences, and other matters.

Channels	Address
Company Website	https://www.chiliz.com
Main communication channel	
Twitter	https://twitter.com/chiliz
Company Blog	https://medium.com/@chiliz
Facebook	
LinkedIn	https://www.linkedin.com/company/chilizdotcom
Github	
Reddit	
Telegram	https://t.me/chiliz_io
WeChat	
KaKaoTalk	

Channels**Address**

Custom Link

The information posted through these social media channels may be deemed valid. Accordingly, the public should monitor these accounts and the blog, in addition to following company press releases, conference calls, and webcasts. This list may be updated from time to time and these channels may be updated without notice.

PART I. Corporate Profile

ITEM 1. Basic Corporate Profile

Official Company Name	HX Entertainment Limited
Establishment Date	24 Oct 2016
Jurisdiction of Incorporation	Malta
Principal Office Location	Gzira , Malta
Address of Official Company Registration	Level 7, 14 East, Sliema Road, Gzira, GZR 1639, Malta.
Company Name for Website Display	Chiliz
Description of Company	<p>Chiliz, powering Socios.com, gives sports and esports fans the ability to crowd-manage their favorite teams, games, leagues, and events. By 2020, we anticipate a sports & esports landscape that is not only shaped by what games, teams, and leagues draw the highest audiences, but by those who can most effectively activate and monetize that audience by putting their fan-base in the driving seat. It's called radical fan engagement:</p> <p>A universal sports and esports 'crowd-control' engine capable of giving fans voting rights to guide some of their favorite teams' management and strategy decisions. Any league, any team and any game, realized with blockchain technology. With Chiliz powering the Socios.com platform, fans can become influencers of any competitive entity. In turn, teams, leagues & events, from any corner of the sports & esports world can then monetize the fan demand for these voting rights.</p>
Company Website	https://www.chiliz.com
Whitepaper Link	https://www.chiliz.com/docs/CHZ_whitepaper.pdf <p>Our motivation: To turn the world's billions of sports, esports and gaming fans from spectators into influencers. With Chiliz tokens powering the Socios.com platform our vision is to turn 2.2+ billion gamers and 380+ million esports fans, as well as the billions-strong community of football fans, from spectators into team-connected influencers and decision-makers.</p>
Mission and Vision	<p>Our vision embraces both cryptocurrency and blockchain-backed fan platforms as the most effective tools to empower sports' and esports' active fans and transform them from passive spectators into active influencers, who help guide the teams and organizations they love to follow.</p>

ITEM 2. Team

2.1 Executives & Founders

The following sets forth certain information regarding the company's executive officers and founders, their details and positions as of 2019-12-11

Alexandre Dreyfus

Position Title	CEO
Short Bio	22 years of experience as a serial entrepreneur in the digital space building & maturing tech businesses. Pioneered webbased interactive tourism guides in the late 1990's with Webcity, co-founder of Winamax (the largest French online poker room) & Chilipoker. Successful business exits include buyout of Webcity via Carrefour – later merging with a competitor service & sold to Yelp & sale of technology platform underpinning Chilipoker to Bally Technologies (now Scientific Games). Founded Mediarex Entertainment & acquired the Global Poker Index & The Hendon Mob in 2013.
Experience	

Education
Company e-mail
Social

[in](#) @alexandredreyfus

Max Rabinovitch

Position Title CSO

Short Bio

10 years of experience in creative direction & strategic consulting in the digital space. Helped bring enterprise clients USPCC (Bicycle Brand) & Morton Salt into the mobile arena as CD at ComboApp; directed content & platform strategy for start-up clients at New Coast Ventures. Produced commercial concepts from pitch to production for clients including Famous Footwear, McDonald's (NA), Nestle & Sony (PlayStation) as a freelance consultant with MadHat Creative & partners. Headed league/ gameplay organization for the 1st season of the GPL

Experience

Education

Company e-mail

Social

[in](#) @max-rabinovitch

Thibaut Pelletier

Position Title CTO

Short Bio

13 years of experience in app & platform development for gaming & digital media. Developed state-of-the-art iGaming platform regulated in France (sports, betting & poker) to manage real-money gambling operators online, featuring hundreds of games & dozens of B2C payment solutions for 240k+ global users as CTO of Chiligaming. Used this platform to power major gambling operators in the US (Mohegan, Stratosphere), in regulated US markets (NJ) & on Carnival Cruise ships while at Bally Technologies. Lead B2C platform dev. solutions for a leading regulated Lottery & Casino Operator in Denmark as Director of App Development at Scientific Games.

Experience

Education

Company e-mail

Social

[in](#) @thibaut-pelletier-23b7a315

Emma Diskin

Position Title Chief Marketing & Communications Officer

Short Bio

Award-winning marketing & communications professional with extensive, senior-level experience in corporate communications, consumer brand publicity, branded and social media marketing (paid and earned) across sport, entertainment, media, and gaming.

Experience

Education

Company e-mail

Social

[in](#) @emmalucasdiskin

Fiobian Manicolo

Position Title CFO

Short Bio

Experience

Education

Company e-mail

Social

[in](#) @fiobianmanicolo

2.2 Engineering Team Leaders

The following sets forth certain information regarding the company's development and engineering leaders, their details and positions as of 2019-12-11

Thibaut Pelletier

Position Title

CTO

Short Bio

13 years of experience in app & platform development for gaming & digital media. Developed state-of-the-art iGaming platform regulated in France (sports, betting & poker) to manage real-money gambling operators online, featuring hundreds of games & dozens of B2C payment solutions for 240k+ global users as CTO of Chiligaming. Used this platform to power major gambling operators in the US (Mohegan, Stratosphere), in regulated US markets (NJ) & on Carnival Cruise ships while at Bally Technologies. Lead B2C platform dev. solutions for a leading regulated Lottery & Casino Operator in Denmark as Director of App Development at Scientific Games.

Experience

Education

Social

2.3 Advisory

The following sets forth certain information regarding the company's advisories, their details and positions as of 2019-12-11

Mickey Kim

Company Google Asia Pacific
Role of Advisor Business Expert

Gil Rotem

Company Former Gaming COO, Bet365
Role of Advisor Business Expert

Tarquin Henderson

Company Former Head, EMEA Gaming Sales, Facebook
Role of Advisor Business Expert

Christian Mueller

Company Infront Sports
Role of Advisor Business Expert

Morten Pedersen Tonnesen

Company BetWarrior and former CEO, Ve Global
Role of Advisor Business Expert

Ludovic Bodin

Company Co-Founder, French Tech (Beijing)
Role of Advisor Business Expert

Thomas Winter

Company VP, Golden Nugget Interactive
Role of Advisor Business Expert

Sam Li

Company Sina Sports
Role of Advisor Business Expert

Elky Grospellier

Company Professional Poker Player at PokerStars
Role of Advisor Esports Expert

Nicolas Maurer

Company Owner & CEO, Team Vitality
Role of Advisor Esports Expert

Wouter Sleijffers

Company former CEO at Fnatic
Role of Advisor Esports Expert

Dr DisRespect

Company Twitch Icon
Role of Advisor Gaming Advisor

Anomaly

Company YouTube Influencer
Role of Advisor Gaming Advisor

Hong Jin-Ho

Company Korean TV Personality, StarCraft Icon
Role of Advisor Esports Expert

2.4 Organization Structure

The following sets forth certain information regarding the structure of the company as of 2019-12-11

Name of Department/Group/Office/etc.	Number of Full-Time Staff	Number of Part-Time Staff	Head of Department (Maybe left blank)
No data available			
Total	0	0	

PART II. Business Information

ITEM 1. Industry Classification

Not Applicable

ITEM 2. Industry Description

2.1 Industry Overview

Fans can only watch. They can't make decisions or influence the organizations they love.

The current sports and esports environment offers - for the most part - only transactional 'contact' for fans. They pay for licensed products & watch their favourite line-ups compete in their favourite games. However, this is a passive endeavour as the fans have no influence over their favourite teams or players. While the appetite to 'activate' fans as influencers exists, current exploration into direct fan engagement, for example, the 'Fan Voice' element of F1 or the digital FanBoost engagement of Formula E, has not left the realm of novelty.

Historically this has meant that unless you create your own team, there are almost no systems in place for influencing team decisions and there is no way to transition from fan to active participant. Gaining this voice through direct investment in a specific team is not an option for the vast majority of sports organizations. And even if it were, the barriers to entry for an average sports fan - time, funding, talent acquisition ability - are immense to the point of being insurmountable.

2.2 Recent Trends

(1) Esport industry is growing

The year 2019 marks a major milestone for the global esports market, which will for the first time exceed the billion-dollar revenue mark. In fact, revenues will reach an impressive \$1.1 billion in 2019, a year-on-year growth of +26.7%. Around 82% of the total market (\$897.2 million), will come from endemic and non-endemic brand investments (media rights, advertising, and sponsorship). The highest-grossing individual esports revenue stream worldwide is sponsorship, generating \$456.7 million in 2019. The fastest-growing esports revenue stream by far is media rights. The full report contains a deep dive on the global trends affecting sponsorship, media rights, advertising, and more.

The global esports audience will grow to 453.8 million worldwide in 2019, a year-on-year growth of +15.0%. This audience will consist of 201.2 million Esports Enthusiasts (+16.3% year-on-year growth) and 252.6 million Occasional Viewers (+14.0% year-on-year growth). As the esports market matures and the number of local events, leagues, and media rights deals increases, we anticipate the average revenue per fan to grow to \$6.02 by 2022. (2019 Global Esports Market Report, newzoo)

(2) Snapshot of today's sports sector

Over the last few years, the fast development of new media technologies and changes in consumer behaviour have brought significant change to the world of sport. Overall, the sector has experienced strong growth and is estimated to be worth USD 169.4 billion by market value in 2019 (a 37% increase on the 2012 figure of USD 123.7 billion).

Assessing by revenue streams globally, the most significant and fastest growing source remains sponsorship at USD 66.0 billion, followed by gate and media rights revenues (both at USD 46.8 billion) and then merchandising, which is forecast to grow the slowest, at USD 20.8 billion (source: PwC analysis).

In light of its strong growth and maturing size, the sports sector has become more global, professional and competitive than ever. As a result, stakeholders are having to rethink their value proposition, prepare themselves to integrate or compete with new market players and elaborate a sustainable strategy to remain relevant in the future. This requires a higher degree of entrepreneurialism than was previously the case.

(Future of Global Sports, 2019 ASOIF)

2.3 Target Market Size

The 'fandom cap' for football is 3.5 billion people. The 'fandom cap' for Cricket stands at 1 billion people. For Esports, it's 300 million people. As a blanket answer - we are operating within one of the largest casual markets in the world. At the beginning of our journey, our focus is on these largest sporting verticals for optimal adoption and user acquisition. As we go on, we'll go down the ladder, on-boarding more and more teams from increasingly diverse sports.

2.4 Target Customers

- 1) Sport and esport fans
- 2) Sport Teams

2.5 Competitors

2.5.1 Existing Industry Competitors

The following sets forth certain information regarding the company's conventional competitors already established within the industry as of 2019-12-11:

No data available

2.5.2 Token Project Competitors

The following sets forth certain information regarding the company's competitors that have implemented Token economics as of 2019-12-11:

No data available

ITEM 3. Project's Business Model

3.1 Business Description

3.1.1 Business Model

Commission on transactions

3.1.2 Platform or Application Overview

General platform description

No Input

Functions of the solution

A platform where fans get a direct Vote in their favorite sports organizations, connect and help fund new sports and esports entities

The Socios.com platform, powered by the Chiliz token – a team crowd-management system that empowers fans to take a meaningful, active hand in guiding various decision making and influencer events for their favourite professional sports and esports teams. This is made possible via the novel application of a scalable, blockchain-based Fan Token purchasing and utility infrastructure; brought to life through the secure, trustless deployment of tokenized voting rights and executed via smart contracts on the Socios.com platform.

This Chiliz-fueled blockchain solution turns team management into an entertainment proposition in its own right, gamifying

voting rights into a trading & re-trading experience. Every fan's voting decision will directly affect real-world sports and esports teams, as well as any other partnered organizations. Socios.com's fan controlled teams can operate in both existing sports & esports infrastructures – competing independently in conventional events or in new emerging sports entertainment environments.

Pain Points to solve

No Input

3.1.3 Product/Service Line Description

· Socios platform

The Socios.com platform, powered by Chiliz, provides an ecosystem where fans purchase, hold and trade branded Fan Tokens. These Fan Tokens serve as their 'license' to engage with, and influence, their favorite organizations, beginning with prominent football clubs.

Fan Token ownership enables fans to vote in binding partner-released polls, and acts as a 'membership key' to access exclusive partner-specific games, content, merchandise and rewards among other fan experience layers. Chiliz serves as the exclusive on-platform currency for Socios. com, while each on-boarded partner organization will serve as a node

3.1.4 Competitive Advantage

- 1) First mover advantage and no current competition.
- 2) The ability to process transactions en masse from the token's corresponding mainnet without scalability issues arising from high gas consumption.
- 3) Short transaction confirmation times for Chiliz transactions and voting actions on Socios.com.
- 4) Fan Token-as-ballot smart contract voting mechanisms that ensure integrity and transparency in voting results for partner polls.

3.1.5 Intellectual Property

1.
 - Description
 - Jurisdiction
 - Patent Applicant

3.2 Partnerships

► Paris Saint-Germain

Counterparty Website	https://en.psg.fr/
Counterparty Description	
Applicable Dates	2018-09-11 ~
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	<p>Paris Saint-Germain will be the first team to join the Socios.com platform. As part of the partnership, Socios.com will work alongside the club to develop the world's first Fan Token Offering (FTO) for the Paris Saint-Germain fanbase. The Paris Saint-Germain fan token will be listed on the Socios.com platform and will allow fans to engage with the Club through mobile voting and polling platforms. Token owners will also be granted access to exclusive fan rewards, content and experiences.</p> <p>The partnership forms part of the club's broader strategy to integrate blockchain technology, to enhance its relationship with fans and business operations. Through</p>

Socios.com, transactions will be fully digital, secure, transparent and entirely connected to the real fan experience.

Socios will also benefit from a wide range of marketing rights including in-stadium, TV and digital exposure, bespoke content and fan experience opportunities.

Expected Benefits to Project Team

Expected Benefits to Counterparty

► Juventus F.C.

Counterparty Website	https://www.juventus.com
Counterparty Description	
Applicable Dates	2018-09-24 ~
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	Juventus is proud to announce a multi-year strategic global Partnership with blockchain-based fan engagement platform Socios.com and unveils plans to launch the 'Juventus Official Fan Token' to its global fan base. With more than 340 million supporters worldwide and a global, digital fan base that exceeds 60 million across social media platforms, the launch of the Juventus Official Fan Token will evolve the Club's global fan engagement strategy and expand their global audience, in particular, bringing million of fans that are based outside of Europe closer to the real fan experience.

Expected Benefits to Project Team

Expected Benefits to Counterparty

► West Ham United

Counterparty Website	https://www.whufc.com/
Counterparty Description	
Applicable Dates	2019-04-30 ~
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	West Ham United is the first Premier League club to partner with Socios.com, joining the likes of European clubs Paris Saint-Germain and Juventus. Socios.com will launch the Official Fan Token of West Ham United. The club will seek the input and opinion of fans by running exclusive polls on the mobile app, with the Fan Tokens offering the opportunity to vote and share their voice. The Fan Tokens will also give fans access to rewards, exclusive merchandise, games, leaderboards and exceptional experiences too.

Expected Benefits to Project Team

Expected Benefits to Counterparty

► A.S. Roma

Counterparty Website	https://www.asroma.com/
Counterparty Description	
Applicable Dates	2019-07-19 ~
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A

Partnership Description

As the club's official cryptocurrency partner, Socios.com will create a closer connection between AS Roma and its fans through AS Roma Fan Tokens — digital assets that give fans the right to vote in certain club-delegated decisions. The more fans vote and interact with the club through the app, the more rewards they can earn, competing for once-in-a-lifetime experiences, and gaining access to exclusive merchandise, games and leaderboards. From the autumn, fans will be able to choose the name of a club facility, make decisions over warm-up related activities at Stadio Olimpico, as well as decide which player will feature in a live Twitter Q&A. More poll topics will be announced in due course.

Expected Benefits to Project Team

Expected Benefits to Counterparty

► Binance

Counterparty Website <https://www.binance.com>

Counterparty Description

Applicable Dates 2019-05-17 ~

Does this partnership has an expiration date? No

Revenue Generation No

Expected Revenue (USD) N/A

Partnership Description

The integration with Binance Chain will allow Chiliz to seamlessly incorporate blockchain into their mainstream, consumer-facing product, and to offer services such as instant payments, pre-paid gift cards and micro-transactions for digital services. Fan Tokens for Socios.com's partner clubs will be released later this year, together with other soon-to-be-announced teams from the biggest European football leagues. Once \$CHZ has been successfully integrated, these Fan Tokens may also eventually be issued on Binance Chain, the first blockchain to work with major brands.

Expected Benefits to Project Team

Expected Benefits to Counterparty

► BitTemple

Counterparty Website <https://bittemple.io/>

Counterparty Description

Applicable Dates 2018-12-11 ~

Does this partnership has an expiration date? No

Revenue Generation No

Expected Revenue (USD) N/A

Partnership Description

BitTemple has agreed a reciprocal partnership with the Chiliz Blockchain Campus, which allows all BitTemple blockchain enterprises, based in either Singapore and China, to have free access and additional services in Malta. CEO Alex Dreyfus said: "By partnering with BitTemple, we are helping to build a global blockchain ecosystem, allowing Asian companies to have immediate access to European services, and European enterprises to have access to Asian services."

Expected Benefits to Project Team

Expected Benefits to Counterparty

► OG

Counterparty Website <http://ogs.gg/>

Counterparty Description

Applicable Dates 2019-07-02 ~

Does this partnership has an No

expiration date?	
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	Socios.com (Binance DEX:\$CHZ) is proud to announce a multi-year partnership with DOTA 2 World Champions, OG. A pioneering moment in esports history, OG will become the first esports team to be tokenized through Socios.com, following already announced Fan Token and influence engagement partnerships with three top-tier football clubs – Paris Saint-Germain, Juventus and West Ham United, with a collective global fan base of over 500m.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

3.3 Project Progress

History

Chiliz was established in October 2016 as a wholly-owned subsidiary of Mediarex Enterprises Limited, which has been around since 2006. Chiliz is the company's venture into the sports and esports world, and they aim to empower fans to help them find their voice. Chiliz raised \$65 million in a private token sale with investments from organizations like Binance, OK Blockchain Capital, and Ceyuan Ventures and from private individuals across Asia and Europe. The company also managed to form crucial partnerships with football clubs like Paris Saint-Germain, Juventus, West Ham United and AS Roma, as well as esports partnership with the World's best Dota 2 team OG.

Project Status

Pilot Stage

Development of the platform and business operations have been or will be funded through the following sources

Initial token sale(Public and Private)

Sale of tokens from team's pre-mined or pre-allocated reserves post initial sale

Plan or Strategy to expand platform or token

As it's first practical user-ready application, the Socios.com platform will create a crowd-voting economy for the Football sports vertical. To kick-start this, the platform has finalized and announced multi-year partnerships with Paris Saint-Germain and Juventus as its first 2 cornerstone clubs. Additional top tier clubs are due to be on-boarded in the near term as well.

3.4 Milestones

Title	Target Date	Status	Description
More Strategic partnerships	2020-09-30		Strengthening Socios.com blockchain platform
Optimizing Fan Token economy	2020-09-30		Optimize models from aggregate user behavioral data
Rolling out partners across additional sports verticals	2020-03-31		On-boarding cricket organizations in India & basketball/ baseball organizations
Launch of our internal P2P marketplace	2020-03-31		
Commercial launch of FTO	2019-12-31		Platform focus on user acquisition, conversion & retention, with 1st public partners
1st functional demo	2019-08-25	Completed	Demo of smart contract voting mechanisms & \$CHZ to Fan Token transactions
First football season with Socios.com	2018-12-31	Completed	engaged teams kicks off

Title	Target Date	Status	Description
First 2 football clubs on-boarded	2018-09-24	Completed	PSG & Juventus
Private Placement finished	2018-06-30	Completed	\$66 Million raised

3.5 Key Progress

(1) Fan Tokens

Applicable Dates

Category

Business: Adoption and commercialization

Status

Ongoing

Name of main counter-party

Socios

Involved companies or organizations

Target Industry

Entertainment

Type of Project

Main Participant

1. Entertainment

Company Website: <https://www.socios.com/>

Sector: sector.communication_services

Details:

Socios.com is a new app for football fans, where you acquire voting rights to influence the clubs you love. Find your voice, get club rewards & compete for once-in-a-lifetime experiences.

List of others involved

Description of blockchain application

currency of the Socios.com platform. Together with Socios.com, each new team on-boarded to the platform decides on an initial Chiliz-pegged value for their Fan Tokens. This is a fixed, base price (in \$CHZ) at which all fans can publicly purchase specific Fan Tokens on first release.

3.6 Legal Concerns

No data available

PART III. Financial Information

ITEM 1. Equity Shareholders

The following sets forth company cap table of equity shareholders of the organization with more than 5% stake as of 2019-12-11

Number of Shares Outstanding:

Shareholder Name	Title or Relations with Company	Percentage of Total Outstanding Shares	Number of Shares
No data available			

ITEM 2. Equity Funding History

2.1 Equity Funding Rounds

Transaction Name	Announced Date	Number of Investors	Money Raised (In USD)	Lead Investors
No data available				

2.2 Extraordinary Relations with Company

The following sets forth companies and organizations with extra-ordinary relations with company as of 2019-12-11

Company Name	Country of Incorporation	Start Date	End Date	Relationship Details
OK Blockchain Capital	country.China - Hong Kong / Macau		Present	Institutional Investor
Binance	country.Malta	2018-06-05	Present	Institutional Investor
Ceyuan Ventures	country.China - Hong Kong / Macau		Present	Institutional investor
FBG Capital	country.China	2018-06-15	Present	Institutional investor

ITEM 3. Financial Disclosures

The following are simplified and condensed financial statements submitted by the company for disclosure last updated on 2019-12-11:

3.1 Simplified Income Statement

(USD)

Revenue

Cost of Goods Sold (COGS)

Gross Profit

Operating Expenses (SG&A)

Other Revenue & Expenses

Operating Income

3.2 Simplified Balance Sheet

(USD)

Fiat
Cash Equivalent
Total Fiat & Cash
Digital Asset

Book Value of All Assets

3.3 Key Ratios

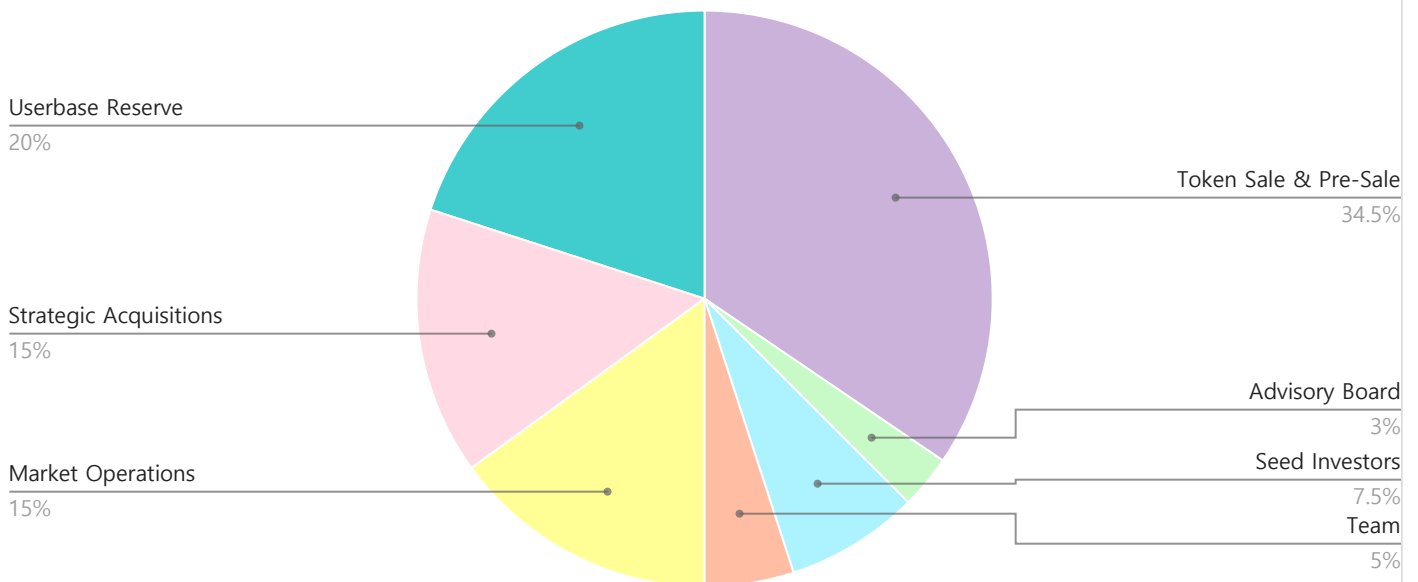
No data available

PART IV. Token Information

ITEM 1. Token Profile

Token Name	Chiliz
Symbol	CHZ
Token Economy	
Token Usage	Chiliz is a digital currency that fuels sports and entertainment platforms and is also the official, exclusive cryptocurrency that fuels the Socios.com fan voting platform. Socios.com allows sports and esports fans to crowd-manage their favourite teams, games, leagues and events.
Short Token Description	A digital currency for sports and entertainment platforms
Token Contract Address	0x3506424F91fD33084466F402d5D97f05F8e3b4AF
Base Platform	Ethereum
Mainnet Explorer Url	
Network	No Input
Project Type	Utility Token
Tokens were initially available and currently obtainable in the following method(s)	1. Payouts to compensate employees, reward users, fund projects, and other direct use from reserve funds 2. Public offering
Additional Token issuance or minting conditions, including implemented natural inflation.	None
Trading practices after the Token Sale by Company	
Method of allocating tokens during Token Sale	Private placement

Token allocation percentage based on Total Supply immediately after Token Generation Event



Token Holder Rights

- a) Receive payments or other consideration under the following circumstances
None
- b) Tokens give holders ownership or contractual interest or rights in the following circumstances
None
- c) Token holders may vote on the following matters

None

d) Other information that may be relevant to the Tokens or their sale

None

ITEM 2. Token Sales

2.1 Token Sales details

Projected Total Supply	8,888,888,888
Genesis Supply	1
Initial Offering Status	No
Initial Offering Price (USD)	0.0215
Initial Offering Price (ETH)	0
Initial Offering Price (BTC)	0
Funding achieved in relation to the target hard cap (%)	100

Percentage of individual investors at initial offering

Terms and conditions for top backers

No Input

2.2 Initial Offering Rounds

Round 1

Round Name: Private Placement

Amount of Tokens Sold: 3,066,666,666

Total Sale Amount Raised in USD: 65,000,000

Institutional Participants: Binance, OK Blockchain Capital, FBG Capital and Ceyuan Ventures

Start Date: 2018-04-18

End Date: 2018-06-06

Denomination	Price per Token	Amount raised in USD
USD	0.021500	65,000,000











*: Proposed calculation, but not necessarily mandatory, is based on USD equivalent of cryptocurrency received between the start and end date of the Token sale duration calculated by $((High+Low)/2)$ of market price

ITEM 3. Token Supply History

The following is a manual record Token supply history as of 2019-12-11. Corresponding transactions hashes have not been provided within this report.

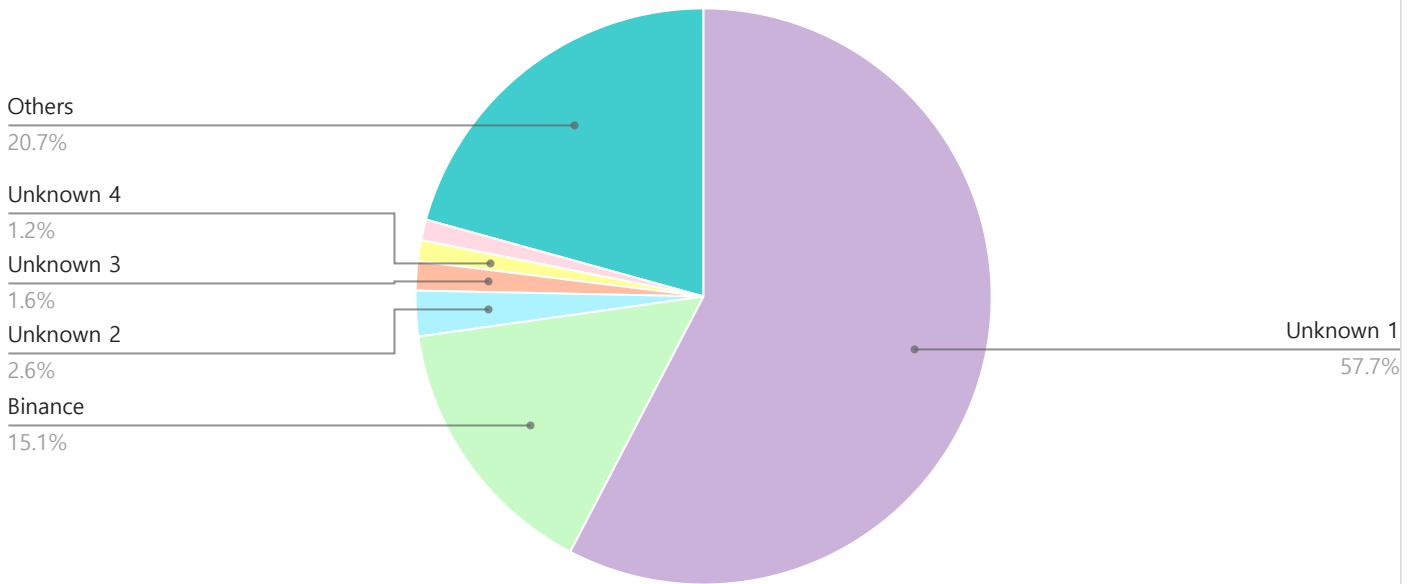
Purpose	Date	Amount	Value (USD)	Post Total Supply	Post Circulating Supply
Token Generation Event	2018-10-26	8,888,888,888	N/A	8,888,888,888	N/A

ITEM 4. Listed Exchanges

	Exchange	Pair	Price	Volume	Percentage
	Binance	CHZ/BTC	-	\$1,567,560	48.60%
	Bilaxy	CHZ/ETH	-	\$694,154	21.50%
	Binance	CHZ/USDT	-	\$426,113	13.20%
	BitMax	CHZ/USDT	-	\$207,621	6.40%
	Bilaxy	CHZ/USDT	-	\$156,552	4.90%
	BitMax	CHZ/BTC	-	\$131,028	4.10%
	Binance	CHZ/BNB	-	\$28,928	0.90%
	KuCoin	CHZ/BTC	-	\$8,272	0.30%
	Binance DEX	CHZ/BNB	-	\$4,514	0.10%
	IDEX	CHZ/ETH	-	\$545	0.00%

ITEM 5. Token Ownership

The following is an automatic query result of wallet addresses based on balance holdings with meta data application as of 2019-12-11.



Rank	Address	Balance	Percentage
1	0xCc477b21D471fb9394a56aace72c8D59Ac80f6Af (Unknown 1)	5,125,119,706	57.66%
2	0x3f5CE5FBFe3E9af3971dD833D26bA9b5C936f0bE (Binance)	1,343,452,598	15.11%
3	0x8521370F9354399688d887732D8362E144C947A1 (Unknown 2)	226,793,885	2.55%
4	0xEB10920975c03399FDd0E0F5Bf3C89E1f594a3e7 (Unknown 3)	145,000,000	1.63%
5	0x9c8cc312e433F54897084b2636C43034106aB167 (Unknown 4)	105,018,315	1.18%
6	0x489a5E1c2e65b2AD5044F4772fE75Cd87bA43318 (Unknown 5)	103,494,734	1.16%
7	0x774e9F6b4862bf3BFf9cCD6640C2D6582e2fDFD8 (Unknown 6)	101,249,998	1.14%
8	0x87D26Dc03dbab6D6b29b3d7313309293a1B4cc8F (Unknown 7)	100,000,000	1.13%
9	0x0681d8Db095565FE8A346fA0277bFfdE9C0eDBBF (Binance)	96,511,345	1.09%
10	0xD551234Ae421e3BCBA99A0Da6d736074f22192FF (Binance)	93,377,910	1.05%
11	0x34fD22296D652d07aa23C9Fc0ae68c117D1b9c89 (Unknown 8)	58,000,001	0.65%
12	0xBb66c3CcFaFa571F4bCcbBd3fA9DA33302FB86Bc (Unknown 9)	46,193,756	0.52%
13	0x8d6C0b121dA6ecfbfAA17D9c6cB0f1407fC878be (Unknown 10)	42,000,000	0.47%
14	0xC5A1BE9eA70c9159952158e43a269b5a2B39d8f9 (Unknown 11)	35,981,164	0.40%
15	0x564286362092D8e7936f0549571a803B203aAceD (Binance)	33,386,845	0.38%
16	0x66264bEEfb1EFD2a0Bf6CF98db9c4BA000e5350f (Unknown 12)	30,000,000	0.34%
17	0x464dD847e1566c014947729ca217AE593D06Aced (Unknown 13)	29,687,500	0.33%

Rank	Address	Balance	Percentage
18	0x6B59210aDE46B62B25e82e95ab390A7CcAdd4c3a (Unknown 14)	29,205,437	0.33%
19	0x7Bd8EFab672250de65ba4bA3BC6C3aA08120A1c3 (Unknown 15)	26,192,709	0.29%
20	0xC18e7f28d3E77cbC73eB1450c96441222BDe4FE1 (Unknown 16)	25,202,450	0.28%

ITEM 6. Token Price and Market Cap

The following are market data present as of 2019-12-11.

Market Cap Rank **103**

Price Performance



► USD

Current Price : \$0.008683

Change (7d/24h/1h) : -20.6% | -2.6% | -0.7%

Market Cap : 32,679,655.92

Initial Offering Price : \$0.021500

Return since Initial Offering : 0.4 X

► ETH

Current Price : 0.000059 ETH

Change (7d/24h/1h) : -20.5% | -1.7% | -0.8%

Market Cap : 223,647.62

Initial Offering Price : - ETH

Return since Initial Offering :

► BTC

Current Price : 0.00000100 BTC

Change (7d/24h/1h) : -20.9% | -1% | -0.7%

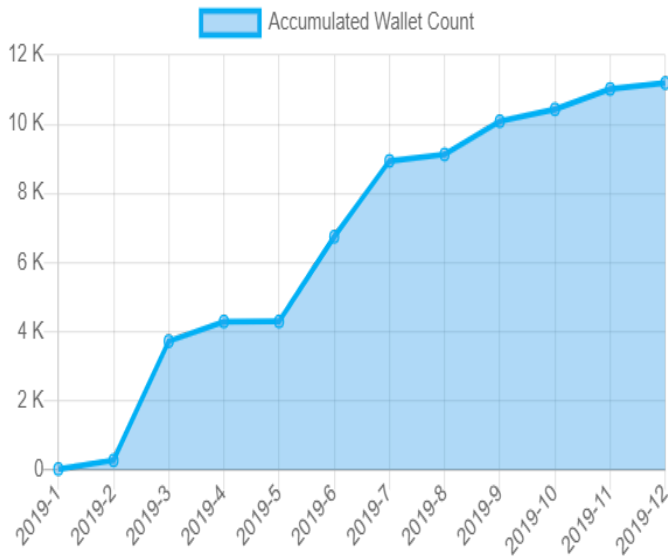
Market Cap : 4,501.67

Initial Offering Price : - BTC

Return since Initial Offering :

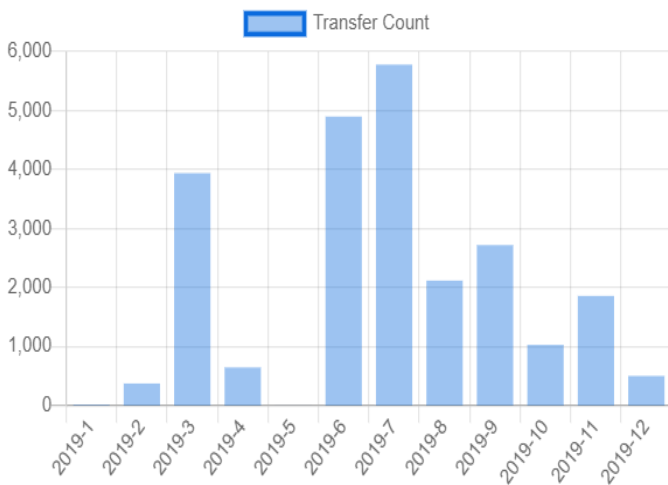
ITEM 7. On-chain Performance

Accumulated Wallet Count



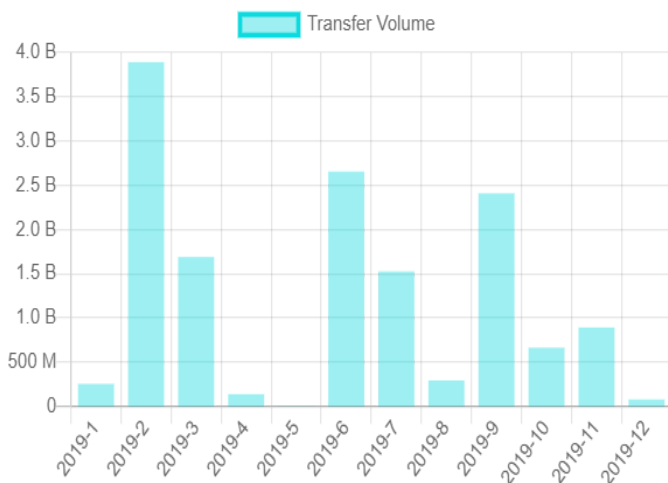
Date	Accumulated Wallet Count	New Wallet Count
2019-12	11,192	172
2019-11	11,020	589
2019-10	10,431	345
2019-9	10,086	961
2019-8	9,125	187
2019-7	8,938	2,194
2019-6	6,744	2,452
2019-5	4,292	2
2019-4	4,290	569
2019-3	3,721	3,447
2019-2	274	251
2019-1	23	10

Transfer Count



Date	Token Transfer Count
2019-12	503
2019-11	1,859
2019-10	1,029
2019-9	2,720
2019-8	2,118
2019-7	5,779
2019-6	4,898
2019-5	3
2019-4	647
2019-3	3,939
2019-2	375
2019-1	17

Transfer Volume



Date	Token Transfer Volume
2019-12	80,468,750.981
2019-11	894,131,229.369
2019-10	665,503,538.316
2019-9	2,409,374,772.888
2019-8	295,533,155.77
2019-7	1,526,472,868.578
2019-6	2,655,659,686.48
2019-5	4,812,262.395
2019-4	141,075,232.285
2019-3	1,689,757,177.595
2019-2	3,892,562,941
2019-1	256,824,882

PART V. Compliance

ITEM 1. Legal

Legal Memorandums and Opinions

Date	Target Jurisdiction	Sender / Written by	File
No data available			

Legal Compliance

Q: Can you ensure that your project is in compliance with all laws in the countries that you conduct business and the jurisdiction of where your company is incorporated? Please use the input field to describe your circumstances in case you cannot ensure compliance.

A: Yes

Q: Can you ensure that there are no elements or features that potentially involve damaging public interests in certain countries due to the activities promoted by the project? (Gambling/drugs, etc.) Please use the input field to describe your circumstances in case you cannot ensure compliance.

A: Yes

Q: Can you ensure that your token/coin project is not categorized as a security under any existing global capital market regulations? Please use the input field to describe your circumstances in case you cannot ensure compliance.

A: Yes

ITEM 2. Technical

Technical audit results and other equivalents

File	Date	Document Title	Audited by / Reported by
No data available			

Technical Compliance

Q: Can you ensure that your company has the technical capability to cooperate with exchanges? (Daemon/Wallet/Mainnet support/etc.) If your answer is yes, please use the input field to describe what necessary steps are required for the exchanges to engage in listing your project.

A: No