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Singapore  
 CrossAngle Pte. Ltd.

**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



# Quiztok

**Korea, Republic of**

(Country or jurisdiction of incorporation)

**382-87-00539**

(Entity Registration Number)

**2F, Space 1, 40, World Cup buk-ro, Mapo-gu, Korea**

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

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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	<a href="https://quiztok.com/">https://quiztok.com/</a>
Main communication channel	kakaotalk
Twitter	
Company Blog	<a href="https://post.naver.com/quiztok_kr">https://post.naver.com/quiztok_kr</a>
Facebook	<a href="https://www.facebook.com/pg/quiztok10">https://www.facebook.com/pg/quiztok10</a>
Linkedin	
Github	<a href="https://github.com/quiztok">https://github.com/quiztok</a>
Reddit	
Telegram	<a href="https://t.me/qtcongroup">https://t.me/qtcongroup</a>
WeChat	
KaKaoTalk	<a href="https://open.kakao.com/o/glQOss2">https://open.kakao.com/o/glQOss2</a>
Custom Link	Youtube - Quiztok - <a href="https://www.youtube.com/channel/UCDDOd_0mi5cGYsKa0IVptig">https://www.youtube.com/channel/UCDDOd_0mi5cGYsKa0IVptig</a>

youtube - Studio Q -  
<https://www.youtube.com/channel/UCtl9jTbXMa43F17zmr1AeQ>

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.

**Company Representative (Report Data Submitter)**

<b>Name</b>	<b>Position</b>	<b>Office Phone Number</b>	<b>Telegram ID</b>
Chang Sub Jeon	CEO	+8202-336-3660	@csjeon72

## PART I. Corporate Profile

### ITEM 1. Basic Corporate Profile

<b>Official Company Name</b>	Quiztok
<b>Establishment Date</b>	17 Jan 2017
<b>Jurisdiction of Incorporation</b>	Korea, Republic of
<b>Principal Office Location</b>	2F, Space 1, 40, World Cup buk-ro, Mapo-gu, Korea
<b>Address of Official Company Registration</b>	2F, Space 1, 40, World Cup buk-ro, Mapo-gu, Korea
<b>Company Name for Website Display</b>	Quiztok
<b>Description of Company</b>	'Quiztok' is a blockchain-based startup with a 'Quiz Content Service Platform' business It started in January 2017 and is currently providing Quiz talk service. It has established a local corporation in Japan and the Philippines to prepare for global service launch.
<b>Company Website</b>	<a href="https://quiztok.com/">https://quiztok.com/</a>
<b>Whitepaper Link</b>	<a href="https://quiztok.com/download/qtcon_wp_en.pdf">https://quiztok.com/download/qtcon_wp_en.pdf</a> Quiztok is a knowledge-sharing platform that filters, refine and compresses scattered knowledge and information through a content format called Quiz so that everyone can coexist. Quiztok is also a knowledge sharing platform where people learn what they want to know and want to know about each other through various forms of quizzes. Quiz is a compact, fun way to communicate knowledge to quiz creators, and quiz takers can share the quiz creator's refined knowledge as they solve it. The Quiztok platform rewards quiz creators, quiz pools, and quiz curators with Quiztok tokens (QTCON), providing real value for sharing knowledge.
<b>Mission and Vision</b>	

### 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 2020-04-10

##### Jeon Chang Sub

<b>Position Title</b>	CEO Gfutech Corporation - Gfutech Corporation KBISA(Korea Blockchain Startup Association) - Vice President
<b>Short Bio</b>	
<b>Experience</b>	Gfutech Corporation / CEO KBISA(Korea Blockchain Industry Promotion Association) / Member
<b>Education</b>	Ajou univ. Business school MBA / Majored in Strategic Management
<b>Company e-mail</b>	csjeon@quiztok.com
<b>Social</b>	<a href="https://www.linkedin.com/in/chris-jeon-671b4a92">in @https://www.linkedin.com/in/chris-jeon-671b4a92</a>

##### Lee Keunwoo

<b>Position Title</b>	Vice President - Daelim university Professor
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Short Bio	- Jungwon university Professor
Experience	Exbagsystems Former / CEO EKID Former / CEO Manager / Samsung Airlines, working experience in Information Strategic Planning Department, CAD/CAM
Education	INHA University / Mechanical Engineering
Company e-mail	kwlee
Social	

## 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 2020-04-10

### KeunWoo-Lee

Position Title	Vice President
Short Bio	- Co-founder of Quiztok - DApp developer
Experience	Daelim University / Professor Jungwon University / Professor Samsung Airlines information Strategic Planning Department / Manager
Education	INHA University / Mechanical Engineering
Social	

### Jongil-Yang

Position Title	Manager
Short Bio	PMC(Project Managing Control)
Experience	
Education	
Social	

### Wonjun-Jang

Position Title	Manager
Short Bio	- Blockchain Developer - Wallet Developer
Experience	
Education	
Social	

### Jiin-Her

Position Title	Manager
Short Bio	App Designer
Experience	
Education	Sungshin women's university / Service design
Social	

### Anna-Jang

Position Title	Manager
Short Bio	UX/UI Planner
Experience	
Education	Sungshin women's university / Service design

Social

## 2.3 Advisory

The following sets forth certain information regarding the company's advisories, their details and positions as of 2020-04-10

### Sungmin-Lee

Company

Role of Advisor

- Doctor
- Cyber Security Strategy Specialist
- Korea National Defense University
- Kyonggi University Graduate School

### Im Myungsoo

Company

Role of Advisor

- Fintech Adviser
- KBSA(Korea Blockchain Startup Association ) Vice President
- A Member of Finance ICT Association
- Member of Asia Future FinTech Forum

### Hwang Sewon

Company

Role of Advisor

- Ineast Co.,Ltd CEO
- Advertising Manager Platform Adviser
- A Member of Safety E-Government Public Cooperation Forum
- Korea Software Global Research Co.,LTD, Director
- Seoul National University, Majored in Industrial Chemistry

### Koo Taeon

Company

Role of Advisor

- Tek&Law Law Firm
- Legal advice
- Korea Blockchain Startup Association

### Shim Bong-ki

Company

Role of Advisor

- Quiztok Content creator
- KBS - Comedy Writer
- a regular member of the Korean Broadcasting Writers Association.
- Se Se-won's Tuesdays Special Writes and More
- Gag Concert - The Dal-in Writer
- SBS - Happy Saturday and many others
- MBC - Today is a good day and many others.

### Choi Hang Seo

Company

Role of Advisor

- Quiztok Content creator
- SBS Public Bond Writer 1st
- SBS - Good friends, surprise video, comedy observatory
- Sunday is good for me, Gag Tonight, Uzzas and many others.
- MBC - Sunday night, Saturday night,
- Laughing day and many others.
- KBS - Saturday Adventures, Laughing Day Good Day, Show Train
- Super Sunday, Happy Together Season 3 and many others.

## 2.4 Organization Structure

The following sets forth certain information regarding the structure of the company as of 2020-04-10

<b>Name of Department/Group/Office/etc.</b>	<b>Number of Full-Time Staff</b>	<b>Number of Part-Time Staff</b>	<b>Head of Department (Maybe left blank)</b>
Founder	3	0	
Global Business	1	1	
Development	6	3	
Admin	1	0	
Production of video content	1	4	
Design	1	0	
Marketing	1	0	
Planning	1	0	
<b>Total</b>	<b>15</b>	<b>8</b>	

## PART II. Business Information

### ITEM 1. Industry Classification

	Not Applicable
<b>Sector</b>	Communication Services
<b>Industry</b>	Entertainment
<b>Sub-industry</b>	Gaming
<b>Categories</b>	1. Big Data, Data collection, Data Marketplace 2. Tokenization 3. Wallet 4. Application Development

### ITEM 2. Industry Description

#### 2.1 Industry Overview

As mobile devices such as smart phone evolve rapidly, there are more and more users enjoying mobile games. But these games are creating harmful and addictive environments for teenagers with many side effects.

In particular, conflicts between parents and children arise due to smartphone addiction and it became a big social problem. So we thought about ways to make people to use mobile not just as an entertaining tool, but also a learning tool.

We thought if people can play quizzes with the effect of learning and receive rewards from creating and solving quizzes, we can make more productive mobile environments for the public.

An original Ad markets eco-system is built in following process.  
Advertisers → Advertising agencies → Media → Users

Due to numerous engagements of agencies in this process, advertising costs become more expensive compared with their advertising effects.

Also, some advertising agencies monopolized Ad implementation which resulted in harmful effects in Ad and media environments.

Users have to consume advertisements exposed by media and they don't have right to choose which Ad they want to consume. Also, users don't get any rewards from viewing advertisements and all revenues are shared by media and agencies.

In order for Ad consumers to receive benefits, we need to avoid centralized eco-system where media and agencies monopolize revenue and influence of advertising

In Quiztok platform, quiz contents are provided with advertisements. Users can receive reward points by solving quizzes and consuming Ad at the same time.

Reward points received from Quiztok can be changed into Tokens and users can use them in many different ways.

For instance, Quiztok users can become advertisers and pay for their advertisements with Tokens. Users can also make a donation in their names with Tokens or exchange Tokens with cash.

Used QTCOIN will be purchased by advertisers again and advertisers will use it for their advertising costs in Quiztok platform.

The block chain technology that Quiztok uses is highly reliable and effective for advertisers to expose their Ad with its transparent and safe systems.

Quiztok is an cryptocurrency for quiz content platforms. The monetary unit of Quiztok is QTCON. Users of various ages can produce content through a Quiztok presentation system. Queries are screened out for harmful problems, duplicate problems, and incorrect answers through the verification system. The Quiztok platform allows creators, quiz players, advertisers and various other participants to easily participate without intermediaries based on trust networks.

## 2.2 Recent Trends

### (1) Quizzes

The craze for mobile live quiz show has arisen in Korea right after China. In a mobile live quiz show, players solve 10~12 quizzes within fixed time and winners will share rewards. This service was originated from "HQ Trivia" in the U.S. in August 2017. The "HQ Trivia" quiz show was very popular in the U.S. with 2 million concurrent users participating in the show. "Millions' winner", a mobile live quiz show, produced in China in December 2017 also gained enormous popularity with its 3 million concurrent users and the show has been grown rapidly with its quiz services. Quiz shows and quiz Apps has always been popular throughout the world.

## 2.3 Target Market Size

According to a survey released by Korea Internet & Security Agency(KISA), the online ad market for 2017 was worth 4.42 trillion won, ranked the first among other as media. According to a survey about internet users, 90 percent of respondents said they were willing to consume ads for using free contents. As opportunities for media content markets has expanded through interactive advertising, investment in online and digital advertising has been grown over the years.

## 2.4 Target Customers

Quizzes are provided to users with customized and targeted advertisements. Users will get points if they solve quizzes and answers with explanation are provided as well. We provide services that users create and consume quizzes. In Quiztok, quiz producers become quiz consumers.

## 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 2020-04-10:

#### *HQ Trivia*

Description	The HQ Trivia quiz show was popular in the U.S. with 2 million simultaneous users, and "Million WINNER" released in China in December of the same year is growing rapidly as a mobile quiz show service with 4 million simultaneous users. Quiz shows and quiz applications using Quiz are gaining popularity in the global market without separating generations. Although there are many applications using quiz content, Patented 'Quiztok' is the only quiz application that users are maker.
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### 2.5.2 Token Project Competitors

The following sets forth certain information regarding the company's competitors that have implemented Token economics as of 2020-04-10:

No data available

## ITEM 3. Project's Business Model

## 3.1 Business Description

### 3.1.1 Revenue Model

Quiztok has a solid revenue model.  
It is the first patent advertising platform.

There are many advertising platforms. Advertising is exposed on the Internet or in a mobile environment. This is accompanied by user discomfort.

However, the quiztok platform does not reject interesting quizzes and sees ads.

As of Feb. 10, 2020, more than 82,000 Quiztok users have signed up in five months and 1,200 people every day. Their quiz solves 700,000 to 800,000 quizzes, meaning they see more than 700,000 to 800,000 ads.

The goal of Quiztok Korea in 2020 is to have 1 million users sign up. As a result, advertising revenue will increase proportionally.

If global service is launched according to Milestone, there is a sharp increase in users.

Already, advertisers are showing interest, so Quiztok is selling ads. We keep meeting with advertisers to try to increase sales.

Profits are being generated through Quiztok-only shopping malls. This will also be proportional to the increase in the number of users.

In addition, B to B service provides data to companies through big data analysis by Quiz Puzzler.

- Try Quiztok Services...

Android;

<https://play.google.com/store/apps/details?id=comquiztokquiztok1>

IOS;

<https://apps.apple.com/kr/app/quiztok/id1477730559>

### 3.1.2 Platform or Application Overview

#### General platform description

Quiztok filters, refines and compresses scattered knowledge and information in forms of quiz contents. It's a knowledge sharing platform where everyone can share their questions and answers.

Also, Quiztok is a knowledge sharing platform where everyone can ask and answer questions to one another and learn from each other.

For quiz creators, a quiz is a tool to deliver compressed knowledge to others. Quiz players can solve and share refined knowledge created by quiz creators.

Quiztok provides quiz creators, quiz players and quiz curators QTCOIN as rewards to realize practical value of sharing knowledge.

#### Functions of the solution

Quiztok provides Ad reward ecosystems based on the block chain technology to quiz creators, players, advertisers, sponsors and media etc. without limitation of time and space.

In Quiztok ecosystem, users can directly communicate and transparently trade with each other.

Quiz creators, players, advertisers and other users can easily participate in Quiztok platform without any intermediaries.

Quiz creators, curators and players will receive reward points based on their roles and this can activate the production and consumption of quizzes.

#### User pain points

An improvement for productive mobile environments

### 3.1.3 Product/Service Line Description

#### - Shopping mall

There is an online shopping mall within the quiztok platform , name is QTmall

#### - New Online Advertising Platform

Advertisements are presented at the same time in each quiz that the user has submitted.

#### - User Quiz and Video Content Creation Platform

User-generated quiz and video content production

#### - Cryptocurrency wallet

A blockchain-based cryptocurrency wallet is developed, name is Quiztok Wallet

#### - BIG DATA

Question and answer for Big Data collection, Quiz is the most suitable content for getting big data.

### 3.1.4 Competitive Advantage

Since advertisers always require a trusted advertising platform, a patented 'quiztok' platform allows advertisers to customize targeted ads made from the quiz they want, and can also meet the needs of advertisers by enabling quiz functions as a new, reliable advertising platform using blockchain and appeal of content.

### 3.1.5 Intellectual Property

#### 1. Certificate of Patent

Description	Methods and systems for simultaneous provision of quizzes and advertisements in Instant Message Service (IMS) chat rooms
Jurisdiction	Korea, Republic of
Patent Applicant	Quiztok

## 3.2 Partnerships

#### ▶ Hiblocks

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<b>Counterparty Website</b>	<a href="https://www.hiblocks.io/kr">https://www.hiblocks.io/kr</a>
<b>Counterparty Description</b>	"hiblocks" is a blockchain-based social media curation platform rewarding users through tokenization for community engagement. Anyone can easily integrate with existing social media accounts to curate content and generate revenue.
<b>Applicable Dates</b>	2020-02-04 ~ 2023-02-03
<b>Does this partnership has an expiration date?</b>	Yes
<b>Revenue Generation</b>	No
<b>Expected Revenue (USD)</b>	N/A
<b>Partnership Description</b>	1 Blockchain Business Collaboration 2 Marketing Alliance and Cooperation 3 Other networking collaboration and alliance, etc. 4 The details and procedures of other areas for mutual cooperation shall be subject to separate agreements between the two parties on each case.
<b>Expected Benefits to Project Team</b>	Share the user's pool.
<b>Expected Benefits to Counterparty</b>	Share the user's pool.

## ▶ MDEUS

<b>Counterparty Website</b>	<a href="https://xangle.io/project/MDEUS/dashboard">https://xangle.io/project/MDEUS/dashboard</a>
<b>Counterparty Description</b>	Medical Blockchain SNS Platform, MEDIEUS. Sharing Medical Service Experiences of Patients.  We share medical service experiences of patients on a blockchain basis and find the best fit medical institutions and clinicians using a data-built reputation system
<b>Applicable Dates</b>	2020-02-04 ~ 2023-02-03
<b>Does this partnership has an expiration date?</b>	Yes
<b>Revenue Generation</b>	No
<b>Expected Revenue (USD)</b>	N/A
<b>Partnership Description</b>	1 Blockchain Business Collaboration 2 Marketing Alliance and Cooperation 3 Other networking collaboration and alliance, etc. 4 The details and procedures of other areas for mutual cooperation shall be subject to separate agreements between the two parties on each case.
<b>Expected Benefits to Project Team</b>	Share the user's pool.
<b>Expected Benefits to Counterparty</b>	Share the user's pool.

### 3.3 Project Progress

#### History

2018/Q3

Platform services

APP 0.1 Open

Token Free sale

2018/Q4

APP 0.5 Open

Platform service 0.5 Open

2019/Q1

Platform – Block Chain based

APP 1.0 Open (Token- smart wallet)

Platform service 1.0 Open

2019/Q2

Service improvements

API Open

Expansion on global services

Expansion on partnerships

Listing in Exchanges

#### Project Status

Operational

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

Equity funding

Initial token sale(Public and Private)

#### Plan or Strategy to expand platform or token

The number of ordinary users exceeded 70,000 as of February 2020, five months after the Korean version of the app was launched. It plans to release English and Japanese versions in the Philippines and Japan in March this year. First of all, the

company plans to secure 1 million domestic users and increase global users by providing global services.

### 3.4 Milestones

Title	Target Date	Status	Description
Quiztok Global Service	2021-12-31		Quiztok Global Service
Promote Quiztok Services	2020-12-31		Focus on promoting Quiztok service by working with partners from each country
launch Chinese language version	2020-06-01		The Chinese language starts its version and service on Quiztok Dapp.
Launch Language Pack Service	2020-04-30		Launch Language Pack Service First, it will make Japanese and English versions and start services at Quiztok Corporation in Japan and the Philippines.
Listing for Quiztok(QTCON) token on the Korea Cryptocurrency Exchanges	2020-03-31		Listing for Quiztok(QTCON) token on the Korea Cryptocurrency Exchanges - Within end of March
Upgrade Quiztok Platform Services	2020-02-03	Completed	Develop advertiser manager page Upgrade for Quiztok manager Page Development of Quiztok Platform Services - 1.5 Ver - Back-end development - Frontend development Development of Quiztok Crypto Wallet Service - 1.5 Ver
Upgrade Quiztok Platform Services	2019-12-31	Completed	Develop advertiser manager page Upgrade for Quiztok manager Page Development of Quiztok Platform Services - 1.3 Ver - Back-end development - Frontend development Development of Quiztok Crypto Wallet Service - 1.3 Ver
Quiztok Platform Services Launch	2019-08-16	Completed	Quiztok Platform Services Launch Development of Quiztok Platform Services - 1.0 Ver - Back-end development - Frontend development Development of Quiztok Crypto Wallet Service - 1.0 Ver
Development of quiztok Platform Services	2019-06-30	Completed	Development of Quiztok Platform Services - 8.0 Ver - Back-end development - Frontend development
Development of quiztok Platform Services	2018-12-31	Completed	Development of Quiztok Platform Services - 0.5 Ver - Back-end development - Frontend development
Development of quiztok Platform Services	2018-09-30	Completed	Development of Quiztok Platform Services - 0.1 Ver - Back-end development - Frontend development

### 3.5 Key progress

#### (1) Wallet development completion commercialization

<b>Date</b>	2019-08-16
<b>Type</b>	Business: Adoption and commercialization

**Name of main counter-party**  
**Involved companies or organizations**  
**Category** wallet  
**Main Participant**  
**List of others involved**  
**Description of blockchain application** BIP-0039+WEB3J

### (2) Development of Quiztok Platform Services - 1.5 Ver

**Date** 2020-02-05  
**Type** Business: Adoption and commercialization  
**Name of main counter-party**  
**Involved companies or organizations**  
**Category** dapp  
**Main Participant**  
**List of others involved**  
**Description of blockchain application**

### (3) First Advertising Order

**Date** 2020-01-06  
**Type** Business: Adoption and commercialization  
**Name of main counter-party**  
**Involved companies or organizations**  
**Category** advertising  
**Main Participant**  
**List of others involved**  
**Description of blockchain application**

## 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 2020-04-10  
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 2020-04-10

Company Name	Country of Incorporation	Start Date	End Date	Relationship Details
No data available				

### ITEM 3. Financial Disclosures

The following are simplified and condensed financial statements submitted by the company for disclosure last updated on 2020-04-10:

#### 3.1 Simplified Income Statement

Year  Quarter

(USD)

Revenue

Cost of Goods Sold (COGS)

Gross Profit

Operating Expenses (SG&A)

Other Revenue & Expenses

Operating Income

#### 3.2 Simplified Balance Sheet

Year  Quarter

(USD)

Fiat

Cash & Equivalent

Total Fiat & Cash

Digital Asset

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Book Value of All Assets

### 3.3 Key ratios

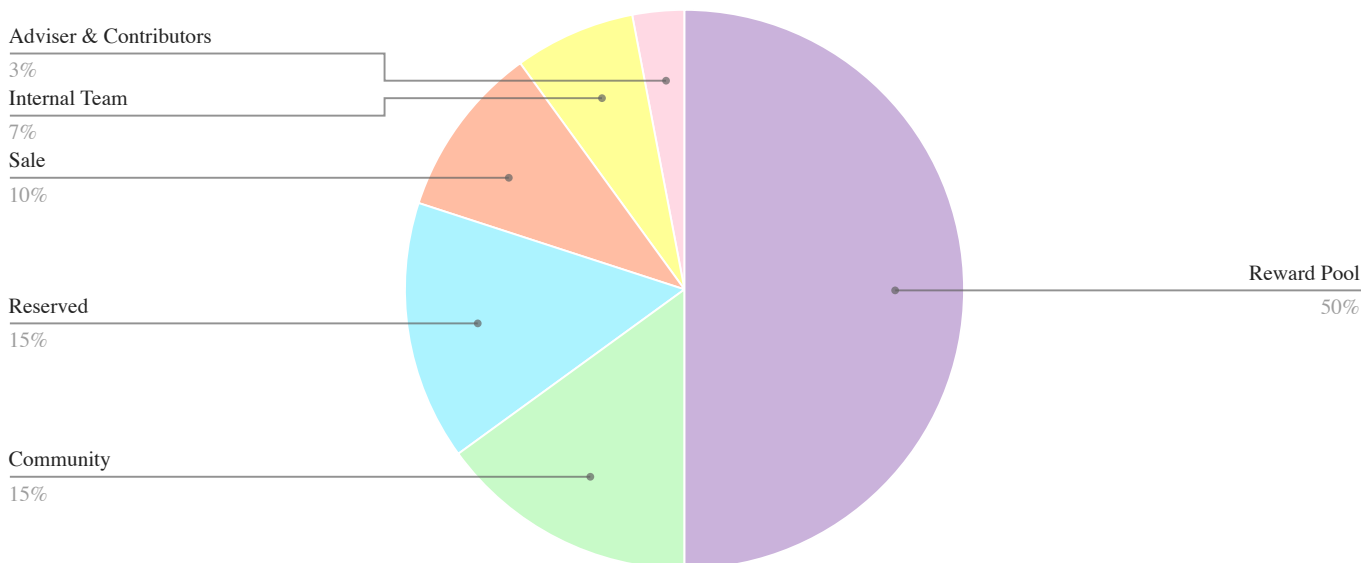
No data available

## PART IV. Token Information

### ITEM 1. Token Profile

<b>Token Name</b>	Quiztok Token
<b>Symbol</b>	QTCON
<b>Token Economy</b>	Advertisers Advertising Distribution > Quiz Making, Player, Distribution > Exchange to Qpoint Acquisition Qtcon > Buy goods at QTmall or exchange money at cryptographic money exchange > Advertisers exchange to discounted AD POINT at cryptographic money exchange > Exchange to discounted AD POINT at Quiztok platform > Advertisers' site exposure to advertising at Quiztok AD platform
<b>Token Usage</b>	QTCON is used to compensate advertisers for their advertising execution and user activities.
<b>Short Token Description</b>	QTCON is used to compensate advertisers for their advertising execution and user activities.
<b>Token Contract Address</b>	0xa00a4d5786a6E955e9539d01D78Bf68f3271C050
<b>Base Platform</b>	Ethereum
<b>Mainnet Explorer Url</b>	<a href="https://etherscan.io/token/0xa00a4d5786a6E955e9539d01D78Bf68f3271C050">https://etherscan.io/token/0xa00a4d5786a6E955e9539d01D78Bf68f3271C050</a>
<b>Network</b>	No Input
<b>Project Type</b>	D-App
<b>Tokens were initially available and currently obtainable in the following method(s)</b>	1. Payouts to compensate employees, reward users, fund projects, and other direct use from reserve funds
<b>Additional Token issuance or minting conditions, including implemented natural inflation.</b>	There are no further issuance plans for the token.
<b>Trading practices after the Token Sale by Company</b>	1. Company has not purchased or sold Tokens after the Token Sale
<b>Method of allocating tokens during Token Sale</b>	Token allocation method during token sales is allocated according to market volatility after lock-up period.

**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
  - About Quiz;
  - Making
  - Solveiling
  - To distribute
- b) Tokens give holders ownership or contractual interest or rights in the following circumstances
  - No Input
- c) Token holders may vote on the following matters
  - N/A
- d) Other information that may be relevant to the Tokens or their sale
  - No Input

## ITEM 2. Token Sales

### 2.1 Token Sales details

**Initial Offering Status** No

**Initial Offering Price (USD)** 0.01

**Initial Offering Price (ETH)**

**Initial Offering Price (BTC)**

**Funding achieved in relation to the target hard cap (%)**

**Percentage of individual investors at initial offering**

600000000

**Terms and conditions for top backers**

Trust foundation and cooperate with lock-up period according to policy

### 2.2 Initial Offering Rounds

#### Round 1

Round Name:

Amount of Tokens Sold: N/A

Total Sale Amount Raised in USD: N/A

Institutional Participants:

Start Date:

End Date:

Denomination	Price per Token	Amount raised in USD
	No data available	

\*: 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 2020-04-10. Corresponding transactions hashes have not been provided within this report.

Purpose	Date	Amount	Value (USD)	Post Total Supply	Post Circulating Supply
Burn the Quiztok token QTCO Apr-06-2020 01:56:21	2020-04-06	48,000,000,000	N/A	12,000,000,000	29,700,000
New release Quiztok token QTCO and burnout the old token swap	2020-04-06	60,000,000,000	N/A	N/A	N/A
QTCO burn	2019-04-25	48,000,000,000	N/A	N/A	N/A
QTCO mint	2019-03-21	60,000,000,000	N/A	N/A	N/A

#### ITEM 4. Listed Exchanges

Exchange	Pair	Price	Volume	Percentage
No data available				

#### ITEM 5. Token Ownership

The following is an automatic query result of wallet addresses based on balance holdings with meta data application as of 2020-04-10.

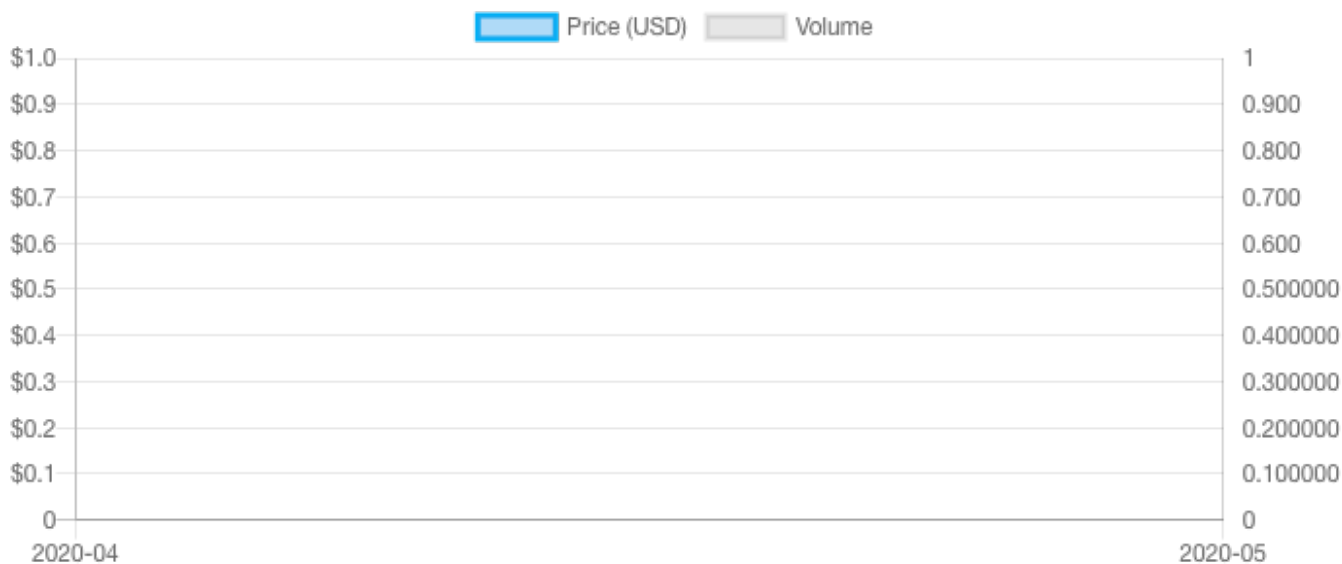
Rank	Address	Balance	Percentage
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### ITEM 6. Token Price and Market Cap

The following are market data present as of 2020-04-10.

Market Cap Rank

#### Price Performance



#### ▸ USD

Current Price :

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

Market Cap : -

Initial Offering Price : \$-

Return since Initial Offering :

#### ▸ ETH

Current Price :

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

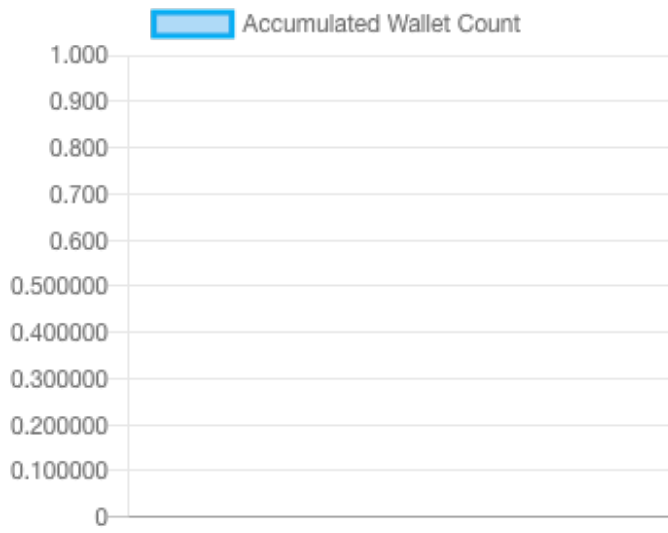
Market Cap : -

Initial Offering Price : - ETH

Return since Initial Offering :

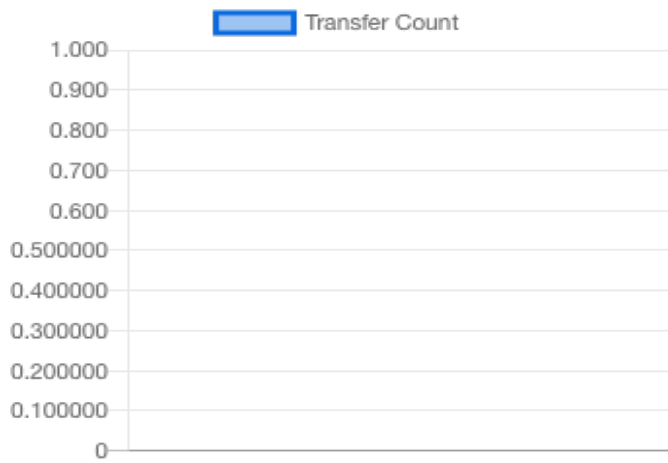
### ITEM 7. On-chain Performance

#### Accumulated Wallet Count



Date	Accumulated Wallet Count	New Wallet Count
No data available		

### Transfer Count



Date	Token Transfer Count
No data available	

### Transfer Volume



Date	Token Transfer Volume
No data available	

## PART V. Compliance

### ITEM 1. Legal

#### Legal Memorandums and Opinions

Date	Target Jurisdiction	Sender / Written by	File
2019-06-26	Maltes	GANADO Advocayes/ Dr.Leonard Bonello	<a href="#">Legal Opinion QTCON - executed(1152451_1) (1).pdf</a>

#### 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
<a href="#">CertiK Verification Report for QuizTok.pdf</a>	2020-02-10	Republic of Korea	CertiK

#### 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