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Singapore
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EN ▼

Full Disclosure Report



FOROUR CO., LTD

Korea, Republic of
(Country or jurisdiction of incorporation)

524-88-01328
(Entity Registration Number)

602, Dongtangiheung-ro, Hwaseong-si, Gyeonggi-do, Republic of 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	https://www.streamprotocol.io/
Main communication channel	kakaotalk
Twitter	
Company Blog	
Facebook	
Linkedin	
Github	https://github.com/STPL-DEV/stream_protocol
Reddit	
Telegram	

WeChat**KaKaoTalk**<https://open.kakao.com/o/gtWWpqIc>**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.

Company Representative (Report Data Submitter)

Name	Position	Office Phone Number	Telegram ID
Sang Su Lee	CEO		

PART I. Corporate Profile

ITEM 1. Basic Corporate Profile

Official Company Name	FOROUR CO., LTD
Establishment Date	03 Jun 2019
Jurisdiction of Incorporation	Korea, Republic of
Principal Office Location	602, Dongtangiheung-ro, Hwaseong-si, Gyeonggi-do, Republic of Korea
Address of Official Company Registration	602, Dongtangiheung-ro, Hwaseong-si, Gyeonggi-do, Republic of Korea
Company Name for Website Display	Stream Protocol
Description of Company	STREAM PROTOCOL is the system to distribute revenues from a content based on 'contribution portion' of each contributor in the content.
Company Website	https://www.streamprotocol.io/
Whitepaper Link	https://68c59dfd-0031-4721-9dd6-93bed482746d.filesusr.com/ugd/56c45d_5344734f62c94c188125182aa308203e.pdf
Mission and Vision	<p>1. Fair Distribution of Content Revenue Stream Protocol suggests clear standards for fair revenue distribution. The standard is open to everyone in a transparent manner as the standard gets recorded on the blockchain network. Therefore, the standard is safe from individuals and entities seeking unfair and unreasonable private interest. Furthermore, the standard can be used to reduce costs that can occur from unnecessary conflicts.</p> <p>2. Sustainable Ecosystem for Content Creation Content creators can continuously make quality content as the system alleviates the burden of costs by enabling immediate settlement of payment upon content contributor's request. Content creators can focus more on creative works as the system supports them to overcome the limits of the current content market where large-sized studios, distributors and agencies hold initiative.</p> <p>3. Protection of Content Asset Rights Ultimately, Stream Protocol will develop into a platform that accurately suggests the shares within content and protects the rights of content assets. Revenue generated from content gets paid out to contributors according to individual shares in content as the level of contribution or contracted terms and conditions becomes the share in content. Thus, a virtuous cycle where contributors can focus on making creative works while enjoying the protection of rights can be established.</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 2020-07-22

Lee Sang Su

Position Title CEO

Short Bio

Experience STABY Co., LTd. / CEO
FOROUR CO., Ltd. / CEO
Gusan Corp. / Senior Manager

Education

Company e-mail

Social

Oh Jun Seok

Position Title CFO

Short Bio

Experience STABY Co., Ltd. / Head of Accounting Team
DS Innocom Co., Ltd. / Head of Management Support Team
Hankook Tire / Management Infrastructure Division

Education

Company e-mail

Social

Park Jin Su

Position Title CTO

Short Bio

Experience STABY Co., Ltd. / CTO
Shinhan DS / Senior Developer
Danawa / Administrative Manager

Education

Company e-mail

Social

Chang Kyun Lee

Position Title CMO

Short Bio

Experience STABY Co., Ltd. / COO
Visualize Pictures / Executive Director
JS Pictures / Director
Olive9 / PD

Education

Company e-mail

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 2020-07-22

Jin Su Park

Position Title	CTO Danawa > Community Service Development > Miclub Service Development
Short Bio	Shinhan DS > Shinhan Bank Credit Information Development > Shinhan Bank Electronic Bill Development > Shinhan Bank TCB Service Development
Experience	Danawa / Administrative Manager Shinhan DS / Senior Developer Staby Co., Ltd. / CTO FOROUR Co., Ltd. / CTO
Education	
Social	

2.3 Advisory

The following sets forth certain information regarding the company's advisories, their details and positions as of 2020-07-22

No data available

2.4 Organization Structure

The following sets forth certain information regarding the structure of the company as of 2020-07-22

Name of Department/Group/Office/etc.	Number of Full-Time Staff	Number of Part-Time Staff	Head of Department (Maybe left blank)
Executives	4	0	
Development	4	0	
Branding	3	0	
Content Making	1	0	
Finance & Accounting	1	0	
General Administration	1	0	
Total	14	0	

PART II. Business Information

ITEM 1. Industry Classification

	Not Applicable
Sector	Communication Services
Industry	Entertainment
Sub-industry	Digital contents and Streaming
Categories	

ITEM 2. Industry Description

2.1 Industry Overview

1. Exponential Growth of Content Market

Users can easily access and use various content due to the development of the Internet, a limitless virtual space, and infrastructure that fuels the Internet. Increased awareness of Internet users on content leads to the invigoration of the content market as users not only consume content but also generate revenue by uploading self-made content.

2. Unclear Revenue Distribution Standard

It is clear that the total volume of content revenue is increasing along with the invigoration of the content market. However, most contributors who participated in content creation only receive fixed amounts of fee from the revenue generated from content according to a certain contract or receive the same amount of fee regardless of their level of contribution. Moreover, contributors who participated in creative works get neglected in the revenue distribution process while platforms and a small number of studios and agencies take large share of revenues when certain content gets huge attention in the market for its value. In other words, most contributors who participated in making creative works do not receive an adequate amount of rewards according to their level of contribution.

3. Inefficient Content Creation Process

Beside the diversity of content which is sacrificed by the logic of capitalism, it gets difficult to expect qualitative and quantitative growth due to the current content creation process which only aims to maximize profitability. For contributors to receive revenues generated from content, they have to go through a complex process that requires a huge amount of time. Therefore, inefficiency occurs during the process. In most cases, contributors who participate in creative works have a hard time burdening labor costs, technical expenses, and production costs needed in the early stages. However, there is a need to improve the efficiency of the process including investment, creation and revenue distribution as it is impossible to overlook the profitability of content. In short, the need for a platform that distributes revenue accurately and rapidly according to fair standards and enables the reinvestment of the revenue for content creation is increasing as to build a sustainable ecosystem for the content market that expects exponential growth in coming years.

2.2 Recent Trends

(1) OTT Service

With new 5G technology, contents' quality and user base are growing rapidly in Streaming service industry. Global OTT market is also growing compared to the traditional TV cable service.

2.3 Target Market Size

According to MarketsandMarkets Analysis, the world's OTT market size can grow up to 156.9B USD by 2022. Following their research, the market is expected to grow by about 90% until 2022, and this shows great potential in this industry.

2.4 Target Customers

1. Content Contributor (Creator)

Content creators should continuously focus on making creative works by earning revenues through guaranteed content rights. In the case of video content, guaranteeing content rights in OTT platforms has become an important issue as revenues generated from online platforms including but not limited to OTTs surpassed the revenues generated from theaters. Stream Protocol can guarantee contributor's individual content rights based on trustworthy information as contribution information is recorded on the blockchain network. As such strength can attract potential and current content creators, content creators will upload and show their creative works by using Stream Protocol. Eventually, Stream Protocol will become the industry standard.

2. Content Provider (Platform)

OTT platform companies including but not limited to Netflix, Amazon Prime Video, and Disney Plus are investing in content creation in a continuous manner in order to increase the number of subscribers and to increase retention rate. The purpose of original content and exclusive content is to retain the consumers. However, content channels shall be diversified in order to maximize revenue per content. The pricing system that allows users to pay per content is required in order to generate revenue with individual content as differentiation strategy gets weaker when content is shared among different platforms simultaneously. Stream Protocol can be adopted as a solution that connects such niche markets.

3. Content Consumer (User)

As diverse content platforms appear and subscription system become popular, content users became able to enjoy wider range of contents with smaller cost. However, the temporal limit in content consumption ironically raised the psychological cost of choosing the platform. As a service focused on individual content consumption not OTT platform, STREAM PROTOCOL can resolve such an inconvenience that the consumers may experience. Also, efficient content curation service can be provided because collection of data on the user's content consumption pattern not limited to a single platform is possible.

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 2020-07-22:

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 2020-07-22:

MovieBloc

Token Symbol MBL

Network Type ONT

Description

MovieBloc is the biggest participant centric movie ecosystem. Creators will have equal screening opportunities, transparent revenue share, and audience data. Audiences will enjoy various movies and monetize by marketing movies and making subtitles.

ITEM 3. Project's Business Model**3.1 Business Description****3.1.1 Revenue Model**

Payment for Charged Contents.

In the streaming service with Stream Protocol applied, STPL is used to make payments for charged contents. STPL Tokens spent for the payment are distributed to the contributors depending on their content shares in the system.

3.1.2 Platform or Application Overview**General platform description**

No Input

Functions of the solution**1. Fair Distribution of Content Revenue**

Stream Protocol suggests clear standards for fair revenue distribution. The standard is open to everyone in a transparent manner as the standard gets recorded on the blockchain network. Therefore, the standard is safe from individuals and entities seeking unfair and unreasonable private interest. Furthermore, the standard can be used to reduce costs that can occur from unnecessary conflicts.

2. Sustainable Ecosystem for Content Creation

Content creators can continuously make quality content as the system alleviates the burden of costs by enabling immediate settlement of payment upon content contributor's request. Content creators can focus more on creative works as the system supports them to overcome the limits of the current content market where large-sized studios, distributors and agencies hold initiative.

3. Protection of Content Asset Rights

Ultimately, Stream Protocol will develop into a platform that accurately suggests the shares within content and protects the rights of content assets. Revenue generated from content gets paid out to contributors according to individual shares in content as the level of contribution or contracted terms and conditions becomes the share in content. Thus, a virtuous cycle where contributors can focus on making creative works while enjoying the protection of rights can be established.

User pain points**1. Unclear Revenue Distribution Standard**

It is clear that the total volume of content revenue is increasing along with the invigoration of the content market. However, most contributors who participated in content creation only receive fixed amounts of fee from the revenue generated from content according to a certain contract or receive the same amount of fee regardless of their level

of contribution. Moreover, contributors who participated in creative works get neglected in the revenue distribution process while platforms and a small number of studios and agencies take large share of revenues when certain content gets huge attention in the market for its value. In other words, most contributors who participated in making creative works do not receive the adequate amount of rewards according to their level of contribution.

2. Inefficient Content Creation Process

Beside the diversity of content which is sacrificed by the logic of capitalism, it gets difficult to expect qualitative and quantitative growth due to the current content creation process which only aims to maximize profitability. For contributors to receive revenues generated from content, they have to go through a complex process that requires a huge amount of time. Therefore, inefficiency occurs during the process. In most cases, contributors who participate in creative works have a hard time burdening labor costs, technical expenses, and production costs needed in the early stages. However, there is a need to improve the efficiency of the process including investment, creation and revenue distribution as it is impossible to overlook the profitability of content. In short, the need for a platform that distributes revenue accurately and rapidly according to fair standards and enables the reinvestment of the revenue for content creation is increasing as to build a sustainable ecosystem for the content market that expects exponential growth in coming years.

3.1.3 Product/Service Line Description

- STABY GO

- a. Revenue Sharing OTT Platform
- b. Provide high-quality contents by sharing revenues between Artist/Staff&Director/Advertiser

- STABY CONNECT

- a. On-demand AI Matching Platform
- b. provide finder/communication/contract/history management service to Artist/Staff&Director/Advertiser

3.1.4 Competitive Advantage

STABY CONNECT : STABY CONNECT is the ONLY on-demand platform that supports Artist/Staff&Director/Advertiser to match their needs.

STABY GO : STABY GO is the ONLY media platform that provides a sustainable content revenue sharing process to all Artist/Staff&Director/Advertiser.

3.1.5 Intellectual Property

No Input

3.2 Partnerships

▶ FLETA

Counterparty Website	https://fleeta.io/
Counterparty Description	FLETA is a blockchain platform that aims to offer infrastructure that can be applied to real-world business models. FLETA has its core blockchain technologies like Level Tree Validation, Parallel Sharding, Independent Multi-chain Structure, Block Redesign, and PoF(Proof-of-Formulation), its consensus algorithm. With these five technologies, we aim to solve problems that existing platforms have, such as slow speeds, scalability limitation, and excessive fees, and provide a flexible development environment. By doing so, FLETA aims to drive the commercialization of blockchain technology. In addition to that, through Gateway technology, it enhanced its interoperability by allowing projects to issue their ERC-20 tokens while using FLETA service chain.

Applicable Dates

Does this partnership has an expiration date? No

Revenue Generation No

Expected Revenue (USD) N/A

Partnership Description

Sendsquare, the company developed FLETA Blockchain, will provide overall project consulting and blockchain technology for building the Stream Protocol ecosystem. It conducts various blockchain businesses, including government-supported projects, SI projects, and development of blockchain use cases, based on its blockchain technology whose features are fast speed of 14,000TPS and infinite scalability. Stream Protocol's mainnet will be developed with FLETA Blockchain.

Expected Benefits to Project Team Mainnet Development

Expected Benefits to Counterparty Sustainable DApp ecosystem

▶ STABY

Counterparty Website <https://www.staby.co.kr/index.html>

Counterparty Description**Applicable Dates**

Does this partnership has an expiration date? No

Revenue Generation No

Expected Revenue (USD) N/A

Partnership Description

STABY is a comprehensive platform linked to the advertising market and OTT market centering on media and entertainment. STABY built a STABY's unique content solution to provide talented artists and creators with the opportunity to grow and promote themselves and connect all the elements necessary for media production to maintain a sustainable business.

Expected Benefits to Project Team

Expected Benefits to Counterparty

▶ Entertrain Media**Counterparty Website****Counterparty Description****Applicable Dates**

Does this partnership has an expiration date? No

Revenue Generation No

Expected Revenue (USD) N/A

Partnership Description

Entertrain Media is led by director Song Ji-hyun, who is at the center of the Korean entertainment show programs. Entertrain Media and Stream Protocol will create and develop a variety of content that superstars around the world can participate in.

Expected Benefits to Project

Team**Expected Benefits to Counterparty****▶ Leeky Film****Counterparty Website****Counterparty Description****Applicable Dates**

Does this partnership has an expiration date? No

Revenue Generation No

Expected Revenue (USD) N/A

Partnership Description

Filmmaker Leeky Film is led by one of the Korean documentary film leader Lee Hong-ki, and his representative film is 'Fukushima: Is There a Way Out?' which won the wide angle award at the Busan International Film Festival. Days'. In addition, he directed 'Splendid but Sad Days', a movie introduced at global film festivals. Leeky Film is preparing to make a movie targeting the world markets with Stream Protocol

Expected Benefits to Project Team**Expected Benefits to Counterparty****▶ KM Media****Counterparty Website****Counterparty Description****Applicable Dates**

Does this partnership has an expiration date? No

Revenue Generation No

Expected Revenue (USD) N/A

Partnership Description

KM Media is a company founded by director Jang Jong-hoon and produced 'Animal Farm' and 'Curious Stories Y'.

KM Media has been devoted to the production of dramas since its establishment, and director Jang Jong-Hoon has produced and directed 16 episodes of SBS Special Planning Drama, 'Fantasy Timing'. KM Media is preparing to make a trendy and family drama with Stream Protocol.

Expected Benefits to Project Team**Expected Benefits to Counterparty****▶ Laufi****Counterparty Website****Counterparty Description****Applicable Dates**

Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	Laufli is a company that produces artist-like videos, and Kim Joon-Yong is the representative director. Director Kim recently produced hip-hop singer Ravi's MV. Laufli and Stream Protocol are planning to produce a music drama aimed at the younger generation.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

3.3 Project Progress

History

No Input

Project Status

Pre-development Stage

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

Initial token sale(Public and Private)

Plan or Strategy to expand platform or token

With Stream Protocol's Unique services, Stream Protocol will build a sustainable entertainment ecosystem

- 1.STABY Film+One : Finder Project & Mentoring
- 2.STABY Connect : Real-time Matching Platform
- 3.STABY M : Management Platform
- 4.STABY GO : Revenue Sharing OTT Platform

3.4 Milestones

Title	Target Date	Status	Description
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3.5 Use Case

No Input

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 2020-07-22

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 2020-07-22

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 2020-07-22:

3.1 Simplified Income Statement

Year Quarter

(USD)

Revenue
Cost of Goods Sold (COGS)
menu.gross_profit
Operating Expenses (SG&A)
menu.other_revenue_expenses

menu.operating_income

3.2 Simplified Balance Sheet

Year Quarter

(USD)

Fiat

Cash & Equivalent

menu.total_fiat_cash

Digital Asset

menu.book_value

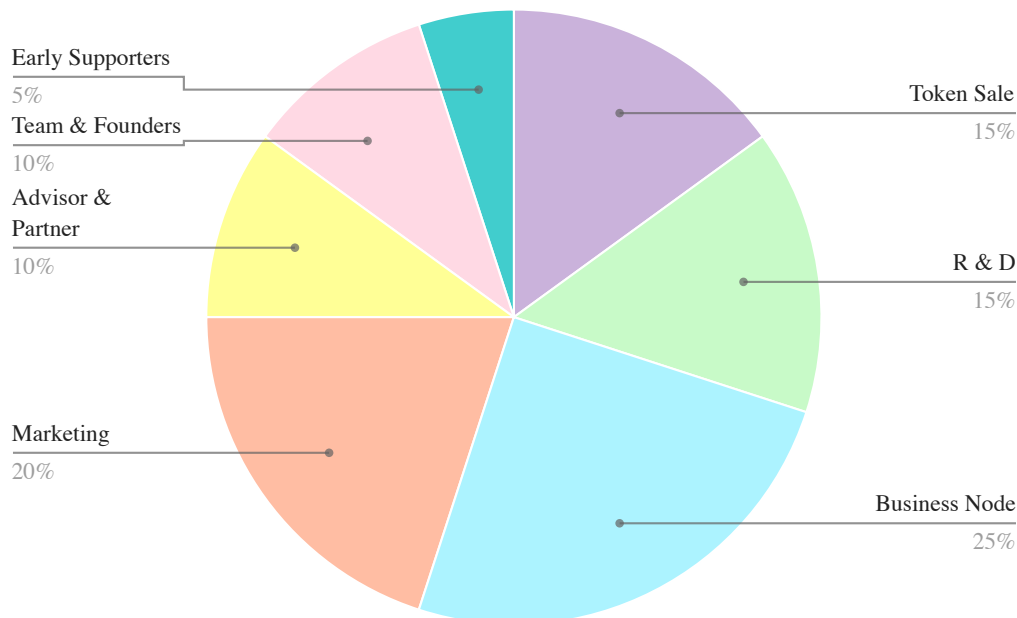
3.3 Key Ratios

No data available

PART IV. Token Information

ITEM 1. Token Profile

Token Name	Stream Protocol
Symbol	STPL
Token Economy	
Token Usage	<p>1.Payment for Charged Contents In the streaming service with Stream Protocol applied, STPL is used to make payments for charged contents. STPL Tokens spent for the payment are distributed to the contributors depending on their content shares in the system.</p> <p>2. Patronage and Funding for a Content Users may patronize any content in the streaming service with their STPL Token or acquire investment returns by participating in crowdfunding to produce a content with the Token.</p> <p>3. Reward for Advertisement and Participation in Content Survey As the rewards for watching advertisements or participating in the review and survey on the contents, users can acquire STPL Token.</p> <p>4. Node Structure By holding STPL Token in the amount stated by each node, the user can receive node reward for the system verification.</p> <p>For content consumption in STREAM PROTOCOL, tokens are used as the means of payment.</p>
Short Token Description	
Token Contract Address	
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. Private offering
Additional Token issuance or minting conditions, including implemented natural inflation.	There will be no inflation.
Trading practices after the Token Sale by Company	1. Company founders and promoters have not purchased or sold Tokens after the Token Sale
Method of allocating tokens during Token Sale	
Token allocation percentage based on Total Supply immediately after Token Generation Event	



- b) Tokens give holders ownership or contractual interest or rights in the following circumstances
n/a
- c) Token holders may vote on the following matters
n/a
- d) Other information that may be relevant to the Tokens or their sale
n/a

ITEM 2. Token Sales

2.1 Token Sales details

Initial Offering Status Yes
 Initial Offering Price (USD) 0
 Initial Offering Price (ETH) 0
 Initial Offering Price (BTC) 0
 Funding achieved in relation to the target hard cap (%)

Percentage of individual investors at initial offering

Terms and conditions for top backers

No Input

2.2 Initial Offering Rounds

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 2020-07-22. Corresponding transactions hashes have not been provided within this report.

Purpose	Date	Amount	Value (USD)	Post Total Supply	Post Circulating Supply
No data available					

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 2020-07-22.

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

The following are market data present as of 2020-07-22.

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) : % | % | %

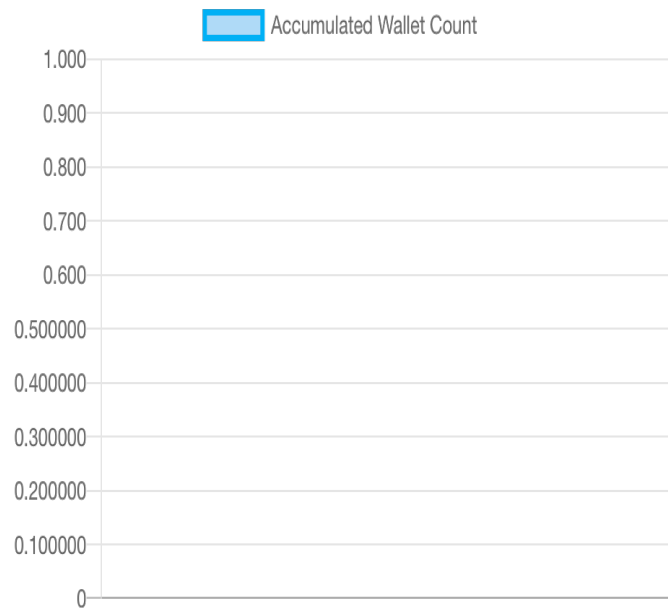
Market Cap : -

Initial Offering Price : - ETH

Return since Initial Offering :

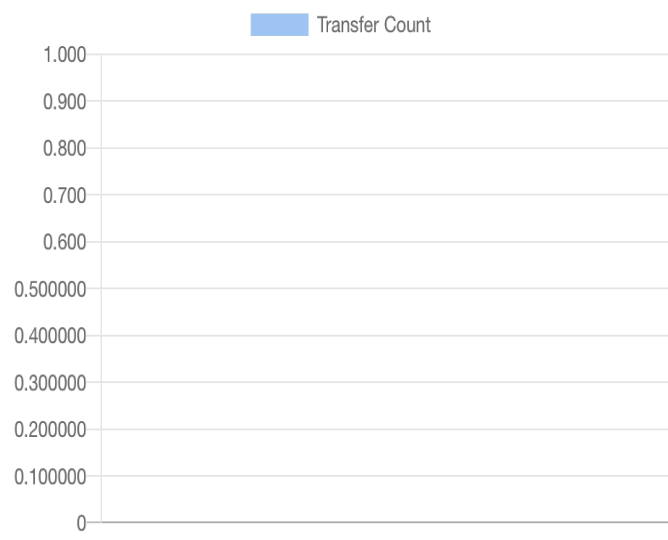
ITEM 7. On-chain Performance

Accumulated Wallet Count



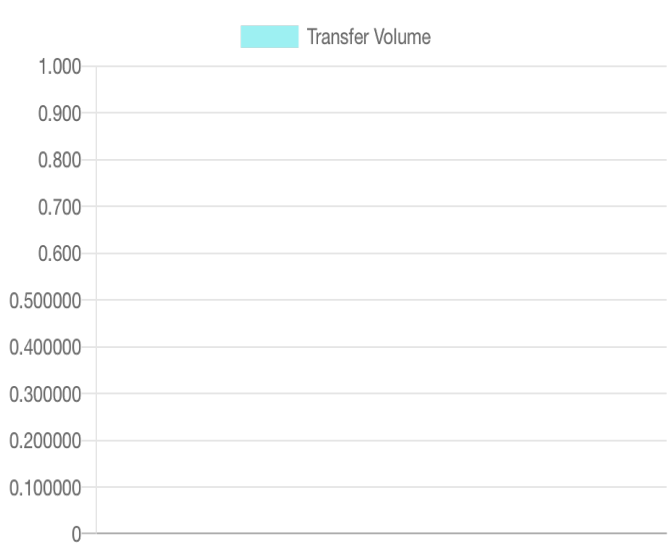
Date	Accumulated Wallet Count	New Wallet Count
No data available		

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
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: No

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: No

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: No

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