Report Date **2021-01-20**

EN

Singapore
CrossAngle Pte. Ltd.

Profile Report (Public)

Triumph Generation Holding Ltd.

Seychelles	**221411**
(Country or jurisdiction of incorporation)	(Entity Registration Number)

Suite 3, Global Village, Jivan's Complex, Mont Fleuri, Mahe, Seychelles
(Address, including zip code, including area code, of principal executive offices)

TABLE OF CONTENTS

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://triumphx.io/
Main communication channel	telegram
Twitter	https://twitter.com/TrixTriumphX
Company Blog	https://medium.com/triumphx
Facebook	https://www.facebook.com/triumphxofficial
Linkedin	
Github	https://github.com/trixtoken/trix-contracts
Reddit	
Telegram	https://t.me/TRIXcommunityEN
WeChat	
KaKaoTalk	
Custom Link	Telegram(Korean) - https://t.me/TRIUMPHX_official

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	Triumph Generation Holding Ltd.
Establishment Date	22 Jun 2020
Jurisdiction of Incorporation	Seychelles
Principal Office Location	Suite 3, Global Village, Jivan's Complex, Mont Fleuri, Mahe, Seychelles
Address of Official Company Registration	Suite 3, Global Village, Jivan's Complex, Mont Fleuri, Mahe, Seychelles
Company Name for Website Display	TriumphX
Description of Company	TriumphX is an asset trading platform for game items and real-life assets using TRIX coin. While the existing NFT-based game services were limited to the games, the platform will provide a three-way service that integrates NFT-based game and game item exchange, as well as a virtual asset exchange.
Company Website	https://triumphx.io/
Whitepaper Link	https://triumphx.io/whitepaper/TriumphX_Whitepaper_EN.pdf
Mission and Vision	TriumphX is a decentralised exchange for the trading of in-game items that exists as NFTs. Our goal is to create a highly liquid decentralised market that enables users to trade NFT tokens that exist across various blockchains with the highest security and transparency. To achieve this, TriumphX will be integrated with multiple decentralised exchanges to facilitate the deep liquidity of NFT tokens. The TRIX token will complement the TriumphX ecosystem by creating a sustainable token economy through game theory and the TriumphX blockchain will be designed with scalability, interoperability and achieve finality in transactions in the most secure and transparent manner. It is designed to complement the rapid growth of gaming and Esports to provide gamers with the quality of services that they deserve.

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 2021-01-20

Shin Myungyong

Position Title	Co-Founder
Short Bio	• M.A. in Seoul Nat'l Univ. • CEO, Ekkorr Co., Ltd. • Recipient of Presidential Award for Export in Game Industry • Idle Game "Endless Frontier" Developer
Experience	
Education	KAIST (Korea) / B.S. in Computer Engineering
Company e-mail	
Social	

Byeon Young-Han

Position Title	Co-Founder
Short Bio	• Vice President, EF Games • Analyst, Daewoo Securities • Investment Examiner, Next Venture Investment • Investment director, Platinum Technology Investment
Experience	
Education	Seoul Nat'l Univ. (Korea) / B.S. in Computer Engineering
Company e-mail	
Social	

Lee George

Position Title	CEO
Short Bio	• President of Korea Association for Social Contents' Development (KASCO) • Chief Director of E-business Dept., Daum Communication • Retail finance management, Daewoo Securities
Experience	
Education	Yonsei Univ. Korea / Journalism & Mass Communication
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 2021-01-20

Jong-hee Park

Position Title	Blockchain Developer
Short Bio	• In charge of system security of COINZEUS • CTO of Tokyo Branch Inc., CEO of DPLIO • Expertise in system security and full stack development
Experience	
Education	
Social	

2.3 Advisory

The following sets forth certain information regarding the company's advisories, their details and positions as of 2021-01-20

Sung-ik Hwang

Company	The president of Korea Mobile Game Association
Role of Advisor	

Mark Chang

Company	Magnis
Role of Advisor	

2.4 Organization Structure

The following sets forth certain information regarding the structure of the company as of 2021-01-20

Name of Department/Group/Office/etc.	Number of Full-Time Staff	Number of Part-Time Staff	Head of Department (Maybe left blank)
Team TriumphX	16	0	
Total	16	0	

PART II. Business Information

ITEM 1. Industry Classification

	Not Applicable
Sector	Consumer Services
Industry	Other Consumer services
Sub-industry	Other Misc. Consumer Services
Categories	1. Game 2. Platform 3. Trading 4. Others

ITEM 2. Industry Description

2.1 Industry Overview

The global gaming industry has grown rapidly in the last decade with vibrant thriving communities growing from various games such as Fortnite. Despite the size of the gaming industry, gamers still have little control over their in-game assets which has been fully monopolised by the game creators themselves with little regulatory oversight on the area.

The market for secondary trading of in-game items is estimated to be a whopping 50 billion USD in 2018 with a large volume of microtransactions occurring. Despite the size of the market, secondary market trading of items is frequently prohibited, and where they are allowed, the game service providers or third parties service providers charge a large hefty commission fee on the transactions.

Despite the high fees, users have no alternatives to secondary market trading due to the need for two parties to be able to trust each other in P2P trading. This necessitates the use of blockchain technology to eliminate the need for trust to conduct the transactions. For such a system to work, it is crucial that the blockchain is stable, scalable and secure for the game item trading industry.

2.2 Recent Trends

(1) Lack of Trust

Despite the potential size of the secondary market transactions for in-game digital items, there is a lack of trust among the buyer and sellers. This gives rise to the need for third party custodial services which take hefty commission fees in the process. Fees vary among the third party service providers, but generally fees can be as high as 10% of the transaction. With an estimated industry size of $50 billion USD, this can be up to a whopping $5 billion USD in fees collected from users representing value lost to users due to the inability to trust.

(2) Lack of security

Despite the hefty commissions collected by third party custodial services facilitating the trading of in-game items, it is still necessary to trust that the third party custodial service and automated trading bots are functioning properly without glitches. Among the users of third party trading services, the most important aspect users look out for is the security of the platform. While some third party services have established a reputation among the gaming community, security at these services may still be compromised and hacking remains a prevalent issue among service providers that handles large volumes of transactions.

(3) Low Liquidity

Trading of in-game items in the secondary markets is highly fragmented with various third party service providers. The wide variety of items provided in the markets also creates difficulties in ensuring high liquidity in some markets. TriumphX solves this through a two-prong method, (1) combining all of these markets through a single neutral network that all third party service providers can trade efficiently for NFTs that exists across all types of blockchains, and (2) the incentive mechanism provided to liquidity providers of NFTs to ensure deep liquidity in markets.

(4) Non-transparent information

Information regarding in-game items is difficult to obtain as there is no transparent database on statistics of each in-game item such as the total quantity of items that are in existence, the total number of items that are being traded actively, trading volume of items, and the rate of emission of new items. Without such information, the market largely relies on price discovery which can be inefficient due to asymmetrical information. Large third party service providers for secondary market trading may be able to manipulate such markets given the better access of information that they have.

2.3 Target Market Size

Newzoo forecasts that the game market will continue to grow in the following years, exceeding $200 billion at the end of 2023. By then, the games market will grow with a +8.3% CAGR to $200.8 billion.

It is also estimated that the 2020's global game market will generate revenues of $159.3 billion USD, which represents a healthy 9.3% year-on-year growth. While all game segments have an increase in engagement and revenues in 2020, mobile gaming experienced the biggest increase. In total, mobile games will generate revenues of $77.2 billion in 2020, growing +13.3% year on year, the fastest among all segments.

There is a wide variety of platforms that complements the vibrant and thriving gaming markets for PC and Console games such as streaming services via Twitch, secondary market trading for in-game digital items and through third party services such as ItemBay. However, despite the size of the mobile gaming market, the complementary services to the mobile industry is significantly smaller.

These complementary services have a significantly smaller market as Global Esports revenue projections through 2022 by various reputable sources including Goldman Sachs, Newzoo, SuperData, PwC and Business Insider Intelligence puts the size of Esports market to be 1.5bn USD to 3bn USD. While projections vary, the common consensus is that the Esports market can be expected to grow rapidly and double over the next two years.

Esports used to be considered as a niche group of users and a subset of sports culture, but its rapid growth due to popular games such as Fortnite ad championing from mainstream celebrities such as Michael Jordan, Drake and DJ Marshmello has led to Esports growing into a vibrant industry of its own.

The vibrancy of the gaming market and Esport market has also led to a third market that is rapidly growing, secondary market transactions for the digital in-game items. The size of the market is estimated to have at least $50 billion USD of Gross Merchandise Value according to Juniper Research. This is a massive growth from the current $30 billion USD in Gross Merchandise Value in 2018. Around 60% of console gamers have purchased virtual items at some point, along with 43% of PC gamers and 33% of smartphone gamers. In the last 12 months, video gamers have spent an average of $133 (console gamers), $96 (PC gamers), and $37 (smartphone gamers) on virtual items.

2.4 Target Customers

●Phase 1
- Game developers and service providers that need game item exchange with high level of security
- Online and mobile game players who want to trade game items

●Phase 2
- Individuals who want to trade real-life assets in P2P transactions

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 2021-01-20:

playerauction

Description	This platform offers a wide range of goods in the global market: in-game currency (Gold, Silver, Coins and etc.), items/ skins, accounts and power leveling/ boosting services

Itemmania

Description	This platform offers a wide range of goods in the Korean market: in-game currency (Gold, Silver, Coins and etc.), items/ skins, accounts and power leveling/ boosting services

Itembay

Description	This platform offers a wide range of goods in the Korean market: in-game currency (Gold, Silver, Coins and etc.), items/ skins, accounts and power leveling/ boosting services

2.5.2 Token Project Competitors

The following sets forth certain information regarding the company's competitors that have implemented Token economics as of 2021-01-20:

platdapp

Token Symbol	PLA
Network Type	ETH
Description	PlayDapp provides PG solutions to play games without Crypto Currency.

ITEM 3. Project's Business Model

3.1 Business Description

3.1.1 Revenue Model

TriumphX is a decentralized exchange for game items in NFT form. TriumphX's objective is to create a high-liquidity, decentralized market in which users can trade NFT tokens on blockchain. To achieve this goal, Triumph X integrates multiple decentralized exchanges to obtain high liquidity for NFT tokens. TRIX token creates a sustainable token economy based on Game Theory to strengthen TriumphX ecosystem. TriumphX blockchain aims to achieve scalability, interoperability, and integrity of transaction in the most secure and transparent way. Ultimately, the platform is designed to accelerate online game and e-sports by providing the most satisfactory service for gamers.
-NFT exchange transaction fee
-Sales from blockchain game (Endless Frontier Defense to be released in 3Q 2020, and three more games to be launched)

3.1.2 Platform or Application Overview

General platform description
TriumphX Platform is a decentralized exchange for game items in Non-fungible Token (NFT) form. The platform aims to create game item market with high liquidity based on top-class security and transparency.
TriumphX will operate its own Polkdot-based blockchain platform with transparency and scalability. It will also partner with various decentralized exchanges to expand the game item market. TRIX coin serves as an incentive for the users to participate on TriumphX platform to sustain the token ecosystem.
Functions of the solution
Fair Trading Market

TriumphX believes that game service providers' current practices limit the users' rights on game items and aims to solve the problems by creating a game trading market on its platform. Game service providers such as Valve can join as strategic partners of TriumphX to benefit from all transactions made on the blockchain platform, while protecting the users' right to access game item information and fair trading. The platform prevents the third party from benefitting at the expense of game service providers.

User pain points

Reliability

Despite the potential market scale of digital game item trading, there is a lack of trust between buyers and sellers. This lack of trust incurs high fees during the transaction process. Through TriumphX, users can securely trade their items through P2P transfer by signing TriumphX smart contract. The blockchain enables fast and seamless P2P transaction between buyers and sellers.

Security

Currently, in-game item transactions require high fees charged by third-party management services. However, users may still face errors while using third-party management services and automated trading systems. TriumphX implements the highest level of security for its platform.

Liquidity

Various third-party service providers provide current game item transactions. Also, the diverse range of items offered in the market makes it difficult to trade the items. TriumphX unifies the various markets by providing a single network that can efficiently trade NFTs that exist as multiple types of blockchain. Also, incentives are provided to secure the liquidity of item transactions in the market.

Transparency

It is difficult to obtain information on the total number of game items, popular items, and transaction rate of new items because there is no transparent database game transaction. Without such information, efficient pricing cannot be implemented. This lack of transparency makes it easy for third-party service providers to manipulate the market with their data. TriumphX enables all the information related to game items to be stored on blockchain, including trade history. Users can detect any market manipulation movement by accessing the information on blockchain.

3.1.3 Product/Service Line Description

- **Sales from blockchain game**

Endless Frontier Defense to be released in 3Q 2020, and three more games to be launched

3.1.4 Competitive Advantage

TriumphX is an asset trading platform for game items and real-life assets using TRIX coin. While the existing NFT-based game services were limited to the games, the platform will provide a three-way service that integrates NFT-based game and game item exchange, as well as a virtual asset exchange.

3.1.5 Intellectual Property

No Input

3.2 Partnerships

▸ Korea Mobile Game Association (KMGA)

Counterparty Website	http://www.k-mga.or.kr/
Counterparty Description	
Applicable Dates	
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

▸ Korea Blockchain Contents Association(KBCCA)

Counterparty Website	https://www.kbcca.org/
Counterparty Description	
Applicable Dates	
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

▸ DXM (Upbit Safe)

Counterparty Website	https://safe.upbit.com/
Counterparty Description	DXM is a subsidy of Dunamu, the operator of digital asset exchange Upbit. DXM is currently operating Upbit Safe. Upbit Safe is a custody service for corporate accounts. It provides corporate cold wallet Ledger Vault service with other

	unique services such as multiple account management, withdrawal delay, whitelist, and distributed cold wallets. Upbit Safe features secure transactions with high-level security and closely monitored deposit and withdrawal verification systems to prevent digital assets trading errors.
Applicable Dates	2020-09-25 ~
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	TRIX aims to implement blockchain-based crypto games, NFT exchange for crypto game item trading, and a digital asset exchange to enable trading between game items and digital assets. The three parts of the project will be connected in real-time, and the NFT exchange will be based on Klaytn. After launching, the TRIX platform also plans to partner with Polkadot. Since this partnership requires digital assets transfer in great volume, the partnership with Upbit Safe will be a protective measure to secure the assets' safe storage.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

▸ 215MANSION

Counterparty Website	
Counterparty Description	215MANSION is a popular mobile clicker RPG game(s) developer based out of South Korea. Some of their popular mobile game are the Faraway Kingdom, World Zombie Contest, and World Beast War.
Applicable Dates	
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	TriumphX foundation and 215MANSION have signed a partnership whereby 215MANSION will create clicker RPG games with in-game NFT items for TriumphX's NFT Exchange. The exchange is currently under development and will adhere to the ERC-721 and 1155 standards on the Klaytn network.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

▸ Placer

Counterparty Website	https://placer.fun/
Counterparty Description	Placer is a respected mobile game developer in South Korea. They won two awards at 'Unite Seoul 2019', one of the largest developer conference in Korea: 3rd Most Popular Game Award (Trio: the missing princess Chou), and the Best Monetization Award. With this momentum, placer this year introduced new games to the global market: "Let it Kkochi", which got featured on the Google Play Store, and "A Little Star".
Applicable Dates	
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	TriumphX foundation and Placer have signed a partnership whereby Placer will develop games with in-game NFT items for TriumphX's NFT Exchange. The exchange is currently under development and will adhere to the ERC-721 and 1155 standards on the Klaytn network. The TriumphX Foundation will continue to add more prominent partners to join our NFT exchange.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

▸ DY Games

Counterparty Website	
Counterparty Description	DY Games is a hyper-casual games developer that's been around since 2013. One of their latest games, 'Zombie-fire', reached 10 million users within 6-months of launch. **DY Games Appstore: **<https://play.google.com/store/apps/details?id=com.dygame.yumipuzzle> **DY Games Corporate** Info: <http://www.gamejob.co.kr/Company/Detail?M=15685151>
Applicable Dates	2020-10-08 ~
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A

Partnership Description	The TriumphX Foundation is the developer of a blockchain-based decentralized real transaction platform. Today, we are signing an official partnership with DY Games. TriumphX will provide a blockchain platform for DY Games, whereby the game developer will be able to build its own branded games based on the technology. TriumphX will provide the necessary know-how to assist DY Games on their new journey. The two companies will cooperate to expand each business by utilizing the NFT technology, and DY Games' next crypto game will be first be considered for the TriumphX NFT Exchange.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

CLEGAMES

Counterparty Website	http://www.clegames.com
Counterparty Description	Founded in 2013, CLEGAMES is one of the more prominent mobile game developers in South Korea. Following an investment from Com2us, they have since launched more than 8 games: 'Soul Seeker' was their greatest hit, ranked as Top 10 RPG in 59 countries in 2015 (10+ million users).
Applicable Dates	2020-10-16 ~
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	The TriumphX Foundation is the developer of a blockchain-based decentralized real transaction platform. Today, we are signing an official partnership with CLEGAMES. TriumphX will provide a blockchain platform for CLEGAMES, whereby the game developer will be able to build its own branded games based on the technology. TriumphX will provide the necessary know-how to assist CLEGAMES with their new journey. The two companies will cooperate to expand each business by utilizing the NFT technology, and CLEGAMES' next crypto game will work primarily with the TriumphX NFT Exchange.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

Pro Wrestling Society

Counterparty Website	https://pwsociety.weebly.com/
Counterparty Description	PWS (Pro Wrestling Society) aims to establish modern pro wrestling, the global cultural sensation as a one of the pop cultures in Korea, just like sports, movie and theater culture. PWS showcases top notch and trendy actions and wrestlers from various countries and background with multiple styles such as U.S, Japan, and Mexico.
Applicable Dates	2020-11-05 ~
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	The TriumphX Foundation, a developer of a blockchain-based decentralized real transaction platform, signed a mutual agreement with Korean professional wrestling organization PWS (Pro Wrestling Society) on digital asset NFT. For this cooperation, TriumphX provides a blockchain platform service to PWS and offers development and technology use rights to promote business based on PWS. PWS considered TriumphX platform as its first choice for "NFTization (Non-Fungible Tokenization)" of digital assets and support for transactions between users. PWS is a Korean professional wrestling organization that includes ‘Pro Wrestling Icon’ Kyung-Ho Cho, ‘Red Fox’ Si-Ho, ‘Korean Bulldozer’ Gustaf, and ‘Street Fighter’ Mir Kim.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

HiddenTag

Counterparty Website	http://www.hiddentag.com/nation/usa/main.jsp
Counterparty Description	HiddenTag is a unique authenticity verification solution based on original technology, which allows embedding different information to the labels with the same design. Over 300 domestic and overseas brands are currently using HiddenTag as an authentication solution for their exports, thus allowing HiddenTag to be well-known globally among the consumers as the trusted authenticity verification solution.
Applicable Dates	2020-12-11 ~

Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	Blockchain-based decentralized NFT platform developer TriumphX has signed a contract with HiddenTag, a genuine product authentication platform service company that utilizes ICT technology, to supply commodity service that can be used in the decentralized NFT marketplace. `![](https://s3.ap-northeast-2.amazonaws.com/upload.xangle.io/images/disclosure/common/image-6cd5e97e-260b-4808-91ea-d807c4894347.png)` HiddenTag is a company that has O2O technology to protect various products and collect data by applying encryption technology to digital contents and real objects. The HiddenTag C.O.P. label product supplied to Triumph X is a product label with a unique ID, which can be used to authenticate genuine products, report counterfeits, provide customer product information, and collect user usage pattern information through a mobile application. In the event that HiddenTag technology is applied to the NFT platform, the user can digitally store warranty card for the commodity by interlocking it with the digital asset NFT card data. Users can activate the product anytime, anywhere through a mobile device; in the trading market in which counterfeit transaction is a problem, HiddenTag technology enables easy verification of the commodity's authenticity.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

▸ TESSA

Counterparty Website	https://www.tessa.art/
Counterparty Description	TESSA operates an online investment platform service that allows small investments in blue chip artists' ownership of art targeting MZ generation (Millennials and Gen Z-ers), which accounts for 70% of new online investors as of 2020. Within the platform, independent blockchain distributed ledger technology enables safe and transparent management of work ownership and transaction history and current status.
Applicable Dates	2021-01-07 ~
Does this partnership has an expiration date?	No
Revenue Generation	Yes
Expected Revenue (USD)	N/A
Partnership Description	On January 7, 2021, crosschain-based decentralized NFT platform developer TriumphX has signed an agreement with TESSA, an investment platform company for fractional ownership of artworks. The NFT platform that TriumphX is preparing will showcase NFT in the form of gift certificates that can be purchased at a discount price on the ownership of one of the best artists of the time, including Julian Opie, Jeff Koons, and Damien Hirst. This global NFT platform will provide people from around the world a new perspective on the NFT art market.
Expected Benefits to Project Team	
Expected Benefits to Counterparty	

3.3 Project Progress

History

TriumphX is an asset trading platform for game items and real-life assets using TRIX coin. While the existing NFT-based game services were limited to the games, the platform will provide a three-way service that integrates NFT-based game and game item exchange, as well as a virtual asset exchange.

TriumphX is a decentralised exchange for the trading of in-game items that exists as NFTs. Our goal is to create a highly liquid decentralised market that enables users to trade NFT tokens that exist across various blockchains with the highest security and transparency. To achieve this, TriumphX will be integrated with multiple decentralised exchanges to facilitate the deep liquidity of NFT tokens. The TRIX token will complement the TriumphX ecosystem by creating a sustainable token economy through game theory and the TriumphX blockchain will be designed with scalability, interoperability and achieve finality in transactions in the most secure and transparent manner. It is designed to complement the rapid growth of gaming and Esports to provide gamers with the quality of services that they deserve.

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

TriumphX has a concrete plan for achieving interoperability through Polkadot, a cross-chain bridging network that Parity is developing in partnership with Substrate. Through the connection with Polkadot, TriumphX will have true interoperability with all blockchains in the Polkadot network and cross-blockchain transfers of any type of data or asset can be accomplished. This increases liquidity of NFTs and TRIX tokens as it increases access to the NFTs by the communities across a large number of blockchains.

For high-stakes transfers and trading, users may opt to have finality of their transactions occurring on a time-tested network such as Ethereum which has high security but also higher costs and longer time taken for finality onchain. Alternatively, if lower cost of transactions and speed is of essence for the user, a different blockchain such as EOS can be used by the user for quicker confirmation time. It is also possible for users to leverage on more complex strategies such as obtaining speed via an initial EOS transaction, and automatically finalizing the transaction on Ethereum after a pre-defined period of time helping users manage the trade-offs between transaction costs of short term trading (e.g. scalping/swing trading of NFTs) while ensuring security for items that are held as a store of value by the users.

In the future, if there are additional networks capable of enabling cross-chain transferability and interoperability, TriumphX can be further integrated with these networks to further increase the cross-chain transferability of NFTs ensuring that TriumphX blockchain is future proofed regardless of how new platforms are developed and forward compatibility of the NFTs with blockchain networks that have yet to exist.

3.4 Milestones

Title	Target Date	Status	Description
Q2,2021	2021-06-30		- Main Net - Kabocha Protocol Ver 1.0 - TRIX Ver 1.0
Q4,2020	2020-12-31		- Test Net - Kabocha Protocol beta - TRIX beta

3.5 Use Case

(1) Listing on LATOKEN

Date	2020-07-23
Type	Business: Adoption and commercialization
Name of main counter-party	
Involved companies or organizations	
Category	exchange
Main Participant	
List of others involved	
Description of blockchain application	

(2) Listing on Foblegate

Date	2020-08-10
Type	Business: Adoption and commercialization
Name of main counter-party	
Involved companies or organizations	
Category	exchange
Main Participant	
List of others involved	
Description of blockchain application	

(3) Listing on Bithumb Global

Date	2020-08-31
Type	Business: Adoption and commercialization
Name of main counter-party	
Involved companies or organizations	
Category	exchange
Main Participant	
List of others involved	
Description of blockchain application	

(4) Listing on MXC

Date	2020-09-15
Type	Business: Adoption and commercialization
Name of main counter-party	
Involved companies or organizations	
Category	exchange
Main Participant	
List of others involved	
Description of blockchain application	

3.6 Legal Concerns

No data available

PART III. Financial Information

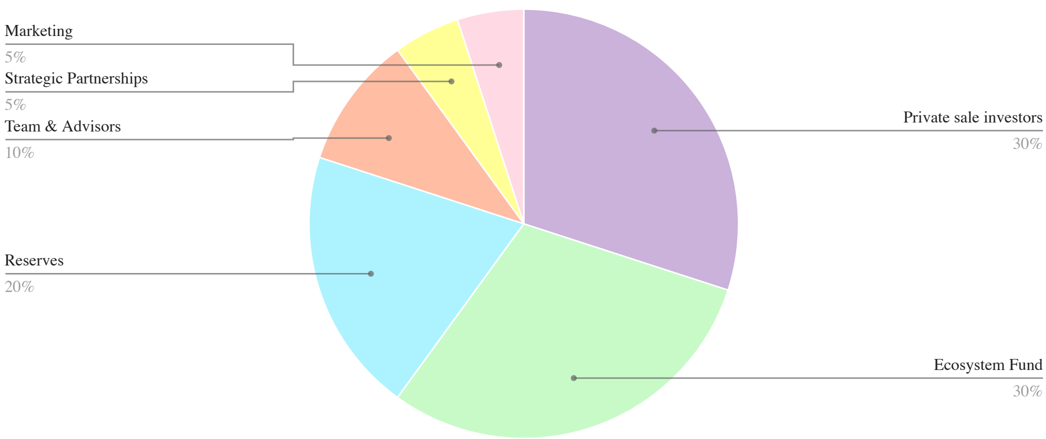
This section is only accessible by our Partners. Please contact us at direct@crossangle.io to inquire about access.

PART IV. Token Information

ITEM 1. Token Profile

Token Name	TriumphX
Symbol	TRIX
Token Economy	Creation of Non-Fungible Tokens for Trading Through TriumphX, gamers are able to tokenize Non-Fungible Tokens (NFTs) that represent the unique in-game items that they own. To tokenize these NFTs, gamers will be required to stake a small amount of TRIX tokens corresponding to a proportion of the in-game item's value. An API will validate the ownership of the items held by these users hence it is possible for the users to create a NFT of in-game items that have limited transferability as the item does not ever have to leave their inventory. The item can also continue to be used while it is being actively traded among users until a buyer redeems the item. Through the same API and through smart contract capabilities within the TriumphX blockchain, the item will be automatically transferred to the buyer and the staked TRIX tokens will be released back to the seller.
Token Usage	Blockchain-based games
Short Token Description	As a currency for P2P transaction on the decentralised exchange (trading of items)
Token Contract Address	0x056354F3Ff20743aa4c0DA365603871c7000b081
Base Platform	ETH
Mainnet Explorer Url	
Network	Type: Mainnet (Token) Network Type: ETH Network Sub-type: erc20
Project Type	Utility Token
Tokens were initially available and currently obtainable in the following method(s)	1. Exchange offering
Additional Token issuance or minting conditions, including implemented natural inflation.	N/A
Trading practices after the Token Sale by Company	1. Company has not purchased or sold Tokens after the Token Sale
Method of allocating tokens during Token Sale	total 600 million tokens on sale, unit price 30KRW (locked for 6 months or 12 months)

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
No Input
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
Management - marker for changes on TriumphX blockchain and voting
d) Other information that may be relevant to the Tokens or their sale
Presale
Aug. 1, 2020 - present

ITEM 2. Token Sales

2.1 Token Sales details

No Input

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 2021-01-20. Corresponding transactions hashes have not been provided within this report.

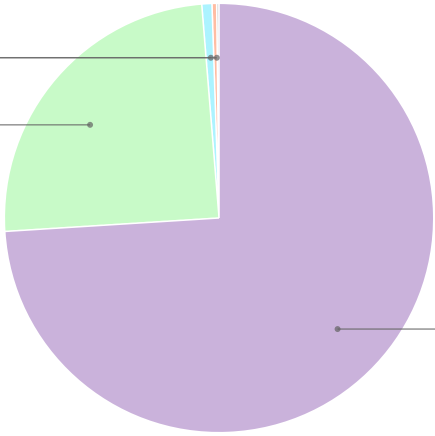
Purpose	Date	Amount	Value (USD)	Post Total Supply	Post Circulating Supply
	2020-06-26	10,000,000,000	N/A	10,000,000,000	10,000,000

ITEM 4. Listed Exchanges

	Exchange	Pair	Price	Volume	Percentage
	LATOKEN	TRIX/USDT	-	$517,108	57.70%
	MXC.COM	TRIX/USDT	$3	$192,365	21.50%
	Bithumb Global	TRIX/USDT	$3	$186,714	20.80%

ITEM 5. Token Ownership

The following is an automatic query result of wallet addresses based on balance holdings with meta data application as of 2021-01-20.

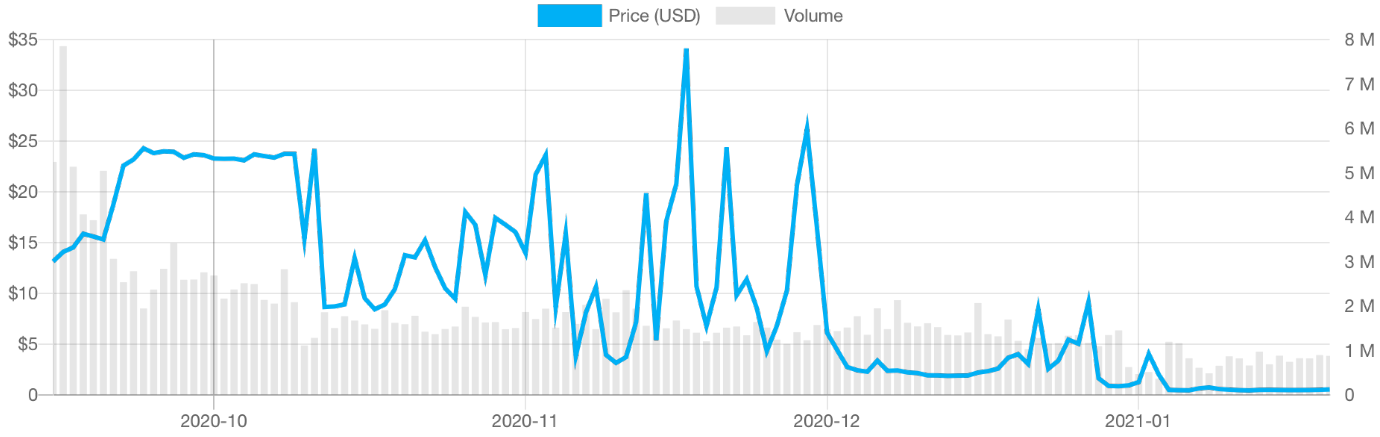


Rank	Address	Balance	Percentage
1	0x737A45891193497e7E066D8E80BCf28101Da3bfB (Unknown 1)	7,399,987,500	74.00%
2	0xb2CAb19347C653fc7D9eC45Ad0E3Ec57CFB611dA (Unknown 2)	2,471,321,584	24.71%
3	0x54F08D46E12664687f57bF7fd4699c73cDAc3f06 (Unknown 3)	76,064,666	0.76%
4	0x46c5848eEe527f32ab3e7326182cD5eb23D4E1E6 (Unknown 4)	34,736,929	0.35%
5	0x7891b20C690605F4E370d6944C8A5DBfAc5a451c (LAToken)	8,640,000	0.09%
6	0x029b2DE9C8292C96C26a73db2CDc3aA7e0503291 (Unknown 5)	3,429,353	0.03%
7	0x82057877203075aCa62ed09eA66df5D1Af54941a (Unknown 6)	2,300,000	0.02%
8	0x15808277260922e37A346Af5aD3B11d7B1530392 (Unknown 7)	1,005,000	0.01%
9	0x00343217B01188388C0E3242278231Ace35E1b61 (Unknown 8)	1,000,000	0.01%
10	0x6C0B51971650D28821cE30b15B02b9826a20B129 (Unknown 9)	735,114	0.01%
11	0x3e9AFaA4a062A49d64b8Ab057B3Cb51892e17Ecb (Unknown 10)	320,026	0.00%
12	0x47fd2CeD532c72Ccfd3964DbeB5c0F2A6CF386aD (Unknown 11)	110,000	0.00%
13	0xCCa9b0E637Cebabcf870151442d6d690CCE158Ad (Unknown 12)	90,000	0.00%
14	0xDCF15305E931cd9721c601ecD399a2F95FaacDe5 (Unknown 13)	89,922	0.00%
15	0xeE61F5fB0dB81d3A09392375Ee96f723C0620E07 (Unknown 14)	82,321	0.00%
16	0xE39c0CeA4B30b6ce6e10497595062cC37584fB3d (Unknown 15)	50,101	0.00%
17	0x67eA830B1b4abbF74694238484d29708d9CB6FAC (Unknown 16)	27,989	0.00%
18	0x6596aA28c75b580668dF40bAf190BCD73C89405a (Unknown 17)	9,300	0.00%
19	0x2F93C8277E96464d4857b868Fa18BbDA0b3495d0 (Unknown 18)	100	0.00%
20	0x6934FB9cAA6c785191E0581a4f888a9fAa6935a6 (Unknown 19)	35	0.00%

ITEM 6. Token Price

The following are market data present as of 2021-01-20.

Price Performance



▸ **USD**

Current Price : $0.518

Change (7d/24h/1h) : 22.2% | 12.1% | 4.8%

Initial Offering Price : $0.442279

Return since Initial Offering : 1.17 X

▸ **ETH**

Current Price : 0.000379 ETH

Change (7d/24h/1h) : -7.9% | 8.6% | 5.3%

Initial Offering Price : - ETH

Return since Initial Offering :

▸ **BTC**

Current Price : 0.000015 BTC

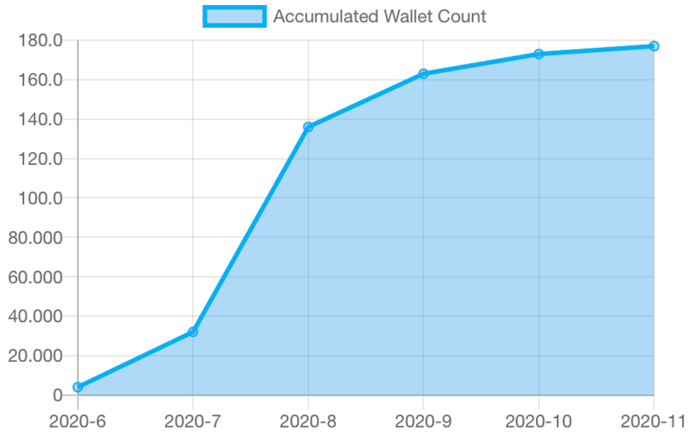
Change (7d/24h/1h) : 15.2% | 15.6% | 4.8%

Initial Offering Price : - BTC

Return since Initial Offering :

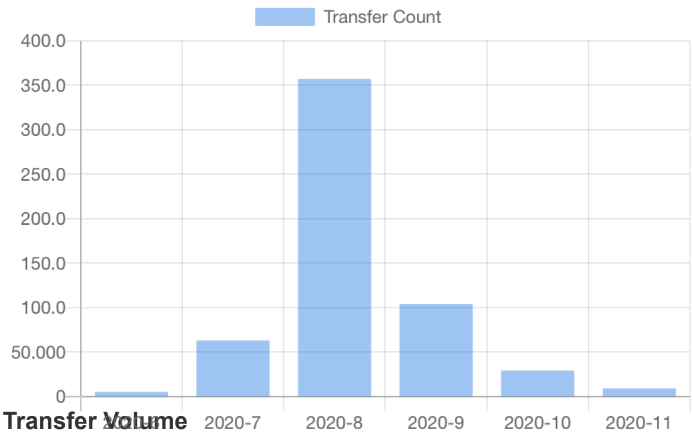
ITEM 7. On-chain Performance

Accumulated Wallet Count



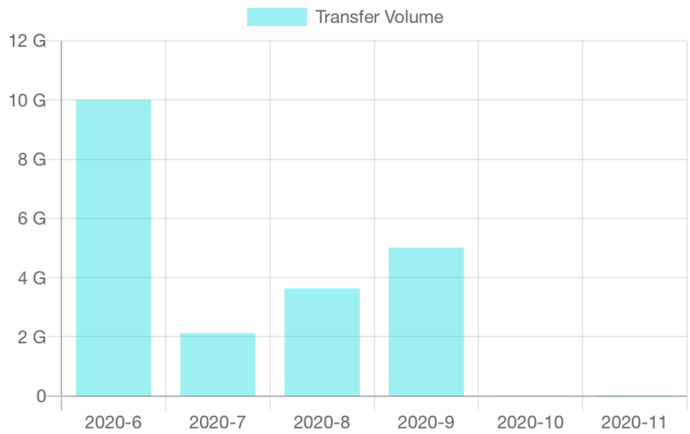
Date	Accumulated Wallet Count	New Wallet Count
2020-11	177	4
2020-10	173	10
2020-9	163	27
2020-8	136	104
2020-7	32	28
2020-6	4	4

Transfer Count



Date	Token Transfer Count
2020-11	9
2020-10	29
2020-9	104
2020-8	357
2020-7	63
2020-6	5

Transfer Volume



Date	Token Transfer Volume
2020-11	3,735,173.11
2020-10	20,172,987.448
2020-9	5,013,959,075.886
2020-8	3,633,389,134.189
2020-7	2,118,558,223.51
2020-6	10,000,001,998

PART V. Compliance

This section is only accessible by our Partners. Please contact us at direct@crossangle.io to inquire about access.