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Disclosure Level **A+**

Xangle disclosure level policy

A+ 57 or more

A 50 ~ 56

B 42 ~ 49

C 41 or less

(Out of total 63 questionnaires)

EN ▼

Due Diligence Report



Ultra Corporation OÜ

Estonia

(Country or jurisdiction of incorporation)

14442084

(Entity Registration Number)

Tour Montparnasse, 33 avenue du Maine, 75015 Paris

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

Company Representative (Report Data Submitter)

Name	Position	Office Phone Number	Telegram ID
Nicolas Gilot	Co-CEO	+32476043975	@nighty9

TABLE OF CONTENTS

[I. Corporate Profile](#)

[II. Business Information](#)

[III. Financial Information](#)

[IV. Tokens](#)

[V. Compliance](#)

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://ultra.io/
Main communication channel	
Twitter	https://twitter.com/ultra_io
Company Blog	https://medium.com/ultra-io
Facebook	https://www.facebook.com/Ultra-441139419649279
Linkedin	https://www.linkedin.com/company/ultracorp/
Github	
Reddit	
Telegram	https://t.me/ultra_io
WeChat	
KaKaoTalk	
Custom Link	Discord - https://discordapp.com/invite/9EUPGrW

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	Ultra Corporation OÜ
Establishment Date	06 Mar 2018
Jurisdiction of Incorporation	Estonia
Principal Office Location	Tour Montparnasse, 33 avenue du Maine, 75015 Paris
Address of Official Company Registration	Tartu mnt 83-701, 10115 Tallinn, Estonia
Company Name for Website Display	Ultra
Description of Company	<p>Designed to break the market monopoly, Ultra is the next-generation games distribution platform, offering new solutions to both developers and players.</p> <p>Ultra has a blockchain foundation empowered by our staged software download technology, that has reliably served more than 100 million downloads around the world.</p> <p>Our blockchain-based functionalities allow for innovative business customizations and offer a whole new set of opportunities bound to become the developers' gold standard.</p>
Company Website	https://ultra.io/
Whitepaper Link	https://ultra.io/whitepaper
Mission and Vision	To build a first-class PC game publishing platform and ecosystem that puts an end to the current distribution monopoly by providing new opportunities to game developers, players, and influencers.

ITEM 2. Team

2.1 Executives & Founders

The following sets forth certain information regarding the company's executive officers and founders, their details and positions as of 2019-11-18

David Hanson

Position Title	CEO
Short Bio	18 years of experience founding companies and operating as CEO position including Xiaobawang, a 100+ million USD game console project Subor Z+ in partnership with AMD and a video game studio later acquired by Kingsoft (founded by Xiaomi's CEO).
Experience	
Education	
Company e-mail	
Social	in @david-hanson-85026419/

Nicolas Gilot

Position Title	CEO
Short Bio	Serial entrepreneur and Strategist, led 100+ million USD game console project Subor Z+ as Xiaobawang's CSO, 1.5x – 3x revenue of multiple game/app projects through his monetization strategy firm (Plants VS Zombie, Highnoon, The Economist, ...).
Experience	
Education	

Company e-mail

Social [in](#) @nicolas-gilot-8168a613

Mike Dunn

Position Title CTO

Short Bio

Mike has been responsible for technical due diligence of major investment and acquisition initiatives including as a part of numerous IPOs and positive exits via acquisition.

Mike's former CTO and technology leadership roles include: Dell (Founding CTO of the online/e-commerce division & founding technologist for Dell's Strategic VC group); Time Warner Corporate CTO (Founding technologist for their Strategic VC group); TrueCar, (Mike was hired to prepare them to go public and then successfully led them thru an IPO); Hearst Interactive Media, where he was responsible for enterprise strategic and operational technology leadership, was actively involved in Hearst's Strategic VC group, conducting technical due diligence on new investment opportunities as well as providing ongoing technical guidance to Hearst portfolio of early stage startups; Encoda Systems, a technology and advertising services provider for the broadcast industry; True North Communications, a multinational media creation and advertising agency; Turner Broadcasting; Hanna-Barbera Animation Studios; and Americast, a joint venture of Walt Disney Co. He has over a decade overseeing and coordinating both Time-Warner's and Hearst's sponsorship of the MIT Media LAB.

Experience

Education

Company e-mail

Social [in](#) @glemak

Edward Moalem

Position Title Chief Strategy Officer

Short Bio

Edward has held a number of key roles in his 30+ years in games and entertainment. In 1997 he was hired as the Senior Director of digital content for NetActive. In 2000, he was hired by Apple to reorganize the games group and evangelize Apple's commitment to games. In this role, he reported directly to Steve Jobs. In 2006, Edward leveraged his extensive rolodex to broker the acquisition of Adscape Media by Google. He was then hired by Google as their Senior Director of Content Acquisition. From 2007 to 2012 he managed publisher relations for several technology companies and since 2012 has founded 2 consultancies focusing on leveraging his relationships to reduce sales and licensing cycles for a variety of clients. Additionally, Edward has founded and sold a number of companies, including Skyy Vodka.

Furthermore, he secured \$30 mil in investment from Tencent for an MMO, licensed World of Tanks from WarGaming, GuildWars2 from Arena.net, Hawken from Meteor and Offensive Combat from U4IA to KongZhong, and brokered all major gaming software deals going into and out of South Korea through the KIPA agency.

Experience

Education

Company e-mail

Social [in](#) @edwardmoalem

Julien Marron

Position Title CFO

Short Bio

Julien worked for nearly 8 years at Ubisoft, including working at the international development studios headquarters where he started a cycle of long term internal consulting missions in 6 Ubisoft development studios around the world for various topics such as helping to reduce costs in China, defining a compliance with local rules in India, building an internal tool to train local controllers in Romania, and refocus the strategy in Morocco. In 2011, Julien accepted the CFO position at Kobojo for 2 years, a video game developer focused on Facebook social games. He successfully secured \$3 Million in subsidies and financial resources. Lastly, In 2013, Wargaming recruited Julien to oversee a \$350 million business arm, giving him financial responsibility over the US/UE publishing zones. Three years later, he was supervising all publishing financial tasks as the divisions business partner.

Experience

Education

Company e-mail

Social [in](#) @julien-marron-7906a529

2.2 Engineering Team Leaders

The following sets forth certain information regarding the company's development and engineering leaders, their details and positions as of 2019-11-18

Beibei Du

Position Title Lead Blockchain Developer
Short Bio
Experience
Education
Social

Mikhael Gerbet

Position Title Lead Frontend Developer
Short Bio
Experience
Education
Social

Hugo Loos

Position Title Lead Backend Developer
Short Bio
Experience
Education
Social

2.3 Advisory

The following sets forth certain information regarding the company's advisories, their details and positions as of 2019-11-18

Ritche Corpus

Company AMD
Role of Advisor Lead Content Advisor

Allen Foo

Company UCCVR
Role of Advisor China Market Advisor

Alexandre Mironesco

Company IÉNA Capital
Role of Advisor Investment Banking & IPO Advisor

2.4 Organization Structure

The following sets forth certain information regarding the structure of the company as of 2019-11-18

Name of Department/Group/Office/etc.	Number of Full-Time Staff	Number of Part-Time Staff	Head of Department (Maybe left blank)
Executives	7	0	
Development	23	0	
Design	3	0	
Community	3	0	
Total	47	0	

Name of Department/Group/Office/etc.	Number of Full-Time Staff	Number of Part-Time Staff	Head of Department (Maybe left blank)
Product	4	0	
Strategy / Management / HR / Legal	7	0	
Total	47	0	

PART II. Business Information

ITEM 1. Industry Classification

Sector	Information Technology
Industry	Software
Category	Entertainment & Gaming
Sub-category	1. Interoperability, Network, Platform

ITEM 2. Industry Description

2.1 Industry Overview

Steam, Apple and Google have created convenient ways for users to find and install software by means of important advances in digital content delivery — commonly expressed to end-users as “app stores.” The success of these platforms over the past 10 years has meant that users have grown to expect and demand the kind of ease-of-use and seamless purchasing experience that these platforms provide. However, this success has also produced a number of challenges for the industry, which includes monopoly, discovery failure, and missed opportunities.

2.2 Recent Trends

(1) Gamer population on constant rise

Nearly 1 in 3 people on earth are now playing video games. That's 2.1 billion individuals playing at least once a month. The average profile of a PC gamer is 35 years-old, playing for 13 years and has strong purchasing power.

(2) Global Ad revenue is growing

Gamers represent a highly valuable demographic that has always been hard to reach - mostly because they have abandoned traditional media. Word-of-mouth, YouTubers, live streamers, and other new channels are how most of these customers make their purchase decisions. In 2016, the digital advertising market grew by +17% YoY while offline media ad sales (linear TV, print, radio, and out-of-home) were flat (+0.3%).

2.3 Target Market Size

USD 32 Billion in 2017

2.4 Target Customers

PC gamers, PC game developers, Advertisers

2.5 Competitors

2.5.1 Existing Industry Competitors

The following sets forth certain information regarding the company's conventional competitors already established within the industry as of 2019-11-18:

Steam - Valve Corporation

Description	Steam is a video game digital distribution platform developed by Valve Corporation. The software provides a freely available application programming interface (API) called Steamworks, which developers can use to integrate many of Steam's functions into their products, including matchmaking,
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in-game achievements, microtransactions, and support for user-created content through Steam Workshop.

Epic Games Store

Description After Fortnite's success Epic Games released their own game digital distribution platform. Epic Games is focused on taking a low revenue share of developers and offering a convenient referral system for engaging with content creators.

2.5.2 Token Project Competitors

The following sets forth certain information regarding the company's competitors that have implemented Token economics as of 2019-11-18:

Token Symbol

Network Type

Description

ITEM 3. Project's Business Model

3.1 Business Description

3.1.1 Business Model

- Game sales revenue shares
- Item trading revenue shares
- Advertisements
- Monthly content subscription plan revenue shares
- Third party applications and services revenue shares

3.1.2 Platform or Application Overview

General platform description

No Input

Functions of the solution

Ultra provides developers the unique flexibility of a custom-built platform without the need to invest millions of dollars and years of research, development, and maintenance. Blockchain makes it possible to process nano-payments instantly, proof of ownership, transaction transparency and a myriad of other features that allow Ultra to provide more control and better deals to developers while also bringing exciting innovations and financial incentives to players. With a thriving indie and AAA development ecosystem, there's never been a better and more urgent time for a platform to provide new opportunities and differentiation. Ultra is not just a storefront for games, it's a full ecosystem that developers can leverage to bolster their business. Ultra can accommodate many different business strategies for all developers. Whether they are industry giants or indies, publish Free-to-play or Premium games, eSports or single-player games, Ultra fits 100% of the PC games distribution market but also caters to side markets such as item trading, tournaments etc.

Pain Points to solve

No Input

3.1.3 Product/Service Line Description

· Ultra GO

Platform companion app providing convenient features for mobile users on the go, adds new sources of income for players and increase retention.

· Ultra Games

A games ecosystem with hundreds of new, existing, and exclusive titles which pushes the boundaries of blockchain with exposure to millions of users.

3.1.4 Competitive Advantage

Ultra poses a decentralized solution to create a distribution platform with 50% lower fees than those two competitors. In comparison to competitors that make use of blockchain technology, Ultra is focusing on a much wider scope than others are. Furthermore, Ultra is committed to ensuring that developers are supported, compensated quickly for sales, and hand over a smaller percentage of revenue. Ultra-remits 85% of purchases back to developers, requiring only a 15 percent rev-share split, and payment is sent immediately, instead of being forced to wait thirty to sixty days. Ultra provides a rich collection of in-store selling assets they call the Marketing Toolbox. The Toolbox includes a variety of marketing & promotional utilities, including an influencer program to attract gamers to their products.

3.1.5 Intellectual Property

No Input

3.2 Partnerships

▸ Bitfinex

Counterparty Website	https://www.bitfinex.com/
Counterparty Description	Professional crypto trading platform
Applicable Dates	
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	Bitfinex was announced as one of the three tech block producers that will initially run Ultra blockchain's mainnet: https://cointelegraph.com/news/bitfinex-among-first-block-producers-of-blockchain-games-distributor-ultraio
Expected Benefits to Project Team	Bitfinex will act as a block producer on Ultra blockchain
Expected Benefits to Counterparty	Bitfinex will participate in Ultra blockchain's governance and will earn rewards for block producing

▸ EOS New York

Counterparty Website	https://www.eosnewyork.io/
Counterparty Description	Top Block Producer and Tech contributor to EOS
Applicable Dates	
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	EOS New York was announced as one of the three tech block producers that will initially run Ultra blockchain's mainnet: https://medium.com/ultra-io/today-we-are-really-excited-to-publicly-release-the-name-of-our-3-first-technical-block-producers-a39aa9733af5
Expected Benefits to Project Team	EOS NY will act as a block producer on Uktra blokchain
Expected Benefits to Counterparty	EOS NY will participate in Ultra blockchain's governance and will earn rewards for block producing

▸ EOS Rio

Counterparty Website	https://eosrio.io/
Counterparty Description	Top Block Producer and Tech contributor to EOS
Applicable Dates	
Does this partnership has an expiration date?	No
Revenue Generation	No
Expected Revenue (USD)	N/A
Partnership Description	EOS Rio was announced as one of the three tech block producers that will initially run

Ultra blockchain's mainnet: <https://medium.com/ultra-io/today-we-are-really-excited-to-publicly-release-the-name-of-our-3-first-technical-block-producers-a39aa9733af5>

Expected Benefits to Project Team EOS Rio will act as a block producer on Uktra blokchain

Expected Benefits to Counterparty EOS Rio will participate in Ultra blockchain's governance and will earn rewards for block producing

3.3 Project Progress

History

Founded in 2017 by Gilot and co-CEO David Hanson, Ultra plans to disrupt monopolistic practices of the game industry.

Project Status

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)

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

Plan or Strategy to expand platform or token

Ultra has built its own powerful SDK that is fully compatible with Steam and other platforms. That means that gamers can play on the Ultra platform a multiplayer game with players on Steam, moreover, all of the data from Steam games can be tokenized through Ultra.

3.4 Milestones

Title	Target Date	Status	Description
Ultra closed Beta release	2019-12-02		Ultra released privately to a few tech partners and game developers testing purposes.
Token generation event	2019-07-16	Completed	
Ultra SDK	2019-01-01	Completed	Games
Distribution technology integration	2018-07-01	Completed	
Ultra Overlay	2017-10-01	Completed	
Ultra platform development initiation	2017-07-01	Completed	
Ultra technical design completed	2017-04-01	Completed	
Ultra project initiation	2017-01-01	Completed	

3.5 Key Progress

(1) Ultra Games SDK

Applicable Dates

Category Technology: Implementation and integration

Status Ongoing

Name of main counter-party Game developers

Involved companies or organizations**Target Industry**

Entertainment

Type of Project**Main Participant****List of others involved****Description of blockchain application**

Developers love platform SDKs because they can spend more time developing their core application or game features while leaving low-level plumbing like user authentication, Digital Rights Management, microtransactions, messaging, leaderboards, achievements, and so on to other platforms. The Ultra Games SDK will completely close the gap between legacy publishing platforms and Ultra by providing all SDK features available from competing platforms. In this way, porting an application or game from other platforms to Ultra will be easy and effective.

3.6 Legal Concerns

No data available

PART III. Financial Information

ITEM 1. Equity Shareholders

The following sets forth company cap table of equity shareholders of the organization with more than 5% stake as of 2019-11-18
Number of Shares Outstanding:

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

ITEM 2. Equity Funding History

2.1 Equity Funding Rounds

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

2.2 Extraordinary Relations with Company

The following sets forth companies and organizations with extra-ordinary relations with company as of 2019-11-18

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 2019-11-18:

3.1 Simplified Income Statement

(USD)

Revenue

Cost of Goods Sold (COGS)

Gross Profit

Operating Expenses (SG&A)

Other Revenue & Expenses

Operating Income

3.2 Simplified Balance Sheet

(USD)

Fiat

Cash Equivalent

(USD)

Total Fiat & Cash

Digital Asset

Book Value of All Assets

3.3 Key Ratios

No data available

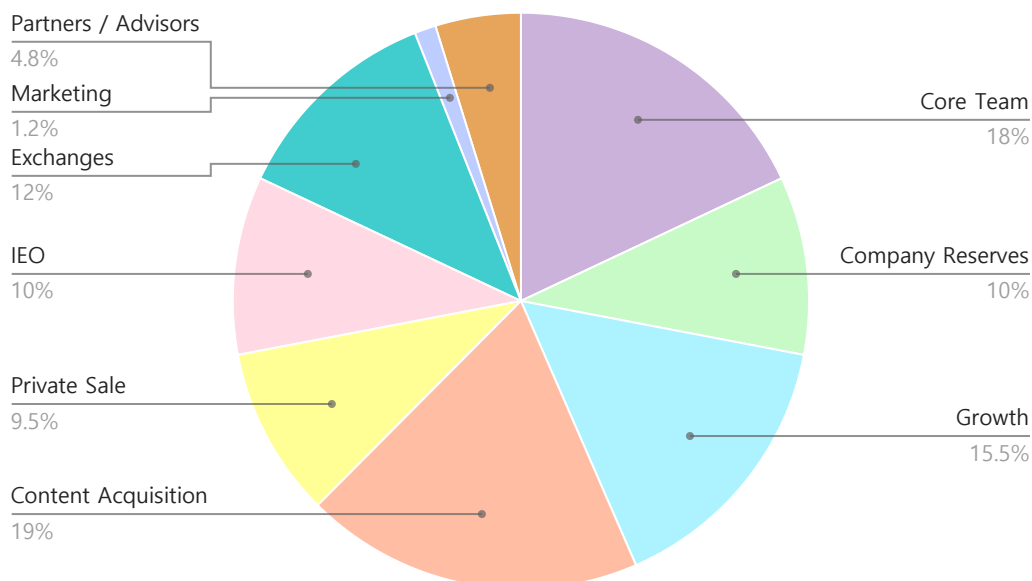
PART IV. Token Information

ITEM 1. Token Profile

Token Name	Ultra
Symbol	UOS
Token Economy	Ultra token will be used as the backbone medium of exchange for blockchain transactions
Token Usage	<p>UOS is the Token that powers the Ultra Ecosystem and can be used to purchase everything on the platform, including games, virtual items and ads for game developers. Ultra will accept traditional forms of payment such as Paypal and credit cards as well. These fiat currency transactions are converted to UOS seamlessly on the backend and are completed on the blockchain with UOS tokens. The token will also be used across the platform in many non-transactional ways including betting, tournaments, and donations.</p> <p>Furthermore, various features will be powered by the token.</p> <p>TIMELOCK 10 to 20% of every transaction will be kept in a smart contract for 60 days. In addition, 5% of Ultra profits will be reserved for 2 years to fund exclusive games that use its blockchain and NFTs capabilities.</p> <p>ENGAGEMENT Tokens are earned by performing specific actions such as; helping developers to build better games; watching ads; beta testing; answering surveys, and more.</p> <p>STAKING Players can get rewarded with free games, swag and exclusive content just by holding tokens.</p> <p>SPENDABILITY Users can buy and sell games/items for UOS, and in hundreds of shops through partners.</p> <p>Lastly, all actors are incentivized to keep tokens within the ecosystem and we expect developers to keep at least 40% of their revenue within the ecosystem. This results in a situation in which the demand on exchange is always bigger than the supply.</p> <p>For more details see here https://docs.google.com/document/d/1MbWJjUsMkFyiLHFvFJ7DXgld83ytn5VQc6aG-C93VA/edit?usp=sharing</p>
Short Token Description	UOS exists as an ERC20 token until swapped to Ultra blockchain mainnet
Token Contract Address	0xd13c7342e1ef687c5ad21b27c2b65d772cab5c8c
Base Platform	EOSIO
Mainnet Explorer Url	
Network	No Input
Project Type	Utility Token
Tokens were initially available and currently obtainable in the following method(s)	<ol style="list-style-type: none">1. Private offering2. Payouts to compensate employees, reward users, fund projects, and other direct use from reserve funds3. Mining4. Public offering
Additional Token issuance or minting conditions, including implemented natural inflation.	<p>There's no supply growth until mainnet.</p> <p>Once mainnet launches there's a very small supply growth rate for covering the costs of Block Producers. This supply growth rate will only be about 0.1% yearly.</p>
Trading practices after the Token Sale by Company	<ol style="list-style-type: none">1. Company has not purchased or sold Tokens after the Token Sale
Method of allocating tokens during	First come, First served

Token Sale

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



Token Holder Rights

- Receive payments or other consideration under the following circumstances
No payments or other consideration for token holders.
- Tokens give holders ownership or contractual interest or rights in the following circumstances
No ownership or contractual interests for token holders.
- Token holders may vote on the following matters
No voting for token holders.
- Other information that may be relevant to the Tokens or their sale
Can be used within the Ultra ecosystem.

ITEM 2. Token Sales

2.1 Token Sales details

Projected Total Supply	1,000,000,000
Genesis Supply	1
Initial Offering Status	No
Initial Offering Price (USD)	0.05
Initial Offering Price (ETH)	
Initial Offering Price (BTC)	
Funding achieved in relation to the target hard cap (%)	100

Percentage of individual investors at initial offering

Terms and conditions for top backers

No Lockup

2.2 Initial Offering Rounds

Round 1

Round Name: Presale

Amount of Tokens Sold: 95,418,298

Total Sale Amount Raised in USD: 6,500,000

Institutional Participants:

Start Date: 2018-01-01

End Date: 2018-09-30

Denomination	Price per Token	Amount raised in USD
Presale	0.067	6,500,000

Round 2

Round Name: IEO

Amount of Tokens Sold: 100,000,000

Total Sale Amount Raised in USD: 5,000,000

Institutional Participants:

Start Date: 2019-07-17

End Date: 2019-07-17

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 2019-11-18. Corresponding transactions hashes have not been provided within this report.

Purpose	Date	Amount	Value (USD)	Post Total Supply	Post Circulating Supply
Pre-sale monthly vesting - 3/9	2019-12-14	10,602,033	N/A	1,000,000,000	131,806,099
Pre-sale monthly vesting - 2/9	2019-11-14	10,602,033	N/A	1,000,000,000	121,204,066
Pre-sale monthly vesting - 1/9	2019-10-15	10,602,033	N/A	1,000,000,000	110,602,033
Token Generation Event	2019-07-17	1,000,000,000	N/A	1,000,000,000	100,000,000

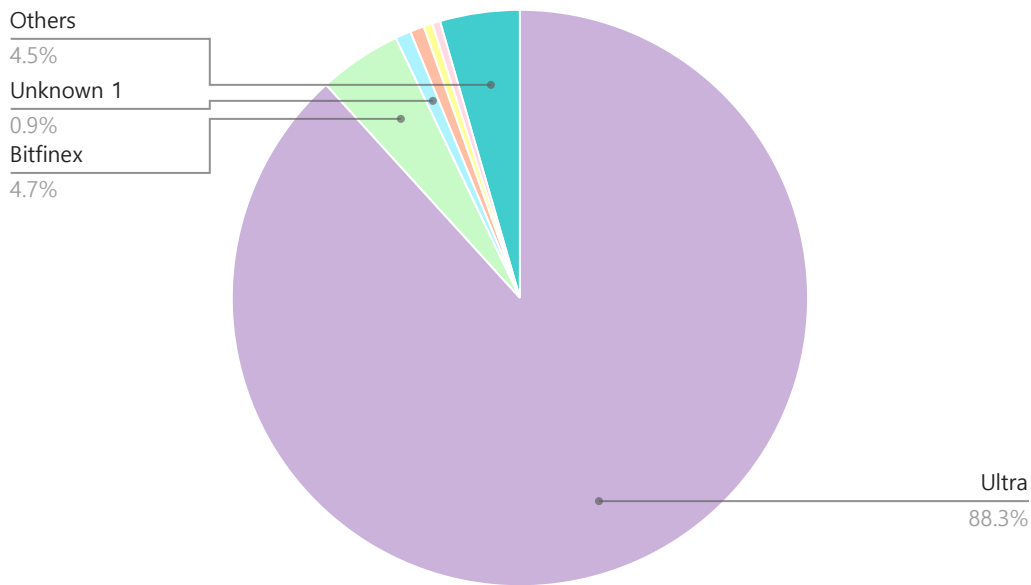
ITEM 4. Listed Exchanges

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 2019-11-18.



Rank	Address	Balance	Percentage
1	0xD13c7342e1ef687C5ad21b27c2b65D772cAb5C8c (Ultra)	882,500,656	88.25%
2	0x742d35Cc6634C0532925a3b844Bc454e4438f44e (Bitfinex)	46,540,609	4.65%
3	0xCb7e765fCA1bD843E840409Df01ed14b6f60FCC4 (Unknown 1)	8,767,413	0.88%
4	0x876EabF441B2EE5B5b0554Fd502a8E0600950cFa (Bitfinex)	7,907,852	0.79%
5	0x8545D1B51D8AE54416C5b04C3052304F6603c874 (Unknown 2)	5,000,000	0.50%
6	0x999E77c988C4C1451d3B1c104a6cca7813A9946E (Unknown 3)	4,514,083	0.45%
7	0x4BD671825810Dd7a27D73185a79e095924f2AA12 (Unknown 4)	4,500,001	0.45%
8	0xF66aE9b33Aa97296d51bd1307a63b4B8Aed95991 (Unknown 5)	3,500,000	0.35%
9	0x34872874b65E12408eC0265E9cf0a35FA6c8D13E (Unknown 6)	3,244,891	0.32%
10	0x47b0A2e4DEBe1A22Be7771D176d63AD71FF6C770 (Unknown 7)	2,034,412	0.20%
11	0x7ADBD742DfF184982250E99925E61a49ac5C4884 (Unknown 8)	2,013,050	0.20%
12	0xbe41D37eB2d2859143B9f1D29c7BC6d7e59174Da (Unknown 9)	1,456,620	0.15%
13	0x006B25A7C3d738FeF719A2cBCeBE088Eba405443 (Unknown 10)	1,402,726	0.14%
14	0x8B663906B9Bcf63A229C5d25d4aa0d845102c4Ba (Unknown 11)	1,361,247	0.14%
15	0xDE68d623c35A2E5f893A7E78FE4e5B9Da4A5739f (Unknown 12)	1,319,809	0.13%
16	0x5564984080E73e1180C531c9FcA76Fb5CbfEcE6C (Unknown 13)	1,014,134	0.10%
17	0xfdf36eC3227BeC1AfbC9519bB7779a3763925A02 (Unknown 14)	900,000	0.09%
18	0x382940F956c5Fef3fea448944Fbb44778CCcDAA1 (Unknown 15)	816,728	0.08%

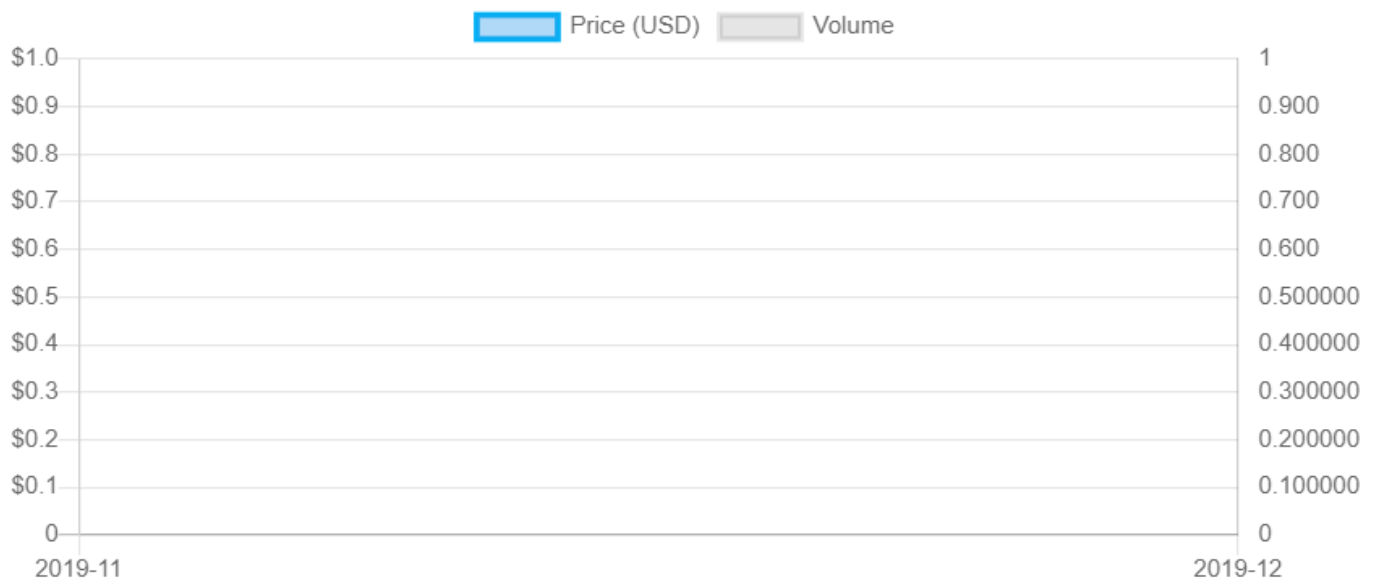
Rank	Address	Balance	Percentage
19	0x538d278E05A35c96bCDca1039e92C65b994256a0 (Unknown 16)	797,271	0.08%
20	0xb6f4B6e964e39B94E18b7101261B9210fcbAbD86 (Unknown 17)	743,455	0.07%

ITEM 6. Token Price and Market Cap

The following are market data present as of 2019-11-18.

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) : % | % | %

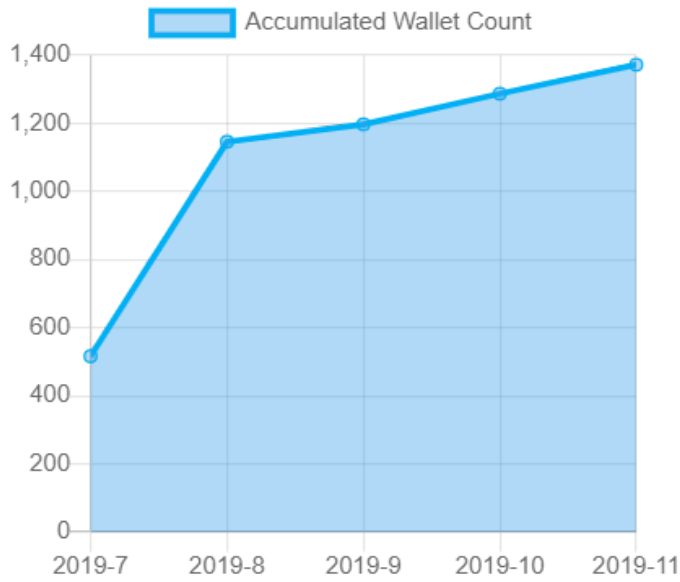
Market Cap : -

Initial Offering Price : - ETH

Return since Initial Offering :

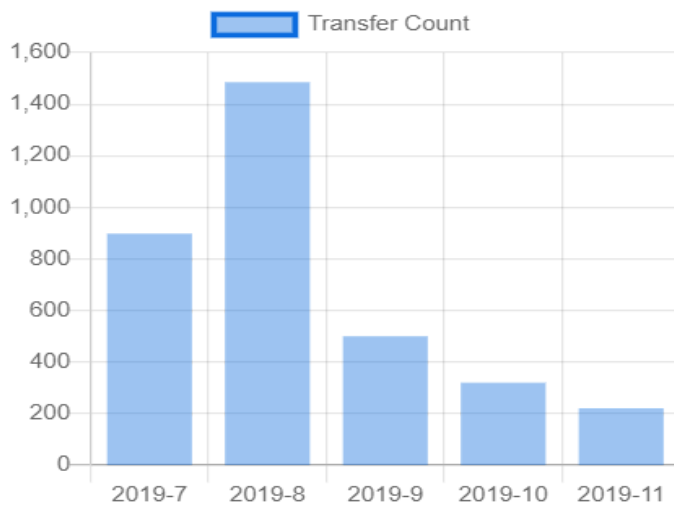
ITEM 7. On-chain Performance

Accumulated Wallet Count



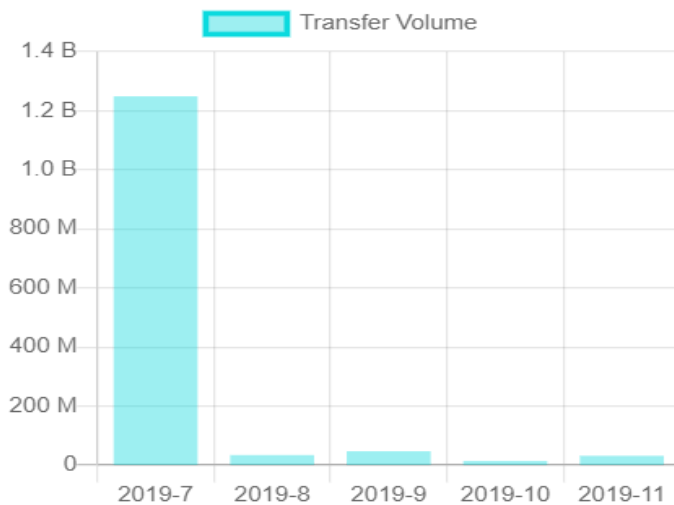
Date	Accumulated Wallet Count	New Wallet Count
2019-11	1,372	85
2019-10	1,287	90
2019-9	1,197	51
2019-8	1,146	630
2019-7	516	516

Transfer Count



Date	Token Transfer Count
2019-11	221
2019-10	320
2019-9	500
2019-8	1,485
2019-7	898

Transfer Volume



Date	Token Transfer Volume
2019-11	31,456,983.54
2019-10	13,882,832.124
2019-9	47,041,830.247
2019-8	34,004,716.372
2019-7	1,248,969,234.264

PART V. Compliance

ITEM 1. Legal

Legal Memorandums and Opinions

Date	Target Jurisdiction	Sender / Written by	File
2018-12-04	Estonia	NJORD Law Firm	

Legal Compliance

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

A: Yes

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

A: Yes

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

A: Yes

ITEM 2. Technical

Technical audit results and other equivalents

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

Technical Compliance

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

A: Yes

Right now UOS is an erc20 token and therefore very easy to integrate.
Our upcoming mainnet is compatible with EOS and therefore the integration work is minimal if the exchange already supports EOS.
On top of that, we can help with the integration process if there are any problems.