

## Incentivizing Transparency and Traceability in Global Food Supply through Gamification

BUZZ Token Sale, June 2018

"DropChain is an end-to-end supply chain ecosystem addressing the need for transparency and traceability in the global food and beverage trade."

## **CHALLENGES**

Blockchain enables us to tackle many key issues in global supply chains today. By breaking down data silos, aligning stakeholder incentives to drive supply chain transparency, and allowing brands and consumers to trace a product from end-to-end, this will result in a more transparent and accountable food supply network.

#### DATA FRAGMENTATION

The DropChain Network delivers a low-cost, easy-toadopt, open-standard ecosystem for all supply chain stakeholders, building on top of our existing technology

#### 2 TRANSPARENCY

The DropChain Network leverages an innovative gamified incentive program rewarding each physical distribution channel for their participation in the supply chain, the first of its kind

#### TRACEABILITY

The DropChain Network provides laser-focused market data to brands and endusers, enabling them to track the movement of a product from grape to glass



# STAKEHOLDERS

DropChain's unique tokenized incentive structure allows us to address the inherent needs of key stakeholders along the supply chain

#### BRANDS

Includes brand owners interested in driving full supply chain transparency to better understand their market and customers

#### **DISTRIBUTORS**

Includes key distribution points along the supply chain who will help drive transparency if properly incentivized to do so

#### **END CONSUMERS**

Includes small business owners and consumers alike, who expect traceability in the products they sell and consume

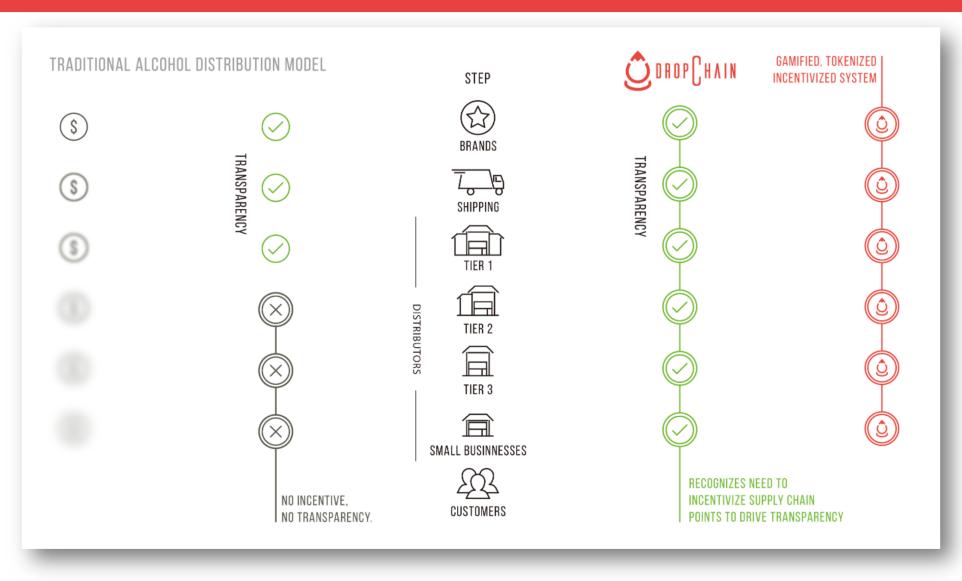
## KEY FEATURES OF THE DROPCHAIN NETWORK

- Gamified tokenized incentive structure
- Hardware and tracking tag agnostic
- Low implementation and operational costs

- Global dashboard for brands to track product data
- Comprehensive data integrity fraud detection algorithms
- Standardized GS1 global data exchange standards



## **HOW IT WORKS**



Tokenization and gamification of the supply chain creates benefits for big brands, top-tier distributors and downstream players, thereby aligning user incentives toward further growth of the DropChain ecosystem.



### TOKEN ECONOMICS

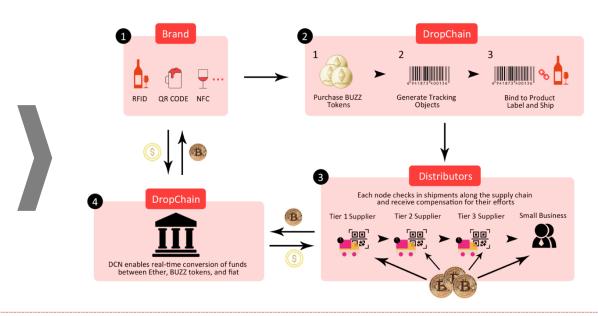
The DropChain Network is powered by the tokenization of data tracking and supply chain distribution point contribution activities.

Brands spend BUZZ tokens to obtain access to DropChain's ecosystem to track the movement of their products.

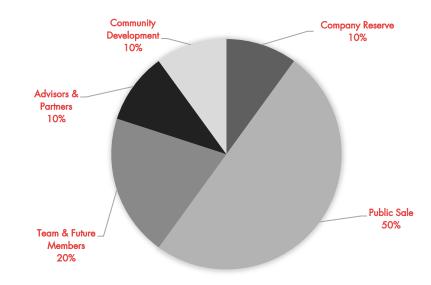
Distribution points and even end-users can receive BUZZ tokens as payment for scanning shipments into the DropChain Network.

BUZZ tokens can be withdrawn into fiat or used within the ecosystem to obtain additional B2B privileges, such as using tokens to extend the payment terms for a restaurant owner's alcohol purchase through a DCN partner.

#### **BUZZ Token Incentive System**







Main Sale Details	
Hard Cap	USD 20 Million
Dates	17 JUNE 1:00PM UTC to 1 JULY 12:59PM UTC
Accepted Currencies	ETH only
BUZZ to USD Rate	1 BUZZ = US\$0.08
Token Supply	Total Token Supply: 500,000,000 BUZZ ICO Token Issuance: 250,000,000 BUZZ



### **KEY PEOPLE**

LAST UPDATED APRIL 6, 2018

#### **BILLY CHAN**

#### CFO & Chief Tech Nerd

A veteran of the IT industry, with over 15 years of software development, consulting, and sales experience at Microsoft

#### **CHARLES ZENG**

#### COO

Serial entrepreneur and SMB expert with over 7 restaurants in China, previously at L'Oreal, Shell and PwC

#### **JAMES WONG**

#### Chief of Marketing

Sales and digital marketing veteran with Paul Frank, Minions, and adidasSwim licensing deals on his list of achievements

#### KAY NEUENHOFEN

#### Blockchain Engineer

An experienced developer who has implemented parts of the Blockchain protocol and apps for Netflix and Major League Baseball.

#### **VICTOR LEE**

## Operations Lead Innovation, technology, Blockchain and growth marketer in China.

#### VINCENT NGUYEN

#### Chief of Product

Gamification expert and former Tencent Games Producer who led Activision's successful Call of Duty mobile franchise

#### **ADVISORY PANEL**

#### **WILLIAM BAO BEAN**

General Partner, SOSV

#### **TERENCE WANG**

Managing Partner, AGA Capital

#### MALCOLM TAN

CEO, DXCEL International Past: Regional Director of Heineken

#### FELIX WENDLANDT

GM, Brander Craft Beers

#### **ALLEN FANG**

Director, Anheuser-Busch InBev

#### **ADRIAN LAM**

ICO Advisor

#### **ALVIN FOO**

ICO Advisor

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