



Future global is committed to incubating future global village



# Future Global Village

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# 1.0 Abstract

Thank you for taking the time to read the FGV Whitepaper. This paper is the result of collaboration between Artpainter, allied auction house, blockchain specialists, academics and business advisors.

**Non-homogeneous certificate (NFT) is the latest development direction of DEFI. NFT represents a unique item, such as digital artwork, virtual game items, rare collections or other digital or physical assets.**

NFT is considered to bring a lot of convenience to digital contentcreators and collectors, because digital items are easier to copyand spread than real tangible assets, such as real esFGVe, etc.and the price of FGV as a pass itself may also increase, that is to say, collectors can gain two value-added, one is the value-added of the collection itself, and the other is the pricein crease of NFT as a pass, which brings the popularity of NFT market.

Every visual, materialized or mathematically interactive activity in human society can be rewritten by blockchain. If all this can be realized by blockchain, it means that real human beings are advancing in history and writing at the same time. History, in addition to NFT in the future, I believe there will be more ways to realize the real world product chain. For example, the current credit system, although difficult to abstract, can use the mathematical algorithm to find the final solution through multi-party information records, and society is using informationization



# 2.0 Letter from the CEO

Dear Reader,

Thank you for taking the time to research FGV and read our Whitepaper. This has been a culmination of hard work and dedication from all of the team here at FGV and we would like to proudly share our vision with you all.

As a collector, I have worked long hours whilst managing expBetaions and multitasking in order to satisfy tight deadlines. Despite such experiences, nothing had prepared me for the challenge of growing FGV from the ground up. I could not have done this without the support of my Co-Founder and COO; Mo Kabe. Working side by side, we have selected the finest individuals to join our team to become, what we now know as FGV.

Our team is a unique one: a perfect blend of collector, engineers, developers and visionaries from the world over. We have nine different nationalities representing us, each bringing with them their own personal views and experiences of collection in their respective countries.

**Our mission is to make more rare collections face the world through NFT and increase the popularity and value of collections**



## 3.0 Executive summary

**FGV is a decentralised platform that enables secure, fast and transparent exchange and usage of data. We use blockchain technology to create a user-focused electronic Ownership record and maintain a single true version of the user's data.**

FGV will enable users to give conditional access to different collection agents such as Art painter, Collection organization, laboratories, Creator and insurers to interact as they see fit.

Each interaction with their data is auditable, transparent and secure, and will be recorded as a transaction on FGV's distributed ledger. During this process, the Creator privacy is protected at all times. FGV is built on the permission-based Hyperledger Fabric architecture which allows varying access levels; users control who can view their records, how much they see and for what length of time.

By empowering users, we can build the future of collection together. FGV will be a platform for other digital applications to develop on; users will be able to sign for these applications and services which are powered by their Collection value data and secured by smart contracts.

The FGV application will enable users to consult a real collector remotely (for example, on their phone) for a small fee payable directly to the collector.

The Marketplace enables FGV users to negotiate commercial terms with third parties for alternative uses or applications of their personal Collection value data. For example, putting forward their data to be used in research. It is intended that FGV and others will contribute many more applications to the platform - helping bring value to all stakeholders.

FGV's platform will be powered by "FGV NFTs". We are issuing 100 million tokens, which will be distributed at a rate up to 1 token to



## Introductiontothe collection of Today

### 4.0 ExpBetaions of collection Users

In today's world, users expect an instantaneous and seamless flow of data. Many industries have adopted, or are beginning to adopt necessary technologies to guarantee their users' expBetaion for instant information. Unfortunately, the collection industry has lagged behind. Legacy systems are burdensome, slow, often vulnerable and have little role for the Art painter.

### 4.1 Fragmented Collection value Services

Collection value data contained in legacy systems is siloed and difficult to share with others because of varying formats and standards. In short, the current collection data landscape is fragmented and ill-suited to the instantaneous needs of modern users. As a result of this, stakeholders are incentivised to keep their own records, and no single version of the truth exists.

### 4.2 Lack of Art painter Centricity (passive user)

The relationship between collection professionals and User has long been a paternalistic one. In recent times, however, there has been a significant shift of authority.

#### **NFT is being democratised and User are more empowered.**

It is now considered reasonable to seek a second opinion and User are expected to contribute to decisions made about their collection value choices.

Even in single-payer system like the UK's National Collection value Service (NHS), User have the right to choose where and when they receive their protection. Thus, with Art painter mobility comes the need for information mobility. In order to be provided with the best protection User not only can, but must have control over their own data.



## 4.0 FGV-NFTs distribution rules

FGV is the NFTs, circulating in Tarot influenced by DEFI new technology and encryption collection, provides a new way to collect oil painting encryption, FGV is a practical TRC token, can exchange for more non-homogeneous tokens in the future, fusion the same oil painting to increase its rarity, and have management protocol, so that FGV users play an important role in Tarot, with a variety of uses.

collector rely upon investigations and tests to make informed decisions about a Creator diagnosis and possible collection value plan.

Traditionally, an investigation or test should only be requested and arranged if this is going to lead to a different possible diagnosis or alternative collection value plan. Unfortunately, even when

the results of an investigation or test have returned, these are rarely shared widely with all of the Collection value professionals involved in the Creator protection and are normally isolated, or siloed, at the institution which requested them originally.

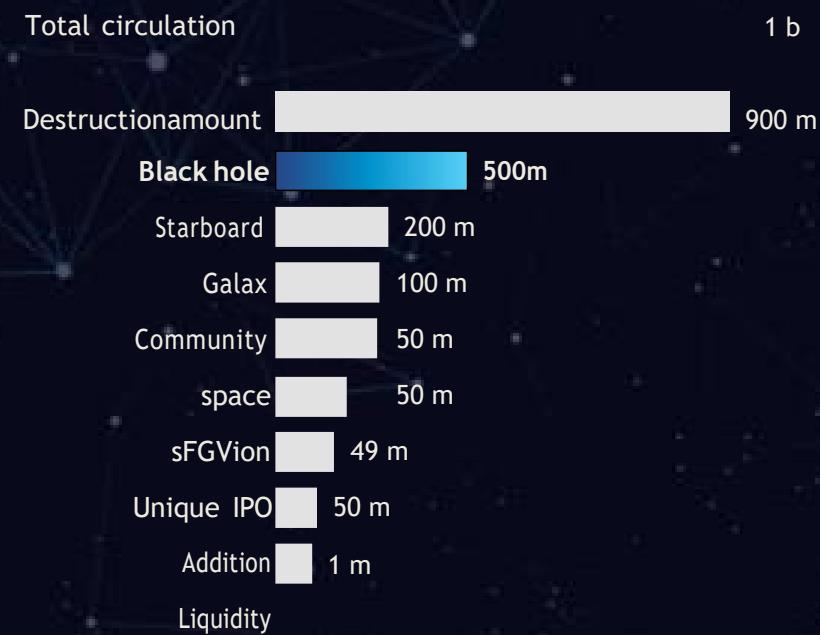
The Creator quality of protection suffers as a result of this. Other institutions are not aware of a Creator complete history and in turn, this could

lead to incorrect decision making, delays, and unnecessary costs for the Art painter or Collection value institution. In the worst case, these errors can be fatal.

Research at the American Johns Hopkins Hospital by Makary et al, 2016 concluded that errors are the third leading cause of death in the United States and that “*most errors represent systemic problems, including poorly coordinated protection.*”

### FGV allocation model mechanism

The total amount of full network shrinkage destruction reaches 90%, which is difficult to achieve in the same type of projects



In the end, the total network retention is only 100 million

### FGV release allocation table



**The Bible says, "since you heard the word of truth, the gospel that saved you, you also believed in Christ; Since we believe in him, we are sealed by the Holy Spirit, which is the "testimony" of our inheritance until the people of God are redeemed and his glory is praised. "**

Human civilization originated from "bookkeeping" and tying ropes to record events.

Since ancient times, it has been an account, which is called "history".

Everything in heaven and earth is an account, which is called "value".

Before blockchain, "history" was written by a few winners "Value" is defined by a few bookkeepers "who have the right to speak".

"Bookkeeper" said: "whoever holds the right of money casting will control the world" "Bookkeeper" endowed their paintings with supreme value after the death of Van Gogh and Picasso "Bookkeeper" also gives different values to all kinds of glittering stones.

When blockchain technology enables distributed bookkeeping, it means that everyone can become a "bookkeeper", as long as each "token" can be recorded and recorded

Transmitting human civilization and promoting human progress in a certain field can become a value community.

In recent years, the virtual digital money market led by bitcoin has exploded, leading a new round of investment boom. However, there is always an unavoidable problem in the trading market: due to geographical, legal currency, language, investment environment and other reasons, the business of local digital currency exchanges tends to be localized, forming separate regional barriers. These problems have increased obstacles to transnational or cross regional transactions, settlement, access and other businesses, and brought inconvenience to investors; It is difficult to realize the globalization and market-oriented distribution of the liquidity of digital currency, and fail to effectively realize the price discovery in the global market, which inhibits the natural attribute and advantage of the inherent global free flow of digital currency.

The rapid development of the market gave birth to Yes

Bitfinex, Bithumb,

Currency security and other large digital currencies

In the increasingly competitive industry, although the market trend is obvious, there are still many pain points unresolved



## High safety risk

Investors deposit cryptocurrency in the exchange account. Cryptocurrency exchanges in most countries and regions have no regulatory endorsement, and there are no preventive measures such as capital deposit and virtual currency deposit. This has led to various security problems, such as self-theft, hacker attacks and so on. Both the exchange's own and the user's keys are stored in the exchange's wallet management system. If the system is broken by hackers, resulting in the disclosure of the key, the number in it will be lost.

Assets naturally disappeared. Considering the great differences in the strength of the exchange and the different emphasis on system security, the coin loss caused by hacker attacks is not uncommon. In particular, the recent theft of NEM tokens with a loss of \$533 million by coincheck on the Japanese exchange, the suspected invasion of youbit on the Korean exchange in April by North Korean hackers and the loss of 4000 bitcoins, and earlier, bitfinex on the Hong Kong exchange was invaded by hackers and up to 119756 bitcoins were stolen, which not only caused huge losses to investors, but also sounded an alarm for the security of the exchange.

## Poor service quality

The vigorous development of blockchain has brought huge profits to the exchanges that take the lead in entering the market, especially European and American enterprises. While sitting on huge profits, these exchanges did not actively improve products and services, especially services. Users have to endure extremely arrogant and inefficient service quality, especially when the blockchain network is congested and cannot transfer accounts in time. Taking a famous international competitive currency exchange as an example, when users encounter difficulties, they usually need to wait at least one week after submitting the customer service work order to get a reply. If the customer service authority of the reception is not enough, it will be notified to continue to convey to the upper level and ask the user to continue to wait.

***"I think NFT is an important way to solve the problem of copyright and ownership in the future."***

After Ben Cong proposed the concept of blockchain, there was a global trend of blockchain technology with the theme of decentralization, rebuilding trust mechanism and value dissemination. At the same time, the digital money market with blockchain as the underlying technology has witnessed a blowout development in the past decade. Today, the global digital currency market has reached more than 1500 kinds of digital currencies, a market scale of US \$300 billion, and more than 500 digital currency trading platforms.



## 4.0 Introduction to the collection of Today

### Why Blockchain

FGV employs Blockchain / Distributed Ledger Technology in a number of ways to make the FGV experience possible.

### Non Fungible Token (NFT)

The digital collectibles offered through FGV are NFTs. The NFT standard allows for verifiable digital scarcity with a proven authenticity and an immutable proof of ownership. NFT's allow for more detailed attributes to be included, such as rich metadata about the asset and these authenticated details allow owners to be confident about the NFT's authenticity and provenance. FGV will use the GO721 standard.

### FGV Tokens

In order to facilitate the purchase and trade of digital collectibles, FGV utilises the FGV token. There will only be 750 Billion FGV tokens minted and these are purchased during the ICO, through the FGV app, or on an exchange.

The FGV tokens will be GO20 standard whereas the digital collectibles are GO721 (NFTs). When a purchase of a collectible is made, the FGV tokens will be exchanged for the NFT. The NFT will be sent to the users FGV app and become rightfully theirs, whilst the FGV tokens used for the purchase are discarded to a locked address.

FGV digital collectibles are released in a limited number of batches, called 'Series'. A Series may, for example, have ten thousand digital collectibles and within this Series the digital collectibles are divided across five rarity categories, ranging from 'Common', (representing 62% of the total) through to 'Secret-Rare' (representing 1%).

The Blockchain and NFT standard is used to generate these limited number of digital assets.

### Counterfeit Protection

A key advantage of using the Blockchain for digital collectibles is that each collectible is a uniquely generated asset that cannot be duplicated. Each digital collectible is recorded in the Blockchain and ties ownership directly to the verified owner.

### Peer-to-Peer Transfer

To facilitate effortless buying, selling and trading of digital collectibles amongst users within the app, FGV leverages blockchain for the trustless transfer of digital assets between users. When a transfer happens, ownership is immediately transferred to the new owner and the previous owner will no longer have access to the digital collectible.



# 6.0 Technical Explanation

## 6.0 Technical Explanation

### Overview

FGV is a cross-platform (mobile, desktop, web) application used for the delivery and storage of digital collectible content. It is a marketplace where users can buy, swap, sell and store digital assets in the form of digital collectible NFTs. The authenticity, scarcity and ownership of digital collectibles are managed using Distributed Ledger Technology.

### Technology

#### Blockchain Protocol and Contract Standards

Due to the throughput and congestion issues that currently plague the Ethereum network, FGV will be deploying the FGV token and the digital collectible NFT contracts on the TRX network.

Currently the TRX network successfully performs 1,300 transactions per second and are on track to perform at 13,000 transactions per second. This vs Ethereum's 13 transactions per second make it an ideal choice for both short and long term DAPP viability. Additionally, as a fork of the Ethereum protocol, TRX is 100% compatible with Ethereum smart contracts, which will allow Beta to leverage existing GO20 and GO721 token standard implementations. To achieve long term stability and compatibility, the Beta NFT smart contract will be compatible with the ERC721 token standard.

#### Minting and Generation

When new digital collectibles are created they are done so by minting a new NFT in our blockchain contract. Each NFT is provided with an associated URI which links that NFT to a set of metadata which includes the collectible name, licensor, brand, series and links to the NFT's various digital assets.

Beta will host the publicly accessible JSON API containing the metadata for each NFT's URI.



## Digital Exchange Platform and NFT Ownership

After the minting of each NFT, the ownership is sent to an address assigned to Beta for security and management on behalf of the owner. The FGV platform operates as a hybrid model whereby Beta maintains ownership of all collectibles within the system, as is a common practice among digital exchange platforms. The FGV platform will maintain centralized ownership records as users buy, sell and trade NFTs.

Additionally, all transactions in our system require signing authorization from either the user's app or their Collect Digital Hardware Wallet. This hybrid approach allows Beta to provide users with a streamlined experience within the FGV app, while still leveraging the power of Distributed Ledger Technology for Beta digital collectibles.

## Onboarding

Registration is required to use and access the FGV app. To facilitate simple onboarding, Tarot- NFT will offer Single Sign On Services with an option to sign up manually via email.

During onboarding, the user will be prompted to indicate their preferences towards specific brands and interests, which is used as a basis for personalised content.

## Token

The underlying economy of FGV is the FGV Token. The token is needed for two reasons. Firstly, the sale and purchase of digital collectibles and secondly, access to extra features and benefits within the app, such as the 'Master Collector Program' .

When a purchase is made using FGV tokens, the tokens involved in the transaction are exchanged for the digital collectible and then expire. After a successful purchase the invalid FGV tokens are sent to an inaccessible smart contract where they reside permanently.

FGV users can acquire FGV Tokens using a credit or debit card, or where applicable, via an in-app purchase. When via in-app purchases, the payment will seamlessly purchase an amount of FGV tokens (determined by the user) and once the FGVs are acquired they are used to purchase the digital collectible. This process happens entirely in the background.



## Pricing

Digital collectible pricing within the FGV app will be displayed in both fiat and FGV tokens. As FGV targets the mass market, representing payment in familiar terms (fiat) is key for adoption.

It is likely that over the natural progression of time the FGV token value will fluctuate based on supply and demand. By pricing digital collectibles in fiat, Beta can ensure any fluctuations in the FGV token value will not affect the collectible price. For example, at FGV token issuance the value of 1 FGV = 1 Sat (0.00000001 BTC), a USD \$9 digital collectable would be worth approximately 138,831 FGV tokens (current BTC USD \$6,483.39). If the FGV token value was to double to 1 FGV = 2 Sats, a US\$9 digital collectable would be worth 69,415 FGV tokens.

FGV users will not be affected by these fluctuations in the FGV token value as the price will have always remained a consistent dollar value.

## Store

From the Store section of the FGV app users can browse and purchase new and premium licensed, digital collectibles. Within the store, the digital collectables are organized into categories and brands, with search and filter tools allowing users to easily find the content they seek.

Each user has an intelligent store data profile which offers personalised content suggestions based on what they have viewed, purchased or interacted with. Users can purchase digital collectibles from the store using fiat or FGV. When the purchase is completed the digital collectible is removed from the store and ownership is transferred to the purchaser.

## Secondary Marketplace

In the FGV secondary marketplace users can connect, buy, sell, trade and put to auction their Beta digital collectibles. When selling, the owner can choose how they want to sell the



digital collectible - either sell at a fixed price or via a seven-day auction, which requires a reserve (set by the seller) to be met, in order to complete the auction.

Items in the marketplace can be added to the users personal watchlist so the activity can be monitored. Users can also make offers to swap or trade any item in the marketplace.

## Digital Collectibles

Users can choose to inspect any individual collectible, whether in the store or secondary marketplace and view the information associated with it. This information can include the ownership history (previous owners usernames, with no identifiable information), purchase history, value over time, edition number, licensor and associated visual assets. Users can 'like' and comment on any digital collectible as well as share it in-app and on major social channels.

## Master Collector Program

The Master Collector Program allows FGV users to gain access to extra features and benefits such as; early access to digital collectible releases, limited edition collectibles, bonus FGV tokens and more.

To become a Master Collector, the user needs to hold (stake) FGV tokens in a special section of their in-app wallet called The Powerchest.

New users will start at 'level 1' Master Collector when they register. A user's Master Collector level is based on a number of factors and variables including the amount of FGV tokens held in the user's wallet, purchase and sale history and in-app activity such as community votes and interactions.

The primary actions a user can take to increase their Master Collector level are:

- Paid: A user can accelerate their progress through the levels, unlocking further features and benefits by purchasing and staking more FGV tokens.



- **Unpaid:** For users who choose not to accelerate financially, they can earn FGV tokens from in-app activity and then stake these earned tokens.

## Wallet

Every FGV user has an in-app wallet that is generated during the account set up. The wallet can be accessed from within the FGV app and holds the users FGV tokens and the digital collectibles they own.

From within the wallet users can see their FGV balance, staked token balance, purchase more FGV tokens and view their transaction history. They can also see the associated digital hardware wallet (see below) if one has been paired.

## Collect Digital Hardware Wallet

The Collect Digital Hardware Wallet offers FGV users an offline way to securely store their FGV tokens and digital collectibles. FGV users can choose to authorize their digital collectibles and FGV token purchases and transfers using the Collect Digital Hardware Wallet, instead of the the in-app wallet. The Collect Digital Hardware Wallet will be made available internationally through retail outlets at a price point of approximately US\$29.99.

Based on the Secure Wallet technology (see Secure Wallet p.10), the Collect Digital Hardware Wallet is the size of a credit card and wirelessly connects to the FGV app.

Once connected and paired, users can utilize their Collect Digital Hardware Wallet to authorize the transfers of their digital collectibles and assets.

When transferring collectibles or FGV token ownership, the user must physically approve this transaction by pressing the button on the Collect Digital Hardware Wallet. If the wallet happens to get lost, the user can recover their digital collectibles and FGV tokens using the seed numbers generated during the setup.



## Augmented Reality

A key feature of the FGV product suite is the Augmented Reality (AR) tools. Using this technology, FGV allows users to bring their Beta digital collectibles out of the phone and project them into the real world, when viewed through the FGV mobile app.

When viewing an FGV digital collectible in AR, the digital collectible is like a real world object - the user can move around it and view it from all angles. Using the AR, FGV users can interact with their collectibles such as move them around the real world environment or engage in Beta game experiences.

In addition, users can customize their collectibles and decorate the surrounding area with props and accessories, then view (and share) these creations in AR also.

Users will have the ability to scale the AR content to match their environment, whether that be a small size on a table top, or scaled up to fill an open outdoor area.

FGV AR is placed into the real world in one of the following ways - on a flat surface (AR technology will locate and detect a flat surface and then place the AR elements on top), floating in space, on a reference point, or based on a geolocation.

## Showroom

Every FGV user has their own personal Showroom - a place where they can show off their most prized digital collectibles. A user can customize their Showroom by choosing which digital collectibles to display, selecting a layout and adding background images. Showrooms can be made private or public. If public, the Showroom can be viewed by other users within the FGV app, as well as shared across major social platforms. Other users can show their appreciation for others Showrooms by 'liking' and leaving comments.



## Scene Creator

FGV allows users to get creative and build their own unique Scenes which consist of digital collectibles, props, accessories and background images to create visually rich 3D environments.

An easy-to-use 3D visual editor allows users to drop items into the 3D Scene and using a range of tools, move, rotate or scale items. The user can also adjust the scene lighting and the camera view angle to capture the perfect frame.

When a Scene is completed, the user can share their Scene/s on the FGV Social Wall and across major social media platforms.

All Scenes can be viewed and experienced using the FGV AR features. The Scene Creator is a custom-built feature leveraging industry standard tools, such as Unity and integrated into the Tarot-NFT app.

## Virtual Goods

As well as digital collectibles, virtual goods can also be added to the Scenes for greater customization. Virtual goods are any digital asset that is not a digital collectible, for example a hat, tree, prop, animation sequence, background image, etc.

Virtual Goods are available both free and purchased (with FGVs or fiat) and accessed from the Virtual Goods section of the Store and within the Scene Creator.

Virtual goods are organized into categories and consist of generic content, which can be used in any Scene and licensed content, that is paired with specific digital collectibles or brands. All virtual goods are NFTs minted by Beta and will be released in both high quantities and scarce, limited numbers.

Assets in the Virtual Goods Store will be provided initially by Beta and partners and in future



releases Beta aims to allow user generated content to be contributed and sold within the Virtual Goods Store also.

## Gamification

FGV in-app gaming allows user to interact and play with the digital collectibles they own, creating a further level of engagement. A range of single and multiplayer game experiences can be played within FGV using the Augmented Reality features.

FGV users gain access to game experiences based on the collectibles they own, for example, owning a digital collectible can grant access to play AR games, which can also be played multiplayer against other FGV users who own digital collectibles. As users play through the Beta game experiences they can earn FGV Tokens, experience points (Master Collector) and find ranges of common to secret-rare digital collectibles and virtual goods.

Beta aims to produce game content as bite-sized playable adventures which are released on a regular basis, both as generic to Beta and in partnership with licensors.

## Social Wall (Show ‘n’ Tell)

Within the FGV app, a social section called Show ‘n’ Tell allows the community to connect and interact with other FGV members.

On the Social Wall, users can share their digital collectibles, Scenes or items they are selling in the marketplace. The Social Wall will also display personalised content to the user’s taste and interest.

Users can choose to follow another FGV user (from the users Showroom page) and will see this content any time that user shares something new.

Show ‘n’ Tell offers FGV users a number of ways to show their appreciation for content posted (digital collectibles and scenes) by other member such as liking, commenting, sharing and also giving a “tip” in FGV tokens.



## Loss, Backup and Restoration

Security and restoration of private keys is extremely important and the Secure Wallet has a very robust restoration capability. If owners lose their Secure Wallet and / or their host device, their private keys will remain protected. During the setup of the Secure Wallet, a Recovery Seed is generated within the app, as outlined in the explanation above.

When the seed is generated, the user should write this in the Recovery Card supplied with the Secure Wallet and store it in a safe place. In the event that the Secure Wallet is lost or stolen, the user can purchase a replacement Secure Wallet, pair it with the host device, and enter the Recovery Seed to restore their private keys. In the future, Beta plans to make use of biometric technologies to make the process simpler and more secure.



## FGV Token

### Purchasing Tokens

As FGV is targeted to the mass market, it is of the utmost importance the onboarding and purchasing of FGV tokens remains a task that can be easily carried out by consumers with zero knowledge or understanding of the blockchain and cryptocurrencies. To facilitate this, users will acquire FGV tokens using credit or debit cards, or in-app purchases.

When a purchase is made using FGV tokens, the tokens involved in the transaction are exchanged for the digital collectible and then expire. After a successful purchase the invalid FGV tokens are sent to an inaccessible smart contract where they reside permanently.

### Token Metrics

Total Supply	100,000,000 FGV
Tokens Available for Sale	10,000,000 FGV
Token Price	0.00000001 (1 Satoshi)
ICO (Public and Private Sale)	20% 20,000,000 FGV
In App Purchases	40%   40,000,000,000 FGV
Business Development	20%   20,000,000,000 FGV
Team, Advisors, Board Members	20%   20,000,000,000 FGV
Ticker Symbol	FGV
Token Type	GO20 / GO721
Hardcap	1,500 BTC

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## Use of Funds

Licensing Acquisition	55%
Product Development	22.5%
Marketing Expenses	15%
Business Operation	5%
Legal Expenses	2.5%



## Token Lockup Periods

ICO (Public/Private Sale)	0 months
In App Purchases	0 months
Beta Team / Board / Advisors	12 month cliff
Beta Founders	24 month cliff, then vested at 25% quarterly

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## Roadmap

- **2018:**
  - Q4:
    - Whitepaper
    - Initial Coin Offering
    - 15 Brands Secured
- **2019:**
  - Q1:
    - FGV Beta App
  - Q2:
    - FGV v1 Public Release
    - Beta Public In-App Sale commences
  - Q3:
    - Augmented Reality Scene Creator Implementation
    - FGV Digital Hardware Wallet distribution
  - Q4:
    - FGV v2 Release
    - Addition of Virtual Goods library for greater customization
    - Roll out of in-app gamification
    - 3rd Party Integrations



## Key Members

### **David Yu - CEO, Founder**

David is an Auckland-based company director and was a founder of Games R Us Ltd at the age of 17. David has 21 years experience in the retail industry and working with intellectual property, transforming licenses into brands. David ' s business extended into global projects with Retail Management Group Ltd, launching brands over several continents setting up international offices and distribution centres for electronics, skincare, food and beverage products. Both businesses have earned him Finalist in the Ernst & Young Entrepreneur of the Year in 2004 and 2008, the 2016 Australia New Zealand Chamber of Commerce award and Taipei Young Entrepreneur of the year. Equally as prestigious, David ' s company was ranked 12th in 2014 "Deloitte Fast 50 growing companies ".

### **Daniel Crothers - COO, Co-Founder**

Dan has founded a variety of successful startups, including a web agency servicing international clients such as Hasbro and The Red Cross. Dan ' s previous successful exit was a US media company he co-founded, which gained millions of social followers and an equal number of monthly pageviews. Dan continues to hold interests in numerous businesses. He entered the cryptocurrency space in early 2016 and quickly became passionate about the cryptocurrency and blockchain revolution and has since then has been deeply involved with the crypto-world.

### **Alfred Kahn - Head of Licensing**

As a licensing executive, Kahn has spent more than 30 years distributing and promoting iconic brands such as Cabbage Patch Kids, Teenage Mutant Ninja Turtles and Yu- Gi-Oh! He is also credited for the marketing and licensing programs for other iconic brands like Mario Bros., Zelda, Donkey Kong, James Bond, WWF, Polly Pocket and more. The true highlight of Kahn ' s career is that he is the man responsible for bringing Pokemon to the world.



## **Mikel Duffy - CTO**

Mikel has over 15 years of experience in leading technical teams to success. With a focus on intellectual property, Mikel has used both AI and Blockchain to solve major problems. He has led teams in the Blockchain Advisory department of KPMG, universities and AI firms, and has a keen eye for innovation. In his spare time he has developed cryptocurrency exchanges, wallets, multiple other DApps and has a doctorate in philosophy.

## **Joseph Janik - Head of Hardware Sales, Co-Founder**

Joseph is an Australian entrepreneur who began his journey at a young age, starting his first business at 18 years old. He later went on to become a leading account executive within international corporations focused on the stock market, cloud technology, health and lifestyle automation. Joseph now owns multiple successful businesses and has been involved in Blockchain since 2016, where he became a very successful day trader, as well as spotting key opportunities in crypto-space. Joseph is extremely talented at execution and has a strong passion for creative innovation, marketing and online business.

## Board & Advisors

### **Benn Godenzi - Marketing Blockchain**

Founder of MB Technology and Co Founder of the Interoperability Alliance, Benn has lead ICO strategy for projects such as Aion, Icon, Wanchain, Quarkchain, Fantom, Origo, TRX and many more. Benn has brought many top tier projects to the cryptocurrency market and is considered one of the industries leading advisors.

### **Andrew Lee - Community Strategy**

Founding Editor-in-Chief of Web3journal. Advisor to several top blockchain projects including ChromaWay, Metadium, Coinsuper, Resistance and QuarkChain.

### **Hongbo Xu - CEO InnoHub**

Hongbo is a serial entrepreneur and has more than 25 years of experience in the TMT (technology, media and telecom) industry with extensive experience in strategic planning, product



development, marketing and investments around the world in more than 8 countries. Previously he served as senior architect and principal consultant for Sun Microsystems and BEA.

### **Jonty Kelt - Founder, Fantail Ventures**

Jonty is an investor in thirty early-stage companies out of his venture fund, Fantail Ventures and works at Silicon Valley based data and analytics firm Palantir Technologies. Previously, Jonty helped establish Macquarie Bank in New Zealand, co-founded a media business in China, co-founded technology businesses in the UK and USA and worked for DoubleClick and Google.

### **Jeff Lander - Big Red Button Entertainment**

Jeff is a game technology leader with a strong background in creating custom systems, engines, and teams for game projects. Focused on high end PC and console titles with an emphasis on character interaction and gameplay. Jeff is currently developing high quality character experiences in room space VR on the Vive and Oculus as well as AR technology and real-world gaming on mobile.

### **Kam Punia - Digital Gaming Specialist**

Kam Punia was pivotal in building Konami Northern Europe's Trading Card Game (TCG) division helping is Yugioh become one of the most popular TCG's in several territories in both the hobby and mass market. Kam has been instrumental in forging relationships with games, creative and event led industries to build strong brand partnerships internationally.

### **Michael Ou - CEO Coolbitx**

Founder and CEO of CoolBitX, a hardware wallet manufacturer since 2014. Michael has headed the work-to-date on the Beta One R&D. As an advisor to Beta Michael will play a crucial role in the manufacturing and creation of Beta ' s hardware devices.

### **Paul Adams - CEO EverEdge Global**

Since embarking upon his technology commercialization career in the 1990s, Paul has worked with some of the world ' s leading technology companies. He is renowned for his extensive



understanding of intellectual property strategy as well as being a keen advocate for the concept that intangible assets are fundamental to corporate performance.

### **Ryan Donnelly - Titanblock**

Ryan has over 10 years of corporate technology experience dealing with global companies such as eBay, Uber, AirBnB and Skyscanner. He specialises in scaling international start-up ventures within APAC and EMEA. Ryan's experience spans from boutique family-owned technology companies to public companies listed on the NYSE.

### **James Lu - Integrated Circuitry & Biometrics**

James has over 20 years of Integrated circuitry & biometrics experience. Having advised the likes of Acer, Toshiba, Lenovo and Konica, he has a Masters in Science & Electrical Engineering (Digital Signal Processing) and holds 17 related patents. He was the former Senior director of listed company Pixart Imaging & EOSMEM Corporation.

### **Ward Stirrat - Technology Entrepreneur**

Ward is a longtime entrepreneur & seasoned executive with a focus in the marketing & communication sector for the past 25 years. Ward has owned & continues to operate several companies ranging from small boutique communication & branding consultancies to larger sales & marketing companies with 100+ staff in Vancouver & Toronto.

### **Paul Martin - Ex Vice President Merrill Lynch Singapore / London**

After graduating from Oxford, Paul worked in the investment banking industry with both Citibank and Merrill Lynch in London and Singapore, primarily as a proprietary trader and designer of automated trading systems. He is currently advising on, or involved in various cryptocurrency and blockchain initiatives.

### **Tudor Clee - Legal Counsel / Education**

Tudor Clee is a Barrister and Solicitor of the High Court of New Zealand. He has visited over 200 countries and territories to expand his knowledge of geo politics and social development. In 2012 he created the Touchable Earth Foundation, developer of the first app where kids teach kids about



the world, which has been awarded by the UN as the best program to promote intercultural dialogue amongst children.

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changes in the future capital needs of Beta and the availability of financing and capital to fund such needs;

changes in political, social, economic and stock or cryptocurrency market conditions, and the regulatory environment in the countries in which Beta conducts its respective businesses and operations;

changes in interest rates and exchange rates of fiat currencies and cryptocurrencies; changes in the anticipated growth strategies and expected internal growth of Beta and/or their respective affiliates;

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changes in the availability and salaries of employees who are required by Beta and to operate their respective businesses and operations;

changes in preferences of customers of Beta;

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#### TERMS USED

To facilitate a better understanding of the FGV Tokens being offered for purchase by Beta, and the businesses and operations of Beta, certain technical terms and abbreviations, as well as, in certain instances, their descriptions, have been used in this Whitepaper. These descriptions and assigned meanings should not be treated as being definitive of their meanings and may not correspond to standard industry meanings or usage.

Words importing the singular shall, where applicable, include the plural and vice versa and words importing the masculine gender shall, where applicable, include the feminine and neuter genders and vice versa. References to persons shall include corporations.



## SFGVEMENT OF NON-AFFILIATION

Beta and the FGV Tokens are in no way affiliated, associated, or connected with:

Orbis Worldwide Money Transfer and Investment] or its related ORBIS Token (ORBS) and ORBISInvest token (ORBSi);

Orbis Card];

Team Orbis], or

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## 6.1 Permission Definitions

Hyperledger Fabric includes an access control language (ACL), which defines access over the elements of the .CTO domain model above. By defining ACL rules we are able to control which resources participants have access to on the network's domain model. Some examples of these access rules are shown below:

```
rule PatientAccessPractitionerPublicProfile {
    description: "Patients can access practitioners public profiles"
    participant: "org.acme.medicalchain.Patient"
    operation: READ
    resource: "org.acme.medicalchain.PractitionerPublicProfile"
    action: ALLOW
}
```

```
rule PractitionerCanReadPatientIfAuthorized {
    description: "Allow Practitioner read access to all granted patients"
    participant(p): "org.acme.medicalchaindev.Practitioner"
    operation: READ
    resource(r): "org.acme.medicalchaindev.Patient"
    condition: (r.authorized && r.authorized.indexOf(p.getIdentifier()) >
-1)
    action: ALLOW
}
```

```
rule PractitionerCanUpdatePatientViaTx {
    description: "Allow Practitioner update access to all granted patients"
    participant(p): "org.acme.medicalchaindev.Practitioner"
    operation: CREATE, UPDATE
    resource(r): "org.acme.medicalchaindev.Patient"
    transaction(tx): "org.acme.medicalchaindev.UpdateRecord"
    condition: (r.authorized && r.authorized.indexOf(p.getIdentifier()) > -1)
    action: ALLOW
}
```



## Token Utilities

### 8.0 MedToken

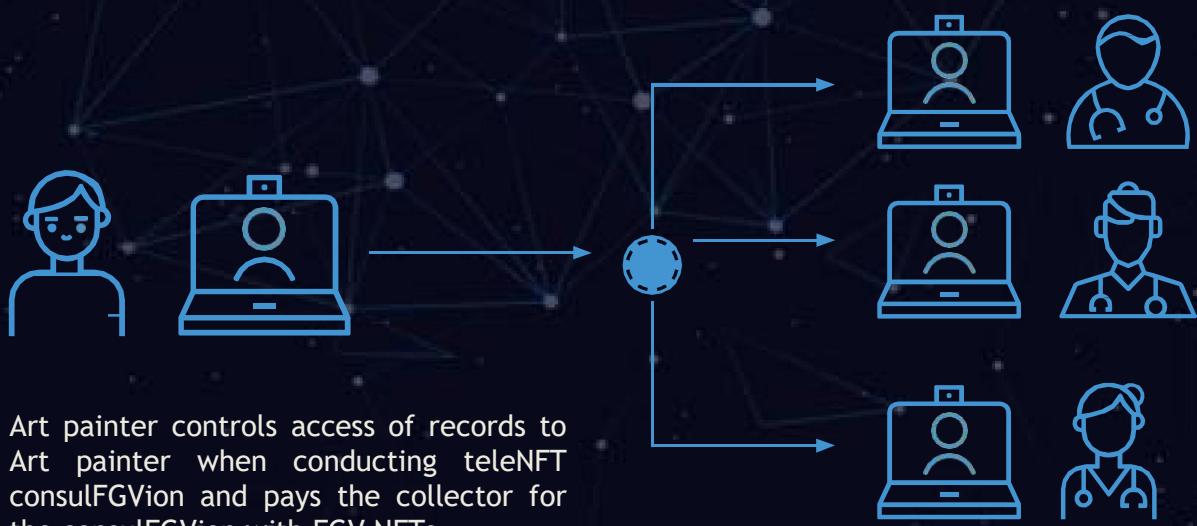
Once the Art painter has access to their own EHR this will enable the following key features to be used in conjunction with the FGV platform:

### 8.1 TeleNFT ConsulFGVions

TeleNFT, an online consulFGVion with a collector and Art painter using a webcam interface, is set to be the future of consulFGVions.

### 8.21 Art painter Benefits

From the Creator perspective, the time for seeking a consulFGVion is massively reduced by removing the need to physically attend the collector's practice. There are many simple ailments that are currently managed over the telephone, but by providing a TeleNFT component we can improve the Creator experience by facilitating a visual consulFGVion which would be more in-depth and beneficial to both the collector and the Art painter.





FGV not only provides this established and successful format of consulFGVion, but will accommodate the collector by enabling them to interact live with the Creator records during the consulFGVion. User would grant access to their records during the TeleNFT consulFGVions, allowing for a more in-depth, informative, and valuable experience for both the Art painter and collector. There are also further benefits from the teleNFT experience which FGV delivers.

TeleNFT platforms available today offer online visual consulFGVions but do not have access to longitudinal Collection value records. FGV offers this unique value and provides User with privacy controls. User will be able to choose the level of detail visible and allocate viewing rights to their chosen collector for as long as they feel necessary.





## 8.22 Clinician Benefits

To attend a collector's appointment requires an Art painter to cancel their work in advance or take their child out of school for the appointment. There is then the waiting time at the clinic in order to see the collector, often times for a simple request. TeleNFT provides the Art painter with the opportunity to select a specific time to conduct the consulFGVion at their convenience, encouraging Art painter choice and freedom. Further, User are able to choose which collector they would like to conduct their consulFGVion with offering greater choice and building a relationship between that collector and Art painter, whereas perhaps logically it would not have been possible beforehand if they were based in different cities

