Decentralized Megabyte Exchange

Share your mobile internet peer to peer, controlled by no one

Contents

Abstract

In the last 20 years the cellular services market has become one of the largest mass markets in the world, hitting 5 billion mobile users in 2017. A clear majority of those users use mobile internet, with constantly increasing indicators - 47% YoY growth in consumption of cellular data.

These indicators are even more significant in the consumption of mobile internet while traveling, as the result of:

- General increase in consumption of data per device, yet especially relevant while being away from home/office Wi-Fi networks
- Increase in the average number of devices per person
- Increase in the number of global travelers in general

In contrast to other mass markets, the mobile Internet market is very centralized with a few large, key players. Switching from one mobile network operator to another is cumbersome, requires a change of SIM card and a new contract.

As a result, price and quality of mobile data is not decided by free-market forces; for example, travelers experience extremely high data roaming prices - on average 10 times higher than local costs. Sharing and/or resell of cellular services is impossible.

The possibility of sharing mobile Internet presents huge advantages for buyers and sellers, among them:

- local users could share their unused data with inbound travelers, the latter could pay local prices or less
- mobile Internet could be traded efficiently between domestic users, to reflect true-market demand vs supply
- trade not only between human beings, but also with things (IoT) – connected machines
- additional income opportunity for sellers

On top of cost savings and additional revenue streams, such a market will produce multiple opportunities that do not exist now – like data-usage anonymity, enhanced coverage & QOS (due to automated switch from one provider to another), no subscription or billing needs, decentralization of mobile networks and much more.

Blockchain technology combined with the recently formed SIM-free technologies (among them Virtual SIM, eSIM, soft-SIM etc) allow for the creation of a marketplace for mobile Internet where MB's can be traded as any other commodity.

Keepgo is a pioneer in the field of SIM-free technology and has expertise with its patent pending Virtual SIM technology. The company has developed a product that allows users to switch seamlessly between mobile network operators.

Summary

- Telecom related technologies are evolving rapidly
- Next expected "revolution in telecom" is the elimination of physical SIM cards
- SIM-free phones, routers and gadgets were already presented to the market
- 2-3 years from now all cellular devices will adopt non-physical-SIM standard
- Abortion of physical-SIM standards create various opportunities of new business models

Combination of two novel technologies - SIMfree and Blockchain – makes possible the peer-2-peer share of mobile internet.
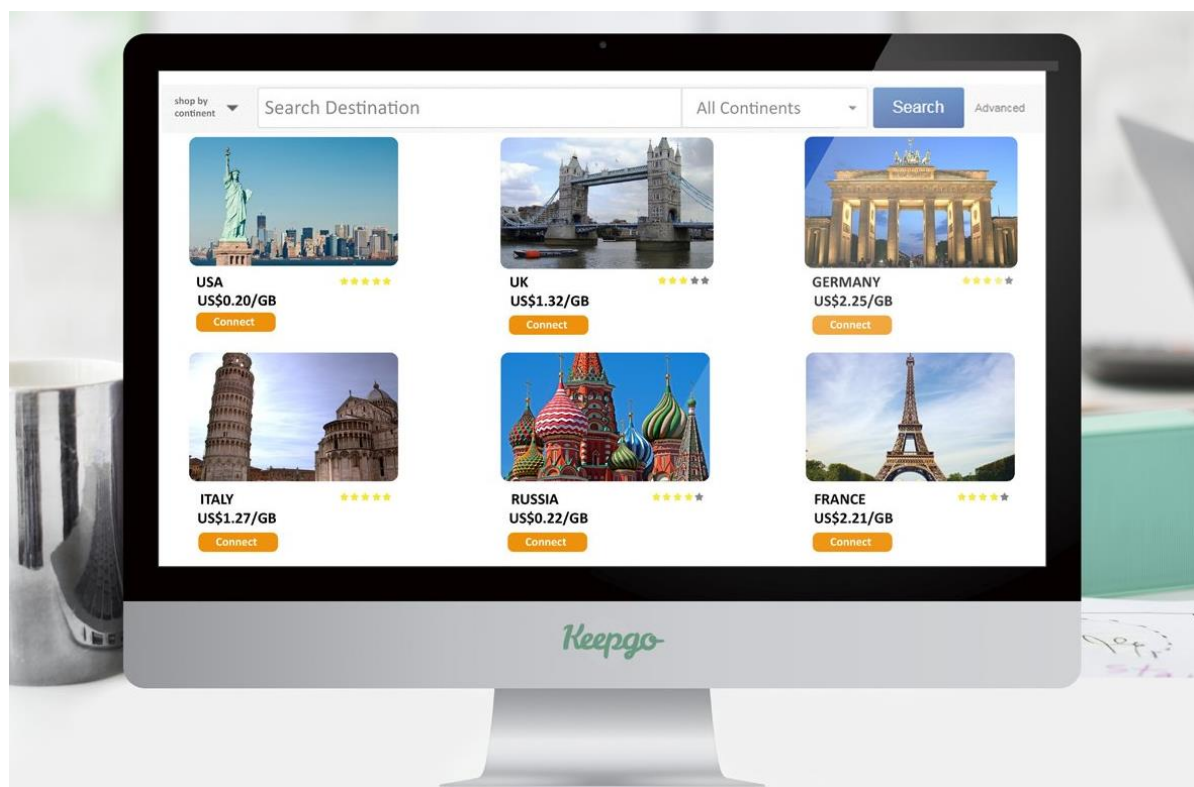
Glossary

The sharing/access economy - is a business model where goods and services are traded on the basis of access rather than ownership. Companies such as Uber and Airbnb provide technology that connects suppliers willing to rent their assets to consumers interested in temporarily using those assets.

Decentralized Megabyte Exchange (The Exchange) - is a technology that connects suppliers willing to rent their cellular subscriptions to consumers. It is an open-source, public, blockchain-agnostic, decentralized technology featuring smart contract functionality and virtual SIM technology standards.

KEEP - is an ERC20 Ethereum token. KEEP can be transferred between accounts and used as a license to access and use The Exchange technology (selling license).

The KEEP Foundation - is a non-profit organization of developers and operators with a worldwide mission to advocate a fair, controlled by no-one, exchange of telecom services. The KEEP Foundation will develop and maintain The Exchange open-source code and smartcontracts.

Keepgo - is a founding member of the KEEP Foundation. Keepgo will be the first company to sell traffic using The Exchange technolgoy and will provide its customer base to supply the first Exchange buyers. In addition, Keepgo will provide its knowledge and vSIM hotspot router for initial use of the Exchange platform.

SIM Card – Physical SIM card or USIM (Universal Subscriber Identity Module) is a smart card used today mainly as authentication card for cellular accounts.

SIM-free Technology – technology that allows a cellular device to connect (and/or switch) carriers remotely, without a need of a physical SIM card.

Popular implementations: eSIM (GSMA specification) and virtual SIM (implementation of SIM-less technology used by Keepgo).

Virtual SIM technology – SIM-less technology implemented by three elements:

- **Virtual SIM Buyer SW** – software that runs in embedded environment of the user device and implements client-based elements of the technology
- **SIM Bank** – is a cluster of physical SIM slots that is designed to provide a remote image of the SIM card to the user device
- **Virtual SIM Seller SW** – software that manages an array of SIM banks, implements business logic such as Virtual SIM allocation rules and acts as a service gateway for the user devices

eSIM technology: SIM-less technology implementation promoted by GSMA. The telecom industry is reluctant to implement the eSIM standard because of these major problems (solved by Exchange):

- It requires centralized trusted authority for profile creation and delivery
- It will shift power from MNOs to some other parties, probably mobile device manufacturers
- It requires substantial changes to MNO networks

Seller – Any user/organization that has mobile/WiFi data available for sale, exchange or donation. This can be a single end user, enterprise, MNO/MVNO, SIM-bank owner, traveler SIM providers, IoT machine, etc...

At the market launch, Keepgo will act as a first Seller, making use of the vast amount of reselling agreements and full infrastructure for data sharing the Company owns.

Buyer – end user that purchases and uses mobile data. Can be inbound traveler, domestic user, IoT machine and others.

Decentralized Megabyte Exchange is implemented by 4 key components:

- **Exchange app -** Open source software that runs on buyer's and seller's devices to enable data exchange from seller to buyer. This software implements parts of the Virtual SIM technology.
- **Match Node –** is a distributed application which matches between buyer and seller; with accordance to requirements of buyer and capabilities of seller.
- **Smart contract templates** – bank of blockchain-based smart contracts that are maintained and supported by open source foundation. Those contracts are used to secure the commercial agreement between buyer and seller
- **Exchange Token** – a license to access the technology and sell data on the marketplace (Uber model)
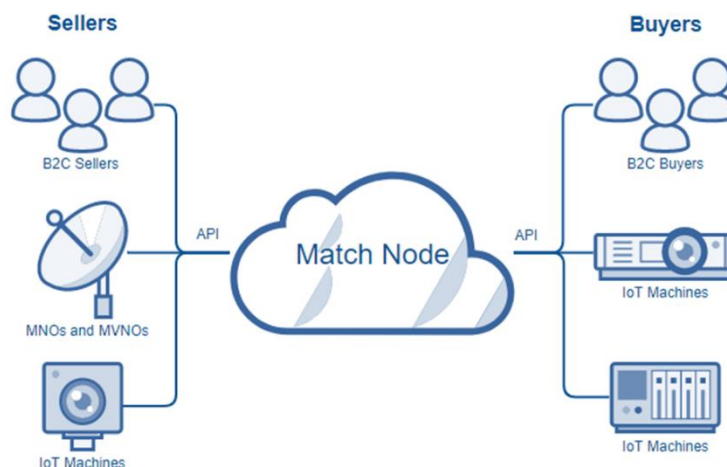
Exchange overview

Unique Value Proposition

Blockchain Agnostic: The exchange supports multiple blockchain technologies, existing and to be released. We will use IOTA by default.

Hardware Independent: We will immediately offer the Keepgo vSIM hotspot but will also provide app developers and smartphone/gadget manufacturers with REST APIs to enable them to sell and purchase using any mobile and stationary device.

Open Source Software: Define your own seller/buyer matching parameters, set different commission and much more using our fully open source code. Powered by Open Source Foundation and paid by the KEEP token.

Technology Adoption: Supports multiple SIM-free standards (e-SIM, v-SIM) as well as share of WiFi data

Flexible monetization schemes: Tokens can be used to earn money by selling data, trading on an exchange or leasing to occasional sellers – gig economy.

Open Source Foundation

Exchange is a new disruptive technology to share cellular services, based on the sharing economy model. This is a new concept, where anybody can share data with anybody, peer-to-peer (or peer-to-machine). Prices and technology controlled by no one, fully ruled by supply and demand.

This model will co-exist with the current eco-system and current telecom models, there is no collusion or cannibalization involved. In the same way as public transport and taxi co-exists with Uber, Mobile Network Operators and Mobile Virtual Network Operators will co-exist with the Exchange.

Technology wise, the whole SW (end user mobile app, match node, smart contracts) will be fully open-source and available for further modifications. The application can be adopted by any HW manufacturer, telecom and IT related business. In addition, the technology will
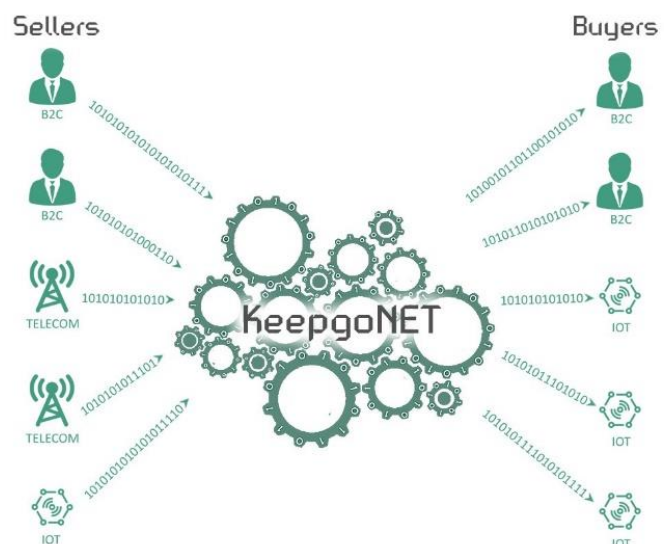
support multiple blockchains, therefore any big and small players can develop any functionality per their needs.

We will encourage different telecom players (like OEMS and MNOs) to adopt our model. From our experience, different players have different interests and goals, it will be easier for them all to adopt open-source working model than to develop something new in a mutual partnership - see Andorid OS as an example. Those players can adjust our code per their own needs, and/or use their own SW/blockchain in our ecosystem, same way as Ethereum is used today.

All the mentioned open source SW technology and multi-blockchain smartcontracts data base will be supported and maintained by Open Source Foundation (The Keep Foundation). Tokens issued by this Foundation will grant access to this "controlled-by-no one" technology (trading license).

Processes overview

Data Sale process:

1. User purchases tokens to get **Seller** permit

2. Registration of **Seller** with **Exchange app**. The following information is provided upon registration:
   2.1. Geographical area of service (country/destination)
   2.2. Supported data access technologies (vSIM, eSIM, Wi-Fi etc)
   2.3. Supported QOS (data speed, one/multiple carriers per country etc.)
   2.4. Requested price per MB
   2.5. Supported blockchains. By default – IOTA

3. Exchange verifies the seller and number of tokens in his possession

4. **Seller** is waiting for allocation request from **Match Node** (idle status)

5. Sell transaction request arrived. **Match Node** selects **Seller** that matches **Buyer** requirements (country, speed, price) and technical specifications (SIMless technology/WiFi, blockchain type).

6. **Match Node** verifies that selected **seller** has enough quota for sell (tokens).

7. **Match Node** allocates the **Seller** resources for specific **Buyer** and creates smart contract between the parties. Data sell protocol is activated.

8. Amount of remaining quota and QOS are measured in real time by **Match Node.**

9. *Future development – **Match Node** receives location updates from the **Buyer** and changes connection technology in seamless manner (for example, allocate a SIM card with better performance for the specific location).

10. **Match Node** verifies successful payment transaction and disconnects the **Buyer** if malicious.

11. Seller signs the contract. Funds converted to fiat money and wired to Seller. Commission paid to Keepgo.

Data Purchase process:

1. Registration at **Exchange app**. The following information is provided upon registration:
   1.1. Personal information
   1.2. Payment method
   1.3. Device technical specification and capabilities
   1.4. Supported blockchain – optional. If not decided – IOTA

2. **Buyer** sends request for data purchase to **Exchange app.** The following information is provided upon request:
   1.1. Location
   1.2. Desired QOS
   1.3. Maximum price

2. Wait for response from **Match Node** with selected **Seller** information. Smart contract is issued.

3. Start data purchase with the selected **Seller** (accept allocated SIM etc.)

4. Wire funds to **Seller** in real time, rounded for every predefined increment of data, (10MB default)

5. Send to **Match Node** location updates

6. Interact with **QOS service** and measure current network connection quality.
In case supplied QOS is not sufficient – **Match Node** initiates connection to a new **Seller**

Payment Service

As sellers cannot guarantee future transactions (they might turn off their device or just loose connection, which will result in discontinuation of data sell), megabyte exchange must be executed in real-time: you pay for what you get.

Considering that the amount of transactions can go as low as 1 transaction per second, there are three main features that required to guarantee real time payment for traded megabytes:

- Zero transaction fee
- Fast transaction validation
- Infinite scalability

At the present time, "distributed ledger" decentralization technology will be used to support the abovementioned requirements (IOTA blockchain).

As Exchange is not "hardcoded" to any specific blockchain, any other (blockchain) technology that supports marketplace needs can be added in the future

Payment Process

1. Buyer adds funds to his wallet (fiat or crypto money). Fiat money can be automatically converted to cryptocurrency and then back to fiat money (fully automatic mode)

2. For each signed session (according to preset increment), smart contract sends payment request to **Payment Service**
3. **Payment Service** wires the requested amount of cryptocurrency to **Seller's** wallet
4. **Payment Service** sends notifications to **Seller** about new funds
5. **Payment Service** wires transaction commission to Keepgo
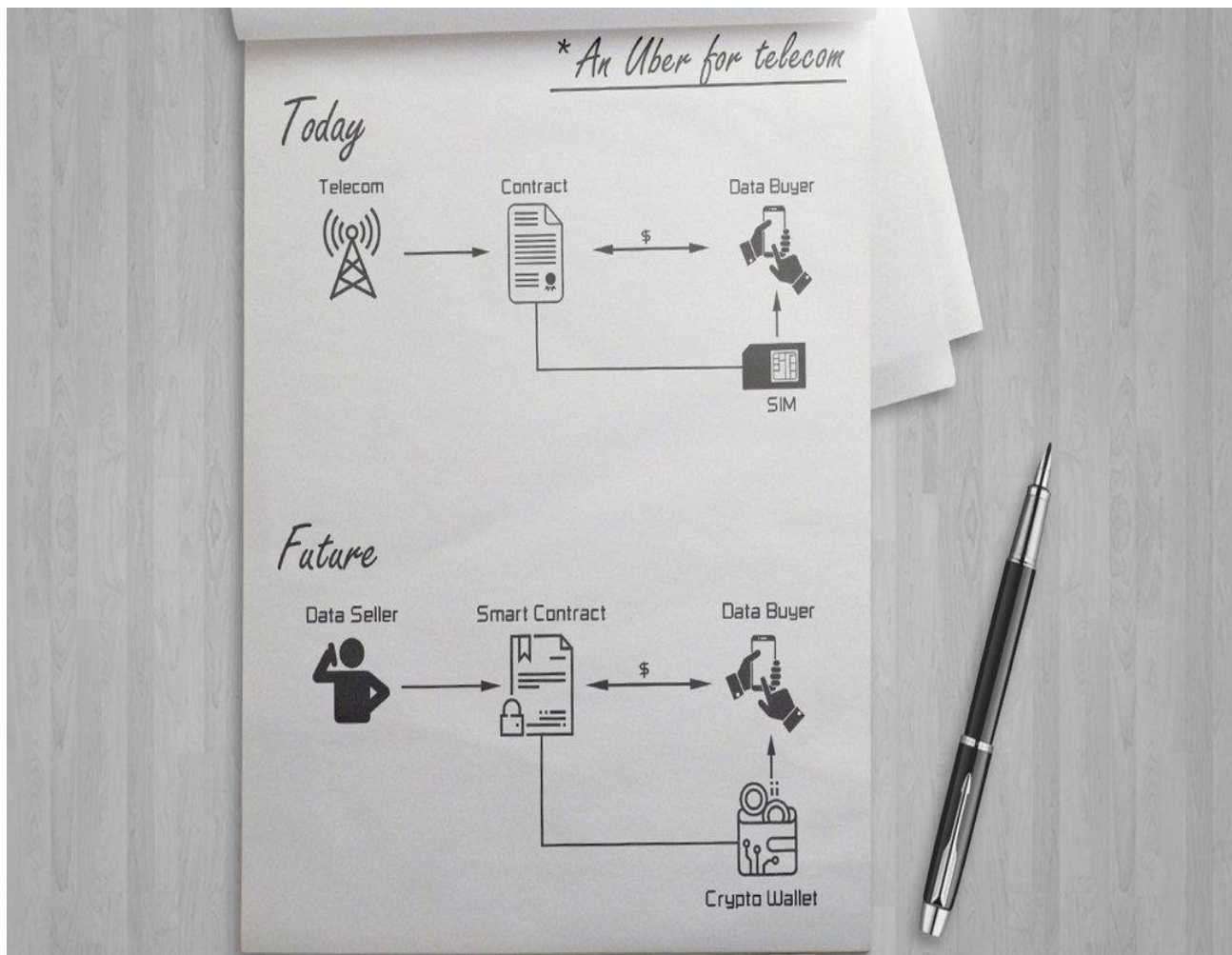
Virtual SIM Technology

Fig 1
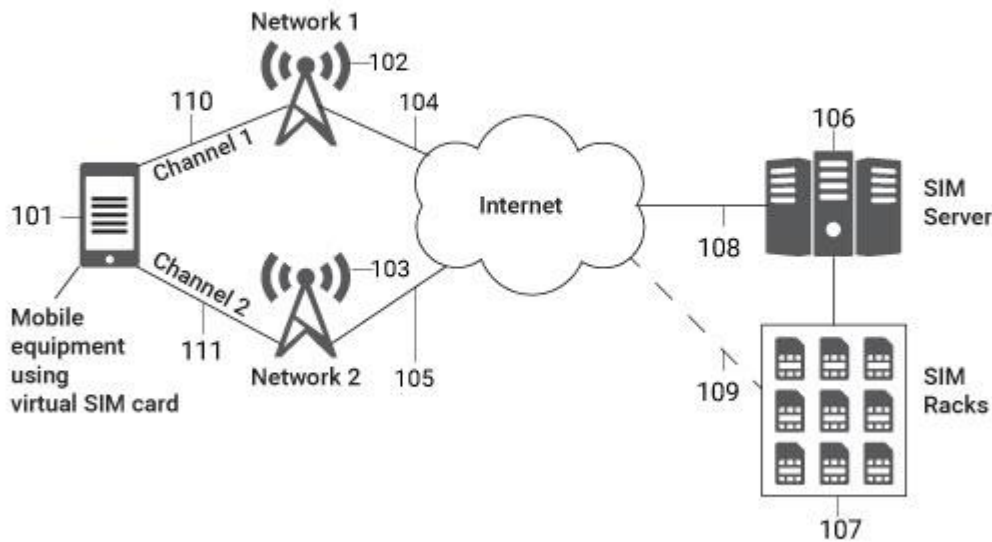
101. Virtual SIM Device, could be smartphone, tablet or any other mobile equipment.

102. Network 1. Cellular network of 2G, 3G, 4G or 5G generation. It is used to establish channel 1, initial channel during the virtual authentication procedure.

103. Network 2 could be the same as Network 1 or different. This Network 2 is used for channel 2 and this is the main channel for data traffic.

104, 105, 108, 109 - connections to Internet.

106. SIM Server. Software that manages SIM cards in SIM Racks and virtual connections.

107. SIM Bank. The server that contains SIM Nodes.

Virtual SIM Authentication Protocol

1. VSD (101) is authenticated on Network 1 and establishes Channel 1 to Network 1 and through it to Internet, SIM Server, SIM Racks. Channel 1 is usually established with roaming IMSI and used as control

channel to assist in authentication of Virtual SIM. Usually, embedded SIM card in VSD contains this roaming IMSI. Channel 1 is encrypted to prevent eavesdropping.

2. VSD (101) gets IMSI2 for Virtual SIM from SIM Server and SIM Rack based on SIM allocation algorithms run on SIM Server. For example, if a user is roaming in France, local French SIM card IMSI will be allocated.

3. VSD authenticates IMSI2 on Network 2, when it uses Channel 1 to forward challenge and receive response from the SIM Server and SIM Racks. Response is calculated on SIM Server/ SIM Racks side.

4. When Channel 2 is established it is used for data or voice traffic. This is the channel based on Virtual SIM

Keepgo

The Company

About us: Keepgo provides internet for travelers at extra low prices.

During the last years, Keepgo was pioneering in the field of SIM-less technology and has developed a patent-pending Virtual SIM standard (EzFi). The company sells its EzFi based product, allowing users to pay local prices around the globe by seamlessly switching between mobile network operators.

Initially Keepgo will take over the role of Seller and will offer the first market data for purchase, internationally.

Financials: The Company was bootstrapped in 2009; break-even in 2010 and the revenue for 2016 totaled $7.8M. External investments up-to-date: $1M (2014), no outstanding financial liabilities.

Assets:

- Developed and implemented Virtual SIM technology (5 patents pending), commercially available since Feb 2017
- An extensive portfolio of direct agreements with Tier1 operators around the world - among them AT&T, Vodafone, Telefonica, and T-Mobile.
- Tens of thousands of paying customers (will serve as first market users)

The Team: The Company was founded and risen to success by Guy and David: seasoned entrepreneurs with extensive hands-on experience in telecom and management; both Technion IIT graduates. Current staff: 21 skilled employees, each holds B.Sc.- Ph.D. Degree. Offices in 3 countries.

Team:

Founders:

Guy Zbarsky - Guy brings more than 15 years of management experience. Founder of Keepgo & SvoiBiz; holds a B.Sc in Computer Science, B.Sc in Mechanical Engineering and a MBA from the Technion IIT. Ranked IDF Major, Divemaster and Karate Sempai.

David Lipovkov - Has 12 years' experience of C-level positions in technology companies. Founder of Keepgo & SvoiBiz; holds a B.Sc. in Computer Science from the Technion IIT.

Advisors:

Dr. Igor Ryabenkiy - Managing Partner, AltaIR Crypto Invest

Igor is a serial entrepreneur and angel investor with over 20 years of successful executive and investment experience including Internet startups and IT companies. He has funded, developed, and exited **more than 100+ of investment projects** worldwide.

Sam Netzer - Telecom and Roaming Executive

Serving for 10+ years as **the Head of Roaming Department in Orange IL**, Sam was the innovator of first roaming bundles for international travelers, disrupting the local telecom market and generating more than $100M in sales of international traffic. Later he became CEO of a startup company. Holds an MBA.

Yossi Peretz - CEO Stox

Yossi is a technology and **cryptocurrency enthusiast**, with a strong record of developing market-leading products and services, and extensive experience in online investments and financial markets. Yossi has a wealth of international experience, with roles in the fintech, business and operations management.

Tony Summerlin – Senior Strategic Advisor to FCC

Brings 25+ years of broad-based expertise and experience in business, consulting, and leadership with **demonstrated strengths in governance and policy**. Well known as a turn-around expert in complex technology projects including clients such as IRS, DOE and DHS in government and Citicorp and GM in the private sector.

Ivan Zolochevskii - CEO AltaClub, exCEO Vodafone

Ivan served as a **CEO of Vodafone UA** for more than 4 years. Experienced Chief Executive Officer with a demonstrated history of working in the telecommunications industry. Strong business development professional with a MBA Program, Professional Diploma focused in Management from The Open University Business School.

Prof. Simon Lytsin - USB Flash Inventor

Consults Israeli and international high-tech companies in the areas of storage, communications and computing. As chief scientist at SanDisk, Simon was **the innovator of the breakthrough Flash memory storage** technology. Founder of a successful start-up. An IEEE Senior member, Professor with the School of Electrical Engineering, Tel-Aviv University.

Ishay Tentser - CEO IniTech

Ishay Tentser is the Founder & CEO of Initech, an Israeli software development company with **a focus on decentralized systems**. He is also a founding member in several startups, a networking guru, and unyielding performer. Ishay is seen as an innovative thinker and speaker in Fintech, AI, Crypto, and Blockchain.

Mark Kellerhuis - VP International Carrier Services at Sprint

Mark manages the **international carriers business at Sprint US** within the EMEA region since 2005. He has more than 25 years of experience in the Telecommunications and IT industry. Bachelor of Informatics, Technical Information Systems.

Financials

Token System

The KEEP Foundation will utilize licensing model to provide sellers with permits of using the Exchange infrastructure. The model will be implemented by Tokens that are issued by The KEEP Foundation. Every token represents a permit to sell data – quota. The more tokens seller has, the more data he can sell on a daily basis.

Every token represents a permit to sell data according to the following formula: total amount of GB's traded on the market/total amount of tokens issued. For example, if at certain month were traded 10,000 GB of data, and Keepgo has issued 1000 Tokens, then every token is equal to a permit of selling 10GB per day. As the number of tokens is fixed, the more data is traded on market, the more GB's can be sold with one token.

 Tokens buyers can lease their tokens to occasional sellers, acting as a "gas" for suppliers in Exchange network.

Go-to-market

To suit the initial requirements of the Exchange network, Keepgo will serve as the first seller and will create its own set of smart contracts, based on existing, open-source, tangle-based ledger technology.

Keepgo will provide its customer base to become the first buyers on the marketplace (dozens of thousands of B2C users and about 100 B2B companies). Those sales should generate a couple of $Mil in revenues from the very beginning (current Keepgo volumes); later, support for M2M customers will be added (vastly increasing multi-$Bil market), Tier-1 operators, and competing companies.

Fundraising

Tokensale Details

SYMBOL	KEEP
CATEGORY	Telecom
PLATFORM	ERC20
CROWDSALE	September 1st 2018
DESCRIPTION:	The KEEP Token represents the right (license) to sell megabytes on the Exchange marketplace
SOFT CAP	$3,000,000
HARD CAP	$35,000,000
TOTAL TOKENS SUPPLY	700,000,000
Presale tokens supply	115,454,545
Crowdsale tokens supply	228,571,429

Tokensale Bonus Programs

	Slot Size, USD:	Token price, USD:	Bonus:	Effective Token price	Tokens Issued (Max):	Min Investment
PRE SALE						
1st pre-sale:	$ 1,000,000	$ 0.11	450%	$ 0.020	25,000,000	$ 100,000
2nd pre-sale:	$ 2,000,000	$ 0.11	50%	$ 0.073	34,090,909	10ETH

Зв pre-sale:	$ 3,000,000	$ 0.11	40%	$ 0.079	38,181,818	10ETH
CROWD SALE						
Platinum ($6M-$11M)	$ 5,000,000	$ 0.14	30%	$ 0.108	46,428,571	0.5ETH
Gold ($11M-$16M)	$ 5,000,000	$ 0.14	20%	$ 0.117	42,857,143	0.5ETH
Silver ($16M-$21M)	$ 5,000,000	$ 0.14	10%	$ 0.127	39,285,714	0.5ETH
Main Sale ($21M-$35M)	$ 14,000,000	$ 0.14	0%	$ 0.140	100,000,000	0.5ETH

* Every pre-registered participant is eligible to receive a **complimentary 1GB of global data** upon applying for the whitelist (supported by Keepgo lifetime products).

** First 100 investors investing 10ETH or more are eligible to receive a **complimentary Keepgo WPN** device with 1GB of global data.

Token Allocation

Token distribution:	# of tokens	% from total emission:	Vesting [months]
Tokens Sold on a pre-sale	115,454,545	16%	4
Tokens Sold on a crowd-sale	228,571,429	33%	0
Team & Advisors	56,000,000	8%	6
Bounty & Community	35,000,000	5%	3

Foundation Development Fund	*264,974,026*	38%	12

How We're Going to Use the Money

Research + Development	40%
Operations	15%
Legal + Regulatory	15%
General + Administrative	10%
Sales + Marketing	20%
Total Supply:	**100%**

Market

			Exchanged Data TB/month
Launch	Current Keepgo volume		100
L+5	Natural market* + Exchange** growth		538461

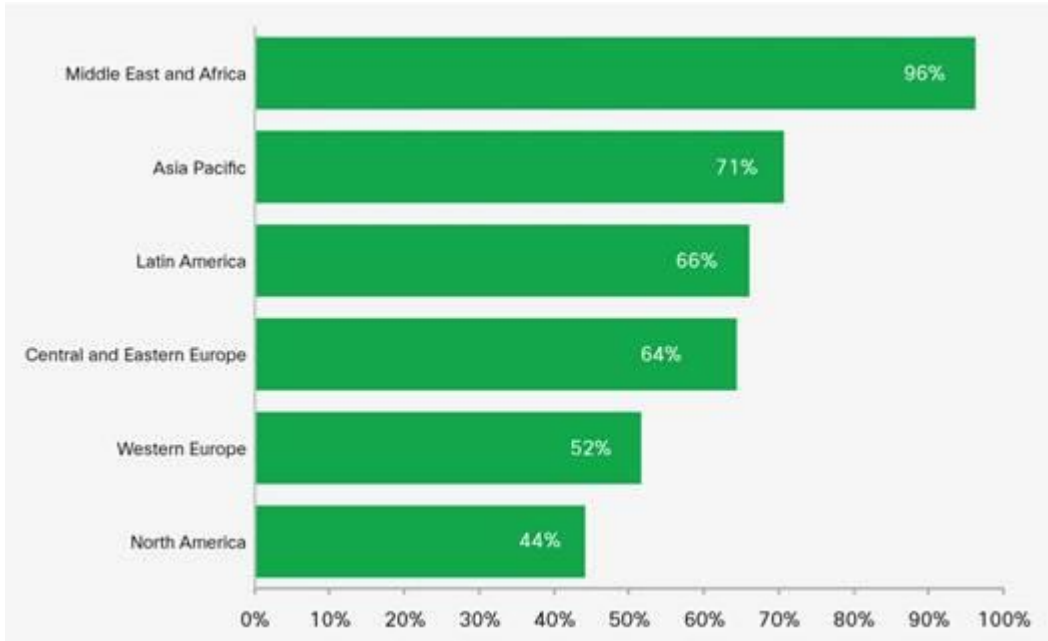*Natural market growth: 50% annually   According to Cisco*
***Exchange growth: 50% annually   Extrapolation of current Keepgo growth*

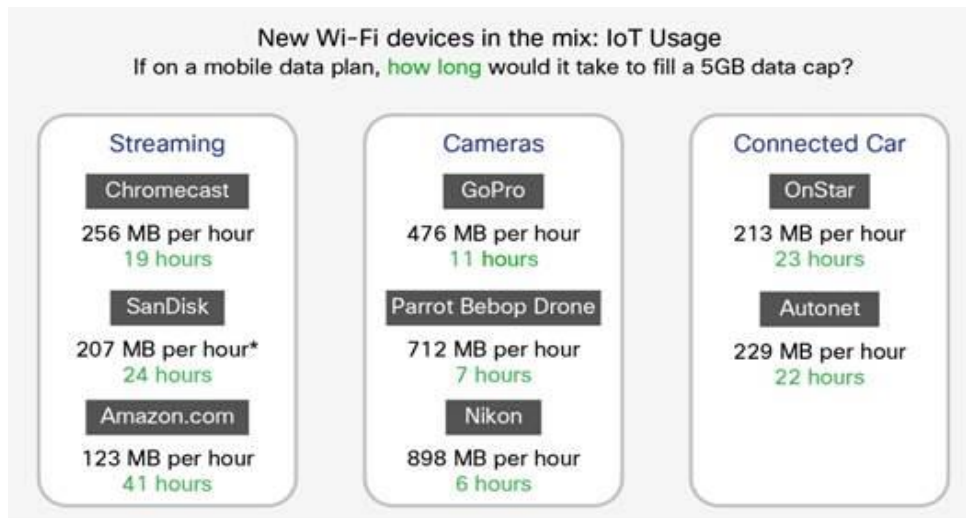**The Market is seeing 4 trends that are set to define the future of the market.**

- The number of Devices per user is growing.
- The amount of Travelers is growing.
- The Amount of data consumed is growing.
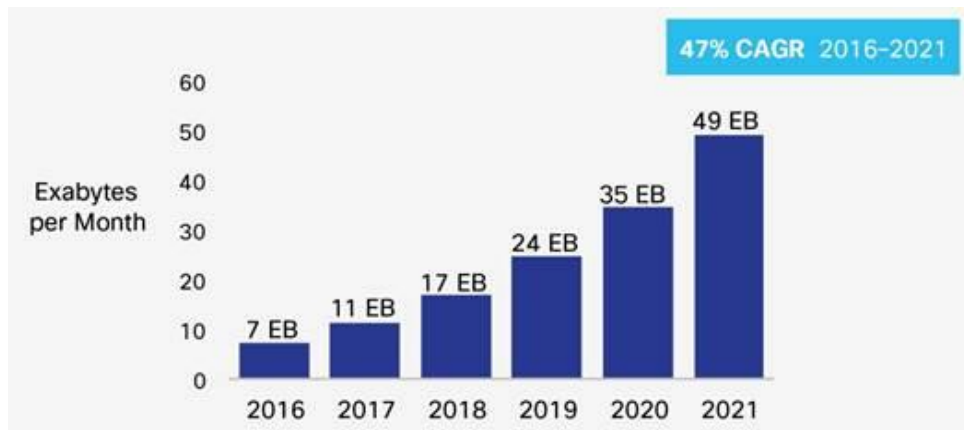- Market of IoT and end to end connectivity is also growing.

Cisco, in its Mobile White Paper states: Mobile data traffic will reach the following milestones within the next 5 years:

● Monthly global mobile data traffic will be 49 exabytes by 2021, and annual traffic will exceed half a zettabyte.
● Mobile will represent 20 percent of total IP traffic by 2021.
● The number of mobile-connected devices per capita will reach 1.5 by 2021.
● The average global mobile connection speed will surpass 20 Mbps by 2021.
● The total number of smartphones (including phablets) will be over 50 percent of global devices and connections by 2021.
● Smartphones will surpass four-fifths of mobile data traffic (86 percent) by 2021.
● 4G connections will have the highest share (53 percent) of total mobile connections by 2021.
● 4G traffic will be more than three-quarters of the total mobile traffic by 2021.
● More traffic was offloaded from cellular networks (on to Wi-Fi) than remained on cellular networks in 2016.
● Over three-fourths (78 percent) of the world's mobile data traffic will be video by 2021.
(https://www.cisco.com/c/en/us/solutions/collateral/service-provider/visual-networking-index-vni/mobile-white-paper-c11-520862.html

(Cisco)

Mobile technologies and services accounted for 4.4 per cent of global GDP in 2016, equivalent to around $3.3 trillion of economic value2. This is forecast to increase to more than $4.2 trillion by 2020, or 4.9 per cent of projected global GDP. Mobile Technology is a UN Sustainable Development Goal.

This means that:

- The mobile internet market will grow as industries continue to rely on it for infrastructure and new product rollout
- Mobile internet market will continue to gain global importance as a vital player and contributor to global GDP
- The market will receive federal and local innovation support, being part of a global United Nations Sustainable Development Goal #9 (Investing in ICT), requiring continuous breakthroughs to support the needed global change for good.
- Products that enable users to participate in the Gig Economy (an environment in which temporary positions are common and organizations work with independent workers for short-term engagements) will receiving continuous support from both the population and federal bodies as they contribute to economic growth and wealth distribution.
- Blockchain enabled products, feature tech guaranteed trust between both parties will be seen as prime market drivers and determinants both by existing corporations, clients, participants as well as investors as they meet strategic global goals: economic inclusion, decentralization, growth of GDP and innovation.

http://www.un.org/sustainabledevelopment/blog/2017/06/sustainable-development-goal-9-investing-in-ict-access-and-quality-education-to-promote-lasting-peace/

Competitive Intelligence

	Keepgo	Dent	Telecoin	Qlink
Contracts with Operators	20	No	No	No
Working product	Proof of concept	White label app	No	White label app
Paying customers	Yes	?	No	No
Unique Technology	vSIM	No	No	No
Physical product to ICO investors	KeepgoFi	No	No	No
Team history (years)	9	4	<1	<1
Blockachain agnostic	Yes	No	No	No
Patents	Yes	No	No	No
Origin	Israel	Hong Kong	Japan	China
ICO date	Summer 18	Aug 17	Jan 18	Jan 18
Market Value (Avg for Feb 18)	TBD	$320M	$110M	$55M
Max Market value	TBD	$1,090M	$240M	$140M

Roadmap

2018

- Introducing the Exchange prototype
- Registering "The KEEP Foundation" NPO
- Token sale (June – Aug)
- Defining open API
- Developing match node for single blockchain
- Developing buyer app

2019

- Developing vSIM based seller app
- Components integration

- Field test + QA
- First commercial rollout: Q2 2019
- Developing personal SIM reader seller app
- Integrating additional vSIM devices as buyers

2020
- Developing seller app to support Android OS mobile devices
- Implement reputation service
- Expand additional mobile data technologies to eSIM and WiFi
- Support for additional blockchains
- Quality of service rating system
- Access to system to additional hardware providers

FAQ

- **Why cellular data cannot be traded on standard marketplaces, like eBay or Amazon?**
  - Standard marketplaces are designed to support the trading of physical merchandise and do not have the required technological infrastructure to support the trade of cellular services.
- **Will Network Operators allow the resell of data bundles purchased by end users?**
  - This model will co-exist with the current eco-system and current telecom models, there is no collusion or cannibalization involved. In the same way as public transport and taxi co-exists with Uber, Mobile Network Operators and Mobile Virtual Network Operators will co-exist with the Exchange
- **Is any special equipment required to trade data?**
  - Yes, data can be purchased only with devices that support SIM-less technologies, like KeepgoFi Hotspot. Data can be sold by any device with the Exchange app installed (Android version) or using portable SIM slots.
- **Will I be able to use my phone while trading the data?**
  - You will be able to use your phone as usually while the device is connected to a WiFi network and with the Exchange app up and running.
- **Can I also trade texts and voice bundles over the Exchange?**
  - No, at the present time Exchange doesn't support the trade of SMS messages and voice minutes.
- **Is trading limited to mobile data only, or can WiFi traffic also be traded?**
  - Data exchange is not limited to mobile data, one can trade their landline Wi-Fi bundle as well.
- **How can Exchange guarantee that I will get the exact amount of data I have paid for?**
  - The payment for megabytes is performed via distributed blockchain network in real time. You pay only for what you get.
- **Why blockchain is essential for data exchange?**
  - Without the blockchain technology, guaranteed real time micro-payment for usage is impossible.

- o To secure the commercial agreement between buyer and seller: SIM card is replaced by crypto wallet
- o Controlled by no-one
- **How can Exchange guarantee coverage everywhere I travel?**
  - o Ever since Keepgo was established in 2009 our primary activity has been to negotiate favorable reselling agreements. We have secured many such agreements and guarantee coverage in countries and destinations where no sellers are available. Keepgo will provide its vast agreements portfolio for Exchange needs.
- **How KEEP tokens will be used?**
  - o Keep token is a license to trade data on the exchange. It grants access to the technology. In addition to trade and direct use, we assume that companies like Keepgo will buy licenses and lease them to occasional seller.
- **Who will run blockchain nodes?**
  - o We do not develop our own blockchain. We are blockchain agnostic. We will only create and support the technology and smart contracts that will enable the exchange of data.

Disclaimers:

DISCLAIMER: This white paper represents work in progress and illustrates the intent of Keepgo Ltd. to develop, launch and market certain products. The implementations of these products are built on new technologies, and it is expected that significant changes will be continually required to meet the evolving requirements of the market's and customer's demands.

EXCHANGE WHITEPAPER: This updated version of the Exchange Whitepaper represents a number of revisions based on community feedback, business strategy refinement, and legal counsel. This current version should be considered the definitive version of the Whitepaper, superseding any previous versions.

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