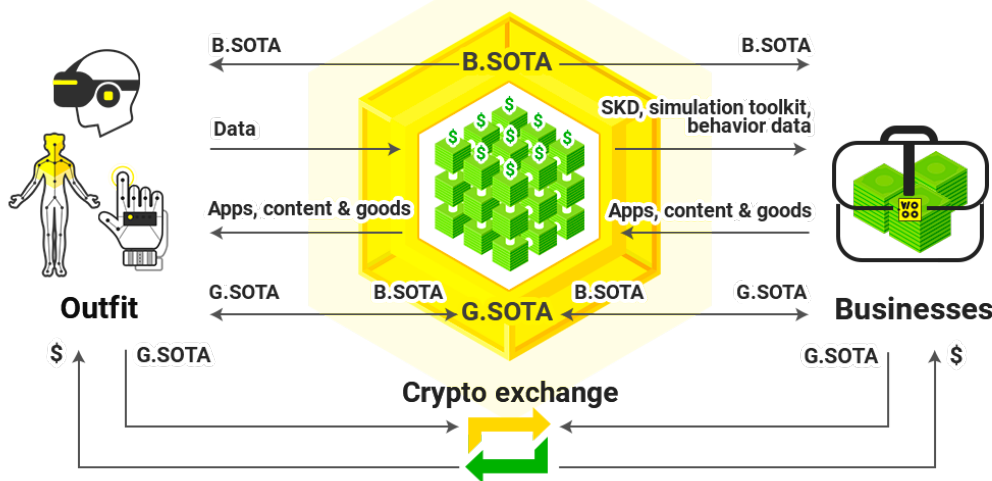


## VR IS THE NEXT COMPUTING PLATFORM

The global VR market will experience huge growth in the next 2-5 years according to Goldman Sachs, Digi-Capital and IDC. This market has been identified by top investment funds, by corporate and investment banks, as more than hype: it is THE NEXT BIG THING to happen. The growth derives first from consumer uptake, as VR users gain highly realistic experience of entertainment, socializing, education, traveling etc. In VR people can be themselves and behave naturally, which is exactly what marketers and scientists are striving to understand. This behavior data is highly demanded by business. Driven by an expected 5-year CAGR of nearly 200%, manufacturing, retail, professional services and process manufacturing will be the top industries for VR spending. **The ability to monetize customer data while sharing value with both users and companies gives our Platform an enormous competitive advantage in a fast-growing VR market.**

Existing platforms use apps and devices that have been specifically ported. The result is high development costs, industry fragmentation, and confused customers. **Massive technology adoption requires a cross-platform standard with in-built mechanics and triggers to bring customers, app developers and business together. Therefore, we plan to develop our Platform**

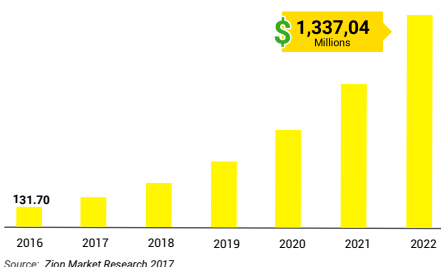


## HOW WE BUILD IT

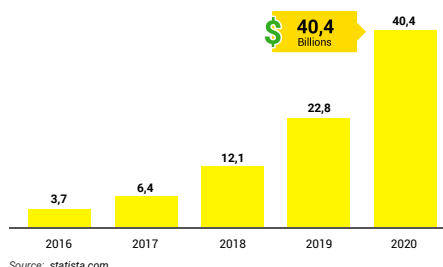
- We have created a VR universe – a VR content & distribution marketplace
- We have developed a haptic suit & gloves for the ultimate immersive VR experience with behavior and biometric data collection
- VR simulation toolkit for instant app development and seamless onboarding
- Smart contracts and tokens already prepared to drive up transactions and rewards
- AI algorithms for apps optimization and automatic 3D environment generation

## MARKET OVERVIEW

Global behavior analytics market from 2014 to 2022 (USD Millions)



Virtual reality soft and hardware market size worldwide from 2016 to 2020 (USD Billions)



## BUSINESS MODEL

- Sales of hardware
- Sales of behavior & biometric data
- In-platform ads & promotions
- % from VR app sales and in-app purchases
- % from other in-platform transactions

## TOKENS

We have two types of tokens at the Platform:


- **BLACK SOTA (B.SOTA)**
- **GOLD SOTA (G.SOTA)**

**B.SOTA** is a transactional inner-platform currency based on NEO blockchain that also serves as the reward to users for sharing their data. With B.SOTA people can:

- Sell or purchase real products within the platform
- Share tokens with other players
- Monetize their in-app experience by sharing their biometric and behavior data and collecting B.SOTA

**G.SOTA** is used as means of funding of the ecosystem development and as an exchange-listed token helps B.SOTA holders to convert their tokens into fiat money. G.SOTA tokens are created on ERC 20 protocol and can be purchased via internal exchange on our website for BTC, ETH, LTC, DASH, BCH, NEO, etc.

## TOKEN SALE SCHEDULE

 Total emission (TGE):  
**100 million SOTA tokens**

 **OPEN PRE-SALE**  
 Feb. 16 - March 16, 2018

- Tokens available: 10 mln SOTA
- Tokens sold: 3 mln SOTA

 **PRIVATE SEED ROUND**  
 Starts on May. 14, 2018

- Tokens available: 25 mln SOTA
- Soft Cap - \$1,000,000
- Cap - \$3,750,000
- Hard Cap - \$10,000,000
- Price per SOTA - \$0.4 (75% off)

 **TGE**  
 September, 2018

- Tokens available: 30 mln SOTA
- Cap - \$50,000,000
- Price per SOTA = \$1.66

## DISTRIBUTION OF TOKENS

- 65% Buyers
- 11% Team
- 20% Reserved for the platform and partners
- 3% Advisors and Ambassadors
- 1% Bounty programs