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1.1 Executive Summary

VibeHub is a technology for creating virtual reality marketplaces and hubs where users can buy and sell experiences that would never be possible with traditional technology. A virtual seat at a live concert where you feel like you're actually there and a virtual meet- and -greet with your favorite artist who lives 2000 miles away from you.

Lessons in boxing, guitar and yoga are brief examples where the instructor is life-sized and sitting in front of you, instead of being trapped on a tiny computer screen. All transactions on these hubs will use our Vibe token, a cryptocurrency running on the Ethereum Blockchain.

1.2 VibeHub Overview

Researchers have been developing virtual reality technology for decades. Only now with the development of ultra-high-resolution screens and blazing fast graphics processors, has it become practical for the average consumer to own. The largest technology companies in the world like Microsoft, IBM, Facebook, and Apple have invested billions of dollars collectively into VR/AR research. In the past few years their efforts have finally paid off with top of the line VR devices now being purchased from anywhere between

seventy and four hundred dollars. The new worlds you can experience with these VR devices go far beyond the possibilities offered by traditional computers.

Imagine looking out the window on a space station in a virtual world, a place where you can attend live concerts, collaborate on a creative project, get boxing lessons and set up a virtual date.

Our VibeHub technology makes this possible and it's starting to make it possible today with a fully immersive VR beta already being released. Using virtual reality devices available at almost any electronics store worldwide, we can take a user into a world like none they've ever seen. Using the power of the Ethereum blockchain and the VIBE token, we can monetize this new virtual world.

The "Hub" in VibeHub is a unique virtual world centered around a certain idea: a hub for artists to share music with their fans, a hub for teachers to share their knowledge with students, hubs to watch movies together or a hub to set up dates.

These hubs are community spaces. As you walk through these worlds you can meet and interact with friends, artists or teachers using real-time voice communication. You can watch a movie together in VR, play games, watch concerts or

take a class. You will be paying in Vibe tokens, creating a natural demand for the currency.

1.3 The marketplaces and hubs on VibeHub

Hub 1: The Musician's Hub

Live Virtual Concerts and 1-on-1 Interaction with Your Favorite Artists

Since the advent of the internet music has gone global. With enough talent it's possible for a band in a small town like Iowa to have fans that number in the tens of thousands or even millions. But in an era of globalization, these fans are spread out all over the world. This will cause most of them too never get a chance to see their favorite artist in person.

Virtual Reality and VibeHub offer a way to bridge this gap by giving small bands who could never afford to go on tour a way to offer live concerts to their fans all over the planet.

Have a favorite band but can't afford to go see them in concert 500 miles away? Put on your VR headset, start the VibeHub app, pay some VIBE tokens, and you can be looking up at them from beneath the stage in your front row seat.

Want to go back stage for a meet-and-greet? Pay a bit more VIBE and you can do that too.

Since the VibeHub application is two-way with real-time voice communication. Your favorite artist can see and interact with you personally and speak to you like you are really there.

Musicians can also post their songs and receive tips in VIBE, creating a form of virtual busking. This will be available on our browser based version to leave nobody out of VibeHub.

The market opportunities for this marketplace and hub alone are limitless. According to industry magazine Billboard, the concert business is a 25-billion-dollar market. Virtual concerts that have no touring costs, no booking cost and a potential audience that extends around the entire world. The revenue opportunities could ultimately be even more profitable by using VibeHub.

Hub 2: The Teacher's Hub

Face to Face Online Learning to learn new skills like never before.

In 2016 online education was a 107-billion-dollar market and is only going to increase in market size over the coming years. With college costs skyrocketing, students everywhere are turning towards internet-based learning to avoid going into tens of thousands of dollars in debt.

Traditional online learning on a computer screen has disadvantages. It's hard to interact with the teacher and it's harder to interact with other students. The online learning experience can be cold and informal and leave students with only a fraction of the knowledge they learn in a textbook and recorded lectures.

Once again VibeHub and our technology can offer an experience that's only possible with virtual and augmented reality technology.

Put on your VR headset, pay some VIBE and you'll be taking a class with a professor located a thousand miles away. Interacting with the instructor and other students as if you were in the same room will create an experience like no other on the internet today.

The true strength of virtual reality is that it creates a world where it's possible to learn things online that you can't learn by looking at a screen. You'll be able to pay VIBE to take a class from a master guitarist, take a math class, learn yoga and learn basically any skill on the planet that creates demand. This is an entirely new frontier in online learning and the possibilities are limitless.

Hub 3: The Musical Creator's Hub

Smart contracts bringing creators together.

The VibeHub technology is so versatile that it extends to market niches that most people don't even know exist. The first marketplace we are implementing will be a job board for music/content creators. We chose this concept as the first of many because we could not find any decentralized or centralized app that provided a safe marketplace for creators to make equitable exchanges for creative services. This is a simple proof of concept to showcase virtual experiences and micro-transactions on the same platform.

If a guitar player has a whole song completed but he is unable to sing and play drums, he can use this hub to hire other musicians to complete his song. The guitar player can make a smart contract that will be payable in Vibe tokens, for other artists to accept. If any of the contract's terms are broken or if the finished song is not up to par, the contract would be terminated and the funds would be released back to the guitar player. All of this is handled automatically via the smart contracts, with no need for any outside human intervention.

This is only the start for VibeHub, with enough demand there is a place on VibeHub for every niche in the world to monetize their content

1.4 Why Content Creators and Consumers Will Chose VibeHub

The greatest technology in the world is useless without an audience or if a bigger competitor comes along and copies your business plan. Fortunately, VibeHub is arriving at a unique time in the history of computing and virtual reality. VibeHub is in a better position than any company in the world to bring our visions to life.

- **We make virtual worlds better than anyone around.**
Experienced VR Programmers and artists are incredibly rare and we have the best. VR technology is so new right now that the skills needed to create the virtual worlds we use aren't taught in school. There are very few artists and programmers in the world that can do what we do and even fewer that can do it at our level of quality. Our team has been in the VR industry for years, working on successful games and virtual experiences. The quality and beauty of our virtual worlds stands up against anything

else in the entire VR industry, not just the cryptocurrency space.

Cryptocurrency and the Ethereum blockchain make it easy for creators to get paid, giving them an incentive to use our system.

Content creators like musicians and teachers are in serious trouble right now: there's no easy way for them to earn money online. YouTube requires hundreds of thousands of views to generate a return. Selling videos or music online is difficult and leaves you open to piracy and focusing so much time on selling merchandise limits time away from creative endeavors.

VibeHub and our Vibe token is a solution to this problem. Creators can charge in Vibe no matter where they are in the world and get paid instantly without having to wait for a big company to process the payment and take its own cut.

The experiences VibeHub offers are unique and can't be pirated. This gives VibeHub intrinsic value that's unique to other platforms. These factors will make our platform irresistible to creators as the monetization opportunities are astronomical.

- **We have connections.** Our team has been active in the music and virtual spaces for years. We can use these connections to bring well-known musical acts to the

platform, bringing us legitimacy and media focus. We're already in talks with different artists to bring content to our Musician's Hub. We will be rolling out software to the largest VR platforms in the world, such as Oculus Rift, HTC Vive, and PlayStation VR. These platforms are pleading for VR content and the quality we offer.

VibeHub is beginning at a crossroads that will only exist once in history. Cryptocurrency and Virtual Reality are both at the cusp of mass adoption at the same time.

A year ago both blockchain technology and VR would have been too primitive for VibeHub to exist. Five years from now both technologies will be everywhere. This is the perfect moment for us to become the biggest player in a world-changing industry.

1.5 The Technology Behind VibeHub

Transactions using the VIBE token will run on the Ethereum blockchain. Our web platform will be compatible with Metamask and the Myst browser, making it easy to bridge non-crypto users to our platform for the first time. Our frontend is hosted on AWS CloudFront in multiple geographic locations and scales automatically to handle any number of users. The backend consists of NodeJS microservices that run

on server-less environments (i.e. Containers, Lambda Functions (LAAS), etc.). Our virtual reality development uses Unity Engine, SteamVR SDK, Oculus SDK, Microsoft HoloLens SDK, and Sony PSVR SDK.

Using this combination of technologies will allow us to develop a cross-platform product that will work on both existing and future hardware. The voice chat and body tracking of avatars in virtual spaces will use P2P technologies that allow massive user scaling while keeping costs down. We are proud to be the first to integrate our Vibe token wallet into virtual space.

Our future plans will also include the use of special multi-sensor stereographic cameras to achieve what we like to call “HoloPresence”. This technology has been demonstrated by the Microsoft research team in the “HoloPortation” project. Integrating this technology into our platform will create a unique experience that is not only a first for the blockchain space, but for the rest of the computing world as well.

We’ll be releasing a beta of our VibeHub platform on the webpage and a series of demonstration videos during the early days of our token sale.

2.1 Token Sale Information

The Presale for Vibe will begin on August 7th and end August 21st. The minimum purchase for this sale is 25 ETH. The official token sale will begin August 22nd at 1pm MST, and will run until September 21st or until the maximum hard cap has been reached. The maximum hard cap is 115,000 ETH.

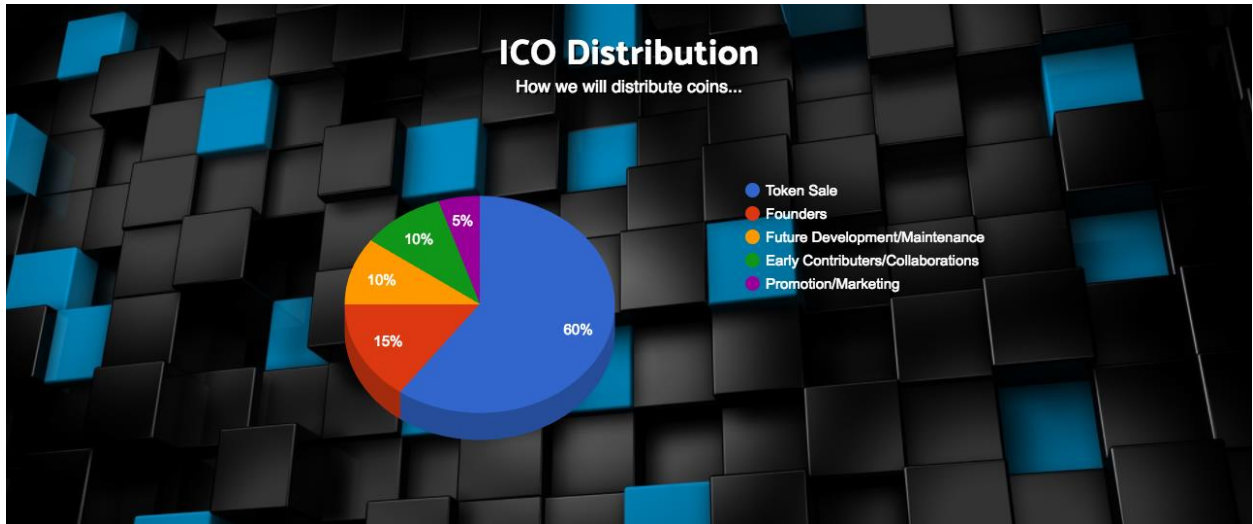
Once the token sale has been completed or the hard cap has been reached, we will provide a contract address where you will be able to send your VIBEX tokens to be exchanged for VIBE.

The entire supply of 267,000,000 VIBE coins has been pre-mined, and 160,200,000 Vibes available during the token sale. The amount of VIBE you receive will be proportional to the total amount raised.

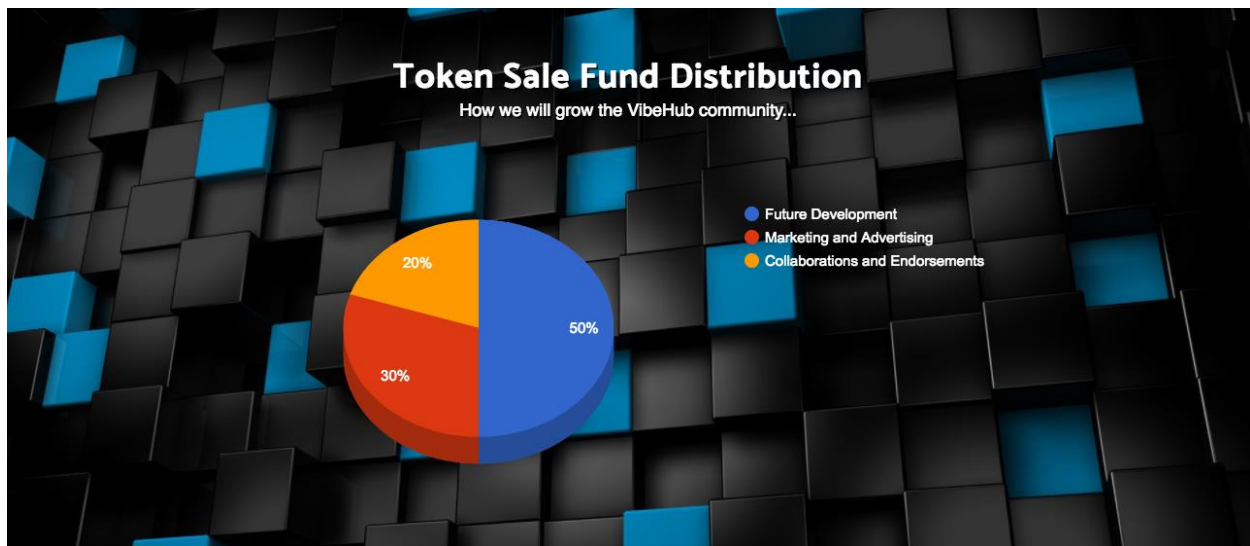
Example: 900,000 VIBEX tokens total are sold during the crowdsale. You purchased 4,500 tokens, or .5% of the total supply. You will receive .5% of 160,200,000, or 801,000 tokens.

Bonuses will be available to buyers who purchase early. For more information, please see our token sale page.

2.2 Graph Of Token Distribution



2.3 Graph Of How ICO funds will be used to benefit VibeHub and Investors



2.4 In depth analysis of how ICO funds will benefit VibeHub

The ICO funds that are raised in the sale will be used for three major purposes: further development of VibeHub, marketing & advertising and finally collaborations & endorsements.

Future Development

50% of funds raised during the ICO will be used to further develop the VibeHub software. The long-term success of the project requires us to hire the most talented programmers and artists available. Skilled 3D modelers, graphic artists and coders will allow us to product high-quality content at a rapid rate, keeping us far ahead of our competitors.

After the ICO is completed we will also set up headquarters in Los Angeles, California. The new headquarter will bring everyone on the team into one location.

Other funds will be used to provide the team with top of the line equipment such as servers, VR/AR recording cameras and software.

Marketing and Advertising

30% of funds raised during the ICO will be dedicated to marketing and advertising VibeHub. We will also hire as many marketing and advertising specialists as the ICO funds allow us to. A project like VibeHub depends on mass market adoption and requires high-quality marketing in a way that other coins like Bitcoin do not. We recognize this and will be placing an emphasis on marketing as the project develops.

Running Facebook and YouTube campaigns, attending tradeshow and advertising VibeHub at concerts, festivals and education conferences across the world will ensure that the software becomes a household name.

Collaborations and Endorsements

We feel the best way to market VibeHub is to associate ourselves with high-profile artists who can spread the word about VibeHub. We will allocate 20% of funds raised during the ICO towards working exclusively with mainstream artists with large followings on social media. Cryptocurrency projects are heavily influenced by exposure: one mention by a celebrity can send their price doubling or tripling. The attention these collaborations will bring us will be a primary driver towards mainstream adoption.

ICO funds will be used to book top-charting artists like Rihanna to give a concert on VibeHub. Imagine the publicity when Rihanna promotes her VibeHub concert across all of her social media platforms and encourages fans to download the software and attend her show. The amount of awareness and attention this would bring to VibeHub will be astronomical.

We are already in discussion with several well-known artists, all of whom have been very excited about the possibilities we offer.

2.5 VibeHub Revenue Model

Revenue Sharing

Initially we'll be offering the VibeHub application for free to build interest in the platform. As demand grows, we will begin to take a percentage of revenue generated by user-uploaded streams. This revenue model will provide us with a stable and recurring source of revenue.

In-World Advertisements

We will be offering advertisements within our virtual hubs and marketplaces as a form of revenue generation. Virtual Reality allows us new ways of advertising to users without

being obtrusive. A spaceship or a blimp that floats above the user in the sky and plays a video, rather than a pop-up ad that forces them away from what they're doing. Because our advertisements are visual rather than simple text, we can command a higher price for them.

Monetizable Digital Assets

Every VibeHub user will be given a virtual "home" where he can meet with friends and enjoy the virtual reality experience. Users will be able to customize these homes by purchasing more appealing lighting, larger TVs and other assets to make their virtual home unique. We will have a team of 3D modelers and asset creators working to design a wide-range of products that can be sold to users using the VIBE coin.

Partnerships

Partnerships will be important to bring VibeHub to more people and further increase the demand of the VIBE currency. We're already in negotiations with several companies who have shown great interest in using the Vibe currency on their platform and several companies already see great value in having their content featured on the VibeHub platform.

We will be able to charge fees for the the companies using the Vibe currency on their platforms and we'll also be able to get a royalty on income generated from various companies using the VibeHub platform to launch their content.

3.1 The Future of VibeHub

The marketplace for music lovers is only the beginning for VibeHub. In Q1 2018 the VibeHub team will start to implement virtual and augmented reality into the platform for our users. During this time we will select certain music creators to begin doing sessions in virtual reality.

In Q4 2018 we will begin the second phase of our roadmap and will allow any creator the ability to put on shows, hold meetings and meet fans using the VibeHub application.

In Q3 2019 we will be expanding to provide other services such as VibeHub Dating, VibeHub Teaching and VibeHub Gaming.

VibeHub Dating will give the opportunity for people to date in Virtual and Augmented Reality. From any place in the world with an internet connection, two people can seemingly

be face to face with each other. This will completely change the world of online dating as we know today.

VibeHub Teaching will be a marketplace that provides teachers of any talent the opportunity to instruct students from all over the world using virtual reality technology. Anything can be taught from Spanish lessons, yoga lessons and even cooking or boxing. The opportunities in the VibeHub Teaching are endless for people to learn and for educators of any skill in life to earn income.

By having all our marketplaces and hubs on one application in a completely immersive virtual reality experience, it will truly become a meta-world of virtual reality.

3.2 The Team

Alessio Mack – Co-Founder and Lead Programmer

A self-taught tech guru with 20+ years of experience in a wide array of programming languages and software platforms. Alessio has contributed to several online VR gaming projects, and has extensive experience in VR development. His background including serving as CTO and consultant at several technology companies in the online travel, e-commerce, music, and gaming industries.

Matthew Myers – Co-Founder and Marketing Lead

Matthew is a former petroleum engineer and a graduate of SAIT Polytechnic. Before transitioning to cryptocurrency and virtual reality, he worked on some of the world's most advanced technology for downhole drilling operations across North America. A man of many skills, he's developed sales and marketing programs for many businesses, including major corporations like Apple. A cryptocurrency enthusiast and musician, his connections in the industry and social media savvy will be a critical element in VibeHub's success. You can listen to his music at soundcloud.com/fallingkarma.

Joakim Holmer- Adviser

When Joakim completed the delivery of a 500 team member strong project, he gave a T-shirt to each of the 500 team members that said: "Everything is Possible". This is Joakim. That project was the major delivery to AT&T in California and THE BIG ONE for Ericsson (NASDAQ: ERIC) that year, delivered on time, which everyone stated was impossible. Joakim Holmer joined the Ericsson Group right after school and it was his passion for communication and travel that made Ericsson an easy choice.

The initial years as mobile comms software engineer were followed by 15 years in various technical leadership positions around the world. Later Joakim has also worked with Software System Sales. With hunger to develop **that** included everything from Mobile App start-ups to RedHat, SAP and Cisco. Joakim is Swedish and now lives with his family in Perth, Australia. His great passion for Kitesurfing and sunny climate brought him there. Together with Anders he has started the next big venture. Let's see where LiveTourLAB will take him next!

Anders Larsson- Adviser

Anders has worked for two decades to create the emerging technologies of 2G, 3G, 4G, 5G and IOT in 10 different countries for Ericsson (NASDAQ: ERIC). Today, in 2017, there are 4.6 billion mobile broadband and 7.6 billion mobile subscriptions in total, exceeding the world population. Anders has held various CTO roles and the role of Vice President and Head of Practice for Mobile Broadband in Southeast Asia & Oceania with billion dollar yearly sales responsibility. He holds his own patents. Since 11 years old, Anders has loved to code. He is the main developer of the LiveTourLAB open source framework and now passionate about bringing VR, Crypto and Green Technology to same scale as telecom. Anders is Swedish, has a beautiful wife and three young children.

Mark Koops- Adviser

Mark has over 20 years international experience, most recently in the role as regional Vice President at a large international company. He has worked in North America, Europe and Asia. Having set up consulting organizations from scratch, he has also had roles such as head of sales and business management and head of marketing for a major software and hardware company for Asia Pacific. He has strong background in software development, tools, methodologies, customer support, design, architecture and has lead major go-to-market initiatives successfully. Mark's hobbies always included financial management and investments and he mined Bitcoin in 2010. Mark and his wife currently live in Singapore with their newborn daughter. Mark is of Dutch nationality.

Fred Bender – 3D Modeling and User Experience

Formerly a senior-level developer and 3D modeler on several virtual reality gaming projects. Fred is an avid gamer, with a passion for pushing the limits of the VR user experience. He has developed virtual reality gaming and marketing experiences for several popular brands in the sports, automotive, and leisure industries.

Having a developer of Fred Bender's caliber puts VibeHub a cut above our competition by ensuring that the virtual worlds we offer our users are graphically superior to anything else in the industry.

Đinh Ngọc Anh- Developer

Anh is a full-stack Software Engineer with long experience in API Design & Development, Automated Test, NodeJS, frontend frameworks including AngularJS and ReactJS and has VR experience with both React VR and Unity.

Hùng Nguyễn Mạnh- Developer

Hùng is a seasoned full-stack. Despite his young age he has extensive experience with VR development in Unity3D, HTC Vive, React VR Javascript, as well as frontend framework like AngularJS.

Thanh Tung Mai- Developer

Tung is a full-stack developer with 7 years experience in mobile app development, React Native, .net, Laravel and Image Processing.

Janggle Pong- Developer

“Pang P” is a seasoned software architect and mobile app developer with many successful projects under his belt. He is known for always asking the hard questions and never takes serious matters like code quality lightly.

Renee Isaac – Quality Assurance Lead

Renee is our QA department manager. She is a quality-assurance expert with a paralegal background and accounting experience that gives her an unmatched eye for details.

Sean Lundrigan – Cryptomarket Analyst and Developer

Sean is a first-class power engineer and a graduate of Holland College, with extensive knowledge in all facets of trade operations and high-pressure workplaces. He has proven through his transition into VR/AR development that he is able to adapt to new technologies. Sean is both an innovator and free market idealist who believes in the freedom and transparency the blockchain offers.