CEEK GLOBAL INTERACTIVE

SMART VIRTUAL REALITY TOKENS

FOR THE ENTERTAINMENT METAVERSE



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ABSTRACT

CEEK VR is an award-winning developer and distributor of hardware and software for Omni-channel distribution of Virtual Reality (VR) experiences for multiple world-class partners. CEEK provides several channels of VR content (both originally created and professionally licensed) using the CEEK Virtual Reality Platform and the patented headsets. CEEK VR is in partnerships with globally-renowned industry leaders such as **Universal Music, Apple, T-Mobile,** and **Baptist Health**.

CEEK's patent-awarded VR bundles are currently being sold nationwide through major retailers including **Best Buy** and **Target** and are widely recognized as one of the best "mobile ready" VR hardware devices on the market today.

CEEK VR recognizes that there are many financial and technological benefits by moving from an SQL based technology to a streamlined, transparent, and secure blockchain based system that offers added financial benefits to CEEK, our partners and end users. As we prepare to scale our existing patented Virtual Reality Content Delivery Platform, VR headset and solutions toward mainstream adoption we have partnered with CEEK GLOBAL INNOVATIONS(CGI) World Ltd and CGI Global Ltd to offer solutions, collectively CEEK aims to solve some of the biggest problems facing the entertainment and educational worlds.

CEEK is the higher echelon virtual reality "killer app" for the blockchain and currently boasts partnerships with major celebrities and some of the world's largest tech companies offering the entertainment industry and "CEEKERS" worldwide one of the most exciting opportunities on the market today, as we all CEEK A NEW REALITY!



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RATIONALE

Each year 60 million concert tickets are sold in the USA alone. The demand for music artists to perform at live events is at an all-time high, yet artists are still unable to perform for thousands of the venue requests received each year leaving labels and artists with missed revenue opportunities and fans without the chance to experience live shows.

CEEK solves this by extending the reach of events globally for sold-out shows and ability for artists to sell unlimited virtual tickets and digital merchandise. CEEK allows artists to use a special tool called the Celebrity Coin Mint, whereby unique custom minted coins are created as event tickets that provide artists access to new, untapped and unlimited revenue streams.

These celebrity minted coins and virtual merchandise items take on the traits of cryptocurrency as each are assigned their own Ethereum address, therefore offer fans the ability to cash in by owning rare items that have the ability to gain in value very quickly in virtual reality. Celebrity artists could also sign these items with special cryptographic token signatures that cannot be duplicated and are authenticated on the blockchain as to their rarity and value.

CEEK provides fans with power to control programming and demand for live VR shows, events, entertainment and educational programming in virtual reality.

CEEK's solution for entertainment partners and fans is creating new revenue streams offered by a decentralized VR Entertainment Metaverse powered by the Ethereum blockchain that is easy to use, gives priority programming control to "CEEKERS", and provides both artist and fans with access to new sources of transparent revenue streams.

CEEK's Megadeth VR headsets sold out of Best Buy stores within 24 hours and the ALBUM WON THE 2017 GRAMMY AWARDS. CEEK has a live VR platform with existing venues, established world-class partnerships, iconic artists such as U2, Katy Perry, Lady Gaga to name a few and is the only VR platform that has streamed and licensed content for the likes of XBOX and Coca Cola.

With massive success and market momentum established; CEEK is poised to leverage the Ethereum blockchain and ERC20 tokens, called CEEK toward vast, mutual success for the blockchain community, artists, labels and fans.

Artists, labels, fans, content creators, developers, educators and more, known as

"CEEKERS" can earn CEEK Tokens by:

- **Celebrity Coin Minting** allows artists and labels to create custom coins, virtual merchandise and virtual tickets for VR shows that remove physical barriers for millions of people to attend live shows. Items created by artists using the Celebrity Coin Mint will gain inherent value in CEEK that allow fans to own rare, valuable virtual items that take on the properties of cryptocurrency.

- CEEKERS will be able to earn CEEK Tokens by **creating digital merchandise,** custom skins, gift cards, virtual goods, gaming items and much more that they can sell in the CEEK VR marketplace.

- **Creating curated "CEEKER demand" lists** to schedule major artists to perform live VR shows in CEEK CITY. If you're a fan of an artist and want to build a demand list in CEEK, you can earn CEEK Tokens and special rewards.

- **Curating demand lists for educational events.** Imagine taking guitar lessons from Synyster Gates or Joe Bonamassa! Yes, these types of educational events will happen in VR with special artist interactions. Many other educational possibilities are available, such as yoga, medical training, sports training, or taking a language class and much more! CEEKERS earn CEEK Tokens simply curating these events.

- **Sharing unique tracking links to social media** that further build CEEKER demand for artist performances, educational events, VR shows or events of any kind inside of CEEK CITY. Influencers who send more referrals will earn higher amounts of CEEK Tokens for their efforts.

- **Curating the best VR content for consensus vote approval.** Incentivizing the community in this way will keep a constant stream of high quality VR content flowing inside of CEEK CITY.

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- Creating quality content. Anyone can share their knowledge or skill and earn CEEK Tokens, so those who have a special skill that others will pay for, whether that is teaching piano lessons, a course study or a martial arts class – there will be opportunity to earn.

- Developers earn CEEK Tokens by leveraging CEEK's VR authoring tools, open API's and SDK's, which allow them to create custom virtual environments, venues or digital goods inside of CEEK CITY to be offered in the digital marketplace. Furthermore, CEEK Studios and Micro-Studios will be distributed across the USA and internationally will provide developers and those looking to create custom VR content an environment where they can work together so that everyone has equal opportunity in CEEK's VR marketplace.

- Voting plays a big part in CEEK VR and it pays! For example, CEEKERS will be able to vote to approve sponsors who will bid on naming rights for several existing venues in CEEK CITY. A percentage of the CEEK Tokens collected through the sponsorship payment will be distributed to CEEKERS who participate in these votes. Other opportunities to earn CEEK Tokens by voting are listed in the interactive voting section in this whitepaper.

- Official CEEK ecosystem roles pay CEEK Tokens, such as Governor, Director of VR Programming and more. See ecosystem roles section for details.

CEEK's existing content distribution platform solves a massive problem for the VR industry by offering a platform that can be accessed by any hardware device. For developers this is great news because they can create content that is no longer limited to a single hardware manufacturer. This has been a limiting factor until now- stifling the entire VR industry for developers, headset manufacturers and content creators. Combining this factor with the ability to leverage virtual reality and the blockchain to extend reach for world-class entertainment partners will allow CEEK VR to accelerate mainstream adoption of virtual reality, while providing massive revenue opportunities for the blockchain community, artists, labels, fans and CEEKERS world-wide.

Welcome to Web 3.0 – the 3D web

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INTRODUCTION

CEEK is building the Entertainment Metaverse - An interconnected virtual world of exciting venues powered by Ethereum smart contracts and protected by the blockchain.

CEEK enables users to virtually "be there" at live performances, while physically being anywhere else in the world. This extends the reach of events globally for sold-out shows and introduces the capacity for artists to sell unlimited virtual tickets, along with real and digital merchandise.

Using the CEEK Platform, music fans can purchase tickets and attend live concerts performed by their favorite bands and will experience the concert as if they had front-row seating. They are also free to view different band members at will. Or, turn around and see the audience in different parts of the arena. Offers for purchasing related merchandise or downloading tracks and videos on demand will be available as interactive shopping overlays.
CEEK makes it easy to create virtual goods so artists, labels, content creators, and developers can increase bottom line through sales of direct artist-to-fan virtual goods inside of VR. Labels and artists will now be able to create and sell virtual tickets to VR performances and offer virtual goods to fans, such as virtual skins, digital clothing, and collectibles during events.

IF WE DO THIS RIGHT, BLOCKCHAIN TECHNOLOGY CAN USHER IN A HALCYON AGE OF PROSPERITY FOR ALL. — DON TAPSCOTT (8)

Artists will also be able to interact with fans and can sign autographs on virtual album covers that apply special cryptographic token signatures that are unique and cannot be duplicated. Virtual album covers and other items signed by artists will be verified on the blockchain as to their authenticity, rarity and value for all to see.

Additionally, CEEK provides the entertainment industry with seamless order, event and virtual sales tracking with detailed analytics documented on to the blockchain for all stakeholders. Labels and artists will be able to reap the benefits of streamlined processes that increase profit margins and clarity for both. CEEK leverages the blockchain to provide the highest level of transparency and security for the entertainment industry, labels, artists and fans.

The CEEK Token is ERC20 compliant, yet combines another 'special' protocol that expands its' Token functionality within CEEK virtual reality environments.

Individuals can use CEEK Tokens to attend events, access VIP interactions with their favorite artists, purchase virtual goods, vote for desired venue performances and more. CEEK's interactive voting will give fans more input in the programming process. Unlike traditional programming where audiences have no say in what is broadcast, CEEKERS will have control over which marquee programs are produced and when.

They will also be able to vote alongside judges during special events, such as the World Of Dance (WOD) finals that will be VR live cast by CEEK in 2018. Those who participate will be able to use CEEK Tokens to vote for their favorite acts during the show with each CEEK Token equaling one vote. Once the voting period closes there will be a short delay as consensus is validated with the final results broadcast in CEEK VR venues around the world during the live event.

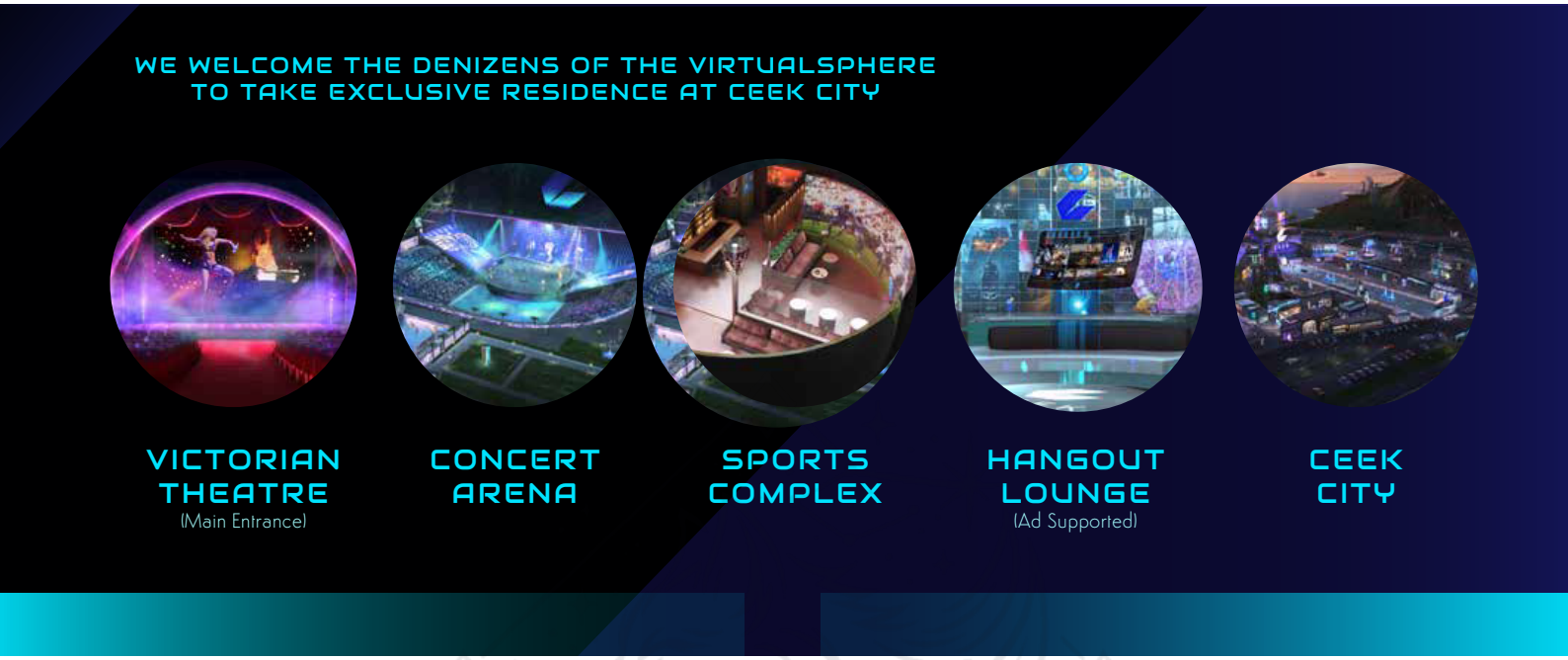
Seeing the immediate impact of how votes count for their favorite performers will be impactful, fun and bring that next level engagement between artists and fans.

We are at a point when advancements in technology have converged to enable mainstream adoption of a fully immersive, virtual reality experience and with it comes exciting new possibilities and revenue streams for entertainment, media and music industries and their fans.

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CURRENT PLATFORM: CEEK CITY



CEEK currently offers several immersive VR experiences within CEEK City. All users enter through the Victorian Theatre, where they can select from a variety of 2D and 360 immersive experiences from the world's top artists, including **Katy Perry, U2, Sting** and more!

CEEK simulates the communal experience of attending a live concert, being in a classroom, attending a sporting event and other 'money can't buy' exclusive experiences with friends . After the token launch, end users will be able to use their CEEK tokens for making purchases, vote for content, control the programming and much, much more.

VR HARDWARE & CONTENT ECOSYSTEM

Pages 7-14 offer a technical overview for developers

There are a number of considerations within today's virtual reality hardware and content ecosystem that are hindering mainstream adoption of virtual reality:

1. Desktop VR, such as the HTC Vive, are tethered devices and require an expensive gaming computer to work. This is far too expensive for most people. Moreover, a desktop VR is impractical for movement.

2. Console VR, such as PlayStation VR (PSVR), requires the added expense of a gaming console, therefore also priced too high for many consumers and not practical for movement.

Both are geared more towards gaming, which limits the practical application and ability for the mainstream adoption of virtual reality. CEEK is going to change that.

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3. Many headsets are **too complex** and have a difficult time selling without relevant content.

(9)

Mobile VR is the **most cogent mechanism** for delivering VR entertainment for everyday users. CEEK offers simple, ready-to-use mobile VR headsets requiring no setup, no wires (no tethers!) and, most importantly, are cost effective. People will be able to use the mobile phone they already own. Imagine that.

THE CHALLENGE FACING MOBILE-POWERED VR

The most obvious and well discussed challenge facing mobile virtual reality applications is the much more limited power budget and thermal constraints when compared to its desktop PC equivalent. Running intensive graphics applications from a battery means that lower power components and efficient use of energy is required to preserve battery life. In addition, the proximity of processing hardware to the wearer means that the thermal budget can't be pushed any higher either. For comparison, mobile is typically operating within a sub-4 watt limit, while a desktop VR GPU can easily consume 150 watts or more.

Looking back at your typical mobile SoC, this creates additional problems that are less often appreciated. Although mobile SoCs can pack in a decent octa-core CPU arrangement and some notable GPU power, it's not possible to run these chips at full tilt, due to both the power consumption and thermal constraints mentioned previously. In reality, the CPU in a mobile VR instance wants to run for as little time as possible, freeing up the GPU to consume the bulk of the limited power budget. Not only does this limit the resources available for VR logic, physics calculations, and even background mobile processes, but also puts a burden on essential VR tasks, such as draw calls for stereoscopic rendering.

The industry is already working on solutions for this, which don't just apply to mobile. Multiview rendering is supported in OpenGL 3.0 and ES 3.0, and was developed by contributors from Oculus, Qualcomm, Nvidia, Google, Epic, ARM, and Sony. Multiview allows for stereoscopic rendering with just a single draw call, rather than one for each view point, reducing the CPU requirements and also shrinking the GPU vertex job too. This technology can improve performance by between 40 and 50 percent. In the mobile space, Multiview is already supported by a number of ARM Mali and Qualcomm Adreno devices.

Another innovation expected to appear in upcoming mobile VR products is foveated rendering. Used in conjunction with eyetracking technology, foveated rendering lightens the load on a GPU by only rendering the user's exact focal point at full resolution and reducing the resolution of objects in the peripheral vision. The complements the human

vision system nicely and can significantly reduce GPU load, thereby saving on power and/or freeing up more power for other CPU or |GPU tasks.

BANDWIDTH AND HIGH-RESOLUTIONS

While processing power is limited in mobile VR situations, the platform is still beholden to the same requirements as other virtual reality platforms, including the demands of low latency, high resolution display panels. Even those who have viewed VR displays that boasts a QHD (2560 x 1440) resolution or the Rift headset's 1080×1200 resolution per eye will probably have been a little underwhelmed by the image clarity. Aliasing is especially problematic given that our eyes are so close to the screen, with edges appearing particularly rough looking or jagged during motion.

The brute force solution is to increase the display resolution, with 4K being the next logical progression. However, devices need to maintain a high refresh rate regardless of resolution, with 60Hz considered the minimum but 90 or even 120Hz being much more preferable. This puts a large burden on system memory, with anywhere from two to eight times more than today's devices. Memory bandwidth is already more limited in mobile VR than it is in desktop products, which use faster dedicated graphics memory rather than a shared pool.

Possible solutions to save on graphics bandwidth include the use of compression technologies,

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such as ARM and AMD's Adaptive Scalable Texture Compression (ASTC) standard or the lossless Ericsson Texture Compression format, both of which are official extensions of OpenGL and OpenGL ES. ASTC is also supported in hardware in ARM's latest Mali GPUs, Nvidia's Kepler and Maxwell Tegra SoCs, and Intel's latest integrated GPUs, and can save on more than 50 percent bandwidth in some scenarios versus the use of uncompressed textures.

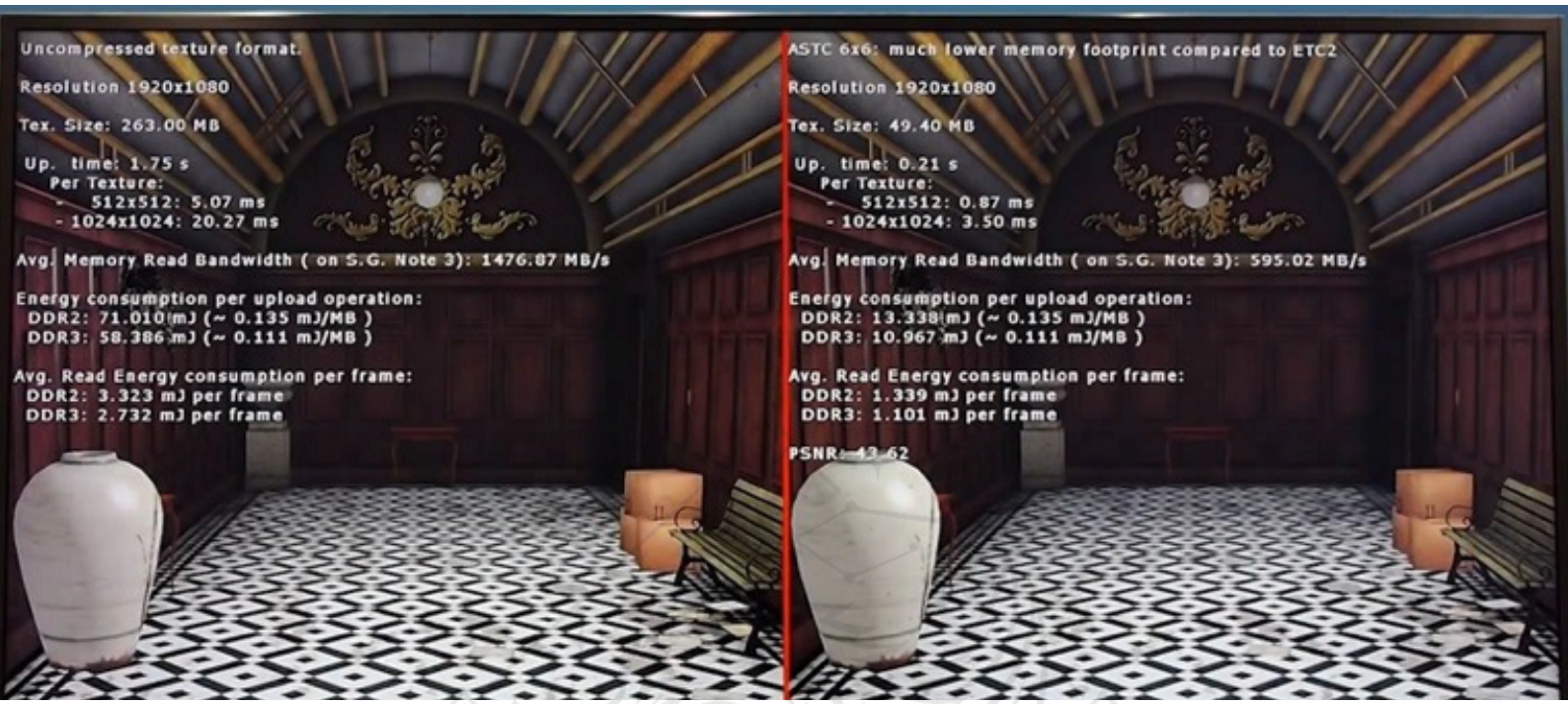


Image credit: Android Authority
(10)

Alternatively, developers can make sacrifices to image quality in order to reduce the stress on system bandwidth. Geometry density can be sacrificed or more aggressive culling used to reduce the load, and vertex data resolution can be lowered to 16-bit, down from the traditionally used 32-bit accuracy. Many of these techniques are already being used in various mobile packages, and together they can help reduce the strain on bandwidth.

Not only is memory a major constraint in the mobile VR space, but it's also a rather large consumer of power too, often equal to the consumption of the CPU or GPU. By making savings on memory bandwidth and usage,portable virtual reality solutions should see longer battery life.

LOW LATENCY AND DISPLAY PANELS

Displays are a particularly important part in the overall latency of a virtual reality system, often making the difference between a seamless and a sub-par experience. In an ideal system, motionto-photon latency – the time taken between moving your head and the display responding– should be less than 20 milliseconds. Clearly a 50ms display is no good here. Ideally panels need to be sub-5ms in order to accommodate sensor and processing latency as well.

Currently there's a cost performance trade-off that favors OLED, but this could soon change. LCD panels with support for higher refresh rates and low black-to-white response times which make use of cutting edge techniques, such as blinking back lights, could fit the bill nicely.

Japan display showed off just such a panel last year, and we may see other manufacturers announce similar technologies too. **(11)**

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Audio and sensors

Although audio in virtual reality is a critical factor, it is largely ignored. With CEEK's innovative and technical expertise, we deliver a considerably-enhanced listening encounter.

Great image quality without high-fidelity and positionally-accurate 3D audio, along with low-latency sensors, leave many VR experiences lacking. Playback of spatial audio on mobile devices is primarily being done with plug-ins and sound objects, all on a restricted mobile power budget. This affects the CPU, GPU, and memory, presenting further challenges. (12)

What You Hear is What You See

The human brain requires an audio-visual sync for generating a feeling of presence and emotion, making our auditory and visual senses the most important factors in creating true immersion. What we see and feel is largely dictated by what we hear. The CEEK 4D audio technology combines haptic feedback and proprietary physics-based 3D audio technology with the visuals rendered in immersive VR environments creating an appreciably enhanced degree of depth and interactivity, along with producing rich and engulfing soundscapes. This all combines in creating what is rightfully described as audio bliss.



Enhanced Audio Capabilities

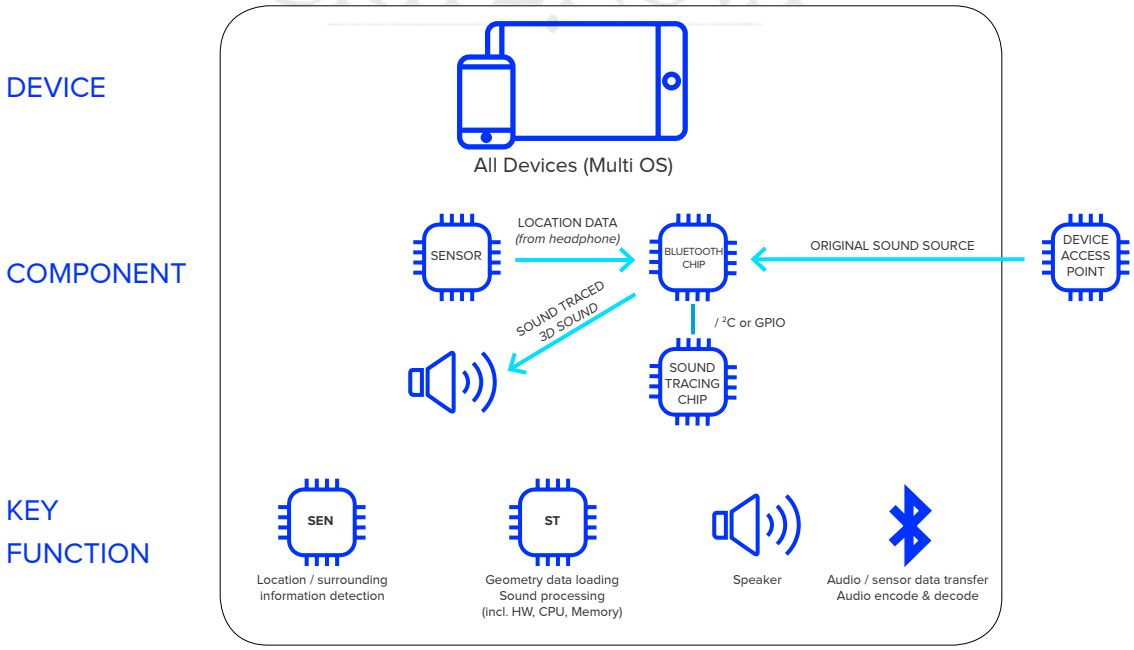
CEEK has proprietary 4D Audio Visualization software and hardware. Additionally, it has integrated 3rd-party 3D audio decoders for enhanced audio capabilities.

The CEEK 4D audio technology combines original sound files with geometry data for visualizing audio within the VR environment.

Unlike other 3D techniques using sound objects positioned statically in pre-set locations in the environment, our approach enables sound to be dynamically rendered. Furthermore, it does not require the content creator to learn new software or plug-ins, since the output is compatible with most existing sound systems and do not require custom audio playback systems.

Typical head related transfer function (HRTF) and convolution reverb processing required for realistic-sounding source positioning is very processor intensive when performed with the CPU. Our approach is much more effective as it involves creating and offering a dedicated Digital Signal Processor (DSP) with efficient processing time and power for 4D positional audio

CEEK VR 4D AUDIO CHIP



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Developers and software

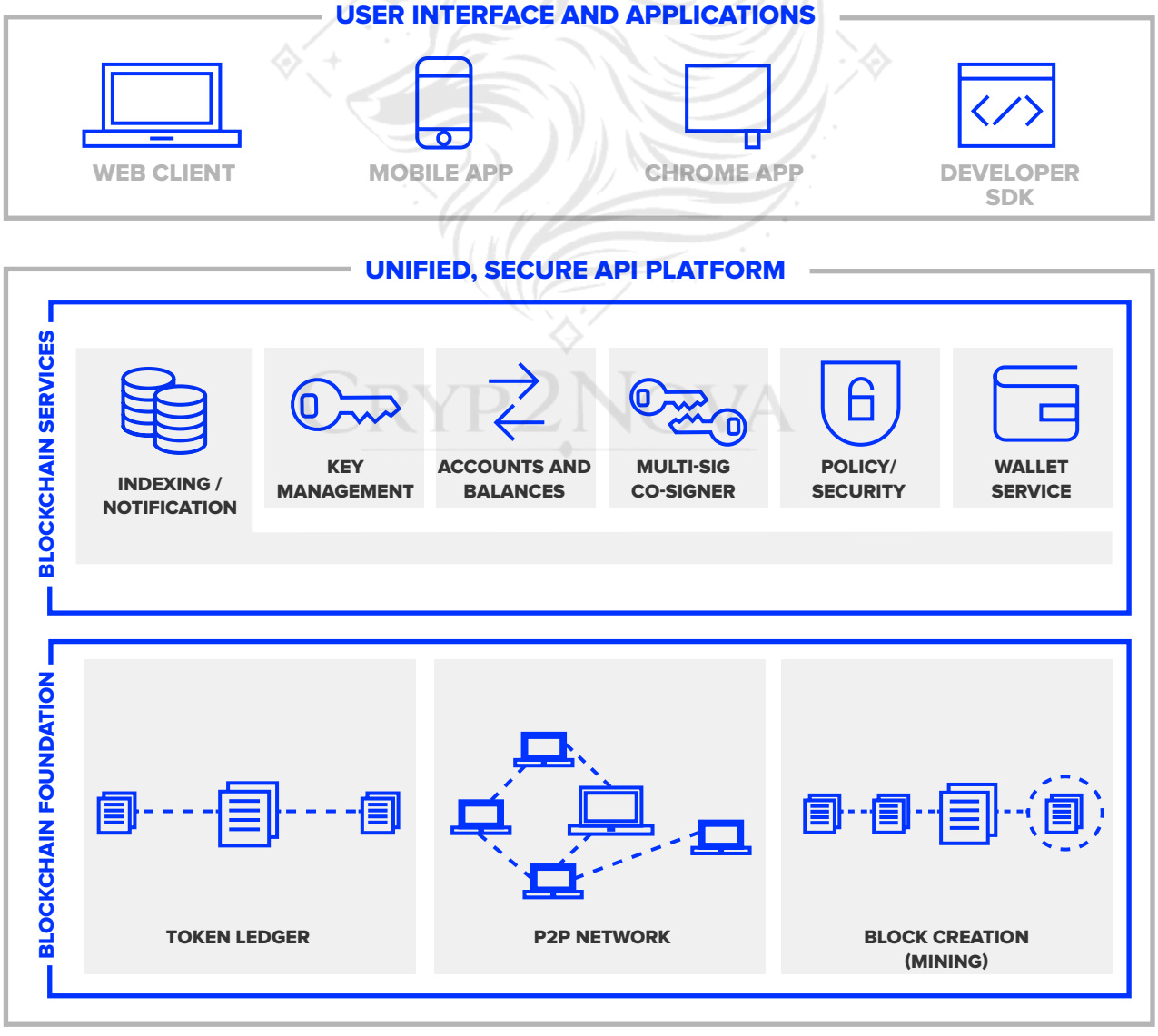
Finally, none of these hardware advancements are much good without software suites, game engines, and SDKs to support developers. After all, we can't have every developer reinventing the wheel for every application. Keeping development costs low and speeds as fast as possible is key if we're going to see a wide ange of applications.

SDKs in particular are essential for implementing key VR processing tasks, such as Asynchronous Timewarp, lens distortion correction, and stereoscopic rendering. Not to mention power, thermal, and processing management in heterogeneous hardware setups.

CEEK will offer open SDKs to streamline and accelerate these key processing tasks for application developers. Additionally, CEEK will include an SDK with multi-language support, wallets and payment gateways that are available as completely open source solutions that allow developers to customize their VR environment for music, entertainment, gaming experiences and more.

Fortunately all major hardware platform manufacturers offer SDKs to developers, although the market is a rather fragmented resulting in a lack of cross-platform support.

For example, Google has its VR SDK for Android and a dedicated SDK for the popular Unity engine, while Oculus has its Mobile SDK built in conjunction with Samsung for the Gear VR. Importantly, the Khronos group recently unveiled its OpenXR initiative which is aiming to provide an API to cover all of the major platforms at both the device and application level layers, in order to facilitate easier cross platform development. CEEK leverages OpenXR, along with an open SDK to offer a better cross platform, streamlined solution for developers.



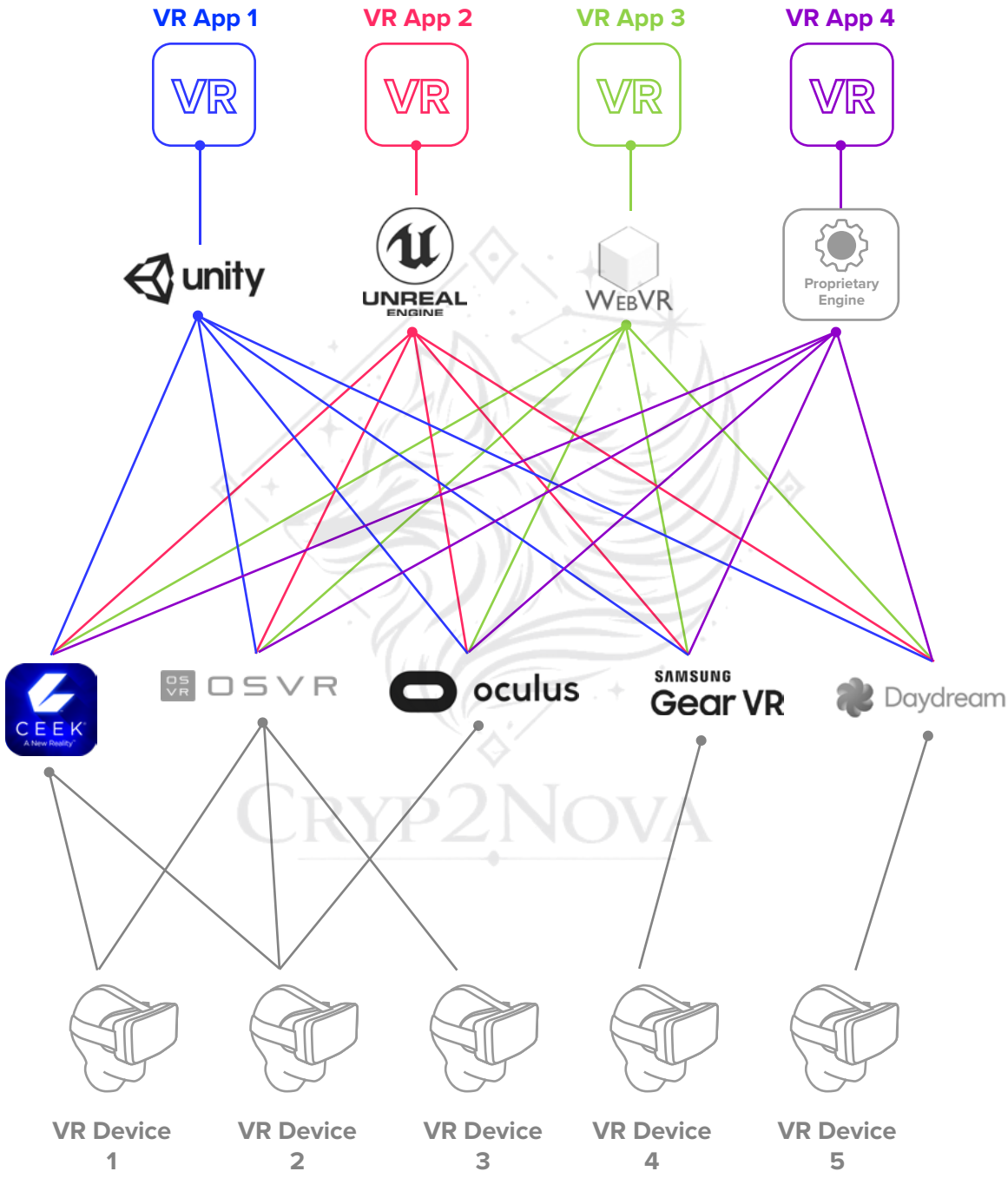
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The Problem

Without a cross-platform standard, VR applications, games and engines must port each vendor's API's. In turn, this means that each VR device can only run the apps that have been ported for its SDK.

The result is high development costs and confused customers, thereby limiting market growth.



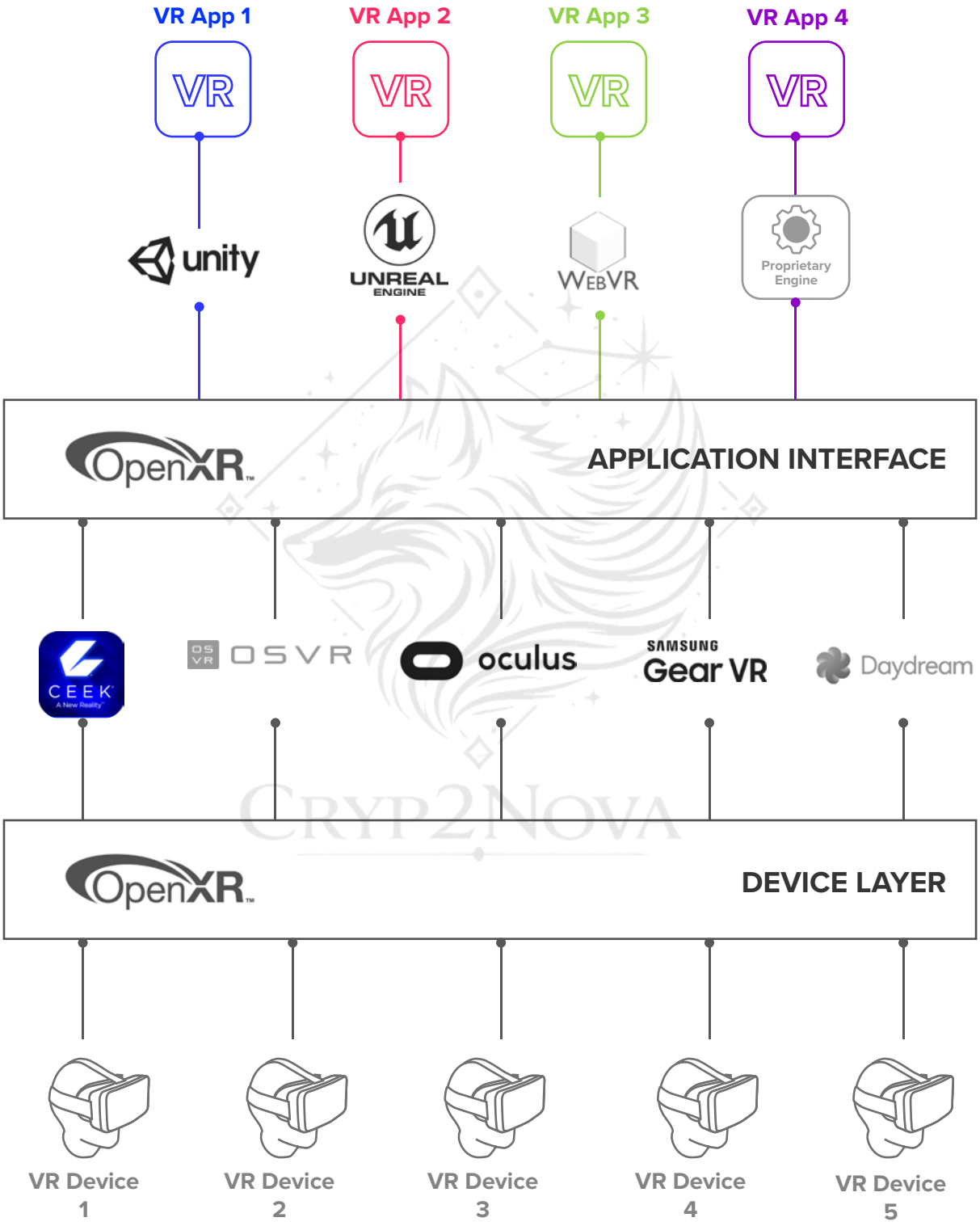
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The Solution

The cross-platform VR standard eliminates industry fragmentation by enabling applications to be written once and will then run on any VR system.

This allows access of VR devices and integration into those VR systems used by their applications.



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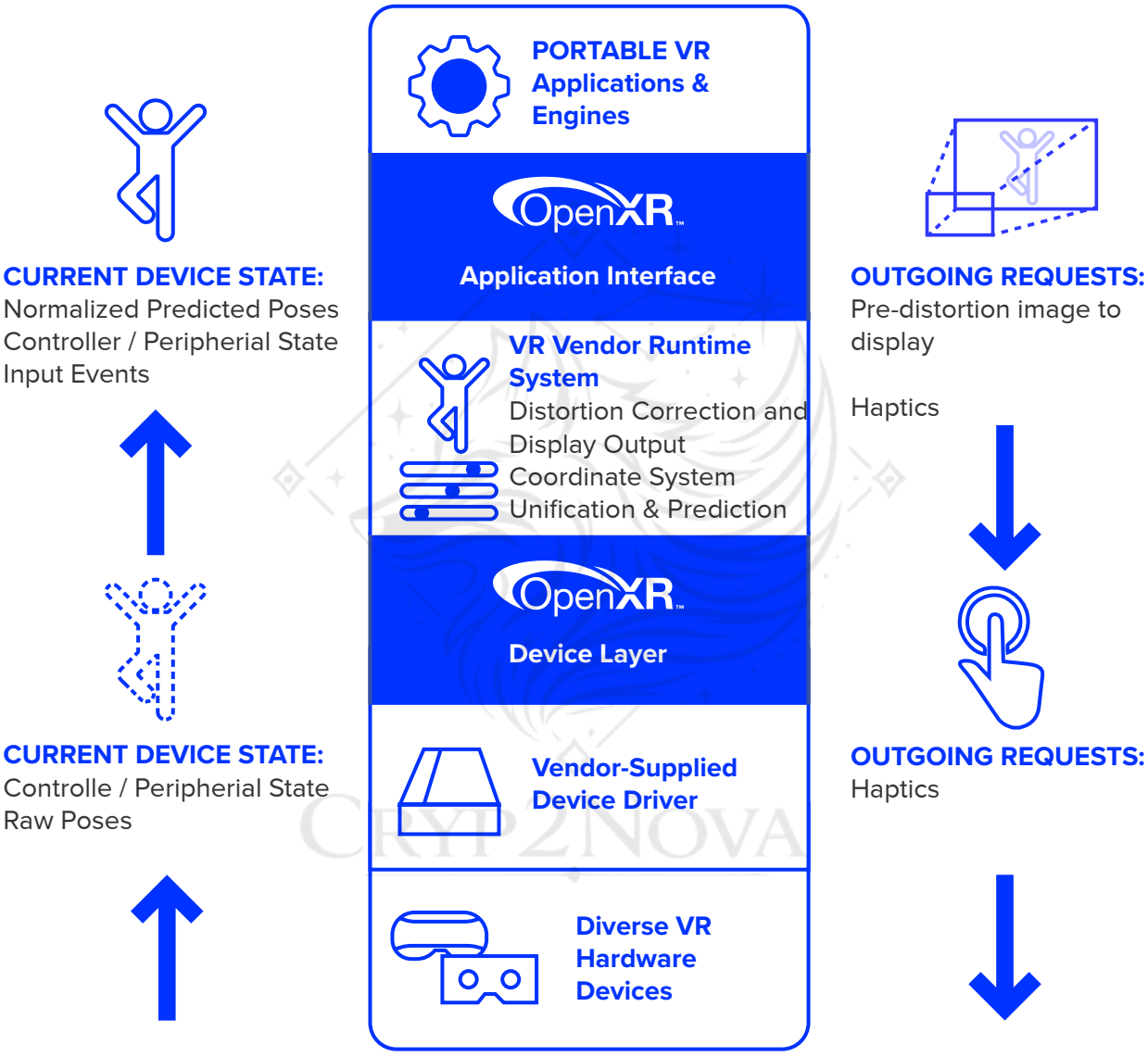
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Open XR Architecture

Open XR defines two levels of API interfaces that a VR platform's runtime can use to access the OpenXR ecosystem. Apps and engines use standardized interfaces to interrogate and drive devices. Devices can self-integrate to a standardized driver interface.

Standard hardware/software interfaces reduce fragmentation while leaving implementation details open to encourage industry innovation.



Note that the design of the OpenXR specification is in progress and so while the above diagrams represents the design goals of the group – final details may change. **(13)**

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VIRTUAL REALITY CONTENT

CEEK makes VR content accessible and easy for partners, content creators, developers, and end users. CEEK has been awarded four patents covering the range of what we offer, including spatialized audio, environmental geometry, material, and physics. This is all related to our content ingestion and distribution engine which provides an integrated content platform connecting multiple VR channels (Mobile VR, PCVR, Console VR, Desktop, and Web VR equipment such as Gear VR, Oculus, HTC Vive, etc.). CEEK is currently ingesting 10 different feed types of varying content formats, sources, and sizes including content updates, rights changes and management, pricing changes, clearing data, publishing metadata, distribution, and reporting.

CEEK makes content monetization easy for partners by automating metadata ingestion, rights clearances, along with management and reporting of data within a unified platform.

VR HARDWARE & CONTENT ECOSYSTEM CONCLUSION

Despite some technical challenges, the technology is under development and mostly already here, making VR workable for many mobile applications. Mobile VR also has benefits that simply do not apply to desktop, all in one and console equivalents, which will continue making it the platform desired by consumers. The portability factor makes mobile VR a compelling platform for multimedia experiences and even light gaming, without the need for wires connected to a more powerful PC. While desktop and console VR offerings focus on hardcore gamers, CEEK's VR Headsets were created for increasing mainstream adoption of VR by everyday mobile consumers of content, such as movies and music, as well as attracting casual gamers.

With CEEK's multi-platform content engine, accessibility from any VR headset device is as easy as "one, two, three".

The rapidly-expanding number of mobile devices on the market being equipped with VR capabilities makes CEEK the platform of choice for reaching the largest target audience for mainstream adoption. Until now, VR could not be experienced to its fullest potential due to overly-complex hardware and lack of quality content. CEEK solves these challenges by offering a device and platform agnostic solution. Customers will have an easy-to-use headset, coupled with premium VR content and accessibility, all at a competitive price point.

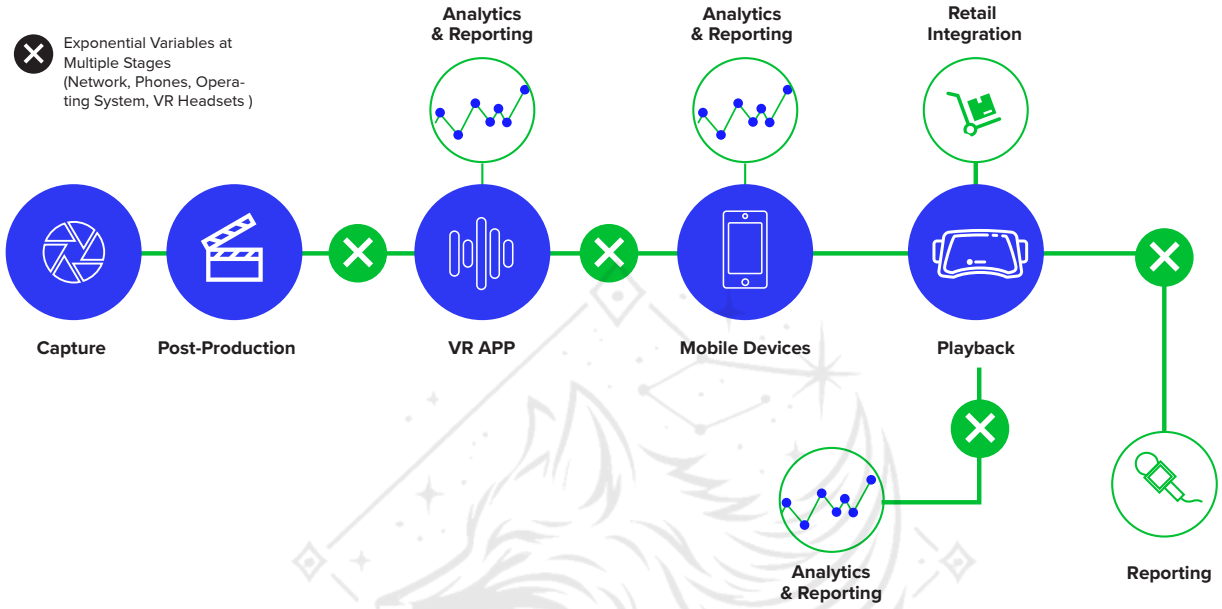
It is a new World!

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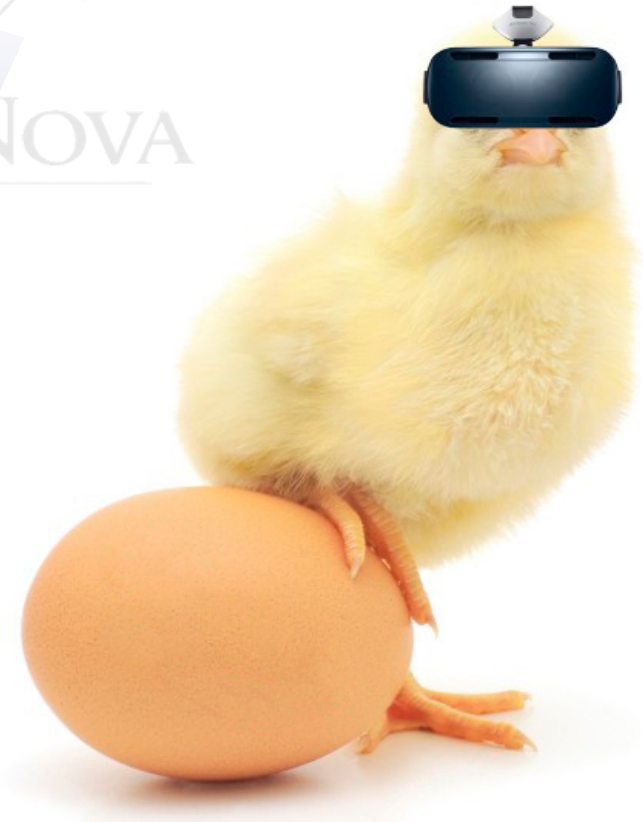
THE VR MARKET CHALLENGE

WHAT VR DISTRIBUTION IS LIKE NOW



CEEK's mission is creating an easy-to-use, decentralized VR Entertainment Metaverse that gives control of programming to CEEKERS, and empowers partners with efficient access to new transparent revenue streams.



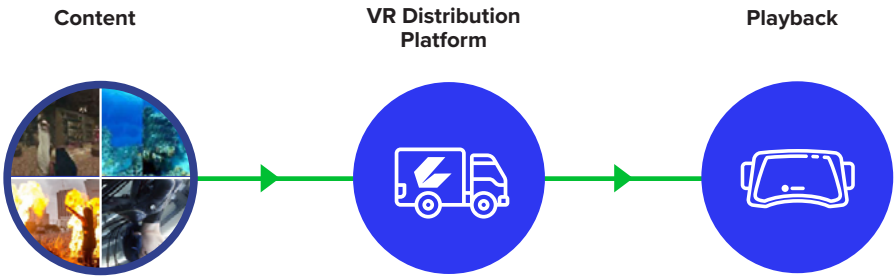


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WHAT IT SHOULD BE LIKE



Turning your content into virtual reality should be as simple as uploading your video to YouTube and sharing it with the world.

AN ECOSYSTEM CATALYST

CEEK IS AN ECOSYSTEM CATALYST WITH STRONG EARLY-MOVER MARKET POSITIONING IN VR, WHO WILL NOW BE ABLE TO EXPAND THESE CAPABILITIES BY PROVIDING INCREASED FUNCTIONALITY USING BLOCKCHAIN TECHNOLOGY

	CEEK A New Reality	oculus	htc VIVE	SAMSUNG Gear VR	VR ONE ZEISS
Platform Agnostic	✓	✗	✗	✗	✗
Mobile Compability	✓	✗	✗	✓	✓
Smartphone (iOS and Android)	✓	✗	✗	✗	✓
Unthethered to Computer	✓	✗	✗	✓	✓
Content Platform	✓	✓	✓	✓	✗
Retail Integration (CD/DVD Slot)	✓	✗	✗	✗	✗
Price	Starts at: $15	$599.9 9	$799.00	$99.99	$129.99
Additional Equipment Nedded	$0	$2,500	$2,500	$649	VR Trays ($10)
FOV (Field of View)	105°	110°	110°	96°	100°

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VR ENTERTAINMENT MARKET AT A GLANCE

FORTUNE

$200M

HEADSETS
TO BE SOLD IN 2020

500M

MUSIC VIDEO STREAMED DAILY

billboard

2016 GLOBAL LIVE MUSIC INDUSTRY ESTIMATED AT

$25 BILLION

+$2.3 TRILLION

GLOBAL ENTERTAINMENT MARKET



citibank

estimates the VR Market will reach

$1 Trillion

by 2035

MUSIC INDUSTRY REVENUE continues to shift from physical and digital sales to streaming revenues and VR represents the highest level of engagement and revenue opportunity for interactive music streaming.

CEEK is currently the ONLY product in the marketplace **offering labels a streaming VR opportunity** with CEEK's patented VR Deluxe package.

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VR DELUXE BUNDLE CASE STUDY:

CEEK VR BUNDLES MARKET VALIDATION

The importance of having a bundle for VR is comparable to the early stages of the MP3 device player marketplace. In the early 2000s, the MP3 market was fledging because only "techies" who could rip and format music files were able to use it. When **Apple** bundled the iPod with iTunes, they made digital music accessible to everyone. It became simple for anyone to access, download, and listen to digital music.

In much the same way, CEEK's patent awarded, virtual reality bundle is making VR easily accessible for non-techies, whereby users buy the headset bundle, sign up through the CEEK app and gain access to a premium VR experience with mainstream appeal.

For the release of Megadeth's Dystopia album, **Universal Music** partnered with **CEEK VR** to create a VR companion called **Dystopia VR**, which helped the album reach **#1 on the rock** charts and open at **#3 after *Adele and Justin Bieber*** on the Top 200 album chart. This was completely unheard of and spoke volumes for the demand of quality VR experiences by fans. An artist or group has not done anything this elaborate and groundbreaking since Pink Floyd did "The Wall." The same week Dystopia VR launched, a major VR device-maker was giving away expensive headsets, but they had few takers. In stark contrast, CEEK sold out of units in 575 Best Buy stores. The Megadeth VR package sold for $16.99. Check for Dystopia VR in your local area http://bit.ly/2A67Fqh
ALL UNITS are currently SOLD OUT.

#1 on billboard Top Rock Album

#3 on billboard 200

"I didn't know MEGADETH before this, I just wanted to try VR... proud to say I'm now a fan"



PATENTED

VIRTUAL REALITY DELUXE HEADSET

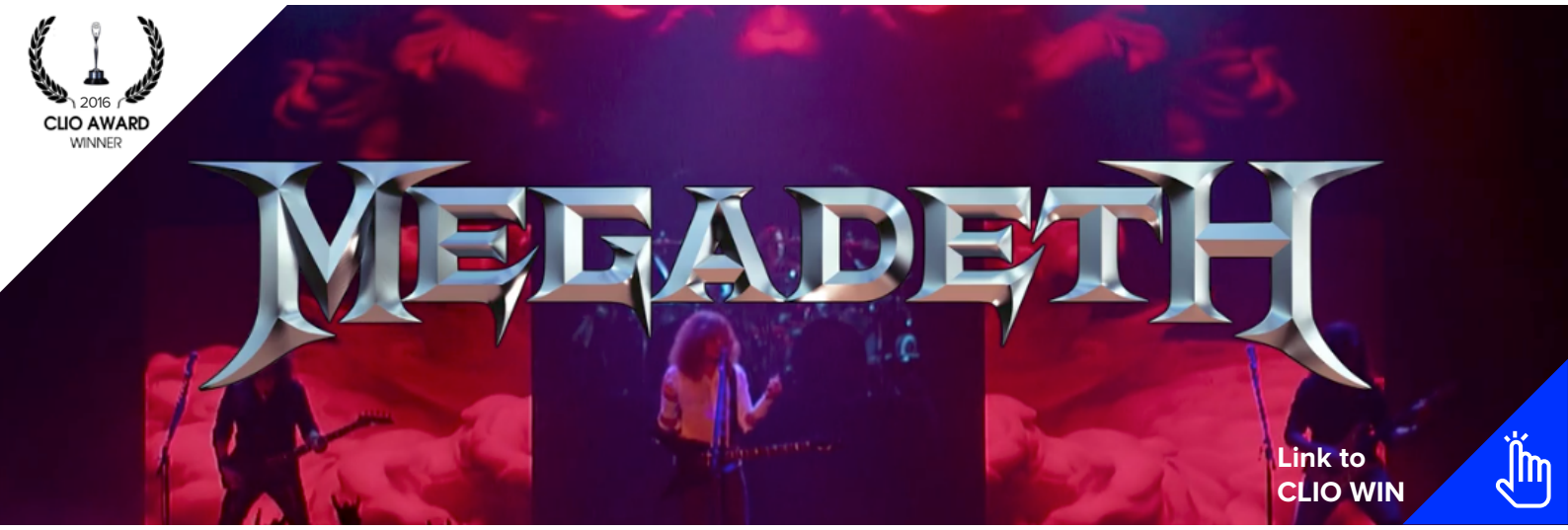
- Compact & Inexpensive Fromfactor
- Dedicated Retail Space
- Fresh & New Content Distribution Mechanism.
- Patented Product ONLY AUTHORIZED COMPANY

"It felt like I was right next to Dave (Mustaine)"

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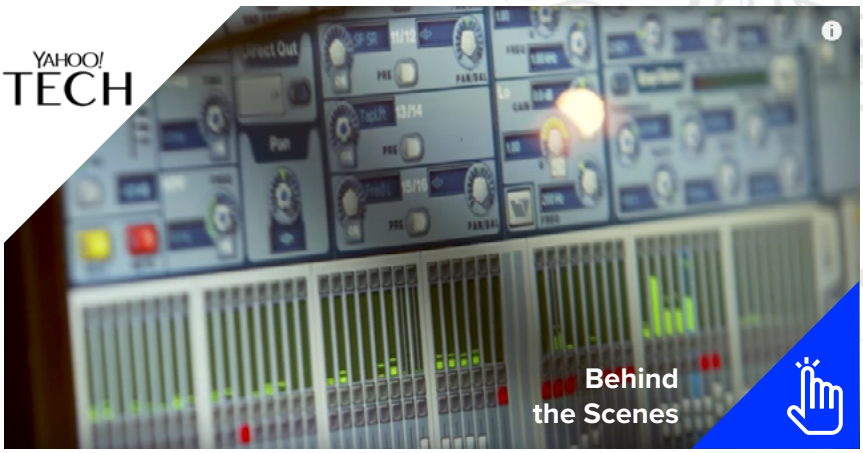
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CLICK TO SEE INSIDE MEGADETH'S VR ADVENTURE
https://www.youtube.com/watch?v=PnQAz8jWAh0



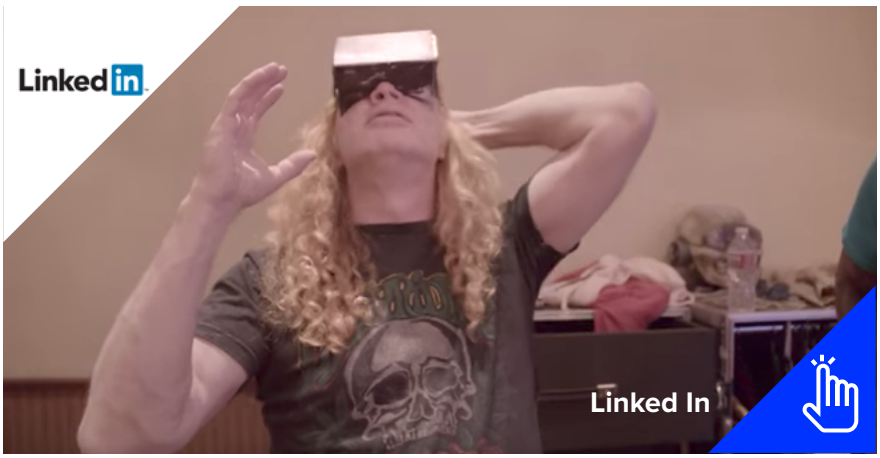












NOTE: ASPECTS OF CEEK VR WERE PREVIOUSLY UNDER THE NEXT GALAXY

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CEEK
A New Reality

We pride our selves on creating experiences that help fans re-live the moment as if they were there.

EXPERIENCES THAT GET FANS CLOSER TO THE ARTIST THAN EVER



CEEK VR, INC.'S PARTNERSHIP AGREEMENT WITH UNIVERSAL MUSIC GROUP GRANTS RIGHTS TO LIVE PERFORMANCE CONTENT WITH TOP TIER ARTISTS INCLUDING LADY GAGA, U2, STING, AND NEYO.

CEEK's mobile ready, VR Headset is sold at major retailers such as Amazon, Best Buy and Target and includes a $10.00 iTunes Reward Giftcard with purchase.

PARTNERS:

UNIVERSAL

T · · Mobile ·



CRYP2NOVA

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CEEK PARTNERSHIPS

CEEK has teamed up with **Universal Music** to launch new album releases with our VR headset at retail. We created a full VR concert experience for the platform, which can be unlocked using a promotional code that comes with the CEEK headset when purchased. **Universal Music** is the number one music business on the planet, with multiple labels covering over 14,000 artists and a cumulative artist Facebook fanbase of over 1.5 billion people. CEEK's partnership with Universal Music Group grants rights to live performances with top tier artists such as Rihanna, Lady Gaga, U2, Sting, and Neyo.

CEEK boasts a growing ecosystem of world-class partners who are using the CEEK Platform to scale existing 2D content into virtual reality, as well as creating and distributing uniquely original experiences. We are in late-stage discussions and have upcoming releases with **Oculus VR**

World Of Dance, leading award shows, sports teams, brands, festivals, and over 30 labels, studios, and mobile carriers. Additionally, CEEK is partnering with Universities and Hospitals to offer educational programming. *Oculus VR Announcement of partnership with CEEK - http://bit.ly/2BeVqor*

BELOW IS A SHORTLIST OF SELECT PARTNERS AND EXPERIENCES:

Entertainment:

- **Universal Music -** Megadeth Dystopia VR World Released
- **Disney Music** - Upcoming releases in discussion
- **World Of Dance (WOD)** - Current Partnership and 2018 WOD Finals
- **Empire State Building** - Upcoming Experience
- **Space Center** - Upcoming Experience
- **CEEK VR Victorian Theatre** featuring Lady Gaga, U2, Katy Perry +++ - Live
- **CEEK VR Concert Arena** – Upcoming
- **CEEK VR Hangout Lounge** with Social Interaction – Upcoming (Q2)
- **CEEK VR Sports Complex**
- **Great America Rivalry Series** - Exclusive VR Broadcast (Over 1 Million Students from 200+ High Schools) – Current Exclusive VR Partnership
- **Project in development** for Oculus VR
- **T-Mobile CEO Announcing partnership** with CEEK

  https://www.dropbox.com/s/whznz0iilov9npc/T_Mobile_CEO.mov?dl=0

  https://newsroom.t-mobile.com/news-and-blogs/binge-on-100-providers.htm

vCommerce/Education/Medical:

- **Berskshire Hathaway's Richline Group** – Produced Shop of the Future Experience for Tradeshow and client
- **Miami Children's Hospital** (Previous Client – created Infant, Child and Adult CPR VR Training)
- **Miami Dade College** (Previous Client) – created President's announcement in VR
- **VR Lab Curriculum for NYU**
- **Baptist Health** – VR Medical Training courses

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GLOBAL MUSIC SPEND



CEEK OFFERS PREMIUM VR CONCERT EXPERIENCES FROM SOME OF THE BIGGEST NAMES IN ENTERTAINMENT!

MULTI-USER SOCIAL FUNCTIONS

- Voice Chat/ Messaging between users, Group Chats
- Watch together/ Join friends and Events, Invite, Favorite
- Search and Filter event attendees i.e. only want to see people attending this event that are within within 1 mile of your location
- Manage eCommerce details, including billing information and historical purchase data.

CEEK enables Realistic Synchronous communication with other users, allowing people to enjoy experiences together from the ends of the world. You may look at each other during the event. Such features serve to simulate the communal experience of attending live events with friends.

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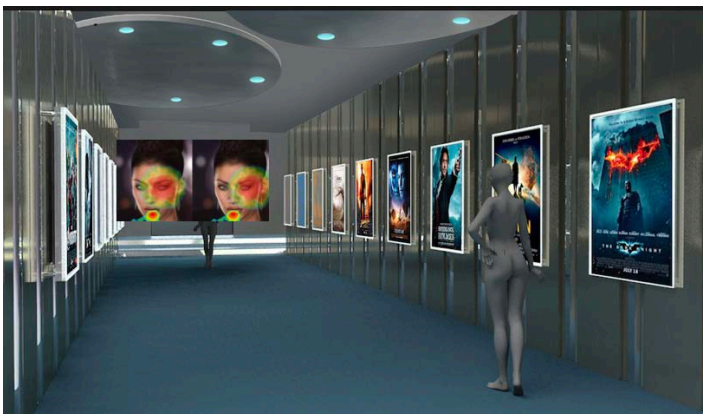


MUSIC IS A CONTENT DEMAND ENGINE

Virtual Reality is about experiences and music concerts are synonymous with visually delightful experiences. VR adds sensory engagement to the musical experiences. Music historically drives new platform use because of its universal appeal. For example, the fan base of the top video game is dwarfed by the artist fan base of leading entertainers.

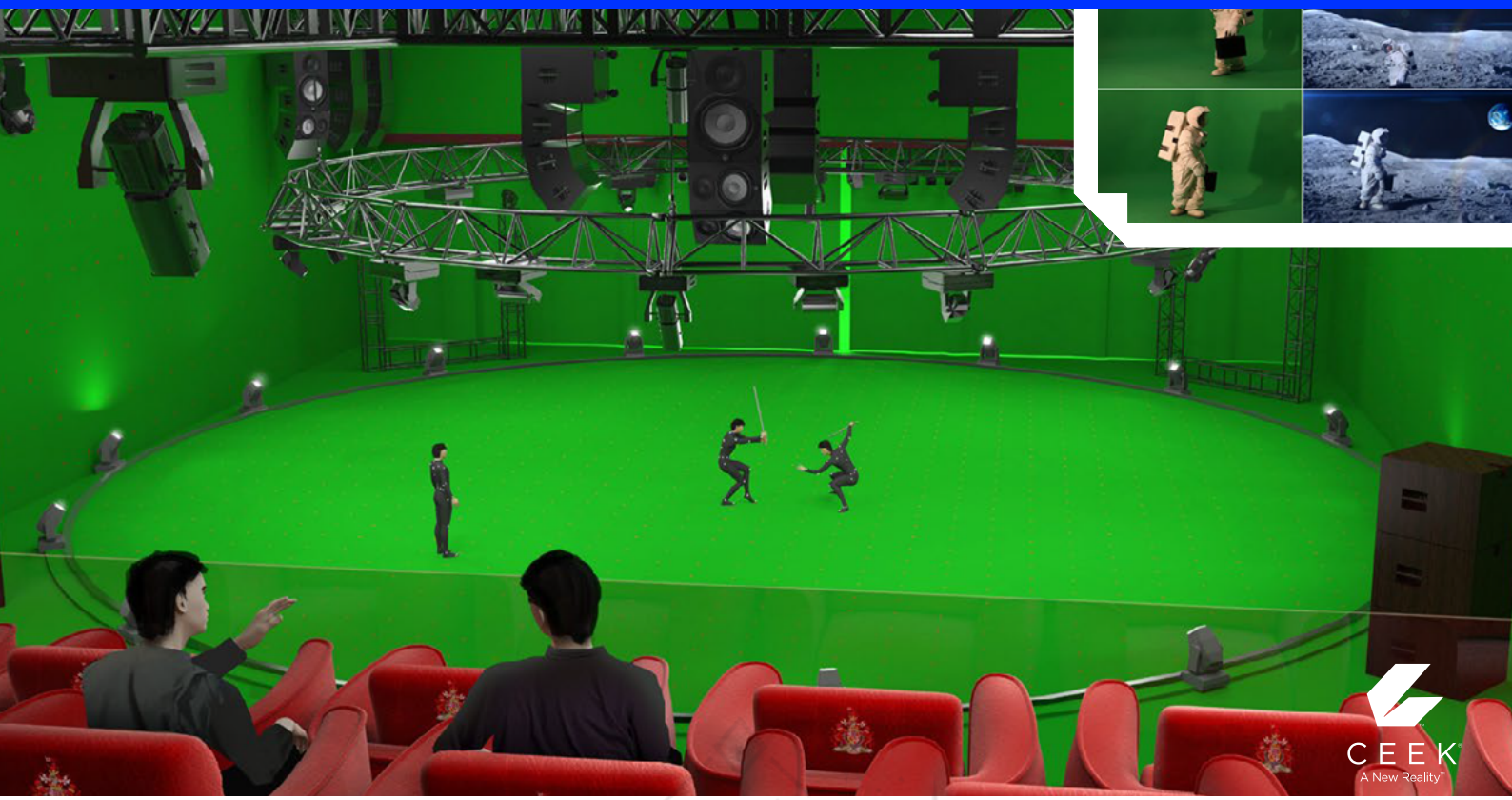
VR Analytics

CEEK's backend analytics will provide deep insights, interaction time, heat maps and other visual telemetry on how users are interacting with environments and media views for auto reporting and other label/ creator services such as rights management, publishing and clearances. The dashboard also provides aggregated transaction and user reports across multiple platforms and VR devices, all of which will be available to export and visualize. Since these maps are generated through gaze control, it is possible to record the details on the blockchain, making it highly effective for measuring engagement and creating transparency in reporting.



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CEEK STUDIOS

Virtual Reality "Mega" Studios & Performance Stage Implementation

CEEK is partnering with a worldclass facility and transforming part of their location into a 360-degree VR "Mega Studio" equipped with a Live Performance Stage.

CEEK Studios will provide music artists and entertainment industry professionals with a state-of-the-art audio, visual, 360-degree green/
blue screen and rock 'n' roll lighting inside a full virtual reality digital production facility for expanding expand high-quality and customized VR content experiences and VR venues.

CEEK 360-degree Studio Grade, Mega and Micro- Studio Production facilities provide the opportunity for enhanced, fully immersive VR content creation for true 3D experiences. People will be able to get up close and personal with their favorite bands, or enjoy time inside an interactive VR experience with friends. Don't just watch it, be there virtually!

Until now, CEEK has been setting up ad-hoc (Temporary) production studio facilities as an interim solution to meet entertainment industry demand for creating quality virtual reality content. This has worked well for CEEK in years past, but not ideal as we seek to scale VR content creation for premium entertainment partners.

Our goal is having a permanent studio replete with rendering farms, ultra-fast connections, camera tracking and light field camera technology enabling continuous capture of VR content. This content will include interviews, documentaries, multiple levels of education, entertainment, movies, and music. CEEK already has interest from top entertainment artists and major studios interested in recording VR experiences in our facilities.

At CEEK, our vision is to make VR content creation universally accessible. We will make this possible by building several state-of-the-art, 360-degree Performance Studio Grade "Mega" Studio locations in key cities across the USA. Then, we will expand this initiative by building Micro-Studios the average content creator can use for creating virtual reality content for the CEEK environments.

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CEEK MICRO-STUDIOS

We believe anyone should be empowered with the ability to create quality VR content, as this will help expand opportunity for partners and creators inside the entertainment metaverse.

What we plan to do initially is building the Studio grade facility for our industry partners at Sacramento HQ. In order to do that, CEEK must meet the minimum required token sale soft cap (as detailed on our Token Structure section). If the soft cap is not met, CEEK plans to continue building ad-hoc studios to produce VR content with entertainment industry partners.

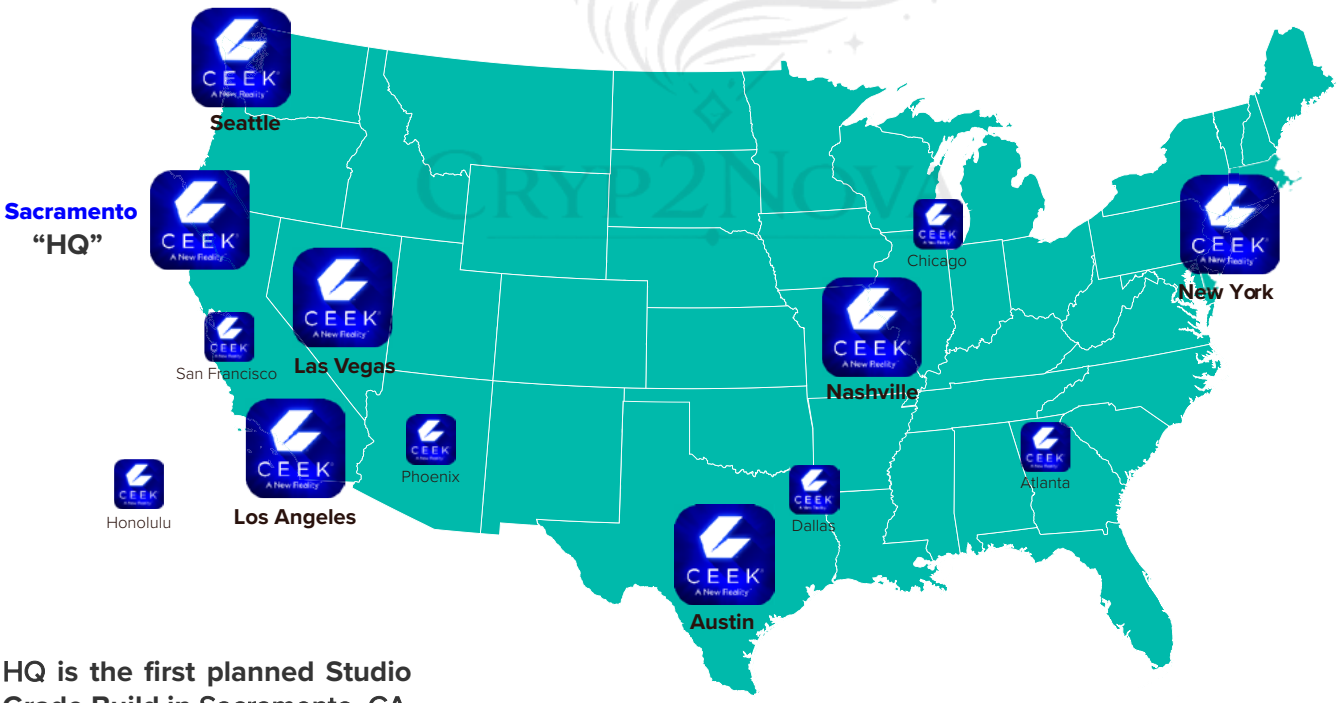
When we meet our soft cap, we will immediately begin building the HQ Mega Studio facility and will plan future buildouts in key cities commensurate with the level of support generated during the token sale.

In the event we exceed the soft cap and depending by what margin, CEEK plans on building a number of "Mega" Studios and Micro-Studio partner locations, which will allow CEEK an acceleration of assisting with creating and acquiring quality content from top entertainment partners and CEEKERS who desire to generate VR content.

The below demonstrates our desired Studio Grade "Mega" and Micro-Studio locations in target cities across the USA.

CEEK STUDIOS AND MICRO-STUDIOS

Proposed Studio Grade Build **Proposed Micro-Studio Grade Build**



HQ is the first planned Studio Grade Build in Sacramento, CA

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PREMIUM VR CONTENT CREATION FOR ALL

CEEKERS will have the opportunity to create custom VR content at CEEK Studio locations nationwide and internationally. Studio bookings will be managed through an online scheduling portal that will be first come, first served using CEEK Tokens to secure studio bookings and pay for session time.

Some locations may include a VR gaming lounges, immersive training, and snack bar amenities. CEEK will equip all locations with developer “cubbies” to make it easy for content creators to collaborate with developers for customized VR content creation.

CEEK has partnered with Brett Leonard to launch the first episodic virtual reality series.







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Brett Leonard is a film director named by The Producer's Guild of America, in association with Variety Magazine as one of it's Digital 25.

Mr. Leonard is a globally recognized digital filmmaker best known for co-writing and directing the hit Virtual Reality movie – The Lawnmower with it's groundbreaking graphics started the "Cyber genre."

The lawnmower man was created for $6 million and earned critical acclaim generating over $200 Million.

Hollywood Rooftop is a 360 cinema that will take place in episodic form, it is also going to be shot in full 2D as a feature film - all connected as one movie shot on one location- a rooftop.

http://www.imdb.com/name/nm0502577/bio?ref_=nm_ov_bio_sm



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Click here to see a full technical specification document for CEEK Mega Studio production build. We estimate that Micro-Studios will cost 60%-75% less to build than Mega Studio locations, but actual costs will vary for each location. CEEK will review and publish full specifications and projected costs for each location prior to each location build.

Note: CEEK will measure carefully the operating costs and profitability of each Mega and Micro-Studios to ensure that we maintain a solid balance sheet. Governance agreements and safeguards will be put into place for each location.

We believe that anyone should be empowered with the ability to create quality VR content. CEEK Studios will help expand opportunity for content creators, developers and partners inside of the entertainment metaverse by making VR content creation universally accessible. **Just like what Youtube did for video content creators, CEEK will do for VR content creators through cryptocurrency** specific**, CEEK Studio initiatives.**

CEEK VR GLOBAL

Based on the final amount raised, CEEK will open several international CEEK VR Studios in several countries where CEEK already has Entertainment Partner Agreements to deliver VR content: including UK, Brazil, India, South Korea, South Africa and other "key" international locations.

CEEK Founder Mary Spio was recently selected for a US Mission to Brazil further deepening relationships there that will benefit CEEK's International rollout.



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MOVIE VR EXPERIENCES

ALWAYS THE BEST SEAT IN THE HOUSE!!

EXPLORE, SHARE AND LIVE THE MOMENT WITH FRIENDS. CONCERTS, MOVIES, SPORTING EVENTS AND MUCH MORE.



ACTUAL VIEW

CEEK VR EXPERIENCE

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ECOSYSTEM ROLES

There are several ecosystem roles within CEEK VR, specifically inside CEEK CITY, where there will be many different venues, activities, music events, movies, gaming and plenty of immersive VR experiences. CEEKERS will play many roles in CEEK CITY and won't be limited to any single one.

CEEKERS

Over the last couple of years, people started using this as a general term in reference to anyone using the CEEK platform and the term stuck. CEEKERS are everyday consumers of content and information, primarily entertainment enthusiasts who want an immersive VR entertainment experience for music, VR, education or movies.

CONTENT CREATORS

We believe that anyone should be empowered with the ability to create quality VR content, as such CEEK Studios will help expand opportunity for content creators with the CEEK Studio initiatives. CEEK Studios locations are replete with camera tracking and light field camera technology to enable continuous capture of content from content creators. Just like what Youtube did for video content creators, CEEK will do for VR content creators enabling them to scale and monetization content in virtual reality.

PARTNERS

CEEK boasts a growing ecosystem of world-class partners who are using the CEEK Platform to scale existing content in virtual reality as well distribute original experiences. CEEK's solution for Entertainment Partners is to create new revenue streams to replace declining, traditional revenue sources.

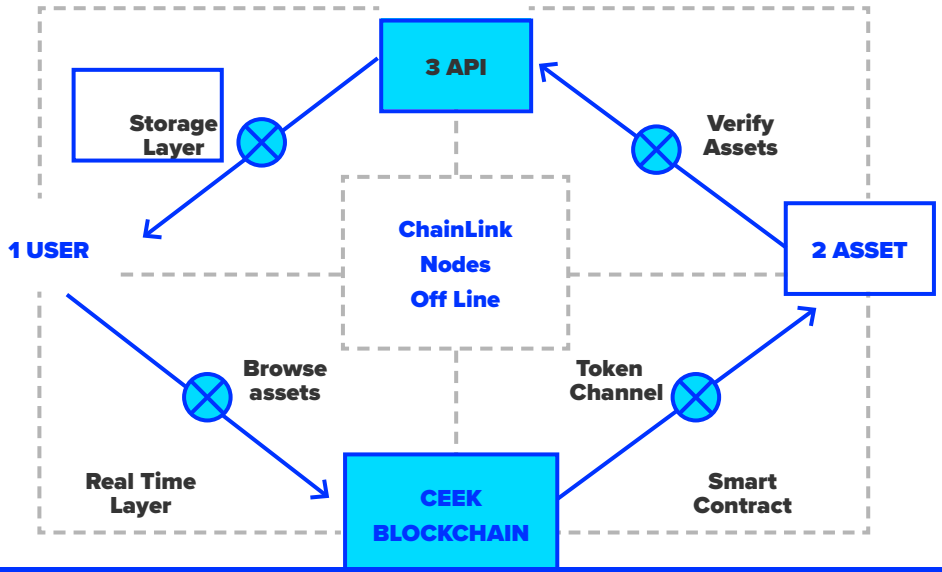
DEVELOPERS

Developers are the backbone of our ecosystem creating a wide range of applications driving a robust VR economy. Our goal at CEEK is to keep development costs low and speeds as fast as possible for developers to accelerate processes. After all, we can't have every developer reinventing the wheel for every application.

CEEK provides a suite of open SDKs that are essential for implementing key VR processing tasks, such as Asynchronous Timewarp, lens distortion correction, and stereoscopic rendering. Not to mention power, thermal, and processing management in heterogeneous hardware setups. Additionally, CEEK includes an SDK with multi-language support, wallets and payment gateways that are available as completely open source solutions that allow developers to customize their VR environment for music, theatre, gaming experiences and more. Developer bounty available.

CURATORS

Curators are paid CEEK Tokens to play a crucial role in CEEK CITY by finding and submitting a wide-range of high quality VR content for CEEK community approval, building artist demand lists for live show approval, immersive educational courses and much more.



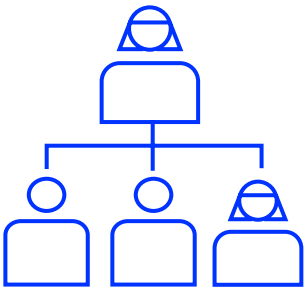
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BLOCKCHAIN CONGRESS

The Blockchain Congress is a group of voting members within CEEK appointed to submit various proposals for vote approval. The Blockchain Congress is headed by the Governor of CEEK CITY who is the CEO who can add or remove various members in the organization. Any member added can make a proposal, which is in the form of an Ethereum transaction to send ETHER or execute a specific Smart Contract that other members in the Blockchain Congress and general voters can vote for or against the proposal. Once a predetermined amount of time and a certain number of members have voted, the proposal can be executed by the Smart Contract: The Smart Contract will count the votes automatically and if there are enough votes it will execute the given transaction. Click here to see the Solidity code behind the Blockchain Congress.

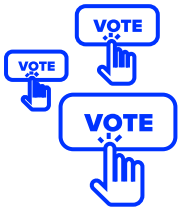


EXECUTIVE COMMITTEE

The Executive Committee is made up of key members of CEEK VR INC. that possess corporate governance powers over Elected Officials, Blockchain Congress and Election Voters.

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VOTERS

CEEK takes Interactive Voting to a "next level" experience in CEEK CITY allowing CEEKERS to access self-governing, user curated content by providing vote based venue and programming controls. Additionally, CEEKERS will vote to approve sponsors for venue naming rights, branded experiences, elected officials and much, much more.



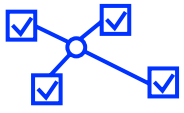
ELECTION VOTERS

Election voters will vote for officials, but before doing so, must first "officially" register in CEEK CITY. Future elections can leverage zero knowledge proof protocols. Election voters can also be part of the Blockchain Congress.



VALIDATORS

Validators play an active role in consensus by relaying relevant meta-data, proposals, blocks, and votes to peers. A node that has the private keys of an active validator and is engaged in signing votes is called a validator-node. All nodes (not just validator-nodes) have an associated state (the current height, round, and step) and work to make progress. Between two nodes there exists a Connection, and multiplexed on top of this connection are fairly throttled Channels of information. An epic gossip protocol is implemented among some of these channels to bring peers up to speed on the most recent state of consensus.



VALIDATOR NODES

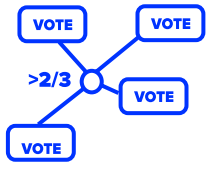
The CEEK Hub will have 100 validator nodes who will be selected by proof of stake. Validators are responsible for committing new blocks in the blockchain. These validators participate in the consensus protocol by broadcasting votes containing cryptographic signatures signed by each validator's private keys. Validators have a cryptographic key-pair for signing and have some amount of "Voting power" in proportion to the number of staked CEEK Tokens. Some Proof-of-Stake consensus algorithms aim to create a completely decentralized system where all stakeholders – even those who are not always online – participate in committing blocks. Tendermint has a different approach to block creation—CEEK validator nodes need to be able to demonstrate 100% uptime. Maintaining high availability potentially involves multiple ISPs, redundant server power, and backup hosting locations.

Economics:

Validators can bond their own CEEK tokens or have CEEK "delegated", or staked, to them by holders of the token. The validators are determined by who has the most stake delegated to them—the top 100 full nodes with the most stake that can demonstrate required uptime will become CEEK validators.

Validators and the parties that delegate stake to them will earn CEEK as transaction fees and block rewards through execution of the Tendermint consensus protocol. If validators double sign, are frequently offline or are compromised in some arbitrary way, their staked CEEK can be slashed.

Validator economics about bonding period, slashing conditions, etc. will be finalized by the Blockchain Congress, Governor and Budgetary team.



PROPOSER NODES

A consensus round begins with a proposer and with each node broadcasting a pre-vote, which signals that they saw, or did not see a proposal in time. Nodes wait to hear pre-votes from >2/3 of other nodes. If > 2/3 is for the same block, they broadcast a pre-commit. If they are not > 2/3 pre-commits for the same block, the block failed to commit and a new round begins with a new proposer.

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GOVERNOR

Elected official and Chief Executive Officer of CEEK CITY. Has the ability to add or remove voting members to the Blockchain Congress, can issue Executive Orders and has Veto power. The first Governor will be elected after the TOKEN SALE for an initial 2 year term.

Once elected the Governor and budget team will develop and submit bi-annual or annual budgets and appropriations for review and approval by Witnesses.

LIEUTENANT GOVERNOR

Elected official designated to succeed Governor in the event that Governor cannot fulfill their duties. Once elected will work with the Governor to develop corporate governance and community policies.

CITY MANAGER

Elected official who will oversee the affairs of CEEK CITY coordinate with venues, voting, sponsorships and help things run smooth as a whistle.

WITNESSES

Eight elected representatives who will vote to approve budgets, appropriations and other manual votes not handled by the Blockchain Congress. Two year term.

DIRECTOR OF VR PROGRAMMING

Appointed position. The Director of VR Programming will oversee VR content initiatives and coordinate with Voters for user directed content scheduling.

*Elected & Appointed Officials receive CEEK Tokens as compensation during their term.

CEEK PETS

CEEK Virtual Pets offer a fun, personalized experience for CEEKERS and can be



programmed to stay by your side in CEEK CITY. They can become quite valuable as they take on new characteristics. CEEK PETS can be bought, sold, traded and become part of your digital holdings stored inside of your smart wallet.

GOLDEN TICKET

Well it's not going to get you into a chocolate factory with Oompa Loompa's, or is it!? Actually, Golden Tickets will be found in various areas and venues within CEEK CITY and may contain a special bounty prize of CEEK Tokens or the Golden Ticket may be programmed with VIP access to a special celebrity event, or it could be programmed to turn into an album cover with a cryptographic token signature autograph from Lady Gaga or even a physical product! You never know until you find one.



CEEKER ALBERT

Albert is super cool AI who is into long walks, witty talks and deep learning! He pays you CEEK Tokens every time you tag an item in virtual reality that he hasn't yet recognized! Thanks Albert!!



CEEK FOUNDATION

The CEEK Foundation's mission is to support entrepreneurial, innovative, bright minds with imaginative ideas to help CEEK VR develop broader community based initiatives for science, technology and VR education.

25% of the total CEEK Token proceeds will go into the CEEK Foundation for R&D toward future innovation of these important CEEK VR initiatives.

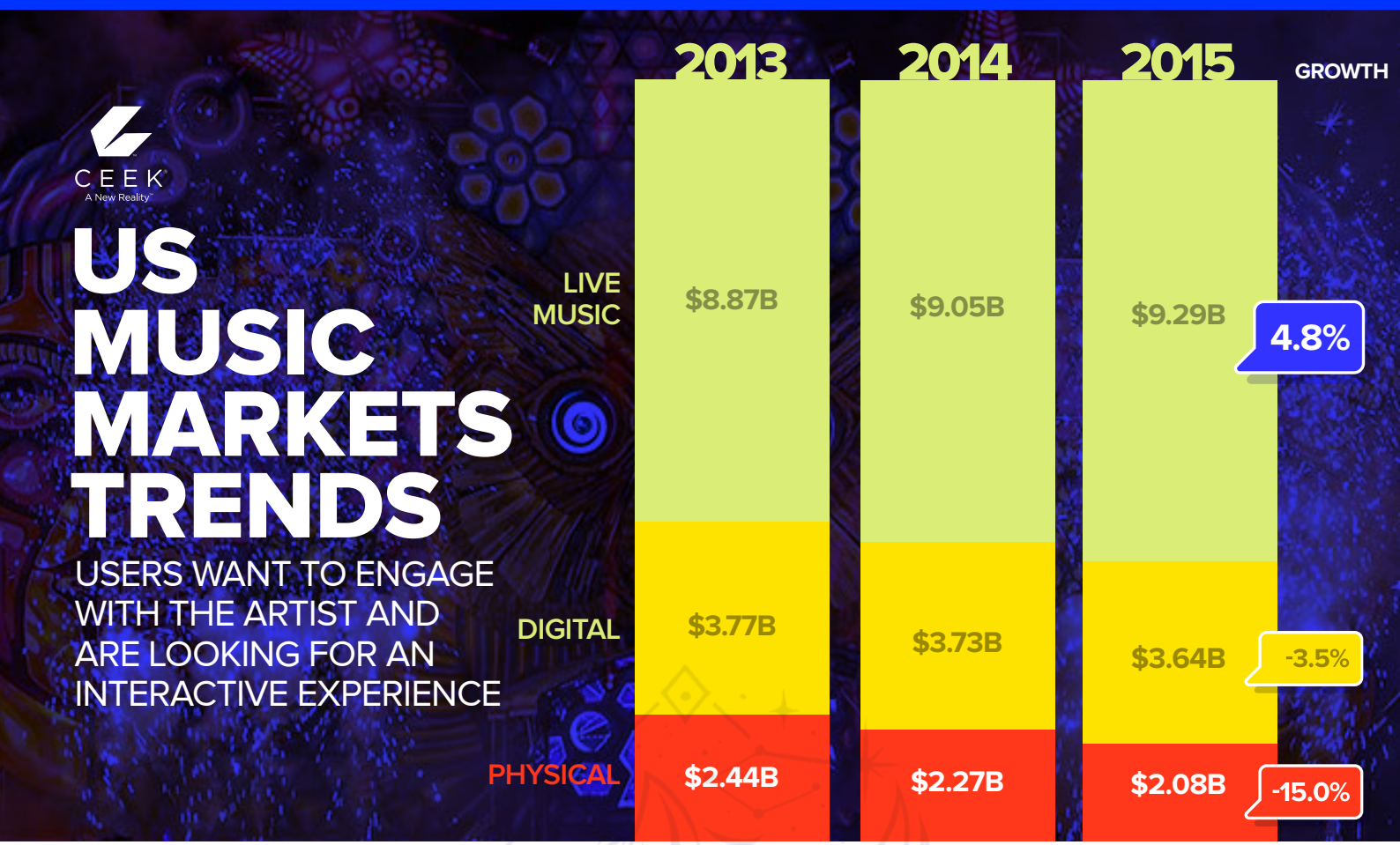
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CEEK
A New Reality

US MUSIC MARKETS TRENDS

USERS WANT TO ENGAGE WITH THE ARTIST AND ARE LOOKING FOR AN INTERACTIVE EXPERIENCE



INTERACTIVE VOTING

VENUES & PROGRAMMING

CEEK takes Interactive Voting to a "next level" experience in CEEK CITY allowing CEEKERS to access self-governing, user curated content inside private VR experiences and in public VR experiences through interactive vote based venue and programming controls. All Votes are cast using CEEK Tokens or Custom Venue Tokens.



Private Venue Programming

Private Venues are self-governing, user curated and do not require a vote. Simply select the experience and enjoy.

Public Venues

The first public venues that will enable interactive vote based venue and programming control will be the Concert Arena, Sports Complex and Movie Theatre.

The Director of VR Programming will establish the programming schedule options as requests are voted for and confirmed by Voters.

Additionally, CEEKERS will vote to approve sponsors for venue naming rights, branded experiences, elected officials and much more. Voting bounties are included with many of the interactive voting features as detailed below.

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NAMING RIGHTS

CEEKERS will vote to approve naming rights for sponsors of non-branded venues within CEEK CITY. Currently, CEEK CITY has several non-branded venues that are available for sponsors to request the naming rights for. Sponsor requests will be submitted through an online submission form at a future date TBD.

Here's how it works:

Once we compile the list of sponsors who submitted requests for naming rights we will open the voting for CEEKERS who will then select and vote for the sponsor of their choice for each of the following venues:

- **Theatre**
- **Concert Arena**
- **Sports Complex**
- **Hangout Lounge**

Each sponsor will be able to submit an application for any of the venues listed above, but can only be approved for a single venue sponsorship during a sponsorship term (2 years). In the event that a single sponsor wins the vote for two venues in a single term, the winning sponsor will be required to select which venue they prefer naming rights for and the next runner up will then secure the naming rights for the alternate venue.

During the application process sponsors will submit an application with a sponsorship bid denoted in CEEK Tokens or required Venue Token, which will be reviewed by the Governor and City Manager who will in turn issue a list of accepted sponsors for the community vote for final approval.

Voting bounty available.

A percentage of the winning sponsor's bid tokens to be determined (TBD) will be distributed as community bounty rewards to Voters who participated by casting votes during the sponsorship selection process. The Governor and Budget committee will set the percentage of distribution during the budget and appropriations meeting after the Token sale.

BRANDED VENUE EXCLUSION

Venues that are already branded will be excluded from naming rights for obvious reasons. For example, the Space Center and Empire State Building are venues that we are in discussion to launch soon and will be branded experiences in CEEK CITY.

CUSTOM VENUE EXPERIENCES VOTING

Existing venues have the ability to institute voting for custom experiences. The venue manager can simply put out options for visitors to choose from to vote for future venue experiences. Venues can also choose to coordinate with the City Manager for more mainstream exposure.

Voting bounty available.

Each Venue Manager will set the bounty for participation. Some Venues will choose to announce Airdrops to gain widespread exposure for their venue.

NEW VENUE VOTING

New venues can be recommended by and put to a vote within the community by anyone. The best way to do this is to join or lobby a member of the Blockchain Congress to issue a smart contract proposal that will be voted on by the community. See Ecosystem Roles "Blockchain Congress" section for more information.

Voting bounty available.

CEEKERS issuing a new venue proposals or other considerations up for vote can include a bounty for participants.

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VR LIVE STREAM VOTING

VR live stream voting will be fun and engaging for all and with an interactive VR environment, CEEKERS will be given many opportunities to vote inside various venues such as:

- **MUSIC CONCERTS**
- **THEATRE PERFORMANCES**
- **SPORT EVENTS**

During a live VR performance at the Concert Arena audience members can vote for the next song or the virtual skin the artist will wear during the next set they play, OR for Theatre the next act or an impromptu change in script (Think of "Whose Line Is It Anyway") for improvisational, interactive comedy. There are many possibilities and we are sure to see many variations take place in CEEK VR as these events and interactions unfold.

Voting bounty available

Artist or Venue's choice. For example, the performing artist may set a bounty of 10 VIP tickets to a special performance that will be given away during the event to select voters, or it could be a combination of bounties, such as autographs of virtual album covers, never released song by artist, skins give-a-way, digital download and more. CEEKERS may also cast votes for requests that Venues can approve in advance.

VOTE AS JUDGES

CEEKERS will be able to vote alongside judges during special VR Live Stream events, such as a major Music Awards show where CEEKERS will vote in virtual reality during the live event and decide on the spot who the winner is during the show. This is unprecedented and will set a new standard for interactive entertainment! Imagine voting and then moments later the artist who CEEKERS voted to win walks on stage to accept the music award! Very exciting indeed..

CEEK envisions that this will be "the next big thing" for interactive entertainment and is proud to announce the first ever VR LiveStream event for the World Of Dance (WOD) finals that will be VR live cast by CEEK in 2018! **Get Ready to Vote!!!**

Here's how it will work:

For example, CEEK would mint a custom ve-nue token for voting. CEEKERS who want to vote alongside judges during the event will first register inside of CEEK VR to purchase WOD COIN with CEEK Tokens prior to the event.

- One CEEK will = 5 WOD COINS
- Throughout the WOD Finals CEEKERS will watch each performer and then vote for their favorite act to win during a series of open voting periods announced during the show.
- CEEKERS can vote as many times as they want during the open voting period.
- As votes are cast they will be validated through blockchain consensus providing near real time results that will be broadcast on a live results dashboard in CEEK venues around the globe.



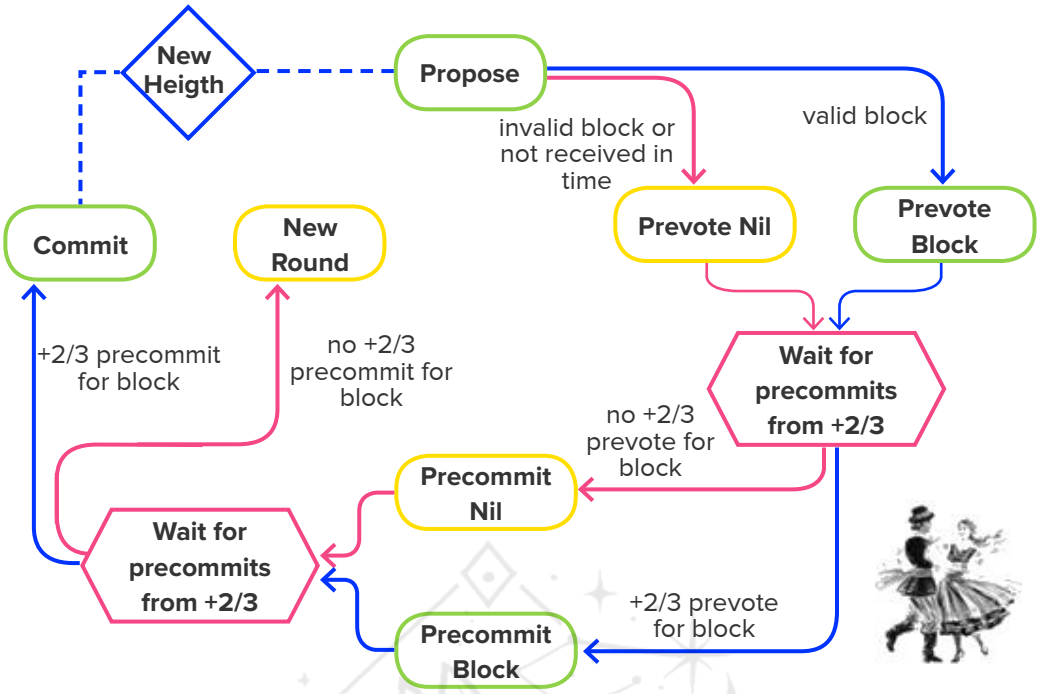
ABOUT WORLD OF DANCE

World of Dance is a Southern California-based dance, fashion, music, and entertainment brand founded by David Gonzalez, Myron Marten, and Michael McGinn in 2008. It is the world's largest dance entertainment enterprise, elevating artists and brands with events, entertainment and digital engagement. https://WorldofDance.com

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TENDERMINT CONSENSUS ENGINE



CEEK will use the Tendermint Consensus Engine for voting via Proof-of-Stake mechanisms across an array of cryptocurrencies implemented as ABCI applications.

How it works is that participants in the protocol are called **validators**; they take turns proposing blocks of transactions and voting on them. Blocks are committed in a chain, with one block at each **height**. A block may fail to be committed, in which case the protocol moves to the next **round**, and a new validator gets to propose a block for that height. Two stages of voting are required to successfully commit a block; we call them **pre-vote** and **pre-commit**. A block is committed when more than 2/3 of validators pre-commit for the same block in the same round.

There is a picture of a couple doing the polka because validators are doing something like a polka dance. When more than two-thirds of the validators pre-vote for the same block, we call that a polka. Every pre-commit must be justified by a **polka** in the same round.

Validators may fail to commit a block for a number of reasons; the current proposer may be offline, or the network may be slow. Tendermint allows them to establish that a validator should be skipped. Validators wait a small amount of time to receive a complete proposal block from the proposer before voting to move to the next round. This reliance on a timeout is what makes Tendermint a weakly synchronous protocol, rather than an asynchronous one. However, the rest of the protocol is asynchronous, and validators only make progress after hearing from more than two-thirds of the validator set. A simplifying element of Tendermint is that it uses the same mechanism to commit a block as it does to skip to the next round.

Assuming less than one-third of the validators are Byzantine, Tendermint guarantees that safety will never be violated - that is, validators will never commit conflicting blocks at the same height. To do this it introduces a few **locking** rules which modulate which paths can be followed in the flow diagram. Once a validator pre-commits a block, it is locked on that block. Then,

1. it must pre-vote for the block it is locked on

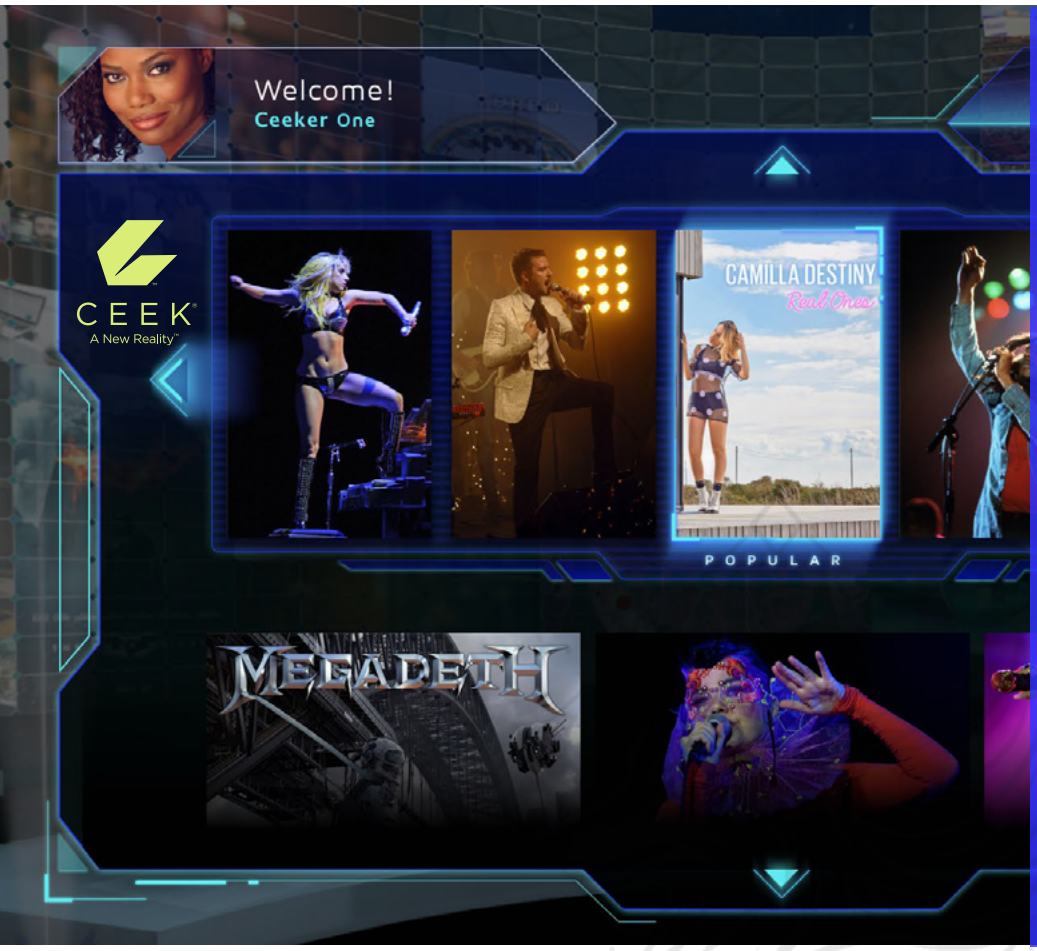
2. it can only unlock, and pre-commit for a new block, if there is a polka for that block in a later round **(14)**

During the World of Dance Live Stream event the Tendermint Protocol will be used to successfully broadcast validated votes during the WOD event.

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CEEK IS GROWING



World Class Partners & Distribution Channels including:

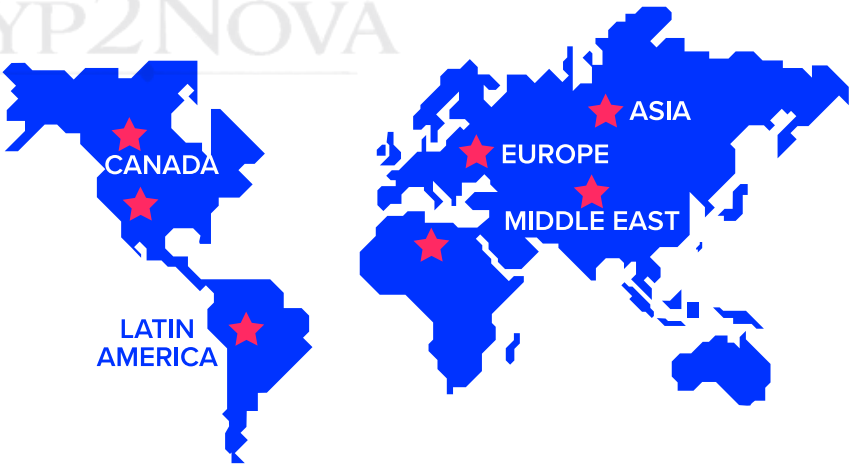
- T-Mobile
- Google
- oculus

+10 Mobile & Computing OEMs.

*Estimated device installs based on 10+ partners preloading CEEK VR App

CEEK DISTRIBUTION FOOTPRINT

JOIN AND SUPPORT A DISTRIBUTION NETWORK THAT IS GROWING!



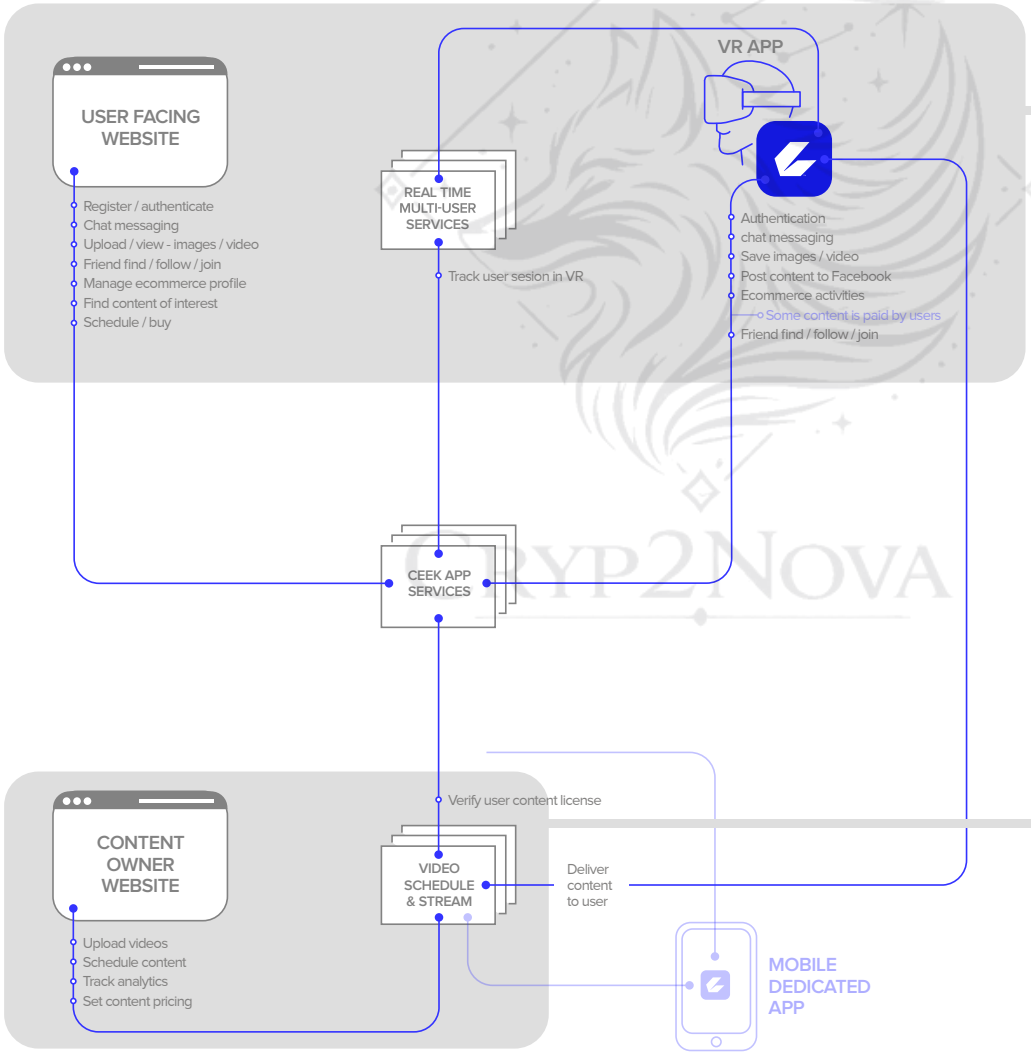
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CEEK TECHNOLOGY ARCHITECTURE

CEEK'S STREAMLINED CONTENT MANAGEMENT SYSTEM WILL INCLUDE SEAMLESS BLOCKCHAIN INTEGRATION; PROVIDING INCREASED ABILITY FOR FAIR AND TRANSPARENT CONTENT MANAGEMENT, TRACKING AND MONETIZATION

CEEK'S TECHNOLOGY COVER THE SPECTRUM OF VR CONTENT CREATION & DELIVERY



Seamless for USERS to get content through website, mobile app, and VR hardware.

Easy for CREATORS to upload, manage and track analytics of their content.

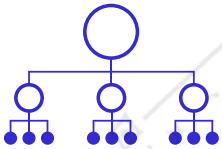
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BACKEND INFRASTRUCTURE

CEEKS MULTI-FACETED, TENANCY FRAMEWORK OFFERS A PATENTED, HARDWARE AGNOSTIC, BACKEND INFRASTRUCTURE TO MEET AND EXCEED THE SCALING DEMANDS FOR A VIRTUAL ECONOMY

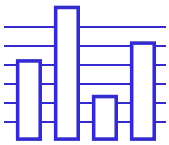




Tenancy Framework



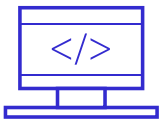
VR APP Development
- Multi Environments



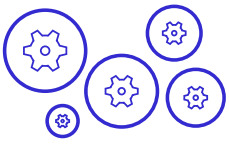
Analytics



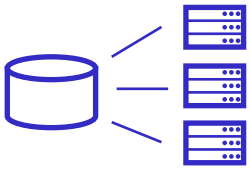
Reporting



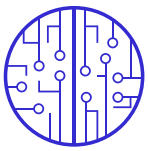
API Integration
& SDK's



Varying OS
(iOS, Android, Gear VR,
Oculus Rift, Daydream etc)



Multi-CDN Strategy



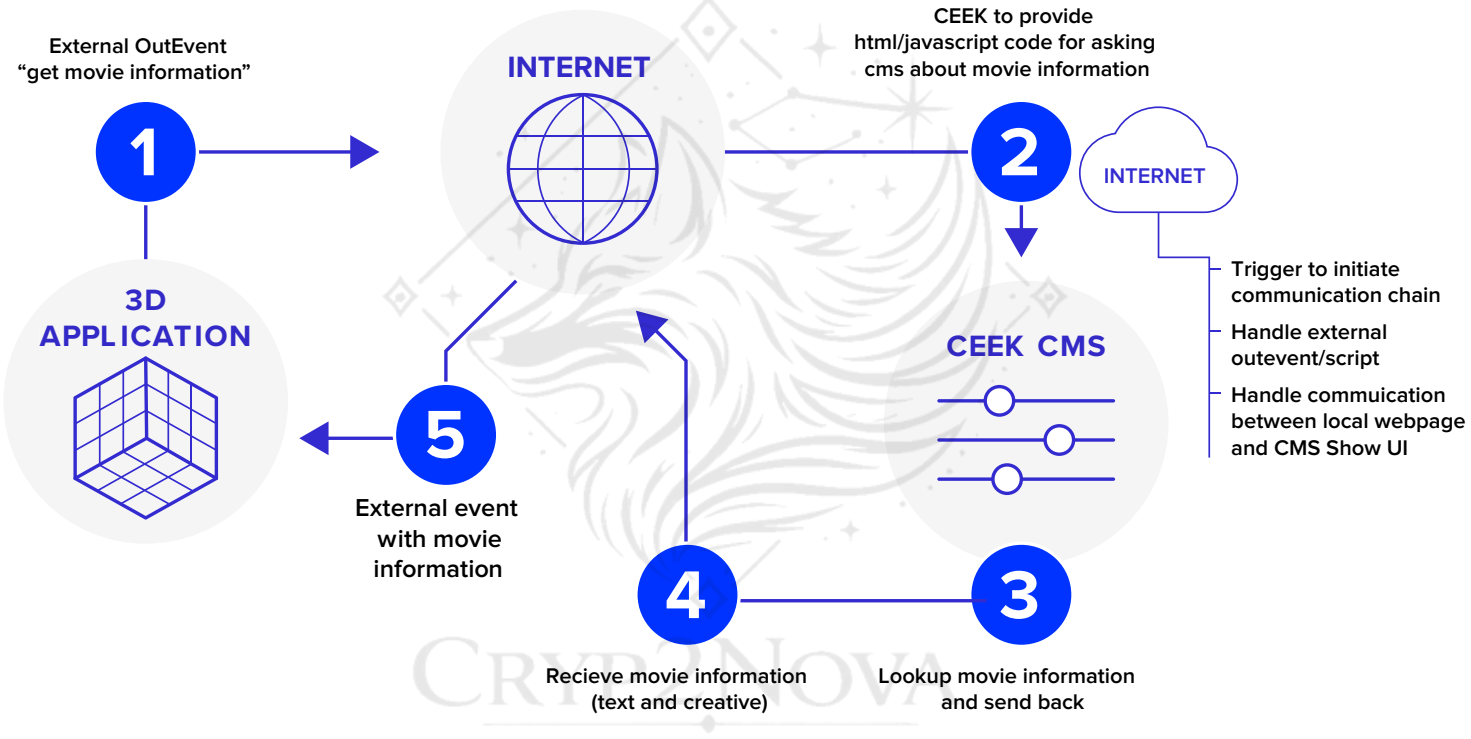
AI & Machine Learning

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MEDIA SERVICES LAYER

CEEK PROVIDES A NETWORK AWARE, REACTIVE MEDIA SERVICES ENVIRONMENT FOR AN INTERACTIVE VIRTUAL REALITY EXPERIENCE YOU WILL LOVE



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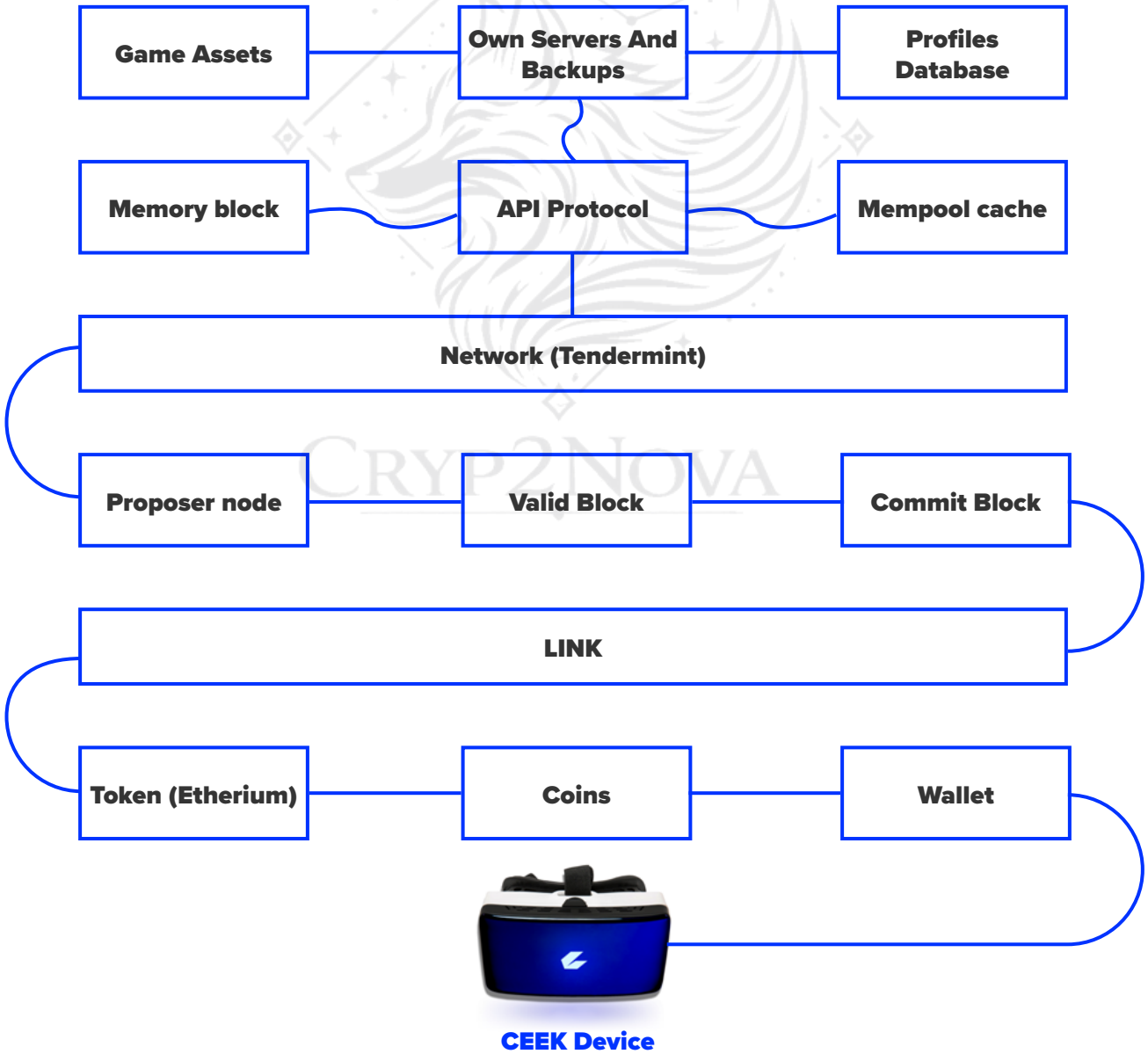
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BLOCKCHAIN SYSTEMS

CONSENSUS PROTOCOL | TENDERMINT

CEEK Protocol Network

As previously discussed, CEEK VR will use Tendermint technology as a secure protocol network. Tendermint is a partially synchronous BFT consensus protocol derived from the DLS consensus algorithm. Tendermint is notable for its simplicity, performance. The protocol requires a fixed known set of validators, where each validator is identified by their public key. Validators attempt to come to consensus on one block at a time, where a block is a list of transactions. Voting for consensus on a block proceeds in rounds. Each round has a round-leader, or proposer, who proposes a block. The validators then vote, in stages, on whether to accept the proposed block or move on to the next round. The proposer for a round is chosen deterministically from the ordered list of validators, in proportion to their voting power.



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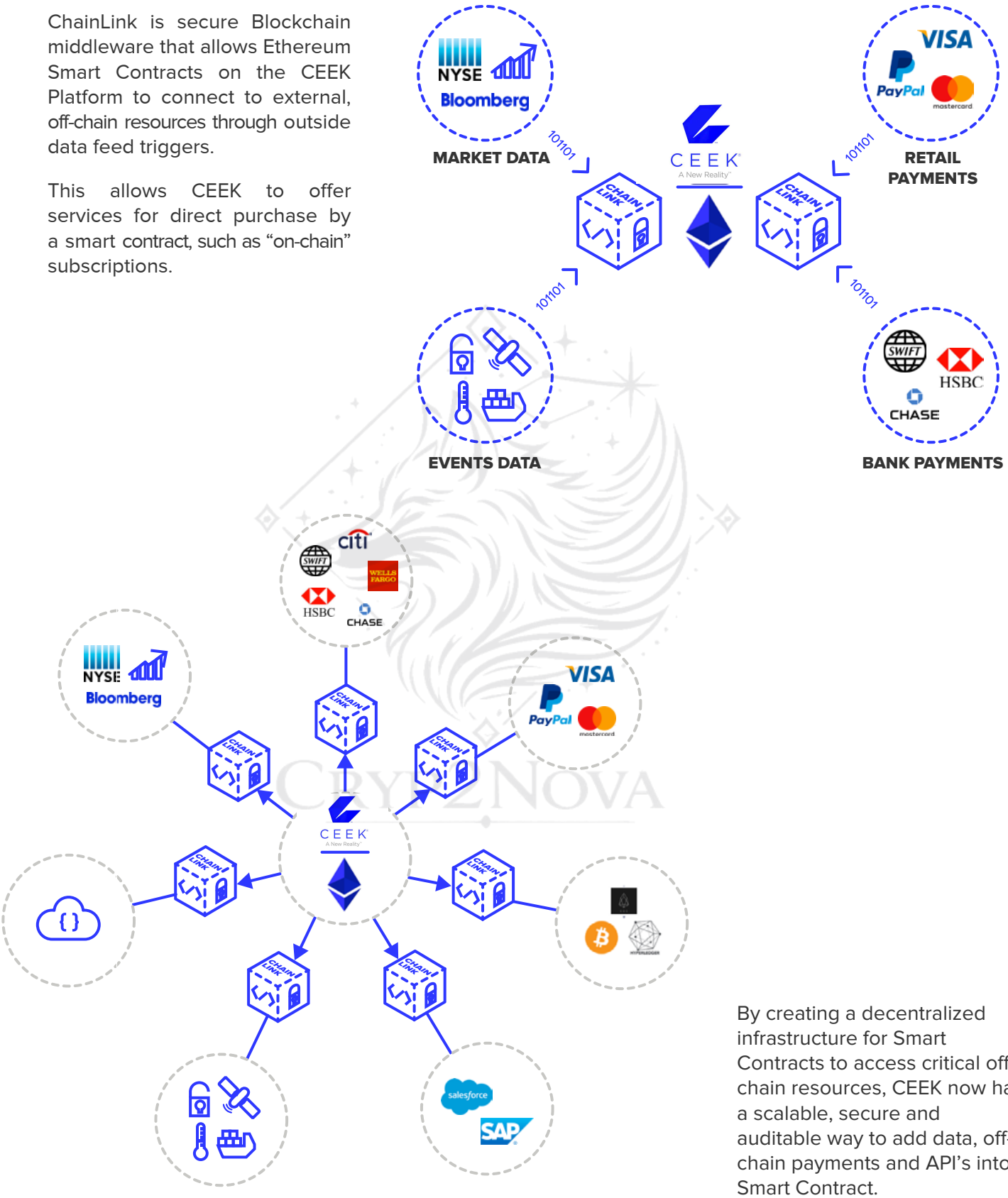
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CHAINLINK CONNECTS SMART CONTRACTS TO ANY/ ALL EXTERNAL SYSTEMS & APIs

ChainLink is secure Blockchain middleware that allows Ethereum Smart Contracts on the CEEK Platform to connect to external, off-chain resources through outside data feed triggers.

This allows CEEK to offer services for direct purchase by a smart contract, such as “on-chain” subscriptions.



By creating a decentralized infrastructure for Smart Contracts to access critical off-chain resources, CEEK now has a scalable, secure and auditable way to add data, off-chain payments and API’s into a Smart Contract.

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CEEK SCALABILITY MODEL: SHARDING

As mentioned, one problem is that each node needs to store the updated state of each account on the network. 'Sharding' draws from a traditional scaling technique called 'database sharding', which effectively breaks a database into pieces and puts each part on a different server.

The goal of sharding is to move away from requiring 'full' nodes – those which store the full state of the network and every transaction that occurs.

Instead, each node stores a subset of this data and only verifies those transactions. If a node needs to know about transactions or blocks that it doesn't store, then it finds another node with the information it needs.

CEEK plans to use sharding within a validated network: State split into shards, each CEEK account is in one shard, user can only transact within the validated CEEK platform (Buy virtual assets, mint virtual goods, Voting, etc.) as all in shard, in CEEK VR Network transactions using 'cryptoeconomic incentives' that drive actors in a system to act responsibly to ensure that nodes are passing on valid information to other nodes.

THE BOTTOM MODEL LEVEL

TRANSACTION GROUP HEADER

Shard ID: 49 Pre state: c232b4ff Post state: 565cee23 Receipt root: fa389d48	<sig #1134>	<sig #1434>
	<sig #1274>	<sig #1574>
	<sig #1347>	<sig #1647>

TRANSACTION GROUP BODY

Tx a123	Tx a563	Tx s987
Tx a145	Tx a723	Tx a765
Tx s566	Tx c545	Tx a167

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Every transition specifies a Shard ID (each asset will have own ID)

A transition “In” shard “X” implies that Shard ID sends from to an account in shard “X”

A transaction grouping in shard “X” contains zero or more transactions in shard X

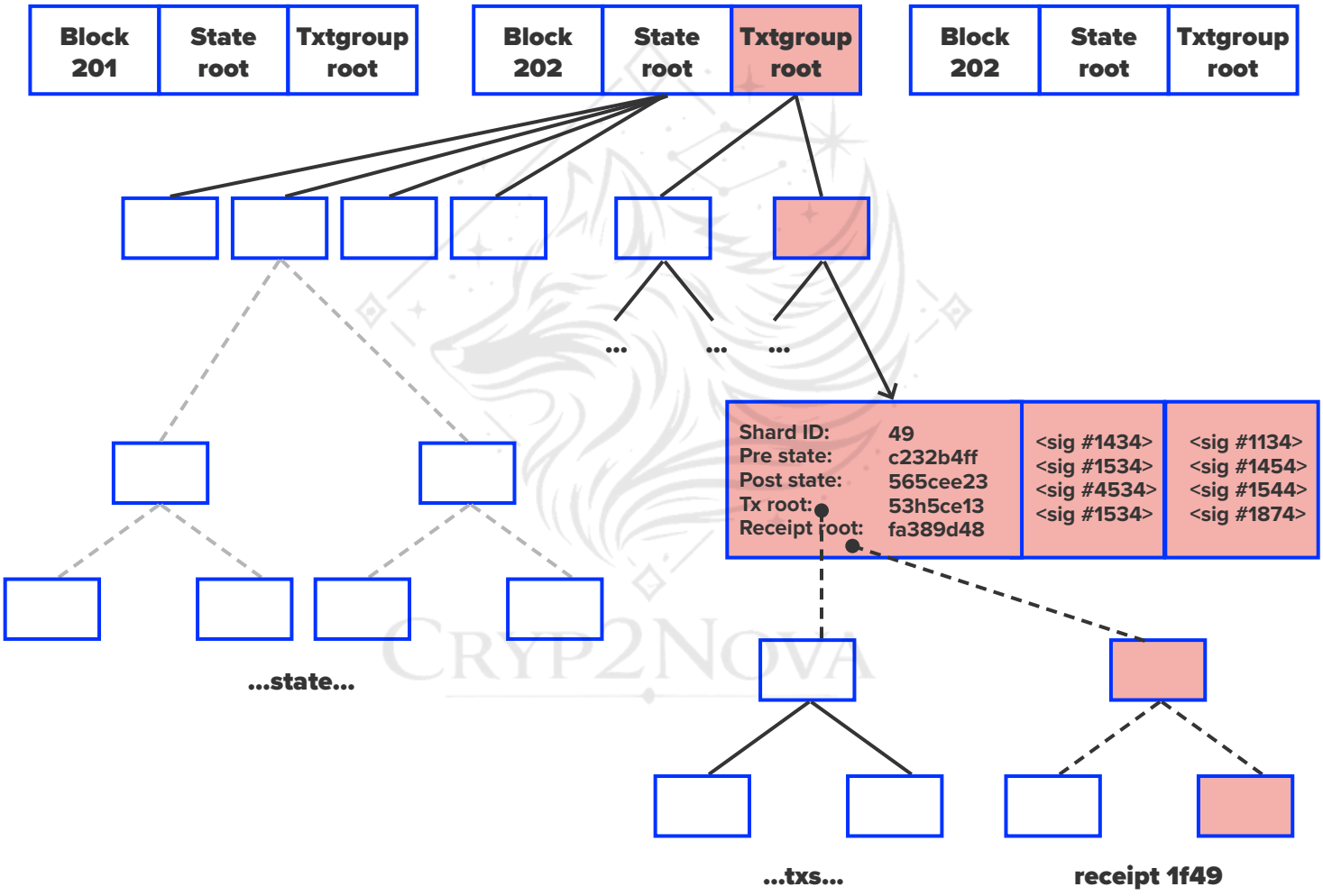
Specifies pre-state root and post-state root for that shard

THE TOP LEVEL

Think of the top-level as a non-scalable, Ethereum 1.0 style, blockchain, with a state transition function

Tx is valid if:
Pre-state root equals shard root in global state
Signatures (⅔ of randomly pre-selected set of 135 are valid)
Shard root in global state becomes post-state root

Solution: merkle tree receipts



Building on this simple case, one can further extend and generalize VR channels to work with multiple CEEKERS are not explicitly turn-based. With these assets, ephemeral timestamps allow us to improve VR channels.

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THE ECONOMICS

In a scalable model, contract to contract calling requires actual transactions, not just virtual messages. This can be made censorship resistant, there is common knowledge that info to create sub call exits, so sub calling can be compelled.

First k bits of an address is a shard ID, attempting to synchronously call a contract outside of shard triggers on CEEK like expectation. Transaction groups on all K have same gas limit

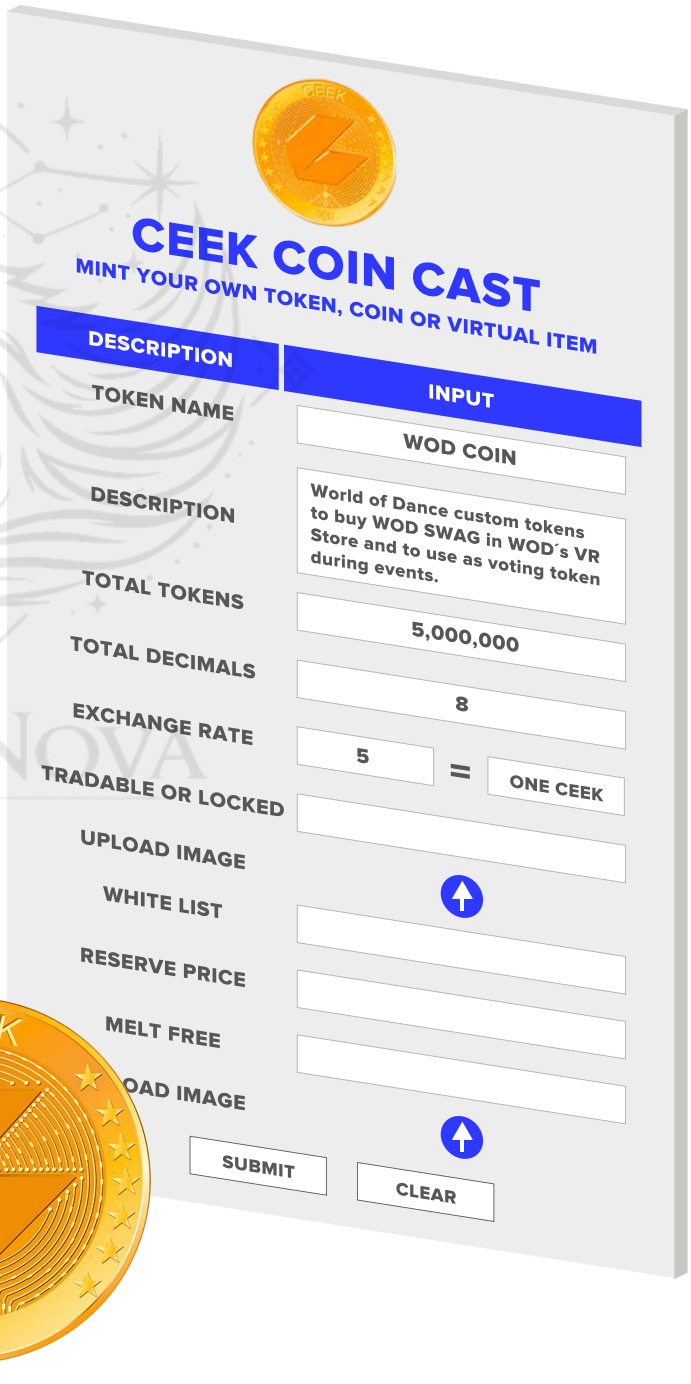
CEEKERS can update the global state through transactions made on the CEEK blockchain or through off-chain VR channels (ChainLink). Time-stamping through the CEEK blockchain ensures that all participants in each VR reach consensus on the shared VR state in a decentralized and provably fair way. We believe that the key to successful blockchain VR implementation lies in solving the scalability problem.

THE CEEK SMART VIRTUAL REALITY TOKEN

CEEK Tokens will be easy to use, multi-purpose tokens where CEEKERS will be able to earn and trade virtual goods and experience all kinds of interactive entertainment in the most popular virtual reality platform online.

CEEK ARE ERC-20 TOKENS

SUPPORTED BY A POWERFUL FRAMEWORK OF OPEN SOURCE SMART CONTRACTS AND SOFTWARE DEVELOPMENT KITS.





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CEEK SMART CONTRACTS AND CELEBRITY COIN MINTING

CELEBRITY COIN AND VIRTUAL MERCHANDISE MINTING

CEEK allows celebrity artists to use a special tool called the Celebrity Coin Mint, whereby unique custom minted coins are created as event tickets that provide artists access to new, untapped and unlimited revenue streams.

These celebrity minted coins and virtual merchandise items take on the traits of cryptocurrency as each are assigned their own Ethereum address, therefore offer fans the ability to cash in by owning rare items that can gain in value very quickly in virtual reality. At times, celebrity artists will sign these items with special cryptographic token signatures that cannot be duplicated and are authenticated on the blockchain as to their rarity and value.

1. CEEK VIRTUAL ITEM MINT

The CEEK Virtual Mint, smart contract is a token conversion protocol that will enable Celebrities to easily create a custom venue tokens or coins that allow them to create their own “in game” currencies and that can be used for other purposes, including those with special token signatures or for those creating voting applications that use tokens. The CEEK Mint also allows for creating of virtual goods and other virtual items such as:

- **Concert Tickets** that have adaptive, transformative properties. Tickets could be programmed to change after admission into a VR concert for example, changing into an album cover signed with a cryptographic authenticated signature by the performing music artist or the ticket could allow someone to win access to an after party VIP event. So many possibilities.
- **Virtual Skins** - These can be created and offered for sale to other CEEKERS or if worn by one of the celebrity performers could become quite valuable.
- **In-game items** (Swords, GEMS, etc.)
- **Frequent visitor coupons** offering venue perks
- **CEEK PET** accessories could be created that increase the characteristics and value of pets. Again, many possibilities and variations will be seen in the future.

The following customizations can be made during the virtual item creation:

- Name
- Total Supply
- CEEK Token exchange rate
- Tradable Item or Locked
- White List Transfer Options - transfer only to approved exchanges
- Melt percentage fee - Developers can program items to have a fee that they can recoup if the item were ever melted by the purchaser.

NOTE: Once an item is created as a “tradable” virtual good, then it will always be tradable or transferrable. This opens up an exciting option for people who want to create marketplaces where they can profit from trading fees or if they want to only allow their virtual items traded through approved exchanges.

For example, **Clash Of Clans** could decide to create their GEMS inside of CEEK Virtual Reality and could allow Clashers to use these in-game, creating an entirely new opportunity and market place for their players to take advantage of.

2. The CEEK Virtual Mint Registry will keep track of all created virtual tokens, coins, and other virtual items which will be recorded onto the blockchain for immutable tracking. This Smart Contract stores all virtual goods in one “monolithic” Smart Contract which will save 10X gas cost for transactions.

Each virtual token, coin or item created will be ERC20 compliant and be provided their own unique Ethereum address through a type of ERC20 Adapter that uses the Bancor Protocol.

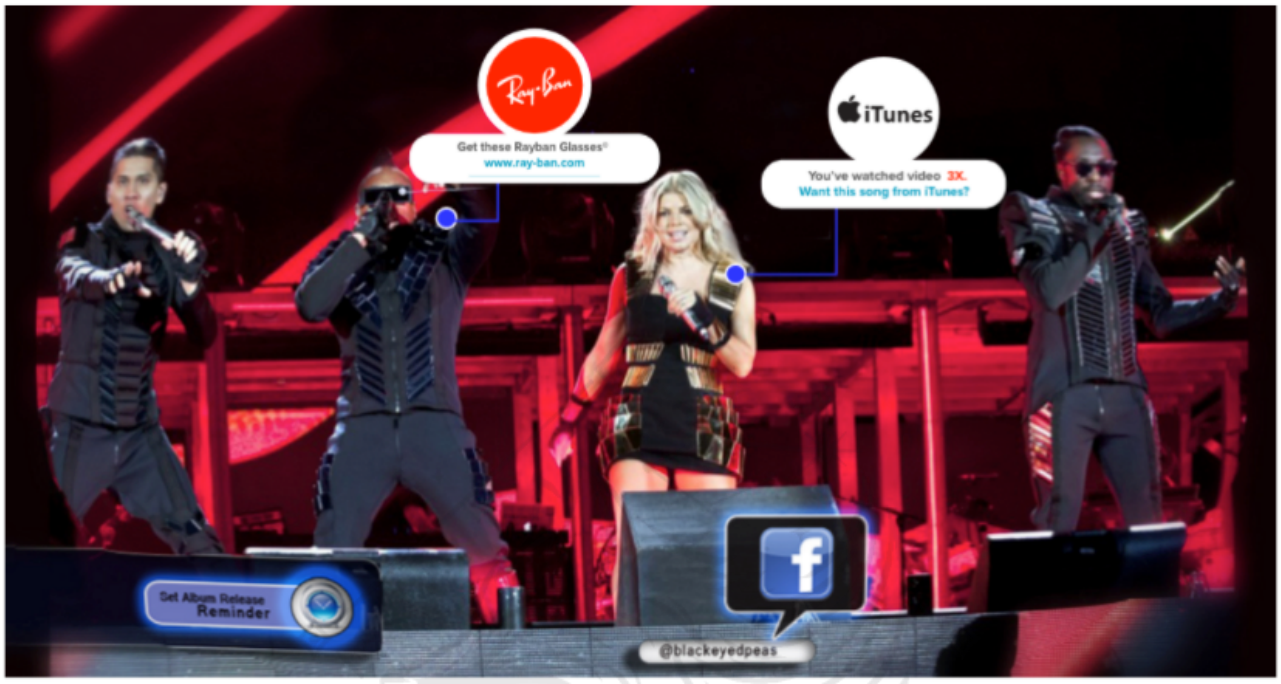
3. Payment Gateway, Smart Contract will govern the on-chain and off-chain payments through ChainLink.

4. Smart Wallet will allow CEEKERS to store their valuable, virtual items, custom tokens, coins, tickets, CEEK PETS, custom gaming items and anything of value in virtual reality that allows CEEKERS to carry and control their virtual goods!

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INTERACTIVE SHOPPING OVERLAYS



* Real Time Multi-User Communication

ADDITIONAL FEATURES & INTEGRATIONS

Enjoy your Pandora or Spotify* channel with a light show and audio visualization in a unique CEEK environment

4D SPATIALIZED AUDIO

CEEK has proprietary patented 4D audio software and hardware, in addition it has integrated VR audio decoders for enhanced experiences.

BRANDED EXPERIENCES

Branded experiences and signage throughout the environment can be activated by user interest





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TERMS OF PARTICIPATION

TOTAL FINANCING

Softcap: USD $10,000,000
Hardcap: USD $50,000,000

Includes migration from SQL database to Blockchain/DLT platform, and building one (1) CEEK 360 Mega Studio state of the art facilities.

CEEK believes it is of utmost importance that a wide variety of participants can take part in the Token sale, therefore we have created a whitelist approval form.

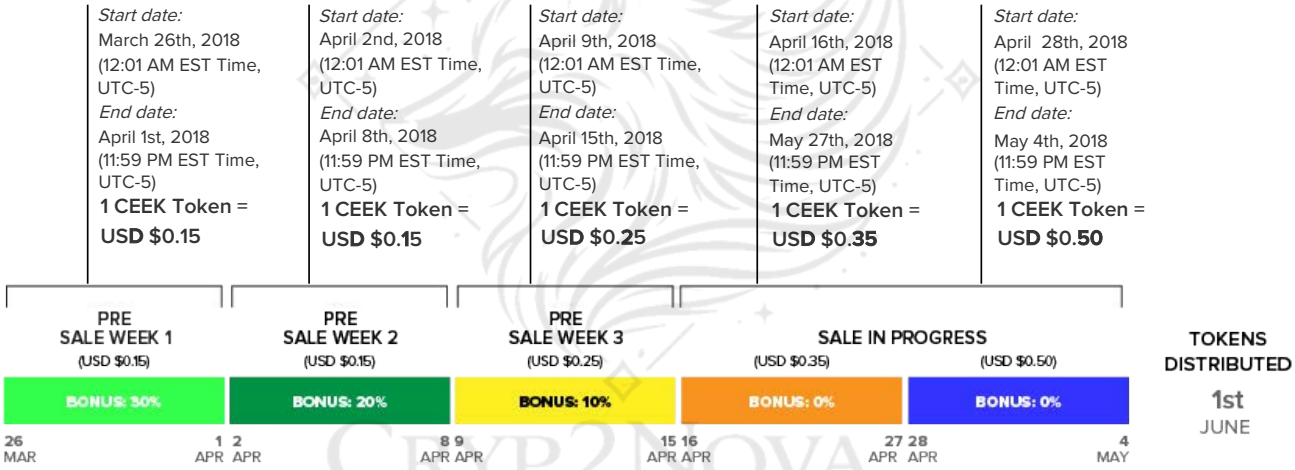
Please visit www.ceek.io if you would like to register for whitelist approval.

CEEK TOKEN SUPPLY: 1,000,000,000
Currency accepted: ETH, BTC, Dash
Amount of tokens per person: Unlimited
Minimum sale amount in ETH: US$250
Minimum sale amount in BTC: US$250
Maximum sale amount: Unlimited

BULK PURCHASE EXTRA DISCOUNT

$10M+ - 20%
$5M+ - 15%
$1M - 5%

*Promotional Bonuses can not be combined



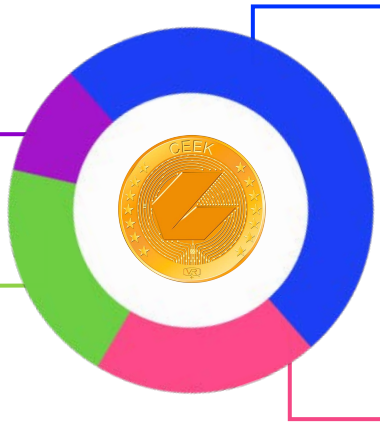
ONLY 1 BILLION CEEK TOKENS WILL EVER BE CREATED. THE CEEK TOKENS ARE INTENDED TO BE ALLOCATED AS FOLLOWS:

10%

will be locked for 3 years as reserves and for future reserves

20%

will go to the company, early contributors and advisors



50%

CEEK will sell 50% of the CEEK Tokens during the private, pre-sale and public sale. Unsold tokens will be used for future Celebrity Coin Cast token. CEEK will implement a whitelist process to ensure that a wide variety of participation is open for the community.

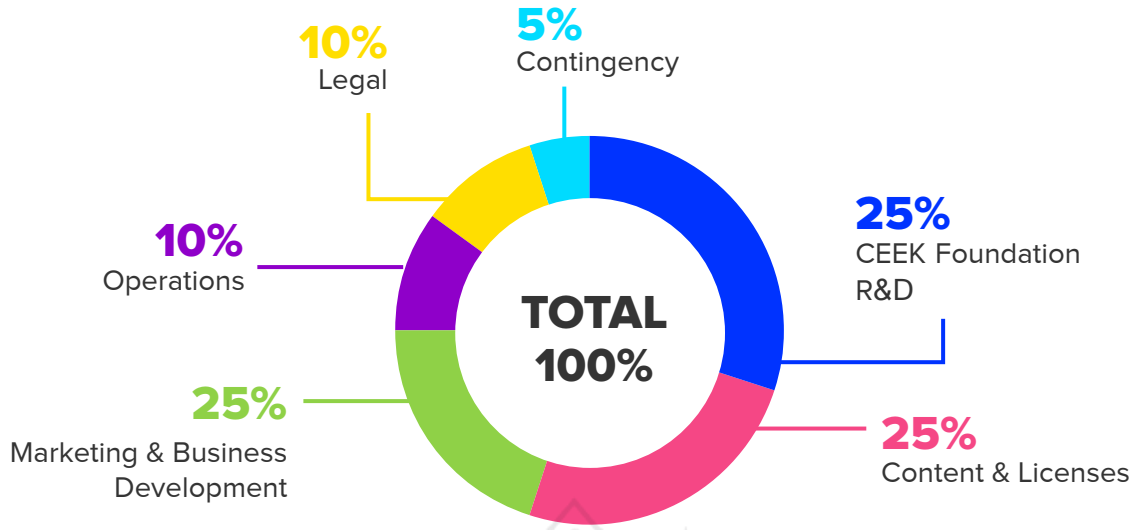
20%

will be reserved to incentive the development community

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USE OF PROCEEDS



PLATFORM ADVANCEMENTS AND DEVELOPMENT (25%)

We will be expanding our development team and hiring new blockchain specialists. We will utilize smart contracts as often as feasible. Our long term plan is to process all transactions on blockchain.

Content & Licenses (25%)

We will finalize the build of our innovative 360 bluescreen facilities for capturing original content. We built an ad-hoc (temporary) VR Capture Studio at Center Staging in Burbank, CA for the filming of the Dystopia VR experience. Our goal is to have a permanent studio replete with camera tracking and light filed camera technology to enable continuous capture of content from artists. We already have interest from Top artist from all studios to record VR experiences in our facilities once completed. If we do not raise the required capital to build a permanent studio, we will continue to build the ad hoc studios at various locations.

Part of the proceeds will also cover licenses, publishing, acquiring and creating original content and enabling content creators to easily distribute through our platform.

Marketing and Business Development (25%)

We will leverage our channel partners and high profile artists with large fanbase for revenue generation and organic user growth. Our marketing efforts will leverage the amplification benefits of having channel partners with billions of our target users. Our content and social efforts have driven more users than any other channel. This is a systematic way that we can grow our users, since we have a pretty good indicator of our user metrics. We are also creating marketing automation and a highly scalable referral engine through API integrations. We have already completed this kind of integration for our marketing promotions with Apple iTunes.

These integrations will continue to be a big focus for us moving forward. In many cases with no API's of this kind existing for most of our partners, this becomes a huge distinguishing advantage. These integrations will serve as a structured referral engine to drive ongoing users to the CEEK community.

We will also engage with App Platform promotions (ios, Android etc), event marketing, content marketing, SEM and other influencer marketing.

36 months of live operations (10%)

This will provide us financial stability to build strong market share and leadership through community growth in the early months while there is high interest but low awareness of options in VR entertainment.

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CEEK MILESTONES & ROADMAP

2016

Q1

50,000 VR **Bundles Sold**

CEEK Develops Mobile VR Platform With UNITY

CEEK Partners with **Universal Music**

CEEK and Universal Music **Release Megadeth Dystopia VR Experience Produced by CEEK**

CEEK Headset Available in **Best Buy Stores**

Q2

CEEK Is Awarded Virtual Reality and Augmented Reality foldable headset Patent (D765,658)

CEEK partners with T-Mobile to offer their 65 million users VR content without data charges.

Q3

CEEK VR WINS 2016 CLIO SIVER Award for Design

Q4

VR Controller Patent D776,091 **Awarded**

Megadeth Dystopia Album **Wins 2017 GRAMMY AWARD**

2017

Q1

4D Audio Headset Patent (D782,999) **Awarded**

System for interacting within a virtual reality environment Patent 9,645,648 **Awarded**

Q2

CEEK VR Selected for **Amazon Launchpad**

Amazon Investment in CEEK VR

CEEK Partners With Apple. iTunes and API Integration Implemented

CEEK Opens API and SDK (To Select Developers)

Q3

Token Sale
Private Sale Starts Mar 19th
CEEK Pre Token Sale Mar 26th
Public Crowdsale Apr 16th
Core Smart Contracts, Development Initiatives Begin
CEEK becomes first company to sponsor OLYMPIC ATHLETE with crypto

CEEK VR Premium Headse Launches in Target Stores on 10/13/17

Q4

CEEK VR Exchange For Digital Items

Payment Gateway and Smart Wallet

Ceek Blockchain Beta

2018

Q1

Platform Multi-Language Support & Localization

CEEK 360 VR Studios Build-out Commences

CryptoShopper Enable ability for CEEKERS to buy Headsets with CEEK and other leading cryptos

Great American Rivalry Series Live VR Events and CEEK Cast Voting

Major Sports Partnership including exclusive eSports Content and Branded VR Headsets

Microsoft Mixed Reality Headsets

Device Preload Starts

Ceek Blockchain 1.0

CEEK Release for Oculus Rift and Gear VR, Roblox (178 Million Registered Users)

Q2

Summer content release Beyonce (63M FB Fans), **Rihanna** (80M FB Fans), **Shakira** (103M FB Fans), **Michael Jackson** (76M FB Fans) and more Fanbase of Music Artists and Performers in CEEK Content Catalog exceeds **1 BILLION** Fans combined

Q3

- Availability of CEEK SDK for **Virtual World Developers**
- **Ceek Blockchain 2.0**
- **Partner of Global Award show** to be Broadcast in 161 Countries

Q4

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LEADERSHIP



MARY SPIO
CEO & FOUNDER

Digital Cinema Pioneer Mary Spio holds 10+Technology patents and former Head of Satellite Communications at **BOEING DIGITAL CINEMA**. Spio previously founded an online and mobile video platform with clients including **Microsoft XBOX, Coca Cola and Clear Channel**. Mary recently joined the Advisory Boards of Oculus VR **for Good** (Facebook) and Amazon Launchpad.



JASON KING
CTO & CHIEF TECHNICAL ADVISOR

Jason King is a longtime fixture in the cryptocurrency space. Known as a pioneer in applying blockchain technology to humanitarian work, he is the founder of both Sean's Outpost and Unsung.org, two of the world's first cryptocurrency-based charities.



CHISTOPHER J KRAMER
BLOCKCHAIN ENGINEER

Christopher was the recipient of IBM's Global Entrepreneurs Award for blockchain based social media application, onG.social and helped architect the design of the onG Coin token and AML/KYC program. Kramer possesses extensive knowledge of cloud computing stack for blockchain technologies, such as Bigchain DB, IPFS, BlockStack.org, Hyperledger, Ethereum, Waves, Multichain and was recently featured on the cover of a an industry magazine.



LAURIE CLARK
COO

Laurie is a highly-placed executive in the music, gaming and video industry with leading retailers including Staples and Transworld Entertainment (NASDAQ: TWMC). As SVP for Staples she helped take Staples from $100 MILLION to $11 BILLION. Laurie is a graduate of Harvard Business School.

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AKIM MILLINGTON
DIRECTOR, GLOBAL PARTNERSHIPS

Akim is a former **New Orleans Saints (NFL)** Offensive Lineman and Founder of Centi Athletics, a marketing company that connects iconic brands to influential athletes. Akim is a graduate of The University of Illinois at Champaign-Urbana.



SAIBABA TALLURI
VP, GLOBAL STRATEGY

Sai has extensive experience in identifying new opportunities, program management and execution. He brings significant business and technical acumen from his past roles at **Amazon**, **Microsoft** and **Wipro** for over 15 years.



TINA BROWN
HEAD OF COMMUNITY AND CLIENT RELATIONS

Tina comes with extensive customer success experience, having held similar roles at **THREE.CO.UK, HP and YELL AD NETWORKS.** Tina holds an MBA from Greenwich School of Management.

CRYP2NOVA



ALEX LASAREV
CMO

Alex is the founder of the Infinite Man Summit and has been “Inspiring men to create extraordinary lives” since 2008. Alex entered the blockchain space in 2013 and has been immersed in the technology ever since. He is fanatically passionate about blockchain technology and it’s potential.

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ADVISORS



MUKHTAR MUSSABETOV

BlockSpace Labs Inc., Founder & CEO

Mr. Mussabetov is the Founder & CEO of BlockSpace Labs a world-class Blockchain Strategy and FinTech Company. As a serial entrepreneur and co-founder of three blockchain startups, Mukhtar possesses a wealth of knowledge in the Blockchain based ecosystems ranging from regulatory assessment, corporate governance, AML/KYC compliance to tokenized structuring analysis. Previous experience includes investment experience with more than 20+multi-billion deals negotiated in oil and gas, mining and related industries.



TONY LUSTIG

CEO Rural Investments Ltd

Tony Lustig served as the Director and Head of Mergers & Acquisitions at Lockheed Martin Space for an $8B business. Earlier, Lustig served on the founding teams of Iridium, Space Imaging, and Lockheed-Khrunichev Energia. He has advised/completed over $20B in transactions in value across the U.S., Asia-Pacific, and EMEA. Lustig earned an MBA in Financial Services Investments from Golden Gate University, and a BS in Aeronautics from San Jose State University.



DR HARRY KLOOR

Dr. Harry Kloor is an American scientist, film producer, director, writer and businessman. Kloor was the first person to be awarded two PhD's simultaneously in two distinct academic disciplines who holds PhD's in Physics and in Chemistry. Dr. Kloor is a bold innovator and futurist who created the Avatar Xprize.



CHRIS HUNICHEN

Former #1 Ranked online poker player.

Chris is a Blockchain architect specializing in Token Mechanics, ICO Infrastructure, and Investor Relations. Mr Hunichen provides insights on how technology enablement, digital transformation and enterprise intelligence contribute to performance improvement and creating multiplying effect during company pre-launch and post-launch growth and performance transformations. Advisor at Experty.io, and Blitzpick.

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CONCLUSION

Since the inception of our company, we have created a new category (VR Bundle) for physical and digital distribution of virtual and augmented reality experiences via our patent awarded technologies. We have secured partnerships, a solid business model and a robust pipeline of repeatable, profitable and scalable opportunities. We now plan to fuel growth by integrating a dynamic, blockchain-enabled ecosystem for virtual reality that offers partners, developers and CEEKERS world-wide access to transparent, new revenue streams offering one of the most exciting opportunities of 2017 as we partner together to CEEK a new reality.



Over the upcoming months, our long-view focus is to position CEEK as the definitive Mobile VR Entertainment market leader. We are using a unique approach leveraging our early mover advantage and team's deep industry expertise and relationships. The CEEK executive team comes with a proven track record of industry leaders ranging from ***Microsoft, Boeing, The Walt Disney Company, Dreamworks SKG, 20th Century Fox, NFL, Verizon and Zynga.***

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LEGAL

Time Lock and CEEK Token Delivery Schedule Update

All CEEK Tokens will be delivered upon purchase. 7 business days after the last day of the public token sale tokens will be unlocked.

TIMING OF SALE

CEEK GLOBAL INNOVATIONS (CGI). reserves the right to change the date when the initial sale will begin and further reserves the right to extend the sale duration for any reason, including the unavailability of the website https://CEEK.io or other unforeseen security or procedural issues. Though it does not currently anticipate doing so, CEEK GLOBAL INNOVATIONS (CGI). also reserves the right to shorten the sale duration for any reason.

CEEK Token Pricing

CEEK GLOBAL INNOVATIONS (CGI). management has detailed that each phase of the sale shall be partitioned and sold at decreasing bonus rates as the sale proceeds. Full details about these price points will be provided in a timely manner to Purchasers in the initial sale and will be available on the website at the time of purchase.

Disclosure of Purchases

To enable CEEK Purchasers to have as much information as possible to guide their decision-making process, CEEK GLOBAL INNOVATIONS (CGI). will disclose the total funds collected in the CEEK initial sale to enable the Purchaser to develop an understanding of the size of the existing CEEK GLOBAL INNOVATIONS (CGI) funding pool at the time of their CEEK purchase.

Obligation to Determine If Purchaser Can Purchase CEEK in Purchaser's Jurisdiction

The token sale will run from March 19th through April 27th 2018. To enable CEEK GLOBAL INNOVATIONS (CGI) Purchasers to have as much information as possible to guide their decision-making process, CEEK GLOBAL INNOVATIONS (CGI) will disclose the total funds collected in the CEEK GLOBAL INNOVATIONS (CGI) initial sale to enable the Purchaser to develop an understanding of the size of the existing CEEK GLOBAL INNOVATIONS (CGI) funding pool at the time of their CEEK purchase. The initial sale constitutes the sale of a legal software product under British Virgin Islands (BVI) Law. This product sale is conducted by CEEK GLOBAL INNOVATIONS (CGI), a company operating under BVI law. It is the responsibility of each potential Purchaser of CEEK GLOBAL INNOVATIONS (CGI) to determine if the Purchaser can legally purchase CEEK Tokens in the Purchaser's country or jurisdiction.

Acceptance of Terms and Conditions of CEEK GLOBAL INNOVATIONS (CGI) Token Sale

As a first step in the purchase process, CEEK GLOBAL INNOVATIONS (CGI). will present the Purchaser with these Terms, and associated documents. By placing an order for CEEK Tokens, the Purchaser: (i) consents and agrees to the Terms; (ii) represents and warrants that the Purchaser is legally permitted to purchase CEEK GLOBAL INNOVATIONS (CGI) Tokens in the Purchaser's jurisdiction; (iii) represents and warrants that the Purchaser is of a sufficient age to legally purchase CEEK GLOBAL INNOVATIONS (CGI) Tokens or has received permission from a legal guardian who has reviewed and agreed to these Terms; (iv) represents and warrants that the Purchaser will take sole responsibility for any restrictions and risks associated with the purchase of CEEK GLOBAL INNOVATIONS (CGI) Tokens as set forth below; and (v) represents and warrants that the Purchaser has an understanding of the usage and intricacies of cryptographic tokens, like BTC, and Ethereum

All Purchases of CEEK GLOBAL INNOVATIONS (CGI) Are Non-Refundable. ALL PURCHASES OF CEEK GLOBAL INNOVATIONS (CGI) ARE FINAL. PURCHASES OF CEEK GLOBAL INNOVATIONS (CGI) ARE NON-REFUNDABLE. BY PURCHASING CEEK GLOBAL INNOVATIONS (CGI), THE PURCHASER ACKNOWLEDGES THAT NEITHER CEEK GLOBAL INNOVATIONS (CGI). NOR ANY OTHER OF THE CEEK GLOBAL INNOVATIONS (CGI) PARTIES ARE REQUIRED TO PROVIDE A REFUND FOR ANY REASON, AND THAT THE PURCHASER WILL NOT RECEIVE MONEY OR OTHER COMPENSATION FOR ANY CEEK Token THAT IS NOT USED OR REMAINS UNUSED.

Taxation of CEEK GLOBAL INNOVATIONS (CGI) and Taxation Related to the Initial Sale CEEK GLOBAL INNOVATIONS (CGI). makes no representations concerning the tax implications of the sale of CEEK Tokens or the possession or use of CEEK GLOBAL INNOVATIONS (CGI) Tokens.

The Purchaser bears the sole responsibility to determine if the purchase of CEEK GLOBAL INNOVATIONS (CGI) Tokens with BTC or the potential appreciation or depreciation in the value of CEEK Token over time has tax implications for the Purchaser in the Purchaser's home jurisdiction. By purchasing CEEK GLOBAL INNOVATIONS (CGI), and to the extent permitted by law, the Purchaser agrees not to hold

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any of the CEEK GLOBAL INNOVATIONS (CGI) Parties liable for any tax liability associated with or arising from the purchase of CEEK GLOBAL INNOVATIONS (CGI).

Privacy: Although (CGI) requires that Purchasers provide an email address, CGI will not publish any identifying information related to CGI Token purchases, without the prior written 39 consent of the Purchaser. Purchasers may be contacted by email by CEEK GLOBAL INNOVATIONS (CGI). regarding a purchase. Such emails will be informational only. CEEK GLOBAL INNOVATIONS (CGI) will not request any information from Purchasers in an email.

Disclaimer of Warranties

THE PURCHASER EXPRESSLY AGREES THAT THE PURCHASER IS PURCHASING CGI AT THE PURCHASER'S SOLE RISK AND THAT CGI IS PROVIDED ON AN "AS IS" BASIS WITHOUT WARRANTIES OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF TITLE OR IMPLIED WARRANTIES, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE (EXCEPT ONLY TO THE EXTENT PROHIBITED UNDER APPLICABLE LAW WITH ANY LEGALLY REQUIRED WARRANTY PERIOD TO THE SHORTER OF THIRTY DAYS FROM FIRST USE OR THE MINIMUM PERIOD REQUIRED). WITHOUT LIMITING THE FOREGOING, NONE OF THE CEEK GLOBAL INNOVATIONS (CGI). PARTIES WARRANT THAT THE PROCESS FOR PURCHASING CGI WILL BE UNINTERRUPTED OR ERROR-FREE.

Limitations Waiver of Liability

THE PURCHASER ACKNOWLEDGES AND AGREES THAT, TO THE FULLEST EXTENT PERMITTED BY ANY APPLICABLE LAW, THE DISCLAIMERS OF LIABILITY CONTAINED HEREIN APPLY TO ANY AND ALL DAMAGES OR INJURY WHATSOEVER CAUSED BY OR RELATED TO USE OF, OR INABILITY TO USE, CGI OR THE CGI PLATFORM UNDER ANY CAUSE OR ACTION WHATSOEVER OF ANY KIND IN ANY JURISDICTION, INCLUDING, WITHOUT LIMITATION, ACTIONS FOR BREACH OF WARRANTY, BREACH OF CONTRACT OR TORT (INCLUDING NEGLIGENCE) AND THAT NONE OF CEEK GLOBAL INNOVATIONS (CGI). PARTIES SHALL BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY OR CONSEQUENTIAL DAMAGES, INCLUDING FOR LOSS OF PROFITS, GOODWILL OR DATA, IN ANY WAY WHATSOEVER ARISING OUT OF THE USE OF, OR INABILITY TO USE, OR PURCHASE OF, OR INABILITY TO PURCHASE, CEEK GLOBAL INNOVATIONS (CGI). THE PURCHASER FURTHER SPECIFICALLY ACKNOWLEDGES THAT CEEK GLOBAL INNOVATIONS (CGI). PARTIES ARE NOT LIABLE FOR THE CONDUCT OF THIRD PARTIES, INCLUDING OTHER PURCHASERS OF CEEK GLOBAL INNOVATIONS (CGI), AND THAT THE RISK OF PURCHASING CEEK GLOBAL INNOVATIONS (CGI) RESTS ENTIRELY WITH THE PURCHASER. TO THE EXTENT PERMISSIBLE UNDER APPLICABLE LAWS, UNDER NO CIRCUMSTANCES WILL ANY OF THE CEEK GLOBAL INNOVATIONS (CGI). PARTIES BE LIABLE TO ANY PURCHASER FOR MORE THAN THE AMOUNT THE PURCHASER MAY HAVE PAID TO CEEK GLOBAL INNOVATIONS (CGI). FOR THE PURCHASE OF CEEK GLOBAL INNOVATIONS (CGI). SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF CERTAIN WARRANTIES OR THE LIMITATION OR EXCLUSION OF LIABILITY FOR CERTAIN TYPES OF DAMAGES. THEREFORE, SOME OF THE ABOVE LIMITATIONS IN THIS SECTION AND ELSEWHERE IN THE TERMS MAY NOT APPLY TO A PURCHASER. IN PARTICULAR, NOTHING IN THESE TERMS SHALL AFFECT THE STATUTORY RIGHTS OF ANY PURCHASER OR EXCLUDE INJURY ARISING FROM ANY WILFUL MISCONDUCT OR FRAUD OF CEEK GLOBAL INNOVATIONS (CGI).

Dispute Resolution

a) CEEK GLOBAL INNOVATIONS (CGI). and Purchaser (the "Parties") agree to make good faith efforts to resolve any dispute, controversy or claim arising between them relating to this pre-sale and their respective rights and

obligations hereunder arising under this Agreement (a "Dispute"). b) If the Parties, or their designated representatives, are unable to resolve the Dispute within ten (10) business days after referral of the matter to them, the Parties will submit the Dispute for resolution pursuant to paragraph c. of this Section. c) Except with respect to Disputes concerning (i) the right of either Party to apply to a court of competent jurisdiction for an interim or interlocutory injunction or other provisional remedy to preserve the status quo or prevent irreparable harm or (ii) any Disputes that may arise in connection with a breach of a Party's obligations of confidentiality hereunder, if any Dispute is not resolved pursuant to paragraphs a. and b. above, the Parties will, acting reasonably, agree mutually on the forum for resolution of the Dispute by arbitration as set out in this Section. d) After the completion of the procedures set forth in paragraph b. and agreement by the Parties to enter into binding arbitration in accordance with paragraph c. of this Section, either Party may within thirty (30) calendar days refer the Dispute to arbitration by serving written notice of its intention to arbitrate the Dispute to the other Party. e) The arbitration will be

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conducted by a single arbitrator to be mutually agreed to by the Parties within three (3) business days following the date of the referral of the Dispute to arbitration.

Force Majeure

CEEK GLOBAL INNOVATIONS (CGI). is not liable for failure to perform solely caused by: unavoidable casualty delays in delivery of materials, embargoes, government orders, acts of civil or military authorities, acts by common carriers, emergency conditions (including weather conditions), or any similar unforeseen event that renders performance commercially implausible. If an event of force majeure occurs, the party injured by the other's inability to perform may elect to suspend the Agreement, in whole or part, for the duration of the force majeure circumstances. The party experiencing the force majeure circumstances shall cooperate with and assist the injured party in all reasonable ways to minimize the impact of force majeure on the injured party. 41

Complete Agreement

These Terms set forth the entire understanding between each Purchaser and CEEK GLOBAL INNOVATIONS (CGI). with respect to the purchase and sale of CEEK GLOBAL INNOVATIONS (CGI) Tokens. For facts relating to the sale and purchase, the Purchaser agrees to rely only on this document in determining purchase decisions and understands that this document governs the sale of CEEK GLOBAL INNOVATIONS (CGI) Tokens and supersedes any public statements about the initial sale made by third parties or by CEEK GLOBAL INNOVATIONS (CGI). or individuals associated with any CEEK GLOBAL INNOVATIONS (CGI). parties, past and present and during the initial sale. There are no warranties, representations, covenants, or agreements, express or implied, between the parties except those expressly set forth in this Agreement. This Agreement may only be amended by a written document duly executed by the parties.

Severability

The Purchaser and CEEK GLOBAL INNOVATIONS (CGI). agree that if any portion of these Terms is found illegal or unenforceable, in whole or in part, such provision shall, as to such jurisdiction, be ineffective solely to the extent of such determination of invalidity or unenforceability without affecting the validity or enforceability thereof in any other manner or jurisdiction and without affecting the remaining provisions of the Terms, which shall continue to be in full force and effect.

No Waiver

The failure of CEEK GLOBAL INNOVATIONS (CGI) to require or enforce strict performance by the Purchaser of any provision of these Terms or CEEK MEDIA NETWORKS INC's failure to exercise any right under these agreements shall not be construed as a waiver or relinquishment of CEEK MEDIA NETWORKS INC's right to assert or rely upon any such provision or right in that or any other instance. The express waiver by CEEK GLOBAL INNOVATIONS (CGI). of any provision, condition, or requirement of these Terms shall not constitute a waiver of any future obligation to comply with such provision, condition or requirement. Except as expressly and specifically set forth in this these Terms, no representations, statements, consents, waivers, or other acts or omissions by CEEK GLOBAL INNOVATIONS (CGI). shall be deemed a modification of these Terms nor be legally binding, unless documented in physical writing, hand signed by the Purchaser and a duly appointed officer, employee, or agent of CEEK GLOBAL INNOVATIONS (CGI).

Updates to the Terms and Conditions of the CEEK GLOBAL INNOVATIONS (CGI) Initial Sale

CEEK GLOBAL INNOVATIONS (CGI). reserves the right, at its sole discretion, to change, modify, add, or remove portions of the Terms at any time during the sale by posting the amended Terms on the CEEK GLOBAL INNOVATIONS (CGI). website (www.ceek.io) Any Purchaser will be deemed to have accepted such changes by purchasing CEEK GLOBAL INNOVATIONS (CGI). The Terms may not be otherwise amended except in a signed writing executed by both the Purchaser and CEEK GLOBAL INNOVATIONS (CGI). For purposes of this agreement, "writing" does not include an e-mail message and a signature does not include an electronic signature. If at any point, you do not agree to any portion of the then-current version of the Terms, you should not purchase CEEK GLOBAL INNOVATIONS (CGI). 42

Cooperation with Legal Authorities

CEEK GLOBAL INNOVATIONS (CGI). will cooperate with all law enforcement inquiries, subpoenas, or requests provided they are fully supported and documented by the law in the relevant county or jurisdictions. CEEK GLOBAL INNOVATIONS (CGI). will endeavor to publish any legal inquiries upon receipt. 26. For further Information regarding the CEEK GLOBAL INNOVATIONS (CGI) Token sale, please contact: **support@ceek.com**

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