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“PATH BREAKING AND BREATH-TAKING”

**SILICA NEXUS PROJECT
THE WHITE PAPER**

A DRAFT

THANKS

We would like to thank the following individuals, whose contributions, feedback, or other actions, example, or inspiration, made this document possible:

TERRY GILL

Secretary

Kentucky Cabinet for Economic Development

Who responded: "That's impossible, it can't be done, and I don't believe you can do it! You should take it to your friends in Silicon Valley," the ONLY time Andrew Prell told him about the Silica neXus Project.

TIM DRAPER

Founder

Draper Associates/DFJ/Draper University

Who responded: "WOW, Andy – that's CRAZY! How can I help?!" the first time Andrew Prell told him about the Silica neXus Project. (Later the same day after Terry Gill's response.)

STEPHEN IBRACKI

Founding Managing Partner,
REDDS Venture Investment Partners

TOUFI SALIBA

CEO PrivacyShell & TodaCorp,
Chair ACM PB CC, Co-authored decentralized
Blockchain protocol

BILL REIGHERT

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JAPHETH DILMAN

Block Bits Capital

DYLAN DEWDNEY

Principal at Tokenate Foundation

KLAJDI GIRAKU

Chief Operating Officer at Harbour DAO Inc.

LEESA GRILLS

for connecting us to the world

BEN DELANEY

CyBerEdge Journal

Listed Andrew Prell as one of the top 32 people
doing things in VR in the early 90s.

AJAY RAMACHANDRAN

Founding Partner at Happiness Ventures

STEPHEN SALTZMAN

Intel VR Investments

MARK SUBOTNICK

Video Games, Entertainment, Tech, VR, Dir. Biz
Development at Intel Corp

WENDY XUE

Founder of People @SiliconValley & Global Prog.
Management at Intel Corp

FRANK BLACK

HTC – For VIVE HMDs

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BLURRING THE LINES



Convergence's Silica neXus Project is a Cross-Reality (XR) Virtual Universe with a blockchain backbone securing its virtual goods economy built on an operating layer that will bring all AR/VR, 2D and 3D

games onto one real-time multiplayer platform while building a community ecosystem that will drive the in-game virtual economy into the real-world lives of developers, creators, and players.

Convergence's unique entry into the space, (known as Cross-Reality or XR) allows participants to interact with each other from every type and brand of device. While the rest of the entertainment sector is creating content based on one device, Convergence is creating the technology and protocols for cross platform connections with interfaces specific to the type of device and hardware being used to connect to the Virtual Universe.

This allows any consumer with an iPhone, for instance, to connect with friends on an HTC VIVE or a \$300,000 Flight Simulator in a theme park. Convergence is working

with third party developers to create different types of content "planets" in the Silica neXus Virtual Universe ("SXVU"). Think of our Nexus Platform as a new digital resort where we build out the lobby plus the first few rooms (Planets) as examples so the third party developers have the framework and blueprints to create an endless supply of rooms (Planets) and attractions.

Developers can create, experience, and monetize content and applications. Virtual Objects in the SXVU are owned and traded by the community. Users claim ownership of virtual objects on a blockchain-based ledger. Territory owners control what content is published to their sector(s) of the SXVU, which is identified by a multi-dimensional intergalactic map of the SXVU. Territory themes /

genres / experiences are only limited by the human imagination: from Fantasy to Science fiction, from pure entertainment to experiential education, from vacation to occupation. Convergence shares and is working to create the growing vision of an **"Experience-Net"**; where people live, work, learn, and play in a plethora of different multi-dimensional, like-minded communities.

Objects are fungible, transferrable, scarce digital assets stored in a smart contract containing both the transaction history and the developers' creation credits of each object. Objects can be acquired in many different ways, depending on the logic of the experience they belong with: from grinding away in quests or earned rewards for leveling up, to simply buying them from the online marketplace.

WE BELIEVE IN THE FUTURE WE WILL ALL BE PLAYING TOGETHER, THE SEPARATION BETWEEN GAME MAKERS AND PLAYERS WILL BLUR AND WE WILL ALL GET REWARDED TO CREATE AND PLAY.

ABOUT THE SILICA NEXUS UNIVERSE

Silica neXus exists on the other side of the dimensional veil between our reality and a multitude of others. It can only be seen or interacted with via telepresence technology gifted us by aliens. We have designed the Silica neXus universe to be a cohesive whole from the token currency to the game to our neXus Stations. The main fundamental building blocks of the "alien technology" is Nanite technology. Nanobots, known as "nanites." This is the basic foundation our XR Tokens...and they will serve as currency throughout all aspects of the neXus. This document lays out the philosophical underpinnings, technical foundations, and economic mechanisms of the SXVU.

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A SHARED VIRTUAL UNIVERSE ACROSS ALL DEVICES

Convergence provides an infrastructure to support a shared virtual universe across all devices, from cellphones to high-end theme park simulators, using standard, VR, or AR interfaces. This is known as Cross-Reality or XR. It consists of a decentralized ledger for virtual objects ownership, a protocol for describing the content of each object's backstory, creation, and transaction history, plus a peer-to-peer network for user interactions.

The Convergence team of industry experts rallied behind a desire to create Cross-Reality ("XR") because we have seen the need and the market building for decades.

XR brings true innovation back into the videogame space, opening numerous avenues for creativity. XR creates a number of positive "side effects" for social good in the entertainment ecosystem:

Convergence utilizes a blockchain backbone to eliminate cheating when exchanging Silica neXus Virtual Goods.

Convergence creates a consortium for indie

developers to support their dream of competing with the dominant studios.

Convergence breathes new life into the shrinking Out-Of-Home Family Entertainment Sector by driving new players to neXus Stations, creating an additional revenue stream from unexpected sources.

Convergence will use this same Out-Of-Home functionality to support and aid nonprofits who are struggling to engage teenagers with their events and services.





THE NEXT BIG, UNIVERSE EXPANDING, THING

Everyone wants to predict the NEXT BIG THING...that truly inspired idea or trend which fundamentally changes the world.

THE INTERNET

The Internet changed the world. It was a Big Thing. It started out with Network Service Providers like CompuServe, AOL, Prodigy and GENie, in their “walled gardens.” Separate networks you could dial into. Closed platforms, closed ecosystems. These networks celebrated achieving peak user bases from 350,000 for GENie, 3M for CompuServe, all the way to 27M for AOL. AOL rose to such success they managed to purchase Time Warner for US\$164 billion in 2000. Many criticized AOL for deviating from their core network business. However, they understood the coming train, and knew it would fundamentally change their core network business forever.

HTTP & HTML with the addition of free browsers like Netscape broke down the walls of those Network Service Providers’ walled gardens, allowing every person and business to create their own website. Smaller mini networks inside of the major network of the Internet; freeing consumers, allowing unrestricted access to applications and con-

tent, paving the way for companies like Facebook to achieve 2 Billion users.

THE COMING EXPERIENCE-NET

Today, people live, work, learn and play over the internet. It is fundamentally a research tool now, where you learn by consuming content. However, “experiential learning” has proven to be one of the best ways for humans to truly understand things. Immersion into a language by living where you must use it to survive has shown quicker adaptation and better retention than learning the language in a classroom.

The next big thing will transition the Internet to more of an experience-net.

**PART OF A NEW ECONOMY
BUILT ON REACHING OUR
FULL HUMAN POTENTIAL**

THE AR/VR PROMISE

Augmented and Virtual Reality hold the promise to create this transition. Immersion is great, but the Virtual Environment can be experienced in many different ways. Tactile feedback incorporating the senses of touch and smell with devices to reproduce the wind, heat, cold, and vibrations of your environment are already emerging from the lab. Adding those to the high-end 3D visuals and 3D sound makes for very compelling, and nearly realistic, experiences.

Medical, industrial and education marketplace sectors have made headway into creating the transition in recent years; however, the entertainment sector has a strong head start and will be one of the main drivers.

VIRTUAL WORLDS

Virtual worlds that capture the imagination have evolved over that last 3 decades from the original Adventure and LucasFilms' Habitat to World of Warcraft and League of Legends. **Consumer video games are a more than \$100**

Billion industry and strong growth is forecasted for the foreseeable future.

Over 70% of that revenue is derived from the sale of Virtual Goods (This includes purchases of downloadable content and items like Poké balls for Pokémon GO.) Many of those games develop a robust secondary market by allowing a game's virtual goods to be traded between players.

TEARING DOWN THE WALLED GARDENS

Breaking down the walled gardens of the network service providers fueled the explosive growth of the internet. Removing the barriers to playing together and leveraging blockchain to secure virtual goods transactions creates the perfect conditions to similarly ignite the game industry.

However, the VR and AR industry seems to be making the same mistake by trying to lock in content to exclusive hardware contracts. Creating silos around VR hardware with content as the restrictor will slow growth for both that content and the VR

market in general. By opening the ecosystem, allowing more people to interact with their friends over all devices is the fastest way to achieve the critical mass required to create the tipping point, that takes VR and AR mainstream as everyday devices.

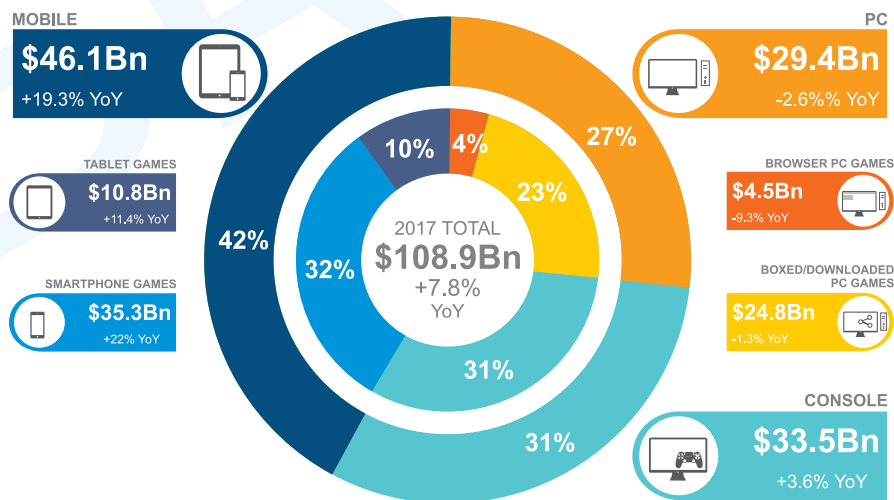
Just as 'the fewer clicks — the greater the user acquisition' rule works in web

design, removing the user acquisition 'friction' will increase its Total Addressable Market (TAM), allowing the network effect of an excited user to attract more consumers who are able to join in on the fun.

In the 90's, users' expectations of VR were nonexistent. Consumers had nothing to compare VR with, which allowed startups to succeed from just the novelty of VR.

2017 GLOBAL GAMES MARKET

Per Device & Segment with Year-on-Year Growth Rates



Source: Newzoo | Q2 2017 Update | Global Market Report

The landscape is different now. VR consumers have their “experience” expectations set by \$100M+ development budget titles like Halo, World of Warcraft, League of Legends, Overwatch, Call of Duty, Grand Theft Auto, and Final Fantasy.

CONSUMER VR/AR

Low budget AR and VR startups must compete for consumer mindshare with 3,500 other new games a week and the big budget studios’ massive marketing campaigns. The question in the consumer sector is simply “how do you rise above the noise?”

OUT-OF-HOME ENTERTAINMENT VR/AR GO BIG OR GO HOME!

When Walt Disney first opened Disneyland on July 17, 1955, there was not a density of attractions around Anaheim, CA as there is now. Today most major cities around the world have some sort of local theme park plus many Location-Based-Entertainment (“LBE”) sites. Each of those locations highlight the expense of the latest major attraction in their marketing efforts to divert consumers from their rival’s attractions.

In any human, natural, or economic system, when there is an overabundance of some commodity, and there is a limited capacity to consume that commodity, something must change. What worked to grab consumers’ attention 20 years ago — when virtual worlds were a novelty — will not work in this era of overwhelming information and entertainment density. Simply, the economics of entertainment are changing.

The company that creates a platform which combines both the consumer game and out-of-home entertainment industries by embracing their differences will differentiate itself in each, will “rise above the noise” and “go big,” allowing that company to win significant market share in both.

“WE KNOW MASSIVE
CHANGE IS GOING TO
HAPPEN ... SOON ...
AND CREATING A NEW MODEL
AND A NEW WAY TO ENGAGE
WITH GAME ENTREPRENEURS
IS KEY IN HELPING
US BUILD IT!”

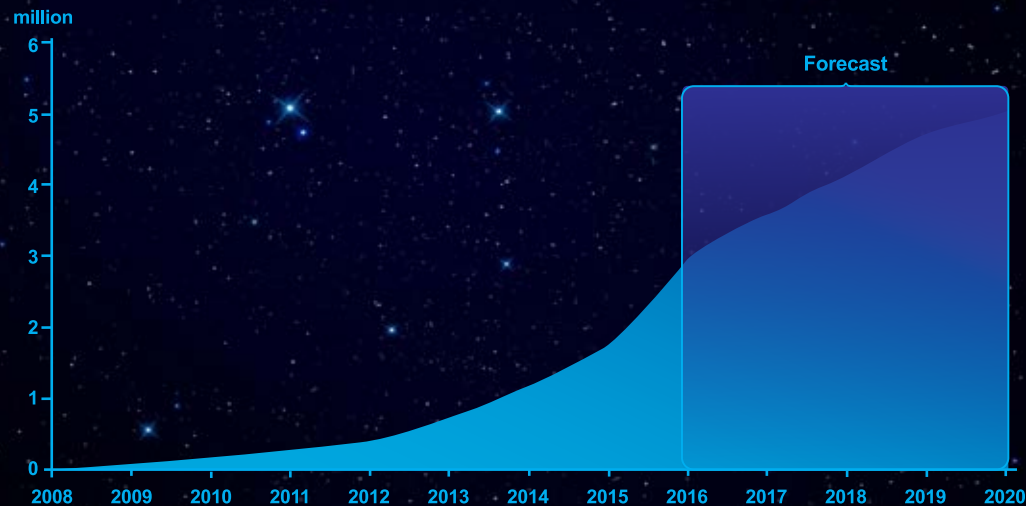
JAY MOORE

There is a place in the entertainment ecosystem for each type of device and each interface. Making a virtual universe where everything has its place, its purpose and its prestige will open so many new possibilities. Just as opening the ecosystem of the old Network Service Providers allowed the internet to become more than the sum of its parts, the same will be true for the entertainment ecosystem. Opening many new avenues for revenue, interaction, and new entertainment franchises – the possibilities are endless and only limited by developers’ imagination and creativity.

TOP VIDEO GAME TV AD SPENDERS					
2014			2015		
Brand	TV Ad Value (mm)	Ads	Brand	TV Ad Value (mm)	Ads
Machine Zone	\$92.7	18	King.com	\$45.0	15
Supercell	\$59.8	29	Activision	\$43.2	12
Activision	\$57.5	16	PlayStation	\$37.7	4
Nintendo	\$42.1	49	Supercell	\$34.6	19
King.com	\$41.1	21	Xbox	\$32.3	16
PlayStation	\$31.8	13	Microsoft Studios	\$31.3	11
Warner Brothers Games	\$31.1	17	Nintendo	\$29.4	43
Microsoft Studios	\$30.5	15	Machine Zone	\$24.9	3
Electronic Arts (EA)	\$23.5	6	Electronic Arts (EA)	\$19.4	19
Bethesda Softworks	\$21.0	5	Ubisoft	\$14.9	17

THE NUMBER OF ACTIVE APPS IN APPLE'S APP STORE IS PREDICTED TO REACH OVER 5 MILLION BY 2020

Projected number of active apps in Apple's App Store worldwide by 2020



THE SECRET SAUCE

So, what is the 'Secret Sauce' for breaking down the barriers of the current entertainment ecosystem? **It lies in the differences between the devices.** Consumer entertainment is designed differently than out-of-home; the former is meant to be played for hundreds of hours and the latter is made for throughput, meaning minutes at a time.

Consumer has hardware cost limitations to appeal to the masses, whereas, out-of-home is the opposite, the more expensive the hardware, the bigger the mass appeal. Across these platforms, you also have the differences in types of interfaces: Virtual Reality, Augmented Reality and stan-

dard screen interfaces all have different design parameters. The solution is in "Contextual Based Interfaces (CBI)" for one virtual universe. CBI is a broader concept than just the frontend interface, it includes how to pull off the backend infrastructure — everything we have learned over the last 30 years and more we must invent. Many smart minds will be challenged here to develop this. And that is how we like it!

CBI bridges together how we will Live, Work, Learn, and Play on the Experience-Net.

OUR PASSION IS TO EMPOWER
GAME CREATORS TO BUILD
THEIR DREAMS IN A CONNECTED
VIBRANT ECOSYSTEM OF PLAYER
CREATORS.

WHERE EXPERIENCE AND CREATIVITY MEET

Convergence has drawn experienced leaders in all the disciplines needed to develop Cross-Reality Virtual Universe technology and Entertainment Centers: Interface, Infrastructure, User Community, Developer Community, Consumer Content, Out-of-home Entertainment Content, Management, and Finance.

MEET THE TEAM



ANDREW PRELL, CEO,
Wolfenstien VR, Cybertag, Xenomorph VR, the Reality Rocket, Brainwave Joystick patent. Creator of the underpinnings of the Silica neXus Blind Device Communication Theory and Contextual-Based Interfaces

Agora
Technologies, Inc.



DAVID BISHOP, OPERATIONS,
Former COO NAMCO USA. Founded NAMCO's out-of-home entertainment North American business: from commercial video games to VR simulators (Virtuality & Magic Edge) to large scale entertainment destinations (1,400 Namco Entertainment Centers).



namco



IGOR LIVITZ, TECH DIRECTOR,
VTI, Agora Technologies. Hands-on development leader used to wearing many hats. Broad-based expertise includes a full software development cycle.



Humana.

HEAT software

Agora
Technologies, Inc.



JAY MOORE, CONTRIBUTOR DIRECTOR,
Sierra Online, GarageGames, Built the first indie game developer platform with over 200,000 Indie Developers and launched IndieGamesCon.



The Alacrity Group



GarageGames
Changing the way games are made and played



**RON MEINERS, COMMUNITY DIRECTOR,**

TheSims, THQ, Turner, Ubisoft, Burning Man, Multiverse.net, Hollywood Interactive. Community strategy & design, social media messaging & engagement, social media metrics & analysis, brand loyalty & long-term partnerships, online & interactive marketing, productive community interactions.

**PAUL BAKER, SENIOR DIRECTOR,**

AAA titles include Assassins Creed 3, Quake III, Star Wars Battlefront I, Star Wars Battlefront II, Mercenaries I, Jurassic Park 3.

**FRANK BALLOUZ, OUT-OF-HOME ENTERTAINMENT DIR.,**

Original Atari, Nintendo, Namco, and More. First National Sales and Marketing Mgr at Atari. After Nolan Bushnell left Atari, Frank transitioned to help a new startup called Nintendo USA. Within the year Nintendo was the powerhouse in the market.

**TOM ROE, CREATIVE DIRECTOR,**

Wolfenstien VR, Cybertag, Xenomorph VR, and the Reality Rocket. Published author, and creator of the Silica Sci-Fi novel series by T. A. Roe on Amazon

**KELLE DEFORREST, CREATIVE LEAD,**

Former Walt Disney Imagineer who has worked for a wide variety of entertainment companies, including, Warner Bros, Sierra, Sony, Sega, Foundation 9, Playdom, and many more. Most recently, she worked for Laika Animation.

**JULIA MOORE, CREATIVE LEAD,**

Ran a successful advertising and design firm specializing in brand and identity development, creating everything from packaging to corporate brands and websites to environmental design for themed franchise restaurants and children's interactive centers.



**EMERSON GALFO, FINANCE,**

Innovation Bank, Golden Gate Opera Fractional CFO/COO, assisting CEOs/Boards achieve their goals for the company establishing and scaling-up operational and financial structure, improving business performance.



ADVISORY BOARD

**JOHN CANNING, ADVISOR,**

NBC Universal, Disney, Yahoo, Microsoft, Cisco, and others.

**KEVIN WILLIAMS, ADVISOR,**

KWP Consultant, Founder at DNA Association & Conference. Part of team that created DisneyQuest.

**KEVIN BACHUS, ADVISOR,**

SVP Entertainment & Games Strategy at Dave & Buster's. Project manager creating DirectX. Part of team that created the Xbox.

**KEITH TEARE, ADVISOR,**

Deep history leading innovation cycles in Silicon Valley, as Executive Chairman at Accelerated Digital Ventures, a founding shareholder of TechCrunch and a co-founder at the Venture Network, ICO Advisor at ICObox, Ponder, Patron, Crypterium, R-Block.

**BRAD YASAR, ADVISOR,**

Entrepreneur, investor, mentor, who has started and bootstrapped several companies. Brad is the co-founder and Managing Partner of Krowd Mentor, a strategic crowdfunding advisory firm focusing on ICOs, cryptocurrencies, blockchain, and token powered organizations.



**DESMOND MARSHALL, ADVISOR,**

Considered one of the best professionals in advising on Blockchain, ICO, crypto and traditional investment projects. Managing Director of Rouge Ventures and founder of Pitch Perfect Event, Asia's top investor platform, analyst on ICO rating groups, including ICOBench.com and Ratei.co.

**JEFFERY GODDARD, ADVISOR,**

Founder and CEO TVA Media Group. Clients such as Toyota, Universal, MasterCard, WarGaming.net. Help World of Tanks achieve 150M players.

**DAVID DRAKE, ADVISOR,**

LDJ Capital, a well-known entrepreneur, investor and speaker. Through his family office, LDJ Capital, and his partners, David's investments currently have over fifty global directors that maintain relations with institutions and family offices with \$1.5 trillion in assets.

**BERNIE STOLAR, ADVISOR EMERITUS,**

Former President Sega of America. Former President Mattel Interactive. Former President Atari. Living legend.

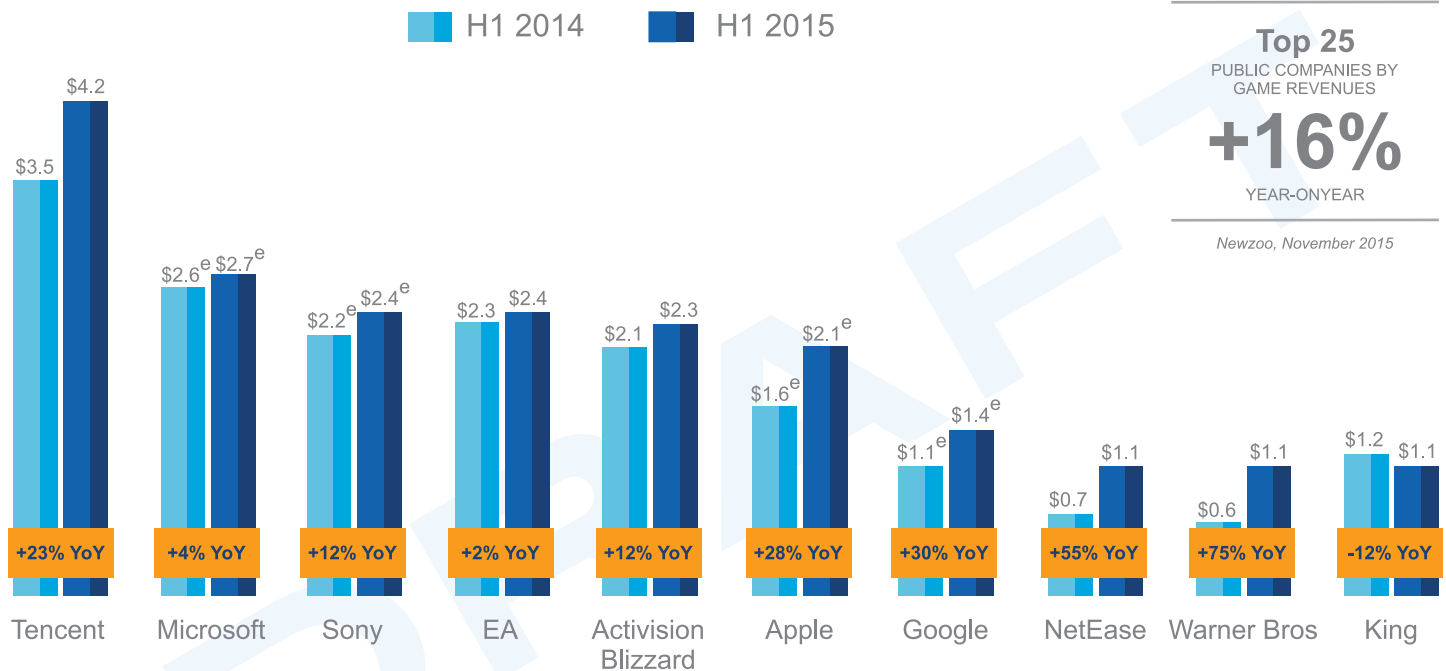


The Convergence team has worked out the plan to achieve this long-term vision while maintaining quality by always testing each step's viability, and user acceptance, building a massive early adopter user base, securing third party content, developing the CORE infrastructure for the Virtual Universe, and, most importantly, building more fun and value throughout the entire development process.

The guiding philosophy of Convergence is to help Indie Developers, as a consortium, compete against the major publishers through decentralization, empowerment, and individual recognition of their contributions to the whole.

TOP 10 PUBLIC COMPANIES BY GAME REVENUES

Comparison of H1 2015 and H1 2014 Revenues (\$Bn)



Notes:

1. Based on US GAAP/IFRS revenues.
2. Based on exchange rates as per 30/06/2015
3. e: Estimates of game revenues using quarterly earning reports in which these are not specifically segmented out.

Newzoo's Top 26 Companies
by Game Revenues Ranking
www.newzoo.com/companyrankings

FOUNDATIONS FOR VIRTUAL UNIVERSE ECONOMY AND BLOCK-CHAIN ECOSYSTEM

While Bitcoin, Ethereum, Blockchain, and smart contracts are relatively new to the technology world, Virtual Economies are not. Virtual Economies have been alive and well in video games for decades. Virtual Goods have harnessed real world value ever since someone flew across the country to meet another player in person to buy an epic sword in Ultima Online. This occurred because there was no way both sides could trust the other would perform their part of the transaction

remotely and both sides of the transaction were irreversible with no recourse.

Since then, services such as PayPal have allowed for the remote transactions of digital goods. However, as transactions increased in value and frequency, fraud increased due to the extreme difficulty a 3rd party like Paypal has to prove compliance of the transaction. Yet peer-to-peer digital goods transactions between players are still estimated in the tens of billions of dollars per year.

Convergence is working to solve this growing problem by basing its CORE virtual goods transactions on the blockchain. Users are still responsible for their personal passwords and encryption keys; however, the process for transferring virtual goods will be far more secure and simplified.

Convergence intends to introduce the XR Tokens for users to acquire through Crowdfunding. XR Tokens are used to create the basic resource bots on the CORE planets of the Silica neXus. These basic resource bots are used in the collection and production of basic Consumable Resources ("Consumables") such as Fuel and Alloy on the CORE planets. These Consumables will be used by the players throughout the CORE planets just like gas and steel are consumed in countries around the world.

XR Tokens will be stored in users' accounts, along with all of the other virtual goods they collect, until traded or put to use to create resource bots. Resource bots are installed on land parcels to acquire fundamental Crude or Ore for processing into Fuel or Alloy respectively. Fuel and Alloy can be used, stored or traded. Early Adopters through Convergence's Crowdsourcing campaign can become first Resource Barons in the SXVU.

As third party developers create entirely different experiences on new planets, they may have their own internal ecosystems. However, these new ecosystems will always have the ability to be exchanged for virtual goods from the CORE planets through the SXVU marketplace at a conversion rate to be determined by the community at that time, based on the demand and scarcity of the new third party's planets' virtual goods.

SXVU ECONOMY

The SXVU Economy has an experience level structure. The more abundant areas are in the more advanced territories as opposed to the beginner areas which are less abundant. Cities and towns are safer areas than the Wild.

Parcels of land derive value based upon their strategic nature, proximity to nearest major city, resource content, and safety.

Fuel and Alloy derive value based upon their proximity to nearest major city, safety to acquire, and

local availability. More advanced territories further away from major cities make supply of resources harder to come by due to the safety involved in transport from refining areas.

Mining and drilling bots can be acquired; however, they require ownership of the land upon which they operate. Refining bots can be acquired; however, they too require ownership of the land upon which they operate. Safety of mining, drilling, refining, and transporting always play a factor in resource supply and demand.

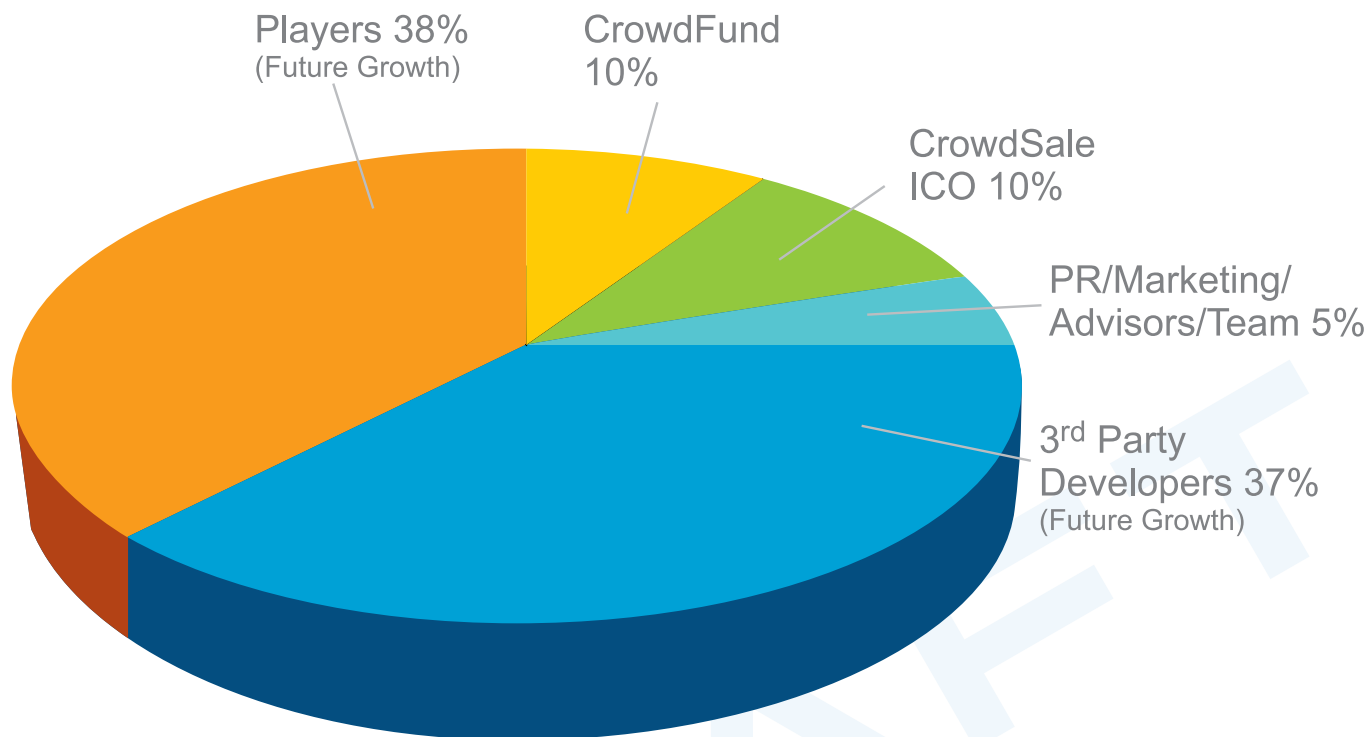
The more users on the system, the more scarce resources become, and the more valuable they become. Early pioneers are able to acquire more resources easier than later arrivals.

The SXVU economy is also analogous to the World of Warcraft (WoW) economy in many aspects. However, WoW is limited to the user base of the PC / MacOS platform, whereas the SXVU Economy will be accessible from a wider variety of platforms, including over 2 billion mobile users. Therefore, the SXVU Economy must be equipped to scale accordingly.



XR TOKEN ALLOCATION

The Silica neXus exists on the other side of the dimensional veil and can only be seen or interacted with via telepresence technology gifted us by aliens who live on the other side. One of the main fundamental building blocks of the alien technology is Nanotechnology. Nanotechnology is made up of Nanobots, also known as nanites. XR Tokens can be broken down into Nanites, but that is beyond the scope of this document. Functioning communities, comprised of one hundred mil-



lion Nanobots, are known as NANOCusters, ("XR Tokens"). One XR Token can be divided down to 8 decimal places. Therefore, 0.00000001 XR Token (one Nanobot) is the smallest amount that can be handled in a transaction by the system. If necessary in the future, a Nanobot can be broken down into Nanites, but that is not currently required by the system.

XR Tokens can be collected, stored, or assembled onto the basic Resource Product Bots of the CORE Planets. Resource Bots are the main way inhabitants "mine" the basic resources in the CORE planets.

The finite known quantity of XR Tokens is 1,000,000,000,000. On this side of the dimensional veil, the first law of thermodynamics, also known as the Law of Conservation of Energy, states that energy can neither be created nor destroyed; energy can only be transferred or changed from one form to another. For example, turning on a light would seem to produce energy; however, it is electrical energy that is converted. When a Resource bot is destroyed, blown up, or dismantled, the XR Tokens used to create that Resourcebot are scattered and can be collected, stored, and traded.

XR Tokens will be introduced in the ecosystem over time in the following way:

370,000,000,000 XR Tokens as rewards for contributors to the system. Developers creating individual assets to complete new worlds for the system. The design/build cycle of the CORE is estimated to take 5 years and the developer portion is budgeted accordingly to accomplish the development goals of the SXVU project. The CORE can be thought about like the backend glue that will allow for full Cross-Reality to occur on the system between contextual based interfaces.

XR TOKENS CAN BE COLLECTED, STORED, OR ASSEMBLED ONTO THE BASIC RESOURCE PRODUCT BOTS OF THE CORE PLANETS. RESOURCE BOTS ARE THE MAIN WAY INHABITANTS "MINE" THE BASIC RESOURCES IN THE CORE PLANETS.

While the CORE is estimated to take 5 years to produce, other system interfaces will be available much sooner.

The Silica neXus Social Augmented Reality App (SARA) will be in alpha phase by the launch of the first Nexus Station. SARA will tie all the individual interfaces together to allow users to acquire experience points and virtual gear in their one account until the CORE is released.



Users will use SARA to login to each separate device. Also, users will be able to play collaboratively with or against each other in SARA. Think of a multiplayer Pokémon Go with a higher purpose. Convergence will be adding individual interface experiences with Third party developers to the SXVU that will be collaborative with other users on that interface; just not fully connected together for interaction to other interfaces until the CORE is released. Therefore, Users can enjoy aspects of the SXVU once the first neXus Station is opened within 12 months from the CROWDFUNDING CAMPAIGN and can be a part of helping create the CORE through their patronage and feedback.

380,000,000,000 XR Tokens available for users to acquire. Once the CORE ships, players can purchase XR Tokens from the system (if available) for no less than \$0.01 per or earn them for grinding out quests.

A total of 200,000,000,000 XR Tokens will be offered through the Crowdfunding Campaign.

50,000,000,000 XR Tokens will be used to incentivize PR, Underwriters, Advisors, and the Founding Team.

Once in the system, XR Tokens are freely transferred between users.

**“THE TEAM AT CONVERGENCE
OOZES EXPERIENCE AND
QUALITY, CROSS-PLATFORM
REAL-TIME MULTI-PLAYER GAMING
IS THE FUTURE. THE ABILITY
TO LEVERAGE ALL AR/VR AND
REGULAR 2D AND 3D
PLATFORMS IN A MULTIPLAYER
REAL-TIME CONTEXT IS PATH
BREAKING AND BREATH-TAKING.
THIS IS A TEAM THAT DESERVES
BACKING.”**

KEITH TEARE



FOUNDATIONS FOR A VIRTUAL UNIVERSE ECONOMY AND BLOCK- CHAIN ECOSYSTEM

Convergence will oversee a Crowdfunding Campaign of Silica neXus XR Tokens (symbol: "XR Token") beginning on January 1, 2018 at 12:01 AM UTC. Convergence will be supported with additional oversight by an elite team from both Deloitte and DLA Piper to insure public integrity and compliance of this sale. Clearly articulated policies, procedures and controls are in the legal document issued by the team.

Half of the Crowdfunding allotment of XR Tokens will be sold on the Crowdfunding site <http://fund.silicanexus.com/> at a price of \$0.01 per XR Token in US. (*Note: Convergence reserves the right to change the site or run multiple Crowdfunding campaigns on different sites, such as Kickstarter and JD.com in different countries if the need arises due to the changing landscape. Convergence will do what it believes is best to make this a successful campaign.)

Half of the Crowdfunding allotment will be offered to the CrowdSale with Addon in pre-arranged allotments of 5 tranches of 20,000,000,000 XR Tokens each until the \$50M HardCap is reached. Through <http://ico.silicanexus.com/>, a contribution of one dollar (\$1 USD) will lead to an allocation of

one hundred XR Tokens (100 XR Tokens) plus a bonus depending on which tranche you purchase from. This bonus is meant to incentivize contributors not to delay their participation. During The Private Pre-Sale, Accredited Investors will receive bonuses based upon the volume of XR Tokens purchased. This minimum purchase is \$100,000 and receives a 25% add-on and is increased as follows to 200% for a \$10M Purchase. This continues until the \$50M Hardcap is reached.

BONUS		
\$10M	=	200% Bonus
\$5M	=	100% Bonus
\$1M	=	50% Bonus
\$100K	=	25% Bonus

During the Public Crowdsale, the ADDON starts at 20%, meaning that a contribution of 1 BCT will yield an allocation of $1,000,000 \times (1 + 20\%) = 1,200,000$ XR Tokens and decreases progressively to 0% over the 5 tranches. Purchasers of the 1st tranche will receive a 20% Bonus.

BONUS

1st Tranche	=	20% Bonus	=	20,000,000,000 XR Tokens
2nd Tranche	=	15% Bonus	=	20,000,000,000 XR Tokens
3rd Tranche	=	10% Bonus	=	20,000,000,000 XR Tokens
4th Tranche	=	5% Bonus	=	20,000,000,000 XR Tokens
5th Tranche	=	0% Bonus	=	20,000,000,000 XR Tokens
http://ico.silicanexus.com/				100,000,000,000 XR Tokens
http://fund.silicanexus.com/				100,000,000,000 XR Tokens
Total XR Tokens offered during these sales				200,000,000,000 XR Tokens

The Crowdfunding Campaign will have a CAP of only 200,000,000,000 XR Tokens total to be sold.

The Crowdfunding Campaign will last 30 days or until 200,000,000,000 XR Tokens are sold.



ECOSYSTEM FOR SUCCESS

Convergence's value proposition to application developers allows them to concentrate on what they do best, dream up and develop great content, along with gaining notoriety for the content they create, while Convergence handles the global management, quality assurance, marketing, and revenue functions of the development cycle.

To allow the virtual universe to be as diverse as possible and allow for constant growth and innovation, Convergence will build the base CORE and its competing factions as examples and create a base set of tools, techniques, procedures, game mechanics, and the universal economy structure for trading between worlds. To allow current developers to access those tools, they are being designed as an abstraction layer between the live SXVU back end and the local device game engine. By using the Convergence API structures and protocols, developers can use their favorite game engine, such as Unity, Unreal, CryEngine or Amazon's Lumberyard, as an interface engine and connect to the SXVU backend. This gives SXVU easier access to the largest possible pool of development talent and speeds up on-boarding of developers.

Silica neXus is designed to also be a stepping off

point, a gateway and portal to endless different possible experiences only limited by the minds of the third party developers wanting to create and publish Cross-Reality interactive experiences.

SILICA NEXUS IS DESIGNED TO ALSO BE A STEPPING OFF POINT, A GATEWAY AND PORTAL TO ENDLESS DIFFERENT POSSIBLE EXPERIENCES

The platform for third party Game Developers to create Cross-Reality experiences was based on rewarding developers for creating pre-approved content that passed rigorous Quality Assurance goals with Virtual Currency from the Virtual Universe. We are creating a coalition, banding together as a resource and support network to help each other flourish as an independent. Shared Risk, Maximized Reward.

Convergence tested the demand and feasibility for this third-party developer network by hosting

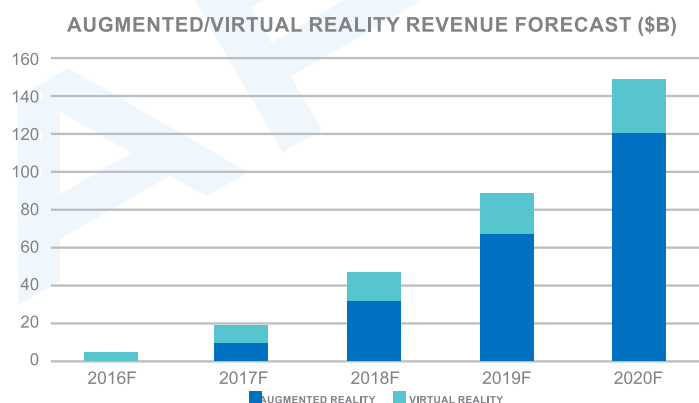
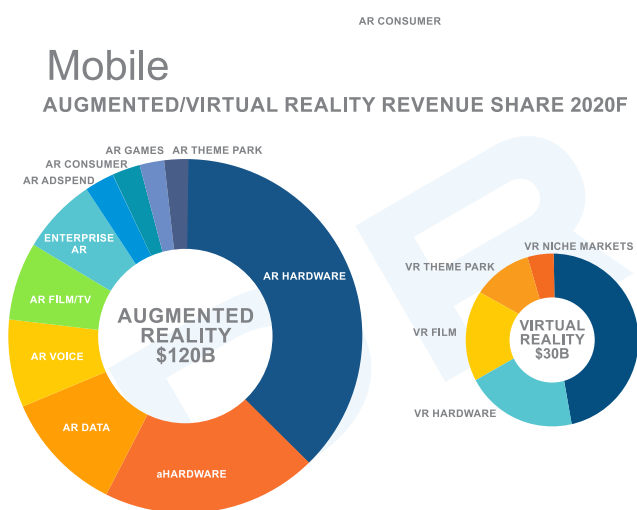
a booth at the 2015 SIGGRAPH and distributing the above flier. We received an overwhelmingly positive response from over 140 game development teams. Their desire to work on the project in exchange for virtual currency from the virtual universe was not predicated on any current possible secondary market. They agreed knowing the virtual currency would not have any perceived value for over 5 years and then only if the project was a success.

Their desire to participate was driven by many problems facing developers today. Basically, they

felt they could put in millions of dollars' worth of work into their own project but could not afford the external QA costs or the tens of millions of dollars it cost to "rise above the noise" and properly market their project once it was ready to ship.

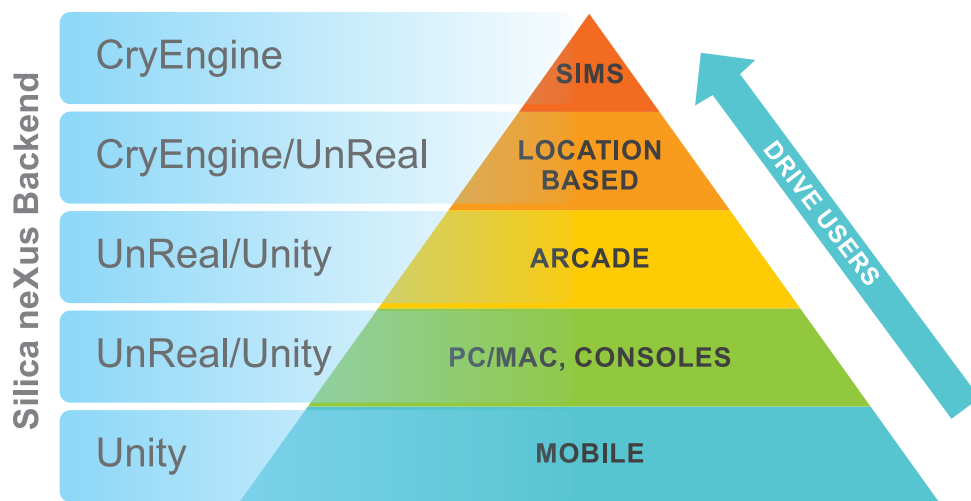
Third Party Developer's desire to participate in the Silica neXus Project and their ability to complete long-term enormous tasks will be greatly enhanced by the emergence of the secondary digital coin market created due to the rise of Crowdfunding Campaign demand.

STRONG GROWTH SECTOR



\$120B Projected Market Revenue 2020

CROSS-REALITY (XR) = 1 ACCOUNT IN 1 UNIVERSE





INSIDE THE STATION... THE FUTURE AWAITS

Convergence accomplishes its marketing-arm goals by creating AR/VR entertainment centers: **neXus Stations** as profit centers. They are designed to be a “Showcase” of the latest in VR/AR, to create awareness of the Convergence Brand, attract consumers to both the centers and our web presence, and to entertain and educate those consumers to capture their hearts and minds as fans, and then sell them on the latest and greatest in VR/AR hardware bundles with top end PCs, plus virtual goods from the Silica neXus Virtual Universe.

A neXus Station is an entertainment and retail destination experience showcasing five contextual-based interfaces of the Silica neXus Project, reinforced by the Silica neXus Social AR App. This App will keep the players engaged with

the story and the community while away from the Nexus Station. It will allow them to engage with others in a multi-player resource gathering combat and treasure hunt game (think Pokémon Go) while away from the center allowing them to build up assets in their accounts. Some of those assets and game quests will only be usable at one of the centers, which encourages the players to return to a Nexus Station for future adventures.



The consumer game industry generates over \$100B per year in revenue and 72% of that is

the sale of virtual goods.

Our objective is to generate an average per-participant sale of \$50. This includes the attraction fee, gross profit from hard goods they will leave with and virtual goods from the virtual universe which they purchase on-site after the experience. This projected revenue is based on other VR centers (e.g., Zero Latency, The Void) as well as the historical revenue of the other companies using just the on-line pre-sales of virtual goods crowd-funding model. The \$50 per participant is conservative.

Star Citizen's Crowdfunding of just Virtual Goods pre-sales Avg. \$84.68 per participant over 5 years as of 8/30/2017

Convergence also believes that the consumer-confidence impact of opening and running high quality, high profile centers will translate into a 10-to-1 ratio for online sales profit driven from joint marketing for the centers and the online presence combined with social media webcasting from the centers.

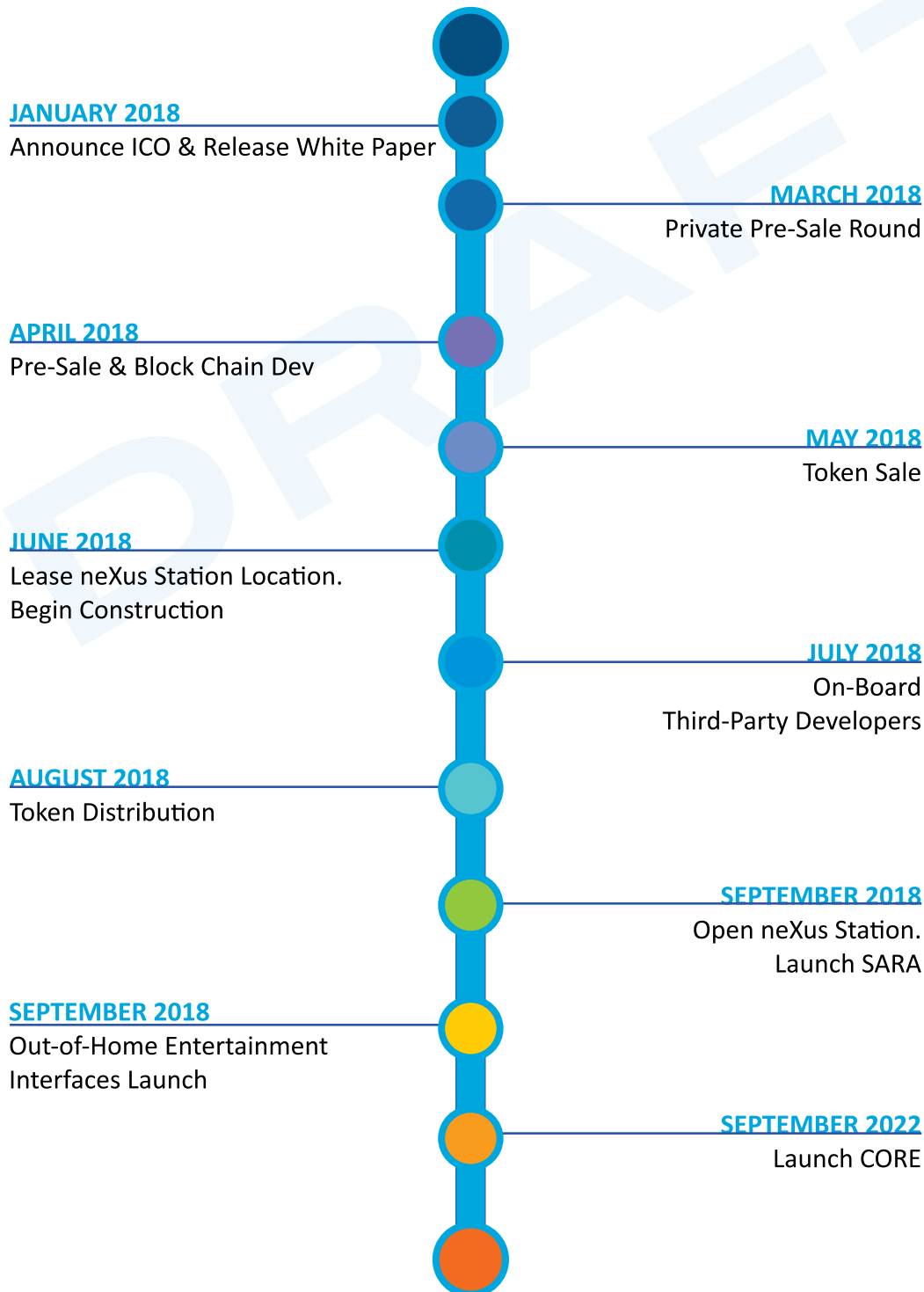
Hence, one center will generate approximately \$200,000 a month net profit on-site, which should cause on-line sales to produce \$2,000,000 a month in net profit once the centers are operational. The centers can stand alone; however, they become the driving force behind the larger online sales revenue which achieve far greater profit margins.



Star Citizen's Crowdfunding of just Virtual Goods pre-sales Avg. \$84.68 per participant over 5 years as of 8/30/2017

THE ROAD AHEAD

Understand that these are our predictions based on our years of experience in the entertainment industry. The main point is we have a long-term big vision, a great plan to make money from the excitement of VR now, and we have an experienced team with great track records to execute that plan.



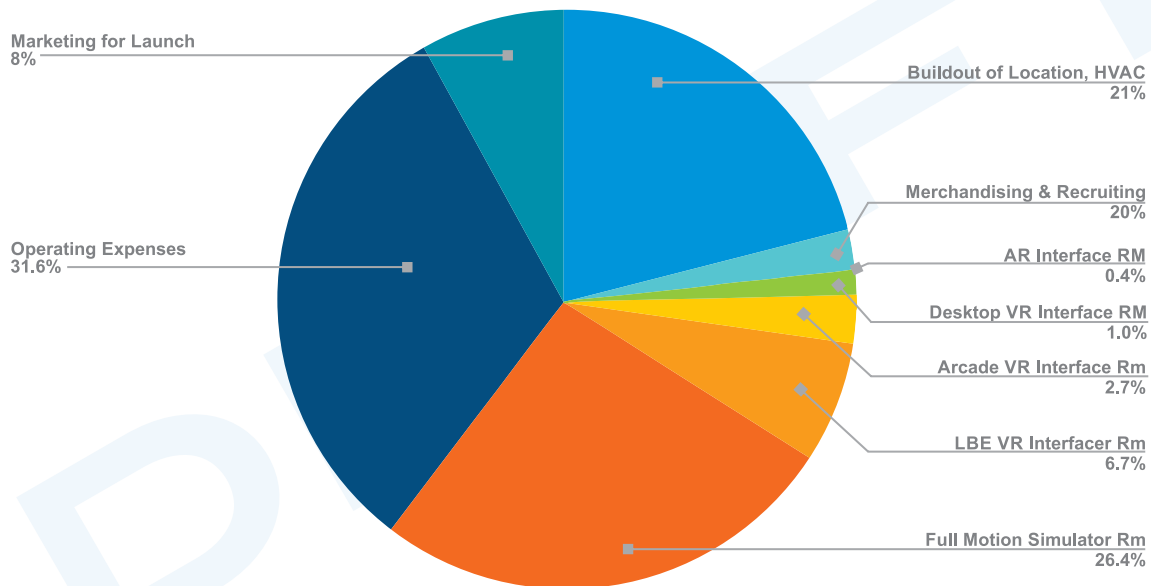
USE OF FUNDS

The first \$5M of proceeds are budgeted toward opening the neXus Station Showcase in the San Francisco Bay Area, part of our “Boots on the Ground” marketing to promote the process of:

Marketing -> Making -> Selling of Virtual Goods in the SXVU.

Equipment, Software, Set Construction for the Nexus Station Cross-Reality Showcase broken out as:

USE OF FUNDS



Proceeds in excess of \$5M will be used for managing the intelligent growth and international expansion of the Silica neXus Virtual Universe. Proceeds in excess of \$50M will, in part, be used to create a fund (size TBD) that will focus on investing in startups and companies that use the SXVU platform.

HOW THE FUNDS WILL BE USED

Buildout, demo, hvac, elec, walls, floor	1,050,000
Merchandising, Recruiting & VIP Areas F&F	100,000
Orientation / Entrance - Room 1	11,500
AR Interface Room - Room 2	19,000
Desktop VR Interface Room - Room 3	48,980
Arcade VR Interface Room - Room 4	135,000
LBE VR Interface Room - Room 5	335,000
Full Motion Simulator Room - Room 6	1,318,495
Operating Expenses till cash flow positive	1,582,025
Marketing (For Launch)	400,000
TOTAL:	\$5,000,000



THE CHALLENGE AHEAD

HIT-DRIVEN BUSINESS

Entertainment is a hit-driven business. As in any hit-driven business, content is king and finding the right content — the Halo for your Xbox network or the Angry Birds for your mobile game network— is a constant challenge in the game industry. Once a new platform finds that smash hit, the other content on that system experiences the network effect of new players flocking to the system.

Tim Chang of the Mayfield Fund once said. “It’s about distribution power. If content is king, then distribution power is God Almighty.” SXVU is the distributor of XR experiences. SXVU project has several advantages to attack the finding infectious content challenge. Convergence team member Paul Baker has worked on or directed the teams on over 20 top selling AAA consumer titles in the world, he will leverage his skill set by transferring knowledge as well as guiding a very large 3rd Party Developer network to develop many SXVU experiences.

This effort will be aided by the wealth of experience of Jay Moore, who guided the GarageGames developer network, and Kevin Bachus. As Microsoft’s first director of third-party relations for Xbox, Kevin secured support for Xbox from all major

game publishers worldwide and created and managed the strongest software line-up ever for the launch of a game console. The funds from a successful Crowdfunding Campaign will help to drive strong content creation for the SXVU.

THIRD PARTY MANAGEMENT

The management of the third party development teams will pose a large challenge to the success of the SXVU. Fortunately, Convergence team member Jay Moore helped to acquire and successfully manage 250,000 independent game developers while with GarageGames for the Tribes Engine. Likewise, Kevin Bachus’ experience creating the Xbox developer network will be a great asset to overcome this challenge. By leveraging the funds raised in the Crowdfunding Campaign and promoting team managers that demonstrate quality leadership skills from the developer network, Convergence has confidence we can succeed here.

TECHNOLOGY ISSUES

In any major network project of this size, you will run into severe technological challenges. The Convergence team has navigated the launch of many of the major technological advances and associated challenges that threaten success for more than

25 years for the top companies with the largest user bases in the world. Experience teaches us that smart minds with proper resources at their disposal can meet the challenges head on when they arise. We have the fortitude to “do whatever it takes” to succeed. Convergence’s team leveraged by the combined mind share of a strong third party network has the best chance of overcoming the inevitable unforeseen technological challenges the SXVU will create.

MARKETING

How do you compete with 50,000 new digital experiences a week? This is a challenge for every new title to come to market, and exceptionally so for Independent Game Studio Startups. Convergence partnered with TVA Media Group for this reason. Machine Zone proved with Game of War: Fire Age it can be done with a herculean marketing campaign driven by deep pockets. Jeffery Goddard was added as advisor because the company he founded has over 30 years of proven success. More than working with top clients such as Universal, Pepsi, MasterCard, Sony, and Toyota, TVA assisted Wargaming.net achieve over 140M players. The TVA partnership multiplies Convergence’s marketing dollars 8-fold. Convergence will use some of the Crowdfunding Campaign proceeds to start a positive upward spiral of reinvesting a portion of revenue into marketing, thus allowing us to compete in the entertainment space with the larger established companies.

UNIVERSAL ECONOMY BALANCING

Just like every nation’s economy and how they combine to affect the world economy, virtual game economies can rise or fall based on a multitude of variables and user perceptions. Emerson Galfo will hire a strong team of economists and social psychologists to ensure the SXVU universal economy is constantly strong and thriving.

COMMUNITY MANAGEMENT/USER EXPECTATIONS

A large thriving engaged user community is the lifeblood of modern businesses and exponentially so for entertainment networks. It’s critical that the users in our VU are engaged and entertained. As with the economy, both individual and group psychology play a major role. Convergence is

fortunate to have Ron Meiners, who mastered the art with some of the largest entertainment online communities to date.

CONTENT QUALITY ASSURANCE

QA will be a Tom Roe concern with all aspects of the project. The SXVU should be synonymous with quality entertainment. QA is a challenge for every product and company. Convergence is not only concerned with its development, but the assets of the entire 3rd party developer network. At the end of the day it all reflects back on Convergence. In the above Silica neXus Development Array Cycle, QA is ingrained into the design, development and submission of all assets in the project.

Paul Baker will design and oversee the process, but it will be executed by external professional QA companies with tight guidelines and high standards. No asset will be accepted until it meets those standards. Throughout the entire process, the developer network will act as an added layer of QA testing the system every step of the way.



CONVERGENCE