

Virtual Rehab

COMPANY PROFILE

Founded: 2017
Location: Canada (ICO Launch from Estonia)
Employees: 10
Industry: Healthcare
Technology: VR, AI, & Blockchain
Product: Yes
Website: <https://www.virtualrehab.co>

FOUNDING MEMBERS

Dr. Raji Wahidy | Founder & CEO
15 years of exp (incl. Vodafone, Ericsson) Global Awards, Entrepreneur (1 exit), UN & UNICEF registered volunteer

Mrs. Amal Azzeh | Co-Founder & CFO
40 years of exp as financial & operational exec, Global Awards, Co-Founder of MRT

ADVISORS

Paul Mears | Bus. Angel in >20 companies
Binod Nirvan | Smart Contract Auditor
Ethan Gilmore | Investment Specialist with deep blockchain experience
Philip Fasano | ex-CIO Kaiser, CIO Hall of Fame
Dr. Jeff Pfeifer | 2017 Global Research Award
Donald Cox | ex-CIO SAMHSA
Karen Hurst | Futurist & Lead Arch, Kaiser
Dr. Larry Wray | Healthcare Consultant
Dr. Bobbie Ticknor | Psychologist

RECOGNITION AND AWARDS (TRACTION)

US Digital Gov't
Very promising capability Only VR/AI company in US Dept of Justice Environmental Scan Report Partnerships across 4 continents Only Canadian representative to Arab Health One of Canada's most promising high-growth life sciences companies.

Featured at Microsoft Inspire
Innovation Nominated by WSJ to Startup Showcase Ranked 1st by Spanish media for use of VR for correctional rehabilitation Covered by media by >28 countries worldwide.

TOKENOMICS

\$VRH, ERC-20, Utility
400m Total Supply, 240m for Sale
1 \$VRH = \$0.10
\$5m Soft Cap, \$20m Hard Cap
KYC & Whitelist
USA, NZ, China, Republic of Korea Excluded

USE OF FUNDS

50% Future Development
30% Marketing
20% Partnerships

CONTACT

Virtual Rehab Investor Relations
investors@virtualrehab.co

PROBLEM

39 deaths / 100k population due to addiction; Up-to 90% Relapse; 116m adults with chronic pain; 259m prescriptions for painkillers yet 100 everyday due to overdosage; 66% of released offenders recidivize within 3 years and 77% within 5 years (US); Lack of focus on mental health and psychological well-being.

SOLUTION



Virtual Reality

A virtual simulation of the real world using cognitive behavior and exposure therapy to trigger and to cope with temptations



Artificial Intelligence

A unique expert system to identify areas of risk, to make treatment recommendations, and to predict post-therapy behavior



Blockchain

A secure network to ensure privacy and decentralization of all data and all information relevant to vulnerable populations



VRH Token

An ERC-20 utility token that empowers users to purchase services and to be rewarded for seeking help through Virtual Rehab's online portal

MARKET

Market Size: >261m (Addiction), \$136b (Prevention & Treatment); B2B Customers: Rehab Centers, Hospitals, Departments of Corrections, Correctional Facilities. B2C Customers: End users; Market Growth: \$5.1b use of VR in Healthcare by 2025; 73% CAGR for Healthcare Training & Simulation Apps; \$12b Blockchain spending by 2022.

COMPETITORS

Virtual Rehab has been pegged as market leader by over 28 countries.

	Dr. Phil's Path to Recovery	appliedVR	NEOFECT	Virtual Rehab
VR	✓	✓	✓	✓
AI	✗	✗	✗	✓
Blockchain	✗	✗	✗	✓
B2C	✗	✗	✓	✓

COMPETITIVE ADVANTAGE

First Mover Advantage (Addiction & Corrections); Market Leader Status; Strong Brand Recognition; Unique Expert System (Identifies Areas of Risk, Makes Treatment Recommendations along with Medication, Predicts Future Behavior); \$VRH Token to Incentivize Patients to Seek Help & Counseling.

KEY MILESTONES

Completing Private, Pre-Sale, & Main Sale of \$VRH Token; Exchange Listing (Q3/Q4 18); Hiring New Employees, Product Development, Opening of New Office in Americas (Q4 18); GitHub Release, Updating White Paper & Website, New Partnerships within Americas (Q1 19); Online Portal Launch, New Partnerships within APAC/MENA, New Product Release (Q2 19); New Partnerships within Europe, Opening of New Office in Europe/MENA, Online Portal Update (Q3 19); Opening of Virtual Rehab Therapy Center (First Worldwide to use VR, AI, & Blockchain along with Medical Doctors), New Partnerships, Updated White Paper & Website, Releasing Roadmap 2020 - 2022 (Q4 19).

BUSINESS MODEL

B2B: License Fee + Subscription-based Fee (Monthly/Annual) + Development & Support; B2C: \$VRH Token (For Programs Order & Download, Further Analysis, & \$VRH Incentive); Virtual Rehab Center (Per Visit Charge / Weekly / Monthly / Annual Membership).