

DECENTRALIZED **VIRTUAL WORLD** FOR REAL LIFE AND BUSINESS

VIARIUM is a virtual reality platform for selling goods and services using internal tokens and traditional fiat money*.

Become a member of the virtual universe:

Business: create shopping centers and showrooms, sell your products and services to people around the world.

Social VR: create your own avatar and communicate in virtual worlds with friends, colleagues and like-minded people

Games: attract customers through gamification ads, offer to complete a quest in VR and get discounts.

Education: create your own presentations and workshops in VR. Create simulators for staff development.

The **VIARIUM** Platform's key **ADVANTAGE** is that it adopts a well thought-out economic model of the universe and makes use of blockchain technology.

Economic Model

The **VIARIUM** Universe allows businesses to save money by creating virtual displays and trading floors far beyond the real world boundaries. Business optimizes potential buyer and display rental costs and cuts down on salaries and logistics.

This being said, potential visitors will come in plenty and sales will soar up as virtual showrooms require no physical presence. The platform creates an environment for users to attend exhibitions and conferences, enjoy art displays and undergo training in the world's best lecture theaters. Using their avatars, users will communicate in a social network, take part in group games and quests.



Blockchain

A distributed data ledger enables authentication of ownership rights to digital objects available on the platform: land plots, property and goods.

Smart contracts guarantee the transparency and security of all transactions entered into by the platform participants. Platform operation issues are addressed via open community voting.

Areas of application

All transactions on the VIARIUM platform use an internal ERC20 token called VRX, to conduct the following operations:

- payment of a fee when creating a new territory;
- participation in auctions to determine the ownership of lots when creating virtual territories and in deals of change of ownership (sale) of lots;
- purchase of real estate and unique VR goods;
- payment of fees (if any) for creating unique objects and their monetization, marketplace fees and other payments;
- payment of licenses for content use where authors resort to this way of monetization of their intellectual property;
- payment for services offered by employees and various service providers on the platform.

The platform boasts practically unlimited application areas: Internet business solutions, VR-online games, sports events, creation of any types of art objects, restoration of historical monuments and retracing historical events, advertising, collecting, education, tourism, health services, entertainment, socially-oriented projects and many more.



Our Advisers



Matt Coleman
Adviser

Over 20 years experience in entertainment & technology sectors & launched the augmented & virtual reality company Magnify World in 2014 & Sports innovation company Arival. Worked for Warner & Sony entertainment for 12 years & then founded the sports mobile company Txtstation (interactive TV mobile marketing company) & raised over 6 million in venture capital.



Anastasia Miron
Adviser

Co-Founder of GlobelInand TEKEDU. Founder of Child Proof Yourself. Interested in leveraging VR and AR to address human centered problems like parenting and provide new approaches to prevent stress and anxiety in children, through immersive experiences that create awareness & trigger empathy.



viarium.io



t.me/viariumen



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Our Team



Aleksey Mashkeev
CEO

Expert in 3D visualization since 2006, has created several companies in different spheres: construction business, interior design, sale of finishing materials, IT. VR evangelist.



Igor Razin
CTO

Development of multi-user interaction and designing scenes on the Unity platform. Has been engaged in VR development since 2014. Developer of one of the world's first multiplayer quests.



Sergey Simanovskiy
Blockchain consultant

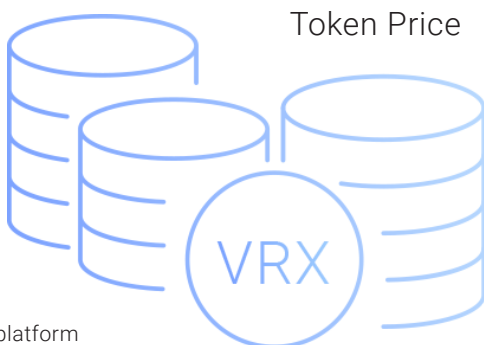
More than 6 years of experience in blockchain projects, including successful ICOs. Leader and mastermind of the Golos.Fund project (blockchain-based venture investments and management of the group of projects "Golos").



Token Information

Token type
Utility Token

Standart
ERC20



Token Price

1 VRX = \$0,05

Soft Cap
2 000 000 \$

Hard Cap
5 000 000 \$

Supply VRX
250 000 000

For Sale VRX
130 000 000

Tokens of the VIARIUM platform are issued in accordance with the standard ERC 20 on the Ethereum blockchain.

PRE-SALE & TOKEN SALE Conditions

Total Supply: 250 000 000
Token Name: VIARIUM (VRX)
Token price 1 VRX = \$0,05
Soft-cap: \$1 000 000
Hard-cap: \$5 000 000

PRE-SALE 16.07 - 09.09.2018

Participants included in White list will be able to purchase VRX tokens at a price of \$0.05 and get bonuses of up to 50% in tokens

TOKEN SALE 10.10 - 10.11.2018

Anyone can buy VRX tokens on the VIARIUM website.

Funds distribution

The funds received within the framework of PRE-SALE and TOKEN SALE will be used to develop the project in the following proportion:

- 40%** - Opening access points
- 30%** - VR Infrastructure
- 15%** - Marketing and PR
- 10%** - Reserve funds
- 05%** - Operating expenses

VIARIUM – welcome to the future!

For more information on the VIARIUM project please refer to the White paper document available at <https://en.viarium.io/>

* - fiat money can be deposited into platform accounts through third-party exchange services.

In-platform settlements are solely conducted using VRX tokens