

UFAN8

LIVE STREAMING
ENTERTAINMENT WHERE
ANYONE CAN BECOME A STAR.

IT'S CRAZY HOW MUSIC CAN CONNECT
SOULS.

— THEGOODVIBE

ABSTRACT

This paper describes our live streaming entertainment platform for independent musicians and artists to reach and be supported by an immeasurably large and diverse worldwide audience. As the world becomes more connected, so does the availability for consumers to discover the 10s of millions of independent musicians and artists. A platform is needed that accommodates artists and allows them to share with, interact with and be supported by engaged fans live and on-demand.

The paper explains two main parts:

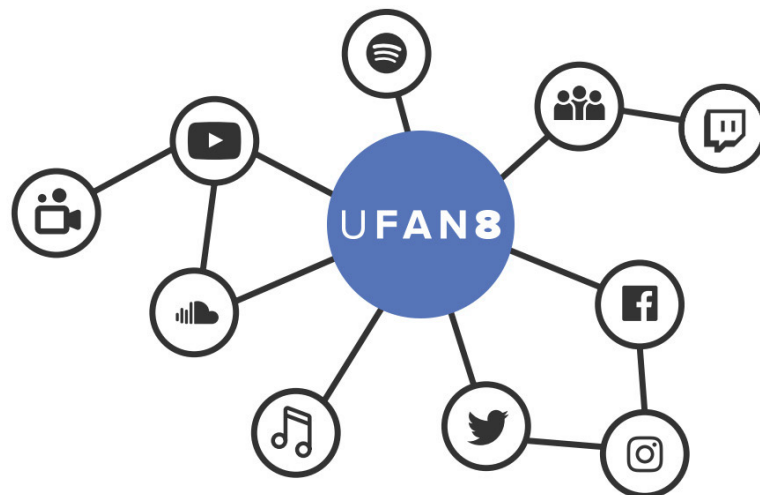
- *The core focus of the UFAN8 service: a live streaming entertainment ecosystem and economy, and*
- *The implementation of the blockchain technology and the UFAN token.*

MISSION STATEMENT

We want to give every independent artist and musician an equal opportunity to build their career and become a star. Only a microcosm of entertainers ever “make it” big, or at least big enough to be a full-time entertainer, we exist to give everyone a shot to do what they love for a living.

VISION

Our vision is to change the way that artists and musicians are discovered and pave a new path to the ways they earn a living and earn support. By allowing the artists to connect directly to a wide-ranging and diverse audience of fans, we believe that we will revolutionize the way music is created and consumed.



PROBLEM

The popular music industry is largely controlled by a handful of corporations, music labels and networks of distribution. The artists represented by them are contracted to a select number of large booking agencies and venue owned and operated live events companies. These few groups work to keep only their artists in the “public eye” through their multi-billion dollar industry reach, effectively locking out millions independent performers and artists from reaching potential fans and doing what they love to do for a living.

SOLUTION

The UFAN8 live streaming broadcast network.

WHY WOULD A MUSICIAN STREAM?

Not only is it easy and fun, but streaming audio and video represents a compelling new social network to connect with friends and fans over a shared love of music and creativity in general. Artists and musicians can earn a living on UFAN8 based solely on their entertainment, talent and interaction with their audiences.

WHY ARE PEOPLE WATCHING AND LISTENING TO UFAN8?

Everyone loves music. Anyone that loves artistry. People enjoy watching highly skilled artists whom are talented and extremely entertaining when it involves a shared interest or genre.

UFAN8 is an honest means of music and creative discovery proven to influence decision to support an artist.

UFAN8 is more than a spectator experience; it is live social video that relies on audio and a real-time chat to enable artists and their audiences to interact about everything from music itself, to pop culture to life in general.

WHAT WILL PEOPLE BE WATCHING AND LISTENING TO?

Pick any genre of music, pick any form of art and outlet of creativity. That is who people will find on UFAN8. The greatest asset of UFAN8 is it's diversity of offerings that will cater to any audience and help them to discover and support artists from around the world.

HOW WILL MUSICIANS AND ARTISTS EARN INCOME?

While anyone will be able to stream and share their skills, the best and most engaging artists can apply to be invited to become a UFAN8 partner.

Partners make up an exclusive group of the world's most talented independent musicians, personalities, virtual venues, and talent showcases.

If you think you have what it takes to be a UFAN8 Partner, you just have to send in an application and we will review your stream and music to approve partnership to earn a real income from your fans.

As a UFAN8 Partner, you will receive access to features like:

- *Monetizing Your Content: As you use UFAN8 to grow your fanbase, you'll also earn a share of the revenue generated from your channel! Partners can determine the length and frequency of mid-roll advertisements through their dashboards.*
- *Channel Subscriptions: UFAN8 Partners can earn even more revenue through channel subscriptions. If you choose to enable this feature, viewers and fans can support you by purchasing a monthly subscription to your channel in exchange for access to special perks such as:*
 - Custom Chat Badges
 - Custom Emoticons that you can create and upload
 - Access to Subscriber-Only Chat Mode
 - Exclusion from Slow Chat Mode
 - Unrestricted Access to Broadcast Archives
 - Unrestricted Access to Artist's Discography and Audio Uploads
 - Unrestricted Access to Video Quality
 - Ad-Free Viewing Experience
- *Video Transcodes: UFAN8 Partners will always have access to quality options for their channel. Quality options allow viewers to select the video quality that best suits their internet speeds.*
- *Cheering/Tipping: A revenue driving way for viewers to show you their unwavering support and celebrate the moments they love during your broadcasts shared in the chatroom.*

OUR VISION IS TO CHANGE THE WAY
THAT MUSICIANS AND CONTENT
CREATORS ARE DISCOVERED AND
OPEN A PATH TO THE WAYS THEY EARN
A LIVING.

UFAN8

UFAN8 is a Fan Economy Platform (FEP), a LIVE performance platform combining aspects of YouTube, Pop Idol, Twitch, MCNs, YouTube Stars, Music and Performances.

UFAN8 allows Performers to showcase themselves in real-time, LIVE for the world to view. This is done over the Web and Mobile. One Performers can broadcast themselves to thousands of simultaneous viewers using our FEP platform. In turn, our commerce component, explained below, allows the easy and free exchange of commerce of virtual and real-world items. All the while, UFAN8 takes 40-50% commission.

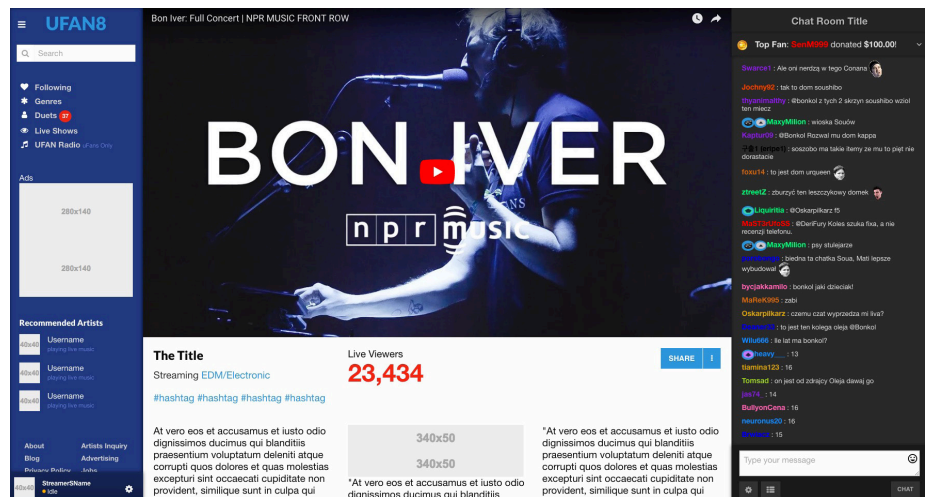
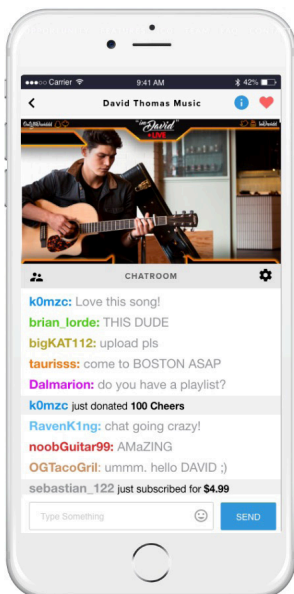
LIVE video is the future and UFAN8 is a platform that can be distributed in multiple countries providing Social TV at each point.

- *UFAN8 is all about THE FAN ECONOMY: a community of fans, with strong affinity for a brand, cultivated and invested by a brand that eventually drives business value:*
- *Establish a Fan centric eco-system*
- *Build a social brand*
- *Unleash Fans Value*

We know this will transfer to the West in big numbers because of the success of LIVE TV, YouTube Stars and MCNs.

This is working in China and Indonesia: YY.com does \$750,000,000+ in revenue. Some spending 25% of their income on this.

OUR CURRENT PRODUCT





INDUSTRY ANALYSIS

COMPETITION OVERVIEW

UFAN8 uses a proven business model successful in China and SE Asia. We all know that LIVE video is a HUGE Market doing nearly \$1B in business annually. We know it can work in the US because of the popularity of YouTube Stars and Instagram Sensations. UFAN8 is Mobile and Web.

Some statistics on related sectors:

- *Streaming Video industry is a \$4B industry in 2015*
- *Current Comparable Companies (Market Caps):*
- *YY.com \$2.45B (comparable focused only in China)*
- *RENN RenRen Social Network \$1.18B*

Statistics on related sectors:

- *Streaming Video industry is a \$4B industry in 2015*
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COMPARABLES

Our major comparable, www.yy.com, a Chinese Live performance platform, has generated \$750M in revenue and we think with that model, and the advent of YouTube Stars, Instagram Sensations, and the rise of MCNs, UFAN8 is poised to do the same in the US and Europe!

- *YY.com NASDAQ*
- *Market Cap: \$4.52B*
- *Revenue ttm \$904.87M*
- *Profit Marg ttm: 17.5%*
- *Operating Marg ttm: 20.9%*

CLIPONYU.com Indonesia

Per month:

- *2 million new pageviews*
- *300,000 new active users*
- *1 million new unique visitors*



OUR TECHNOLOGY

THE TECHNOLOGY

UFAN8 is supported by a comprehensive Backend content delivery network, end-to-end solution that seamlessly integrates its primary front-end enabling technologies, namely the UFAN8 webapp, the UFAN8 mobile apps, and its proprietary broadcaster dashboard. The technologies UFAN8 employs to achieve this include these listed here:

Front-End

- *CSS*
- *jQuery*
- *PostgreSQL*
- *HTML*
- *Python/Django*
- *Bootstrap*
- *Amazon AWS*
- *AWS (Ec2, Ses, Sqs, Auto Scaling Groups, Elb, S3, Cloud Front)*
- *ARM – The UFAN8 Audience Relationship Manager (ARM) is a self-serve tracking and management platform that enables our performers (and brands) to create their performance rooms and track them according to groups, and location.*

Back-End

- *Streaming*
- *Wowza Streaming Server - Server that receives live streams from broadcasters and distributes streams to viewers*

Billing

- *Paypal*
- *Persistence*
- *PubNub*
- *PostgreSQL - Relational database for saving data across the platform*
- *Hosting*
- *Amazon Web Services - Provides the infrastructure necessary to to build a reliable and scalable system.*



REVENUE MODEL

UFAN8's commercial model is multi-faceted. The company will generate revenues in primary ways:

MEMBERSHIP PROGRAMS

UFAN8 will offer exclusive membership to its Fans giving access to the creative Performers. Membership levels shall be:

TIER 1

- *\$4.99/month Fan Status*
- *Subscriber Only Emotes*
- *Custom Chat Badge*
- *Access to stream optional "fan club only mode"*
- *Exclusive Access to Pics, Videos, and uploaded audio*
- *Access to UFAN8 Streaming Radio*
- *Ad-Free Viewing Experience*

TIER 2

- *\$9.99/month Super Fan Status*
- *All Tier 1 Perks*
- *Additional Tier 2 Emote*
- *Tier 2 Chat Badge*

TIER 3

- *All Tier 1 & Tier 2 Perks*
- *\$19.99/month Ultimate Fan Status*
- *Additional Tier 3 Emote*
- *Tier 3 Chat Badge*
- *Direct Messaging to Performer*

CHEERING WITH TIPS

Cheering is a way to show support for artists in chat. A Cheer is a chat message that uses tips, which are animated Emoticons that you can purchase. Tip Emoticons can be used one by one, all at once, or anywhere in between.

Users may purchase tips from the chat menu. The best part about tips is that the artist you tip keeps 100% of your donation!

- *100 Cheers - \$1.40*
- *500 Cheers - \$7*
- *2500 Cheers - [add % discount]*
- *5000 Cheers - [add % discount]*
- *10000 Cheers - [add % discount]*

UFAN8

ADVERTISING

UFAN8 will incorporate advertising including video advertising and sponsorship from major brands seeking to access to its young demographic. Banners, Pre-Roll Video and Mid-Roll Video ads.



MARKETING PLAN

SALES & MARKETING

Sales & Marketing will come from several channels:

VERTICAL PARTNERSHIPS

Vertical Partnerships are being formulated between UFAN8 and certain key business relationships that will drive UFAN8 adoption. Entities that fall into this category are defined as those that already have networks of merchants and/or consumers within their sphere of influence.

UFAN8 will establish revenue share agreements with these entities. An example of this is the many conventions for YouTube Stars and Instagram Sensations, like PlayList LIVE, StreamCon and VidCon. UFAN8 will partner with these conferences and bring in users and Performers.

MASSIVE SALES PARTNERSHIPS

Strategic Partnerships are under consideration with entities that have substantial direct sales organizations. UFAN8 has entrees into several organizations of this capacity, each with the potential to drive substantial merchant and consumer adoption. Such deals maybe with large and small record companies, media companies, celebrities themselves for promotion and merchandise sales, fashion and merchandise companies.

CONTESTS

UFAN8 will run a series of prize-based contests seeking the best performers in an effort to drive the adoption both of Performers and Viewership to its platform.



FINCANCIAL FORECAST

FINANCIAL ANALYSIS

RATE OF GROWTH/MONTH:

50% in Month 2. We have scaled this back to 10% growth for Months 3-7 and 9-12. There is a growth of over 100% in Month 8 due to an increased Marketing burst. But with proper push and marketing we feel that such growth is achievable.

PAYING VIEWERS:

5% Our belief is we can get 5% of the viewership to pay. This is a conservative model.

ANNUAL SPEND PER USER:

\$200 per paying User. This is what is being spent in China on YY.com.

NUMBER OF USERS:

We start at 10,000 viewers which is achievable given our social push and promotion. From there it will grow month on month.

TEAM SIZE:

It is our plan to keep the Team small and the productivity large. We can accomplish this by assembling a smart team and by using outside development and consultants where needed. Management has had much experience in this area.

DEVELOPMENT/PROGRAMMING:

Outsources to long standing partners of the CEO. This team has assembled the current UFAN8 platform experience and has the resources to build this into the future, at a very economical rate.



THE TEAM

TEAM

UFAN8's management team is comprised of solid professionals who have demonstrated success in the Corporate world, entrepreneurship, leadership, and academics. UFAN8 has a lean team that brought the company to market. It has already identified key professionals to join the team after its funding event. UFAN8 has also identified a number of world-class advisors that will bring extensive insight, networks, and recruiting experience to the team. The team behind the project is a combination of experienced managers, event organizers, developers and cryptocurrency experts.

The founders gained their music domain knowledge over 20 years of working in the music industry, managing artists, touring, organizing events and running a successful record label. They created some of the biggest event brands in their region, including a beach festival Disconautica, attracting up to 80 thousand visitors each year. They discovered the pains of the industry the hard way, and now they are offering solutions to their industry peers with UFAN8.

SEAN MALATESTA

CEO

Sean Malatesta is a global, results-focused and dynamic leader with a career showcased by a track record in exceptional sales and marketing contributions. His background is in videogames, movies and Hollywood. A relationship savvy executive with a keen ability to quickly access, and respond to client needs. A proven 20 year track-record building strategic relationships, identifying and executing on new business opportunities to maximizing revenue, and selling in ideas and negotiating deals with top decision makers.

ACHIEVEMENTS

- *Has raised over \$50m in venture funding*
- *Participated in 2 Start-up exits*
- *Launched Google's mobile search business*
- *Produced many top games including BioShock, Bruce Lee and NBC's The Office*
- *Contacts at every Hollywood studio and most of Silicon Valley*
- *International Business background: Europe, India & China*
- *Ernst & Young Innovation & New Media Award Finalist (2000)*

In 2011, Indiagames was acquired by Disney for around \$100m. At the time of acquisition, Indiagames was making a profit of \$400,000 on revenues of \$11 million as reported by various publications.

Mobile 365 - Acquisition by Sybase for \$417m (2006) Sybase acquires Mobile 365, a mobile data and messaging company, and renames it Sybase 365.

MEMBERSHIP

- *World Affairs Council & The Oneonta Club*
- *University of Michigan 1992*
- *New York Law School 1995*
- *William Morris Agency*

TEAM (CONT'D)

DANIEL JOHNSON

CREATIVE DIRECTOR & PRODUCT MANAGER

Daniel is a mission focused UX designer and product manager in Colorado with 15 years experience designing and managing complex web applications and creating measurable user engagement.

SEAMUS BLACKLEY

DIGITAL AND VIDEO GAME ADVISOR

Seamus Blackley is an American video game designer and former agent with Creative Artists Agency representing video game creators.

PRATITI BHATIA

MARKETING AND BUSINESS DEVELOPMENT MANAGER

Pratiti has 12+ years of experience in Product Management and Business Development in the Digital Entertainment Industry. She has excelled her skills while working with several companies including The Walt Disney Company India. Her skills include managing products across life cycle (Ideation to Release), publishing content globally, developing new revenue streams and relationship management. She has experience working with stakeholders and across functional units. She also possesses good knowledge of marketing and executing user acquisition campaigns across online promotional vehicles. She has managed various branded titles including Bruce Lee Dragon Warrior, BioShock, Ra-One Genesis, IPL T20 Fever and others.

CHRIS GUNN

BUSINESS ADVISOR

Gunn is a digital media executive whose entrepreneurial instincts and keen vision have carried multiple companies through rapid and continuous growth. With a keen focus on revenue and ROI, he is passionate about driving business by first creating strong and lasting human relationships leading to mutually beneficial partnerships.

Gunn works with clients across key digital media sectors by strategically building audiences, generating incremental revenue, and creating value across the board. He has held executive business development roles with both startups and well-established media companies. Gunn held an advisory role at Twitter during its early years; he created a branded entertainment division and secured multi-million dollar brand sponsorships at the world's largest TV production company Endemol. A few other career highlights include: closed multiple high profile deals with clients such as Twitter, Yahoo, Sony Pictures and Disney leading mobile media company Mobile365 to a \$450m exit; At Entriq (Naspers), he created the DRM-centric content distribution and monetization platform. Gunn currently runs Hogtie Media - a consultancy with clients such as The Marketing Arm, Jumpramp Games, and Tapjoy.

Gunn holds a BA Journalism from St. Louis University.

T.BERRY

MUSIC ADVISOR

T.Berry has worked with such notables as, PitBull, Rick Ross, Trick Daddy, Plies, Mystikal, Kirko Bangz, Jim Jonsin, MTV, BET, and Bravo TV.

JOSH STEIN

OPERATIONS ADVISOR

Josh Stein is a senior operations executive with proven expertise in building teams, selling brands, and launching new products with a keen eye on revenue and ROI.



THE ICO

UFAN8 ONLINE COIN

UFAN8 is a token issued with an Ethereum smart contract. 350,000,000 will be created in the token sale. There will be no further Tokens created after completion of the project and all undistributed Tokens will be burned.

The project was bootstrapped with \$500,000 of the founder's own savings. The funds were used to produce an MVP and to build the initial database of performers.

UFAN8 is an ERC20 compliant Token and gives the holder rights to claim quarterly dividends based on net profits of the Live shows at UFAN8.com

100% of Live show room post tax profits will be distributed quarterly in ETH to all holders of UFAN8 (the company also receives dividend from the UFAN8 it holds).

We will release quarterly account statements to UFAN8 holders.

UFAN8 can be held in our own wallet or ERC20 compatible Ethereum wallets such as MyEtherWallet or Mist.

UFAN8 will sell at the set price of \$1USD with discounted stages for early adopters. Users can buy, sell, trade UFAN8 tokens on cryptocurrency exchanges. Please see the table below for the token sale schedule:

- *Phase 1 40m @ 0.10USD*
- *Phase 2 20m @ 0.75USD*
- *Phase 3 10m @ 1.00 USD*

UFAN8 already received an angel investment, therefore token buyers are contributing to a project that already went through the scrutiny of due diligence made by VCs and angel investors. Contributors contribute voluntarily and their participation cannot in any way be defined or treated as an equity investment into the company that owns the project and IP on the address www.UFAN8.com. Contributors agree with Terms of Service published on www.UFAN8.io/TOS. The ownership of the token does not include the right to: • ownership of the company • ownership of the service's IP • profits of the service • participate in decision making, unless options are put up on voting to token holders. The founding team still owns the majority stake in the project (83.33%) and has a majority vote, thus complete control over strategy as well as day-to-day decision making. The company owns all intellectual property of the service, which includes: • brand name and domain • source code of the website • ranking algorithm • database of profiles. Contributors / token owners do not get any ownership of the company's intellectual property.

OUR ICO STRUCTURE

We are raising funds through the issue of our UFAN8 token, issued through the Ethereum smart contract system. These proceeds will be used to fund the UFAN8 entertainment

project. UFAN8 tokens can be purchased through our investment portal in Bitcoin, Ethereum, USD and Euro bank wire transfer Dividend payout structure: Each quarter, 100% distributable profits derived from all Live Show rooms will be converted into ether and transferred to the wallet containing the smart contract and then distributed to all UFAN8 holders The ICO will run for 40 days with a set price of 2.75USD per UFAN8 token with bonus periods also on offer See ICO emissions We will also be extending invitations to the top five investors to the launch of Phase 2 of the project See ICO Top Investor rewards

Early contributors will be rewarded with a discount. The discount rate will drop with every week, starting at 12% and ending with 0% on the last week of the ICO. Technical development & user experience Product development & management Database expansion & support Marketing, sales, & PR General and administrative expenses 40% 12% 9% 6% 3% 0% 15% 15% 20% 10% BONUS ICO start ICO end.

- *40% of contributions is intended to cover the technical development costs of the upcoming service features, starting with implementing marketplace functionalities and additional entity features*
- *15% of contributions will cover the costs of non-technical product development, including project management, team management and business development*
- *15% of contributions will be allocated to cover the costs of adding new entities into the database, internally curating existing ones and setting up a support center*
- *20% of contributions will fund the first marketing phase, covering basic marketing operations, including advertising campaigns for user acquisition and branding*
- *10% of contributions will cover day-to-day operations, office rent, office equipment, travel expenses and legal fees*

SMART CONTRACTS

The UFAN8 Token is accompanied by a group of Smart Contracts deployed as a layer of Dapps written in Solidity using EVM (Ethereum Virtual Machine) bytecode. Dapps will be implemented using the Truffle Dapps Framework and will be stored statically with IFPS. HTML, CSS and JavaScript in the Presentation Layer and UX supporting the web apps to integrate white label crypto Wallet functionality. Contract Logic - Smart Contracts using Solidity.

Stages:

- *Implement high level Smart Contracts using Solidity*
- *Implement web interface using CSS, HTML and JavaScript*
- *Use Web3 JavaScript API to interact with Smart Contracts*
- *Dapps build -Smart Contract logic layers*
- *Deploy from UFAN8 Ethereum Node (testnet)*

Service Dapps making changes to logic It is intended UFAN8 will deploy a full Ethereum Node from which to test and deploy Smart Contracts.

UFAN8 token smart contract components made before ICO (for token distribution):

Implement ERC20 token standard in smart contract

UFAN8 token buyers will transfer respective amount of ether to smart-contract address
The Smart contract on acceptance of the Ether transfers respective amount of token to the UFAN8 token purchaser.

The Transfer function of ERC20 standards is used in our contract to transfer respective amount of tokens for that particular ether received at the smart contract address
A UFAN8 token holder can transfer his/her token to another address through the transfer function in contract

Mapping of all the token holder addresses is a function of the smart contract which gives us the ability to pay dividends to holders of UFAN8 wherever the token travels

UFAN8 token smart contract made after ICO:
(Dividend distribution to UFAN8 token holders)

The Smart Contract contains a fallback function which comes into effect when rasputinonline.com transfers the distributable profits in Ether to Smart Contract addresses

The Smart Contract has a second function which accounts for multiple UFAN8 tokens being held at one address, this function allows holders of multiple UFAN8 tokens to receive 1 dividend payment rather than 1 payment per UFAN8 token that they hold. This will save on the mining fee

Profit is divided among numbers of account addresses pursuing tokens and paid via payable function implemented in smart contract

Within the Smart Contract function exists to transfer profit as Ether to respective token holders address(payable)

Profit will be calculated per whole token at the holders address

UFAN8 token holders can check their dividend payment amount through a checks functions
Block Schedule module of Ethereum will be implemented to prevent any double payments

FUND ESCROW

All payments received for UFAN8 tokens in connection with this token sale will be held in

escrow in a multi-signature address, with a multi-key structure. No one single person can move tokens without the keys from other key management.

FUNDING MILESTONES

Funding milestones vary significantly between the different amounts of funding received in connection with the UFAN8 token sale. With the success of the token sale, we will be able to develop an award winning live performance platform and to expand our billing and marketing capabilities.

Additional proceeds will be utilized to launch operations in additional markets around the world in 2019.

Every milestone is meant to be incremental to the preceding one. Although the progress we have made developing our first product proves validity of utilizing technology to create scalable digitized financial entities, there is significant work ahead. Our team is fully committed, but the roadmap and pace of development is dependent upon the level of success from the crowdfunding.

The roadmap below assumes a fundraising near the maximum amount.

- *Over 500,000 visitors and growing. October 2016*
- *Over 35,000 viewers September 2016*
- *June 2016 LIVE LAUNCH*
- *May 2016 - First Mobile BETA App*
- *March 2016— UFAN8 Closed Beta*
- *Nov 2015 Start*

ICO GOALS

Every 100,000 UFAN8 tokens sold in the crowd sale we will be able to build our our final product. Each live show room generates revenue from paying customers and dividends will be distributed quarterly to UFAN8 holders on profits made on each live show room. We have already built three Live Show rooms in Phase 1 and our target is to raise the required funds to build Phase 2 which will have thirty Live Show rooms

ICO EMISSIONS & PRICES

- *350 Million tokens will be created*
- *70 Million distributed in crowd sale*
- *100 Million retained by the company*
- *110 Million in Reserve*
- *10 Million distributed to Management & Development team and Advisors*
- *60 Million retained by Facilitator*

USE OF PROCEEDS FROM THE TOKEN SALE

- *30m UFAN8 tokens will be used to build our relationships with Promoters in the Field. The tokens will be used as affiliate currency to bring in promoters highlighting UFAN8 and bringing in performers and viewers.*
- *10m UFAN8 tokens will be used to build the Corporate Board Completion UFAN8 will build out the rest of its corporate advisory board. The balance will go toward for other general corporate purposes and infrastructure including working capital needs, potential acquisitions, partnerships, alliances and licensing opportunities.*
- *30m UFAN8 tokens for Production: and Monthly Marketing. We will be expanding our development team and hiring new blockchain specialists. We plan to use smart contracts as often as possible to pay suppliers and staff throughout the life of the project and eventually plan to process all transactions on the website on blockchain.*
- *10m UFAN8 tokens for Distribution & Management build out. And Legal buildout - We will be building out our distribution footprint during this spend. Our management team will be rounded out. Also the legal backing and copyright part of our business will be expanded.*

BOUNTY CAMPAIGN

For every UFAN8 token sold .0333333333 will be emitted into the bounty pot.

OUR ESCROW AGREEMENT

All funds will be converted to BTC and split between two, 2 of 3 Multisig wallets

Each escrow officer will hold one of the keys required for signing transactions from the escrow wallet, the third key will be held by UFAN8, INC.