

CONVERGENCE



SILICA NEXUS PROJECT

*A CROSS-REALITY VIRTUAL UNIVERSE WITH
A BLOCKCHAIN BACKBONE SECURING THE
VIRTUAL GOODS ECONOMY*



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Convergence's Silica neXus Project is a Cross-Reality Virtual Universe with a blockchain backbone securing its virtual goods economy. Convergence's unique entry into the space, (known as Cross-Reality or XR) allows participants to interact from every type of device with each other. 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 consumers with any type of device, such as a mobile phone, to connect with friends in any other type of device, such as an HTC VIVE or a \$300,000 Flight Simulator in a theme park. Convergence is working with many 3rd party developers to create different types of content "planets" in the Silica

neXus Virtual Universe ("SXVU"). Think of the SXVU like Convergence is creating a new digital resort and builds out the lobby plus the first few rooms (Planets) as examples so the 3rd party developers can create an endless supply of rooms (Planets) and attractions throughout the resort.

Developers can create, experience, and monetize content and applications. Virtual Objects in SXVU are owned and traded by the community. Users claim ownership of virtual objects on a blockchain-based ledger of objects.

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 can span the entire gamut controlled 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 an Ethereum smart contract containing both the transaction history and the developers' creation credits of each object. Much like movie credits, who put in the efforts required to bring each object into being. Objects can be acquired in many different ways depending on the logic of the experience they belong with; from grinding away in quests, earned rewards for leveling up, to simply buying them from the online marketplace. 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. One of the main fundamental building blocks of the alien technology is Nanotechnology. Nanobots, known as



Developers can create, experience, and monetize content and applications. Virtual Objects in SXVU are owned and traded by the community.



nanites or ("NANOs"), assemble onto the basic Resource Product Bots of the CORE Planets. Resource Bots are the main way users "mine" the basic resources in the CORE planets. This document lays out the philosophical underpinnings, technical foundations, and economic mechanisms of SNVU.

1.1 SPECIAL THANKS

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

Terry Gill - Secretary, Kentucky Cabinet for Economic Development

- 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 at Draper Associates/DFJ/Draper University

- 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 Reichert - Managing Director at Garage Technology Ventures

Chris Abshire - Associate at Fenox Venture Capital

Japheth Dilman - Block Bits Capital

Dylan Dewdney - Principal at Tokenate Foundation

Klajdi Ciraku - 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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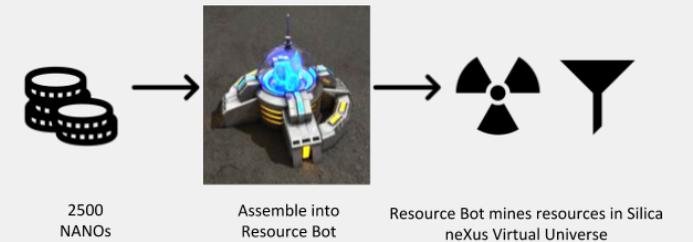
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Current Utility of NANOs



Future Utility of NANOs



2500 assemble into Resource Bots that mine for Resources



Trade them with others for Different Virtual Objects



2 RATIONALE

Tearing Down Walled Gardens

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2.1 INTRODUCTION

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.

2.2 THE NEXT BIG THING

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

The thing that is

happening around us, the train that is coming down the track. You know it's happening, you hear the rumblings of the track vibrating with energy, you can feel it all around you, and if you are attuned to the industry, you can even see the train coming. The train on which you can either jump on board, or get run over by.

2.3 THE INTERNET

One of those special big things that 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, where their overlords exercised control

over everything. 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.

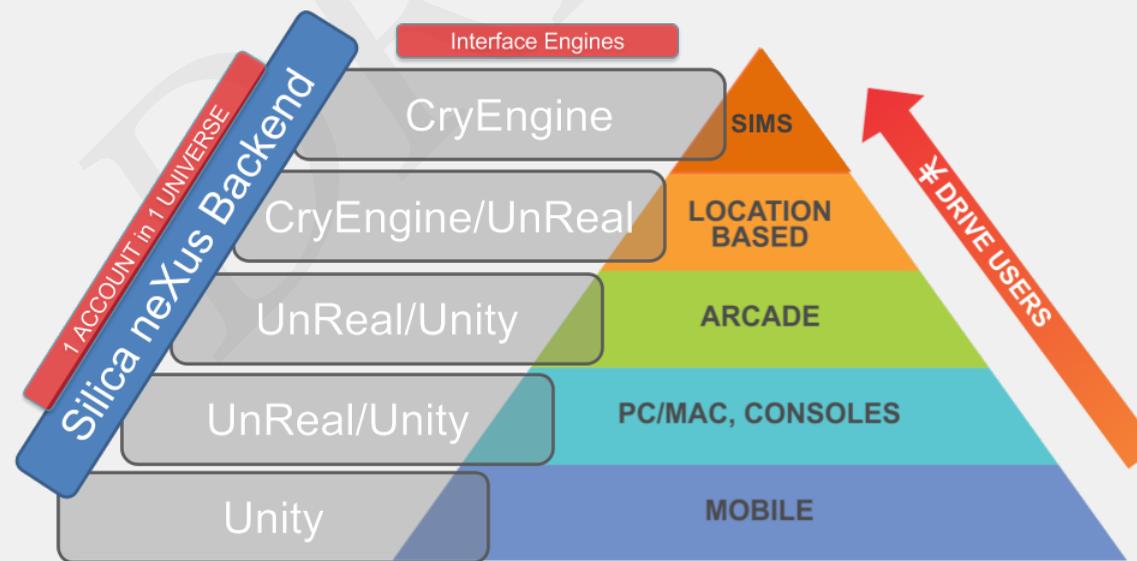
HTTP & HTML with the addition of free browsers like Netscape broke down the walls of those Network Service Providers' walled gardens, allowing every person and business to create their own web site. Smaller mini networks inside of

the major network of the Internet; freeing consumers, allowing unrestricted access to applications and content, paving the way for companies like Facebook to achieve 2 Billion users.

2.4 THE COMING EXPERIENCE-NET

People live, work, learn and play over the internet today. It is fundamentally a

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





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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 most 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. Reading from a book how to drive a car or fly a plane is no match for getting behind the wheel with an instructor by your side.

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

“
Consumer video games have grown to an over \$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...

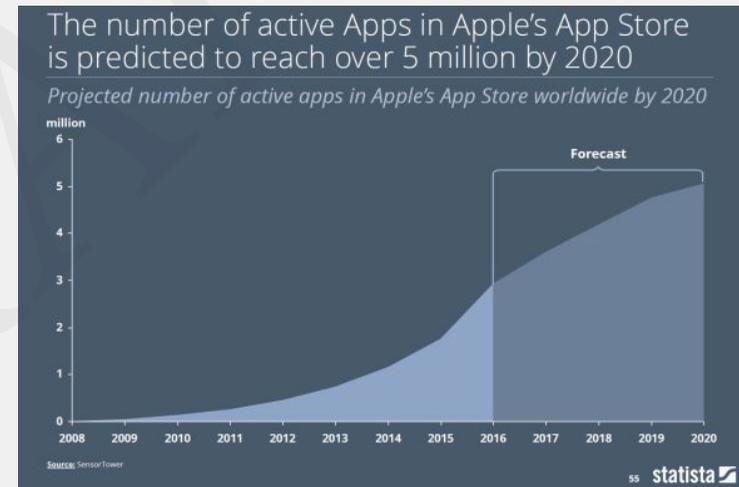
3 DESTINATION

How To Get There

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 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 have grown to an over \$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 that game’s virtual goods to be traded between players. These games are played over the internet on very large game networks. The game industry has formed new walled gardens with the type of hardware the games run on acting as the restrictor.



The history of breaking down the walled gardens of the network service providers into the openness of the internet made for more explosive growth for the overall industry. The same should be true for the game industry, especially by utilizing the

blockchain to secure the virtual goods transactions. Also with the development of recent secondary exchanges to facilitate transfer of value from one digital asset to another, the ground is fertile for disruption.

However, the VR and AR industry seems to be making the same mistake by trying to lock in



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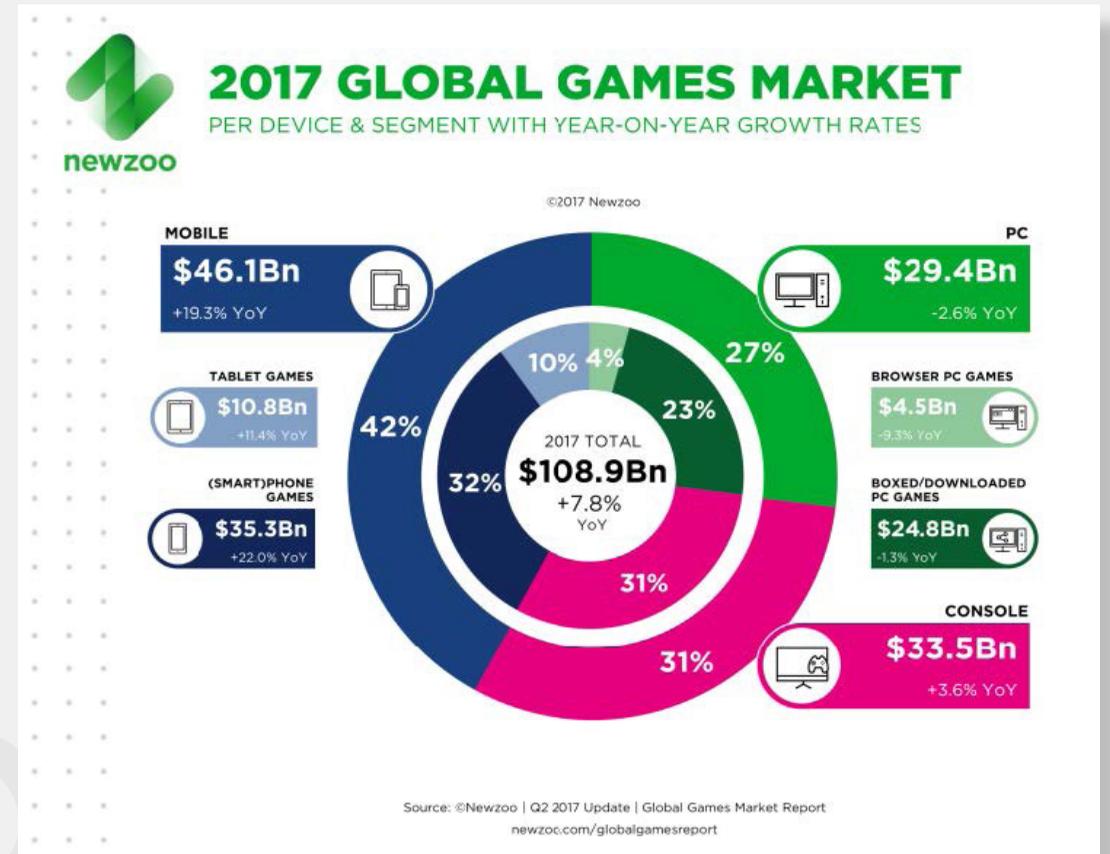
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content to exclusive hardware contracts.

Exploring American consumerism and the motivations behind materialism and conspicuous consumption would point out that creating walled gardens around VR hardware with content as the restrictor will slow growth for both that content and the VR market in general, and thereby slow the growth for each hardware device as well. The relatively new consumer VR marketplace is beginning to feel the effects of their self-induced restrictors. By opening the ecosystem, allowing more people to interact with their friends over all devices, from anyway they can currently afford to do so, a system where the “early adopting trend setters” have the VR gear and expose the ones with standard interfaces to AR/VR’s virtues; this is the fastest way to achieve the critical mass required to create the tipping point. i.e., the 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’ of any Intellectual Property’s device dependency 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. The landscape is different now. VR consumers have their “experience” expectations set



(Convergence is aiming for the center of the target)

by \$100M+ development budget titles like Halo, World of Warcraft, League of Legends, Overwatch, Call of Duty, Grand Theft Auto, and Final Fantasy.

3.1 CONSUMER VR/AR

Low budget AR and VR startups must compete for consumer mindshare with 50,000 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?”



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3.4 OUT-OF-HOME ENTERTAINMENT VR/AR

GO BIG OR GO HOME!

When Walt Disney first opened Disneyland 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.

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, same will be true for the entertainment ecosystem. Tearing down the walled gardens of current game platforms, you will open so many new avenues for revenue, interaction, and opportunities – the possibilities are endless and only limited by developers’ imagination and creativity.

Top Video Game TV Ad Spenders 2015			2014		
<i>Brand</i>	<i>TV Ad Value (mm)</i>	<i>Ads</i>	<i>Brand</i>	<i>TV Ad Value (mm)</i>	<i>Ads</i>
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



4 THE TEAM

Who is Convergence?

whereas, out-of-home is the opposite, the more expensive the hardware build, the bigger the mass appeal.

Across these platforms, you also have the differences in types of interfaces: Virtual Reality, Augmented Reality and standard screen interfaces all have different design

Many many 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.

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

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Executive Team



Advisory Board



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,

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, plus the per interface: rationale, philosophies, procedures, game mechanics, and game theories - everything we have learned over the last 30 years and much we must invent.



Andrew Prell, creator of Wolfenstein VR, Cybertag, Xenomorph VR, the Reality Rocket, the Brainwave Joystick patent. Creator of the underpinnings of the Silica neXus Blind Device Communication Theory and Contextual Based Interfaces



Paul Baker, Senior Director of Convergence. Paul has worked on critically-acclaimed AAA titles such



as Assassins Creed 3, Quake III, Star Wars Battlefront I, Star Wars Battlefront II, Mercenaries I, Jurassic Park 3, Star Trek Away Team, Soldier of Fortune I, Battlezone II, Dark Reign II, Civilization Call to Power, Heavy Gear II, Heretic II, Return to Zork, along with many others`

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David Bishop, Operations



David Bishop, Former Chief Operating Officer of NAMCO USA, helped found and establish NAMCO's out-of-home entertainment business in North America, working with everything from commercial video games to virtual reality simulators like Virtuality and Magic Edge to large scale entertainment destinations. Responsible for creating over 1,400 Namco Entertainment Centers.



Tom Roe, Creative Director



Tom Roe, Creative Director, part of the team that created Wolfenstein VR, CyberTag, Xenomorph VR, and the Reality Rocket, Tom is a published author, and creator of the Silica Sci-Fi novel series by T. A. Roe on Amazon



Ron Meiners, Community Director



Ron Meiners, Community Director, EA: The Sims, THQ, Turner, Ubisoft, Burning Man, Multiverse.net, Hollywood Interactive. Community strategy and design, social media messaging and engagement, social media metrics and analysis, building brand loyalty, long-term brand partnerships, online and interactive marketing, productive community interactions, online social dynamics, emergent behavior, user-created content, and the interplay of user experience and social identity online



Igor Livitz, Technology Director



Igor Livitz, Technology Director, VTI, Agora Technologies, has worked with Andrew Prell on numerous projects since 1995. Goal-oriented, results-focused hands-on development leader who is used to wearing many hats. Fast-learning, creative technologist who enjoys passing his knowledge along to others. Broad-based expertise includes a full software development cycle. Participated in projects developed "in-house" and outsourced offshore



Frank Ballouz, SVP Marketing



Frank Ballouz, Out-of-Home Entertainment Director: 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.



Jay Moore, Alchemist of Fun



Jay Moore, Contributor Director, Sierra Online, GarageGames, managed over 200,000 Indie Developers



John Canning



John Canning, Advisor, NBCUniversal, Disney, Yahoo, Microsoft, Cisco, and Others



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



Bernie Stolar, Advisor, FMR. President Sega of America, FMR. President Mattel Interactive, FMR President of Atari



Keith Teare, Advisor, Executive Chairman at Accelerated Digital Ventures, co-founder of TechCrunch, IcoBox Advisor.



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

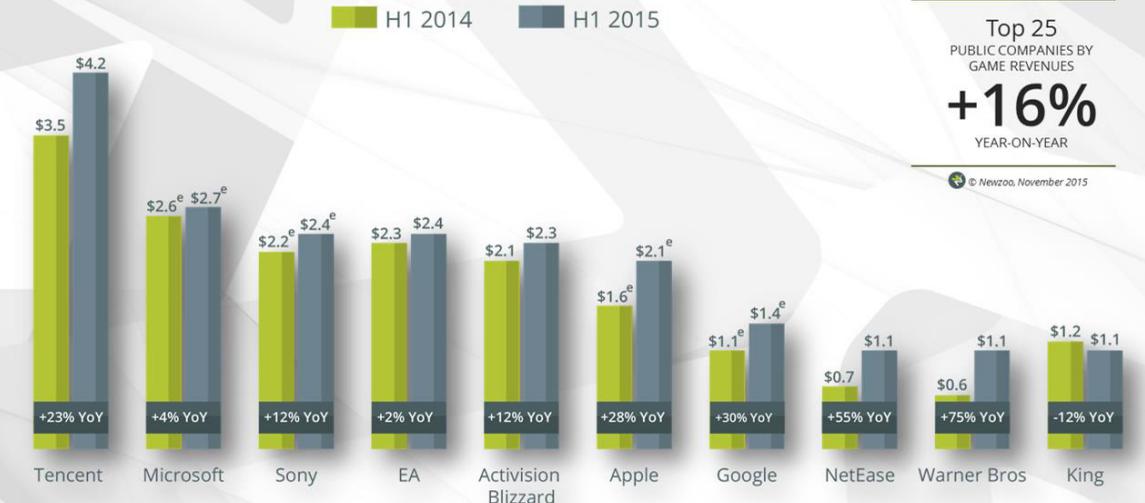


Jeffery Goddard, Advisor, Founder and CEO TVA Media Group. Clients such as Toyota, Universal, MasterCard, Pepsi, and WarGaming.net. Help World of Tanks achieve 150M players.

The Convergence team has worked out the plan to achieve this long-term vision while maintaining quality, always testing each step's viability and user acceptance, building a massive early adopter user base, securing 3rd party content, developing the CORE

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 25 Public Companies by Game Revenues Ranking:
www.newzoo.com/companyrankings

infrastructure for the Virtual Universe, and, most importantly, demonstrating how to generate profits throughout the entire development process.

The Convergence guiding philosophy 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.



5 SXVU & NANO

Foundations for Virtual Universe Economy and Blockchain Ecosystem

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. Digital communities policing themselves with Feedback and Reputation systems can be "gamed" as the bounties for being dishonest soar.

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 the number of users grows on the system, the scarcity of resources will create a natural supply / demand market and the value of the NANOs will fluctuate based upon this demand created by the users. Very similar to the ecosystem of the World of Warcraft community.

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 NANOs for users to acquire through Crowdfunding. NANOs 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.

NANOs will be stored in users' accounts, along with all of the other virtual goods they collect,

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. The perceived value of the sword had that much draw to the player who wanted it, more than just the money, the prestige within the online community of owning it drove him to spend the extra time and money to fly across the country to ensure the transaction.

Since then, services such as PayPal have allowed for the transactions of digital goods to happen remotely. However, as transactions increased in



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

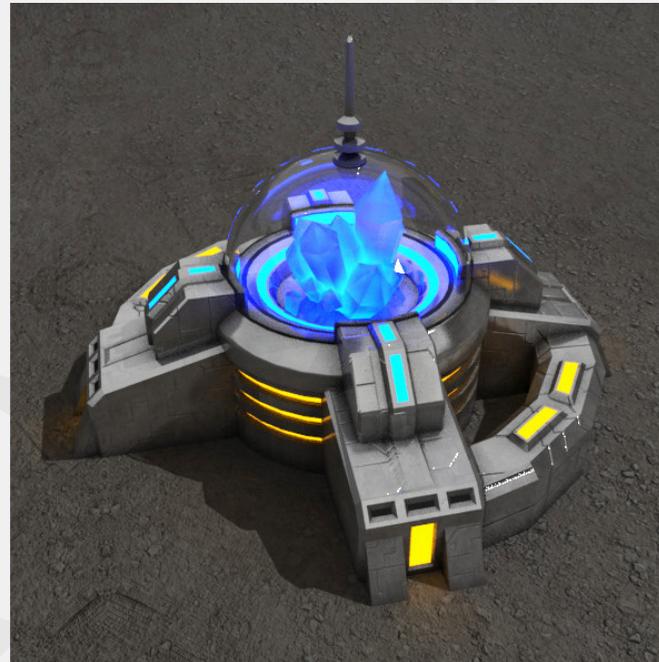
The more users on the system the scarcer resources become, the more valuable they become. Early pioneers are able to acquire more resources easier than later arrivals.

The SXVU economy is also analogous to the World of Warcraft 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.

5.2 NANO 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 living 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. NanoBots can be broken down into NanoParticles, but that is beyond the scope of this document.

Functioning communities, comprised of one hundred million Nanobots, are known as NanoClusters, ("NANOs"). One NANO can be divided down to 8 decimal places. Therefore, 0.00000001 NANO (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 NanoParticles, but that is not currently required by the system.

NANOs 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.

Even the aliens do not know how NANOs came into existence. NANOs were created before the aliens' understanding of science and technology began. The aliens only grew to understand how to program and control NANOs into the fundamental building blocks of objects such as resource bots.

The finite known quantity of NANOs is 1,000,000,000,000. NANOs can be thought of much like energy is explained on this side of the dimensional veil, whereas, NANOs cannot be created nor destroyed. 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



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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 NANOs used to create that bot are scattered and can be collected, stored and traded.

NANOs will be introduced in the ecosystem over time in the following way:

370,000,000,000 NANOs 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. 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 3rd 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.

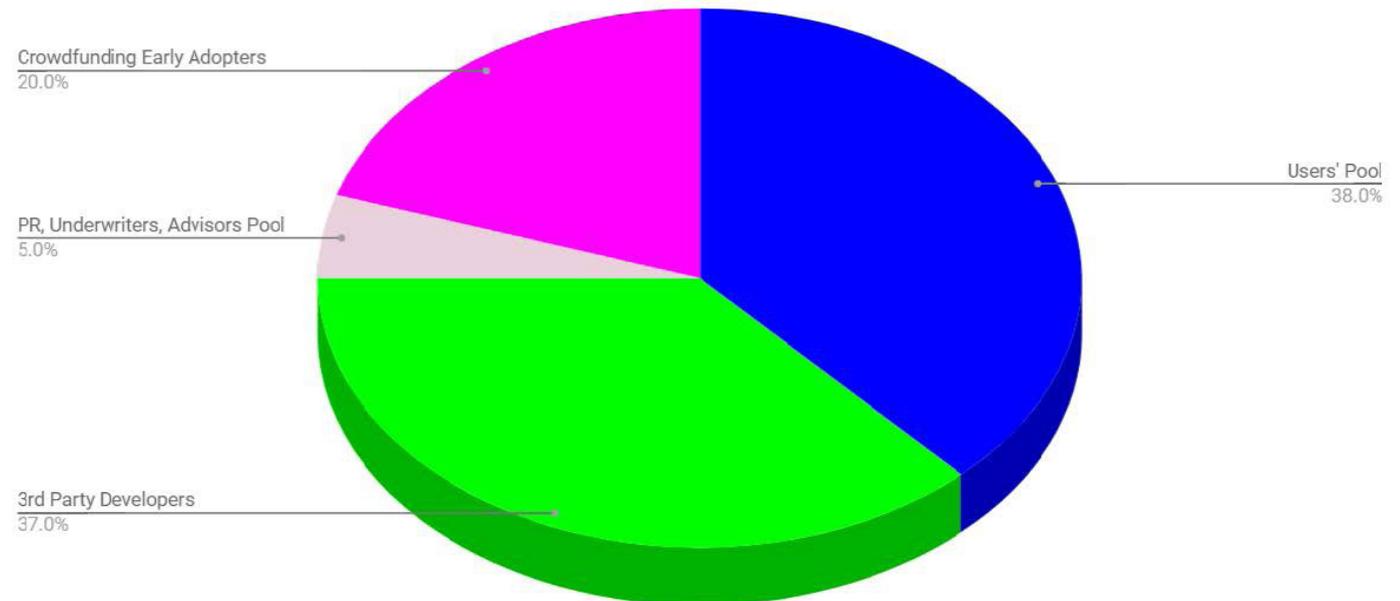
380,000,000,000 NANOs available for users to acquire. Once the CORE ships, players can purchase NANOs from the system (if available) for no less than \$0.01 per or earn them for grinding out quests.

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

50,000,000,000 NANOs used to incentivize PR, Underwriters, Advisors, and the Founding Team.

Once in the system, NANOs are freely transferred between users.

Silica neXus Virtual Universe CORE Planets Resource Allocation





6 CROWDFUNDING

Campaign of Silica neXus NANOs

Convergence will oversee a Crowdfunding Campaign of Silica neXus NANOs (symbol: "NANO") beginning on January 1, 2018 at 12:01 AM UTC. Convergence will be supported with additional oversight by an elite team from 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 NANOs will be sold on the Crowdfunding site [http://](http://nexus-station.com/crowdfund/)

nexus-station.com/crowdfund/ at a price of \$0.01 per NANO 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 at discounts based on current price of a bitcoin to early adopters through crypto-currency exchanges in pre-arranged allotments of 5 tranches of 20,000,000,000 NANOs each. Through these exchanges, a contribution of one bitcoin (1 BCT) will lead to an allocation of one million NANOs (1,000,000 NANOs)

plus a bonus depending on which tranche you purchase from. This bonus is meant to incentivize contributors not to delay their participation. At the time of this writing, one BCT was worth \$4,654.41, therefore one NANO would be sold for the discounted price from \$0.01 to \$0.00465441 or 53.5% off. As Bitcoin fluctuates that part of the discount will fluctuate. The bonus starts at 20%, meaning that a contribution of 1 BCT will yield an allocation of 1,000,000 X (1 + 20%) = 1,200,000 NANOs and decreases progressively to 0% over the 5 tranches. Purchasers of the 1st tranche will receive a 20% Bonus.

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Bonus	
1st Tranche	= 20% Bonus = 20,000,000,000 NANOs
2nd Tranche	= 15% Bonus = 20,000,000,000 NANOs
3rd Tranche	= 10% Bonus = 20,000,000,000 NANOs
4th Tranche	= 5% Bonus = 20,000,000,000 NANOs
5th Tranche	= 0% Bonus = 20,000,000,000 NANOs
Crypto-currency Exchanges	100,000,000,000 NANOs
http://nexus-station.com/crowdfund/	100,000,000,000 NANOs
Total NANOs offered at Crowdsale	200,000,000,000 NANOs



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

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



7 CONTENT

Third Party Developer Platform

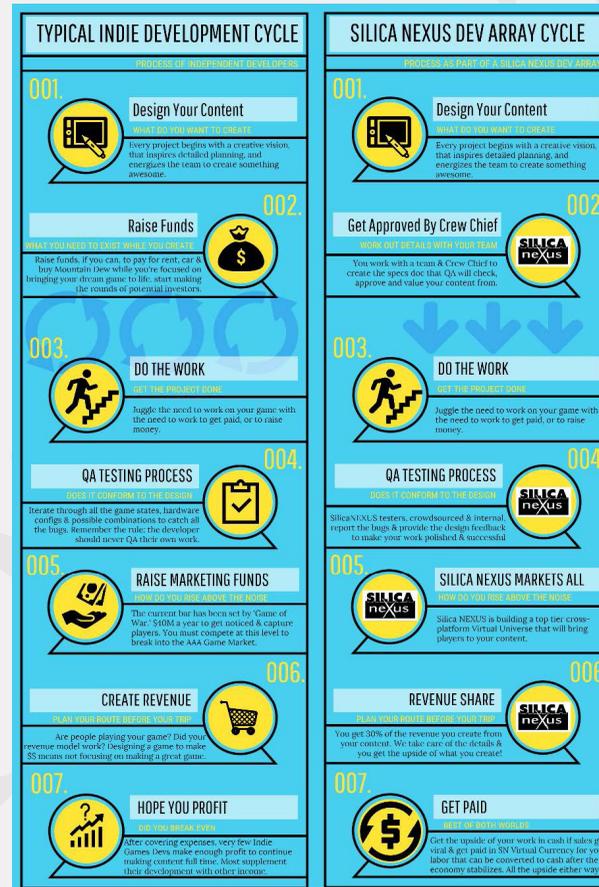
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Convergence's value proposition to application developers allows them to concentrate on what they do best, dream up and develop great content, along with gaining notoriety for the content they create, while Convergence handles the global management,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

To allow the virtual universe to be as diverse as possible, have 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 3rd party developers wanting to create and publish Cross-Reality interactive 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.



8 neXus Stations

Zero-Cost Marketing/ Consumer Confidence



Convergence accomplishes its marketing-arm goals by creating NeXus Stations as profit centers. They are designed to be a "Showcase" of the latest in VR/AR, create awareness of the Convergence Brand, attract consumers to both the centers and our web presence, 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 & 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

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 crowdfunding model. The \$50 per participant is conservative.

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. \$86.00 per participant over 5 years as of 10/30/2017

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.

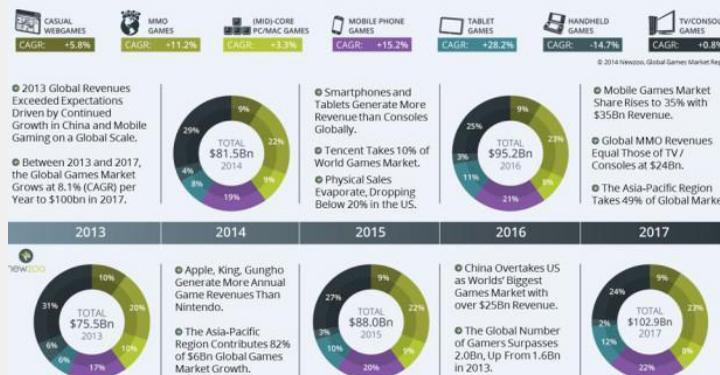
The consumer game industry generates over \$100B per year in revenue and 72% of that is the sale of virtual goods.

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.

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Global Games Market 2013-2017

Key Moments Towards 2017 | Revenues Per Year and Market Segment



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9 ROAD MAP

Zero-Cost Marketing/ Consumer Confidence



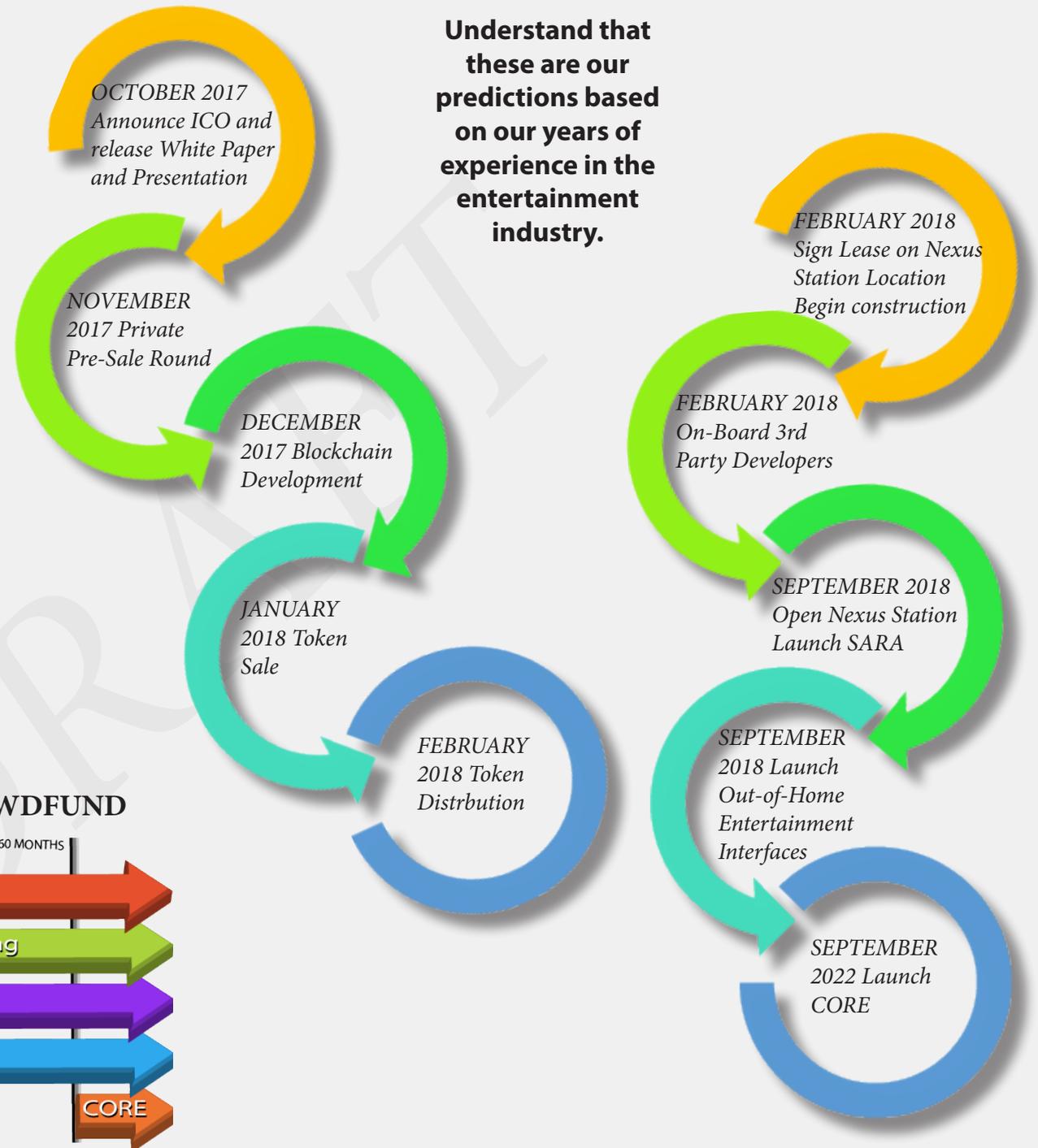
The main point is we have a long-term big vision, a great plan to make money from the excitement of VR now, and we have an experienced team with great track records to execute that plan.

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TIME-LINE FROM SUCCESSFUL CROWDFUND



Understand that these are our predictions based on our years of experience in the entertainment industry.





10 USE OF FUNDS

Zero-Cost Marketing/ Consumer Confidence

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.

Proceeds in excess of \$5M will be used for managing the intelligent growth and international expansion of the Silica neXus Virtual Universe.

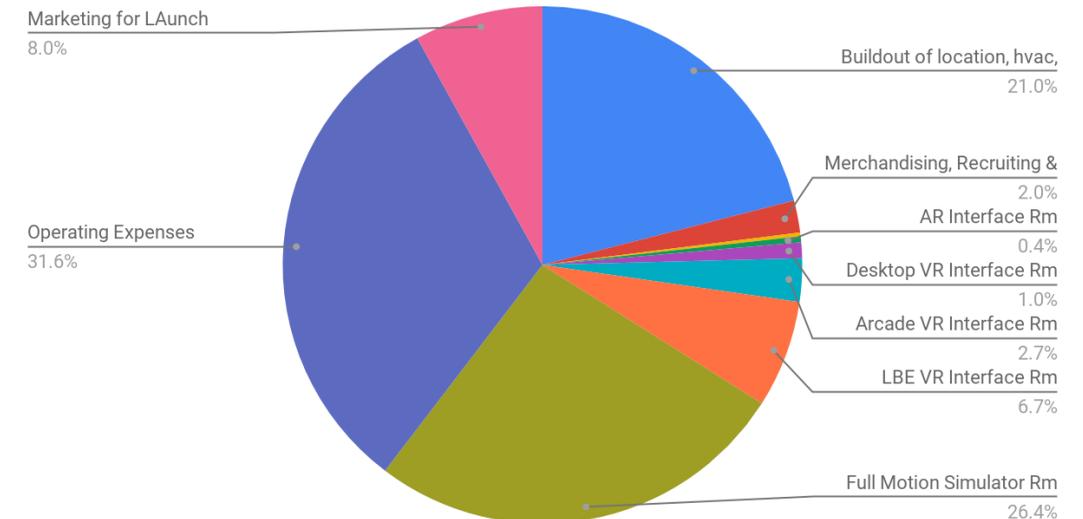
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Equipment, Software, Set Construction for the Nexus Station Cross-Reality Showcase broken out as:

Buildout, demo, hvac, elec, walls, floor	1,050,000
Merchandising, Recruiting & VIP Areas	100,000
F&F Orientation / Entrance - Room 1	11,500
AR Interface Room - Room 2	19,000
Desktop VR Interface Room - Room 3	48,000
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
	<hr/>
	\$5,000,000

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.

USE OF FUNDS





11 CHALLENGES

Planning for success!

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11.1 HIT DRIVEN BUSINESS

Entertainment is a hit-driven business. As in any hit-driven business, content is king and finding the right content, i.e. the Halo for your Xbox network or the Angry Birds for your mobile game network is a constant challenge for all companies in the game industry. Once a new platform finds that smash hit, the other content on that system experiences the network effect of all the 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 that have created over 20 of the 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 programs and processes that would ultimately lead to 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.

11.2 3RD PARTY MANAGEMENT

The management of the 3rd 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.

11.3 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 3rd party network has the best chance of overcoming the inevitable unforeseen technological challenges the SXVU will create.

11.4 MARKETING

How do you compete with 50K 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



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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.

11.5 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. Group psychology and mob mentality played a major role in the 1920's stock market crash that began the great depression. Emmerson Galfo will hire a strong team of economists and social psychologists to ensure

the SXVU universal economy is constantly strong and thriving.

11.6 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 become 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.

11.7 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.



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