HUNTER

WHITEPAPER

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I.   INTRODUCTION

This Whitepaper will present challenges that Augmented Reality (AR) game market is confronting, the development trend of AR in the years to come and particularly its combination with the powerful blockchain technology in the project ARhunter. At the same time, detailed concept and huge potential of the project will also be discussed here.

The world is experiencing the 4.0 technology revolution with various technologies emerging and developing at an incredible speed. Bit data, AI, which were hardly acknowledged just a few years ago, are now no longer new concepts. Automation has been replacing a lot of manual work. Virtual reality brings people refreshing experience, and augmented reality simultaneously present actual and virtual worlds. Peer-to-peer networks and smart contracts are gradually eliminating the need for intermediates. Blockchain and distributed data ensure the highest level of transparency and security… Such developments are creating a race in how to adopt these state-of-the-art technologies in daily life. This whitepaper will focus on some aspects of Augmented Reality, Big data, Blockchain, Smart contract and their application in the ICO project "ARhunter".

II. POTENTIAL OF AUGMENTED REALITY MARKET

In the last few years, we have witnessed strong development of augmented reality, a technology that remains new to many developers and the public.
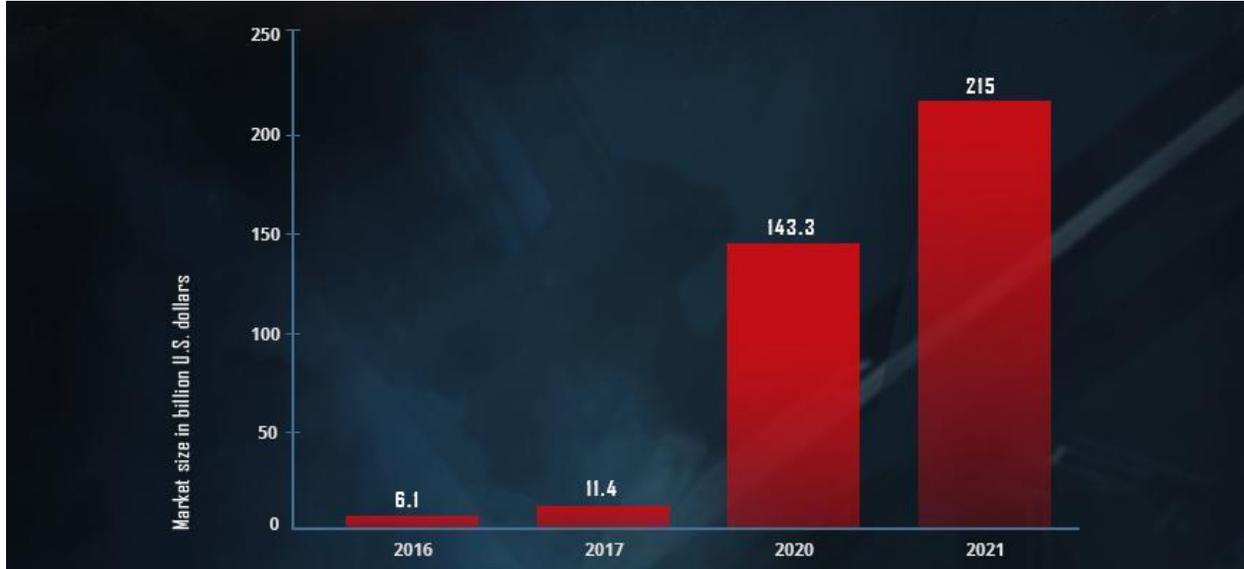
Forecast on AR and VR market volume (Source: www.statista.com)

With recent advancements in technology, it can be said that Augmented Reality is no longer a far dream.

Imagine someday you can go out with a handy pen-like device, press a button on it, and a virtual keyboard will show up in the air. You can enter texts and search for anything. You will not have to worry about getting lost, as there will always be a detailed map in the form of an extra layer which shows you the way to restaurants, cafes, hotels... nearby. That desire, which was once thought to exist in science fiction only, is well on the way to become a reality thanks to Augmented Reality.
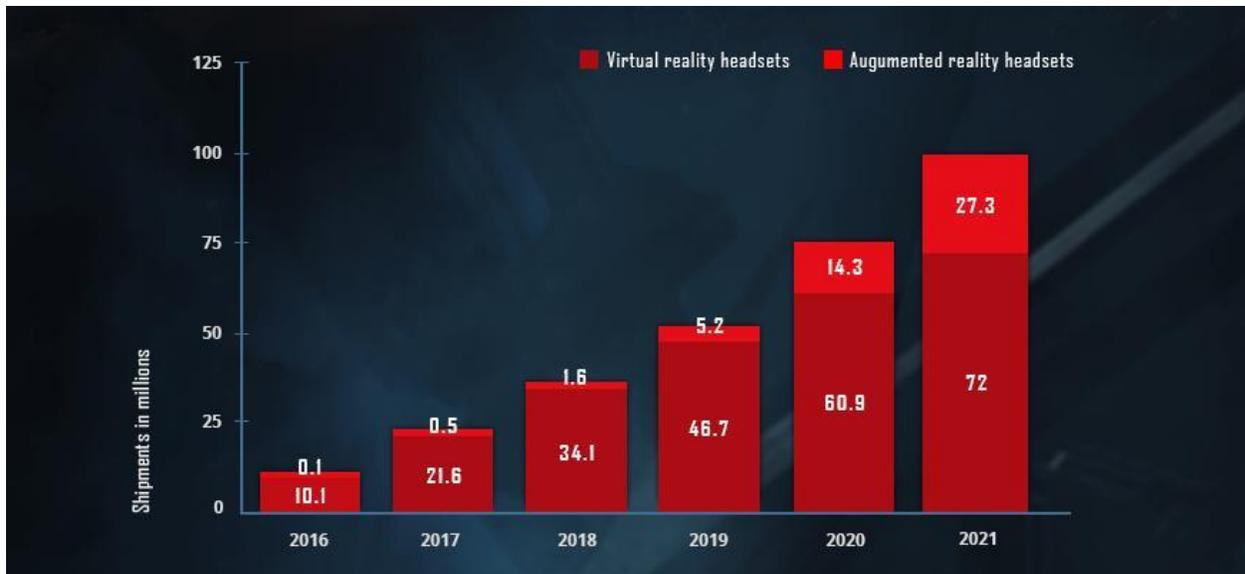
Forecast on the sales of VR and AR devices

Augmented Reality is expected to have 1 billion users by 2020. Right now, more than 543 start-ups are listed under this category on Angelist.

Markets and Markets expect the Augmented Reality market figure to reach 61.39 billion USD by 2023. In 2016 it was valued at 2.39 billion USD, so it is expected to grow at a 55.71% CAGR (Compound Annual Growth Rate) during the forecast period.

Part of it will be the worldwide shipment of smart Augmented Reality glasses forecasted to reach around 5.4 million units by 2020, together with other devices the shipment could hit 64.8 million units.

Revenue from Augmented Reality is projected to be four times as high as that of VR by 2020. In fact, AR/VR could hit 150 billion USD in revenue by 2020, with AR taking around 120 billion USD and VR $30 billion, according to Digi-capital.

According to Infoholic Research, the "AR Gaming Market" is expected to reach 284.93 billion USD by 2023, growing at a CAGR of 152.7% during the forecast period 2017–2023. Pokémon Go has been downloaded more than 750 million times and its revenue is estimated to be more than 1.2 billion USD.

Results of the same survey reveal that 60% to 70% of consumers see clear benefits in using AR and IoT devices in their daily life and at work. In daily life, 69% believed that the tech

could help them learn new skills, 62% saw shopping benefits, and 62% saw healthcare benefits.

Augmented Reality application in real life

Augmented Reality (AR) is being adopted in various fields, especially games, marketing, engineering, health care and education.
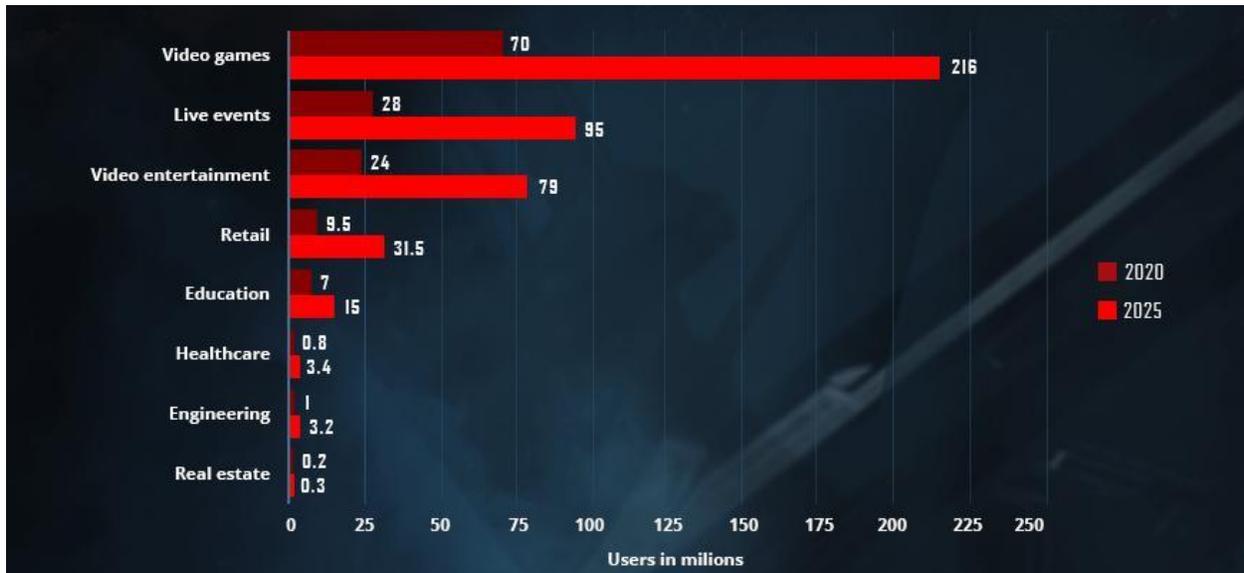
Forecast on number of VR and AR device users in 2020-2025

Unlike VR, which is designed to take users to a separated space, AR focuses on combining real world and virtual information - allowing them to interact with these virtual contents.

- Education

AR is the future of 4.0 Education and has been introduced to teaching process in some countries. AR will help students understand the lesson concepts thanks to interactions with virtual images and information. Moreover, this refreshing teaching method can capture students' attention way better than the traditional practice.

- Retail

AR drives product sales through activating additional brand content (i.e. music videos, TV footage). The first step in the retail business for Augmented Reality came with the catalogues, offering clients the chance to buy items by aiming their phones at different items showed inside. Catalogues were only the first development, nowadays more and more retailers are starting to offer AR experiences inside their establishments and they are starting to show customers how outfits would look on them without having to try them on.

AR can be used in a pre-purchase mode to visualize how remodeling and/or furniture can fit into your current dwelling, how your kitchen would look after the remodeling project...
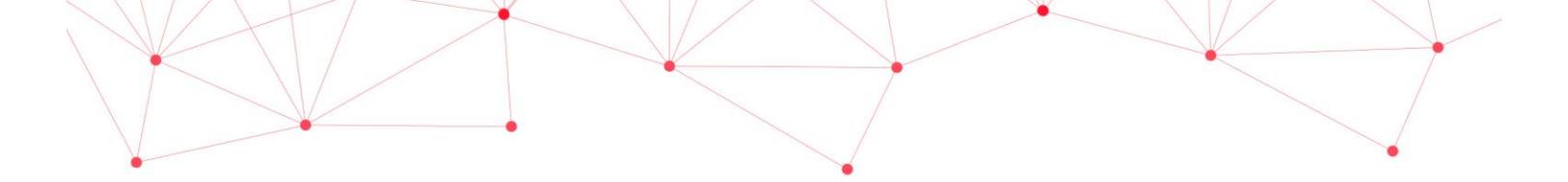
- Games
According to Infoholic Research, the "AR Gaming Market" is expected to reach $284.93 billion by 2023, growing at a CAGR of 152.7% during the forecast period 2017–2023". Increasing integration of AR into mobile devices, growing online population, innovations in gaming technology, and demand for IoT-based applications are the driving force for AR technology to develop and replace the complex and expensive VR devices. That Pokémon GO became a worldwide phenomenon is an obvious sign of AR potential.

- Construction planning
AR can play a vital role in the visualization of sites under construction, the geography and the sun angles. The visualization of the design via AR technology is facilitating the idea creation and realization. This will bring about a revolution in planning and construction.

- Automotive
AR in-car dashboards can provide drivers with a range of technical and travel information and also act as a virtual instructor for everyday maintenance (i.e. changing oil, checking tyre pressure)

- Medical training and practice
Students might better be able to visualize the functioning of internal organs and bones in human models or cadavers. It can also help doctors with the diagnosis, treatment and therapy, and it can become a visual tool to explain patients what is happening to them and how it can be fixed. Surgeons can benefit since they start training until they are even in a surgery. Using an advanced medical system of AR might be assisted in surgery by being able to visualize obscured veins and arteries (imported from a CT Scan) as they operate.

Neurosurgery is at the forefront when it comes to surgical applications of augmented reality. The ability to image the brain in 3D on top of the patient's actual anatomy is powerful for the surgeon. Since the brain is somewhat fixed compared to other parts of the body, the registration of exact coordinates can be achieved

- Tourism
There are many ways to apply AR in tourism. The ability to augment a live view of displays in a museum with facts and figures is a natural use of the technology. Out in the real world,
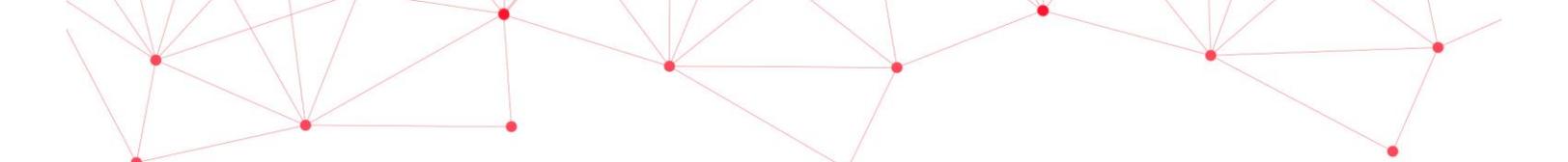
sightseeing has been enhanced using augmented reality. Using a smartphone equipped with a camera, tourists can walk through historic sites and see facts and figures presented as an overlay on their live screen. These applications use GPS and image recognition technology to look up data from an online database. In addition to information about a historic site, applications exist that look back in history and show how the location looked 10, 50 or even 100 years ago.

- Maintenance and Repair

Using a head-worn display, a mechanic making repairs to an engine can see superimposed imagery and information in his actual line of sight. The procedure might be presented in a box in the corner, and an image of the necessary tool can illustrate the exact motion the mechanic needs to perform. The augmented reality system can label all the important parts. Complex procedural repairs can be broken down into a series of simple steps. Simulations can be used to train technicians, which can significantly reduce training expenses.

These great potentialities are the main driving force for the establishment and development of ARhunter project.

III.   INTRODUCTION TO ARHUNTER PROJECT

VBAEMU (Website: https://vbaprojects.com/) is a provider of blockchain-integrated AR (Augmented Reality) solutions. We are well on the way to developing a distributed betting game system which is based on blockchain platform and utilizes smart contracts.

At the same time, on recognition of the huge development potential that the combination of AR, blockchain and IoT, we have been planning to build a game that adopts AR, blockchain and smart contract.

This project is called "ARhunter", a role-playing game in which the characters will seek and compete for treasures in augmented reality. It will lay a solid foundation for our long-term goals - becoming a leading AR game provider by 2025. We can hardly realize that ambition without the support from a strong community in various aspects. And that brings us to the decision of running an ICO to raise fund for such gaming project. Full details of this ICO can be found at ARhunter.io. Following is the presentation of this AR treasure hunting game.

It is a typical practice for shop owners or event organizers to use websites, leaflets or ads to draw public attention to their events, ranging from grand opening, new product

introduction or sale campaign… However, these advertising channels are gradually becoming obsolete and highly competitive in the context of information technology booming. That leads to expensive yet powerless marketing strategies.

On the other hand, when the quality of life is enhanced, the demand for various means of entertainment is increasing tremendously. That huge demand, along with improved infrastructure and popularity of hi-tech devices, greatly facilitates the expansion of the gaming market.

So what if this widespread entertainment community is oriented toward the events to make a powerful marketing campaign? This will ease the work of marketers and organizers by scaling down the cost while pushing up the effectiveness. At the same time, participants (players) will feel more comfortable and relaxed when visiting the event location; not to mention the fact that they will receive valuable gifts which the treasure in the game represents.

So here is the detailed game description:

In the game, addresses, streets and locations are matched with the real world thanks to mapping applications. Treasures are hidden at the event locations like shops, supermarkets, commercial centers or tourist attractions. Event organizers use ARhunter application on their smartphones to perform the multidimensional scanning through the places, and then put the treasures into that space. In the surrounding, there are clues, small gifts, and pieces of maps, keys and even monsters. After all the arrangements are made, they hit the
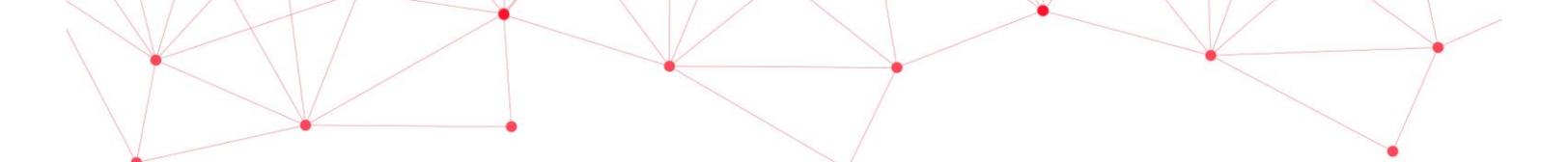
Complete button, and the game system will send notifications to all players nearby who match the organizers' target location, age, gender, occupation, etc.

What about the game players? As its name suggests, players will become treasure hunters. These hunters will receive notifications on the appearance of a new treasure along with instructions on the missions, information about the location and the treasure value, etc. Having collected the fundamentals, they can start their journey. On their way to victory, they have to confront and defeat the monsters in order to get the maps, keys, clues and sometimes gifts. Arriving at the treasure spot, players are expected to overcome the challenges that the event organizers have posed: for example, answering questions related to the products, the tourist attractions, etc. They will use the items they have collected to complete a series of increasingly difficult missions like that to reach the final destination. Here comes the most heated confrontation when a boss monster is trying to stop them. The power of the monster is in proportion to the treasure value. Players' mission is to knock out this beast.

Once the boss monster is conquered, treasure boxes will show up on the multi-dimensionally scanned space, and it is the hunter's job to hunt and open them. Whether this task takes long or short depends largely on the power and features of the hunters, which, in turn, is decided by their levels and the items in their belongings. The fastest players will receive a valuable reward. The whole value of this reward will be converted to an equivalent amount of the game internal coin, which is built on blockchain platform with the integration of smart contract.

Games established on blockchain, smart contract and AR technology can guarantee a lifelike and transparent experience. The system of treasures, rewards and items in the game will be exchanged on a separate blockchain. The creation of an in-game treasure means the initialization of a smart contract, eliminating the possibility of organizers cheating hunters.

Now it's time to know more about the character and special attractions of the game:
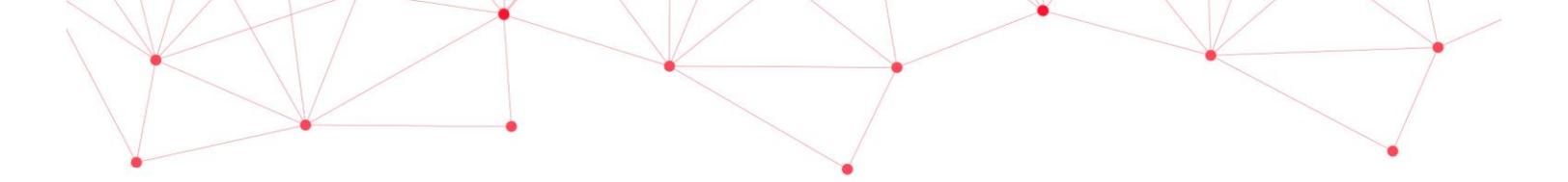
Character system
Gender: Male/Female
Level: The higher the level is, the better the character's feature get.

Character's features
Combat power: Ability to defeat monsters

Blood: Survival unit
Mana: Summon unit
Movement speed: Hunting speed
Agility: Treasure opening speed

Equipment system
Fashion: Hairstyle, face, clothes… to create the distinctions of each character.
Strength: Weapons, armors… to enhance the combat power
Agility: Increase in movement speed and agility.

Store system
These stores offer equipment in the game that can be purchased with VBA coin. Players can also sell the items that they have collected to others to get coins via smart contract.

In-game activities
These activities will be held on a weekly, quarterly or yearly basis. The top player will be granted with VBA coins and the chance to participate in special races for vast treasures organized by the game providers.

- *Power race:* Rank players based on their combat power
- *Billionaire race:* Rank players based on their VBA coin balance
- *Territory race*: Rank players based on the total area that they own. Players can use VBA coins to buy virtual land. The land ownership will be recognized and recorded permanently on blockchain via smart contract.
- *Building race*: Rank players based on the number and value of the buildings that they own. Players can use VBA coins to buy and put up buildings on their land. The building ownership will be stored on blockchain.
- *Pairing up*: Hunters can pair up and get married. Their relationship will be recorded on blockchain forever. After marriage, their characters' features will be boosted, and their asset values are combined for the races. The pairing up will cost them some fee.
- *Splitting up:* Hunters can break up and this is written on blockchain as well. The total assets will be divided on the basis of their agreement. They have to pay some fee for their divorce.

How do hunters get VBA coins?

- Buying VBA coin on exchanges
- Hunting treasures
- Selling valuable items that they have collected
- Buying land and selling it when the price gets higher to gain VBA coins
- Buying buildings and selling them when the price gets higher to gain VBA coins
- Participating in races

What do hunters do with VBA coins?

- Buying equipment for their characters
- Buying virtual land
- Buying virtual building for their land
- Paying treasures initiation fee
- Paying marriage fee
- Paying divorce fee
- Withdrawing to sell on exchanges for fiat money

Does the ownership of in-game buildings bring any real value?

The ownership of in-game buildings can bring real value to the hunters. These buildings are placed in the game space, but it is noteworthy that the game map is compatible synchronized with the real world map. If you are actually a store owner, you can earn or buy a building at that location and name it after your real store. ARhunter players can see your building when they pass by or on the map. This makes the game a refreshing means of marketing. Further, these building will function as online shops.

Why should the organizers pay fee to create in-game treasures?

The treasure creators can be shop owners, large supermarkets or tourist attraction managers who want to attract more participants/visitors to their events and locations. They may be willing to pay a small fee to create the challenges in the game and have higher attendance in return.

## IV. UNDERLYING PLATFORMS OF ARHUNTER: BLOCKCHAIN, SMART CONTRACT AND AUGMENTED REALITY

Blockchain

A digital currency is used as the shared payment method in the whole system of treasure value exchange and purchase in the game. This digital currency is based on blockchain technology 3.0. It can also be widely used in other genres of games developed by the company or even in other external games by other producers. This digital currency will be listed on a great number of cryptocurrency exchanges.

Blockchain technology with distributed data will make it almost impossible to crash the gaming system. In other words, it is difficult for hackers to attack ARhunter system.

Smart contract

There will be a comprehensive list of smart contract templates with user interfaces in the network. This smart contract system runs on our native blockchain platform. Users will be able to easily select smart contract templates that match the requirements of the task they
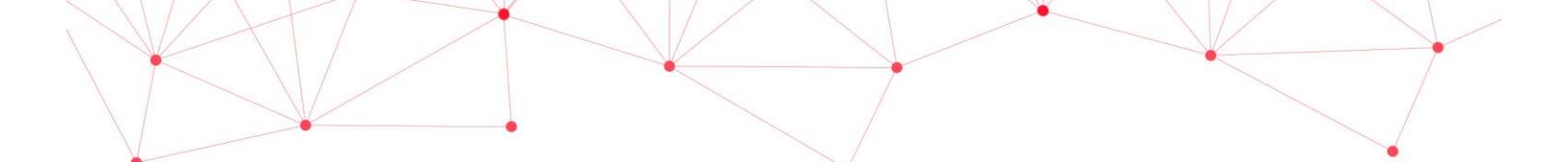
want. Smart contracts are immutable, which means once a smart contract has been generated, it cannot be deleted or modified since smart contracts will be written permanently on our native blockchain. Additionally, there will be a fixed set of smart contracts available to support in-game trading.

When will smart contracts be created?

- Once an event organizer creates a treasure in the game, a smart contract will be generated and wait to be activated by treasure hunters.

```solidity
pragma solidity ^0.4.17;
contract TreasureContract{

    event CreateTreasure(uint id, uint[] item, uint time);

    struct Treasure{
        string name;
        uint[] items;
        uint time;
        address owner;
    }

Treasure memory newTreasure = new Treasure;

    function createTreasure(string name, uint[] items) public {
    uint id = newTreasure.push(Treasure({
    name: name,
    items : items,
    time: now,
    owner: address(0)
    })) - 1;

    CreateTreasure(_id, name, _items, newTreasure[_id].time);

    }
}
```
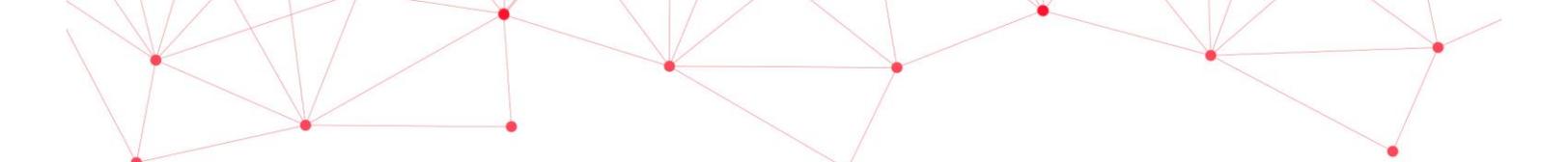
- When a hunter (player) places an order to sell in-game items, a smart contract will be generated and wait to be activated by other hunters.

```
struct Order {
    address maker;
        uint itemId;
    uint orderPrice;
    bytes32 orderHash;
}

function fillOrder(
     address orderAddresses,
     uint[2] orderValues)
     public
  {
     Order memory order = Order({
        maker: orderAddresses,
          itemId: orderValues[0],
         orderPrice: orderValues[1],
          orderHash: getOrderHash(orderAddresses, orderValues)
     });

     require(order.taker == address(0) || order.taker == msg.sender);
     require(order.orderPrice; > 0);
     require(isValidSignature(
        order.maker,
        order.orderHash
     ));
  return orderHash;
  }
```

- When hunters want to purchase in-game items/ assets from a shop or item store, a smart contract will also be generated.

- When hunters want to create a hunting group to raise the possibility of finding the hidden treasures:

```
contract GroupHunter{
    struct Group{
        string name;
        address[] team;
        uint created_at;
    }

    Group[] public groupHunter;

    fuction createGroup(string _name, address[] _team, uint _time) public
    returns (bool){
        groupHunter.push(, _name, _team,_time);
    }
}
```

- When a hunter wants to prove his ownership of in-game items/ assets:

```
function isOwner(uint item, address hunter) public returns (bool) {
 if(Items[item].owner == hunter)
  return true;
 else return false;
}
```

Augmented Reality (AR)

We aim to develop a realistic, sharp, vivid, and highly engaging AR system. Thanks to the convergence of Augmented reality graphics, GPS navigation systems, map and sound systems, etc., players will be able to enjoy an unforgettable experience as real hunters during the discovery journey. ARhunter is an interactive experience of a real-world environment whereby the objects that reside in the real-world such as in-game characters, treasures, monsters, etc. are "augmented" by computer-generated perceptual information, across multiple sensory modalities, including visual, auditory, haptic, etc.

What are the challenges of Augmented Reality Application in ARhunter?
- In case of mobile AR, we face many issues in perfecting the visuals. Sensors like accelerometer fail to filter electric interference which is common in urban areas. Cell phones cameras are made for 2D capture and are not good at rendering 3D
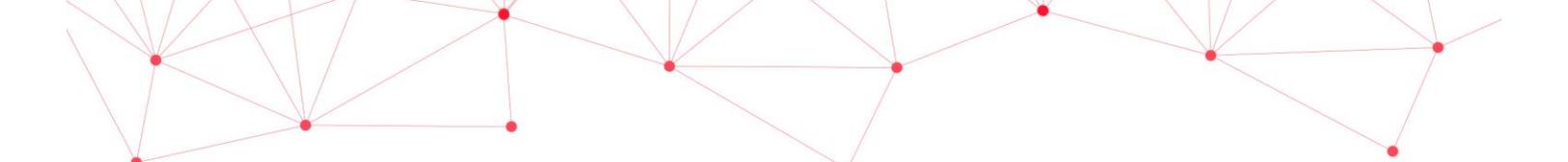
images. Currently, GPS readings are precise only up to 6 meters but for deploying AR markers we need more accuracy.

VBA Augmented Reality experts can improve accelerometer reading using exponential smoothing technique, improve camera performance by using 2D QR and barcode markers and use big landmarks (like buildings in Wikitude) to overcome GPS issues till better solutions arise for these issues.

● The real problem arises when we try to optimize the hardware. It is sickening to wear a heavy object on your head all the time. Even after repeated attempts, developers are struggling to fit everything in the size of normal spectacles. Hence, there are many hardware limitations which are yet to overcome.

However, even if everything has been optimized to the size of a normal spectacle, not everyone can afford the device. That makes its scalability and universality a real hurdle. As a result, our team has come up with the initial solution of optimizing the AR game so that it would be compatible with smartphones and handy devices of moderate configurations. In the following stages, advanced versions for both mobile devices and AR-specialized equipments will be released.

● One of the most difficult challenges faced by the AR technology lies in educating the wider audience – the broader market. Despite the fact that consumers do not observe AR's wide-reaching applications in their everyday lives, there are a lot of AR experiences available these days. The thing is that the general public lacks exposure to those experiences in the market.

Since very few people are actively exposed to augmented reality technologies, it is difficult for them to see the wide range of use cases. There are merely not so many ways for regular consumers to learn about what AR does and how it actually works. People are looking up experiences, not technologies. That's why VBAEMU has to change the way they think about UX and UI in augmented reality. To become really successful, AR technology must have a short learning curve, which has to be almost built in.

● Augmented Reality is still at its nascent stage, though some major brands have begun to realize and leverage its potential as a mass media platform. However, the
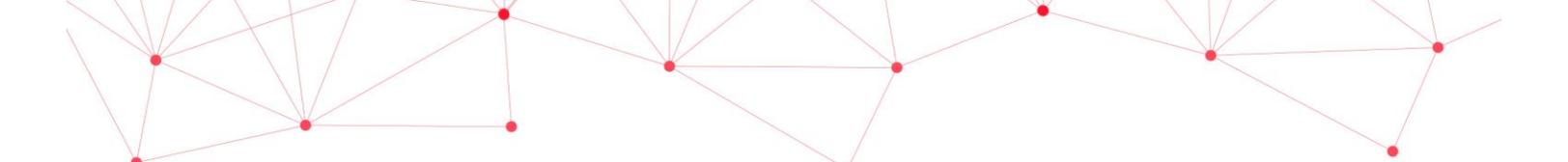
public unawareness of augmented reality is still one of the biggest challenges faced by this technology.

Currently, Augmented Reality remains widely unknown to the general public and in order to change this, we aim to create a rich variety of user experiences that are functional, reasonable, and have an easy learning curve. Moreover, gamers can receive the real values from the game such as valuable treasures. Shop owners, event organizers, marketers, etc. can attract more participants to their events, thus pushing up the overall revenue. With the "augmented" reality experience together with the real achievements, we strongly believe that ARhunter is perfectly feasible.

● The object recognition challenge is one of the key problems that are currently limiting AR apps. If objects in the real and virtual worlds are not aligned with each other, the illusion of two coexisting worlds is hardly affected. Without accurate object recognition, AR technology cannot be used in ARhunter that could be greatly enhanced by having this component.

● Recognizing this difficulty, our team of AR experts is working to refine the content repository. It means that data about everything including works, trees, materials, colors, etc. is being collected and put into the concept for accurate alignment. Big data technology is used to store and track this huge data volume in order to set up treasure space, monster system, monster-fighting scenes, etc. when needed.

V.   RESOLUTION TO THE LACK OF AR CONTENT

For any AR game genre mentioned above, the biggest challenge is the lack of AR content. Therefore, no matter how excellent our team is, it is still struggling to enrich the AR content in ARhunter, a game requiring the huge volume of AR data. Fortunately, we have come up with a solution to this hurdle.

Instead of focusing solely on developing AR content, we are currently working on tools and languages to build and develop AR, providing a set of standards and methods that integrate with the ARhunter gaming platform.

With great potential and rapid development growth of AR market, it can be expected that in the coming time, many organizations, companies and individuals will be involved in the

field of AR. We will enrich the AR content in ARhunter by helping the AR community earn some profits.
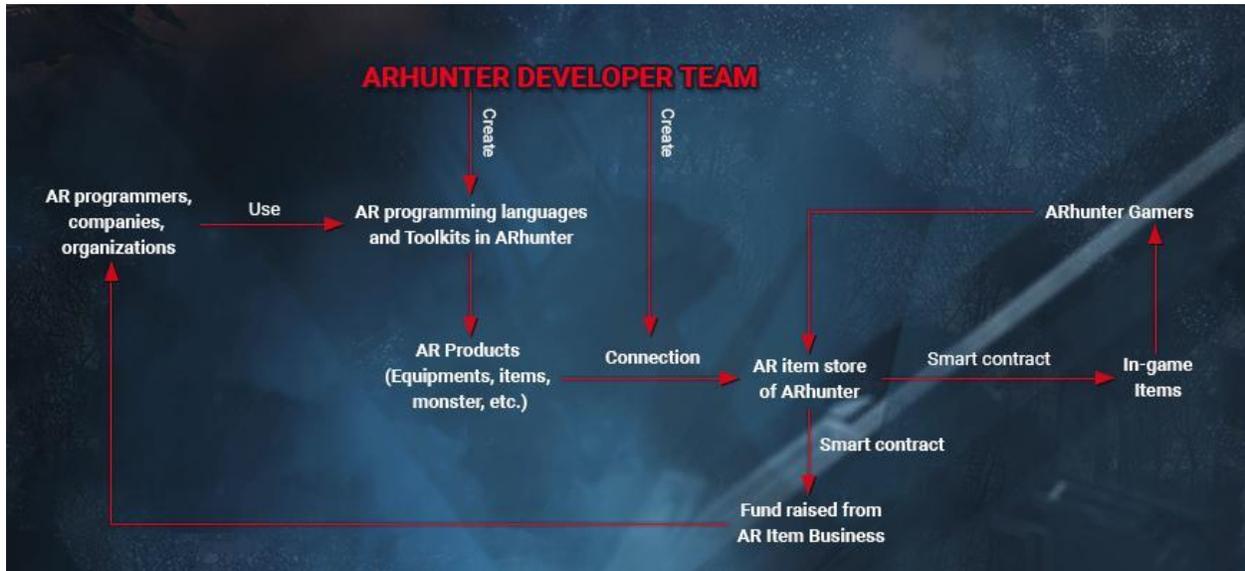
If you have the ability to create AR content, we will provide the necessary tools and technologies for you to design the costumes, monsters, buildings, etc. in the game. You can list your products on ARhunter marketplace and get paid in VBA coin if someone is interested in your designed costumes or buildings. Even if your designed monsters are suitable for the game, they can be purchased by ARhunter developers. Transactions as well as any copyright issues are conducted via smart contracts.

VI.   ARHUNTER TOKEN

ARhunter Token (with the ticker symbol of ARH) is an ERC-20 token based on the Ethereum blockchain. ARH tokens are offered to the investors during the ICO. After the ICO, ARH will be listed on large cryptocurrency exchanges for trading. In the future, ARH tokens can be converted to VBA coins, which run on our native blockchain, smart contract 3.0 and POW algorithm, with the exchange ratio of 1 to 1. VBA can be used as a payment method in ARhunter for in-game item trading or other in-game activities via smart contracts.

The total supply of ARH based on Ethereum Blockchain is 2,000,000,000 tokens.

Token Distribution

- 80% of the total supply (1,600,000,000 ARH) will be used for affiliate marketing, bounty program, bonus, and offered for sale during the ICO, in which:
    + 72% (1,440,000,000 ARH) will be offered for sale in presale and crowdsale during the ICO.
    + 8% (160,000,000 ARH) will be used for Bounty Program and Affiliate Marketing.
- 20% of the total supply (400,000,000 ARH) will be held by us to motivate the team of developers and to reward angel investors.

VII.   DETAILED INFORMATION ABOUT THE ICO

A total of 1,440,000,000 ARH Tokens are offered for sale at ARhunter.io.

Presale: For large investors
    + Number of tokens offered: 864,000,000 ARH
    After the presale, unsold tokens will be offered in the crowdsale.
    + Start date: 00:00 (UTC-07:00) Mountain Time (US & Canada) on Oct 7, 2018
    + End date: 23:59 (UTC-07:00) Mountain Time (US & Canada) on Oct 12, 2018
    + Payment method: ETH
    + Token Price: 1 ARH = $ 0.035

The investors can enjoy the preferential price of $0.025 if you accept to have your purchased tokens locked in the smart contract for 06 months.

+ KYC required
+ Minimum purchase amount : $10,000
+ Maximum purchase amount: $100,000

Crowdsale: For everyone

+ Number of tokens offered: 576,000,000 ARH
  (and unsold tokens in the presale if any)
+ Start date: 00:00 (UTC-07:00) Mountain Time (US & Canada) on Oct 14, 2018
+ End date: 23:59 (UTC-07:00) Mountain Time (US & Canada) on Nov 30, 2018
+ Payment method: ETH
+ Token Price: 1 ARH = $0.055
  The investors can enjoy the preferential price of $0.045 if you accept to have your purchased tokens locked in the smart contract for 06 months.
+ KYC required
+ Minimum purchase amount : $50
+ Maximum purchase amount: $50,000

Fundraising target: $50,000,000

The ICO will end on the last day of the crowdsale, which is on November 30, 2018, or at the time the fund raised in ETH is equivalent to $50,000,000 (based on the exchange rate at that time). After the ICO, all unsold tokens will be burned.

Affiliate Program

Total Token allocated to Affiliate Program: 16,000,000 ARH Token

- **Term:** In order for participants to receive the corresponding reward, referees MUST BE signed up through the Referral Link and purchase Token during the ARH Token Sale.

- **Rule:** Each participant will receive a referral link once they join the Affiliate Program. Invite friends to register via the referral link and receive the corresponding reward once they buy ARH token

- **Reward:** Participants will receive 3% of the total token purchased by the referee during the ICO time (Participant are not required to purchase Token).

VIII. FUND ALLOCATION
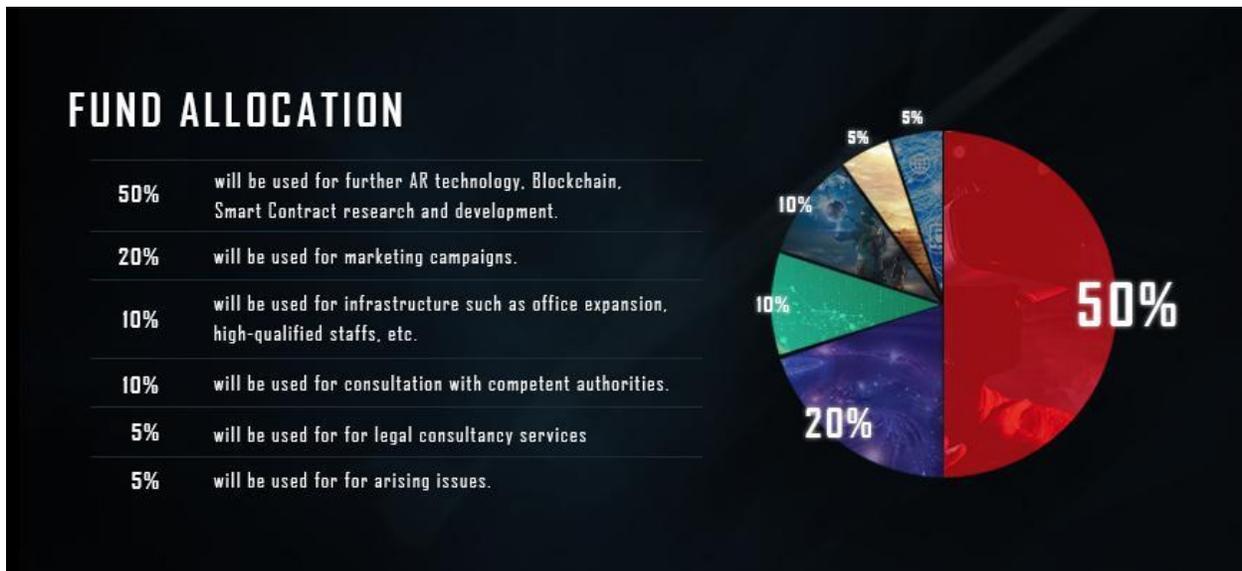
- 50% of the fund raised will be used for further AR technology, Blockchain, Smart Contract research and development.
- 20% of the fund raised will be used for marketing campaigns.
- 10% of the fund raised will be used for infrastructure such as office expansion, high-qualified staffs, etc.
- 10% of the fund raised will be used for consultation with competent authorities.
- 5% of the fund raised will be used for for legal consultancy services
- 5% of the fund raised will be used for for arising issues.

IX.   ROADMAP

- Early 2014: A group of AR programming experts gathered together under the name of ARGcity to jointly build an AR game. The idea was to make boring skyscrapers in big cities become more vibrant by using AR technology.
- May 2015: The tests of ARGcity game and the possibility of developing frontend prototype on React Native were conducted. They attracted some investors, yet were not published to the media.
- October 2016: ARGcity encountered budget problems while working on the project, yet failed to call for appropriate cooperation from investors.
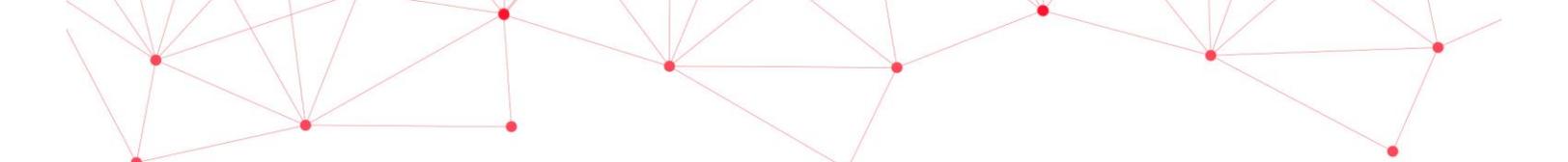
- January 2017: It was the great success of VBAEMU to persuade the whole team to work at the company and develop ARhunter gaming project.
- First quarter, 2018: Documents and legal paperwork were well prepared for ARhunter ICO.
- October 14, 2018 ICO starts.
- November 30, 2018: ICO ends.
- December 15, 2018: ARH is listed on cryptocurrency exchanges.
- First quarter, 2019: VBA blockchain is tested on testnet environment. ARhunter smart contract testing is conducted on VBA blockchain.
- End of first quarter, 2019: VBA coin mainnet is deployed, and ARH token is synchronized with VBA coin.
- May 2019: The beta version of ARhunter is released.
- July 2019: Ranking activities are launched in the game.
- October 2019: AR content-designing function is enabled for the whole community to join.

X.   WHY SHOULD ARH TOKEN BE LISTED IN YOUR INVESTMENT PORTFOLIO?

In addition to the cool game ideas and lifelike experiences, here are some reasons that ARH should not be dismissed:

- Creating a new form of marketing which is certainly extremely effective for businesses, companies, stores, etc.
- Bringing the virtual gaming world closer to the gamers than ever before thanks to the AR technology
- Offering safe, transparent and public gaming system thanks to the application of blockchain technology integrated with smart contract
- Offering a diverse ecosystem: Enterprises, shop owners, players, AR developers, VBA coin (as a payment method), internal as well as international cryptocurrency exchanges for VBA trading, etc.
- Providing real values for both enterprises and gamers
- Ensuring the real value of VBA coin, the in-game currency. Please note that it offers the real value, not only the virtual one.
- Ensuring your investment profit: After ARhunter is fully functional, the interest in the game will definitely rocket, thus boosting demand for VBA trading and increasing the transaction volume.
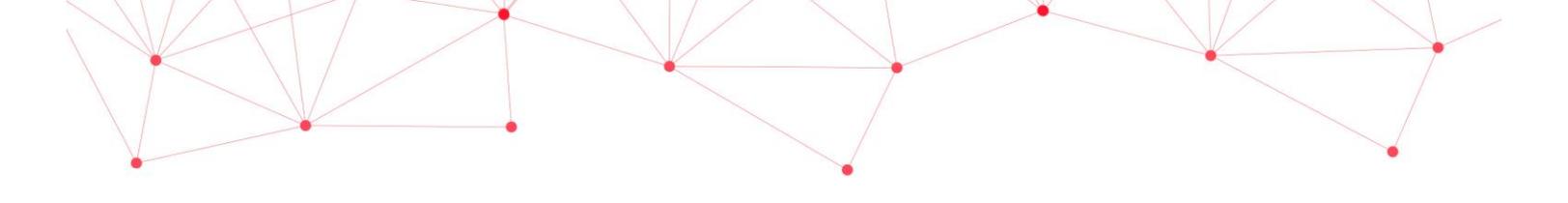
XI.   IMPORTANT NOTICES

Please note that:
- ARH tokens are not intended to constitute securities in any jurisdiction.

- Those intending to purchase ARH token need to carefully consider and evaluate all risks and uncertainties associated with ARH, Distributors, Business activities of ARH and its Distributors, all information in this Whitepaper, all Terms and Conditions before purchasing ARH token. In case of any risk or uncertainty, the business activities, financial conditions, performance and prospects of ARH token and/ or Distributors may be affected. In such cases, you may lose all or part of the ARH token values.

- The distribution of ARH Token can only be implemented by VBAEMU. Any other individuals or organizations taking advantage of the information in this Whitepaper to declare the release of ARH token should be considered fraudulent. Token is offered for sale only at arhunter.io.

- This Whitepaper includes market and industry information and forecasts that have been obtained from internal surveys, reports and studies, where appropriate, as well as market research, publicly available information and industry publications. Such surveys, reports, studies, market research, publicly available information and publications generally state that the information that they contain has been obtained from sources believed to be reliable, but there can be no assurance as to the accuracy or completeness of such included information.

- VBAEMU has the copyright on this Whitepaper.