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01. ABSTRACT

This White Paper is a presentation of the allabout.me project.

allabout.me is the first social network based on Bitcoin and the internal token of the project ALL.ME (hereinafter referred as “ME” and/or “ME Token”).

The concept of the project is to reward users for viewing ads. The reward size is directly related to the activity of the user and their popularity on the network.

Social network application is available for downloading via App Store and Google Play.
INTRODUCTION

The world is changing rapidly. Modern technologies make our life easier, but also lay down certain rules for us. Merely 20 years ago it was hard to imagine that there would be a virtual space, inhabited by millions of users who would communicate, exchange information and also work and make profit. Social media have changed modern society and made it depend on the Internet, often spending more time online than in the real world. Currently, several billion people use social networks.

Undoubtedly, social media have become an important part of our lives. Nowadays they do much more than just connecting people. Over time, social networks have become a major advertising platform for businesses offering their goods and services. Marketing experts were able to react quickly and start advertising campaigns. They realized that people could not just switch the channel as they do with TV, and would see the ads anyway in their news feeds. Pages with thousands of subscribers quickly became a new type of advertising channel. Bloggers appeared - people who review all kinds of products, brands and services, trusted by millions of their followers who would buy a certain smartphone or a coffee grinder just because their favorite blogger recommends it.

Times are changing, and nowadays one is not required to go to a university in order to find a stable job later and provide for their family. Today, if you are popular on the Internet and have a lot of subscribers, world-renowned brands will call you themselves and offer lucrative advertising campaigns. And since social networks are most popular among young people, bloggers are often young men and women, without a college degree, who nevertheless make a lot of money thanks to their popularity on the web. For the young they are role models and the symbol of our times, making quick money without much effort.
Counterintuitively, experienced professionals, bank employees and engineers who spend most of their time at work can’t make nearly as much money as some schoolboy who is being offered a contract worth millions for reviewing a popular online game. With each passing year more and more young people attempt to grow their audiences and start earning through blogging. This is not an easy task, and most fail, unable to accumulate a large crowd of fans and subscribers.

In relation to this we should expect the appearance of a new type of social network in the near future - one that would allow users to earn rewards through advertising even if they have a small audience consisting of friends and family.

The possibility of being rewarded without needing any specific knowledge will be the beginning of a new era in the development of social networks, opening new possibilities for those who want to create or place content in this new type of commercial web platform. Being rewarded for simply spending time on a social network is a revolutionary idea in the history of online communications. The users of such a network will be financially motivated to expand their audiences and make themselves more popular. The creators of this network will be the pioneers of a new era, path-breakers and trendsetters for this absolutely new type of Internet space that will not only have all the features of old social networks, but will also give everyone the chance to earn rewards.
03. ABOUT THE PROJECT

• What is allabout.me?
• How does it look to the user?
• How does it look to the advertiser?
• The blockchain technology: Bitcoin and ME Token

What is allabout.me?

allabout.me is a new generation network based on absolutely new principles of cooperation between online recourse and its users. The network is going to reward its uses for their activity, popularity and content. The main concept of allabout.me is to reward its users and share with them up to 50% from ads revenues.

To implement main concept of the project for external settlements (sale of advertisement as a main project’s service) allabout.me shall be using Bitcoin and all settlements and rewards insider of allabout.me platform shall be based on ME as internal tokens of the project.
We radically changed the way ads are presented and viewed in social networks:

- Each user’s account in allabout.me shall be acting as ads platform where all his/her subscribers will be represent advertisement audience.

- Ads block shall be transmitted on behalf and from user’s profile, and not directly from advertisers as it is in other social networks.

- Users shall be rewarded with up to 50% of revenue from each ads show that paid by relevant advertiser.

- All processes are fully automated and don’t require any additional actions.

Each user acts like an advertising platform, and their subscribers are their potential advertising audience. This way, the more subscribers one has, the more people will see the advertisement block. The reward a user receives is in direct proportion to the amount of subscribers they have.

Users grow their audiences, and subsequently, their rewards, through participating in various activities, communicating and submitting relevant content.
All processes, such as ad placing, targeting, calculations and others are fully automated and do not require any additional actions from the user.

How does it look to the user?

- Any user can activate in settings advertising account in one click.

- Account/magazine of that user automatically posts ads into the news feed.

- Followers see these ads in their news feed.

- User will be rewarded up to 50% of the ad cost paid by the advertiser per view in ME tokens.

Allabout.me will help millions of people achieve their dream: to be rewarded for simply using social networks, without any additional effort.
**How does it look to the advertiser?**

The advertiser pays for advertising, and ads start appearing in the profiles of users with an active “Advertising account” setting. Ads are shown to their friends, guests and subscribers in accordance with every ad’s targeting settings. *allabout.me* receives 100% of the revenue generated by ads and rewards the user with ME tokens for the amount of up to 50% of what the advertiser has paid for every click and/or view.

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**The blockchain technology: Bitcoin and ME Token**

*The blockchain is a groundbreaking technology that, in the future, will be used not only in the economic domain, but also in others, driving their evolution. Blockchain has many advantages such as openness, transparency and security.*

*The blockchain technology is constantly evolving and in the future it will be able to replace traditional economic models. Nowadays cryptocurrencies are showing great growth dynamics, and because of this it is only natural to integrate own cryptocurrencies into projects for the purpose of implementing certain business models.*
Subject to main idea of the project advertisers will buy a possibility to present its ads for Bitcoins and all rewards for ads views users will be receiving in ME Tokens that may have different number depending on the token current exchange rate and price of relevant advertisement. Calculation of the reward amount shall be performed according to the following formula:

\[
\frac{PPI \times \text{ up to } 50\%}{P_{ME}} = Q_{ME}
\]

- **PPI** (Pay Per Impression) - cost of one view
- **$P_{ME}$** - ME token exchange rate on the cryptocurrency exchange
- **$Q_{ME}$** - amount of ME tokens, which user will get for 1 ad view

There will be two accounts in the user’s personal profile: one in ME Tokens, and the other in Bitcoin. We also plan to implement ME ↔ Bitcoin exchange in the near future.

The **allabout.me** social network offers a wide array of possibilities in regards to using **ME within the platform**:

- Purchase of gifts and stickers
- Purchase of visual themes
- Monthly premium account subscription
- Monthly music subscription
- Exchanging for Bitcoin and other cryptocurrencies
- Withdrawal of ME Tokens to the exchange and sale
- “Showcase” - a unique trading platform within the network
Goods can be bought and sold inside the allabout.me system not only from and to the online store by the user, but also traded between users. There are numerous ways to use the “Showcase” platform, and together with the main business model it can be used by users to acquire and spend ME Tokens inside the allabout.me network. ME token’s popularity perspectives depend on the number of users in the network. The possibility of being awarded without any effort will provide an influx of new users, which will increase the demand for ME Tokens, taking into account limited emission of 10 billion tokens.
The rapid growth of the global advertising market, and especially the online advertising market, open new possibilities for the dynamic growth and development of the allabout.me platform. The advertising market’s volume had exceeded 493 billion dollars in 2016.¹

Online advertising takes up to 40% of the total volume, and it is anticipated that by 2021 it will be 50%² thanks to its dynamic growth.

Global advertising market in segments
In 2015 the volume of the global advertising market was estimated to be around $161.77 billion, and in 2016 it was already $194.6 billion. By the end of 2017 it is expected to exceed $229.25 billion, and after that it will grow even faster. In 2018 we should expect $269.85 billion, in 2019 - $304.34, and in 2020 it will likely reach $335.48 billion dollars, experts say.

**Global online advertising market**

![Growth dynamics from 2015 to 2020](image)

Even though the growth rates shown above are huge, the growth dynamic for social media advertising is even more impressive. In 2014 its volume was $16 billion, but two years later it was already $31 billion. In 2017 it is expected to grow by 26.3%, and in 2019 only in the US advertisers will spend over $17.34 billion.
The volume of the social media advertising market

The web audience is growing, too. In 2015 it was estimated to consist of about 3 billion users, and in 2020 it is expected to consist of 4.1 billion users.\(^6\)
Number of Internet users

Social networks are the best places if you are looking for an audience, consisting of billions of people. In the case of allabout.me this audience will also be very loyal, since users are motivated financially to show as many ads in their profiles as possible.

By taking a look at the infographic presented here, and taking into account the growth rate and development prospects of the Internet advertising market, and the social media advertising market in particular, anyone could see that this young and unsaturated market will only be growing even more in the near future. The web’s audience and the audience of social networks being constantly growing itself shall have a positive effect as well.

And this is the main competitive advantage of the allabout.me network. Its future, growth and perspectives are directly related to the growth of the Internet advertising industry and the social media advertising market. The market tendencies are obvious, and it means that there are all grounds for successful implementation of allabout.me business model as it’s unlikely that people will stop using social networks and the Internet and they give up advertising completely. It is quite obvious that both things are not likely to happen.
The project has a number of competitive advantages that open up possibilities for its progressive development and expansion into all world markets.

Unique idea

Nowadays people spend most of their time on the Internet ineffectively, simply hanging out in social networks and doing nothing useful. Most people view income as a result of performing certain actions, as a result of “work”. But nobody would refuse to be rewarded just by hanging out on the web.

The latter idea will stimulate activity within the platform and attract new users. The more users the platform has, the more advertisers it will attract.

The first round of payouts will help allabout.me gain the trust of the audience, and people will start sharing information about this new and easy to use platform that can help anyone acquire rewards without effort. Users will be motivated to invite other people to join the website since the reward size depends on the amount of followers a user has.

There are some benefits for advertisers, too. They will have an audience consisting of millions of people loyal to advertisements, since ads will be beneficial for the users themselves.

A free business environment

To date no social network has implemented similar idea. This means, that all social media users in the world are potential users of allabout.me. Lack of competitors will help save funds that would be otherwise spent on advertising, let the team focus exclusively on developing the platform and will make it the trendsetter for all future social networks of this type.
The project’s status

As of now the project is completed and is undergoing periodic software updates to increase its functional. This lets us do a thorough analysis of the project efficiency that subsequently decrease risks related to its realization. Since the project is not just a concept without a solid guarantee of success, but a fully functional application, trusted by hundreds of thousands of users.

Business plan concept

The concept is based on systematic development with progressive expansion into the markets of other countries.

We consider crowdsale as a powerful tool for expanding into new continents and countries. Funds raised by crowdsale will help us present the idea of allabout.me to the whole world as soon as possible, which will have a positive influence on both functional and services of the social network and relevant demand for ME Tokens in particular.
06. DEVELOPMENT STRATEGY

- Project roadmap

Our global development strategy is based on expanding into the most lucrative markets with the biggest audiences first (North America, South America, Europe and the countries of the Pacific Region). After that, and using what we’ve learned so far, we plan to expand into the remaining parts of the world.

Currently there are more than 286 million Internet users in the US, 462 million in India, 139 million users in Brazil, and 115 million in seemingly small Japan. In January 2017 there were 3.773 billion Internet users worldwide, which is 10% more (354 million) than last year.

New users are coming to social media at an even more impressive rate. In January 2016 there were 2.307 billion social media users, and by January 2017 their number has grown by 21% (482 million), reaching 2.789 billion users. The Pacific Region shows the best growth dynamic in the world so far. During the last year the number of web users has grown by 15%, and the number of social network users has grown by 25%.

7.476 billion
POPULATION

3.773 billion
INTERNET USERS

+10%
since January 2016
INTERNET USERS

+21%
since January 2016
SOCIAL NETWORK USERS

* Data for January 2017
The number of Internet users will be growing rapidly in the future, as well as the number of people using social networks.

**Innovative marketing strategy**

The marketing team of **allabout.me** is a well coordinated group of professionals who realize the importance of innovative and groundbreaking marketing technologies. Based on a deep analysis of the needs of social media users and a constant review of upcoming trends in the marketing field, and also taking into account the experience of other social networks, our marketing team has developed a global promotion strategy for our product.

**Global strategy concept**

The core idea of this concept is to use the newest marketing tools in all promotional channels, and have a working step-by-step strategy that describes every stage of placing the project into the market, making the brand easily recognizable and improving its reputation.

**Promotional channels**

- **Mass media**

  Opens up possibilities for promotion and positioning. This mainly concerns the blogosphere and industry-specific media. We plan to work with opinion leaders and integrate our project into the projects of popular Internet trendsetters. We intend to use different types of promotion: interviews, reviews in the form of native advertising, promotional videos, including videos for 3D cinemas.

  Also we contemplate the creation and promotion of own media products of different types as a basis for free ad placing, communication with industry opinion leaders and execution of stimulating marketing events (prize draws, quizzes).
• **Events**

  Organization of advertisement campaigns with “live” presentations of the product in cities, for example during various youth festivals. In the US it could be a series of “allabout.me: in tour” festivals, united by a single competition, where all states compete for the prize. Every stage of the competition could have the location linked to its name (allabout.NY, allabout.CA) and could be implemented as a youth festival with participating musicians, preferred by our audience and incorporating the latest modern technologies. For example, guests of the festival could participate in a 3D augmented reality quest on an interactive 3D stage with projections and holograms. In the end there could be a light show with synchronized drones aligning into shapes in the night sky.

• **Public relations**

  External and domestic advertising. The former includes all events related to making the brand more popular, including: sponsorship of sport events (classic sports as well as sports popular among our audience), organization of and participation in large industry forums and events and the use of all coverage opportunities.

  We intend to focus on building a system for internal promotion, which will help us increase the quality of work of our employees and their loyalty, give them a deep understanding of our goals and development strategies, which will in turn let them project all described above onto the world outside our company.

• **Internet marketing**

  Our most promising direction for marketing is advertising in other social networks along with contextual advertising and creative lead generation. The integration of gamification elements into various promotional channels and the creation of small flash games should be noted individually, since it can help create positive association with allabout.me.
This way we can stimulate the influx of new users and at the same time suggest to them certain ideas beneficial to our product. Taking into account the average age of our user, gamification seems to be quite a suitable, simple and easy way to attract them and improve the reputation of our brand.

In conclusion, we would like to note that in this chapter we have presented only a few possible marketing scenarios. We mention them only in order to demonstrate our marketing specialists’ professional understanding of the principles of brand-building, and their creative potential.
07. ICO STRUCTURE

- Token distribution
- ICO goals

<table>
<thead>
<tr>
<th>ALL.ME token</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Symbol</td>
<td>ME</td>
</tr>
<tr>
<td>Amount</td>
<td>10,000,000,000 tokens</td>
</tr>
<tr>
<td>Value of 1 token</td>
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<tr>
<td>Additional emission</td>
<td>No additional emission.</td>
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<tr>
<td>Softcap</td>
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The allabout.me project attracts funds through the crowdfunding method, producing its own ALL.ME token, which corresponds to the ERC20 standard and is standard for smart contracts with tokens.

1. Pre sale 1: 25% discount
2. Pre sale 2: 15% discount
3. Pre sale 3: 5% discount
4. Pre sale 4: 3% discount
5. ICO
ICO goals

Attract USD 100 million using crowdsale, which will be used for:

- **Worldwide marketing campaign**
- **Placing servers in different parts of the world**
- **Creation of a multi-language tech support division**
- **Creation of offices in different countries**

In conclusion, we believe that the ICO is extremely important steps for allabout.me that will help the project expand to markets all around the world. As shown in the previous chapters, the social network is fully ready by now, and is undergoing periodic software updates to increase its functional. We have been working on the project for two years. It has gone from a concept, to a prototype, and finally, to a working application, which is currently available on iOS and Android. We have launched a test marketing campaign in
August 2017, and acquired around 200,000 new users. In accordance with our global marketing strategy we plan to expand to the largest world markets and finally acquire up to 250 million users in the space of three years, open regional offices and create a multi-language support division.

The ICO and crowdsales help us acquire the required funds faster, which leads to a quicker implementation of our global marketing strategy. We plan to attract USD 100 million through crowdsale in order to achieve our goals. The speed of integration of allabout.me in all regions of the world will depend on the amount of funds we acquire through crowdsale, which will be used for the implementation of our global marketing strategy, as well as for all of our goals mentioned above.

**Project development strategy depending on crowdsale**

![Graph showing project development strategy depending on crowdsale](image-url)
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<td><strong>$25 mln</strong></td>
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<td>Marketing</td>
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<td>Number of users</td>
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<td>USA, Europe</td>
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<tr>
<td>Number of users</td>
<td>25 million</td>
<td>50 million</td>
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<td><strong>$75 mln</strong></td>
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<td>Marketing</td>
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<td>Global marketing</td>
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<td>Number of users</td>
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<td>marketing</td>
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<tr>
<td>Number of users</td>
<td>75 million</td>
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<td>250 million</td>
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CONCLUSION

In this day and age it is difficult to overestimate the growth prospects of social media and the growing interest of the audience. The vigorous growth of the Internet audience is a sign that in the future this market will grow exponentially. Five years ago there were fewer people using smartphones than there are now, and the average age of Internet users was higher. Nowadays, children as young as 10-12 years old own accounts on social networks and spend a lot of time on the web. On the other hand, there are not that many social media websites with millions of users that can be considered advertisement platforms.

In light of this, the business model of allabout.me seems lucrative, as it lets users be rewarded for simply spending time on social media. It is unlikely that people will pass on such an opportunity, since most of our potential users are still in college, and, as a result, do not have a high and stable income, and we can safely assume that those people will be gladly joining allabout.me.

The influx of new users, and, as a result, the influx of advertisers will stimulate development and further implementation of ME as our project’s internal token. It will be backed by objective market factors, such as the increase in the volume of the advertisement market and its presence in social media, and the growing number of users in such networks.

Taking into account the overall trend of becoming popular on the Internet, acquiring millions of subscribers and then making profit with advertising, it becomes evident that allabout.me has come right on time. The project lets users earn rewards based on how popular they are on the network, and how many subscribers they have. It will be no longer necessary to spend years acquiring an audience. All one has to do is register on
allabout.me, activate their advertising account and start collecting rewards.

We are introducing a project on the market that has a unique business model. We present a product that can easily expand and be integrated in all of the largest markets. The product that we have developed will lay foundation for a new type of social networks - universal platforms used not only for communication and leisure, but also for earning rewards nearly without any effort. We present a product that motivates users to show advertisements and gives advertisers unlimited possibilities in positioning and targeting their ads in a loyal environment. Our product utilizes the newest technologies in the fields of IT, digital economy and cryptocurrency.

We are talking about a project that will become a trendsetter with its innovative business ideas, concept and implementation. We are talking about allabout.me.
09. LEGAL DISCLAIMER

GENERAL INFORMATION

Please read this Legal Disclaimer carefully before proceeding with any actions based on this White Paper. This notice applies to all persons who read this document. Please note White Paper may be amended or updated. This White Paper refers to relevant pre-sales and crowdsale (ICO) mentioned hereby. The White Paper does not constitute any relations between ME Tokens holders and the Distributor.

Acquisition of ME Tokens does not present an exchange of crypto currencies or fiat money for any form of shares, debentures or other securities of the Distributor and holders of ME Tokens are not entitled to any form of dividend or profit.

ME Tokens are not intended to constitute securities in any jurisdiction. This White Paper does not constitute a prospectus or offer document of any sort, and is not intended to constitute an offer of securities or a solicitation for investments of any kind in securities in any jurisdiction.

This White Paper is for information purposes only. The contents of this White Paper are not a financial promotion. Therefore, none of the contents of this White Paper serves as an invitation or inducement to engage in any sort of investment activity.

White Paper maybe translated into several languages. In case of any contradictions between its versions, English version shall prevail.

Distributor may update this White Paper from time to time, for an updated version of this documents prospective acquirers should refer to http://all.me.
RISKS STATEMENT

Prospective acquirers of ME Tokens should carefully consider and evaluate all possible risks and uncertainties associated with the cryptocurrencies.

The Risk Statement details some potential risks that you should consider. We recommend that you seek out independent competent financial advice before engaging in any sort of endeavor.

No regulatory authority has examined or approved any of the information set out in this White Paper. No such action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction unless it will be clearly confirmed by Distributor. The publication, distribution or dissemination of this White Paper does not imply that the applicable laws, regulatory requirements, or rules have been complied.

To the maximum extent permitted by the applicable laws, regulations and rules, Distributor and its affiliates and their respective officers, employees or agents will, in relation to ME Tokens, not be liable for any damages of any kind, including, but not limited to, direct, consequential, incidental, special or indirect, liquidated, economic and noneconomic damages, including but not limited to lost profits, loss of revenue or third party loss whether foreseeable or otherwise, trading losses or damages that result from use or loss of use of ME Tokens.

For the avoidance of doubt, The Distributor expressly disclaims any and all responsibility for any direct or consequential loss or damage of any kind whatsoever arising directly or indirectly from: (i) reliance on any information contained in this document, (ii) any error, omission or inaccuracy in any such information, (iii) any action resulting there from, or (iv) usage or acquisition of products, available through allabout.me.
In no event will Distributor and its affiliates be responsible or liable for any claims, damages, liabilities, losses, costs or expenses of any kind, whether direct or indirect, consequential, compensatory, incidental, actual, exemplary, liquidated, economic and noneconomic, punitive or special (including damages for loss of business, revenues, profits, data, use, goodwill or whatsoever).

Prospective acquirers acknowledge and agree that they are not purchasing ME Tokens for purposes of investment, speculation, as some type of arbitrage strategy, for immediate resale or other financial purposes.

Some of the statements in the White Paper include forward-looking statements which reflect the Distributor's and/or its affiliates’ current views with respect to execution roadmap, financial performance, business strategy and future plans, both with respect to the Distributor and the sectors and industries in which the Distributor and/or allabout.me operate.

Statements which include the words "expects", "plans", "believes", "projects", "targets", "anticipates", "will", "aims", "may", "would", "could", "continue" and similar statements are of a future or forward-looking nature. All forward-looking statements address matters that involve risks and uncertainties. Accordingly, there are or will be important factors that could cause the Distributor's actual results to differ materially from those indicated in these statements. Any forward-looking statements in the White Paper reflect the Distributor's current views with respect to future events and are subject to these and other risks, uncertainties and assumptions relating to the Distributor’s operations, results of operations and growth strategy. These forward-looking statements speak only as of the date of the White Paper.

Prospective buyers of ME Tokens should specifically consider the factors identified in the White Paper which could cause actual results to differ before making a purchase
decision. No statement in the White Paper is intended as a profit forecast in any form.

**RESTRICTED AREAS**

The distribution of this White Paper and the offering and sale of ME Tokens in certain jurisdictions may be restricted by law, and therefore persons into whose possession this document comes should inform themselves about and observe any such restrictions. Any failure to comply with these restrictions could result in a violation of the laws of such jurisdiction. By purchasing ME Tokens, acquirers confirm under penalty of perjury that they complied with all laws and regulations regarding ICO trading (tokens crowdsales) and related pre-sales in their jurisdiction. Laws and Regulations vary from jurisdiction to jurisdiction. Distributor cannot be responsible if acquirers violated any laws and regulations in their jurisdiction while purchasing ME. By purchasing ME Tokens, acquirers release both Distributor and allabout.me from any liability that might arise in their jurisdiction or any other jurisdiction that has personal jurisdiction over such acquirers.

It is purchasers’ sole responsibility to ensure that their participation in the token sale (both pre-sales and crowdsales (ICO) is not prohibited under the applicable legal restrictions in their country of residence or domicile.

This White Paper, or any part thereof, as well as any copies, must not be taken or transmitted to any country where distribution or dissemination of this White Paper is prohibited or restricted.

Distributor neither offers or distributes Me Tokens nor carries on a business (activity) in any regulated activity in Singapore, in People’s Republic of China or in other countries and territories where transactions in respect of, or with use of, digital tokens fall under the restrictive regulations or require from Distributor to be registered or licensed with any
applicable governmental authorities.

ME Tokens have not been registered under the U.S. Securities Act of 1933 (hereinafter referred as the “Securities Act”), or with any securities regulatory authority of any state or other jurisdiction of the United States. ME Tokens shall NOT be offered or sold to, or for the account or benefit of, a green card holder of the United States or a United States citizen or permanent resident of the United States (tax or otherwise), or to an individual having a primary residence or domicile in the United States (tax or otherwise), including Puerto Rico, the U.S. Virgin Islands or any other possession of the United States, any legal entity (company, corporation, fund, trust or whatsoever) being registered (established) or tax resident of the United States (hereinafter referred as the “U.S. Residents”). If potential tokens acquirers are one of the U.S. Residents, they are NOT eligible to purchase ME Tokens in any form and/or by any means.

U.S. Residents shall be further offered to purchase ME Tokens only in case the Distributor is in compliance with the Securities Act and subject to a separate private placement memorandum under the Rule 506(c) of Regulation D (limited to accredited investors only in the United States).

The sale of ME Tokens is prohibited to Seychelles residents and citizens.

CORPORATE IDENTITY. JURISDICTION

White Paper hereby is a document issued by Allabout.me Tokens Ltd, an international business company incorporated and existing under the laws of the Republic of Seychelles (referred hereby as the “Distributor”).

ME Tokens are to be issued by Distributor. The Distributor is a member of allabout.me group of companies. Administration of allabout.me social network shall be provided by Allaboutme Social Media Limited (the Republic of Ireland).
Contact information of the Distributor:

Address: F20, 1st Floor, Eden Plaza, Eden Island, Seychelles.

Email: tokensale@allabout.me

This White Paper as well as any and all controversies arising out of or in relation to this document shall be governed by and construed in accordance with the laws of the Republic of Seychelles (without reference to its conflict of laws doctrine), hereinafter referred as the “Governing Law”. Jurisdiction relating to any dispute and competent courts arising out of or in connection with this White Paper shall be defined according to the Governing Law. Prospective acquirers (holders) of ME Tokens, who purchase ME Tokens: (i) waive any objection which they may have at any time to the laying of venue of any proceedings brought in any such court, (ii) waive any claim that such proceedings have been brought in an inconvenient forum, (iii) waive the right to object, with respect to such proceedings, that such court does not have any jurisdiction over such party.

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10. SOURCES

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5. https://blog.hootsuite.com/social-media-advertising-stats/


