



WHITEPAPER

VERSION 1.02

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EXECUTIVE SUMMARY

INTRODUCTION

Welcome to the TravelBugs Universe!

TravelBugs is changing the way people connect, explore, and support local businesses. We are building an open sourced, in-person, mobile questing game called LINK. It provides players with customizable adventures while driving them to support local businesses around the world. Our mission is to bring people back outside to connect with and explore what this beautiful world has to offer by using location based technologies.

We will incentivize players with rewards, prizes and real world benefits when they go on adventures and complete quests in their local areas. The TravelBugs team and app users will curate top of the line excursions, scavenger hunts, and other adventures for players. Players will gain experience points (XP) to unlock more dynamic quests, and climb up the ranks of the "AntHill," which is the home base for all players.

Players aim to explore their local areas, discover new places, complete quests and even develop their own quests to receive rewards and financial benefits. Let's get out and explore what this beautiful world and the people within it have to offer!

VISION

At TravelBugs, we will use the powers of social commerce and handheld technology to encourage our players to get up, go out, get moving and explore the world while supporting the local businesses in different areas around the world. Projects in the web3 space are so focused on building worlds in the metaverse, instead of using the world we already have. We want to build a universe where the map of our world is the map of our game.

We aim to build a world for our players and put them at the center of product development to help us build worlds within the game. Players will be able to compete against others in their local areas to complete quests, scavenger hunts and earn rewards that can be spent on prizes.

A core mission of TravelBugs is to move away from supporting powerful corporations and social platforms that are controlling society. Social apps are now specifically being built to be as addictive as possible, which causes people to mindlessly scroll for hours on end. We will accomplish our mission by integrating, within our IP, a way to support local businesses and provide our players with an environment that creates authentic connections in the real world.

STRATEGY

1. Players will choose between 3 different game modes: Adventure, Story Mode and Scavenger Royales. Players that recruit new players will receive benefits that will speed up the process of building their own AntHills with personalized Marketplaces, fostering transactions from which they can receive a portion.
2. Businesses, with three or less locations, will be able to sign up their physical locations within the game and provide custom discounts to players that complete the quests assigned to them. Businesses can create their own quests, specific to their company and provide prizes to the players that complete them, encouraging players to engage with their products/services.
3. We will be selling 555* TravelBugs Genesis Founder NFTs for \$555* each. This will fund the development of the game. The founding NFT members will be incorporated into the DAO where they will vote on the direction of the game and be our initial Beta Testers for the game.
4. After the game is fully designed, developed and vetted by the Genesis Founder NFT Holders, the game will be opened to the public. The story mode version of the game will be free to play. The adventure and scavenger royale games will cost \$2.99* a month to be eligible to play. The TravelPass will be \$7.99* a month, which will allow players to plan their quests ahead of time, which could grant them free or discounted excursions in the locations to which they are already planning to travel.
5. 5.55%* of the membership fee revenue will be added to the DAO Treasury, after a growth period of 3 years* after public launch or 10,000* monthly memberships (whichever comes first*). Founding NFT holders will be able to vote on how they want to allocate the funds in the treasury by either reinvesting the capital or receiving dividends.

THE GAMES

OVERVIEW

The games are location based. It will use your phone's GPS to guide you to the starting point of a quest. The AntHill is the central hub for all player activity and will be the home to all player characters. We will allow small businesses the ability to use their physical locations as a starting or ending point for quests, while offering discounts to players encouraging them to become customers.

How to play the games is broken down into 4 simple steps:

1. Choose a quest
2. Arrive at the starting point
3. Start and complete the quest

4. Earn rewards offered by local businesses and unlock more dynamic quests

There are 3 game modes: Adventure, Story Mode and Scavenger Royales. Adventure quests would take you to locations such as hikes, sunsets, sightseeing, events, date nights and even IG worthy photo opportunity areas. Story quests will take you through the journey of leaving the AntHill by completing tasks that will grow and sustain the AntHill. Scavenger Royales will allow players to compete with one another for prizes offered by local businesses or golden eggs provided by the TravelBugs company that will contain exclusive rewards.

Users can create profiles, input locations, and develop quests. Users are those who input data into our game, players are those who reap the benefits of those adventures. Players can complete quests and then upvote or submit reviews on them. Users can submit locations such as restaurants, bars, monuments, venues, photo ops, etc. and write about the experiences they had while they were there. Those users can also link their social media accounts, personal websites and other projects they are working on because the players that complete their quests will recognize the user as a verifiable contributor to the platform.

During the pandemic, 32% of businesses in America had to permanently close their shops because of the lack of traffic. Players will be able to recommend their favorite locations to be added to the game, and also recommend local businesses in their area who would benefit from the player traffic. Local businesses can sign up as location points for quests and provide customized discounts to players who complete them, hopefully converting them from being a player to a customer. The idea is to encourage players to travel to places and businesses they have never been to, even if it is right in their backyard.

GAME MODES

The core objectives of our games will revolve around completing quests in the real world to earn rewards in the game and in real life. There is no limit to the amount of quests that can be created, so we have grouped the types of quests into three game modes: Adventure, Story Mode and Scavenger Royale.

Adventure

Adventure Quests are designed to take you on a fun excursion full of well ... adventures! These quests are broken down into their own categories which include, but are not limited to:

- Sunset Spots
- Sightseeing
- Beach & other water based locations
- Hiking Trails
- First Date/ Romantic settings
- In person or digital events

Story Mode

Story Mode quests will guide you through the story of a young Ant who is yearning for adventure, while fighting to make the AntHill sustainable by going outside and collecting resources from Earth. The story will be filled with incredible characters that will help guide you through your journey, and some that will try to stop you from succeeding.

Scavenger Royale

Scavenger Royale quests give players the opportunity to compete for real life exclusive prizes. These competitions will include city wide scavenger hunts, local treasure hunts or maybe even a pub-crawl!

The TravelBugs core team will also be redistributing revenue generated from the game back into the players by hosting and partnering with events to hide “Golden Eggs” around the world that contain exclusive, valuable prizes. The first the the Egg wins!

Tiers

Quest tiers will progress based on XP and difficulty. The higher you level up, the harder and more dynamic the quest will become. Tier 1 quests, the easiest, will be centralized to one location, “Location A”. Tier 2 will incorporate location A and B. Tier 3 and above will incorporate 3 or more locations, produce a minimum amount of XP and currency and be available for Scavenger Royales.

ANTHILL

The game will give the option for hybrid play, switching off between mobile and computer. The AntHill will be the starting point for all players, the setting where the story begins and ends, and the central hub for communicating with other players. The following will be locations within the AntHill that are available to interact within for all players:

Town Center

The Town Center will have an **Information Center** which will include an event calendar, blogs, reviews, BulletinBoard and newsletters. **B-Mart** which will include an in-game shop and real world shop. **BugGenerator** which will include the ability to purchase character traits and customize your bug. **Event Venue** which will include a Venue to host all virtual events and a space to announce special events in-game and in-person. **Quest Planner** which is a TravelGuide that will help you plan out your future trips and future quests, WorldMap view, recently completed quests in your area and Limited time quests. **BugBank** where you can trade, barter

or hold resources & rewards earned. **Colony Council** where chambers will be exclusive to NFT holders, vote on agendas and submit proposals.

Neighborhood

The Neighborhood will have **Your Home** which will include player individual portals, check in-game and real world rewards, see status of trades and proposals, current level and level progression. **City Park** to connect with and meet other players and plan group quests.

GAME MECHANICS

Using Geo-Tracking technology, we will be able to trace a device's GPS. Players will choose a 25 mile radius* from their location and be able to filter the types of quests that they would like to experience . Players can click on quests from afar to see what rewards, experience points and items they would receive for completing them. Using Geo-Fencing technology, we will be able to detect when a player arrives at a quest's location and prompt them to begin.

PHASES

In order to launch the game successfully, we have broken the development into 6 phases.

Phase 1

We will build the Beta version of the game in Southern California. To begin, we will gather data to input into the game as starting points for the story mode quests. These will be parks, libraries and other city regulated establishments.

We will then test out the Beta version of the game within our exclusive community of The Genesis Founder NFT holders. The input we will receive will be in regards to the game's process, design and development so we can test out the capabilities and fix any glitches. Then we will receive data from our Founders and others within the TravelBugs community in regards to epic locations that we can use for quests in game, that are within the quest requirement guidelines.

Phase 2

We open the game to the public and allow the story mode to be played for free. After defining which process is most suitable for collecting player data, we will then allow all other players to input data and suggestions. We will incentivize our players to market the game to local businesses in their individual areas. Players will be able to go to their favorite locations, struggling or new businesses, or simply the ones they love and want to see in the game. They

can either request or guide them to sign up as locations for quests, providing players with discounts to that business's products and other offerings.

Phase 3

We allow other players and businesses to license our IP and develop their own quests outside of the game. Some examples of these could include a bachelorette party in Vegas or a college fraternity that is building a bar hopping scavenger hunt.

Phase 4

Charge a membership, to the non NFT holding players, to have access to the reward quests and travel pass.

Phase 5

Once web3 technology is more prominent, safer to use and cheaper to transact, we will launch a fully tokenized version of the game with its own, on-chain, player economy. This is called Play-to-Earn (P2E) Gaming. We will release the TravelBugs utility token and they will be airdropped to Founder holders. All player characters will be minted and upgradeable. Business transactions and customized offerings will be on-chain. Also, all in-game economics will be converted into tokenomics, shown in the "Tokenomics" section below.

Phase 6

Through the use of Augmented Reality (AR), we will be able to release experiential and subversive quests around the world. These could include a scavenger hunt at your favorite NFT event, scanning an AR mural in San Diego or interacting with your bug when you customize and upgrade it. You could even simply scan a famous monument to earn XP and lvl up. The higher the level of your bug, the more real world utilities you unlock. We will also place "Golden Eggs" in different locations around the world that hold exclusive rewards. To find them, you will need to solve puzzles to collect clues and those clues will guide you to the Eggs.

DESIGN



TravelBugs Genesis NFTs
(sample)



The Ant Hill
(currently under construction)

TARGET & MARKET

TARGET MARKET

We are initially targeting adventure seeking, video game players and “web2.5” developers who enjoy living in AND BUILDING futuristic augmented reality worlds and understand the nature of web3 with NFTs and cryptocurrency.

In the long term, we aim to target all travelers and game enthusiasts by popularizing its use and making the game as fun as possible for everyone.

Our bug is:

- Between 18 and 52 years old.
- 62% men and 38% women.
- First Southern California → New York City → the rest of the US → the rest of the world.
- Occasional or regular players.
- Players and developers who have the purchasing power to invest in the game, the desire to help create the game and earn from the game’s success.

PRESENT STATE OF THE GAMING MARKET

The world of online Play-to-Earn (P2E) has existed since the beginnings of the Internet. Online casinos, poker, but also very accessible mini-games like Prizee (2000) allowed anyone to play with simple concepts and earn points which could be exchanged for physical gifts.

The P2E concept then became more popular with the development of MMORPG (Massive Multiplayers Online Role Playing Game). Your virtual character explores a universe and has an inventory. Each item that equips him allows him to improve his abilities and to progress in the game. In this way, a character who is weak but better equipped will quickly overcome some of the obstacles and frustrations the game can generate, while another character who does not have such good items will have to perform repeated and time-consuming actions in order to evolve and become better equipped.

Marketplaces within these games, such as World Of Warcraft's auction house, allow you to trade or sell items for in-game currency. Rare items are sold at high prices and allow players to evolve faster, and above all, to save a lot of time.

The introduction of 'in-game' marketplaces led some players to develop external marketplaces where these items can be traded for dollars or euros. The payment is then made outside the game and the goods are transferred into the game in a manual and often illegal way. In this way, the most expensive items allow players, mostly teenagers or young adults, to earn extra money while playing. This has led to numerous misuses, forcing game publishers to take into account the emergence of this new economic model: allowing players to buy items with real money without disrupting the balance of the game, and this, in a perfectly legal manner.

The growing adoption of cryptocurrency as well as the rise of NFTs is now giving birth to some incredible concepts. There is no longer any need to be a "pro-gamer" who needs excellent skills and speed to become the best and get the biggest rewards in a P2E game. A smart player will easily be able to reach his goals in other types of games, where gaming skills are not synonymous with results, as long as he has a game with a solid and structured economy. The player earns valuable NFTs as well as cryptocurrency by exploring, selling, trading or being a clever strategist. This is the case for example with:

- Decentraland.
- Axie Infinity.
- Illuvium.
- Splinterlands.
- The Sandbox.
- Neon District.
- MyNeighborAlice.

The evolution of the market cap has resulted in the considerable growth volume of games like these:

- Incredible growth in less than a year. For instance Axie Infinity, which reached a market cap of 3.9 billion dollars.
- Active projects: The Sandbox records a volume of 197 million dollars on September 14, 2021.
- A growing number of projects that are still in the development stage and yet are generating millions in volume. This is the case of Star Atlas (\$215m market cap) or Illuvium (\$297m market cap).

E-SPORTS MARKET

The boom of the mobile gaming market is a key trend in the gaming world in the last few years. Part of this phenomenon, which we want to take part in, is explained by the massive adoption of smartphone and the consequent decline of computer gamers. Indeed, computer

games require a substantial investment to play the latest games. We can clearly see the huge growth of the smartphone gaming market in the many studies on the internet.

Families buy smartphones before buying computers. Very often, the computer available at home will be dedicated to office tasks and not to gaming. The development of our game on mobile platforms will allow a better market penetration by reducing the installation effort.

The online gaming market is growing at a steady pace due to factors such as:

- The increasing adoption of advanced gaming technologies.
- Changing consumer preferences in terms of entertainment.
- Rising income levels and increasing demand for mobile gaming.
- Growing gaming market penetration of smartphones and apps.
- Improved Internet connectivity resulting in an increase in the number of gamers.

As competitive video games continue to become part of popular culture, investors, brands and global media are all paying attention. So are consumers. In fact, there will be 26.6 million monthly esports viewers in 2021, up 11.4% from 2020, according to Insider Intelligence's report.

The industry has seen a huge increase in investors, most recently private equity firms. The number of esports investments doubled in 2018, from 34 in 2017 to 68 in 2018, according to Deloitte. This is also reflected in the total amount of money invested in the industry: Investments rose to \$4.5 billion in 2018, up from just \$490 million the year before, a staggering annual growth rate of 837 percent, according to Deloitte. This investment is distributed to players in the ecosystem - from esports organizations to tournament operators and digital broadcasters - allowing it to operate and grow.

The striking growth of mobile video games now also extends to e-sports. As the computing power of smartphones increases, major licenses are now moving to mobile. This is particularly the case for the popular League of Legend with Wild Rift.

The latter is not an isolated case: PUBG Mobile, Fortnite Battle Royale or Call of Duty Mobile are making the same move. Competitions have been organized to celebrate the rise of this new phenomenon, giving new ideas to development studios! The Red Bull MEO (the acronym for Mobile Esports Open) is now considered the biggest esports tournament on mobile. Asia and South America are in full swing when it comes to competitive mobile gaming. China for example is reported to have twice as many players on mobile as on PC. This can be explained by a low initial cost and increasingly powerful phones.

INTEREST IN LOCATION BASED GAMING

Pokemon Go has provoked legions of gamers all over the world to get outside and explore their surroundings, proving that there is an overwhelming interest in this sort of gaming. Unfortunately, the location based gaming movement pretty much started and ended with Pokemon Go. We want to take the technological idea of Pokemon Go but emphasize the best part of the game, which is the fun and outdoor adventures. But we want to add our own twist, which is to give back to the communities in the game and players that play it.

INSPIRATION

The universe and concept of TravelBugs is rooted in various inspirations, but above all captures the great issues of tomorrow: the decline in real world adventure seeking, the overwhelming amount of consumers within the younger generations who spend their entire day on their phones, and the continuous growth of power that major corporations have over local small businesses. The potential opportunity web3 now presents for supporting these issues allows us to build a game that can support them. What we like to call “Gaming with a Purpose.”

In addition to our deep interest in the major issues of our century, we are also directly influenced by our favorite concepts such as:

- Pokemon Go
- World of Warcraft
- Ready Player One
- Free Guy
- Groupon
- Nextdoor App
- Costco

STATISTICS

- 32% of Small Businesses in the United States were dissolved due to the Covid-19 pandemic.
- Prior to Covid-19, 1 in 100 people worked from home. Since Covid, that number is now 1 in 4 and in actuality, closer to 1 in 3 due to the increase in hybrid work.
- The number of people interacting and realizing the potential liquidity associated with NFTs has grown at a complimentary rate.

ROADMAP

Our Roadmap consists of a percentage activation model and timeline. The roadmap activation is based on the percentage of TravelBugs Genesis Founder NFTs sold and the actions that will take place upon reaching that goal. The timeline is an overarching company vision in addition to building the game.

ROADMAP ACTIVATIONS

10%

Game Development begins

20%

DAO voting begins

30%

Locations are added

40%

AntHill will have user profile accounts

50%

Businesses have the ability to sign up as locations

60%

NFT characters are embedded into the AntHill

70%

Beta Test the Mobile Game and explore AntHill

80%

Brand deals will be sourced and submitted

90%

Marketing for game begins

100%

Game is released to the public

TIMELINE

Q1 - 2023

- Launch NFT Sale
- Begin Developing Game

Q2 - 2023

- AntHill becomes a game

Q3 - 2023

- Launch Beta and test with NFT Holders

Q4 - 2023

- Release to public
- Treasury is activated

Year 2 - 2024

- Treasury is fully functional with funds available for disbursement depending on how the DAO votes
- World Map view opens up to other NFT projects

Year 3 - 2025

- Augmented Reality is implemented into the game (depending on how accessible to technology is at this time)

Year 5 - 2027

- The AntHill Metaverse is launched

BACKSTORY & LORE

We are assembling a Colony of Bugs who will band together to fight against the evil grasshoppers who threaten to steal our resources.

Powerful Corporations controlling the travel industry have kept us stuck in our Ant Hills for too long, just like those damn Grasshoppers. It is time to explore the world again, but **this time**, we're going to utilize a system that will restore integrity, put power back in our hands and bring the wealth into our own network so we can experience our own exciting, fulfilled lifestyles.

We travel the world, earn points, go on quests, unlock attributes for our Bugs AND unlock real world perks, benefits and discounts for ourselves.

UTILITIES

Owning a TravelBugs Genesis Founder NFT will give you multiple in-game and real world utilities. The following utilities will be granted to holders exclusively:

GAME

For starters, you would have a life long free membership. You will be able to create your own Marketplace where players can buy and sell items in the game and be able to earn a royalty from each transaction. You will test the game and help us develop it by voting on different aspects of the game, such as design, quest building, story and character creation, and much more.

GOVERNANCE

Since our mission is to put our players at the center of product development, we will need your help to make decisions along our journey. 1 TravelBugs Genesis Founder NFT = 1 vote in game making decisions. These voting matters would include the overall direction of the game, game design, projects we invest in, add ons to our game, design of our merchandise, AR artists we hire, staking methods, giveaways, etc. 1 NFT is 1 Vote in our DAO. Our Governance Token BUG\$* will be used throughout our entire ecosystem and will also hold voting rights depending on the amount you hold.

TREASURY

5.55%* of all game memberships will be added to the TravelBugs Treasury. Each quarter, owners of the TravelBugs Genesis Founder NFTs will decide on how the funds will be allocated. They could reinvest the funds into the company, invest in projects presented to the DAO, or simply decide to cash out their dividends and receive a payment to their wallets.

TOKEN DROPS

As we continuously expand, we will be releasing projects that will benefit our Founding TravelBugs. These would include:

- Free airdrop of our BUG\$* token
- Free shop creation in the game
- Future NFT collections
- Utility tokens
- Plot of land in the AntHill metaverse is airdropped

COMMUNITY

Founding NFT holders will have free access to all TravelBugs events and partnered events. At TravelBugs, we encourage in person connections and will continuously host events around the world in order to do this.

GAMIFICATION

Owning a TravelBugs Genesis Founder NFT will grant you the utilities that drive this project. There will be a leveling system for our NFTs that will unlock by being active in our community. All of the TravelBugs minted in our first collection will be assigned a lvl higher than 10. As you lvl up your NFT the more real world utilities will be unlocked. If you decide to sell your TravelBug, the lvl of the smart contract will remain the same which will make it more.

DAO

The decentralized autonomous organization (DAO) was a system created by a group of developers to automate decision-making. The reason for this is to ensure the decentralization of company decisions so no one group can corrupt the company.

TravelBugs core team wants to make each project a living, evolving and dynamic one by setting up a DAO and a constant exchange with the community. We will then be able to develop new features that meet the market's expectations and trends as much as possible. The User Experience will be refined over time and the developers also intend to use the power of the DAO to balance the projects as best as possible. This DAO will be structured around the COLONY COUNCIL and will allow the implementation of several decentralized governance mechanisms. The COLONY COUNCIL will be developed in parallel with the project's development. The team will submit development ideas to the community for a vote. The team will take into account the opinions expressed from the community when making its decision.

The community will have the right to formulate and vote for proposals. Our dedicated web interface will provide information to guide the author in writing and documenting his proposal as well as to collect the divergent opinions and the opinion of the whole DAO. Once a threshold of votes has been gathered, the TravelBugs team commits to review the proposal and provide a response to the community taking into account:

- The technical feasibility of the proposal.
- Its impact on the economic viability of the projects.
- Its adequacy and relevance with the project's universe and narrative.

The proposals judged to be of interest on the basis of these three criteria will then be proposed to a wider vote of all the holders directly for final validation. The wider vote will target all emails and phones associated with the TravelBugs holders to ensure that all holders are aware of the proposal vote taking place. The most popular proposals will be developed by the TravelBugs team. Finally, the best proposals will allow their authors to receive rewards defined in the future.

TECHNOLOGY

BLOCKCHAIN

A blockchain is a system in which a record of transactions made in bitcoin or another cryptocurrency are maintained across several computers that are linked in a peer-to-peer network. This peer-to-peer network creates a transparent world where a middle man is not needed. Society has been on a downward spiral due to the middle men that have been corrupting our world for decades. Blockchain will have the capability of decentralizing the world, and bring balance back to society. "The problems we face in society today, are a direct result of the technologies from the past. Blockchain technology will solve problems, not continue to create them." - Dan Carlton

AUGMENTED REALITY

Augmented Reality (AR) is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic, somatosensory and olfactory.

VIRTUAL REALITY

Virtual Reality (VR) is a computer-generated environment with scenes and objects that appear to be real, making the user feel they are immersed in their surroundings. We will be making use of this technology through building The Ant Hill into land in different Metaverses and, in the future, our own Metaverse.

THREE.JS

Three.js is a cross-browser JavaScript library and application programming interface used to create and display animated 3D computer graphics in a web browser using WebGL. The source code is hosted in a repository on GitHub. We will be using three.js for all of our web portals. Whether you invest in real estate, book a night stay, claim rewards, or navigate through The Ant Hill, it will be like you are navigating through a 3D video game.

HUBL

HubL is **HubSpot's extension of Jinjava, a templating engine based on Jinja**. HubL uses a fair amount of markup that is unique to HubSpot and does not support all features of Jinja.

HubL allows utilization of advanced features inside the CRM, CMS, Retargeting Advertising and more.

CLICKUP

ClickUp is a cloud-based collaboration and project management tool suitable for businesses of all sizes and industries. Features include communication and collaboration tools, task assignments and statuses, alerts and a task toolbar. It is a critical innovative communications software which dramatically increases productivity and the overall valuation of a company.

GNOSIS SAFE

The TravelBugs community wallet will be the location for the funds we raise. They will be stored in a [Gnosis Safe](#) multi signature wallet, the most secure mobile wallet on the market, to ensure the decentralization of the allocation of funds. The funds in the wallet will be distributed to their programmed allocation locations.

COMMUNITY WALLET

The TravelBugs community wallet will be the location for the funds that we raise. They will be stored in our Gnosis Safe multi signature wallet, to ensure the decentralizations of the allocation of funds. Here is how the funds will be allocated:

- 60% : Building the Game
- 10% : Operating
- 20% : Content/Marketing
- 10% : Creator Royalty (if applicable, building the game is the only important thing to us)

Our community wallet will have a domain, that will be announced at a later date, to show verifiable transactions on the blockchain ledger.

We want to make sure that as our company grows, the early investors and holders in our company will grow as well. We have decided to allocate 5.55%* of the profit from the game memberships into our community of holders creating projects that are inline with the TravelBugs vision. The best part is that the community will get to decide on the projects that will grow.

TOKENOMICS

*Note this model is built for [Phase 5](#) of the Game Timeline

For the past several decades, there have been centralized institutions that have been leveraging their power through their centralized networks. There is a tremendous need to rebuild economic structures with the new possibilities now presented because of blockchain technology. The new token economies are driven, not by idealisms or politics but by economic incentives. This new movement does not require large scale political coordination, it bypasses it altogether. We become the politicians of the ecosystems we invest in.

The following tokenomics breakdown will apply to the Phase 5 build of the game. Many of the intricacies of them will apply to the off-chain game that we will build first.

1. Project Name: TRAVELBUGS
2. Project Ticker: (BUG\$) {insert here}
3. Total Supply: 100,000,000*
4. Token Mechanism: standard erc20
5. Token Type: ERC20
6. Contract Address: {insert here}
7. Token Allocation:

TYPE	LOCKUP	PERCENTAGE
Growth Fund	<i>15% the + 15% every month</i>	<i>8%*</i>
Private Sale	<i>20% TGE then 20% every month</i>	<i>15.46%*</i>
Public Sale	<i>20% TGE then 20% every month</i>	<i>1.96%*</i>
Liquidity	<i>Released at TGE</i>	<i>2.4%*</i>
Staking Rewards*	<i>3 year diffusion, only 14% allocated right now</i>	<i>24%*</i>
Play-to-Earn managed by DAO	<i>0% TGE then 50% after 5 months</i>	<i>22%*</i>
Advisors	<i>0% when attributed than 20% every 6 months (only 0.5%/5% is allocated)</i>	<i>5%*</i>

Founders	<i>1 year cliff than 20% every 6 months</i>	<i>10%*</i>
Development Studios	<i>20% when attributed then 20% every 2 months (nom only 30k/5 million attributed)</i>	<i>5%*</i>
<i>Burn (unsold)</i>	<i>Forever</i>	<i>6.18%*</i>

TOKENOMICS OBJECTIVES

Tokenomics will be at the heart of the strictly web3 based TravelBugs projects and its implementation is a way for us to offer new perspectives in the social commerce industry:

- Bypassing the normal social commerce and gaming circuits to provide fluid transactions peer-to-peer and create rewards through playing (Play-to-Earn) and utilizing the rest of the ecosystem
- Decentralize ownership and economy to make it fair, more transparent and open
- Partially decentralize projects governance to put community at the center of the product development process

The purpose of the tokens is to provide the users of our ecosystem a currency to utilize all that we offer, and attract a wide range of people into the TravelBugs ecosystem that are seeking token rewards to be used when traveling and to give ownership and participation to the most active members of the community. Tokens will be used to purchase in-game items, purchase real world items, participate in voting, and game rewards will be paid out in BUG\$* tokens. The more difficult the quest, the higher the rewards. We plan to use the play-to-earn (P2E) portion of the program to reward key behaviors within our P2E Travel Game, such as:

- Competing in timed scavenger hunts
- Scanning Monuments
- Participating in TravelBugs events
- Checking in at TravelBugs partnered businesses
- Using the TravelBugs marketplace
- Use future TravelBugs products that have not yet been announced
- Allow to earn rewards by having your NFTs rented*

An ecosystem needs a community, a community needs active players. By using our network when you travel or playing our game, community members add value to the network and are rewarded. It's simple, but revolutionary. The TravelBugs universe is a vibrant universe, with a community that brings it to life, allowing this ecosystem to live while providing stability.

FREE TO PLAY MODE

In order to initially attract players to the game, we will first release the game with no fees. Our system allows us to allocate a portion of the game development budget to allow for limited time free play.

There is a limit to the free-to-play player:

- The player will not be rewarded for playing, but will earn xp and understand how to be rewarded.
- In this way, we allow everyone to discover the game. This will encourage more widespread adoption of the game.

GOVERNANCE

In order to determine the weight of each player, two mechanisms will be implemented: a mechanism rewarding participation and an innovative mechanism called 'Proof-of-Use' giving more weight to the individual platform users. We will issue a DAO token called COLONY COUNCIL to influence platform decisions. The amount of COLONY COUNCIL per player will be capped to allow everyone to speak up and be heard.

Proof-of-Use

A second factor, named Proof-of-Use, will significantly affect the voting weight of the DAO members. Our goal with this mechanism is to match the incentives between platform users and developers in a new and exciting way.

GROWTH FUND

The Growth Fund will initially be managed by the TravelBugs core team and later by DAO. Its purpose is to fund corporate and marketing needs. In order to preserve the integrity of the fund, the TravelBugs team will prepare annual statements that will include an overview of the funds' use.

	<i>Growth Fund</i>
<i>TGE</i>	<i>15%</i>
<i>6 months</i>	<i>15%</i>
<i>1 year</i>	<i>15%</i>
<i>1 year + 6 months</i>	<i>15%</i>
<i>2 years</i>	<i>15%</i>
<i>2 years + 6 months</i>	<i>15%</i>

3 years	10%
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The fund's principles are as follows:

- Clear added value for the entire TravelBugs community.
- KPIs and goals that unlock the funds (if applicable).
- Maximize the user experience.
- Integrate high-level design development.
- Develop community and marketing.
- Allow the company to have a strong stability and achieve its goals.

DEV POOL

The Dev pool fund is managed by the TravelBugs core team. Its purpose is to finance the development costs of each project. In order to preserve the integrity of the fund, the TravelBugs team will prepare annual statements that will include an overview of the use of the funds. The funds will be unlocked in the following manner for each allocation:

	ADVISORS	TEAM
6 months	25%	0%
1 year	25%	20%
1 year + 6 months	25%	20%
2 years	25%	20%
2 years + 6 months		20%
3 years		20%

TEAM & INVESTORS

TEAM



Dan Carlton

Founder + Chief Executive Officer

Bridging Gaps between web3 & the tangible world.
Music & Arts Event Production/Artist Management.

World Travel & Builder.

Surfer & Gamer



Shawn Doc

Chief Technology Officer

Vice President of Gaming Content at Faze Clan.

Faze Clan Fan Boy.



Aubrey Zuelke

Chief Operations Officer + Master of Coin

Former CFO & COO of various companies with \$10+ million annual revenue.

Game of Thrones obsessed, as you might've picked up from her preferred title of CFO.



Vic Guerrero

Chief Utility Officer

Real estate expert.

Instrument rated private pilot.

Stock. Crypto. Fitness. World traveler.

Meditation & mindset advocate.



Jordan Vining

Lead Artist

Occasional Illustrator, Animator, & Designer.

Full time Thinker & Creative.

Passionate about all things music, tech, culture, and change.



San Diego State University

Marketing (Internship Program)

San Diego State University Students.

Love to explore new cities and experience new things. Gunning to become marketers for major companies. TravelBugs Enthusiasts.

INVESTORS & PARTNERS

We have successfully raised our pre Seed Round funds through friends and family, individual investments. Our Seed Round A will be the sale of the TravelBugs Genesis Founder NFT collection. Our holders will also have access to events around the world, such as San Diego's Hard Rock Rooftop Pool parties every Saturday. We plan to partner with thousands of local businesses around the world by 2023.

LEGAL FORMATIONS

TRAVEL BUGS LLC is a limited liability company formed in Delaware

Date of this notice: 03-15-2022

Employer Identification Number: 88-1231559

Form: SS-4

Number of this notice: CP 575 G

DISCLAIMER

Last updated November 14, 2022

1. AGREEMENT TO TERMS

These Terms of Use constitute a legally binding agreement made between you, whether personally or on behalf of an entity (“you”) and TravelBugs LLC, doing business as L!nk (“L!nk,” “we,” “us,” or “our”), concerning your access to and use of the www.travelbugs.io website as well as any other media form, media channel, mobile website or mobile application related, linked, or otherwise connected thereto (collectively, the “Site”). We are registered in Delaware and have our registered office located in Irvine, CA 92612. You agree that by accessing the Site, you have read, understood, and agree to be bound by all of these Terms of Use. IF YOU DO NOT AGREE WITH ALL OF THESE TERMS OF USE, THEN YOU ARE EXPRESSLY PROHIBITED FROM USING THE SITE AND YOU MUST DISCONTINUE Conditions IMMEDIATELY.

Supplemental terms and conditions or documents that may be posted on the Site from time to time are hereby expressly incorporated herein by reference. We reserve the right, in our sole discretion, to make changes or modifications to these Terms of Use from time to time. We will alert you about any changes by updating the “Last updated” date of these Terms of Use, and you waive any right to receive specific notice of each such change. Please ensure that you check the applicable Terms every time you use our Site so that you understand which Terms apply. You will be subject to, and will be deemed to have been made aware of and to have accepted, the changes in any revised Terms of Use by your continued use of the Site after the date such revised Terms of Use are posted.

The information provided on the Site is not intended for distribution to or use by any person or entity in any jurisdiction or country where such distribution or use would be contrary to law or regulation or which would subject use to any registration requirement within such jurisdiction or country. Accordingly, those persons who choose to access the Site from other locations do so on their own initiative and are solely responsible for compliance with local laws, if and to the extent local laws are applicable.

Children’s Online Privacy Protection Act. COPPA prohibits online services such as websites, apps and games from collecting personal information from children under the age of 13 (“children”) without first providing notice to parents and obtaining their verifiable consent.

The Site is intended for users who are at least 13 years of age. All users who are minors in the jurisdiction in which they reside (generally under the age of 18) must have the permission of, and be directly supervised by, their parent or guardian to use the Site. If you are a minor, you must have your parent or guardian read and agree to these Terms of Use prior to you using the Site.

2. INTELLECTUAL PROPERTY RIGHTS

Unless otherwise indicated, the Site is our proprietary intellectual property and all source code, databases, functionality, software, website designs, audio, video, text, photographs, and graphics on the Site (collectively, the “Content”) and the trademarks, service marks, and logos contained therein (the “Marks”) are owned or controlled by us or licensed to us, and are protected by copyright and trademark laws and various other intellectual property rights and unfair competition laws of the United States, international copyright laws, and international conventions. The Content and the Marks are provided on the Site “AS IS” for your information and personal use only. Except as expressly provided in these Terms of Use, no part of the Site and no Content or Marks may be copied, reproduced, aggregated, republished, uploaded, posted, publicly displayed, encoded, translated, transmitted, distributed, sold, licensed, or otherwise exploited for any commercial purpose whatsoever, without our express prior written permission.

Provided that you are eligible to use the Site, you are granted a limited license to access and use the Site and to download or print a copy of any portion of the Content to which you have properly gained access solely for your personal, non-commercial use. We reserve the rights not expressly granted to you in and to the Site, the Content and the Marks.

3. USER REPRESENTATIONS

By using the Site, you represent and warrant that: (1) all registration information you submit will be true, accurate, current and complete; (2) you will maintain the accuracy of such information and promptly update such registration information as necessary; (3) you have the legal capacity and you agree to comply with these Terms of Use; (4) you are not under the age of 13; (5) you are not a minor in the jurisdiction in which you reside, or if a minor, you have received parental permission to use the Site; (6) you will not access the Site through automated or non-human means, whether through a bot, script, or otherwise; (7) you will not use the Site for any illegal or unauthorized purpose; and (8) your use of the Site will not violate any applicable law or regulation.

If you provide any information that is untrue, inaccurate, not current, or incomplete, we have the right to suspend or terminate your account and refuse any and all current or future use of the Site (or any portion thereof).

4. USER REGISTRATION

You may be required to register with the Site. You agree to keep your password confidential and will be responsible for all use of your account and password. We reserve the right to remove, reclaim, or change a username you select if we determine in our sole discretion, that such username is inappropriate, obscene, or otherwise objectionable.

5. PROHIBITED ACTIVITIES

You may not access or use the Site for any purpose other than for which we make the Site available. The Site may not be used in connection with any commercial endeavors except those that are specifically endorsed or approved by us.

As a user of the Site, you agree not to:

- Systematically retrieve data or other content from the Site to create or compile, directly or indirectly, a collection, compilation, database, or directly without written permission from us.
- Trick, defraud, or mislead us and other users, especially in any attempt to learn sensitive account information such as user passwords.
- Circumvent, disable, or otherwise interfere with security-related features of the Site, including features that prevent or restrict the use or copying of any Content or enforce limitations on the use of the Site and/or the Content contained therein.
- Disparage, tarnish, or otherwise harm, in our opinion, use and/or the Site.
- Use any information obtained from the Site in order to harass, abuse, or harm another person.
- Make improper use of our support services or submit false reports of abuse or misconduct.
- Use the Site in a manner inconsistent with any applicable laws or regulations.
- Engage in unauthorized framing or linking to the Site.
- Upload or transmit (or attempt to upload or to transmit) viruses, Trojan horses, and other material, including excessive use of capital letters and spamming

(continuous posting of repetitive text), that interferes with any party's uninterrupted use and enjoyment of the Site or modifies, impairs, disrupts, alters, or interferes with the use features, functions, operation, or maintenance of the Site.

- Engage in any automated use of the system, such as using scripts to send comments or messages, or using any data mining, robots, or similar data gathering and extraction tools.
- Delete the copyright or other proprietary rights notice from any Content.
- Attempt to impersonate another user or person or use the username of another user.
- Upload or transmit (or attempt to upload or to transmit) an material that acts as a passive or active information collection or transmission mechanism, including without limitation, clear graphics interchange formats ("gifs"), 1x1 pixels, web bugs, cookies, or other similar devices (sometimes referred to as "spyware" or "passive collection mechanisms" or "pcms").
- Interfere with, disrupt, or create an undue burden on the Site or the networks or services connected to the Site.
- Harass, annoy, intimidate, or threaten any of our employees or agents engaged in providing any portion of the Site to you.
- Attempt to bypass any measures of the Site designed to prevent or restrict access to the Site, or any portion of the Site.
- Copy or adapt the Site's software, including but not limited to Flash, PHP, HTML, JavaScript, or other code.
- Except as permitted by applicable law, decipher, decompile, disassemble, or reverse engineer any of the software comprising or in any way making up a part of the Site.
- Except as may be the result of standard search engine or Internet browser usage, use, launch, develop, or distribute any automated system, including without limitation, any spider, robot, cheat utility, scraper, or offline reader that accesses the Site, or using or launching any unauthorized script or other software.
- Use a buying agent or purchasing agent to make purchases on the Site.
- Make any unauthorized use of the Site, including collecting usernames and/or email addresses of users by electronic or other means for the purpose of sending unsolicited email, or creating user accounts by automated means or under false pretenses.
- Use the Site as part of any effort to compete with us or otherwise use the Site and/or the Content for any revenue-generating endeavor or commercial enterprise.

- Use the Site to advertise or offer to sell goods and services.
- Sell or otherwise transfer your profile.

6. USER GENERATED CONTRIBUTIONS

The Site may invite you to chat, contribute to, or participate in blogs, message boards, online forums, and other functionality, and may provide you with the opportunity to create, submit, post, display, transmit, perform, publish, distribute, or broadcast content and materials to us or on the Site, including but not limited to text, writings, video, audio, photographs, graphics, comments, suggestions, or personal information or other material (collectively, "Contributions"). Contributions may be viewable by other users of the Site and through third-party websites. As such, any Contributions you transmit may be treated as non-confidential and non-proprietary. When you create or make available any Contributions, you thereby represent and warrant that:

- The creation, distribution, transmission, public display, or performance, and the accessing, downloading, or copying of your Contributions do not and will not infringe the proprietary rights, including but not limited to the copyright, patent, trademark, trade secret, or moral rights of any third party.
- You are the creator and owner of or have the necessary licenses, rights, consents, releases, and permissions to use and to authorize us, the Site, and other users of the Site to use your Contributions in any manner contemplated by the Site and these Terms of Use.
- Your Contributions are not false, inaccurate or misleading.
- Your Contributions are not unsolicited or unauthorized advertising, promotional materials, pyramid schemes, chain letters, spam, mass mailings, or other forms of solicitation.
- Your Contributions are not obscene, lewd, lascivious, filthy, violent, harassing, libelous, slanderous, or otherwise objectionable (as determined by us).
- Your Contributions do not ridicule, mock, disparage, intimidate, or abuse anyone.
- Your Contributions are not used to harass or threaten (in the legal sense of those terms) any other person and to promote violence against a specific person or class of people.
- Your Contributions do not violate any applicable law, regulation, or rule.
- Your Contributions do not violate the privacy or publicity rights of any third party.
- Your Contributions do not violate any applicable law concerning child pornography, or otherwise intended to protect the health or well-being of minors.
- Your Contributions do not include any offensive comments that are connected to race, national origin, gender, sexual preference, or physical handicap.

- Your Contributions do not otherwise violate, or link to material that violates, any provision of these Terms of Use, or any applicable law or regulation.

Any use of the Site in violation of the foregoing violates these Terms of Use and may result in, among other things, termination or suspension of your rights to use the Site.

7. CONTRIBUTION LICENSE

By posting your Contributions to any part of the Site or making Contributions accessible to the Site by linking your account from the Site to any of your social networking accounts, you automatically grant, and you represent and warrant that you have the right to grant, to us an unrestricted, unlimited, irrevocable, perpetual, non-exclusive, transferable, royalty-free, fully-paid, worldwide right, and license to host, use, copy, reproduce, disclose, sell, resell, publish, broadcast, retitle, archive, store, cache, publicly perform, publicly display, reformat, translate, transmit, excerpt (in whole or in part), and distribute such Contributions (including, without limitation, your image and voice) for any purpose, commercial, advertising, or otherwise, and to prepare derivative works of, or incorporate into other works, such Contributions, and grant and authorize sublicenses of the foregoing. The use and distribution may occur in any media formats and through any media channels.

This license will apply to any form, media, or technology now known or hereafter developed, and includes our use of your name, company name, and franchise name, as applicable, and any of the trademarks, service marks, trade names, logos, and personal and commercial images you provide. You waive all moral rights in your Contributions, and you warrant that moral rights have not otherwise been asserted in your Contributions.

We do not assert any ownership over your Contributions. You retain ownership of all of your Contributions and any intellectual property rights or other proprietary rights associated with your Contributions. We are not liable for any statements or representations in your Contributions provided by you in any area on the site. You are solely responsible for your Contributions to the Site and you expressly agree to exonerate us from any and all responsibility and to refrain from any legal action against us regarding your Contributions.

We have the right, in our sole discretion, (1) to edit, redact, or otherwise change any Contributions; (2) to re-categorize any Contributions to place them in more appropriate locations on the Site; and (3) to pre-screen or delete any Contributions at any time and for any reason, without notice. We have no obligation to monitor your Contributions.

8. GUIDELINES FOR REVIEWS

We may provide you areas on the Site to leave reviews or ratings. When posting a review, you must comply with the following criteria: (1) you should have firsthand experience with the person/entity being reviewed; (2) your reviews should not contain offensive profanity, or abusive, racist, offensive, or hate language; (3) your reviews should not contain discriminatory references bases on religion, race, gender, national origin, age, marital status, sexual orientation, or disability; (4) your reviews should not contain references to illegal activity; (5) you should not be affiliated with competitors if posting negative reviews; (6) you should not make any conclusions as to the legality of conduct; (7) you may not post any false or misleading statements, and (8) you may not organize a campaign encouraging others to post reviews, whether positive or negative.

We may accept, reject, or remove reviews in our sole discretion. We have absolutely no obligation to screen reviews or delete reviews, even if anyone considers reviews objectionable or inaccurate. Reviews are not endorsed by us, and do not necessarily represent our opinions or the views of any of our affiliates or partners. We do not assume liability for any review or for any claims, liabilities, or losses resulting from any review. By posting a review, you hereby grant to us a perpetual, non-exclusive, worldwide, royalty-free, fully-paid, assignable, and sublicensable right to license to reproduce, modify, translate, transmit by any means, display, perform, and/or distribute all content relating to reviews.

9. MOBILE APPLICATION LICENSE

Use License

If you access the Site via a mobile application, then we grant you a revocable, non-exclusive, non-transferable, limited right to install and use the mobile application on wireless electronic devices owned or controlled by you, and to access and use the mobile application on such devices strictly in accordance with the terms and conditions of this mobile application license contained in these Terms of Use. You shall not: (1) except as permitted by applicable law, decompile, reverse engineer, disassemble, attempt to derive the source code of, or decrypt the application; (2) make any modification, adaptation, improvement, enhancement, translation, or derivative work from the application; (3) violate any applicable laws, rules, or regulations in connection with your access or use of the application; (4) remove, alter, or obscure any proprietary notice (including any notice of copyright or trademark) posted by us or the licensors of the application; (5) use the application for any revenue generating endeavor, commercial enterprise, or other purpose for which it is not designed or intended; (6) make the application available over a network or other environment permitting access or use by multiple devices or users at the same time; (7) use the application for creating a product, service, or software that

is, directly or indirectly, competitive with or in any way a substitute for the application; (8) use the application to send automated queries to any website or to send any unsolicited commercial e-mail; or (9) use any proprietary information or any of our interfaces or our other intellectual property in the design, development, manufacture, licensing, or distribution of any applications, accessories, or devices for use with the application.

Apple and Android Devices

The following terms apply when you use a mobile application obtained from either the Apple Store or Google Play (each an “App Distributor”) to access the Site: (1) the license granted to you for our mobile application is limited to a non-transferable license to use the application on a device that utilizes the Apple iOS or Android operating systems, as applicable, and in accordance with the usage rules set forth in the applicable App Distributor’s terms of service; (2) we are responsible for providing any maintenance and support services with respect to the mobile application as specified in the terms and conditions of this mobile application license contained in these Terms of Use or as otherwise required under applicable law, and you acknowledge that each App Distributor has no obligation whatsoever to furnish any maintenance and support services with respect to the mobile application; (3) in the event of any failure of the mobile application to conform to any applicable warranty, you may notify the applicable App Distributor, and the App Distributor, in accordance with its terms and policies, may refund the purchase price, if any, paid for the mobile application, and to the maximum extent permitted by applicable law, the App Distributor will have no other warranty obligation whatsoever with respect to the mobile application; (4) you represent and warrant that (i) you are not located in a country that is subject to a U.S. government embargo, or that has been designated by the U.S. government as a “terrorist supporting” country and (ii) you are not listed on any U.S. government list of prohibited or restricted parties; (5) you must comply with applicable third-party terms of agreement when using the mobile application, e.g., if you have a VoIP application, then you must not be in violation of their wireless data service agreement when using the mobile application; (6) you acknowledge and agree that the App Distributors are third-party beneficiaries of the terms and conditions in this mobile application license contained in these Terms of Use, and that each App Distributor will have the right (and will be deemed to have accepted the right) to enforce the terms and conditions in this mobile application license contained in these Terms of Use against you as a third-party beneficiary thereof.

10. SOCIAL MEDIA

As part of the functionality of the Site, you may link your account with online accounts you have with third-party service providers (each such account, a “Third-Party Account”) by either: (1) providing your Third-Party Account login information through the Site; or (2) allowing us to

access your Third-Party Account, as is permitted under the applicable terms and conditions that govern your use of each Third-Party Account. You represent and warrant that you are entitled to disclose your Third-Party Account login information to us and/or grant us access to your Third-Party Account without breach by of any of the terms and conditions that govern your use of the applicable Third-Party Account, and without obligating us to pay any fees or making us subject to any usage limitations imposed by the third-party service provider of the Third-Party Account. By granting use access to any Third-Party Accounts, you understand that (1) we may access, make available, and store (if applicable) any content that you have provided to and stored in your Third-Party Account (the "Social Network Content") so that it is available on and through the Site via your account, including without limitation any friend lists and (2) we may submit to and receive from your Third-Party Account additional information to the extent you are notified when you link your account with the Third-Party Account. Depending on the Third-Party Accounts you choose and subject to the privacy settings that you have set in such Third-Party Accounts, personally identifiable information that you post to your Third-Party Accounts you choose and subject to the privacy settings that you have set in such Third-Party Account or associated service becomes unavailable or our access to such Third-Party Account is terminated by the third-party service provider, then Social Network Content may no longer be available on and through the Site. You will have the ability to disable the connection between your account on the Site and your Third-Party Accounts at any time. PLEASE NOTE THAT YOUR RELATIONSHIP WITH THE THIRD-PARTY SERVICE PROVIDERS ASSOCIATED WITH YOUR THIRD-PARTY ACCOUNTS IS GOVERNED SOLELY BY YOUR AGREEMENT(S) WITH SUCH THIRD-PARTY SERVICE PROVIDERS. We make no effort to review any Social Network Content for any purpose, including but not limited to, for accuracy, legality, or non-infringement, and we are not responsible for any Social Network Content. You acknowledge and agree that we may access your email address book associated with a Third-Party Account and your contacts list stored on your mobile device or tablet computer solely for purposes of identifying and informing you of those contacts who have also registered to use the Site. You can deactivate the connection between the Site and your Third-Party Account by contacting us using the contact information below or through your account settings (if applicable). We will attempt to delete any information stored on our servers that was obtained through such Third-Party Account, except the username and profile picture that become associated with your account.

11. SUBMISSIONS

You acknowledge and agree that any questions, comments, suggestions, ideas, feedback, or other information regarding the Site ("Submissions") provided by you to us are non-confidential and shall become our sole property. We shall own exclusive rights, including all intellectual property rights, and shall be entitled to the unrestricted use and dissemination of

these Submissions for any lawful purpose, commercial or otherwise, without acknowledgement or compensation to you. You hereby waive all moral rights to any such Submissions, and you hereby warrant that any such Submissions, and you hereby warrant that any such Submissions are original with you or that you have the right to submit such Submissions. You agree there shall be no recourse against us for any alleged or actual infringement or misappropriation of any proprietary right in your Submissions.

12. SITE MANAGEMENT

We reserve the right, but not the obligation, to: (1) monitor the Site for violations of these Terms of Use; (2) take appropriate legal action against anyone who, in our sole discretion, violates the law or these Terms of Use, including without limitation, reporting such a user to law enforcement authorities; (3) in our sole discretion and without limitation, refuse, restrict access to, limit the availability of, or disable (to the extent technically feasible) any of your Contributions or any portion thereof; (4) in our sole discretion and without limitation, notice, or liability, to remove from the Site or otherwise disable all files and content that are excessive in size or are in any way burdensome to our systems; and (5) otherwise manage the Site in a manner designed to protect our rights and property and to facilitate the proper functioning of the Site.

13. PRIVACY POLICY

We care about data privacy and security. Please review our Privacy Policy: <https://www.travelbugs.io/privacy-policy>. By using the Site, you agree to be bound by our Privacy Policy, which is incorporated into these Terms of Use. Please be advised the Site is hosted in the United States. If you access the Site from any other region of the world with laws or other requirements governing personal data collection, use, or disclosure that differ from applicable laws in the United States, then through your continued use of the Site, you are transferring your data to the United States, and you agree to have your data transferred to and processed in the United States. Further, we do not knowingly accept, request, or solicit information from children or knowingly market to children. Therefore, in accordance with the U.S. Children's Online Privacy Protection Act, if we receive actual knowledge that anyone under the age of 13 has provided personal information to us without the requisite and verifiable parental consent, we will delete that information from the Site as quickly as is reasonably practical.

14. COPYRIGHT INFRINGEMENTS

We respect the intellectual property rights of others. If you believe that any material available on or through the Site infringes upon copyright you own or control, please immediately notify us using the contact information provided below (a "Notification"). A copy of your Notification will be sent to the person who posted or stored the material addressed in the Notification. Please be advised that pursuant to applicable law you may be held liable for damages if you make material misrepresentations in a Notification. Thus, if you are not sure that material located on or linked to by the Site infringes your copyright, you should consider first contacting an attorney.

15. TERM AND TERMINATION

These Terms of Use shall remain in full force and effect while you use the Site. WITHOUT LIMITING ANY OTHER PROVISION OF THESE TERMS OF USE, WE RESERVE THE RIGHT TO, IN OUR SOLE DISCRETION AND WITHOUT NOTICE OR LIABILITY, DENY ACCESS TO AND USE OF THE SITE (INCLUDING BLOCKING CERTAIN IP ADDRESSES), TO ANY PERSON FOR ANY REASON OR FOR NO REASON, INCLUDING WITHOUT LIMITATION FOR BREACH OF ANY REPRESENTATION, WARRANTY, OR COVENANT CONTAINED IN THESE TERMS OF USE OR ANY APPLICABLE LAW OR REGULATION. WE MAY TERMINATE YOUR USE OR PARTICIPATION IN THE SITE OR DELETE YOUR ACCOUNT AND ANY CONTENT OR INFORMATION THAT YOU POSTED AT ANY TIME, WITHOUT WARNING, IN OUR SOLE DISCRETION.

If we terminate or suspend your account for any reason, you are prohibited from registering and creating a new account under your name, a fake or borrowed name, or the name of any third party, even if you may be acting on behalf of the third party. In addition to terminating or suspending your account, we reserve the right to take appropriate legal action, including without limitation pursuing civil, criminal, and injunctive redress.

16. MODIFICATIONS AND INTERRUPTIONS

We reserve the right to change, modify, or remove the contents of the Site at any time or for any reason at our sole discretion without notice. However, we have no obligation to update any information on our Site. We also reserve the right to modify or discontinue all or no part of the Site without notice at any time. We will not be liable to you or any third party for any modification, price change, suspension, or discontinuance of the Site.

We cannot guarantee the Site will be available at all times. We may experience hardware, software, or other problems or need to perform maintenance related to the Site, resulting in interruptions, delays, or errors. We reserve the right to change, revise, update, suspend,

discontinue, or otherwise modify the Site at any time or for any reason without notice to you. You agree that we have no liability whatsoever for any loss, damage, or inconvenience caused by your inability to access or use the Site during any downtime or discontinuance of the Site. Nothing in these Terms of Use will be construed to obligate us to maintain and support the Site to or to supply any corrections, updates, or releases in connection therewith.

17. GOVERNING LAW

These Terms of Use and your use of the Site are governed by and construed in accordance with the laws of the State of California applicable to agreements made and to be entirely performed within the State of California, without regard to its conflict of law principles.

18. DISPUTE RESOLUTION

Binding Arbitration

If the Parties are unable to resolve a Dispute through information negotiations, the Dispute (except those Disputes expressly excluded below) will be finally and exclusively resolved by binding arbitration. YOU UNDERSTAND THAT WITHOUT THIS PROVISION, YOU WOULD HAVE THE RIGHT TO SUE IN COURT AND HAVE A JURY TRIAL. The arbitration shall be commenced and conducted under the Commercial Arbitration Rules of the American Arbitration Association (“AAA”) and, where appropriate, the AAA’s Supplementary Procedures for Consumer Related Disputes (“AAA Consumer Rules”), both of which are available at the AAA website: www.adr.org. Your arbitration fees and your share of arbitrator compensation shall be governed by the AAA Consumer Rules and, where appropriate, limited by the AAA Consumer Rules. If such costs are determined by the arbitrator to be excessive, we will pay all the arbitration fees and expenses. The arbitration may be conducted in person, through the submission of documents, by phone, or online. The arbitrator will make a decision in writing, but need not provide a statement of reasons unless requested by either Party. The arbitrator must follow applicable law, and any award may be challenged if the arbitrator fails to do so. Except where otherwise required by the applicable AAA rules or applicable law. The arbitration will take place in the United States of America, California. Except as otherwise provided herein, the Parties may litigate in court to compel arbitration, stay proceedings pending arbitration, or to confirm, modify, vacate, or enter judgment on the award entered by the arbitrator.

If for any reason, a Dispute proceeds in court rather than arbitration, the Dispute shall be commenced or prosecuted in the state and federal courts located in the United States of America, California, and the Parties hereby consent to, and waive all defenses of lack of personal jurisdiction, and forum non conveniens with respect to venue and jurisdiction in such

state and federal courts. Application of the United Nations Convention on Contracts for the International Sale of Goods and the Uniform Computer Information Transaction Act (UCITA) are excluded from these Terms of Use.

In no event shall any Dispute brought by either Party related in any way to the Site be commenced more than one (1) years after the cause of action arose. If this provision is found to be illegal or unenforceable, then neither Party will elect to arbitrate any Dispute falling within that portion of this provision found to be illegal or unenforceable and such Dispute shall be decided by a court of competent jurisdiction within the courts listed for jurisdiction above, and the Parties agree to submit to the personal jurisdiction of that court.

Restrictions

The Parties agree that any arbitration shall be limited to the Dispute between the Parties individually. To the full extent permitted by law, (a) no arbitration shall be joined with any other proceedings; (b) there is no right or authority for any Dispute to be arbitrated on a class-action basis or to utilize class action procedures; and (c) there is no right or authority for any Dispute to be brought in a purported representative capacity on behalf of the general public or any other persons.

Exceptions to Arbitration

The Parties agree that the following Disputes are not subject to the above provisions concerning binding arbitration: (a) any Disputes seeking to enforce or protect, or concerning the validity of, any of the intellectual property rights of a Party; (b) any Dispute related to, or arising from, allegations of theft, piracy, invasion of privacy, or unauthorized use; and (c) any claim for injunctive relief. If this provision is found to be illegal or unenforceable, then neither Party will elect to arbitrate any Dispute falling within that portion of this provision found to be illegal or unenforceable and such Dispute shall be decided by a court of competent jurisdiction within the courts listed for jurisdiction above, and the Parties agree to submit to the personal jurisdiction of that court.

19. CORRECTIONS

There may be information on the Site that contains typographical errors, inaccuracies, or omissions, including descriptions, pricing, availability, and various other information. We reserve the right to correct any errors, inaccuracies, or omissions and to change or update the information on the Site at any time, without prior notice.

20. DISCLAIMER

THE SITE IS PROVIDED ON AN AS-IS AND AS-AVAILABLE BASIS. YOU AGREE THAT YOUR USE OF THE SITE AND OUR SERVICES WILL BE AT YOUR SOLE RISK. TO THE FULLEST EXTENT PERMITTED BY LAW, WE DISCLAIM ALL WARRANTIES, EXPRESS OR IMPLIED, IN CONNECTION WITH THE SITE AND YOUR USE THEREOF, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR PARTICULAR PURPOSE, AND NON-INFRINGEMENT. WE MAKE NO WARRANTIES OR REPRESENTATIONS ABOUT THE ACCURACY OR COMPLETENESS OF THE SITE'S CONTENT OR THE CONTENT OF ANY WEBSITES LINKED TO THE SITE AND WE WILL ASSUME NO LIABILITY OR RESPONSIBILITY FOR ANY (1) ERRORS, MISTAKES, OR INACCURACIES OF CONTENT AND MATERIALS, (2) PERSONAL INJURY OR PROPERTY DAMAGE, OF ANY NATURE WHATSOEVER, RESULTING FROM YOUR ACCESS TO AND USE OF THE SITE, (3) ANY UNAUTHORIZED ACCESS TO OR USE OF OUR SECURE SERVERS AND/OR STORED THEREIN, (4) ANY INTERRUPTION OR CESSATION OF TRANSMISSION TO OR FROM THE SITE, (5) ANY BUGS, VIRUSES, TROJAN HORSES, OR THE LIKE WHICH MAY BE TRANSMITTED TO OR THROUGH THE SITE BY ANY THIRD PARTY, AND/OR (6) ANY ERRORS OR OMISSIONS IN ANY CONTENT AND MATERIALS OR FOR ANY LOSS OR DAMAGE OF ANY KIND INCURRED AS A RESULT OF THE USE OF ANY CONTENT AND MATERIALS OR FOR ANY LOSS OR DAMAGE OF ANY KIND INCURRED AS A RESULT OF THE USE OF ANY CONTENT POSTED, TRANSMITTED, OR OTHERWISE MADE AVAILABLE VIA THE SITE. WE DO NOT WARRANT, ENDORSE, GUARANTEE, OR ASSUME RESPONSIBILITY FOR ANY PRODUCT OR SERVICE ADVERTISED OR OFFERED BY A THIRD PARTY THROUGH THE SITE, ANY HYPERLINKED WEBSITE, OR ANY WEBSITE OR MOBILE APPLICATION FEATURED IN ANY BANNER OR OTHER ADVERTISING, AND WE WILL NOT BE A PARTY TO OR IN ANY WAY BE RESPONSIBLE FOR MONITORING ANY TRANSACTION BETWEEN YOU AND ANY THIRD-PARTY PROVIDERS OF PRODUCTS OR SERVICES. AS WITH THE PURCHASE OF A PRODUCT OR SERVICE THROUGH ANY MEDIUM OR IN ANY ENVIRONMENT, YOU SHOULD USE YOUR BEST JUDGMENT AND EXERCISE CAUTION WHERE APPROPRIATE.

21. LIMITATIONS OF LIABILITY

IN NO EVENT WILL WE OR OUR DIRECTORS, EMPLOYEES, OR AGENTS BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY DIRECT, INDIRECT, CONSEQUENTIAL, EXEMPLARY, INCIDENTAL, SPECIAL OR PUNITIVE DAMAGES, INCLUDING LOST PROFIT, LOST REVENUE, LOSS OF DATA, OR OTHER DAMAGES ARISING FROM YOUR USE OF THE SITE, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. NOTWITHSTANDING ANYTHING TO THE CONTRARY CONTAINED HEREIN, OUR LIABILITY TO YOU FOR ANY CAUSE WHATSOEVER AND REGARDLESS OF THE FORM OF THE ACTION, WILL AT ALL TIMES BE LIMITED TO THE LESSER OF THE AMOUNT PAID, IF ANY, BY YOU TO USE DURING THE SIX (6) MONTH PERIOD PRIOR TO ANY CAUSE OF ACTION ARISING OR \$500.00 USD. CERTAIN US STATE LAWS AND INTERNATIONAL LAWS DO NOT

ALLOW LIMITATIONS ON IMPLIED WARRANTIES OR THE EXCLUSION OR LIMITATION OF CERTAIN DAMAGES. IF THESE LAWS APPLY TO YOU, SOME OR ALL OF THE ABOVE DISCLAIMERS OR LIMITATIONS MAY NOT APPLY TO YOU, AND YOU MAY HAVE ADDITIONAL RIGHTS.

22. INDEMNIFICATION

You agree to defend, indemnify, and hold us harmless, including our subsidiaries, affiliates, and all of our respective officers, agents, partners, and employees, from and against any loss, damage, liability, claim, or demand, including reasonable attorneys' fees and expenses, made by any third party due to or arising out of: (1) your Contributions; (2) use of the Site; (3) breach of these Terms of Use; (4) any breach of your representations and warranties set forth in these Terms of Use; (5) your violation of any of the rights of a third party, including but not limited to intellectual property rights; or (6) any overt harmful act toward any other user of the Site with whom you connected via the Site. Notwithstanding the foregoing, we reserve the right, at your expense, to assume the exclusive defense and control of any matter for which you are required to indemnify us, and you agree to cooperate, at your expense, with our defense of such claims. We will use reasonable efforts to notify you or any such claim, action, or proceeding which is subject to this indemnification upon becoming aware of it.

23. USER DATA

We will maintain certain data you transmit to the Site for the purpose of managing the performance of the Site, as well as the data relating to your use of the Site. Although we perform regular routine backups of data, you are solely responsible for all data that you transmit or that relates to any activity you have undertaken using the Site. You agree that we shall have no liability to you for any loss or corruption of any such data, and you hereby waive any right of action against us arising from any such loss or corruption of such data.

24. ELECTRONIC COMMUNICATIONS, TRANSACTIONS AND SIGNATURES

Visiting the Site, sending us emails, and completing online forms constitute electronic communications. You consent to receive electronic communications, and you agree that all agreements, notices, disclosures, and other communications we provide to you electronically, via email and on the Site, satisfy any legal requirement that such communication be in writing. YOU HEREBY AGREE TO THE USE OF ELECTRONIC SIGNATURES, CONTRACTS, ORDERS, AND OTHER RECORDS, AND ELECTRONIC DELIVERY OF NOTICES, POLICIES, AND RECORDS OF TRANSACTIONS INITIATED OR COMPLETED BY US OR VIA THE SITE. You hereby waive any rights or requirements under any statutes, regulations, rules, ordinances, or other laws in any

jurisdiction which require an original signature or delivery or retention of non-electronic records, or to payments or the granting of credits by any means other than electronic means.

25. CALIFORNIA USERS AND RESIDENTS

If any complaint with us is not satisfactorily resolved, you can contact the Complaint Assistance Unit of the Division of Consumer Services of the California Department of Consumer Affairs in writing at 1625 North Market Blvd., Suite N 112, Sacramento, California 95834 or by telephone at (800) 952-5210 or (916) 445-1254.

26. MISCELLANEOUS

These Terms of Use and any policies or operating rules posted by use on the Site or in respect to the Site constitute the entire agreement and understanding between you and us. Our failure to exercise or enforce any right or provision of these Terms of Use shall not operate as a waiver of such right or provision. These Terms of Use operate to the fullest extent permissible by law. We may assign any or all of our rights and obligations to others at any time. We shall not be responsible or liable for any loss, damage, delay, or failure to act caused by any cause beyond our reasonable control. If any provision or part of a provision of these Terms of Use is determined to be unlawful, void, or unenforceable, that provision shall or part of the provision is deemed severable from these Terms of Use and does not affect the validity and enforceability of any remaining provisions. There is no joint venture, partnership, employment, or agency relationship created between you and use as a result of these Terms of Use or use of the Site. You agree that these Terms of Use will not be construed against us or by virtue of having drafted them. You hereby waive any and all defenses you may have based on the electronic form of these Terms of Use and the lack of signing by the parties hereto to execute these Terms of Use.

27. CONTACT US

In order to resolve a complaint regarding the Site or to receive further information regarding the use of the Site, please contact us at info@travelbugs.io.