

## Company Profile

Founded: 2017  
 Location: Canada (ICO Launch from Estonia)  
 Employees: 10  
 Industry: Healthcare  
 Technology: VR, AI, & Blockchain  
 Product: Yes  
 Website: <https://www.virtualrehab.co>

## Founders

Dr. Raji Wahidy, *Founder & CEO*  
 >15 years of exp (incl. Vodafone, Ericsson)  
 Global Awards, Entrepreneur (1 exit), UN & UNICEF registered volunteer

Mrs. Amal Azzeh, *Co-Founder & CFO*  
 >40 years of exp as financial & operational exec, Global Awards, Co-Founder of MRT

## Advisors

Paul Mears, Bus. Angel in >20 companies  
 Binod Nirvan, Smart Contract Auditor  
 Phil Fasano, ex-CIO Kaiser, CIO Hall of Fame  
 Dr. Jeff Pfeifer, 2017 Global Research Award  
 Don Cox, ex-CIO SAMHSA  
 Karen Hurst, Futurist & Lead Arch, Kaiser  
 Dr. Larry Wray, Healthcare Consultant  
 Dr. Bobbie Ticknor, Psychologist

## Recognition & Awards (Traction)

US Digital Gov't – Very promising capability  
 Only VR/AI company in US Dept of Justice Environmental Scan Report  
 Partnerships across 4 continents  
 Only Canadian representative to Arab Health  
 One of Canada's most promising high-growth life sciences companies  
 Featured at Microsoft Inspire – Innovation  
 Nominated by WSJ to Startup Showcase  
 Ranked 1<sup>st</sup> by Spanish media for use of VR for correctional rehabilitation  
 Covered by media by >28 countries worldwide

## Tokenomics

\$VRH, ERC-20, Utility  
 400m Total Supply, 240m for Sale  
 1 \$VRH = \$0.10  
 \$5m Soft Cap, \$20m Hard Cap  
 KYC & Whitelist  
 USA, NZ, China, Republic of Korea Excluded

## Use of Funds

50% Future Development  
 30% Marketing  
 20% Partnerships

## Contact

Virtual Rehab Investor Relations  
[investors@virtualrehab.co](mailto:investors@virtualrehab.co)

## Problem

39 deaths / 100k population due to addiction; Up-to 90% Relapse; 116m adults with chronic pain; 259m prescriptions for painkillers yet 100 everyday due to overdosage; 66% of released offenders recidivize within 3 years and 77% within 5 years (US); Lack of focus on mental health and psychological well-being.

## Solution



Virtual Reality

A virtual simulation of the real world using cognitive behavior and exposure therapy to trigger and to cope with temptations



Artificial Intelligence

A unique expert system to identify areas of risk, to make treatment recommendations, and to predict post-therapy behavior



Blockchain

A secure network to ensure privacy and decentralization of all data and all information relevant to vulnerable populations



VRH Token

An ERC-20 utility token that empowers users to purchase services and to be rewarded for seeking help through Virtual Rehab's online portal

## Market

Market Size: >261m (Addiction), \$136b (Prevention & Treatment); B2B Customers: Rehab Centers, Hospitals, Departments of Corrections, Correctional Facilities. B2C Customers: End users; Market Growth: \$5.1b use of VR in Healthcare by 2025; 73% CAGR for Healthcare Training & Simulation Apps; \$12b Blockchain spending by 2022.

## Competitors

Virtual Rehab has been pegged as market leader by over 28 countries worldwide.

	Dr. Phil's Path to Recovery	appliedVR	NEOFECT	Virtual Rehab
VR	✓	✓	✓	✓
AI	✗	✗	✗	✓
Blockchain	✗	✗	✗	✓
B2C	✗	✗	✓	✓

## Competitive Advantage

First Mover Advantage (Addiction & Corrections); Market Leader Status; Strong Brand Recognition; Unique Expert System (Identifies Areas of Risk, Makes Treatment Recommendations along with Medication, Predicts Future Behavior); \$VRH Token to Incentivize Patients to Seek Help & Counseling.

## Key Milestones

Completing Private, Pre-Sale, & Main Sale of \$VRH Token; Exchange Listing (Q3/Q4 18); Hiring New Employees, Product Development, Opening of New Office in Americas (Q4 18); GitHub Release, Updating White Paper & Website, New Partnerships within Americas (Q1 19); Online Portal Launch, New Partnerships within APAC/MENA, New Product Release (Q2 19); New Partnerships within Europe, Opening of New Office in Europe/MENA, Online Portal Update (Q3 19); Opening of Virtual Rehab Therapy Center (First Worldwide to use VR, AI, & Blockchain along with Medical Doctors), New Partnerships, Updated White Paper & Website, Releasing Roadmap 2020 – 2022 (Q4 19)

## Business Model

B2B: License Fee + Subscription-based Fee (Monthly/Annual) + Development & Support;  
 B2C: \$VRH Token (For Programs Order & Download, Further Analysis, & \$VRH Incentive);  
 Virtual Rehab Center (Per Visit Charge / Weekly / Monthly / Annual Membership)