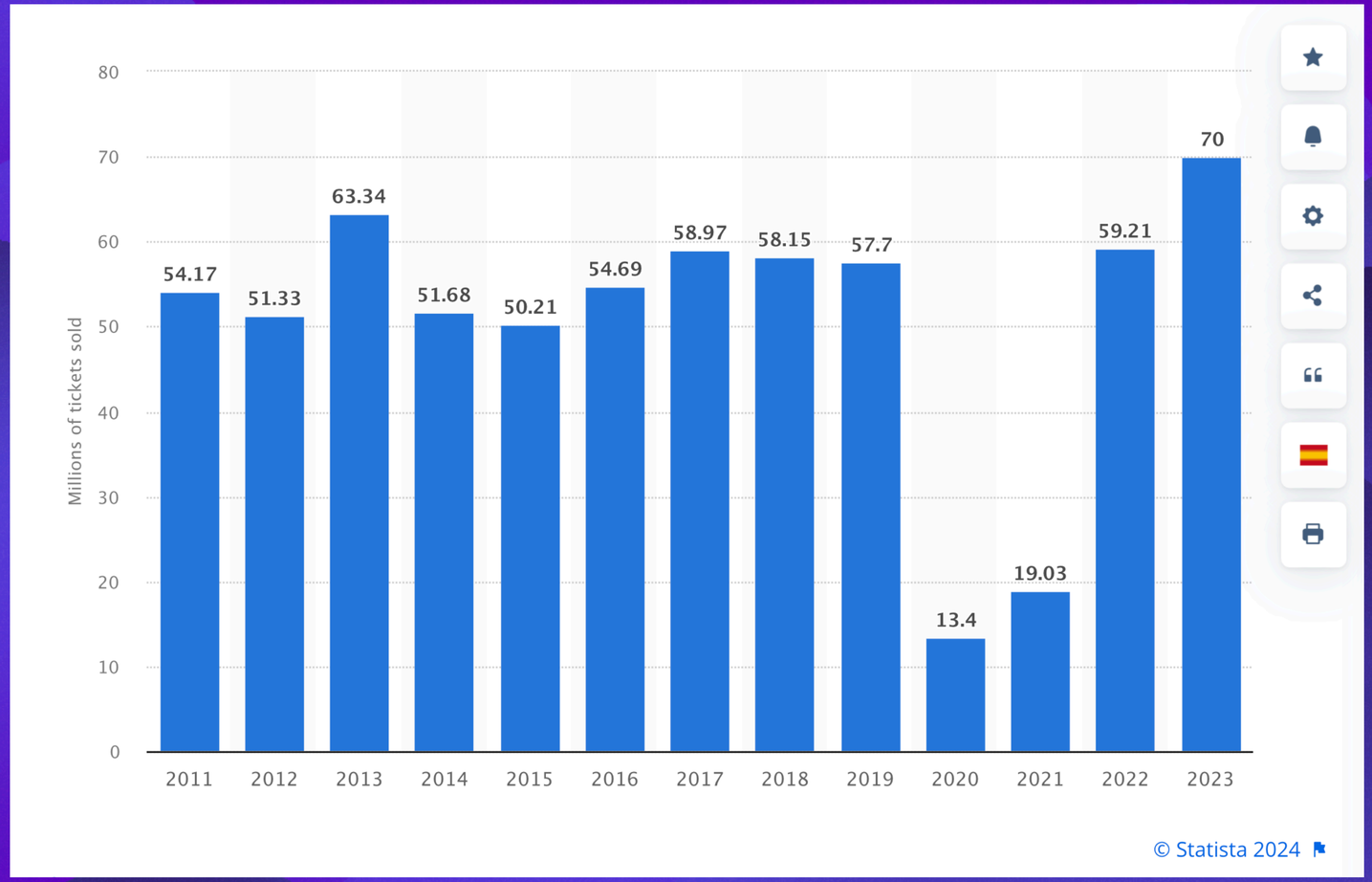
HALL OF FANS

MARCH 2025

PITCH DECK

70 MILLION CONCERT TICKETS SOLD IN 2023

TICKETS SOLD WORLDWIDE 2011-2023

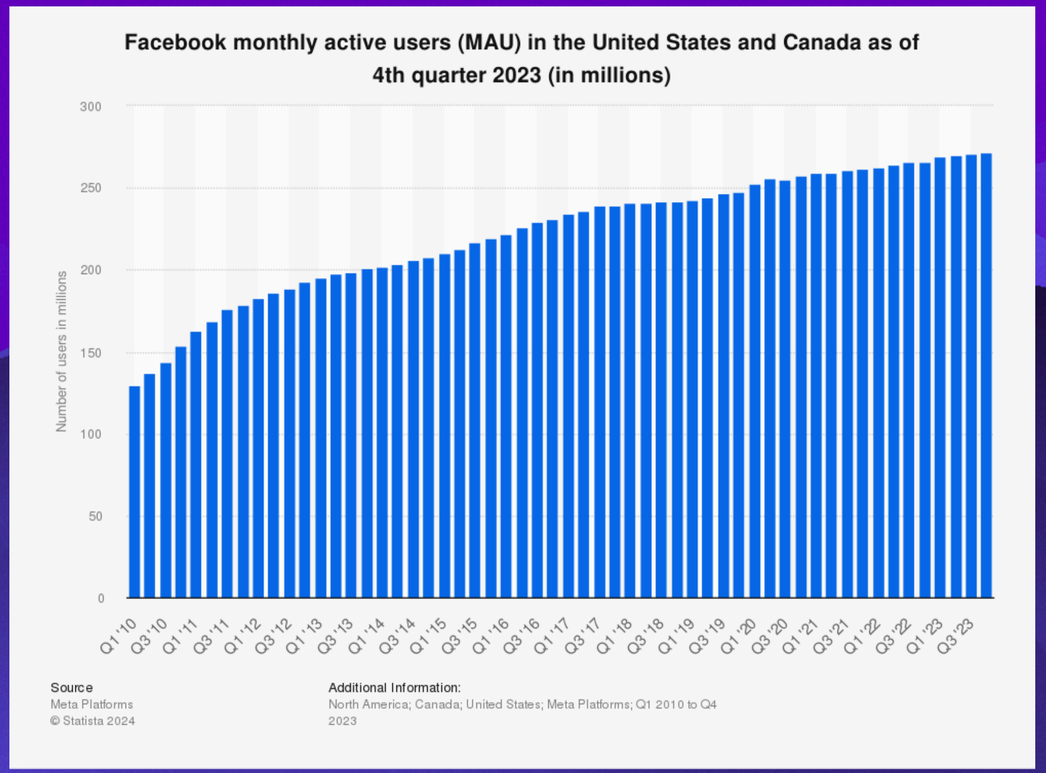


SOCIAL MEDIA APP MARKET

USER-GENERATED CONTENT

Social media and user-generated content have become defining elements of interactive technologies, designed to facilitate the creation and sharing of information, ideas, and interests among virtual communities. User-generated content—including text posts, images, videos, and comments—dominates hundreds of platforms worldwide. In 2024, global social media penetration has reached 62%, with Northern and Western Europe leading the way, followed closely by Eastern Asia and Southern Europe.

As social media continues to expand and evolve globally, there are no signs of slowing down. The total number of social media users is projected to exceed 6.05 billion by 2028, marking a significant milestone as the world approaches the point where over half the global population is engaged in social media.



GLOBAL SOCIAL MEDIA USERS

5.17bn

LEADING REASON TO USE SOCIAL MEDIA

Keeping in touch with friends and family

GLOBAL SOCIAL MEDIA PENETRATION RATE

62.2%

THE FAN MARKET

REMAINS LARGELY UNTAPPED

The traditional corporate, top-down approach proves ineffective when attempting to cater to multiple fanbases simultaneously. What's truly needed is a bottom-up approach, led by passionate and experienced fans—individuals with decades of involvement and a deep understanding of fan culture on the ground and online. These "battle-hardened" fans are uniquely positioned to build authentic, sustainable fan communities, all united under a single, fan-focused platform. Our founders and startup team along with 75+ combined years of IT experience, are those Fans.

HALL OF FANS

HOF Startup Team

Shareholder

Jon Ohia
Nevada City, California

Executive Director | Operations

1st Concert
Pennywise
1996 age: 13

Estimated 1200+
Concerts, Festivals, Sporting Events Attended

Founder | Minority Shareholder

Jason Green
Lake Tahoe, California

Chief Technology Officer
Interim: Project Manager, Creative Director, Software Architect

1st Concert
Kenny Rogers w/Eddie Rabbit
1983 age: 10

Noteworthy Touring
Grateful Dead: 450+ Shows
PHISH: 250+ Shows

Estimated 1800+
Concerts, Festivals, Sporting Events Attended

Founder | Majority Shareholder

Greg Martens
Portland, Maine

Executive Director | Artist Relations

1st Concert:
KISS
1976 age: 13

Noteworthy Touring
Grateful Dead: 600+ Shows
Blues Traveler: 250+ Shows
Allman Brothers: 150+ Shows

Estimated 2500+
Concerts, Festivals, Sporting Events Attended

Shareholder

Josh Peerless
San Francisco, California

Executive Director | Software Development

1st Concert:
Beastie Boys / Public Enemy / Murphy's Law
1987 age: 15

Noteworthy Touring
PHISH: 150+ Shows
Grateful Dead: 50+ Shows
High Sierra Festival: 25 years

Estimated 2000+
Concerts, Festivals, Sporting Events Attended

Shareholder

Spirit Ricks

Sacramento, California

Sales | Client Engagement Specialist

1st Concert
Gladys Night & the Pips
The Temptations
1971 age: 13

Estimated 500+
Concerts, Festivals, Sporting Events Attended

PLATFORM

NEWSFEED

relix

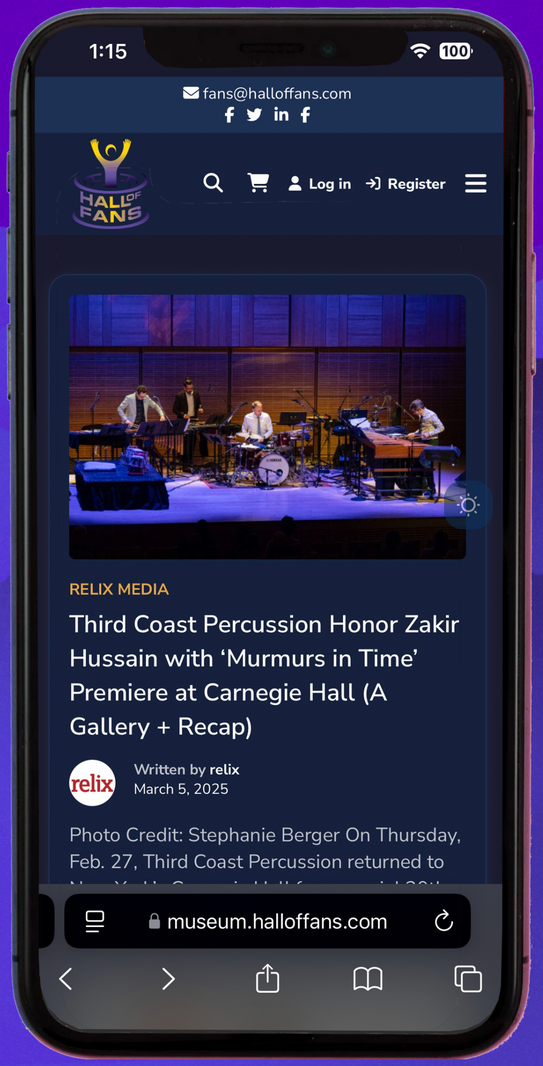
LOUDER

JAMBASE

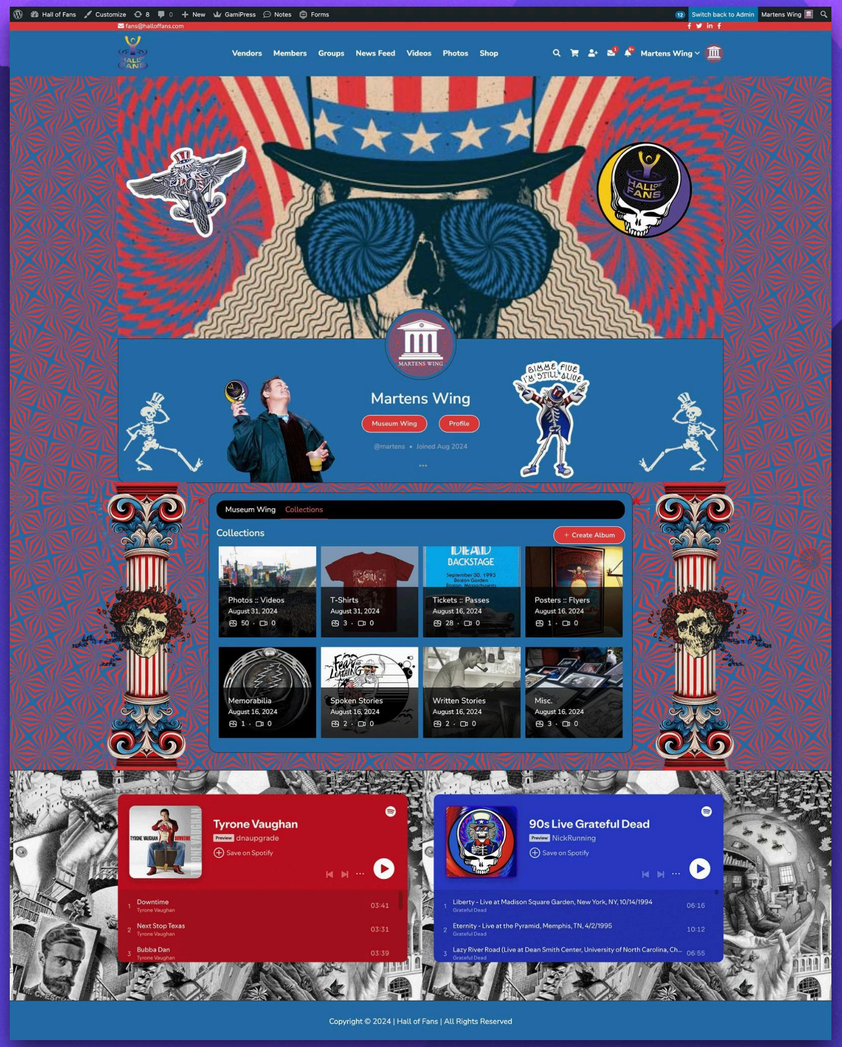
billboard

Pitchfork

CABBAGES



MUSEUM

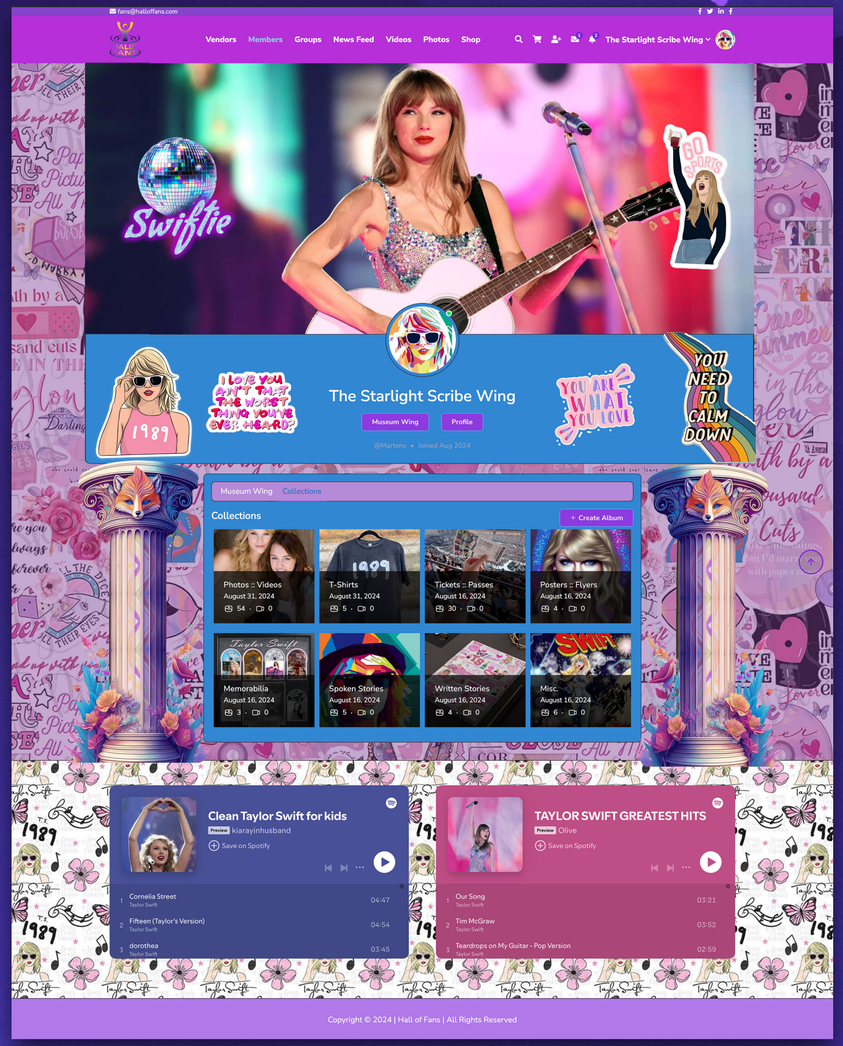


Users can archive, organize, showcase, and even monetize their collections of photos, videos, and spoken or written stories. Fans can share their own playable Spotify playlists for visitors to enjoy while perusing their collections.

Each user's personal Museum Wing in the **Hall of Fans** is fully customizable, offering complete control over elements such as color schemes, background patterns, picture frames, museum pillars, slideshows, and collages. Fans can further personalize their Wing with custom stickers from an extensive library of digital assets, including entire themes and assets created by both the platform and its users, as well as official band assets and exclusive, event-based asset drops.

In addition to curating their own collections, fans can create, trade, and monetize digital assets, as well as physical items, through the marketplace.

Fans are rewarded with **Fan Points** for every interaction on the platform. All activity is automatically shared with their connections through activity feeds, with reminders accessible via the member dashboard. These features help drive member retention and encourage daily engagement. Tiered membership options are also available, offering additional functionality and access to premium library assets.



AI TRAINED DIGITAL ASSETS MANAGEMENT

VECTOR DATABASE

Our AI-powered machine learning system is designed to analyze digital assets such as concert posters, tickets, T-shirts, and more. It automatically scans media and generates precise, relevant metadata to streamline the organization of museum collections. This reduces the time and effort required for members to upload and manage their personal Museum Wing, significantly improving the user experience by enabling quick uploads, easy discovery, and seamless sharing of collections.

AI Auto-Tagging

The AI system scans collections within each Museum Wing, recognizing objects and applying relevant keywords as tags for intelligent, efficient searches. This automated process enhances the accuracy of search results and simplifies the organization of assets.

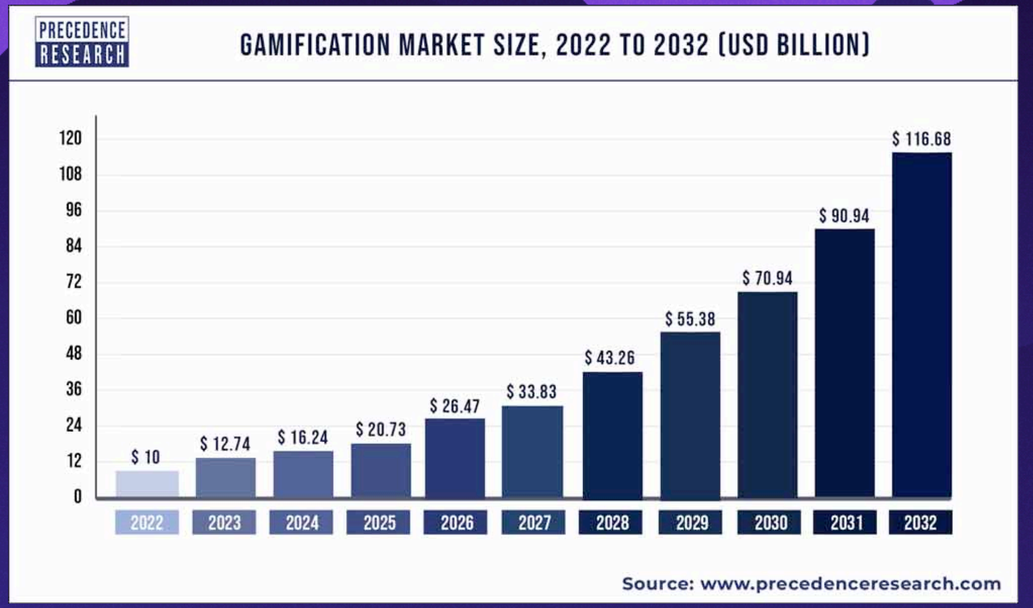
GAMIFICATION

HOF utilizes modern gamification tools to enhance user engagement and drive Daily Active Users (DAU) and Monthly Active Users (MAU) growth on our platform. By incorporating these elements we offer a more interactive and rewarding experience for users. Gamification encourages users to participate actively in fan groups, contribute content, and engage with other members by offering rewards, ranks, and points for completing specific actions. This fosters a sense of achievement, driving users to return frequently, which significantly boosts DAU and MAU.

Gamification leverages the competitive and collaborative human nature of users by allowing them to earn points and ranks for interactions like creating posts, sharing content, and trading and selling digital assets. Leaderboards and special rewards means users are incentivized to remain engaged over time. This leads to an increase in Monthly Active Users (MAU), as users want to keep their position on leaderboards or continue earning points toward exclusive rewards.

Additionally, the use of gamification promotes community building by fostering interaction between fan groups. Features like tiered memberships and points for activities such as concert check-ins and sharing digital collections help create more vibrant and interactive Fan Group communities. Users who are invested in earning rewards are more likely to engage with the content and other users, creating a more active and thriving user base.

By creating engaging and relevant gamification experiences for HOF we enhance user engagement but also encourage sustained interaction, driving both short-term (DAU) and long-term (MAU) user growth. This gamified approach strengthens the sense of belonging and loyalty among our users, resulting in improved retention and overall platform success.



48% Increase ∞ Customer Engagement

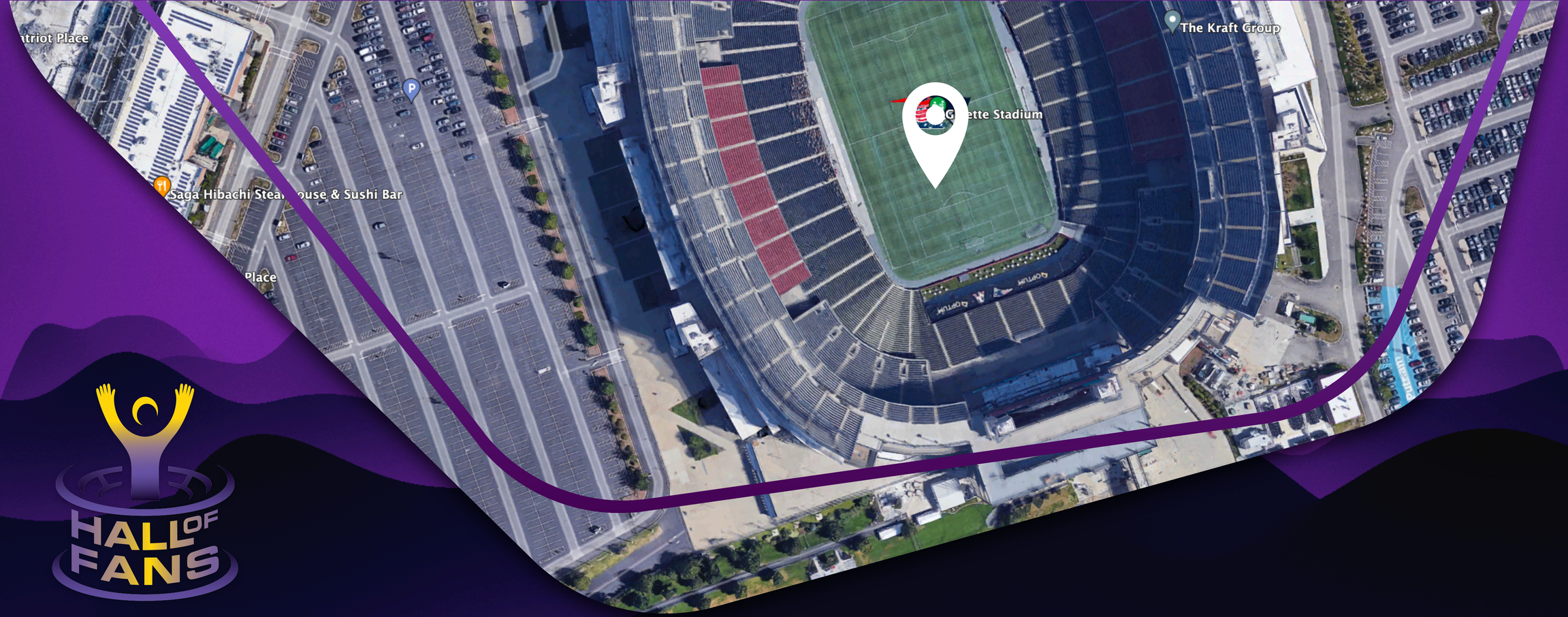
Market data shows gamified experiences can increase customer engagement by 48%. Integrating game mechanics encourages users to actively participate and connect with the brand on a deeper level.

22% Increase ∞ Customer Retention

Market data indicates that companies with gamified loyalty programs experienced a 22% increase in customer retention. By rewarding customers with virtual badges, points, or exclusive perks, gamified loyalty programs incentivize repeat purchases and foster a sense of exclusivity, driving customer loyalty.

25% Increase ∞ Sales Conversions

Market data shows businesses that utilize gamification in their sales processes experience a 25.3% increase in sales conversion rates. Sales gamification statistics show that the correct approaches allow us to tap into consumers' competitive nature, inspiring them to complete purchases and surpass milestones, thus boosting revenue generation.



CHECK IN

VERIFIED ATTENDANCE

Earn 500 points for every Stadium event you attend. Points accumulated count toward a long list of available perks such as Official merch discounts, Premium seating, VIP access & meet and greets. Points are also calculated toward nominations for 'The Fannies' Annual Awards Show!

- Museum Wing Uploads are tagged dynamically to create Event Collections
- Fans with the most Check ins are nominated for a Fanny Award 🏆
- Points can also be used to collect style assets for your wing and be traded and gifted to your connections
- Check ins can be used to connect with friends at events, Earn points for every check in with any other HOF member.

EVENT POSTS

AUDIO & WRITTEN STORY ARCHIVES

Hall of Fans introduces a unique feature that allows users to create spoken audio story posts directly from their phone's microphone. These stories capture the essence of past concert experiences or can unfold live as events happen in real-time. When users are "checked in" to a concert venue, their audio story is automatically combined with photos and videos taken at the event, creating a rich, interactive **Event Post**. Each post is tagged with the concert's date, venue, geo-location, and archived in the user's Museum Wing, preserving memories in a dynamic and engaging way.

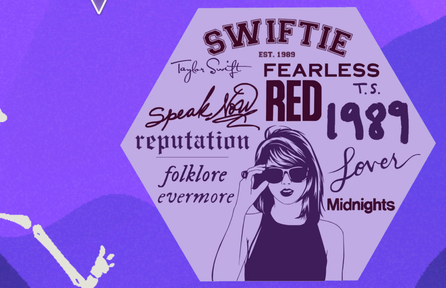
The user can also add audio to an **Event Post** later, providing narration to a slideshow including their movies, photos, and with paid memberships, can easily choose from an extensive library of background music loops, sounds and digital assets for dramatic effect.

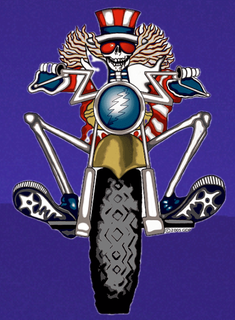
Fans that are reluctant to record their voice can upload written stories and even choose from a library of digital voices to narrate for them.

All while leveraging our AI-trained vector database that scans and organizes each Event Post, applying precise metadata to make it fully searchable by band, venue, date, and story type. This seamless functionality not only enhances the user experience but also drives deeper engagement by allowing fans to easily search, relive, enhance and share their concert adventures.

DIGITAL ASSETTS

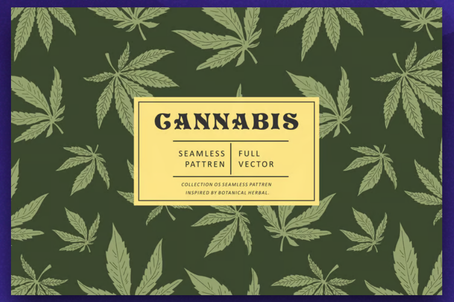
FAN CREATED ASSET COLLECTIONS

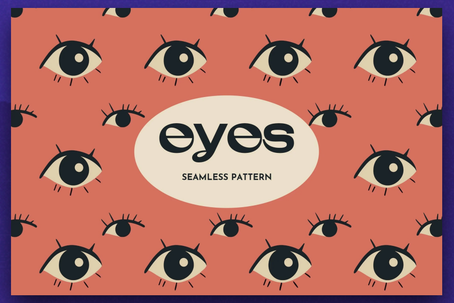


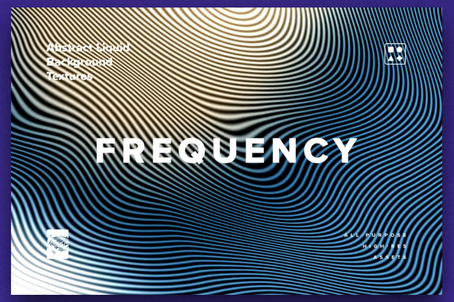


DIGITAL ASSETTS

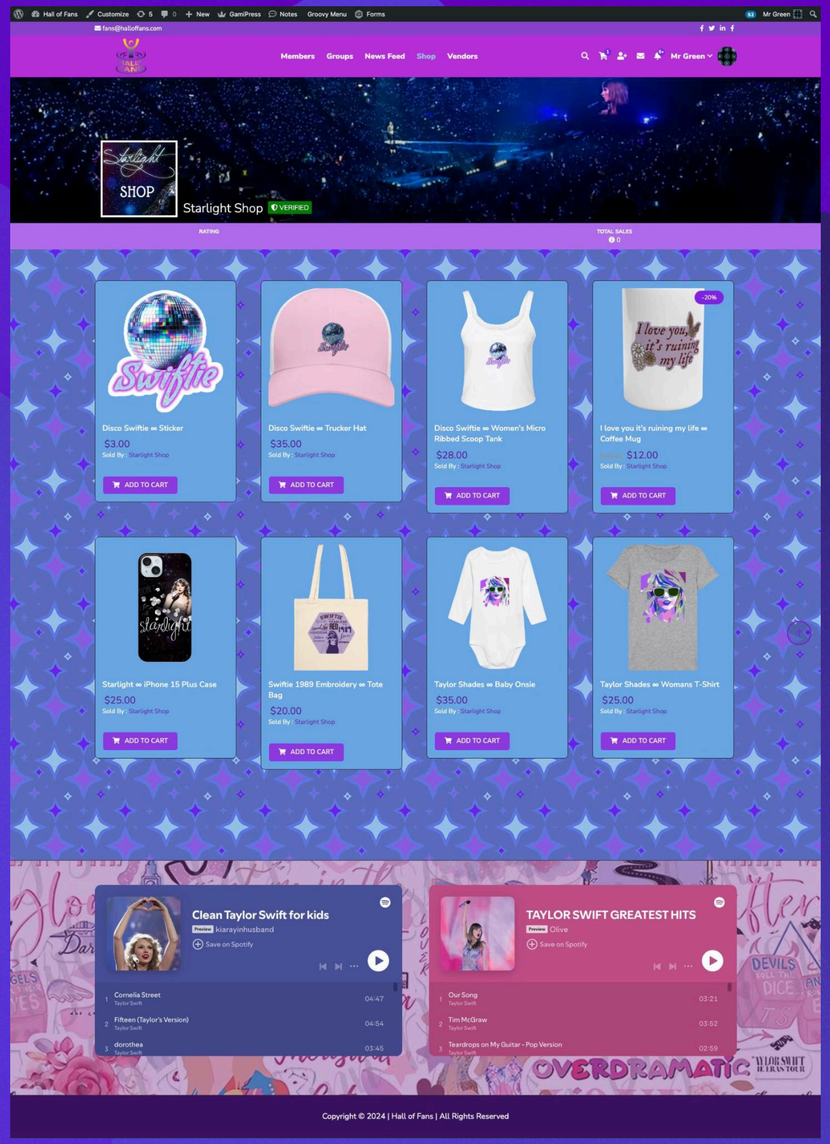
EXAMPLES OF SEAMLESS BACKGROUND PATTERNS







SOCIAL MARKETPLACE



Turn-Key eCommerce Storefronts with Digital Payments for Fans and Groups

Fans and groups with paid memberships will have access to individual, turn-key eCommerce storefronts, complete with digital payment options.

For fan art creators, built-in tools are available to apply for **FULA** licenses, enabling them to legally monetize their artwork across a range of products, which will be drop-shipped through **Hall of Fans** partners.

Tiered Memberships

Various tiered membership packages will be offered, providing features such as marketing packages, banner ads, premium shop support, and ability to sell professional services, and online courses.

Group Monetization

Group admins can also create and sell custom membership packages tailored to their community's needs.

Marketplace Functionality

Fans will have access to a marketplace where they can sell, trade, or gift items with other members.

Digital Asset Library

Members will also have access to a digital asset library with both free and premium design assets. In addition, members can create, trade and sell their own digital assets and custom "Theme Packages" for money or **Fan Points**.

Bootleg Merchandise Problem

WELCOME TO BILLBOARD PRO

The music industry's No. 1 source for breaking news, business analysis, executive power lists, and in-depth special reports - plus access to more than 250 members-only charts.

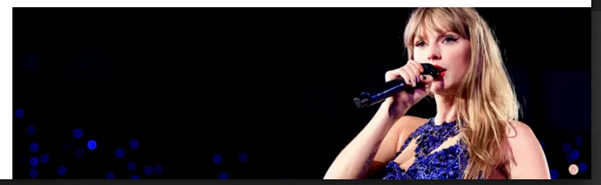
NEED PRO ACCESS FOR YOUR WHOLE TEAM? GET DISCOUNTS ON GROUPS OF 5 OR MORE USERS

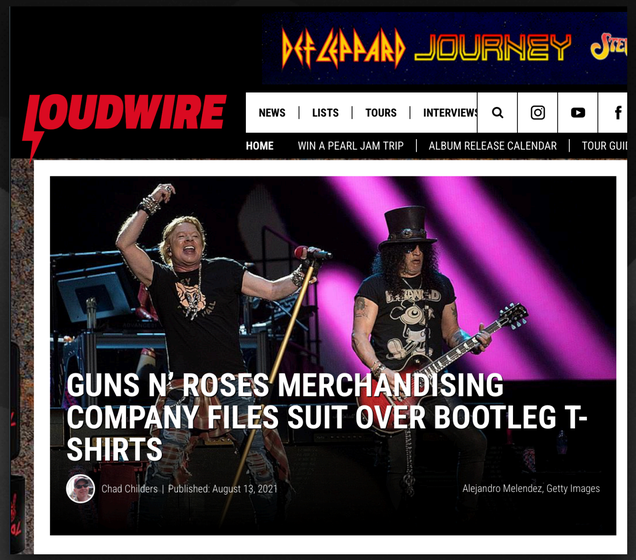
BUSINESS NEWS 04/16/2024

From Taylor Swift to KISS, the Bootleg Music Merch Business Is Hurting Artists — And It's Getting Worse

Attorneys for the biggest stars in the world send countless takedown notices annually, but it's "a game of Whack-a-Mole, and it's a constant every day," one executive says.

BY STEVE KNOPPER





GUNS N' ROSES MERCHANDISING COMPANY FILES SUIT OVER BOOTLEG T-SHIRTS

Chad Childers | Published: August 13, 2021

Alejandro Melendez, Getty Images

LEGAL NEWS

Bootleggers Beware: Rod Wave Is Coming For Your Fake Concert Merch

The rapper is the latest musical artist to head to court to protect their ever-more-valuable merch revenue, following Metallica, SZA, Post Malone and many others.

By Bill Donahue

11/16/2023

Settings

Dismiss Allow

NEWS

Phish in court this afternoon to block bootleg merchandise

By PILOT ONLINE

UPDATED: August 10, 2019 at 3:40 AM EDT

Listen to this article

NORFOLK

Representatives for the jam-band Phish are due in federal court this afternoon to argue that it should be allowed to stop bootleggers from selling T-shirts, jackets, bumper stickers and

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on the ho

Get yours now

Creation of a new hybrid Fair Use Licensing Agreement (FULA) between vetted Fans and Artists

Hall of Fans will negotiate with artists to establish a new Fair Use Licensing Agreement (FULA) that expands the traditional definition of Fair Use for commercial sales. Under this agreement, artists will receive perpetual royalties for all merchandise sold under the new license. Sales will be tracked using blockchain smart contracts, ensuring that royalties, fees, and profits are distributed transparently to all three parties involved.

Fan Artists will be vetted by **Hall of Fans** through activities such as concert check-ins, post creation, and museum wing collections. This vetting process not only promotes platform interaction but also ensures that fans meet the minimum criteria for being granted a license.

By adhering to Fair Use principles, the license safeguards artists from bad actors seeking a license and attempting to bootleg intellectual property by simply copying logos or likenesses.

This innovative licensing model creates a valuable new revenue stream for both artists and fans. For artists, it also offers strong PR benefits by recognizing and rewarding the most dedicated members of their fanbase, while inspiring more fans to engage in the creation of the lore and history surrounding their favorite artists.

Hall of Fans will collect a 1-3% fee on all merchandise sales made under the Licensing Agreement. Additionally, we will generate revenue through strategic partnerships with drop-shipping companies, allowing fan art to be sold on merchandise such as T-shirts, hats, mugs, and more.

You can (FULA) some people sometime
But you cant (FULA) all the people all the time

YEARLY GROSS REVENUE

LOW ESTIMATE: $1,00,000 PER 50K (MAU) MONTHLY ACTIVE USERS

Advertising Revenue:

Social media platforms generate income through advertisements. Assuming an average revenue per user (ARPU) of $1 per month from ads, the daily income is calculated as follows:

Monthly ARPU = $1
Daily ARPU = $1 / 30 ≈ $0.033
Daily Income = 100,000 MAU × $0.033 ≈ $3,333

Subscription Fees:

On average 5% of users pay $10 per month:

Subscribers = 100,000 MAU × 0.05 = 5,000
Monthly Subscription Revenue = 5,000 × $10 = $50,000
Daily Subscription Revenue = $50,000 / 30 ≈ $1,667

Conclusion

Daily gross income of a social media platform with 100,000 MAU
can be estimated at $6000, using the 3 traditional methods of monetization.

$6,000 x 365 Days = Yearly Gross Revenue of $2,190,000 per 100K MAU

In-App Purchases:

Active users spend an average of $0.50 per month
on in-app purchases: Digital Assets

Monthly In-App Purchase Revenue = 100,000 MAU × $0.50 = $50,000
Daily In-App Purchase Revenue = $50,000 / 30 ≈ $1665

Combined Estimate

Daily Advertising Revenue ≈ $3,333
Daily Subscription Revenue ≈ $1,667
Daily In-App Purchase Revenue ≈ $1665
Total Daily Income ≈ $3,333 + $1,667 + $1665 = $6,665

MARKETING

ACQUISITION OF INITIAL 100K USERS

Traditional Marketing Strategy

Premium Facebook multimedia ad campaign aimed at acquiring 100,000 members

Cost: $400,000

Projected MAU: 25-35k

PROJECTED CAMPAIGN COST

Using tried and true high quality traditional marketing techniques optimized for our target market on Facebook, we can expect our (CPI) estimate to be as follows:

COST PER INSTALL (CPI) ESTIMATE

$3-$5 average per app install

Total Cost = Number of Installs x Average CPI

Total Cost = 100,000 x $4 = $400,000

BUDGET ALLOCATION STRATEGY

INITIAL TESTING PHASE

- Allocate 25% of the total budget ($100,000) for initial testing across different demographics, creatives, and targeting options.

OPTIMIZATION PHASE

- Use data from the testing phase to optimize and reallocate the next 50% of the budget ($200,000) to the best-performing strategies.

SCALING PHASE

- Use the final 25% of the budget ($100,000) to scale up the most successful campaigns and reach our goal of 100,000 installs.

OPTIMIZING AD SPEND STRATEGY

A/B Testing: Continuously test different ad creatives and targeting options to find the most cost-effective approach.

Retargeting: Use retargeting campaigns to convert users who have shown interest but haven't installed the app yet.

Lookalike Audiences: Utilize lookalike audiences based on our existing users to find similar potential users.

Engagement Ads: Run engagement ads to increase app awareness before promoting installs.

AD PLACEMENT AND FORMAT

- **Ad Formats**: Test different ad formats (e.g., carousel ads, video ads) to see which performs best.
- **Placements**: Use automatic placements to let Facebook optimize where our ads are shown.

PERFORMANCE TRACKING

- **Metrics**: Continuously track key metrics like CPI, CTR (Click-Through Rate), and conversion rate.
- **Attribution**: Use Facebook's attribution tools to understand the user journey and optimize accordingly.

BUDGET ALLOCATION

- **Dynamic Allocation**: Adjust our budget based on real-time performance data to ensure funds are being spent effectively.

SCALING SUCCESSFUL CAMPAIGNS

- **Increase Spend**: Scale up spending on high-performing campaigns to maximize their impact.
- **Expand Targeting**: Once a successful strategy is identified, expand the targeting to reach a broader audience.

Our Marketing Strategy

Directly approach Facebook group admins with an offer to migrate their communities to **Hall of Fans,** targeting the acquisition of 100,000 users.

Cost: $50,000
Projected MAU: 35-45k

This approach results in **$350,000 in savings** per 100K users compared to traditional marketing.

Offer to Group Admins:
Paying **$0.25 to $0.50** per active user to migrate their group to HOF.

Sweetener Incentives:

- 5 year free Premium Group Admin with Multi-Vendor Re-Seller account
- Revenue share from yearly premium memberships purchased by their group members
- Revenue share from sales within their group's marketplace
- Voting rights on the development priorities of new platform features

A WIN WIN WIN PROPOSITION

Convincing Facebook group admins to transition their communities to **Hall of Fans (HOF)** won't be a difficult sell. Beyond offering substantial financial incentives, perks, affiliate commissions, and advanced admin and monetization tools, we provide something Facebook cannot: genuine privacy and control over the content, news and ads that appear in their members' feeds. While their existing Facebook group can continue to serve as a social hub and a way to drive traffic to their HOF marketplace, HOF offers a superior, customizable and profitable experience.

Our strategy centers on direct purchase of fan groups and ongoing revenue incentives, rather than traditional marketing, which leads to rapid yet controlled growth. This approach significantly reduces the cost per Monthly Active User (MAU) while fostering strong, long-term relationships with group admins. These partnerships create a positive corporate culture that will naturally attract other group admins to make the switch, building momentum for further growth.

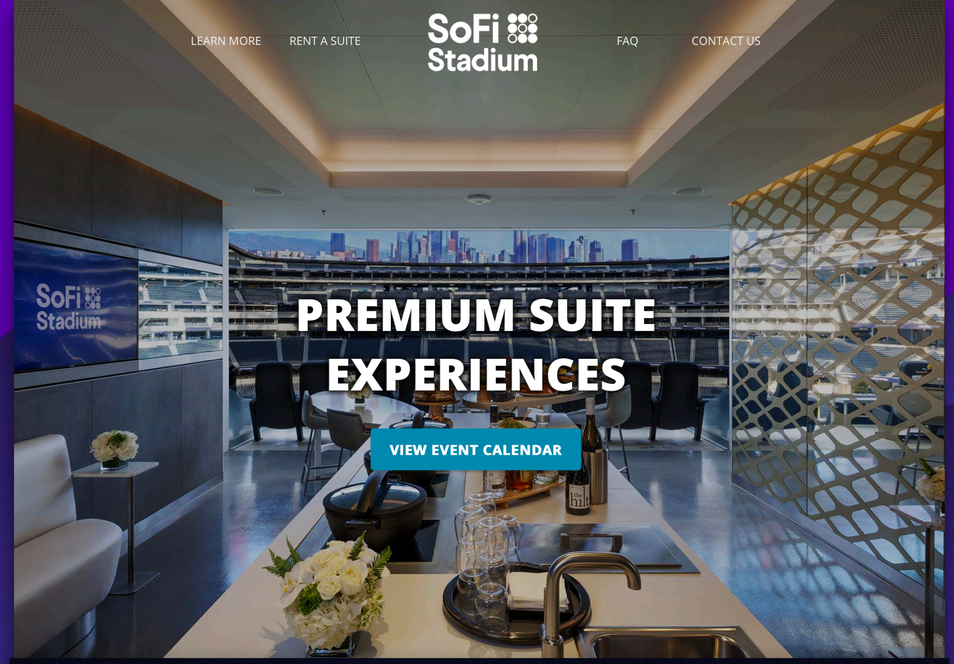
EXPERIENTIAL MARKETING

Hall of Fans will maintain a strong presence at major events by providing comfortable, air-conditioned lounge spaces designed to enhance the fan experience. These lounges will feature cozy seating and ample USB charging stations, offering fans a place to relax and recharge both themselves and their devices. Exclusive incentives, such as special discounts and membership offers, will be available to those who sign up while enjoying the space.

These lounges will also serve as hubs for HOF-arranged artist meet-and-greets, official interviews, and the distribution of event-exclusive merchandise. Members can use these spaces to connect with friends, earn special event points, and fan art creators have the opportunity to win retail space to showcase and sell their licensed FULA merchandise.

As an additional incentive, members who “check in” at the lounge and sign up a friend during the event will receive an exclusive bonus.

In addition, HOF will secure corporate box suites at strategic venues to entertain clients, business partners, and VIP group admins. These relationships with venues, artists, and industry insiders offer a unique array of perks and experiences that we can extend to our investors and their families.



FAN GROUPS

MILLIONS OF POTENTIAL HOF USERS IN JUST THE LOW HANGING FRUIT

GRATEFUL DEAD

3,000,000 Followers

Grateful Dead Forever
Public · 105K members · 10+ posts a day
16 friends are members
Join

Grateful Dead Shakedown Street
Public · 20K members · 9 posts a day
9 friends are members
Join

Deadhead Life - Grateful Dead To The Core!
Private · 167K members · 10+ posts a day
Join

Daily Dose of Grateful Dead Memes
Public · 81K members · 5 posts a day
19 friends are members
Join

Grateful Dead Forever
Public · 11K members · 8 posts a month
3 friends are members
Join

- 385,000 active members in these 5 groups
- Groups that utilize our vendor options will be very high
- Grateful Dead Fans create more fan art and merchandise than any band in history

HALL OF FANS

BOB MARLEY

67,000,000 Followers

BOB MARLEY LYRICS+LIFE QUOTES
Private · 700K members · 8 posts a day
Join

BOB MARLEY FAN CLUB OFFICIAL GROUP
Private · 396K members
Join

BOB MARLEY REASONING
Public · 258K members · 10 posts a day
Join

Fan Art

- Converting just 0.05% of Bob's Fanbase would result in 335,000 members
- There are over 1,300,000 active Bob fans in just these 3 Facebook Groups
- Bob Marley Fans continue to make fan art celebrating his career and activism

TAYLOR SWIFT

80,000,000 Followers

- Converting just 0.05% of Taylors Fanbase would result in 400,000 members
- Swifties are notoriously prolific creators of Fan Art.

Taylor Swift's Vault
Public · 486K members · 10+ posts a day
1 friend is a member
Join

Taylor SWIFT 💖 💖 💖
Private · 169K members · 10+ posts a day
Join

Taylor Swift (Official)
Public · 50K members · 10+ posts a day
Join

Taylor Swift
Public · 69K members · 10+ posts a day
Join

Taylor swift❤❤
Public · 46K members · 10+ posts a day
Join

Taylor Swift fans club
Public · 57K members · 10+ posts a day
Join

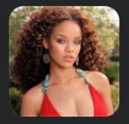
Fan Art

RHIANNA

104,000,000 Followers

- Converting just 0.5% of Rhianna's Fanbase would result in 520,000 members
- There are over 1,000,000 active Rhianna fans in just these 3 Facebook Groups

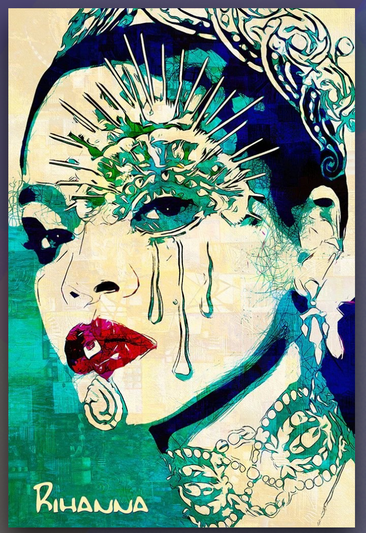
Rihanna Gallery
Public · 776K members · 10+ posts a day
Join



🔥🔥RIHANNA'S SWAG🔥🔥
Public · 224K members · 10 posts a day
Join

RIHANNA fan page
Public · 28K members · 10+ posts a day
Join

Fan Art



SHAKIRA

124,000,000 Followers

- Converting just 0.5% of Shakira's Fanbase would result in 600,000 members
- There are over 1,100,000 active Shakira in just these 6 Facebook Groups

Shakira
Public · 263K members · 8 posts a month
Join

Shakira te amamos !!!
Private · 324K members · 10+ posts a day
Join

Shakira Shakira
Public · 103K members · 10+ posts a day
Join

Shakira 👑 | Fan Account
Public · 125K members · 2 posts a day
Join

♥ Shakira
Private · 257K members · 10+ posts a day
Join

Shakira fans ✨
Public · 118K members · 10+ posts a day
Join

Fan Art

JUSTIN BIEBER

91,000,000 followers

- Converting just 0.5% of Justin's Fanbase would result in 455,000 members
- Justin is known for his generous work with Make a Wish Foundation

Justin Bieber Fan's club ✅
Public · 109K members · 10+ posts a day

Justin Bieber ✓
Public · 809K members · 10+ posts a day

Jaden Smith & Justin Bieber ✓
Public · 1.7M members · 10+ posts a day

Justin Bieber Fan Club ✅
Public · 685K members · 10+ posts a day

Justin Bieber
Public · 716K members · 10 posts a day

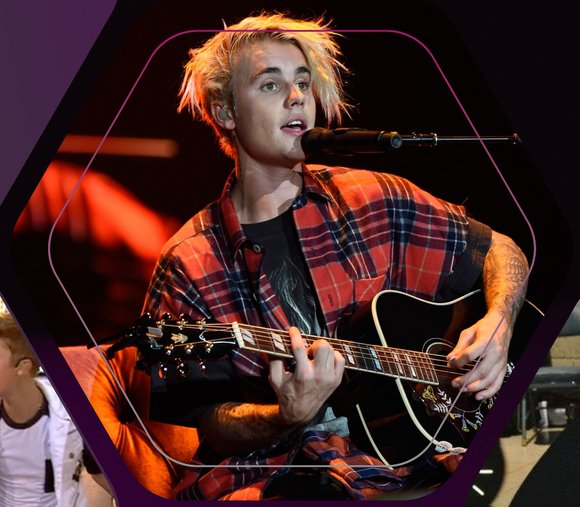
JADEN SMITH AND JUSTIN BIEBER FANS
Private · 110K members · 5 posts a day

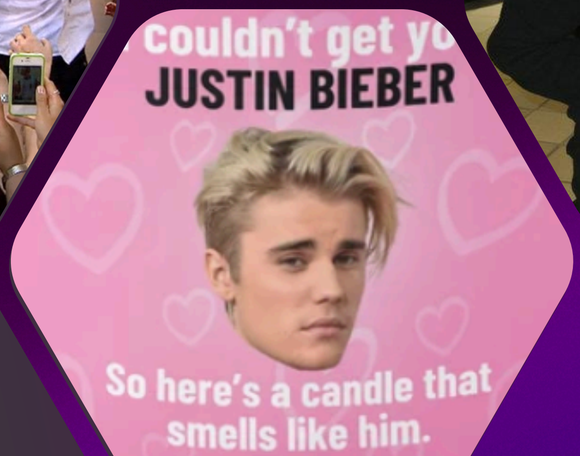
Justin Bieber 💜 🇨🇦 **(Aems)**
Public · 110K members · 10 posts a day

Justin Bieber Official
Private · 233K members · 10+ posts a day

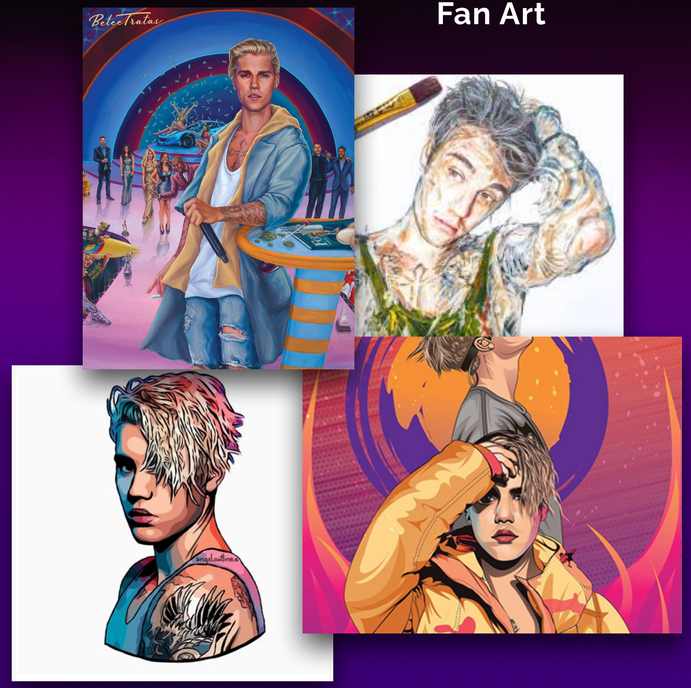
Justin Bieber & Jaden Smith Fans ✓
Private · 295K members

💕 Justin Bieber world 💕
Public · 143K members · 10 posts a day





Fan Art



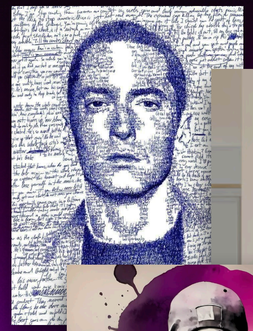
Eminem
Public · 204K members · 10+ posts a day
Join

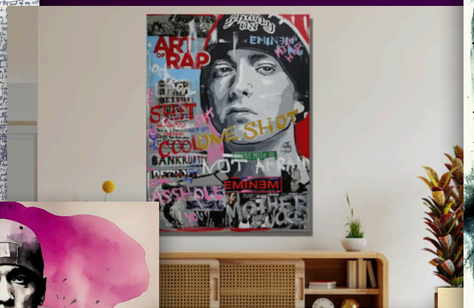
EMINEM
Public · 413K members · 10 posts a day
Join

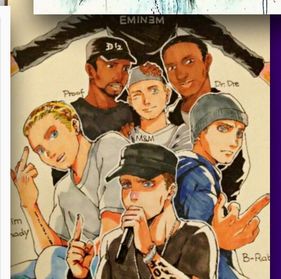
Eminem
Private · 337K members · 10+ posts a day
Join

Marshall Mathers Eminem Stay true to you
Public · 116K members · 10 posts a day
Join

Fan Art







EMINEM

95,000,000 followers

- Converting just 0.5% of Eminem's Fanbase would result in 475,000 members
- Over 1M active members in just these 4 fan groups
- Despite popular opinion Eminem is very open and responsive to his massive fanbase

Incredibly Generous: Eminem Invited A Dying Fan Onstage And Straight Up Demolished Her With His Most Devastating Freestyle Yet

MAY 23, 2018

QUEEN

26,000,000
Followers

HALL OF FANS

PHISH

700,000
Followers

BOB DYLAN

THE ROLLING STONES

Crosby, Stills, Nash & Young
Dallas Taylor & Greg Reeves
Déjà vu

DEF LEPPARD

PRINCE

3,000,000
Followers

AC/DC

28,000,000
Followers

$1,000,000
Yearly Gross

FOR EVERY 50K MAU
WE AQUIRE

ROLLING STONES

19,000,000
Followers

VH

NIRVANA

BRUCE SPRINGSTEEN AND THE E STREET BAND

Ludwig
THE BEATLES

AEROSMITH

16,000,000
Followers

GUNS N ROSES

29,000,000
Followers

THE EAGLES

6,200,000
Followers

R.E.M.

LED ZEPPLIN

19,000,000
Followers

JOURNEY

THE KINKS

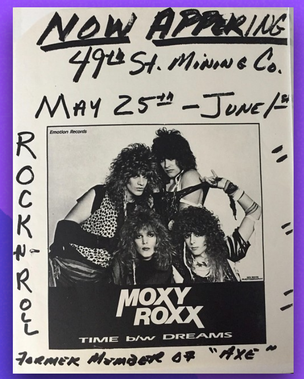
1,200,000
Followers

JOAN JETT AND THE BLACKHEARTS

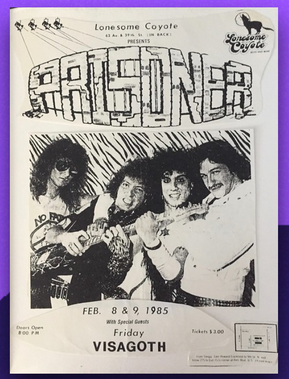
Led Zeppelin

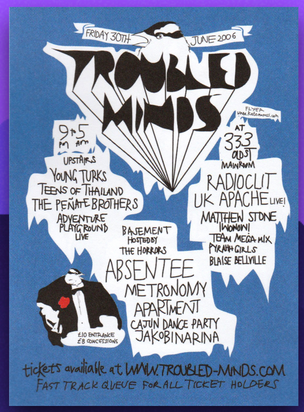
1st ANNUAL
HEAVY METAL
MARATHON
—with—
NASTY SAVAGE
NOIZ
—and—
visigoth
Friday —March 8 — — 7:30 pm —
FLORIDA STATE FAIR GROUNDS, TAMPA
TICKETS x $7.00 + service charge AVAILABLE AT ALL SELECT-A-SEAT OUTLETS and the FAIR GROUND BOX OFFICE (day of the show)
ANOTHER NOIZ PRODUCTION

THE NEW
T.S.O.L.
Plane Crash
4 Killed
WITH
CRUCIF☆KS
AND
CONFLICT
SUNDAY JAN.15 STUMBLE INN
136 N. PARK AVE. 9.00 P.M.

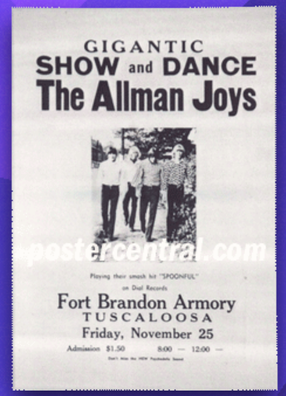

NOW APPEARING
49th St. Minn & Co.
MAY 25th — JUNE 1st
ROCK N ROLL
MOXY ROXX
TIME D&W DREAMS
FORMER MEMBER OF "AXE"

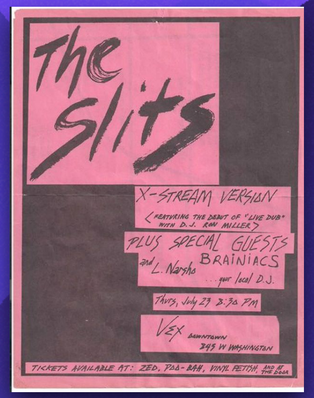
SPACEFLIGHT RECORDS
CENTRAL MACHINE WORKS
MARCH 14-16, 2024
NICOLE CESAR
CHAVEZ
MARCH 14 Kalu and The Electric Joint Night Glitter Slomo Drags Billy King and The Bad Bad Bad Tribe Mafia Galactic Protector
MARCH 15 Big Bill St. Houser Anastasia Hera Otis Wilkins Nolan Potter's Nightmare Band Junk Sinatra
MARCH 16 Garrett T. Capps The Tender Things Chris Catalena Grey and The Boys Wil Cope Golden Dawn Arkestra Acoustic Second Line
RELEASE OF SPACEFLIGHT LAGER
Dry Hice Lager


Lonesome Coyote
ARIZONA
FEB. 8 & 9 1985
Friday
VISAGOTH


FRIDAY 30TH JUNE 2006
TROUBLED MINDS
9PM
UPSTAIRS
YOUNG TURKS
TEENS OF THAILAND
THE PENATE BROTHERS
ADVENTURE PLAYGROUND LIVE
333 OLD MANHAM
RADIOCUT
UK APACHE LIVE!
MATTHEW STONE
BASEMENT
THE HORRORS
ABSENTEE
METRONOMY APARTMENT
CAJUN DANCE PARTY
JAKOBINARINA
tickets available at WWW.TROUBLED-MINDS.COM
FAST TRACK QUEUE FOR ALL TICKET HOLDERS

SONIC YOUTH
WITH GUESTS:
FIRE HOSE
6.00
9 p.m.
wed. Nov 5
at the
OUTHOUSE
IN LAWRENCE, KS.
YES, IT HAS
BEEN MOVED!
SONIC YOUTH

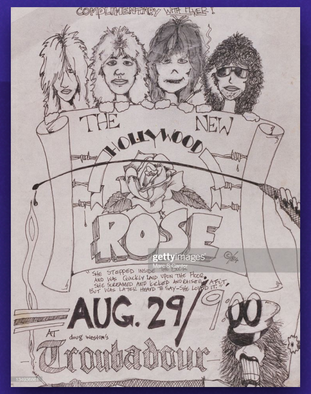

GIGANTIC
SHOW and DANCE
The Allman Joys
Fort Brandon Armory
TUSCALOOSA
Friday, November 25
Admission $1.50 8:00 — 12:00

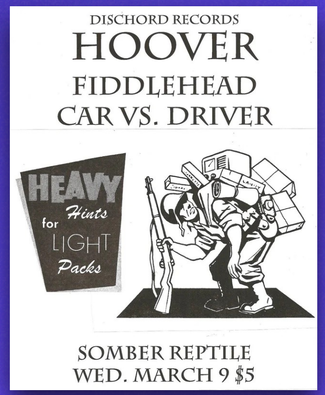

The Slits
X-STREAM VERSION
PLUS SPECIAL GUESTS
BRAINIACS
and L. Narsha
Thurs, July 29 8:30 PM
VEX
DOWNTOWN
293 W WASHINGTON
TICKETS AVAILABLE AT: ZED, PDA-BAR, VINYL FETISH

HALL OF FANS

www.stepuppresents.com
LOWER CLASS BRATS
8PM
$10
CHEAP SEX
TUESDAY
JULY 29TH
DOORS@7PM
MR WEDNESDAY
nothing famous.
VALENTINE'S

NEWAVE EXTRAVAGANZA
APRIL 17 7:30PM
VIDEO THE JUDYS TEXAS UNION
FILMS STB LIFE IN THE 80S
ART BIG BOYS FASHION
EXHIB DELTA
THE DEVICES IT
ACES 88
FOOD & DRINK SPECIALS
PRESENTED BY THE TEXAS UNION AND THE AUSTIN NEW WAVE SOCIETY


COMPLIMENTARY WITH TICKET
THE NEW HOLLYWOOD
ROSE
AUG. 29/00
at
Troubadour

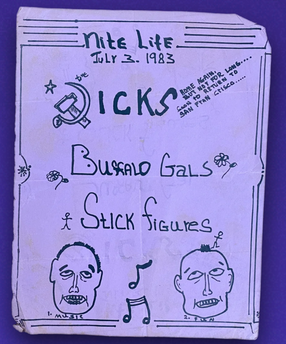

DISCHORD RECORDS
HOOVER
FIDDLEHEAD
CAR VS. DRIVER
HEAVY Hints for LIGHT Packs
SOMBER REPTILE
WED. MARCH 9 $5

helmet
QUICKSAND
FRIDAY NOV.18
ORANGE 9mm
THE BLUE NOTE

The Pepsi ACTION SHOW
WHERE THE ACTION IS
STEVE SCOTT "MASTER OF CEREMONIES
8-11 P.M. FRI.
JUNE 3RD
AGRICULTURAL BUILDING
COLO. STATE FAIR GROUNDS
PUEBLO'S GUEST PERFORMERS
PATTI JO ★ ★TEARDROPS
TORQUAYS★ *HENCHMEN
CHANDELLS ★
FEATURING THE "NG'S" WALSENBURG • COMETS • SECURITY "COUNTDOWNS" MANITOU • THE OUTRIGGERS DENVER
"VOTE FOR YOUR FAVORITE OUT OF TOWN BAND"
ADV. TICKETS $1.50 AT LOCAL RECORD SHOPS • $2.00 AT THE DOOR

MOHAWK PRESENTS
ALEX ALGO
ALBUM RELEASE
SATALIGHTS + BRUJO ROOTS
+
LIP
SAT. 9/27

Special Midnight Cowboys CONCERT
DOUG SAHM
RITZ THEATRE
DOWNTOWN


Nite Life
July 3. 1983
DICKS
Buffalo Gals
& Stick figures

SPORTS
HALL OF FANS
NFL
NBA
NHL
MLB
WNBA

INVESTOR OFFER

7% OWNERSHIP

HALL OF FANS

RUNWAY TO MVP SOFT LAUNCH

ANGEL ROUND

350K Seed capital for 6 month runway

For Payroll, Freelance Dev, iOS/Android App Phase 1 development. 3rd Party API, Small marketing team, computers, office supplies and acquisition of 100K users.

Investment to date: $50,000

Ownership offered

7%

- 1 Board Seat
- 1st right of refusal on Series 1 funding

Sweetener 🍭

Social Museum App

Angel is entitled to 3% of future SaaS app development company. Finished platform will be rebranded and combined into a WP app and several plugins.

Runway Timeline

April 2025

Begin iOS/Android Phase 01 Dev
Feedback Development

June - May 2025

Cultivate and negotiate strategic partnerships with established software brands offering desired functionality. Development integrating API's. Polishing and testing for soft launch.

July 2025

Beta testing of API integrations and subsequent development from feedback. Assemble and train 2-3 people for Marketing Campaign

August 2025

Initiate marketing campaign pilot targeting Facebook Group admins. Aquire 100K members

September 2025

Private Soft Launch with Series 1 funding for 1 Year Runway based on valuation. Begin SaaS App Development. Aquire total 1M users with a Public Launch set for June 2025

INVESTOR DATA ∞ JAN 2025 ∞ PRIVATE & CONFIDENTIAL

STEADY GROWTH

SEP 2025

100,000 Users | 35-45K MAU | Soft Launch

Acquired at a cost of $0.25 to $0.50 per user, we will begin the summer concert season by steadily converting Facebook Group Admins to the **Hall of Fans (HOF)** platform. This process will be accompanied by the gradual scaling of our server resources to support the growing user base.

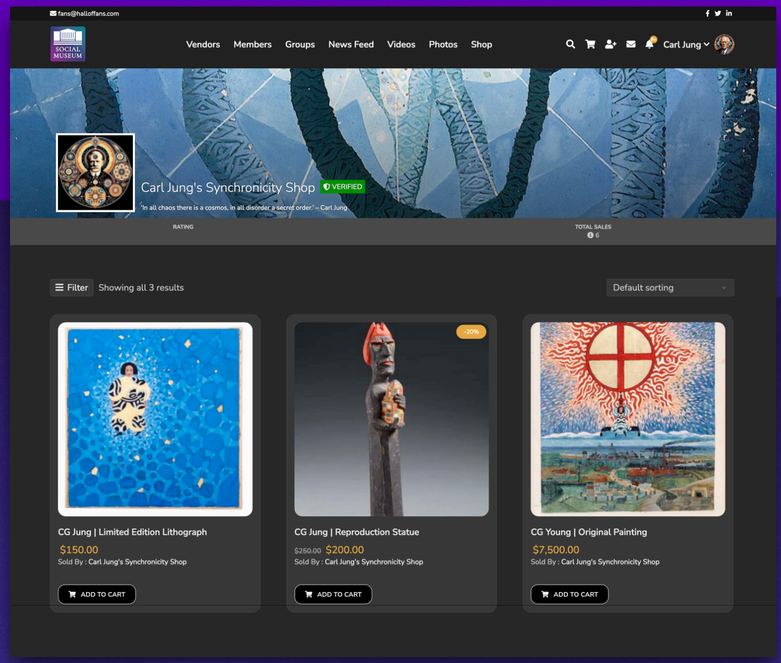
JULY 2026

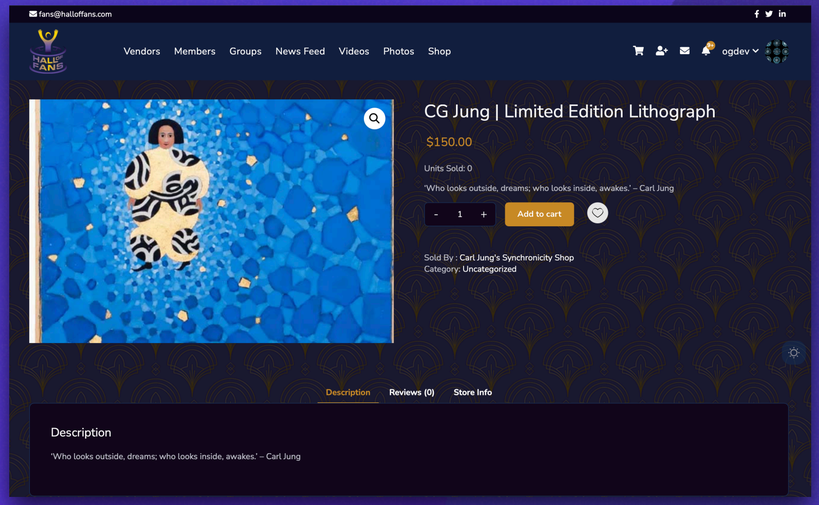
1,000,000 Users | 350-450K MAU | Public Launch

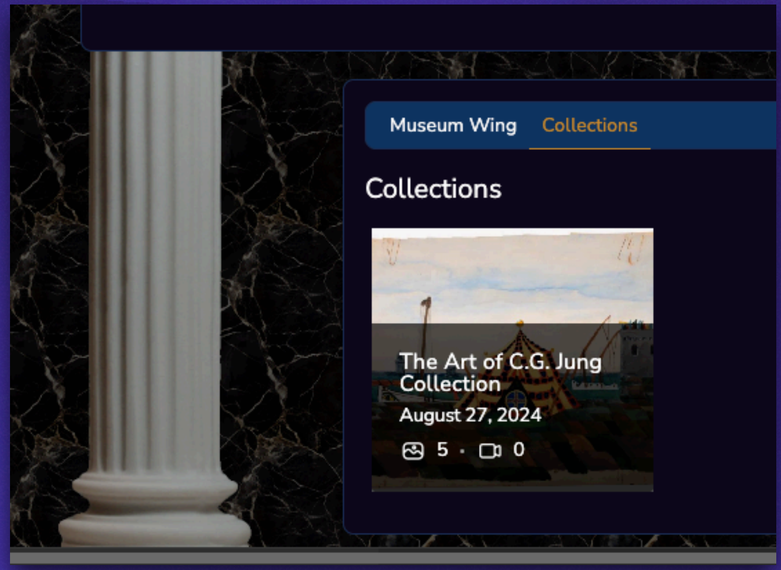
Beginning the 2026 summer concert season with an estimated 400K Monthly Active Users (MAU) and a projected first-year gross revenue exceeding $7M, **Hall of Fans (HOF)** is set to launch with strong momentum. This will enable us to execute an extravagant public launch event, supported by a robust marketing campaign and a welcoming, engaged user base. Our public debut will attract coverage from both the music industry and traditional news outlets, amplifying the reach of our launch campaign and ensuring a successful introduction to the market.

WORDPRESS PLUGIN

SaaS







Hall of Fans is built on the WordPress platform, leveraging a combination of extensively customized open-source, free, and premium software.

We developed these highly specialized modifications to meet the stringent requirements for creating a robust social media platform and an online digital museum.

The current market for online museum software is underwhelming, with **Artsy** dominating as the leading player. However, its platform has become cumbersome and profit-driven, resulting in low customer satisfaction.

Once complete, **Hall of Fans** will be repackaged and rebranded as a streamlined, lucrative SaaS (Software as a Service) WordPress plugin. This will operate as a separate entity.

As an added incentive, we are offering the angel investor a 1% equity stake in the new company, along with the first right of refusal to participate in the funding of the Angel round.