Who: SSTC (Shy Shy and the C.R.I.M.E)

What: SSTC16 World Tour

When: March 2016

**Co-Feature**: 3x Grammy Nominated Kief Brown

Reunited after 25 years, SSTC is gearing up for a major international tour! The late 80's, early 90's dance band has re-released its single "I Can Make you Dance" to tremendous success; holding the NUMBER ONE spot on the VTYO EDM Dance Chart for four weeks and counting and one week at the NUMBER ONE overall Artist selection. The band have been featured on Yahoo Music News twice, MSN Music USA, Canada, Puerto Rico, France, Mexico and Australia, over 150,000 combined Youtube views, approaching 90,000 Vevo views...all in less than two months!

Recently, SSTC Management set down with Mr. Arne Lefalk, President/CEO of Ryoulive Streaming Production Company based out of Sweden. Ryoulive provides live, HD streaming to viewers around the world, and has partnered with major corporations to sponsor these feeds. The parties agreed to partner on SSTC16 World Tour. SSTC will be joined by prominent DJ's in each market, in addition to some of today's BIGGEST names in the music & film business for the first 20 shows via Ryoulive Stream.

Viewers can get up-close and personal with the band members, as they correspond via the live stream throughout their day and during their live performances...IT WILL BE EPIC!!!

## TOUR DATES TO BE ANNOUCED SOON...









### **LOOK US UP ON:**





## SSTC16 WORLD TOUR



STREAMING LIVE PERFORMANCES FROM AROUND THE WORLD FEATURING SOME OF TODAY'S BIGGEST ARTIST.

## PRESENTED BY: RYOULIVE

## **Current list of Artist to Stream live with SSTC:**

► DMC (Hall of Fame Run DMC)



► DJ Hurricane (Beastie Boys)



► Faith Evans



► Angie Stone



► Phife Dawg (Tribe called Quest)



► Flavor Flav ( Public Enemy)



► Trina



► The Jacksons

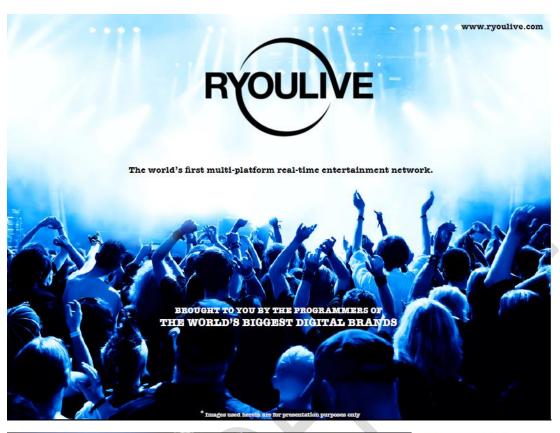


► Jeezy



▶ Jadakiss







THE PIRST-EVER MOBILE AND VIDEO FOCUSED PLATFORM DELIVERED TO FANS IN REAL-TIME PROM THE PIRST-PERSON VOICE OF THE WORLD'S TOP TALENT IN SPORTS, PASHION, MUSIC & ENTERTAINMENT, BUSINESS & POLITICS.

4.8

BILLION MILLENIAL USERS AROUND THE 6LOBE TO ACCESS WITH DYNAMIC, CUTTING-EDGE TECHNOLOGY & DISTRIBUTION PLATFORMS CONSISTING OF:

INOREDIBLE USER INTERPACE
 PREMIUM CONTENT FROM TOP
TALENT WITH REAL-TIME FAN

FINGAGEMENT

- A SHAMLESS COMBINATION OF HD-QUALITY CDN AND PHER-TO-PHER STREAMING OF CHANNELS
- SUPERIOR BANDWIDTH AT
- APPROX. 80% COST REDUCTION

  A NEW AUTHENTICATION
  SOLUTION FOR IN-STREAM
  COMMERCE THAT CAN HANDLE
  OVER 80,000 TRANSACTIONS
  PER SECOND
- VIRTUAL REALITY RENDERING





BRINGING FANS AROUND
THE WORLD TOGETHER,
AND EVEN CLOSER TO
THE STARS THEY LOVE
VIA A SOCIAL NETWORK
THAT IS PROGRAMMED
WITH GROSS-PROMOTED
CELEBRITY LIVE STRRAMS.



### about RYOULIVE

#### MULTI-PLATFORM NETWORK FOR TOMORROW

RYOULIVE is the first global content network focused on sports, music, fashion, culture + travel for socially connected, savvy young viewers around the world from the voice of the stars.



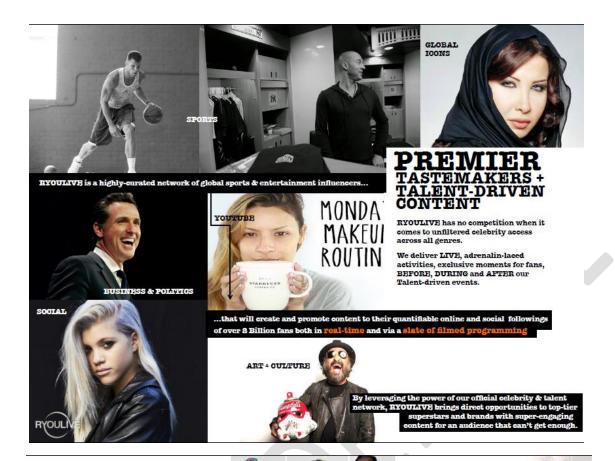
#### MEDIA PARTNER & CURATED CELEB CROSS-POLLENIZATION

RYOULIVE mixes media-sourced content and features a host of ambassadors + celebrities delivering and cross-promoting each others video, news and social media content around the globe. Programs include ports + style shows, music, as well as behind the scrim follows with celebs, and scripted ceries that premiere simultaneously through online and mobile media.

## TALENT LED CONTENT FOR SOCIAL & DIGITAL NATIVES

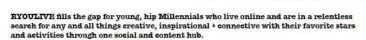
RYOULIVE talent distributes to an audience of the most dynamic social media viewers & creators; a digitally savvy generation that participates in media and rabidly consumes it.





## RYOULIVE AUDIENCE + USER PROFILE

THE NEW MILLENIAL VOICE.







RYOULIVE also provides a unique full-service marketing agency focused on branding social media syndication, audience engagement, event production, music supervision, promotions and talent booking.

#### RYOULIVE TEAM

RYOULIVE is backed by an experienced team of strategic advisors in TALENT, PRODUCTION, DISTRIBUTION and FAN ENGAGEMENT, as well as content creators with millions of followers and subscribers as built-in audiences.

RYOULIVE is poised to become the definitive marketing arm to forward-thinking talent, athletes, brands, live music & nightlife venues and social media influencers seeking to not only to leverage their audience reach effectively, but also to ensure their day-to-day social media strategy is being managed properly.

CONTENT is a key multi-faceted strategy for our real-time and curated networks. RYOULIVE takes an editorial and narrative approach to content + messaging that enhances and gives depth to marketing programs while aligning with brand partner goals and deliverables.

From CURATED VIDEOS to VIRTUAL REALITY and now INFLUENCER PARTNERSHIPS and SOCIAL STRATEGY, RYOULIVE delivers custom + exclusive content that maximizes reach.

We become your company within the company · servicing and managing all your social media marketing needs.



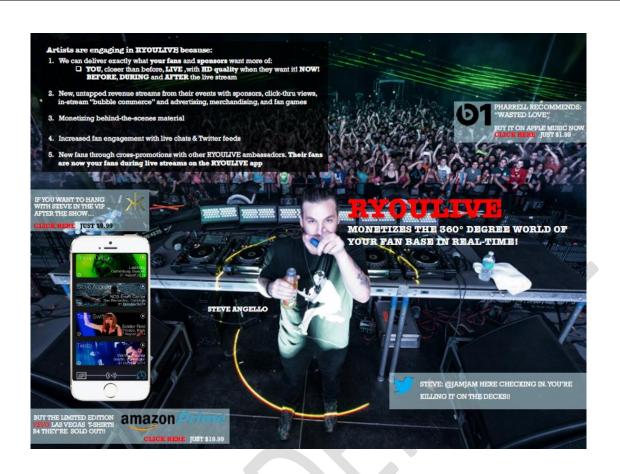


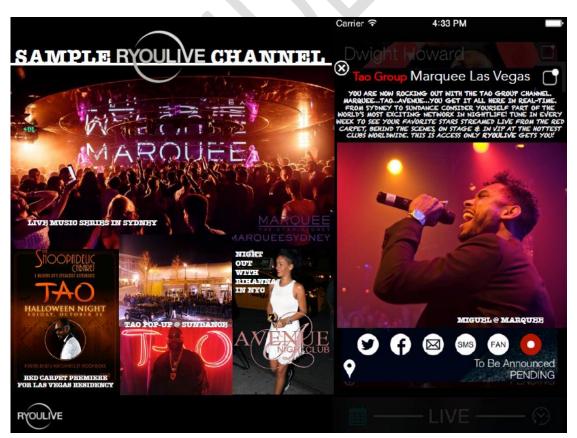














## SAMPLE FAN SHARING CAMPAIGN



RYOULIVE

RYOULIVE brings together these celebrities in realtime; creating opportunities for them to help each other gain more followers and monetize their new audiences all without competing for fans. EVERYONE WINS!







- Serves as a video subscription catalog in real-time for both Candice-owned and curated lines that fans can order and have shipped directly
- Allows fans, no matter where Candice travels, to access the RYOULIVE merchandise. Once streamed, it is archived for later viewing and purchases in the "Bubble Store"
- 3. Monetizes behind-the-scenes content, advertising, click-thru views, and fan games
- 4. Increases fan engagement with live chats & Twitter feeds
- Creates opportunities for top designers and recording artists to collaborate with Candice to create cool, never seen before presentations that stream live at mutually advantageous times. Fans continue to dialogue through cross-promotions with other RYOUIJVE ambassadors
- Synchs "cells" for other RYOULIVE talent with Candice to cross-pollenate fans and drive more eyeballs to content on respective channels













## RYOULIVE GIVES BACK



RYOULIVE



When it comes to live media distribution, today's CDN technology is limited by a severe bottleneck in bandwidth at the central entry points for the clients. This causes it to scale poorly, which leads to high bandwidth costs and effectively caps the maximum number of simultaneous views and transactions per second. Bottom line: CDN is obsolete.

RYOULIVE's hybrid tech solution offers a cutting-edge combination of the positives from CDN and the proprietary "SwarmEngine" developed for RYOULIVE, which uses groundbreaking patent-pending Peer-to-Peer (PSP) algorithms for live streaming; nullifying all scalability issues. Period.

Content distribution now bypasses interference via most home network firewalls; vastly improving the overall PAP efficiency over HTTP-based solutions. RYOULIVE's patent-pending hybrid architecture dynamically adjusts the ODN contribution to the system to account for network conditions, audience fluctuations and other external factors on the fly. So now RYOULIVE can can get content to fans faster and easier!





## RYOULIVE

## THE GAME-CHANGING TECHNOLOGY

### CDN...SEE YA LATER!

- Poor user experience
- Limited payment capabilities
- Limited authentication capabilities
- High cost due to server bandwidth
- Very Poor scalability



- Far superior user experience
- Higher resolution than a traditional CDN at same or lower bandwidth
- Seamless Live Authentication, Payments and Transcoding
- 50,000 transactions per second capabilities
- 80% cost reduction when compared to any other app and Akamai/Amazon, while enhancing audio/visual quality
- Simple transitions between P2P and CDN when needed

EXAMPLE: RYOULIVE streams 5 hours of LADY GAGA worldwide in HD to Smillion fans...

NORMAL AKAMAI/AMAZON CDN Cost: \$648,000

RYOULIVE	S S	THEM	NOW	PERISCOPE	METERIKAT	Google FOUTUBE	FACEBOOK	W/	YAHOO!  YAHOO! LIVE
TALENT-CUSTOMIZED	$\overline{\checkmark}$								
HD CONTENT PRODUCTION	$\overline{\checkmark}$								$\overline{\checkmark}$
REAL-TIME FAN	$\overline{\checkmark}$		$\checkmark$	$\checkmark$	$\overline{\mathbf{V}}$		V		$\overline{\checkmark}$
FAN BASE SHARING	$\overline{\checkmark}$					$\overline{\checkmark}$		$\overline{\checkmark}$	
REAL-TIME EDITING DURING LIVE EVENT	$\checkmark$			$\checkmark$					
LIVE BROADCAST	$\overline{\checkmark}$		$\overline{\mathbf{A}}$	$\checkmark$	$\checkmark$	$\overline{\checkmark}$	V	$\overline{\checkmark}$	$\overline{\checkmark}$
IN-APP USE OF OTHER SOCIAL MEDIA DURING LIVE STREAMS	$\overline{\checkmark}$								
ARCHIVED CONTENT + LONGER THAN 24HRS	$\overline{\checkmark}$			$\overline{\checkmark}$			V		$\overline{\mathbf{V}}$
IN-STREAM COMMERCE	$\overline{\checkmark}$		$\overline{\checkmark}$						

## STREAMING FACTS THAT FACTOR INTO FUTURE REVENUE OPPS

- 4 Billion hours of online streaming per month was watched in 2013, which increased to 6 billion in 2014
  8 Million people watched the RedBull Stratos event worldwide
  1 hour and 30 minutes is the average mobile use live steam watch per month in 2014
  1 hour was the average view time for a live event stream online in 2012, and increased to 1 hour 30 minutes in 2014

Brand Recognition:

The American Express "Unstaged" program generated 22 million views in 2012 alone, with an average viewing time of 25 minutes per person; creating massive brand recognition for AMEX.

#### Social Media:

- In a crowd of 100 concertgoers, 32% will be posting Facebook or Twitter updates during the show In a crowd of 100 concertgoers, 47% will be texting or emailing others during the show

- Advertising Opportunity:

  Digital advertising now represents % of all ad spending

  Digital advertising will give 18.1 % this year

  Digital is growing at three times (Sx) the rate of the next two fastest-growing advertising mediums

  Rach RYOULIVE event, piece of content or video will contain branded integration opportunities

  Brands more frequently pay a fixed rate for each person that views a digital event

   For example, if an event contains 10 opnocring brands each paying 4.05 per viewer that event

  will generate \$.50 for each viewer who watches, or \$50,000, assuming 100,000 viewers tune in
- Revenue potential can scale very rapidly



## SAMPLE REVENUE MODELS



	Example 1	Example 2	Example 3	Example 4	Example 3	Example 0
Number of viewers per event	200,000	500,000	1,000,000	5,000,000	10,000,000	20,000,000
Number of paid product placements per event	10	10	10	10	10	10
Number of events performed	5	5	5	5	5	5
Total revenue generated assuming brands pay:						
\$0.01 USD per viewer	\$100,000	\$250,000	\$500,000	\$2,500,000	\$5,000,000	\$10,000,000
\$0.05 USD per viewer	\$500,000	\$1,250,000	\$2,500,000	\$12,500,000	\$25,000,000	\$50,000,000
\$0.10 USD per viewer	\$1,000,000	\$2,500,000	\$5,000,000	\$25,000,000	\$50,000,000	\$100,000,000
\$0.30 USD per viewer	\$3,000,000	\$7,500,000	\$15,000,000	\$75,000,000	\$150,000,000	\$300,000,000



## **Tour destinations:**

UK: England Europe: Germany Australia: Sydney Japan: Tokyo

L Frankfurt

Scotland Stuttgart Melbourne Yokohama

Wales Belgium Brisbane Osaka

Ireland Estonia Canberra

France Perth

Netherland Adelaide

Austria Darwin

Denmark Newcastle

Italy

Greece

United Arab Emirates: Dubai Canada: TBA USA: TBA South America: TBA

# SSTC16 WORLD TOUR

## In The Numbers: Statistical Data for Potential Streaming Output.

**SSTC (Lead Vocalist Marlon Campbell)** 

- Lack Total: Fanbase 11.4 million (Music, Film, Philanthropist Based).
- SSTC: Twitter Followers 205,000
- SSTC: Combined Vevo, Youtube and General Online Site Views 564,000 views (in 6 weeks)
- L SSTC: Featured: Yahoo 3x in 6 weeks, MSN Music US, Canada, Puerto Rico, France, Mexico and Australia (in 6 weeks)
- Number One, 5 Weeks in a row EDM & Number One, 2 Weeks in a row Overall











Week One

Week Two

Week Three

Week Four

**Week Five** 

- ► Estimated total views Google Clicks/Views for "SSTC" Worldwide in last six weeks 13,430,000
- ► iReach Press Exposure Market Size 88,166,484
- ► Total Collective Potential Click/View Power of Streaming Artist

  L Twitter 6,474,882, Video Collective Views 1.43 Billion+

Streaming numbers advertised properly through social media platforms alone, at a probability factor of only twenty percent (20%) will generate via Twitter 1,340,000 clicks/views, ten percent via video 163,000,000 clicks/views; using conservative numbers.

Total: 164,340,000