

The Friend Whitepaper

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Friend was founded in 2014 to revolutionize the way we interact with computers.

We believe that everyone should have control of their data and be able to access it from anywhere. The device you access your desktop from shouldn't dictate what programs you can use and the power available to you.

Friend endeavors to deliver the value of five words. Freedom, Intelligence, Empowerment, Privacy, and Integration - [The Five Pillars of Friend](#).

These values are found in the very soul of the platform — all read in the perspective of the platform as your Friend.

It should be possible to communicate with your friends directly, without having to go through proprietary services such as Skype and Facebook Messenger.

We should own our own data and live our digital lives without having to choose between one corporate ecosystem or another.

We owe the next generation something better than unreadable software licence agreements and monopolies that control access to news and information.

Introduction

Friend is a new computer platform built for the blockchain era.

At first glance, Friend looks similar to an operating system such as Windows or OS X. It has icons, menus and apps. However, Friend does not attempt to replace existing operating systems; it runs on top of them, providing a powerful, unified interface to a new world of blockchain-ready apps.

Friend can be accessed from **any** computer (or mobile) in the world - just open a new tab in the web browser. Think Google Chromebooks without the Google part. Friend will be a neutral alternative: an autonomous Cloud Computer owned and controlled by its users.

For the last four years we've poured our hearts and minds into designing the first version of Friend. You can try it out here: <https://friendup.cloud/demo>.

We are now raising money to improve the look and feel of the software, enhance the user and developer experience, and build a new decentralized network of Friend computers.

This network, owned and governed by holders of the Friend Network Token (FRND), will be a world first. Each holder will be able to exchange data, run apps, and trade resources without the need for centralized companies - thus increasing access and lowering the cost of computing for everyone.

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Our Values

Freedom

Freedom is the driving force of peace. Freedom of choice. Freedom of movement. Freedom of thought. Freedom to innovate. Freedom to speak and communicate. Our project seeks to protect these freedoms by spreading Friend far and wide, turning over the ownership of the technology to the users themselves. The platform offers all users a choice in tools that are available anywhere they travel. Tools to conceptualize ideas. They can build their own apps online and distribute them in seconds. They can communicate using powerful instant messaging and peer-to-peer video conferencing software available to anyone on the internet. And they can do all of this on any computer with an internet connection, untied from any single device.

Intelligence

Intelligence is fundamental to personal growth. It protects our freedom by allowing us to solve problems and make informed decisions. We want to help advance people's personal development by enriching their intelligence through access to data. Intelligence through access to data processing. Through access to applications. Through accessible and easy to use services that can automate mundane tasks. Friend is a platform that will stand by your side and help you get more insight into your life.

Empowerment

Empowerment is the distribution of opportunity through capability. By making Friend free and open, anyone from all over the world gets access to powerful tools and vast storage space. It helps distribute increased access to education, employment opportunities and upward mobility. Friend users are powerful. And they get unrestricted access to build their future without needing to pay for the service — lowering the bar for personal empowerment all over the world.

Privacy

Privacy is important to achieve a functioning democracy. The ability to keep secrets is not only good for the individual, but it is good for protecting others from raw unarticulated information that can be wielded to seed false narratives and misunderstandings. Privacy also protects the individual from structural or corporate abuse, where your data is sought for money and control. In Friend, we work vigorously to protect users' privacy. By encrypting on the user's own device, we protect the data before it is stored on the server. By allowing anonymous access to the Friend Network, we allow the user to choose if, how and when to expose his or her identity.

Integration

Integration is a way to simplify. Digital structures are getting increasingly complex, and by integrating data, devices and services, we try to organize the complexity in simpler forms. By aggregating a user's piece of the internet pie into a Workspace, it can clean up the information into disks, directories and applications — it allows a user to clean up the internet like you would clean up a room in bookshelves, drawers, devices, furniture and ornamentation. And it allows a user to integrate his or her digital life.

Friend is also a humanitarian project. It was built on the dream of a truly free and future proof operating environment protected from corporate interests, financial limitations and enforced paradigms. It is built as an emergent and internet embedded infrastructure that seeks to distribute opportunity and capability to anyone with no discrimination.

Mission

Having spent the last four years developing Friend as a server platform for commercial use, we are now ready to focus our efforts on connecting Friend computers together to form a decentralized network.

Once complete, anyone will be able to access their [Friend Cloud Computer](#) securely, at any time, from any device - even mobiles.

In order to track the sharing of resources, and enable fair trading between computers, we have chosen to integrate Ethereum into the core of Friend. It will soon be possible to share storage and computation resulting in lower cost, anonymous, cloud computing.

Friend aims to make Ethereum more accessible and developer friendly. Users can immediately access applications, resources and services.

Digital Independence for Everyone

Why Ethereum?

We believe the Ethereum blockchain will continue to evolve and become the de facto standard for global scalable blockchains. Friend will build on top of and augment the Ethereum blockchain with a cloud computing stack that is free and open to everyone.

In addition to making the decentralized web accessible to everyone, we want to give developers a spring board that will allow them to easily integrate core Ethereum functionality into their apps.

Friend is open source and has been released on [Github](#). It is available under a [mixed license scheme](#) where the server - Friend Core - uses the MIT license, while the libraries and modules are using LGPLv3. The user interface and web components are licensed under the AGPLv3 license.

Rapid application development

We know it is hard for anyone to get excited about an operating system, even one as unique as Friend. What we all want are fast, responsive apps - ideally apps that cannot be made on existing platforms such as Windows and Android.

Friend has been designed from the start to offer developers an experience they cannot get elsewhere. First and foremost, Friend is the only platform to offer a true “write once, run anywhere” experience - on Windows, Mac, Linux, iOS and Android devices.

Friend will let developers take advantage of Ethereum and other decentralized technologies. By creating easy to understand APIs and cross integration structures, the power of web 3.0 will be easier to wield and we will see rapid adoption in the form of a large number of great new end-user applications and solutions.

Our decentralized network of Ethereum nodes will respond to standardized RESTful APIs for all core functionality of the platform. This allows developers to have predictable results when moving their application from a local test network to the global Friend Network.

Collaborative testing across geographical boundaries is important in decentralized teams. Friend will make it easier to debug, test and collaborate on software projects online – removing the need for expensive infrastructure and agreeing to prohibitive

license agreements. We will offer a multi-user enabled Integrated Development Environment for developers so that they can form entire development teams in the Friend Network.

To maximize the usefulness of our platform, we will integrate with the best suppliers of various different decentralized technologies such as e-wallets, identification- and computing power providers as well as decentralized storage solutions.

Simple global deployment

The Friend Network consists of decentralized kernel nodes, or Friend Cores. Application requests are processed by these Cores in a grid. This means that applications can be run on the node network, allowing users from all over the world to enjoy fast response times on servers close to them.

Private information is encrypted both in transit and at rest, ensuring security and retainment of digital property for users.

When you deploy to the Friend Network, your application will immediately be made available across the world using decentralized technologies to transport your files and business logic. Developers will be able to monetize their apps in a variety of ways without needing a middleman (see description below).

```
1. Home:> cd myProject/
1. Home:myProject/> deploy

Are you sure you want to deploy your app? [yes|no] [yes]
Validating project [done]
Generating package...
  b2ab5251d02656b5103c03e0fed63d6a3cfd2180560f8383b55644c7cfa1d73d (myProject) [done]
Connecting to master node... [done]
Uploading your app for distribution 0% [----->] 100%
```

Once an application has been deployed, access can be distributed using a web link.

```
Upload complete. Please access your app using the following link:
https://friendsky.cloud/b2ab5251d02656b5103c03e0fed63d6a3cfd2180560f8383b55644c7cfa1d73d/
```

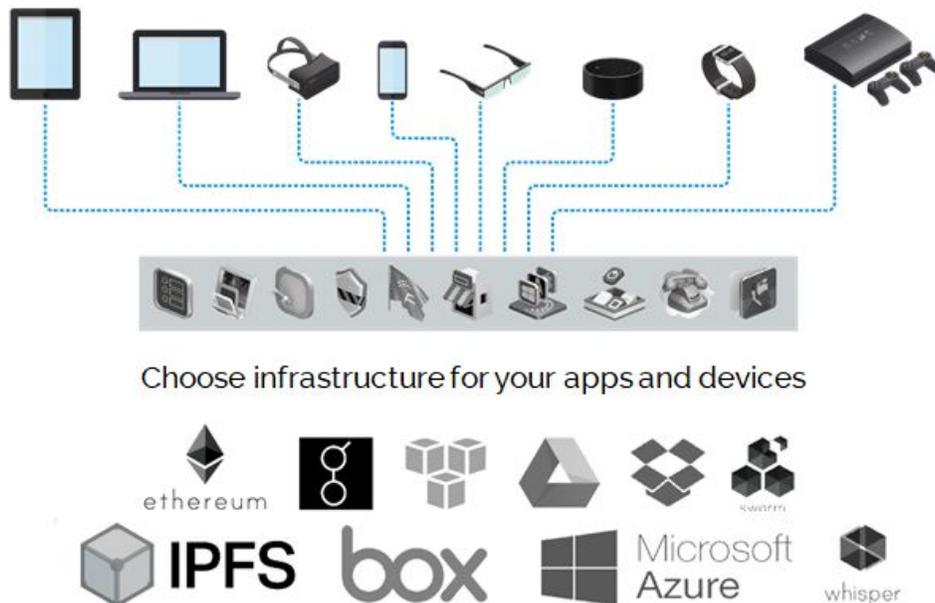
Read [more about simple global deployment on our website](#).

The virtual Friend Cloud Computer

The Friend Network is a vast, decentralized network of resources and services. It is a space where users can participate with their computing power, bandwidth and storage space, by running Friend servers, to form a user owned infrastructure where freedom and privacy is in focus.

When accessing this network, users are offered the opportunity to create a personal, virtual computer that is always available, anywhere and at any time. This is the virtual Friend Cloud Computer. Here, the Friend Workspace lets them access the entire network in an easy to use desktop, or mobile environment - the interface adapts to their device. This computer can be augmented with new disks, applications and services from the Friend Store, populating their desktop. It is the next step in computing.

Even though Friend is accessed through a browser, we also intend to fully support mobile, notebook/PC, TV, VR and audio user interface formats. This way it can be used on everything from smartphones to emerging voice services like Siri and Alexa.



Data ownership and security

Friend gives users and developers freedom to choose the storage provider that they prefer.

Connect to services like Google Drive, Dropbox, Storj, [IPFS](#) or [IPDB](#), in addition to the built-in storage that resides on a Friend node. All storage ‘drivers’ are open source and implemented with a standardized interface.

Friend uses client side encryption for authentication and offers the possibility to encrypt data at rest using our file system drivers. JavaScript applications are executed in secure sandboxes that have limited access to specific functionality (using per-application permissions). This allows for safe interactions between multiple applications running on a single device.

All communication between clients and servers is secured using industry standard SSL/TLS encryption.

The Friend technology has already passed initial penetration testing by an external third party¹. We have established a partnership with them to ensure a continued high level of security when it comes to user accounts, ownership, stored data, apps and services.

We will stay vigilant and actively engaged with security communities to help ensure that our platform maintains a security-first posture that resists attacks and intrusions.

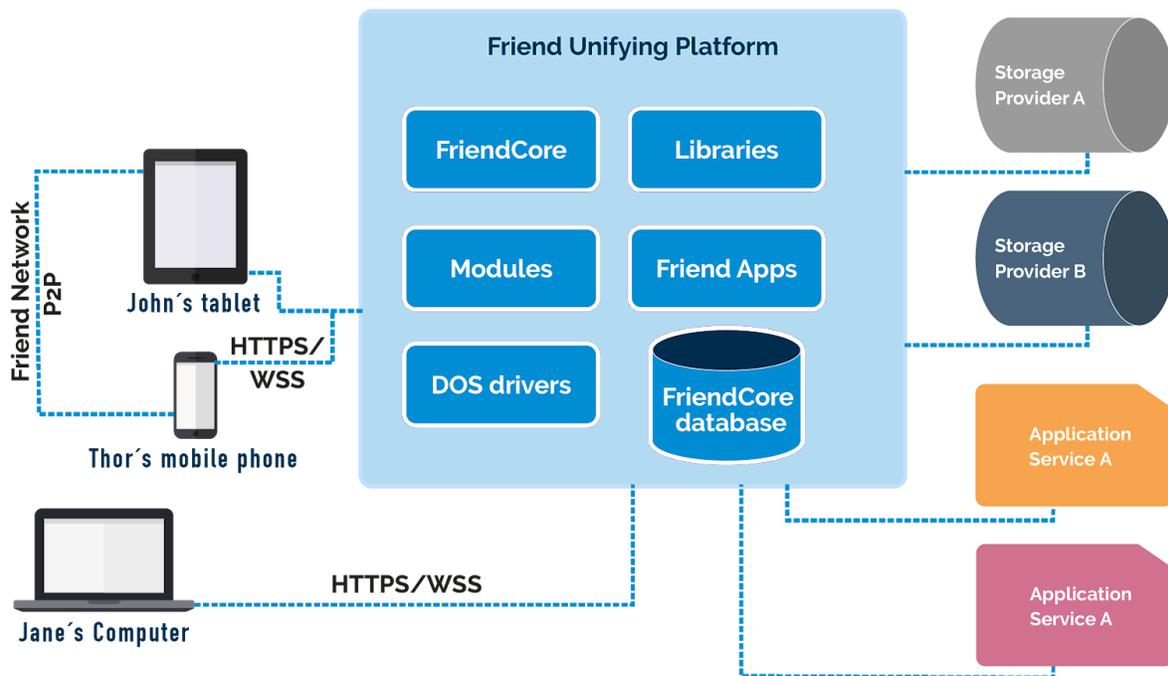
¹ [RedScan](https://www.redscan.com/) - <https://www.redscan.com/>.

The Friend Platform today

The Friend platform has been in development since February, 2014. It is currently at version 1.1.1, having been released as open source software on [GitHub](#). It is still in its infancy, and a little rough around the edges, but it is now ready to use.

The platform is heavily influenced by the [Cambridge Distributed Computing System](#), which was developed in the early 80s as a distributed operating system at Cambridge University. This system was an early re-think of Unix with several innovations on user interface and resource management.

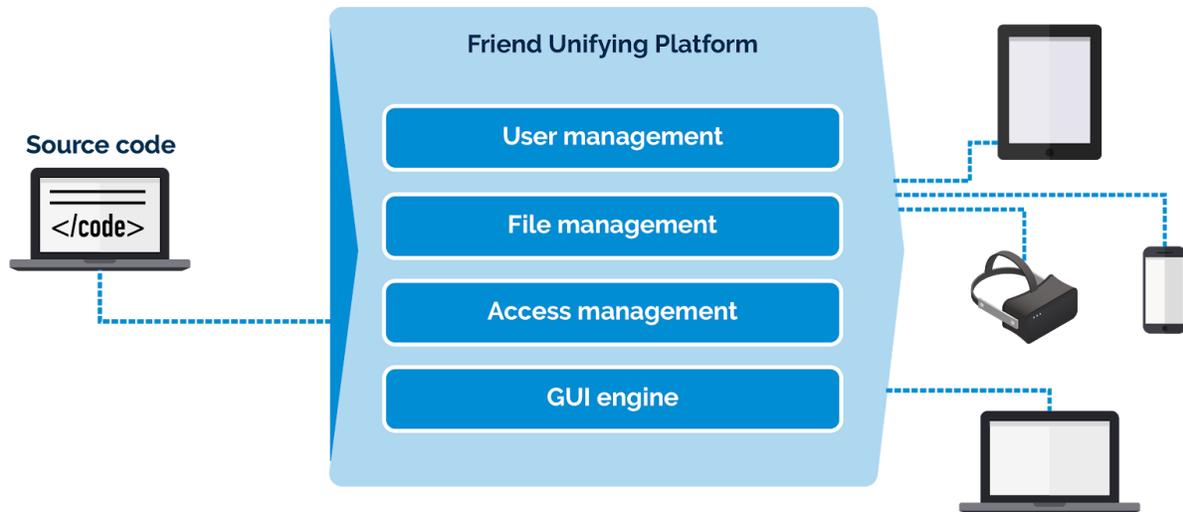
At the start of the personal computer revolution, engineers invented several impressive operating systems and protocols that would work over a network. We have revisited these early attempts at building network computers and have brought them into the internet age. These early visions of the future are finally being implemented with Friend.



The Friend platform connects the user from any device using HTTPS or secure Websockets and provides simple and unified access to any application or storage service the user might need. Everything may be accessed through the same simple device adaptive user interface.

Empowering developers

Friend already allows developers to **create applications that are accessible on any device** capable of running a browser. This includes smartphones, tablets, VR systems, points of information/kiosks, PCs and TVs. We are now working to create Friend apps for both mobile and desktop operating systems which will allow for tighter hardware integration.



Friend lets developers write code once and deploy it easily to all web enabled devices. The platform provides a range of functionality and tools to simplify application development.

More information on how [Friend empowers developers](#) can be found on our website.

Instant deployment

Because software is constantly evolving, so there is an ongoing need to test new versions with customers and deploy final releases to the cloud or proprietary App Stores. Unfortunately this is often a slow, expensive process.

With Friend, a developer can show the latest version of their app in seconds, just by creating a unique link and sending it to you by email. Deploying the final version works exactly the same way. Friend even allows developers to customize the desktop background, preload additional apps, and (with permission) monitor how new customers interact with the app in real-time.

Customization through templates

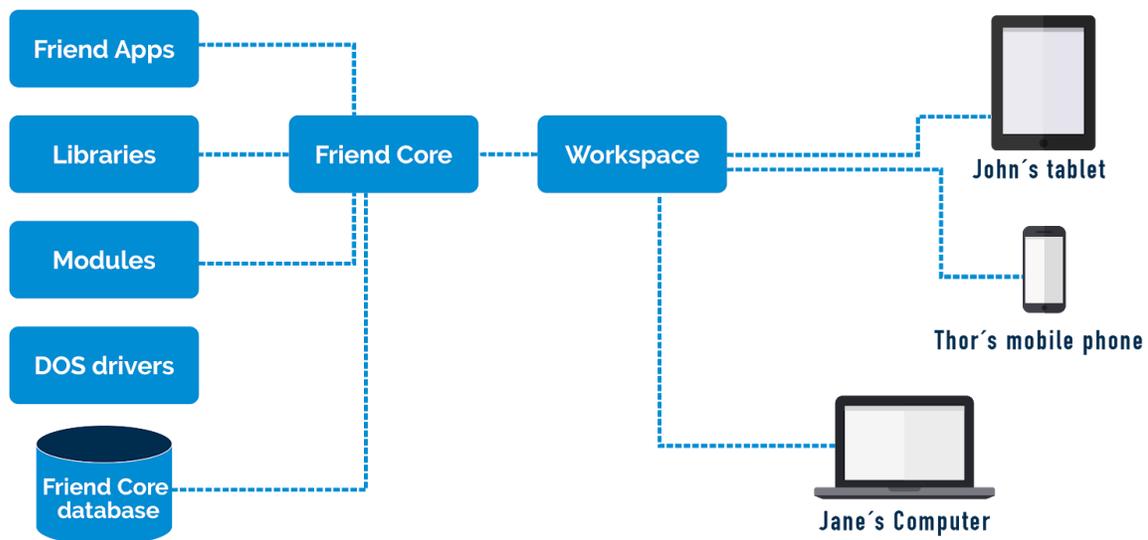
organizations wanting to control the Workspace experience for their staff will be pleased to learn that all aspects of the virtual Friend Cloud Computer can be modified. For example, default applications, themes (Windows, iOS, Friend, Linux, other), and storage access control (both user- and group specific as well as personal and shared drives) can be changed and stored in templates. This way, your users will get a functional and customized desktop when they log in. Then, they can focus on their tasks instead of losing time on setting up their personal accounts.

More information on [how Friend reduces operational cost and increases security](#) can be found on our website.

Main components of the Friend Unifying Platform

Friend offers a framework that consists of these components:

- Friend Core - our *servicing kernel*
- App distribution framework
- Libraries - runtime linked - written in C
- Modules - using piped processes - written in languages like PHP, Node.js and Python
- File system drivers
- Application APIs and command serving
- Friend Network for connecting systems and apps together
- Workspace - a rich desktop environment and user interface in HTML5
- Core applications - allowing system management for a user or administrator



Friend Core

Friend Core is the server component in the Friend operating environment. It manages the server side of the Friend Network and handles encrypted connections between servers and clients. It manages user sessions and resources that are available on the server and simplifies client interactions using a standard command set. Friend Core, being primarily written in C, is very lightweight and fast. This gives us speed and flexibility and enables it to handle requests on a 5G network with < 2ms response time.

Read [more about Friend Core on our website](#)

Libraries

The aim is to make Friend Core completely modular over time. At present, some of its core functionality is implemented as runtime linked libraries. The idea is to allow for the **exchanging of pluggable libraries** while Friend Core is running. This provides advantages when sandboxing and handling decentralized data flows.

Initially several libraries are built to allow Friend Core to pool certain component functionalities - like accessing a database. Libraries are built for speed. Thus, time critical function calls that are frequently used on a Friend node are programmed as a library.

Modules

Developers can easily connect their applications to Friend Core through modules. In doing so, they are able to **securely exchange data between the server and the client**. Friend modules allow developers to build server side components in multiple languages, like PHP, Node.js, Python and others.

Friend Network application APIs

Every application running on a Friend system has the ability to serve as a Friend Network host. This is a unique feature in the Friend Network API - which gives apps data sharing and collaboration functionality that is built into the Friend platform. This is great for multi-user applications, games and p2p computing.

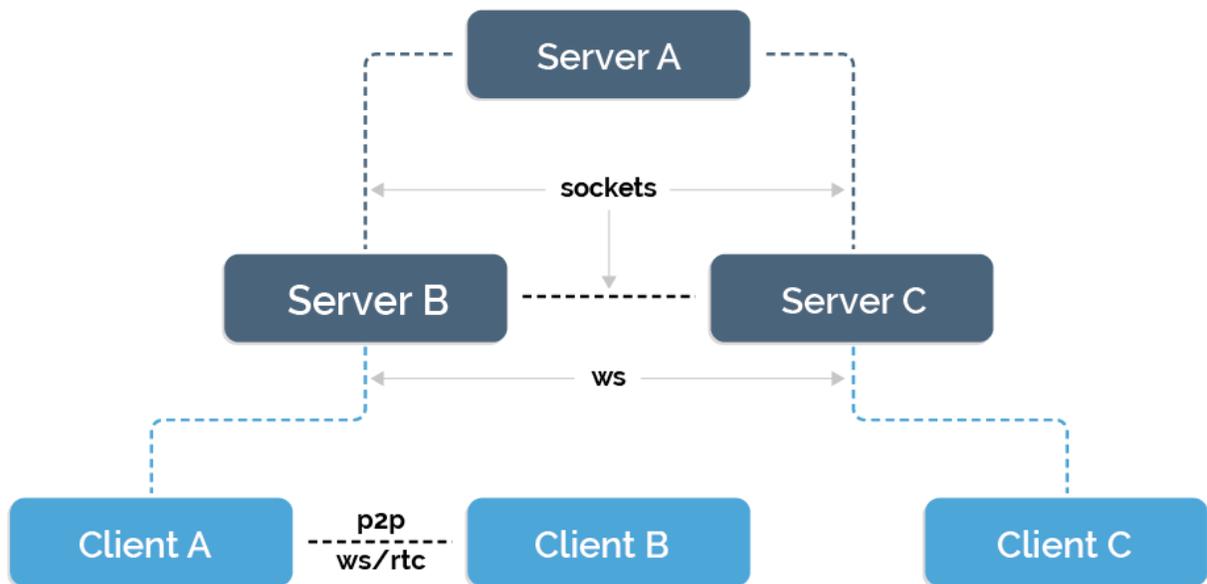
An application host is immediately visible to friends, or to the entire Friend Network. Hosts can be open, or protected against attacks by using encrypted passwords. Any client can get a list of the available hosts and connect to them, if permitted, in a matter of seconds.

File system drivers

The Friend [system architecture](#) uses the concept of file system drivers to abstract file systems or APIs as mount points inside Friend. This allows a user to connect to any structured or [unstructured](#) storage engine and make it available in a coherent interface – as a disk. These disks may have their files cached and shared online to users that are outside of the Friend ecosystem. Read more on [our file system drivers on our website](#).

Friend Network

Today, the Friend Network allows applications to exchange data between two or more users, connecting systems and apps together. The data can either flow through the server or use a peer-to-peer connection between the client computers. We use [coturn](#) as a [TURN](#) server that acts as a network catalog.



Everyone in the Friend Network can be a peer.

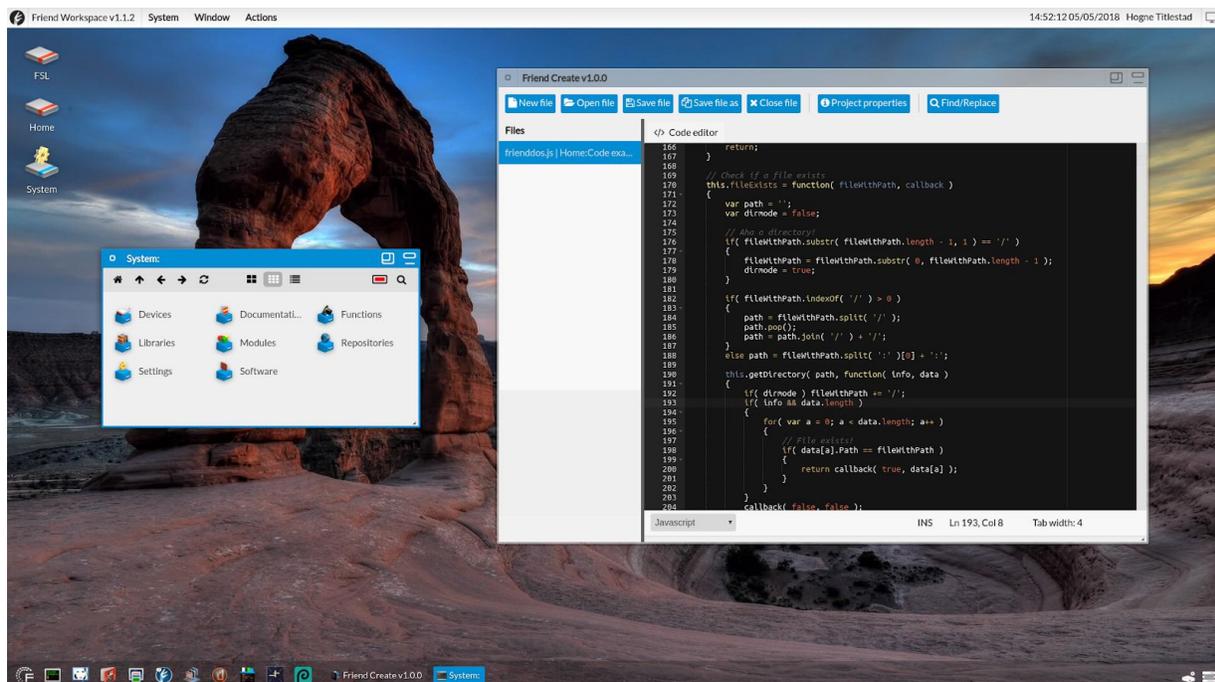
Friend Workspace

The Friend app framework is powerful – and it has allowed us to build an entire desktop environment with all the bells and whistles that you’d expect from a standard desktop operating system. It is a great benchmark of what is possible for developers with applications in mind.

The Friend Workspace is a responsive desktop environment that allows for **multitasking in one tab** and runs in any modern standards-compliant web browser.

Even though Friend applications are distributed separately, the Friend Workspace offers a useful capability to **run multiple applications and services using a single sign-on in an integrated environment**. It can serve as a powerful distribution solution, featuring a compelling collaborative environment for workgroups and teams. At the same time it allows administrators to design and maintain their cloud infrastructure with GUI tools.

The Friend Workspace showcases all of the features found in Friend Core, and makes heavy use of its various supported protocols, allowing users to experience a complete workflow online, wherever they are, whenever they want.



One of the themes for the Friend Workspace.

Read [more about the Friend Workspace on our website](#).

Core applications

We have created a small selection of applications that demonstrate what is possible with the platform. You can find a [complete list over our core apps](#) on our website.

Friend is already a versatile open source platform for application development and deployment. Developers can build rich, distributed multi-platform applications. Friend allows for zero deployment cost on existing infrastructure and the Friend Network offers a peer-to-peer and server-to-server network.

The Friend Workspace is a fully fledged, responsive HTML5 based desktop environment, proving the versatility of our framework. We have built several core applications on top of the Friend Workspace that help you design and use your cloud infrastructure. Our existing components have been heavily tested by users

Business model

Anyone can gain access to their own Friend Cloud Computers in seconds. Users can utilize the Friend Network to run applications, access services and use data resources. The Friend Store is where you can find additional free or commercial apps, expanded storage and compute capabilities (e.g. extra disk space, cloud processing services, etc.).

Friend Store is the marketplace for products and services. The Friend Network and Friend Store will facilitate a market for cloud computer templates to be traded. Service companies and organizations can integrate with the Friend Network and participate in the market. Support services will be available from Friend and other providers including this in their product offering.

With a multifunctional token applied to the Friend Network users can earn tokens by sharing resources and run Friend Core servers.

For organizations looking for a consistent look and feel over all machines, Friend will be able to produce [Friend Templates](#) and will make available tools and services lowering the entry-barrier for others wanting to develop their own Templates.

Integration is key, and various servers and data sources will be connected to the Friend Network using our community of experts. As awareness grows, proficient users will create their own templates, e.g. for own use, in a company, in an organization or other group. The owner of the template may sell the use of it in the Friend Store or distribute it for free in the Friend Network at large.

Friend will become a desired route to the cloud for many companies, organizations and individuals. The Friend Network will be one of the most accessible deployment targets, and Friend Software Corporation (FSC) will assist in getting solutions integrated with the Friend technologies as one of the first commercial players offering services to get things started.

As we grow, we will focus more on third line support for service providers and partners and make sure that commercial adoption by organizations and companies is accelerated with the aid of capable and versatile third parties.

In the Friend Store, users can utilize products and services using a token. All vendors and service providers, blockchain based as well as [fiat](#)-based, can offer their products and services to all users (b2b and b2c) for use on and within the Friend Network. Particular terms will apply for consumers according to the applicable regulations on consumer protection.

If Value Added Tax (VAT) obligations or other indirect taxes will apply as a result of trade of products/services provided by Friend or by third parties, we reserve the right to adjust the product/service price by adding a VAT/ indirect tax as applicable for each respective country (e.g. 25% for Norway and as applicable in other jurisdictions) which are sold from the time the VAT / indirect tax obligations comes into place. We will spend time and resources with experts to structure the Friend Store legal structure optimally to ensure transactions flow as efficient as possible.

Competitive landscape

There have been several attempts at creating cloud computers or web based operating environments before. The most obvious competitor could be seen as Chrome OS and derivatives, especially with Chrome Enterprise.

However, with the addition of decentralisation, Friend will offer a unique and independent open source offering which will be hard to match by any provider.

Friend has already been delivered in some commercial products and services into verticals in the fiat realm based on our current technology. Key advantages we play on are easy access, integration, customization and deployment.

There are many service providers in the Software-as-a-Service (SaaS), Desktop- as-a-Service (DaaS) as well as the Platform-as-a-Service (PaaS) space which could be considered as competitors. However, the common denominator of most of these providers is that they focus on access to Windows applications or proprietary cloud storage. If they integrate web apps into their solution, they tend to focus on a single stack with no access to competing technologies. This market is dominated by large companies like Amazon, Google and Microsoft that use **vendor lock-in** to ensure future revenues.

**None of them offer
a truly decentralized interoperability infrastructure
that is owned and controlled by its users.**

COMPARISON

	Chrome OS	Android	Windows	Linux	Apple	FriendUP
Video conferencing, guest invite (1)	Yes	No	No	No	No	Yes
Free download (try before buy)	Weak (2)	Yes	No	Yes	No	Yes
White label	Weak (2)	Weak (3)	No	Yes	No	Yes
Native access in web browser (4)	No	No	No	No	No	Yes
Low threshold app development (5)	No	No	No	No	No	Yes
Available on mobile	No	Yes	Weak (6)	Weak (6)	Weak (6)	Yes
Available on desktops	Yes	Weak	Yes	Yes	Yes	Yes
Integrated mount points (add disks)	No	No	Yes	Yes	Yes	Yes
Inexpensive hardware	Yes	Yes	Yes	Yes	No	Yes
Responsive interface(adaptive)	No	No	No	No	No	Yes
Mobile app (e.g. push notifications)	No	No	No	No	No	Yes
Tablet app (e.g. push notifications)	No	No	No	No	No	Yes
Desktop app (USB integration)	No	No	No	No	No	Yes
Hegemony independent (no lock-in)	No	No	No	Yes	No	Yes
Open source	Yes	Yes	No	Yes	No	Yes
Mass deployment of user accounts	No	No	Weak	Weak	Weak	Yes
User account templates	No	No	Yes	Yes	Yes	Yes
Workgroups	Weak	No	Yes	Yes	Yes	Yes
Own software/service repositories	No	No	Weak	Yes	No	Yes
Business support (tech owner)	Yes	Yes	Yes	No	Yes	Yes

1) Integrated out of the box, with guest invite to individuals outside of the platform

2) Chromium OS is uncommon and hard to configure

3) Android forks are unsupported or hard to configure

4) Friend Workspace (desktop or mobile interface) is accessible in a web browser

5) Friend has simple deployment and development using simple web technologies w/o compatibility issues

6) Separate ecosystems

With the flexibility of the Friend Cloud Computer, our internal analysis of potential competitors has found a definitive positive gain over existing solutions. With the clear freedom of choice, Friend offers a distinct opportunity for highly customizable solutions that is rarely found in other cloud technologies.

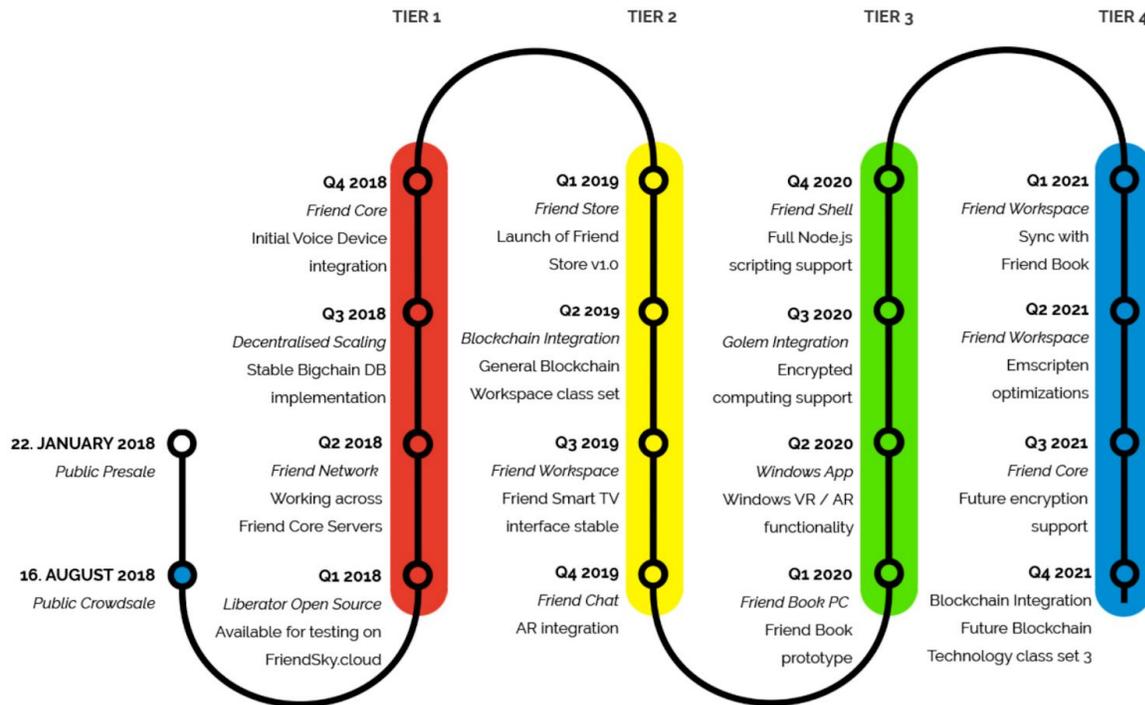
We believe that users and organizations want to be able to choose freely among both application, service and storage providers, and have legacy Windows software and productivity suites working seamlessly beside multiple cloud-served modern web apps. We have created our platform from the ground up to be open and to enable access to everything - across supplier boundaries.

**Friend offers
Digital Independence for Everyone**

Our plans for the future

This chapter will mention some core components of [our roadmap](#) explaining how we will add to the existing infrastructure and realize our Vision. Friend will become an on-ramp to decentralized applications, functionality and storage. The Friend Network will be the global decentralized protocol for our cloud computers. Friend Cloud Computer templates will allow organizations to give their staff a consistent look and feel whilst the Friend Store will be a marketplace for templates, applications, data and knowledge. More information can be found on our [website](#).

Road Map



Increase access to a decentralized world

Friend will provide access to technologies that make use of the decentralized cloud, such as [IPFS](#), [Filecoin](#), [Golem](#), [Fluence](#), [Storj](#) and [BigchainDB](#), to mention a few. This way, each web address or **access node** becomes an entry point through which you can access your virtual Friend Cloud Computer.

We will closely monitor ongoing developments and be opportunistic when considering evolving technologies that can complement our offering.

Our goal is to enable developers to deploy applications worldwide by making the best technologies and services easily available. We will give developers the freedom to choose which components to use whilst being able to add new components at a later stage.

Friend will help developers combine existing web technologies with new and exciting decentralized Blockchain based technologies. Friend will also, by partnering with efficient exchanges, be able to provide a gateway between the [fiat](#) realm and Blockchain based currencies, helping accelerate the transition to a decentralized infrastructure.

Enhance the Friend Network

The Friend Network will be extended to enable organizations to easily deploy applications, data and services on a decentralized cloud infrastructure. This includes adding additional storage media and authentication mechanisms.

We will continue to develop all aspects of Friend to make it the platform of choice for modern application distribution and access. We will work with security specialists from all over the world to harden its resistance to attacks.

Our system architecture allows users to join the global Friend Network, or set up a private network for their organization. Friend uses simple geolocation mechanisms to find nodes close to the user to ensure low latency command execution.

By making use of the Golem Network, users will have access to “high performance” networks for processing CPU intensive tasks.

[Read more about the Golem Network here.](#)

Friend Templates

Friend Templates aggregate choices in functionality (supplied software), resource configurations (compute, storage, and network provision), and design (capabilities and access to departmental or enterprise assets, databases, etc) so that Friend Cloud Computers can be rapidly rolled out for various different purposes.

This will allow organizations to **easily distribute template based cloud solutions** to a user group with minimal effort. We see huge benefits for educational institutions as well as for other distributed entities like NGOs, special interest or research groups.

Friend Templates will also be available for others to purchase on the Friend Store, making it easy for users to share their favorite configurations of Friend.

Read [more about Friend Templates here](#).

Improve the Friend Workspace

As we develop the Friend Network, we will offer an advanced Workspace that allows users and developers to tune and manage the cloud resources used in their environment – an easy to use control panel for administrators. For users, it offers a simple single sign-on where applications and services may be used inside a browser sandbox.

Over time, this Workspace will represent a significant deployment channel in its own right, allowing users to access multitasking cloud applications on any device.

Read [more about the Friend Workspace](#) here.

Friend Network AS

Friend Network AS (FNAS) is a wholly owned subsidiary of Friend Software Corporation and is registered in Oslo, Norway. FNAS is the project company taking on the responsibility of delivering the Friend project as described in this Whitepaper.

If the Soft Cap of 10k ETH is reached, FNAS will carry out the project as per the budgets set below. The core activities will cover the following:

1. Establish the Friend Network and Friend Store
2. Carry out technical as well as financial integration with our cooperation partners
3. Establish Friend accounts and wallet and connect with exchanges
4. Enable peer-2-peer (P2P) micro/nano transactions in the Friend Network
5. Develop the transactional framework for the Friend Store
6. Evolve token utility to enable token holders to influence the project
7. Set Friend Network onto a path to become a Distributed Autonomous Organization (DAO)

The scope of the work will depend upon the levels of financing reached. This is described in more detail in the budget-section below.

Governance of the Friend Network and Friend Store

Once a stable version of the Friend Network and the Friend Store runs on top of the decentralized version of the Friend Unifying Platform, we will establish a nonprofit entity to manage the open source project. It will have the founding principles of Friend written into its charter (read our [Five Pillars of Friend](#)).

The nonprofit will make sure that the Friend Network protocol is evolved graciously and that it remains robust and predictable. The base feature set of the Friend operating environment will be developed at a steady pace to keep up with new technology trends and requirements.

Active members of the Friend community will be invited to maintain side projects and fulfil important community roles. We will make sure that the nonprofit has an

international footprint and maintains a healthy feedback loop with users and developers through conferences and other public events.

Robust and flexible supporting structure

FNAS has been established in Oslo, Norway and will be operated as autonomously as possible, increasingly so over time. The chosen corporate structure gives ample flexibility with regards to future-proofing of the continued operation of Friend Network and Friend Store. FNAS will buy software and services from Friend Software Corporation (FSC) as well as other suppliers, vendors and developers as deemed necessary to achieve its goals – both technically and operationally.

To ensure that Friend Network can continue its operation in perpetuity, FNAS will own and accumulate its own IP. If at some stage it may want or even need to completely disengage itself from FSC and become truly autonomous, it is structured to do so.

Why do we need a token?

First and foremost, the **Friend Network Token (FRND)** is needed to ensure that the infrastructure eventually can become self-governing, i.e. owned and governed by its users. Using the FRND token, we can incentivize users to propose changes to the Network and vote on their priority. Thereby, we will be able to gradually evolve the governance of the smart contract, turning it slowly into a distributed autonomous organization.

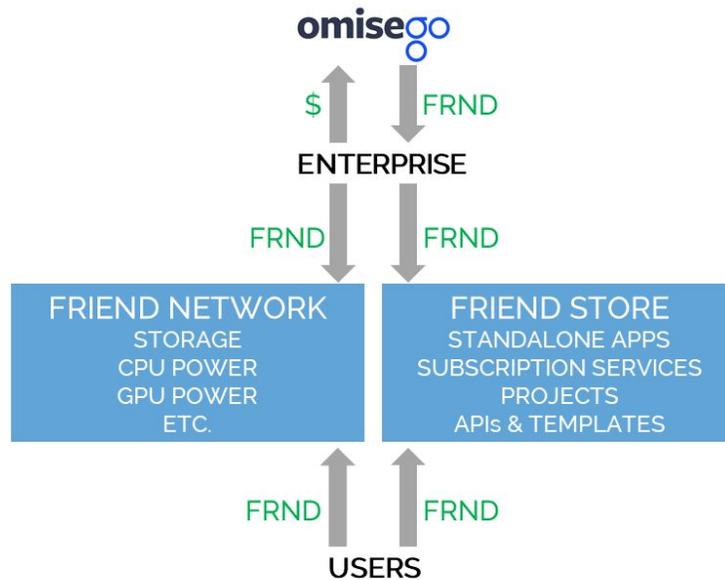
The FRND Token also provides for peer-to-peer trading, as well as interoperability with other tokens. In order for the Friend Network and Friend Store to become a true unifying platform for blockchain *and* off-chain based technologies, we will integrate a range of service providers and facilitate seamless trade between these parties.

To accomplish this, Friend will facilitate automatic and instant exchange between a large number of tokens as well as off-chain payment methods and channels.

We intend to integrate transparent decentralized exchanges. We have already entered an MOU with OmiseGO to explore integration. We have also initiated dialogue with other recognized parties and are continuously seeking more in order to deliver a “one-click-buy” experience using FRND at the earliest possible time.

The **Friend Network Token (FRND)** will be created as an ERC 20² compatible token during the Initial Contribution Offering. Today, the Friend Network Token FRND is classified as a functional utility token by the Norwegian Financial Supervisory Authority. As the utility evolves, the FRND token may at some point be re-classified, but at the moment it is not a security.

The general conditions for using FRND will be set in the transaction framework, but specific parameters of these interactions will be customizable within each software integration.



Friend Network and Friend Store will be a marketplace: **one digital marketplace for all**

The Friend Store

Friend Store will be the global marketplace in the Friend Network. We will allow developers, service providers and vendors to easily publish their applications and services directly to the Friend Store using flexible monetization models. All transactions in the Friend Store will be executed using the FRND Token.

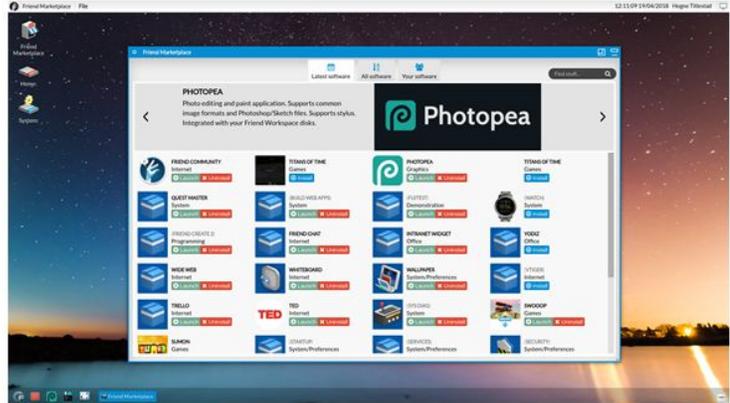
To promote high quality apps in the storefront, we will establish a group of official reviewers that validate, test and rate apps based on an open checklist with objective criteria. The official review and testing group will provide, for a fee, rigorous app

²(this could later be upgraded e.g. to ERC 23 if deemed appropriate).

testing and evaluation in the areas of security and performance. These apps will be displayed with a badge representing their final rating.

MARKETPLACE

- Automated token driven marketplace (FRND)
- Available in-app (iOS, Android)
- Mass market and consumer B2B and B2C vendors
- Web access outside of the Friend Workspace
- Customizable, white label
- Own repository for customers
- API available for integrations with other stores



Both system administration, software deployment and end-user distribution is built in.

Friend Store will also provide support for customer community usability and satisfaction ratings and reviews, though these may be moderated for region, language, and appropriateness. It is our clear aim to be as neutral as possible in this, and we will solicit developer and user community input as to how such ratings and reviews should be carried out in an objective and fair manner.

The Friend Store will offer a seamless “one-click-buy” experience for the user. This structure will allow for off-chain technology and service providers to enter into agreement with the project company FNAS, integrate with the Friend Network and offer their services in the Friend Store, alongside blockchain technology and service providers. FNAS will charge a fee for this which will help finance the project administration. All trade will be automatically converted between the FRND token and other tokens, which in combination with efficient exchanges will provide an efficient and seamless user experience. We will aim to structure the incentives so that users will obtain the most efficient trade and lowest costs by holding FRND tokens at all times.

Software that is built using third party components linked to the Friend Store will give developers an added benefit. By embedding the price of each component in the final

product price, third party developers will get paid their part when a user completes a purchase.

The Friend Account

The Friend Account is an important component of the Friend Network and Friend Store as it will help you retain your user settings, profile and other key user information you wish to input to improve your user experience. It will be designed to ensure flexibility whilst ensuring full control for the user and will support exchange of digital products and services between blockchain based and off-chain based providers and users. As part of our roadmap, we will establish a Friend Account which will hold the Friend Wallet and enable payment for services in Friend Store using the FRND token. Users will be able to top-up their Friend Account with FRND tokens using recognized exchanges. By offering favorable terms to users holding FRND tokens vs. users who decide a more frequent exchange between fiat and FRND, we will incentivize users to own and hold FRND tokens. This will increase the demand for FRND tokens.

The Friend Account front-end will allow the user to buy FRND using various on and off-chain (fiat) payment methods, and view exchange rates in their local currency. It will also allow them to view their transaction history and account data.

A flexible transaction framework

Friend will support new remuneration models that move away from the classic practice of buying something by paying a certain amount of money/tokens once. We will build a transactional framework which will include (not limited to):

- Diverse payout schemes such as nano payments and batching
- Subscription models for both software and services
- Integration with various off-chain payment channels (**fiat, invoice, etc.**)
- Custom receipts
- Per-unit use of software (**per user, per hour, per function, etc.**)
- Custom revenue models, e.g. a virtual online class could be remunerated like this: 25% to the software developer, 30% to the service provider and 45% to the content provider

Friend will be the ideal platform to make applications available for a global market without the need to run your own infrastructure or deal with third parties. The FRND token will be the key to access this market.

An efficient and attractive marketplace

The Friend Network and Friend Store will provide developers and service providers access to a global market via an effective and neutral marketplace. The Friend Store will present users with high quality products and services in the network. Users will be able to rate and review. Reviewers will filter out the bad and certify the good. This way, users can trade with confidence.

The Friend Store does not have to charge the market standard 30% transaction fee, as is common in other online marketplaces today. We believe a lower fee can be sustainable. We will start at 15% for proprietary software. We believe this market place can remain very competitive vs. the established marketplaces. Token based transactions are autonomous and without a charge.

**The FRND token is the only currency that can be used
for the Friend Network and the Friend Store.**

A single secure, decentralized currency that is agnostic of country of residence.

An app store which has no geographical limitations.

A democratic way to choose the direction of the platform and features.

Earning FRND Tokens

FRND tokens can be earned as incentives for proposing changes, voting on their priority and potentially also for carrying out changes as and when this seems natural. Furthermore, the FRND tokens will be awarded to users who run Friend Core servers. The amount of tokens awarded will be based on:

- bytes transferred to users
- completed requests on certified services registered in the Friend Store

We will make a range of standardized smart contracts available which we will ensure that Users' FRND will be registered and only transferred (or released) from escrow once a Friend Core server request has been successfully executed. We will aim to manage the risk of such escrow in the most efficient manner using partners or design our own autonomous infrastructure for this purpose.

The Friend Platform can connect to almost anything digital. Because it is not possible to predict all the different ways developers and users will utilize it in the future, we do not have a one-size-fits-all payment system for Friend, nor will we attempt to force one upon developers.

Today, we already have several different payment models in place in our off-chain commercial business. We expect many more new ones will be created by the users when the Friend Network and Friend Store are established. Friend will always facilitate flexibility with regards to choice of revenue models.

Initial Contribution Offering (ICO)

Participants willing to support development of the Friend Network can do so by sending Ether to the designated Ethereum smart contract. By doing so they create Friend Network Tokens (FRND) at the rate of 20 000 FRND per 1 ETH. A participant must send Ether to the account after the start of the Token Generating Event window (TGE) specified as the block number. TGE ends when the end block is created, or when the amount of Ether sent to the account reaches the Hard Cap.

FRND created per 1 Ether	20 000 FRND
Tier 1 (Soft Cap)	10 000 ETH
Tier 2	25 000 ETH
Tier 3	50 000 ETH
Tier 4 (Hard Cap)	75 583 ETH
% of tokens generated to the <u>current Friend Team</u>	6%
% of tokens generated to Friend Network AS	12%
Approximate date of start (StartBlock)	15th of June 2018 0900 CET
Approximate date of end (EndBlock)	21th of December 2018 1500 CET
Maximum number of FRND generated	2 000 000 000 FRND
-of which TGE participants (82% is sold)	1 640 000 000 FRND
-of which Current Friend Team and the project company Friend Network AS	360 000 000 FRND

If Soft Cap is not reached, refunds will be implemented by a separate contract.

A Pre-Sale has been conducted since January 2018 with a bonus of 20% FRND tokens and a MaxCap of 3334 Eth.

Bonus tokens during TGE

Up to Tier 1 goal of 10 000 ETH will receive 15% additional bonus FRNDs (Soft Cap)

Up to Tier 2 goal of 25 000 ETH will receive 10% additional bonus FRNDs

Up to Tier 3 goal of 50 000 ETH will receive 5% additional bonus FRNDs

TGE Information and process

The TGE address will be announced at the start of the TGE.

Official communication will be given through the following channels:

- Project webpage - friendup.cloud
- Official Telegram - t.me/friendupcloud
- Official Twitter - twitter.com/friendupcloud
- Official Blog - blog.friendup.cloud
- Reddit - reddit.com/r/friendup

Please, double-check the address before sending ETH.

For security reasons, we advise to confirm the address using at least two different sources above. On the project webpage, you will also find a detailed guide on how to participate in the TGE using either the [My Ethereum Wallet](#) or [Parity](#).

The TGE is implemented as a smart contract with a few simple parameters:

- Friend Network AS: controls the contract and the address to which gathered Ether will be sent (implemented as a multisig address)
- StartBlock, EndBlock: these block numbers indicate the start and the end of the TGE process
- maxCap: Hard Cap Tier 4 for this TGE, denominated in FRND
- FRND creation rate, denominated in ETH

The TGE smart contract conforms to a few important rules:

- Before the TGE starts, no Ether can be sent to the TGE smart contract (see [PreSale](#))
- After the TGE (either maxCap was reached or the TGE deadline passed), no Ether can be sent to the contract
- During the TGE, participants simply send ether to the TGE contract which results in FRND creation
- All created tokens are **locked** during the TGE and will be released once the TGE is complete, subject to market and community sentiment.
- The TGE smart contract creates a total of $6+12 = 18\%$ endowments of FRND tokens to current employees and FNAS such that TGE participants' tokens constitute 82% of supply, according to the 4 Tiers. The TGE contract finalizes funding which results in an allocation of founders' tokens and unlocking the created FRND tokens

There is no minimum financing specified in the contract code. If the Tier 1 Soft Cap financing is not reached, then after the TGE period, Ether will be sent back to the participants from the Friend Network AS account. For this reason, **do not send Ether from an exchange wallet** as we will have no way to return the Ether back to you.

Should we need to upgrade the token standard in the future (e.g. changes in Ethereum, or changes in Friend's design), this will require action from token holders. It cannot be imposed by Friend Network AS.

Why do the ICO from and in Norway?

After careful considerations, we decided to base our ICO out of Norway. We are cooperating with the Norwegian Financial Supervisory Authorities, major banks and tier 1 law firms in ensuring compliance and optimal tax structure.

The values in the Norwegian social-democratic society of transparency, trust, one of the lowest scores on the [Word's social inequality index](#) and a long tradition for protecting Intellectual Property, freedom of speech are in our view favorable and synonymous with the values of the Blockchain community.

Norway also benefits from having no foreign debt and no secret laws which can be used to put pressure on Friend Network AS. By doing the Friend Network ICO in Norway, we hope to set the standard for other projects to follow.

Private companies in Norway have to disclose more information than public companies in countries such as the UK or the US. We see this as a great advantage for FRND Token holders. Furthermore, Norway has a special legislation that ensures all private tax information (on an individual level) is available to the public³. Thus, the FRND Token holders have further assurance that Friend Network AS and the team behind Friend are transparent with the highest business ethics in mind.

³ Norway has for over 200 years had a system where you have to prove that you are paying tax in order to be eligible to vote in the General Election. Today, anyone can request this information (typically done by investors, media etc). The request and the identity of the one requesting the information will be notified to the individual whose information are being pulled from the public records.

Friend Network Token summary

- **The supply of FRND tokens will be limited to the pool of up to 2 000 000 000 (100%) tokens created during the Token Generation Event.**
 - **Tokens sold: 1 640 000 000 (82%)**
 - **Company tokens to Friend Network AS: 240 000 000 (12%)**
 - **Endowments to current Friend Team: 120 000 000 (6%)**
- Sending 1 Ether to the FRND account will create 20 000 FRND
- No token creation, minting or mining after the ICO period.
- Tokens will be transferable 30 days after the TGE is successfully completed.
- The Friend Network Token is an ERC20 token on the Ethereum platform. Its design follows widely adopted token implementation standards. This makes it easy to manage using existing solutions such as [My Ethereum Wallet](#) (MEW) and hardwallets such as [Ledger Nano S](#).
- FRND is the operating token for the Friend Network and the Friend Store.
- The token will enable FRND holders to influence the project. Utilizing the FRND token, we will incentivize users to propose changes and reward them for voting on the priority of such changes.
- Users running Friend Core in the Friend Network will be rewarded FRND for their participation in handling service requests.
- The FRND token will enable “one-click-buy” transactions using other tokens and efficient connection to exchanges.
- External vendors and service providers can sell their software and services in the Friend Store. Friend Network AS will earn a commission for this.
- As no new FRND tokens will be issued, and the activity in the Friend Store and Friend Network increases, the value of the FRND can appreciate over time.

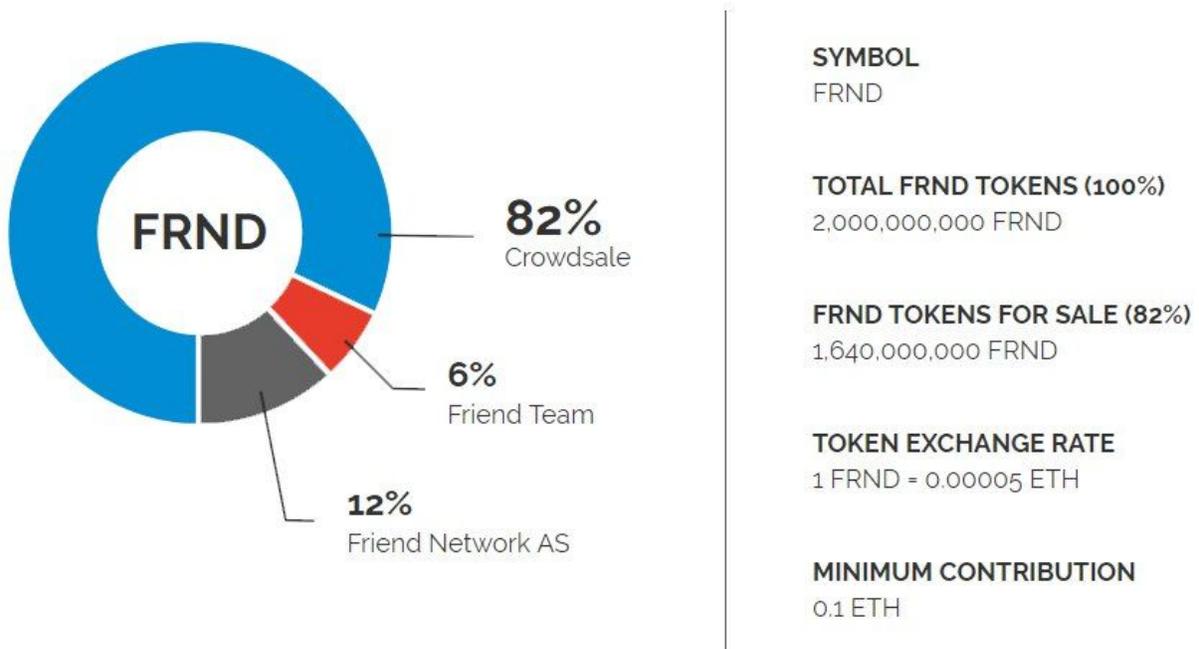
Budget and levels of funding

The Ether raised during the Token Generating Event will be used by FNAS (the project company responsible for executing the project) in accordance with our [roadmap](#) which is updated continuously. Due to the volatility of the digital asset market, our budget calculations are based on an exchange rate of 1 ETH = 800 USD.

It is hard to predict which level of financing we will achieve. Therefore, we have divided our Roadmap into four funding Tiers:

- Tier 1 8 000 000 USD (10 000 ETH) - Minimum financing (Soft Cap)
- Tier 2 20 000 000 USD (25 000 ETH) - Expanded scope
- Tier 3 40 000 000 USD (50 000 ETH) - Further expanded scope
- Tier 4 60 000 000 USD (75 583 ETH) - Full Scope - (HardCap)

These 4 tiers are described in more detail below. Tier 4 looks like this:



The core team is already proven and fully immersed in the project. We need to take good care of them and ensure they can focus all their time and energy on the project. We have therefore, after careful consideration, decided to dedicate 6% of the tokens to incentivize the current team.

The main expense in our budgets is new employees salaries and incentives. Over the years, we have met some truly talented individuals and we now have a great and increasing pool of talent to choose from. We will hire and retain talent with up to 5 year vesting of their incentives, ensuring we have low turnover of staff. There is a slightly different mix of skills needed in the different scenarios.

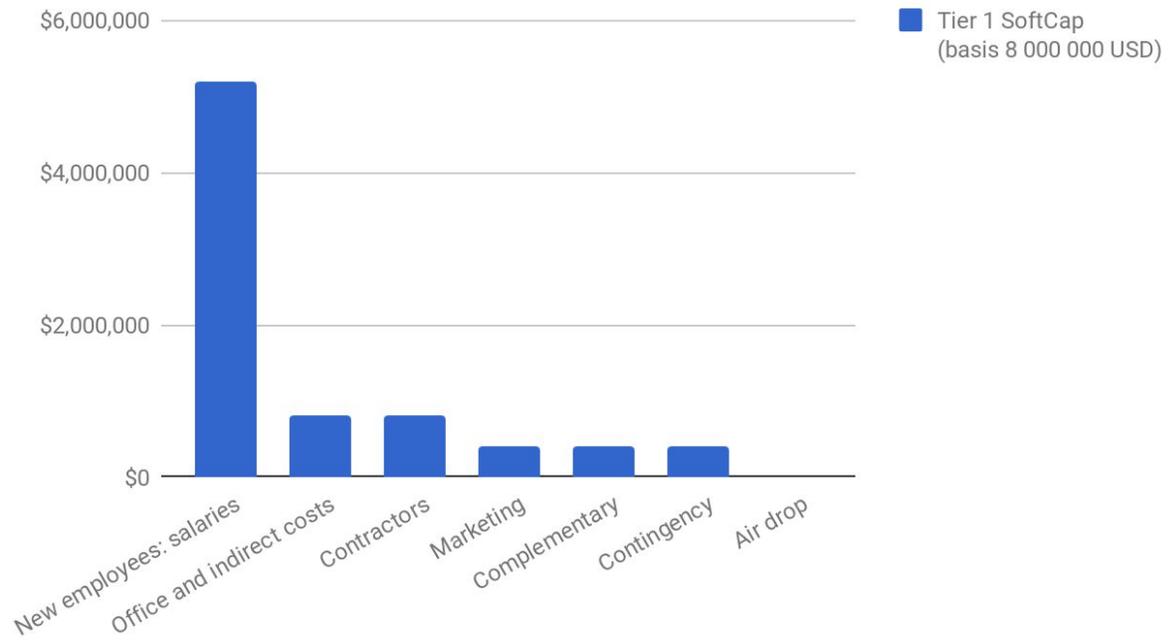
Design is a very high priority as a lot of the hard deep tech work has been solved and focus now must be more on adoption and user experiences. This is demanding work.

With Tier 4 (HardCap) level of funding, we will be able to finance a truly exceptional international team. We can sustain a team of more than 50 people for a period of 5 years if required. In case of the Tier 1 (Soft Cap) funding, the employee budget can sustain 20 persons for 3 years. In all scenarios, we plan to reach cash neutral operation during year 3. There is sufficient redundancy in each Tier ensuring we achieve our goals.

A larger budget will greatly reduce the project risk and accelerate the delivery. Please also see Notes to Budgets at the end of this section.

Tier 1 - 8 000 000 USD (10 000 ETH) - Soft Cap

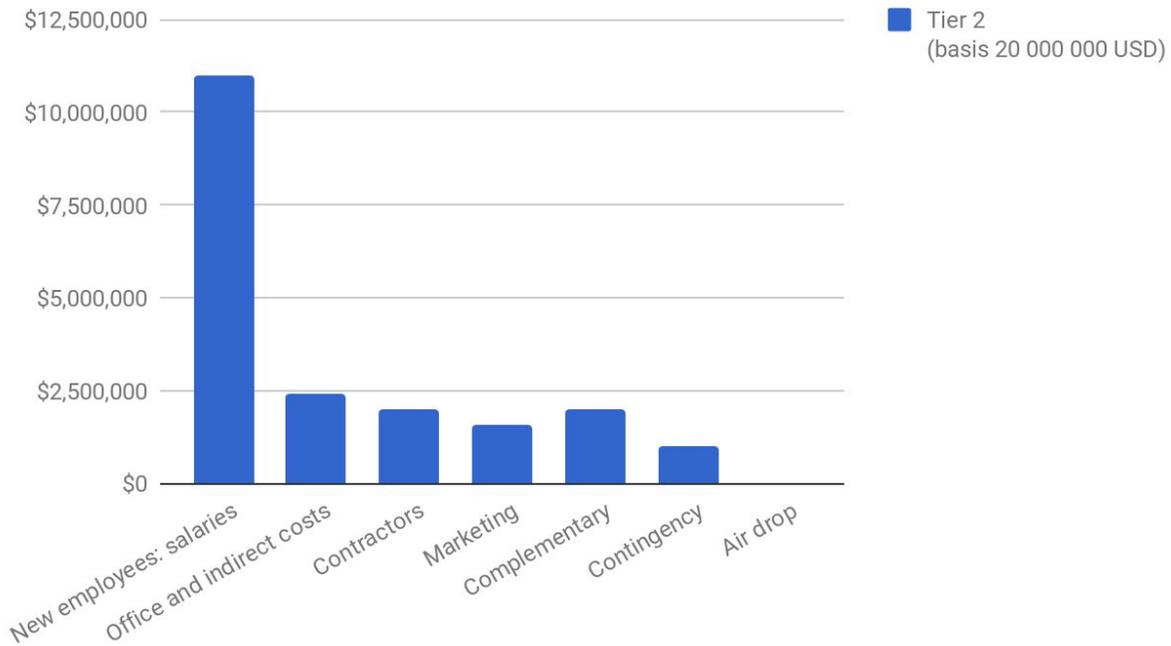
Even though Friend has reached version 1.1.1 already, it is still in its early days. There are so many possibilities to explore and actualize. Over the last four years we have learned a lot and have gotten a clear vision of what we want to achieve. By reaching our Soft Cap, the Friend Network, and the Friend Store will be fully realized and we will start integrating with technology and service providers. It will be ready for mass adoption for developers as well as end users.



Tier 2 - 20 000 000 USD (25 000 ETH) -Expanded scope

If we reach Tier 2, we will add more team members and widen the use of bounties and sub-contractors. We will thus be able to deliver a richer and more complete Friend Network and Friend Store experience faster.

We will increase our support capabilities, making Friend Network a “go-to” place for projects needing decentralized infrastructure. We will increase our support for technologies like gaming, AR and VR. A standalone Linux distribution which we already have in beta, will be finalized, strengthened and given a much richer and interesting experience to a wider audience. We will be able to put Friend on the map as an alternative to distributions like Ubuntu on the desktop.

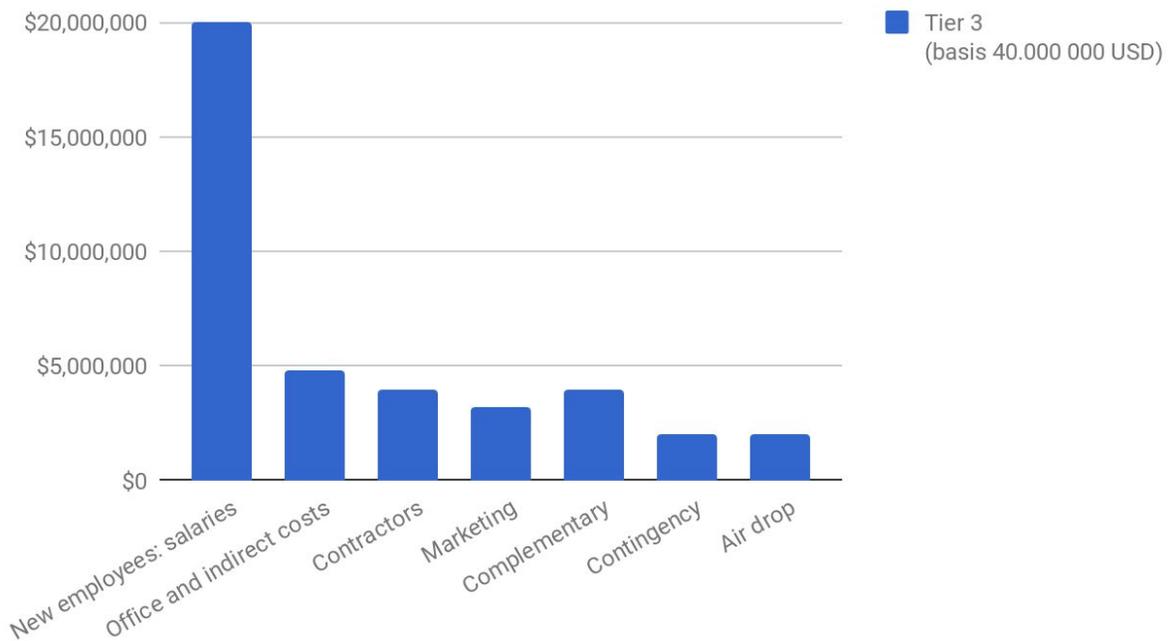


Tier 3 - 40 000 000 USD (50 000 ETH)

This level of funding will dramatically increase our ability to execute the project faster. We will be able to employ more people, and the increased funds available in all categories will allow us to add more projects into the Friend Network and Friend Store.

5% of the budget will go to support projects deemed to be complementary to Friend. We will expand our team with talented employees handpicked for designated tasks. We will also hire skilled business developers and architects who can help onboard new technology projects to the Friend Network and assist them in utilizing the Friend Store to best fit their needs.

In order to accelerate activity in the Friend Store, we will look to “air drop” (i.e. democratically distribute) up to 5 % of the contributed amount in FRND to all accounts holding more than 0,5 ETH. When the TGE is complete, Friend Network will start buying back up to 5 % of the FRND tokens and distribute these tokens when ready.



Tier 4 - 60 000 000 USD (75,583 ETH) - HardCap

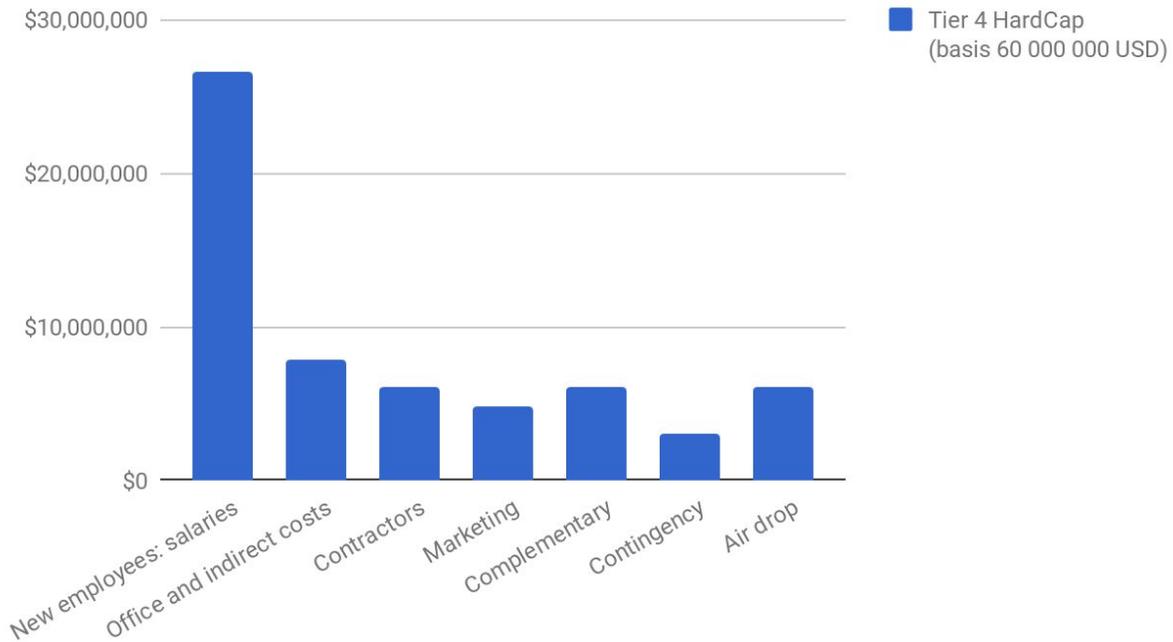
Full funding will allow us to achieve our ultimate goals. We will make Friend into a fully functional computing platform with its own open source hardware. In this

scenario, you will be able to migrate fully to the Friend platform for all your computing needs.

We will partner with a hardware development project to build a secure version of Friend that can be used in an offline environment – based on Linux – that can synchronize with the Friend Network once online. This way, we will make our contribution to alternatives that challenge the current hardware hegemonies.

10% of the budget will be set aside to support complimentary projects, as described above in Tier 3.

In order to accelerate activity in the Friend Store, we will look to “air drop” (i.e. democratically distribute) up to 10 % of the contributed amount in FRND to all accounts holding more than 0,5 ETH. When the TGE is complete, Friend Network will start buying back up to 10 % of the FRND tokens and distribute these tokens when ready.



Notes to budgets

Office and indirect costs:

Includes costs for our offices in Stavanger, Oslo, London area and East and West coast US as well as other indirect employment related costs. International presence covering operations and support in other time zones are included in the Tier 3 and Tier 4 scenarios.

Contractors:

Cover all third parties that we will involve to help us in areas where we do not want to build own capabilities. Legal and accounting services as well as security auditing are part of this. For the security auditing we plan to continue our cooperation with [Redscan](#) in that area.

Marketing:

This section will cover a wide range of communication and other activities to help us bring Friend to developers and end users. These will include sponsoring selected industry events, organizing our own events and competitions to increase interest in our platform.

Complementary technologies:

This section covers expenditures that shall encourage external parties to adapt their technologies towards Friend. As a horizontal platform with a broad range of use cases we intend to approach both application developers and service providers to include them into the ecosystem.

Contingency fund is set to 5% of the total budget in each scenario.

More detailed budgets are available upon request.

Example Use Cases

General Practitioner

Today, many clinics buy a multitude of unique as well as overlapping products and services from IT companies. They do this, because, previously, a customizable cloud service has not been available. General practitioners use various medical software like electronic patient journals or heart monitoring software. Backups, upgrades and maintenance is delivered by a patchwork of companies.

With Friend, a clinic can access all the software they need, delivered through the Friend Workspace. They can work on any device, getting increased mobility, even when doing home visits. They will be able to choose a service provider who takes care of their software upgrades, backups and technical support. And everything works on accord with security standards in their industry.

This use case was written based on Friend's first large scale commercial Proof of Concept customer in Norway. They pivoted from being a software company into becoming a cloud service provider by using the unique features found in Friend.

University

Mrs. Peterson is the headmaster of a University. Every semester her technical team wastes countless hours on setting up students' computers. This year she decides to use Friend. By accessing the Friend Network, she creates a new Friend Template that has all the software a student needs. Additionally, she sets up access to the library of content by curriculum and a shared drive where students can submit papers. To enable live broadcasting of lectures, she sets up different conference rooms sorted by class.

Once the semester starts, she instantly creates five hundred unique user accounts, and sends a unique link out to each student. With one click they are accessing a tailor-made Friend Workspace complete with everything they need in one place.

They can access the class on their smartphones, on their tablets or on their notebooks. A video introduction greets them when they log in offering a simple walk through for those who need it.

Rural hosting company

Gary lives in an area where hosting and cloud services are needed, but the local network has a low bandwidth to the outside world. Over the years, Gary has invested in servers and a network infrastructure that offers a good, high-bandwidth service to locals.

Gary decides to monetize some of the spare capacity on his servers. He downloads Friend Core and configures it to handle storage space and services for users. By connecting to the Friend Network and creating a 'provider' identity, he can distribute his hosting services on the Friend Store, earn FRND for use and offer great bandwidth and low latency for his local users.

Non-governmental organization

An NGO with members across the globe needs to set up multiple collaboration spaces for each specialist group. The organization is conscious about privacy, yet at the same time, has a limited IT budget.

The organization sets up several workgroups in Friend, assigns users into groups, and grants them access to relevant specialist applications based upon their group memberships. The organization chooses to use an [IPFS](#)-based shared drive to store their documents because they don't want any single company to have control over their data.

When complex data analysis is required, the group uses the *Golem* app to buy distributed calculation services across thousands of computers, as and when required. They use the *Streamr* app to access relevant aggregated sensor data for their analysis.

Friend Chat provides the NGO with inbuilt virtual conference rooms for each workgroup. Real-time text, audio and video chat can be shared over the encrypted peer-to-peer network with all written information safely stored in the Friend Network's BigchainDB database.

Archaeological research group

A group Viking historians want to analyze a newly received underwater imaging cloudpoint dataset in the hope of discovering new findings.

They set up a Friend Node and a Windows server in the cloud to run their specialist Cloud Compare software across all research group sites. This setup gives them a lot of value for their limited budget. They use the Liberator stack in Friend to give all their users fast and easy access to the Windows application - independent of the device and operating system each user is using to access Friend.

They also use web-based cloudpoint analysis apps to review the data on their desktop computers and in VR, using their phone and a high quality headset. This setup allows them to review the data across locations without the need to transport the multi-terabyte dataset to every participant.

The inbuilt collaboration functionality provided by Friend and Friend Chat allows them to have live discussions whilst viewing the same dataset. Shared presenter sessions allow everybody to see the exact same content on each team member's screen. They also use Friend Chat for live events to stream their findings to interested fans around the world.

Emergency response team

Should an emergency break out at a energy facility, it is essential that all response teams and external experts have access to the latest data fast.

In the past, remote workers would have to fire up their laptops, hope they are running the latest version of each application, then VPN in to a Windows server to download the latest data. Any discussion would need to take place over the phone or external video conferencing tool.

Friend allows any authorized user the ability to access the latest sensor data by logging into the facility from a standard web browser. External experts can also be invited to comment, simply by sending them a unique web link.

Friend Templates ensure everyone's desktop environment looks the same and runs the same version of each application, making training and maintenance much easier. What's more, thanks to Friend Chat, everyone can see and discuss the same data in context without having to leave the screen.

By integrating web based applications, specialized windows applications, on-premise storage devices and custom sensors in one place; Friend offers a unified experience whether you are sat in the Control Room, or accessing it from a phone thousands of miles away.

Tech support

Before Friend, tech support companies had to pay for third-party software to offer online support to customers. These apps typically provided remote desktop functionality and screen sharing.

Friend allows any organization to offer support services online, using the free tools built into Friend. Using Friend, a tech support company can make instant, free video calls with customers using Friend Chat, and service Windows and web applications directly from the browser - all within one interface.

Our APIs allow tech support companies to integrate their existing solutions like CRM and two factor authentication solutions. Most of these tools can be made available right in the Friend Store.

Customers will be able to pay for tech support services using fiat, or tokens, from within the Friend Workspace. The blockchain ledger keeps track of service transactions as well as transcripts and recorded video support sessions.

The Team

Our team combines more than 130 years of engineering experience. Our management team includes several successful entrepreneurs with proven experience in building great companies. Our commercial team has vast experience in business development, operations and technical sales which will help us explore and realize new business opportunities and enter successful partnerships around the Friend Network, making it into a thriving ecosystem.

Our team is steadily growing and now encompasses over 20 skilled individuals that work towards our vision. Most of them are part of the core team, some work as external advisors. More information on [our team and advisors can be found on our website](#).

Arne Peder Blix

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Changelog:

2018-05-26 Larger revision based on community and advisor feedback. Cleaned up structure. TGE dates changed, Soft Cap set to 10k Eth, 4-Tier structure added, minor updates and clarifications.

2018-02-16 TGE dates changed (StartBlock and EndBlock), FNT token ticker changed to FRND token as FTN has been used several times already and we want a unique and Friendly token name, minimum contribution changed from 1.0 Eth to 0.1 Eth. Some minor corrections related to Value Added Tax etc.

2018-01-18 Minor corrections

2018-01-10 Updated use cases, team members, added more details around the TGE and final adjustments to the budgets in preparation of finalizing the smart contract.

2018-01-03 Revised the ICO budget size due to the appreciation and volatility of Ether. Updated status of the Token Generation Event vs. moving the ICO to take place in Norway. Updated information vs release of FriendUP V1.1

2017-12-10 small changes to reflect that we have decided to conduct the ICO from and in Norway

2017-11-21 some changes to wording here and there, some minor error corrections

2017-10-31 spooked out some minor errors

2017-10-27 Token Generating Event section added; some sections rewritten to match that