

COSMOS 2050



Multichain **PLAY-TO-EARN**
metaverse

EXPLORE NEW WORLDS, OPEN SECRETS OF THE UNIVERSE, UPGRADE YOUR AVATAR AT THE COSMIC LEVEL

ABOUT COSMOS 2050

**COSMOS 2050 -
a multiverse where
players live in a
futuristic space city
and travel through
time and space around
the Universe**



Cosmos 2050 is a virtual gaming metaverse based in the year 2050 in a newly built 'Space City'. It's a virtual world which together educate, enlighten, and entertain our visitors through a focus on space, sustainability, and our Future.

In the distant future the first city in space « Ether » has been built and the humankind has started Moon and deep space exploration. There is also Aldebaran Warriors who try to conquer « Ether » and stop humanity from a space exploration. You're a citizen of the Ether and you can influence political issues in the Ether and earn rewards for your contributions. This document describes the adventure ahead for new recruits.

The metaverse introduces a unique gaming experience through the combination of both traditional core, blockchain mechanics and AI powered digital avatars.

ABOUT COSMOS 2050

FIRST STEP OF THE PROJECT - **CREATION OF AI AVATARS FOR OTHER GAMES**

Blockchain Mechanics

01. Blockchain based in-game currencies: COSMOS & EFIR
02. Fully decentralized, non-fungible token (NFT) asset ownership
03. Mining revenue based on territory control
04. Real-time smart contract execution of game scenarios
05. Built on Solana blockchain protocol
06. DeFi directly integrated into game interface via Serum
07. Decentralized Digital currency exchange and automated market making (AMM) ingame
08. NFT marketplace for the direct peer-to-peer exchange of assets
09. On-chain governance model, providing players with the ultimate level of political control
10. Play-for-Keys™ gameplay: high risk, high reward style with player assets at stake

Core Game Mechanics

01. Grand strategy space exploration
02. Land and territory control
03. Vehicle and fleet control, including a broad variety of space ships
04. Space and land-based mining operations
05. Player vs. environment missions
06. Player vs. player combat
07. Dynamic career system harnessing specialized equipment
08. Built in Unreal Engine 5
09. VR enabled

OUR MISSION

To provide space experience to everyone, to create conditions for everyone to go virtually and physically in space/astronauts and space tourists who went to space admitted that when they looked from space to Earth it changed forever their perception of themselves and our planet as a united place



01

**NEW GENERATION OF AI
AVATARS**



02

NEW GAMING EXPERIENCE

Explore parallel worlds, different professions, build your own space cities and find rare artifacts in ancient worlds



**03
VIRTUAL AVATAR
UPGRADE**

Play and do personal evolution activities to earn more assets. Create your unique avatar with a personality



04

COSMIC COUNCIL

Cosmos 2050 is transparent and governed by the community



05

**CREATION OF THE REAL
SPACE CITY
ON EARTH**

KEY FEATURES

AI Avatars:

We can create 3 different AI Avatars.



- Serverless Massively Multiplayer Online Game
- Solana blockchain
- Cinema-quality real-time environments
- Personal Virtual Avatar, AI powered
- Metaverse expansion
- Gameplay scalability
- Player Created Content
- Space City construction
- Quadratic voting
- Connection with a real world
- Node-staking

AI AVATARS

AI AVATAR - A DIGITAL ANIMATED HUMAN, GAME CHARACTER WITH INTELLIGENT AND EMOTIONAL AI CAPABILITIES.

We created the technology which can bring to life different avatars or you can create your own avatar based on our technology.

AIA can help game developers integrate their own bots, with its rich lexicon, characters, assets and upgrades, the gaming experience will improve manifold and enable users to control simple things by text or voice and integrate into multiple channels and play with friends and strangers around the world in a seamless manner.

Our AI algorithm came through a combination of mindfulness, psychology, neurophysiology and coaching. We created the technology based on studies of the human brain, psychics and consciousness and brought this knowledge to the mathematical model.

The algorithm uses users' inputs to constantly retrain itself via deep learning algorithms.

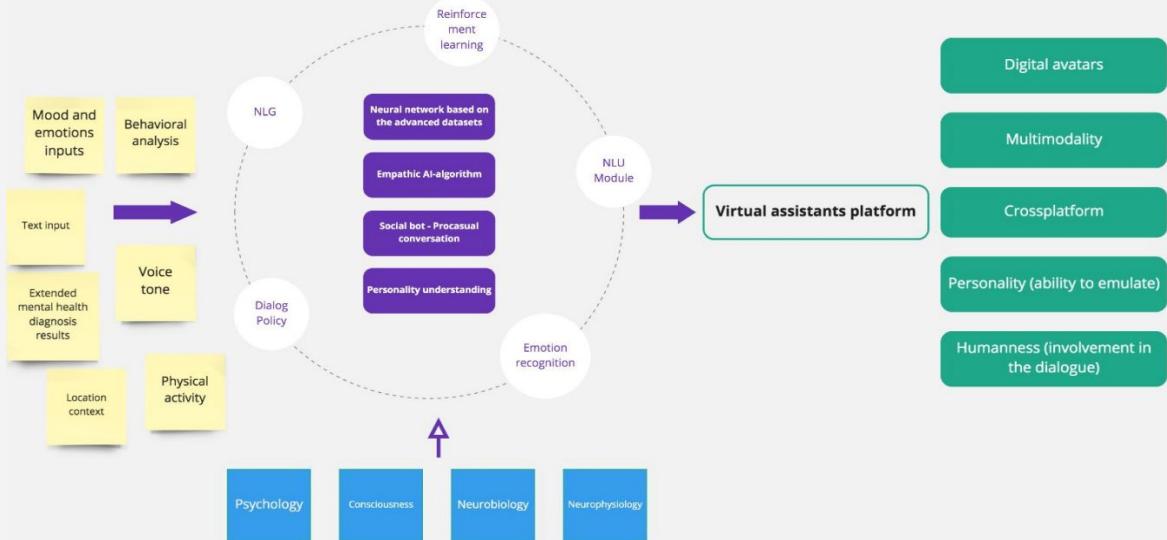


Unique features:

- AI adapts to suit each individual user's needs, whatever those may be.
- Hybrid Evolving AI architecture based on genetic algorithms and reinforcement learning - AI actually evolves naturally as you converse and interact with them. They're a bit different to the majority of AI characters and chatbots out there, because unlike with deep learning AI, developers of this kind of technology don't predefine the topology of the neural network.
- An intelligent AI that speaks like a human: empathetic, proactive and consistent.
- AI with emotional skills and styles. Our AI is completely generative: neural networks generate answers
- We create AI with personality
- The technology was built on the basis of: neurophysiology, analysis of thinking, psychology, how the human consciousness and subconsciousness function, emotional intelligence.
- Out-of-the-box and customized dialogue solutions designed to automate processes in any industry. Can be integrated in the games and websites. The AI Avatar with embedded sets of skills are easy to customize and quick to integrate.
- API to enable quick connectivity to any form factors and smart speakers. We use state-of-the-art Transformer neural networks: GPT2, GPT3, BERT, T5, XLnet, etc.



TECHNOLOGY



GAMEWORLD

The player finds himself in the terminal of the first city in space "Ether", he arrived from the planet Earth to explore deep space and learn the secrets of the origin of the Universe and humanity. "Ether" was built by the Earthlings, by combining the forces and resources of different countries in 2044, and the main goal of the city's inhabitants is to explore deep space, learn the secrets of travelling through time and space, find artifacts to restore the resources of people and the Earth. Each player is given a special personal code and he can choose different professions in order to develop on Ether.

ETHER

A city in space Ether - built by earthlings with the help of technologies that the higher races gave them in 2044. It is the starting point for deep space travel.

The player arrives on Ether and looks at his code - different abilities and competencies - can choose from a number of proposed professions and roles. The more you upgrade your avatar, the further you can move and capture more artifacts



GAMEWORLD

UNIVERSE

After mastering the city, the Player can go to explore different planets of the solar system, planets and worlds outside, and through the Portal move to the past, future and parallel worlds. Also, after reaching the highest level of Initial Code, the Player is given the opportunity to move through the Portal to the Fifth Dimension.

During the missions, a different number of coins are awarded depending on the complexity of the mission. Inside the mission, there may be fights with aliens, for which the player receives additional points. Also, the player can fight demons, alone or together with other players, also receives additional tokens



GAMEWORLD

METAGOVERNANCE (DAO)

Will consist of nominees who are voted in by the \$COS token holders, enabling the influence of community representatives who are able to debate and distill technical changes while also not directly providing large \$COS holders a disproportionate voting weight in the outcome of proposals.

IN-DAPP MINI GAMES

The Cosmos world will allow any game developer to launch his own mini-game and use roll-out to-earn mechanics.



CHARACTERS

Collaboration with other games

The basic version of the Cosmos metaverse has 7 different races (in the future, the community will be able to create their own races and worlds):

1

Supreme beings (including the Pleiades)

They live in higher worlds, have superpowers, can move in time and space. Huge size (over 10 meters tall), luminous bodies. Higher beings can help ordinary players, give them strength and knowledge. Help find artifacts in battles, higher beings can take part on the side of any race except demons. They also include the 7 sisters of the Pleiades.



2

Dark creatures (demons)

They live in the lower worlds, can devour the energy of other beings, and can "infuse" negative energy. Demons are a mixture of man and animal, unlike other creatures - they do not have a soul, around them there is a dark glow. Also, other players can become demons if I regularly do bad things within the metaverse. There is a higher caste of demons - in fact, "dark" gods who are fighting for darkness to reign throughout the universe and for as much dark and negative energy as possible, they feed on it.



CHARACTERS

3 Etherians - inhabitants of the city in space Ether

These are originally inhabitants of the planet Earth, who moved to Ether. They can pump their body, soul, consciousness, to the extent that they get superpowers and more knowledge is revealed to them



4 Cyrones

Inhabitants of Alpha Centauri. They have green skin, control the elements of earth and stones.



5 Atlantisians

Inhabitants of Atlantis. They have blue skin and control the element of water.



6 Lunarians

Inhabitants of the moon. They have white skin, control the element of air, wear long cloaks to protect themselves from the sun.



7 Arians (ancient kingdoms)

Residents of ancient kingdoms in parallel worlds. They have red skin and control the element of fire. Be sure to carry spears



BATTLES & RACES

PVP BATTLES & RACES

To participate in battles with other players, you need to select a hero you plan to join the battle with and start your battle. The platform motivates you to fight with a more experienced opponent, because everyone has a chance to defeat even the stronger one.

PVE STORY MODE

It's a fight with NPC game demons or other creatures. This battle can bring to the player extra bonuses and Avatar upgrade.



Quests

Daily and weekly challenges for the completion of which the player will receive game tokens as a reward and much more.



Missions

Special battles in story mode, providing the opportunity to receive a ticket to the Intergalactic Tournament.



Demons

In each mission, there is different demons in the story mode. They also fight for the resources and to gain new territories.

BATTLE FUNDING

The gameplay is designed in such a way as to give players freedom to independently determine the amount of the Battle funding and, accordingly, the amount of winnings in case of victory for each specific battle or tournament.

OBSERVERS

Anyone can start observing for the outcome of any battle and, in case of victory, collect the increased amount of the Battle Funding minus 2%.

PLAYERS

- **PvP 1vs1**
Selection of an opponent with a suitable Battle Funding Creation of an application for a battle with a fixed amount of the Battle Funding
- **Tournaments within the same race**
Fixed installments that form the prize draw pool
- **Intergalactic Tournament**
Formed at the expense of 1% of all game transactions

TOURNAMENTS

TOURNAMENTS WITHIN ONE RACE

Tournaments are held within one race with the participation of one character from each player. Each player pays a fixed Battle Funding for participation, the sum of which is the prize fund, played out according to the results of the competition, depending on the place in the results table.



INTERGALACTIC TOURNAMENT

Cosmos Main Event and Every Player's Goal!

- Intergalactic tournaments are a special place to achieve super scoring!
- Each player has a chance to win the Main prize of the tournament and receive more game tokens for each battle.

LARGE-SCALE TOURNAMENTS FROM DEVELOPERS

100+ participants who are timed to a certain topic or event, for example: SantaBattle 2021-2022, Women's day defend battle, etc.

PRIVATE PLAYER TOURNAMENTS

Players can create their own tournaments. The number of participants in such tournaments is limited: no less than 5 and no more than 20 participants. The tournament organiser sets the fixed Battle Funding.

- The absolute champion of the tournament will have a unique opportunity to breed all his characters from the winning squad with another race to get a unique character.

FARMING

Farming allows the inhabitants of the Cosmos to create in-game assets without participating in the game's battle modes. To start farming, you need to purchase a territory and install a structure on it that matches what you want to produce. The right to purchase territories and buildings is prize drawn. If you are among the lucky ones, then you just have to buy the territory itself and build on it one of four buildings to choose from:

SPACESHIPS FACTORY

Produces different details for spaceships, which are traded on the market

MINING

The main production resource is the Intergalactic Tournament Tickets (ITQ ticket)

FARMING

Brings income in \$COS game tokens

ACTIVITIES IN THE CITY

Place advertising on your building, open a restaurant or a bar



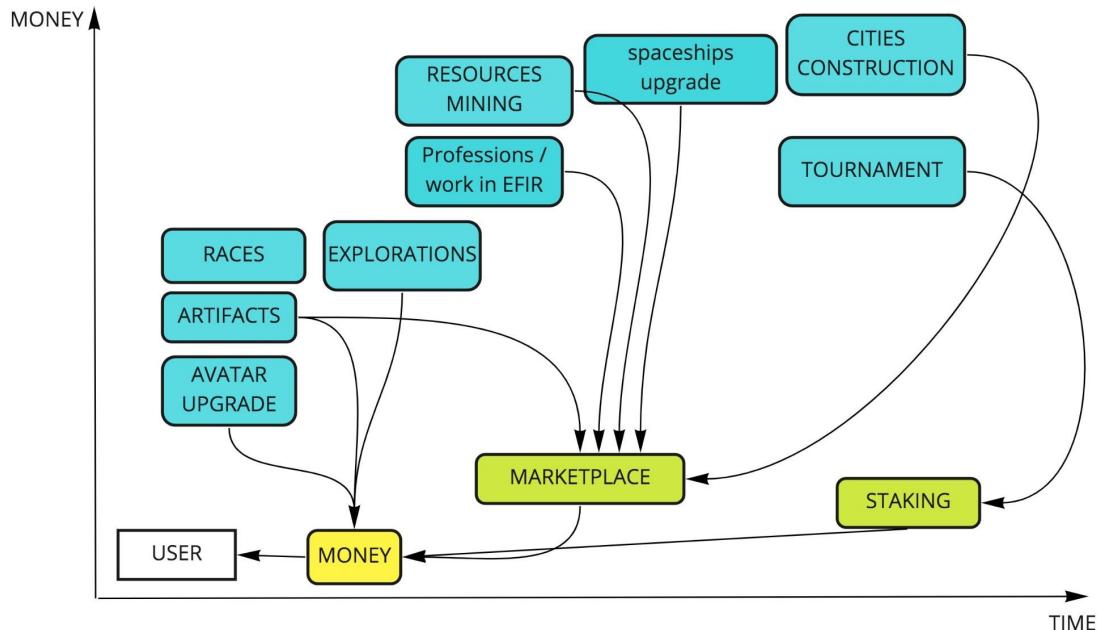
BREEDING

CREATE YOUR OWN SUPER CUSTOM CHARACTER

Owning characters from at least 2 different races and getting to the top of the Intergalactic Tournament will give you opportunity to obtain a new character. These characters are manually merged by our creatives.



INSIDE COSMOS 2050



ROADMAP

2021

Q2

Initial idea
First drafts and concepts
Creation of AI

Q3

Team building
Creation of the metaverse scripts
Concept development
Upgrading the AI

Q4

AI introduction in a chatbot format
Detailed gameplay

2022

Q1

Discord community 10k
Sale of NFTs Artifacts
Landing page and concepts
Demo video
Team expansion
White paper and Tokenomics presentation

Q2

Start of the MVP development
Publication of smart contracts (GitHub)
Seed and private token sale launch
Start of the massive PR campaign

Q3

Game beta test
CAO - Phase 1
Publication of reports on audits of smart contracts
In-game marketplace launch
Upgrading Avatars launch
AI - virtual avatars creation

Q4

CAO - Phase 2
First version of the Cosmos 2050 metaverse - the space city
Referral system launch
Bounty program launch
Partnerships launch

2023

Q1

The mobile app in Google Play and AppStore
Adding new planets and world to the Cosmos
DAO governance launch

Q2

Expansion of PvE mode
Land sales launch
Spaceships construction
Resources mining
Expansion of the EFIR city
Special missions in PvE mode
Exploration of new planets, parallel worlds

Q3

Mobile versions update
Desktop versions
AI upgrade - possibility to create a personal digital copy

Q4

VR functionality
New Characters introduction
Space cities construction

2024

Q1

Creations of decentralized autonomous corporations
Direct exchange of the resources between the cities
In-game entrepreneurship

Q2

Corporations missions
Creation of your own parallel worlds
Exploration of new ancient worlds
Start creation of the real space city

2025

Continuous Cosmos 2050 improvement, expansion and addition new functionality in accordance with the community requests



TEAM



Forbes



Aliya Grig

Founder, CEO

- Tech entrepreneur, speaker, mentor
- Launched 3 hardware tech startups, attracting over \$22 mln in investment
- MA degree in International Marketing, BA degree in Strategic Management Trinity college Dublin, and a Professional Studies Degree from SDA Bocconi (Milan) and HEC (France).
- Work Experience covers telecommunications and strategic and crisis management for companies such as RUSAL, L'Oreal, Global Point, and Jonacor Marine.
- In 2014, founded RED foundation - art and urban development projects - city renovation (50 000 residents)
- Science fiction book 'Cosmos: Yours & Mine' was published in 2020, along with a children's edutainment book covering science and space.
- Listed as one of the Top 100 Young Entrepreneurs in Europe by Forbes, and was named on of the Top 100 Women in AI by Leta Capital.
- Contributor for Forbes, L'Officiel magazines.

TOTE

2011-2013

solid oxide fuel cells
raised \$7 mln
exit 2013

Element

2013-2014

AlSc alloy for the
aerospace industry
raised \$5 mln
exit 2014

Anisoprint

2015-2017

3D printers for space
contracts with ESA,
automobile leaders
exit 2016

Lin Industrial

2016-2017

launch vehicle for nano
and small satellites
exit 2017

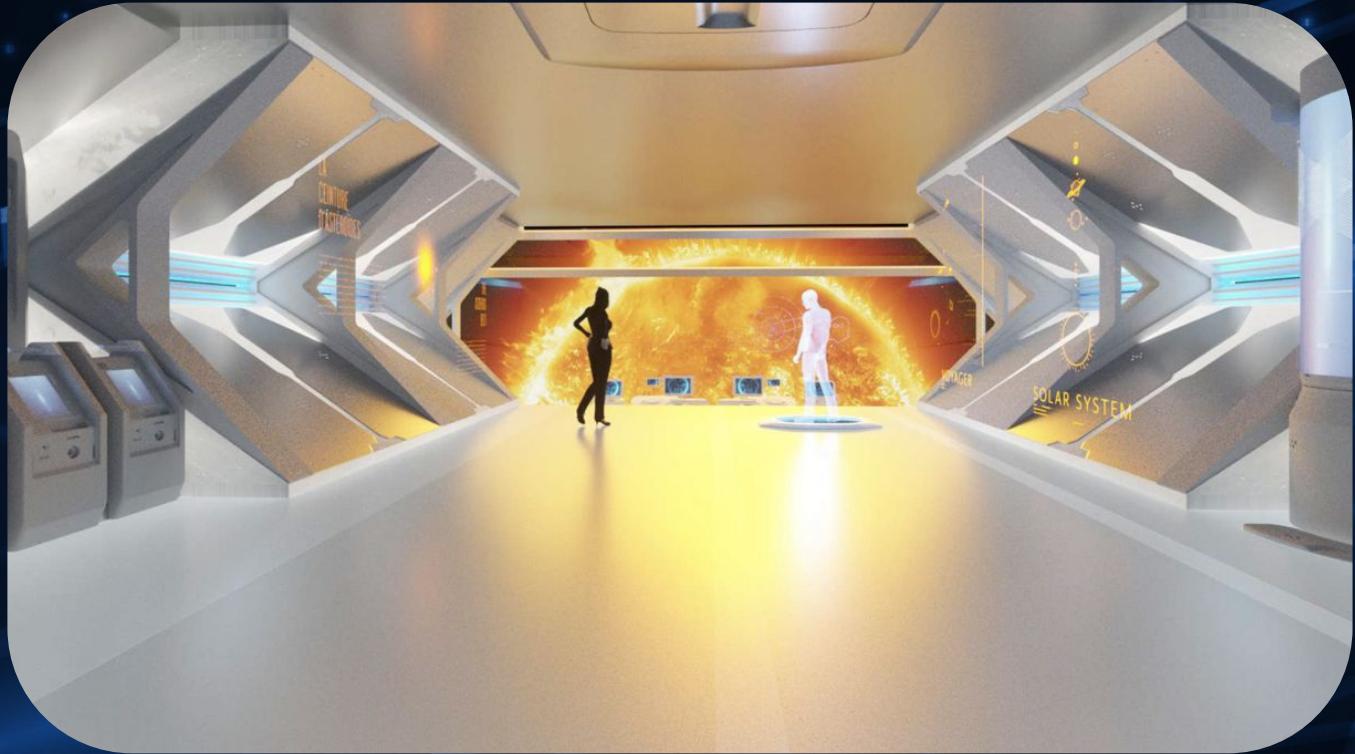
PARTNERS



TRACTION

To date the following work has been completed:

- Initial architectural concept created by Luis D. Pozo and Asymptote Architecture
- VR demo was created depicting 7 different areas inside the multimedia part of the City (low res. 2D version here)
- The science-fiction book about space was written
- AI platform and technology were created
- Main project entertainment program
- Preliminary agreements with potential partners, sponsors
- Feasibility studies completed
- Market research completed
- Research & Development completed
- Target audience research, focus groups, test projects for the audience (over 100 users were interviewed)
- Social Media visibility maintained through Founder brand



TOKENOMICS & SALES DETAILS

NFT first sale - 78 avatars

NFT second sale - land and houses in the EFIR

AI avatars - providing Avatar SDK and sales to different metaverses and games

Creation of our own PvE game

Creation of the metaverse



REVENUE STREAMS:

- NFT sale
- Staking
- Sale of the avatars to other games - tokens in these games or revenue from license to our software
- Revenue in PvE game
- Revenue from IDO
- Farming

TOKENOMICS & SALES DETAILS



Initial supply
Initial market cap
Token listing price

\$5 800 000
\$290 000
\$0.05

TOTAL SUPPLY
1 000 000 000

| TOKEN AMOUNT | Price | Discount | To be raised | Vesting schedule |
|--------------|--------|----------|--------------|--|
| 40 000 000 | \$0.03 | 40% | \$1 200 000 | 2% at TGE, month 2 - 1%, month 3 - 2%, 5% each month |
| 80 000 000 | \$0.04 | 20% | \$3 200 000 | 2% at TGE, month 2 - 1%, month 3 - 2%, 5% each month |
| 70 000 000 | \$0.05 | 0% | \$3 500 000 | 2% at TGE, month 2 - 1%, month 3 - 2%, 5% each month |
| 20 000 000 | \$0.05 | 0% | \$1 000 000 | 10% at TGE, 15% each month |

Tokensale amount
To be raised

210 000 000
\$8 900 000