



NOMAD

YOUR MULTIVERSE INVENTORY

The Future of the Multiverse is Cooperation

We believe that a key feature to foster growth in the multiverse is mutually beneficial cooperation. In a time when NFTs are gaining popularity and ownership of digital assets have shifted to the consumer, the reality of using digital assets across the multiverse is closer than ever.

WHAT'S MISSING?

The tools and incentives to foster the necessary cooperation.

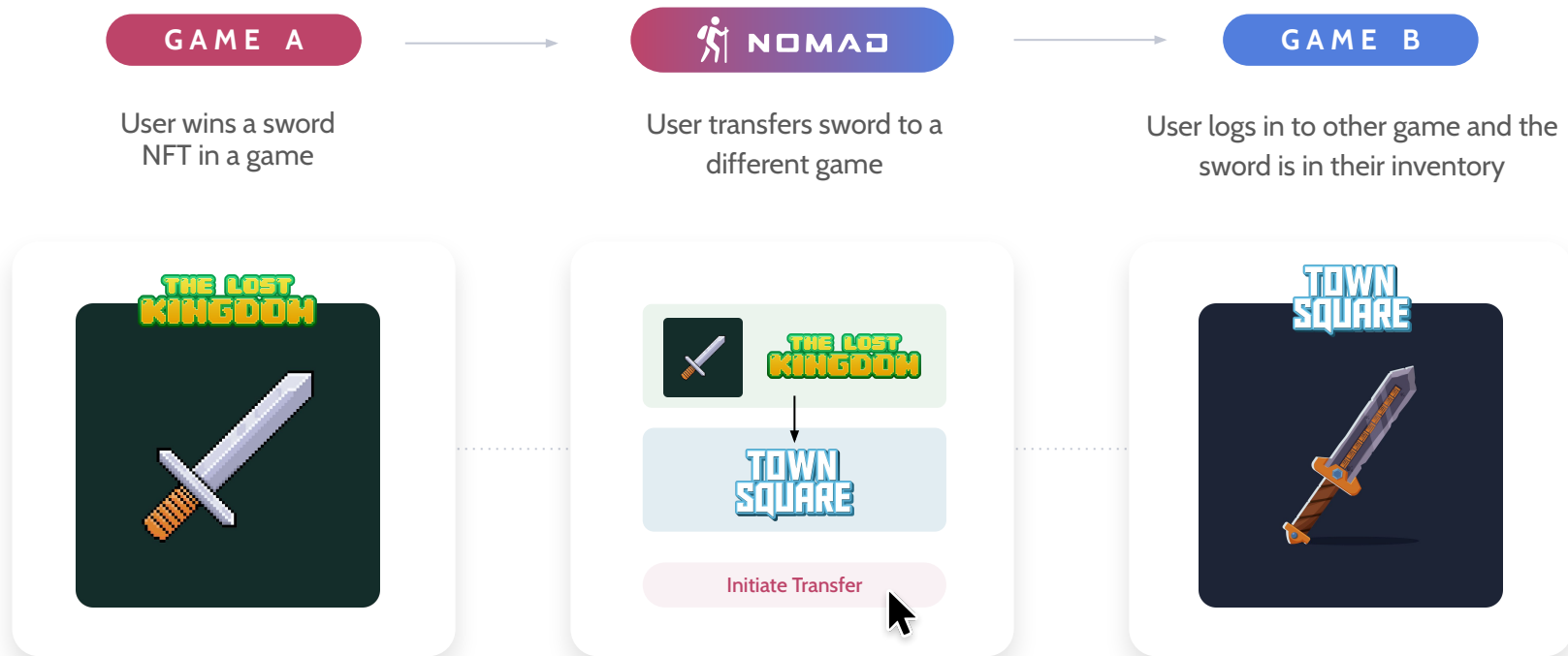


The Protocol for Transferring Digital Assets

When an entity (game, company, etc.) joins the Nomad protocol it connects them to an incentivized network where consumer owned digital assets (NFTs) can be transferred by the owner between integrations for unique experiences.

Integrations manage which (and how) NFTs can be utilized within their own applications, but once they are connected with Nomad anything available via the Nomad protocol becomes an opportunity.

Example of a connection to Nomad:



Easy to integrate and easy to use, but what is the incentive?

At the core of **Nomad** is a **system of transfer fees** which acts as an incentive for any entity to integrate with Nomad and collaborate with other integrations. When a consumer uses Nomad to transfer an NFT from one integration to another a variable fee is applied.



Anticipated Early Adopters of Nomad:

Indie Game Developers

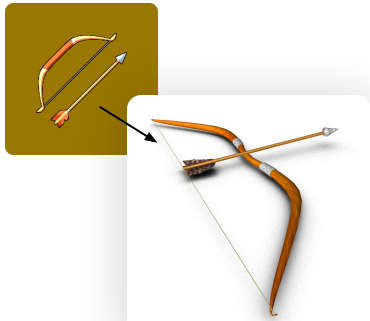
- Small shops tend to have very agile workflows which is very conducive to utilizing cutting edge technology.
- Indie games commonly struggle to monetize their products in a saturated market, especially when competing with the whales in the industry. Nomad's flexible fee structure gives them a new way to monetize passively, and in a way that drives collaboration and overall opportunity for everyone involved.

Gaming Industry Use Cases

(a few of many)

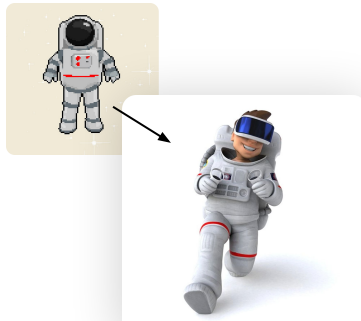
Weapons / Armor

EXAMPLE: A bow you leveled up in a scroller game can be transferred to a 3D game to get a leg up in the game.



Skins / Clothing / Status Items

EXAMPLE: A skin you purchased in an MMO can be transferred to the newest VR game so your character can have the same look.



Artwork / Decorative Items

EXAMPLE: NFT you purchased at an art drop can be transferred and displayed in a world builder game for your friends to see when they visit.



Possibilities Beyond Gaming

Although gaming is a clear example of an industry that could utilize Nomad the possibilities are as **numerous as the NFT market itself**.

Transfer NFT items for use in virtual:

Concerts

Fashion Shows

Tourism

Art Exhibits

Working Environments

Nomad is directly related to all of the following topics:

METaverse

The protocol for inventory management in digital space - the multiverse.

CREATIVE ECONOMY

Built-in fees passively reward creators.

DIGITAL IDENTITY

Leveraging universal profiles as avatars and tracking NFT ownership.

COMMUNITY TOKENS

Governance tokens are used to manage Nomad ecosystems.

NFTs

The way items are kept unique and transferred through integrations.

FASHION

Focus on rendering NFTs on various integrations to change the look of avatars, environment, etc.

GAMING

Providing the gaming industry with a protocol to collaborate in mutually beneficial ways.