iWorld LIGHTPAPER

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I. INTRODUCTION.

1. GOAL OF iWorld

iWorld aims to build a decentralized virtual world which integrates decentralized storage, blockchain, VR/AR/HM, IOT, and intelligent hardware by adopting the original Layer4 solution. The physical assets and social rules of the atomic physical world will be gradually mirrored in the virtual world. All laws of physics will be completely broken and restructured, and so will the limitations of human being. iWorld will become the mainstream lifestyle in the future. We are restructuring a future world for the people of the future. In this virtual world, assets, social rules, physical laws, and personal identities will all be redefined by the new crusaders. In iWorld, anyone can be anybody.

2. iWorld Vs OASIS.

Every now and then people may recall the virtual world 'Oasis' in the movie 'Ready Player One'. It turns out that at the end of movie Oasis can be shut down by a person or an organisation - a centralised physical entity behind 'Oasis'. Although we believe that a scene similar to an oasis will definitely appear in the future, we believe

that it must come in a decentralized and co-governing way. Decentralized iWorld is way more than OASIS. iWorld is a democratic world which is governed, maintained and developed by all participants based on the applications of blockchain and decentralized storage. No individuals or organisations have the right to stop it. The irreversible nature and decentralized storage of the blockchain provides a fundamental guarantee for maintaining iWorld's normal operation.

II. VIRTUAL ECONOMY

1. VIRTUAL vs REAL.

We all agree that there exists a competitive relationship between the real economy and the virtual economy blessed with blockchain and VR/AR/HM. In the long run it is without question that the virtual economy bearing blockchain and VR/AR/HM will surpass the real one. The virtual economy involving blockchain achieves the same uniqueness and competitiveness as the real economy of physical world, making the generation and replication of goods in the virtual world no longer zero cost or low cost, and the Internet as a result performs the value transfer. Blockchain affords the basic guarantee of prosperity of virtual economy. The virtual economy in the realm of Internet only manages to achieve information sharing without actually delivering the users' the real sense of experience, whereas VR/AR/HM can create a sense of experience that is completely similar to the atomic physical world. By using VR/AR/HM as the gateway, blockchain and the decentralised storage as the lower layer guarantee and 5G satellite as the information transmission guarantee, it is for certain that the virtual economy will flourish and prosper.

2. VIRTUAL BOOM WITH BLOCKCHAIN

The prosperity of the virtual economy will inevitably require the assets in the economic system to be guaranteed, confirmed, and even re-defined, and the blockchain as the infrastructure for value transfer is also the basic guarantee for the identification and redefinition of digital assets. Currency (DTST) and assets (AWT) issued on blockchain are fuels operating the system. Blockchain is an indispensable part of the virtual economy.

3. VIRTUAL BOOM WITH VR/AR/HM

The prosperity of the virtual economy requires the system to provide the same immersive user experience as the atomic physical world. The Internet today uses computers and mobile phones as the entrance to the virtual economy but can not deliver that same experience. On the other hand, VR/AR/HM offers users a completely immersive user experience. VR/AR/HM is the only and indispensable entry point to the prosperity of virtual world. Virtual is real.

III.5G & VR/AR/HM & BLOCKCHAIN

1. WHY is 5G IMPORTANT?

In the virtual world, after users access the system through VR/AR/HM and wearable devices, it is inevitable a large amount of recorded data and behavioural data will be generated. At this stage, VR/AR games are not yet able to operate on the network because the existing network and bandwidth cannot withstand the mesh propagation of big data. The arrival of the 5G era will greatly expand the existing network infrastructure, and the transmission of data is no longer restricted. In this way, the user's interaction with other users in the virtual world can be greatly enhanced, and the social attributes of the virtual world will be greatly enhanced by the arrival of 5G.

2. WHY is VR/AR/HM IMPORTANT?

VR/AR/HM wearable device as the gateway to the virtual world is an indispensable infrastructure for the virtual world. VR/AR/HM can give users an immersive experience. Virtual is real. Real can also be virtual.

3. WHY is BLOCKCHAIN IMPORTANT?

Blockchain has special irreversible features that make assets in the blockchain world as competitive and unique as the atomic world. Competitive refers to that when building a mansion in the physical world, the corresponding raw materials such as steel bars and cement must be prepared. These raw materials are allocated for the construction and can no longer be used for any other purposes. The same applies to the Blockchain world. It is impossible to create a bitcoin out of thin air. If you want to mine a Bitcoin, you have to consume the computing power, and by the same token, this particular amount of computing power can not be used for any other purposes. Uniqueness specifically refers that there are no two identical things in the physical world, but even if two are very similar, it is still difficult to tell them apart. However, in the block world, each asset has a unique corresponding non-repeating hash value. Based on these two characteristics of the blockchain, the blockchain can be used to determine the identity of the asset. Each asset in the blockchain world corresponds to a HASH. Each HASH corresponds to a public key, and each public key corresponds to an address, and each address has only one private key. Anyone who owns a private key owns the corresponding asset. Therefore, blockchain is an indispensable value transmission network in the virtual world.

4. WHAT WILL HAPPEN AFTER THE FUSION?

When integrating 5G, VR/AR/HM and Blockchain with VR/AR/HM as the user portal, 5G as the information transmission foundation and Blockchain as the value transmission foundation, a community-based decentralized virtual world infrastructure is then built. Developers, operators, and users can operate together on this platform to build a virtual world that is more prosperous, more physical law defying and more limit breaking.

IV. TOKEN ECONOMY（IWD & DTST）.

1. TOKEN ECONOMY

Based on our team's understanding of economics, two tokens IWD and DTST will be issued in the iWorld system. Among them, the total amount of IWD is perpetually fixed and is a hard currency used in the system as a digital asset to preserve and increase value, whereas DTST adopts the form of algorithm based central bank to automatically adjust the supply of tokens according to market's trading demand. See currency white paper for details.

2. IWD

We have designed a new economic system that separates the function of value storage of money from that of trading medium. IWD is a token for value storage, totalling 10 billion without any further increase or decrease in the number of issuance. IWD can be understood as the digital gold in the virtual world.

3. DTST

DTST is a stable currency used in the system to act as a trading medium and value scale. There is no upper and lower limit on the total amount, and it will be issued or cancelled as the transaction demand increases or decreases. The DTST Stabilization Coin is not stabilized by mortgage or anchoring, but is implemented in the form of an algorithm based central bank. It is a stable currency in the true sense.

4.MINER & DEVELOPER

Miner：

iWorld is a grandeur project. It is to build a virtual world through data collection, data processing, model building, application development, and more.

We divide the virtual world into three layers, Layer1, which we call the basic layer, is mainly to rebuild the earth's land and natural environment in the virtual world. This is also the basis of the virtual world. Since this work does not get down to the fine detail lelve, it will be done by the Technology and R&D Committee of iWorld Foundation. Layer2, which we call the Real Asset layer, is mainly to holographically scan the real estate of the physical world and reconstruct it in the virtual world. For this particular layer, a specifically designed holographic hardware iMiner will be jointly developed by the iWorld Foundation joint and a mining hardware manufacturer. Miners can use it to scan items in the real-world and rebuild them in the virtual world. During this progress, miners will not only receive IWD as reward but also have the ownership of corresponding properties in iWorld. This is similar to the expansion of the British Empire's overseas colonies. Once someone discovered a colony overseas, the British Empire would issue legal documents nominating the discoverer as the colony owner. Likewise in iWorld, one will have the ownership of the virtual properties he or she moves from the real world. Through such an incentive mechanism, the layer2 construction process can be decentralized and the pace of layer2 construction can be accelerated.

Developer:

Layer 3 is called the application layer. With the foundation of layer1 and layer2, a virtual world is built, but it is still rather barren. To build a colourful virtual world, more

applications will be required, which means more individual developers or development teams will participate. In the iWorld's basic framework, additional development language called Dlang will be offered. Developers can build a variety of applications in the virtual world based on Dlang, such as virtual shopping malls, virtual online travel, virtual online social. See technology_whitepaper for details.

V.REDEFINE ASSET

1. REAL ASSET & BLOCK ASSET

With the prosperity of the virtual economy, Block assets based on blockchain technology in the virtual world will be more important and valuable than real-world real estate. As mentioned above, the reason why the asset based on blockchain could be classified as asset is because it has achieved competitivity and uniqueness. At the same time, assets based on blockchain technology have an unparalleled advantage, which is the assets are extremely liquid right from the start. Real estate in the real world can at best be liquified through securitisation. If an analogy needs to be drawn between these two classes of assets, the block assets in virtual world to the real estate assets in real work is just like air to water. The conventional assets - water - need to be held by a container - a trading platform. However, freely moving air - block assets do not need any containment and is truly liquid globally.

2. HOW TO REDEFINE ASSET?

In simple terms, the ming process is an asset redefining process. The miners who move real-world real estate into layer2 of the iWorld virtual world own the assets they move. Layer2 construction is originally a very granular and heavy-duty project.

Based on the blockchain incentive mechanism, such a huge project can be divided into countless small tasks, and the mining process becomes the build process of layer2.

VI. FUTURE WORLD.

1. VIRTUAL IDENTITY

In the future, everyone will have an anonymous virtual identity in the virtual world. Their physical appearances and limits can be switched with the backdrops at their own will. The physical limits of an individual have made a breakthrough here.

2. VIRTUAL LIFE

In the future world, virtual lifestyles will become the mainstream of people's lifestyle and will take up 90% of their time. Basic material life, and the virtual economy entrance is fulfilled by the real economy, while people's spiritual life is completely satisfied by the virtual economy. What is virtual is also real.

VII. MORE ABOUT IWD

A．IWD Token Value

1. iWorld Token represents the right to use the network, computing, storage, security and other resources in the system. Meanwhile, with the improvement of iWorld ecology, public awareness and participation, the price of iWorld tokens versus fiat currency will increase.

2. iWorld Token is intended to be the universal currency of the virtual world. The blockchain will undoubtedly help the virtual economy to have a better development. The iWorld token will become the main medium for the virtual migration.

3. Since the blockchain network can meet large-scale commercial scenarios with high efficiency and low latency, it can be used as a transaction medium in daily life.

B.iWorld Token Allocation Scheme

1. Token Name: IWD

2. Total initial issuance of tokens: 500,000,000 (0.5 billion)

Allocation plan	Percentage	Amount
PE	20%	100,000,000
team reservation	20%	100,000,000
Foundation reservation	10%	50,000,000
Business development	10%	50,000,000
Community incentives	10%	50,000,000
Mining incentives	30%	150,000,000

20%: Private equity, mainly distributed to early investors.

20%: Founding team reservation, evenly distributed to technology, capital, and operation committees.

10%: The Foundation reservation, used for the ecological construction of the project.

10%: Community incentives, used for project community incentives.

10%: Business development, used for project business expansion.

30%: Mining incentives, used to reward miners who provide storage, computing, relay nodes, and security nodes.

VIII. iWorld governance structure

A. Introduction of the Foundation

The iWorld Foundation has a technology and research committee, a capital and ecological construction committee, and an operation and promotion committee to develop the iWorld project.

B. Technology and Research Committee

The main responsibility of the Technology and Research Committee is to provide full technical support for the iWorld project and to be responsible for the development, testing, and iterative development of the iWorld project. The initial members of the Technology and Research Committee are as follows:

Zack: Go language developer, Ethereum developer, Bitcoin core developer
Github:https://github.com/zack-bitcoin

Igor Berlenko：Ethereum developer, encryption algorithm engineer
Github: https://github.com/7flash

João Vítor: Ethereum Developer
Github： https://github.com/jvmaia

Michael Herman (Toronto): Blockchain developer (Straits, Ethereum, NEO), Data scientist
Github: https://github.com/mwherman2000

Wenbiao Zheng: Go language developer, Ethereum developer
Github: https://github.com/jsvisa

ZhenguoNiu: Huawei system engineer, Go language developer, Ethereum core developer
Github: https://github.com/niuzhenguo

Gavin Guo: Former core developer of Bitom Chain, former Chief Engineer of Cryptype Inc.
Github: https://github.com/gguoss

C. Capital and Ecological Construction Committee

The main responsibility of the Capital and Ecological Construction Committee is to provide full capital operation and ecological investment support for the iWorld project, and to be responsible for fundraising, capital use planning, market value management, and ecological investment of the iWorld project. The initial members of the Capital and Ecological Construction Committee will gradually increase with the development of the project, to jointly manage the Capital and Ecological Construction Committee with ecological investment institutions. The names of institutions are not available for disclosure at the moment.

D. Operation and Promotion Committee

The main responsibility of the Operation and Promotion Committee is to provide full operation and promotion support for the iWorld project, and to be responsible for brand building, community operations, and marketing and promotion of the iWorld project. The initial members of the Operation and Promotion Committee will gradually increase with the development of the project to jointly manage to jointly manage the Operation and Promotion Committee with some large community service institutions. The names of institutions are not available for disclosure at the moment..

IVV.FINANCE

Ａ. **VR HARDWARE EQUIMMENT COMPANY**

iWorld is a virtual world that is jointly managed by the communiteis based on decentralization. However, VR and wearable devices are needed as the gateway to the virtual world. For this module, iWorld core team will use BVI architecture to build hardware equipment company, initial hardware equipment. The company accepts equity investment, sells no more than 20% of the shares of hardware equipment companies, and raises 10 million US dollars.

Ｂ. **MINING MACHINE COMPANY**

iWorld is a virtual world that is jointly managed by communities based on decentralization. However, VR and wearable devices are needed as the gateway to the virtual world. For this module, iWorld core team will use BVI structure to set up a mining equipment company, which will take on an equity investment initially with no more than 20% of the hardware company to be sold at 10 million US dollars.

Ｃ. **iWorld TOKEN**

IWD is the digital oil in the system. Due to the capped issuance and the characteristics of digital gold, it has an extremely strong investment value. For this module, IWD token Private Equity raising will not exceed 20% of the total issuance, being 2 billion. The issue price is 1USDT=10 IWD. Currently only ETH, BTC and USDT are accepted for subscription.

VV.FUTURE USE

A. **PHYSICAL**

B. **CO-WORK**

C. **TRAVEL**

D. **GAME**

VVI.ACKNOWLEDGMENTS.