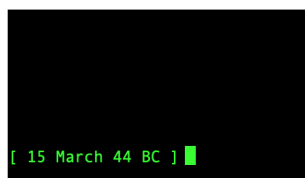
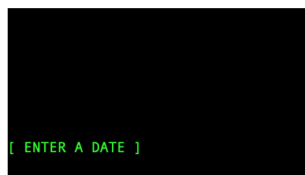




# Retroverse World

Travel back in time ...



**Retroverse World** aims to build the most **Immersive Entertainment Metaverse Platform** in the **World**. Our aim is to bring past humanity experiences back to life. We're bringing you the ability to **Time Travel**, in the most realistic way available with the current level

of technology.

This is a **community project** that will be built by developers and players alike. **Retroverse World** economics will be driven by a utility

token called the Retroverse token (**RTROV**), a BSC BEP-20 token, contract address: [0x21bc7c2f6188d32309783a4c428700a594760977](#). Developers, 3D artists, AI data analysts, musicians, mathematicians and other contributors will be rewarded in RTROV for contributing to the project. They will be able to exchange the RTROV for other tokens or fiat on



various exchanges. Players, or to coin a new term in the ultra immersive entertainment Retroverse space, '**Actors**', will be able to buy Non Fungible Tokens (NFT) as well as earn, win lotteries and find ancient hidden treasures awarded in the RTROV tokens. Advanced Retroverse Artificial Intelligence Engine coupled with Deep Learning and Natural Language Processing will turn player avatars into

fully integrated Actors in the Retroverse eco system, able to play any role they chose. For example; if the player choses to travel back in time to the assassination of Julius Caesar on the 15th March 44 BC; they can chose to play the victim or the assassin.

#### IMMERSIVE ENTERTAINMENT ENGINE FEATURES

Retroverse World  
Hyper Immersive  
Entertainment

Platform smart contract will contain the following built-in capabilities.

PLAY TO EARN

BUY LAND

EARN STAKING REWARDS

OWN AND TRADE CONTENT

EARN HOLDING REWARDS

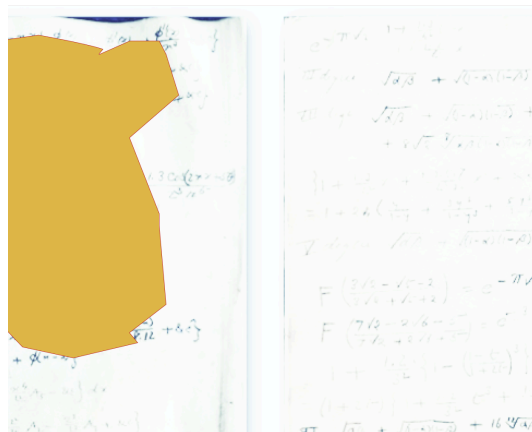
ALL CONTENT ON CHAIN

CREATE NFTS

CROSS CHAIN INTEROPERABLE

Retroverse World's scope will only be limited by the human imagination. Any event in history can be modelled, the Spanish Inquisition, the Second World War, a chat with Isaac Newton, attend a concert with Jimi Hendrix, endless human experiences all on tap. Players or Actors will be able to play any role they chose and in certain cases, have the capability to re-imagine the narrative. The conditions of each human event will feel real and natural, and the Actor will be able to experience the hour by our changes in the environment the longer they live out the experience.

The extensive resources and expertise required to simulate real world events, the buildings and artefacts will be constructed not just by 3D artists; but by use of intelligent AI automation. The community of Artificial Intelligence experts and Mathematicians will have to invent new methods of constructing objects from both simple and complex equations such as the Collatz equation, Mandelbrot and out of the box methods as yet to be imagined. The community will have to take inspiration from biological systems which construct complex organisms from simple DNA instructions. By



combining clever Mathematics and simple rules used by biological systems; it will be possible to find novel ways to dynamically construct creatures and ecosystems with the Retroverse World Immersive Platform Engine. These tools simply do not exist on any considerable scale at present and this project will probably the first time an attempt will be made to use them on a very large scale, history will be made to use an old cliché.

Through the efforts to re-construct past human experiences as realistically as possible it's highly likely Retroverse World Contributors will push the boundaries of science to the very edge and bring humanity ever closer to discovering solutions to huge problems such as climate change, poverty and disease and even reduce the incidence of wars.

Whilst the entertainment value that Retroverse World will bring to humanity cannot be understated; there is much more to the narrative than is obvious at first glance. Retroverse will allow people to live, learn and interact in ways never before possible, and will be a store of information bigger than the contents of all the libraries in the world put together. As a Community project; run by ordinary man and women of the world, the chances for making enormous cutting edge new discoveries is endless; and the benefits to all humanity; truly limitless.