1. BACKGROUND

Metaverse is a portmanteau of 'meta' and 'universe,' meaning a surreal world created by convergence of virtuality and reality. The key point is that it is a virtual world that interacts with the real world at a whole new level. Metaverse is the next evolutionary step following the emergence of the Internet and social media – it changes not only the way in which we connect to the Internet, but also what we connect to. Given such a shift in paradigm, a research firm, Strategy Analytics, forecasts that the global market for metaverse will reach 280 billion USD in size by 2025.

The growth and abundance of Virtual Reality is undeniable. Currently in the world, there are more than 100 million cheap Virtual Reality headsets which are mobile powered. These cheap headsets are priced below 50 USD. Within the technology sector, 2017 was the year of Virtual Reality. Although it is not new, the number of users has grown drastically thanks to an advancement in hardware and a reduction in

costs. According to the study by Tech Trends in 2017, and magazines such as Forbes, it will not stop here, but will become a technology of mass consumption in a short time and shape the not so distant future. STITCHED provides the technical infrastructure to develop video con- tent (2D or 360) through Video-on-Demand (VOD) or Live Streaming, in Virtual Environments using PC or smart phone. No additional hardware needs to be purchased to get the full benefit of STITCHED.

These Virtual Environments are called rooms and a collection of rooms, a Shelter. The aesthetic and technical characteristics of Rooms and Shelters can be improved by acquiring totems (individual digital elements). Shel- ters, Rooms and Totems, and the transactions that take place with them, are regulated in a decentralised General Ledger (a protocol to describe the content and technical characteristics of said property) and a peer-to-peer network for user interactions.

Why are video games viewed as precursors to the Metaverse?

BITKRAFT, a venture capital fund that invests in game developers and Metaverse-focused technologies, describes the Metaverse as the product of a growing "synthetic reality" — the increased convergence of the physical and digital worlds that only accelerated during the COVID-19 pandemic. But gamers had already been socializing and creating content primarily on the web. "What excites us about investing in gaming, esports and interactive media is that games are essentially a spearhead of that broader trend," Baier-Lentz said. "There are many examples in which innovations that were originally developed for gaming use cases have triggered far-reaching innovations, not just across the media ecosystem, but really across technology as a whole." He pointed to graphics cards as an example — once developed for 3D calculations in games before becoming a backbone for artificial intelligence, among other technologies.

Video games such as "Fortnite" and "Roblox" showcase a kind of cultural interoperability that would be widespread in the Metaverse. For example, in a single game, players dressed up as Lebron James can battle against others using the guise of comic book characters like Deadpool or the Joker. Furthermore, the multiplayer experience of these games suggests the real-time continuity of experience offered by the Metaverse. Last year's "Fortnite" Travis Scott concert allowed over 12 million players across the world to attend the same concert in real-time, though they were limited to interacting with up to only 49 other users in any given "room" of the experience. This successful event sparked a trend in "Fortnite" and, thus, the Metaverse.

Why is blockchain technology important for the Metaverse?

"I'm hopeful that the future, as we lay it out, will be one that is truly decentralized and in the hands of the users as its citizens," Baier-Lentz said. "By far the best, and maybe the only solution that we have for something like that today is blockchain technology and applications built on the Web3."

Without the oversight of a Metaversal government or other regulatory body, blockchain technology would ensure that transactions and identities in the Metaverse are safe and public. Furthermore, non-fungible tokens (NFTs) would allow users in the Metaverse to own unique and bespoke items, much like in the real world, and cryptocurrencies provide a roadmap for how a Metaversal economy might take shape. The creation of this Metaversal economy is already underway: some companies, such as AB InBev, have already begun auctioning off limited-edition branded NFTs for hundreds of thousands of dollars.

How close are we to a true Metaverse?

There are still quite a few hurdles on the pathway toward a bona fide Metaverse. The biggest roadblocks are hardware limitations: at the moment, worldwide networking and computing capabilities are not yet capable of supporting a persistent digital world that can be experienced in real-time by millions of concurrent users. Even if this level of networking and computing power was available, the energy consumption of such an endeavor would create problems for both national power grids and the environment.

In cases where the technology is sufficient, broad cultural changes are necessary to spur the development of a true Metaverse. Relatively high-quality virtual reality and augmented reality technologies are already available to consumers, but less than 20 percent of Americans have taken VR headsets for a whirl, according to a 2020 report by Thrive Analytics and ARtillery Intelligence.

Aside from technological limitations, what is the biggest challenge to the Metaverse?

Interoperability. Right now, even so-called Metaverse precursors such as "Fortnite" do not allow players to recreate their own user-generated content (UGC) on other platforms. To allow for true interoperability between platforms, the corporations that own these platforms must relinquish some control over their player bases' content and user experience. This process is already underway.

Shahar Sorek, CMO of Overwolf, an all-in-one UGC platform, believes that this relinquishing of control is inevitable because UGC (as opposed to developer-created content) is rapidly becoming a central aspect of the modern gaming experience. "Unlike the banks or any other centralized system, there is an experience that is shared with a community, and how the community reacts to that experience is at

the core of what drives engagement," Sorek said. "So a game maker, if they see their community is all about creating content, they have to change, because they understand that if they don't, a competitor will come along."

The metaverse industry of today has limited, if not none, safeguard for creators, who spend days or even months creating items or Assets without financial return, with regard to intellectual property protection or ownership rights.

Moreover, creators have no legal grounds when it comes to claiming their ownership of their creative works. More specifically, if other users or agencies copy, modify, or build upon the original creation, there is no way of telling if a certain work is indeed original or not without a system that identifies and tracks ownership. On top of that, there is the problem of fraud and forgery of records that comes with reliance on fiat currencies and credit cards.

The SantoLand Project offers a solution to such problems by establishing a decentralized system for users and creators to build, play, share, and trade, paired with digital infrastructure in which they can earn SAN, and claim verifiable and immutable ownership of their works. In other words, each of the Assets created in SantoLand will be assigned to a non-fungible token (NFT), thereby granting true ownership of their Assets. NFTs will enable creators to retain copyrights and ownership rights of their creations and securely sell and trade them.

Each transaction within the blockchain-based SantoLand Ecosystem is recorded and verifiable, preventing possi-ble mishaps in transactions. SantoLand goes even further than just securing

transactions; for the first time ever, creators can track and witness the value of their Assets take off.

In sum, the current immersive social network market presents favorable conditions that offer SantoLand a unique opportunity to exploit on PC/Mac and mobile platforms, as the opportunity to shift power and earning potential into the hands of the users in the growing UGC immersive social networking market will add significant value to their metaverse experience.

The next-generation structure of video games

As technology advances, the digital world increasingly mirrors the physical world. Nowhere is this more apparent than in gaming, where entire cultures develop around the most popular games - complete with memes, fashions and legendary players. However, one aspect of in-game worlds that remains largely untapped is the development of robust in-game economies. If designed correctly, these economies have the potential to supercharge the growth of the game and its surrounding ecosystem.

The two main reasons for the non-emergence of in-game economies thus far are:

1.   Traditional game developers are centralised and maintain copyright control over all in-game items and characters. While there are numerous instances of external markets developing around in-game items, this is usually discouraged or explicitly prohibited in the game's TOS, limiting the growth of such markets. Current business models instead rely on monetisation through one or more of the following methods:

•   Individual licenses for the game
•   In-game purchases
•   Advertising

2.   In-game items are not scarce. Items in other video games, like swords and shields, are infinitely reproducible and entirely indistinguishable, so they cannot accrue value. Just as items in the real world has value due to their scarcity, utility and history, items with such characteristics in the digital world can also accrue value. If players can be empowered to take ownership of their lovingly crafted characters and other unique in-game items, a real economy around those characters and objects can flourish - just like in the physical world.

The decentralisation of development characterises the next-generation structure of video games. Empowering players with self-sovereign ownership of Assets and the emergence of a free market for them as well as game-adjacent resources like server space and even game governance. By creating a robust economy, developers can unleash economic forces towards achieving rapid organic growth of the game and its surrounding ecosystem, including the resources needed to scale.

2. MARKET AND TECHNOLOGICAL OPPORTUNITIES

2.1 Trends in the gaming industry

Whether classified as games, experimental social networks, or even art projects, virtual worlds have for a long time been established as a domain in which real economic activity is taking place. This is exemplified by an increasing number of people receiving a substantial fraction of their income from such activities, to the point where some people are living off the proceeds of their "play". To a large extent however, further growth of these economies is constrained by siloed structures in which exchange between platforms, worlds, and even players, is somewhere on the spectrum between difficult and dangerous.

When greater scrutiny is applied, the limitations of the existing framework, in which virtual goods are being stored and traded, are truly profound. We use the term stored, not owned because today a gamer never actually enjoys true ownership and the possibility of exercising their rights is left at the mercy of platform owners.
This limits the scope of economic and social activities in which virtual goods can be utilized as the person who—at least in theory—is the owner, cannot actually rent their possession or may even be prohibited from transferring ownership altogether. On top of that, the fact that records of who owns what are kept in centralized databases poses threats which are both internal (platform owner meddling with entries) as well as external (fraud and attacks resulting in virtual goods being stolen).

Thus arises the opportunity for the New World . We believe that the only sensible future is efficient, seamless; an unconstrained economic exchange between various games and gaming platforms. That is to say, exchange in which both sides are comfortable with the mechanisms; exchange offering flexibility, without compromising security; exchange in which there is a mutual understanding that both the transaction and the ownership are real and binding.

Even within today's gaming industry, virtual goods and downloadable content (DLC) are an ever-increasing aspect of the revenue stream enjoyed by game developers and publishers. This trend is likely to strengthen, with virtual items and DLCs esti- mated to remain the most important source of revenue in all market segments for the coming years, covering 78% of the estimated 103,000,000,000 USD total revenue from the games industry in 20171.
Nevertheless, the growth will be stifled by platform lock-in effects, which prevent users from truly exchanging value and ownership, as well as engaging in other forms of economic interactions. By eliminating barriers to trade in virtual goods—by fuelling the organic

growth in this market segment—we believe that games will rapidly scale out their own economies, perhaps to the size of small countries. In any case, we are certain that today's highly simplistic revenue models will be altogether made obsolete.

2.2 Why should today's developer care?

Another apparent inefficiency relates to the process of raising funds for the development of new games. Classically, the multifaceted risk of game financing has been faced by a relatively small number of individuals and companies.
The sometimes incredible cost of financing these titles has led to overall risk aversion for the entire industry. Consequently, the available room for experi- mentation with new genres and content is limited.

Of course, to an extent, Kickstarter has filled the gap for so-called indie titles with smaller budgets. But we think this is not enough. We believe it is time to create an entirely new framework for financing game development, in which potential risks (and possible successes) are much more evenly spread out. On the other hand, the recent wave of token sales/fundraiser events executed with the help of blockchain technologies indicates a clear path for creating vibrant ecosystems of numerous stakeholders who, instead of keeping their fingers crossed in exchange for cheap gadgets and trinkets, actually participate in the newly created economies.

Dividing the revenue stream once the final product has been brought to production. A large portion of payments made by
gamers never reaches the developer, but is captured by the publisher and/or the platform on which the game is being distributed. This setup not only limits incentives for game developers (especially indie studios) bringing real value to the users, but also results in

unjustifiably high prices on the market due to the presence of an omnipotent interme- diary, often with monopolistic powers.

What if we could create a totally different market setup in which game developers are not limited by the monopolistic position of platform owners? What if they could set their own path, guided by the social and economic interests of their own players?

Recent trends make the gaming industry particularly susceptible to this paradigm shift, which is going to replace the existing market setup with an entirely new framework utilizing an efficient and extremely flexible exchange mechanism built on Tron And Blockchain .

3. Product overview

Why does all of this matter? (What's in a game?)

the principles of true ownership, All of this is going to become reality with the help of cutting edge blockchain technologies, notably Tron. Today, we don't think twice about speaking into a small handheld device as the sound of our voice is carried to our interlocutor a thousand miles away. We likewise think nothing when boxes appear with goods, after silent gestures are made with the stubby little flesh-knobs we call hands. Surely then we may be only momentarily impressed by a pair of glasses that, when worn, allow us to see virtual dinosaurs hanging out on a basketball court. What was fantastic yesterday and perhaps beyond our comprehension, is being manifested today. We are never more than two steps away from making the unbelievable a reality. And there's so much more to come.

 Like much of today's technology, is a part of this trend of science fiction coming into being: it takes the products of the world's largest entertainment industry and transforms them into tokens which we can

then exchange for goods and services, both virtual and real. In other words, New World blurs the line between various planes of intellectual existence, providing rein- forced meaning for each other via common economic rails.

4. About Game

As we said earlier, New World 's objectives consist of three pillars. In light of the use cases above, let's again review those pillars and add a bit more meat to their bones.

1. Enable gamers to have True Ownership over their virtual items. New World will disrupt the virtual asset market by bringing blockchain technology to video games, enabling user-owned tokens that represent game items. In other words, the owner of the token is the person who actually has the item. And that token can be an object in a game, such as a sword, an in-game currency, or nearly anything else.

Still doesn't sound like a big deal? Let's think about how the world is different when this pillar is actualized:

Virtual items become a real part of a gamer's "local" economic/financial situation. These are assets little different in functionality to any other kind of digital money; technically, there will be almost no difference, and thus con- version between them will be trivial.

Advanced wallets coupled with decentralized exchanges will automatically ensure that each side gets what they want. This admittedly crazy future is coming very soon.

Some tokens will be used as a storage of value; a rare game item might end up being worth as much (or more) as a real-world piece of art. Expect actual art collectors and the digital equivalent of precious metal New World ers to both enter this space.

Since all aspects of games can be tokenized (levels, storylines, characters, real estate, skins), game developers may find it appropriate to allow aspects of their worlds to seamlessly flow into others. The ultimate implication of this may be the true, universal metaverse, long-anticipated by science fiction.

User-created content may evolve into a kind of massive cottage industry, resulting in an almost decentralized way of actually developing computer games: 10s, 100s, or even 1000s of people collaborating on works that can be assembled into new game worlds, again all connected to the "metaverse".

2.   Disrupt "game finance" by walking game developers hand-in-hand through the process of creating their own ICOs.

- Very small productions could be funded this way and the economy could scale with the success/popularity of the game.

- A game could start with issuing 1,000,000 tokens and selling 50,000 tokens for 50,000 USD to 50 people. As the game is developed and grows in popularity the game developer could sell off more tokens and the value would rise as more people are drawn to the game. The game developer could sell special tokens that would open up the game for early enthusiasts (e.g. alpha/beta testing, focus testing)—and at the same time offer an opportunity to get the finished game on a discount and at an early stage.

- The tokens from an ICO should create lots of mini-games and activities around the game before the game is even released.

- To have their games funded directly by their future customers, fans and investors. The New World platform makes it possible to create real life economy around games, and bring real life value to funders.

- Open source games.

3. Pave the way towards true virtual employment.

The rise of automation! The robots are coming for our jobs!
AI is taking over the world! Mass unemployment is imminent!

These are examples of rhetoric over the past years. More and more resources are poured into automation and AI and our society is slowly (but accelerating) changing accordingly. While we won't debate if this leads to positive or negative consequences on society, it's obvious to see that it will have an effect on people whose jobs will be replaced with automation.

In the past, we have seen the industrial age where work provides physical goods transition into the information age where work provides services. We could argue that the next era could be "The Virtual Age" where work provides experiences.
Over the past 30 years, we have used AI (in various incarnations, from very simple state machines to neural networks) to control the NPCs (Non-Player-Character) in computer games. So, when you are playing a first-person shooter you are playing "against the computer" battling waves of enemies. Likewise, an end-of-level boss in a Mario game is also controlled by algorithms. Now AI is getting so sophisticated that it's ready to replace real people's jobs. The

fascinating thing is that on the flipside people are getting ready to take the AI's jobs in computer games.

Multiplayer games are so popular because it's much more fun to play against other people instead of a computer. We can share the story of playing a game, we can ridicule each other and earn the bragging rights when defeating a friend.

We believe that with the core New World technology we are offering options in the digital domain by facilitating a real economy inside computer games. It makes it possible for people to earn a living by providing a premium experience of a real human player as an opponent or team player in a computer game. The provision of experiences could come in all shapes and sizes: craftsmanship, guiding, opponents, team player, main characters in a complex storyline etc. etc. The possibilities are endless.

Outside the games, New World will facilitate the economies on the New World Exchange and will even make it possible for our users to set up "mom and pop"-style shops.

5. WHAT ASPECTS OF GAMING CAN BE TOKENIZED?

Pretty much only the imagination of game developers sets the limit of tokenization use.
•   In-game items
•   Rarities and special editions
•   Rarity: could be "the sword that killed the final boss in WOW", or the weapons of the winning team of 2017's finale of League of Legends. If one wishes, ownership can be verified too. It could also be the item used during a beta period of a game. They are absolutely not different from non-beta items but it shows that the

player was in there from the beginning and thus is an early adopter and cool.

• Special editions: some items could only come in a limited amount or have special properties. Game of The Year items coming with a special edition of the game.

• Very special editions: some items could only exist in one version—maybe with very different colors or some other attributes.

• Levels

• Whole games

• Characters

• Game currencies

• Skills and abilities—some could be crafted/developed by the player over time and traded with others in a RPG or MOBA, for example

• User generated content (items, in-game resources)

• Real estate

• Skill

6. Project Platform

6.1 The New World Exchange

The New World Exchange web application is the beating heart of the New World Platform. This is where users gather to browse and get up to date on the latest content from their favorite games and to engage in the different communities that are forming around in-game content. Community-centric activities also include engaging in reviews, discussions and updates of in-game content or follow the latest news from games backed using the New World Crowdfunding Portal.

Most users will frequent the New World Exchange for the primary functionality of using the slick interface for buying, selling and auctioning all kinds of game content, or ex- changing items directly

with other users. This is all done using secure and simple web interfaces that removes any complexity of the underlying blockchain mechanisms.

Users will even be able to gift or rent items or set up their own shop inside the New World Exchange.

6.2 The economy of the New World Exchange

If the New World Exchange is the beating heart of the New World Platform then the NW token is the lifeblood. Interacting with the New World Exchange and making use of the offered functionality requires NW tokens—the same as Ether is used as gas on the main Tron network. In fact, part of the NW fees are used to pay for the gas cost involved using the Tron blockchain.

Even though users can choose to view the content prices in a currency of their choice, most content is valued in NW and the user must use NW to pay for content. Users can do this directly if they have NW in their wallet or they can use one of New World 's service partners for different payment gateways.

Some game developers may have their own main token for their game or games—created using the New World Crowdfunding Portal—and items from within that game may be valued in that specific token.

6.3 Exchanging currencies on the New World Exchange

The New World Exchange facilitates ways to cash in and cash out to fiat currencies or stable coins using service partners. This is handy for users who do not want to be exposed to the volatility of cryptocurrencies.

Selling and buying items on the New World Exchange

The main functionality of the New World Exchange is the trading of in-game content. The users can buy, sell, auction or rent content using straightforward and simple interfaces.

When creating orders (e.g. sell) users must provide required information such as the selling price in a currency of their choice. According to exchange rates the users will always receive NW (or potentially a game specific token) in return for content—how- ever, it is possible to immediately "cash out" to fiat or a stable coin using one of our service providers.

Once an order is set-up and then accepted by a second party, the transaction is executed in one automatic operation. Simple and secure.

Some orders require more information than others, e.g. renting out an item involves specifying items to rent, the availability period and the desired payment. The order might be executed for part of the available period, like two of the five available days.

Setting up your own shop on the New World Exchange

One of the more advanced features of the New World Exchange is the functionality to set up a custom shop. Users might be engaged in creating content inside a game and want to provide a full package of services or use custom branding to sell their goods.

Users will be able to set up a custom theme and layout and there will be functionality to provide basic customer support as well as offer additional content such as guides and tutorials.

Paid services on the New World Exchange

The NW token will be used to pay for services on the New World Exchange. Some of these fees are considered micro payments and will also function as counter-spam methods.

The list of paid services includes (but is not limited to):

• Creating buy, sell, trade or rent orders
• Setting up custom shops
• Promoting sales advertisements with highlights, headlines and themes

7. Technical

A Protocol Built for Agility

We are launching New World as an TRC20 token on Tron Blockchain , the most commonly employed token contract standard within the Tron ecosystem. For our network to truly thrive, we envision developing and expanding out as a blockchain cluster supporting the DPoS (Delegated Proof of Stake) consensus model.

We see a distinctive ecosystem using a set of governance protocols and application logic that fosters both our own and third-party content. In the future, we will evolve sophisticated and interoperable social DApps, with a major focus on the user community through integration with other blockchains and protocols.

New World will initially run on the Tron blockchain, but will gradually flesh out its own rules as a Hybrid DAO (Decentralized Autonomous Organization), where token holders will be entitled to cast votes on issues such as feature additions, economic models, priorities of projects, etc. A Hybrid DAO is a community treasury system which ensures long term sustainability, and coordinates decisions regarding resource allocation through a common interest governance model.

7.1 New World Smart Contracts

New World.Network will leverage smart contracts that automate key functions. Distributed consensus networks (like Bitcoin and Ethereum, the largest global consensus networks in the world today) maintain a canonical history of their state transitions, providing an extremely powerful technology that is resilient to single points of failure (system outage, data corruption, etc.) and can structure any kind of organization.

Since blockchain is an open system facilitating a public service, New World smart contracts ensure authors, curators, affiliates and user are paid correctly, fairly, and transparently in accordance with the majority consensus and agreed upon rules of interaction. Our smart contract library will enable mainstream usage for non-technical users to use for a myriad of use cases.

A fundamental principle of the New World platform is to develop a decentralized and fully distributed solution which provides users with the security features of blockchain technology as well as the trust of an always-on network that no central authority can turn off.

This principle is in part implemented using Smart Contracts deployed to the Tron blockchain. The code in these Smart Contracts is what ultimately creates the True Ownership.

The New World SDK and admin console contain all necessary contracts that are needed for game developers to provide True Ownership as well as procedures for testing on private networks and deploying to the main network.

7.2 Technical considerations

Blockchain technology in general and Tron in particular are still young tech- nologies. A current limitation of the Tron blockchain is transaction throughput, which at the current time doesn't scale well enough to handle millions of players trading virtual items at the same time. These players might experience some delay in seeing their transactions execute.

Several initiatives are underway to improve this limitation, including Casper, Raiden and Plasma. Each of them is targeting specific areas to improve transaction throughput directly or indirectly. Over the next few years these initiatives are going to be rolled out, bringing benefits to the entire Tron ecosystem.

Until then, however, we have to implement mitigation strategies in order to ensure an optimal user experience without prolonged waiting for transactions to go through and establish the True Ownership on the blockchain. The mitigation strategies include partial centralization while waiting for transactions to be executed on the blockchain and bulking multiple transactions together.

We will actively support the ecosystem and community in the efforts towards a massive scalable blockchain to support the anticipated huge number of players and transactions in the future.

7.4 Verification and Security

Security is a critical component of any connected system and community, particularly as it relates to personal data and personally identifiable information on an open network. Our platform relies on the strong security guarantees of the underlying blockchain, which is highly resilient to a whole range of attack vectors, malicious behavior of bad actors, unauthorized access, and data leakage.

Furthermore, New World.Network is partnering with organizations specializing in state-of- the-art verification mechanisms to provide a highly secure environment for end-users to reliably store value and conduct transactions. Users, however, are responsible for taking basic precautions and following simple security guidelines (e.g., not sharing private keys and passwords, choosing an alphanumeric password that is not easy to guess, etc.).

To mitigate bots falsely consuming content and earning tokens, we send a (proof of human) challenge to the user that a bot cannot solve. If the challenge is resolved on the user side correctly, the server signs a confirmation message and sends it to the user.
The user signs this message securely, and it is recorded on the blockchain affirming the reward. These proof of human challenges are designed to minimize interference with the overall user experience.

8. Aligning Incentives

Users earn NW tokens for taking desired actions, and are given free access to paid platforms when holding high denominations as part of our rewards system. New World. Network is a community built for longevity. There two critical elements of our community that affect all users, Reputation Score and Experience Curation.

Reputation Score

All members (users, authors, creators, clients, affiliates) develop a Reputation Score based on actions and engagements in the New World Network. An algorithm that includes factors such as age of account, frequency of content consumption or creation, average rating of content and the like, drives the overall Reputation Score. Every

score is tracked over time and is graphed in full transparency for any user to view. As Reputation Scores increase, members earn more influence as well as more rewards in the New World ecosystem.

Experience Curation

High quality content, based on reputation score, will drive how content gets surfaced to users. Unlike challenges found on many social networks today, the goal is not to reinforce any one perspective, but rather to surface the most well-respected content across categories and ideas. In this way, the highest value content rises to the top for a broad group of users to see.

Each verified user account also grants governance actions and enables voting to make decisions in the network. To prevent trolling and FUD (fear, uncertainty, doubt), the algorithm accounts for both individual feedback and community feedback when
developing reputation scores. Formulas and factors used to assess reputation score and ratings will be regularly reviewed by our Governance council and evolve and improve over time, always with the goal of ensuring an inclusive community

9. Token

New World (NW) is our foundational TRC20 token that we are releasing as part of our Token sale. NW is our core TRC20, Tron based token that we are releasing as part of our Token sale.

This offers our community instant liquidity, as it can be exchanged for Bitcoin or other cryptocurrencies via several prominent exchanges.

Starting with a TRC20 token both opens our project up to the largest token investment community and puts us in a great position to evolve

as technology develops. Storing NW tokens is also very easy as it will work with TRC20 supported wallets (our team can provide instructions for this).

Furthermore, the 'Proof-of-Engagement' minting mechanisms will be a future feature release in 2019 that works by leveraging proven methods of other blockchains (e.g. Steem, EOS, etc) with the core objective of zero transaction fees. This protocol upgrade is also critical for scaling to the number of transactions we anticipate in the future. The main objective is zero transaction fees, which will make us one of the few projects that can offer this to its users. This protocol upgrade is also necessary for scaling to the number of transactions we anticipate in the future.

The "New World token" (NW) can be considered the lifeblood of the economic system functioning on top of the New World platform. As a token running on the Tron blockchain, it is going to enable near-instantaneous and secure transfer of any virtual content on the New World Exchange. Moreover, being a programmable virtual currency, it will serve a variety of additional functions, such as enabling gamers to register and trade the most coveted usernames, assisting New World -entrepreneurs in running effective advertising campaigns, or introducing a tipping functionality to let users express their gratitude to their favourite content creators.

In addition to being very flexible and applicable to a wide range of transactions, by default all goods on the New World Exchange maintain their underlying value in NW.

Some game developers might want the flexibility of their own token and they will be able to create and launch tokens (including complete in-game virtual currencies) native to their virtual worlds during crowdfunding events completed on the New World Crowdfunding

Portal. Digital content issued by game developers can be valued in their own issued token and can be bought and sold using that.

Owing to limitless possibilities of Tron smart contracts, the scope of additional features is going to be constrained only by developers' creativity. These can include defining how proceeds from secondhand sales of game items are shared, or offering crowdfunding participants unique access to certain in-game content. We envision game developers' own tokens, combined with the power of NW, as tools for innovators, who compete with each other in bringing the most novel approaches to virtual economies.

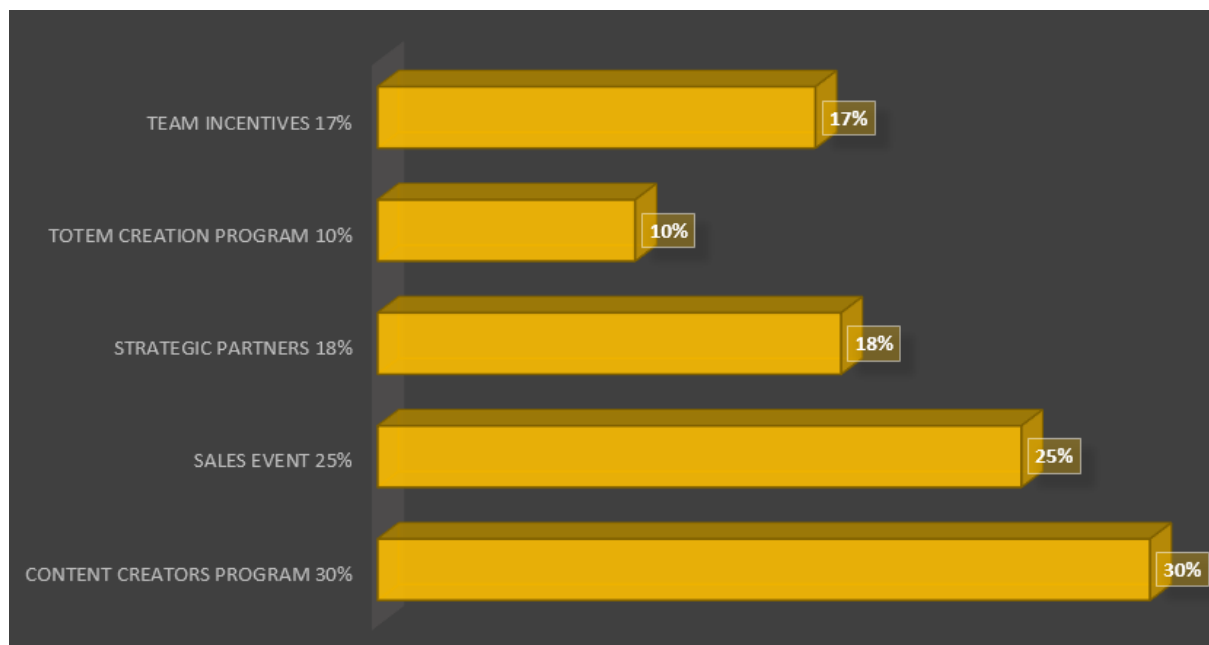**9.1 So, why does the New World actually need NW?**
•   Using Tron-based tokens (either NW or game specific tokens created on the New World platform) as the sole method of payment in the New World Exchange enables people to take advantage of unique features of blockchain: trustless security, no double-spending, as well as relatively fast and cheap processing of transactions. With the help of New World partners the UX-related downside of using blockchain is going to be effectively addressed by, for example, display- ing prices in fiat (e.g. USD, EUR) instead of crypto currencies, which is going to foster adoption among less tech-savvy users.

•   NW, being payment rails for the entire New World platform, is going to help create a vibrant ecosystem of users, developers, and entrepreneurs, who today
are locked in game and platform silos. For the first time, it will be easy and secure to exchange content between different games and worlds as well as to engage in a variety of different economic interactions, such as rental of virtual items. This cross-game exchange is going to trigger network effects, as the growing number of titles

present in the New World platform makes it even more attractive from a user's perspective.
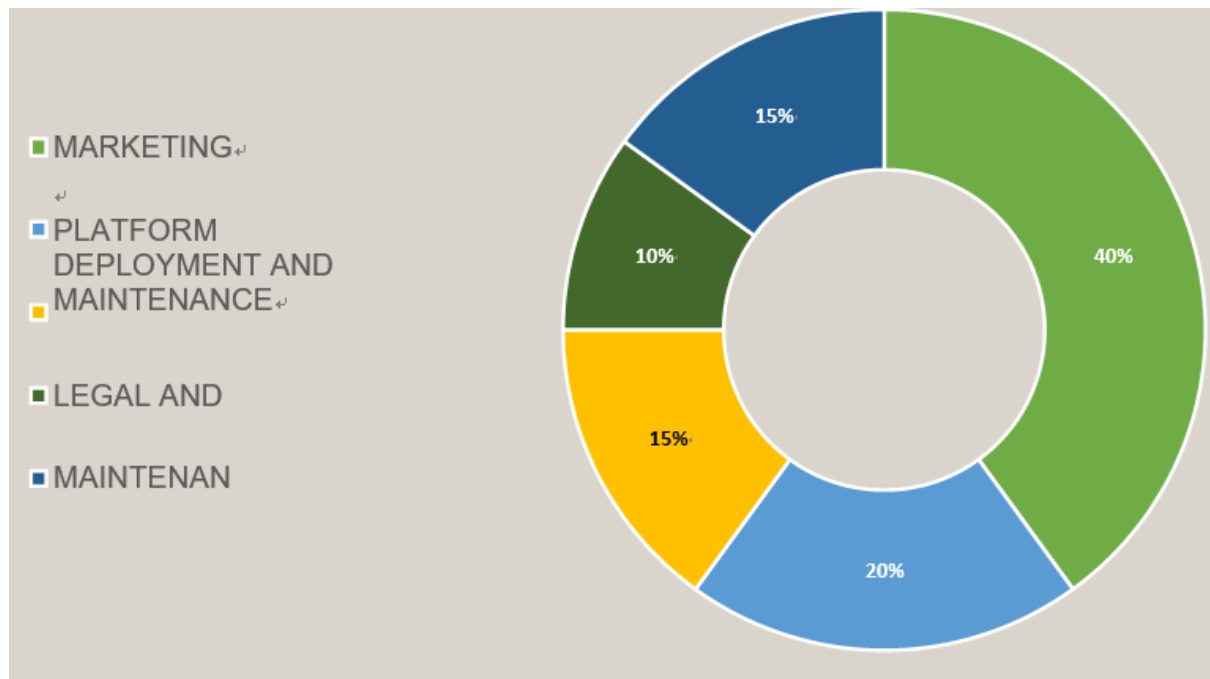
• Developers issuing their own tokens are not only going to create their unique communities, but also create a trigger feedback loop with the entire New World ecosystem, by bringing new groups of users to interact with the New World Exchange.

9.2 Token Allocation

Total supply : 200,000,000 Token

Allocation of Funds

Legend:
- MARKETING
- PLATFORM DEPLOYMENT AND MAINTENANCE
- LEGAL AND
- MAINTENAN

40% / 20% / 15% / 10% / 15%

10. Road Map

2021 Discovery
- Q3 Development starts
- Q4 SDK Alpha version

2022 Core
- Q1 SDK for Unity 3D and Unreal 4
- Q3 Exchange Service
- Q4 Augmented reality support for wallet

2023 Crowd
- Q2 Other game engines support
- Q3 Rating system
- Q3 Voting system
- Q3 Community portal
- Q4 Pawn shop service

2024 Security

- Q2 CPU enclaves support
- Q3 Anti-cheat system
- Q4 Game engines integration

2025 Metaverse

- Q2 Virtual jobs system
- Q4 Aggregation of all the systems

Legal

Token Sale Restrictions
THIS DOCUMENT DOES NOT CONSTITUTE A PROSPECTUS
OF ANY KIND. IT IS NOT A SOLICITATION FOR INVESTMENT
AND DOES NOT IN ANY WAY PERTAIN TO AN OFFERING OF
SECURITIES IN EITHER CHINA, CANADA OR THE UNITED
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UNITED STATES RESIDENTS ARE EXCLUDED FROM
PURCHASING ANY NEW WORLD TOKENS DURING THE
CROWDSALE. THIS DOCUMENT CONSTITUTES A
DESCRIPTION OF THE NEW WORLD PLATFORM AND THE
FUNCTIONALITY OF THE NEW WORLD TOKENS.

TOKEN OWNERSHIP
Purchase, ownership, receipt, and/or possession of NW tokens
carries no rights, expressed or implied, other than the right to use such
tokens as a means to participate, interact or transact in the New
World.Network if successfully implemented.
More specifically, NW tokens do not represent or confer any
ownership right or stake, share, security, or equivalent rights, or any
right to receive future revenue shares, intellectual property rights or

any other form of participation in or relating to New World and its corporate affiliates, other than any rights relating to the provision and receipt of services from New World.

NON-ELIGIBLE COUNTRIES

The following countries are not eligible to participate in the New World.Network Token Sale ICO.

Algeria, Bangladesh, Bolivia, China, Ecuador, Ethiopia, Hong Kong, Indonesia, Iran, Iraq, Jordan, Kyrgyzstan, Macau, Morocco, Nepal, North Korea, Serbia, Sri Lanka, Syria, Trinidad & Tobago, Tunisia, USA, Vanuatu, Yemen.

Please note: All attempts to circumvent these restrictions may result in a loss of funds.

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TOKEN SALE TERMS & CONDITIONS

The purchase of New World Tokens is subject to the Token Sale Terms and Conditions and the use of New World is subject to the New World.Network Platform Terms and Conditions.

ACCOUNT VERIFICATION

All contributors will require an account verification, also known as Know Your Customer (KYC). The process of verifying accounts will start shortly after the Token Sale ICO concludes.

LEGAL PARTNERSHIP

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