



AlphaVerse Whitepaper V.2

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I. Genesis of the project

A. Crypto Blockchain Industries, AlphaVerse's publisher

Crypto Blockchain Industries (CBI) is a French company that develops, operates and invests in video games and other projects related to blockchain, non-fungible tokens (NFTs) and cryptocurrencies.

Founded by [Frédéric Chesnais](#), a renowned video game industry entrepreneur and blockchain investor, CBI aims to develop and unlock value from a portfolio of blockchain activities across multiple industries (video games, finance, logistics, etc.), either directly or through partnerships. CBI has already made several investments and is funding the development of AlphaVerse.

CBI was **founded in 2021** and quickly hit key milestones. **CBI's shares were accepted for trading on the Euronext stock exchange in October 2021** through a direct listing. In the same year, AlphaVerse struck a deal with **David Guetta** and his charity program "United At Home" to launch an NFT collection. The purpose of this project was to fund free meals for people in need. Following a first successful NFT sale, CBI announced the launch of a larger project: Beat AlphaVerse, a dedicated music metaverse.

Throughout 2022, CBI announced additional key partnerships geared towards the creation of several new universes. On top of these new partnerships, CBI acquired the Xave music metaverse. AlphaVerse's Hub opened its doors to the public for the first time in September 2022.

As of the date of this whitepaper, AlphaVerse is already a worldwide project with collaborators across Europe, Asia, North America and South America.

B. Key references and ambitions

Digital worlds have been with us for almost 20 years. When connected together and combined with a blockchain layer, these digital worlds become "**metaverses**", opening up new and virtually unlimited opportunities for all stakeholders.

These opportunities stem from blockchain technology's intrinsic characteristics, including:

- The existence of a distributed ledger, whereby each token, NFT or, more generally, every item of digital content is authenticated and tracked;
- The possibility to interact directly with another user, without the interference and the costs of a publisher, platform provider, distributor or any other third party;
- The increasing interoperability of metaverses, enabling users to transfer content from one metaverse to another.

CBI aims to embrace this revolution by releasing AlphaVerse, its metaverse.

The goal is to become the leading metaverse , offering players a single point of entry to an ever-expanding universe of universes. With AlphaVerse, CBI aims to become **THE point of entry into the worlds of metaverses**, hence its name: **“AlphaVerse”**, with **“Alpha”** meaning **“First”** in Greek.

With the Hub, the ambition is to build a global gateway to all the metaverses out there, whether they are developed by CBI or third parties.

With the simultaneous development of multiple universes, using several game studios around the world, CBI intends to create a strong game publisher on the blockchain and, more broadly, a blockchain-based entertainment company as our universes go beyond the concept of video games and encompass social, artistic and community aspects.

II. Market opportunities

A. A sizable market, combining video gaming and crypto fans

The potential size of the metaverse as a market is difficult to predict. However, there are several reasons supporting the fact that this could be a sizable market, combining elements of the video game industry and some features of the cryptocurrency ecosystem.

Video games have been around for decades, and they have become increasingly sophisticated and immersive over the years. As a result, they have gained unprecedented popularity, with tens of millions of players around the world.

In recent years, the use of digital currencies has exploded, with many users seeing them, among other things, as a way to store value, make payments and use new technologies. In addition, the underlying blockchain technologies are evolving toward becoming a means of certification enabling proof of ownership of digital assets in the metaverse.

Overall, the combination of the video game and cryptocurrency industries will very likely result in a sizable market for the metaverse, tapping into the growing popularity of both industries and providing a new platform for innovation, entertainment and business.

The worldwide video game market had an estimated value of \$159.3 billion in 2020 (Newzoo, 2020).¹ This number is anticipated to increase in the future, with projections indicating that the market may reach a valuation of around \$200 billion by 2023 (DFC Intelligence, 2021).² The metaverse is set to expand beyond the realm of video games, as it integrates aspects of the gaming industry with cryptocurrency (Greer, 2021).³

B. Towards the metaverse and the play-to-earn model

The gaming industry has experienced significant growth during the COVID-19 pandemic, gaining around 300 million users and generating over \$180 billion in revenue. However, traditional models of gaming, such as premium and free-to-play, often do not provide financial benefits for players. The play-to-earn model, which enables players to earn money through games, is emerging as a new norm in the industry.

¹ Newzoo. (2020). Global Games Market Report

² DFC Intelligence. (2021). Video Game Industry to Reach \$200 Billion by 2023

³ Greer, S. (2021). Metaverse and Crypto: The Future of Gaming? Forbes

1. From premium to freemium, the gaming industry in the 21st century

The advent of COVID-19 forced billions of people to stay home and fueled growth in the gaming industry, which gained around 300 million users over 2020-2021. Over the same period, the gaming industry generated \$180 billion of revenue, while most sectors fell apart and relied on state subsidies to stay afloat.

Historically, there were two types of video games: premium games, or pay-to-play (i.e. buying a game in a store); and free-to-play (i.e. no need to pay to enter the game, but cosmetic elements are sold in-game).

In the last 15 years, the free-to-play model has gained traction, especially with mobile gaming, resulting in the emergence of new gaming franchises (League of Legends, World of Tanks, Fortnite, etc.) and the rise of mobile gaming.

While these free-to-play games are considered best-in-class by the gaming community, players often spend hundreds of dollars on cosmetic items or upgrades. In the end, the amount spent is sometimes far more than the cost of most premium games. Still, the player does not own any of these assets, as they cannot resell cosmetic upgrades to another player. Gaming is an increasingly popular leisure activity, but it has absolutely no financial upside for the end user.

All these concepts and rules have been slowly evolving since the COVID-19 pandemic thanks to innovations brought by the crypto space.

With the advent of blockchain gaming, the revenue distribution between companies and players has changed for the better. All of these changes can be summarized under a simple concept that nevertheless encompasses many different nuances: the play-to-earn model.

2. The emergence of the play-to-earn model

The concept of earning money through games is not new. In some games, the developers intended to allow earning (Second Life), while in other games, gamers found ways to monetize in-game elements (cosmetic elements in Counter Strike, in-game currency in World of Warcraft, etc.). Slowly but surely, earning money, from fiat currencies to cryptocurrencies, while playing is becoming the norm.

Besides the financial elements, the community aspects are also enhanced through the play-to-earn movement. In traditional games, the rules, updates and in-game concepts were dictated by centralized entities. With play-to-earn games, the community has a core role and can influence a project's roadmap and game mechanics.

Throughout 2020-2021, most play-to-earn games turned out to be pay-to-earn projects, as they were more gamified finance than actual games.

III. Our vision for AlphaVerse

A. Lowering the entry barriers to attract a wider audience

The achievement of long-term goals requires a sustainable and profitable business model.

Reaching critical mass is therefore extremely important, since only a small portion of players engage in in-game microtransactions on a regular basis or purchase season passes (or complete equivalent in-game purchases).

The strategy with AlphaVerse is therefore to ensure that anyone can enter the digital world.

AlphaVerse's universes are all open to everyone, with no restrictions. In other words, making the metaverse available to anyone with an internet connection is vital for AlphaVerse.

Anyone with an internet connection can create an account and explore the metaverse. Users do not need to purchase a game and they do not need to own a crypto wallet, cryptocurrencies or NFTs.

Lastly, AlphaVerse is committed to developing the first batch of universes on the Unity game engine, lowering hardware requirements to enter the metaverse, while achieving the highest possible level of graphic quality.

B. AlphaVerse's three pillars

The three pillars driving AlphaVerse are Quality, Accessibility and Scalability. AlphaVerse provides unique and high-quality experiences that are accessible to anyone in order to create a **Massively Multiplayer Blockchain Metaverse** (MMBM) where millions of users can evolve simultaneously through a variety of connected universes.

1. Quality

In the digital experiences sector, quality is a three-pronged concept, comprising quality of ideas, quality of art direction, and quality of the experience itself.

AlphaVerse prides itself on providing unique and qualitative experiences throughout its universes. This stems from the team's decades of experience in the video game industry.

As an example, Horyou AlphaVerse will be the first metaverse focused entirely on furthering social good and the ambitious **Sustainable Development Goals set by the United Nations**.

Another example is MetaCoaster: while having its roots in older video games, MetaCoaster is the first true simulation game on the blockchain where all in-game assets are materialized as NFTs.

2. Accessibility

AlphaVerse is being developed with a cross-platform and cross-blockchain approach, enabling it to be accessible to anyone, anywhere.

With the Unity game engine, the team is able to design beautiful experiences, while allowing low-end computers to be part of the AlphaVerse in an optimized manner.

As of the date of this document, most metaverses and play-to-earn games are difficult to access, from a technical or economic perspective, which represents a significant barrier limiting their mass adoption and the development of new markets.

There is no need to own crypto assets or even a wallet to explore AlphaVerse and its universes. For us, **this is the way to onboard the next 100 million users in the metaverse ecosystem.** Many metaverses are too committed to Web 3.0 from the get-go, which is obviously limiting adoption among the general public.

With this in mind, AlphaVerse is creating a middle ground between Web 2.0 and Web 3.0 to ease users' journey into the blockchain space.

3. Scalability

Although the scarcity of an asset is considered by many to be a value factor, the goal with AlphaVerse is to make the experience available to as many people as possible.

AlphaVerse is therefore looking to create the first Massively Multiplayer Blockchain Metaverse, a truly scalable metaverse in which millions of users will be able to evolve simultaneously.

AlphaVerse is built around a central Hub from which players can join many universes - some created by AlphaVerse, and some developed in collaboration with partners. Each universe is different, with its own characteristics, and offers a variety of options to craft individual experiences.

To ensure scalability, AlphaVerse is developing a comprehensive set of tools as the foundation for user interactions. Primarily, all universes within AlphaVerse are connected to the AlphaVerse marketplace, where users can purchase assets, sell their creations, and showcase their talents. Additionally, this toolkit includes content streaming capabilities, enabling users to access various forms of digital content from the web, such as videos, photos, websites, and more, throughout the AlphaVerse.

IV. The AlphaVerse Architecture

At the heart of AlphaVerse, there is the Hub.

The Hub offers users seamless access to a range of universes developed by AlphaVerse, in collaboration with partners, or by third parties. This enables AlphaVerse to offer a diverse range of experiences and leverage the power of the gaming community to develop more content and connect with a network of developers to create as many blockchain-based experiences as possible. The Hub also allows players to travel seamlessly from one universe to another, providing a central location for accessing and exploring the AlphaVerse. Additionally, the Hub is the masterpiece of CBI's scalable development roadmap for new universes, helping drive the orderly expansion and growth of AlphaVerse.

Regarding structural aspects, it was therefore a very natural step to organize the universes around a central location (**the "Hub"**) that can connect an infinite number of universes.

A. The Hub, a central place to connect universes

The Hub is at the center of AlphaVerse's strategy to offer a unified gateway to as many unique universes as possible.

From the Hub, users can seamlessly access a variety of universes, each offering a distinct experience. As mentioned above, some of these universes are developed by AlphaVerse, some by third parties. In each universe, players will be able to use tools to express themselves and create user-generated content.

AlphaVerse is designed to be the leading gateway to metaverses. It allows players and crypto enthusiasts around the world to access three types of metaverses:

- Universes owned and developed by CBI;
- Universes developed by CBI with partners;
- Universes developed by third parties and connected to AlphaVerse through the Hub.

AlphaVerse will allow players to travel seamlessly from one universe to another.

B. A scalable development roadmap

Below is the first list of universes that are connected to the Hub. Each of these universes is being developed at its own pace, given its unique characteristics. This list is updated on a regular basis (see www.alphaverse.com).

1. Football at AlphaVerse (FAV)

CBI is collaborating with some of the world's most well-known football (soccer) clubs to develop Football at AlphaVerse (FAV). FAV aims to become the ultimate football experience. This unique universe is composed of a main island called FAV Island and an archipelago of islands (Fanzones), each dedicated to a partner football club, allowing fans to gather and relive their club's historic moments and be part of its future.

These Fanzones are designed to replicate the atmosphere and appearance of the city where the club is located, complete with a 3D replica of the team's stadium, the training center and the academy for up-and-coming players. On each island, there are also various locations to honor the team's history, such as a museum, trophy room and wall of fame.

In order to offer a fully gamified experience, football mini games will be available in FAV and allow users to compete against each other and win rewards.

By providing a new and interactive way for fans to engage with the club they love, Football at AlphaVerse aims to bring people together, regardless of their location. The use of blockchain and NFTs supports increased interaction and engagement between each team and its fans.

As always in AlphaVerse, users do not need to own cryptocurrency or NFTs, or even have a crypto wallet, to participate in the virtual experience. This experience is therefore accessible to a wider audience, including those who may not be familiar with or interested in cryptocurrency or NFTs.

Football at AlphaVerse: EXPLORE - PLAY - COLLECT - EARN

A unique and immersive experience: Football at AlphaVerse is a digital world that allows fans to fully immerse themselves in the world of their favorite football club. This universe includes a variety of activities and rich content that will be regularly updated to keep users entertained, including a digital stadium, museum, and social hub.

Connect with the club and its history: Football at AlphaVerse is a place for fans to connect and learn about Football's rich history. This includes access to exclusive content, such as behind-the-scenes interviews and live feeds, or reproduction of historical artifacts, as well as the opportunity to interact with the team and other fans.

Increased accessibility: Football at AlphaVerse is open to everyone, regardless of their location, allowing fans from around the world to participate and engage with their favorite club. This virtual world is also free to play, making it accessible to a wider audience.

Free to play: Football at AlphaVerse is free to play, anyone can access it. Owning a crypto wallet is not necessary. This universe is therefore accessible to a wider audience.

Possibility to earn real-life rewards: Football at AlphaVerse includes the possibility for users to earn real-life rewards, such as jerseys and other merchandise.

Exclusive access: This experience also offers exclusive access and rewards to fans who are active in the virtual world. This includes special events, limited edition merchandise, and exclusive access to the team.

2. Beat AlphaVerse

Beat AlphaVerse is the home of renowned DJ and music producer David Guetta and his "United at Home" charity program in the metaverse. With Beat AlphaVerse, the goal is to create a metaverse where music is used for the broader purpose of charity programs and social good initiatives. Promoters of concerts and festivals can produce live events or stream videos, raise awareness and fund their favored causes. In addition to enjoying the experience, players can help these charitable programs and have a real-life impact.

United at Home is initially a series of record-breaking shows live streamed by David Guetta from iconic locations in Miami, NYC, Paris and Dubai which has reached over 120 million viewers worldwide, raised \$1.7 million for Covid relief and distributed over 4 million meals in the US alone. A portion of the proceeds is donated to not-for-profit partners to help families around the world to have a roof over their heads, food on their table and a proper education.

3. MetaCoaster

[MetaCoaster](#) is the first Roller Coaster game on the blockchain bridging the traditional simulation genre and the play-to-earn model. In MetaCoaster, land, buildings, roller coasters, rides, shops and other assets are available as NFTs, enabling a very attractive play-to-earn game.

MetaCoaster features both solo and multiplayer modes, packed with innovative gameplay and play-to-earn mechanics.

In the solo mode, players hone their skills and earn their first NFTs. NFTs unlocked in the solo can then be used in the multiplayer mode. MetaWorld is a wide territory comprising 132,205 plots of land that can be purchased to build an amusement park. To earn cryptocurrencies, park owners need to maximize their park rating.

In practice, after buying some land, players need to optimize the placement of their attractions throughout the park before it opens to the public. Once the park is in operation, AI-driven visitors known as MetaPeeps will spend more or less in-game currencies depending on the overall quality of each park.

70% of the daily sales of roller coasters, rides and restaurants are redistributed through the MetaPeeps. This distribution is made over 365 days to ensure a smooth play-to-earn mechanism and avoid penalizing newcomers to the game.

4. HorYou AlphaVerse

This metaverse aims to provide a blockchain environment that is focused on social good, sustainability and fighting climate change. Its goal is to be a catalyst supporting the preservation of the planet and uniting strong communities to implement real-world solutions.

In [Horyou AlphaVerse](#), users will find a place where they can take action for meaningful causes, whether as a change-maker (i.e. someone involved in day-to-day operations), or as a supporter (i.e. someone willing to contribute time, money or other resources).

Horyou AlphaVerse is organized in districts, each dedicated to specific causes or certain countries. There are 288 districts comprising 180,000 Land NFTs. Districts have a minimum of four and maximum of 30 streets depending on the size of the population of the country they represent.

The LIGHTS token is the official utility token for Horyou AlphaVerse. This token is built on the Binance blockchain and will be ported onto additional blockchain platforms as part of AlphaVerse's multi-chain strategy.

5. Qtopia AlphaVerse

[Qtopia AlphaVerse](#) is the first inclusive metaverse created by and for the LGBTQ+ community and their allies. In this universe, visitors can meet friends from all over the world, play games, attend and host events, support LGBTQ+ causes, and interact with LGBTQ+ businesses and celebrities.

Visitors build their identity freely, go to places, meet and interact with people, play games and participate in events. Compared with Web 2.0 social platforms, Qtopia AlphaVerse is a much cooler place to hang out in a much safer environment.

Qtopia AlphaVerse is made up of four different islands: Qtopia City, Sapphire Island, Isla De Fuego and Celebration Island.

Within these four islands, Qtopia AlphaVerse has a total of 44 districts, with names that are significant to the LGBTQ+ community. There are 117,264 plots of land in Qtopia AlphaVerse.

6. Xave AlphaVerse

[Xave AlphaVerse's](#) mission is to empower the music industry and provide a set of tools that will drive growth with the help of metaverses, exchanges between users, new operating mechanisms with NFTs and an economic logic based on digital assets.

Xave AlphaVerse immerses users in an open digital world that is constantly expanding and evolving, where visitors can explore new places, play, create and interact in an extraordinary way in various cities, each offering a unique experience.⁴

7. Artech

Artech is a universe dedicated to digital creations and their artist creators. The scope is very broad and includes art, music, fashion and more generally any form of artistic expression.

With Artech, each digital creator can open and own their own space. The Artech metaverse is a visual experience beyond the laws of physics, built around a game and marketplace dedicated to digital art.

The core game mechanics in Artech involve a treasure hunt around the artworks from the Raverse collection. The Raverse collection consists of artworks created by the first generation of “digital artists” involved in the emerging cultural movement of electronic music and raves in the early 90s. The Raverse artworks have been preserved for almost 30 years and are now reintroduced into the art market through NFTs.

Inside Artech, users will also have access to a marketplace where they can find both items from the Raverse collection and work from third-party artists. Artech is divided into six resorts, and each resort has its own artistic direction and its own theme. In all the resorts, users can discover artwork from the Raverse collection exhibited outside and inside buildings.

4

V. Team and Organization

A. Team

Frédéric Chesnais

Chairman and CEO, Crypto Blockchain Industries, SA.

Frédéric Chesnais has decades of experience in executive production, financing and intellectual property rights management. He trained as a CPA and a lawyer and joined the Lazard Frères investment bank in 1995. From 2001 to 2007, he was part of the management team of the Atari Group, the technology and entertainment company. In 2007, he left Atari to create his own executive production company, I2G, which he sold in 2012.

He became the Atari Group's largest shareholder in 2013 and sold his position in 2021 after successfully turning the business around.

He is the Founder, Chairman and CEO of Crypto Blockchain Industries, SA, a company listed on Euronext and focused on investments in blockchain and technology.

He is a graduate of the French Institute of Political Sciences (Institut d'Etudes Politiques de Paris). He holds degrees in Finance and Law. He started his career as a financial consultant and then practiced as a lawyer focused on mergers and acquisitions and transaction financing.

Jean-Marcel Nicolai

Head of Game Division, Crypto Blockchain Industries, SA.

Jean-Marcel Nicolai is a Video Game Development and Digital Business executive with over 20 years in business and product strategy delivered through digital experiences and technologies. He has a proven track record in terms of content strategy, solution delivery and processes, and the organization of re-engineering and growth. Highly results-oriented, he has a proven ability to create, lead and advise small-cap and large-cap organizations, drawing on his extensive expertise in the convergence of the Entertainment, Digital and Technology industries. He has strong experience with fast-paced, entrepreneurial environments in challenging and highly competitive business contexts.

Jean-Marcel has held various executive management positions, such as European Center of Solution Expertise Manager at Hewlett-Packard, CTO and Chief Product Officer at Atari, Senior Vice President of World Wide Product and Technology at Disney Interactive Studios, Chief Product and Experience Officer at Centric Digital, an Inc 500 fastest-growing Digital Management Consulting Company, and more recently Chief Operating Officer and Head of Games and Games Development at Atari Inc, NY. Jean-Marcel is now leading the Game Division of Crypto Blockchain Industries, SA, a company listed on Euronext and focused on investments in blockchain and technology.

Christophe Chaix

Independent Director, Crypto Blockchain Industries, SA.

Christophe Chaix has more than three decades of experience in the luxury retail industry, which started at Richemont Group with Montblanc and then Alfred Dunhill to develop the brand in France. From there, he moved to Van Cleef & Arpels to rebuild the international distribution network after its takeover by the Richemont Group.

His experience with merchandising luxury continued in his subsequent role as International Director and Member of the Executive Committee at La Montre Hermès in Switzerland, the Hermes Group's watch division.

Christophe also served as Vice President of International Sales, Business Development and Retail Operations at Coach from 2008 to 2012 in New York, before joining DFS Group in January 2013 as Senior Vice President, Global Merchandising based in Hong Kong. Christophe was responsible for strengthening DFS Group's position as the leading luxury retailer.

Lastly, Christophe joined Melco in 2019 to lead their Retail Department. He defined and implemented the retail vision and strategy for Melco Resorts' existing properties and projects in Macau and Japan in particular, deciding on the brand line-up and concepts and negotiating with major brands.

Edward Moalem

Independent Director, Crypto Blockchain Industries, SA.

Edward Moalem brings more than 25 years of technology experience to Horyou having previously held positions with leading gaming companies and major corporations, including NewsCorp, Apple and Google.

While working at Google as Senior Director of Content Acquisition, Edward initiated and brokered the acquisition of Adscape, an in-game advertising company. He also initiated and brokered the first DRM deal with Disney for their PC version of Toy Story.

Other notable experiences include working with Microsoft to encrypt and distribute Office2000, as well as brokering the first networking deal between the GameSpy publisher services group and Nintendo.

Alain Scemama

General Counsel, Crypto Blockchain Industries, SA.

Alain is a highly experienced legal executive with over 20 years of experience in a variety of industries, including defense, automotive, telecommunications and travel.

He has a proven track record in new technologies, M&A and intellectual property, with a focus on maximizing value and minimizing risk for organizations. Alain has a strong background in digitalization and process improvement, having successfully implemented a contract management tool and streamlined legal processes in global companies.

In his current role as General Counsel at Crypto Blockchain Industries, Alain is responsible for M&A, licensing agreements and legal aspects for the M&A activity. Prior to this, Alain held the position of Legal Director France at American Express Global Business Travel France, where he oversaw the legal secretariat for day-to-day and exceptional transactions, coordinated bid and contractual negotiations, and implemented a GDPR compliance program.

Before his role at American Express, Alain was International Legal Counsel at Nexter Systems Defense. Alain also has experience in intellectual property law, having served as Head of the IPR Legal Department at PSA Peugeot Citroen and Head of Legal at Neuf Telecom.

Pierre Pradal

Head of Game Design, Crypto Blockchain Industries, SA.

Pierre Pradal is a game designer and narrative designer with 20 years of experience in the gaming industry. He has a proven track record of creating engaging and innovative game experiences that captivate players and deliver on the project vision. With a deep understanding of game mechanics, design principles and player psychology, he is skilled at leading teams to deliver high-quality and successful games.

Throughout his career, he has worked on a wide range of game genres, including action-adventure, educational and role-playing games. He has also worked with various platforms, from PC to console and mobile. This experience has given him a unique perspective on what works and what does not, which allows him to bring fresh ideas and creative solutions to every project he works on.

Pierre has held various positions in the game industry and educational fields, such as Lead Game Designer at Infogrames and Atari and Widescreen Games , Project Manager at Studio Donuts and Game Design Trainer at Pune Rubika Campus and Brassart Campus.

Thomas Guerber

Head of Sales and Marketing, Crypto Blockchain Industries, SA.

Thomas Guerber is a highly skilled professional with a diverse background in finance, law and marketing. Throughout his career, Thomas has held a variety of roles in the private and public sectors. He worked as a Financial Analyst, where he was responsible for drafting legal and financial documents for capital increases and performing financial analysis and valuations of financed companies. He also served as a Banking Analyst for Société Générale, where he was responsible for risk analysis and Anti-Money Laundering checks.

In addition to his experience in finance, Thomas worked as a Journalist for Journalducoin.com, writing news, analysis and opinion pieces about the Bitcoin ecosystem and other cryptocurrencies. He also contributed legal insights as a columnist for the publication.

Most recently, Thomas took on leadership roles in the marketing industry. He served as Head of Marketing for Cortex Group, where he was responsible for launching and monitoring marketing operations, creating a content strategy and managing content creators across all channels. He also played a key role in closing and managing partnerships with blockchain actors, helping the company raise \$4.5 million.

B. Organization

CBI leverages the power of a diverse and dynamic team. Consequently, the organizational structure includes both internal and external professionals. By leveraging a mix of in-house and third-party resources, CBI is able to build a global organization, while maintaining control over critical expertise and key decisions.

The internal team is responsible for driving strategy, vision and technology decisions, as well as managing core game design components, art direction and security. Alongside this, CBI relies on external partners for development, QA and support to ensure efficiency and cost-effectiveness.

As of the date of this paper, AlphaVerse operates under this hybrid model, combining key internal teams in Europe and North America with third-party studios in South America and Asia and strong partnerships on each continent.

VI. Business Model & Tokenomics

A. Revenue streams

As a metaverse that encompasses a wide range of business opportunities, AlphaVerse's revenue streams are intrinsically diversified.

1. Advertising revenue

AlphaVerse's Hub and its universes have several display options for brands or individuals to share their promotional content.

Throughout the Hub and the universes, there are billboards both inside and outside of the main buildings. These billboards installed inside the Arenas, hovering in the sky or grounded in the

environment can be purchased or rented by anyone wishing to promote their project, brand or community.

Throughout AlphaVerse, advertisers will be required to use CRY5 tokens or fiat currencies to own or rent advertising panels. Part of the revenue generated by these ads will be allocated to reward the activity of AlphaVerse users.

Buildings operated by AlphaVerse or by users are also able to host advertising. The building's owner can select the type of advertising and the pricing for the content displayed.

2. Sponsorship

Throughout AlphaVerse, users will definitely find an experience that fits their identity/profile and their needs. Given a variety of audiences, each brand and each company will be able to find a large and qualified audience that they can benefit from by sponsoring events, buildings or even cities in their favorite metaverse.

3. NFT sales

In AlphaVerse, users will be able to purchase, trade and sell NFTs. The scope of these NFTs is wide and includes items such as collection cards, apparel, houses, flats and in-game assets such as land or rollercoasters, billboards, houses and flats.

These NFTs can be created by AlphaVerse or by its users (UGC: user-generated content), and they will be available on the marketplace as well as on third-party marketplaces.

B. Tokenomics: a strong and coherent ecosystem

1. A multi-chain approach

AlphaVerse has a multi-chain vision for both its universes and its tokens. The BNB Chain will be used first to implement AlphaVerse's blockchain functionalities. Thereafter, and as soon as practicable, additional blockchain platforms will be added to provide maximum flexibility.

In addition to a multi-chain approach, AlphaVerse will provide flexibility when issuing tokens. The Crystal token (CRYS) will be used throughout the Hub and most of the universes that are part of the AlphaVerse ecosystem, such as Qtopia, Horyou AlphaVerse or MetaCoaster.

While the CRYS and BNB will be available in most of our universes, some of these universes may need their own native cryptocurrency to fulfill their ambitions and deliver more use cases. As a result, some additional tokens may also be created for specific universes and/or specific needs. The creation of these additional tokens will be evaluated on a case-by-case basis, depending on the circumstances.

For instance, the Horyou AlphaVerse world has its own utility token: LIGHTS. The LIGHTS token is built with a philanthropic mechanism at its core: the Proof-of-Impact. The Proof-of-Impact is a 0.005% fee applied on all transactions involving LIGHTS collected by the Horyou Foundation and redistributed to impact-oriented initiatives promoted inside and outside of the Horyou AlphaVerse metaverse.

In terms of crypto usage, there will be three types of universes in the AlphaVerse:

- Universes developed by AlphaVerse, where users can transact in CRYS and BNB with bonuses and advantages for users transacting in CRYS;
- Universes developed by AlphaVerse in cooperation with a partner, where the use of a native token is needed. Here, users are able to transact in CRYS and in the native token with bonuses and advantages for users transacting in CRYS or in native tokens (e.g. the LIGHTS token in Horyou AlphaVerse);
- Third-party universes that already have an existing token prior to their joining the AlphaVerse ecosystem, where the situation will be more fluid and will be analyzed on a case-by-case basis.

2. The CRY token

The CRY token will be used to:

- Buy NFTs inside the AlphaVerse Marketplace;
- Buy in-game assets;
- Buy and/or rent billboards to display content or advertise products and services.

Staking mechanisms may also be added from time to time, allowing holders to earn NFTs by locking CRY tokens. Discounts may also be available to CRY tokenholders when buying NFTs or in-game assets.

CRY Tokenomics

Maximum supply: 600 million tokens

Allocation:

- **Ecosystem Development Fund***: 25.0%, i.e. 150M CRY

The goal is to support the development of the AlphaVerse ecosystem, including the infrastructure and tools needed to support the growth and adoption of the universes.

- **Private Sales**: 10.0%, i.e. 60M CRY

Allocation to raise capital through private sales with specific lockup mechanisms.

- **Public Sales**: 10.0%, i.e. 60M CRY

Sales on centralized or decentralized launchpads.

- **User Rewards****: 12.5%, i.e. 75M CRY

Allocation to reward or incentivize users through gameplay, play-to-earn and learn-to-earn mechanisms.

- **PR & Marketing***:** 5.0%, i.e. 30M CRYS

Allocation used to support the project's public relations and marketing efforts, including but not limited to the development of promotional materials and campaigns, as well as outreach to potential users and partners.

- **Liquidity:** 5.0%, i.e. 30M CRYS

Allocation used to provide liquidity for the CRYS, allowing users to easily buy and sell it on exchanges or other platforms.

- **Advisors:** 2.5%, i.e. 15M CRYS

Allocation used to compensate advisors who provide guidance and expertise to the project, helping to ensure its success and sustainability.

- **Team:** 20.0%, i.e. 120M CRYS

Allocated to the project's team members and development partners, responsible for developing and maintaining AlphaVerse and its ecosystem.

- **Reserves:** 10.0%, i.e. 60M CRYS

Allocation to be used for future development, partnerships or other purposes as needed in order to develop the ecosystem.

** The Ecosystem Development Fund will be used to incentivize brands, Web3 projects and developers to build inside our universes*

*** User Rewards encompass early stacking rewards, play-to-earn rewards and learn-to-earn in-game rewards*

**** Intended use is investment in media partnerships, influencers and similar PR and marketing initiatives*

3. The FAV Token

The FAV Token will be used to:

- Buy Football at AlphaVerse NFTs inside the AlphaVerse Marketplace;
- Buy in-game assets;
- Buy and/or rent billboards to display content or advertise products and services.

Staking mechanisms may also be added from time to time, allowing holders to earn NFTs by locking CRYIS tokens. Discounts may also be available to CRYIS token holders when buying NFTs or in-game assets.

Maximum supply: 11 Billions

Allocation:

- **Ecosystem Development Fund***: 20.0%, i.e 2.2B FAV

The goal is to support the development of the AlphaVerse ecosystem, including the infrastructure and tools needed to support the growth and adoption of the universes.

- **Private Sales**: 20.0%, i.e. 2.2B FAV

Allocation to raise capital through private sales with specific lockup mechanisms.

- **Public Sales**: 20.0%, i.e. 2.2B FAV

Sales on centralized or decentralized launchpads.

- **User Rewards****: 10.0%, i.e. 1.1B FAV

Allocation to reward or incentivize users through gameplay, play-to-earn and learn-to-earn mechanisms.

- **PR & Marketing*****: 10.0%, i.e. 1.1B FAV

Allocation used to support the project's public relations and marketing efforts, including but not limited to the development of promotional materials and campaigns, as well as outreach to potential users and partners.

- **Team:** 20.0%, i.e. 2.2B FAV

Allocated to the project's team members and development partners, responsible for developing and maintaining AlphaVerse and its ecosystem.

** The Ecosystem Development Fund will be used to incentivize brands, Web3 projects and developers to build inside our universes*

*** User Rewards encompass early stacking rewards, play-to-earn rewards and learn-to-earn in-game rewards*

**** Intended use is investment in media partnerships, influencers and similar PR and marketing initiatives*

VII. AlphaVerse's roadmap

A. Achievements to date

- AlphaVerse's Hub: Development of core features and blockchain integrations
- AlphaVerse Hub first opening (Alpha Test Season 1)
- Kick-off of development for the Football at AlphaVerse universe (digital world about football)
- Design phases for additional universes: Chi Modu and Horyou AlphaVerse
- Design of in-game marketplace
- Three development studios added to the CBI ecosystem
- CRYs Private Sale
- Horyou, Qtopia, Artech/RaveAge, Chi-Modu, United At Home, Beat & Future Rave joined the AlphaVerse

B. AlphaVerse's medium term roadmap

The roadmap is as follows and is updated from time to time.

Q1 2023

- AlphaVerse Hub Alpha Test Season 2
- Launch of new NFT collections
- AlphaVerse's Hub: Improvement of the User Interface, fine tuning of the Community House User Journey, Creation of the reward program.
- Football at AlphaVerse: first agreements signed with club participants
- Development & Internal testing of the in-game marketplace
- Ready Player Me integration

Q2 2023

- AlphaVerse Hub Alpha Test Season 3
- Improvement and public release of the in-game marketplace
- Football at AlphaVerse: first announcements of club participants
- Football at AlphaVerse: implementation of the Hub's blockchain and off-chain features into the world
- One additional development studio added to the ecosystem
- Additional sales of CRYSTAL tokens or of FAV tokens will be analyzed, for implementation in Q2 2023 or Q3 2023
- Artech / RaveAge: Initial experiences in the Hub (test phases)

As from Q2 2023 and Q3 2023, the concept of alpha test seasons will likely evolve with the introduction of monthly events in order to improve the experience and the level of engagement of the players. This is why seasons are no longer mentioned after Q2 2023.

Q3 2023

- Football at AlphaVerse: first opening of the Football at AlphaVerse Island (FAV Island, the Football Hub)
- First sale of tokens (FAV)
- Initial 3rd party worlds integrated (Test phase)

Q4 2023

- Opening of music worlds and connections to third-party worlds (Test phase)
- Opening of Chain Games and Chi Modu (Test phase)

Q1 2024

- Football at AlphaVerse additional round of opening with selected clubs
- Additional sales of tokens (CRYS or FAV)
- More third-party worlds integrated

VIII. Conclusion

AlphaVerse has established a very flexible and scalable model that allows for the integration of various game engines, visual styles, game experiences and blockchain platforms.

The DNA of this model is to facilitate the Hub's connection to both our own virtual worlds and to third-party worlds, providing a wide range of content for our users and enabling flexibility in terms of product launches.

AlphaVerse believes that these levels of flexibility and adaptability are crucial to the development of AlphaVerse over the coming years as blockchain technology and market trends continue to evolve rapidly. To optimize flexibility, adaptability and agility, AlphaVerse aims at maintaining a proper balance between internal expertise and use of external resources.

It is AlphaVerse's conviction that only companies that have developed scalable and flexible models will be able to meet this demand and establish long-term positions in the marketplace.

IX. Disclaimers

PLEASE READ THIS SECTION AND THE FOLLOWING SECTIONS ENTITLED DISCLAIMER OF LIABILITY, NO REPRESENTATIONS AND WARRANTIES, REPRESENTATIONS AND WARRANTIES BY YOU, CAUTIONARY NOTE ON FORWARD-LOOKING STATEMENTS, MARKET AND INDUSTRY INFORMATION AND NO CONSENT OF OTHER PERSONS, NO ADVICE, NO FURTHER INFORMATION OR UPDATE, RESTRICTIONS ON DISTRIBUTION AND DISSEMINATION, NO OFFER OF SECURITIES OR REGISTRATION AND RISKS AND UNCERTAINTIES CAREFULLY. IF YOU ARE IN ANY DOUBT AS TO THE ACTION YOU SHOULD TAKE, YOU SHOULD CONSULT YOUR LEGAL, FINANCIAL, TAX OR OTHER PROFESSIONAL ADVISOR(S).

This Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction.

The token(s) used in our games and applications (the “Token(s)”) are not intended to constitute securities or financial instruments in any jurisdiction. This Whitepaper does not constitute or form part of any opinion on any advice to sell, or any solicitation of any offer by the issuer of the Token (the “Token Issuer”) to purchase any Token nor shall it or any part of it nor the fact of its presentation form the basis of, or be relied upon in connection with, any contract or investment decision. No person is bound to enter into any contract or binding legal commitment in relation to the sale and purchase of the Token and no cryptocurrency or other form of token is to be accepted on the basis of this Whitepaper.

Any agreement, if any, between the Token Issuer and You as a purchaser, and in relation to any sale and purchase, of the Token (the “Token Offering”) is to be governed by only a separate document setting out the terms and conditions (the “T&Cs”) of such agreement. In the event of any inconsistencies between the T&Cs and this Whitepaper, the former shall prevail. The present Whitepaper is not an agreement between the Token Issuer and You as a purchaser, and in relation to any sale and purchase, of the Token.

You are not eligible and not allowed to participate in the Token Offering if any (as referred to in this Whitepaper) if You are a citizen, resident (tax or otherwise) or green card holder of the United

States of America (unless You are a qualified investor and subject to approval of the Board of Directors of the Token Issuer), Canada, People's Republic of China or a citizen or resident of the Republic of Singapore, Socialist Republic of Vietnam or resident of a country where American embargoes and sanctions are in force, namely Iran, North Korea, Syria, Sudan, or Cuba. You need to comply with local law in any circumstances.

No regulatory authority has examined or approved of any of the information set out in this Whitepaper. No such action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction. This Whitepaper's publication, distribution or dissemination does not imply that the applicable laws, regulatory requirements or rules have been complied with. Risks and uncertainties are associated with the Token and the different elements of the Token ecosystem (and their respective services, businesses and operations (each referred to in this Whitepaper)). This Whitepaper, any part thereof and any copy thereof must not be taken or transmitted to any country where distribution or dissemination of this Whitepaper is prohibited or restricted. No part of this Whitepaper is to be reproduced, distributed or disseminated without including this section and the following sections.

DISCLAIMER OF LIABILITY

To the maximum extent permitted by the applicable laws, regulations and rules, the Token Issuer (the "Token Issuer" is Crypto Blockchain Industries, SA), any of its affiliates and any entity or person being a part of the Token Ecosystem (the "Token Ecosystem" is defined as any activity performed by the Token Issuer, any affiliated entity, advisor, sponsor, team member and or any other stakeholder in connection with the Token, as well as any transaction involving such Token regardless of its parties, amount, location, timing and/or legal qualification) shall not be liable for any indirect, or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof by you.

NO REPRESENTATIONS AND WARRANTIES

The Token Issuer, and any entity or person being a part of the Token Ecosystem, do not make or purport to make, and hereby disclaim, any representation, warranty or undertaking in any form whatsoever to any entity or person, including any representation, warranty or undertaking in relation to the truth, accuracy and completeness of any of the information set out in this Whitepaper.

REPRESENTATIONS AND WARRANTIES BY YOU

By accessing and/or accepting possession of any information in this Whitepaper or such part thereof (as the case may be), You (“You”) represent and warrant to Token Issuer, and any entity or person being a part of the Token Ecosystem, as follows:

a) You agree and acknowledge that the Token does not constitute securities in any form and/or in any jurisdiction; You shall not buy any of the Token if it’s considered differently.

(b) You agree and acknowledge that this Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities in any jurisdiction or a solicitation for investment in securities and You are not bound to enter into any contract or binding legal commitment and no cryptocurrency or other form of payment have to be accepted on the basis of this Whitepaper;

(c) You agree and acknowledge that no regulatory authority has examined or approved of the information set out in this Whitepaper, no action has been or will be taken under the laws, regulatory requirements or rules of any jurisdiction and the publication, distribution or dissemination of this Whitepaper to You does not imply that the applicable laws, regulatory requirements or rules have been complied with;

(d) You agree and acknowledge that this Whitepaper, the undertaking and/or the completion of the Token Offering if any, or future trading of the Token on any cryptocurrency exchange, if any, shall not be construed, interpreted or deemed by You as an indication of the merits of the Token and/or of any entity or person being a part of the Token Ecosystem;

(e) the distribution or dissemination of this Whitepaper, any part thereof or any copy thereof, or acceptance of the same by You, is not prohibited or restricted by the applicable laws, regulations or rules in your jurisdiction, and where any restrictions in relation to possession are applicable, You have observed and complied with all such restrictions at your own expense and without liability to the Token Issuer or to any entity or person being a part of the Token Ecosystem;

(f) You agree and acknowledge that in the case where You wish to purchase any Token, th Token is not to be construed, interpreted, classified or treated as:

- any kind of currency other than cryptocurrency;
- debentures, stocks or shares issued by any person or entity;
- rights, options or derivatives in respect of such debentures, stocks or shares;
- units in a collective investment scheme;
- units in a business trust;
- derivatives of units in a business trust; or
- any other security or class of securities.

(g) You are fully aware of and understand that You are not eligible to purchase any Token if You are a citizen, resident (tax or otherwise) or green card holder of the United States of America (unless You are a qualified investor and subject to approval of the Board of Directors of the Token Issuer) or a citizen or resident of the People's Republic of China or the Republic of Singapore;

(h) You have a basic degree of understanding of the operation, functionality, usage, storage, transmission mechanisms and other material characteristics of cryptocurrencies, block-chain-based software systems, cryptocurrency wallets or other related token storage mechanisms, blockchain technology and smart contract technology;

(i) You are fully aware and understand that in the case where You wish to purchase any Token, there are risks associated with the Token and the Token Ecosystem and their respective services, business and operations;

(j) You agree and acknowledge that neither the Token Issuer nor any entity or person being a part of the Token Ecosystem is liable for any indirect, l or other losses of any kind, in tort, contract or otherwise (including but not limited to loss of revenue, income or profits, and loss of use or data), arising out of or in connection with any acceptance of or reliance on this Whitepaper or any part thereof;

(k) all of the above representations and warranties made by You are true, complete, accurate and non-misleading from the time of your access to and/or acceptance of possession of this Whitepaper or such part thereof (as the case may be).

CAUTIONARY NOTE ON FORWARD LOOKING STATEMENTS

All statements contained in this Whitepaper, statements made in press releases or in any place accessible by the public and oral statements that may be made by the Token Issuer and/or any entity or person being a part of the Token Ecosystem, including their respective directors, executive officers, employees, advisors and/or consultants acting on behalf of them that are not statements of historical fact, constitute forward-looking statements. Some of these statements can be identified by forward-looking terms such as aim, target, anticipate, believe, could, estimate, expect, if, intend, may, plan, possible, probable, project, should, would, will or other similar terms. However, these terms are not the exclusive means of identifying forward-looking statements. All statements regarding the Token, the Token Issuer, its financial position, business strategies, plans and/or prospects and the future prospects of the industry and/or of any other entity or person being a part of the Token Ecosystem, are forward-looking statements. These forward-looking statements, including but not limited to statements as to the Token, the Token Issuer, the Token Ecosystem revenue and profitability, prospects, future plans, other expected industry trends and other matters discussed in this Whitepaper are matters that are not historical facts, but only forward-looking statements. These forward-looking statements involve known and unknown risks, uncertainties and other factors that may cause the actual future results, performance or achievements of the Token, the Token Issuer and the Token Ecosystem to be materially different from any future results, performance or achievements expected, expressed or implied by such forward-looking statements.

These factors include, amongst others:

(a) changes in political, social, economic and stock or cryptocurrency market conditions, and the regulatory environment in the countries in which the Token Issuer and/or any other entity being a part of the Token Ecosystem conduct their respective businesses and operations;

(b) the risk that the Token Issuer and/or any other entity being a part of the Token Ecosystem may be unable or execute or implement their respective business strategies and future plans;

(c) changes in interest rates and exchange rates of fiat currencies and cryptocurrencies;

(d) changes in the anticipated growth strategies and expected internal growth of the Token Issuer and/or of any other entity being a part of the Token Ecosystem;

(e) changes in the availability and fees of the Token Issuer and/or of any other entity being a part of the Token Ecosystem in connection with their respective businesses and operations;

(f) changes in the availability and salaries of employees who are required by the Token Issuer and/or any other entity being a part of the Token Ecosystem to operate their respective businesses and operations;

(g) changes in preferences of customers of the Token Issuer and/or any other entity being a part of the Token Ecosystem;

(h) changes in competitive conditions under which the Token Issuer and/or any other entity being a part of the Token Ecosystem operate, and the ability of the Token Issuer and/or any other entity being a part of the Token Ecosystem to compete under such conditions;

(i) changes in the future capital needs of the Token Issuer and/or any other entity being a part of the Token Ecosystem and the availability of financing and capital to fund such needs;

(j) war or acts of international or domestic terrorism;

(k) occurrences of catastrophic events, pandemic, natural disasters and acts of God that affect the businesses and/or operations of the Token Issuer and/or any other entity being a part of the Token Ecosystem;

(l) other factors beyond the control of the Token Issuer and/or any other entity being a part of the Token Ecosystem; and

(m) any risk and uncertainties associated with the Token Issuer and/or any other entity being a part of the Token Ecosystem and their businesses and operations, the Token and/or the Token Offering if any (each as referred to in the Whitepaper).

All forward-looking statements made by or attributable to the Token Issuer, and/or to any other entity being a part of the Token Ecosystem or persons acting on behalf of the Token Issuer and/or any other entity being a part of the Token Ecosystem, are expressly qualified in their entirety by such factors.

Given that risks and uncertainties that may cause the actual future results, performance or achievements of the Token Issuer and/or of any other entity being a part of the Token Ecosystem to be materially different from that expected, expressed or implied by the forward-looking statements in this Whitepaper, undue reliance must not be placed on these statements. These forward-looking statements are applicable only as of the date of this Whitepaper. Neither the Token Issuer (and/or any other entity being a part of the Token Ecosystem) nor any other person represents, warrants and/or undertakes that the actual future results, performance or achievements of the Token Issuer and/or of any other entity being a part of the Token Ecosystem will be as discussed in those forward-looking statements. The actual results, performance or achievements of the Token Issuer and/or of any other entity being a part of the Token Ecosystem may differ materially from those anticipated in these forward-looking statements. Nothing contained in this Whitepaper is or may be relied upon as a promise, representation or undertaking as to the future performance or policies of the Token Issuer and/or of any other entity being a part of the Token Ecosystem. Furthermore, the Token Issuer and/or any other entity being a part of the Token Ecosystem disclaim any responsibility to update any of those forward-looking statements or publicly announce any revisions to those forward-looking statements to reflect future developments, events or circumstances, even if new information becomes available or other events occur in the future.

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This Whitepaper may include market and industry information and forecasts that have been obtained from internal surveys, reports and studies, where appropriate, as well as market research, publicly available information and industry publications. Such surveys, reports,

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TERMS USED

To facilitate a better understanding of the Token being offered for purchase by the Token, and the businesses and operations of Token Issuer and/or any other entity being a part of the Token Ecosystem, certain technical terms and abbreviations, as well as, in certain instances, their descriptions, have been used in this Whitepaper. These descriptions and assigned meanings should not be treated as being definitive of their meanings and may not correspond to standard industry meanings or usage. Words importing the singular shall, where applicable, include the plural and vice versa and words importing the masculine gender shall, where applicable, include the feminine and neuter genders and vice versa. References to persons shall include corporations.

NO ADVICE

No information in this Whitepaper should be considered to be business, legal, financial or tax advice regarding the Token, the Token Issuer and/or any other entity being a part of the Token Ecosystem and/or the Token Offering if any (each as referred to in the Whitepaper).

You should consult your own legal, financial, tax or other professional adviser regarding the Token Issuer and/or any other entity being a part of the Token Ecosystem and their respective businesses and operations, the Token and/or the Token Offering if any (each as referred to in the Whitepaper). You should be aware that You may be required to bear the financial risk of any purchase of Token for an indefinite period of time.

NO FURTHER INFORMATION OR UPDATE

No person has been or is authorized to give any information or representation not contained in this Whitepaper in connection with the Token Issuer and/or any other entity being a part of the Token Ecosystem and their respective businesses and operations, the Token and/or the Token Offering if any (each as referred to in the Whitepaper) and, if given, such information or representation must not be relied upon as having been authorized by or on behalf of the Token Issuer and/or any other entity being a part of the Token Ecosystem. The Token and the Token Offering if any (as referred to in the Whitepaper) shall not, under any circumstances, constitute a continuing representation or create any suggestion or implication that there has been no change, or development reasonably likely to involve a material change in the affairs, conditions and prospects of the Token Issuer and/or any other entity being a part of the Token Ecosystem or in any statement of fact or information contained in this Whitepaper since the date hereof.

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This Whitepaper does not constitute a prospectus or offer document of any sort and is not intended to constitute an offer of securities or a solicitation for investment in securities in any jurisdiction. No person is bound to enter into any contract or binding legal commitment and no cryptocurrency or other form of payment is to be accepted based on this Whitepaper. Any agreement in relation to any sale and purchase of Token (as referred to in this Whitepaper) is to be governed by only the Terms and Conditions of such agreement and no other document.

As indicated above, You are not eligible to purchase any Token in the Token Offering if any (as referred to in this Whitepaper) if You are a citizen, resident (tax or otherwise) or green card holder of the United States of America or a citizen or resident of the People's Republic of China or the Republic of Singapore. No regulatory authority has examined or approved of any of the information set out in this Whitepaper. No such action has been or will be taken under any jurisdiction's laws, regulatory requirements or rules. The publication, distribution or dissemination of this Whitepaper does not imply that the applicable laws, regulatory requirements or rules have been complied with.

RISKS AND UNCERTAINTIES

Prospective purchasers of Token (as referred to in this Whitepaper) should carefully consider and evaluate all risks and uncertainties associated with Token Issuer and/or any other entity being a part of the Token Ecosystem and their respective businesses and operations, the Token and/or the Token Offering if any (each as referred to in the Whitepaper), all information set out in this Whitepaper and the Terms and Conditions before any purchase of Token. If any of such risks and uncertainties develops into actual events, the business, financial condition, results of operations and prospects of Token Issuer and/or any other entity being a part of the Token Ecosystem Provider could be materially and adversely affected. In such cases, You may lose all or part of the value of the Token.

JURISDICTION AND GOVERNING LAW

The Token Offering if any, any related material and especially the content of this Whitepaper, the Whitepaper itself and any associated documents and material and any conflict arising from it or in relation to it shall be exclusively governed by the laws of France. The courts of Paris shall have the whole and exclusive jurisdiction.

