



VICTORIA VR

WHITE PAPER

CREATED BY

Victoria VR

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TELEGRAM



DISCORD



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# INTRODUCTION

Our imagination is much larger than the world we live in. But the world we live in is limited by our human body, the laws of nature, physics, and time.

Welcome to Victoria VR, the World's first realistic Metaverse in VR built on the Blockchain, welcome to a world without limitations.

Free for everyone to visit and explore, Victoria VR will replace our current experiences of TV, cinema, business communications, education, entertainment, shopping, commerce services, even search and much more.

## Imagine a world where you can...

- Be anything you want to be.
- Create anything you can imagine.
- Explore a World full of adventures.
- Spend the afternoon visiting the Moon without a space shuttle or relaxing on the beach.
- Jump ten meters or fly free as a bird.
- Commute to work or school by simply putting on your VR headset.
- Have face to face in person meetings on the other side of the world without leaving your living room.
- Hang out with your friends, go shopping, play games or just explore.
- Attend seminars and conferences.
- Watch live sporting events and concerts.

## Imagine A World Where Anything Is Possible... Welcome to Victoria VR.

As we continue to develop commercial partnerships providing education, leisure and commerce services we will be creating a new digital economy and breed of entrepreneurs working, creating and trading goods and services exclusively within Victoria VR.

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# VISION

Our Vision for Victoria VR is to create a virtual world that is both engaging and practical. Providing real solutions to many of the challenges we face both individually and collectively as an interconnected global society. A place where people come to work, rest, shop, play and learn.

We will create and nurture a self-sustaining economy of both established and new innovative businesses, with the world future proofed, and continuing to evolve over time without dependence on its original creators.

A world rich with content, activities and opportunity. Where businesses choose to invest, and citizens choose to spend their time and money.

Our vision is to allow our users to bring to life their craziest ideas and their most secret wishes. We want our citizens to be able to experience their greatest life desires, with unlimited possibilities for working, creating, discovering, and trading.

We want our citizens to enjoy every moment they spend within Victoria VR, to share their experiences with their networks and community and to keep coming back.



# WHAT IS VICTORIA VR?

Victoria VR is the first Blockchain-based MMORPG in Virtual Reality with Realistic Graphics built on Unreal Engine, created and owned by its users. It is a universal platform that will connect games, decentralized applications, and virtual realities - a Metaverse.

Our revolutionary development, the combination of the latest generation of emerging technologies, a highly skilled, experienced and competent team together with strong, market leading strategic partners, means we are now able to offer users an experience unlike

anything ever seen before.

We have designed Victoria VR from the ground up with our citizens empowered to build and develop the future of the world themselves, with the world evolving and living without its original creators.

Built on the blockchain all assets whether received in the game or directly created by the users are registered on the blockchain as NFT's.

## EDUCATION

- + Schools & Universities
- + Training Courses

## PRODUCTIVITY

- + Business Meetings & Conferences
- + Government Services
- + Banking

# VICTORIA VR

## ECONOMY

- + Marketplace to Trade Goods & Services
- + A New World Economy
- + New Business Model Creation

## ENTERTAINMENT

- + Gaming
- + Shopping
- + Sporting Events & Concerts
- + Explore, Rest & Relax

Victoria VR has been developed to be future-proofed with a fully upgradeable engine and technologies. Built as a Decentralized Autonomous Organization (DAO), Victoria VR will be fully owned by its citizens and the community, who are empowered to determine the future of the world and create the laws.

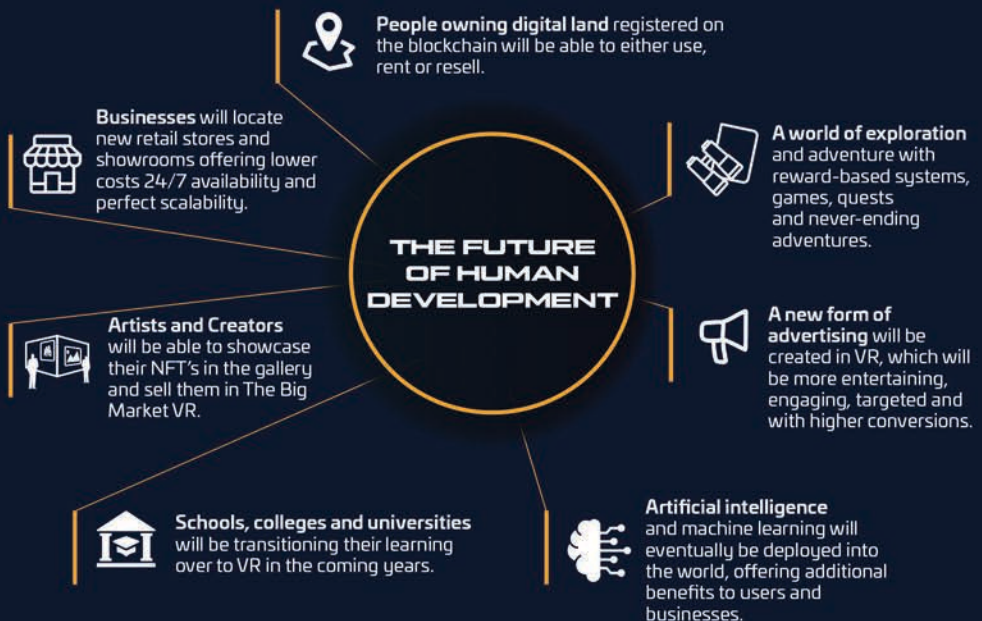
We will be creating a Never-Ending Motivating Economy where all creators and active citizens are regularly and fairly rewarded for their work, voting, reviews, completing Quests, staking VR Tokens, and also random airdrops within the world.

Existing businesses and brands will want to establish their presence in Victoria VR, to connect with our citizens and

support them by providing goods and services, both for digital delivery and in real life. A new generation of innovative entrepreneurs will be created, as traditional barriers to entry are removed and new opportunities identified.

Citizens and Businesses will be able to own their own digital real estate in Victoria VR, buying their own VR Lands by auction, These lands can then be mined for resources and be able to build anything they can imagine.

Competitive market forces and financial rewards will motivate the community to create the most appealing, entertaining or desirable content, games, applications, or lectures for the community as quickly as possible.



# THE MARKET

It is unquestionable that Virtual Reality will change our world. With timing critical, we've been waiting for the right moment when technology and adoption will allow us to be the best on the market. Thanks to the combination of several newly created technologies, what we can send into virtual glasses has not been possible in virtual reality in multiplayer so far.

Bringing together a winning combination of best in class technology solutions including Oculus, Unreal Engine, Blender, Reality Capture, Motion Capture, Face Capture and our own proprietary technology, that will both define trends and set firm foundations for our future evolution as we create a world without equal.

Our analysis and research into the marketplace and our competitors has provided us with significant insight into the challenges they faced and the various mistakes they have made, whether through bad timing or inappropriate choices of technology that will restrict their future development and upgradability.

Unlike some of our competitors, Victoria VR is a World built for the future. We have specifically designed to be fully upgradeable, with our graphics and

world capabilities continuing to improve in-line with the latest innovations and trends in the VR, blockchain and gaming sector.

We will never stand still the world will continue to evolve into the future.

Virtual Reality offers a revolutionary way of passing on information, advertising, presenting projects, communicating with people and gaming. We have already arranged a large number of influential partners who already want to open their branch with us – for example in the form of a virtual salon, showroom or portal to an external application, etc.

The most important thing is for us to bring users to the platform and give them reasons to stay, explore and keep coming back.

Imagine you want to open a retail store. How would you decide on your location? Will you open it in the middle of a populous city with a high footfall of passing traffic, or in the desert? Of course, in the city! Why? Because there are no people in the desert. This is the problem the other virtual worlds are currently unable to overcome. Their worlds are not engaging for the users and they have no reason to keep returning.



If you want to present yourself in those other VR worlds, it is about as interesting as building your store in the middle of the desert.

That's why we have designed the entire world of Victoria VR to entertain and reward users for completing quests, exploring and discovering. There will be new opportunities every day encouraging users to return and engage with the world. We will host competitions and give daily/weekly/monthly rewards for users, and working with the top tier of the gaming industry, we will be creating a series of Quests and Mini-games drawing on the rich experience gained from our predecessors.

The entire world of Victoria VR is designed specifically for Virtual Reality, and the entire world is available in REALISTIC GRAPHICS.

We will be targeting a wider demographic of users than our competitors.

We will connect a rapidly growing community of crypto enthusiasts with an already very large community of players (2.69 billion currently).

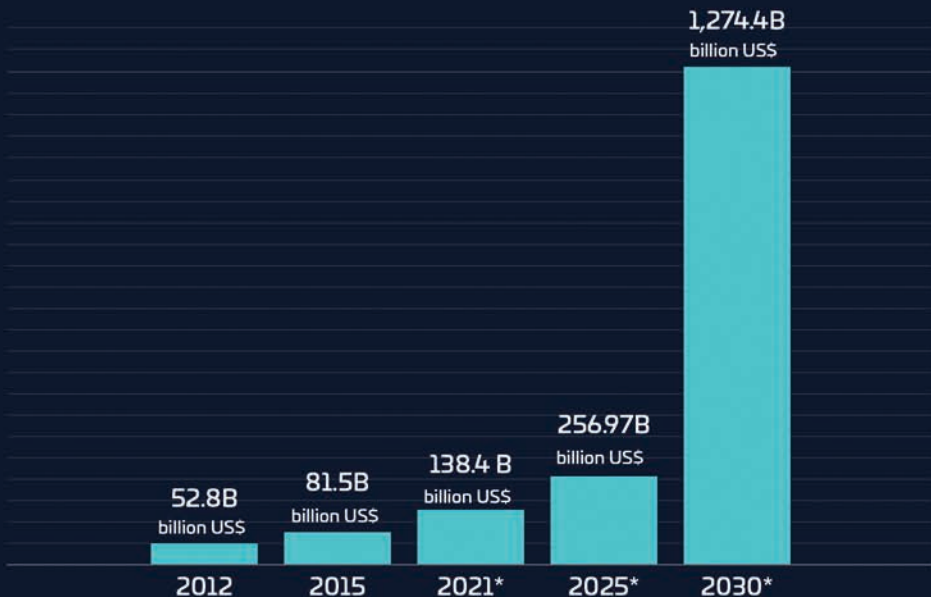
Our primary focus will be targeting users of cryptocurrencies and speculators as early adopters. These users already have a good understanding of blockchain technologies, and will be able to easily understand our vision for the world, and be an early adopter.

Our secondary target will be the giant global gaming community who will want to become a pioneer of this new world.

## TOTAL ADDRESSABLE MARKET (TAM)

With a projected CAGR of 9.17% between 2020 and 2025, Mordor Intelligence expects the global video games market to exceed \$256 billion by 2025, with projected revenue of \$1,274.4 billion in 2030.

### Value of the Global Games Market 2012 to 2030



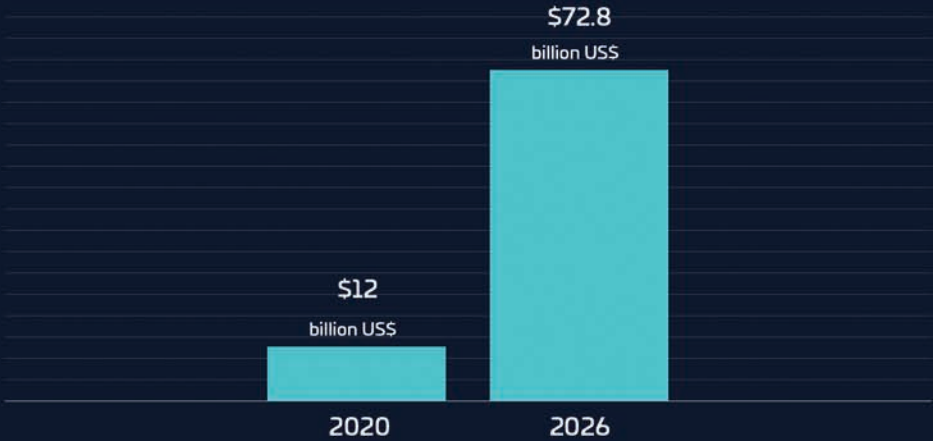
The Virtual Reality (VR) TAM is expected to grow from \$1725 billion in 2021 and reach \$184.66 billion by 2026 with a CAGR of 48.7% over the forecast period 2021-2026.

The recent global pandemic has expedited the growth of both the gaming and VR market. The ongoing lockdown measures with many traditional entertainment venues inaccessible, with 'door-closed' policies at cinemas and theatres, home entertainment has been

the only option for gamers, with recent surveys indicating that video gamers in the United States spent over 45% more time playing video games during quarantine than prior.

Globe Newswire predicts the global augmented reality (AR) and virtual reality (VR) market to grow by over 500% in 2021, with the global market projected to grow from \$12 billion in 2020 to \$72.8 billion in 2021.

## Value Of Augmented (AR) And Virtual Reality (VR) Global Market 2020-2021



Victoria VR will offer an unrivaled realistic virtual reality environment that will extend beyond attracting current gamers and VR enthusiasts, but extend to entrepreneurs, realtors, businesses,

concert agencies, event organizers, health care, advertising and promotion agencies, artists, coaches, educators and educational institutions, the opportunity for demand is endless.

## BOOMING MARKET OF NFT'S AND DIGITAL ART

Victoria VR utilizes The Big Market VR – NFT's Paradise, a decentralized marketplace with NFT's, operating on a smart contract.

Why are NFT's so important? As the world becomes more and more digital, many objects emerge as digital only, and the solution to the ownership question is NFT's (non-fungible tokens). Currently, the NFT's market is getting close to a major milestone – \$100 million NFT's sold which can be checked at NonFungible.com.

According to a recent year-end report by NonFungible.com, the leading data provider for the NFT's industry, the total market capitalization of all NFT's stood at about \$210 million in 2019. By 2021, it is predicted that the NFT's market will reach \$710 million. Bitcoin started in 2009 and reached a trillion-dollar market in February 2021. NFT's are set to reach a trillion-dollar market much, much faster.

### NFT Global Market Capitalization



# HOW TOKENOMICS WILL BOOST THE WORLD

Victoria VR will become a self-sustaining economy. Traditional businesses will establish locations for themselves in Victoria VR, where they will be able to sell and promote their digital and real-world goods and services.

We will enable the creation of new business models and a new breed of digital entrepreneurs, removing the

barriers for them to provide innovative goods and services to the global Victoria VR community.

VR Tokens will be used to buy and sell goods, from traders and creators.

Victoria VR World will be the place where people will come to work, learn, rest, shop and play.



VR Tokenomics have been designed to encourage new users to explore and experience the world, whilst motivating more seasoned users to build, complete quests and further develop our new world together.

These incentives will drive the rapid adoption and growth of Victoria VR. It will keep users engaged and returning.

This will be good for users but also entrepreneurs, businesses and advertisers, who want to be where their potential customers are.

As the sole currency of Victoria VR, users will receive VR Tokens as a reward for time spent in Victoria VR and their activities such as:

- Fulfilling Quests
- Creating Anything
- Extracting Resources
- Their Activity

**Users will be able to acquire items that will help them earn VR tokens faster.**

At the start of the game, only basic items will be available to the user with resources having to be extracted manually.



Users will be able to use their VR Tokens to purchase a shovel, enabling them to extract resources faster. Eventually, the user will be able to purchase machinery such as a digger or miner to extract the resources automatically, even when they are not playing in-game.

# WHAT MAKES US BETTER



## Unrivaled Graphics

- The ultimate VR experience with realistic graphics rendered with the latest Unreal Engine.
- A unique dynamic special effects solution.



## Tokenomics - PLAY TO EARN

- A never-ending motivating economy that rewards active users and stakers.



## The Quests System

- Motivating users to return to Victoria VR.
- Fully algorithmical, so Victoria VR will continue to live on without the original creators.



## New Combat System

- Revolutionary combat system set to become the industry standard for virtual reality.



## NFT Revolution

- Users can Create, Modify and Combine NFT's.
- Creators can showcase and sell digital artwork in the NFT Gallery.
- NFT's can be securely traded in The Big Market VR.



## Future Proofed

- The Victoria VR World server solution is fully upgradable and scalable.
- The DAO gives control of the future evolution of Victoria VR to the people who create and play in this virtual space, it is the users who will be in control of the policies that determine how the world behaves.



## Largest Number Of Use-Cases

- Appeals to a wide audience of business and leisure users.
- Commercial Partnerships, Entertainment, New Business Models.

# COMPETITOR COMPARISON

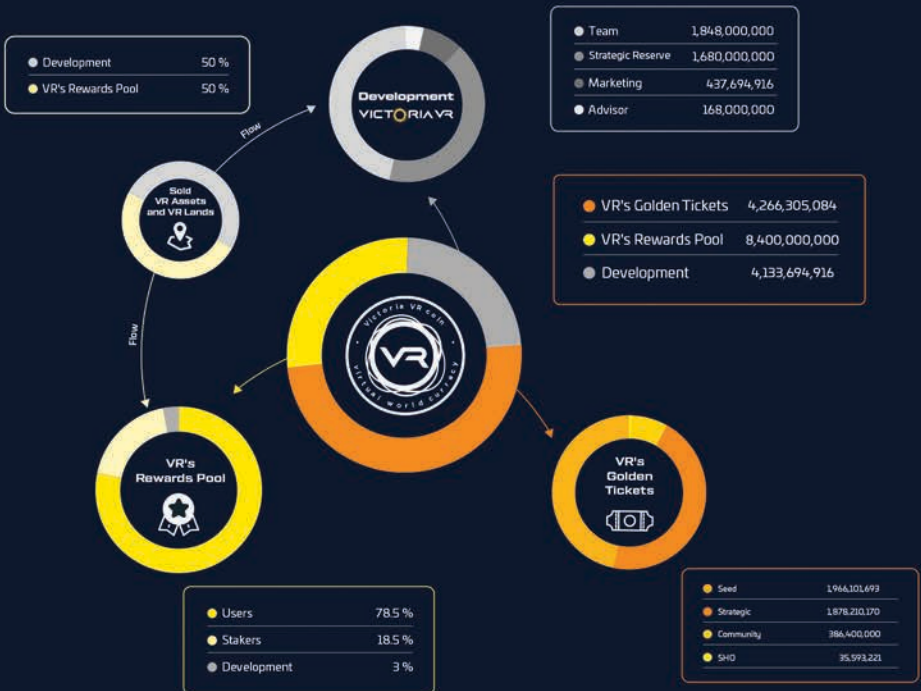
	Victoria VR	World of Warcraft	VR Chat	Decentraland	The Sandbox	Axie Infinity	Bloktopia	Cryptovoxels	Star Atlas	Illuvium
NFT's	✓	✗	✗	✓	✓	✓	✓	✓	✓	✓
Cryptocurrency	✓	✗	✗	✓	✓	✓	✓	✗	✓	✓
Blockchain	✓	✗	✓	✓	✓	✓	✓	✓	✓	✓
Fully Immersive VR	✓	✓	✓	✓	✗	✗	✓	✓	✗	✗
Realistic Graphics	✓	✗	✗	✗	✗	✗	✗	✗	✓	✗
Powered by Unreal Engine	✓	✗	✗	✗	✗	✗	✗	✗	✓	✓
Hyper Realistic SFX	✓	✗	✗	✗	✗	✗	✗	✗	✓	✗
MMORPG	✓	✓	✗	✗	✗	✗	✗	✗	✓	✗
Build anything, anywhere	✓	✗	✗	✓	✓	✗	✓	✓	✗	✗
Quests to earn rewards / in-game currency	✓	✓	✗	✓	✓	✗	✗	✗	✓	✓
Rewards as you create	✓	✓	✗	✓	✓	✗	✗	✗	✗	✗
Avatar Development	✓	✓	✓	✓	✓	✗	✓	✓	✗	✗
Business/ Enterprise Creation	✓	✗	✗	✓	✗	✗	✗	✗	✗	✗
Decentralized Currency Market	✓	✗	✗	✓	✓	✓	✗	✗	✓	✓
Decentralized Autonomous Organisation	✓	✗	✗	✓	✓	✓	✗	✗	✓	✓
Algorithmization	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗



# VR TOKENOMICS

The entire Victoria VR Economy is mathematically designed to be very interesting for everybody while motivating the experienced users to create and the newcomers to play, explore and discover. As a result, the world of Victoria VR will continue to grow rapidly, which in turn will be good for all the current users and the entire community. At the same time, everything is mathematically designed so that the wealth/fuel of Victoria VR never runs out and the rewards and motivation for players and creators never ends! In Victoria VR, the main currency is the

VR Token. There are also VR Lands where you can build something new, resources (5 elements) that are needed for construction (each object used to build requires certain resources) and items that you can buy, find, win or create yourself! At the same time, there are XPs (experiences gained by completing Quests), which the players need to complete other Quests. Users who do not care about Quests are free to enjoy the beauties of the Victoria VR Open World for discoveries, shopping or entertainment, such as user-built projects, NFT markets, games, competitions, lectures, presentations, showrooms, museums, streams, schools, courses, concerts and other social events.



# THE VICTORIA VR TOKEN (VR)

The Victoria VR Token (VR) will be the currency of Victoria VR World. The VR Tokens are pre-mined, with the total amount predetermined.

These ERC20 Tokens will be our primary source of generating revenue during the start of the project.

We want Victoria VR to be accessible to all, and so citizens will be able to earn Victoria VR by simply taking part in the world. It will be “pay-to-speed” not “pay-to-win”.

## Acquiring VR Tokens

- Buying (VR Token Sale or on an exchange).
- Trading Items in The Big Market VR.
- Staking their tokens.
- Mining (Gameplay).
  - Completing Quests.
  - Exploring the World.
  - REAL Airdrops.
  - Competitions.



## Using VR Tokens

- Staking
- DAO
- Buying VR Lands
- Buying all assets (items, buildings, resources, wearables, services, tickets, courses, art)
- Buying modificatory that generate you passive income
- Advertisements
- Transport
- Leasing
- And other Extras

# THE VICTORIA VR TOKEN (VR)

VR Tokens have three main parts:



## 1. VR's Golden Tickets

VR's Golden Tickets enable users in the Token Sale phase to take part in development and speed it up. Users will be rewarded several times and will have more advantages later on. The owners of VR's Golden Tickets are able to stake their coins for a year with a 20% reward. The Stakers can use their staking reward as a payment for a VR Land immediately after activating.



## 2. VR's Rewards Pool:

After the launch of the Victoria VR, the Rewards Pool will start to produce VR GAS, which will be mined by the user's activity. The users will be rewarded according to their activity and when using staking.

VR's Rewards Pool is where player rewards (VR Tokens) and staked tokens are stored for fair distribution. The VR's Rewards Pool produces VR GAS (VR Tokens), which is the fuel of the Victoria VR.



## 3. Development:

Staff, Development, Marketing and Server Costs.

# GOLDEN TICKETS

## VR's Golden Tickets (4,266,305,084 VR)

Golden Tickets is what we call the initial Token Sale, which finished at the end of 2021.

Golden Tickets were several rounds:

- 1) Seed
- 2) Strategic
- 3) Community
- 4) SHO

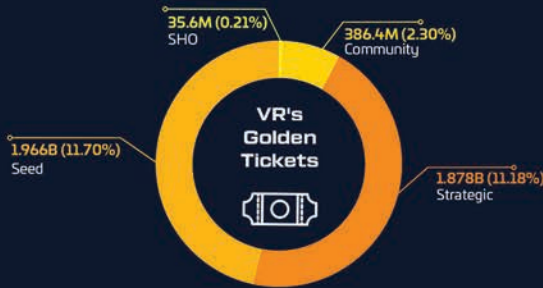
The exact breakdown of the tokenomics can be found in this Medium Article:

<https://victoria-vr.medium.com/unveiling-tokenomics-330f5f22bea7>

The public rounds of the initial Token Sale took place on 3 main platforms:

- 1) DAO Maker - 3,654 participants with 24.4 million DAO (over \$127m) staked in total.
- 2) KuCoin Spotlight: Oversubscribed and fully sold.
- 3) Orion Solarflare: Closed early due to overwhelming demand. In just 12 hours, 130,000+ ORN (\$1.2m) was burnt to receive VR (<https://t.me/orionprotocolnews/623>)

On 2nd December 2021, VR tokens were listed on exchanges, which was one of the strongest launches in KuCoins history (212x first month and over \$100m volume first day).



## Development (4,133,694,916 VR)



# VR'S REWARDS POOL

VR's Rewards Pool produces VR GAS, which is the fuel of the Victoria VR. After its launch, 78,5% of the GAS is mined by the users (building, creating, completing Quests, playing games, and exploring the world), depending on their activity. 18,5% of produced GAS will be algorithmically apportioned to all the Stakers every month on PAYDAY.



This is happening until 50% of the original Rewards Pool is "mined"; after that, the reward is dependent on users 3% of produced VR GAS will be for development, and servers costs.

The VR GAS serves to reward those who choose staking, to reward creators and active users and to motivate newcomers to discover Victoria VR, be active, be active here and come back.

## 1) Users Rewards (78,5%)

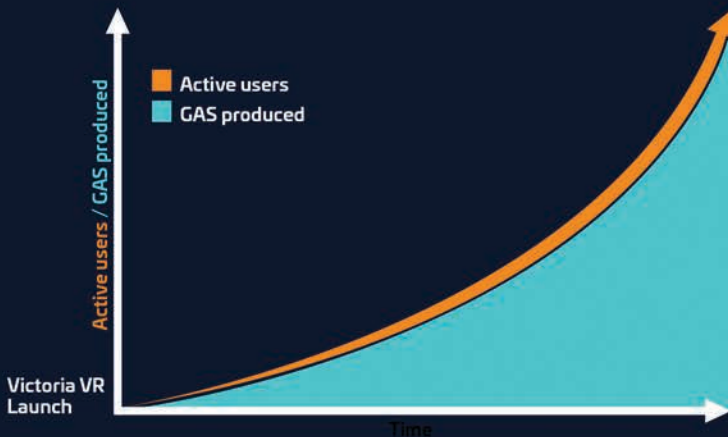
- Quests,
- EasterEggs,
- Competitions,
- For all builders,
- For all content creators.

## 2) Staking Rewards (18,5%)

- The Golden Tickets Staking, The Dynamic Staking.

## 3) Development (3%)

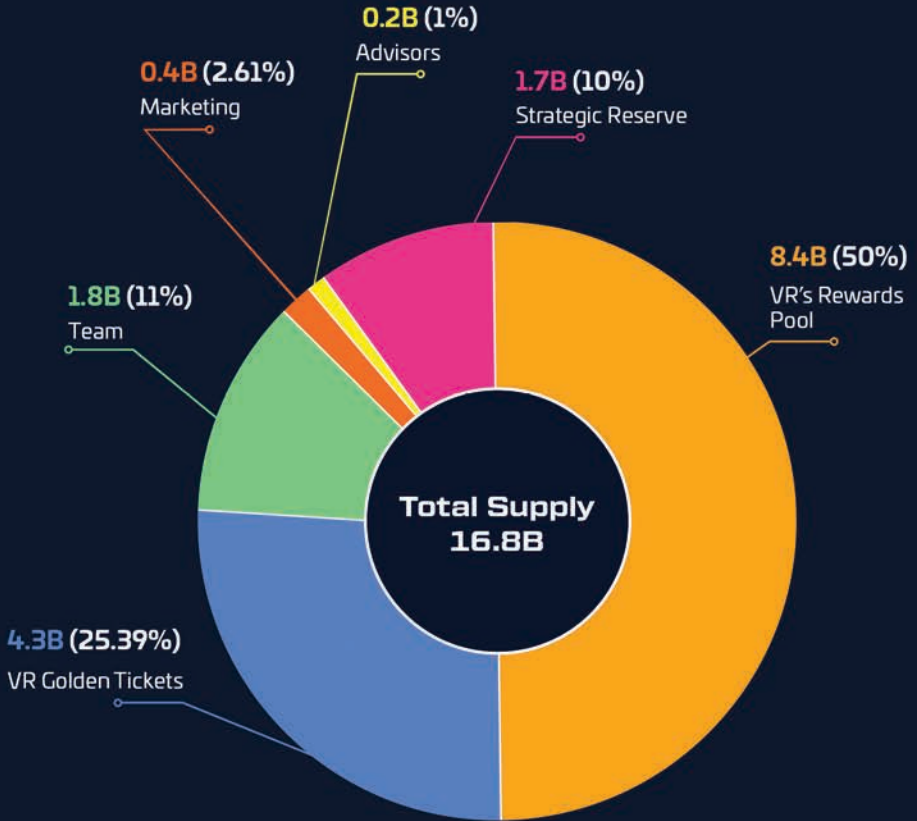
- Development, and servers costs.



All VR tokens acquired from all in-game purchases will be distributed, with 50% going to the VR's Rewards Pool and 50% to the team. This guarantees a constant expansion of the Victoria VR and an unceasing sufficiency of the fuel (GAS), which motivates players to participate.

Inflation is designed precisely to maintain a balance between the rewards for those who choose staking, active users, and newcomers. Thanks to this stimulation, there will be enough tokens for new users. Active users will practically benefit from VR GAS mining.

# TOKEN METRICS



# STAKING

## There are two types of staking:

- 1) Golden Tickets Staking (available for the community presale participants with 20% APY which is already finished),
- 2) Virtual Revolution Staking.

## Virtual Revolution Staking

### What is Virtual Revolution Staking?

Virtual Revolution Staking is our way to generously reward our committed Victoria VR Supporters who want to be part of the Virtual Revolution!

VR Stakers will be rewarded in multiple ways:

- Monthly Mystery Airdrops
- Dynamic APY
- VR Land whitelisting (VR Land Tickets)
- Mystery Airdrops
- DAO participation

Virtual Revolution Staking will fairly redistribute rewards to users who trust and support our project.

### What are the Virtual Revolution Staking Requirements?

- Minimal Staked Amount: 168 VR tokens
- Staking period: 10 days to 3,650 days
- VR token rewards: Can be claimed monthly

More details about the staking and the formulas behind it can be found on the Staking Page (<https://stake.victoriavr.com>)

Virtual Revolution Staking was launched on December 22, 2021, and three days after the launch, 101 million VR tokens were staked for an average of 3,334 days. At that time, this was valued at around \$50 million. Since the launch, the average number of days staked has not dropped below 3,000 days. This demonstrates extreme confidence by market participants in Victoria VR's long-term success because staked tokens can only be unstaked and claimed after the staking period ends. You can find real-time updated statistics on the Staking Stats Page (<https://stakestats.victoriavr.com>).



# CORE TEAM

Victoria VR has an award winning team with decades of combined experience. With a growing team across the business, the Key members leading Victoria VR are:



**Adam Bém - CEO & Co-Founder**

Tech entrepreneur, problem solver, team leader, Blockchain expert and Virtual Reality propagator. With 5+ years experience in project and team leadership, project planning, strategic planning, project presentation and blockchain technology. Successfully led 2 technological projects with automated trading algorithm development and cyber security emergency team.



**Robert Haluska - COO & Co-Founder**

Robert has been practicing Feng Shui for 24 years. From 2012 to 2020, he ran and taught the Traditional Chinese School of Feng Shui in the Czech Republic. Robert's main focus is to bring these teachings into our digital world.

In 2016, he won together with Lucern s.r.o. "House of the Year 2016" award - wooden construction according to Feng Shui.



**Mario Valle Reyes - Chief Strategy Officer**

Mario has over 20 years of experience in the games industry, including nearly 11 years as Director of Business Development for Emerging Markets in Electronic Arts (EA). He Co-founded Altered Ventures, a reputable Silicon Valley investment fund with 22 years of experience funding projects in the pre-seeding stage for independent games, esports, and VR/AR developers.



**Mark Akinwale - Chief Business Officer**

Mark is dedicated to empowering founders as they build vibrant ecosystems and strong teams. He's been a steadfast supporter of entrepreneurial journeys since completing his degree in Actuarial Science. Mark has successfully founded startups in both B2B SaaS and consumer goods. Mark specializes in taking projects and businesses from ideation to market, making him a valuable asset in the entrepreneurial world. With a deep passion for Web 3, Mark has been an active Angel investor and trusted advisor since entering the space in early 2017. His commitment to helping founders realize ambitious projects continues to make a lasting impact.

Victoria VR team has over 80 full time in-house developers based in our gaming studio in Prague, the Czech Republic.

# TECH AND PARTNERS

## Technologies:



## Investors & Partners:



# NFT PARADISE

## **NFT's: Non-Fungible Tokens**

Non-fungible describes an asset that is unique. NFT's contain identifying information recorded in their smart contracts. It's this information that makes each NFT different and as such, they cannot be directly replaced by another token. They cannot be swapped like for like, as no two are alike. We use several standards of NFT's, for example:

**ERC721:** Each NFT's is one unique item in Victoria VR. This standard allows us to tokenize ownership of any arbitrary data.

**ERC1155:** Standard used to create both fungible (currencies) and non-fungible assets (e.g. in-game items). Transactions could be bundled together – thus reducing the cost of transferring tokens.



## **NFT REVOLUTION**

NFT's in Victoria VR are revolutionary. We will be taking NFT's and their trading to the next level, with the ability to visualize 2D or 3D NFT's in a 3D space before purchasing.

Users are able to easily create their own NFT's and will be able to collect NFT's that have a functional use beyond decorative. These are NFT's that can give the user real super powers such as flying or invisibility, or they can produce VR Tokens or even more NFT's.

# THE BIG MARKET VR

Accessible both in-world and from a mobile app, Victoria VR will take the trading of NFT's to the next level with The Big Market VR - creating an NFT paradise for creators, collectors and traders.

A decentralized marketplace operating on smart contracts, The Big Market VR will be the largest blockchain NFT asset exchange.

Users will be able to trade literally anything and everything even new items which can be directly created in The Big

Market VR and which have never been offered before.

Facilitating the trade of goods and services, users can create and join auctions, with items available to be tested and inspected in detail before purchase.

## P2P Trade Plugin

When meeting people in Victoria VR anything can be traded or offered to other users by shaking hands to close the deal.

## AVATARS

Created using Unreal's Metahumans, Avatars are fully customizable (over 1,000,000 possible combinations), in realistic graphics. This allows users to create virtually anyone with each avatar written as an NFT's on the blockchain.

Users will not be restricted to a single Avatar, and can have several characters. Special custom features (horns, wings, etc.) can be obtained by completing Quests or from a competition. Some features can supply your avatar with special abilities (flying, immortality, etc.).



## WEARABLES

All wearables are listed on the blockchain as NFT's tokens. These can be obtained in Quests, Competitions, or bought at The Big Market VR. Users can dress up their avatar according to the latest trends, in historical robes or mystical clothes.

Some wearables are very limited, others give avatars special abilities (faster running, invisibility, etc.).

## ITEMS

All items are NFT's written on the blockchain. They can serve as decorations or can be used directly, such as mining tools, keys to open various locks, as

treasure maps, weapons, cars, flying boards or Aladdin's magic carpet. Some items give users special abilities.

## VR LANDS

VR Lands are officially registered on the blockchain as NFTs. There exists a limited number of pre-defined VR Lands available for purchase, which can be acquired either directly from Victoria VR during primary sales or from other players in the secondary market on [OpenSea](#).

The initial VR Land Sale, comprising 20% of the total supply, occurred in Q1 2022, with all VR Lands being successfully sold. Subsequent VR Land Sales are planned for the future.

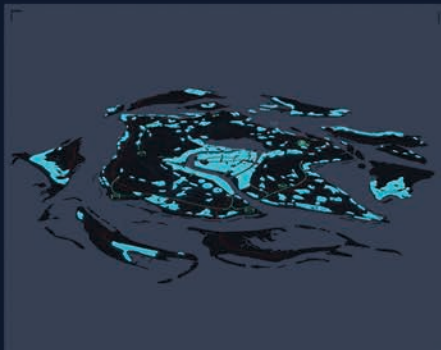
For comprehensive information and details regarding VR Lands, please refer to our [Gitbook](#).

The owners of the VR Land have absolute power over their VR Land and what they choose to do with it. Whilst each VR Land has a fixed maximum building height. Directly adjacent VR Lands can be combined into one and permitting you to increase the maximum height of your building.

- NFT's.
- Owners of badges will be able to regularly receive rewards.
- Owners can wear them.

## P2P TRADE PLUGIN

- In the world, anything can be traded or offered to other users when meeting them in person. The deal can be opened by shaking hands.



VR Lands can be used:

- For the construction of:
  - Utility buildings directly in the game (mines, warehouses, etc.).
  - Buildings for presentation (shops/stores, showrooms, etc.).
  - Private buildings (clubhouses, private enterprises, etc.).
  - As a port to another world, game or virtual reality.
- They can be obtained very rarely.
  - Token Sale.
  - Quests.
  - Competitions.
  - Real Airdrops.

# QUESTS

Quests are one of the most important parts of the Victoria VR, keeping the user engaged, rewarded, coming back again and again.

Completing Quests is productive and fun for users, offering completely different and revolutionary possibilities of interaction and transmission of information.

Completing quests will enable users to earn VR Tokens and gain various very rare rewards (in effect, they mine the rewards of the Victoria VR). This will encourage citizens to keep returning so that they don't miss out on a number of opportunities. For example, Quests may only be available for a limited period of time, need to be completed within a specified amount of time, or limited to the total amount of quest rewards available.

Quests will be used to educate citizens and to help them discover the many new possibilities and opportunities enabled through Victoria VR and Virtual Reality in general.

Our Revolutionary Algorithmic Quest Creation means citizens will earn rewards by exploring new places in the virtual world (both places built by us and directly by the users) or discovering new technologies or opportunities in the

real world or other parallel worlds where companies or crypto projects will be able to present their project or events.



**Prepared Quest:** Quests that showcase the beauty of the World of Victoria VR. These quests are designed to encourage citizens to discover the possibilities and opportunities available to them in Victoria VR.



**Edu Quest:** Quests that have been designed to entertainingly educate users about a range of subjects. This will primarily be around crypto currencies, blockchain, De-Fi and related subjects. With complete 3D immersion and visualization, information will be transmitted and experienced at a completely different level. This new Visualization of information will allow us to beautifully illustrate how blockchain, side chain, mining, staking, smart contract, swap, pool, yield farming, flash loans, NFT's and other technologies work. We want to educate our community of citizens how to handle, use and wisely invest for maximum

returns. Here we give our partners the opportunity to present their projects in a beneficial way.



**Algorithmic Quest/Algorithmically Generated Quest:** These are Quests that can be created by anyone. Creating a Quest on their VR Land will guide users to newly created locations so that the creators can introduce themselves, and advertise their goods and services.



**Rare Quest:** These are Story Quests that will be featured for one week. The rewards will be Rare Items (NFT's) and VR Tokens.



**Epic Quest:** Story Quests, once a month and always available only for one random day – the rewards are Epic Items (NFT's), Badges and VR Tokens.



**Legendary Quest:** Story Quests are designed for the most ambitious adventurers, Treasure and Easter Egg hunters, who will have to complete very challenging tasks to get to the most precious treasure. The number of Winners is limited in advance – the rewards are Legendary Items (NFT's), Badges and VR Tokens.



# ROADMAP



Within the next 3 years, we will have successfully launched Victoria VR, with the evolution of the world led by the DAO. We will be well established in the crypto/gaming industry with multiple commercial partnerships having established a presence and operating in Victoria VR.

Within 5 years we will a leading metaverse, known to the public and full of citizens, returning to the world for work, rest, education and play. There will be well known brands with established locations across the world.



Within 10 years, Victoria VR will be a fully self-sustaining economy with people spending more time in Victoria VR than in the physical world.

## CONTACT

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