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1. EXECUTIVE SUMMARY

We are **Reality Metaverse** and we have created a project called **Reality NFT**. Reality NFT is the true connection between reality and the Metaverse. It is a place where Web2 and Web3 users can co-exist, and it brings the physical into the digital. It is also an epic gaming experience like no other.

Imagine owning the Eiffel Tower, spending time next to Sagrada Familia, and flipping the Statue of Liberty. With Reality NFT, you can. Our project focuses on **tokenizing the world's most famous locations into NFTs.** We connect with successful, high-revenue generating mobile games, for Reality NFTs to earn royalties. The first game integrated into our ecosystem is Landlord GO, the world's top geo-location property trading mobile game. Have a go at being an actual landlord collecting rent from your landmarks! In addition, owners of Reality NFTs will acquire trading fees from the primary and secondary NFT marketplaces.

NFT owners receive royalties through our token RMV from in-app premium content in mobile games and NFT market trading fees. The RMV utility token is added to enhance the dynamic economy, allowing the Web2 game to generate continuous demand for the token. Meanwhile, its value should increase over time thanks to new utilities and more games being added.

To make this happen, we have partnered with Reality Games and Golem Network.

Reality Games is a top mobile game studio that created Landlord IP, a game that garnered over 21 million downloads. It has successfully shipped multiple mobile titles, and in 2024, it will release an AAA game based on Monopoly IP. The Reality Games team believes that the upcoming release has the potential to reach 200m downloads on both Google Play and the Apple App Store. Landlord GO, the flagship title from the studio, has recently hit 6 million downloads and has over 800,000 active players, and will be the first of the games to connect to Reality NFT! The Reality Games will provide the content to ensure growth of the NFTs and RMV token.

At heart, both teams at Reality NFT and Reality Games are gaming experts; we understand everything there is to know about games. So, in 2021 we partnered with Golem Network, our technical partner for blockchain infrastructure. **Golem Network** believes in the value of decentralized technology. Through its research and development, its mission is to create an open-source platform that meets the challenges of the upcoming technology era of blockchain.

Our social media following is substantial, **reaching over 500k total users across all of our games**, and we currently have access to an email base of 7 million mobile game players. We have surveyed this group and found that 10% of them already have a crypto wallet.

We know gaming, AR, and mapping. We know virality and fun. And we're using those tools to build something new and exciting.

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2. PROJECT

Be a part of the digital revolution! Reality NFT tokenizes world famous-locations into NFTs and uses these assets in games played by millions of players, starting with the flagship mobile game Landlord GO. Each NFT correspond to one of real-world locations, famous landmarks, the most prominent cities and countries, and **offers royalties from Web2 games and NFT trading fees**.

Collection of 2000 NFTS

The original collection will consist of 2,000 NFTs separated into countries, cities, and world-famous buildings. Each NFT will have its own high-quality 3D model, and we are focusing our efforts on legally operating in the Metaverse with building IP.

Every NFT will have its product page with a full description, key metrics on the royalties generated from different sources, leaderboards of metrics on the building's popularity, information on the top shareholders, price history, current listing, and upcoming events.





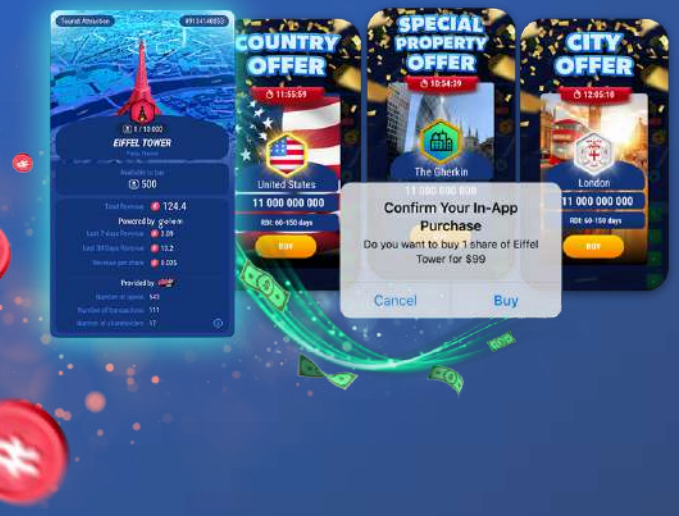
Iconic landmarks as NFTs

2,000 of the most famous landmarks around the world are tokenized into NFTs with 3D visualization. Each NFT represents a real-world building, city, or country.
They are made on a 1:1 scale and are 3D assets ready to use in other games and Metaverses.

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Royalties

Each NFT has expandable utilities that generate royalties. 3D NFT models are used in Landlord GO's mobile game, and 30% of the Web2 revenue from these models is shared with the NFT owners. Additional games and other projects will use the models to increase revenue streams. On top of that, the NFTs owners receive 20% of the trading royalties generated in primary and secondary markets, NFT auctions, and NFT renting.





Millions of players

The first game introduced to the Reality NFT ecosystem is a flagship mobile game called Landlord GO. With over 6 million players and 21 million franchise downloads, Landlord GO is the world's most recognized geo-location property trading game. Landlord GO is a trailblazing business simulator game using real-life properties from around the globe. Unlike other board games, the game draws real data from real buildings and real people, and sets estimated prices associated with each property.

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Expendable NFT Utilities

At Reality NFT, we look beyond what we can do now and what we can achieve in the future. Our NFTs have utilities for earning royalties from premium content in Landlord GO and the NFT marketplace auction and trading fees. Our vision is to continue expanding their utilities to other games and projects. We create NFTs with the vision that allows every creator to use our assets in their production. That gives NFTs additional value and utility even outside the Reality NFT project. At the same time, contributors diversify royalty payments and minimize speculative risks.

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2.1 RMV Token

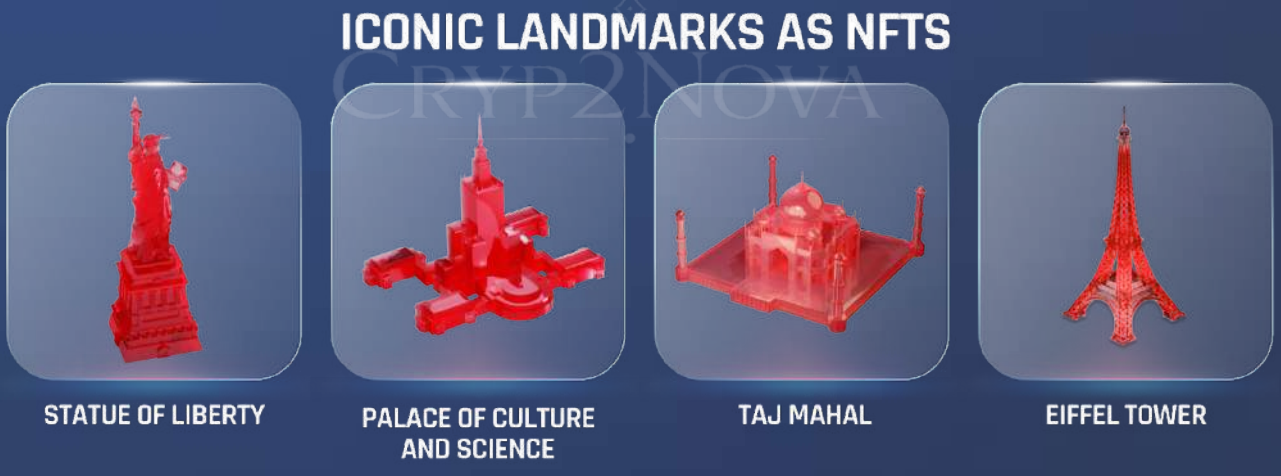
Reality NFT tokenizes the world's top landmarks. It utilizes them by creating long-term value while connecting with high-revenue mobile games. It is the foundation of a future platform consisting of two key elements: the ERC20 token and the collection of NFTs.



The RMV is a utility token with a fixed supply that enables the growth of the Reality NFT platform and unifies all its elements. From receiving discounts on auctions and fees, offering NFT priority buys, to acting as a governance token for the community, the RMV token interconnects all existing features. It will also enable contributors to earn royalties from Landlord GO and all upcoming games. Each game added to the ecosystem will only use **RMV as its main and only utility token**, increasing additional value as we add more games to the pipeline.

2.2 Reality NFTs

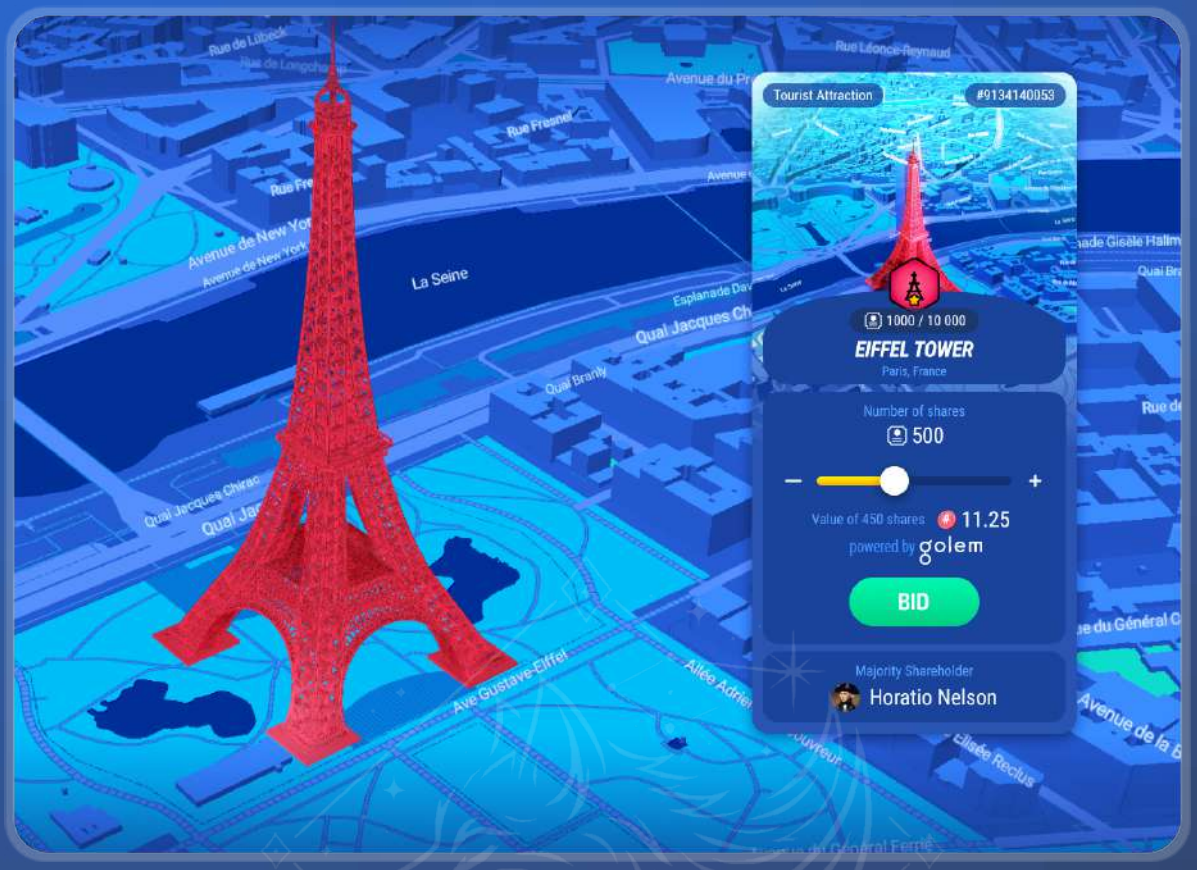
NFTs are the second key element in the Reality NFT ecosystem. Each NFT corresponds to a famous landmark worldwide, be it Eiffel Tower or Golden Gate Bridge, a famous city or country. Imagine an entire world at your fingertips! These NFTs directly connect with the mobile game Landlord GO, allowing the **owners to earn royalties from each in-app purchase** associated with the corresponding NFT. The royalties system provides a sustainable model where Web3 contributors can become true owners of NFTs and have rights to earn from Web2 players and where these gamers can start to own assets in web3. As with the RMV token, NFTs will also expend their utilities to future games, increasing their value over time.



Each collection of NFTs will be available at public auctions on the Reality NFT website. Contributors can purchase NFTs with their credit cards through on-ramp solutions or their crypto wallets. They can also buy NFTs using RMV tokens, where they will receive a substantial discount on the final price as well as market fees. In addition to our marketplace, we are collaborating with the top NFT marketplaces to offer exclusive mints and airdrops to their communities, increasing the visibility of the project and product offering, and of NFT liquidity and higher volumes.

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2.2.1 Fractional fNFTs



Our vision for Reality NFT is to allow everyone to participate. NFTs tend to be very expensive and only available to the wealthy which we believe is wrong. To counter that, we decided to split each NFT into fractions so that more people could have access to owning their favorite landmarks.

Each NFT will be separated into a fixed number of shares. We look at the real-world data to decide how many shares we need to prepare during the mint based on the landmark's popularity. This number will always remain the same. Fractional NFTs allow the floor price to be affordable to everyone. That helps to **increase the trading volume and NFT liquidity significantly**. We will release the fractional shares in parts, ensuring that if the demand for the NFT increases, we can add additional shares till the entire allocation is open and owned by the public.

The selling of fNFTs will be the one of the major income streams for the Reality NFT project.

Users will earn royalties based on the percentage of the NFT they own. The utilities of earning royalties will work in precisely the same way for fractional NFTs. For example, if they own 20% of the NFT, they will receive 20% of the royalties associated. Additionally, the royalties revenue is higher if not all fractional NFTs are sold to the public. In this example, a user owning 20% of the NFT, where only 40% of the shares are available to the public, will earn 50% royalties from this NFT. Users can purchase NFTs directly from the Reality Metaverse website or the top NFT marketplaces with which we have strategic partnerships. In addition, once you own fNFTs, they are indeed yours, and you can trade them on any secondary marketplace.

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2.2.2 NFT Utilities and 3D Models



Unlike traditional NFTs, each Reality NFT asset has a corresponding 3D model. We aim to produce 3D models for every famous location which can be used for many purposes, meanwhile adding extra utilities to our project. Examples of how these models can be used include:

Low and mid-poly 3D models:

- Premium content in Landlord GO that is monetized through in-app purchases;
- Future Web2/Web3 games developed by Reality Games, earning additional royalties for contributors;
- Future geo-location games and apps that require 3D mapping;
- Games that are incubated by our Game Development Funds (Partnership allocation in our Tokenomics allowing us to use funds to partner with other developers to create games based on our NFTs, 3D models, and the RMV token);
- NFT rental to other Metaverse projects that require 3D models of famous landmarks.

High-poly and ultra-high fidelity 3D models:

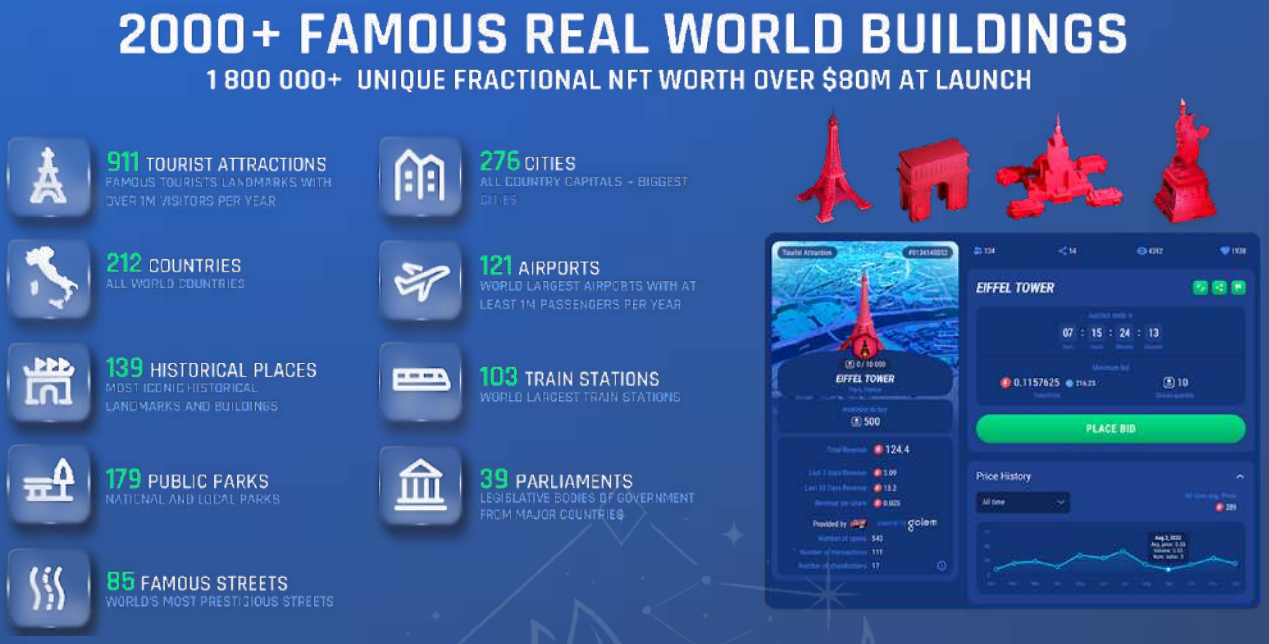
- AAA games that require a large number of 3D assets based on famous locations;
- Movie licenses for rights to use 3D models associated with NFT.

Whenever 3D models are used in the above or similar examples, Reality NFT will generate profits for the project and share 30% of its revenue with the NFT owners.

Our community will have governance rights to decide on the future of each NFT and how they should be upgraded. For example, while the native 3D models will be compatible with the top graphic and game engines, the community can vote to increase compatibility further. This will let our team focus on creating file versions for the different environments or modifying our 3D models to match the aesthetic of various projects.

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2.2.3 NFT Collection



The initial collection will consist of 2,000 NFTs separated into countries, cities, and world-famous buildings. Each NFT will have its high-quality 3D model, and we are focusing our efforts on ensuring that we can legally operate in the Metaverse with building IP.

Reality NFT will create additional collections and release them monthly as demands grow and the public owns the initial collection. These might include country-specific collections, world provinces, a holiday-themed collection, famous streets, or hidden gems known only by the locals.

Each NFT will have its product page with a full description, key metrics about the royalties generated from different sources, leaderboard metrics on the building's popularity, information on the top shareholders, price history, current listing, and upcoming gamification events, such as leaderboard tournaments, best new landlords, and community competition events. More details about statistics and leaderboards will be explained in section 6: Ecosystem

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2.3 Reality Games

We have partnered with Reality Games to be the first game developer to add NFT components to their games, starting with Landlord GO.

About Reality Games

Reality Games is one of the UK's top mobile game developers and is the world's 3rd largest GEO/AR game developer. The company started in 2015 by releasing a hit geo-location property trading management game, Landlord Tycoon. In 2019, it released a sequel called Landlord GO, and in 2022, it acquired the rights to the most iconic board game IP to create the next super-hit in 2024. As of today, the Landlord series has acquired over 21 million players and currently has between 500-800k monthly active users.

In addition, Reality Games has developed a project called Big Dots, a big data engine that collects multiple statistics from anywhere around the globe and powers its geo-location games. The technology will be used to some extent in Reality NFT, which is explained further in the whitepaper.

The company has approximately 100 employees, with the primary development team based in Krakow, Poland.



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2.4 Games - Landlord GO



The first game introduced to the Reality NFT ecosystem, and a flagship title developed by Reality Games, is a mobile game called Landlord GO. Launched in 2020 on Google Play and the Apple App Store, it is a geo-location property trading game now with over 6 million players. We are integrating the game into the Reality NFT ecosystem by connecting over 2,000 iconic in-game and in-world buildings via the blockchain. After Reality NFT successfully launches, we plan to scale up NFT production to offer more localized content.



Landlord GO is a state-of-the-art business simulator game using real-life properties from around the globe. Unlike other games, we draw real data from real buildings, real people and set actual prices associated with the real value of each property. As a result, Landlord GO is the perfect environment to practice trading on the property market. This game has over 6 million players worldwide, and 10,000 new players join each day.

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TOP GEOLOCATION GAMES RETENTION & RATING

	D1	D30	RATING	TOTAL VIEWS
LANDLORD GO	39,62%	9,95%	4,60	181 549
POKEMON GO	33,46%	8,48%	4,10	14 350 711
WALKING DEAD	36,58%	6,24%	4,20	121 272
LANDLORD TYCOON	35,20%	7,40%	4,40	463 027
INGRESS	29,23%	6,95%	3,30	425 871
HARRY POTTER WIZARDS	38,00%	5,62%	3,60	313 352
JURASSIC WORLD	32,58%	7,80%	4,10	1 616 997

Source: Geolocation games, Apptopia, Android apps, Market: USA, November 2021

Highlights:

- Landlord GO is the biggest geo-location property trading game in the world;
- It has the most recognizable real-world properties in any geo-location game;
- The company has heavy social proof and adoption of the game concept;
- Landlord Tycoon and Landlord GO games have over 21M organic downloads.

TOTAL PLAYERS LANDLORD GO	OVER 6,000,000
LANDLORD IP	OVER 21,000,000 DOWNLOADS
DAILY NEW USERS	10,000
MONTHLY ACTIVE USERS	800,000
HIGHEST INDIVIDUAL SPENDER	$340,000
LANDLORD GO REVIEWS	150K
LANDLORD IP REVIEWS	600K
RATING	4.6/5

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Currently, Landlord GO is acquiring approximately 10,000 users every day. We expect that by the end of 2025, the number of **daily new users will increase to over 100,000.**

A large share of our profits from NFT sales will be used in marketing to bring more users to the Landlord GO and future games in the ecosystem. Our goal is to convert Web2 players to be a part of the Reality NFT Web3 ecosystem, as described in the following two pages. This ensures an influx of new users to the ecosystem, **increasing the demand and the long-term value of NFTs and the RMV token.**

To reach this number, our partner Reality Games is adding new features and injecting all the new premium content generated from Reality NFT. With this boost, the studio can increase its budget for marketing as the game matures and increases its long-term value.

Reality NFT's vision is to work with multiple games from multiple developers. With five games in the pipeline, we can assist developers in scaling up the marketing for each game, not to mention there will be more games added in the future.

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2.5 Letting Web2 and Web3 Users Co-Exist

Having millions of players, tens of thousands of new downloads daily, and amazing mobile games help a lot, but that can amount to nothing if we have no idea how to convert our players to Web3 users. It takes vast amounts of knowledge to understand how to create successful funnels that work. Luckily, our core team has almost a decade's worth of experience in creating great content and converting users!

2.5.1 Paying Mobile Users

In mobile games, having users stay in the game and eventually make an in-app purchase is a successful conversion. The funnel often works like this: A user browses Google Play or the App Store and then chooses a game to download and install. This follows with opening the app for the first time, completing the tutorial, reaching a higher level, and then deciding to make the first purchase. Most players don't get to that step, but having a high conversion rate from download to purchase is a key to many game studios' survival.



Our goal is to take it to the next level and convert these paying users to Web3 users. How? By giving incentives of free additional loot boxes whenever a purchase is complete. These loot boxes will contain

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tokens or NFTs from Reality NFT; users can claim them even if they don't own a blockchain wallet. How? By simply login in with their social accounts, we will create custodian wallets for users till they are ready to make their own. While enjoying their game experience and playing purely for fun, players simultaneously collect assets on blockchain. Through this, we are slowly educating users to check out Reality NFT by showing them how things work. We consider a user converted when they make their first transaction on a blockchain without our help.

There is no need for users to know the meaning of blockchain, tokens, NFTs, exchanges, KYC, gas fees, and all the other jargon that is associated with Web3. A lack of knowledge is one thing, but they also need a reason to convert. So the incentives are set at the beginning. Players focus on fun, and we show them there is even more fun to be had by owning NFT assets. The best part is that if users want to stay and play the game, they can! They can co-exist with Web3 players without experiencing diminishing returns on their entertainment.

2.5.2 High-Retention Users



What if users don't spend money on mobile games? The majority (90%+) don't, but they could still be contributors to the Web3 space.

We plan to reward players for good behavior. As long as they continuously log in and play Landlord GO, they will be able to receive a loot box every 30 days that might contain in-game items, tokens or NFTs. In a sense, it is a play-to-earn model based on sustainable economics. The sustainability comes from high retention. These players are considered 'retention-users,' and they monetize in-game via advertising. At the same time, high retention metrics are also the top criteria for higher featured rankings in the app stores. We can send these users to claim their loot boxes on the Reality NFT website or to our strategic partner (for example, a crypto exchange) to create an account to claim NFTs, further opening additional partnerships and monetizing options. While it may seem that Reality NFT offers free assets to Web2 users, cross-promotional marketing is usually very cost-effective at acquiring users. We can consider retention promotion in other projects as marketing activities.

What if users don't care about Web3 rewards? They can still co-exist with Web3 users and earn in-game items through retention bonuses!

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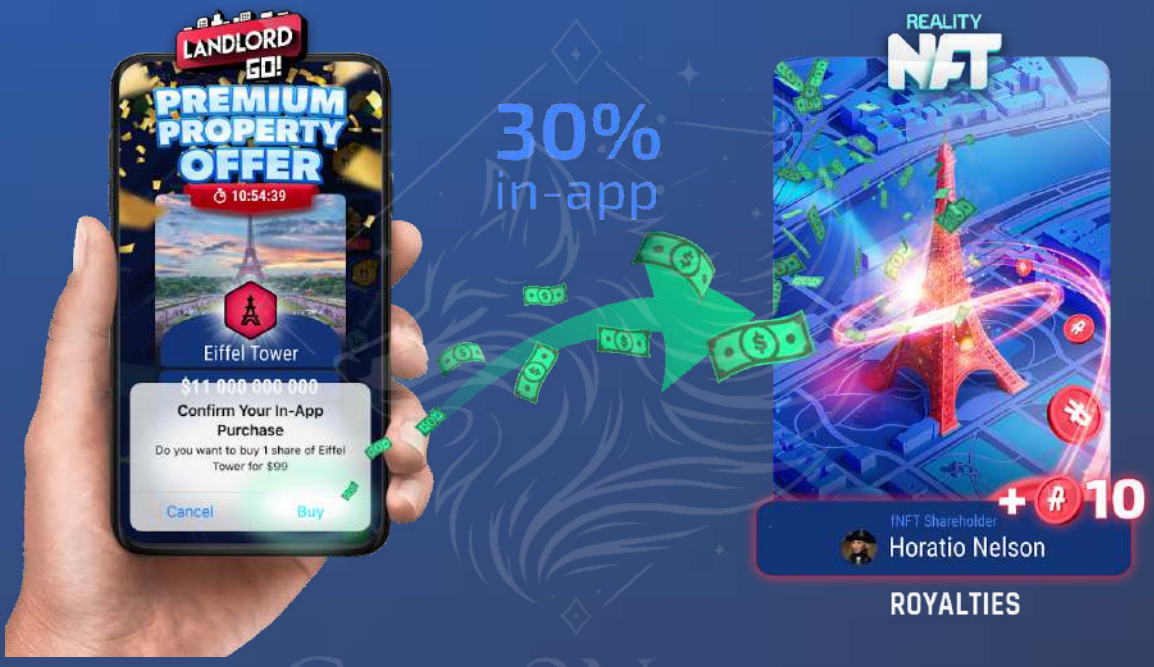
3. ECONOMY

Reality NFT together with Golem Network have developed a set of tools and smart contracts that create a truly decentralized ecosystem where users are rewarded for their engagement and contributions. The project economy is built on fractional NFTs and a utility token - RMV.

3.1 fNFT - Property Shares Tokenomy

Property shares are represented as fractional NFT tokens. The shareholders receive royalties based on ownership from two pools supplied by different sources:

3.1.1 Direct Royalties Pool



The direct royalties pool is supplied from the funds coming from in-app purchases of premium content in Landlord GO. All the revenues generated in Landlord GO belong to Reality Games, but thanks to our partnership, **Reality Games decided to share 30% of their income** from premium content associated with NFTs with the NFT owners. 30% of the total revenue generated from game purchases goes to the pool assigned to the property. The rest of the revenue is shared between Reality Games for further development and to cover Google Play Store and Apple App Store fees.

The pool is redistributed equally to the owners of the fNFTs. So, for example, if a contributor owns 20% of the particular NFT, they will receive 20% of the entire direct royalties pool for this property, or more if not all NFT shares are distributed.

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To clarify, an in-app purchase is made for an item that is usually consumed within an application. In Landlord GO, these premium properties allow users to grow their in-game score, speed up their progress, gain more in-game prestige, or own highly sought-after collectibles. Simply, Web2 users acquire premium content for their entertainment.

In Landlord GO, the in-app purchase can be a premium building assigned to the particular NFT (for instance, the Eiffel Tower NFT). The direct royalties pool for the Eiffel Tower NFT receives royalties from Eiffel Tower premium content inside the game, and from in-game loot boxes with a chance to acquire the Eiffel Tower.

3.1.2 Indirect Royalties Pool



The indirect royalties pool is supplied from:

- the fees generated when fNFTs are purchased for the first time,
- secondary market fees from trading volumes.

NFT creators keep 100% of trading royalties to themselves as standard practice since they make considerable efforts in terms of time and money to create NFTs. Here, **Reality NFT shares the 20% of primary and secondary market fees with the fNFT contributors,** allowing them to collect additional royalties and increasing the utilities of NFTs. Secondary market fees will be a substantial portion of the royalties for the NFT owners since it is based on all volumes generated by the market liquidity.

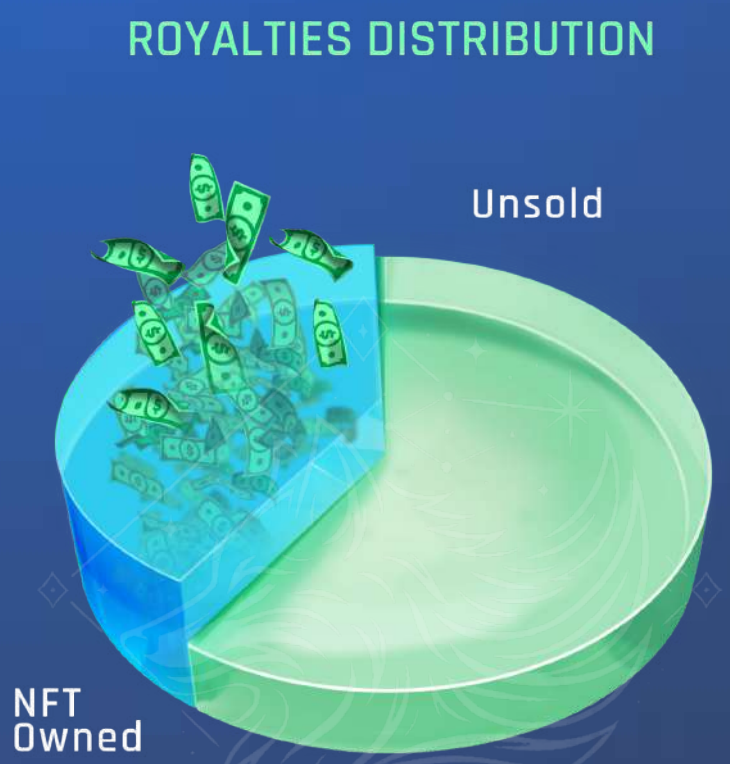
Since unsold NFTs do not generate revenues, the contributors who enter early have higher incentives as they will earn royalties from all the next freshly purchased fNFTs in the pool.

In addition, we have reserved **25% of all the fees for the community** - NFT holders and social media followers - giving them deciding power on how to allocate this fund. 55% of the fees will go to Reality NFT for future development. This is not standard practice since Reality NFT, as the creator of NFT, is sharing 45% of its royalties with both the community and the NFT owners.

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3.1.3 Distribution

All collected royalties are distributed to fNFT owners proportionally to the number of shares they own. If some shares are not sold, they will not receive royalties, and only fNFT owners will collect them. **The revenue is generated from selling premium content** in Landlord GO and all future games directly connected to NFTs.

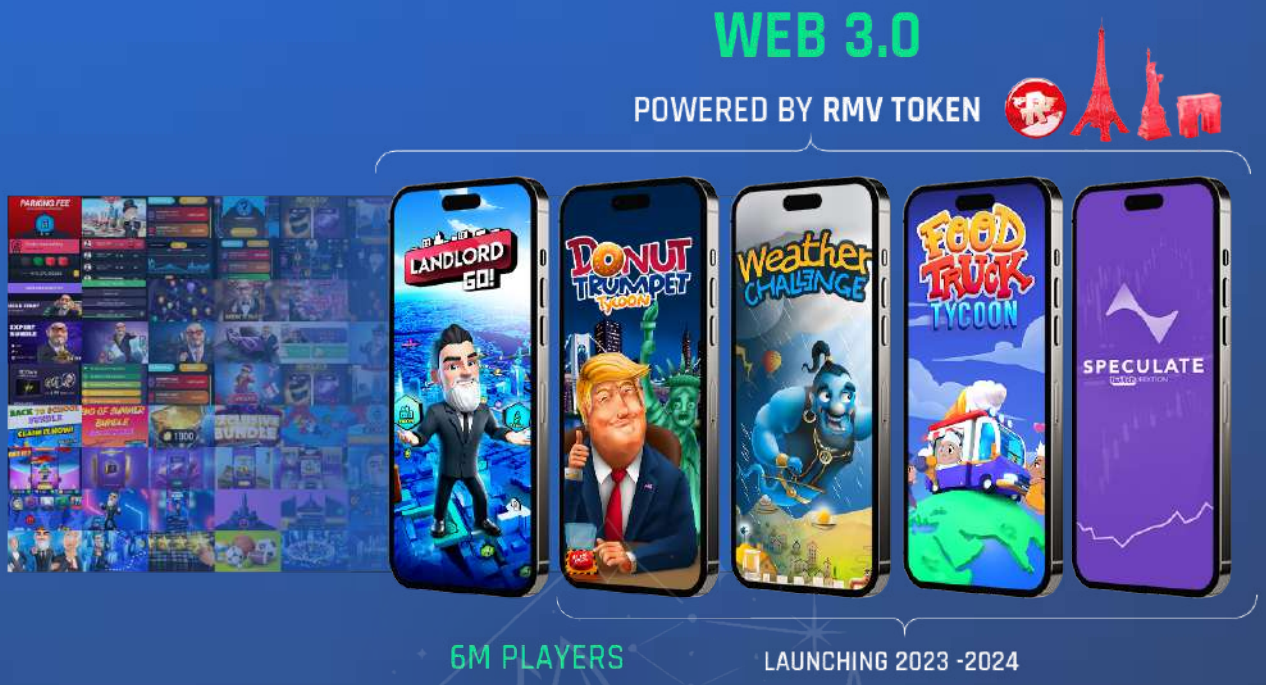


Each NFT will have a fixed amount of shares that is decided at the time of creation, but it does not mean that all the shares will be distributed immediately. This allows the early adopters to earn more considerable royalties from in-app purchases by having less competition with whom to share their revenue.

To highlight the importance of higher royalties for the early adopters, Reality NFT will release only a tiny part of the shares at the beginning of the project and add additional shares as the demand increases drastically or more games join the ecosystem. For example, suppose a user owns only 1% of the NFT, but 5% is currently allocated to the public. In that case, the user will receive 20% of all the revenues generated from in-game premium content and trading royalties, significantly increasing the ROI for early adopters while also giving incentives to hold NFTs with the understanding that more games are coming to the ecosystem and expendable utilities further kick in.

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3.1.4 Expandable Utilities



In addition to the two pools of royalties generated from the Reality ecosystem, the NFTs have expandable utilities that will yield more royalties over time. **Reality NFT has multiple games in the pipeline for 2023 and 2024**, which will work by using a similar royalties distribution as Landlord GO. In the long run, an increasing number of games joining our ecosystem should **increase the value of the RMV token and NFTs.**

Some examples of possible future utilities:
Outside adding additional games to the ecosystem, Reality NFT can become a foundation of our future vision of the Metaverse, where the NFTs will be the hub of the cities, acting as the heart of the ecosystem that is earning royalties from all the future transactions in the Metaverse ecosystem. We explain these future concepts in Section 11.

We are also focusing on working with brands. Brands care about prestige. They will look for top real estate and will rent land around the most famous landmarks to offer remarkable experiences for the players.

Each NFT corresponds to a 3D model, the assets of which Reality NFT can give rights to game and movie producers to use. These 3D models will also be compatible with top Metaverse projects. The 3D model rentals will have a direct correlation with royalties for NFT owners. In the future, the shareowners of the NTFs can decide how to expand the utilities of their NFT assets.

Some examples of potential future royalties:

- Compatibility with other games in the Reality Metaverse ecosystem
- Rights to use 3D assets
- In-Game and In-App advertising
- Brands & IP Collaboration
- Land rental

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3.2 RMV Tokenomy

The RMV token is a complete utility token, and its usage will constantly expand during project development adding further utilities to its dynamic economy. We expect the token to be held by many investors and the public due to value creation through expendable utilities of constantly adding more games to our roadmap and visions beyond just a game ecosystem. The primary revenue generator for the project is through NFT sales, and **there will be a constant demand for tokens** due to the utilities it offers to acquire these NFTs through our marketplace, partnership with other projects, IP collaboration for 3D models, and paying out royalties from games and trading fees that the NFTs are generating.

3.2.1 Dynamic economy



RMV token will have dynamic economy tools to help manage the project's economy. The supply of RMV tokens is fixed and stable, yet the demand for tokens increases over time due to added utilities.

Project tokenomics is designed to form a solid foundation for a healthy market. Reality NFT will actively improve the token parameters during the project, e.g., by improving liquidity and adding additional RMV tokens paired to stable coins such as USDC and USDT to decentralized exchanges. The funds are gathered from NFT sales. We plan to transfer at least 5% of funds gathered from NFT sales to improve the token parameters; however, subject to market conditions like turnover on the token and the level of sales itself.

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Landlord Go and future games from the web2 gaming world provide additional revenue in USD, from which 30% of all the income is constantly transferred to Reality NFT, **providing continuous demand for the RMV token.** These tokens then go to the NFT owners. Here we have upward pressure on the token price. The

market is constant and lasts as long as our partnered games exist. People that receive royalties are unlikely to sell out everything, and they will probably be reinvesting newly acquired RMV into additional NFT shares to increase their portfolio.

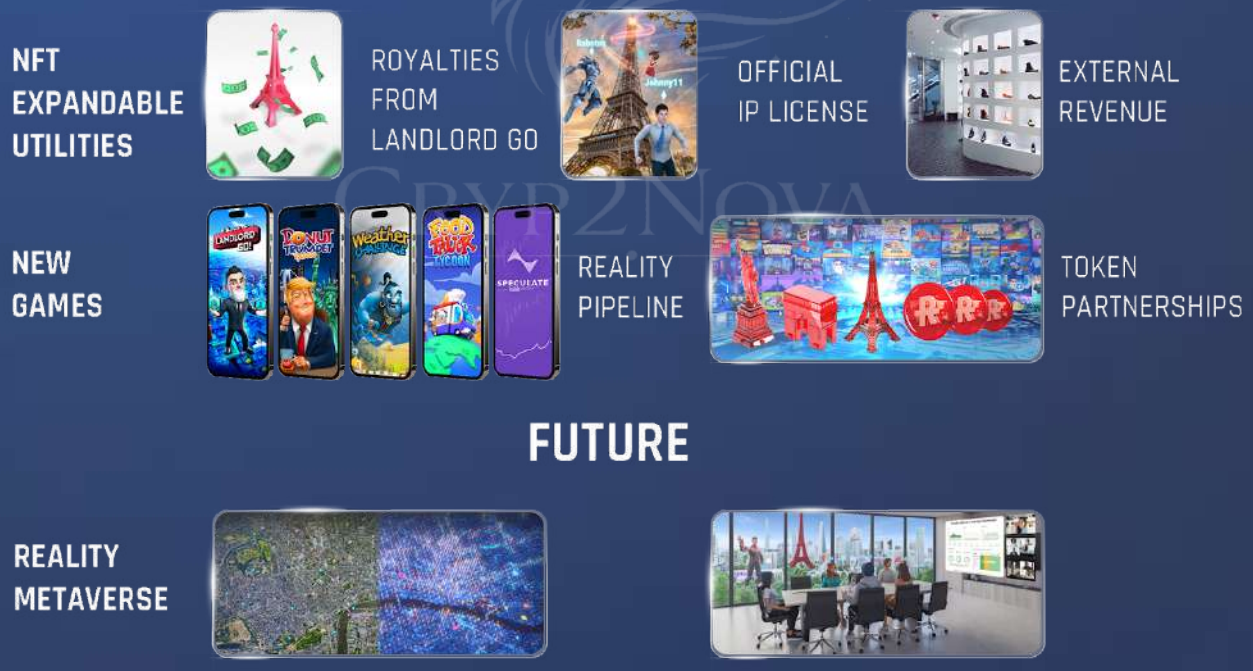
For long-term seed and private round contributors planning to exit the game, we will provide them a favorable OTC (over-the-counter) offer to keep the market healthy and reduce volatility when possible.

Additionally, the **RMV token is used to pay royalties** to NFT owners generated from Landlord GO and Reality ecosystems, community grants, DAO, and Game Development Fund. It will also be connected to future games created by Reality Games, and all the token partnerships with other studios to create games and experiences in our ecosystem.

DAO will allow holders to make decisions for the project, where Reality NFT will develop different strategies, and the community will be able to decide on the future direction and utilities.

With **RMV tokens, owners have guaranteed priority auctions** on the Reality NFT marketplace for a new collection. Furthermore, **RMV will offer discounts** on the final auction price, and all the fees used with the RMV token will receive a considerable discount, increasing the buying demand for the use of the token.

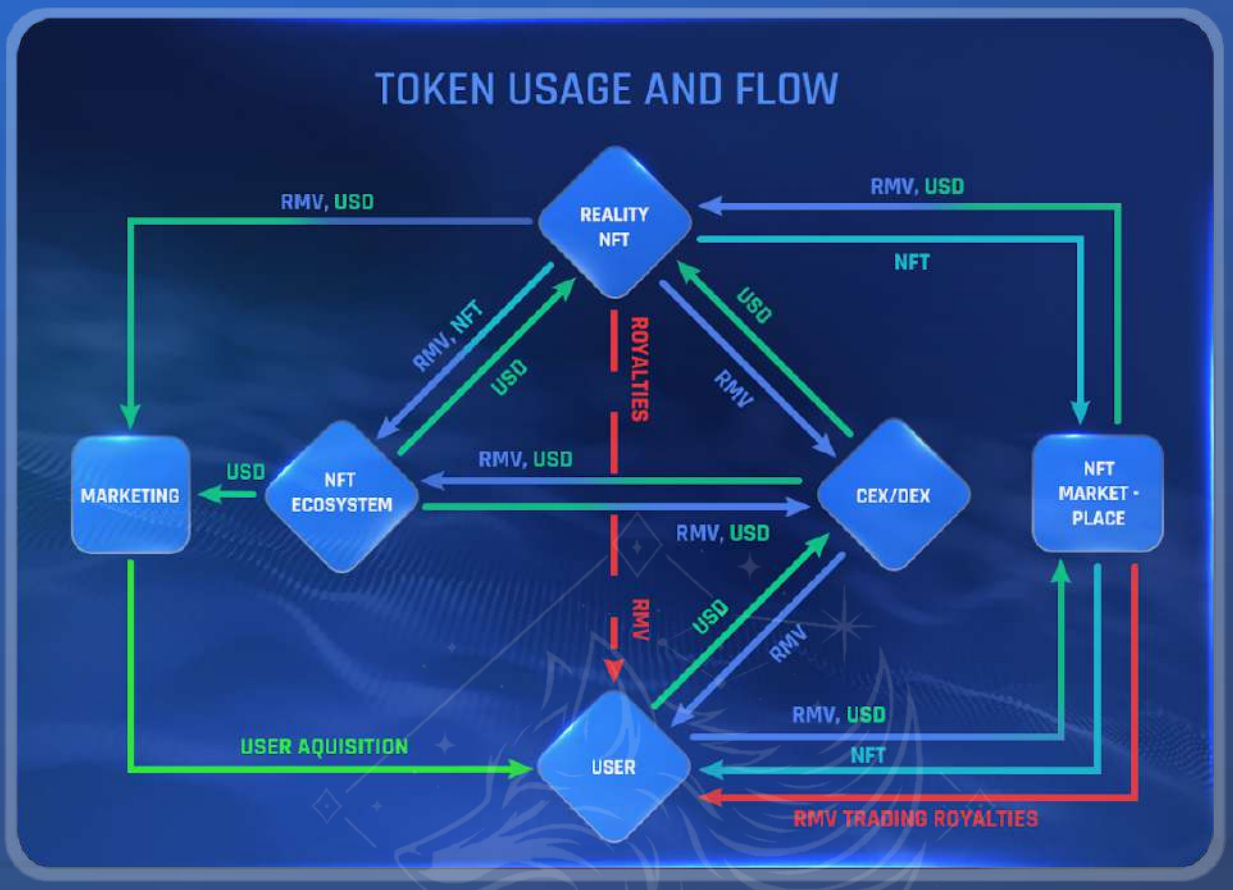
3.2.2 Why will RMV Grow in Value?



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3.3 Token Utilities and Guidelines



The RMV has several guidelines that we will outline below.

3.3.1 Token usage

All royalties pools will be supplied via RMV tokens. This means **the game will be generating continuous demand for RMV**. The Reality NFT will exchange funds gathered from all the sources described above for RMV tokens on the public market. The tokens will be deposited into royalties pools and distributed to platform participants, which will be visible on the blockchain.

3.3.2 Auction discount

All property shares will be distributed initially by the consecutive fNFT auctions. Buyers will have a discount if they make offers in RMV tokens.

The offer will be dynamic, and it will work to ensure we are incentivizing demand for the RMV token. Reality NFT will adopt an internal exchange rate between RMV and USDC, and the users will see that bidding with RMV will provide them with better value than bidding with another currency.

3.3.3 NFT priority buy

When we release new fNFT to the market, initial auctions will be offered only in the RMV token. For example, if the specific landmark NFT has 500 fNFT shares, we might put the first 50 fNFTs that can be

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purchased with RMV tokens on auction, while the rest will be available in RMV and other tokens, such as USDC.

This will apply to all future releases. The first collection of NFTs will be open to all users.

3.3.4 Bidding discount

Bidding on the Reality NFT marketplace with RMV tokens will be cheaper for traders. They will have 20% discounts and an additional trading fee discount for minting and buying/selling their NFTs.

This will not be initially applicable to partnered NFT marketplaces, but we plan to negotiate to add RMV integration with other NFT marketplaces.

3.3.5 RMV as a governance token

A vital part of the RMV token plan will be allowing token holders to participate in a governance mechanism. We will implement the DAO on the Polygon Blockchain in 2023. Token holders will decide on matters such as platform fees, distribution of community funds, and other strategic plans, allowing for truly connected and distributed decision-making within the ecosystem.

3.3.6 RMV token distribution

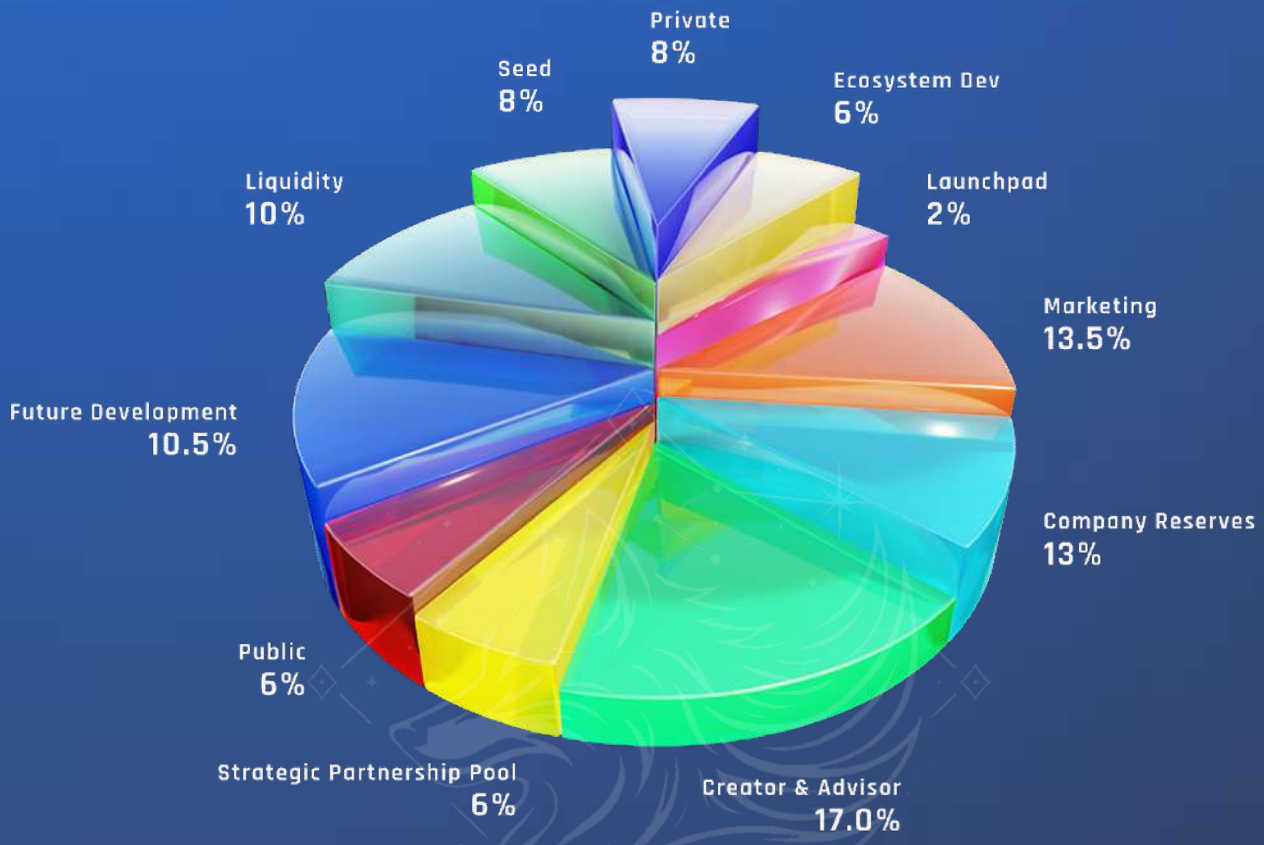
The total supply of RMV is 1,000,000,000 tokens.

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3.4 RMV Token Allocation & Vesting

RMV tokens from allocation pools will be vested over time to maintain a healthy token economy. Tokens from each pool will be released throughout a cliff + vesting period and will exit different pools along the following lines:



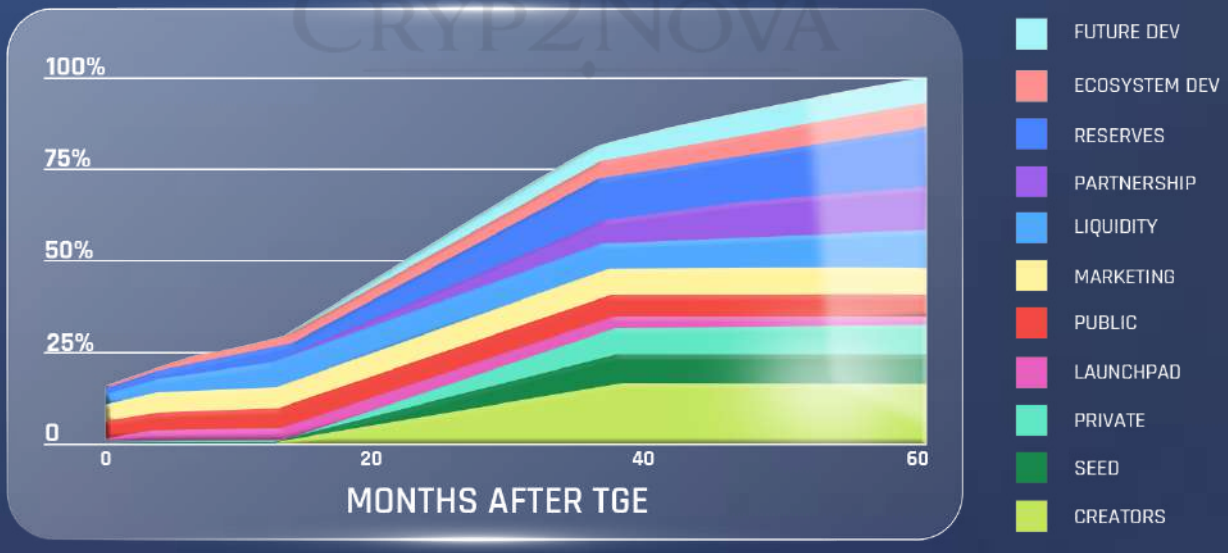
- Seed Sale Pool (raised) - 8% of the total supply - a one-year cliff, monthly vesting over 24 months.
- Private Sale Pool (raising) - 8% of the total supply - a one-year cliff, monthly vesting over 24 months.
- Public Sale Pool - 6% of the total supply - released immediately after TGE. The tokens will be released through pre-sale and supply to DEX/CEX.
- Launchpool - 2% of the total supply - 0.5% released immediately after TGE with 3 months vesting
- Community & Marketing Pool - 13.5% of the total supply - 2% released immediately at TGE and during four years of monthly vesting.
- Liquidity Pool - 10% of the total supply - released immediately after TGE
- Creators & Advisors Pool - 17% of the total supply - a one-year cliff and two years of monthly vesting.
- Strategic Partnerships Pool - 6% of the total supply - a one-year cliff and four years of monthly vesting.
- Company Reserves Pool - 13% of the total supply - 0.25% released immediately at TGE and during five years of monthly vesting.
- Ecosystem Development - 6% of the total supply - 0.125% released immediately at TGE during five years of monthly vesting.
- Future Development Funds - 10.5% of the total supply - a one-year cliff and four years of monthly vesting.

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3.4.1 Token Allocation Table:

ALLOCATION	PERCENT	CLIFF	VESTING	TGE	TGE ALLOCATION
CREATORS	17%	12 MONTHS	24 MONTHS	0%	0%
SEED	8%	12 MONTHS	24 MONTHS	0.20%	2.50%
PRIVATE	8%	9 MONTHS	24 MONTHS	0.32%	4.00%
LAUNCHPAD	2%	NO	3 MONTHS	0.50%	25%
PUBLIC	6%	NO	NO*	6%	100%
MARKETING	13.5%	NO	48 MONTHS	2%	14,81%
LIQUIDITY	10%	NO	NO*	10%	100%
PARTNERSHIP	6%	12 MONTHS	48 MONTHS	0%	0%
RESERVES	13%	NO	60 MONTHS	0.25%	1.92%
ECOSYSTEM	6%	NO	60 MONTHS	0.125%	2.08%
FUTURE DEV	10.5%	12 MONTHS	48 MONTHS	0%	0%

3.4.2 Token Vesting Over Time:

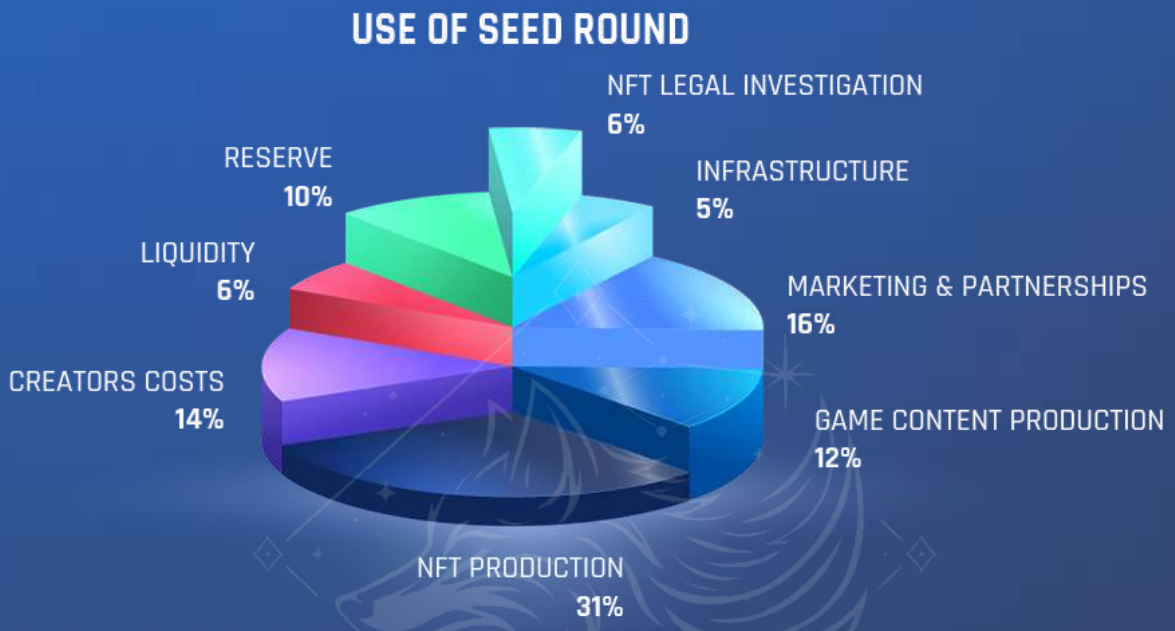


For a full vesting schedule and information about how we ensure liquid markets visit our Tokenomics page.

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4. BUDGET ALLOCATION

4.1 How did we use funds from the Seed Round?



During our early funding stages (seed round), we raised funds by selling the initial part of the token, 8% of the token supply, to our investors. These tokens have a long cliff and vesting to ensure that none of them are sold the moment the project is live. These proceeds from the sale were distributed as follows:

The production of high-quality 3D representations of real-world properties is costly. This was our highest cost; we reserved 31% of the initial fundraising for 3D NFT Production, and 6% was allocated to NFT legal investigation. We used an additional 12% of funds for the Game Content Production.

16% of the budget was allocated to Marketing and Partnerships, which included but not limited to stable coin airdrops, influencer payments, and strategic partnerships. 6% is saved and will go towards building and maintaining RMV token liquidity. The remaining funds covered Creator Costs (14%), Infrastructure (5%), and Reserves (10%).

With the seed funds, we were able to complete a project, and currently, it is finished, and the second stage - go to market and scaling is going to take place.

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4.2 Why are we raising in the Private Round?

Reality NFT is generating revenues from the sales of NFT and its royalties from trading volumes. This is the long-term goal for the project, allowing us to use the continuous intake of funds to create additional collections, user acquisition to the project and our game partners, and maintain the health of the RMV token. Reality NFT's second round of financing (private round) **focuses on accumulating funds for the best possible launch of the project.** We have negotiated Tier 1 exchanges to launch the RMV token through numerous listings, IDOs, and IEO. Tier 1 exchanges tend to be expensive because many users will participate in the initial launch, and liquidity needs to be provided for the token.

We are raising funds to promote the token launch. As specified in Section 10 (Marketing Launch) - we want to ensure that most **launch marketing** can be done using the funds raised instead of the token to avoid selling pressure from initial influencers and agencies.

We have also contracted for promotional activities (launchpool, IEO, IDO, listing) with **Tier 1 exchanges** (in the top 4 according to CoinMarketCap) and numerous **Tier 2 exchanges that are strong in their local markets**. We need to pay them these large costs in listing fees, deposits, marketing funds, and liquidity before the RMV token is listed.

The last part - Liquidity, Token Management, and Reserve - are the funds **to ensure we can assist the long-term health of the token**. Once the initial spike after launch is generated, Reality NFT will use funds to control liquidity and improve RMV token parameters.

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5. TECH

5.1.1 Token standards

- RMV - ERC20 with voting feature (**Governance**) based on compound model
- fNFT - ERC1155 with ERC20 interface to make it tradable on CEXs and DEXs as well as on NFT marketplaces
- **fNFT is designed to have modifiable features and functionalities;** therefore, their smart contract logic will be **upgradable** via a proxy mechanism governed by the project. The first stage of control will be managed by the company and later by the community through DAO governance.

5.1.2 Supported Blockchains

- Ethereum - all RMV tokens & fNFT will be minted on Ethereum, the most secure and reliable blockchain.
- Polygon - all fNFTs will be bridged and sold on Polygon, the EVM-compatible chain that offers cheap and fast transactions.
- Other blockchains - gradually, the project will be integrated with other EVM-compatible blockchains to offer more options for users.

5.1.3 NFT Portal & Marketplace

- Reality dApp lets users purchase and manage their fNFTs, create liquidity pools, and vote. Trading and managing fNFT will be available at start, while liquidity pools and vote will be added at a later stage.
- Compared to the other NFT marketplaces, the number of functionalities and features is quite large. Guidelines are as follows:
    - User-friendly interface communicating with Web3
    - Custom-built backend
    - Custom-built marketplace with support for fNFT, auction, and leaderboards
    - Web2 and Web3 login support
    - Selection of supported non- and semi-custodial wallets
    - Fiat/crypto onramp services
    - State-of-the-art smart contracts developed in Solidity and audited by reputable auditors, including Certik
    - Bridging between blockchains
    - Big Data connection with 3D maps through BigDots technology

5.1.4 Royalty Distribution Mechanisms

- Royalties will be collected in the pools and distributed via a centralized service responsible for allocating the assets to regular public addresses holding fNFTs.

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5.2 Golem Network

We have partnered with the Golem Network to bring its deep understanding of blockchain and decentralized solutions to the Reality NFT project.

What is the Golem Network?

The Golem Network is a flexible and open-source platform implementing an open-access and censorship-resistant protocol democratizing access to digital resources.

Users can join Golem's network and either rent their own hardware & services, or pay others for sharing their computational resources with GLM tokens. Golem's decentralized marketplace creates an ecosystem for a myriad of use-cases to be born, allowing people all over the world to quickly find computational resources they need.

We believe in the value of decentralized solutions and that the Golem Network has the potential to change the world and help create a future that is a little better, simpler, more interesting, and fairer for all.

Technology Partnership

Because of its decentralized nature, the Golem Network is a natural choice when it comes to projects launched in web3 space. Golem's discovery mechanism allows its users to avoid centralization points which are typical for web2 solutions.

Reality NFT uses Golem's network to:

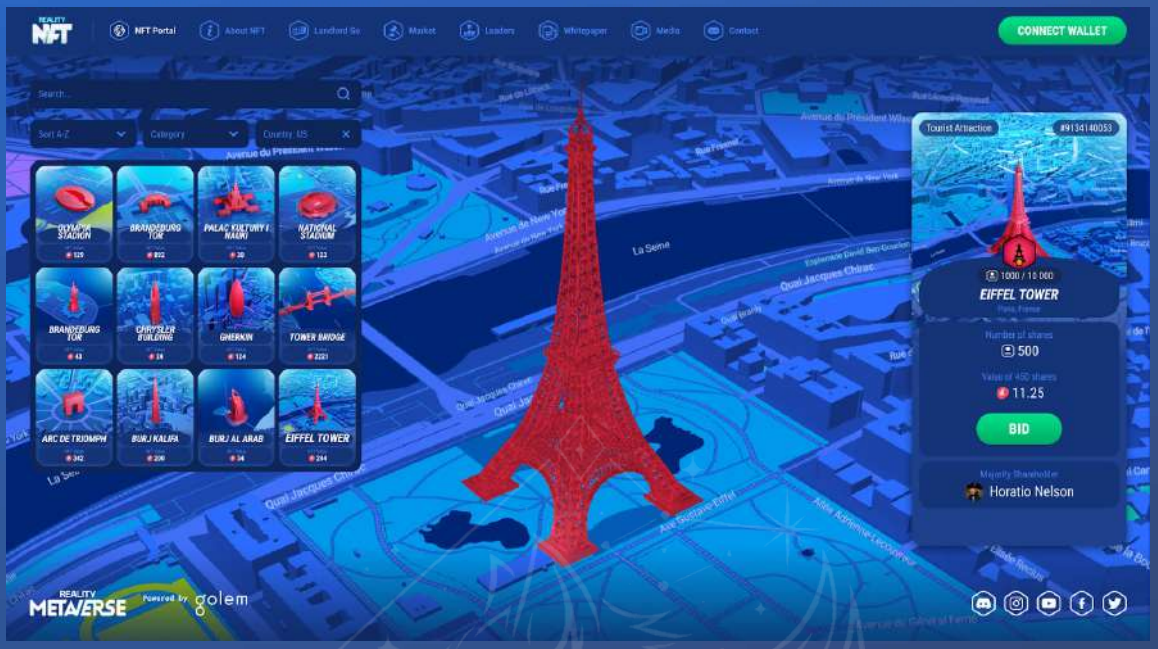
- **access blockchain** in a decentralized manner using Golem as a decentralized discovery tool for finding Blockchain gateways,
- perform **batch calculations** such as rendering personalized videos for NFT owners.

We are natural explorers constantly looking for hidden opportunities and synergies and would love to see how far we could really push the limits of decentralization.

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6. ECOSYSTEM

6.1 NFT Explorer



The NFT explorer enables users to easily access the NFT buildings, landscapes, cities, and countries that they are interested in viewing or purchasing. The landscape is authentic to the actual city plannings, and the NFTs are highlighted as 3D models. This innovative technology maps the entire world, hundreds of millions of real buildings, and allows users to visit any location in the world, from the country view all the way down to the building level.

Everyone can navigate through the search using filters and sorting options to find real-world properties that interest them. A map shows each venue's exact location and its visual representation. **Future development of the Reality NFT map will open different browsing experiences to other interfaces and allow additional filters** to explore the digital world further. For example, we can visit all the counties, major cities, and famous landmarks by selecting a country tag. Also, we will add abilities to filter capitals, companies' HQ, or locations of favorite brands and shops around the world and possibly add trivia about must-see places just around the corner.

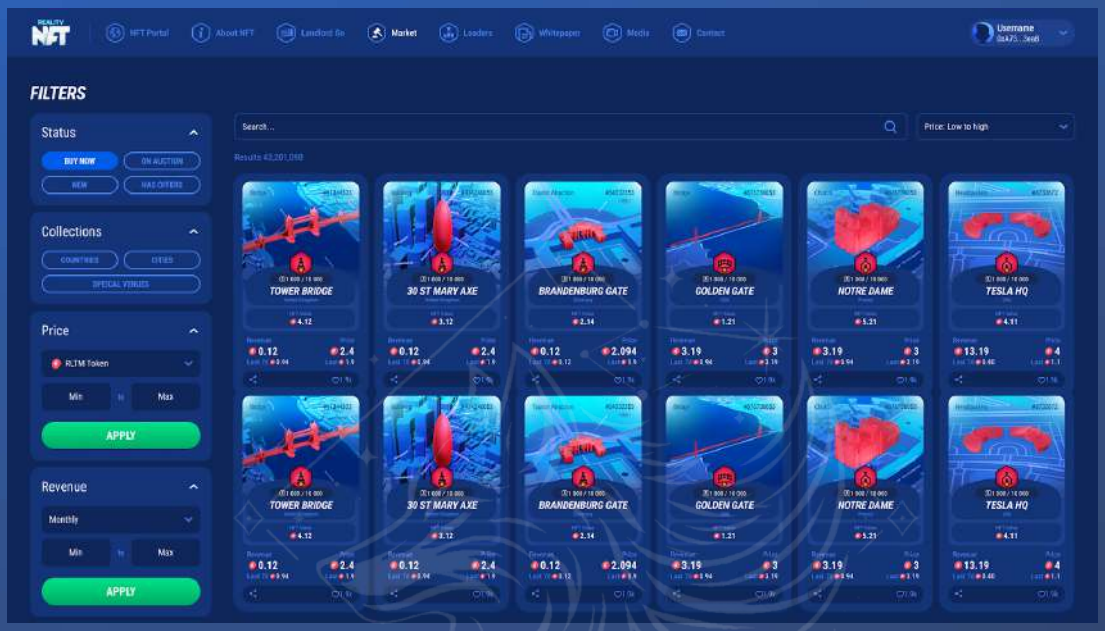
Link to NFT Explorer: https://realitymeta.io/

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6.2 NFT Marketplace

The NFT marketplace is a digital platform within the Reality Metaverse website. The marketplace features functionalities that promote user engagement, support sales funnels, and drive platform revenue.

Our marketplace functions as a primary marketplace where users can buy the fNFT for the first time on auction or buy-it-now through a secondary marketplace where they can trade their fNFTs with others.



Both auctions and **trading can be done using RMV and other popular tokens such as USDC**. In the primary market, the **RMV will offer a large discount** on the final price of the bid dynamically adjusted at the start of the auction to increase the utility of the token. In the secondary market (buying from other users instead of Reality NFT auctions), an fNFT purchased through RMV will offer a substantial discount on the transaction fees.

The marketplace will offer special filters, such as collections, live and finished auctions, pricing, and revenue generated by the NFTs. Using these filters in combination with leaderboards, users will be able to check the popularity of each NFT and decide on what to bid with the complete information in front of them.

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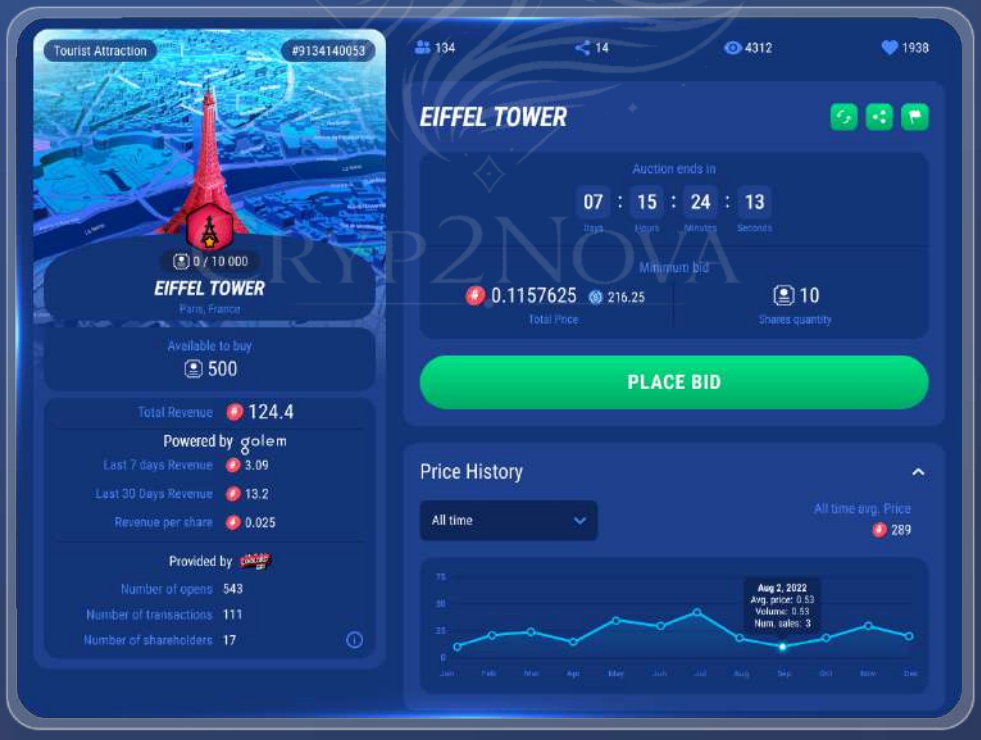
6.3 NFT CARD

NFT Card is a place where users can find all related information regarding a property. For example, it features the name, address, in-game value, number of shares owned and the total number of shares, stats, and description of the real-world landmark.



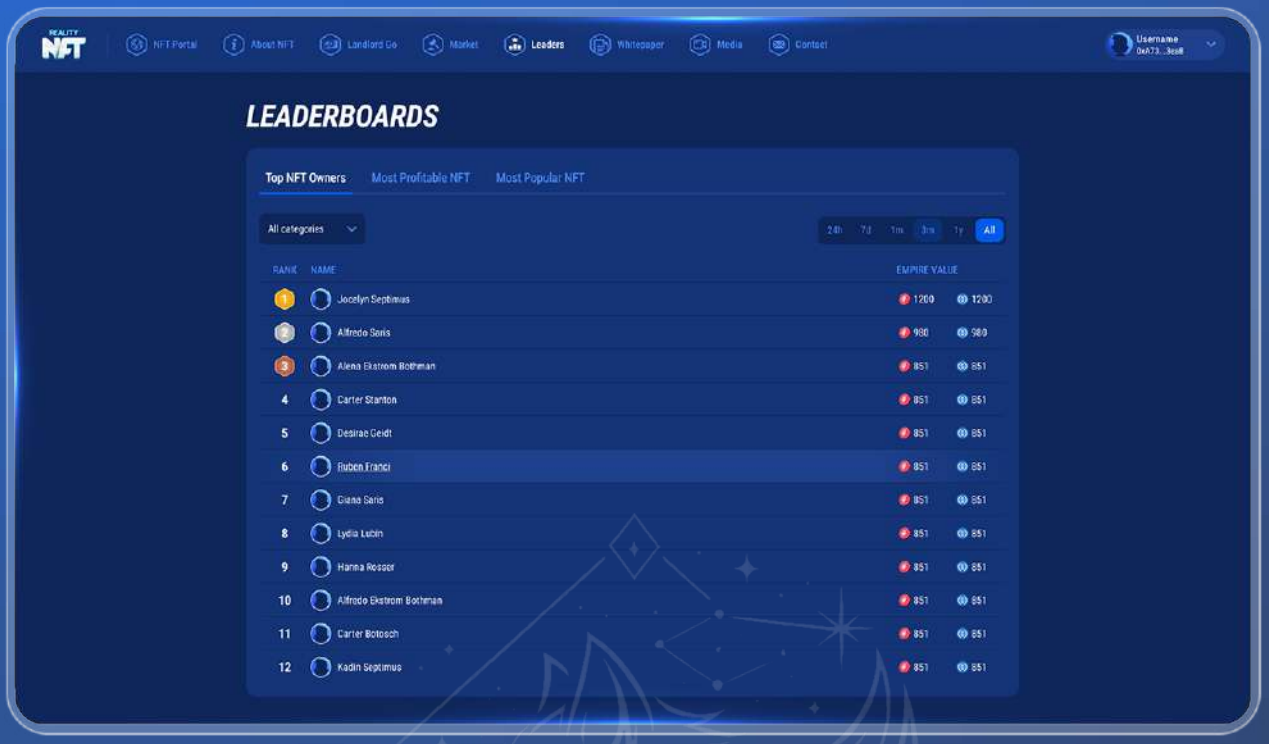
The stats show recent royalty revenue and in-game data from Landlord GO. Additionally, contributors can see the NFT price history, all the transactions and the active bidding and auction time if it is listed for sale.

The NFT card will grow in features, showing more stats and data that our community wants to see through DAO voting.



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6.4 NFT Leaderboards



NFT Leaderboards is where all the action takes place! If you want to see how your empire is performing or who is at the top, the leaderboards are the place to check and interact with other digital landlords.

With NFT Leaderboards, we have the ability to see how users and NFTs interact with the community. It ranks them according to NFT value, users' total value of acquired fNFTs, top NFT owners, most popular NFTs, and most profitable NFTs.

This data can allow our community managers to gamify the experience, such as having time-gated tournaments and seasonal events. This will drive further engagement to the platform, leading to increased promotion and revenue to the ecosystem.

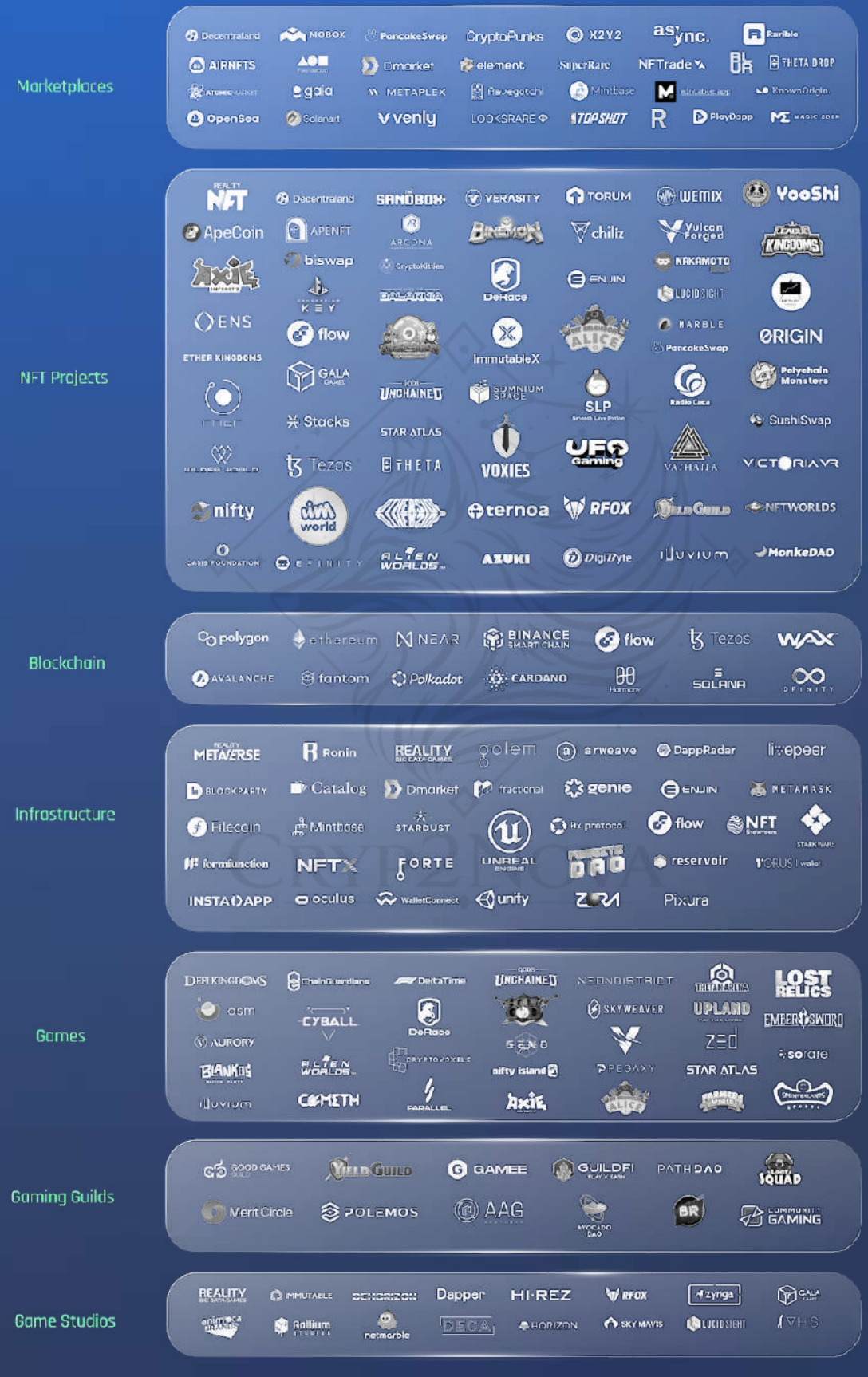
The NFT Leaderboards will constantly evolve to connect more gaming experiences with **Landlord GO and future games**, which will allow for a task and avatar system as more people join our ranks.

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7. LANDSCAPE

NON-FUNGIBLE TOKEN ECOSYSTEM

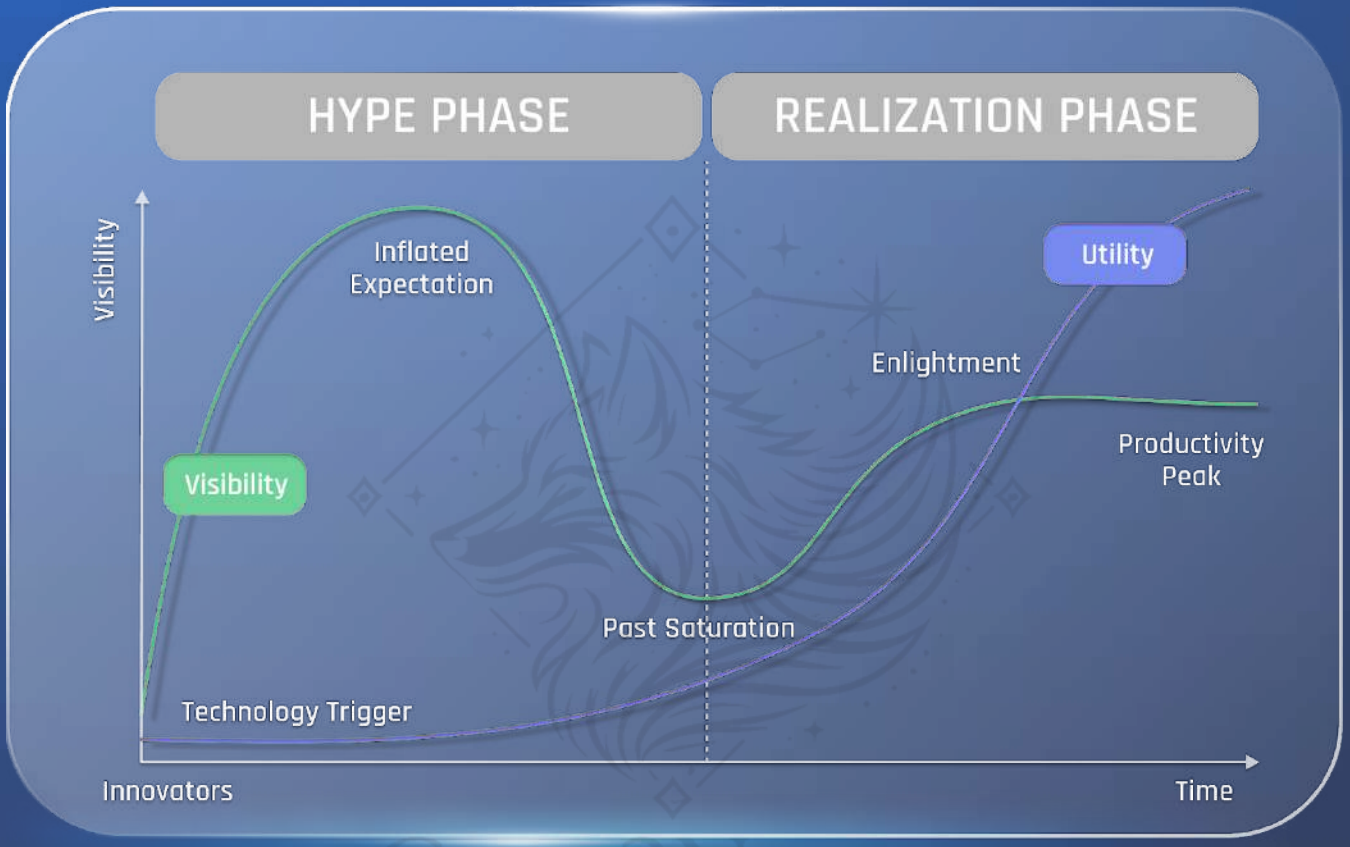


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7.1 NFT Market

In 2021, we saw the NFT market experience a solid upturn, driving the trading volumes of collectible NFTs through the roof. Yet, by the end of the year and moving toward the first three quarters of 2022, the trend declined drastically. The bullish run drove many new projects to issue their NFTs to the primary market last year, and now the secondary market is trying to catch up with the supply. Unfortunately, the number of new users did not increase enough to accommodate all these new NFTs from the primary market.

There needed to be more demand to satisfy the supply. What we are experiencing now is a post-saturation phase of the market.



NFTs are no longer in the positive news, and the solid bullish movement died after just a quarter. Many speculators moved out from the market (at least for now), **allowing creators to build and refocus projects that bring value over time**. 2021 was a remarkable year for the NFT market, growing more than 200x since 2020 and 700x since 2019. However, the growth was caused mainly by collectibles. So when the collectibles boom collapsed, it was the collapse of the collectible segment of the NFT market, not the NFT market as a whole.

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NONFUNGIBLE.COM | NFT MARKET STATS, SALES TRACKER, RANKINGS & NEWS

As we see from the data above, only NFTs with utility show growth in liquidity despite bear market conditions. At the same time, the Metaverse had extraordinary growth by releasing 100,000 OtherDeed NFTs in Q2 and halted growth in Q3, yet shows remarkable potential.

We can look at how the media report 'the collapse' of the NFT market. They are always counting values in USD without considering that NFTs are usually not traded in fiat. Tokens plummeted in relation to USD at a similar amount as NFT volumes. The USD traded volume has fallen from $10 billion in 2022 Q1 to $1.6 billion in 2022 Q3, but it is a mistake to not consider that the price of most tokens, including Ethereum, dropped in value by almost the same amount. Other metrics did not fall as much and are stabilizing between 2022 Q1 and Q3:
the volume of sales -25%
number of active wallets -25%
active smart contracts +50%

The question stands - what really brings value over time in NFT? As the hype and realization chart shows, the utilization of NFTs will be the key for projects moving forward. Therefore, **we believe it is currently the best time for us, to progress, to build the platform with expandable utilities for the NFT collection** while learning to understand the challenges during the hype phase that led to the current bear market.

With the current timing, the Reality NFT project has a high chance of success because it is not driven by speculation and market hype. Our team ensures that our NFTs have utilities beyond the project and can be cross-referenced with the most promising NFT segments: Utility, Metaverse, Games, and Collectibles. Reality NFT is now at the stage where the top projects were in 2018 before they grew exponentially during the last bull market. Even though the 2022 bear market reset and eliminated inflated expectations, we believe that history will repeat itself, and we will be ready for it.

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7.1.1 NFT with Utilities



Collectibles were the largest NFT segment driving the 2021 NFT boom. However, 2022 has reshaped the NFT market, with utilities taking the place of collectibles in a number of active sales and wallets . Regarding the total supply of NFTs, collectibles grew less than 4% in 2022 Q2 and Q3. In comparison, utilities grew by over 40% each quarter.

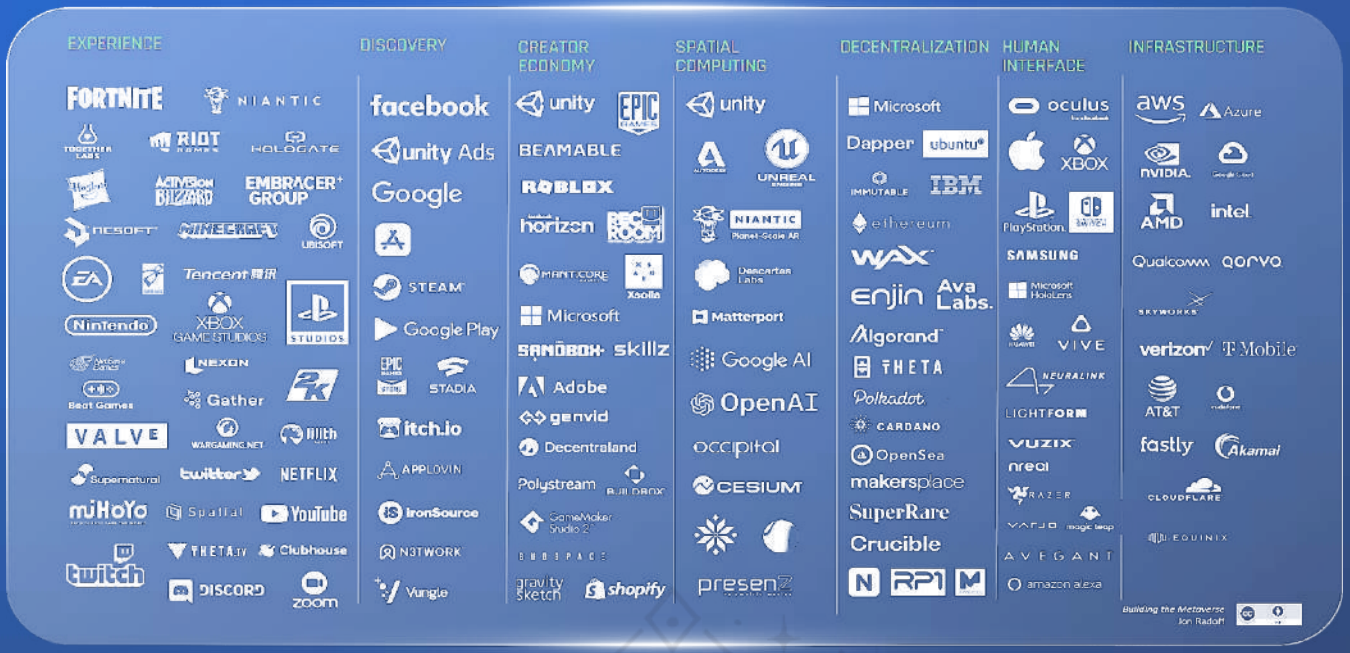
It clearly shows a promising future for utility with the volume of assets increasing (44% Q3/Q2.) In addition, as the center of gravity moves toward gaming and utility, we now see more active wallets in the gaming and utility sectors than collectibles. Indeed, in Q3 2022, the sales volume for utilities was six times bigger than collectibles.

Many projects with great utilities still do well during the bear market, even if the value of their NFT in USD has plummeted. While sentiments changed, crypto enthusiasts and NFT traders considered NFTs with utility as a top priority before purchasing. It is about refocusing on what brings value over time, and despite the bear market, utilities prove it ; they have the opportunity for long-term growth.

The top priority for the Reality NFT is expendable utilities, and in our case, connecting to gaming through premium content ownership and royalties. They also connect with our vision for the future concept of the Metaverse. The Reality NFT will act as the foundation for everything we want to create, expanding their utilities further to new experiences.

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7.1.2 Metaverse Market



The Metaverse is the ultimate dream, where gamers can do absolutely anything they desire while becoming attached to their avatars and collecting assets that bring them emotional value. The concept we envisage is a world we can see in movies such as Ready Player One and Free Guy. It is a place where users can meet friends, go to a live concert, play games together, own a digital house, browse digital shops or even participate in political debates. Still, game and technology companies are releasing their versions of "metaverses" that nobody really wants.

People don't want blocky worlds or places with no engagement. At least not the mainstream users. They care about representing themselves in a good light in a world in which they belong and know.

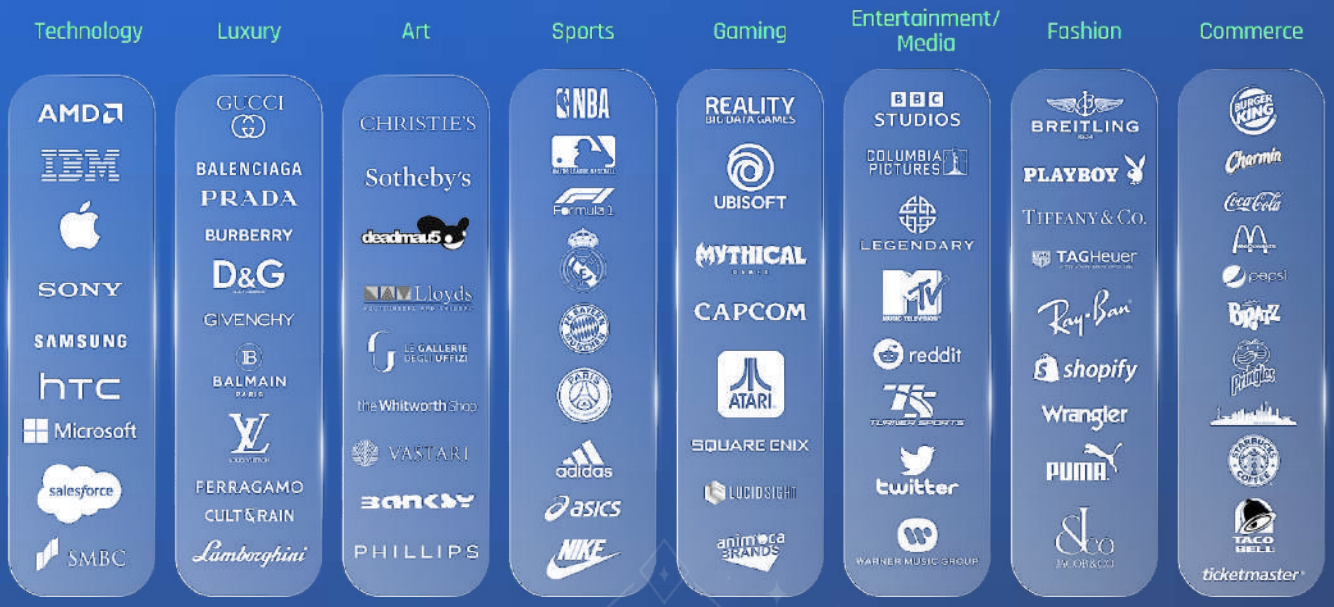
Can we call the vast game universes, such as PubG, Roblox, or massive RPG games such as Final Fantasy and World of Warcraft, a Metaverse? Social media such as Instagram? In a sense, developers in these examples are creating worlds people want. Still, they are missing components of decentralization, ownership of assets, and freedom of living a second life in a digital world as we have imagined for decades.

A Metaverse might be the next big technology concept everyone hopes to achieve, attracting interest from online game makers, social networks, and technology leaders. A market opportunity is worth over $800 billion, yet nobody is currently taking a full advantage of it..

We understand this opportunity and our long-term vision is to add Reality NFT as a foundation of our future Metaverse. As a result, leading online entertainment and social media companies will be able to capitalize on new revenue streams. The land grab associated with this space will be massive when it reaches the mainstream. And we are ready for it.

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7.1.3 Brands Investing in NFTs



Brands such as Nike, Adidas, Gucci, Budweiser, McLaren, and Time Magazine are entering the Web3 space by minting their own NFTs to expand their portfolio. Nike has registered almost $183.69 million in total NFT revenue, with $90.59 million in royalties and an additional $1.3 billion in transaction volume in secondary markets. Adidas sold over 30,000 NFTs just hours after the original minting, while Gucci created a digital experience in Sandbox and Roblox.

Top brands worldwide are starting to take NFTs seriously. NFT is becoming mainstream as well-established brands launch initiatives, confirming that the NFT market is slowly reaching a mainstream audience. While some still need the structure to operate in blockchain, they are already educating themselves to work in the space. For example, Coca-Cola sold over $575,000-worth of NFTs for charities, Visa bought CryptoPunk #7610 for nearly $150,000, and Prada released a joint project with Adidas,the collection “Into the Metaverse.”

Working with brands and IPs is a crucial component of our vision for the future of Reality Metaverse. While we are building a project based on geo-location and geo-fencing technologies and connecting reality to the Metaverse, users will expect to experience a familiar world. Customers expect fun, virtual experiences like clubs, concerts, online shopping, and Virtual Tourism. At the same time, enterprises will always focus on prestige. They want to be seen in the most visited spaces while establishing new ways of communication with their customers and staff.

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7.2 Target Group



7.2.1 Primary Target Group

Gamers - Consumers that focus on fun. They like to experience various games and digital socializing, such as matching and playing with others, beating leaderboards, and participating in in-game events.

Contributors - Contributors like to collect NFTs and hold them over time with expectations that the value will increase. They are our community, often coming up with ideas or even bringing in their passion by assisting us with their time. They will often participate in the primary minting of NFTs and land usage and speculate on the market through price action. They are usually the first to take on opportunities, pioneering the growth of new projects.

Crypto Enthusiasts - These are people that are usually active in crypto; they are mainly traders and holders of both NFTs and tokens. They are generally looking for projects to invest in early to grow their digital portfolio.

7.2.2 Secondary Target Group

Real World Building Owners - Owners of the IP rights to actual properties. We aim to ensure that we legally hold their IP rights so investors and content creators can monetize their assets.

Content Developers - Developers that require 3D assets or plan to build on the Reality ecosystem, adding new layers of experience for Gamers and Brands.

Communities - Space for communities where they can express themselves through social events and gatherings (such as around the topic of the Eiffel Tower.)

Gaming/Movie Industries - Filmmakers and Web2/Web3 developers that require high-quality 3D assets of famous buildings, locations, and cities. These can include production from indies to AAA.

Celebrities/Influencers - Content creators who can connect with their fans or work closely with Reality NFT and Brands to build new experiences.

Brands - Together with content creators, Brands often create unique customer experiences. They look for new ways to communicate with their customers and increase their brand awareness and prestige.

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8. OUR MISSION

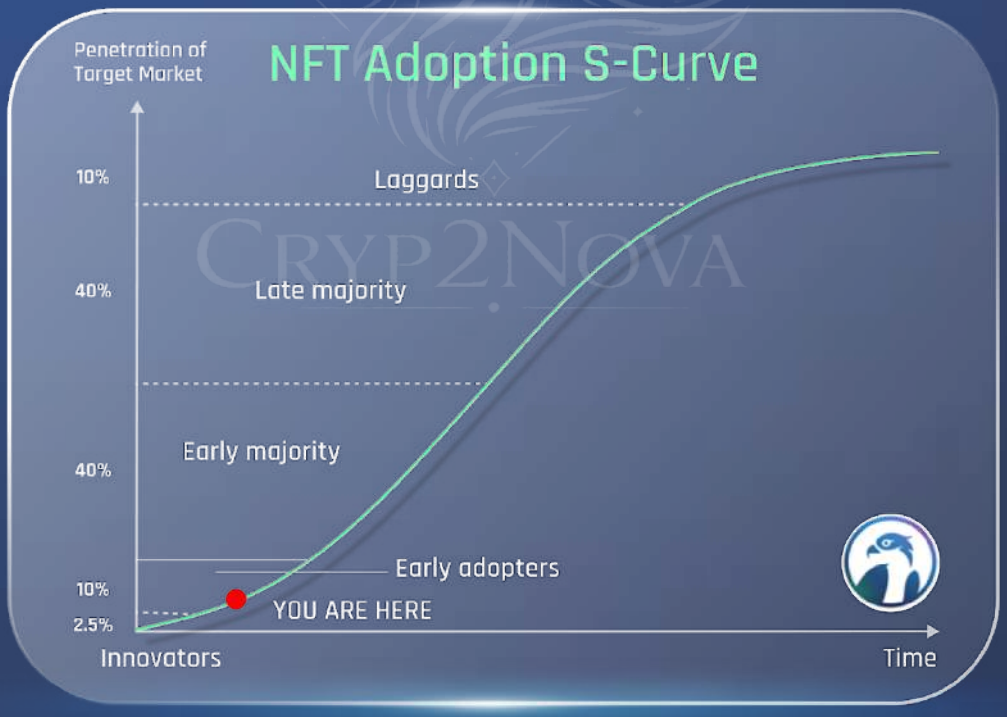
8.1 Challenge Statement

NFT is an exciting manifestation of blockchain technology. But as it is new, it is also relatively immature. The big trend started early in 2021, and in a short time, many brands and companies wanted to include NFTs in their portfolios. We saw a large influx of collectibles and NFTs with no role other than being unique. As supply overtook demand and people realized that many NFTs did not create any meaningful long-term value, the market for collectibles crashed.

Although creators have been trying to provide utility for their existing NFT collections, these utilities are often limited to the scope of their projects. Some projects did not perform well, and panic was caused due to the selling pressure of the tokens. NFTs associated with such often became worthless.

When the crypto bear market came in 2022, it impacted the NFT market. Since most of the NFT space was related to collectibles, we found ourselves in an illiquid market of many sellers and few buyers, further increasing NFT price volatility.

The barrier to entry was already high, but with the bad press associated with the bear market, encouraging more Web2 users to convert to Web3 became even more difficult. Unfortunately, history likes to repeat itself. Unless creators develop new solutions to provide long-term value, we will be stuck with a technology full of potential but no vision.



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There are several clear roadblocks in the space, which we will describe below.

NFTs Are Illiquid and Volatile

Given its relatively immature state, the market for NFTs is illiquid. As a result, NFTs are not widely used, and the number of potential buyers and sellers is small. NFTs are complicated to trade, especially during periods of market stress. It also means NFT prices can be highly volatile.

Most NFTs Do Not Generate Income

Unlike dividend-paying stocks, interest-bearing bonds, and rent-generating real estate, most NFTs do not offer their owners income potential. Like antiques and other collectibles, the returns associated with NFT investments are based entirely on price appreciation, which is never guaranteed, especially in highly speculative markets. Many projects started offering owners income (for example, royalties to artists). Still, even here, the gains are limited due to utilities staying mainly within the projects themselves.

The Barrier to Entry is High

Blockchain technology is too difficult for an average mainstream user to understand. Inside the industry, fans use impenetrable jargon and messy comparisons. The steps to create an account on an exchange, carry out KYC, create a wallet, deposit money, exchange a token, and find good assets while staying safe is complicated. The need for streamlined onboarding should be one of the top priorities to grow the user base, yet most Web3 projects prefer to live within the status quo and continue to produce poorly researched and almost unusable interfaces.

8.2 Our Solution



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We aim to create long-term value. Our philosophy is embedded in creating things that last for generations. NFTs excite us and allow us to build new ecosystems that were impossible before. True, it is an immature technology, and there are many challenges that we need to overcome. We also understand human nature which is, we believe, to have the incentive to do something, to gain something for our efforts, to do something that makes sense and is inherently easy. We also know that we cannot change human nature.

NFTs are not like that. Yet.

So we adapt. We partnered with Reality Games to incentivize NFT owners to profit from their mobile games. By giving the incentive to earn royalties, we are adopting utilities for each NFT. As with the games from Reality Games, each asset corresponds to a real-life location. An NFT of the Eiffel Tower is not a collectible anymore. It is a 3D object that the developer can use in the mobile game Landlord GO. The real value is created when these assets are sold as premium content to players.

But to protect the value of NFTs while the market is plummeting, **we must offer expendable utilities outside our ecosystem** even if it means NFTs are not fully correlated to the performance of Reality NFT and its token value. The partnership with Landlord GO is our first game that incorporates the Reality ecosystem, and there are more to come. The NFTs are designed to have expandable utility for all our future games in the pipeline that require accurate world 3D models. **We aim to keep adding utilities.** By creating ultra-realistic models for famous landmarks, movies and AAA game industries will use them at a fraction of the cost it would require to make them.

Our long-term vision is to create a Metaverse based on real-life locations utilizing Big Data technology. The Reality NFT is the foundation of that vision. Our NFTs are like puzzles that we are accumulating to form small towns. These towns will lead to forming cities. The Eiffel Tower NFT would be the hub of one of those towns, creating more utilities for the contributors and participants. While every asset in the world can be speculative, thanks to Big Data, we can place an initial value to the property by utilizing an accurate world valuation as an anchor for the NFTs. We know the Eiffel Tower will be more valuable than some unknown shop on the corner (at least at the start!), and that will lead the community to gather around it. The community will take over and create its version of the world to its liking.

Still, the Eiffel Tower NFT will be too expensive, and nobody can afford it! Well, this is a problem with the NFT market, making it very hard for people to enter. We just argued that human nature needs to be motivated to do something that is easy and makes sense. So, we decided to fractionize NFTs into shares to be affordable for everyone. First, we look at the real-world valuation of a landmark and its popularity. Then we divide it into shares, so it is easy (and affordable) to own the NFTs, even if they are some of the most famous landmarks in the world. How many people will buy an NFT that costs more than a car? How many people would be happy to pay if its cost is equivalent to a cup of coffee? We aim for growth, for having the most significant number of participants in our project so that when we build an ecosystem, all the future elements take advantage of the striving community. In contrast, our Web2 users have more reasons to convert. Playing games is fun, but contributing to something greater is even better.

Reality NFT is a collection of famous locations tokenized into NFTs with expendable utilities to both the real and digital worlds, incentivizing contributors with royalties.

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9. ROAD MAP

REALITY NFT ROADMAP

DONE

PROJECT KICKOFF & TOKEN PRESALE
- > SEED ROUND
- > RLTM PRIVATE ROUND REGISTRATION
- > PRODUCTION OF FIRST 500 NFTS

RLTM TOKEN & NFTS SALE
- > TGE & WHITE PAPER
- > DEDICATED NFT MARKETPLACE
- > NFT LEGAL AUDIT
- > NFT EXPLORER & NFT AUCTIONS

TOKENOMICS
- > ROYALTIES STREAM STARTS BEING TRANSFERRED TO NTFS OWNERS
- > PREMIUM CONTENT STARTS IN LANDLORD GO

LAUNCH

PUBLIC SALE
- > RLTM LISTED ON CEXS
- > RLTM TOKEN ADDED TO DEXS
- > NFT'S ON CRYPTO.COM
- > NFT'S ON OPENSEA

DAO & TOKEN UTILITIES
- > VOTING SYSTEM
- > DAO DECIDES ON 10% REVENUE STRAM DESTINATION
- > NFT LEADERBOARD

FUTURE

- > AAA GAME ANNOUNCED WITH NEW ROYALTIES SOURCES
- > ADDITIONAL GOVERNANCE MECHANISMS
- > 3D MODELS WILL BE LICENSED (GAME + TV/MOVIE INDUSTRY)
- > METAVERSE READY NFT & EXCLUSIVE CLUB FOR NFT OWNERS
- > CHAT & COMMUNITY FEED INSIDE NFT + NFT ADS SPACE
- > ADDITIONAL NFT UNIQUE FEATURES & UPGRADES
- > EXPANSION TO OTHER BLOCKCHAINS REALITY METAVERSE - THE WORLD

Q1 2022
- < Seed Round
- < Alpha Version of NFT Explorer
- < White Paper V1

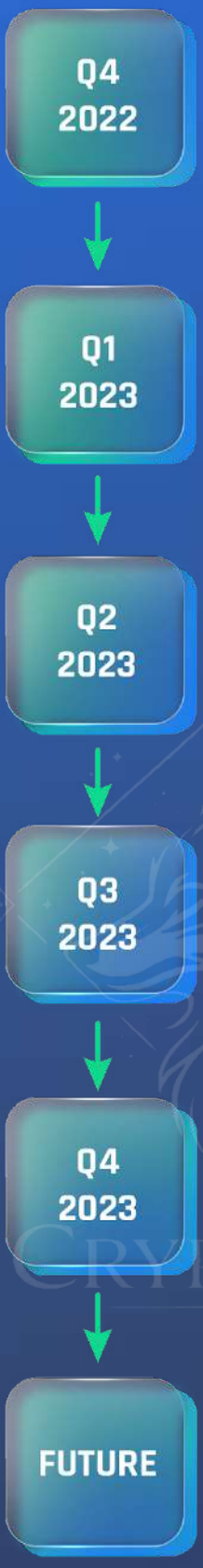
Q2 2022
- < Legal Audit
- < TGE (Token Generation Event)
- < Production of NFTs

Q3 2022
- < NFT Explorer
- < Dedicated NFT marketplace
- < 50 3D models
- < Marketing Materials
- < White Paper

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ROAD MAP



- < NFT Legal Audit
- < RMV Private Round Registration
- < NFT Leaderboards
- < Premium content appears in Landlord GO
- < Production of 250 3D Models
- < 500 NFTs

- < NFT Sales on Marketplace
- < Private Round
- < Public Sale
- < IEO
- < Crowdfunding
- < RMV token added to DEX/CEX

- < Royalties start being transferred to NFT owners
- < Signing IP deals with real-world owners
- < Promotional Campaigns to increase NFT yields

- < DAO & Token utilities
- < Voting System
- < DAO decides on a community pool destination
- < Quality Upgrade Ready

- < AAA Game Announced
- < New Games announced
- < Additional Governance mechanics

- < 3D models licensing
- < Metaverse Ready NFTs
- < Exclusive Club for NFT Owners
- < Chat & Community Feed
- < NFT Upgrades
- < Expansion to other blockchains
- < Reality Metaverse - Full 3D World
- < Additional games from Reality Games
- < Games from other game developers

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10. MARKETING PLAN

Our team has over a decade of experience developing mobile games, and a crucial part of a successful project launch is its marketing. A large part of the team in every game studio is involved in marketing and live operation. We know how to run a successful marketing campaign to maximize the number of targeted users we plan to reach.

By partnering with the Landlord GO developers, we are starting with a large player base that allows us to maintain a high-level strategy for building end-user communities. It includes a detailed marketing strategy with several tactical milestones and activities, such as market analysis, branding and positioning, media involvement, PR, and social media marketing. The goal is to enlarge our mobile player community and, in turn, convert those players into NFT enthusiasts through the gamification of our NFT platform.

We focus on two phases: Marketing Launch and Continuous Marketing once the project is live.

10.1 Marketing Launch

10.1.1 Landlord players



The Landlord brand (Landlord Tycoon and Landlord GO) is one of the most recognizable IPs in the geo-location mobile games category. Its games are played by over 21 million users worldwide. Over time, 7 million players have joined the mailing list to receive promotional materials. These are the most loyal and active users in Landlord games, and now we are giving them access to the next level.

In the first few days of the project launch, we hope to **convert a minimum of 70,000 new NFT owners from the existing mailing list** by airdropping the NFTs through email promotion and in-game push notifications. Over time, we will convert more players from our games through numerous in-game promotions.

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10.1.2 Influencers

Our strategy with influencers is twofold. First, we want to push the limits with global influencers who would promote the project and then travel to various prominent locations to encourage engagement with their followers and to eventually expand the vast network of locations.

We want to attract the most famous Web3 influencers to start the massive campaign and introduce the Reality NFT project to all active Web3 users. When the project launches, we plan to expand the promotion to over 500 micro-influencers in over 50 languages to expand the campaign reach to Web2 and Web3 enthusiasts on a global scale. **The influencer campaigns alone should generate a minimum of 10,000 new NFT owners** assuming a conversion rate of 1% from view.

10.1.3 Outdoor campaign

We plan an outdoor campaign in major cities: New York, London, Paris, Shanghai, Cairo, Berlin, San Francisco, Seoul, Rio De Janeiro, Kuala Lumpur, and Warsaw. We are familiar with the outdoor marketing industry and have close connections to many major service providers.



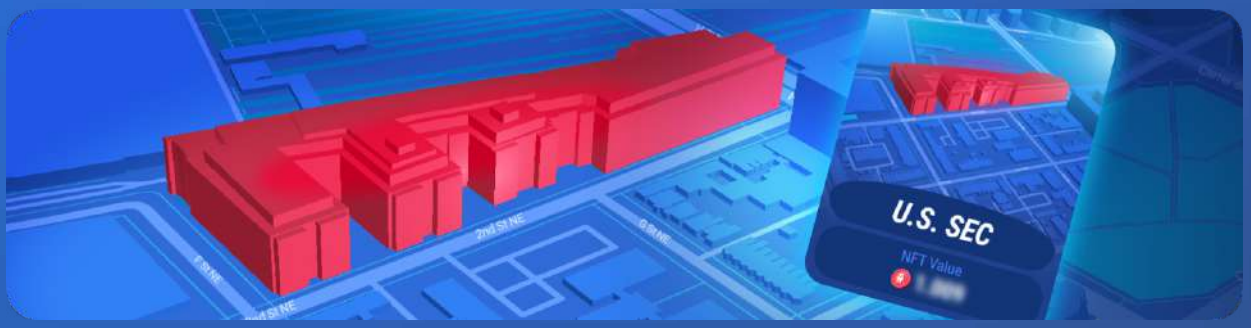
10.1.4 Guerilla PR Campaign

The guerilla PR campaign tactic helped Reality Games grow Landlord Games considerably upon launch. We want to use this expertise to do it again with the launch of Reality NFT.

Our launch marketing campaign includes localized press releases to over 50,000 journalists and influencers from around the world in their native languages. The content will discuss famous local landmarks and how we tokenize them into NFTs. For example, we will send information about the Eiffel Tower to French journalists, the Statue of Liberty to Americans, Wawel Krakow to Poles, and Brandenburg Gate to Germans.

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10.1.5 US SEC Airdrop



SEC headquarters is a symbolic building for the entire Web3 community. We have decided to tokenize it and airdrop it for all active crypto investors with the help of the media and journalists. Everyone that connects their wallet before and up to 14 days after the launch day will receive this symbolic NFT. The US SEC NFT will act as proof of participation and will not yield royalties; however, for those 'founding' owners, we prepared a lot of special utilities and there is the recognition in our community that owning this NFT is highly valued and sought after.

10.1.6 Launchpads

We have a strategic partnership with the tier 1 exchanges and NFT marketplaces to promote our project to their existing Web3 users. Before launch, we will release numerous press releases while also taking over their websites with our NFTs, adding premium product placement, and collaborating with influencers and projects. We will publish the list of official partners before the launch day.

10.2 Continuous Marketing

10.2.1 User Acquisition

We are experts in user acquisition, and since 2015, we have been acquiring users for our Web2 mobile games. Our goal is to **scale the user acquisition of our current and upcoming partnership games** by increasing the LTV of products and improving funnels of user conversion.

10.2.2 Converting Web2 to Web3

In mobile games, we often aim to ensure that users are converted by making their first purchase.

The average funnel in Web2 usually looks like this: The user browses Google Play or the App Store and decides to download an app. The app is installed. From there, the user has to open it for the first time, which, surprisingly, many users don't even do. Those that stay will start the tutorial process and reach a specific level in the game.

Eventually, some decide to make their first purchase while the rest become retention users. In Web2 game development, we consider these users that spend money to be converted into paying users. Our new goal is to ensure that they continue to purchase inside the app while the rest of the users have high retention metrics to become paying users eventually or watch enough in-game ads to cover the user acquisition costs.

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We want to take things to the next level by increasing the funnel, **converting players to become Web3 users**. We believe in an approach that should be as easy as possible. These users usually need to learn what blockchain, wallets, and exchanges are, why they need to carry out KYC, and why they need to collect and own assets. So, our plan is to help them with this.

Upon a successful purchase, we want to give the converted user an airdrop of our token or a loot box containing an NFT. To claim it, the user will go to the Reality NFT website and log in with their Web2 logins (such as Facebook login). The wallet will be created automatically for them. **They continue to play the game as usual while collecting assets over time.** As they play, we slowly educate them about their assets and what they can do with them. They learn to go to an exchange to trade tokens or an NFT marketplace to buy additional NFTs or sell the ones they received through **in-game airdrops**. The converted user is considered a player who made at least one transaction on the blockchain without our help.

Initially, we expect to convert between 0.5 to 1% of downloads to Web3 users. Still, the number will increase at least tenfold as time passes and more people start adopting Web3 technology. Soon we can expect that the mainstream audience will move closer to the blockchain, and the technology will be more user-friendly for onboarding new users.

The above strategy is already planned by Reality NFT and is expected to start in Q2, 2023.

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10.2.3 Project Collaboration

We are constantly communicating with numerous other Web3 projects to mutually spread news and information about Reality Metaverse to different communities that might be interested in what we are building. Collaborations include NFT minting partnerships, airdrops, whitelists, AMAs, and fireside chats with top CEOs in the blockchain industry. Some of example of collaboration partners include GamerHash guild, Blockchain Game Alliance, and Galxe ecosystem,

Our future vision is to create a knowledge hub for people interested in learning more about the Metaverse and blockchain. The knowledge hub will also be an onboarding process for converting users from Web2 to Web3.

10.2.4 Social Media Interaction

We spend lots of time with our community through social media. We plan to have one of the largest communities in Web3. One month before the launch, we managed to acquire over **300k web3 users to our social media and over 400k web2 users to Landlord Tycoon and Landlord GO social media.** To do that, we have a talented community team that can communicate in multiple languages. Through our project collaboration partnerships and surprise events for our fans, we have built a very active community on Twitter, Telegram, Discord, and other major social media platforms.

We take pride in answering questions from all our users. For example, in our first-ever AMA, we received over 600 questions, and we decided to put effort into replying to every single one with a video reply from our team. As a result, the second AMA had over 1100 questions. Being open, transparent and close to our community will help us build a long-lasting Metaverse ecosystem.

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11. LONG-TERM VISION

Members of our team launched a Metaverse project in 2008. It was called Second Poland and was built on a platform called Second Life. The idea was to create eight major Polish cities at a 1:1 scale, and we successfully delivered on the promise.

We connected 3D objects (buildings) with Web 2.0 websites and services, but the main focus was to attract real users. At its peak, the project employed about 50 community members, and over 150,000 avatars visited Second Poland.



In 2008, personal computers and internet speed were not ready for the Metaverse to be able to attract mainstream users. However, in 2022-2024, the situation is completely different. One of our goals is to create immersive experiences of 1:1 3D cities where people can interact with others, attend events, parties, and live concerts, read Metaverse newspapers, play games, and sports, watch movies or even attend online meetings or classes using their avatars. Creating the world people want to be immersed in is vital for any Metaverse project since retention is key to the longevity of a multi-user world experience. Our mission is to ensure that the NFTs we create have utilities beyond our games and that buying and selling NFT is as easy as using credit cards in real life.

As of late 2022, the NFTs usually provide only speculative value with little to no guarantee of receiving royalties. Adding royalties from the revenues generated in Landlord GO is a start. We aim to ensure that we can use the same NFTs in multiple games, projects and use cases to diversify royalty payments and ultimately minimize speculative risk.

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11.1 Expandable Utilities



11.1.1 Legal Team

The legal team keeps the project safe. Various national intellectual property laws define the use of real-world buildings and objects. We ensure that every asset falls under established legal exceptions like freedom of panorama or stays in the public domain. Our lawyers analyze the status of each real-world venue, and if necessary, will arrange appropriate licensing.

As far as blockchain concepts such as NFT and cryptocurrency are concerned, the law currently needs more specific regulations. Our counsels keep up to date with legislation and take care of the project's highest ethical standards, borrowing solutions from other principal areas, such as consumer and competition law.

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11.1.2 Crypto World Action



We understand that communities are the key to success, especially in social experiments such as the Metaverse. Therefore, we plan to reward the believers actively involved in our project. Owning Reality NFTs will include them in an exclusive club for NFT owners. We will host special events, both online and offline worldwide, where they can participate and have access to unique benefits.

11.1.3 3D Model Licensing



We plan to have multiple high-resolution file types for nearly every building and in-game object. We aim to offer these assets to VFX creators and film production companies who can implement our models into games, TV, and film.

Our NFTs can provide an extreme level of quality and complexity for the VFX studios at a fraction of the cost. At the same time, it is important to remember that **IP rights and usage of 3D models increase the utilization of NFT**s and their potential value.

The owners of NFTs will also be able to vote on which major Metaverse project should be compatible with our 3D models, constantly adding further streams of royalties.

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11.1.4 Metaverse Ready NFT

LOGO	UNIVERSES	USER NUMBER	MODEL FORMAT	COMPATIBLE
SECOND LIFE	Second Life	1 million users	Collada (DAE)	✓
imvu	IMVU	-	FBX	✓
Decentraland	Decentraland	-	gLTF/glb	✓
AW	Active Worlds	-	Autocat DFX	✓
VR CHAT	VR Chat	~8,000 concurent	FBX->Unity	✓

Our goal is to allow our NFTs to move between the Metaverses. Each NFT owner can import the buildings to the best known universes. They can also rent out their buildings and generate revenue inside each Metaverse.

11.1.5 The Future

Imagine looking at the world map and choosing any country you wanted. By selecting it, you would zoom into the country view with all its major cities. Zooming further into the city, you would see a recreated map with its districts, famous landmarks, and main roads. Imagine you could zoom in even further. Now, you enter your avatar to experience a one-to-one recreation of the city you currently visit. Now your avatar can walk through it and engage with others.

This experience is what we mean by bringing reality to the Metaverse. We want the Metaverse to be representing our world, with the city center comprising of the NFT hubs, surrounded by commercial districts, residential areas, and parks.

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REALITY METAVERSE - THE WORLD



REALITY METAVERSE WILL HAVE A SHAPE OF THE REAL WORLD SURROUNDED BY THE SEA, AND IT WILL BE OPEN WORLD.

MAJOR COUNTRIES AND 200 CITIES -
- MOST WITH THE LOCAL LANDFORM AND CITY CENTRES DONE IN 1:1 SCALE.

10 000 NFT'S - FAMOUS BUILDINGS DONE IN 1:1 SCALE AVAILABLE FOR THOSE WHO APPRECIATE THE PRESTIGIOUS LOCATION.

24 000 000 AVATARS - THE WORLD IS LIMITED BY TECHNICAL ASPECTS TO HOST MAXIMUM NUMBER OF 24M PLAYERS INSTANTLY 100M DAILY, 500M MONTHLY.





EACH COUNTRY WILL BE DESIGNED WITH A PRECISION IN DETAIL TO SHOW THE MOST OF THE LOCAL LANDFORM ASPECTS.
FORESTS, LAKES, MOUNTAINS - EVERYTHING WILL BE TAKEN FOR CONSIDERATION AND DESIGNED IN A PROPER SCALE.
CITIES WILL BE CONNECTED BY ROADS. YOU WILL BE ABLE TO DRIVE A CAR FROM ONE SIDE TO ANOTHER. FLYING AND TELEPORTING WILL BE ALSO POSSIBLE.







FULL METAVERSE EXPERIENCE
FOR THE NEXT GENERATION OF ONLINE WORK

In 2008, we recreated eight Polish cities which attracted over 150,000 avatars. It was a trendy project, but unfortunately, we could not increase the scale due to internet speed and hardware limitations.

Using current drone technology with 3D building imagery, AI, ultra-fast internet speed, and computing power, we aim to recreate whole cities in 3D. NFTs are the ecosystem's center for contributors. At the same time, the RMV utility token connects every element to create a full-fledged economic system. Due to the supply of NFTs being stable and their utilities expanding over time into the living Metaverse, NFTs will be a highly sought-after commodity available only to early adopters. Average players will use tokens to experience the digital world based on reality, while the NFT owners will earn royalties from the thriving ecosystem.

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11.2 Our Competition



MOBILE GAMERS USERS	✓	✗	✗
CRYPTO & NFT USERS	✓	✓	✓
NFT FROM REAL WORLD	✓	✗	✗
INVESTMENT	✓	✗	✗
PASSIVE INCOME	Yes, automatically	(earn by renting)	(earn by renting)
DEFI	NFT Trading, NFT Passive Income	P2E, NFT Trading	P2E, NFT Trading
MONTHLY ACTIVE USERS	800 000	300 000	30 000
MARKET CAP	untracked	$1 179 212 218	$1 031 625 093

We position Reality NFT as the top upcoming Web3 Metaverse project. With over 10 years in game development and over 15 years of Metaverse building experience, we understand that gamification is necessary. Mainstream users will usually try something new if it is easy to access, fun, and popular. Gamifying the onboarding process from games to the Metaverse is a proven way to scale the project to Web2 users. High retention is needed to change the user's initial interest into a passion and ultimately into a habit.

When Reality Games create mobile games, it focuses on analytics and A/B testing to improve user experience and retention. We understand that the most significant problem that Web3 is facing is user retention. By adding the right triggers, incentives, and an excellent user experience, we can ensure that users will return to the game daily.

When the top projects such as Sandbox and Decentraland started, they did not have any gamification or user base. The premise at the outset was that they would build an ecosystem where people could play. Still, there is little to nothing to do in these Metaverses. Our main advantage is that we are not trying to reinvent the wheel or develop something completely new. Instead, we are taking the games loved by millions of players to the next level and driving these games to become even bigger with the unlimited resources that blockchain offers.

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12. CREATORS & PARTNERS



ZBIGNIEW WOZNOWSKI
CEO

- CEO & Founder of Reality Games (Top 100 mobile games studios) Landlord - geo property games with 4,6-star rating, 20M players, +$18M revenue
- Built first Metaverse project in 2008 (cities in a 3D environment by integrating all 3D elements with Web 2.0 services to a 1:1 scale with a society of 150,000 Avatars)



PIOTR JANIUK
Technology Partner

- Co-founder and CEO of Golem
- Co-founder of Imapp
- Co-founder of Mataboo
- Ethereum community member since its very beginning



MACIEJ BURNO
CBDO

Maciej has over two decades of experience in business development and game marketing; formerly responsible for:

- Head of Samsung Galaxy Store Games Partnership
- VP of BD Aptoide/Catappult
- VP of MetaApp
- VP of P12
- Head of BD & Overseas Marketing at Wanda Games & Hoolai Games
- VP & acting CEO of Tesoro Technologies

Graduated from State University of New York: Buffalo. Deep passion for games
First game: Contra, most played: World of Warcraft



MICHAEL LAGODZIC
COO

Michael is an entrepreneur with over 17 years of management experience in the game industry and e-commerce.
He has significant experience in leading R&D projects. Interested in the technology side of the business, and in the legal aspects as well.
He co-founded one of the leading web portals that provide bathroom fixtures on the Polish market. Graduate of the University of Economics of Krakow.

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RADEK ZAGOROWICZ
Technology Partner

CEO & Co-founder of Imapp

- Blockchain technical expert
- Early contributor to Golem
- CEO of Hoard
- Ethereum community member since its very beginning



MIROSLAW SKOWRONSKI
CTO

Miroslaw is a software developer with over 10 years of experience in multiple client and server-side technologies. For the past few years, he has been involved in leading software teams and building their technological standards, as well as developing and maintaining multiple multiplayer mobile games using the Unity game engine. His technical interests include modern networking, rendering technologies, and game engine architecture.



ARTUR PSZCZOLKOWSKI
GamerHash CMO/VP
Advisor

Artur managed digital marketing activities in a Swiss-based global corporation with a yearly turnover of more than $4 billion. Currently, he is GamerHash CMO/VP and invests (>50) in blockchain projects. Also, he is a Board Member & Poland Representative of the Swiss-Polish Blockchain Association.



ADAM JARMICKI
Advisor

Adam Jarmicki is a private equity professional with extensive experience and a solid track record in CEE at all levels of an investment project. He has been a business angel at PE/VC for seven years, a member of the supervisory board at Inovo Venture Partners for more than five years, and an investor and advisor to the board at Coders Lab for over six years.

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IGOR WOS
Advisor
Founder of Neat

Igor has been recognized in Forbes 30 under 30 for his accomplishments in FinTech. In 2014, he founded and built TofuPay, an online payment system for the Asia region, which won a competition sponsored by Google in Hong Kong, and developed its platform in partnership with the Swire Group and DBS Bank, amongst others.
In 2016, Igor co-founded Neat in Hong Kong, a cross-border trade-enabling platform for SMBs and startups. Neat provides full company incorporation, business accounts, global payment collection, disbursements, and credit card-based capital expansion services. He raised 20m USD in funding. Neat has recently been acquired by Rapyd.
Igor holds a degree in Computer Science from King's College London. After graduation, he worked on an Algorithmic Trading Platform at the London Financial Computing Department of University College London.



MARIUSZ GASIEWSKI
Early Investor /Advisor

Mariusz is one of the EMEA region's most recognizable mobile games experts. At Google, he is responsible for developing the mobile gaming ecosystem in Central and Eastern Europe and evangelizing business aspects of mobile gaming (LTV measurement, growth strategies in the gaming business, efficient and scalable acquisition). In addition, he advises Google's biggest mobile gaming customers on how to scale their business with Google products. Founder of GameCamp at Google for Startups Campus, one of Europe's biggest mobile gaming communities.



PAUL BURGCHARDT

Golem's CPO

Before joining Golem, Paul was the CTO of a broadcasting company whose primary focus was delivering specialized tools and software solutions for television. He gained experience in tech and product management while creating hardware and software solutions for various game shows and sports events. At Golem, he's responsible for product planning and execution.



WOJCIECH LUGOWSKI
Legals / Advisor

Attorney and entrepreneur, with over 12 years of experience. Lawyer combining management of legal and regulatory processors with a business growth-first approach. Advises on developing and implementing models for operating enterprises/projects/separate business lines. Advisor to IT and blockchain technology companies, working daily with their project teams.

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NAV SUNNER
CEO and Founder of Navatron / Advisor

Nav Sunner has several years of experience working as an internal and external legal advisor with video game companies. In addition, he has been actively involved in games industry business development and has acquired excellent commercial skills. Ultimately, this combined experience has led him to set up "Navatron," providing business and legal services for companies and individuals connected with video games.



MARTIN BENKE
R&D Advisor

Martin has a Ph.D. in computer science and is a consultant with 30 years of experience in academia and industry. Before joining Golem in 2018, he was IT Director at the Polish National Electoral Office, where he was responsible for developing and operating a new IT system for national and local elections. His interests include economy, programming language theory, and formal program verification.



FILIPPOS DROGITIS
Head of Community

Filippos is a Head of the Community with over two years of experience in mobile gaming geolocation-based titles as a Growth Manager. For the last three years, he has worked as a Head Manager for the Inbound and Outbound top-notch Travel Agency. His interests are focused on growth and digital marketing.



ADAM SMOLARCZYK
Head of Analytics

Adam Smolarczyk is Head of Analytics, driving day-to-day analytical approaches and leading the analytics team in Reality Games. He worked with various data sources and technologies for over 10 years. He has applied analytic and econometric solutions to Big Data topics connected with mobile games, insurance policies, and sports statistics.

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MARTA BYRNE
Imapp's Project Manager

Marta is an MBA-educated and seasoned start-up veteran. Marta brings more than 18 years of experience in operations to help drive and shape future digital economies. In the last four years, she's been involved in blockchain development focusing on products and solutions around NFTs.



SIECIECH CZAJKA
Golem's Senior Software Engineer

Sieciech started his career as a game developer in one of the most prominent Polish studios. He has excellent knowledge of low-level programming and creating CI/CD pipelines which give him a competitive advantage in developing blockchain solutions, his current responsibility in the Golem Factory.



MARTINA JEUTE
Business Manager

Martyna has a Master's degree in Law and graduated Audit of Management Control and Accounting at SGH Warsaw School of Economics.



IZABELA FRANCZAK
Deputy Manager

Iza has eight years of experience in administration and financial management. She is a graduate of Jagiellonian University in Krakow.



ANDRII BAUER
Senior Motion Designer

Andrii is a Skilled Motion Graphics Artist with vast experience in creating motion graphics for television, film advertisements, and other electronic media.



KSENIA SHYNKARIUK
Senior Motion Designer

Ksenia is a motion designer and animator with over 10 years of experience in the film, advertising, and theater industries.

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ANETA DZIEWONSKA
Senior Motion Designer

Aneta is a Skilled Motion Graphics Artist with ten years of experience. She was working in top polish agencies as a Graphic/Motion Designer and Art Director. She cooperated with big global brands. Among other, she graduated from the Polish-Japanese Academy of Information Technology in Warsaw.



KAROLINA GURGUL
Social Media Specialist

Karolina Gurgul is a Social Media Specialist at Reality Metaverse. She has an excellent background in architecture and graphic design. She graduated from the Jan Matejko Academy of Fine Arts in Kraków.



STANISLAV POLEHESHKO
Social Media Specialist

Stanislav Poleheshko is a Social Media Specialist at Reality Metaverse. He has four years of experience as a Team Leader in developing, promoting, and monetizing website projects. He graduated from the Cracow University of Economics.



MIRHEYDAR BADIROV
Social Media Specialist

Mirheydar Badirov is a Social Media Specialist at Reality Metaverse. Before working at our company, he was an IT Technical Specialist and Graphic & Motion Designer. He graduated from Baku State University.



FARJMAND ZARA
Blockchain Developer

Farjmand Zara is a blockchain developer currently working on smart contracts. She has expertise in Solidity, Rust, dApps, Analytics, and Tokenization. Blockchains included are Ethereum, Cardano, and Solana. She has experience as a software engineer at Deline Media, is a global ambassador at WomenTech Network, and a blockchain developer in a blockchain startup.



PIOTR GORNY
NFT Manager
Railway Architect

Piotr Gorny is a high-quality specialist in architecture and a WebXR fan. Graduated from the Silesian University of Technology. He has been CEO of JPG Architecture for more than three years. He has joined Reality Games as a Senior Product Coordinator and NFT Architect for Reality Metaverse.

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JUSTYNA JARZEBA-WAJDA
Legal Advisor

Justyna Jarzeba-Wajda graduated from Jagiellonian University. She is a legal advisor and has more than seven years of experience in the legal sphere as a legal assistant, trainee attorney, and attorney.



ALEKSANDER GRUDNIEWSKI
Legal Advisor

Aleksander was formerly associated with a top-tier Polish law firm commonly featured in Chambers Global and Legal 500 rankings. Intellectual property law and consumer protection are his fields of interest. He is the chairman of the New Tech Law Section at the Kraków District Bar Association.



THOMAS PARTYKA
Crypto Analyst

Tom Partyka is a crypto analyst. He has essential experience in working with different DeFi projects. In addition, Tom has high-quality skills in financial math, risk management, and processing industry data. He graduated from Jagiellonian University.

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13. OPERATING ENVIRONMENT

Website

WWW - http://realitymeta.io/

Social Media

Twitter - https://twitter.com/Realitymeta
Telegram - https://t.me/RealityMeta
Discord - https://discord.gg/reality-meta

Videos

About Reality Games - https://youtu.be/Lk5w2QSy4rk
Marketing Launch - https://youtu.be/22WfGaErE1M
Our Project - https://youtu.be/46Reo2PFOwq
Landlord GO - https://youtu.be/cfgh52kP-U4

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14. DISCLAIMER

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