VICTORIA VR

VICTORIA VR White Paper



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Introduction

We live in an amazing world that is constantly progressing and becoming faster every day thanks to newer and more innovative technologies; however we are limited. We are limited by laws, our human body, physics and time. Our imagination is much larger than the world we live in. But imagine a world where none of this applies.

- Imagine a world where you don't have to travel back and forth for an hour every day to get to school or work, where you don't have to fly across the continent for a personal meeting.
- Imagine a world where you can visit the Moon without a space shuttle.
- Imagine a world where you can jump ten meters, where you can fly free as a bird.
- Imagine a world where you can be anything you want to be.
- Imagine a world where no one can dictate the opening hours of your business, where no one can close your business, where no one can take it away from you, where there is no lockdown.
- Imagine a world where you can't get infected by any disease, where you can't get hurt, where you can't really die.

Imagine a world where anything is possible! Imagine VICTORIA VR!

Thanks to very advanced technology (Unreal Engine, Oculus) and the current extreme world situation (lockdown, economic crisis 2020, Covid-19), we are ready to become one of the main players in the VIRTUAL REVOLUTION.

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Vision

Our vision is for you to be able to materialize your craziest ideas or most secret wishes and enable you to experience your greatest life desires. You can share everything with everyone. Our goal is to give you unlimited possibilities (when working, creating, discovering, and trading).

Thanks to our long, revolutionary, clandestine development and the combination of freshly emerging technologies, a perfect team and great strong strategic partners, we are able to offer to users Massively Multiplayer Online Open World Game With Realistic Textures in Virtual Reality.

The world of VICTORIA VR will provide users with the best in Virtual Reality and is designed in such a way that the users will enjoy every moment and keep coming back. At the same time, the VICTORIA VR World is designed from the ground up so that users can create this world themselves and so that it can exist and live even without its creators. All creators, active users, and investors are regularly and fairly rewarded for their work, votes, reviews, completing Quests, staking VR Tokens, and also with random real airdrops. Thanks to a competitive nature, the whole community is motivated to create the most appealing, entertaining or desirable content, games, applications, or lectures for the community as quickly as possible. Our goal is to educate and convert the gaming community to cryptocurrencies by showing crypto's benefits and how users can profit from cryptocurrencies! We want them to fall in love with crypto as much as we do. Moreover, we want to give the opportunity to other quality projects so they can present themselves here.

Thanks to the registration of all assets that were received in the game and directly created by the users on the blockchain, the VR world is fully owned by users and the community, which also creates the rules for the whole community, since the whole world of VICTORIA VR is DAO (Decentralized Autonomous Organization).

The whole VICTORIA VR world is designed according to the 5 elements of Feng Shui.

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Market Research

Comparison With the Competition

We at VICTORIA VR have been well aware of how Virtual Reality will change our world, but at the same time we also know that the right timing is absolutely crucial. That's why we've been waiting for the right moment and technology that will allow us to be the best on the market. VICTORIA VR is a fully upgradeable world. Thanks to the combination of several newly created technologies, what we can send into virtual glasses has not been possible in virtual reality in multiplayer so far. Our graphics and world capabilities will continue to improve with the latest innovations and the latest trends in the VR sector. That is why we will never stand still. That's why we are betting on the winning combination: Oculus, Unreal Engine, Blender, Reality Capture, Motion Capture, Face Capture and our own technology, that will set trends and prepare us to be ready for the future.

Another great advantage of VICTORIA VR is that we have learned a lot from the mistakes of the competition (because of their bad timing and inappropriate choice of technology that is not very upgradeable). We know very well that Virtual Reality offers a revolutionary way of passing on information, advertising, presenting projects and also communicating with people. We have already arranged a large number of influential partners who already want to open their branch with us – for example in the form of a virtual salon, show room or portal to an external application, etc. At the same time, we know the most important thing is to first bring users to the platform and keep them there.

Imagine you want to open a new bank branch. Where do you put it? How will you make your decisions? Will you build it in the middle of the city or in the middle of the desert? Of course, in the city! Why? Because there are no people in the desert. Other virtual worlds do not solve this problem, since they have only minimum users and most never return because such a world is not engaging. If you want to present yourself in those other VR worlds, it is about as interesting as building a bank in the middle of the desert. That's why the entire world of VICTORIA VR is designed to entertain and reward users for completing Quests or for exploring and discovering. Every day there will be new opportunities, competitions and rewards for users. We work with the top tier of the gaming industry to create Quests and Mini-games while drawing on the rich experience gained from our predecessors.

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

We target many more users than our competitors, and we are the first VR world to host millions of users online at one time thanks to our technology and our scalable servers. And we intend to achieve all this thanks to our strategic partners and mass and viral marketing.

We will connect a rapidly growing community of crypto enthusiasts with an already very large community of players (2.69 billion currently). First, we will focus mainly on the users of cryptocurrencies and speculators. Afterwards we will target the giant gaming

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community with the help of mass marketing and strategic partners which, thanks to VICTORIA VR, we will bring into cryptocurrencies.

The economy is perfectly structured to bring profit to both the investors who were here at the very start and to the creators and players who will be making money here, too. Users must re-invest to advance to the higher levels of Quests and so they can earn even more. This ensures a healthy circulation of financial assets.

Thanks to virtualization, we will become one of the main marketplaces for NFTs (non-fungible tokens). Users will be able to directly create NFTs Tokens (art, 3D objects, customization of other objects) and trade NFTs from other sources. Trading will be maximally supported here. We will gradually become the largest marketplace.

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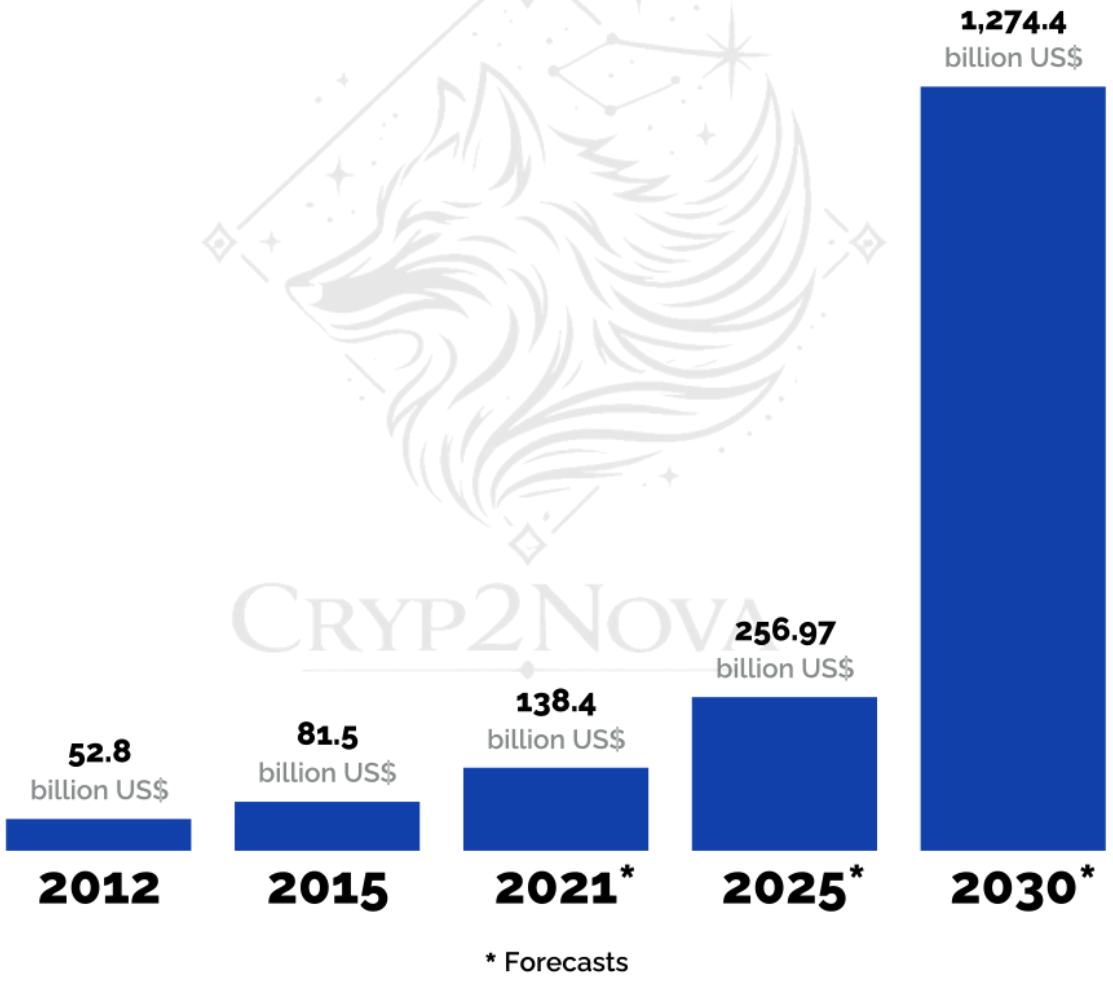
Gaming to Exceed $256B by 2025, $1,274B by 2030

Global gaming market is expected to exceed $256 billion by 2025 and is projected to account for a revenue of $1,274.4 billion in 2030.

Due to the ongoing lockdown measures there is an increased interest in gaming. While cinemas and theaters continue their 'door-closed' policy, home entertainment seems to be the only option for gamers.

Recent surveys show that video gamers in the United States spent 45% more time playing video games during their week in quarantine than in the previous week. But the global gaming markets were growing even before the pandemic.

Value of the Global Video Games Market 2012 to 2030

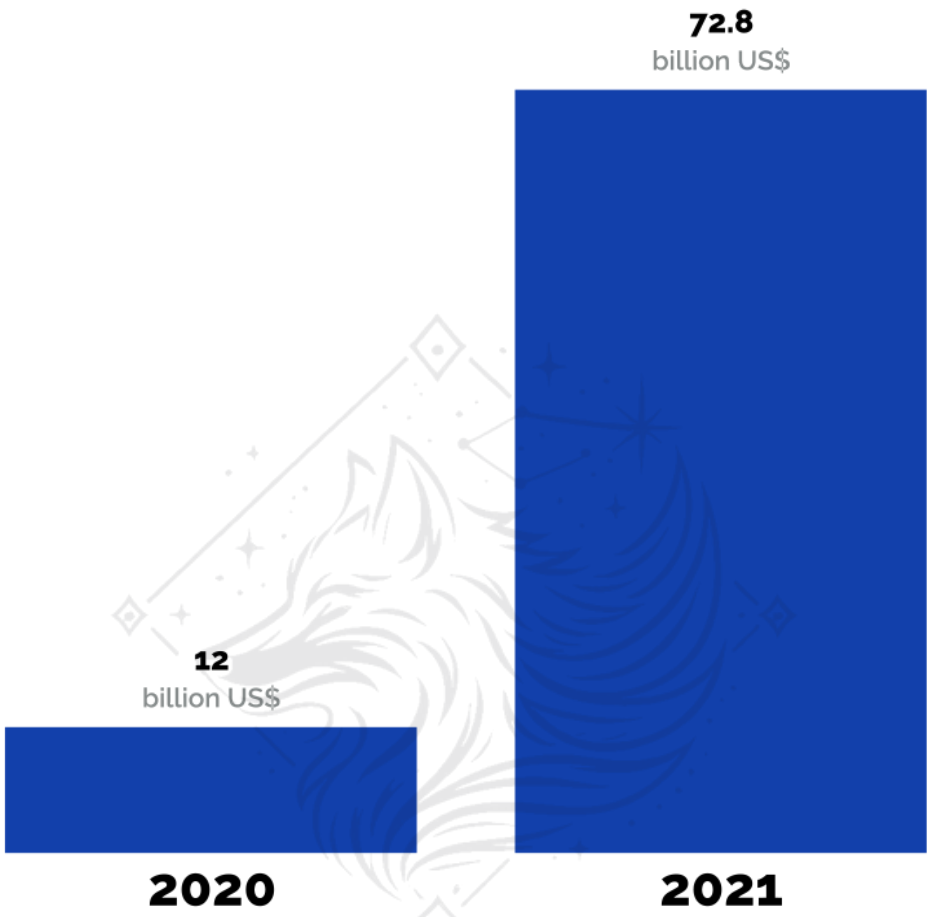


When it comes to the global gaming market, Mordor Intelligence expects revenues to reach a value of USD **256.97 billion by 2025**, registering a CAGR of 9.17% over the forecast period (2020–2025). According to Mordor, "this new sector is also seen as a serious competitor for the traditional game market."

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According to Globe Newswire, the global augmented reality (AR) and virtual reality (VR) market is projected to account for a revenue of **$1,274.4 billion in 2030**, progressing at a robust CAGR of 42.9% during the forecast period (2020-2030).

Value of Augmented (AR) and Virtual Reality (VR) Global Market 2020-2021



As can be seen from the chart above, the value of augmented reality (AR) and virtual reality (VR) global market is really surging.

VICTORIA VR is introducing an unmatched photo realistic virtual reality set to attract all the current audience, and more. This kind of virtual reality will be appealing not only to gamers but also to realtors, businesses, concert agencies, event organizers, health care, advertising and promotion agencies, artists, coaches, educators and educational institutions, all kinds of industries – practically to anybody, anywhere.

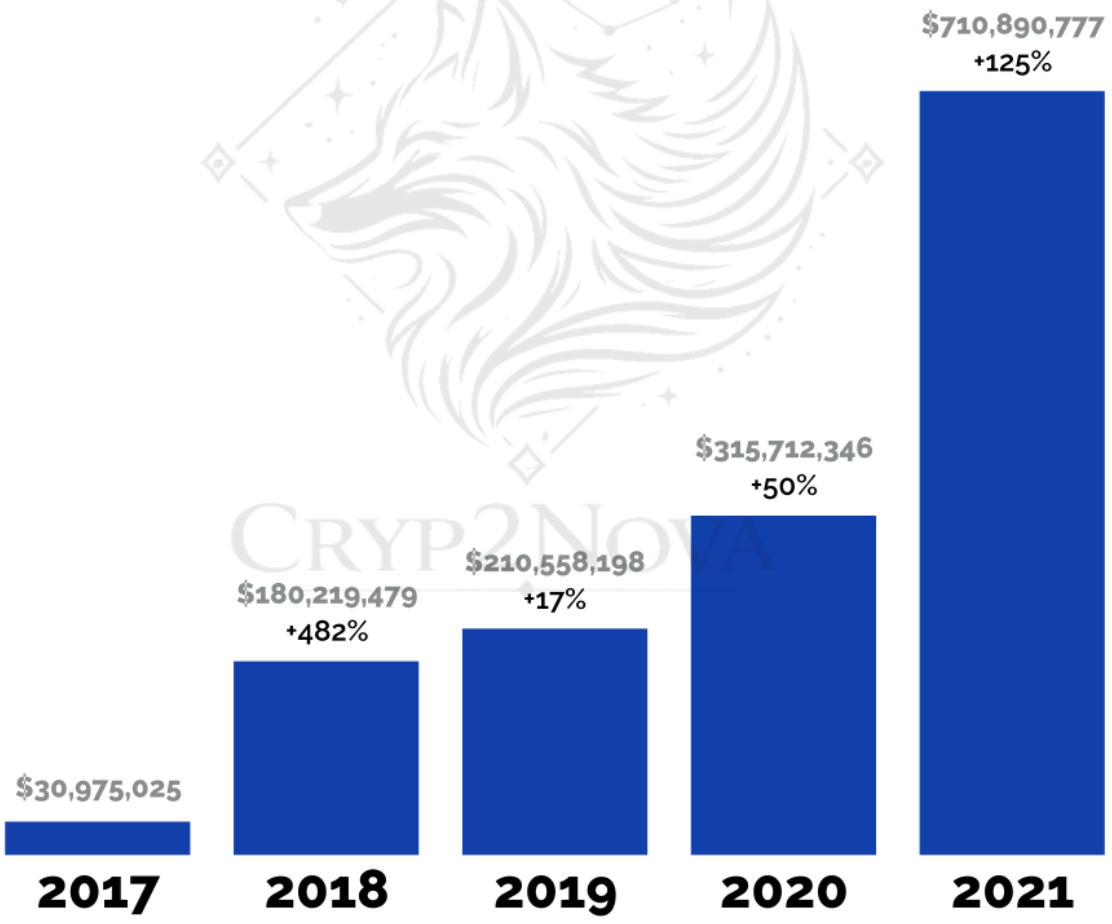
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Booming Market of NFTs and Digital Art

VICTORIA VR utilizes TheBigMarketVR and NFT Paradise – a decentralized marketplace with NFTs, operating on a smart contract. Why are NFTs so important? As the world becomes more and more digital, many objects emerge as digital only, and the solution to the ownership question are NFTs (non-fungible tokens). Currently, NFT market is getting close to a major milestone — USD 100 million NFTs sold which can be checked at NonFungible.com.

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

NFT Global Market Capitalization

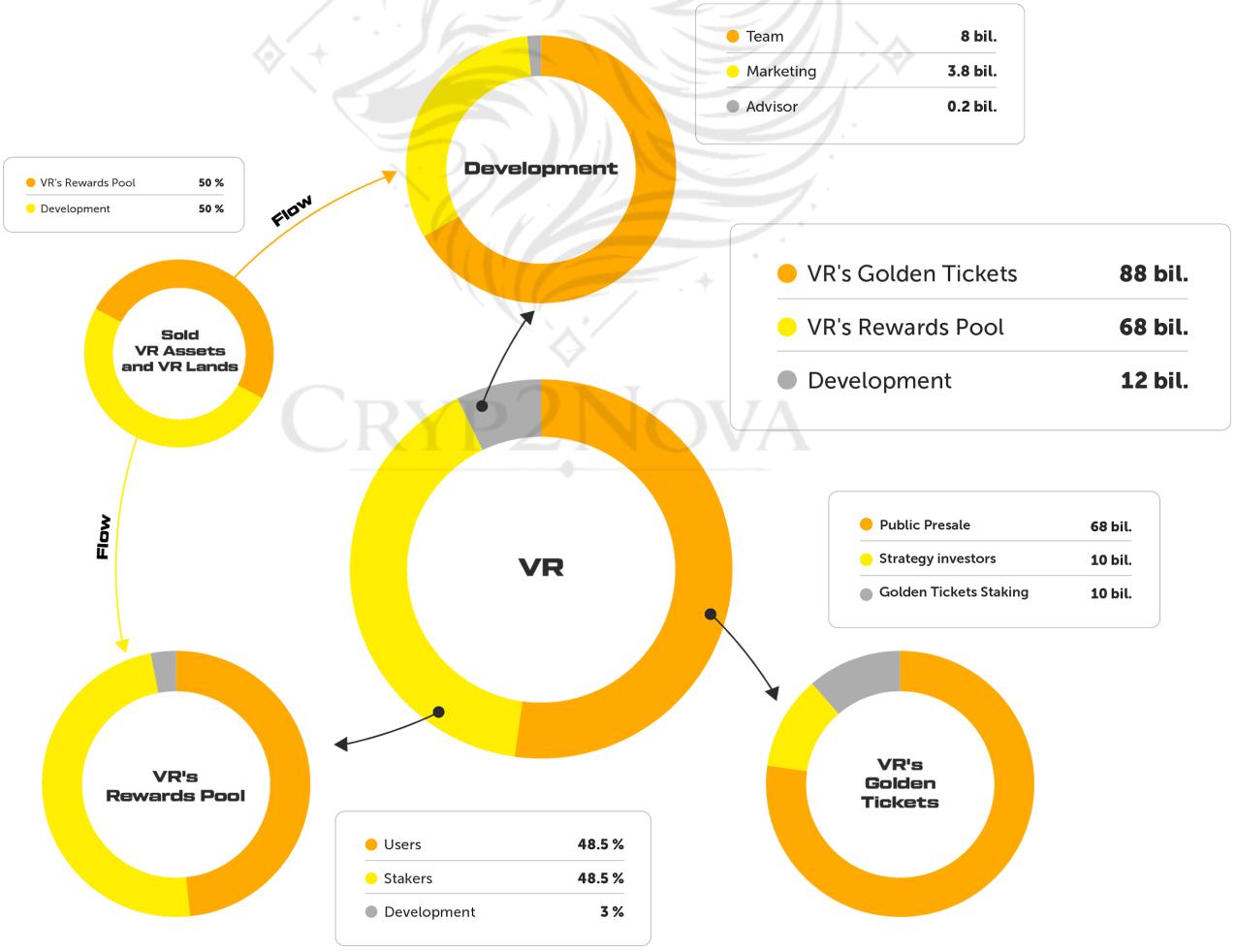


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Motivational Economics of VICTORIA VR

The entire VICTORIA VR Economy is mathematically designed to richly reward all investors while motivating the experienced users to create and the newcomers to play, explore and discover. As a result, the world of VICTORIA VR will continue to grow rapidly, which in turn will reward the investors and the entire community again. At the same time, everything is mathematically designed so that the wealth/fuel of VICTORIA VR never runs out and the rewards and motivation for players and creators never ends!

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



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Victoria VR Tokens

Victoria VR Tokens (hereinafter referred to as VR) are ERC20 tokens and the main currency in VICTORIA VR.

This is the first time ever users can "mine" tokens with their activity in Virtual Reality!

For VR, users will be able to buy:

- VR Lands, Resources, Subjects, Clothing, Tickets, Courses (lessons), Documents, Art, Keys.

The users will be able to get VR by:

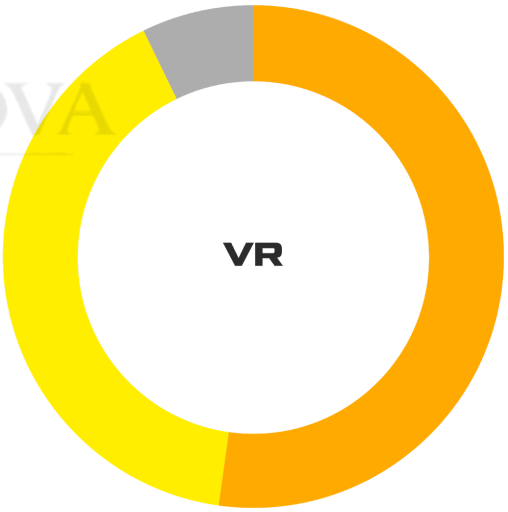
- **Buying:** During pre-sale, on the Exchange.
- **Trading:** In the TheBigMarket VR.
- **"Mining":** For completing the Quests, for exploring the World, in REAL Airdrops, and in Competitions.
- **Staking:** Golden Tickets Staking, and Dynamic Staking.

VRs are pre-mined, and their amount is predetermined. VRs have two main parts:

1. **VR´s Golden Tickets:** In pre-sale.
2. **VR´s Rewards Pool:** After the launch of the VR World, the Rewards Pool will start to produce VR GAS, which will be mined by the user´s activity. The users will be rewarded according to their activity and when using staking.

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VR's Golden Tickets	**88 bil.**
VR's Rewards Pool	**68 bil.**
Development	**12 bil.**



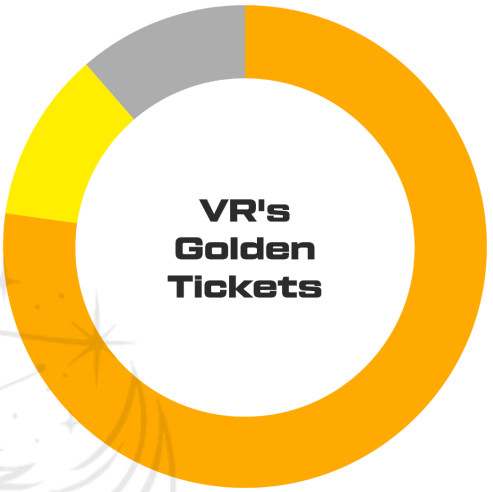
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VR´s Golden Tickets (88,000,000,000 VR)

VR's Golden Tickets enable investors in the pre-sale phase to take part in development and speed it up. Investors will be rewarded several times and will have more advantages later on.

The owners of VR's Golden Tickets are able to stake their coins for a year with a 20% reward. The Stakers can claim rewards earlier if they use it as a payment for a VR Land.

Public Presale	**68 bil.**
Strategy investors	**10 bil.**
Golden Tickets Staking	**10 bil.**



Presale (78,000,000,000 VR)

1. Presale for 0.00000006 BTC (15/12/2020 – 31/01/2021).
2. Presale for 0.00000009 BTC (01/02/2021 – 21/04/2021).
3. Presale for 0.00000012 BTC (22/04/2021 – 11/05/2021).
4. Listing on exchanges: on the DEXFIN Exchange and others (18/05/2021).

The unsold tokens will be divided between DEX (18%) and the Rewards Pool (82%) where it will be locked.

The team's tokens will start to be released gradually three months after the launch of the VICTORIA VR world, and will be released every three months for three years.

Team	**8 bil.**
Marketing	**3.8 bil.**
Advisor	**0.2 bil.**



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VR´s Rewards Pool

VR´s Rewards Pool produces VR GAS, which is the fuel of the VICTORIA VR World. After its launch, GAS is mined by the users (building, creating, completing Quests, playing games, and exploring the world), depending on their activity. The same amount of produced GAS will be algorithmically apportioned to all the Stakers every month on PAYDAY (the last day of the month). The total reward for Stakers is at least 18% APY. In case the current reward is lower, the reward for Stakers increases to 18% APY. This is happening until 50% of the original Rewards Pool is "mined"; after that, the reward is dependent on users.

The GAS serves to reward investors (Stakers), to reward creators and active users and to motivate newcomers to discover the World, be active here and come back.

Users	48.5 %
Stakers	48.5 %
Development	3 %



1) Users Rewards (48,5%)

- Quests,
- EasterEggs,
- Competitions,
- For all builders,
- For all content creators,
- For all owners of Badges,
- Random Real Airdrops.

2) Staking Rewards (48,5%)

- The Golden Tickets Staking,
- The Dynamic Staking.

3) Development (3%)

- Development, and servers costs.

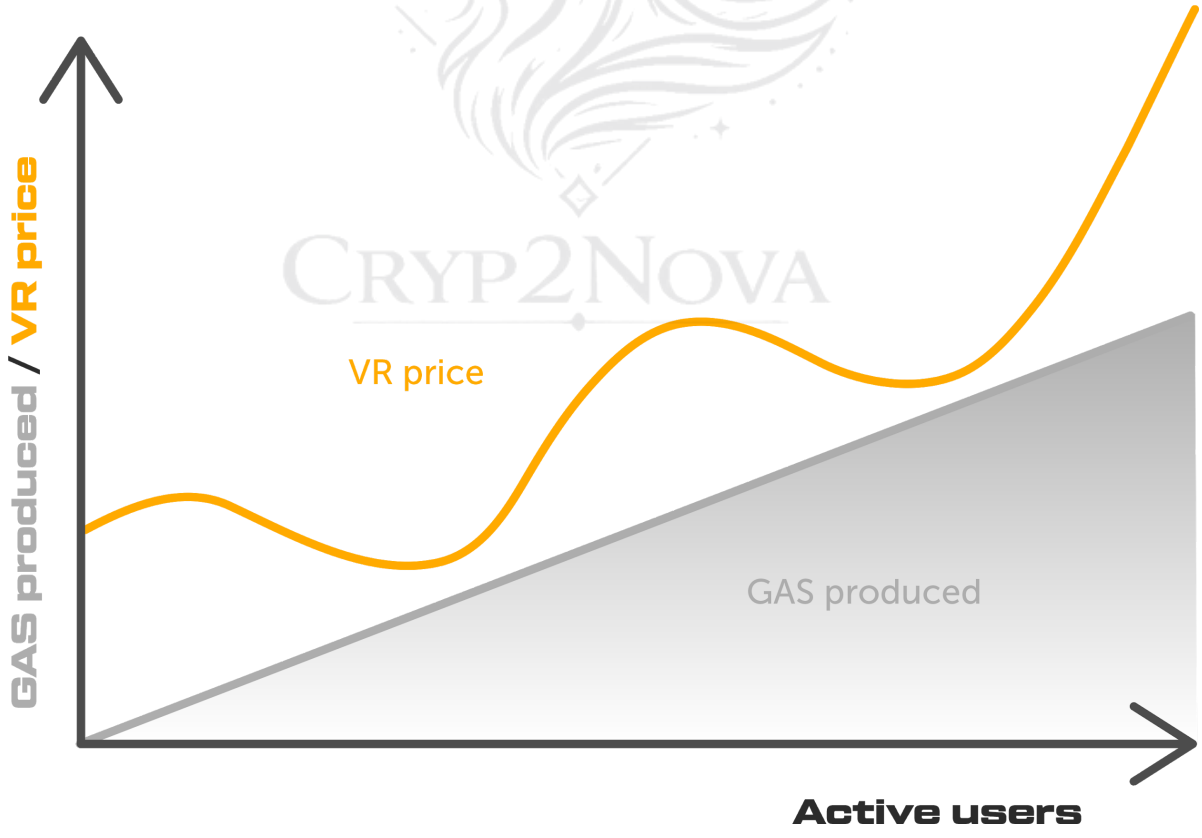
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All tokens from auctions and sales of VR Lands and items directly from the "central warehouse" will be distributed, with 50% going to the Rewards Pool and 50% to the team. This guarantees a constant expansion of the World and an unceasing sufficiency of the fuel (GAS), which motivates players to participate.

VR's Rewards Pool	50 %
Development	50 %



Inflation is designed precisely to maintain a balance between the remuneration of the primary investors (Stakers), active users, and newcomers. Thanks to this stimulation, there will be enough tokens for new users. Active users will practically benefit from VR GAS mining.



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Staking

There are two types of staking: Golden Tickets Staking (before the Victoria VR world launch), and Dynamic Staking (after the Victoria VR world launch). After the launch, Golden Tickets Staking will be upgraded to Dynamic Staking.

1) Golden Tickets Staking

- Staking is only possible for one year.
- The reward is 20% APY.
- The reward can be used immediately upon activating the staking to buy VR Land, otherwise the reward can be claimed when the staking ends.
- Stakers will be able to use their stake as a collateral to buy VR Land with installments.

2) Dynamic Staking

- Staking is only possible for the period from 1 month to 5 years.
- The reward (APY, Annual Percentage Yield) depends on the staked amount, staking period, other Stakers.
- Minimal reward is 18% APY (until a total of 50% of the GAS from the original capacity of the Rewards Pool is produced).
- The rewards are paid out as dividends every month.
- The reward can be used immediately upon activating the staking to buy VR Land.
- Stakers will be able to use their stake as a collateral to buy VR Land with instalments.

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NFT Paradise

NFTs: Non-Fungible Tokens

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

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

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

NFT Revolution

NFTs in VICTORIA VR are revolutionary, putting NFTs and their trading to a higher level. You can visualize 2D NFTs in a 3D space and you can also visualize any 3D object. You will even be able to create your own NFTs right in the Virtual Reality, and what is the most important: Some NFTs that you can get in VICTORIA VR are not only decorative items, but have a real use! Some NFTs can give you real super powers in VR, others can produce you VR tokens or even more NFTs. These are NFTs that you want! These NFTs will give you power and make you rich!

TheBigMarketVR

- NFT Paradise – a decentralized marketplace operating on a smart contract.
- The largest blockchain asset exchange (NFT).
- Place where you can trade literally everything.
- A place where you can even ask for items not yet offered by anyone.
- A place where you can call up auctions.
- A place where you can really see (and try) the offered items in space, thanks to Virtual Reality, and enlarge or reduce them as you like.
- The marketplace will also be available in a web browser.
- You can trade here: VR Land, Objects, Resources, XPs (Experiences) and other objects from other worlds.

Resources and Elements

The Resources are unlimited and unmined ERC-1155 NFTs on the side chain. Resources are needed for the construction of Buildings and for the creation of Objects (other NFTs).

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There are 5 Resources according to the 5 main elements:

1. **Wood:** Wood
2. **Fire:** Energy
3. **Country:** Sand
4. **Metal:** Iron
5. **Water:** Water

Resources can be mined *manually* or *automatically* – with special buildings, mines, items intended for mining.

Resources can also be bought in the Marketplace from other users (TheBigMarketVR) or in case of shortage directly from the central warehouse.

Model Situation: An investor comes and wants to build a Shop/Store on his VR Land so he can present his product here. He does not want to waste time mining, so he buys resources from players who are competing with their offers and prices.

Avatars

Avatars are fully customizable (over 1,000,000 possible combinations), in photorealistic graphics. This allows users to create virtually anyone. Each avatar is written as an NFT on the blockchain. Users can have several characters.

Special custom features (horns, wings, etc.) can be obtained by completing Quests or in a competition. Some features can supply your avatar with special abilities (flying, immortality, etc.).

Wearables

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

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

Items

All items are NFTs written on the blockchain. They can serve as decorations or can be used directly, such as mining tools, keys to open various locks, as treasure maps, weapons, cars, flying boards or Aladdin's magic carpet.

Some items give users special abilities.

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VR Lands

- VR Lands are NFTs.
- Their amount is limited (pre-defined).
- VR Lands can be obtained at auction or from other players.
- Auctions start one month after entering the Exchange.
- From that day on, 8 new VR Lands will go to auction every week.
- The owners of the VR Land have absolute power over the VR Land.
- Each VR Land has a fixed maximum building height. Directly adjacent VR Lands can be combined into one and thus increase the maximum height of the building.
- VR Lands can be used:
    - For construction of:
        - Utility buildings directly in the game (mines, warehouses, etc.).
        - Buildings for presentation (shops/stores, showrooms, etc.).
        - Private buildings (clubhouses, private enterprises, etc.).
        - As a port to another world, game or virtual reality.
    - For rent to other users.
    - For speculation.

Badges

- NFTs
- Thanks to the badges, their owners regularly receive rewards
- Owners can wear them
- They can be obtained very rarely
    - Pre-sale
    - Quests
    - Competitions
    - Real Airdrops

P2P Trade Plugin

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

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Rewards for the Community

1) Rewards for Primary Investors

1. Exclusive possibility to make use of staking (20% p.a.).
2. Tier Rewards:
    1. 1,680,000 VR = TIER 1
        a. Limited subject of TIER 1
        b. Raffle ticket
        c. XP TIER 1
    2. 16,800,000 VR = TIER 2
        a. Limited subject of TIER 2
        b. 5 raffle tickets
        c. XP TIER 2
        d. Badge TIER 2 (NFT)
    3. 168,000,000 VR = TIER 3
        a. Limited subject of TIER 3
        b. 10 raffle tickets
        c. XP TIER 3
        d. Badge TIER 2 (NFT)
        e. Badge TIER 3 (NFT)

2) Rewards for VR Stakers

Each Staker will be regularly rewarded on each PAYDAY.

3) Rewards for Users

1. All building and construction activities are rewarded.
2. Completing Quests.
3. Search for EasterEggs.
4. For XP (EXPERIENCES).
5. For Competitions.
6. Random – Real Airdrops.

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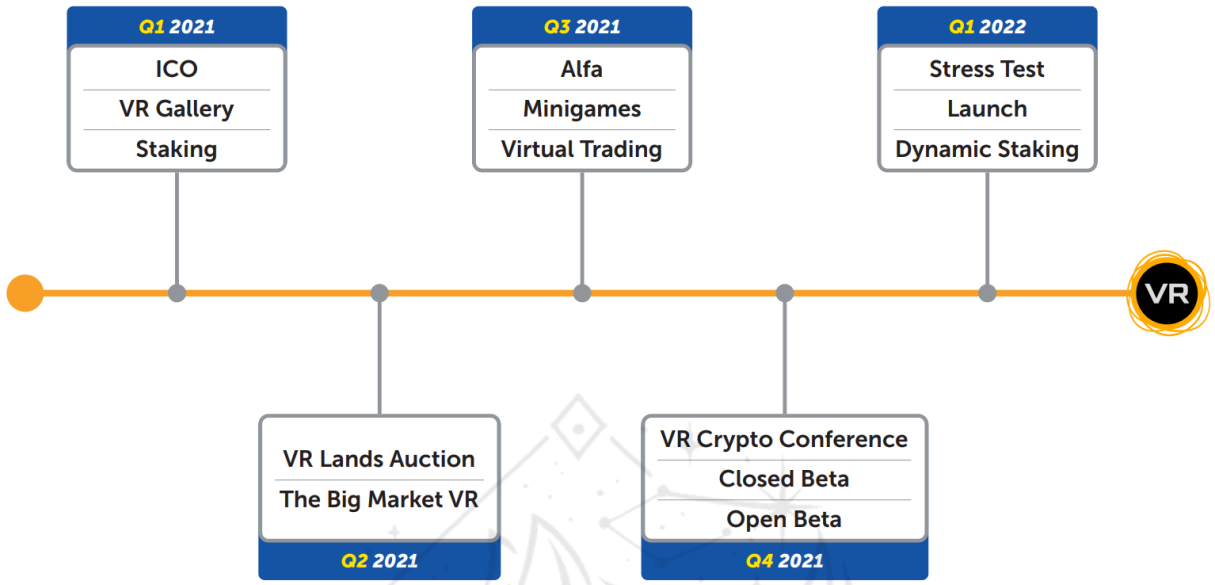
Quests

Quests are one of the most important parts of the VR World. Completing them is productive and fun for users by offering completely different and revolutionary possibilities of interaction and transmission of information. Thanks to Quests, users get rich and gain various very rare rewards (in effect, they mine the rewards of the World), which forces them to keep coming back so that they don't miss out on a number of opportunities. For example, Quests will be limited in time or the amount of successful players. Thanks to Quests, users will also be discovering new possibilities by learning about the benefits of VICTORIA VR and Virtual Reality in general. This is all achieved through exploring new places in the virtual world (both the places built by us and directly by the users thanks to the Revolutionary Algorithmic Quest Creation) or discovering new technologies or opportunities in the real world or other parallel worlds (here, companies or crypto projects will be able to present their project or events).

1. **Prepared Quest:** Quests prepared to show the beauty of the World of VICTORIA VR and aimed at discovering the possibilities of all users' abilities and possibilities in this World and in Virtual Reality in general.
2. **Edu Quest:** Quests designed to entertainingly educate users about crypto currencies, blockchain, De-Fi and related subjects. Thanks to complete virtualization, information is transmitted at a completely different level. These changes beautifully illustrate how blockchain, side chain, mining, staking, smart contract, swap, pool, yield farming, flash loans, NFTs and other technologies work. We want to show and teach crypto to the entire gaming community by educating users how to handle, use and get rich thanks to it. Here we give our partners the opportunity to present their projects in a beneficial way.
3. **Algorithmic Quest/Algorithmically Generated Quest:** These Quests can be created by anyone who creates a completed project on their VR Land. These Quest will guide users to newly created locations so that the creators can introduce themselves, present their presentation, or just show off.
4. **Rare Quest:** Story Quests are featured once a week and only available for a week. The rewards are Rare Items (NFTs) and VR Tokens.
5. **Epic Quest:** Story Quests, once a month and always available only for one random day – the rewards are Epic Items (NFTs), Badges and VR Tokens.
6. **Legendary Quest:** Story Quests designed for the most ambitious adventurers, Treasure and Easter Egg hunters, who will have to complete very challenging tasks to get to the most precious treasure. The number of Winners is limited in advance – the rewards are Legendary Items (NFTs), Badges and VR Tokens.

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Roadmap



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