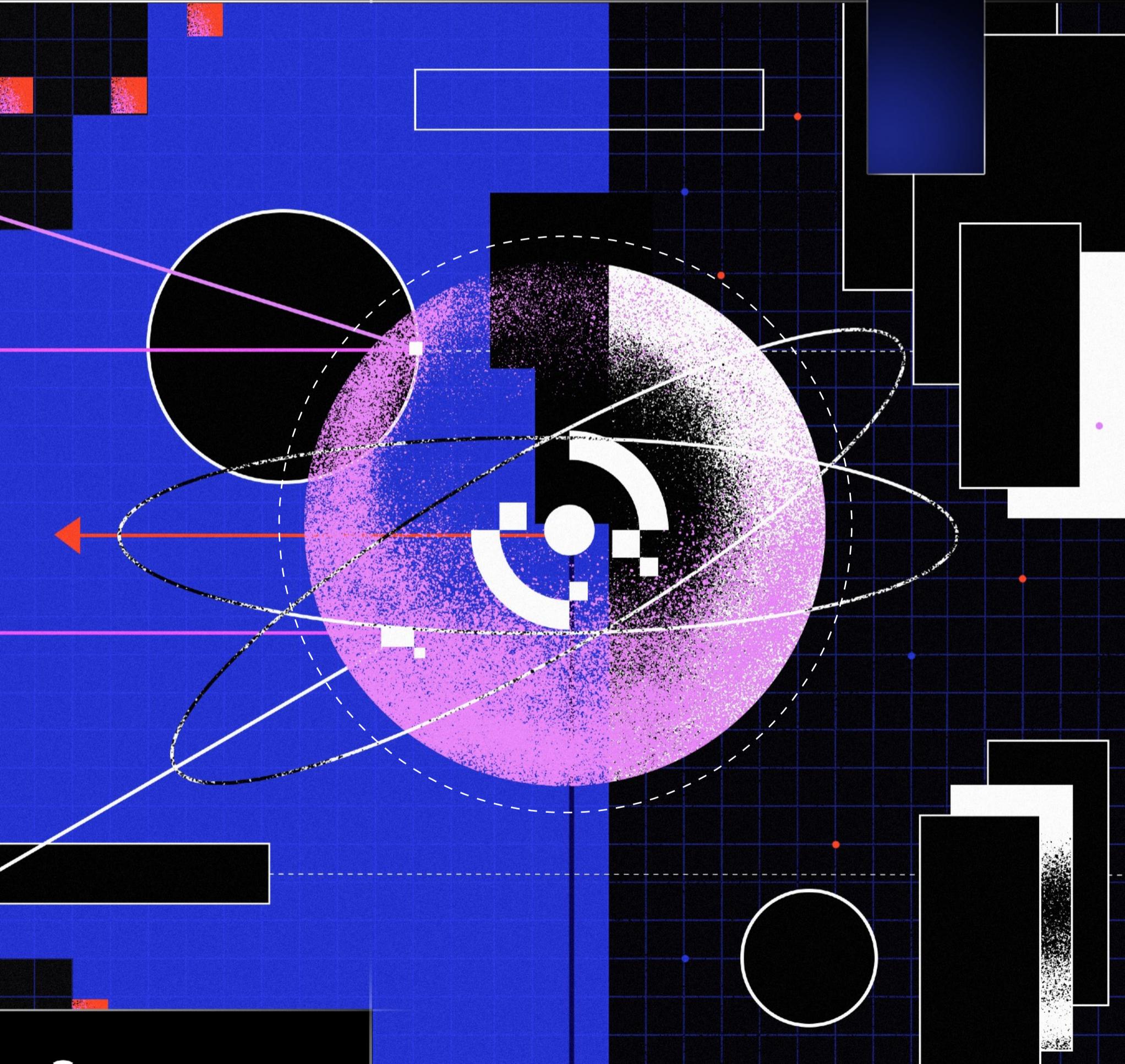


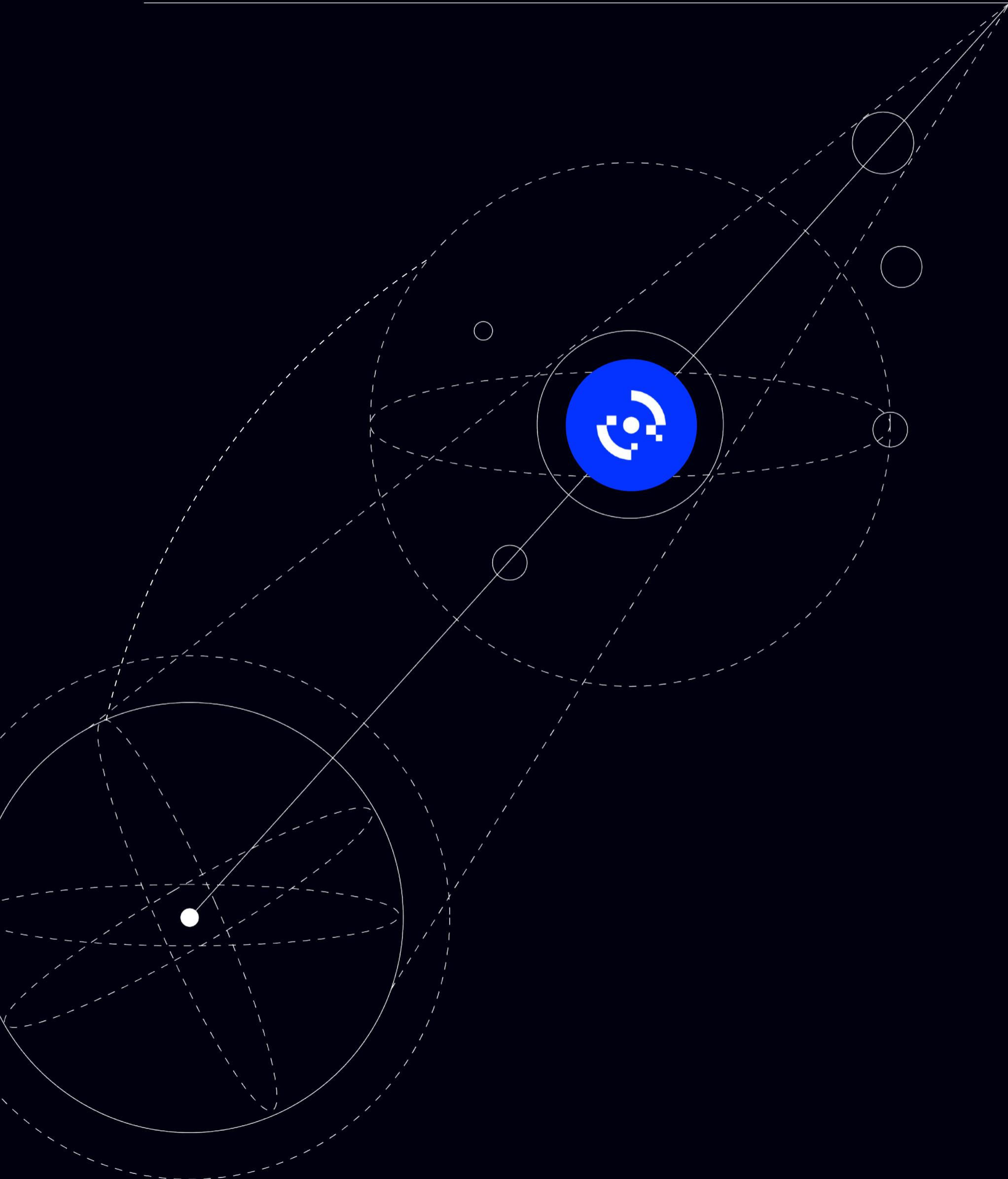


INFINITE VIRTUAL SPACE WhitePaper





INFINITE VIRTUAL SPACE



Preface

Metaverse is the fantasy of human beings for the future society. The term originated from science fiction and is used to describe a virtual 3D world shared by multiple people in the future world.

The root of the Metaverse is the continuous evolution of technology. In the past 20 years, there have been continuous breakthroughs in the realization of the Metaverse technology. With the continuous breakthroughs in VR software and hardware technology, Internet communication speed and blockchain technology, the visual&hearing, interaction, economic system and sociological composition of the virtual world have gradually emerged. We can foresee that science fiction is becoming a reality.

Under such a major premise, Infinite Virtual Space (IVS) was formally established to build an overall framework that integrates a Metaverse, including protocol, front-end development engines, cross-chain mechanisms, and economic models, and Provide a complete infrastructure for Metaverse.

IVS consists of three parts: **IVS Meta Protocol (Infinite Virtual Space Meta Protocol)**, a virtual 3D space and access protocol defined by IVS; **IVS Bridge**, a cross-chain bridge that can realize multi-chain interaction; **Infinite Virtual Space Token(IVS Token)**, a standardized token that provides economic circulation and governance mechanisms for IVS; **X-engine** , a codeless development engine that can implement 3D VR space and blockchain-related technologies.

IVS will provide a series of basic frameworks and standards for users and developers to participate in and design games, social networking, decentralized finance and other online virtual scenes. a benign autonomous Decentralized Autonomous Organization (DAO) can be formed, to build a Metaverse composed of multiple public chains, diversified virtual spaces, applications and assets.

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1. Background

1.1 Metaverse

The concept "Metaverse" was created by Neil Stephenson in the science fiction novel "Avalanche" in 1992, composed of the prefix "meta" (meaning transcendence) and the stem "verse" (meaning universe), Used to describe the future concept scene based on the Internet that consists of a permanent, shared 3D virtual space connected to the sensory organs.

The Metaverse is the product of the highly integrated combination of human fantasy and high-tech. Through the Metaverse, Humans are able to acquire the advanced needs in the Maslow sequence more generally. The construction of Metaverse mainly includes sensory simulation, cross-space interconnection and social structure.

Virtual Reality (VR) provides a realistic audiovisual experience of images and sounds in the virtual world; the development of Internet technology supports higher concurrency and low-latency online data processing; blockchain realizes decentralization Data (especially assets) recording and verification. All this provides a theoretical basis for the establishment of the Metaverse.

At the beginning of the 21st century, there was the development of general standards, interfaces and communication protocols for the Metaverse concept; the development of consumer-grade products of Virtual Reality (VR) and Augmented Reality (Augmented Reality) made the realization of the fantasy distance of the Metaverse even greater. One step closer: In 2020 and 2021, as NFT is gradually being more applied and empowered, its deep correlation with the concept of Metaverse has officially detonated the entire cryptocurrency industry and has generated a market of tens of billions of dollars.

The gradual visualization of the Metaverse concept makes people have more visions for the future, and also attracts technology practitioners or investors to make arrangements. Metaverse is considered to be the form of the next generation of technology after the mobile Internet. From VR-type games to Non-Fungible crypto assets, how to integrate the Metaverse concept into a complete and attractive format, practitioners are beginning to get involved in this frontier field.

Blockchain



Investors



DeFi

DeFi is the financial abbreviation of Decentralized Finance, which refers to a decentralized system that is ready to build an open protocol system

Dapp

FT

NFT

NFT is the abbreviation of Non-Fungible Token

cross-space interconnection

social structure

The Metaverse is the product of the highly integrated combination of human fantasy and high-tech. Through the Metaverse, Humans are able to acquire the advanced needs in the Maslow sequence more generally.

VR

3D

Metaverse

AR

Sensory simulation

1. Background

1.2 Metaverse and blockchain

The decentralized structure of the blockchain, as well as the uniqueness and complete ownership of virtual properties, make it a high-quality asset.

Non-Fungible Token headed by the ERC-721 format token have become a hot spot in the industry in 2021. Decentralized proof of ownership of NFTs is an indispensable element of the Metaverse. In reality, people's ownership of all physical items is undisputed. However, in the online network, all virtual assets, whether coins or props, are data stored on centralized servers (mostly from commercial institutions).

This makes that. although major game developers have made many attempts, it is always difficult for online games to go further and become a more open virtual world with an advanced financial system, governance environment and social attributes. Because it conflicts with the centralized "God" authority and the concept of "profit first" of game developers.

The emergence of the blockchain has made the ideal "Metaverse" scenario possible. Blockchain technology has been 12 years since the emergence of Bitcoin. For solving the throughput, concurrency, and efficiency issues of the blockchain, many solutions from Layer0-Layer2 levels have emerged, many of which have been widely used; and various economic models suitable for local economic systems, projects or virtual social structures have also designed; and through the ways of empowering the governance mechanism to tokens, the form of community governance and decentralized autonomous organization (DAO) has been initially established.

More than games, with blockchain, a virtual society of the Internet will be built on the basis of blockchain. It has a real audiovisual and sensory experience, supports higher-frequency, large-scale and low-latency interactions, and also has a more decentralized economic and social structure. Metaverse, the concept of the future world, Will grow wildly in an open and fair environment.

The original intention of IVS was to build an overall Metaverse infrastructure with advanced mechanisms and good experience.

1. Background

1.3 The development status and opportunities of Metaverse with blockchain

In today's blockchain industry, despite a large amount of funds being or preparing to join the track, it has to be admitted that the concept of Metaverse is still in its early stages.

From the product point of view, the current blockchain Metaverse focuses more on the concept of assets, while downplaying the concept of behavior, and has a low degree of relevance to games and virtual spaces.

There are three main reasons for this:

- the crypto investors pay more attention to return on investment rather than content factors such as experience and gameplay. Therefore, the design requirements for economic models are far greater than the requirements for content quality;
- the content developers (mainly game developers) and smart contract developers have information mismatches, and there are differences in the understanding of the content, market, technology and economic system of the complex product of the blockchain Metaverse;
- limited by performance and the limitations of smart contracts, the executable operations are relatively limited.

Nevertheless, as mentioned earlier, the superiority of blockchain, especially in solving the problem of data and assets, is still incomparable.

From crypto collectibles to blockchain games (also known as DGame, or GAMEFI), leading industry insiders have begun to lay out in various subdivisions and place bets for the future. Since the introduction of the Metaverse concept into the blockchain industry, within half a year, there have been a number of conceptual or early R&D projects that have become in hotspots and have produced effects in the primary or secondary market. At the same time, the overall valuation of this segment is more than 10 billion U.S. dollars.

This kind of creativity focuses on the empowerment, circulation and application of assets (mainly non-fungible tokens, NFT). Nowadays, combining the concept of VR with the blockchain is still a blue ocean market in the field. As the forerunner, the IVS team carried out a forward-looking planning and layout after integrating the resources of all parties, and finally completed the establishment of the IVS project.

1. Background

1.4 Infinite Virtual Space

The ideal Metaverse should contain several core features:

- People have virtual identities in the Metaverse and can carry out social activities, games, content creation and other activities;
- The Metaverse continues to exist indefinitely, synchronizes all participants in real time, and provides an immersive experience;
- Contents such as digital assets and social relationships can be highly interoperable in various spaces of the Metaverse, and there is a wide range of interactive interfaces between the Metaverse and the real world;
- Metaverse will form a sufficient economic system, and participants can create, own, invest, and sell a variety of virtual items.

Infinite virtual space is committed to building a diversified virtual space with VR as the main scene, providing users for the codeless development of VR scenes as the underlying technology support, and at the same time, through cross-chain technology, allowing virtual assets issued on multiple chains based on IVS to be traded in a unified agreement, and realize the positive development and governance of the ecology through the token economic model.

It includes Infinite Virtual Space Meta Protocol (IVS-MP), a virtual 3D space and access protocol defined by IVS; IVS Bridge, a cross-chain bridge that can realize asset's multi-chain interaction; Infinite Virtual Space Token(IVS Token), the governance and circulation of the IVS ecosystem; and X-engine, a Virtual Reality (VR) codeless development platform.

The effective combination of several sectors will bring an efficient user experience to Metaverse, and create a feasible and easy-to-use infrastructure for its underlying technology, economic model and front-end vision, and create a complete Metaverse ecosystem with multi-chain, multi-space, multi-form tokens (NFT and FT types), multi-play scenarios, and multi-DeFi (decentralized finance) services jointly built by all participants.

Through the realization of these sections, IVS will have a more far-reaching imagination and will also show full competitiveness.

IVS Bridge, a cross-chain bridge that can realize asset's multi-chain interaction

IVS Bridge

The IVS-MP defines the format specification for reading, parsing and transmission that can be accessed in the IVS space, and is the core component for users to participate in the IVS space.

Information, assets

Connect multiple different public chains

IVS-MP

Various Dapps

Develop various Dapps, scenes, etc.

Infinite Virtual Space (IVS) was formally established to build an overall framework that integrates a Metaverse, including protocol, front-end development engines, cross-chain mechanisms, and economic models, and Provide a complete infrastructure for Metaverse.

a standardized token that provides economic circulation and governance mechanisms for IVS

a codeless development engine that can implement 3D VR space and blockchain-related technologies.

X-engine

IVS Token

IVS Token

IVS Token

IVS Token

IVS Token

2. Infinite Virtual Space Meta Protocol (IVS-MP)

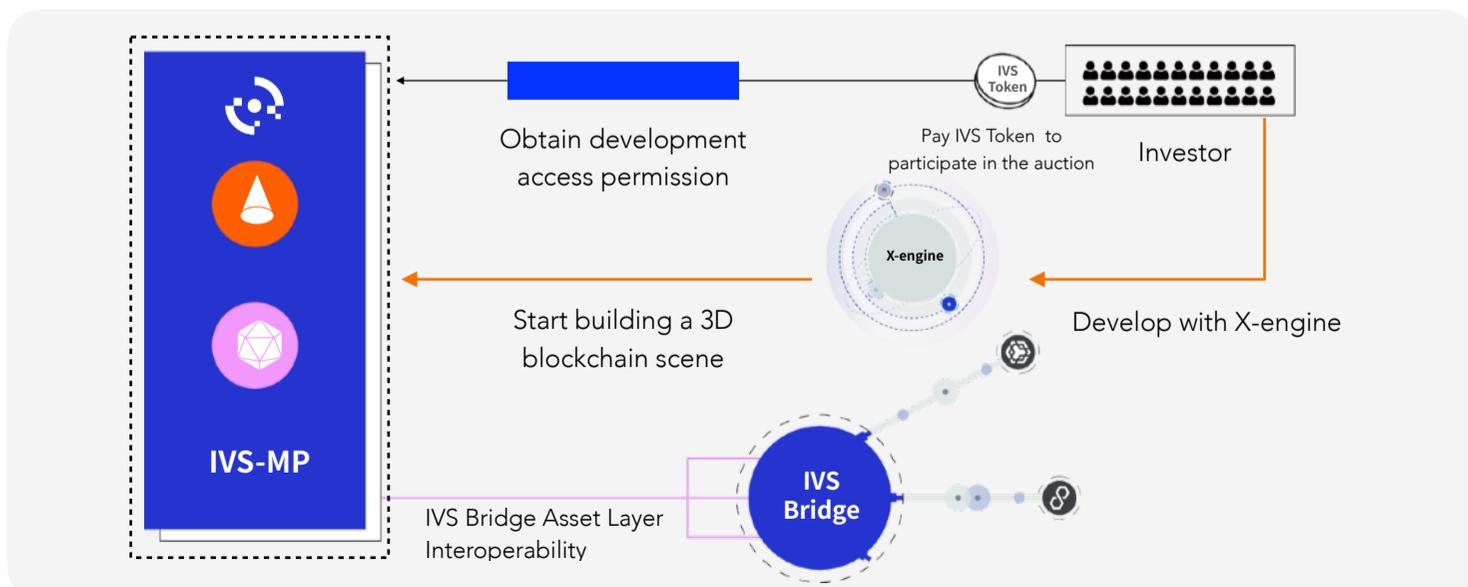
2.1 The introduction of IVS-MP

The IVS-MP defines the format specification for reading, parsing and transmission that can be accessed in the IVS space, and is the core component for users to participate in the IVS space.

The presentation of the IVS meta-protocol mainly includes an amount of virtual spaces issued and certified by the IVS, and the access protocol of the space. By paying for IVS Token to participate in the auction or other methods, you can have the ownership or the access rights of the independently development of a specific part of the space.

Through the IVS client, others can read and interact with the space in the IVS-MP through the IVS client. In the early days, the IVS client could only display the X-engine, the browser page rendering engine, and the image display engine of the early partners. In the future, IVS will introduce more image engines and add an open image plug-in system. Users can independently submit graphic support tools or modules according to their needs to form more diversified and match more needs. With X-engine as the underlying technical support, IVS will provide users with codeless virtual space creation, the blockchain interaction logic between blockchain and virtual spaces, and the connection method with the IVS-MP.

The core of the blockchain is the on-chain interaction of assets. The IVS-MP will be deployed on multiple main networks, and the asset layer intercommunication will be realized through the IVS Bridge. Users can actively select the space and the main network on which the assets are carried.



2.Infinite Virtual Space Meta Protocol(IVS-MP)

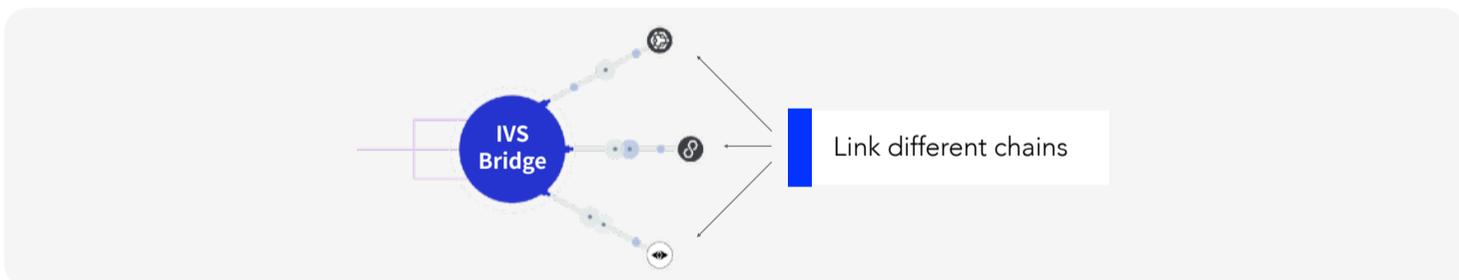
2.2 IVS Bridge

The core of the blockchain Metaverse lies in the utility and transfer of assets. Through the reasonable realization of the security of the cross-chain mechanism, multiple types of assets will be applied in a unified scenario.

IVS Bridge is a bridge with security mechanism and independent of the blockchain. Its core is a system for transmitting information between multiple blockchains.

The IVS-MP supports multi-chain deployment, and gradually realizes the exchange and intercommunication of cross-chain assets within the ecosystem through the IVS Bridge to obtain a wider participants. Participants who join the IVS world will not be limited to a specific chain, but can build space and issue tokens according to their own wishes.

The IVS space does not depend on a specific public chain, but uses virtual space, clients, economic models and interactivity to determine legitimacy.IVS uses native tokens as the connection point to realize the exchange of multiple assets and community governance in a multi-chain form.



In the early stage, IVS Bridge will adopt a whitelist mechanism, and the whitelisted assets will be unified to realize the deployment of multiple chains to ensure that high-quality assets in the ecosystem are able to have an impact on multiple chains. As the ecology gradually matures, a decentralized non-audit cross-chain bridge will be issued.

IVS Bridge will integrate from the entry side, and has reached a strategic cooperation with the well-known decentralized wallet provider AOLINK to further increase the user experience, and at the same time increase the price consistency of a single currency in multiple chains through cross-chain swaps.The V1 version of IVS Bridge will only support tokens in the ERC format, and will gradually iterate to cross-chain tokens that support multiple formats, and gradually increase cross-chain speed and censorship resistance, and upgrade the application-specific cross-chain bridges to generalized cross-chain bridges.

3.X-engine

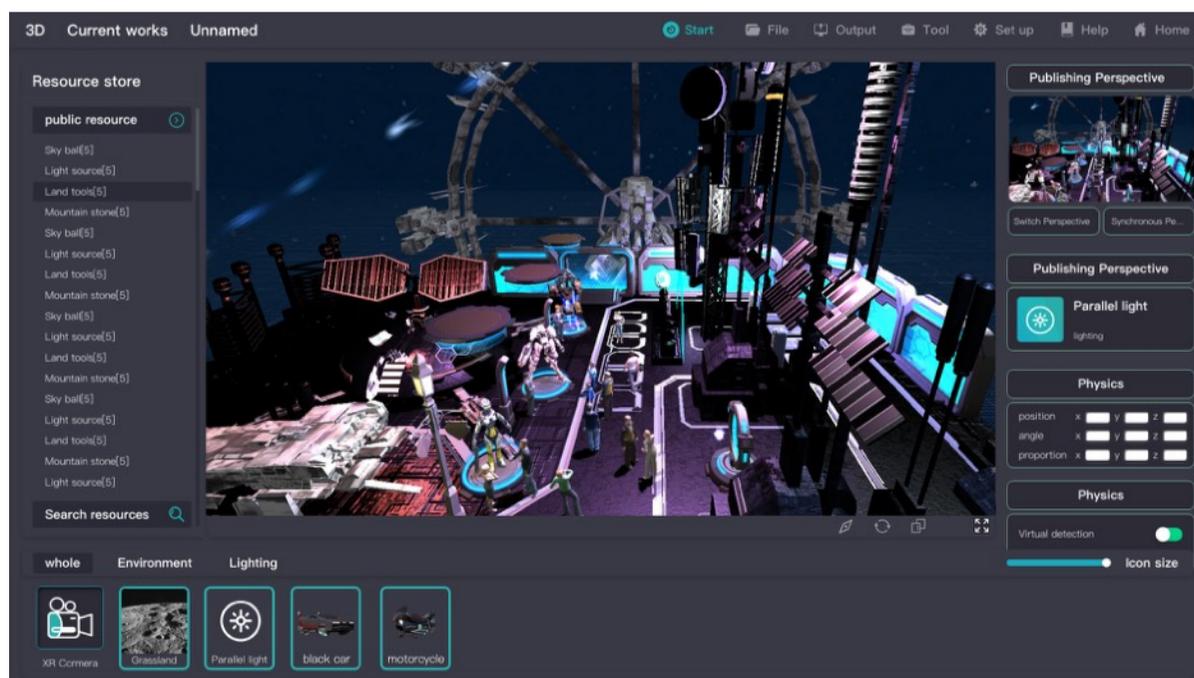
3.1 Introduction of X-engine

X-engine is a VR codeless development engine issued by IVS. Users can build and deploy their own VR virtual space without knowing the development technology. In essence, X-engine is a UGC platform in the VR space, and users can use X-engine by paying IVS Token.

X-engine can realize graphical programming and real-time demonstration of effects, whether it is the universe, the future city, the ancient world, the animal world, or any imaginary scene, it can be realized through X-engine.

Every virtual scene based on the X-engine can be decentralized design. It can use the blockchain address as an account (need to link to a decentralized wallet), set various formats and read the tokens of the mainnet, as well as transfer, pledge, and transaction behaviors. Smart contracts that are commonly used and have long-term security verification will gradually be embedded in the X-engine in a codeless or low-code manner.

Through this design, the coins or virtual items in the scene are actually held by the user, and will be realized in the virtual scene. At the same time, the use of a series of assets or financial behaviors (such as transactions/staking mining/behavioral mining) will be recorded on the IVS-MP, and its validity will be verified by chain.



3.X-engine

3.2 The ecology position of X-engine

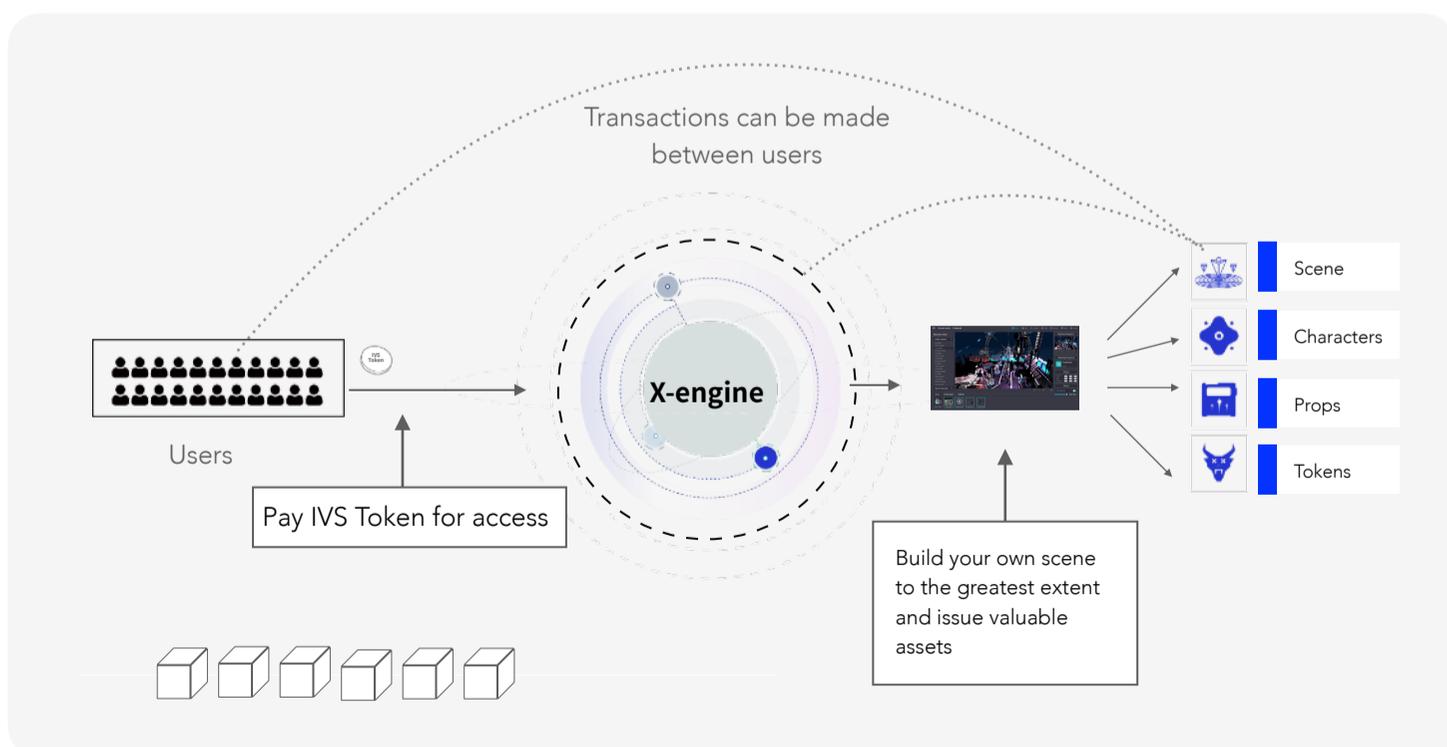
The X-engine plays an indispensable role in the IVS project.

It is the basis for the technical realization of the entire UGC framework, which can easily comply more fantasy scenes and economic systems from users, and is not limited to the needs of development skills.

Based on the X-engine, users in the ecosystem are not only involved in the scene, but also the content producer. While building an ideal scene, they have more chances to obtain considerable profits.

This method can activate ecological competitiveness to the greatest extent. Individuals or organizations that have research and understanding of games, economy, finance or art can use the X-engine to build their own scenes to the greatest extent and issue valuable assets. (NFT such as characters, props, or fungible tokens), and indirectly participate in the construction of IVS to form a prosperous ecology.

At the same time, the use of X-engine will require payment of IVS Token, giving IVS Token a strong application empowerment for long-term survival.



4. Decentralized Autonomous Organization (DAO)

4.1 Introduction to DAO

In the world of blockchain, the concept of corporate entities is gradually being diluted for the issuance and development path of the mainnet, decentralized applications (DApp) or crypto assets.

For mature blockchain projects, the development team is usually only responsible for the necessary development (the development of basic framework, early functions the DAO governance function), and operates the development of a decentralized project in the form of a foundation in the early stage. As the project matures, the behavior of "decentralization of the highest authority" will be gradually implemented. In actual operations, the execution modes and time are different according to the operation of different projects.

In the process of decentralization of the highest authority, the authority of governance is usually empowered to the governance token, and is carried out by voting.

Such a mechanism will give investors or participants more space for participation, and release more enthusiasm and ability, which is a great benefit, and is also an ideal form of decentralized projects---the spiritual core of the crypto world is to prevent centralized evil, to control the authority of the founding team is an indispensable part of it.

4. Decentralized Autonomous Organization (DAO)

4.2 The attributes and incentives of DAO

For IVS, the necessity of DAO is beyond doubt.

Firstly, it is because that almost all scenarios will be contributed by the community.

On the other hand, participants are not simply investors, players or DApp users, but more like an individual with a virtual avatar. Under this premise, social attributes need to be taken seriously.

In traditional virtual scenes (such as online games), the natural roles of developers and players (consumers and enterprises) are opposed to each other, resulting in the limitation of design of social attributes.

In the crypto world, because of the existence of the token, such a fragmentation will be eliminated. Both developers and participants will eventually benefit from the wide application of IVS and the corresponding increase in the value of IVS Token.

In such a virtual society, the developer's vision, ability, experience, and position will inevitably be limited, which inhibits the development of the project to a certain extent, or affects other participants. Governance through the DAO mechanism allows the community to independently manage and control the development of the project, which is able to maximize the needs of participants.

More than governance, the DAO mechanism also allows contributors to participate more in the overall process of the project in the form of informal work and obtain benefits. These work are mainly concentrated on development, vulnerability detection (especially important for the blockchain industry), marketing and community management, which are important parts in establishing a healthy developer community and user community environment.

51% of IVS Token will be used to motivate user behavior, of which 20% are active incentives. In the early days, the foundation will make decisions on an agency basis and gradually transfer the authority to the community.

5. Advisor

Mark Phillips

Senior Advisor

Microsoft Chief Architect, Leading Expert in Digital Media, Blockchain, Chip Design. Mark Phillips has been in the Microsoft Windows Media department for 10 years and is one of the key designers of Microsoft smartwatches, MP3 players, smart notes and other products. Meta-wallet, which was founded by Mark Phillips, is one of the early inventions, promotions, and applications of cryptocurrencies.



Ender

Senior Advisor

Researcher of diverse crypto networks. Senior mentor to crypto projects. Experienced at Web3 development with a great gift in developing and innovating Metaverse infrastructure devices supporting.

An intelligent and creative person. Self-motivated. Works well on own initiative and as part of a team.



5. Advisor

Stephanie Shaw

Brand Manager

Master of International Marketing, Kyiv National University of Trade and Economics. Worked as a GAME PRESENTER at Evolution Gaming (Riga, Latvia) Focus on making marketing campaigns that will not only drive customer engagement, but will further define brand's reputation and image in relation to the market. Now is also responsible for metaverse education in the UK and European markets and the popularization of metaverse social activities.



Jeff Noah

Financial Manager

Master of Accounting and Finance, University of Warwick. Experienced for providing financial guidance and support to clients and colleagues so that they can make sound business decisions. Has a good head for figures and for dealing with complex modelling and analysis, as well as a sound grasp of financial systems and procedures. Can make a clear budgetary planning for both the short and long term.



6. Infinite Virtual Space Token

6.1 Utility of IVS Token

IVS Token is the governance token of the IVS ecology, providing liquidity, governance mechanisms and incentive measures for Metaverse.

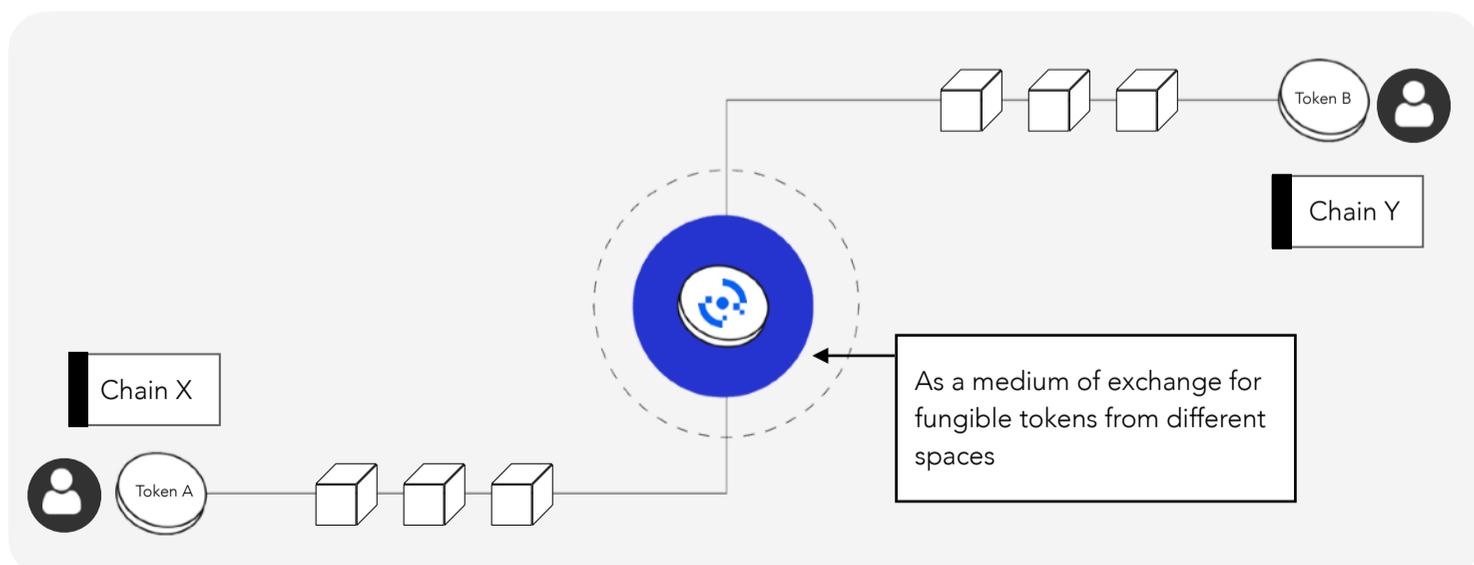
IVS will deploy its first launch on BSC and realize multi-chain deployment through IVS Bridge.

- **Circulation token**

IVS Token is the most important circulation token in the virtual space of the IVS-MP, and the most important medium of exchange and pricing in multiple virtual spaces.

IVS Token can be used as an intermediate token, as a medium of exchange for fungible tokens from different spaces, and transaction liquidity; It also provides a pricing token for NFTs that can be widely recognized by users in the ecosystem; it can also provide a transfer channel for cross-chain transactions of assets.

In the future diversified scenario of IVS, IVS Token will play an increasingly important role. Let us make a simple imagination: compare each independent access space to a virtual "country" with its own circulation token, core business and independent gameplay. Then IVS Token, combined with the logic of its limited supply and diminishing release, can be analogous to gold, which is a universal value certificate of virtual value in different countries.



6. Infinite Virtual Space Token

- **DApp voting**

In addition, through pledged token voting, DApps and related assets will be allowed to access the IVS-MP.

The pledge has a specific period. When the end of the pledge approaches, the DApp will lose the right to access the IVS-MP and need to vote again.

All token holders can vote for one or more specific DApps.

Voting campaign is one of the core governance functions of IVS Token, and it is also a sign of "decentralization". This function will be launched after the basic development is completed. In the early stage, the introduction of the DApp of the IVS ecology will be comprehensively decided by the IVS Foundation.

- **Multi-chain governance**

By pledged tokens, proposals or votes can also be initiated, and the development of IVS can be decided by the community.

The content of proposal governance includes but not limited to the optimization of the token mechanism, long-term development planning, operation and technological development direction, etc.

Without causing any direct or indirect losses to related parties (mainly token holders), users will achieve code-level "democracy" through governance mechanisms.

Due to the attribute of multi-chain of IVS, the token pledge management function will be implemented in the IVS bridge to complete decentralized execution.

- **Incentives**

IVS Token will be used to incentive individuals or groups that contribute to the ecology (such as promotion support, development support, patching security vulnerabilities, etc.). These incentives will bring the necessary positive impact to the establishment of a decentralized ecosystem, it is a mature solution in the blockchain industry. On the other hand, decentralized applications such as decentralized exchanges (DEX) also need incentive mechanisms to catalyze them, and a part of IVS Token will be needed as a preparation.

6. Infinite Virtual Space Token

6.2 Token distribution

IVS Token Total Amount: 1,000,000,000 pieces

- **Development Team: 15%**

Including development team and consultant incentives.

Unlocking period: from July 1, 2022 to

March 1, 2024, 5% will be unlocked every month.

- **Foundation: 15%**

For the daily operation, research and development and affairs expenses of the project.

- **Keystone: 3%**

- **Strategy Round: 15%**

Strategy Round 1: 4%

Strategy Round 2: 5%

Strategy Round 3: 6%

- **IDO 1%**

- **User Incentives: 51%**

Including active incentives and passive incentives.

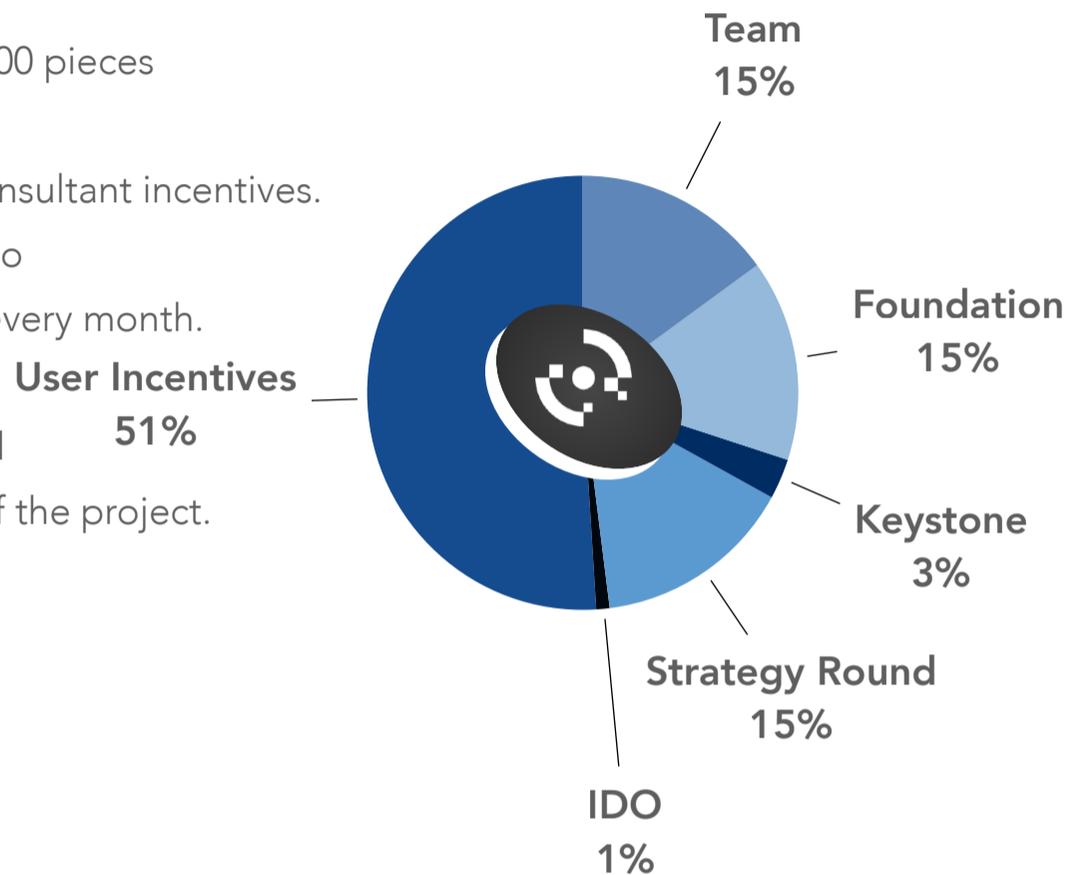
Passive incentives: 20%

Passive incentives are incentives that can be verified and quantified by data on-chain, usually in the form of "mining", such as (core behavior mining / token liquidity supply mining incentives / pledge mining etc), the mining mechanism will be preset and automatically executed by the smart contract.

Active incentive: 31%

Including community incentives, developer incentives and other expenditures, supports or investments that have long-term contributions to the IVS ecosystem. Incentive expenditures will be implemented by the IVS Foundation in the early stage, and then gradually transition to the DAO organization.

Infinite Virtual Space(IVS) has developed the token(\$IVS) smart contract. For the protection of token security, the token deployment of IVS adopts a multi-signature method to ensure asset security. There would be 3 administrator wallet in total. One of them will be kept by the IVS Foundation; one will be kept by the IVS Technical Committee; the last one will be kept by the leaders of the DAO organization.



7.Supporters

Supporters



Partnership



8.Roadmap

- 11/2019**

The X-engine was formally approved and initiated to provide a codeless development framework for VR.
- 03/2020**

The thought of combination of 3D codeless engine and blockchain entered the stage of feasibility analysis, and began to study the concept and use cases of ERC721.
- 07/2020**

The research and development of the X-engine(V1) has been completed.
- 09/2020**

IVS formally approved and initiated, and completed the initial project architecture design.
- 01/2021-04/2021**

IVS carried out the structural adjustment, optimized the economic model, and employed the concept of cross-chain.
- 05/2021-07/2021**

Started the development of V2 version of IVS.
Carry out the resource expansion and integration of the blockchain industry, and plan for the official issuance.
The development of X-engine(V2) is completed.
- 08/2021**

IVS released the Whitepaper and officially open to the public.
- 09/2021-10/2021**

Build a community for early operation and project warm-up.
Complete the development of IVS-MP beta.
Evaluation and development of X-engine smart contract codeless modules.
- 11/2021-12/2021**

Build a developer community.
Complete initial asset deployment.
Global online launching conference.
Starting project 'infinite miracle'. development and pre-launch of virtual spaces.

8.Roadmap



1/2022-3/2022

Release of Xpace, the flagship NFT of IVS.

Establish of the Metaverse digital identity system in IVS.

Development and testing of metaverse asset-friendly cross-chain tool and layer2 protocol.

Improve the development module of X-Engine applied to the blockchain.

The multi-scenario MetaVerse based on the X engine was initially completed.

Enhance the value and use of virtual space from the "Infinite Miracle" project.

Marketing and virtual space development competition..

4/2022-6/2022

X-engine has become a mature blockchain codeless development framework and is gradually becoming a platform.

The multi-scenario Metaverse ecology is beginning to flourish inside the virtual spaces.

The NFT social finance educational finance and asset circulation scenarios have been further improved, showing the metaverse Social Finance ecology in Web3 paradigm.

Adaptation and optimization of virtual reality (VR) hardware facilities.

Soliciting IVS DAO's suggestions for the Govern to Earn system.

7/2022-12/2022

Solicitation of opinions on the parameters of the decentralized credit system.

Testing IVS digital identity is embedded in decentralized credit system.

Plan and support hackathon events.



2023

Iterative optimization of X-engine.

Incubate independent virtual space IP through decentralized governance.

Metaverse Brands strategic cooperation disclosure.

Planning and testing the first virtual space film conference.



2024-2025

Supports millions of concurrent online Metaverse game, social and educational spaces.

Realize the influential Web3 virtual reality scene.

Supports other important components of Metaverse track projects: better augmented reality, distributed storage solutions, brain-computer interfaces, etc.

9. Risk And Disclaimer

9.1 Risk

- ① At present, the attitudes and policies of major countries in the world towards blockchain and crypto tokens are still unclear, and there is the possibility of losses to holders due to policy reasons;
- ② At present, there are many projects and fierce competition in the field of blockchain technology, and there is very strong market competition. IVS will try our best for the continued development and growth of the project, but we cannot ensure success;
- ③ The IVS team will spare no effort to achieve the goals set out in the white paper. However, due to various uncertainties, we reserve the right to adjust the content described in the Whitepaper. We have no obligation to actively notify all changes to the content of the white paper. Participants are requested to keep abreast of them through relevant channels;
- ④ The IVS team cannot fully ensure the smooth implementation of all technologies, and all technical projects are likely to be hacked or code vulnerabilities that may cause user losses;
- ⑤ In addition to the above risks, since cryptocurrency is still a brand-new field, there may be various risks that we have not mentioned or anticipated;
- ⑥ Countries around the world have different laws and regulations on cryptocurrency and blockchain. Participants need to fully consider the laws and regulations of their countries and regions to ensure the legitimacy of their behavior. The IVS team does not have any tricks to induce players to violate any country., Regional laws and regulations intent.

9.2 Copyright and Disclaimer

- ① Copyright statement: The copyright of this document belongs to the IVS team, and all rights are reserved;
- ② Disclaimer: With the rapid development of science and technology, in order to better promote the development of IVS projects, we will continue to improve the existing technical aspects and organizational structure in the future.