

WELCOME TO

THE FUTURE

TERRA VIRTUA • WHITE PAPER

BE PART OF THE \$11.5B VR / AR MARKET

"With all assets and transactions secured on the blockchain, Terra Virtua™ is an entertainment-focused VR platform combining Netflix-style subscriptions for games with payable content and Premium, pay-per-play events"

CONTENTS



Welcome to Terra Virtua™	1-2
VR Market size and projections	3-4
What is Terra Virtua™?	5-6
Zones	7
The Player Experience	8
The Vflex avatar	9
The Companion App	10-11
The Entrance Zone	12-13
eSports and Live Arena Events	14-15
Player benefits summary	16
TERRA Tokens	17
Terra Virtua™ Currency-Technology	18-19
Disrupting the VR Market with Blockchain Technology	20-21

The Content Creator Proposition	22-24
Developer and Creator Benefits	25
Terra Virtua Revenue Model	26-27
Technology Partners and Launch Titles	28
Technology Partners	29
Technology Partners and Launch Titles	30-32
Development of Terra Virtua™	33
Initial Coin Offering	34
Token Economics	35
Allocation of Tokens	36
Company and Team	38
The Company	39
Roadmap	40
Terra Virtua team	41-43

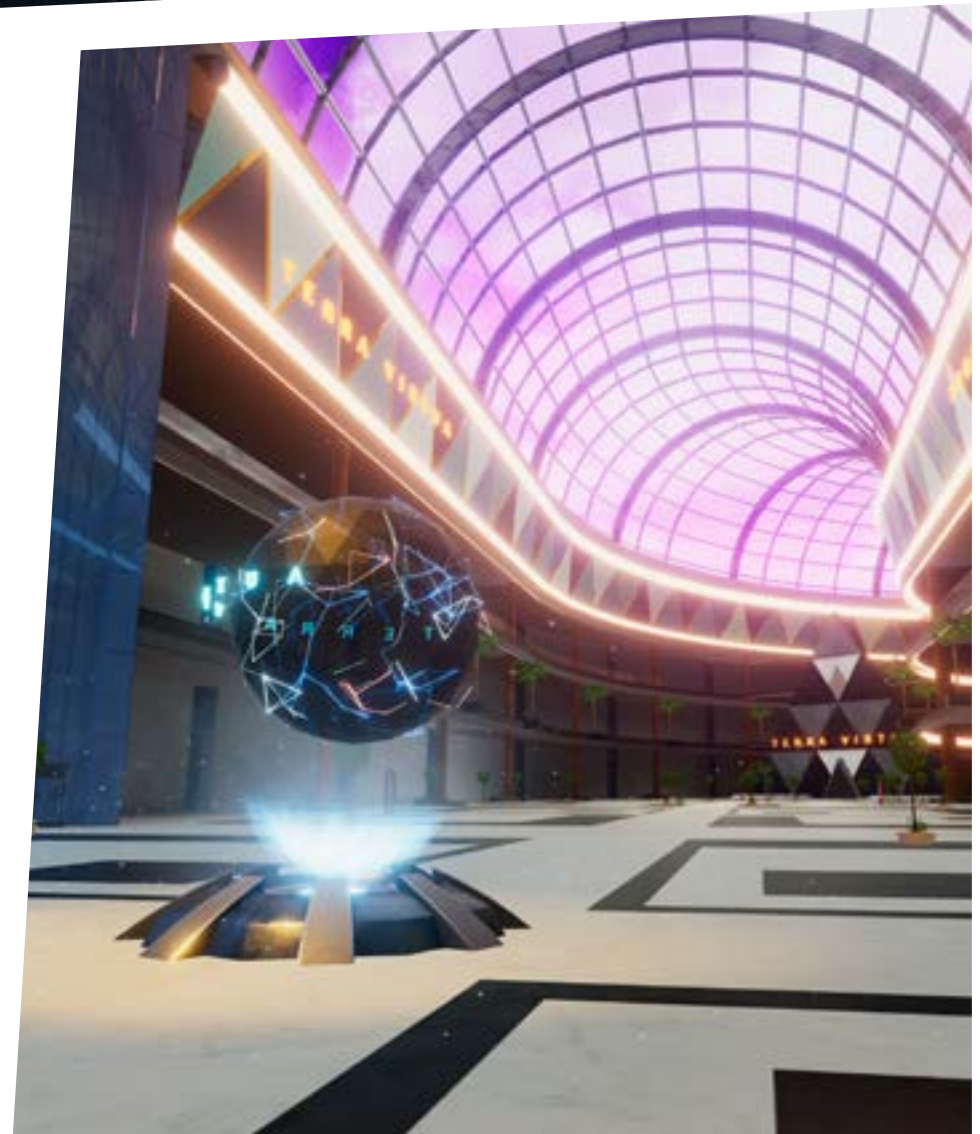
WELCOME TO TERRA VIRTUA™



VR hardware is dominating and disrupting the entertainment industries. Predicted to grow to \$200bn+ over the next 5 years, the VR industry will become ubiquitous and prime for consumer hubs and platforms. Terra Virtua™ will offer a unique Netflix-style subscription service to access VR content across games, eSports, movies, live events and more. Such a model is a major differentiator from traditional games product stores such as Steam which provides outright purchase of each and every game/app.

A brand new cryptocurrency, the TERRA token coin (ticker 'TVT') will work as the currency within the platform allowing consumers access to the content. The coin will also facilitate VR developers access to zones within Terra Virtua to host their own content that they will in turn monetize through the consumer.

With Blockchain as the backbone of the Terra Virtua economy, all the advantages of cryptocurrency come into play. Consumer micro-transactions and platform fees will become instant and secure and there will be no Apple-like payment delays to



Actual in-platform images.

WELCOME TO TERRA VIRTUA



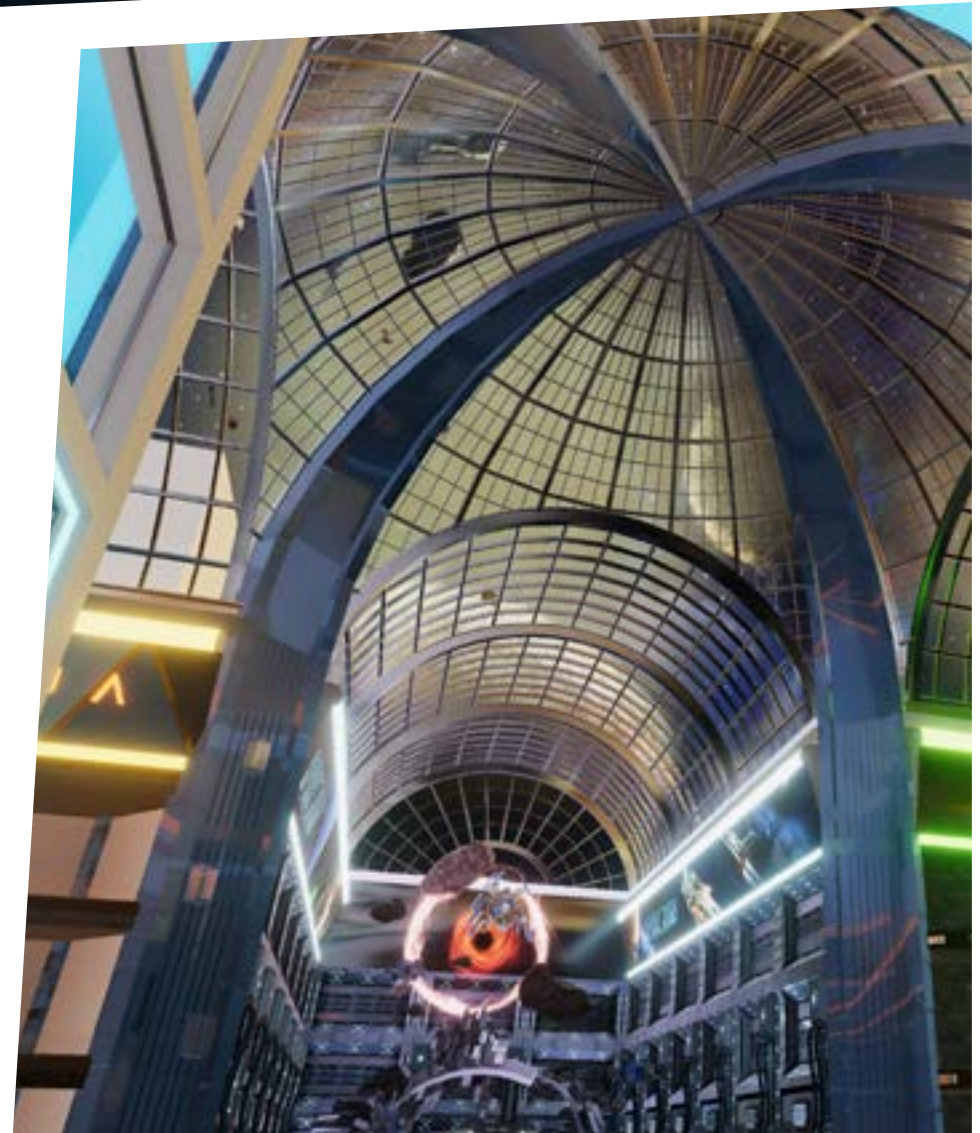
content providers. Consumers may earn tokens in many ways including watching an eSports tournament or sharing experiences on social media.

Terra Virtua™ is transformational to VR gaming and entertainment, allowing users greater control within its economy, an important element to socially-driven gaming which has traditionally been controlled by the video game platform giants such as Sony and Microsoft.

Partnerships with Gaming Developers, eSports Platforms, Entertainment Media, Music Event Broadcasters and more are well underway. This broad spectrum of content will result in a thriving network of VR developers, licence owners and consumers all benefiting from the TERRA cryptocurrency.

As the platform evolves there will be additional opportunities such as in-game and user-generated content to buy along with premium content including live sporting events, eSports tournaments, exclusive events or concerts.

The prototype for Terra Virtua is already live with its commercial launch scheduled for Q4 2018.



Actual in-platform images.

VR MARKET SIZE AND PROJECTIONS



Overall VR market size analysis varies slightly from sources, but all are in agreement with their forecasts of significant growth over the next few years, even going by the lowest estimations, this young and evolving market is highly promising:

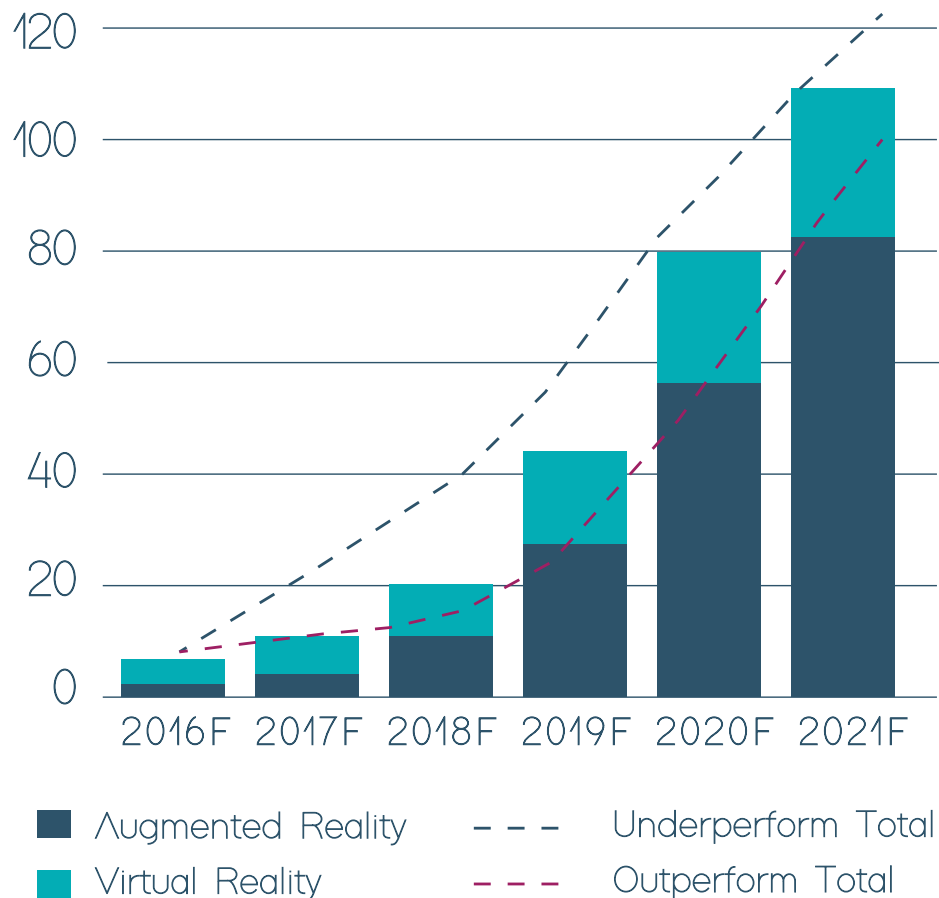
Source	AR/VR Market size	AR/VR Market growth
IDC (International Data Corporation)	\$11.4b in 2017	\$215b by 2021
Digi Capital	\$10b in 2017	\$108b by 2021
Citi Research	\$7.5b in 2016	\$80b by 2020

VR MARKET SIZE AND PROJECTIONS



Digi-Capital AR/VR revenue (\$bn) forecast

Source: Digi-Capital



Some of the biggest tech shows worldwide such as the recent Consumer Electronics Show (CES 2018) in Las Vegas have been dominated by announcements of standalone VR Headsets, the likes of Oculus, Vive, Google and Samsung all launching wireless and affordable rigs which will rapidly stimulate a greater adoption of the tech in the consumer market. Terra Virtua™ will support all these hardware VR headsets when it launches its VR entertainment portal in Q4 2018.

WHAT IS TERRA VIRTUA?



Terra Virtua™ is a unique Virtual Environment, focussing entirely on immersive VR entertainment, built around a strong community and social connection. This new, exciting VR platform will be comprised of specifically-themed zones, each zone hosting differing entertainment experiences.

Terra Virtua will be a very social environment, creating new communities in addition to allowing players to form their own groups of established friends. They might form a team to compete with another group in Sports, Combat, Escape Room Encounters and much more.



WHAT IS TERRA VIRTUA?



We envision the core content on Terra Virtua™ to be comprised of 3 basic categories:

TERRA VIRTUA



Primarily driven by games, there will also be interactive Theme Parks or promotional racetracks to test-drive your next new car

Stadium or Theatre-style entertainment, which could be a live sports event, a rock concert or even viewing an eSports contest

Users will be offered tools to create their own games and experiences within Terra Virtua, accessible by all other subscribed users, providing a revenue stream for the creator.

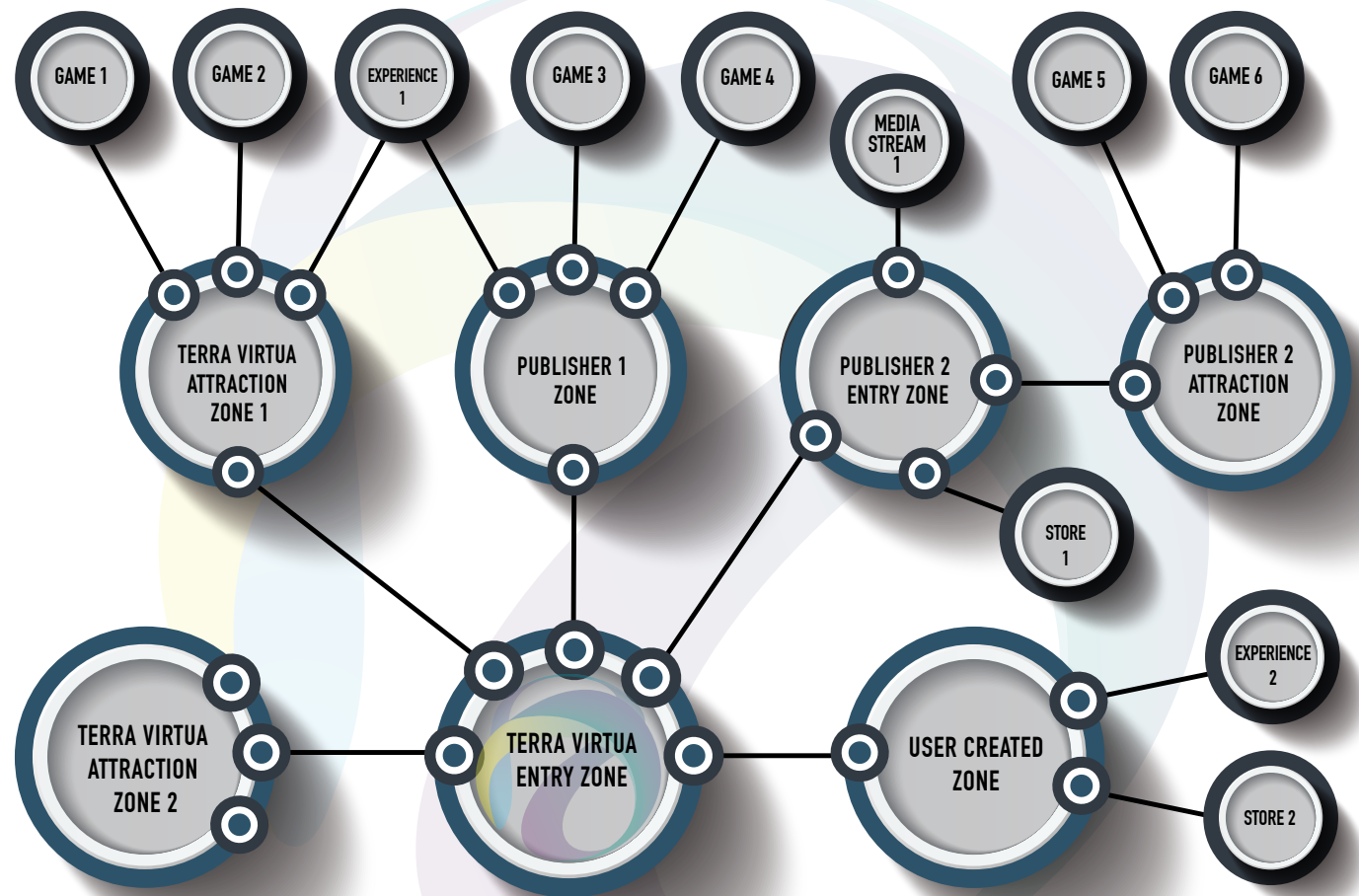
TERRA VIRTUA ZONES



The Terra Virtua™ platform is divided into zones and these zones host portals, leading to attractions.

An attraction can vary in its nature, being a game, an experience, a store, or a live broadcast. Different from traditional Virtual Worlds, Terra Virtua employs an intuitive and simple navigation system which allows the user to be instantly transported to any point in the platform eliminating the need to wander around aimlessly seeking out relevant content.

- **ZONES HOST DIFFERENT TYPES OF ATTRACTIONS**
- **CERTAIN ZONES CAN BE PURCHASED WITH TERRA**
- **ZONES CAN BE CONNECTED TO OTHER ZONES**



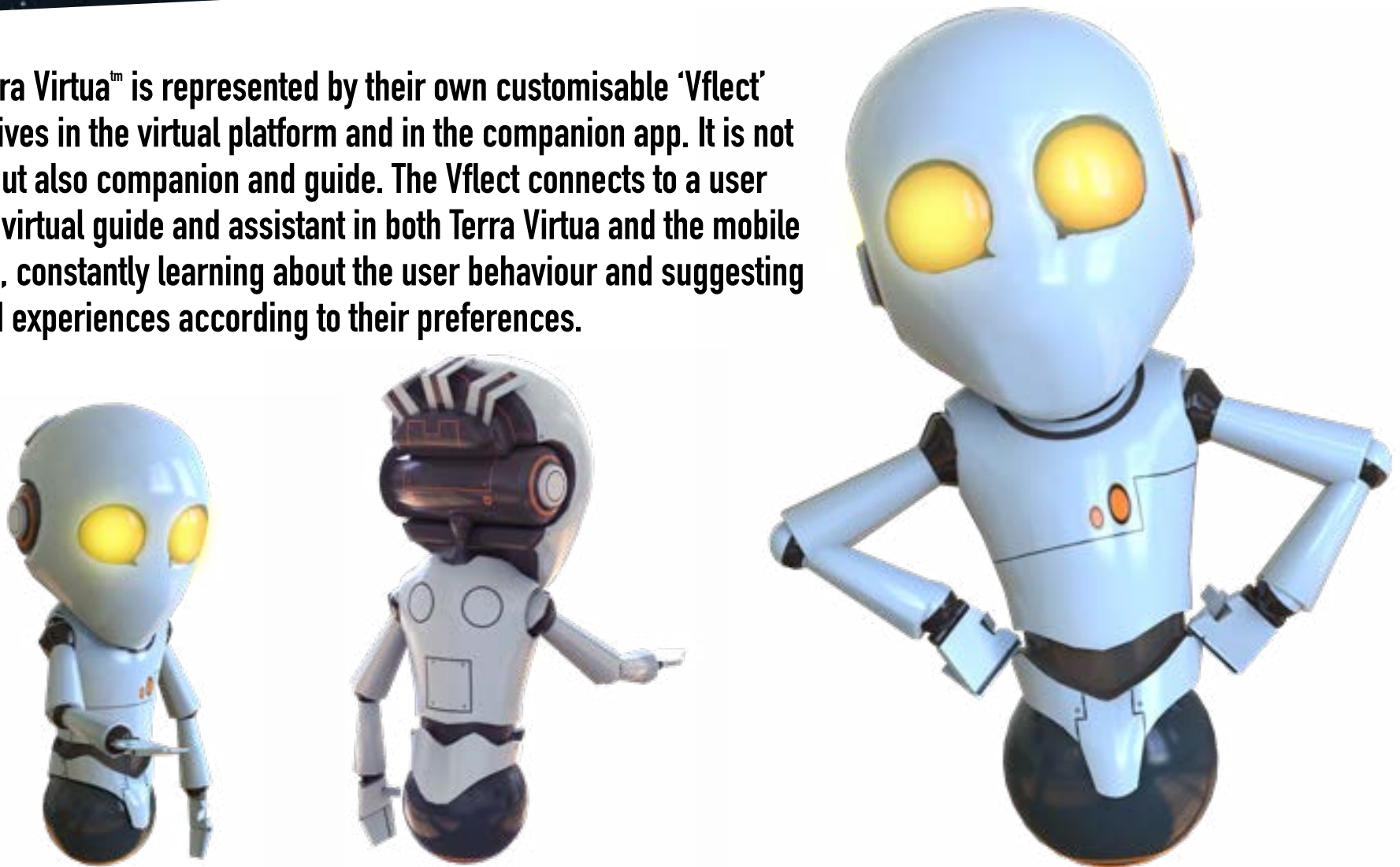


THE PLAYER EXPERIENCE

THE PLAYER EXPERIENCE — THE VFLECT AVATAR



Everyone in Terra Virtua™ is represented by their own customisable 'Vflect' VR avatar that lives in the virtual platform and in the companion app. It is not just an Avatar but also companion and guide. The Vflect connects to a user profile and is a virtual guide and assistant in both Terra Virtua and the mobile companion app, constantly learning about the user behaviour and suggesting new places and experiences according to their preferences.



THE PLAYER EXPERIENCE – THE COMPANION APP

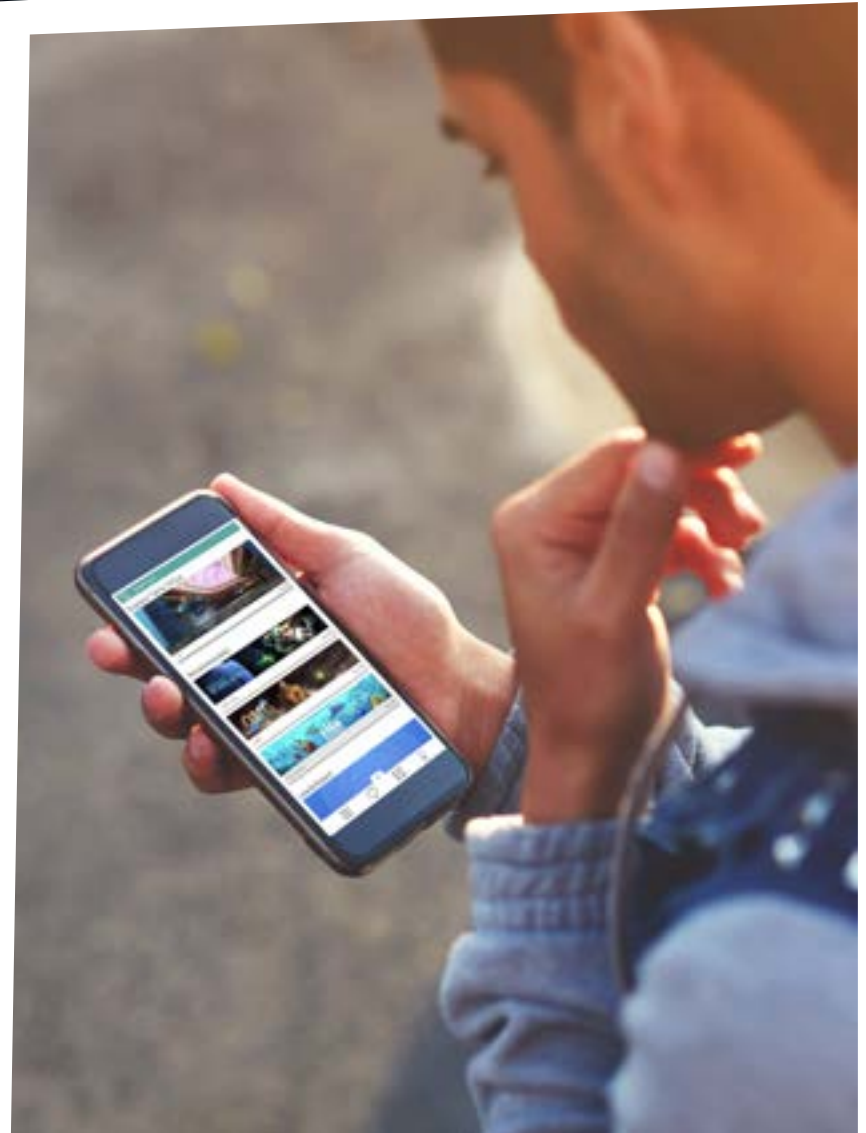


Terra Virtua™ doesn't end when the VR headset is removed. The Augmented Reality ('AR') companion app is a real-world connection to the platform. If a player is not wearing a VR headset but still wants to interact with Terra Virtua, they simply open their app.

Via the app, Players will browse the marketplace for in-game boosters or add-ons, be pushed new and engaging content, special offers and can add shortcuts to new experiences they may want to try later in Terra Virtua. Players can update their VFlect and can also interact with other players' VFlects via the app.

The app will announce new attractions and offer more information (trailers, etc). It will enable you to bookmark your favourite experiences so that you can navigate quicker when you visit Terra Virtua. You can store your achievements, rank, status for different games and display leaderboards if relevant. The app acts as a messaging and meeting system between the visitor and their friends and will also allow interaction directly with their VFlect in fun single and multiplayer minigames.

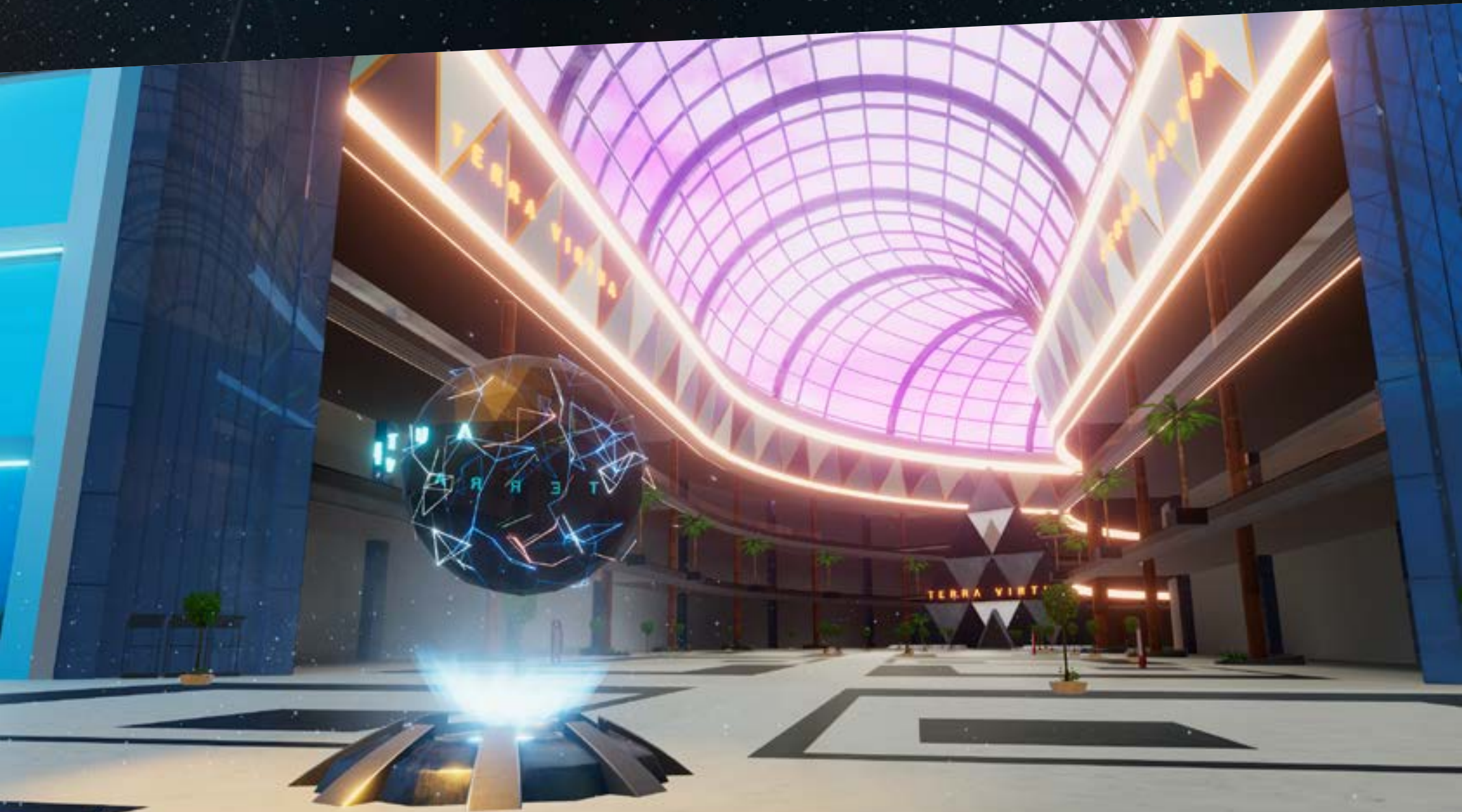
A truly intelligent AR app, this will offer a fun and immersive companion application to the core experience.



THE PLAYER EXPERIENCE – THE COMPANION APP



THE PLAYER EXPERIENCE — THE ENTRANCE ZONE



THE PLAYER EXPERIENCE — THE ENTRANCE ZONE



The visitor first enters Terra Virtua™ via the Entrance Zone — this is the main zone from where you decide what to do and where you visit. It is a large lobby to explore and discover what is on offer:

- Vflect Station – The area the visitor is guided to on their first visit to Terra Virtua and the place to choose and customise their Vflect.
- The Map – a dynamic 3D representation of the Terra Virtua universe. Access information about the Immersive Experiences available in different categories and be transported directly to the chosen experience.
- Each Zone has a social area where you can meet up with friends or make new ones. Every visitor is represented by their VFlect.
- The Marketplace – Where one can purchase rare and unique game items, as well as timed or seasonal, customisations for their VFlect.
- There will also be Interactive Advertising Billboards which will offer click-through incentives, redeemable in Terra Virtua.
- There will be a number of ‘free’ attractions to draw in the first-time visitor to enable them to have a taste of the feel and culture of the environment.

THE PLAYER EXPERIENCE — ESPORTS AND LIVE ARENA EVENTS



THE PLAYER EXPERIENCE — ESPORTS AND LIVE ARENA EVENTS



For the first time VR consumers and players will enjoy watching live events such as eSports tournaments, cinematic broadcasts and theatrical performances, all in VR as if they are in the theatre or eSport tournament. There are plans to have virtual arenas spread throughout the Terra Virtua™ platform.

The eSports market, like VR is set for significant growth which brings another highly-sought market to the Terra Virtua value proposition. Newzoo has forecasted esports revenue to grow to \$1.5b by 2020 with brand investment doubling by this point. Terra Virtua is designed to broadcast not only VR based eSports but also all types of eSports through the unique perspective of a VR headset.

Terra Virtua will not only allow users and developers to run their own tournaments at a whole new level in a 360 virtual environment but will also provide a powerful live streaming service capable of hosting millions of spectators.



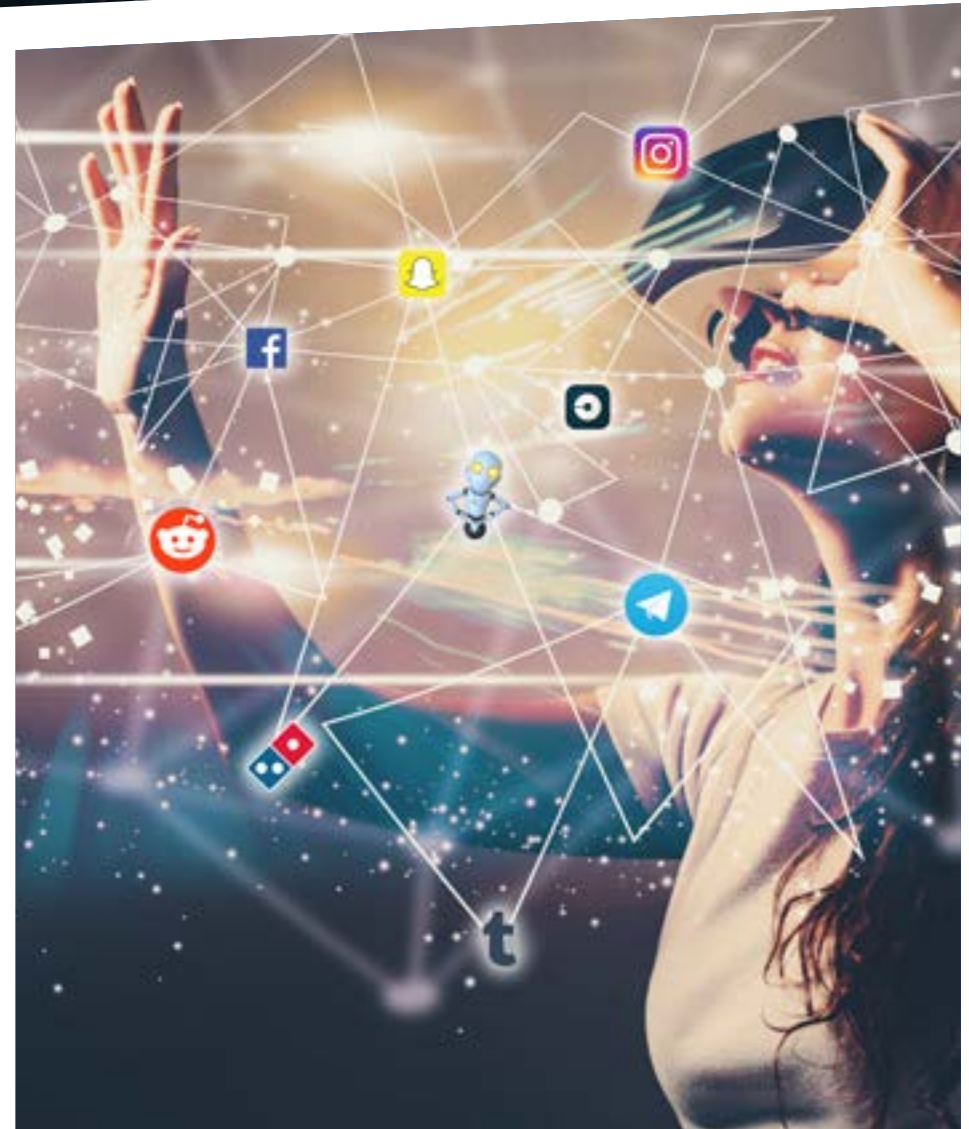
THE PLAYER EXPERIENCE: MIXED REALITY



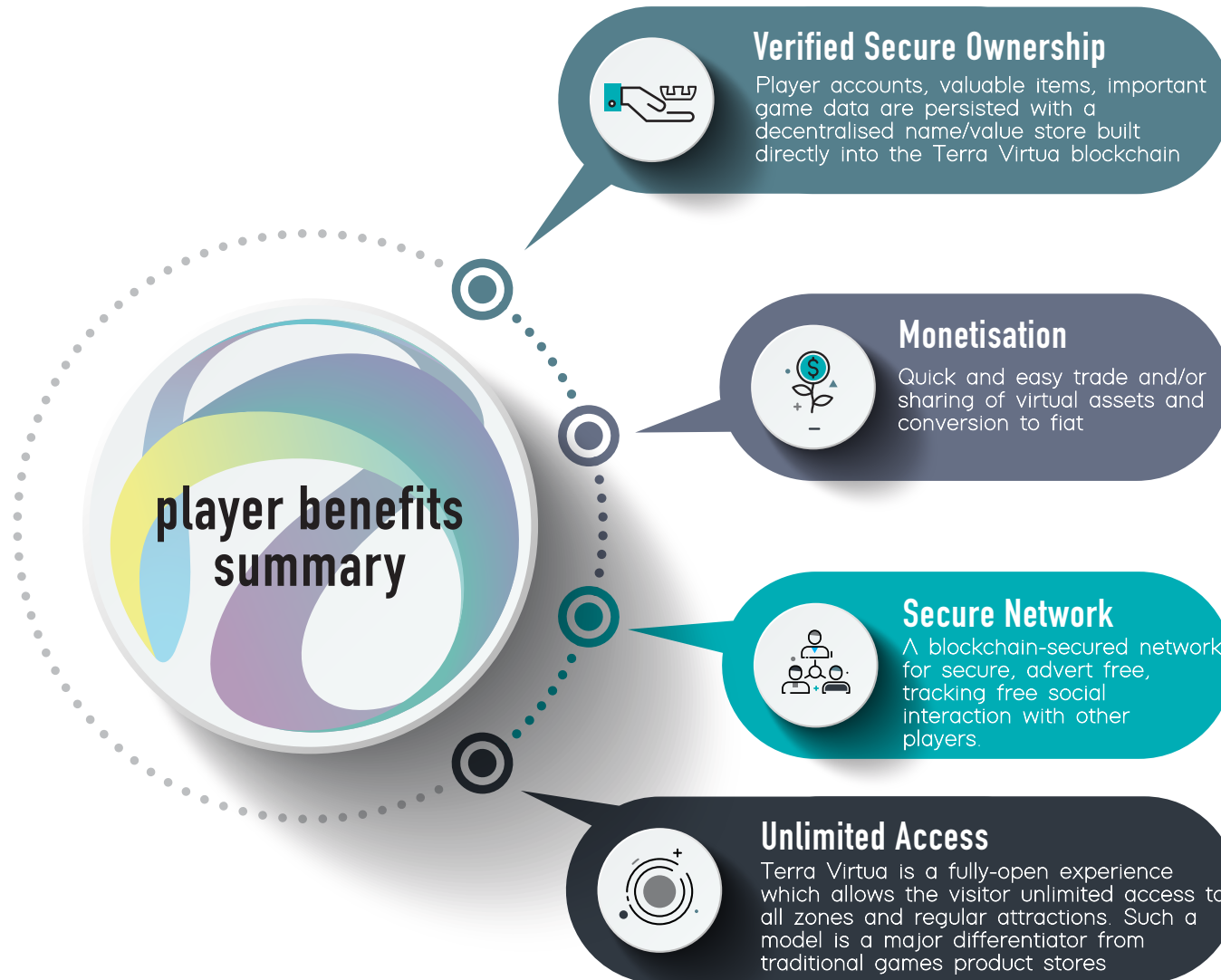
Terra Virtua is the beginning of Virtual Reality 2.0. The platform is built with features and functionality that place the focus purely on the user experience and the content within that environment. Terra Virtua™ will provide more 'real world' capabilities than any other VR experience.

Imagine taking a selfie of your VFlect (your VR avatar), sending a snapchat from inside Terra Virtua, posting to any social media platform, or even ordering a Domino's pizza without leaving the magic of the VR environment. For the first time in a VR gaming experience, users will be able to cash out their TERRA through their cryptocurrency wallet (enabled by the ERC 20 blockchain) into fiat for real world use.

By enabling real world activities from within Terra Virtua, and by interfacing with IoT (internet of things) enabled products outside of Terra Virtua, the user will experience a mixed reality like never before. Over the long term we expect user behavior and demands to adapt to this cryptocurrency economy, creating a new type of user, where their gaming has direct impact on their real lives.



THE PLAYER EXPERIENCE – PLAYER BENEFITS SUMMARY



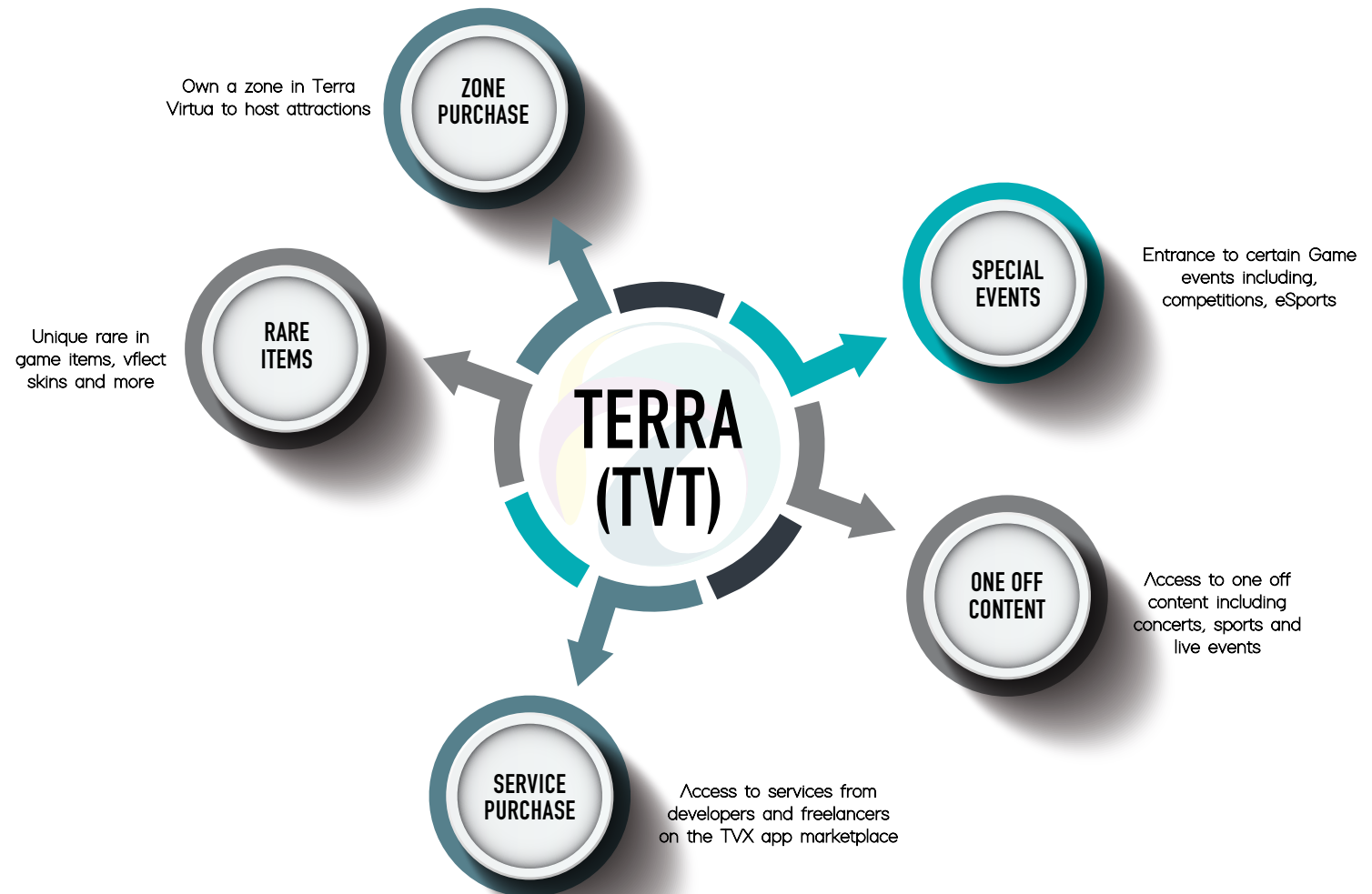
The combination of VR and Blockchain and a subscription model delivers an unprecedented level of benefit to players

TERRA VIRTUA CURRENCY – TERRA TOKENS (TVT)



The currency of Terra Virtua™ is TERRA (ticker– TVT). Transactions within the platform will be based on this economy.

We are pre-selling TVT to allow contributors, developers and gamers an opportunity to be involved in the creation of this amazing VR/AR platform.



TERRA VIRTUA CURRENCY-TECHNOLOGY



Terra Virtua's identity and gameplay data storage will be based on a blockchain-secured network. Player accounts and the most important game data (e.g. ownership of valuable items) are stored and protected with an encrypted name/value store added and continuously updated directly into the Terra Virtua™ blockchain.

Blockchain-based timestamps will also be used, so if disputes arise in a game channel analogous to “closing” a Bitcoin payment channel, they can be resolved by referring back to the record of events immutably recorded on this blockchain and tracked by the timestamp. By mixing the time-stamping property of blockchain technology we've been able to develop a fraudproof protocol that ensures the occurring data can never be lost or manipulated for any Terra Virtua participants.

Based on this proven technology, our blockchain will implement game accounts and tradable in-game items in a way where you attach Terra Virtua assets to an encrypted, secure blockchain. This ensures that their ownership is securely tracked, and it enables trustless trades - no central middleman required - for exchanging TERRA (TVT) or exchanging items. This works by transferring both the sold item and



TERRA VIRTUA CURRENCY-TECHNOLOGY



the corresponding payment in TERRA or between the two participants of a trade in a single transaction and governed by a smart, self executing contracts. This transaction needs to be verified by both parties, so that either both transfers happen or none. This prevents fraud where just a payment is made and the item isn't transferred, or vice versa.

Gamers will get more for their money on our platform. Game developers will incentivize gamers to use TERRA through in-game coupons and rewards. Terra Virtua™ TERRA holders will be able to earn additional discounts when purchasing in-game content.

Our platform payment gateway allows gamers many more options for payment. Google and Apple only allow deposits from credit cards; the app plans to allow the use of credit cards, Bitcoin, Ether, TERRA, and various local payment methods.

Unlike Google, Apple and Steam that have strict deposit limit amounts, our platform will allow for unlimited deposits and withdrawals.



DISRUPTING THE VR MARKET WITH BLOCKCHAIN TECHNOLOGY



We are building Terra Virtua's virtual economy on blockchain technology since it offers many advantages

WITH BLOCKCHAIN

Faster Payouts

No credit card fees or delays -
Microtransactions happen immediately

Payment Agnostic

Terra Virtua publishing portal economy will
provide a friction free economy for virtual
and fiat currencies.

Secure

Blockchain-based copy protection for
content is secure

In Platform Token Incentives

Gamers will get more for their money on our
platform. Game developers will incentivize gamers
to use TERRA through in-game coupons and
rewards.

Ownership and Identity

Terra Virtua technology allows developers to own
zones, build games and monetize their creations.
Terra Virtua has made inroads integrating
blockchain based standards in identity,
storage and security.

Immutability

Game account ownership and in-game virtual items
are securely tracked. Trade and transactions need
to be signed by both exchanging parties, by
transferring both the sold item and the
corresponding payment. This stops fraud.

WITHOUT BLOCKCHAIN

Slow Payouts

Credit card or paypal transactions with high fees
and longer processing times.

Payment Agnostic

Fiat currency must be used for individual games,
using specific payment gateways, external portals
such as Paypal or credit card gateway.

Non Secure

Piracy is a consistent pervasive problem.

No Real Incentives

Without blockchain, users have to keep spending
fiat currency in-game just to keep with up with
game expansions or gain bonus points. There's
no platform wide incentives in conventional
games so consumers lose out.

Limited Ownership

Developers can only licence out sdk and therefore
own a very limited amount of their content.
Identity, storage and security are based around
conventional methods with vulnerabilities.

Fraud

Fraud - online gaming is riddled with difficulty in
verifying players and fraudulent identities or
suspicious transactions, compromising on the
player's gaming experience.

DISRUPTING THE VR MARKET WITH BLOCKCHAIN TECHNOLOGY



TERRA tokens (TVT) and the blockchain technology behind them address 4 critical issues which affect games and entertainment

SECURITY & FRAUD

TERRA blockchain technology is extremely secure. Our smart contracts can be easily combined to make transactions fast and secure, without a third-party to oversee the transactions



CENTRALISED GOODS

TERRA peer-to-peer protocol lets players, game developers, all transact directly with each other. It allow gamers to truly own their in-game assets, opening up a free market. This removes the need for a third-party platform to keep track of transactions



TERRA

CASHING OUT

TERRA tokens representing unique in-game assets creates real revenue opportunities from gaming, opening up new possibilities for players.



CLOSED MARKETPLACES

TERRA will open up marketplaces. A truly cross game currency you can utilise, earn in game and cash out with, no longer reliant on just one marketplace. Earn in one game and spend in another.



The background is a dark, textured space filled with numerous small, colorful dots in shades of red, blue, yellow, and white. These dots are interconnected by thin, light-colored lines, forming a complex network or molecular structure. The overall effect is a sense of dynamic energy and interconnectedness, typical of a digital or scientific theme.

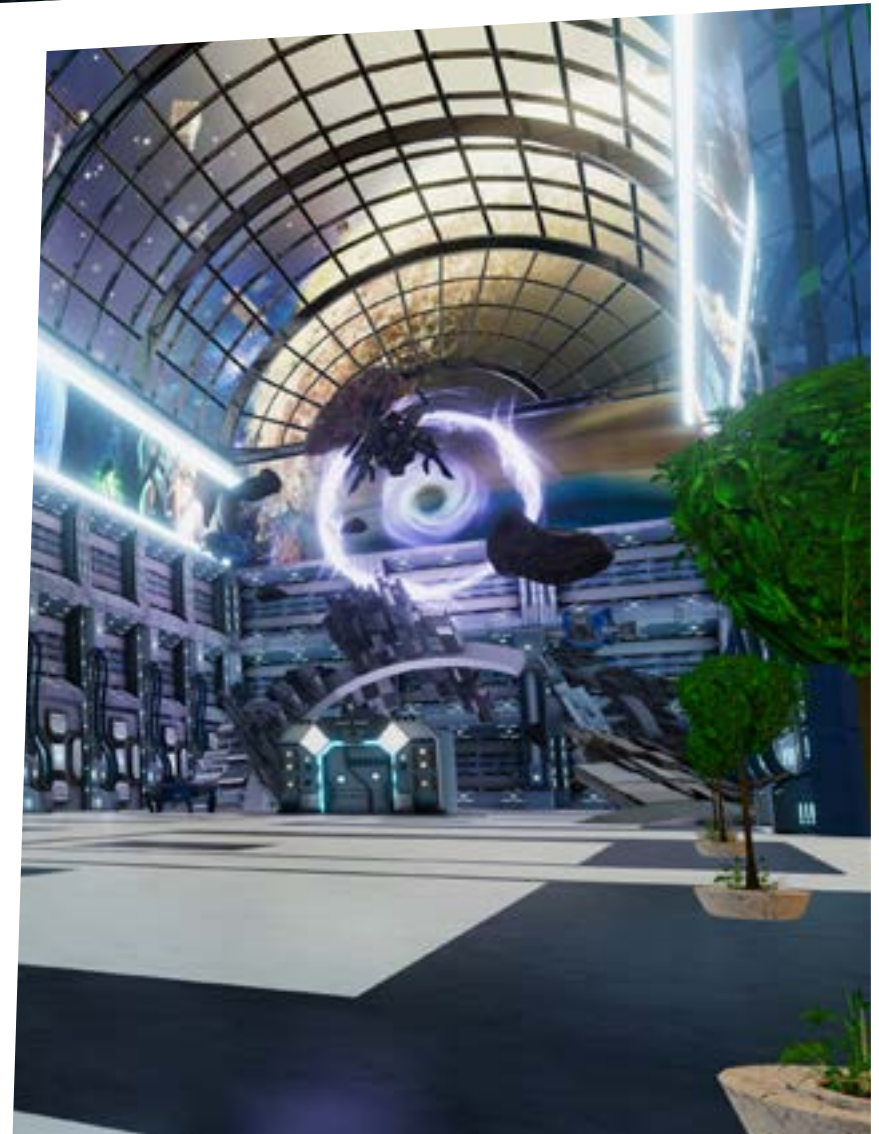
THE CONTENT CREATOR PROPOSITION

THE CONTENT CREATOR PROPOSITION



Terra Virtua™ is a platform offering consumers access to high quality, entertaining and compelling content, including:

- **Self-developed:** A Terra Virtua-commissioned studio creating at least 5 exclusive games for launch. These will include Space Jump, Fish Evolution, Jet Man, OMG and Escape Series: Museum Heist.
- **Incentivised third-party development** – we will offer targeted developers a Terra Virtua zone upon which they will operate their game and then own outright.
- **Paid third-party development:** A significant proportion of the money raised via the ICO will enable us to either fund ongoing developments we have identified as being desirable for the platform, or license popular existing games to be adapted for Terra Virtua.
- **User generated content:** Users will be able to purchase their own zone in Terra Virtua using Terra, and use our dedicated tools to create their own games, experiences or virtual-goods stores.
- **Unincentivised Third Party development.** Interactive content will be created by developers paying for zones to showcase their experiences.



Actual in-platform images.

THE CONTENT CREATOR PROPOSITION



Terra Virtua™ will have its own proprietary API (Application Program Interface) allowing developers to easily adapt their content for use in Terra Virtua. Compatible with all major dedicated VR systems for launch including HTC Vive and Oculus Rift, support will evolve for smartphones and consoles such as Google Daydream and Playstation VR.

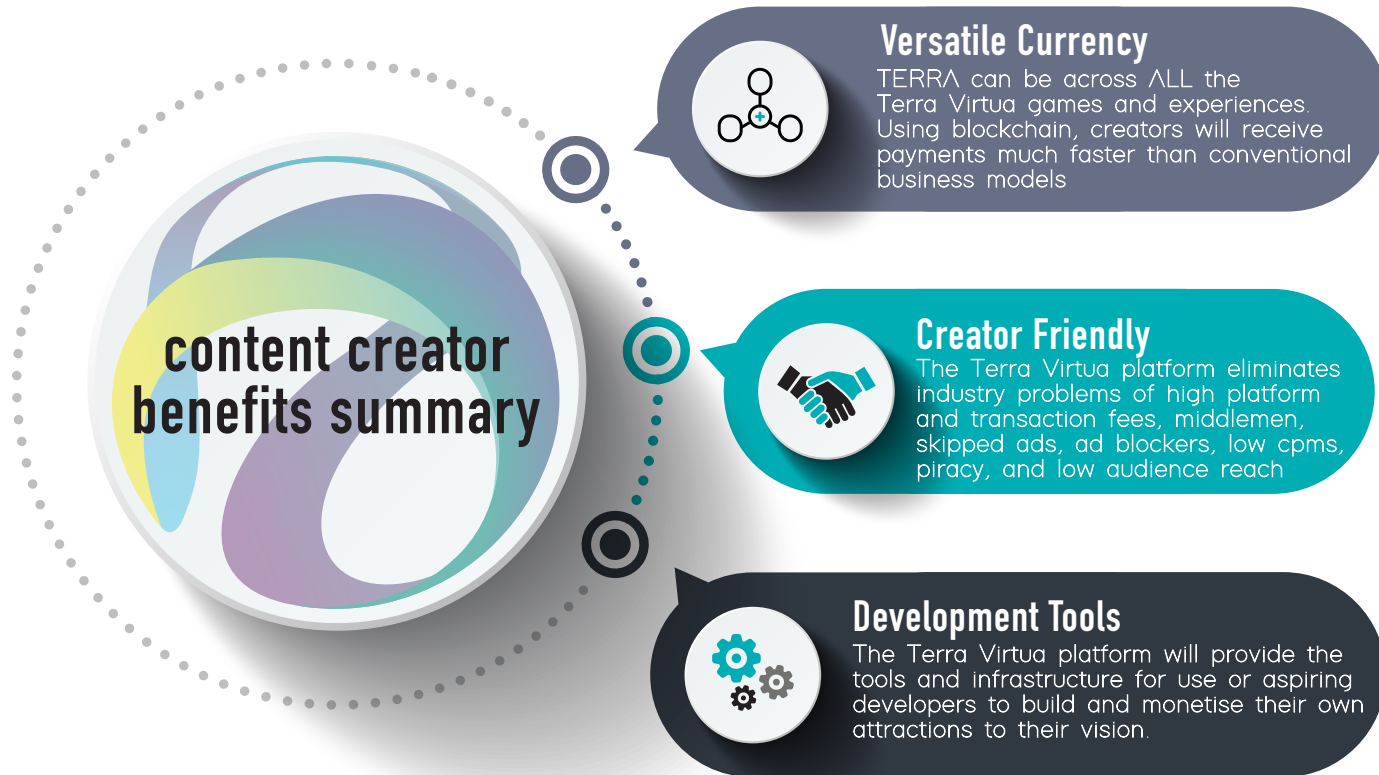
For developers/publishers the platform offers a supplemental revenue stream which will not conflict or compromise the traditional 'store-based' business that is currently the sole option.

The key benefits below have garnered an overwhelmingly positive response from game developers:

- Fast payments vs 45/60 days from Google, Apple, Steam...
- A new additional revenue stream to current channels
- Terra Virtua technology allows for bureaucracy-free, fast integration of developers' content
- In-game assets can be sold securely using tokens. This single currency, valid across games, is a first; players can trade the content on the Terra Virtua marketplace or even cash them out on crypto exchanges.

Content creators can advertise their skills on the companion app marketplace, also rent space in Terra Virtua marketplace zones to exhibit their works. They can be 'hired' by a developer to help create even more engaging Terra Virtua content. Artists can create and sell products. Developers can create virtual stores. The platform has been designed to ensure participation benefits everyone.

DEVELOPER AND CREATOR BENEFITS



Content creators will enjoy an ecosystem backed with security and multiple monetisation opportunities

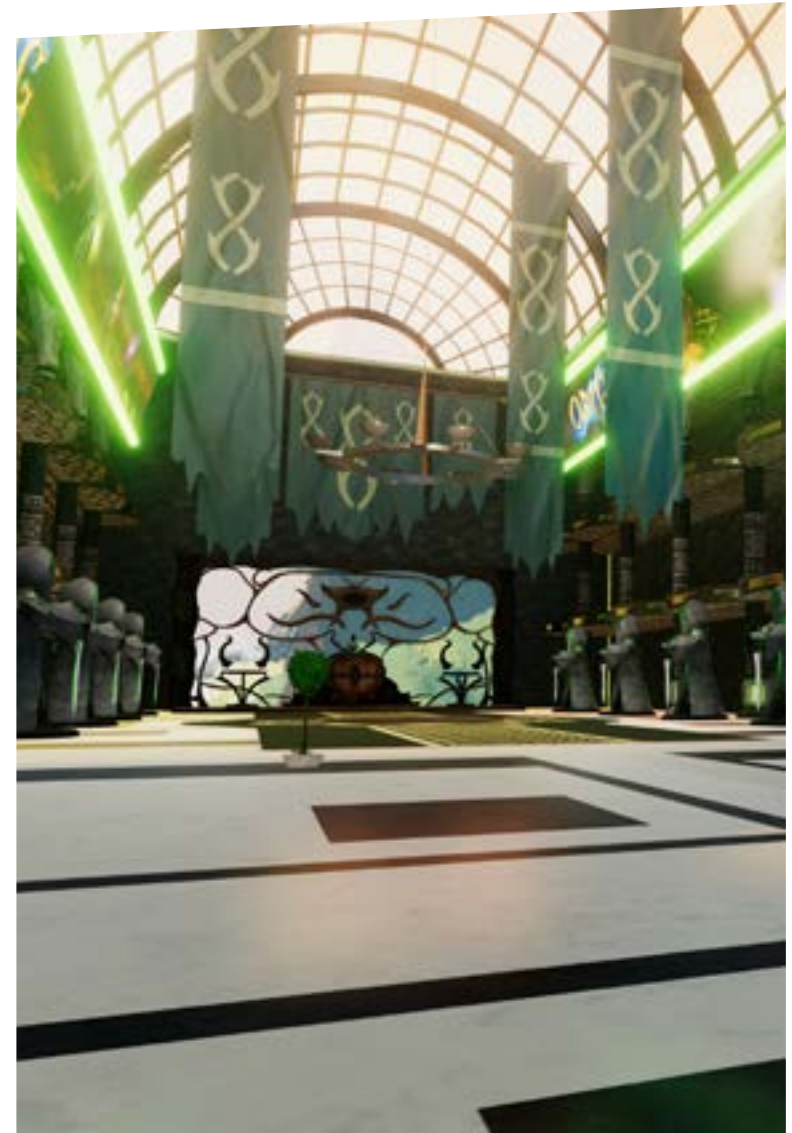
TERRA VIRTUA REVENUE MODEL



Revenue will be generated via the following means:

- **Zone purchasing** - Third-parties will pay for Terra Virtua™ zones in which they host their attractions and experiences (Excluding Premium Publishers; see below).
- **Subscriptions** – Consumers will pay to access content
- **Marketplace** - The Terra Virtua marketplace will be where all items are bought and sold, accessible in the platform and via the companion app.
- **Advertising** – Billboards and click-throughs will be available,
- **Premium Events** – in time, it is anticipated that Rights Holders may use Terra Virtua as an additional platform to host premium (cinematic) live events such as sports or concerts.
- **eSports** - We envisage hosting premier eSports events in the Stadium, which will generate not just ticket revenues but also sponsorship opportunities.

Premium Publisher revenues will be calculated fairly as a share of the subscription 'pool'. Calculated on a monthly basis, the platform will take 20% of all subscription revenues and the 80% will be split according to the proportion of time visitors spend in the respective games and experiences.



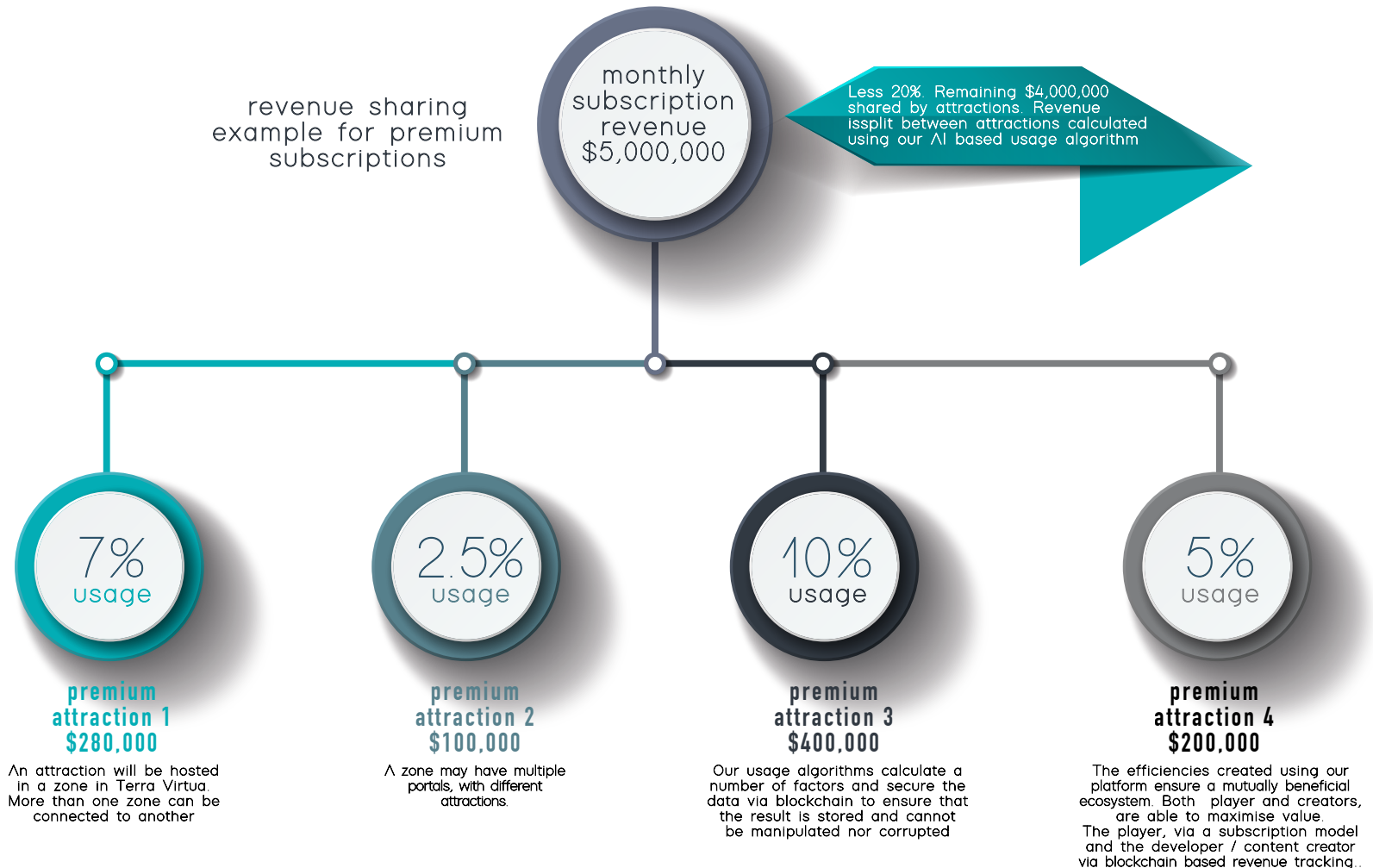
Actual in-platform images.

TERRA VIRTUA REVENUE MODEL



For example, if subscription revenue for the month is \$5,000,000 then \$4,000,000 is allocated to paying the Attractions.

If the userbase has collectively spent 10% of the month playing Game X then that game will receive \$400,000 that month. If Publishers offer in-game advertising then they keep 80% of all revenues generated by this and Terra Virtua™ is paid the balance 20%.



Terra Virtua™ has been designed to create value and harmonise the relationship between players and content creators. Blockchain ensures security and fairness at the very heart of the ecosystem.



TECHNOLOGY PARTNERS AND LAUNCH TITLES

TECHNOLOGY PARTNERS



We are privileged to be collaborating with Epic Games, the world leader in gaming platform technology. Terra Virtua™ is being built on their Unreal Engine™ platform, as will the Terra Forma toolset with which creators can design and develop their own games and content within Terra Virtua.

Launch Titles

We are also partnering with a number of games studios:



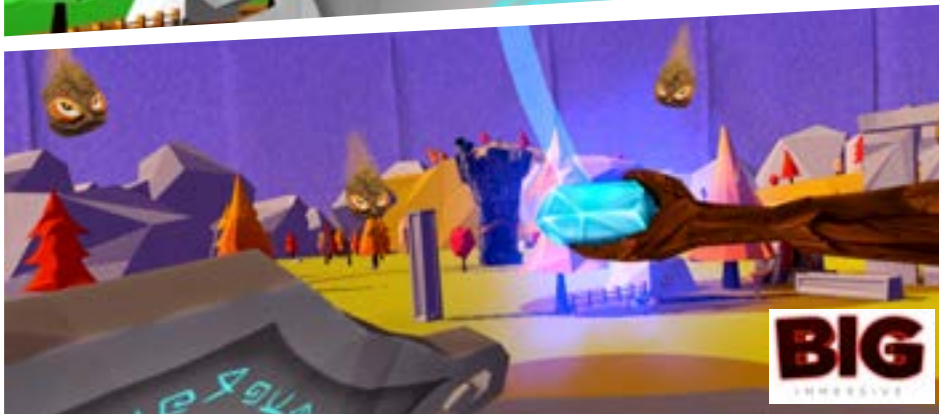
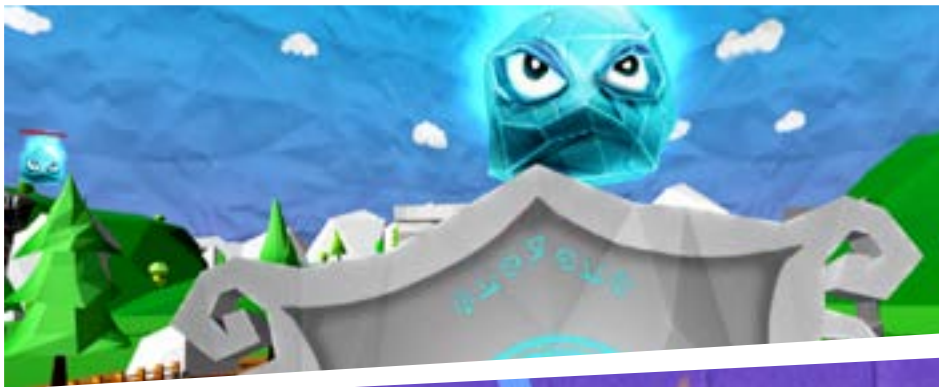
TECHNOLOGY PARTNERS AND LAUNCH TITLES



These are examples of games, either complete or in development, which we already have prepared for inclusion in the initial launch of Terra Virtua™



Epic n' Endless! Turn your environment into a battlefield and defend against the likes of all evil pixens. Agelore is a made-up name derived from Ageless Lore...



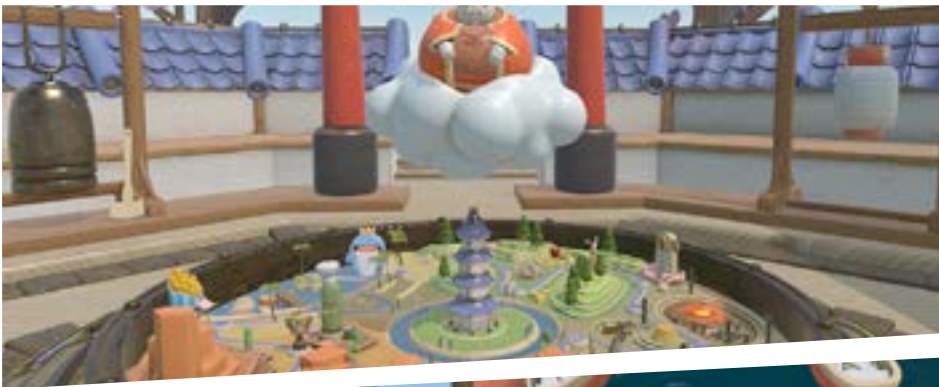
Robo Recall is an action-packed VR first-person shooter with visceral Touch gameplay and an in-depth scoring system. Earn the high score by using creative combat tactics and skill shots as you teleport through city streets and rooftops in an awe-inspiring ballet of bullets. Tear apart your interactive robot foes and use them to fend off the enemy onslaught. Unlock, customize and test weapons before taking on advanced challenges that put your newfound skills to the test!



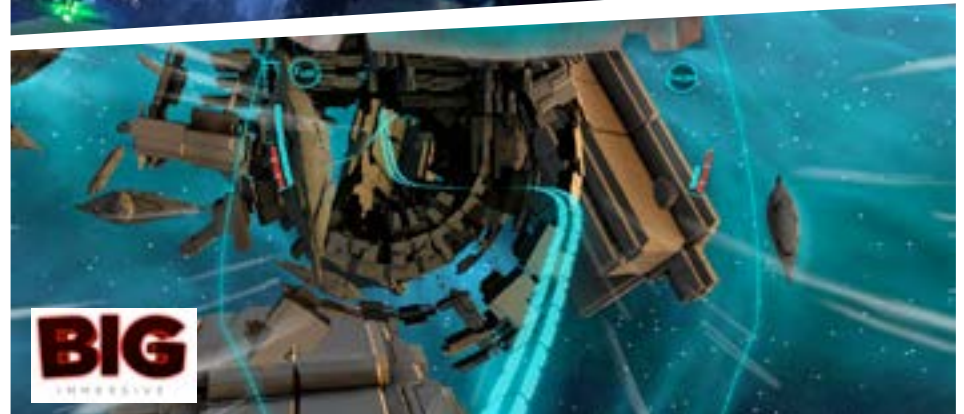
TECHNOLOGY PARTNERS AND LAUNCH TITLES



Enter the whimsical wooden world of Loco Dojo and step up to Grand Sensei's 'Table of Trials' in this hilariously competitive cross-platform multiplayer social VR party game.



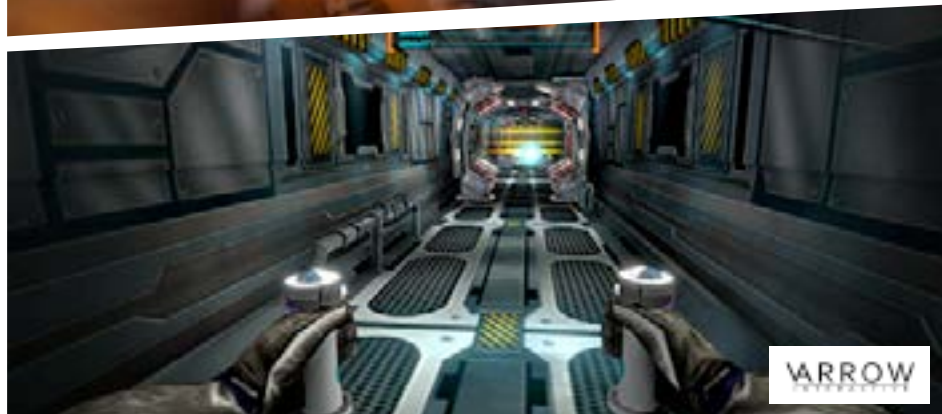
Join treasure hunter Ricky Vooler on his space journey as he travels the cosmos in search of rare space oddities in dangerous parts of galaxies far and wide.



TECHNOLOGY PARTNERS AND LAUNCH TITLES

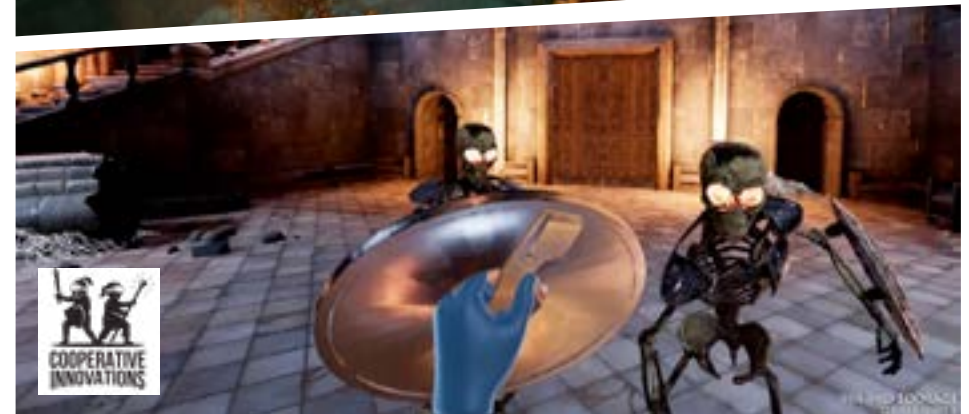


Jetman, a jetpack jumping hero who has to escape the threats of a Space Laboratory after an experiment goes wrong. You can never be sure what lies behind the next set of doors...



Raiders of Erda

A co-op Role Playing Game built from the ground up for VR. Players fight together either solo or in groups of up to 4 people as they explore dungeons, defend villages and complete quests to win back Erda from the grips of The Scourge.



DEVELOPMENT OF TERRA VIRTUA



We are already in development and scheduled for launch in Q4 2018. The company has outsourced the development work to a studio of 30+ experienced developers who are at work creating:

- The core technology – the Terra Virtua™ platform
- The server-side and blockchain ‘back-end’, allowing a simple and secure means for visitors to trade within the Terra Virtua economy
- The Developer API
- A number of first-party launch Attractions that will be available from Day 1
- The mobile companion App

Terra Virtua has partnered with a number of high-profile games studios and is in active discussion with many other developers to ensure there is a substantial and engaging portfolio to seed the Terra Virtua Universe at launch.



INITIAL COIN OFFERING



Terra Virtua™ plans to issue TERRA (TVT), a utility token that will be tracked on a public blockchain. To buy/sell zones or purchase Special Items in the Terra Virtua Ecosystem, customers will pay in TVT. The token will be initially tracked on the Ethereum blockchain using an ERC20 smart contract. When a sufficiently viable sidechain or colour coin scheme is available on a more secure public blockchain we will transfer the value there.

The value proposition to content developers is that they can fully capitalize on the economic interactions between their in-game experiences and users. To allow those economic interactions, the platform must allow three things to be traded: in-game currency, goods, and services.

Terra Virtua will integrate a core system that allows global, instant, and cost-effective payments between any two users on the internet. Cryptocurrencies allow for trustless payment channels to be established between parties, with low-trust hub-and-spoke systems already possible.

To foster the exchange of virtual goods, economic incentives will be in place to ensure the continued creation and distribution of avatars, items, etc. Smart Contracts will facilitate the protection and payment for 3rd party content, ensuring that IP ownership will be securely assigned to the content creator.

TOKEN ECONOMICS



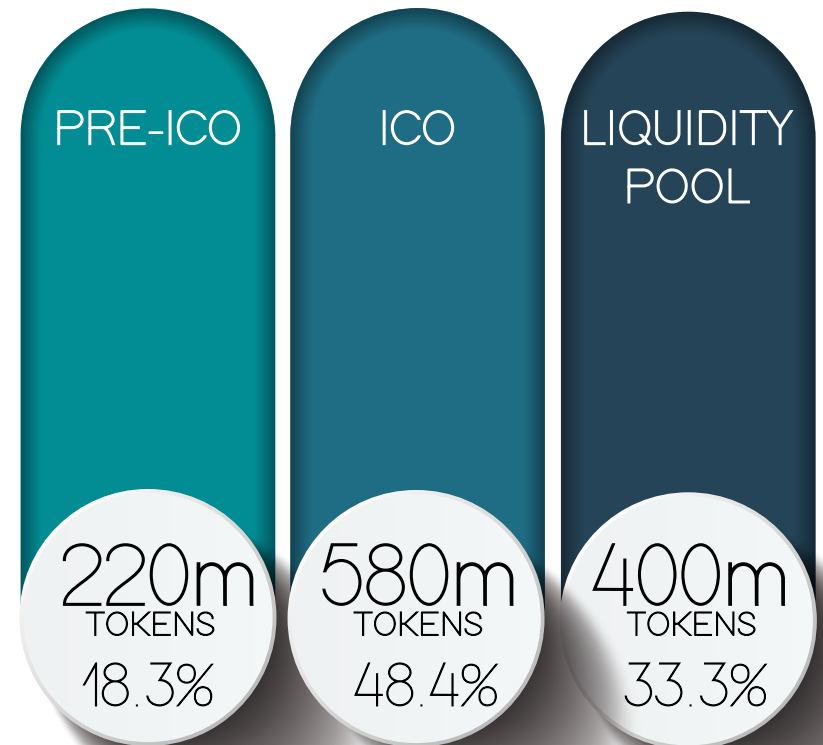
- Token Type - ERC20
- Ticker - TVT
- Total Supply - 1,200,000,000 TERRA
- Token Sale - 66.7% Token Generating Event Payment Method - ETH
- Token Price - USD 0.08
- Pre ICO bonus 50% - begins 9am UTC on 29th March 2018

The token sale will occur on the Terra Virtua™ token issuance platform. On the site, users can make payment in Ethereum. Once the purchaser's payment has confirmed, they will be put in an allocation queue based on the block height that their transaction confirmed in. Tokens will be allocated and distributed asynchronously after being processed through the queue.

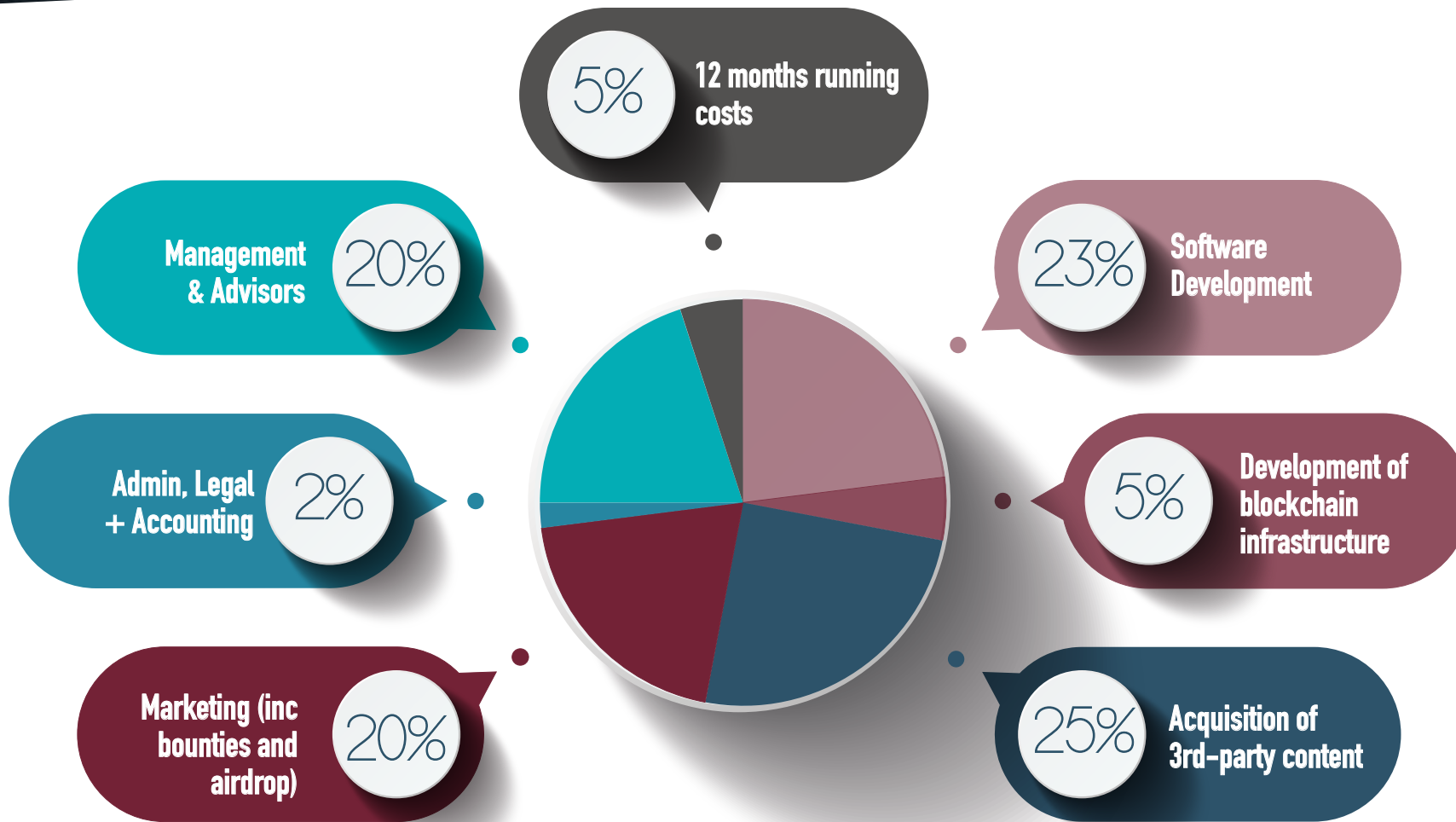
A maximum of 66.7% (800M) of total tokens will be sold to the public; of that 580M will be available for the main ICO and 220M will be available to pre-sale purchasers with a greater bonus ('pre-ICO'). 40% of all tokens will be reserved for the Liquidity Pool. The liquidity pool will be used for funding future growth and management/staff incentives.

Any unsold TERRA tokens from the PRE ICO and ICO are burned.

1,200,000,000 TOKENS WILL BE CREATED



ALLOCATION OF PROCEEDS



funds from sale of tokens will be allocated as shown

*Percentage figures based on \$25M



COMPANY AND TEAM

THE COMPANY



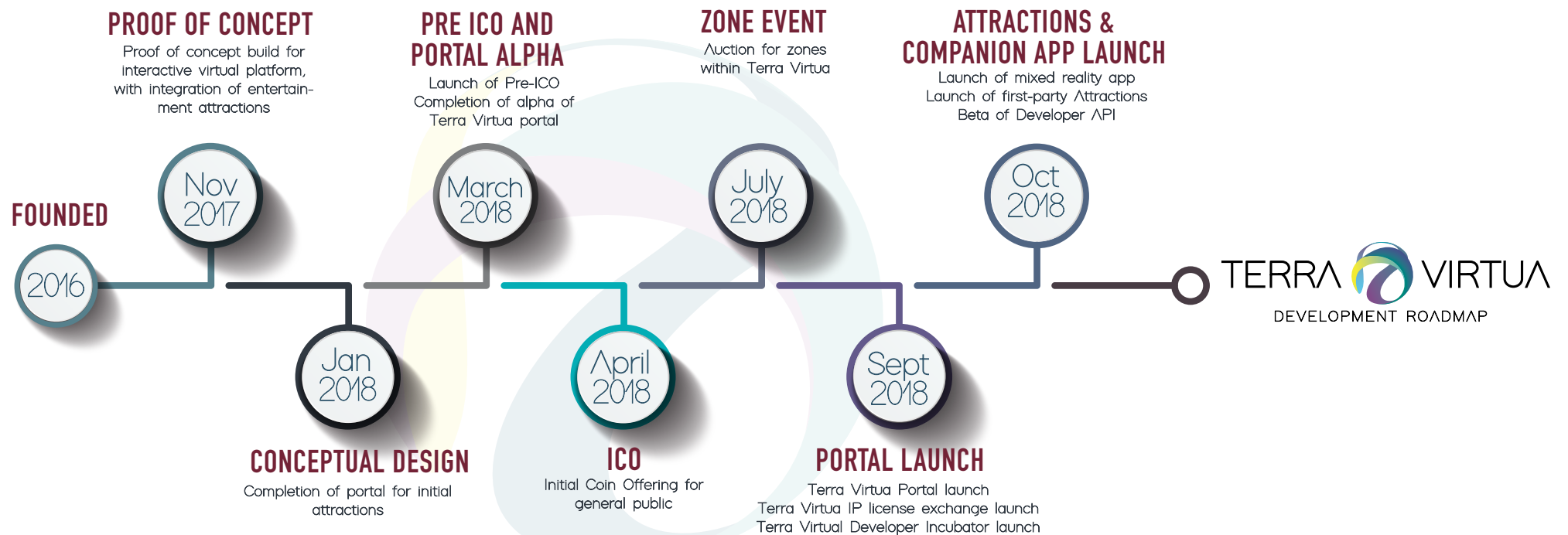
The Management Team behind Terra Virtua™ is comprised of highly-experienced individuals with an individual track record of success in video game development, publishing, VR, AR, Blockchain and entertainment-related business. With the resources of a 30+ strong development studio, a working prototype is already available.

As content will determine the success of this venture, Terra Virtua is developing not only a number of initial attractions for its platform but also a suite of tools to allow 3rd-party developers easy integration of their own VR/MR games and attractions. Because of the association of key management members, we expect to garner significant support for this platform in the development community.

Although the company is self-sufficient in order to develop and launch, we are looking to raise funds via this ICO in order to have additional resources to:

- Assist 3rd-party developers with funding resource to create other new content for Terra Virtua
- For marketing and general awareness of the platform
- Expand and accelerate our own development resource and create even more attractions of our own for launch

ROADMAP



TERRA VIRTUA TEAM



Gary Bracey, Chief Executive Officer

A BAFTA-nominated games industry veteran of 35+ years, has been active in all aspects of the business from Head of Development at Ocean Software in the 80's/90's to Founder of tech company Digimask in 2000. Having been involved in every transition of the videogames cycle, from home computer to console to mobile to VR, Bracey has demonstrated an ability to identify and bring to market successful games, not only for the Western territories but Asia also. Bracey is an active member of both BAFTA and UKIE.



Peter Bergstrom, Chief Strategy Officer

An early enthusiast and investor in the Bitcoin ecosystem since 2011. Joined the Bitcoin Foundation (US) as an evangelist and fundraiser in 2014 and is an honorary lifetime member. Founded BitBlock Ventures in 2014, a blockchain, ICO and smart contract enterprise development firm based in Singapore and Sweden. Prior, a career spanning more than 25 years working as a senior game software executive for, among others, Microsoft (HQ), Sony Europe and as founder/CEO of now 14 year old game publisher Giant Mobile / Giant Media Group (US).



Kish Hirani, Chief Technology Officer

An industry leader with 20+ years career in the games industry. Former Head of Developer Services for Sony PlayStation including PS VR from early concept to launch following a brief tech consultant at Microsoft. Various tech director roles at exciting games studios and publishers cemented his early career.

Recently as tech consultant, mentor and advisor, he has been shaping the VR and AR scene via talks and panels at notable videogames conferences as well as through the BAFTA VR advisory group and UKIE Mixed Reality Subgroup.

Kish was recently published by Porsche regarding his expertise and vision for VR /AR.

[See Porsche: As far as the eye can see.](#)



TERRA VIRTUA TEAM



Jawad Ashraf, Founder

Jawad Ashraf is a successful entrepreneur focused on technology innovation over a period of 30 years. Currently Head of Technology at the Entertainer Dubai, working on the most successful mobile application in the Middle East. Investor in successful mobile application companies and has been in the VR space since its inception, releasing titles on every platform.



Doug Dyer, Chief Operating Officer

Doug has been a technology executive for nearly 25 years, primarily in the games industry. Doug has previously held leadership roles at Microsoft, THQ, and Warner Bros. He has worked on iconic brands and licenses such as Age of Empires, Unreal Tournament, WWE Wrestling, Major League Baseball, The Simpsons and Harry Potter. At THQ, Doug started THQ Wireless, one of the first global mobile games publishers. He was CEO of publicly-traded Oasys Mobile and most recently has been consulting for leading game, casino, and media companies. Doug has been involved in the development and launch of over 120 games and apps across all platforms accounting for billions in revenue.



Sabrina Gasson, Head of Marketing

Blockchain ICO and video games marketing professional holding positions from directing marketing at Dragonchain (a top 50 ICO 2017) to AAA games publishers such as Konami and the large casual games portals such as Big Fish Games. With 14 years managing in-game revenue, online digital sales, defining KPIs, executing media plans, measuring data, reporting results, analysing online behavior, engaging users and monetizing users! All within free-to-play/micro-transactions based economies to the large budget hit driven market.



TERRA VIRTUA TEAM



Keith Ramsdale, Director

Recognised in PCR's 2014 "50 Most Influential People in Tech." and a Games Industry veteran of 25+ years, Keith was Vice President of the Major Markets in Europe at Electronic Arts until 2015. As a key executive, he held responsibility for the P&L delivery across the region, working alongside EA's Studios, Country teams and external partners. Directly after leaving EA, he took a non-executive director role advising an Esports start up. Keith joined Testronic Laboratories, the QA and localization specialists as Chief Operating Officer in early 2016. During his time there he oversaw the on boarding of the world largest games and film companies. Keith is a Board member at UKIE – the trade body for the UK's games and interactive entertainment industry, and Chairman of The London Games Festival Industry.



Sergiy Khandogin, Blockchain Advisor

Sergiy Khandogin is Terra Virtua's resident expert blockchain and cryptocurrency advisor. Sergiy has been working in the IT industry since 1997, primarily serving as a senior programmer and architect for a number of leading development companies.

As the current CTO of Innovecs, Ukraine's top tech outsourcing company, Sergiy has taken the company to a leadership position in the design, strategy and development of blockchain platforms and technologies. Having led multiple crypto-based development efforts with focus on cross technology balance, through his experience and expertise, Sergiy has established himself as a leader in this emerging yet explosive area.



Michael Terpin, Crypto Advisor

Michael Terpin is founder and CEO of Transform Group, whose divisions include Transform PR, a global public relations firm that has served more than 200 clients in the blockchain field and helped launch 70 ICO's, including Augur, Ethereum, Gnosis, Qtum, Neo, SALT Lending and WAX; CoinAgenda, a conference series for cryptocurrency investors, and Transform Strategies, the company's advisory division. Terpin is also an investor and advisor to many blockchain, media and technology companies, including CommPro, GoCoin, Polymath, Purse.io, ShapeShift, Videocoin and WAX. He is a general partner and heads up the ICO investment committee in Alphabit Fund (www.alphabit.fund), a Cayman Island registered digital currency fund with an authorized \$300 million assets under management.



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Please note that Terra Virtua is in the process of undertaking a legal and regulatory analysis of the functionality of its Terra Virtua Tokens. Following the conclusion of this analysis, Terra Virtua may decide to amend the intended functionality of its Terra Virtua Tokens in order to ensure compliance with any legal or regulatory requirements to which we are subject. In the event that Terra Virtua decide to amend the intended functionality of its Terra Virtua Tokens, Terra Virtua will update the relevant contents of this whitepaper and upload the latest version of this to its website.

Any Terra Virtua Tokens could be impacted by regulatory action, including potential restrictions on the ownership, use, or possession of such tokens. Regulators or other circumstances may demand that the mechanics of the Terra Virtua Tokens be altered, all or in part. Terra Virtua may revise mechanics to comply with regulatory requirements or other governmental or business obligations. Nevertheless, Terra Virtua believe they have taken all commercially reasonable steps to ensure that its planned mechanics are proper and in compliance with currently considered regulations.

CAUTION REGARDING FORWARD-LOOKING STATEMENTS

This whitepaper contains forward-looking statements or information (collectively "forward-looking statements") that relate to Terra Virtua's current expectations and views of future events. In some cases, these forward-looking statements can be identified by words or phrases such as "may", "will", "expect", "anticipate", "aim", "estimate", "intend", "plan", "seek", "believe", "potential", "continue", "is/are likely to" or the negative of these terms, or other similar expressions intended to identify forward-looking statements. Terra Virtua has based these forward-looking statements on its current expectations and projections about future events and financial trends that it believes may affect its financial condition, results of operations, business strategy, financial needs, or the results of the TGE or the value or price stability of the Terra Virtua Tokens.

In addition to statements relating to the matters set out here, this whitepaper contains forward-looking statements related to Terra Virtua's proposed operating model. The model speaks to its objectives only, and is not a forecast, projection or prediction of future results of operations.

Forward-looking statements are based on certain assumptions and analysis made by Terra Virtua in light of its experience and perception of historical trends, current conditions and expected future developments and other factors it believes are appropriate, and are subject to risks and uncertainties. Although the forward-looking statements contained in this whitepaper are based upon what Terra Virtua believes are reasonable assumptions, these risks, uncertainties, assumptions, and other factors could cause Terra Virtua's actual results, performance, achievements, and experience to differ materially from its expectations expressed, implied, or perceived in forward-looking statements. Given such risks, prospective participants in a TGE should not place undue reliance on these forward-looking statements. Risks and uncertainties include, but are not limited to those identified in the TGE's T&Cs. These are not a definitive list of all factors associated with a making a contribution to Terra Virtua, in connection with its operations.

Terra Virtua undertakes no obligation to update any forward-looking statement to reflect events or circumstances after the date of this whitepaper.

Terra Virtua business is subject to various laws and regulations in the countries where it operates or intends to operate. There is a risk that certain activities of the Company may be deemed in violation of any such law or regulation. Penalties for any such potential violation would be unknown. Additionally, changes in applicable laws or regulations or evolving interpretations of existing law could, in certain circumstances, result in increased compliance costs or capital expenditures, which could affect Terra Virtua's profitability, or impede Terra Virtua's ability to carry on the business model and the Terra Virtua Tokens model proposed in this whitepaper.

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