CosmosCR

“A new internet build in a virtual reality metaverse”
This document is the business white paper for COSMOS Cyber Reality (COSMOS CR). It describes the general ideas for the virtual reality platform and how it will be realized. It also describes the possibilities and business opportunities that will make the platform valuable. The COSMOS CR team will update this document while the ongoing process of research and development takes place and new technologies emerge. For the latest version of the paper visit https://www.cosmoscr.io
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ABSTRACT

A decentralized virtual reality metaverse is being built. As epic as it sounds, COSMOS CR aims to create a platform so end-users can navigate, explore and actively use the applications created in the virtual world. Content creators can build their own content and sell it or let people use their creations. A VR space is also being provided for the players, where they will be able to play and create in the COSMOS. You can earn revenue from your activities in the digital world. The use-cases are endless and so will the experience be.

COSMOS CR connects the virtual reality metaverse with the blockchain. The digital tokens of COSMOS will give ownership to people over their virtual content and space. COSMOS is developing non-fungible tokens, thus, enabling the possibility of digital ownership and decentralized trading within the platform.

COSMOS CR will build a modular platform that will be ready to grow with the future of virtual reality. Developers will be able to use the SDK to build their own lands, programs, games, apps, or anything of interest. Keeping the COSMOS open source will allow developers to make their own plugins and share/sell them with the community on the COSMOS app store. To keep the COSMOS decentralized and ready for a long future, a non-profit foundation will be set up to support long term development that will eventually be completely controlled by the community. This will incentivize development and content building of the platform.

Let's build the future!
New technology leads to new opportunities. With the recent developments in virtual reality, it will soon be possible for everyone to use digital devices and the internet in a new way.¹ By making 3D designs available in the browser our online experience can become as real as the world around us. The internet will no longer be a flat screen display of text and images but a new world of 3-Dimensional experience.

The COSMOS Cyber Reality team has contrived a way to build and explore this new world. We’re not only combining the currently available technologies but also formulating a way for everyone to use and exploit the new digital world. Like the current internet, it will be possible to create your own content, advertise, sell, buy, and play games but this time with the reality of the real world.

The COSMOS Cyber Reality will become a platform to navigate through the web like you’re walking through a city. So your website is now a structure which you can enter like a building and explore like rooms. Items can be viewed from all angles or experienced like a rollercoaster. We will integrate this technology to provide our users with entertainment and education options within our platform. So one will be able to play games, go to clubs, take university courses or gamble in a casino all in Virtual Reality.

Billions of dollars are invested in virtual reality hardware companies\(^2\) and new incredible hardware is being developed every year. Some devices are intricately detailed even to the point where it can track your fingers and hand motions as inputs.\(^3\) Companies build showcases around this hardware, sell it as a complete experience or publish it on their specific platform. However, the adoption of the hardware is still behind on the investments while there is a lot of potential in the technology. By providing new ways of investment in the VR world we can, in turn, help the VR world grow at a high pace. By taking virtual reality to the web browser it becomes accessible for everyone to explore. VR headsets or goggles can be used as most of them support browsers\(^4\) but a large potential market can be in the mobile phone users. With cardboard goggles, the mobile phone users can interact with the 3D digital world.

There is a huge ratio of people willing to interact with the VR world and the developers are always looking for ways to make the VR development an ease. With this potentially large group of users, there is also more need for content. The mobile app gaming and iOS development have grown linearly owing to their ever-increasing community of developers. It is thus needed to start building VR developers community in order to let the VR world grow. Even after making content generation in the VR world easier, this content can be published on individual websites but the user has to switch between different interfaces over and over again. There is thus a need for a platform to navigate and browse within the virtual reality.

Another problem in the digital online world is the ownership of content within the platform. Having no rights to ownership demotivates the users to participate on the platform. Creators must be able to earn back their investments. This way they will be stimulated to generate more content. Usage and trading of objects is a possible use case for the virtual world.

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MARKET OPPORTUNITIES

VIRTUAL REALITY MARKET POTENTIAL

Virtual Reality is still a new technology as it has not been widespread at the global level yet. However, many industries are getting benefits of using this technology including,

**Gaming industry:** Gaming industry has a number of opportunities for VR technology to make a huge impact which it has already been doing in recent times. The top giants of this industry including Ubisoft, ForceField, Luden.io, Unity technologies and many others have developed several games for Gear VR including Terminal, ANSHAR Wars 2, and SURVIVE: The Deus Helix, for providing a real-time gaming experience to the gamers.

**Automotive industry:** The major brands of the industry including Ford, Volvo, and Hyundai are using VR for their business. Cosmos CR can be a great showroom for new vehicle models.

**Healthcare industry:** In spite of large geographical distances, more applications are yet to come which will enable the patients to get examined by the doctors through VR experience just like in real life.

**Travel and hospitality:** Firms are making use of this technology to showcase the different travel destinations and accommodations. This enables guests to have a chance to virtually explore the destinations before booking.

**Architecture and design industry:** The industry involves VR to transform the way of design buildings and sites. VR is used to give the customer virtual tours of homes and buildings before starting the construction process.

**Education sector:** The use of VR in the education sector has dramatically increased as it is transforming the learning experience for both students and teachers. Through VR, the student can access immersive and interactive content on a large scale from everywhere.

**Smart shopping:** VR technology is empowering the smart shopping experience as the top furniture brand IKEA is able to showcase a three-dimensional view of the furniture to let the customer have a better idea about how the furniture that he is going to purchase, will look like.  

Virtual Reality has a great potential for attracting a large user-base as it is expected to reach up to 171 million users by 2018.  


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**Percentage of implementing VR technology within different sectors:**

- Gaming: 49%
- Education: 18.1%
- Health/ Medicine: 10.7%
- Business: 5.8%
- Social: 5.5%
- Defense: 5.4%
- Other: 5.5%
With huge amounts being invested in hardware, the software development is an incredible opportunity to become a vast market for virtual reality as the demand for more VR based software is going to be increased in near future.
Virtual reality is the new innovative platform to invest in as the market is predicted to produce a staggering value of $209.2 billion by the year 2022.¹⁰

Forecast virtual reality (VR) market size worldwide from 2016 to 2022(in billion U.S.dollars)

Projected size of the virtual reality market 2016-2022

A Massively Multiplayer Online Game (MMOG) refers to video games that allow a large number of players to participate simultaneously over an internet connection. These games usually take place in a shared world that gamers can access after purchasing or installing the game software. MMOG (massively multiplayer online games) are extremely popular with game titles like Grand Theft Auto V, World of Warcraft, Minecraft and Second Life. Nominating as an example out of many, World of Warcraft has an estimated active user count of nine to ten million generates a revenue of approximately over two billion dollars per year. This makes MMO gaming a billion dollar market annually and we expect that to grow in the next few years.

Massively multiplayer online (MMO) and multiplayer online battle arena (MOBA) games market size worldwide in 2017 and 2021 (in billion U.S. dollars)

Source: Statista

Reviewing huge market potential for gaming, the developers are focusing more on the development of VR games to attain a huge user base for their applications. A report ‘2018 video game industry statistics’ say that the VR gaming industry has the fourth highest development rate following the development being done for PC games, smartphone and tablets, and PS4/Pro.12

<table>
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<tr>
<th>%</th>
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<td>Developing games for Smartphones and Tablets</td>
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<tr>
<td>7%</td>
<td>Developing games for Linux</td>
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<tr>
<td>5%</td>
<td>Developing games for VR Headsets</td>
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<tr>
<td>4%</td>
<td>Developing games for Apple TV</td>
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<tr>
<td>3%</td>
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Developers’ interest for VR game development 13

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The MMO gaming has shown a great market potential for the recent years as it has been one of the major sources of revenue generation for the gaming industry. The image below shows the revenue stats of gaming industry worldwide during the period 2015-2019.

COSMOS CR

COSMOS CR facilitates the users with an infrastructure to support a shared virtual world, also known as Metaverse. Virtual reality applications should be accessible through a virtual reality environment. The traditional way of navigating in a browser will be replaced by a virtualized world where you can stray through streets looking for attractions or by jumping to hotspots you or your friends have already tagged. It consists of a decentralized ledger for land ownership, a protocol for describing the content of each land parcel, and a peer-to-peer network for user interactions. COSMOS will also provide SDK to the developers to build VR apps for themselves. Users can play games, visit clubs, play in casinos or study courses at COSMOS virtual environment. In short, COSMOS is one place to integrate VR in any use case possible.

HOW COSMOS CR WORKS
Evaluating COSMOS virtual reality metaverse, the platform is composed of two major portions,

1. The Virtual Mainland
2. The COSMOS Universe with planets

The mainland is the portal to the virtual metaverse and is build as an access interface for the applications built in the platform. Both the mainland and the COSMOS universe applications are fully created in 3-Dimensional space and can be viewed from the browser.
‘Running on a normal desktop you will see the 3D interface. Running on a VR device you will be taken into the worlds and experience the applications as if you are there for real.’
Virtual Mainland

The virtual mainland is the landing platform where all users will start their journey. This is the place where all creators build their structures that others can visit. The COSMOS exist out of many land parcels controlled by the foundation and the community. Public land parcels will be owned by the foundation and are used to create a lot of showcases to improve the user experience. Examples are roads, parks, water or demo buildings.

The community land will be adjacent land parcels and will all have the same size and shape. The size of one parcel on the COSMOS will be around the 10m x 10m (30ft x 30ft) depending on the final shape. Land parcels can be bought and connected to the existing land. By connecting land it is possible to travel from and to this part. The owner of a land piece can build structures on his land. This can be compared to the portal of his website.

The land will be rolled out in stages, this makes the land scarce and in demand. Land should be a true asset class on its own. Not more than 50,000 land parcels will be sold in the first year. After the first year the community and the foundation will discuss expansion variables, to be able to eventually grow to a global platform.

COSMOS Universe (Planets)

An owner of a piece of land in the mainland can choose to build a bigger structure that doesn’t fit on the mainland parcel. This is done by adding a planet as the extension to valuable mainland asset of the owner. The parcel on the mainland will be used as a port to its planet. The planet can be seen as a custom app within the COSMOS universe. A planet can both set to public or private.

This planet exists of multiple land parcels and can be extended by the owner. This way a theme park or a stadium can be realized that wouldn’t fit in the mainland. The owner can exploit his planet by asking for an entrance fee or by selling rides on his models.

It is possible to connect multiple mainland parcels to the same planet, but it is not possible to link multiple planets to one mainland parcel.

Properties

Models or applications in the virtual world will be owned by the landowners of the mainland. Creators can build their models or applications for the virtual world and put them in the community store or place the structures on their land parcel or on their planet. If you are not an expert on modeling you can buy properties in the community store and place them on your land.

As a creator, you can sell objects by setting a price and a number of copies that will be sold. This will be an open marketplace for assets in the COSMOS.

As players, you are able to buy assets, special avatars or extensions on your character.
COSMOS CR BENCHMARK

Immersion is no longer a buzzword, but an actuality with VR. In COSMOS CR we believe that well-executed VR has enormous potential to enhance events, build brand loyalty through VR content, and make virtual experiences as powerful as real-life ones. Compromising some of the most distinctive features within, COSMOS CR is unlike any other platform available in the market. COSMOS CR will make the SDK’s available for the developers to generate VR content. This SDK will be open sourced and publically available. This way, the community can help in making the platform better and add new features. Offering a highly customizable, engaging, dynamic, and powerful experience, the COSMOS CR platform has some convincing reasons to capture the market niche.

COSMOS CR Integrates Blockchain Technology

Taking over the globe abruptly in the last decade blockchain technologies have shown some of the highest stats in the world of IT. According to blockchain enthusiasts, the world is on the verge of seeing a new era - The Blockchain Era and what we know about blockchain is just the starting of the potential this technology is concealing within. What makes COSMOS CR one of its kind, the platform has merged with the virtue of blockchain and will be built on decentralized technology. Decentralization in general means there is no single authority that can control the system. This also implies that failure of any device does not affect the system. The more nodes that run the software, the more stable it becomes. A product of years of intense research and development, what COSMOS CR platform has to offer is never able to carve out by the prevailing platforms in the market. And, the topmost of these offers is the integration of blockchain technology within the core system of the platform (Storage and platform computation must be effectively distributed over all the participating systems.)

Latest Technology to Power The Application

The technology to power VR is the latest thing the world is having its eye on. Older technologies couldn’t deliver images and motions clearly and quickly enough, leaving users with a slightly disoriented, nauseating feel and definitely not the desired results. But technology has finally caught up, and today’s processors are now fast enough to deliver a seamless experience for the user, and affordable enough to make mass adoption of VR feasible.

True VR creates completely immersive experiences for users and with COSMOS CR the same experience is made possible to an extent where perfection is in the vicinity to put hands on. Furthermore, with the help of latest technology, the interface of COSMOS CR software produces
Having a complete control over the software is what COSMOS CR is all about as our vision is to improvise the user experience encapsulated in high security and complete ownership. The best solution will be using decentralized storage technologies like IPFS and DPFS after this technology the solution matures.

**Self Hosted Server Software**

A service that has remolded the perspectives in the last few years, Self-hosting software but what exactly is self hosting and how its integration put COSMOS CR ahead of others. The self hosted server software can be run by anyone who wants to participate in the platform with storage and/or computing power. This software supports a peer to peer data storage network and distributes the data to the clients that run the user interface. Validity and ownership of content are thus also controlled on the server systems.

Running the server software in your own network has some pretty impressive advantages:

1. A fast local connection to the data.
2. Hosting your own site like a website on the network for availability of your Application.

Having a complete control over the software is what COSMOS CR is all about as our vision is to improvise the user experience encapsulated in high security and complete ownership.

The best solution will be using decentralized storage technologies like IPFS and DPFS after this technology the solution matures.

**SDK (Software Development Kit)**

Commitment to solutions means selecting technologies that will support active growth over the long term, so it requires careful consideration and foresight. When enterprise bets on the wrong horse, the result is often significantly higher development costs and reduced flexibility, both of which can stick around for the long haul.

The solution? Well approaching the right direction after the right research. Similar is done by the COSMOS CR team by choosing to be an open source platform.

out crystal clear properties of 3-Dimensional metaverse which can be projected as a 3D interface on the screen of a computer or in virtual reality. It retrieves and processes the data needed for the virtual surrounding of the user.
In the past decade, adoption of open source software has flourished significantly, as more businesses discover the considerable advantages open source solutions hold over their proprietary counterparts, and as the user based interest around open source continues to elevate. Providing an open source platform is an easier way or being precisely the only way out to unleash the power of developing to its full extent. With the availability of an open source platform, the community can grow very well as well. Going open source will help developers with VR development as well as the community to flourish.

For the creation of applications and to enrich those applications with advanced functionalities, advertisements, push notifications and many more, SDK tools will be made available for everyone which in fact are not provided by most platform these days. So, whoever wants to build applications or models on the COSMOS CR platform are most welcomed to the ultimate virtual metaverse.
USE CASES

GAMING

Problem
The gaming industry is growing faster than expected. The gaming industry is also a competitive market where developers are continuously struggling over issues like user adoption, security and publishing their content. Despite the ever growing predictions of the industry, there are several problems prevailing within. Selling your game with a lot of competition is not an easy task and taking help from middlemen publishers take away a portion of the profits. Moreover, gamers often switch between games and most of the times they have to start all over again with their achievements as the previous game history is lost.

Value Proposition
At COSMOS CR we believe that VR gaming will grow with the gaming industry as people are always in search for more realistic experiences of their favorite games. On our platform, the game developers will be able to launch their games for free in the COSMOS. They will own land parcels and reach the community without middlemen, leaving all the value with the game developers who can create an economy around the game the way that fits them best.

Game developers can use the $CYBR token developed by COSMOS CR for their in-game economy. This brings security, faster transactions, and interoperability of coins with other games within the platform. COSMOS CR is also developing non fungible tokens to represent assets, allowing people to trade game items between games so the players don't lose their valuables everytime they switch between games. This can create a whole new game opportunity in the future.

Scenario
Alex is a VR game developer that made a couple of games but is struggling with user adoption and finance. Then Alex heard about COSMOS CR and decides to distribute his games on the COSMOS CR platform, hoping to reach out to audiences he never had before. By importing his games into the COSMOS he can start accepting $CYBR tokens for his games or content. This works without any middlemen leaving all the profit to Alex. Because of the blockchain, Alex is able to allow digital assets to be exchanged between his games while asking just a small fee each time his assets are sold again. He can now make it cheaper for the players while it's more rewarding for Alex.
GAMES

Developer

Developer Wallet

Request to buy game

Request to buy game assets

Game

Asset

User

User Wallet

$CYBR

$CYBR

1

2

2
EDUCATION

Problem
Learning alone at home is a big challenge, you need a lot of determination and good sources but you will still miss the interaction and communication that can be crucial for some courses. Courses are often expensive because the companies need a lot of marketing to reach the community. This increases the barrier for people to start or even continue with.

Value Proposition
A team of developers has decided to create a University in the COSMOS. Inside the University, people can follow courses together in a full VR experience and can communicate with other students that follow the same course on the COSMOS CR platform. The learning platform in virtual reality is fun and provides real college experience. Some studies suggest that it’s more effective to study while using more of the senses. The COSMOS University makes it possible to follow courses in real time with real teachers, teaching you with their experience.

The courses can be paid with $CYBR tokens. Teachers can upload their content or review content of other instructors to earn $CYBR. This system increases the quality of the content and makes it possible to create more topics to choose from. The platform provides easy access for a variety of disciplines and is, therefore, cheaper for the students.

Scenario
Tim can get a job abroad in a foreign country, but he does not speak their language yet. He started an online course including sound videos and the study documents. For some people, this works, but Tim has a hard time studying without the feedback and interaction. Tim decided to start a language course at the COSMOS university. He gets his documents and class schedule. After deciding to take a certain course he now pays in $CYBR token to buy it. These are the same tokens he earned while playing games.

The classes he takes now are immersed in a VR environment duplicating the environment of an actual class necessary for improved study. In the classroom, he meets with people that are following the same course. Tim learns a lot from this hour interacting with the other students. His learning capacity is increased due to direct interaction with instructors and students. He spends an hour while studying and after the hour of study time, they decide to enjoy some music in one of the COSMOS clubs!

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PARTY

Problem

In our technological world, people are connected through social media but they do not have enough time to spend with each other. Some people like to party but don’t always have the time or friends available to do so. Youtube and other media websites are a good replacement for them but they don’t offer the social experience. Expensive restaurants, bars and concert tickets is another problem or these locations can be far away from you.

With the COSMOS CR platform, there are no limits to what one can do. People can make their own bars, clubs, party areas or any fun gathering they want without needing to worry about a liquor license or opening hours. People can socialize, have fun or relax after studying at COSMOS University. Besides being just a bar or club there are great use cases that can be connected to this.

Value Proposition

A DJ can earn $CYBR tokens by playing in the virtual clubs and start to build a community. Sports bars can stream sports competitions and charge $CYBR tokens for entrance to the bar. Communities with the same interest can gather at places and have fun together. A concert can be live streamed in the COSMOS club - “Galaxy”. The club asks a fee for the concert so people can enjoy the concert and get the experience that they are actually there.

Scenario

Angela is a big music fanatic and thinks it’s important that every artist get a chance to get fame. She starts a club in the COSMOS where the boundaries of reality don’t work and you can project concerts across the borders, giving the club a unique and cool experience.

Every night, a new DJ gets a chance on the stage and it becomes a very popular experience in the COSMOS. People can rate artist and win $CYBR tokens. They can also tip $CYBR tokens to the artist. Every last Saturday of the month, Angela organizes a big competition between the best-rated DJs of the previous month. The winning set will be sold in the form of non fungible tokens. The $CYBR raised, will be split between the artist and Angela.

Do you want the set that made the newest DJ famous? Enjoy the music!
GAMBLING

Problem

Online gambling is popular nowadays. Because it’s so popular many online casinos are popping up. It allows you to play your favorite games at home in your sweatsuit.

But how do you know the games are not rigged? This is a problem for the online casinos. When customers lose money they might not return. Thinking the website is malicious while this is not the case. Another issue can be the money. It can take a long time before your deposit or withdraw arrives in the casino or your bank account and there is probably an exchange rate you need to pay from one currency to another.

Value Proposition

In COSMOS CR everyone with the right papers (regulation) can start an online VR casino. The VR experience will give a unique experience for the users. The users can communicate, interact and look around in the casino. It can be made easy to switch tables or games. To make transactions fast and secure they can use the $CYBR tokens. The people that already interact in the COSMOS can use their $CYBR tokens in the casino without any problems. This saves people from exchange rates and long transactions in and out of the casino. To prove legality and fair play the casino can use smart contracts. This way it can be proven that the game is done fair and decentralized.

Scenario

Bob is the owner of an online casino but the competition is ruthless. Because of this, he decides to make a transition to a new concept of a VR casino with unique games. By launching his gamble platform in the COSMOS, he hopes to reach out to the audience and give them a new casino experience.

He also implements $CYBR as the casino token system so people have fast and secure transactions and interoperability with other COSMOS content. For some games, he will use smart contracts to prove the games are completely fair.
To support long-term development and a healthy economy for the metaverse a nonprofit foundation will be formed. The foundation will be the center point of the cosmos and will be in control over all the public areas and the foundation funds. It can assign development projects and payout the developers that create new features or models for the common use in the Cosmos. In 2019 the first land parcels will be sold to the community raising funds for the foundation. This will be done with smart contracts and requires no middleman.

When the first land parcels are sold the foundation has received the tokens for this, projects can ask for funding from the foundation by sending a proposal to the foundation board. The board will first be formed from team members of Cosmos CR but will be open in the future to be extended with people from the community. The best solution will be to eventually decentralize the complete foundation, but this is not planned yet and a concern for the future. When a project proposal is approved by the board the board will always try to have a community voting round.
The blockchain is a decentralized distributed ledger for secure transactions in less time with low cost. With blockchain, the businesses can keep their data safe such that no one can temper it. On the blockchain network, every connected user can see the transactions and can validate these transactions to earn reward in the form of digital currency. At COSMOS, we shall be integrating blockchain technology to make our own currency $CYBR and to let the users use it for different purposes inside the COSMOS CR platform via fast, secure, and cost-efficient transactions.

Why Blockchain

There is a lot going around blockchain which has been receiving the hype globally in the last decade. Basically, it is derived through detailed researches that there are concrete solid reasons behind the use of decentralized technology in almost every other business sector and even in some cases, the targeted phase of life. These reasons are indeed the ones who have set the foundation for the use of blockchain technology within the core of COSMOS CR ecosystem. So, what are these reasons and how they are shaping the world through the use of blockchain technology?
1. **Lower transfer & interaction fees**: Blockchain distributed ledger is preserved by their users, without the need for other parties, which radically reduces lots of fees associated with transactions.

2. **A high degree of security & trust**: Blockchain technology eliminates the necessity for third-parties and its popular decentralized nature have major benefits in conditions for enhancing trust. Some other benefits associated with security includes irreversibility and automatic traceability.

3. **A high degree of transparency**: The blockchain ledger is open source peer to peer network and can be looked at by any person, so any system predicated on an open public blockchain platform is very translucent; any person can easily see all trade-flows. The shutting down of any computer will not lead to loss of information.

4. **Integrating the digital and physical world**: Blockchain technology offers a way of representing nearly every asset, whether it be tangible or intangible. The ownership of those assets can be distinctively identified at any time with no chances of deception, making it very counterfeit resilient.

**BLOCKCHAIN AND COSMOS**

The blockchain technology will empower the COSMOS CR platform with the usability of tokens for payments. With the courtesy of blockchain, COSMOS CR platform will be supported by an easy payment gateway that will enable fast and secure transactions.

With blockchain based $CYBR tokens we will be able to transfer $CYBR tokens (represented as coins in games) between the VR games and applications on the COSMOS platform. Blockchain will allow us to have lower fees for VR club entrances, online courses, and other entertainment services. Moreover, with blockchain, COSMOS will also be able to cater to the problem of third-party anonymity reported in casinos. Betting in a casino or purchasing a lottery, is a blind game as you do not know who the third party is. Blockchain will help maintain the transparency thus our users will be able to know if the third parties are real or fake. The blockchain technology will keep track of every transaction performed by anyone on the network.
COSMOS CR TOKENS ECOSYSTEM

The COSMOS CR platform will come up with two types of tokens that will work on the platform in association with each other. The main currency will be the $CYBR token but in addition to this, there will be non-fungible tokens as well to ensure the credibility and efficient working mechanism for our platform.

If the team decides to create an own delegated proof-of-stake (DPOS) blockchain to support the platform, the token will have an inflation that will not exceed 5% annually based on the initial token allocation. This will bring great advantages like server support and on chain governance.

Our blockchain architecture will have these two types of tokens,

1. **Fungible tokens**
2. **Non-fungible tokens**

**Fungible Tokens/Coins**

Fungible tokens are the most popular tokens at the moment. A great example is the Ethereum ERC20 standard token. Fungible tokens can serve really well as currency token or system tokens. All fungible tokens are identical to each other. You can exchange one token for another one of the same type without any difference made. Fungible tokens used for currencies are divisible into smaller units. On our platform, the fungible token will be our currency token - $CYBR.

**$CYBR Tokens**

These tokens will be issued in the ICO phase of the project and further will be listed on the global exchanges. The $CYBR currency is the main payment method of our platform. There are numerous ways to utilize this currency token. This will be brought into practice as the platform will evolve and developers will integrate $CYBR in their creations. This token can be traded on global exchanges. Our non-profit foundation will also fund projects so that these projects can integrate $CYBR in their system.

For the circulation purpose of the platform’s currency, a total of 1 billion $CYBR will be created during the ICO. This amount is chosen so that the tokens will be affordable and easy to use in the COSMOS universe.
$CYBR Currency Utilities

Being the utility token, $CYBR represents future access to COSMOS CR services and products. The scope of utilities of $CYBR currency goes a long way and is being planned carefully for the generation of revenue streams on the platform. The $CYBR currency will act as the backbone for the possession of any type of asset on COSMOS CR platform whether it is buying or selling land in the virtual mainland, the expansion of the private planet which will be serving as extensions of your mainland parcel or the models on the platform.

$CYBR currency goes into the soul of entertainments that will be available on the platform whether it is multiplayer gaming or more often clubbing and partying. Moreover, as everybody knows, there is no gambling without putting your money on stake. This money will be served in the form of $CYBR currency and who knows you could win a good amount of $CYBR in return.

The basic rights like education shall be quenched by the fluent use of $CYBR currency where you will be able to buy online courses for a good gain of knowledge or even enroll into online classes served in the world of virtual reality.

Use-Case Example

The first real use-case for $CYBR will be buying the land parcels. The parcels will be the first non-fungible asset in the COSMOS. This will cause deflation on the token when more land is bought until the foundation funds a project, but this in return will bring value back to the token as a use case. The foundation will make more nonfungible assets in the future that can only be bought with $CYBR. Developers and other content creators shall be able to make nonfungible assets for rewards in $CYBR, funded by the foundation or by trading in the COSMOS with other users.

Non-Fungible Tokens

In COSMOS CR, there are several non-fungible tokens alongside $CYBR that will serve the purpose of representing the assets on the platform like land, planet, and properties. These assets (or tokens) shall be available to get purchased by paying in $CYBR tokens.

Nonfungible tokens are a token class with enormous potential. With nonfungible tokens, every token is unique and different from all other tokens of the same type. Examples of nonfungible tokens are the Ethereum ERC721 standard tokens. Tokens make it possible to store unique information in the token, this makes it possible to act as an asset for many use cases. In COSMOS, land parcels will be built with nonfungible tokens. This gives true ownership over the land you purchased. Many other things will eventually be created with nonfungible tokens or devel-
opers/players can even create their own content with non fungible tokens and sell it on the marketplace. Following are some types of non-fungible tokens that will be functional on our platform.

**Virtual land tokens**

The virtual land will be identified by non fungible tokens. These tokens are unique and can be traded. The virtual land token is owned by a user wallet. Each token will have information regarding the land location, land area, and landowner.

**Planet tokens**

The planet will be identified by a non fungible token. Unlike the mainland token, it will not be linked directly to the wallet of its owner but, it will always be linked to the mainland token it will belong to. It will actually be a property of the mainland token. It can be a property of multiple mainland tokens but it will never be possible to store multiple private planet tokens on a mainland token.

**Property tokens**

Property tokens shall be used for all other assets in COSMOS. This can be applications, models, extensions or other valuable items in the platform. All the property tokens will be linked to a wallet that owns the property.
INITIAL COIN OFFERINGS
# Token Information

<table>
<thead>
<tr>
<th>Token Symbol</th>
<th>$CYBR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Token Supply</td>
<td>1,000,000,000 (One Billion)</td>
</tr>
<tr>
<td>ICO Token Price (ETH)</td>
<td>1 ETH = 8,000 $CYBR</td>
</tr>
<tr>
<td>Minimum Goal or Soft Cap (ETH)</td>
<td>10,000 ETH</td>
</tr>
<tr>
<td>Maximum Goal or Hard Cap (ETH)</td>
<td>75,000 ETH</td>
</tr>
</tbody>
</table>
# Token Allocation

<table>
<thead>
<tr>
<th>Allocations</th>
<th>Percentage</th>
<th>Token Release</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main ICO</td>
<td>70.00%</td>
<td>Instant</td>
</tr>
<tr>
<td>Founders &amp; Team</td>
<td>10.00%</td>
<td>2% Release every Month for up to 50 months</td>
</tr>
<tr>
<td>Advisors</td>
<td>3.00%</td>
<td>25% Release every 6 Months</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Total 2 Years</td>
</tr>
<tr>
<td>Bounty &amp; Referral Programs</td>
<td>7.00%</td>
<td>Instant</td>
</tr>
<tr>
<td>Company Reserve</td>
<td>10.00%</td>
<td>Locked for 2 Years</td>
</tr>
</tbody>
</table>
## Bonus Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Bonus (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICO Week 1</td>
<td>20.00%</td>
</tr>
<tr>
<td>Week 2</td>
<td>15.00%</td>
</tr>
<tr>
<td>Week 3</td>
<td>10.00%</td>
</tr>
<tr>
<td>Week 4</td>
<td>5.00%</td>
</tr>
<tr>
<td>Rest of the ICO</td>
<td>0.00%</td>
</tr>
</tbody>
</table>

Additional bonus: one free land parcel is rewarded at the initial land sale on every 5 eth investment in the ICO.
Funds Allocation

<table>
<thead>
<tr>
<th>Department</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Research &amp; Development</td>
<td>45.0%</td>
</tr>
<tr>
<td>Marketing &amp; Sales</td>
<td>25.0%</td>
</tr>
<tr>
<td>Admin &amp; Operations</td>
<td>25.0%</td>
</tr>
<tr>
<td>Legal Fees</td>
<td>3.0%</td>
</tr>
<tr>
<td>Security &amp; Audits</td>
<td>2.0%</td>
</tr>
</tbody>
</table>
ROADMAP

Q1 2019
Crowd funding by ICO
COSMOS land design announced
Team expansion

Q3 2019
COSMOS Application (Alpha)
COSMOS forming (first land sale)
Alpha release SDK
SDK documents (wiki)

Q4 2019
SDK Beta release
Application Beta release
Community store online (3D models, scripts, plugins)
Foundation decentralization plans release

Q2 2019
Exchange listings
Technical White Paper
Documentation (wiki)
Development guidelines
Foundation launch

Q4 2018
Business White Paper
Website design
Communication platform
OUR TEAM OF PROFESSIONALS
Nick is a 32 year old entrepreneur from the Netherlands with a unique background as captain of a ship at the age of 20 and his Naval Architect degree at the age of 25. He has years of experience in cryptocurrency, in which he has led various successful projects, including starting his own company hodl.nl. Nick enjoys studying and researching cryptocurrency on a fundamental level. When he’s not reading or working on crypto he likes to BBQ with friends and to drink craft beers. He also enjoys sports such as soccer, surfing, and snowboarding.

LinkedIn: https://www.linkedin.com/in/nick-friedrich-576258b0/

Casper is a 42 years old software engineer from the Netherlands, working as a software developer for over 18 years but codes for almost 30 years. Starting out as a hobby at the age of 12 he grew out to a full stack multidisciplinary DevOps professional. Recently adding machine learning and blockchain development to his portfolio. When he’s not behind a computer he is probably rock climbing, mountain biking or snowboarding.

LinkedIn: https://www.linkedin.com/in/casper-karreman-a70b585a/
Reshard is a 43 years young Sales & marketing manager from the Netherlands. He started his career at the age of 19 as an entrepreneur from his family business. From owning his shop and wholesale, importing and exporting goods around the globe and even up to running his own restaurant, you can say he likes running businesses. He connects people and loves challenges. Since a couple of years, he is interested in blockchain and got involved in it. In his spare time, he plays soccer and likes to read.

LinkedIn: https://www.linkedin.com/in/reshard-chaudhry-0a89a3b/

Joey is a 26-year old software engineer from the Netherlands. When he was a kid he started building websites for his favorite tv-shows and not much later discovered programming. Since then he has taken on many projects, ranging from small consumer to enterprise level applications always looking to improve himself and his knowledge in the past years he has taken on blockchain to his portfolio. As a software developer and gamer, he likes the idea of an immersive MMO-environment with a powerful digital economy. Whenever he has the spare time he enjoys archery, MMO’s and making music.

LinkedIn: https://www.linkedin.com/in/joey-sonius-bb273748/
Jasper van Turnhout graduated his Master of Science Artificial Intelligence in 2011. Afterward he moved to the industry where he built up 8 years of experience on Machine Learning, Computer Vision and Startup life as a developer. Introduced into the realm of Crypto Currency in 2013 and has been following blockchain technology ever since. (Retro) Game developer/enthusiast by nature.

LinkedIn: https://www.linkedin.com/in/jasper-van-turnhout-84510429/

Before Cosmos CR started, Melvin worked as a Captain on a River Cruise Ship. This is where he met Nick Friedrich and since then a long-term friendship started. Managing big teams, being vigilant and adapting fast in different surroundings are his primary skills. Besides that, Melvin is a fanatic Gamer. Playing different kind of games always had his preference. From these experiences, he will bring a lot of Creativity to the project. We expect Melvin to connect the ‘creativity’ part with his leadership and managing skills, and implement this in the team. A great challenge lies upfront him in helping to form a team of individuals from different backgrounds and countries. He will give strength to the team’s orientation and bring a great work ethic and can-do mentality to Cosmos CR.

He has a big affinity for soccer, surfing, and innovative technologies.

LinkedIn: https://www.linkedin.com/in/melvin-van-den-boom-685596109/
Polina is a 27 year old graphic designer from Russia. She has studied industrial design in one of the best universities in Moscow. Then she worked for 7 years as an interior designer. Nowadays she found herself in graphic design. Polina is passionate to find the best solutions for our project and she brings a lot of creativity and inspiration to Cosmos CR. In her free time, she enjoys cooking workshops and beer tasting. She's also a big movie fan.
LinkedIn: https://www.linkedin.com/in/polina-slobodyanskaya-b235b5174/

Tom is a 31-year-old clinical researcher/nutritionist from the Netherlands that thinks cryptocurrency is here to stay and can improve aspects of society drastically. He has a design background in photography and graphical illustrations for advertisement. Tom worked several years as community manager for various bigger communities (virtual reality, gaming, and cryptocurrency) and has prior experience in marketing for cryptocurrency companies. He has a big passion for outdoor sports such as wakeboarding and snowboarding.
LinkedIn: https://www.linkedin.com/in/tom-coumans-378a1669/
Revolino is a 39 year old shop manager from the Netherlands. Revolino has a wide range of skills, from stainless steel specialist to security guard and even a career as a professional DJ.

He is currently running a Vape shop in the city center of Schiedam, his most valuable skill is his confidentiality with interpersonal skills which is a good match for Cosmos CR as community admin. Revolino is passionate about cryptocurrency and is eager to learn as much about it as possible. In his free time, Revolino likes to make music as DJ and bass guitar player.

LinkedIn: https://www.linkedin.com/in/revolino-yvel-36a64a89/

Mudaser Iqbal, founder and CEO of BlockchainExpertSolutions (BES). Responsible for restructuring BES’ business model into that of an IT company. An Expert in Whitepaper writing, Blockchain Development, SRS for complex Blockchain Design, financial analysis of Projects & other things related to Blockchain. Prior to launching BES in Pakistan, has over 10 years of experience in Information Technology industry.

LinkedIn: https://www.linkedin.com/in/mudaseriqbal/
Faryal is a competent researcher and blockchain business analyst. She has 5 years of experience in content writing, editing, and public speaking. She is currently working as Lead Blockchain Researcher, is efficient in white paper writing, blockchain researching, Initial Coin Offerings, and excels in Ethereum, Quorum, Hyperledger, and private blockchains with a number of successful projects. She is a public speaker and spreads blockchain awareness in various seminars and summits. She is a tech enthusiast currently pursuing her Master’s degree in Data Sciences from Information Technology University and holds a Bachelor’s degree in Computer System Engineering from University of Engineering and Technology.

LinkedIn: https://www.linkedin.com/in/faryal-qazi-532541a7/