



PROJECT ECOSYSTEM

HOLIVERSE.AI

2024

NAVIGATION

About company 03

Statistics 05

Metaverse 06

Marketplace 12

Holichain 13

Uniteverse 15

Tactile Loyalty 16

Boost / Overreal 17

Royalty 18

Cryptowallet 19

HoliDex 20

Academy / Game Bridge 21

Partners 22

Roadmap 23

Contact us 25

ABOUT COMPANY



Holiverse —

is an emerging Polygon blockchain-based ecosystem that offers integrated products for interaction, trade, and creativity in the virtual and real worlds.

The main goal of the project

is to create an open and safe virtual world in which each participant can find a job, start their own business, invest, earn money, play sports, communicate, or just have a good time.

Our company is not just a platform or a project, but a whole world that opens its doors to everyone. We are creating a metaverse that offers more possibilities than reality. Metaverse integrates cryptocurrency, business, gaming, and social media, offering an implementation for creativity and income while ensuring security and interoperability. The symbiosis between the virtual and physical worlds is created through the connection of all products and through the innovative Marketplace, where participants can buy and sell digital assets, including NFTs, using the multifunctional cryptocurrency **Holichain**.

Becoming a part of **Holiverse** means entering a new era of digital creativity, business, and communication where everyone can find their place and implement their ambitions

Holiverse is a chance to participate in the development of the digital economy and the future.

ABOUT COMPANY

ALL PRODUCTS, PROGRAMS, AND SERVICES ARE CONNECTED WITH GAME AND ECONOMIC MECHANICS WITHIN THE HOLIVERSE ECOSYSTEM:

Metaverse

PLAY-TO-EARN

Metaverse based on Web3

Discover Social Network

The platform for Holiverse user communication

Holichain (HC)

Main ecosystem currency

Game Bridge

API for the connection between Web2 and Web3

Royalty

Bonus program for active users

Marketplace

Our own platform for trading digital assets

Dex

A decentralized platform for instant asset exchange (swap) and staking

Academy

A learning platform where users can both share their knowledge and become students and receive NFT certificates for completing courses

Uniwall

Cryptowallet

Uniteverse, Tactile, Overreal, Boost

Product lines that contain GameAf, gaming business strategies integrated into the metaverse

STATISTICS

DATA FOR 2024

DEVICES



Android

90 %



iOS

6 %



Windows

2 %



Linux

2 %

Smart contracts

Total income of participants
+ 2,000,000,000 DAI

Geography of presence
150 countries

Holichain holders
+ 240,000

Active users
+ 1,800,000

METaverse



Metaverse —

is a play-to-earn metaverse in the  **polygon**, ecosystem based on Web3 technology, with plans to expand to other blockchain networks. This is a full-fledged virtual world where elements of social networks, business strategy games, and the digital economy merge.

Our goal

is to create the most realistic virtual world in which users can work, have fun, grow their businesses, learn, interact with other users, and explore the endless possibilities of the metaverse.



The principles of decentralization and data transparency ensure the security of information and transactions, creating a safe space for participants. **The transition to DAO expands the capabilities and freedom of users.**

IN THE METAVERSE SPACE, USERS CAN

Develop virtual products

Customize their character

Build their own partner structures

Interact with other users

Engage in art and hobbies

Influence the development of the virtual environment

Gather resources and manage them (buy/sell)

Explore Metaverse's open world and surroundings

Take part in managing the economy of the metaverse

Invest, make strategic decisions, and earn

Have pets

Organize challenges

Take part in social and economic events inside the metaverse

Develop virtual business, work, learn, rest, spend leisure time, and do sports

METaverse COMBINES ALL ASPECTS OF LIFE:



METaverse



Business

Everyone has a second chance to realize themselves and their lives. You and your character can get a job in the virtual world. Whoever owns the business pays you a salary — real cryptocurrency. Build a business, engage in construction, dancing, or IT technologies, sell your products and services, and work and earn money.



Entertainment

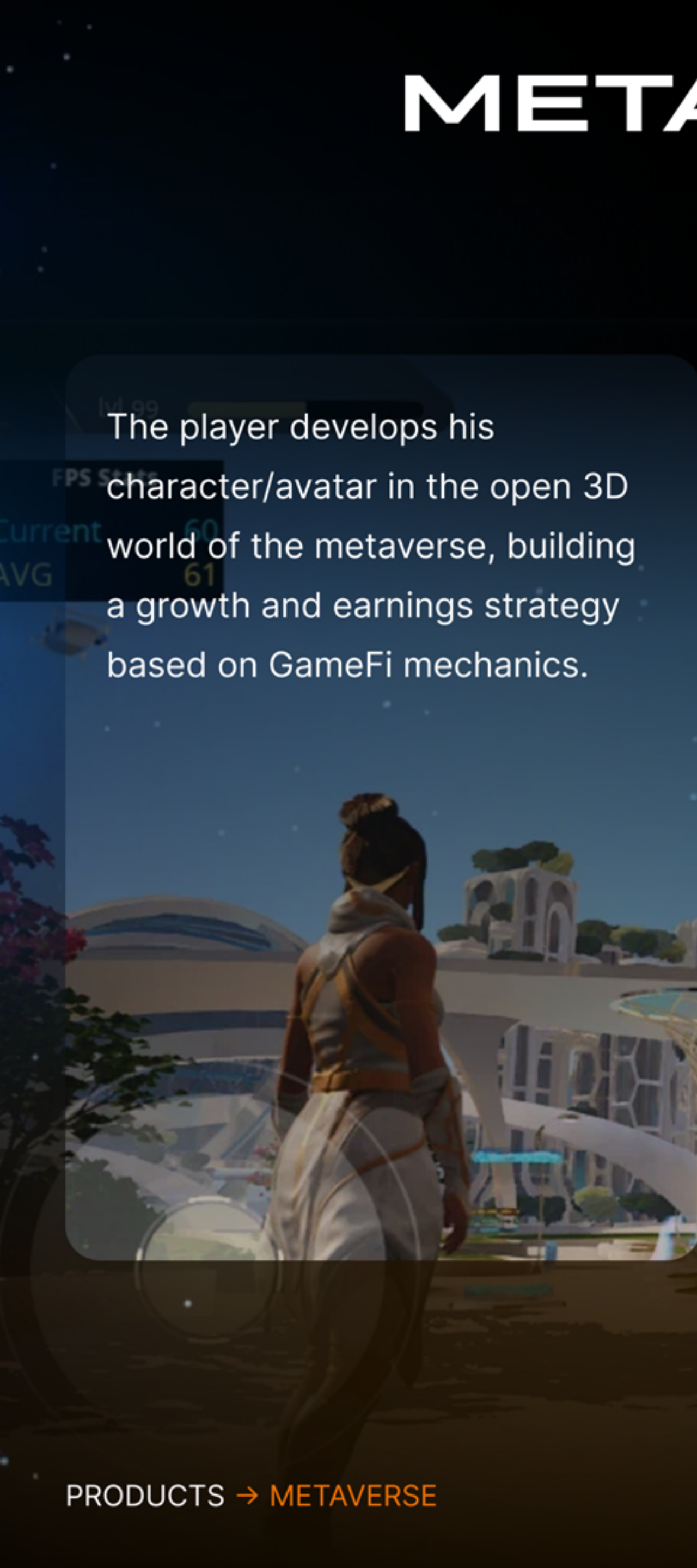
Enjoy concerts and exhibitions, attend themed parties and entertainment venues, play play-to-earn games, complete metaverse quests, and interact with other players.



Education

Learn new things and improve your strategies by attending lectures, presentations, training courses, and master classes. Take a yoga class, join a virtual gym, and build strong business connections and communities to optimize results.

METaverse GAME MECHANICS



The player develops his character/avatar in the open 3D world of the metaverse, building a growth and earnings strategy based on GameFi mechanics.



The game mechanics of Metaverse are based on **Unreal Engine 5**, which delivers high-quality visuals, a realistic game world, and immersive gameplay and strengthens the product's future distribution capabilities.

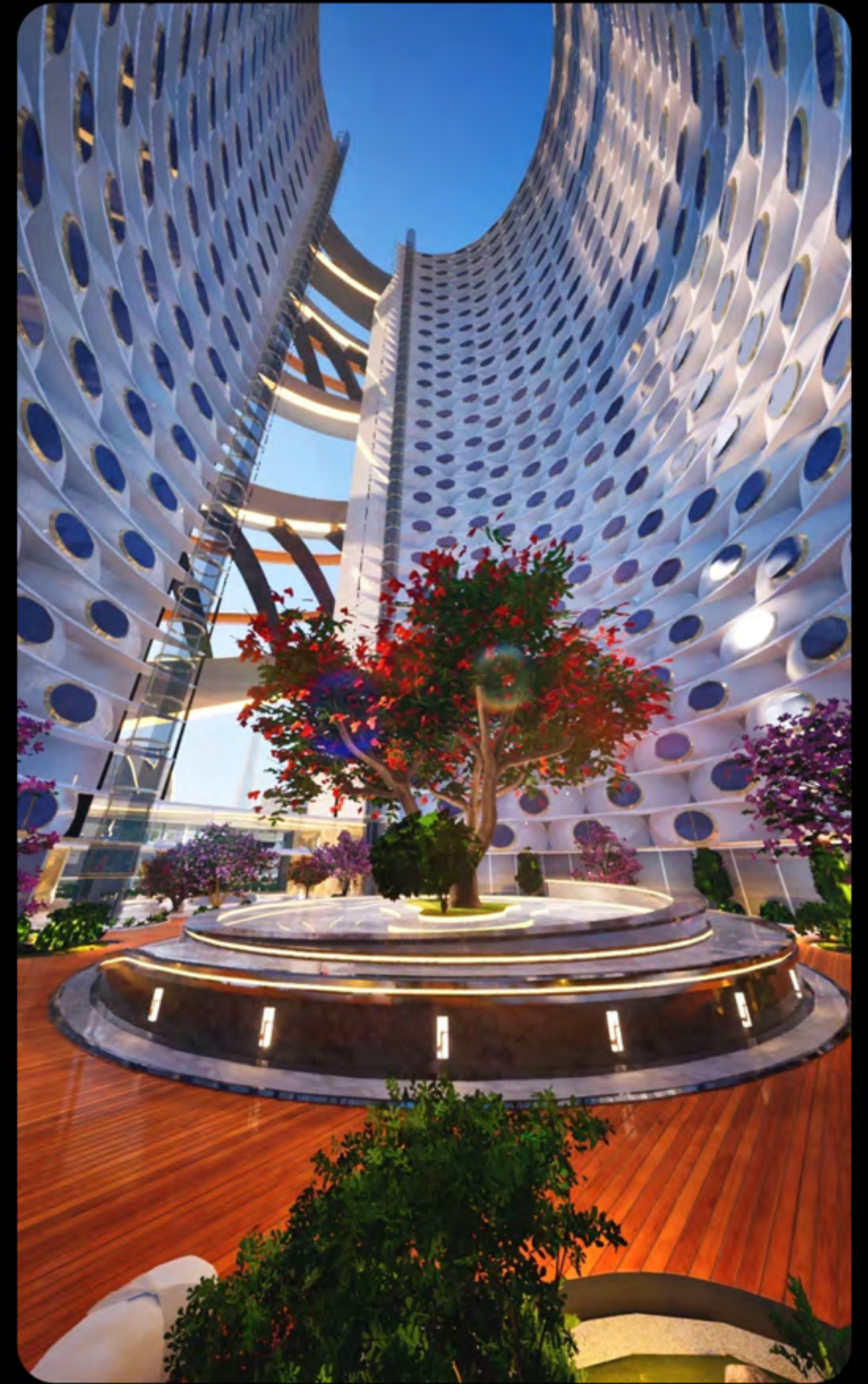
The launch of the metaverse is planned for **PCs, mobile devices, consoles, and VR.**

In Metaverse, survival and progress depend on **effective resource management**. Manufacturing is a key activity in Metaverse, allowing you to create items that are necessary for development.

Players can buy and sell resources and craft items on the in-game marketplace.

Investment opportunities in Metaverse allow you to expand your influence and ensure long-term benefits. Users can invest in real estate and businesses and get involved in financial strategies. Market prices fluctuate depending on supply and demand in the gaming community.

The game features a variety of gameplay: **strategy, action, construction, racing, and other mechanics.**



IN METAVERSE,

5 LINES ARE INTEGRATED:

Universe GameAf

Gamified business strategy with the Bitforce mining mechanism, which is the main token of Metaverse. Provides additional rewards for maintaining and developing the network.

Bitforce coins cannot be printed and are still mined only by participants in the virtual world.

Launch: first gamification integration launched

Tactile

Includes a series of products, the key of which is Tactile Goods, digital goods that can be staked or exchanged for goods in the real world.

The gamified Tactile GameAf program will represent a virtual space around the planet Metaverse. Spaceships fly here, extracting valuable energy particles. These particles are necessary for the normal functioning of the Metaverse world, ensuring its existence and development.

Launch: the first gamification version Q4 2024

Boost

As part of the metaverse, the program will include game zones in which you can play fantasy games without being limited by real laws. A variety of game scenarios and freedom of creativity and imagination.

Because there are no restrictions here, just like in real life, you can skyrocket or lose everything. In Boost game zones, the approved laws of Metaverse may lose their force.

Launch: Q4 2024

Overreal

Overreal transforms the gaming experience by offering concerts, educational courses, information products, and entertainment, taking interaction beyond the metaverse.

Designed to enrich the user experience with video content, creativity, and the cinematic universe with the opportunity to receive Cashback tokens.

Launch: 2025



Royalty

The program will provide income following your activity in the Holiverse ecosystem

MARKETPLACE



Marketplace

one of the main products of the Holiverse ecosystem along with the metaverse, combining the virtual and real world. The Marketplace is planned as a global, safe trading space with virtual and physical goods needed in the metaverse.

At the first stage of development and implementation of product introduction into the ecosystem



Key features

- Users can sell not only digital but also physical, real-world goods in the form of NFTs;
- You can make purchases using both fiat and cryptocurrency;
- The ability to create your own virtual stores (stores) like Amazon.

Opportunities

- Connection via any Web3 wallet;
- Instantly upload, edit, and view your digital portfolio;
- Trade your NFTs at auction or sell them for a fixed price;
- Purchase of both digital and physical tokenized products;
- Sending the NFT to the logistics department to stamp the asset as a physical object;
- The ability to create your own NFTs and collections on the marketplace;
- NFT staking and rewards;
- Commissions on every sale of your work.

HOLICHAIN (HC)

Holichain

is the main currency and core of the Holiverse ecosystem economy. HC is used for all transactions, including purchases and sales within GameAf affiliate programs.

Key features

Users can freeze their coins to receive discounts and increase levels in GameAf programs. The Hold Holichain staking (freeze) program is currently operational in Uniteverse and, in the future, will be available in all major programs, such as Uniteverse, Tactile, Boost, and Overreal.

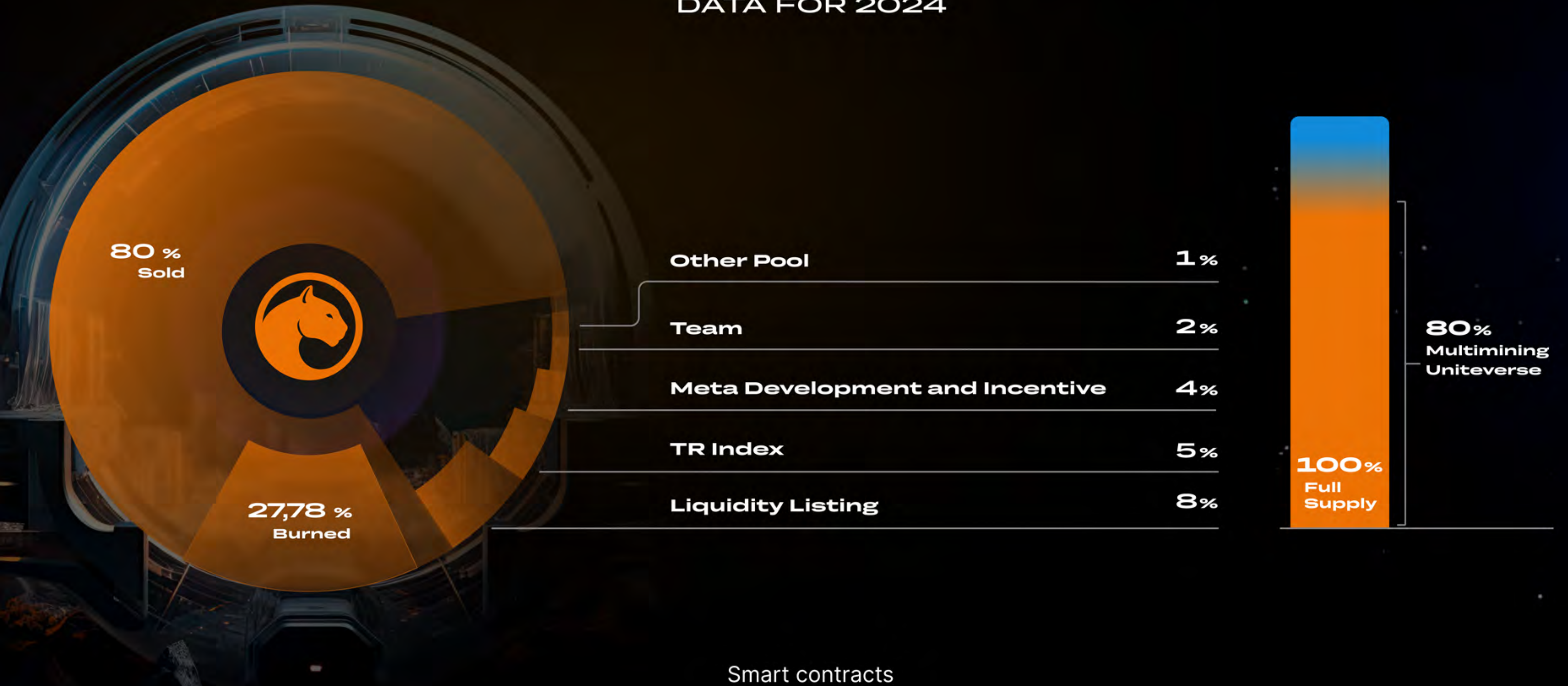
Holichain includes burning mechanisms in all algorithms where possible to maintain the stability of the currency. After Holichain enters the open market, unallocated coins are burned, and HC can only be purchased on exchanges.

As of October 2024, **162,551,535 HC**
were burned that were not mined during multimining.
(~28% of total emissions)

The HC burn was carried out by sending tokens to the null address.

TOKEN DISTRIBUTION PERCENTAGE

DATA FOR 2024



UNITEVERSE



is a program with its products in the Metaverse ecosystem, offering a unique combination of virtual interaction and strategic activity.

Uniteverse GameAf

is a business strategy integrated into a metaverse that includes a mining mechanism for Bitforce, the utilitarian coin of the Metaverse world, through quantum ore mining. Metaverse and Uniteverse are connected by the gamification concept of developing your own business.

The first gamification integration was implemented



The main goal of Uniteverse GameAf is

to create an ecosystem where users can interact, find interesting gaming experiences, enjoy the possibilities of the metaverse, and receive additional benefits for actively participating in the expansion and strengthening of the Metaverse quantum network.

TACTILE LOYALTY



Tactile Loyalty —

is a program that allows members to earn Cashback Tokens for purchases that can be used to receive discounts of **up to 50%** on future transactions. The discount level increases with each level of membership in the GameAf affiliate program, starting at 10% and peaking at level 12.

Cashback Tokens —

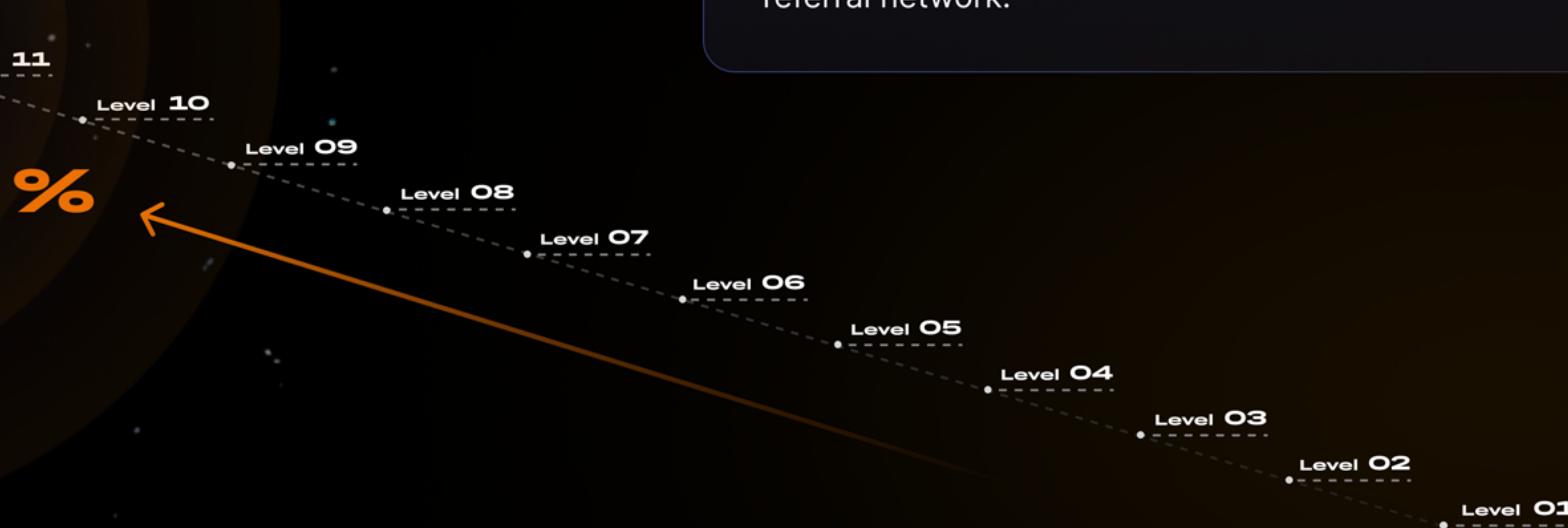
are Polygon ERC-20-based tokens equivalent to Holichain at a 1:1 ratio, functioning as wrapped Holichain.

 Holichain (HC)

 polygon

Token exchange occurs through specialized pools in the Holiverse system.

- Cashback depends on the user's active level in Tactile GameAf;
- Cashback is accrued both from personal purchases and from purchases made in the user's referral network.



BOOST AND OVERREAL



Boost program

is a gaming zone in the metaverse where you can buy NFTs to play immediately or stake them to earn extra income.

Under development



Participation in the Boost program allows users to earn cashback tokens for purchases.



Overreal —

is a platform for education, entertainment, and personal growth. Offers courses in artificial intelligence, marketing, yoga, and dance, as well as opportunities to participate in games and events.



The GameAf loyalty program stimulates user activity through the issuance of Cashback tokens. The program will offer staking and other ways to earn money.

ROYALTY



Royalty —

is a bonus program for active Holiverse users. Royalty technology allows users to earn income in the form of NFT from the total turnover of the entire ecosystem.



There are **7 statuses** in the program, and the higher the status, the greater the bonus.

Participation begins with a Just NFT, which can be minted on the platform after reaching level 5 in the Tactile program or level 3 in Uniteverse. With Just NFT, you can start leveling up, and improving your capabilities and bonuses within the Royalty system. Energy Tokens are required to upgrade your Just NFT status. Users can earn Energy for active participation in the ecosystem.

To maintain economic stability in the system, the Energy token is subject to certain restrictions: it cannot be transferred to other wallets or sold. However, after upgrading the NFT with Energy, the NFT itself can be sold.

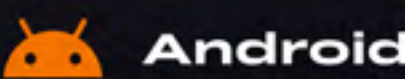
CRYPTOWALLET



is a cryptocurrency wallet that offers unique features and capabilities to its users. The wallet has been developed and is now in the testing and auditing stage.

Uniwall ensures the security and privacy of cryptocurrency assets using advanced encryption technologies. Integrated Holiverse and messenger programs will allow users to manage internal balances and send assets to other users using Holiverse ID.

Platforms:



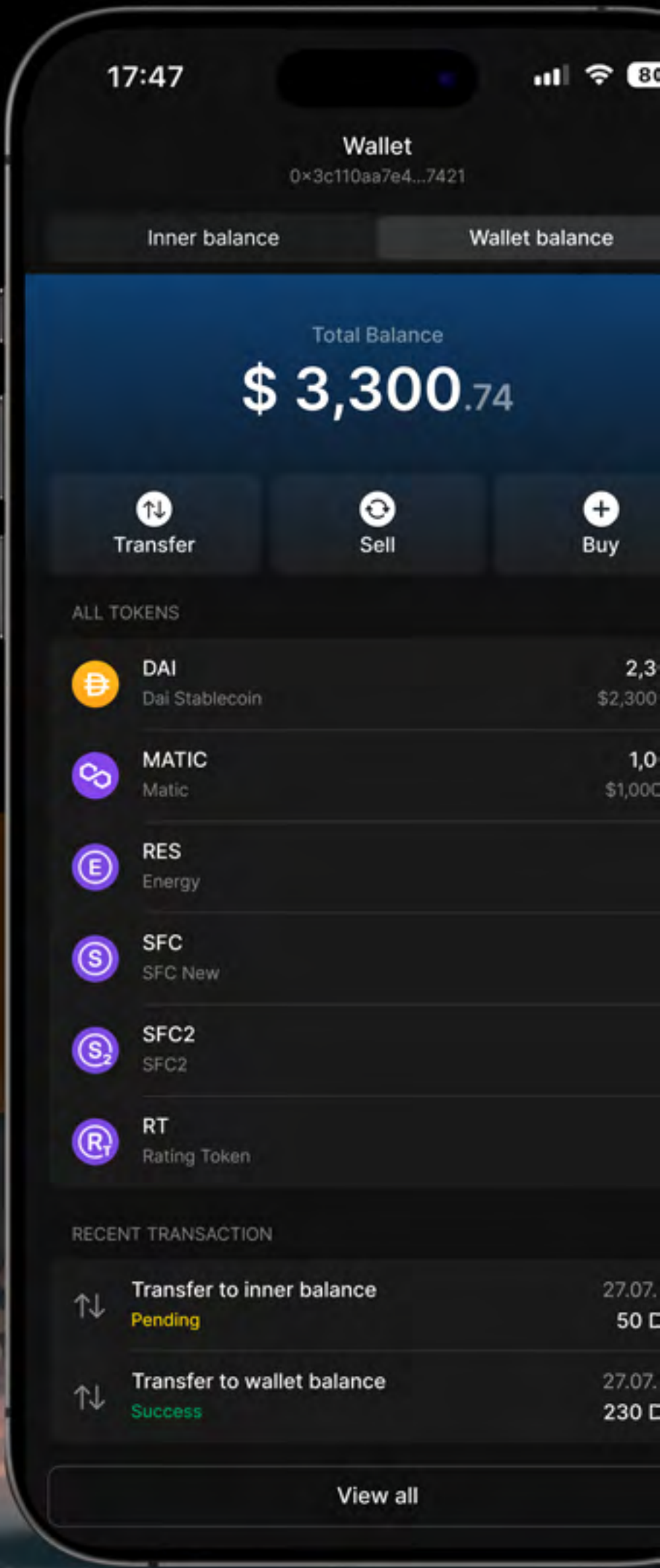
Android



iOS

If desired, the user can hide the display of internal services and use the application as a non-custodial wallet.

The wallet is scheduled for release in Q4 2024



HOLIDEX

HoliDex

is a decentralized platform for exchanging assets between users without involving intermediaries. The user does not need to transfer his crypto assets to centralized platforms. You just need to connect your wallet to HoliDex.

A key feature of HoliDex

is that the platform allows users not only to make instant swap exchanges but also to use advanced cross-game bridge technology to transfer assets between blockchains.

ACADEMY AND GAME BRIDGE

Holiverse Academy

offers training courses on cryptocurrencies, blockchain, artificial intelligence, and personal growth.

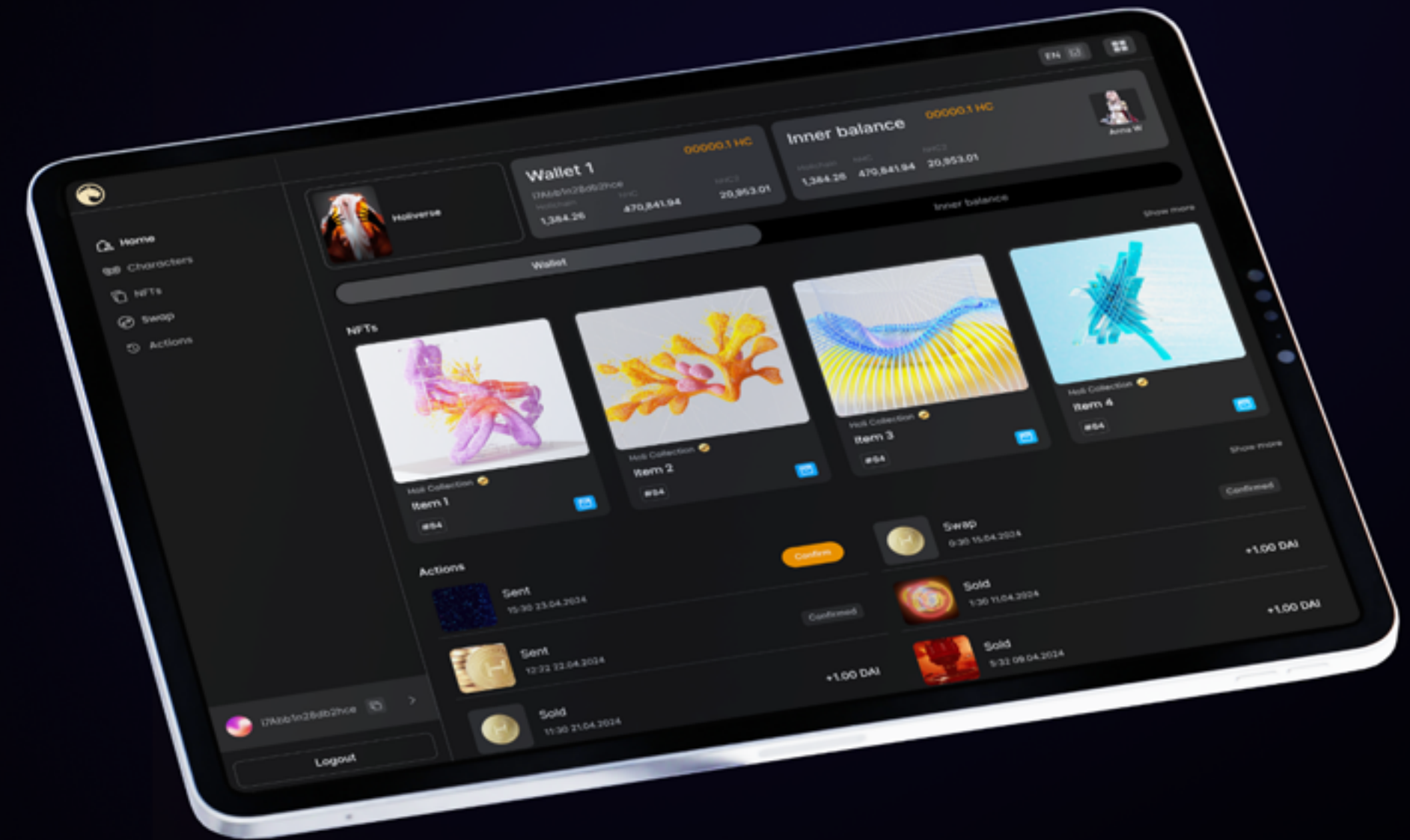
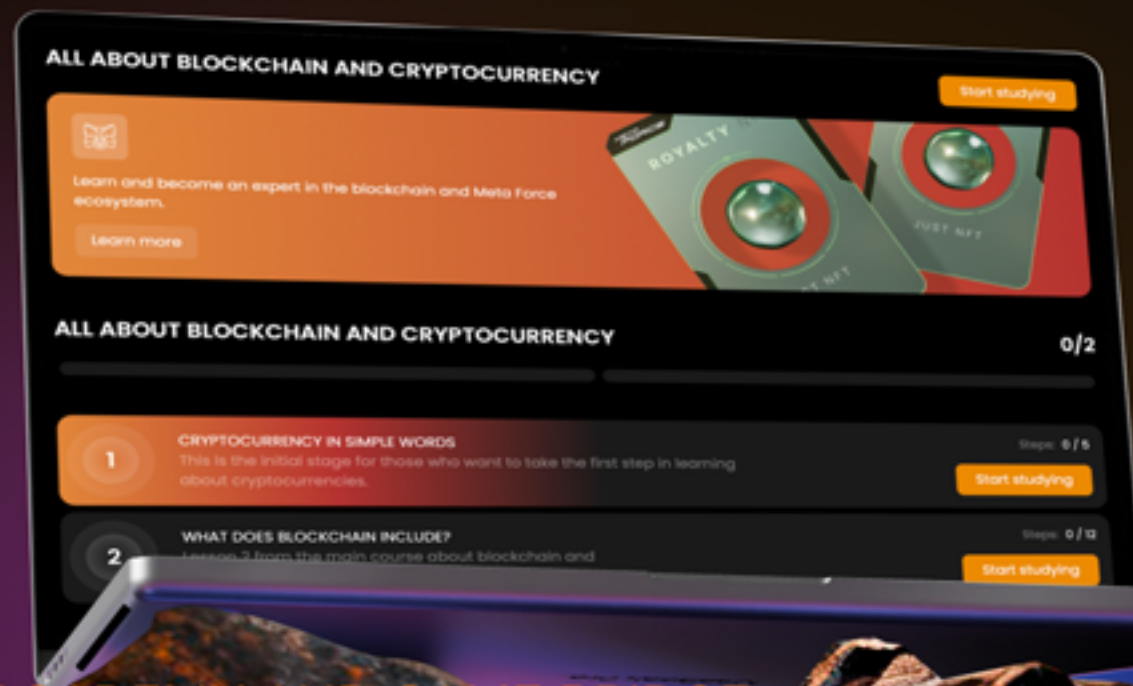
Users have the opportunity to share their knowledge, take post-training courses in the academy, and earn money. Students can immerse themselves in the study of the IT industry and receive NFT certificates for completing courses. In addition to confirming competencies, **these certificates provide access to exclusive privileges in the Metaverse and other Holiverse products.**

Also on the Holiverse platform, there is the educational database Wikiverse. Here, users can study materials on the blockchain and the project ecosystem.

Game Bridge

is a system in the GameFi world that ensures the seamless transfer of digital assets between traditional gaming platforms and blockchain networks.

The Game Bridge mechanism allows users to manage NFTs and other ERC tokens, improving gameplay and interaction with the metaverse. The system supports secure asset transfers and offers advanced API integration, allowing direct trading of in-game NFT items through blockchain wallets such as  METAMASK



OUR PARTNERS



Chainlink



AmlBot

PRODUCT LAUNCH ROADMAP

2024

Q4:

- Metaverse
- Uniwall wallet release
- Holichain listing

2025

Q1:

- Tactile program restart
- Tactile GameAf program gamification
- Mana
- Boost
- SSO
- SWAP



Our ecosystem is an integration of various products aimed at creating a pleasant and unforgettable virtual reality experience for each user.

We provide participants with the opportunity to live a unique and unusual life, where they can not only earn and develop but also find their place in the world of creativity, business, and communication.

WELCOME TO HOLIVERSE

a place where everyone can find a new path to success and self-realization.



Holiverse.ai

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