



New World

white paper3.0

New World aims to build a de-centralized virtual world based on the real atomic physics world, using block chain-based co-creation community platform solution, combining decentralized storage, block chains, VR/AR/HM, IOT and smart hardware.

Content

1. Overview of Tourism Background.....	5
1.1 Current Situation of Tourism Development.....	5
1.2 Market Trend of Tourism.....	7
1.3 Overview of Tourism Market Problems.....	8
Problems in Tourism Industry.....	9
1.4Development Trend of Smart Tourism.....	10
1.4.1 Big Data, Block Chain and VR Technology Promote the Development of Intelligent Tourism.....	10
1.4.2 Significance of VR Tourism Compared with Real Tourism.....	11
2. New World R&D Company.....	14
2.1 CTIN INVESTMENT PTY LTD.....	14
2.1.1 CTIN's Business Advantages.....	15
A.Foreign Exchange Business.....	15
B、 Stock Business.....	16
C、 Fund and Financial Derivatives Business.....	16
D、 Block Chain Trading Platform.....	16
E、 Financial Transaction Evaluation.....	17
F、 Overseas Listing Consultation.....	17
2.2 Profile of Tuji Tech.....	17
2.2.1 Technical Resources of the Enterprise.....	17
2.2.2 Oblique Photography.....	18

3. Profile of New World.....	20
3.1 New World Virtual Tourism Design Concept.....	21
3.1.1 New World Vs OASIS.....	21
3.1.2 VIRTUAL vs REAL.....	22
3.1.3VR/AR/HM and VR Tourism.....	22
3.1.4 VR Tourism and Block Chain.....	23
3.2 VR (Virtual) Tourism Ecology Construction Path.....	24
VR Tourism Ecology Construction Path.....	24
(1) Taking the Provider of Tourism Resources As the Support Point.....	24
(2) Taking Relevant Service Agencies As Auxiliary Point.....	25
(3) Taking Market Demand As the Breakthrough Point.....	25
(4) Taking New Technology Application As the Basic Point	25
3.3 Application of New World Virtual Tourism Ecology.....	26
3.3.1 Decentralized Virtual Tourism Block Chain Co-Creation Platform.....	26
3.3.2 Decentralized Virtual Tourism Experience and Social Platform.....	29
3.3.3 Big Data Virtual Tourism Distribution and Customization Platform.....	30
3.3.4 Application of New World in Tourism Product Management.....	31
3.3.5Interactive Tools for Building Diversified New World Assets.....	31
3.4Commercial Value of Virtual Tourism Ecology Application.....	32
4. Technological Ecology Architecture.....	34
(1) Main Chain+Side Chain Mechanism.....	34
(2) Hybrid Consensus Mechanism.....	35

(3) Advanced Smart Contract.....	35
(4) Capacity Expansion Scheme and Cross-chain Technology.....	37
(5) Digital Asset Mapping Token Protocol.....	38
(6) Authorization and Exchange Protocol.....	38
Two-way Registration Process.....	39
(7) SDK Design.....	39
(8) Process Collaboration.....	39
5. New World Ecological Layout Planning.....	40
New World Ecological Layout Planning.....	40
6. Overview of New World Service Ecology Architecture and Business Model.....	41
7. Design of New World Token System.....	42
7.1 NWT Ecology Token NWT.....	42
7.2 NWT Economic System.....	43
7.2.1 NWT Token Issuance.....	43
7.2.2 NWT Token Circulation.....	43
7.3 NWT Token Issuance Plan.....	47
8. Three-year Plan of New World.....	48
9. Project Development Planning Road Map.....	50
10. Foundation Governance Structure.....	51
11. Project Team Members.....	52
12. Disclaimer and Risk Statement	53

1. Overview of Tourism

Generally speaking, tourism collectively refers to a series of related industries that provide services for tourists, which is a comprehensive industry taking tourists as the object, creating convenient conditions for tourist activities and providing the services and commodities they need. Tourist activities mainly cover six aspects: food, accommodation, transportation, travel, tourism, shopping and entertainment, and involve the relevant industries such as catering industry, hotel industry, transportation industry, tourist attractions industry, retail industry and entertainment service industry.

1.1 Current Situation of Tourism Development

Tourism has accelerated its development and become one of the most important economic activities in the world, with its industry revenue growing much faster than the global economy. The statistics from ‘Research Report on the Strategy of World Tourism Investment’ show that, the average annual growth rate of tourism industry reached 6.90% in the 60 years from 1950 to 2010. According to the reports of ‘World Tourism’ and ‘Travel Council’ in 2013 Economic Impact of Tourism Industry, the direct contribution of tourism to the total world GDP in 2012 was \$2.10 trillion, and the total contribution (including direct, indirect and induced contributions) was \$6.60 trillion, accounting for about 9.30% of the global economic aggregate, realizing a year-on-year growth of 3.00%.

Driven by major factors, tourists are no longer satisfied with traditional sightseeing tourism products, and begin to choose

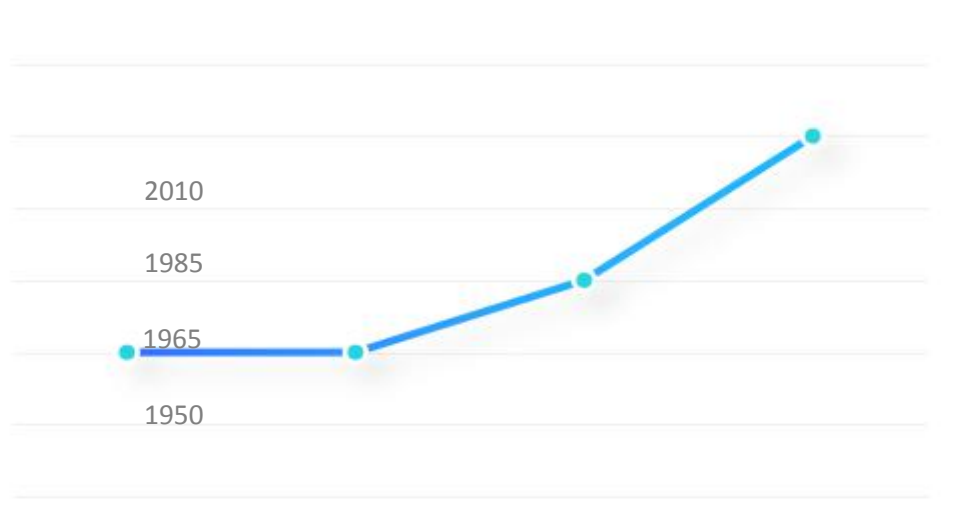
recreational tourism products with distinct regional, era and individual characteristics. Recreational tourism has become an important part of modern life, and the most important market orientation. In some countries with abundant tourism resources, such as Bermuda Commonwealth of the Bahamas and Cayman Islands, the development of tourism economy has become the pillar of the national economy, with the tourism revenue accounting for more than 50% of the national revenue, symbolizing that the world has ushered in “Tourism Era” .

Since World War II, world tourism has rapidly become an emerging industry, and the number of tourists and the revenue of industries related to tourism have increased dramatically all over the world. U.S. Bureau of Economic Statistics has pointed out that with the sustained and rapid development of the world economy and the rapid increase of residents’ income level, the number of tourists and tourism revenue continue to grow rapidly. Tourism industry has become an important industry in the national economy of all countries and one of the fastest growing residents’ consumption sectors.

In the context of gradual improvement of the economic situation of the major countries in the world, all parties are optimistic about the global economic development. The latest forecast of the International Monetary Fund (IMF) shows that, the global economic growth rate will reach 3.5% in 2017 and 3.6% in 2018. The World Bank also holds that the global manufacturing industry and trade are ushering in the recovery, the confidence of countries in economic development is greatly improved, the global economic growth rate will reach 2.7% in 2017 and 2.9% in

2018, with the growth rate of emerging and developing countries rising from 3.5% in 2016 to 4.1% and expected to reach 4.6% in 2018.

Average Growth Rate of Tourism



Tourism Revenue

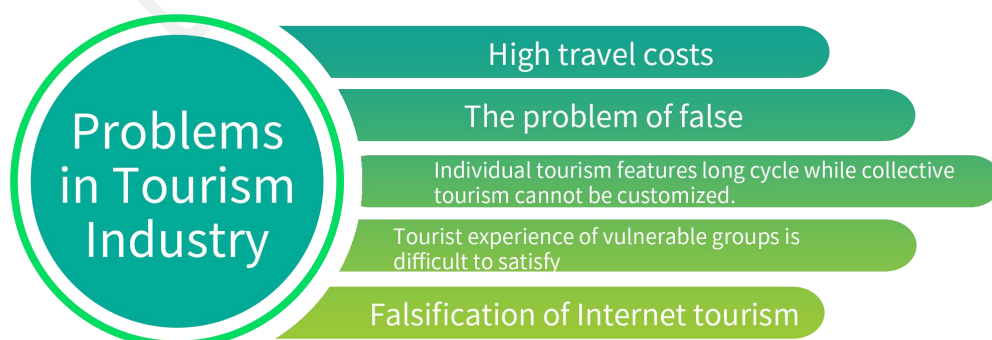
1.2 Development Trend of Tourism

In the next decade, the global tourism industry will continue to grow rapidly. The World Tourism Organization predicts that by 2029, the number of global tourists will continue to increase by 3.8% annually, and the number of global inbound tourists will reach 1.8 billion in 2029. The World Tourism Association also predicts that, from 2020 to 2029, the number of international tourists and international tourism revenue will increase at an average annual rate of 4.9% and 6.7%, respectively, higher than the average annual growth rate of world wealth for the same period of 3%. By 2029, tourism industry revenue will increase to \$16 trillion, equivalent to 10% of global GDP; 300 million jobs will be provided, accounting for 9.2% of the global aggregate employment, further establishing its important position in the global economy.

Year	GDP (trillion yuan)	Global gross tourism revenue (trillion yuan)	Proportion of global gross tourism revenue in GDP (%)
2020	21.94	0.62	2.83
2021	27.02	0.78	2.89
2022	31.95	0.87	2.72
2023	34.91	1.02	2.92
2024	41.30	1.26	3.05
2025	48.93	1.93	3.94
2026	54.04	2.27	4.20
2027	59.52	2.63	4.42
2028	64.40	3.03	4.70
2029	68.55	3.42	4.99

1.3 Overview of Tourism Market Problems

In the huge market, there are still some problems hindering the healthy development of the industry



Problems in Tourism Industry

1、The problem of false propaganda of scenic spots results in poor tourist experience

On the one hand, there is a widespread problem of false propaganda of scenic spots in the market; on the other hand, the tour guides in the market vary in quality, and sometimes tourists will encounter a series of issues such as tight schedule, forced consumption and fraud, etc., resulting in poor tourist experience.

2、Upgraded travel experience gives rise to high travel costs

The high travel cost has always been the main factor restricting the tourism experience; in the hot tourism market, people's demand for travel has become rich based on the consumption upgrading. Travel is no longer a single sightseeing and vacation, but a comprehensive activity with richer content. However, when users get used to the process of querying, booking and evaluating after enjoying services on a centralized platform, they can not get the experience that matches the price, as evidenced by frequently occurring overbooking in the airline and hotel industry. This is the current and common pain in the tourism industry.

3、Individual tourism features long cycle while collective tourism cannot be customized.

In terms of individual travel, such issues as travel planning, high-speed rail/air ticket booking, and hotel booking are often taken into account, leading to much search time and long booking cycle, and the problems such as traffic jams often exist in the process of travel. With respect to collective travel, group trips designed by general travel agencies cater to the majority and can not satisfy everyone completely.

Everyone has his own preference, it is difficult to meet the real needs of tourists.

4、Falsification of Internet tourism website comment mechanism

Nowadays, consumers' consumption intention is inseparable from the comment on the website. For example, many people check in advance the comment of the scenic spots they want to visit, the hotels to stay in or a certain restaurant before traveling. However, in order to gain more customer trust, some merchants adopt artificial "click farming" in comments, or intentionally write negative comments for competitors, and even can spend money to buy or fake such positive and negative comments.

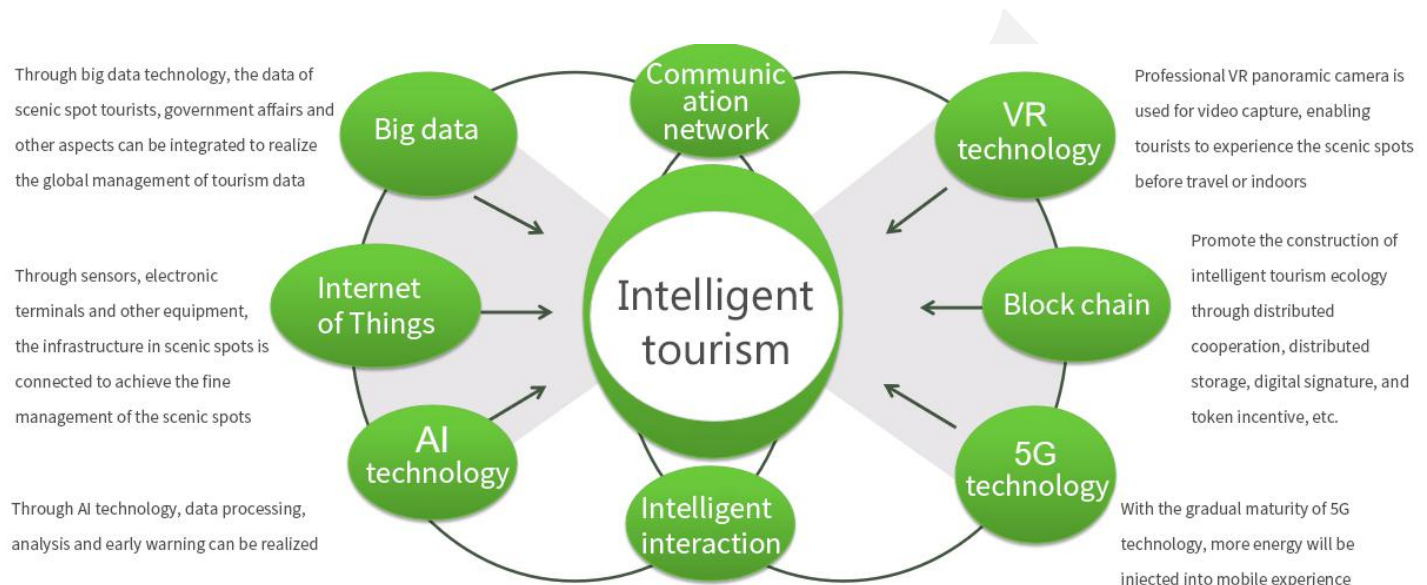
5、Tourist experience of vulnerable groups is difficult to satisfy

Everyone is eager to travel thousands of miles and see all kinds of scenery, so are vulnerable groups. However, due to the limitations of their own conditions, such as health conditions, income conditions, the limitations of traditional tourism modes and so on, the vulnerable groups whose wish may not be realized in their lifetime with lifelong regret are not disadvantaged in number. Therefore, meeting their tourism needs has also been the focus of attention of the whole society for many years. However, the limitations of traditional tourism has hindered the solving of this problem for a long time.

1.4 Development Trend of Smart Tourism

1.4.1 Big Data, Block Chain and VR Technology Promote the Development of Intelligent Tourism

In recent years, with the popularization and development of big data, block chains, VR and other technologies, the tourism industry has also developed from pure offline to online, and began to transform to be intellectualized. Intelligent tourism has also brought about digital changes for tourism, and tremendous changes have taken place in tourism management, tourism operation and tourism consumption.



Intelligent tourism involves many new technologies, such as block chain, big data, Internet and so on. Block chains are naturally characterized by integration with AI, big data and VR. Artificial intelligence processes and analyzes tourism data information, and big data uses (mobile) Internet to develop the tourism industry, while block chain assists AI, big data and 5G to improve the quality of tourism data to further improve the credibility of the model, protect tourist data, reduce market access threshold and lower catastrophic risks. Many technologies complement each other, promote the upgrading of tourism industry structure, and jointly change the intelligent tourism industry.

1.4.2 Significance of VR Tourism Compared with Real Tourism

Comparison item	real tourism	VR tourism
Subject	Relatively large span and mostly for the group of young people with certain economic base.	Suitable for all social groups.
Object	The tourism products that have been formed, which are not easy to change, and the tourism in some landscapes with poor accessibility is limited. Only the introduction of scenic spots is provided, and the reliability of information is low.	It can be changed at will according to the needs of tourists, and tourism to scenic spots with poor accessibility is available.
Impact on environment	Relatively great and unknown environmental disruption.	Less environmental disruption and strong sustainability ensure sustainable development.
Mode of payment	Consumption in cash.	Online consumption is available.
Accessibility	Subject to the restrictions of the time, space and economy, featured by time-consuming, costly and painstaking, mainly including travel as arranged by travel agency entrusted or independent travel.	Relevant information can be obtained from online, the characteristics of tourism behavior are similar to those of real tourism. It is not easy to be affected by space, time and economy, featuring convenient, time-saving and labor-saving, and tourists can directly participate in online virtual tourism activities.
Shopping	Purchase at the designated store during or before the end of the tour with relevant information provided.	Tourists can either purchase during travel, or buy directly according to their personal preferences, search through the network, and get souvenirs they want through online shopping.

Media	<p>Travel agencies are responsible for the reception of tourists, providing them with food, entertainment and other services. The service quality assurance features low level, only for advertising effect. The purpose is to attract tourists to carry out tourism activities with false information, the agencies devote themselves to the creation of false environment, and create a new visual effect for tourists, with service changing with the needs of tourism.</p> <p>The differences between hotel service facilities often brings inconvenience to tourists. False information easily makes tourists make wrong choices, and they are prone to be deceived in actual tourism.</p>	It eliminates the tourists' concerns about the real tourism media, because virtual tourism takes less time, and virtual tourism can be made at home through the Internet.
Tour guide service	Featured by different quality, biased explanation, and standard service still has to be improved.	Tourists can input and search what they want to know, and the query is convenient and fast.

It can be known from the above table that tourism website and virtual tourism are based on real tourism, both of which are intended to convey the relevant information of real tourism landscape to tourists. Differently, the tourism website only provides tourists with the relevant information above, including the introduction of tourist attractions and travel price, while the virtual tourism provides further information. Tourists can directly conduct online tourism through the virtual environment created by the virtual tourism, saving the troubles of taking great pains to go through a series of procedures and arrangements to travel on the spot.

Thus, virtual tourism solves the problem that real tourism and tourism website can not achieve, and can combine with the times to meet the needs of contemporary consumers, and such needs are where its value lies.

2. New World R&D Company

The New World Project is jointly developed by CTIN, an Australian financial investment management company, and Tuji Technology, a high-tech enterprise. With the prevailing of block chain technology and virtual technology, CTIN has been preparing for this new opportunity. Finally, in 2019, CTIN jointly created the “Tourism + VR + Block Chain” project with Tuji Technology, a leading virtual technology enterprise, based on which the New World Project emerged.

2.1 CTIN INVESTMENT PTY LTD

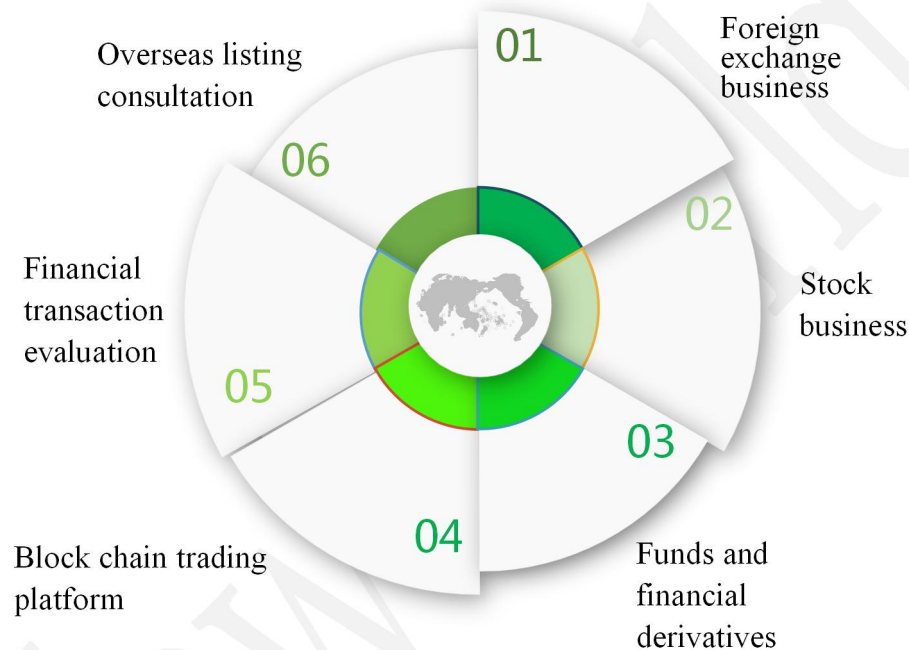
Subordinated to “Sinovation Ventures”, CTIN INVESTMENT PTY LTD (hereinafter referred to as CTIN) is a financial investment management company with global trading industry as its core. Headquartered in Melbourne, one of the key cities of Australia, CTIN has two subsidiary industrial companies, which are respectively dedicated to the financial trading industry and application of block chain technology. CTIN holds Australian Financial Services Licence (AFSL) certified by financial transaction service providers, and it also provides financial transaction evaluation and overseas listing consulting services to provide one-stop service for customers. The Company has foreign exchange trading service providers and fund management service institutions covering dozens of emerging economies in Europe and America, the European Union, Korea, Japan, Australia, New Zealand, India, South Africa, Brazil and Southeast Asia.

In the fiercely competitive and rapidly changing market, CTIN Group is committed to delivering innovative, keen market reach and being

flexible, and is keen to develop into an outstanding world-class investment management company.

2.1.1 CTIN' s Business Advantages

At present, the business of CTIN is mainly divided into two parts: financial products trading and financial information services.

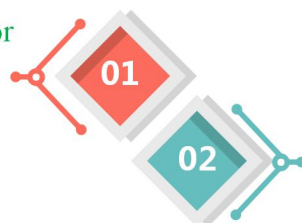


A.Foreign Exchange Business

The demographic dividend of 4.2 billion in the Asia-Pacific market and the implementation of foreign exchange trading policies in some regions will bring huge volume of transactions to CTIN. By the end of 2020, the cumulative trading volume in the Australian foreign exchange market alone will be expected to reach \$10 billion.

Foreign exchange business for individuals

Provide foreign exchange service for individual customers



Foreign exchange business for agents

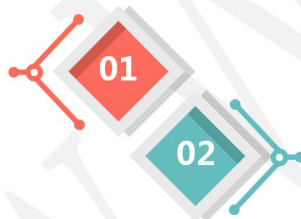
Provide foreign exchange service for AR white-labeling agents

B、Stock Business

With a population of 4.2 billion in the Asia-Pacific region, more and more customers gradually prefer to invest in overseas stock market. CTIN has served 10 million people in the overseas stock business and realized the per capita trading volume of \$10,000/year within two years.

Stock business for individuals

Provide securities trading service for individual customers



Stock business for agents

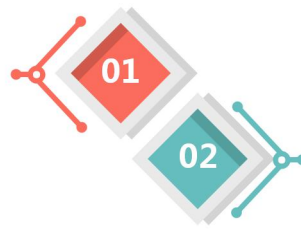
Provide securities trading service for AR agents

C、Fund and Financial Derivatives Business

The FOF fund of CTIN Group is a kind of fund that specially invests in other investment funds. Its investment scope is limited to the fund products of the world's top ten investment banks.

Fund

FOF quantitative
hedging arbitrage
fund managed by
world top investment



Futures and options

A wider selection of
products and transactions

D、Block Chain Trading Platform

In the coming decades, world transactions will be replaced by digital asset transactions, which will open up a new pattern of finance and economy in the future. Development, application, circulation and listing of block chain technology.

E、Financial Transaction Evaluation

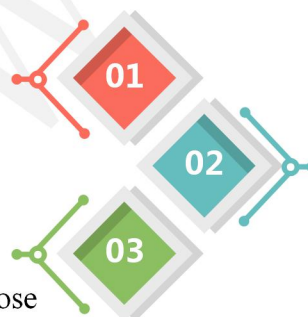
CTIN financial transaction evaluation platform provides investors with comprehensive financial information services and customer exchange platform.

Financial facts evaluation

Comment and analyze
real-time information and news
in the industry

Institutional evaluation

Make grade evaluation and propose
suggestions for domestic and foreign
financial institutions



Trader evaluation

Make grade evaluation and
propose suggestions for
financial transaction
operators

F、Overseas Listing Consultation

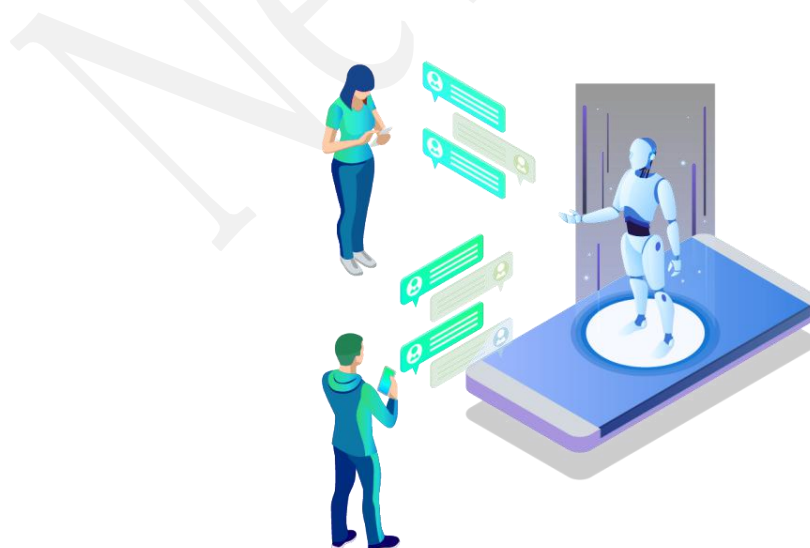
Provide professional overseas listing consultation and listing guidance for enterprise customers.

2.2 Profile of Tuji Tech

2.2.1 Technology Resources of the Enterprise

Tuji Tech owns the “Airspace Human Geography Database” which is exclusively constructed in China. It is also the national “leader of panoramic holographic high-definition geographic image data”, and the general agent in China concerning AI technology, artificial intelligence robots development and Microsoft aerial photography technology, with the international leading sky, space and earth integrated data acquisition and production technology.

As a leader in the field of panoramic holographic big data, Tuji Tech provides high-resolution aerial images, oblique photography, three-dimensional panoramic city, high-precision street views and navigation electronic maps for the next generation of smart cities, and also provides the most detailed place-name data covering businesses, scenic spots and other historical evolution data. Through independent research and development, holding, equity participation and other forms, it realizes coverage of navigation, tourism, transportation, logistics, civil affairs and other smart industry applications.



Through VR/AR TV communication network, it provides public service and commonweal communication of human geography to the whole world, and gains revenue through license fee, advertising fee and so on. Based on the platform of big data operation and control, it realizes the gains of big data sales, big data consumerization, innovative data products, data analysis services and so on.

2.2.2 Oblique Photography

Oblique photography is a new and high technology developed in the field of international photogrammetry in recent ten years. It can acquire abundant high-resolution textures on the top and side of buildings by synchronously capturing images from one vertical, four oblique and five different perspectives, not only reflecting the real situation of ground objects, obtaining texture information of object spaces with high precision, but also generating real three-dimensional city model through advanced positioning, fusion, modeling and other technologies. This technology has been widely used in emergency command, homeland security, urban management, real estate tax and other industries in Europe, America and other developed countries.



Technical Features



Feature 1: reflect the real situation around ground objects

Compared with orthophoto images, slanted images enable users to observe ground objects from multiple angles and more truly reflect the actual situation of ground objects, greatly making up for the deficiency of orthophoto image-based applications.



Feature 2: slanted image enables single image measurement

Through the application of supporting software, the height, length, area, angle, gradient and other measurements can be made directly based on the image achievements, extending the application of oblique photography technology in the industry.



Feature 3: building side texture can be collected

For a variety of 3D digital city applications, the cost of 3D city modeling can be effectively reduced by using the characteristics of large-scale mapping of aerial photography, and the method of batch extraction from slanted images and texture applying.



Feature 4: small amount of data facilitates network release

Compared with the huge 3D data used in 3D GIS technology, the data amount of the image obtained by oblique photography technology is much smaller, and the data format of the image can be quickly released online using mature technology to realize sharing application.

3. New World Introduction

New World aims to build a de-centralized VR tourism world based on the real atomic physics world by combining de-centralized storage, block chains, VR/AR/HM, IOT and intelligent hardware. The project forms the development mode of “Tourism + VR + Block Chain”, and builds a

decentralized, safe and transparent VR tourism resource sharing platform. The Company is committed to making it a global industry, enabling free circulation of all kinds of global tourism information based on the virtual tourism industry chain of block chains and traceability technology, and the decentralized traceability system for all kinds of tourism, and taking the advantages of the fair and open characteristics of block chains, thus establishing a large, stable, transparent and tourism-loving community, solving the disadvantages of centralization of tourism resources circulation and settlement, building a decentralized global trusted tourism industry public chain with block chain 3.0 as the core basic technology, and creating a more free, fair, open, efficient and extensive tourism ecosystem based on cryptography, economics, sociology and block chain decentralization technology.

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open, efficient and extensive tourism ecosystem based on cryptography, economics, sociology and block chain decentralization technology.



3.1 New World Virtual Tourism Design Concept

3.1.1 New World Vs OASIS

Oasis in the Ready Player One is intriguing and evocative, but at the end of the movie, the oasis can be shut down by a person or organization, and there is a corporate entity behind the oasis, which is ultimately a centralized existence. Although we believe that scenarios like oasis will certainly emerge in the future, we hold that they will come in a way of de-centralized co-governance. Decentralized New World is more than OASIS. New World based on block chains and de-centralized storage is a democratic world governed, maintained and developed by all participants, no individual or organization has the right to terminate it. The

non-tampering and censorship-resistant characteristics of block chains and de-centralized storage are the basic guarantee for maintaining the normal operation of New World.



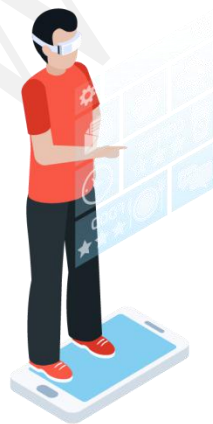
3.1.2 VIRTUAL vs REAL

We agree that virtual tourism supported by VR/AR/HM and block chain and physical tourism are competitive while cooperative. In the long run, there is no doubt that virtual tourism supported by block chain and VR/AR/HM will win over physical tourism. The virtual tourism supported by block chain achieves the same uniqueness and competitiveness as physical tourism, making the production and reproduction of goods in the virtual world no longer zero-cost or low-cost, thereby enabling the Internet to function as value transmission. Block chain is the basic guarantee for the prosperity of virtual tourism. At the same time, the virtual tourism constructed by the existing Internet only achieves information sharing, and does not provide users a real sense of experience. VR/AR/HM, however, can create an experience completely similar to the atomic physics world for users. With VR/AR/HM as the gateway, block chains

and de-centralized storage as the basic guarantee, and 5G satellite as the information transmission guarantee, virtual tourism will surely develop in a long-term and prosperous way.

3.1.3 VR/AR/HM and VR Tourism

The prosperity of virtual tourism inevitably requires that the system provides the same immersive user experience as the atomic physics world, which can not be achieved currently by the Internet using computers and mobile phones as the gateways of virtual tourism, while VR/AR/HM can provide users with a completely immersive experience. VR/AR/HM is the only and indispensable gateway to the prosperity of virtual tourism. Virtual is real. As the gateway to the virtual world, VR/AR/HM wearable device is an indispensable infrastructure of virtual world. VR/AR/HM can provide users with immersive experience, virtual is real, and real can also be virtual.

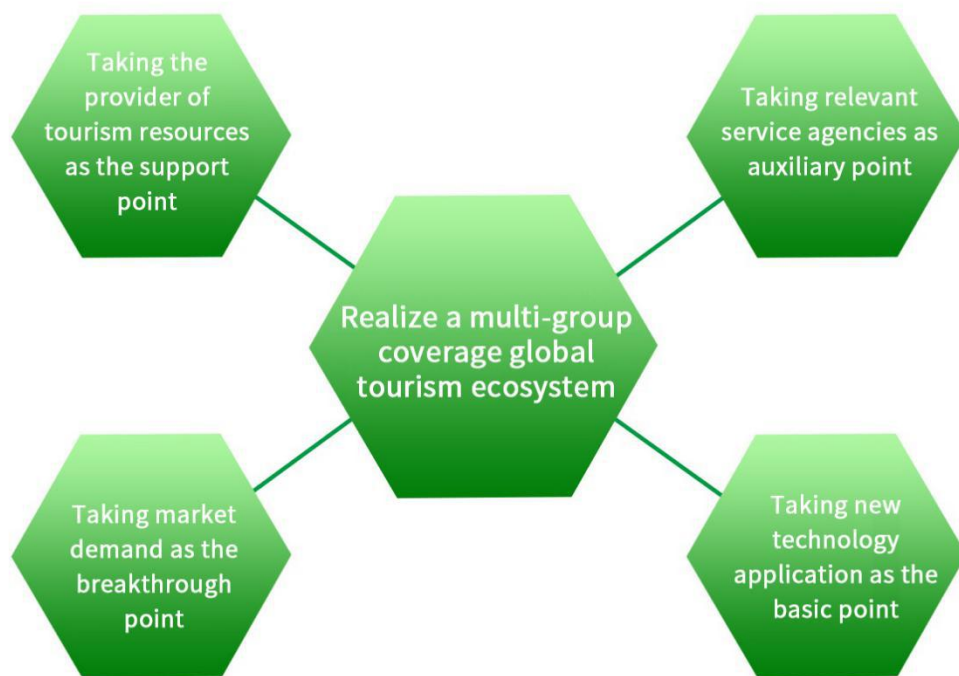


3.1.4 VR Tourism and Block Chain

Blockchain has the non-tampering characteristics, so that the assets in the block world can have the same competitiveness and uniqueness as

those in the atomic world. Competitiveness here refers to the fact that if you want to construct a building in the physical world, you have to prepare the corresponding raw materials, such as steel and cement, which can no longer be used for other purposes after being used to construct the building. The same goes for the block world, you can't make a bitcoin out of thin air. To dig up Bitcoin, you have to spend hash rate, and such hash rate can't be used for any other purpose. Uniqueness refers specifically to the fact that there are no two identical things in the physical world, but if they are very similar, it is still difficult to distinguish them. In the block world, each asset correspond to a unique Hash value that never repeats. Based on these two characteristics of block chain, block chain can be used to confirm the right of assets. Each asset in block chain world corresponds to a HASH, each HASH corresponds to a public key, each public key corresponds to an address, and each address corresponds to only one private key. Owning the private key is owning the asset. Therefore, the block chain is an indispensable value collaboration and transmission network in this virtual world.

3.2 VR (Virtual) Tourism Ecology Construction Path



VR tourism ecology construction

(1) Taking the Provider of Tourism Resources As the Support Point

Supported by the resources of tourism resource providers, using modern information technology, location shooting with the help of panoramic video equipment and UAV, etc, combined with virtual reality technology and visual interaction system, VR technology is used and more entertainment and cultural elements are integrated into the service process, expanding the profit space of business operators and improving the service system, and enabling tourists to enjoy the comprehensive immersive experience.

Besides, in the process of user experience, the 3D printing technology and virtual reality photography technology, etc., are used and related follow-up products are launched to promote the establishment of virtual scenic spots. Virtual scenic spots are built in cities with

high consumption capacity, which are open to users, thus expanding the coverage of scenic resources, and attracting users to the scenic spots for field experience.

(2) Taking Relevant Service Agencies As Auxiliary Point

Using virtual reality technology, the scenic spots contents can be presented to customers in the form of stereo audio and video. In addition, relevant service personnel (such as tour guides) can also grasp professional knowledge at any time by using smart glasses, consult the headquarters or nearby service sectors on problems arising in the service process, and request resource support, etc.

(3) Taking Market Demand As the Breakthrough Point

The characteristics of virtual tourism determine that it is not only suitable for general tourism consumers, but also more suitable for the relatively low-income groups, the disabled, the elderly, and the disadvantaged groups who are not suitable for long-time and long-distance travel. However, the limitations of traditional tourism has hindered the solving of this problem for a long time. The application of virtual reality technology enables users to experience natural scenery in their own homes. It can provide experiential services for the elderly and the disabled, to meet their psychological and spiritual needs, and to enable them to truly feel the tourist attractions around the world.

(4) Taking New Technology Application As the Basic Point

With the combination of VR, block chain, big data and cloud technology, through the establishment of identity authentication, information service, token system, payment and transaction services, LBS location services and so on, the ecosystem of intelligent tourism destinations is built.

Since ancient times, our ancestors have advocated the doctrine of benevolence, which has been inherited and developed as a fine tradition of the Chinese nation. Virtual tourism embodies the characteristics of caring, which highlights its special value and is easier to be recognized and accepted by the public. Contemporary society proposes the theme of building a harmonious society, and helping the vulnerable groups to realize their aspirations can enhance social stability and improve the happiness of the family, society and even the whole country, thus being of great social significance to build a harmonious society.



3.3 Application of New World Virtual Tourism Ecology

3.3.1 Decentralized Virtual Tourism Block Chain Co-Creation Platform

New World aims to build a decentralized VR tourism world. It is difficult to match the scenic spots in real world with the virtual world only by the power of VR\AR\HM. Therefore, we use the distributed collaboration framework, value collaboration mechanism, token incentive mechanism of block chain and collaborate with IP parties, channel parties, developers, investors, operators, users and other ecological participants to jointly build a globally recognized, distributed and high-quality VR tourism ecology in the co-created community. Through the combination of powerful existing technologies with the implemented block chain applications, users, enterprises, IP parties and investors... will participate in the construction together, all parties will be linked under the promotion of incentives, and technological innovation will be used to drive business model innovation, so as to better usher in the era of intelligence.

Specifically, by integrating oblique photography technology into VR/AR/HM and linking with Blockchain, the infrastructure of de-centralized virtual tourism world featured by community co-governance with VR/AR/HM as user interface, 5G as information transmission basis, and Blockchain as value transmission basis is constructed. In such an infrastructure, channel providers, developers, operators and users can work together to build a more prosperous virtual tourism world that breaks through the laws of physics and the limits of life.



New World aims to build a de-centralized virtual world based on the real atomic physics world, using block chain-based co-creation community platform solution, combining decentralized storage, block chains, VR/AR/HM, IOT and smart hardware. The physical assets and social rules of the atomic physical world will gradually be mapped to the virtual world. All laws of physics will be thoroughly broken and renewed in the virtual world, human limitations will be destroyed, and New World will become the mainstream lifestyle in the future. We reconstruct a future world for future people. In this virtual world, assets, social rules, laws of physics and personal identity are redefined by late-comers themselves. In New World, Anyone can be anything.

Co-creation platform construction logic

New World intends to build a virtual world, but it is a grand project, involving data acquisition, data processing, data handling, modeling, application development and so on.

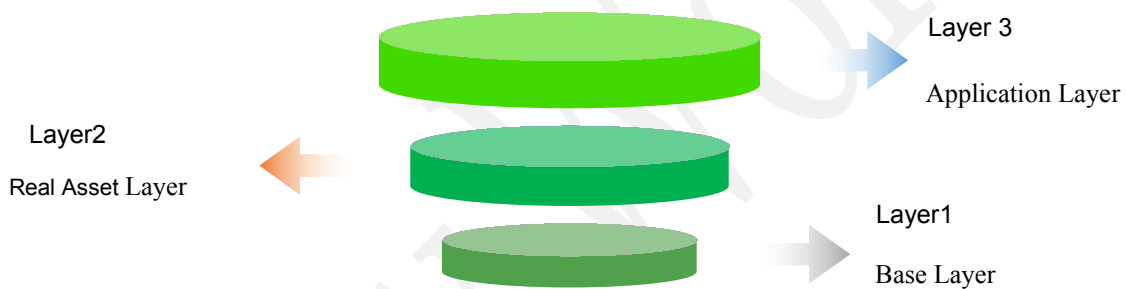
We divide the virtual world into three layers, layer 1, which we call the base layer, is mainly designed to rebuild the earth's land and natural environment in the virtual world. This is also the foundation of the virtual world construction. Since such work will not involve finer particles, it will be completed by the New World Foundation Technology and R&D Committee.

Layer 2, which we call Real Asset layer, mainly holographically scans real estate in the physical world and reconstructs it in the virtual world. For the special holographic iMiner developed by the New World Foundation in conjunction with mining machine manufactures for this layer, miners can use iMiner to scan real-world objects and rebuild them in the virtual world. In this process, miners can not only get NWT digital gold award, but also obtain the ownership of real estate in the virtual world, and the platform will confirm the ownership of its fixed assets. In fact, it is similar to the British Empire's expansion of colonies overseas. As long as you find colonies overseas, the British Empire will issue legal documents to designate the discoverer as the owner of the colonies. Similarly, as long as you move real estate from the real world to the virtual world, it belongs to you. Through such a incentive and ownership confirmation mechanism, the layer 2 construction process can be decentralized and the pace of layer 2 construction can be accelerated.

Layer 3 is called as application layer. Based on layer1 and layer 2, a virtual world has been established, but it is still in a relatively barren stage. To build a colorful virtual world, more applications need to be accessed, and more personal developers or development teams are

required. In the foundation framework of New World, we will provide a development language Dlang. Developers can build various applications in the virtual world based on Dlang, such as virtual shopping mall, virtual online tourism, and virtual online social networking, etc.

In addition, the asymmetric encryption technology of block chain protects the individual privacy of participants, and uses the management mode of community autonomy and total involvement to fundamentally solve the credit, privacy and cost problems in the current online tourism industry.



3.3.2 Decentralized Virtual Tourism Experience and Social Platform

In the virtual tourism world built by New World, users can experience global tourist attractions according to their own preferences as long as they are on the platform and use relevant equipment.

VR tourism service providers access public link interfaces, so that users can directly view the content of various service providers in the platform. Taking advantage of the open and transparent characteristics of block chains, traditional centralized platforms

always give priority to push service information of cooperators on the promotion of tourism resources. Service resources on the chain are sorted based on users' independent recommendation, completely eliminating platform interference, making it a fair and open information sharing platform. Based on the characteristics of smart contracts, user payments will also directly reach service providers, and experiencing VR tourism also reduces the high travel costs of real tourism, avoid complex travel procedures, and enables traveling around the world to be a reality with the minimum amount of consumption.

Besides, based on the false propaganda and comments of scenic spots, we assign each user a unique digital identity based on block chain technology, and establish a credit system through intelligent contracts. Anyone can look at a member's public records and determine whether he or she is trustworthy. Each participant plays four basic roles: commentator, service provider and eco-user group.

Users can get a certain credit accumulation and token reward every time they make accurate comments on service providers. Businessmen can also get credit accumulation when they get comments and confirmations. In the event of publishing comments, we will compare the credits of both parties, so as to ensure that users with low credits can not comment on those with high credits. Each comment is created through an intelligent contract, and the data will be recorded in the block chain to ensure that it is authentic and not tampered with, and the credit information of users and service providers will be recorded. Moreover, based on block chain technology platform, all transactions, comments, score data are free from tampering and

destroying while being traceable, so that the possibility of manual tampering is zero.

If users want to experience offline, they can also experience visualized scenic tourism products at low cost, wear VR glasses to see the real scene, check the comments and then place the order based on selection. The real and effective comments will enable users' better offline tourism experience. In addition, the platform can also form communities for exchange based on interest, or enable group tour based on such communities.

3.3.3 Big Data Virtual Tourism Distribution and Customization Platform

This platform is a new big data distribution platform for VR scenic spots, which gathers many small and medium-sized channels, audits through community nodes, and distributes traffic. In the early stage, it gets support from many channel platforms with grants and subsidies, and quickly builds a mature big data distribution platform, so that more and more kinds of scenic spots can join the ecology and expand the application scope. The account system of New World Ecology, as a general account for all scenic spots, runs through the whole platform. With the users' dependence on the use of ecosystem token and account system, more and more channels will join the alliance and become an important platform for big data distribution. Based on the platform of big data operation and control, big data sales and data analysis services will be achieved to realize gains.

In addition, based on the big data distribution platform, combined with the leading AI intelligence and block chain, it can effectively solve the core pain points of the tourism industry. That is to say, AI intelligence can analyze users' behavior data more

accurately, improve operation efficiency, and build a more perfect and humanized new tourism ecology. Based on artificial intelligence (AI) technology, it provides users with individualized and customized exclusive tourism experience. Our platform is featured by free and flexible travel planning, as well as strict guide selection system, and can even customize guides based on personal preferences through intelligent selection. In conjunction with the technology of decentralization of block chains and non-tampering, the reliability, transparency and transaction security of the platform ecosystem can be substantially improved. It not only solves the real pain points of the industry, but also enables faster implementation with the strong global tourism resource foundation behind it. The more important value lies in that the whole tourism ecosystem plays an extremely important role in promoting the reform of the tourism industry and reshaping the industry pattern.

3.3.4 Application of New World in Tourism Product Management

Using the unique ID in the block chain and combining this ID with tourism products, a transparent tourism product supply chain platform can be created by tracking the trajectory of VR tourism, communication and cooperation between all parties in the supply chain and supervision by government agencies, so as to solve the problems related to false propaganda and fraud in the tourism industry. New World can provide users with tourism products asset management, tracing, and anti-counterfeiting verification and enhance consumer experience. The authenticity of these tourism products can be easily verified by embedding a unique ID on the block chain into each product.

3.3.5 Interactive Tools for Building Diversified New World Assets

In the platform of New World, users trade with the token NWT. In the virtual scene, products can be observed from different angles. Virtual products exist in reality, and users can use digital assets NWT to buy things they like.

Besides, VR games, VR massive health, VR shopping, VR movies, VR manufacturing and other third-party services will also be available in the platform of New World, and ecology tokens can also be used for asset circulation.



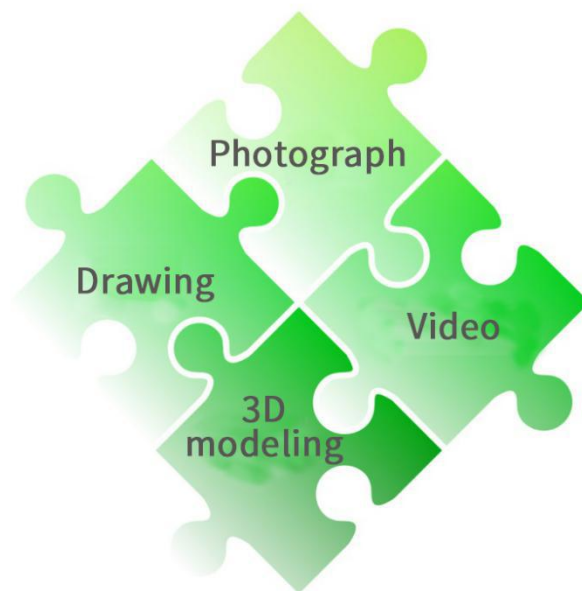
3.4 Commercial Value of Virtual Tourism Ecology Application

New World mainly provides each link with the tourism industry exclusive block chain technology open platform services through the following aspects, first of all, it develops free query services for

consumers, so that consumers can query the source information of purchased tourism products.



Image information



1. Developers of scenic spots pay for data upload, label the quality of tourism products in scenic spots, and ensure the intuitive presentation of tourism products data in the consumer side, thus ensuring the value of tourism products of developers;

2. Relevant administrative departments reserve the right to upload data on legitimate authorized operation and other contents to ensure the authenticity of the tourism products uploaded by scenic developers.

3. Operators provide certification standards of ownership of tourism products for users of tourism products by uploading terminal data.

4. Consumers can query the traceability information of tourism products free of charge through the platform and score and comment on the purchased tourism products, and share information with other participants on the platform.

VR panoramic technology has been developed for more than 60 years. VR has broad prospects in games, manufacturing, finance, massive health and tourism industries. Among them, the tourism industry is one of the main scenarios of VR panoramic technology application. Through oblique photography technology, we collect the global excellent tourist attractions, and form a tourism database, thus enabling travelling around the world without leaving home. In the virtual but vivid scene, we will implant shopping, leisure, film and television and other scenarios, NWT currency will realize the full scene payment, so that people can experience exciting scenes. Whether it's hunting in Africa or adventuring in the rainforest, whether it's Antarctica expedition or Arctic fishing, you can switch scenes at will, travel alone, or share with many people, and experience many worlds and scenes online simultaneously. The infinite extended scene enables infinite possibilities in limited imagination. It has advantages in tourism content display, marketing, sightseeing and theme park item subdivision.

CTIN Financial Group has launched a comprehensive “VR Panorama + Tourism” service, providing 1:1 panoramic VR immersion tourism

experience in tourist sites around the world. In the future, in such a three-dimensional panoramic map world, tourism with VR glasses and wearable device will be carried out.

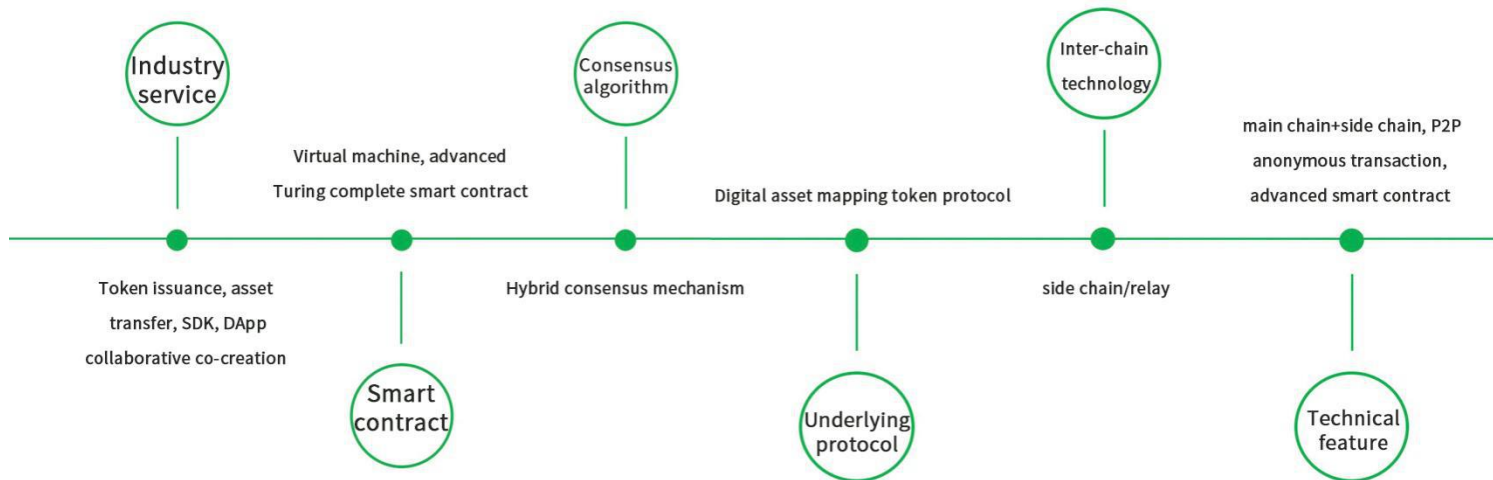
VR scenario tourism can help visitors understand the world's famous tourist sites in an all-round way, improve selection before travel, and save in-trip services and post-trip funds, which not only improves the experience of tourists, but also greatly reduces the cost of tourism.

4. Technological Ecology Architecture

New World will build an open technological ecosystem. New World core team, New World co-creation community and industry application partners will work together to form a co-creation community featured by “one body with two wings” and multi-role collaboration, providing comprehensive and powerful technical support for distributed data acquisition, application development and implementation of distributed collaboration. The aim is to enable ecological participants to focus entirely on improving and updating the virtual world they create so as to generate more income.

New World strives for decentralization and high security in technology design; New World takes user experience as its core, empowers VR tourism industry with block chain technology, and uses Token economy to facilitate efficient and free circulation of upstream and downstream resources. In terms of design objectives, we aim to create a technology ecosystem featured by large-scale applications support, high scalability, high throughput, security and ease of use.

New World Technological Ecology Architecture



(1) Main Chain+Side Chain Mechanism

We take full account of the high-intensity interaction and highly real-time characteristics requirements of VR tourism scenarios, and adopt the PoW+PoS consensus main chain with a higher degree of decentralization, and cooperate with several functional side chains with independent consensus mechanism, security level, throughput and data storage mode to guarantee both security and efficiency.

The main chain will be mainly used for the deployment of side chain root contracts, the issuance of digital assets, the settlement of transactions and the transfer of value. Besides, the main chain can be used as the arbitrator of disputes to ensure that assets can be returned safely when malicious attacks occur in the side chain, while the implementation of specific business (VR application, independent functions) will be handled by the side chain with higher throughput. The side chain runs on the Ethereum, and the operation of transactions and calculations on the side chain ensures fast speed without affecting the viewing experience.

(2) Hybrid Consensus Mechanism

In order to meet the high-intensity interaction and highly real-time

requirements of VR tourism scenarios, the core mechanism of main chain + cross chain is adopted in technical design. Accordingly, we design the consensus mechanism separately to meet the performance requirements of the main and side chains.

In terms of the design of the main chain consensus mechanism, we adopt the hybrid consensus mechanism of PoW (Proof of Work) +PoS (Proof of Stake). PoW, also known as Proof of Work, randomly selects the bookkeeper according to the miner's workload as the chain. PoS, also known as Proof of Stake, allocates accounting rights according to the number and age of digital currency held by the holder. PoW + PoS is a hybrid consensus algorithm that balances the roles of miners and users.

In terms of the design of side chain consensus mechanism, we adopt PoA (Proof of Activity) consensus mechanism. PoA is a simple consensus mechanism that relies on trusted validators. Validators are similar to miners in PoW systems, who are nodes that receive transactions, form blocks and charge transaction fees. A PoA network can run normally with only one validator. Channel/data builders who create VR scenic spots, developers or users can run multiple identity at stake nodes as validators of community node audits on the side chain.

(3) Advanced Smart Contract

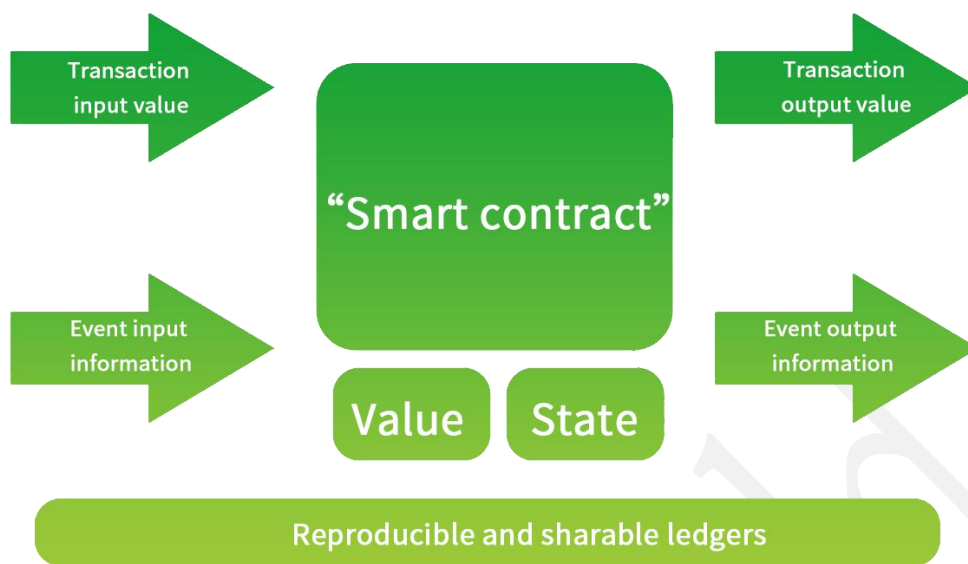
New World Platform's smart contract is a piece of code that can be executed by a virtual machine. The code is stored in a block chain in binary form and interpreted by the virtual machine. New World smart contracts can be written and translated through proprietary intelligent contract development tools. Once formulated and deployed, the relevant operations under the contract can be executed independently without human intervention, and the corresponding verifiable data can be generated to

illustrate the effectiveness of the implementation of the contract operation. New World smart contracts are the important foundation of DAPP in Mobile Trust Network and the key factor of ecological construction of Trust Network.

In addition to data on the chain, it allows data on and off the chain to interact, and supports event response to changes in the state of data on and off the chain. New World designed data structure and logic rules for complex game application scenarios. It mainly includes two aspects:

- Abstract potential applications, extract common requirements, and design API interfaces and data structures in advance
- Choose a Turing complete language to approximate the rules of the real physical world as much as possible.

Solidity is a Turing-complete programming language. The compiler and byte-code virtual machine have been designed and optimized in the block chain. Therefore, the main chain uses Solidity as the preferred language for smart contract programming on its block chain, which is an object-oriented language similar to JS. Solidity is easy to use, supports inheritance, library calls and so on, so that users can use Solidity to build contracts quickly and easily. Contractors can describe the terms of the contract through language, clarify the rules and data model of the contract, the participation interface, the execution conditions, and the performance and operation after meeting the execution conditions. After contract development is completed, it will be registered on the main chain, and other users will involve in the contract by calling API interface.



In New World Ecology, many constraints will be written in smart contracts. Here's a description of some community-related contract implementations.

Writing ecological rules into smart contracts

- ✓ Rules for the reward and punishment of management team and community users;
- ✓ Rules on authority of ecological participants;
- ✓ Rules for transaction in ecology;
- ✓ Rules for other mechanisms;

As well as other ecological rules that need to be added with the development of New World's ecology. By enabling smart contracts to be written into ecological rules, trading speeds and reward cycles are also improved.

(4) Capacity Expansion Scheme and Cross-chain Technology

New World will realize expansion through Plasma Layered Side Chain Protocol. The goal is to transfer a large number of smart contract calculations for VR interactions to the side chain, rather than to execute them on the main chain. Side chains can start with relatively few nodes and a weakly centralized network architecture, while using PoA as a consensus algorithm, the number of transactions per second may reach several thousands, thus solving the problems of low performance and main chain blockage.

This capacity expansion scheme is a technology of off-chain trading, which relies on the base layer of the main chain to achieve its security. (Secondly, we also use homomorphic encryption and other technologies to ensure consensus mechanism and cross-chain asset security.)

The bottom core of Plasma consists of the following parts:

- ✓ Incentive Layer – Used for continuing to execute contracts at optimized prices, organizing sub-chains tree-like to improve efficiency
- ✓ MapReduce Framework–Building a fraud proof for state transition
- ✓ Consensus Mechanism–Trying to build a mechanism similar to Bitcoin consensus incentive mechanism
- ✓ UTX0 Submits Bitmaps – guaranteeing a definite state transition under the main chain while minimizing exit costs, allowing exit when data is unavailable or other Byzantine actions occur.

The Plasma chain contains the current status of the ledger, which can be cleared and redeemed on the main chain (if fraud exists, redemption of funds will be allowed). Plasma provides a chain-nested structure to achieve scalable access to funds. The equipment of Lightning Network

enables instant payment.

Specifically, any developer based on New World platform with the intention of developing a New World-based VR reality needs to: 1) Create corresponding digital assets on the main chain of New World, i.e. cards, which will meet the standards of Digital Asset Mapping Token Protocol. 2) Create a set of smart contracts on the New World main chain (the New World platform will provide basic templates and custom interfaces) as the root contract of the side chain. This set of root contracts contains the “state trading rules” of VR virtual scenic spots, which can record the hash of side chain status, and also include the rules of transferring assets between main chain and side chain. 3) Use the baas interface provided by New World to create side chains, select the consensus algorithm of side chains, and choose the appropriate network architecture and node operation mode to start the operation of the side chain. New World is based on the distributed architecture of block chain. VR tourist attractions can be submitted to community nodes for review upon completion of construction, and community nodes can participate in the VR live-action distribution process.

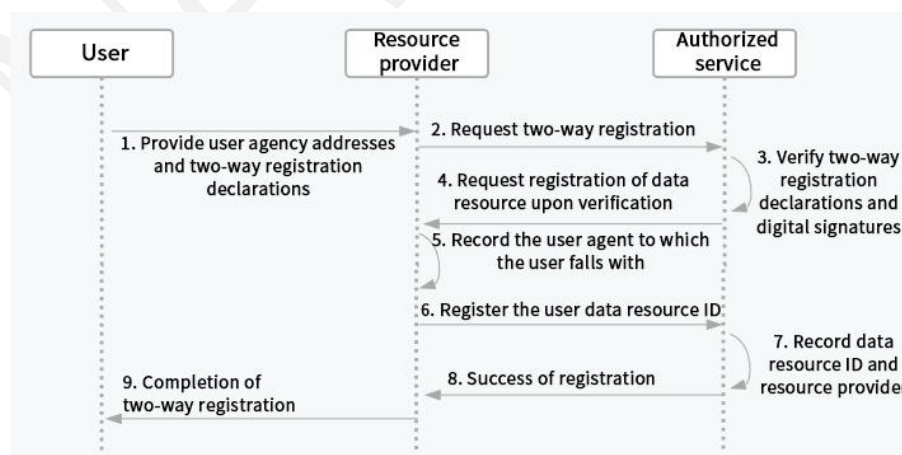
(5) Digital Asset Mapping Token Protocol

Based on the need of security and compliance checking of intra-ecosystem asset transactions, New World proposes a unique digital asset mapping token protocol. By designing an address-account system, it establishes a multi-level correspondence mechanism between address on the chain and user entity, which can scan real-world items and rebuild the corresponding mechanism in the virtual world. For ordinary users, all transfer addresses are authenticated and have high credibility, with no disclosure of any other personal information, fully protecting privacy.

In the future, the platform will embrace personal designers and artists in a decentralized way, especially in the construction of scenic spots and games based on VR technology. High quality content producers and designers are urgently needed to provide players with fresh and interesting 3D virtual goods. Designers can publish their works to the New World Platform based on the Mapping Token Protocol, and set pricing, trading methods, attributes, stories and so on for different VR scenes freely.

(6) Authorization and Exchange Protocol

Generally, authorization agreements are needed in the process of authorizing the executing party to perform a certain task and the transfer of certain assets by the project provider. The demander initiates an application for access authorization to the supplier. If the conditions of authorization are met, the certificate of authorization will be received and the two-way registration of authorization will be carried out to ensure the security and correction of important transactions on the platform. The two-way registration process is as follows:



Two-way Registration Process

As for exchange agreement, in order to guarantee the rights and interests of both parties to the transaction, we introduce “guarantor” as intermediary in the transaction process under the agreement to ensure the settlement process of “Cash on Delivery”.

(7) SDK Design

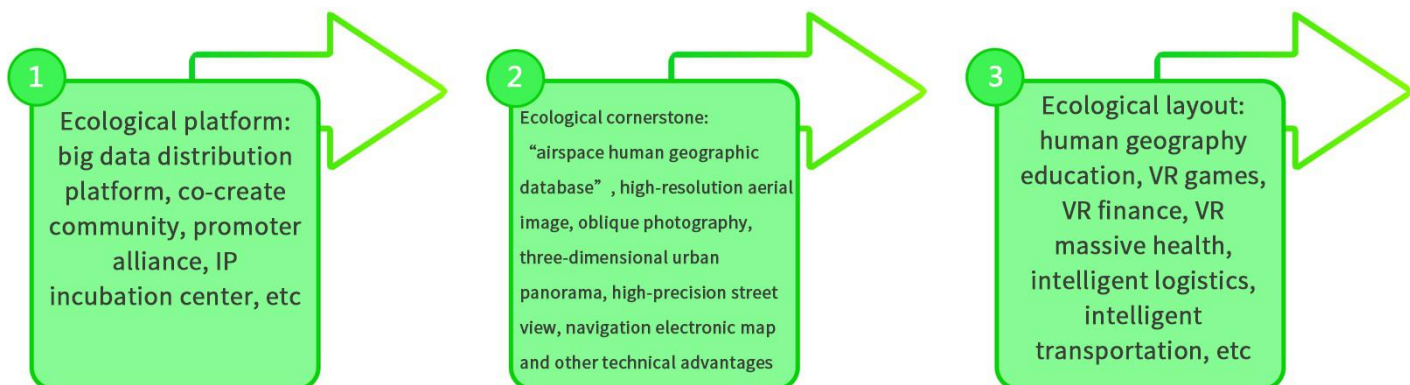
In order to enable developers to quickly access the block chain, New World provides developers with SDK (Software Tools Development Kit) supporting Android and iOS to provide decentralized account management, reward sharing, settlement interface and wallet functions. The main body of SDK is a lightweight block chain client. Developers can use API to develop VR scene on compatible platform in their familiar language, and manage service and settlement interface through decentralized account. New World also provides a full-featured RESTful API that allows any individual or company developer to develop applications such as VR scenic panoramas or games. The New World community provides Dashboard, a community management tool for management teams that includes theme templates, feature options, and application plug-in management, etc.

(8) Process Collaboration

Distributed ledger technology is used to realize cross-chain and cross-system privacy, as well as specific cross-chain protocols to achieve process collaboration (distributed transactions). That is to say, multiple steps of a process/transaction are executed across different block chains or systems to guarantee the identity privacy of different entities in different systems and block chains, and to ensure the consistency of the whole transaction, so as to achieve the goal of co-creation.

5. New World Ecological Layout Planning

Based on the technical advantages of Tuji Tech such as high-resolution aerial image, oblique photography, three-dimensional urban panorama, high-precision street view, and navigation electronic map, etc., we continuously build VR application ecology based on VR tourism ecology construction and block chain side chain technology, including: human geography education, VR game, VR finance, VR massive health, intelligent logistics, intelligent transportation and other VR ecological application layout.



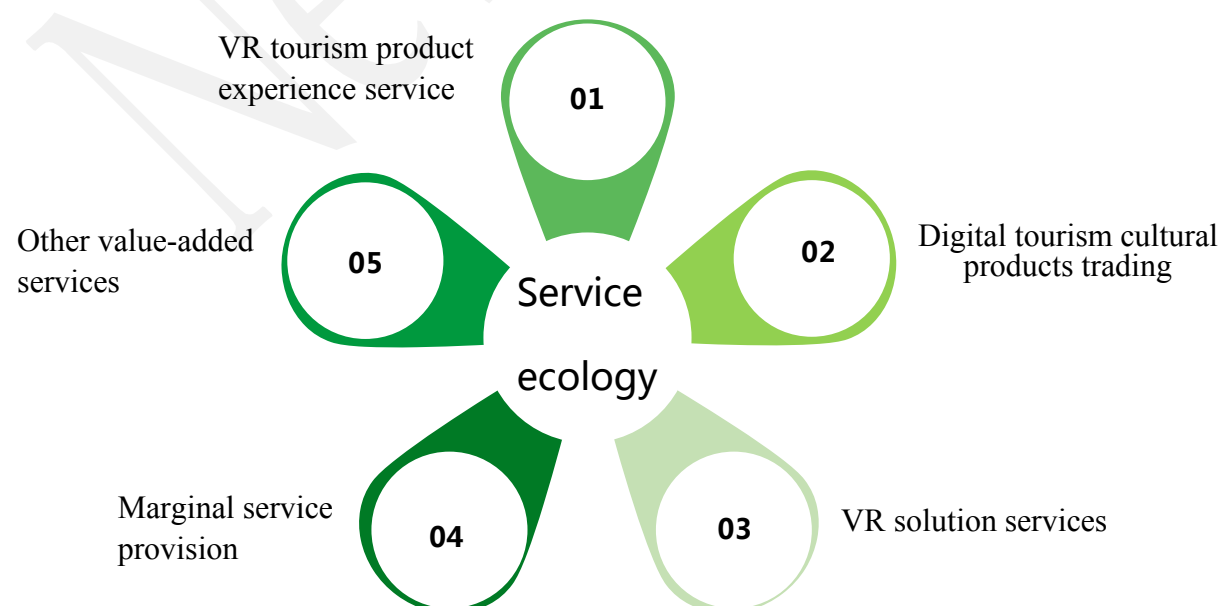
New World Ecological Layout Planning

With the maturity of New World VR tourism ecology, we are expanding VR applications on side chains based on core technology resources and underlying public chains, bringing multi-scenario immersive experience to ecological participants. At the same time, the assets of VR applications on each side chain can also be exchanged based on cross-chain technology.

In the future, New World will orient at VR solution providers, provide multi-platform SDK, quickly adapt and integrate existing business of users, adapt to mainstream VR headset and so on, promote VR application implementation, meet different needs of customers with panoramic VR solution and 3D immersion VR solution in an all-round way, and enable customers to be easily and conveniently equipped with VR capability. Besides, we will let the virtual world more real and three-dimensional, enable unique user experience, so that users can have a sense of immersion in tourism, games, entertainment and other scenarios. Through solution incubation and strategic investment, the overall layout based on VR application scenarios will be realized.

6. Overview of New World Service Ecology Architecture and Business Model

As a de-centralized VR tourism ecology, New World has abundant application scenarios and basically covers all the services in the tourism field.



➤ 01 VR Tourism Product Experience Service

The platform offers “VR Panorama + Tourism” service, which provides panoramic VR immersion tourism experience in tourist sites all over the world. Users need to pay certain fees for experiencing a virtual tourist attraction.

➤ 02 Digital Tourism Cultural and Creative Products Trading

Each scenic spot has its own cultural characteristics and corresponding cultural and creative products. We will launch the cultural and creative products trading service on the platform, and recommend the corresponding personalized cultural and creative products when users experience the virtual scenic spot.

➤ 03 VR Solution Service

The Company has mature high-resolution aerial imagery, oblique photography, three-dimensional city panorama, high-precision street view, navigation electronic map and other technologies, as well as the most detailed place-name data covering businesses, scenic spots and other historical evolution data, thus providing the whole industry with VR solutions, and being a way for us to build the VR ecosystem.

➤ 04 Marginal Service Provision

After experiencing a virtual scenic spot, users often have the need for on-the-spot tourism. To this end, we will also provide third-party travel, accommodation, catering, tour guides and other marginal services on the platform.

➤ 05 Other Value-added Services

In the virtual but vivid scenarios, we will implant shopping, leisure, film and television, game and other virtual scenes, NWT currency will realize the full scene payment. In addition, the platform can provide some scenic spots with advertising and other value-added services, thus increasing both online and offline tourism revenue.

7. Design of New World Token System

7.1 NWT Eco-Token NWT

NWT is a valuable encrypted digital asset in the New World ecosystem, and a kind of functional token. Its main functions are:

- **Circulation and Settlement Function:** All fees paid in New World Ecology, such as advertising fees, purchase for experiencing VR tourist attractions, creation of VR scenery, handling fees, etc., are settled in NWT, which provides the original trading medium in the de-centralized trading scenario for the digital assets and token issued based on the New World Eco-block Chain.
- **Voting function:** governance rules related voting, exchange currency launch and spontaneous community voting activities will accept NWT as voting vouchers; in New World ecology, community nodes have voting rights, and can conduct online auditing and distribution of new online VR products;
- **Incentive function:** The incentive for participants in New World Ecology is accomplished through NWT. We define the ecology incentive rules through the design of the token economy system and advanced smart contract, and complete the ecological incentive based on this.

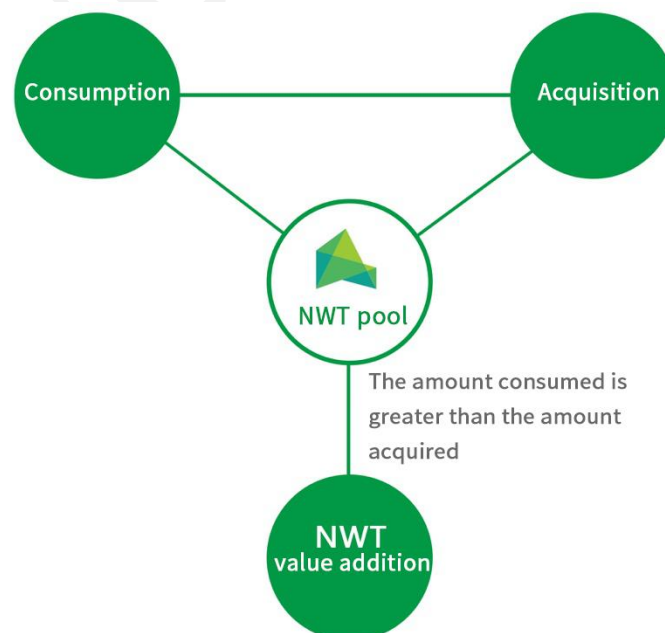
7.2 NWT Economic System

7.2.1 NWT Token Issuance

NWT is a kind of token based on Ethereum, which meets the ERC20 standard, and is the way to prove the identity of New World ecology members. NWT aims to become the common currency of the virtual world. Block chains will undoubtedly contribute to a better development of the virtual economy, and NWT will become the main medium for entities to migrate to the virtual world. New World acknowledges that the labor of ecological participants is the value, and the value of platform coin determines the ecological construction value of New World, which is the only reference standard for the value distribution of platform.

7.2.2 NWT Token Circulation

NWT is a token that all members of the New World Platform trust and hold together, with transferable, sharable, and extremely valuable usage scenario value, traffic value and user attention value. NWT will be used and circulated in the New World eco-market, universal promotion market, development market and trading market to realize its commercial value.



New World uses block chain technology to record and verify user' s value behavior, payment transactions, consumer purchases, awards granting and other functions. All operations are recorded on the block chain platform of New World to ensure that the data is true and not tampered with.

NWT' s economic incentive mechanism makes the behavior, information, value and data in the service scenario measurable. These Tokens can circulate rapidly, bear a clear price, and have the potential to appreciate, which will form a strong incentive for users.

● Overview of Token Application Scenarios

In the token acquisition scenario, on the one hand, the following mechanisms based on the platform are implemented through the token:

1) Highly active users: 10% of the daily token consumed by highly active users in co-creation communities and social platforms is returned;

2) Proxy users: when new users developed by proxy users become highly active users, proxy users receive token rewards;

3) Developers: Token awards are offered to high-quality developers who provide high-quality VR scenic spot construction (including: high-quality VR data acquisition, data processing, data handling, model building, and application development, etc.).

4) Token incentives are provided for distribution and promotion of VR virtual scenic spots/products;

5) Candy reward: The platform will regularly distribute candy to users, channel providers and developers to thank them for their support of the platform.

In the process of contributing to the platform, users, promoters and developers will be rewarded with token by the platform. Specifically, participants are given awarded with token through POA (Proof of Activity) mechanism, that is, Token in the reward pool is allocated to participants who meet the requirements of activity according to their activity degree. POA is calculated based on 24 hours, reward pool will calculate the effective online time and the time of experience of virtual products of each participant, the effective post counts of developers in the community, the effective code contribution and other dimensions. Users of each community can share the token obtained in the community with the management team every day. User rewards will be allocated to every active user in the community according to the POC (Proof of Contribution) algorithm.

On the other hand, for the incentive mechanism set by the platform, such as tasks as rewards, experience as rewards, and promotion as rewards, etc., the platform will write the specific reward conditions, the number of rewards and other mechanism elements into the smart contract, automatically execute when the conditions are met, and distribute rewards to users in real time.

In the scenario of token consumption, firstly, the platform sets the circulation and transaction of assets in the main and side chains. Transactions of cross-chain assets and payment of fees for invoking smart contracts are settled in NWT, which is one of the most important consumption scenarios of NWT. Secondly,

advertisers must bid in NWT to purchase advertisements and space on the platform. Platform users can also purchase various value-added services provided by New World Ecology in NWT.

In addition, with the development of New World ecosystem, there are many applications in which plenty of NWT needs to be mortgaged as a credit pledge in the process of serving the transaction and circulation between ecological participants through smart contract technology, and confirming the ownership of assets. These plenty, sustained and short-term irreversible mortgage actions are also the main use scenarios of the token.

● Overview of Token Destruction Mechanism

With the increasing scale of cooperative customers and markets of New World Ecology, users need to contribute to the shared ecosystem of New World while enjoying the ecological rights and interests of New World. The corresponding destruction mechanism will play a positive role in promoting the ecological development of New World. In the future, destruction will be carried out through other destruction mechanisms, such as incentive destruction, cooperative destruction and participatory destruction, so as to ensure that NWT turn volume remains within a reasonable range and protect the basic rights and interests of NWT holders; for example, with the increasing volume of business on exchanges, New World Ecology will gain more revenue, the team will take out 20% of the platform revenue every quarter and buy back NWT and destroy it according to the price of the secondary market at that time, the repurchase records will be published at the first time, and users can check through the

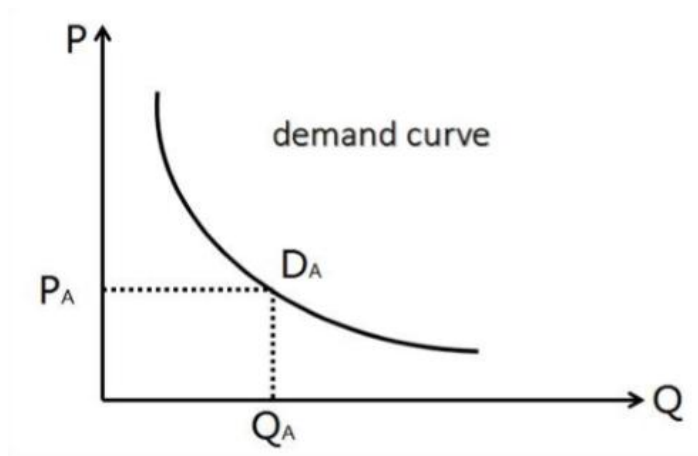
block chain browser to ensure openness and transparency until the total turn volume of NWT is 5 million.

● Overview of Token Deflation Mechanism

In the New World ecosystem, the total amount of NWT is constant and will never increase. In the design of deflation mechanism, first of all, in order to ensure the controllability of the circulation of permits, the founding team is encouraged to build and maintain the New World ecosystem for a long time. We set up a lockout mechanism for the issuance of passes. According to the issuance plan, the NWT of the team incentive part is locked in the first year of the last institute, and then released 1/24 of the total team incentive monthly from the next year. For the NWT of the ecological incentive part, the first NWT is circulated in the market, and the rest is released gradually according to the progress of ecological development. The platform does not lock the NWT needed for marketing and promotion.

Secondly, besides the destruction mechanism of token which increases the value of NWT, the circulation speed of NWT can be reduced because NWT has the voting function, and it is equivalent to locking during the voting period. NWT can also be used for payment settlement, which can accelerate the circulation of NWT. When the total NWT consumed in the ecology is greater than the total amount acquired, the demand will exceed supply, thus increasing the value of NWT. In addition, with the increase and growth of New World's ecological application scenarios and ecological participants, the application scenarios of NWT also increase, which can inject liquidity or tighten the market, thus

realizing the matching between the overall economic demand and the money supply.



NWT Supply-Demand Price Relation Model

With the prosperity of virtual economy, Block asset based on block chain technology in virtual world will be more important and valuable than real estate in real world. Assets issued based on block chain also have their uniqueness and competitiveness. Besides, the assets issued based on block chain technology have an incomparable advantage, which has realized the vaporization of assets from the very beginning. Real estate in the real world can achieve securitization at most, that is, liquefaction of assets. However, liquefied assets still need to be stored in a container, that is, a trading platform, while vaporized assets do not require any containers and can flow around the world like air.

In the future, everyone will have an anonymous virtual identity in the virtual world, the external image and body extremes can be switched with the scene and their own wishes. Individual body extremes have achieved a breakthrough here.

In the future world, virtual lifestyle will become the mainstream lifestyle of human beings and take up 90% of people's time. The basic material life and the gateway of virtual economy are satisfied by real economy, while people's spiritual life is provided by virtual economy. Virtual is also real.



7.3 NWT Token Issuance Plan

In order to effectively motivate ecology builders and participants

and realize the ecological circulation of the platform, the New World Ecology issues the original Token-NWT for the platform. This issue volume totals 500 million NWTs.

Name of token: NWT

Total issue volume: 500 million NWTs

The distribution plan is as follows:

Distribution ratio	Distribution plan
20%	Foundation management and development
15%	Team incentive
50%	Ecological incentive
15%	Market operation and promotion

8. Three-year Plan of New World

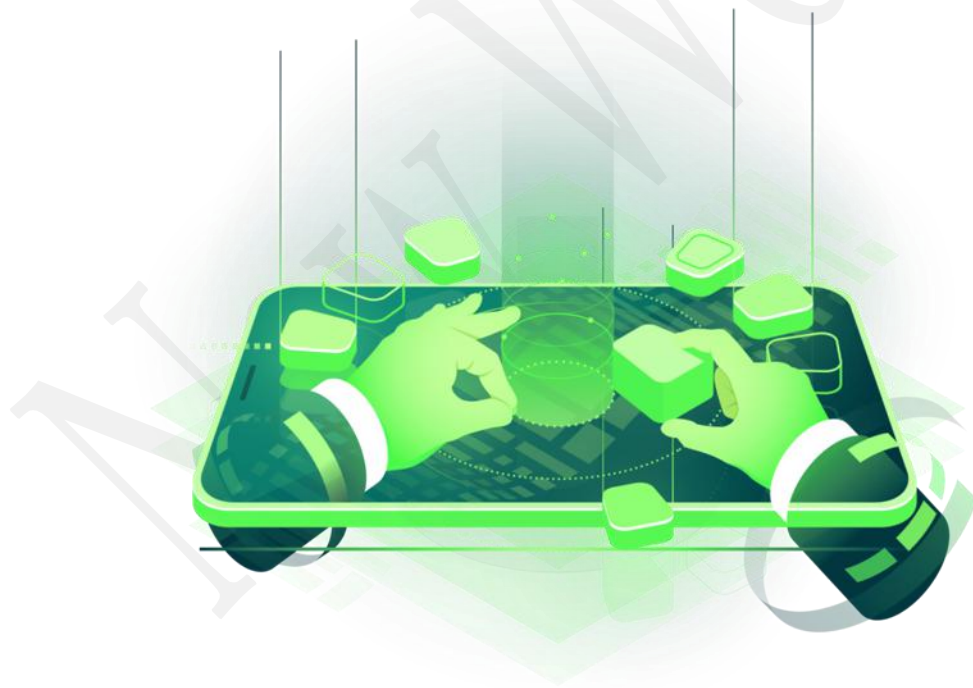
New World plans to complete the data construction of 20 virtual tourist attractions in mainland China in 2019 and develop virtual tourism, with the objective of introducing 300,000 users and realizing 6 million click tours.

It is planned to complete the data construction of 100 4A and 5A scenic spots in mainland China and 20 scenic spots in Southeast Asia, and launch virtual tourism by 2020. The goal is to introduce 2 million users, realize

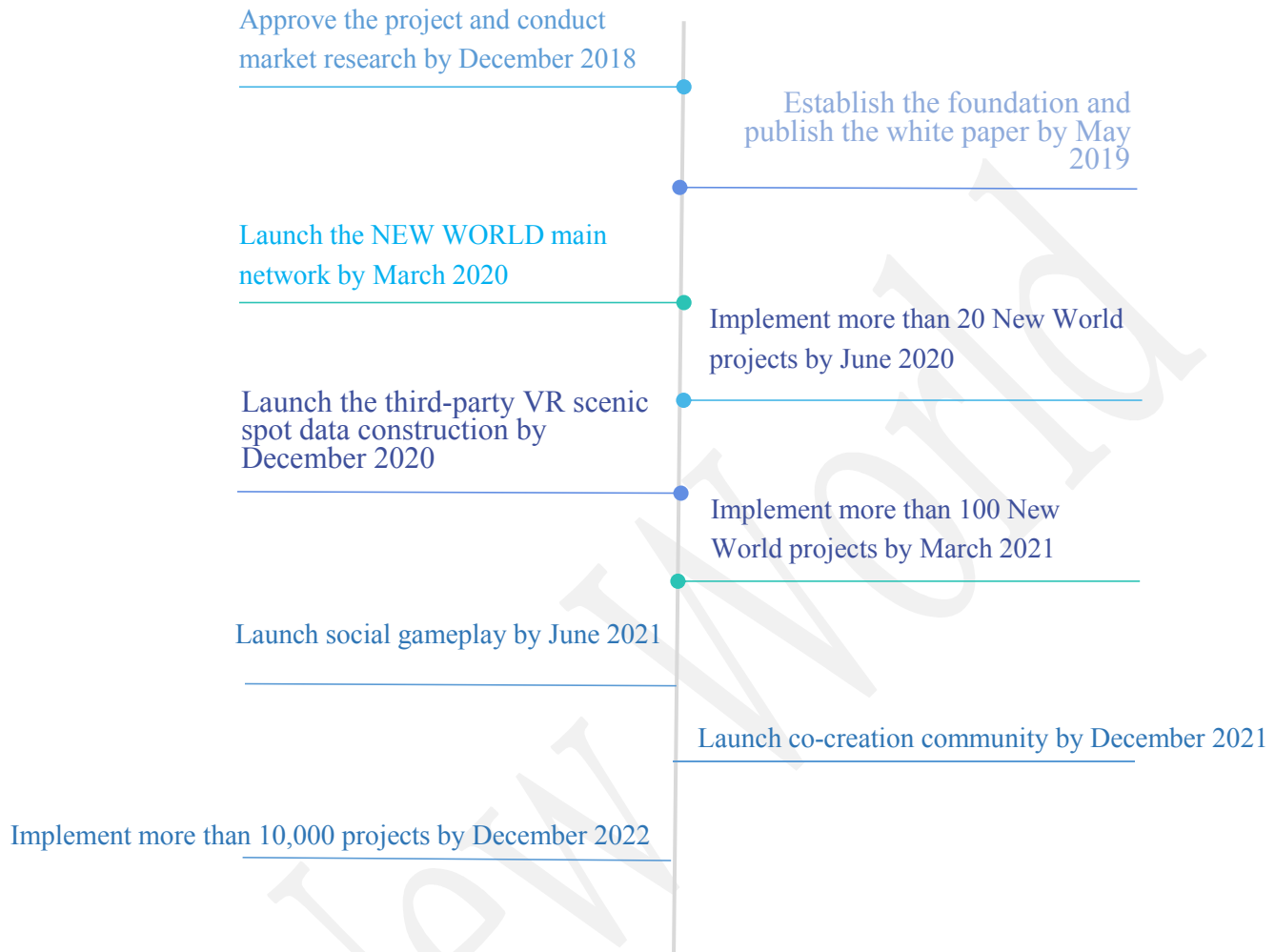
more than 100 million click tours, and launch the peripheral products of some scenic spots to achieve VR shopping.

It is planned to complete the data construction of 300 4A and 5A scenic spots in mainland China and 100 famous scenic spots in the world, and launch VR immersive tourism by 2021. The goal is to achieve online travel of tens of millions of users, and launch the VR virtual shopping of augmented products of global scenic spots.

Subsequently, more urban street view data will be gradually introduced to realize the complete construction of the digital earth of New World.



9. Project Development Planning Road Map



10.Foundation Governance Structure

The New World Ecology Foundation provides initial community start-up capital for the construction of the New World Ecology, manages the open source of the platform and the consideration of the ecological construction, and commits to the project's own finance, team building and external relations, so as to enable better project operation, specifically as follows:



Foundation Governance Framework

- **New World Decision-making Committee:** Responsible for the management and decision-making of major issues, including the formulation of important strategic directions for the development of New World, the appointment and dismissal of members of the Executive Committee, the election of the head of the Executive Committee and the heads of the various centers. Members of the Decision-making Committee shall serve for a term of three years and may be re-elected. The Committee has a chairman. The first members of the Decision-making Committee will be voted by the founding team and community representatives, and the annual rotation mechanism will be adopted.

- **New World Executive Committee:** Responsible for the implementation of the decisions made by the Decision-making Committee, coordinating and managing the work of departments with compliance and efficiency guaranteed, constructing ecological platform, defining regulatory rules and regulations, refining and decomposing the overall objectives of the Decision-making Committee into annual and quarterly objectives, and implementing and supervising such objectives.
- **Technical Committee:** The Technical Committee is composed of core developers, responsible for auditing code, technology selection, management and maintenance of the technical community, underlying technology development, product development and auditing, etc.
- **Marketing and Public Relations:** Market development, user cultivation, and public affairs management; In addition, the Committee is also responsible for external public relations management. In case of an incident that damages the fame or reputation of the Committee, the Committee will make response in a unified manner after internal audit and evaluation by the Foundation's Decision-making Committee.
- **Finance and Personnel Committee:** responsible for financial, legal, personnel, and administrative management, etc. Financial management covers the use and audit of the fund; legal management involves the Foundation's compliance and the formulation and audit various documents, so as to prevent all kinds of possible legal risks; administrative and personnel management covers personnel, salaries and other personnel work as well as daily administrative work.

- **Supervisory Committee:** The Supervisory Committee is mainly responsible for guiding the legal and compliance departments of the Foundation, controlling the overall risk and ensuring the smooth development of the project. Besides, the Foundation has established a transparent and open reporting management mechanism. The Supervisory Committee directly accepts internal and external reporting matters, and takes appropriate investigation and improvement measures to ensure that the overall operation of the Foundation is compliant and legitimate, and continuously improve and develop within an acceptable level of risk.

11.Team Introduction

CEO (Chief Executive Officer of the Company): 권해봉

As a Korean born in an Internet family, with his father being an Internet engineer, and his mother being a well-known Internet entrepreneur, he graduated from Harvard College in 2008, and was thereafter engaged in block chain and management in Silicon Valley for nearly eight years, and published several papers in the top international conference of block chains and periodicals. In 2013, he became the leading representative of the World Economic Forum Davos Global Growth Companies and was listed in “Global Youth Leaders” by the World Economic Forum (WEF) in 2014. Besides, 권해봉 is also a consultant to CEOs of several top 500 enterprises in the world to carry out digital marketing in China, and has been invited to serve as the professional judge of many well-known awards at home and abroad, such as the ECI Awards and the Vmarketing Gold Medal Award. In 2016, the 권해봉 came to China with full enthusiasm, met

several technical engineers of block chain in China with the recommendation of his father and set up a team to conduct in-depth research and development of the block chain.

CTO (Chief Technology Officer): CHOO SIEW JIE

In the early days, CHOO SIEW JIE served as an architect in Alibaba Group, responsible for the construction of the Group's technical architecture and infrastructure technology platform. In 2011, he was appointed as Technical Engineer of Microsoft Research Asia, responsible for user interface, machine learning, large-scale data processing and other research, and Beijing adCenter Laboratory. He was responsible for the research of key technologies and systems related to data-driven software, as well as related technologies of Microsoft advertising platform and seamless personal computing. In 2016, CHOO SIEW JIE joined in the research of block chain. Being proficient in the latest technology in the industry, and with his own technical team operating efficiently, he plays a leading role in the Company's block chain research and development.

CMO (Chief Marketing Officer): CHOO SIEW HORNG

CHOO SIEW HORNG graduated from the Department of International Economics of the University of International Relations with a bachelor's degree in Economics and a master's degree in Business Administration from the International MBA of Peking University. CHOO SIEW HORNG was the Chief Strategy Officer of Kingsoft Internet International Communication Group, responsible for the Group's business development strategy planning, management of the Group's brand lab, and assisted in the construction of the Group's interactive marketing business platform (Shunya D Platform Line). CHOO SIEW HORNG has more than six years of management and consultancy experience in integrated communication, brand management and

strategy consulting. He was responsible for the development of digital media business in Asia-Pacific region of another internationally renowned communication consulting company and managed the related brand communication consulting business of customers in China's high-tech industry (including telecommunications, software and consumer electronics customers), and has led and taken part in a series of integrated communication brand campaigns. CHOO SIEW HORNG has been invited to give training and lectures for many well-known enterprises and government organizations at home and abroad on many occasions, and has been appraised as a special lecturer of "General Manager Training Class for Large State-owned Enterprises" by China National School of Administration.

COO (Chief Operating Officer): Talaptan

Talaptan, with a Master's Degree in Computing Science, University of Akron, USA. He has worked in Microsoft, Qihoo 360 and other well-known technology companies as Product Engineer and Manager, and has served as Senior Vice President of Microblog, leading the overall commercialization of Microblog since 2012 and achieved great success. During his work in Microsoft, he was selected into Microsoft's high-potential talent training program and took up on-the-job advanced studies at the School of Business, University of Washington. Besides, he was responsible for product design, research and development, and market landing management in many core sectors of Microsoft, including Mobile Products Division, Advertising Center, Telecom Value-added Services Division, and Microsoft China, and was repeatedly responsible for the formation of international R&D and product landing teams covering the United States and China.

CIO (Chief Information Officer): LEE YEN SZU

LEE YEN SZU is a visiting scholar of Purdue University and the managing director of Zhejiang Information Association. He has taught at Peking University for 5 years, and has been engaged in IT strategic planning, e-commerce construction, IT operation management, 6Sigma and business process re-engineering. At ordinary times, he is keen on the research of block chain theory, and how to apply information technology and 6sigma to the practice of business process innovation and change. Because of his achievements in Internet and the construction of central reservation system, he was invited to attend the annual meeting of CIO Association of China Internet Industry and CIO Summit of E-Commerce. LEE YEN SZU is equipped with knowledge of both technology and business process, as well as the concept of multi-function, thus being a key figure of the Company who closely combines the organizational technology deployment strategy with business strategy.

12.Disclaimer and Risk Statement

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Enterprise Management Level

New World