Xmultiverse White Paper

The Foundation of The New Virtual World.

Abstract

Xmultiverse is the WEB 3.0 Foundation that powers the infrastructure of the new virtual world driven by AI, Unity, and liquid-cooled computing power, features infinitely scalable metaverse scenario applications that incorporate planet-wide digital assets while simultaneously maintaining content economy. Developers and users can securely create identities, develop applications and enjoy an immersive global experience with exclusive benefits.

Metaverse has generated a great deal of excitement in the market for its potential relating to virtual scenarios and financial applications that are supported by its natural openness, trustworthiness and collaboration. Xmultiverse targets the infrastructure that is most in need of greater transparency but has yet to be exploited by existing metaverse applications in terms of open source and convergence. This infrastructure includes derivative services such as the gaming metaverse, social metaverse and trading metaverse, which have the capacities to support metaverse applications that process trillions of dollars worth of assets. Unfortunately, this leaves such development highly vulnerable to obstruction, fraud and inefficiency.

Xmultiverse designs embody a decentralized and one-stop multi-metaverse that is co-developed and shared with global gamers and communities that integrate 3D GameFi, immersive social platforms, trade centers and creative spaces. Everyone in the Xmultiverse can enjoy avatar-based experiences ranging from immersive video game play to looking for like-minded friends or communities sharing common interests. Additional benefits include enjoying unhindered access to COIN and NFT marketplaces and extensive economic rights as creators, which has far-reaching significance for the expansion of the metaverse in the WEB 3.0 era.

The concept of Multiverse was proposed by the American philosopher and psychologist William James in 1895. Under the current WEB 3.0 multi-ecosystem, Xmultiverse refers to building a decentralized and virtual web world to integrate various metaverse applications and return accounts and ownerships to users. The aim of this approach is to eliminate the isolation between the major metaverses from users who are not on particular platforms – Xmultiverse enables fully cross-metaverse exchanges behind scenario-based experiences. As a result, the entire metaverse world no longer has to rely on artificial boundaries. The key idea of Xmultiverse is "less boundaries, more experience".

This white paper outlines the philosophical thinking, technical basis, economic mechanisms, and team vision of Xmultiverse. All the information mentioned may be modified or updated in the future to make Xmultiverse better and is not presented as investment advice.

Contents

1 Overview

1.1 Background

The Origin

Originally proposed by American science fiction author Neal Stephenson in his novel "Snow Crash" published in 1992, metaverse describes a vast virtual digital world parallel to the real world, where users all over the world are free to enter, play, trade, socialize, create and so on. Evolving from the classical stage featured by literature and art and the neoclassical stage featured by science fiction and video games, metaverse has gone far beyond the meaning defined by Neal Stephenson, incorporating information and communication (5G/6G), Internet (WEB 3.0), Blockchain (DEFI/NFT) , XR scene rendering and wearable devices. At present, it is experiencing the diversity stage featured by Blockchain and its "decentralization", becoming more digital, virtual and open.

The Market

According to The Potential Global Economic Impact of the Metaverse, a report commissioned by META in 2022, analysts have already estimated the potential value and market size of metaverse, predicting that the market will grow from $800 billion to $2 trillion in the next few years and the number will increase to $3 trillion and $30 trillion after mass adoption, with the most optimistic estimate being more than $80 trillion. Coupled with the current global impact of the ongoing COVID19 epidemic, the contactless world and metaverse once again become the focus of the mobile market. Data from Sensor Tower shows that since the explosion of "Metaverse" in 2022, an average of one new related app has been added every day, which is evidence of its wide audience.

The Obstacles

All aspects of the industrial chain are involved in this process including the underlying technology, operation systems, engines, interaction methodology and application of content and scenes. However, the application integration and cloud computing systems necessary to support this solution are still in the early stages of development. Moreover, the current metaverse is still game-oriented and has not yet expanded to other fields to any significant degree. Other obstacles also exist, such as fragmented applications and isolated or dissimilar product features, market services and security grades. Last but not the least, the structure of metaverse interfaces would be incongruous if companies developed their own solutions without combinatorial optimization.

The Cases

Despite the as yet undefined designs and specific scenarios, metaverse’s capabilities are limitless, with solutions possible across all applications, games, industries and geographic locations. The year 2021 can be seen as the year of Metaverse, starting with Facebook’s rebranding to Meta, followed by a number of big names and governments entering the market.

This includes the debut on NYSE of Roblox, a pioneer in the metaverse gaming space. The Sandbox and Decentraland have built metaverse lands, and Saudi Arabia has proposed The Line, a futuristic metaverse city. At some point in the near future there will almost certainly be countless metaverses rather than one. The future metaverse may not be monopolized by the Association for Computing Machinery's Global Multimedia Protocol Group as Snow Crash images; it is more likely to be a cluster of metaverses, or a "multi-metaverse".

The Opportunities

More refined aggregation services are still evolving as metaverse is still a new industry. Huge opportunities await for game, trade, social, creative and other diversified scenarios. For mass adoption in the upcoming Metaverse era, WEB 3.0 companies are focused on developing the infrastructure in a cloud computing + deep aggregation + simple interoperability manner. Leading in the WEB 3.0 field of 3D GameFi development, crypto trading and cloud computing, Xmultiverse will create a new Blockchain-based WEB 3.0 multi-metaverse. The new world full of fun and futurism is already in front of us, along with a new era of META Summer. Xmultiverse is arriving at just the right time to fulfill the most anticipated need the web has ever experienced!

1.2 Introduction

The Brand

As the official name of this project, Xmultiverse is composed of Multi and Verse, where Multi stands for “openness” and “numerousness” and Verse refers to “universe”. So Xmultiverse is all about a multiple and open universe. Metaverse is the virtual world in peoples’ consciousness, but Xmultiverse is specific to the metaverse in WEB 3.0. Xmultiverse aims to bring more blockchain applications and WEB 3.0 users into the metaverse while attracting more crypto and non-crypto enthusiasts worldwide. This is accomplished by offering the benefits of real ownership, land scarcity, NFTification and interoperability.

The Function

Xmultiverse involves building the platform, tools and contracts required to establish an open and amalgamated WEB 3.0 multi-metaverse ecosystem. Its scripting language, which allows the development of application planets with different themes, such as game, trade, social, creation and dynamic 3D virtual scenes, is designed to enable avatar creation, texture loading, user interaction, audio communication, payments, external calling, and more. Xmultiverse will create an expanded metaverse with new elements, new formats and new experiences for global users.

The Definition

Xmultiverse is defined as a Blockchain-based WEB 3.0 Multi-metaverse, targeting the layout of multi-interaction ecological service applications on metaverse planets. Xmultiverse is similar but not identical to digital space. It is a virtual space based on Blockchain and WEB 3.0, which is no longer a stream of information formed by pictures, texts and videos, but instead is an encrypted "pseudo environment" where people are visualized and are able to be immersive and interactive.

The Style

Xmultiverse will be centered on individual unreality in the vast universe, where gamers can easily reach the four themed planets with unique characters that are closely spaced around the genius center via star bridges or flight vehicles. The idea is to enable free travel between different planet applications, allowing the exchange of resources and the switching of identities beyond the limitations of time and space for global users, especially crypto gamers who are unable to attend due to practical reasons.

The Base

The virtual lands (including planets) in Xmultiverse are created with unique (x, y) coordinates as they are built on their own public chains and smart contracts. The content displayed on these lands and planets are referenced by a hash of the owner's file, which is served by operational codes and can be downloaded at IPFS. The downloaded files contain descriptions of objects, textures, audios and other elements needed in render scenes. Xmultiverse client apps will connect to the public chain for real-time updates on the status of all lands.

The Ambition

Xmultiverse has focused on the urgent needs of WEB 3.0 users since its inception, such as the entertainment value of games, the convenience of transactions, the autonomous nature of ownership, and the decentralization of the social system and the one-stop multi-metaverse services. The resulting environment is more secure and user-friendly, allowing mutual links and reverse support while providing the top immersive "meta-experience". Xmultiverse will be developed along three core paths: (1) digitizing infrastructure while upgrading openness and linking capabilities; (2) creating an immersive experience while guiding enterprises to transform scenario virtualization from "combined application" to "interoperable collaboration"; and (3) establishing a multi-metaverse smart ecosystem while cultivating more WEB 3.0 customers and popularizing the use of VR and other devices.

1.3 Values

The Applications

Games are centered in the multi-metaverse. The first planet Xmultiverse will generate is the “Game World”, an immersive and interoperable space which integrates game distribution and incubation, as well as NFT minting. Xmultiverse offers a one-stop efficient solution for both developers and gamers. The former are able to obtain on-chain venues and commercialize NFTs, and the latter are able to experience the game and purchase related assets.

Trading is the gene of the multi-metaverse. The second planet Xmultiverse will generate is the “Trade Center”, where mainstream coins and NFT tokens form the dual-module trading market that provides valuable blue-chip tokens. Users can swap between different markets and trade freely anytime, anywhere.

Virtual social will then drive the multi-metaverse. The third planet Xmultiverse will generate is the “Virtual Social”, with the aim of building a new WEB 3.0 community space with immersive social scenarios, NFT characters and avatars, and free interaction and transactions with the

help of “Bullet-screen Rader”, “Conversational Chat” and “Tipping Service” in terms of socialization, interaction and transaction respectively.

Creation is the property source of the multi-metaverse. The fourth planet Xmultiverse will generate is the “Creation Channel”, a real-time 3D (an updated version of Mirror) creator economy ecosystem for lightweight creation, platform exposure and interactive collaboration. Inspired by Steam Workshop, Xmultiverse will adjust token incentives according to market performance to ensure the equity of customers rather than the platform, in addition to UGC open creation for Owner Autonomy of property and economy.

The Lands

The virtual world Xmultiverse creates is based on segmented and irreplaceable parcels, whose utility is related to uniqueness, malleability, the capability to run applications and the availability to serve as a mechanism for representing ownership identity. These parcels are necessary for global developers and creators to do the building and reach their target audience. The launch of Xmultiverse will free users from the harsh constraints of social clans and structural entropy in the physical world, allowing them to create new identities at will in a multicultural and immersive world of Play that is not bound by external nations and classes.

The Users

Xmultiverse will adopt the "decentralized identity”, known as DID, which allows participating individuals or organizations to have full "ownership", "management" and "control" of their own digital identity and data. For example, there are two roles chosen by users, one is an experiencer and the other is a visitor. Users can use an Xmultiverse self-developed wallet or other decentralized wallets to simplify operations and enhance security.

The Security

Xmultiverse deeply understands that the root of metaverse applications is security. To this end, it strives to protect users' crypto assets from malicious attacks and to avoid on-chain tracking of interoperable data through peer to peer anonymous hiding, multi-layer technical protection architecture and special stack canary mechanisms. Users will receive corresponding safety tips and searchable guarantees before operation, which is where Xmultiverse will outperform other similar platforms.

The Ecosystem

Returning equity to users is one of the key value concepts of WEB 3.0, which is expected to increase metaverse traffic. Xmultiverse regards this as the main guideline to offer value experience that enables free access and interaction, property rights and right confirmation. While DeFi is growing towards 2.0, Xmultiverse is taking advantage of this current trend to perfectly implement CEX(NEX)+GameFi+SocialFi+EquityFi in its multi-ecosystem in order to build an open, integrated, easy-to-use, free and secure multi-metaverse for global users.

1.4 Vision

The Beginning

Xmultiverse is committed to becoming the next epoch-making decentralized, community-driven, developer-friendly native WEB 3.0 multi-metaverse. The original intention of establishing Xmultiverse was to integrate multiple interoperable metaverse platforms worldwide to drive innovative applications that are in critical demand. The alternative would have been to bind all innovations in one or a few specific internal spaces based on the financial foundation of blockchain and the decentralized architecture of WEB 3.0. Different from other metaverses that only focus on concept applications, Xmultiverse will take scenarios, networks and applications into account, which recalls the original value of metaverse and makes its development plan more practical.

The Approach

No one can deny the fact that the era of Metaverse is in front of us. The core value of Xmultiverse is a super ecosystem service platform facilitated by combinable and interoperable applications and data, rich synchronization and sharing experience, simulated online production and living and digital finance. All of these attributes may become the future guidance for industry practices. Xmultiverse's ultimate vision is to be the metaverse foundation and pioneer of the WEB 3.0 world, enabling all subsequent users to seamlessly connect to any service in the metaverse network without threshold for information, data and assets delivery and interaction in a deep virtual world.

The Future

Our digital lives are growing exponentially, and the metaverse is also expanding into scenarios we can only imagine. An exciting and magnificent future is on the horizon, as more and more production and living will take place in metaverses globally where billions of people will start their second life. In addition to the infrastructure services that have already been planned, Xmultiverse will further integrate the virtual world and the real world including but not limited to art, music, movies and other elements of digital life, creating a multi-metaverse service that combines on-chain finance and extra-territorial life. Xmultiverse believes that metaverse will build a new world of "entertainment", "production" and "living", and lead a new way of online living and working for human beings in the future.

2 Technical Principles

2.1 Systems

A mature metaverse contains four infrastructure components:, the hardware vision system (AR/VR terminal), the value settlement system (Blockchain/WEB 3.0), the information system (data/cloud computing), and the content production system (creation/engine). Xmultiverse will start with 3D rendering engines, blockchain applications and cloud computing storage to support essentials such as virtual scenes, applications, identities, interactions and governance.

Designed to be built on a 2D map of 10.24 million lands (3200*3200px), where each land is 10*10px, representing 20*20㎡ in reality, all lands can be Blockchain-based virtual assets (NFTs are ERC-721 and meet the protocol standards of the public chain). Lands are also virtual

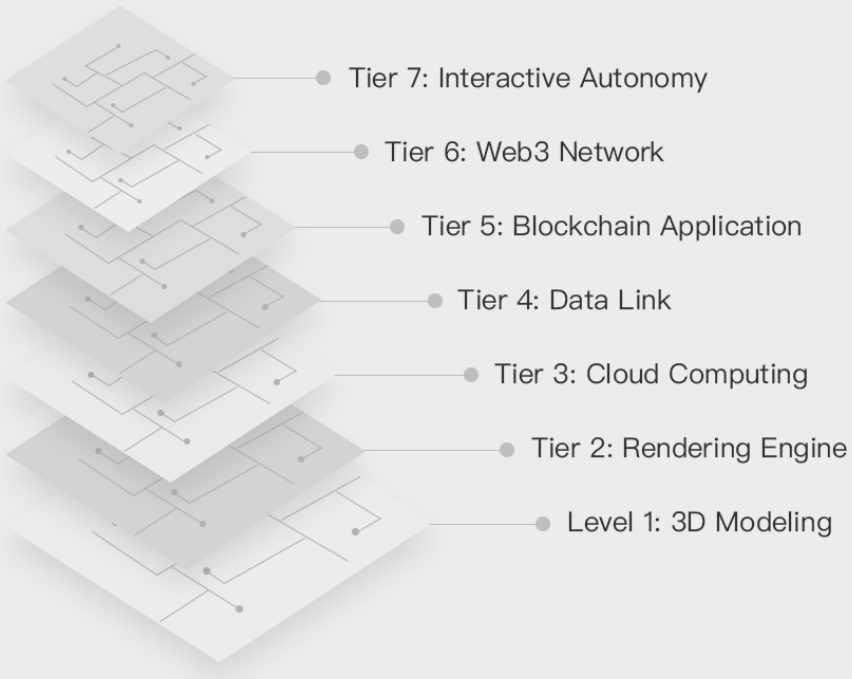
spaces which gamers around the world can use to generate profits by creating. In the future, gamers will combine land and spatial facilities to form properties which will be owned by countless gamers, thus forming the planets. Properties can be traded or leased and custom designed in the future, with each planet having a permanent URL which can be accessed by owners via the web at any time.

Xmultiverse, a Blockchain-based WEB 3.0 multi-metaverse, has generated four parallel planets built on the Xmultiverse SDK, corresponding to four features respectively including game, trade, social and creation. These planets are composed of spatially editable and explorable lands and co-constructible world civilizations which users can travel through at will. The planets can be divided into three categories according to the size: 100MB, 500MB and 1000MB. Additionally, each planet can be categorized according to the positional notation used: single hex, 10 hex, 50 hex and 150 hex Megaplex.

Xmultiverse employs breakthroughs such as increased refresh rates of 120Hz in single-lens 4K resolution.This results in a Field Of View (FOV) of about 110 degrees to 120 degrees, which greatly improves users' naked eye visual experience. The applications, as well as animations, can be performed within resource packs as the scripting system will control the placement of related content and their behaviors while coordinating specific attributes such as the positioning and moving of an object, the timing and frequency of audio and the possible interaction with users. Xmultiverse will also enable P2P reciprocal links, allowing client apps to direct users to user connections or applications the landowner wants to run within the parcel.

Deeply committed to the underlying framework concept of decentralized metaverse, Xmultiverse proposes and implements a series of technical stack upgrades and interactive innovation solutions through value transfer protocols. For example, users can build an anonymous privacy blockchain that supports multiple chains such as ETH, BSC and SOL, which can effectively solve the problems of insufficient compatibility between different public chains and complicated operations. A decentralized crypto wallet will be available to provide solutions with high concurrency, high security and high interoperability in multi-metaverse scenarios. Other protocol tools are also in development which will better serve Xmultiverse users and give birth to a global multi-metaverse with long-lasting and high-frequency interactions.

Figure1: Explore the 7-layer infrastructure of the Xmultiverse.



2.2 Computing Power

2.2.1 Computing needs

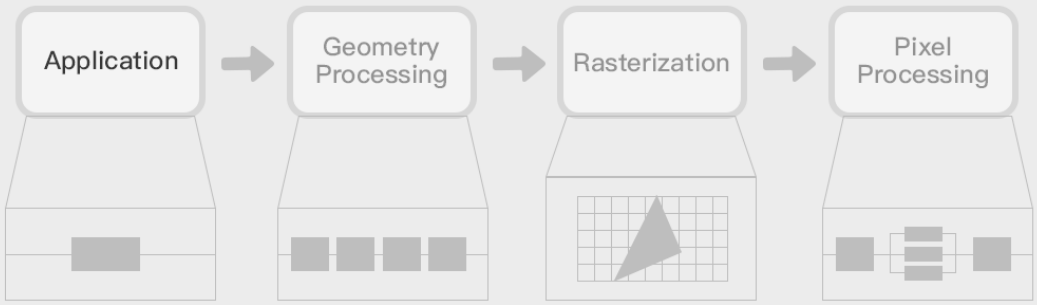
Computing power is the measure of the information processing capability: the higher the power, the faster the processing. Computing power is the important “energy” source required to bring the metaverse to life. While the initial computing power establishment is still in its early stages, its infrastructure construction has unlimited potential. The competition of metaverse infrastructure will not be limited to small improvements or experience differentiation, but instead will be focused on continuous development in core areas so as to remain highly competitive. As the mainstay of the infrastructure, metaverse computing is the backbone of facility services.

Big names have competed for “Metaverse” computing infrastructure layout. For example, NVIDIA unveiled Omniverse Avatar, making it easier to build and customize lifelike virtual assistants for all industries. Intel adopted 10 nm third gen Xeon scalable processors to power its most advanced and highest performance data center platform. And Ready Player One boasts a computing power at least 1,000 times higher than current capabilities. Therefore, the computing power required to realize the application interaction from the underlying infrastructure to the upper layer in the metaverse is well within technological reach.

Rendering is the most powerful and demanding type of computing used by Xmultiverse. The sense of immersion is obtained using computer-generated 3D virtual worlds or generating 3D

reconstructed worlds from images and projecting them on 2D screens to get the senses of distance, light and shadow, and chromatic aberration. The Rendering process consists of four phases: Application, Geometry Processing, Rasterization and Pixel Processing. Some of these tasks can be processed in parallel, such as pixel shading, vertex transformation, primitive assembly or general-purpose computing. In addition to rendering, calculating is also required in the formation of virtual scenes, WEB 3.0 networks and the display of interactions.

Figure2: Xmultiverse computing workflow for rendering.



2.2.2 Computing building

There are currently two types of common metaverse computing: the metaverse-like computing from centralized servers, and the native metaverse computing built on decentralized networks. The latter is more in line with the needs of global users and is the development focus of the WEB 3.0 era in the long run. The continuous development of metaverse computing is based on native infrastructure, which includes independent data and a secure network, as well as high-frequency cloud computing and decentralized storage.

Computing data will drive the construction of the native metaverse fundamentally as it is built on the infrastructure of big data centers, which requires devices for entrance, facilities for computing, networks with high-bandwidth and low-latency and a series of engines and modeling tools. To safely connect motion rendering with data and promote the computing power infrastructure for better development, Xmultiverse deploys integrated cabinets and forwards with the core of data centers while ensuring the output of a steady stream of advanced, zero-carbon, sustainable smart data computing.

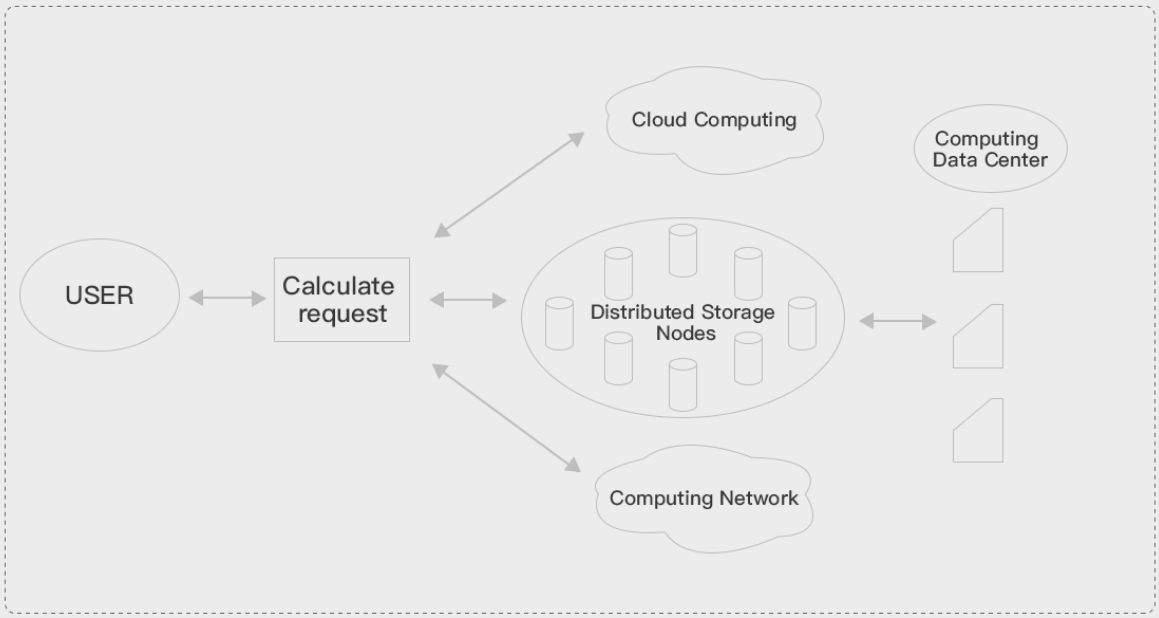
Computing networks offer unified services for the native metaverse centered on “computing” and based on “network”, realizing the deep integration of computing, network, data, security, end and chain. Supported by the computing network, Xmultiverse will promote the seamless

integration of virtuality and reality by launching the following: the Gamified Interaction Engine, an immersive game engine; Scene transaction, a COIN+NFT hybrid transaction center; Immersive Social, social in virtual world; and Media channel, an ecosystem of creation economy.

Cloud computing is the engine that powers the native metaverse, and Xmultiverse, relying on Blockchain, is highly dependent on this computing. This not only necessitates new requirements, but also creates new opportunities for co-development. When users connect their wallets to Xmultiverse, what they will actually view are scene modeling, "parameter" commands and so on since all of the objects or buildings in Xmultiverse are virtual. This requires extensive data processing for generation and simulation, making cloud computing the efficient engine solution.

Distributed storage, the security guarantee for the native metaverse with stable computing power, is adopted by Xmultiverse to distribute the computing content needed for scene rendering. For each resource pack that needs to be rendered, a reference to the content or element description file can be retrieved from the smart contract, which provides Xmultiverse with a new solution for computing power, allowing the operation without any infrastructure such as centralized servers. All of the spaces and exteriors in Xmultiverse are stored in a distributed manner based on Blockchain, which means that the assets, carriers and ownerships inside are permanent and secure.

Figure3: Xmultiverse to build computing power for the infrastructure.



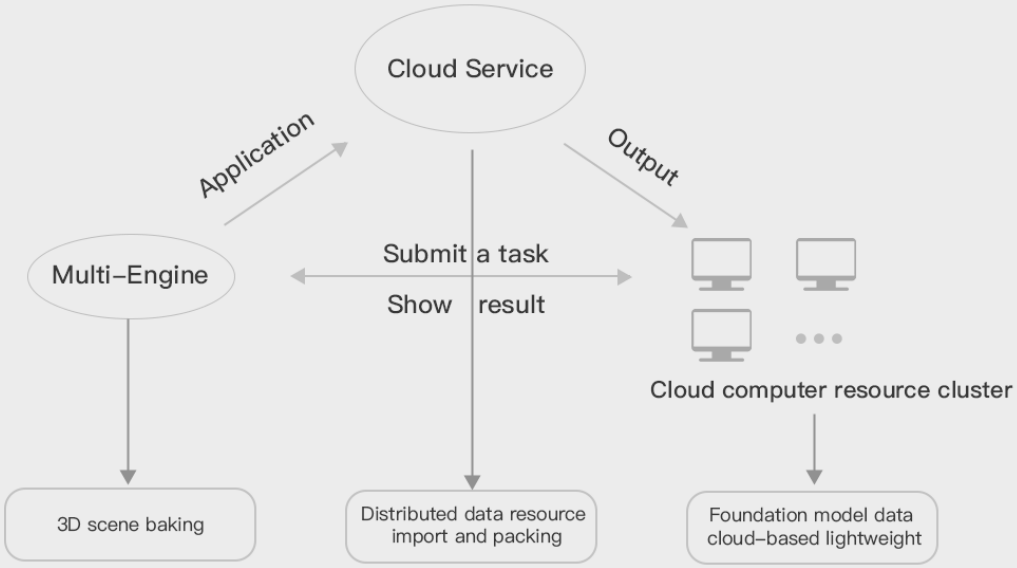
2.2.3 Computing solution

A real Metaverse contains "immersive" experiences that can be enjoyed with “low cost, low latency and high definition”. The core development team behind Xmultiverse has been working on distributed computing power on GameFi since 2018 to empower the metaverse and has successfully launched the Enlighten-based "Multi-Engine Distributed Computing Solution", which includes high-quality 3D scene baking, distributed data resource import and packing, and cloud-based light-weighting of foundation model data. These designs not only make full use of the highly concurrent cloud computing resources, but also increase the efficiency of development and innovation, and have now reached the real-time rendering of 10,000 people on a single screen.

Xmultiverse provides powerful computing, network and storage for large-scale, complex and lifelike digital virtual scene building and real-time rendering simulation by developing an integrated hardware and software infrastructure. In terms of hardware, Multi-Engine supports the latest CPU and GPU to provide superb rendering and cloud computing capabilities. A single metaverse server can support 256 architects to co-create with 3000 AIGC digital scenes per second; in terms of software, Multi-Engine provides rich AI development kits by integrating NVIDIA Omniverse Enterprise, enabling users to modularly combine different SDKs.

As the underlying computing support for the digital world, Multi-Engine carries the comprehensive technologies and tools required for the construction and operation of virtual scenes, meeting the needs of different computing types for “co-creation, high-precision simulation, real-time rendering, and intelligent interaction”. Multi-Engine easily supports widely-applicable DApp scenarios such as Create, used for modeling and rendering and View, used for visualization. Multi-Engine will also expand to large-scale computing clusters on demand through a high-speed and non-blocking computing network, offering an efficient collaborative development experience for users around the world to create virtual scenes.

Figure4: Multi-Engine distributed computing solution architecture.



2.2.4 Computing landing

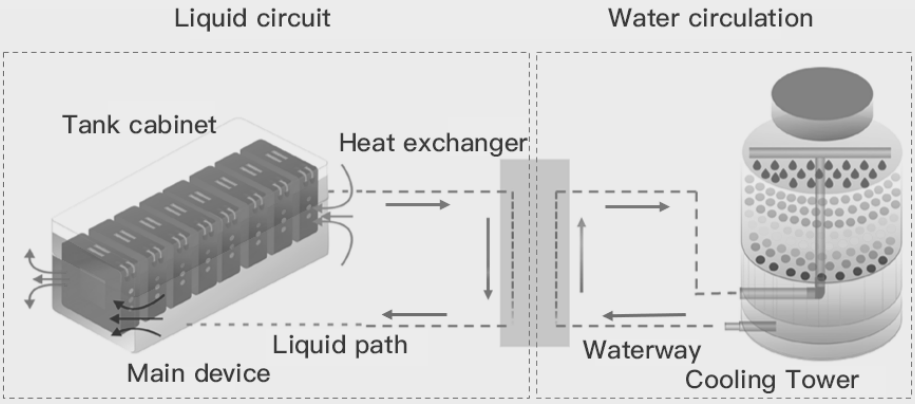
The landing of the metaverse ecosystem requires extensive computing power infrastructure. Traditional air-cooled computing power data centers are unable to effectively carry out the operation of metaverse processes due to excessive energy consumption and output limitations. Xmultiverse has decided to invest $100 million to build the world's leading one-stop metaverse computing power infrastructure in order to own high-density, low-cost and high-quality power. The first $20 million investment has already been used to start this infrastructure, which is not only used for Xmultiverse itself, but is also available for other projects.

The infrastructure under construction includes Xmultiverse’s self-developed one-stop platform for cloud scheduling and operation via the cutting-edge immersion liquid cooling technology. This new infrastructure also incorporates system-adapted intelligent cabinets and ultra-high density racking servers, bringing the new liquid-cooled data center and high-density computing power together and "unifying" the entire process of hardware and software operation. It is believed that more use cases will be deployed to the cloud in the future, accelerating developers' creation. In this regard, Xmultiverse has taken the first-mover advantage and is expected to play an important role in the creation of global metaverse computing facilities.

- Smooth operation: The leading liquid immersion cooling big data center and high-density computing power ensure the smooth operation of the systems and interactions.

- Distributed deployment: low environment requirements with simple engineering, enabling mobile configuration, flexible expansion and plug-and-play.
- Green energy: the comprehensive energy consumption of the new liquid cooling computing data is only 50%-60% of traditional technologies, which not only significantly reduces the PUE to below 1.1, but also recycles power and energy and greatly improves efficiency.
- Upgraded computing: The massive computing, modeling and rendering needs of metaverse requires high power ultra-high frequency servers. Xmultiverse increases the unit computational capacity by more than 10 times that of current systems, relying on the optimization brought about by liquid-cooling technology.
- Space saving: The liquid-cooled computing rooms require only 1/4 of the floor space of traditional air-cooled computing providers, which has obvious advantages of resource intensification considering the continuously increasing shortage of land resources.
- Low costs: On one hand, the coolant itself is insulated and highly thermally stable, with minimal fire hazards and an excellent safety index. On the other hand, the coolant is oxidation-resistant and non-volatile, which can protect important IT equipment such as servers (doubling equipment lifecycles) and significantly lower the cost of ongoing operation and maintenance.

Figure5: Xmultiverse liquid immersion cooling technology landing solution.



2.3 Use Cases

2.3.1 Game planet

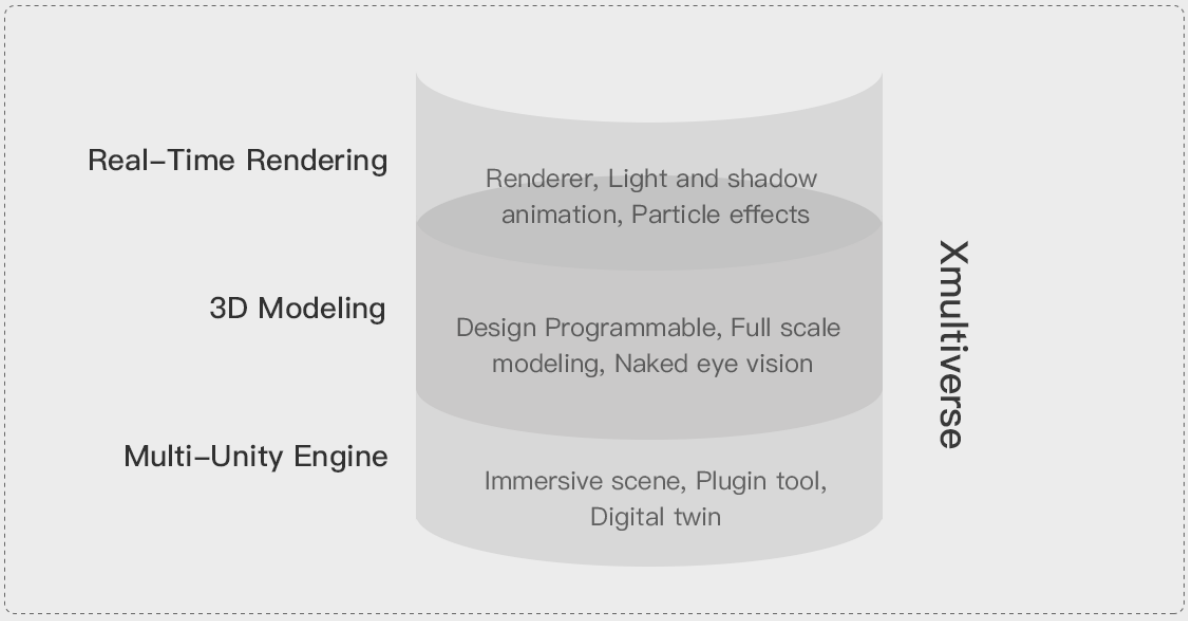
Game world is presented as an open Game Planet in Xmultiverse, aiming to provide diversified solutions for blockchain games. This includes GameFi building, chain game NFTization, brand game incubation, immersive virtual scenarios and other technical designs. Xmultiverse has developed a custom voxel engine, Multi-Unity, which integrates the back-end ECS system and

operating system through Multi-Unity Data Oriented Technology Stack (DOTS). With Multi-Unity's new Universal Render Pipeline (URP), multiple platforms are supported without sacrificing rendering.

With the support of the Multi-Unity engine, Game Planet builds a dynamic global illumination and Multi-Unity blender cloth simulation system, intending to create the ultimate restoration of the immersive world. Game Planet will adopt a series of the newest core game technologies This includes game engines, real-time rendering and 3D modeling, covering renderer, light and shadow animation, particle effects generators, plug-in tools and other essential tools required during the process of game development. Highly realistic and programmable designs are achievable, which is an important basis for the realization of the Game Planet.

Game Planet will adopt highly modular software development kits (SDK), allowing developers to simply apply blockchain technology into virtual games and update game designs in real-time, subsequently self-distributing NFTs upon completion. Users can easily manage their game assets. With the help of the Multi-Unity engine, the image quality and fluency are expected to improve, bringing a more immersive game experience for users and providing a highly efficient development environment for developers so as to build a more open and friendly game ecosystem.

Figure6: Unlock the Multi-Games : Areas of technical realization.

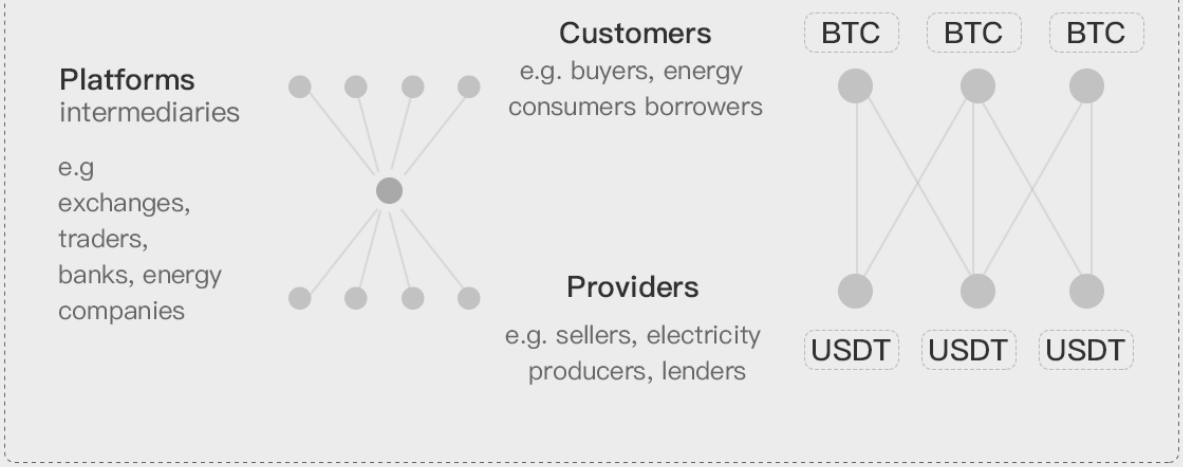


2.3.2 Trade Planet

Trade center is presented as a hybrid Cex-Nex crypto aggregation Trade Planet in Xmultiverse, which not only supports the mainstream public chain ecosystem but also shares liquidity, providing diversified choices and smooth experience.

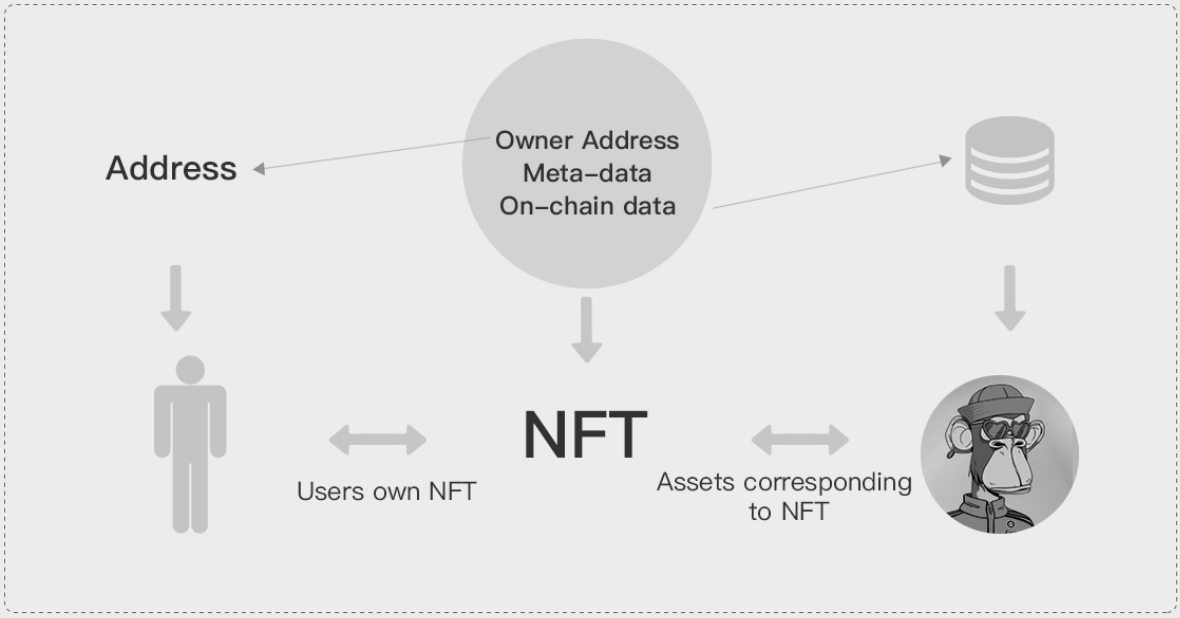
The market has demonstrated that Decentralized Exchanges (DEX) have essential advantages over Centralized Exchanges (CEX), including the security of assets, the convenience of long-tail assets and the fairness of trading accounts. However, it is undeniable that CEX is a more mature and stable implementation with faster transaction matching, lower fees, more asset choices and more immersive trading scenarios than DEX. For these reasons Trade Planet will utilize a CEX exchange.

Figure7: Build a high-quality centralized exchange for blockchain.



It is well known that the uniqueness of NFT comes from blockchain-based smart contracts as each transaction can be certified while simultaneously resisting being tampered with. The mechanism of purchasing NFT is the interaction between decentralized wallets and smart contracts; as a result, an NFT can be bought by just paying the Gas fee and the selling price. Trade Planet will launch an open NEX market through Free Mint NFT, where gamers only need to pay the Gas fee, which greatly reduces the risk undertaken by users and lowers the cost compared to the floor price.

Figure8: An open NEX market with the mechanism of Free Mint NFT.



2.3.3 Social Planet

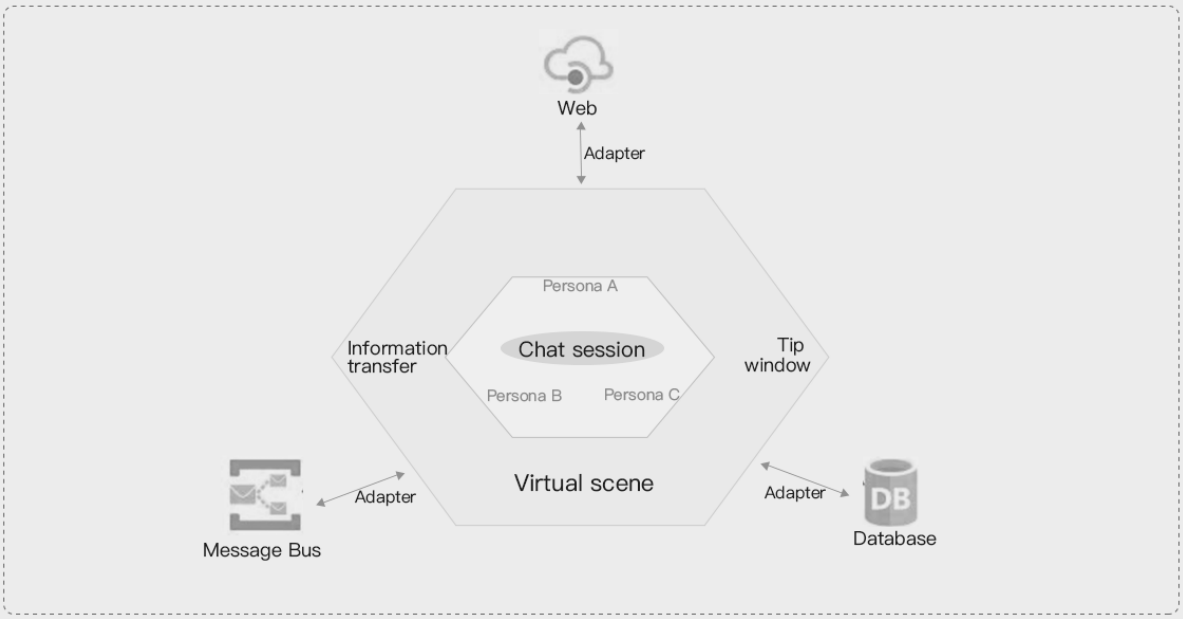
Social Planet is an end-to-end encryption (E2EE) social space designed for chatting, adopting Signal, a true end-to-end communication encryption protocol and one of the most secure communication protocols. No third party, including the server, is able to view the content of communication as the protocol encrypts them via KDF ratchet algorithm + public key signature. In addition to enabling virtual face-to-face interaction, Social Planet will also include mixed reality features such as MESH, which will allow digital collaboration in the cloud from different locations. This includes activities such as holding meetings, sending messages, dealing with shared documents, and more.

Conversation is reliably encrypted on Social Planet thanks to existing P2P joint solutions such as VoIP and Offline in order to coordinate users' virtual social experience. This includes avatars, positioning of other users, voice chat, messaging and interaction with the virtual environment. In addition, Social Planet adopts Websocket to enhance transmission stability; the system will continuously send information transmission requests before succeeding. Encrypted transfers verify the mutual circulation of users' digital assets- that is, sending and receiving. Each transfer is subject to confirmation by both parties before sending, and the assets can be queried on the chain after sending without any privacy or security concerns.

As a new-generation WEB 3.0 IM communication application, Social Planet is working on avatar designs and avatar SKDs and APIs to help creators create, NFTize and trade avatars. It is not

only a decentralized interactive community that can realize peer-to-peer private messaging. It's also a digital asset tipping port that pushes alerts to users about transaction confirmations. And it's an open source infrastructure that takes advantages of decentralization and cryptography to provide a platform for building scalable applications. In the future, Social Planet will provide custom modules and basic components for the community, and developers will be able to create plug-in tools, NFT avatars or digital memes, and short videos for enhanced interaction according to their needs.

Figure9: Adopt the Signal protocol for chatting.



2.3.4 Creation Planet

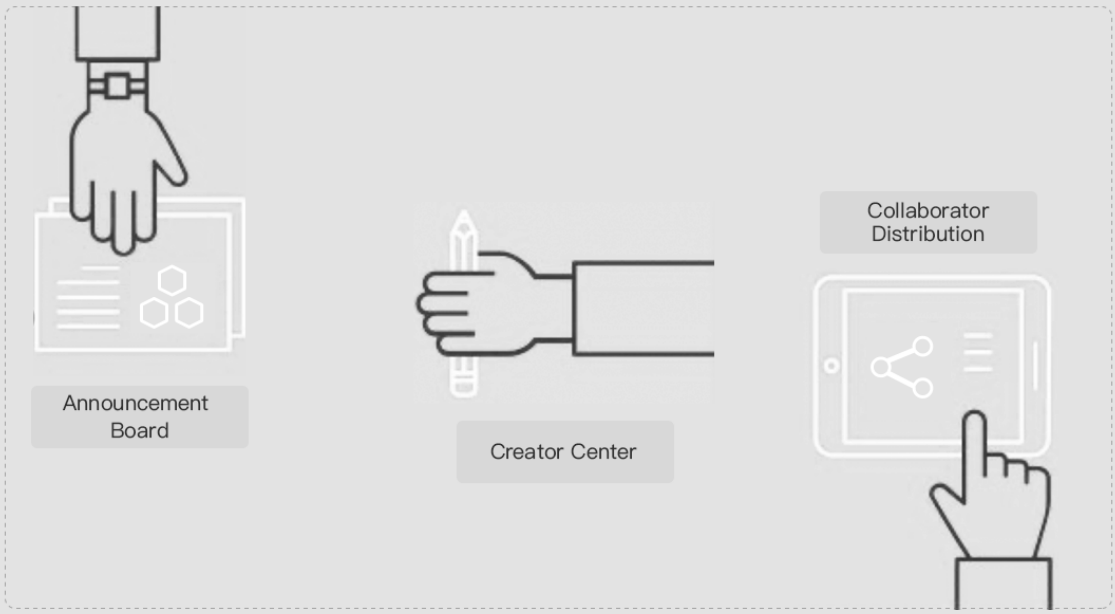
Creators are centered in the Creation Planet and the ownership of the creators' individual value and the reach of delivery medium are of paramount importance as the infrastructure of the creator economy transforming to WEB 3.0 is inevitable. Here in the Creation Planet, the creator market will be reshaped to fully unlock the potential of the creator economy. Creators can start simply by logging in with a WEB 3.0 Wallet and all content will be permanently stored on the native chain or IPFS, which is carefully maintained and resistant to censorship. Users are able to post, comment or reward on-chain just like using a decentralized version of encrypted Twitter.

Xmultiverse will build an interoperable metaverse content window powered by Portable Blockchain Interface (PBI), allowing platforms, companies, brands, creators and individuals to build their own metaspaces and initial WEB 3.0 creative economy businesses on their own channel. For example, if a creator exports content and submits a signature for a given task with

a bounty, Xmultiverse will store that signature and submit a payment request for the given task. When the collaborators finish signing, tokens will be rewarded to collaborators as a result.

Xmultiverse is planning to diversify and NFTize the contents by adopting AIGC and developing a new dual editor for AI creation and AI design, which means users will be able to generate related content automatically through AI technology. Therefore, creators generate images, animations or video textures for objects using text descriptions rather than code editing, which will make it easier for users to create more creative and realistic prototypes. When a creator submits a pending document, graph or 3D animation model on the voxel creation editor, Xmultiverse will hash the result and submit it to a smart contract, which will then generate an NFT. Moreover, the generated NFTs can be independently traded on Xmultiverse Trade Planet's NFT marketplace for profits. For better cross-platform content distribution, Xmultiverse will bring together all user comments on the same work from major distribution platforms through decentralized social graphs, enhancing the interaction between creators and fans in the entire online community.

Figure10: Build an interoperable metaverse content window.



2.4 Underlay

2.4.1 Decentralized wallet

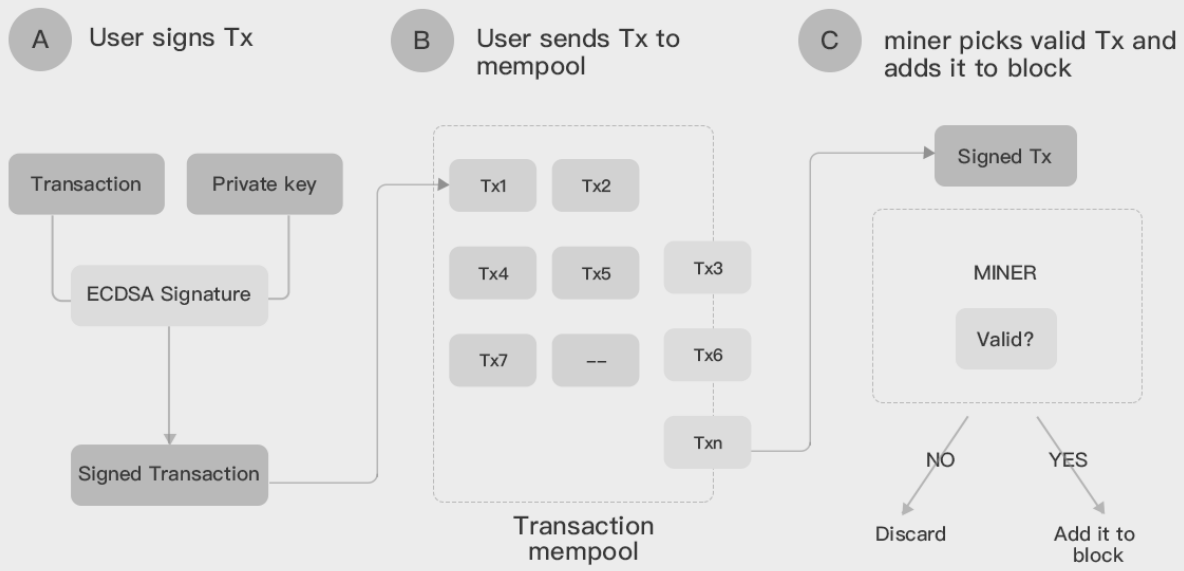
Xmultiverse Wallet is an OEA smart contract wallet, which means that all of the mentioned values are based on a smart contract. Xmultiverse Wallet can be compiled to be exactly the same as mainstream wallets like Metamask (one signing key, not updatable, etc.) and are able to provide a secure multi-party computation or multisig architecture that requires two or more

private keys to sign and send transactions, so as to protect digital assets on different blockchains from theft.

Each transaction processed by Xmultiverse Wallet is signed by users with their private keys according to standard ECDSA and sent to the corresponding Mempool in the main chain, which is then packaged by miners to the next block. As a dual open source wallet, Xmultiverse Wallet minimizes security risks by reducing liability referrals and whitelisting restrictions. Users will then be able to safely and freely trade and store COINs and NFTs.

A trusted decentralized wallet is the cornerstone of trust in the multi-metaverse. Xmultiverse not only supports the mainstream WEB 3.0 wallets such as Metamask and Imtoken, but also supports self-developed decentralized wallet Xmultiverse Wallet, which will enable the storage, payment, verification and value-added services of digital assets. Xmultiverse Wallet also allows users to create and manage their own identities. When a Dapp wants to execute a transaction and add it to the blockchain, a security interface will appear for users to review the transaction and decide whether to approve it or reject it, which is similar to “check the source code" for executing an extension.

Figure11: Xmultiverse Wallet, a new OEA smart contract wallet.



2.4.2 Privacy blockchain

Considering the huge amount of data in the future metaverse, the demand for computing power and storage is almost endless while ubiquitous computing and ubiquitous connections become the new focus. Xmultiverse will develop a unique underlying privacy public chain to promote the

deep integration of computing and network with intelligent, flexible, collaborative, simple and secure CPaaS, which also supports the building of the Xmultiverse decentralized underlying facilities, including the mainnet, nodes, queries, privacy and protocols.

The privacy public chain, which adopts Stark Prover and ZK Rollup, is the core underlying infrastructure and scalable application solution of Xmultiverse featuring real-time computing power, extension compatibility and low fees, giving the same level of security shared by applications on Xmultiverse. The Zero Knowledge Proof system Xmultiverse Privacy Protocol needs is the pre-processed zk-STARK, which is a polynomial construct featuring zero-knowledge, parsimonious verification, non-interactive, and computational reliability.

Xmultiverse will launch Multiver Privacy Chain, a sidechain solution based on the Xmultiverse Privacy Protocol, in order to ensure user privacy and transaction anonymity while compensating for market applicability. Accounts set to receive privacy transfers at side chains are required to generate an address called the Derived Address, and the claimed address is derived from the user's original key called Origin Key as illustrated below:

kogn original key (Origin Key), kogn = prf(32)

kpay payment key (Paying Key), used to make the transfer

kpay = sha256 ({kogn, byte[32]{N})

krx receiving key (Receiving Key), used to view and receive account balances

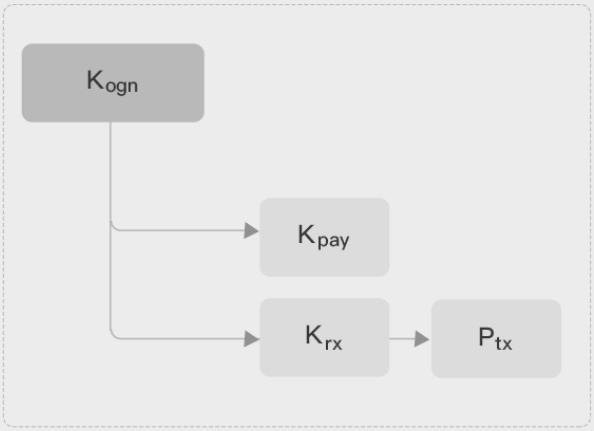
krx = sha256 ({kogn, byte[32]{N})

Ptx broadcast public key (Transmission Public Key), used to receive assets and key negotiation

Ptx = Curve25519 (krx, Curve25519. Base)

Figure12: Prevention of user identity and number leakage.

Set natural number N
N+ positive integer, {x N | x > 0}
a : T, represents that a is an instance of type T
byte[len] represents a byte array, and the number in brackets represents the length, for example byte[32] represents a 32-byte string.



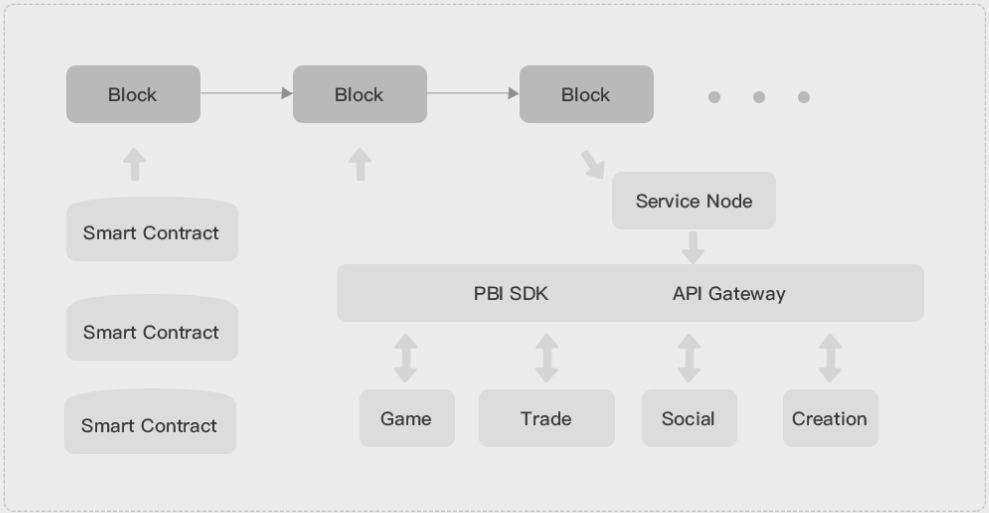
2.5 Contracts

Blockchain provides a distributed, decentralized, transparent, traceable and immutable architecture for recording transactions. An important instructional innovation in Blockchain compared to traditional databases is smart contract, which is the reason that Xmultiverse adopts Blockchain and coded instructions to automate legal contracts, minimizing or even eliminating the need for external third parties to verify the contract performance.

Once the core smart contracts for Xmultiverse applications are built, the entire network will be available to customers who are willing to participate in contract interactions. To lower the development threshold and reduce the related effort for applying the contracts, Xmultiverse provides SDK and API interfaces that are compliant with PBI (Portable Blockchain Interface). The servers or browsers of users who operate Xmultiverse SDK and API Gateway can call up RPC or RESTful standard protocols to interact directly with the chain without considering the specific protocols of a particular blockchain.

Xmultiverse smart contracts are highly collaborative and sensitive to real-time events. For example, in terms of land deployment, the configuration is submitted to each contract timely while information is sent using the self-developed Oracle system or by updating Oracle using the MakerDAO neutralizer. When a buyer selects the land on a 2D map and submits it, the contract will mint the land in exchange for payment. In the future, Xmultiverse will also provide a license-free and verifiable ecosystem on which products and services can be built without trusted third party involvement.

Figure13: Xmultiverse smart contract provides SDK and API compliant with PBI.



3 Services

3.1 Designs

Xmultiverse is a native decentralized metaverse platform, a new WEB 3.0 aggregated service planet built by meta bases such as NFT and COIN. It owns a web page supported by a backend running on the cloud (currently AWS) in terms of Blockchain integration, which will seamlessly combine CEFI and DEFI, giving users an unprecedented immersive and interoperable experience.

Initially, Xmultiverse is focusing on building Web 1.0 ver to provide better interaction experience for users. Then App 2.0 ver will be scheduled while extending Web 3.0 ver application services Finally, plug-in 3.0 will be created to aggregate "Dapps" in Chrome and Brave, which can be used to access distributed applications that support Ethereum or other public chains. The extension injects Web 3.0 ver application APIs into the javascript context of each website, enabling the readability of Dapps from blockchain.

The overall design priority of Xmultiverse is the visual expression of the application space, making quality designs more vital and competitive by being more creative. Xmultiverse is always following new ideas and content, as well as learning more skills and changing the way of thinking to adapt to the new development of metaverse. Xmultiverse will allow users to participate in all aspects of the eco-economy with incentives, which will increase the utility value of the network. And Xmultiverse is not only concerned with the users in its community, but all gamers around the world, determined to be more open, more efficient, more free,more economical and more impartial.

3.2 Features

3.2.1 Game world

The game itself is the initial entrance of the metaverse where gamers use a virtual identity to socialize in the game, allowing the metaverse to take shape. The main interactive access to Xmultiverse is the Game World, which will allow developers to introduce traditional games and create their own Lands or NFTs or publish related content. And for gamers, they are able to experience the self-developed games of the platform and high-quality games in the market simply by signing up for a digital wallet. Xmultiverse is dedicated to building an immersive, fresh and profitable Game World owned and produced by gamers around the world.

Game World will create unique, fun and exclusive immersive scenes in the virtual game space, which will allow gamers to monetize their in-game assets and enhance their self-expression by clearing missions, winning items and participating in competitions. Developers can also be involved by incubating IPs, collaborating editors and initiating whole network marketing and distribution. Game World will work together with global users to meet various needs through scalable gaming scenarios and considerable game projects.

Branded games incubation

In the incubation module, Game World will refresh native games such as incubating pet simulation games, card games and P2E games, as well as the super IP "Talking Tom Cat" and

Talking Tom & Friends that have been licensed, including Tom, Angela, Ben, Hank, Ginger and Becca.

Game Dapps collection

In the DAPP module, Game World will introduce other leading games such as Axie Infinity, Alien Worlds and more. Considering the higher value of GameFi applications, top rated or blue chip projects can be referred to create new IPs and build new GameFi or NFT after getting authorization from Holder and designing new models, and the revenue generated by its on-chain derivatives can be returned to the original Owners.

Figure14: Unique, fun and immersive gameplay.

3.2.2 Trade Center

While the concept of Metaverse is on fire with endless related projects and products, two serious issues still exist. One is the complexity involved in swapping between DEXs and NFT trading platforms in order to exchange coins and purchase NFTs, which makes it extremely difficult to popularize WEB 3.0. The other is the fragmentation among the ecosystems of each public chain, which requires users to choose between chains. Therefore, users need a full-stack trading marketplace that connects silos into continents more than ever.

Xmultiverse will organize a large unified marketplace, which is powerful and user-friendly, for trading digital assets including COINs and NFTs where users can freely and simply switch between COIN transactions and NFT transactions. The auction and trading of digital assets will be controlled by smart contracts. Examples include mainstream coins in the market,

platform-related assets such as lands and tokens, and NFTs generated from the content by creators. The advantage of a unified marketplace is that the economic principles of supply and demand are automatically integrated into the system, allowing the community to set a fair price for user-generated assets. More importantly, the creators of these assets are ultimately able to receive real and tangible value through the content they create.

Global mainstream COINs

The Trade Center will have a one-stop COIN market for the whole network.COIN mode: spots, leverages, contracts, derivatives, and so on, with spot trading market being the priority

COIN market: BTC, ETH, BNB, SOL, DOGE, APE, SAND, MANA and other mainstream assets are supported, as well as related trading pairs on Xmultiverse

Market hot NFTs

The Trade Center will also have an NFT trading market which brings together the popular NFTs of the mainstream chains across the network.

NFT mode: debut, auction, brand incubation, and more, with debut trading market being the priority

NFT market: Bored Ape, AZUKI, CryptoPunks and other leading NFTs are supported, as well as NFTs generated by Xmultiverse.

Figure15: Integrate Web3 COINs and NFTs into one unified marketplace.

3.2.3 Virtual Social

Xmultiverse is going to create a brand-new and native WEB 3.0 immersive virtual social space, which contains metasocial features such as NFT avatars, virtual avatars, an immersive experience, private spaces, a community atmosphere, social assets and inclusive openness. Based on Blockchain, it is able to facilitate information transmission and asset transfer between people and organizations or between individuals. In the process of friend-seeking, users will see or hear related information posted by others on the public domain radar panel, which will generate corresponding bullet-screen comments while being displayed as a waveform in the bullet-screen radar window. Users will enter the private chat space by clicking Collision.

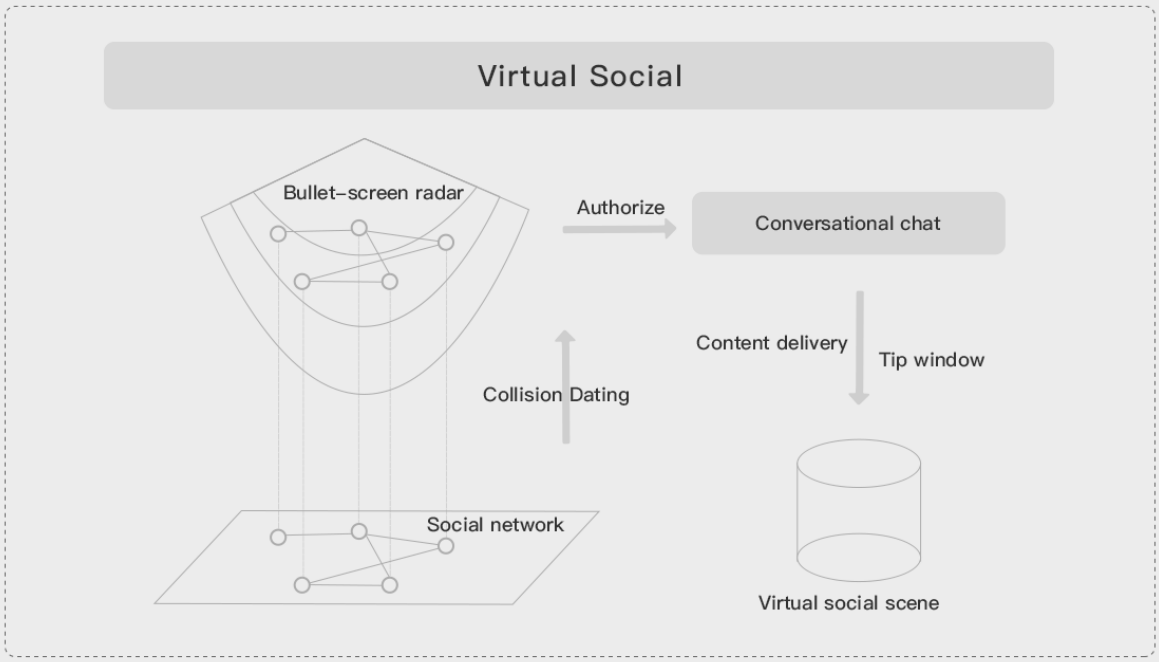
Gamers are allowed to do the following: (1) apply for NFT avatars, virtual avatars and private spaces as the talking avatars, identity tags and personal homepages that can be used for community chatting; (2) enjoy a full-screen immersive virtual visual space where they can use virtual identities to find friends via "bullet-screen radar" interfaces and interact in "conversational chat"; and (3) transfer assets in "tipping service" to specific users or community members. In the future, Virtual Social will also introduce a metaverse scene driven by personal "emotion", where the state of the conversant will change according to real emotion and expression, and personalized content can be generated directly based on the user's biometric characteristics, voice data, and physical environment.

Bullet-screen radar
In the virtual reach module, peer-to-peer (P2P) mutual collision recognition between users and communities and between individual users is realized by sending bullet-screen comments (name + content + emoji + audio) on the radar dashboard or by directly retrieving each other's platform hash ID in the exploration bar, both of which are native methods of making friends.

Conversational chat
In the virtual conversation module, users are able to add friends and then have a group chat with multiple friends or a private chat with an individual. Both group chat and private chat allows sending texts, emojis, pictures, links, videos, audios, etc. with encrypted features such as personal space, burn after reading, tipping service, live bar and community announcement.

Tipping service
In the virtual transaction module, end-to-end encryption (E2EE) digital asset transfers between group owners and users or between individual users are possible using the "tipping service". Users can send digital assets in a specified currency, amount and quantity to group members. The service has two modes: random tip (a tip is allocated a random amount) and identical tip (a tip is allocated an equal amount). Any member can enjoy the digital tips without paying gas fee.

Figure16: Build a community with immersive social pages and interactive methods.



3.2.4 Creation Channel

As the Internet has developed into the era of Metaverse, creator evangelism has become an eternal concern together with the long-term study and discussion of vocalization and economy. Xmultiverse will be the main platform for a fair and friendly economy both to creators and collaborators in which distribution according to work is the principle. With creation itself as the goal and collaborative economy as the value orientation (referring to UGC production and Media exposure), creators have ownership of their content and support is provided to monetize that content in the form of NFT and DAO and integrate with the community. As a result, creators earn revenue by distributing ownership to the fan community, such as trading royalty income, collaborative contribution income and subscription value-added income.

Based on Blockchain, the Creation Channel will provide a complete set of modular components such as "personal homepage, content editor, content NFTization, tasks and rewards, favorites and subscription". This structure is equivalent to a thorough business operation chain for creators from creation to distribution. Distribution can include exposure or subscription, such as product releases, market data publication, event announcements, theory studies, posters, animations, short videos, and more, all of which can be NFTized and sent to the Xmultiverse Trade Center for free trading.

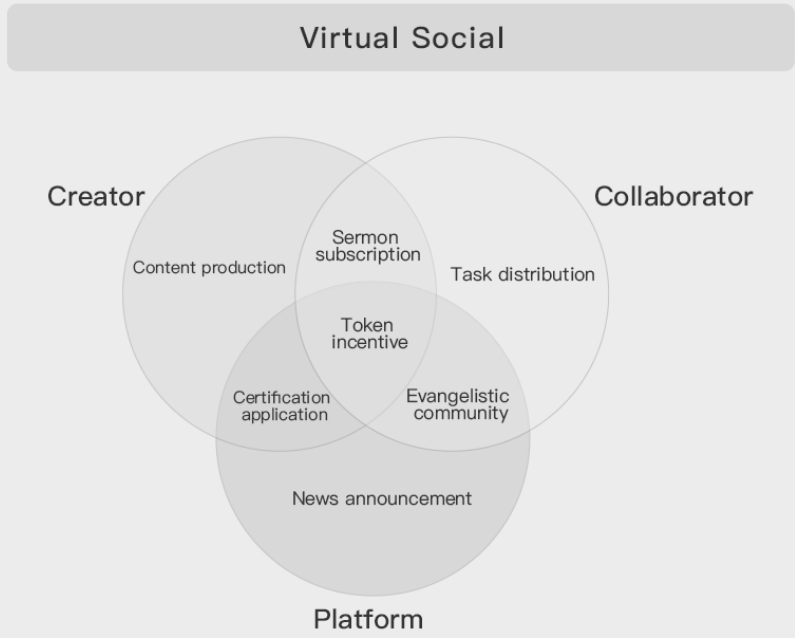
Announcement board

A module belonging to the platform, Xmultiverse will integrate WEB 3.0 flash news, in-depth reports, market data and event calendars with timestamps across the web for users to follow and research the latest trends.

Creator centor
A module belonging to creators, all representatives of WEB 3.0 projects, media, communities, studios, and individuals can apply to become creators, which will trigger the creativity of these creators and stimulate their contribution to the industry through NFTization and Token incentive.

Collaborator distribution
A module belonging to collaborators, content navigation and exposure ranking incentive mechanisms will be adopted to provide task rewards based on the Tokens of Xmultiverse or related projects for brands, community KOLs, freelancers and other participants who conduct collaborative sharing and evangelistic distribution for WEB 3.0 content.

Figure17: Reshape the creator matket by addressing the issues of content ownership.



3.2.5 Extended Features

Xmultiverse plans to set fundraising channels for WEB 3.0-related applications within the platform, speeding up the sustainable development of projects. Developers will be able to host the entire process of NFT minting on Xmultiverse while users will be able to participate more easily in the fundraising and debut of high-quality projects.
Xmultiverse will also list various rankings about applications and Token trading with reliable standards and real-time updates. Various APIs, SDKs and research reports are available for

global developers to explore, analyze, refer and share standardized information or inclusive insights.

It will be convenient to follow up on airdrops of different projects as Xmultiverse will insert query ports on airdrop announcements, data and accounting. For users, this feature allows them to enjoy more candy rewards and reduces the risk of scams. And for projects, it provides another way to interact with crypto enthusiasts and increases the click through rate.

The censorship and verification of WEB 3.0 applications and users will be enhanced while creating a data indexer to access specific data in the underlying database. This will include reviewing, processing and querying data from decentralized data storage vendors and EVM compliant chains.

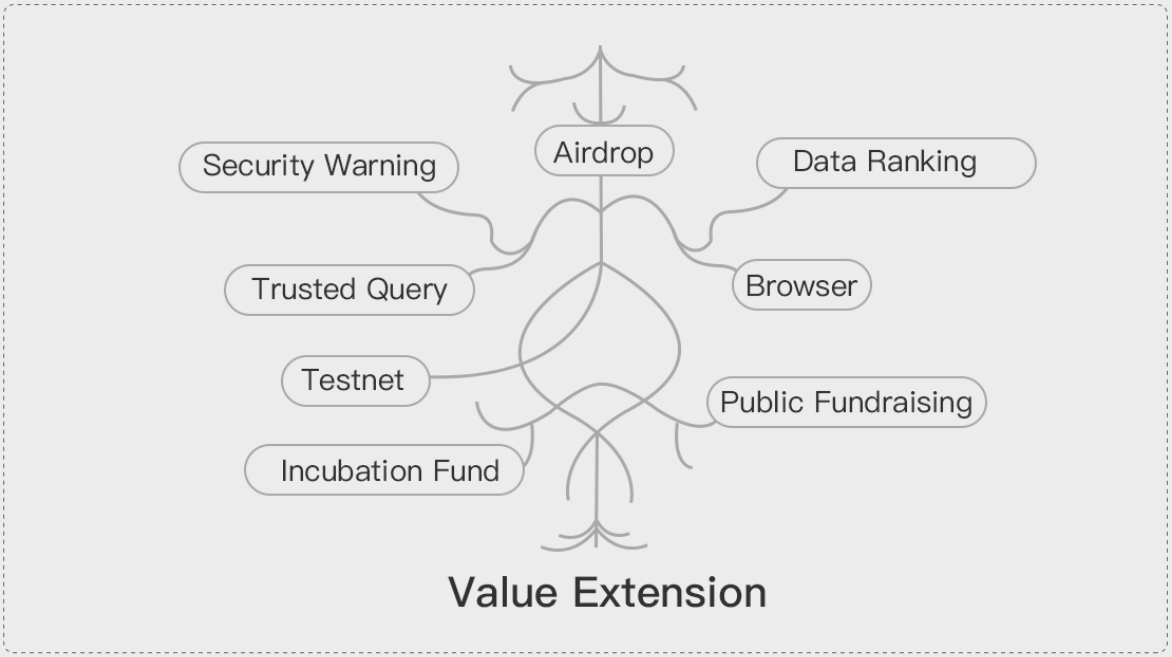
Xmultiverse will update the platform with project contract authenticity and on-chain asset volatility alerts, and relevant security audit reports will be regularly published at the same time. Various services, frameworks and monitoring tools are also available for developers to avoid potential security risks and vulnerabilities.

An explorer for privacy public chain and on-chain assets will be developed which will allow users to confirm the progress and security of assets in real time. Xmultiverse will also provide secure and stable data services for developers and simple and efficient research and verification services for users.

The mainstream public chains are supported and welcomed to initiate testnets on Xmultiverse in order to be compatible with the WEB 3.0 applications of each chain. Dashboards and tools will be available to simulate smart contracts and transactions in order to monitor the process before committing to the chain.

The incubation fund of Xmultiverse will focus on three aspects: 1) global evangelism: rewarding global community contributors; 2) creation center: encouraging content and use case innovation; and 3) infrastructure: reuse and iteration of multiple tools or middleware.

Figure18: Xmultiverse Value-Added Attributes: Extended Functional Services.



3.3 Advantages

Openness

Xmultiverse can be interpreted as the interoperability between multi-metaverse and the mutual extension of the virtual world and the real world. Xmultiverse supports multi-chain eco-applications, as well as the extension of scenario-based services and the interactive access among applications. More unique services and experiences will be realized by supporting offline community payments.

Fusion

Xmultiverse has not yet connected with any other metaverses, but its own openness indirectly extends the edges for the integration of all projects on the platform. Based on the Game World, Trade Center, Virtual Social and Creation Channel, all premium projects are likely to migrate to Xmultiverse in the future.

Friendliness

The one-stop metaverse service solution proposed by Xmultiverse aims to offer the simplest and most transparent service to users without accidental costs or hidden fees. Users will enjoy the services with no thresholds and a simplified process with a low fee.

Security

Xmultiverse maintains the concept of "property" as belonging to someone who owns it and ensuring that it remains secure and private. The security of on-chain assets is the core embodiment of Blockchain and the key to the flourishing of the metaverse ecological economy. In Xmultiverse, the content and data created by users can be managed independently and securely, and the resulting economic benefits become realistically obtainable.

4 Community Governance

4.1 Tokenomics

Xmultiverse plans to issue exclusive tokens which will allow holders to initiate and vote on guaranteed governance proposals to determine the parameters of current and future guaranteed features (fees, technical solutions, supporting applications, business expansion, etc.). This ensures that community users have a fair and open right to participate in Xmultiverse's global eco-governance. Xmultiverse is an authority universe where the token is the source of faith for the entire planet while the holders are the prophets whose decisions guide the future.

The token is the tool symbol used in transaction and application interaction throughout the Xmultiverse ecosystem and the utility token built on self-owned public chain or other mainstream blockchains. The ERC-1155 token standard is deployed to ensure the temporary scarcity and verifiability of NFTs. The tokens will be used by global gamers, creators and developers across the ecosystem, enabling asset transfer and application interoperation between creators and players while building a user-based Xmultiverse economic incentive ecosystem.

The native token of Xmultiverse is regarded as a tool and protocol representative, whose economic interests require a combination of:

- Participation of community users in the project utility, roadmap and network
- Ownership is distributed on a percentage basis and depends on users of the protocol
- Fair incentive distribution with full consideration of the rewards allocated to various protocol activities to determine impartial and proper decentralization

Participants in the Xmultiverse ecosystem include:

- Global users: service users, creators, community KOLs, referrers of new users
- Business providers: project owners, institutional organizations, brokers, market makers, operators, etc.
- Technology developers: core development teams, community developers, relay operators, third-party service integrators
- Governance participants: governance proposers, reviewers involved in discussions, voters holding tokens, foundation representatives

4.2 DAO

The rise of decentralized autonomous organizations (DAO) has gradually redirected the crypto-economy to the essence of Blockchain and returned governance rights to the community, which promotes a new revolution in community autonomy for Blockchain projects. Multi-DAO allows Xmultiverse gamers to initiate proposals and vote on general decisions related to jurisdiction, including game themes, trading mechanics, social and media updates, treasury control and development direction.

On-chain governance of smart contracts: Xmultiverse governs the parameters of Blockchain network through smart contracts embedded in the Genesis block, specifying the number and proportion of seats for each on-chain governance participant. Any participant is able to initiate proposals while only participants in the governance seat are able to vote and decide the approval. The approved proposals will be executed through smart contracts.

Open and transparent on-chain governance: Multi-DAO will be owned, operated and managed by a broad and diverse community with an open and transparent, easily auditable and traceable process, ensuring fairness throughout the whole process while improving the efficiency of decision-making. A full description of the Multi-DAO community will be introduced in Xmultiverse 2.0.

Contribution-incentivized on-chain governance: Multi-DAO rewards will be distributed to DAO members who meet different requirements. This includes those who held specified NFTs before Xmultiverse went live as well as those who participated in early Snapshot proposal voting or owned specified tokens before Season 0. Multi-DAO will continue airdrops in the future to community activists, development promoters and sights raisers.

5 Roadmap

Q1-Q2 2022
Project establishment, industry research, team formation, product planning, technology demonstration

Q2-Q4 2022
Website design, contract deployment, White Paper & platform 1.0 development, DEMO internal test

Q1 2023
Xmultiverse overall planning, WEB 3.0 Trade Planet building, Xmultiverse website 1.0 launch

Q2 2023
Xmultiverse standardized operation, server debugging and building, NFT Marketplace 1.0

Q3 2023
NFT Pass release and airdrop, on-chain contract deployment, community tools development, decentralized wallet launch

Q4 2023
Xmultiverse international marketing center establishment, CEX development and test, code security audit, platform 1.0 global public test

Q1 2024
Xmultiverse White Paper 2.0, international marketing and branding, strategic cooperation with top trading platforms

Q2 2024
Xmultiverse token global debut, Xmultiverse website 2.0, Xmultiverse Game Planet launch

Q3 2024
Xmultiverse international strategic partners, platform 2.0 global public test, Xmultiverse APP 1.0 launch and multiple chains compatibility

Q4 2024
Xmultiverse Eco Fund launch, privacy public chain mainnet deployment, Xmultiverse Eco website 1.0 and browser

Q1 2025
Xmultiverse White Paper 3.0, Xmultiverse Eco international marketing, WEB 3.0 digital asset cross-chain bridge building

Q2 2025
Xmultiverse website 2.0, Xmultiverse APP 2.0 launch, Xmultiverse global DAO community governance

Q3 2025
Xmultiverse Eco website 2.0, NFT pre-sale, Xmultiverse Creation Planet launch

Q4 2025
Xmultiverse website 3.0, global DAO community governance, community AI scenario automated interaction

Q1-Q2 2026
Xmultiverse APP 3.0 launch, NFT consignment transactions & auctions, Xmultiverse plug-in deployment on Google

Q2-Q4 2026
Xmultiverse global node deployment, Xmultiverse Social Planet launch, Xmultiverse new entertainment or living planets planning

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