

Utherverse®

Best Of All Worlds

Our Patented Technology Unites a
Currently Fragmented Metaverse Market

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The Utherverse: Co-Creating the Future

Introduction

While other companies have suddenly realized that the future of technology involves the metaverse, the team at Utherverse has been actively building it for the past 17 years. While *they* begin their trial and error first generation software, *we* are preparing to release our fully mature third-generation platform to the diverse communities on the web, and to invite everyone to come together and build with us!

The Utherverse is not just “a” metaverse. It is the next generation of the internet: a decentralized multiverse, led by a new and abundant generation of creators, that is set to deliver interconnected, immersive experiences. The foresight and vision of our founder Brian Shuster has put the Utherverse in a key position as a hub around which other visions of the metaverse will eventually coalesce, interoperate, and cross pollinate.

We are an open platform. As such, we will build and evolve our world together with the communities of the internet. We give each of our users the chance to thrive and succeed, while helping to build the best space for everyone. Ours is a vision of the metaverse where every user who participates has the space to grow, evolve, and prosper. Our innovative technology stack has solved many of the “show stopping” issues that newer metaverse companies haven’t even thought about yet.

Millions of players worldwide have downloaded and participated in our existing 2nd generation platform which already included massive technological breakthroughs that have led to DOZENS OF PATENTS on critical technological processes and methods necessary to operate a “metaverse”. We are the only platform that can truly handle MMOR™ (Massive Multiuser Online Reality) scenarios on all devices, without a massive drain on network resources and with a permissions tech stack that facilitates interoperability between worlds and exchange of goods safely and efficiently.

Our development team is a seasoned group of visionaries, with countless game titles under their belts. They have already built and rebuilt multiple iterations of the Utherverse in preparation for our newest platform.

Legacy worlds built by Utherverse still host an active and dedicated user base. At their peak, millions of monthly users called Utherverse operated worlds home. Our previous platforms were open, community built and driven endeavors, which have been the most successful virtual world platforms in history!

Our 3rd generation platform is already years ahead of any competitor. It is designed to package the best of video games, VR and the internet into an open, community based massive global web of interconnected metaverse worlds. With more than \$40 million invested in development thus far, more than 17 years of experience, an existing user base and our incredible intellectual property portfolio, we plan to be the dominant company offering the genuine metaverse within 18 months of release.

The Utherverse business plan is to empower the community - users large and small - to thrive in a truly open metaverse. The Utherverse can go toe to toe with the biggest and most evil players and keep them from controlling the metaverse, but we can also protect the community from smaller threats.

As Shepherds to metaverse critical IP, Utherverse wants to ensure that no one becomes a victim of companies that are destined to fail; and almost every company that has ever tried to make a metaverse work has failed.

Virtual properties and NFTs are being sold on hype with no honest prospect of ever being successfully deployed in a real metaverse. We don't want people to buy tokens based on a slick web site or video if the company doesn't actually have a business plan and a team capable of building something as complex as a metaverse.

Our goal is to help rebuild the damage done by social media, and provide an open, welcoming platform to nurture community in the future. The metaverse will not simply be a place we go into. The metaverse will be everywhere around us.

Now, we are on the brink of launching our third-generation commercial platform which will include all of the openness and features that we've been developing and refining for more than a decade. With this new set of tools, protocols, technologies and knowledge of operations, a revolution is about to hit the world of VR and metaverse!

Vision

The Metaverse will be the final phase of the internet, and there will ultimately be only one dominant metaverse platform. The dominant metaverse could be an open and uplifting one; or it could be a closed, algorithmically oppressing one that is driven by profits over people. The path that our generation chooses today will decide the fate of our species for millennia.

It is the hope of our team that the creation of a welcoming, immersive Virtual World Web – one where true freedom, exercised responsibly, is the highest priority - will bring people around the world closer together in a vitalizing spirit of partnership and friendship.

Core Values

It is the purpose and intention of Utherverse to create a new kind of human interaction within a 3D environment. We hope that our platform will provide access to the highest quality entertainment, education, and business opportunities, while offering rewarding social experiences that will be available to every person, anywhere in the world.

Utherverse is driven to undo the harm of Web 2.0 social media companies. Our vision is that by providing a new kind of honest and heartfelt socially interactive experience, people will have more genuine human interactions that will unite people globally, so that they can meet, interact, learn, benefit, work, and play together without barriers and limitations imposed by the physical world.

Community

For over 15 years, Utherverse has been entrusted to meet the needs of those we serve in the Virtual Reality community. We welcome you to co-create with us.

- Co-Creation (User built)
- Fun & Engaging
- UThER Coin
- Marketplace
- Lifestyle
- Diversity
- Inclusion
- Utility (Gamification + Monetization)

Counterbalance

It's essential that we create with the focus of keeping human-technology interaction quintessentially human. Together we will maintain harmony between an expansive technological "futureverse" and a true human experience.

- Humanitarianism & Charity
- Accessibility
- Freedom of Expression
- Safety
- Permissions
- Protocol
- Governance
- Blockchain Interoperability

Innovation

We think big, imagine the unimaginable and provide solutions before there is a problem. We've had a lot of time to think about how humans will interact with technology in the future, and we are innovating solutions for the future today.

- Patented Technology Powering our MMOR™ (Massive Multiuser Online Reality)
- Next Generation Haptics and Adaptics™ Product Lines & Features
- Innovative Immersive Display headset technology

Our Legacy

Utherville pioneered the metaverse (Virtual World Web) with the launch of our first platform in 2005. Since then, Utherville worlds have serviced millions of users. Our 3rd generation platform is preparing to be beta tested shortly and populated within a few months. Our patented technology is years ahead of the competition.

The Utherville owned and licensed patent portfolio, known as the "The Shuster Meta Patent Family", comprises critical technological processes and methods necessary to operate a "metaverse". In many ways, we are the founders of the metaverse, and we will be forever tied to the development and prosperity of the meta-era.

Our virtual economy, established in 2007, still operates successfully to this day with over 32 billion transactions and the equivalent 15 billion dollars transacted. Our 15 years of virtual economic governance give us critical insight into the operation and maintenance of a successful metaverse economy.

The Utherville has stood toe to toe with all previous Web 3.D competitors and outlasted them all: There.com, Google Lively, Project Sansar and dozens of others. Today we renew our commitment to rise up as the standard bearer for a brighter future in the metaverse.

Legacy Facts

- 17 years Building and Managing an international network of metaverse worlds
- Millions of users + Serviced
- 32 billion VR transactions in the Utherville Economy
- In US dollar terms, those transactions represent the equivalent of more than \$15 billion in game GDP
- Still hosts an active and dedicated user base
- Operational 3rd generation platform
- Unlimited User Capacity for Massive Multiuser Online Reality (MMOR™)
- Launched one of the first Virtual Currencies (called RAYS® – 2007)
- Massively Successful Virtual Economy (Still in Use 15 years)

- Presaged NFT's with Virtual Goods (Non Blockchain)
- Weddings – 7,847 – Full Blown Weddings have taken place in v2 of Utherville

Legacy Timeline

- 2003/2004 - Company Turns Attention to Metaverse theVWW.com - best of internet + best of MMORPGs - Vision of the Holodeck Virtual World Web
- Web 2.0 synchronous vs asynchronous web -
- Web 3.D everything is real time - Experiential Real Time Immersive Web
- 2004/2005 - Prototype launch platform V1. Red Light World - built on the Worlds.com platform
- 1990s version of 3DVR
- 2005 V2. was designed to be the first large-scale test of the Metaverse (Sandbox)
- Built on Prototerra Software.
- 2007 Implementation of VR Economy and the creation of RAYS
- 2010/2011 Franchised all over the world - millions of users at peak - Lessons learned
 - This was a sandbox to learn about operating at scale
 - Still Exists
- 2011-2018 Start over from scratch V3. Begins - Goal Re Architecting the entire web - creating new VWW protocols to plan for web 3.
- 2018-2021 V3 Updated and reimagined
- 2022 Commercial Launch V3 planned. Utherville.io - Light Weight / Streamlined Responsive - Smarter Faster Lighter Build Utherville.
- Multiple Virtual conventions and concerts are being held to this day -
- Many of these communities for V2. still exist today

Our Founder



“The Visionary starts with a clean piece of paper and re-imagines the world.”

-Macolm Gladwell

In no place is this statement more poignant than when describing the visionary that is Brian Shuster. He is truly the mind behind the Metaverse. Where domineering forces push a dogma of top down, closed source technocratic meta reality - Brian shines as a beacon for humanity. His sole purpose is to counterbalance the harm that social media has done to society; to create harmony between an expansive technological futureverse and a true human experience. Techno Humanitarian, Thought Leader, Pioneer.

Neil Stephenson’s SNOW CRASH allowed us to imagine the world as a techno future in a 3DVR reality. Brian’s vision and imagination made it a reality almost 30 years later.

Brian Shuster is a futurist and an innovator. He has been awarded countless patents and pending patents on a wide range of internet and computer technologies.

Brian Shuster is currently the CEO of IdeaFlood, Inc., an intellectual property development and holding company, and Uthervese Digital, Inc., the world's premier Virtual World software development company with millions of registered users and worldwide franchise operations. He is an industry Thought Leader and the Nucleus of the Uthervese Team.

Over the past 17 years, his visionary work in VR has solved critical “show stopping” problems behind the operation and expansion of the metaverse. His work is foundational to the very fabric of the metaverse.

Biography

Brian Shuster is one of the pioneers of the internet and has developed and holds patents to many core internet technologies and business methods. He is considered one of the trailblazers in internet content provision and has been discussed and featured in many industry and general news outlets, including: MSNBC.com, Business 2.0, Yahoo, Wired News, and many others.

Brian Shuster founded his first internet company, Worldwide Internet Network, in 1995. WWIN developed and deployed the first commercial advertising network on the internet and pioneered the use of banner advertising and banner advertising exchange systems.

WWIN was involved in establishing some of the very first price points and value propositions for internet advertising sales.

Many of the technologies developed by Mr. Shuster are now widely used across the spectrum of almost all other internet companies. Mr. Shuster has more than 100 patents and pending patents in technology areas such as Metaverse, VR headsets, Haptics and Adaptics™, and core internet technologies – ranging from internet operations to advanced and widely deployed advertising modalities.

Legacy Franchises

16 major international franchisees

- United States
- Germany
- Brazil
- Mexico
- Italy
- Russia
- Spain
- Poland
- Turkey
- Venezuela
- Columbia
- Chile
- Argentina
- Uruguay
- Peru
- Hungary

Charitable Donations

Utherverse understands the need to give back to the communities that we all share. That's why Utherverse Donates was created, having raised over \$138,842 USD by members of the virtual world, in multiple Virtual Events supporting charities such as:

- Aaron Diamond AIDS Research Center
- American Cancer Society
- American Heart Association
- American Red Cross

- Amnesty International USA
- Autism Speaks
- Bikers Against Child Abuse
- Breastcancer.org
- Cancer Research Institute
- Children's Hemiplegia and Stroke Association
- Children's Hospital of Pittsburgh
- Children's Wish Foundation
- Child's Play
- Cybersmile Foundation
- DAV Charitable Service Trust
- Doctors Without Borders USA
- Fallen Heroes Survivors Foundations, Inc.
- Feed the Children
- Fisher House Foundation
- Great Ormond Street Hospital Children's Charity
- Impact Festival Society
- Intrepid Fallen Heroes Fund
- Leukemia & Lymphoma Society
- Living Beyond Breast Cancer
- Lupus Foundation of America, Inc.
- Lupus Research Institute
- Marine Toys for Tots Foundation
- Muscular Dystrophy Association
- NAMI Nevada
- National Fallen Firefighters Foundation
- National MS Society
- Numerica Credit Union: Daniel J. Curran Fund
- Organization for Autism Research
- Pink Ribbon International
- Premier's Disaster Relief Appeal
- Safe Horizon
- SALVATION ARMY
- Sickle Cell Disease Association of America
- St. Jude Children's Research Hospital
- The Cybersmile Foundation
- USO
- Villalobos Rescue Center
- Wounded Warrior Project

Operations

Uthervers operates under the guiding principle that the development of our network and its tools must be purpose driven. The best way to know what will be needed by a live user-base is to operate a live system throughout the development process.

In keeping with that principle, we have provided users with two generations of virtual world software, and we will soon begin beta testing the third generation of software. The knowledge and understanding gained in the 17 years of operating history are priceless, and they have led to the development of the new Virtual World Web and Aeon™ browser system that are many years ahead of any potential competitors. Married with aggressive IP development and protection practices, those gains have been locked in for the benefit of Utherverse.

The Primary Software and IP development Unit is Utherverse Digital, Inc., a Canadian corporation with its main office in Vancouver BC, Canada is comprised of approximately 100 full-time staff and contractors including the senior executive team, the primary development team, the web development team, the network operations and technical support groups, the primary 3D art team, and the 2D art teams, as well as the primary customer support and World Operations teams. Other staff and human resources include remote employees principally in the U.S., Australia, India and Brazil (included in ~100-person headcount).

In addition to the employees, UDI oversees a workforce of more than 400 contractors, content developers and community volunteers (in areas such as community moderation and assistance, technical support and events support).

In World Economics

Utherverse is the most experienced and reliable metaverse platform to build your business on. Our virtual economy, established in 2007, still operates successfully to this day with over 32 billion transactions and the equivalent 15 billion US dollars transacted when all transactions are assigned the value Rays in USD at the long-standing exchange rate of \$0.075 ®/\$. Our 15 years of virtual economic governance give us critical insight into the operation and maintenance of a successful metaverse economy. For Our 3rd generation offering we have incorporated the best of blockchain to provide our users decentralized interoperability.

YOU-therverse

You Can Own Your Own Metaverse!

Become a Sovereign! Partner with Utherverse to build your own metaverse.

Using the power of the Utherverse, you can quickly tilt up your own Sovereign Metaverse. As a Sovereign, you own your own metaverse, hosted on our platform and interconnected to a whole constellation of virtual worlds.

Your fans, followers and customers go straight to your metaverse; but you also earn royalties from their commissionable activities anywhere they go on the entire network.

You'll be able to bring businesses and players into *your* world. You can hold your own events and sell your own virtual real estate, NFTs and offerings using our advanced platform tools and our proven business models.

By being a part of our network, you'll have instant access to a huge base of users that will find your world, services and offerings and pour in. You can trade doors and teleport points with other businesses, and you have the opportunity to buy or sell actual visitors to and from your regions – something you can't do if you have a stand-alone offering.

Businesses will get listed on the first and only metaverse search engine, where users of the Utherverse go to find locations to visit and to Landmark. That's built-in exposure for any offering you want to launch.

Your ideas, your design, your taste, your fans, your designer, your content, your partners and your brands can all be brought into the metaverse together, using our platform and tools.

Utherverse Sovereign Services (USS™)

Our USS Platform is a turnkey metaverse development solution, offering clients fully customized immersive worlds, maintained and supported by Utherverse.

Think of our Utherverse user interface like a Web 3.D browser where users can landmark, search, and explore. We are calling it Aeon™

All of our metaverse offerings are networked and interoperable, allowing users the ability to carry their profiles and secure metawallets from one virtual world to the next.

- We will build your metaverse
- Mint NFTs for real and virtual goods
- Animate NFT characters and artwork
- Develop games around your brand

We can use your existing artwork or assets; you can have your own team build for you; or you can have us build out your metaverse.

We provide full back-end support, servers, hosting and secure blockchain payment gateways, as well as in-world payment systems for gas free, frictionless micro-transactions.

Each unique metaverse can choose to be inter-connected to others on our Network, via mutual agreement.

Master Affiliate Program (MAP)

Our Master Affiliate Program (MAP) provides additional revenue streams when your users spend anywhere in our network of metaverses. Once "in-network" your users will generate revenue for you in perpetuity.

Creator Economy

The Utherverse is built with utility at its core. Visionaries, creatives and entrepreneurs create a life in the Utherverse. With millions of entrepreneurs and businesses establishing unique metaverse worlds to sell and promote their digital and real-world goods and services, the Utherverse will become the new *Virtual World Web* where you can come to earn, learn, and play – on your way to other world experiences.

Creatives, Designers and Makers can earn by building out worlds, designing wearables and objects, providing virtual services and entertainment, or engaging in any of the other millions of fun and interesting new business opportunities and virtual jobs.

Open your Business! If you're not ready to build your own metaverse just yet, you can still participate as a business, where you can buy or rent virtual destinations and build an empire within your choice of any of the existing Sovereign virtual worlds.

Be a Player-Entrepreneur! As a player, you can sell virtual services, products and content, or just play for fun and enjoyment - and you'll get paid just for playing!

Import and Sell Digital Creations Ours is an open platform built on the Unity® Engine to encourage an in-world and out-of-world transactional community. Import your Unity creations to begin selling them on our marketplace.

Play to Earn New and experienced users earn wUTHER just for participating (paid to play), for selling their virtual goods, or for working with and within the world in a rich and vast landscape of new opportunities.

Millions of Opportunities The ability to Live Work and Play while creating your own world within the Utherverse system will provide incentive for rapid adoption and growth of the platform!

1. Play to Earn
2. Creator Economy
3. Retail
4. Marketplace
5. Affiliate Royalties
6. Staking Rewards
7. fNFT™ Minting
8. Real Estate
9. Co Profit Economy

Hybrid Virtual Goods & fNFT Model

There are many benefits to giving users and Sovereigns the ability to bring functional NFTs into the Utherverse system, but there are also benefits to traditional virtual goods offerings including the AAA title quality visual renderings and fast loading with the low data and networking overhead.

The Uthervse platform software will use a hybrid model of NFTs and simple virtual goods to deliver the optimal benefits of both. There will be access to simple virtual goods and services that are not NFTs in the sense that they are not held on blockchain but are instead traditionally served files from our servers or from local cache. These simple virtual goods have advantages over NFTs in that they are more flexible for mass use purposes – faster to load, higher quality to enjoy and better performance to enhance users' experience.

Virtual Goods are more common resources that are designed to be inexpensive or common files. Things like basic avatar skin textures, basic clothing meshes and textures, simple objects and props along with building blocks and geometric shape items.

NFTs Non-Fungible Tokens, are higher value (in terms of usefulness or uniqueness) virtual goods that make sense to be minted as NFTs. NFTs can be highly collectable and therefore highly valuable digital assets.

fNFT are functional NFTs. These are dynamic tokens that represent goods with utility, that function in the Uthervse. They are much more than flat profile pic jpgs or artwork. They can be combined with one another (Dress with shoes), used in-world (car), created and traded.

Interoperability

The Uthervse is purpose built to be an interoperable hub where many worlds can interconnect and exist via a system of permissions. These interlaced permissions act as an access control layer between worlds, to govern experience or game play, physics, avatars, or authenticate NFT's and connected wallets. This sets up a matrix of checks and balances, that enables us to manage scammers, spammers, thieves and frauds, as well as adjudicate disputed financial transactions. When users' cross borders between worlds, their holdings are cross referenced, and database queried on the Uthervse system. Their goods can then be authenticated, fraud detected, and permissions adjusted. Our users will get all the features of the top cryptocurrencies, paired with all the security and recovery options that would normally be offered by a credit card.

Metawallet

Each user will be outfitted with a Meta wallet. Uthervse is exploring partnerships with industry standard bearers to integrate into our system. The wallet system allows users to interact with their coins, NFTs and fNFTs on various blockchains and allow approved 3rd party tokens to have utility in the Uthervse and affiliated worlds with qualifying permissions. Users will be able to swap and trade in-world using multiple currencies. Approved tokens will process using Uthervse's approved smart contract requirements.

Real Estate

Zoned Land Release - Utherville will roll out our real estate offerings in Zones corresponding to real world cities, beginning with Los Angeles, and followed by other prestigious locals such as Miami, London, Ibiza, New York, Las Vegas and Tokyo. We are going to present a stylized vision of each of the cities, taking the best of architecture and landmarks and reimagine them in fun and versatile new ways. Our goal is to present a “best of” our beloved cities, with the limitless possibilities presented by virtual reality. Other cities will be ideal for brand and night life partnerships and local landmark collaborations. We are excited to build a metaverse vision of our favorite cities with community stakeholders and brand visionaries.

Concentric Valuation - Utherville is taking a measured approach to the sale of real estate within our metaverse worlds. By using an algorithm, we are calling Concentric Valuation™ we are creating multiple entry points to participate in virtual real estate ownership. Our seismic approach to real estate allocation creates valuation based on both the volume of traffic received and desirability of the zone. Available real-estate will be valued highest to lowest as it gets further and further away from high value or high traffic zones.

Purchase Opportunities - Potential real estate speculators must KYC with Utherville and be put on the whitelist. When new zones are created, and base valuations are assigned, properties will be sold via Dutch Auction.

Value Protection – To maintain the value structure and integrity of retail zones and high traffic entertainment areas, internal zoning regulations will be applied. We want our business allies to be assured their investment will reflect their brand vision. Zones of high value real estate will coalesce organically; the regulatory body will have final say over what can be built where. With Zones, a business that’s selling luxury goods is protected against having a frat house move in next door.

Unregulated Spaces - Some of the most desirable spaces in any city grow up naturally, out of zones with cheap rent, easy to purchase real estate, and little or no oversight. In these places artists and creatives can let their imaginations run wild, and multiple artistic visions can intermix to create vibrant and desirable communities. Areas like Harajuku in Japan, and DUMBO in Williamsburg, and Soho in New York all grew out of super cool, creative communities, and now boast incredibly valuable property. Our outer zones will provide low barriers to entry for users looking to express themselves and build up their neighborhoods.

In World Commerce

Market Potential Unlimited In-World Commerce

Uthervse generated content and revenue

- Subscription Fees
- Virtual Goods + NFTs / Merch
- Avatar Customization
- Digital Real Estate

Strategic Partnership generated content and revenue

- Concerts
- Billboards/Ads/Commercials
- Branding/Merch
- Shopping Mall

Community generated content and revenue

- Modding and Development Toolkits
- World Building Tools
- NFT Creation Tools
- Social Media Influencers
- Monetization of creator content
- Community Microtransactions
- Clubs
- Conventions
- Video Podcasts

In World User Monetization

Subscription Model

- Users Pay Subscription
- Fees For Accessing
- The Ticketing System and attending concerts and events

Branding and Advertising

- Dynamic Billboard Ads
- Brand Awareness Experiences & Environments
- Multiple Sponsorship Opportunities
- Anything You Can Think Of!

fNFTs®

- Avatar customization
- Property economy: selling, renting, trading
- Digital goods sold
- Real world items sold

Events

- Events and ticketing system
- Subscriptions
- Licensing system
- Vendors system
- Content providers
- Music bands
- Sponsors
- Event planners

Tokenomics

The Tokenomics of Uthervse are designed to support a sustainable economy utilizing the UTHER Coin along with a frictionless in-world token for use within the platform.

UTHER Coin

UTHER is a unique token offering because it is designed to offer real and necessary utility across the Uthervse platform, and because it is being deployed in a third-generation version of the most successful metaverse platform in history. The long and successful track-record of the Company, our technology and intellectual property assets and 15+ years of successfully managing a massive virtual economy puts the UTHER Coin in a category of its own.

Staking Rewards / Multipliers

Uthervse will verify our transactions and process payments using Proof of Stake. This allows users to earn rewards and multipliers on their holdings. This is a more energy-efficient alternative to the original proof-of-work cryptocurrency model. Staking rewards are paid in UTHER, with reward amounts being determined and modified based on the most current market conditions.

wUTHER

In-World Exchange Token (1:1 wUTHER:UTHER)

Utherville is creating a "World UTHER token" that can transact without touching the blockchain. This is possible because all wUTHER transactions will take place from registered members of our system in a system-system transfer. It's only when wUTHER needs to be moved to an externally usable wallet that it would be converted to UTHER. wUTHER converts to UTHER at 1:1, but transfers in-and-out of the network to and from a live wallet will incur a transaction fee that will go to the company reserve.

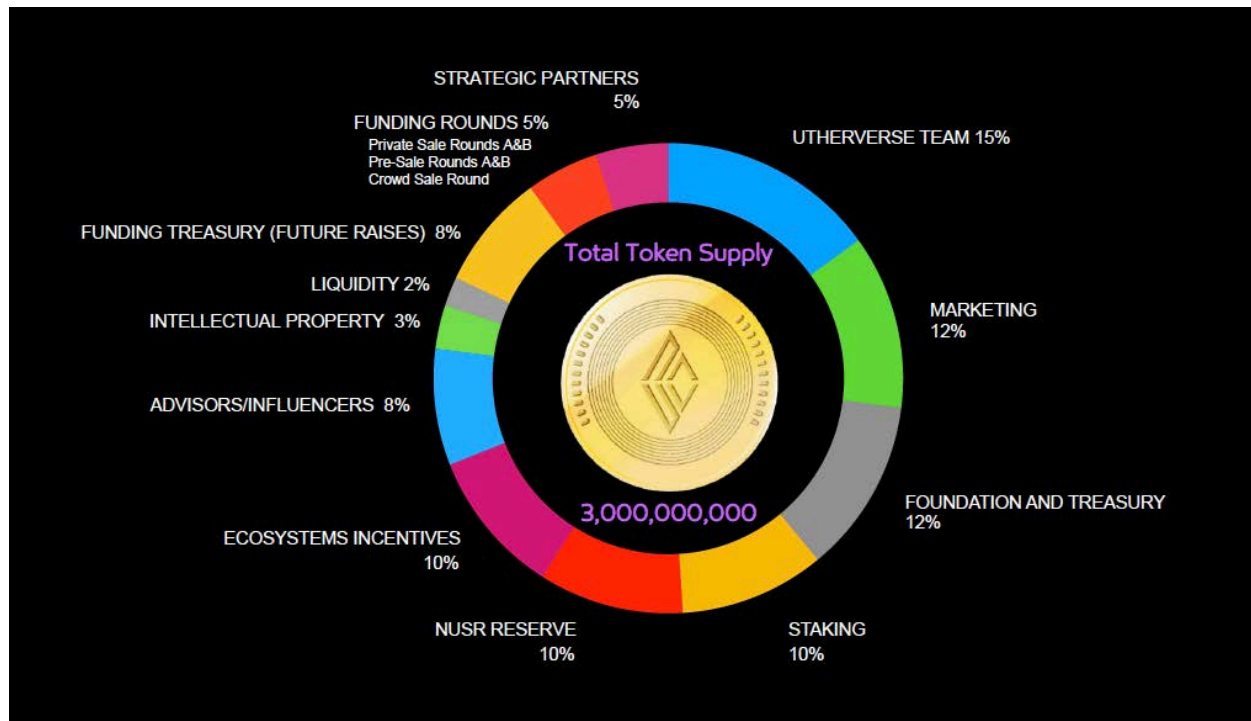
1:1 Coin System

Just as the Utherville metaverse combines the best of video games with the best of the internet, our economy is designed to provide stakeholders with the best of crypto and the best of finance. That means participants will get all the features of the top cryptocurrencies, but those features will be paired with all the security and recovery options that would normally be offered by a credit card. Our unique system of crypto and system paired coins makes this possible.

The Utherville Economy will operate using a 1:1 coin system pairing our UTHER staking token with the in-world transactional wUTHER. wUTHER is not tied to any blockchain and operates solely from our internal ledger. This enables us to offer safe, fast, and free (frictionless) transactions for virtual goods and fNFTs from within our platform; and because users of wUTHER are transacting on our platform upon an *internal* ledger, we can provide direct adjudication and restitution in any cases of fraud and disputes.

In contrast, the master token, UTHER Coin, is a decentralized cryptocurrency. It can be used to transact fully out of the virtual world platform using traditional crypto wallets and on a multitude of *distributed* ledgers. This gives stakeholders all the benefit and security of a true cryptocurrency for off-platform purposes.

Token Distribution



Halving Rewards

New User Supply Reserve (Issued monthly for the first 250 million users after product launch. With first 25 million users releasing 5% of UTHER total supply and halving after that and halving again with each new 25 million users, until 225 million have become members of the Utherverse, after which, when an additional 25 million users join the platform, it will trigger the distribution of all remaining UTHER from the NUSR).

Redistribution

Coins issued from NUSR are distributed into company reserve, and then redistributed by the company to all stakeholders according to then current apportionment plan which includes distributing UTHER Coins to affiliates, users, Utherverse Sovereigns and to the Company.

Interconnected Worlds

“Utherverse is building the foundation of the 3.D internet. This is the WordPress® for the metaverse.” -Brian Shuster

Utherverse® is building the next layer of the internet

The Utherverse is designed to be a constellation of virtual worlds and metaverse offerings, each of which is run by a Sovereign operator that is licensed but independent from Utherverse. Each sovereign metaverse has broad authority to set the rules and policies that will govern the community in that particular region, customize features, establish a unique look and feel, design graphical displays and even present their own user interface. This autonomy and wide-ranging creative control will enable a vast array of unique and charmingly different experiences.

The Virtual World Web system is a computer-based environment that users can access via the internet. Instead of using traditional web browsers, a special web 3.D browser, Aeon™, is utilized. All users are represented by personalized avatars that can walk (or otherwise move around, depending on the style of avatar offered in any given sovereign region), talk to each other and even interact with the environment (pick up objects, try on clothes, etc.).

Users can navigate between interconnected metaverse worlds in much the same way as navigating the Web’s hyperlinks. Each virtual world on the network has its own URL. Users move from space to space by clicking doors, interacting with game worlds, or using search engines. Spaces can be Landmarked – analogous to web bookmarks – or URLs entered manually.

Users feel like they are a part of a community that is more than just forums or chat rooms. One-on-one connections are strengthened as people experience each other’s movements and have real conversations in places such as virtual coffee shops or restaurants.

Virtual worlds, which are analogous to webpages on the traditional internet, span an innumerable range of categories, but some of the most common include:

- Social networking
- Real estate
- Conventions
- Education
- Dating
- Shopping
- Healthcare
- Meetups
- Live entertainment
- Gaming

The Virtual World Web Protocol

The Virtual World Web® is the next stage in the evolution of the World Wide Web. The VWW® is transforming the medium from a collection of flat webpages into an immersive and interactive universe of business, education and entertainment. The VWW operates on the most advanced, secure and flexible internet infrastructure ever designed, utilizing breakout browser technology (Aeon™) that enables surfing the web in 3D, virtual reality and augmented reality, all while retaining traditional flat-web browsing capabilities.

VWW – The Virtual World Web is a Web 3.D architecture and set of protocols invented by Brian Shuster. We currently use HTTPS/: WWW. to identify the address as a website. HTTPS/: VWW., will identify metaverse worlds with a Virtual World address.



The VWW was designed to bring the enormous value of the internet to industries that had largely been left out due to the solitary and two-dimensional limitations of the flat-web. Massive business segments, such as real-estate, conventions, education, large-scale meetups and live entertainment, as well as thousands of smaller market opportunities were left unfulfilled by the prior internet iteration.

By bringing together technologies from the flat web, video games, mobile devices, social networking and virtual reality, the VWW represents a single platform upon which companies, governments, universities and individuals can connect and interact in new, unlimited real and unreal ways. The technology and experience are already compelling today, but they are designed to adapt to the foreseeable and imminent virtual and augmented reality mass-adoption phenomenon that will revolutionize the technology landscape.

The Utherverse VWW is designed to replace the flat-web as the dominant medium for human interactions. It is such a disruptive innovation that it is impossible to overstate the potential impact on all private and public institutions and individuals.

The transformation is in line with the magnitude of the introduction of the internet itself – if the internet had been introduced and owned by a privately-held corporation.

Built on top of Unity® the fastest growing game development and interactive 3D platform, the Utherverse system builds on Unity's vision of democratizing game development and expands it from just games to encompass all forms of social VR development.

The platform offers a toolset for creating interactive multi-player experiences that can be as unique as their creators, including online games, entertainment venues, social networks, educational environments, services and shopping or even architectural visualizations.

The Utherverse system is a software platform for building and presenting engaging virtual experiences. As such, it isn't purpose built to do specific things like online banking or providing news; but rather as a protocol to enable the rapid creation of any imaginable type of elaborate virtual reality offerings.

Because the VWW is a system that operates both the platform and the browser, files and downloads are managed in extraordinary ways that result in efficiencies and better end-user experiences.

The AEON™ Browser

Destined to Become the Primary Internet Platform

Utherverse has created a new layer of the internet that sits on top of the flat World Wide Web (WWW) layer. When it is populated, this Virtual World Web (VWW) will be comprised of millions interconnected metaverse worlds that is destined to become the primary internet platform. Users of the Utherverse VWW™ will access this new internet layer using a new kind of internet Browser (named Aeon®).

As a fully featured metaverse browser it will enable users to jump from location to location, search the metaverse and give a suite of tools similar to what you would find in a flat-web browser, updated for the metaverse. Aeon is a web 3.D browser with powerful new search engine tools, where you can:

1. "Landmark" your favorite places
2. Search millions of worlds
3. Jump into and out of events

With the Aeon Browser, users will be able to surf to millions of interconnected metaverse offerings, all built by other users, entrepreneurs, celebrities, businesses and governments.

Other companies that are creating VR spaces that are being billed as "the metaverse" will be the equivalent of websites, while you can think of the Utherverse as being the World Wide Web itself. Competitors are just nodes in a vast constellation of this new Virtual World Web.

Millions of worlds and games will be networked for interoperability, and discoverable via our powerful new Web 3.D search engine.

Web 3.D™

Web 3.0 + 3DVR = Web 3.D The newest web layer that is expressed and experienced on your choice of flat screens or immersive virtual reality.

Our platform and software are the next stage in the evolution of the World Wide Web, a genuine game-changer for the Metaverse. Transforming Web 2.0 into an immersive and connected VR universe for business, education, entertainment and community, which we call Web 3.D. A groundbreaking, new internet software layer that integrates Unity® gaming technology with the traditional web functionality for the best of the internet, gaming, and VR all in one. Utherverse is opening the door for new forms of rich user interaction and monetization within immersive 3D environments.

The Web 3.D internet will generate new kinds of opportunities that could never be realized under the old web system. Businesses that benefit from groups of users interacting with each other for maximum value, such as live entertainment events, conventions and classes as well as businesses that are enhanced by users being in a real-world space or dealing with 3D objects such as real-estate, interior design and shopping, will all realize huge and disruptive gains within the metaverse.

The proprietary technological breakthroughs by Utherverse now make all of this possible in a massively multi-user online environment. Utherverse combines user-generated content and social networking with complex back-end coding to integrate Web 2.0 features into our AEON Web3.D browser: video, audio, graphics, animations, textures, props, sounds, movement scripts, HTML5-enabled visuals; and e-commerce capabilities.

Users are guided to any one of the metaverse worlds by hyperlinking on a unique URL in the AEON browser, or they can search for worlds by topic using search directories similar to web 2.0.

Utherverse is currently completing development of its 3rd commercial generation of its software that will take the company and its current projects to a new level by combining the currently successful features with state-of-the-art graphics and blockchain technology. The new release of the Utherverse platform is expected to begin rolling out in Q2 of 2022.

MMOR™ Events

The New Paradigm for Global Entertainment

Massively Multiuser Online Reality (MMOR) Experiences are the most exciting new proposition for the metaverse! Imagine global events, arenas filled with millions of people, each experience a great view. Anything Goes Visuals. Virtual Conferences, Tradeshows, Education. Record and

replay immersive experiential recordings of any event. Experience the same event thousands of different ways.

Utherverse develops licensed virtual world experiences and integrates global brand partnerships for the metaverse. We build & monetize deeply immersive, social MMOR™ experiences using patented technology. We will create any real-world concept or venue from the client's design to deliver unique, customized VR environments, and make our clients' wildest metaverse vision a reality.

Virtual Festivals

New Money for Artists, Brands, Venues, Advertisers & Sponsors

This is our clients' Massively Multiuser Online Reality. They will create their own portal, host their own events anytime they want. Stream 360-degree content live or on demand. Engage millions of fans that could never attend their events in person, bring their global fanbase and social followers into their own branded metaverse space. Generate new, multi-level revenue streams from secure blockchain micro-transactions, advertising and sponsorships using smart contracts: TICKET PACKAGES, DIGITAL GOODS, DYNAMIC ADVERTISING, SPONSORSHIPS. Sell virtual and real-world tickets & merchandise, VIP packages, NFTs, fNFTs, virtual executive suites, new products, meet & greets.

"The Best of the Internet, Gaming, and VR all rolled into one"

Compared with Existing MMO platforms

There are many successful MMO games on the market, all of which have custom server infrastructures and backend software that coordinate their gaming experiences. While some of these systems are impressive, they are all purpose-built, meaning that they are designed to do one thing. You could not use the World of Warcraft client to connect to Decentraland or any other game world because they all speak different protocol languages, represent the world-space differently, and handle security differently.

Utherverse system server software is designed to be extended by a metaverse world creator to implement game or experience specific logic, while leveraging a powerful "Core" set of networking, security and scripting features that are consistent across all worlds. This approach makes it possible for our Aeon™ Utherverse browser to connect to and consume the content of many metaverse providers.

Unity

From the beginning, the Utherverse 3rd generation software has been a complement to the Unity 3D game development system. The creators chose Unity as the foundation on which to build the newest generation of Utherverse because it is cross-platform, powerful, feature-rich, and has a thriving developer community that's already familiar with its art asset pipeline.

Unity's stated mission is "To Democratize Game Development". They aim to abstract away the complexities of targeting different end-user platforms and let developers focus on building great games. Similarly, Utherverse aims to abstract away the complexities of building massively multiplayer networks, handling network security and encryption, scaling to meet product growth demands, and more. Thus, a service provider, Utherverse Sovereign or game developer can focus on building great content and scripting engaging experiences, rather than the details of low-level network protocols, security systems, and data storage.

The Utherverse system is unlike any stand-alone VR experience. It is also very distinct from game engines or other VR development tools or service offerings.

Game engines (ex: Unity, Unreal, Source, etc.) are little more than a set of code libraries, presented in an integrated development environment used to render 3D spaces, special effects, and animated characters. While most game engines provide helpful art, pipeline tools, code templates, and pre-implemented logic (patterns) to make game development easier; as a rule, "networking" is an after-thought.

In contrast, Utherverse provides an always-on virtual world hosting platform to which client applications can connect to engage with "instances" (scenes, game areas, or other shared experiences). The platform is fully programmable both through scripts which run in instances, or through components that extend the server's core functionality. Utherverse Sovereigns will be able to develop full-scale MMOR-style products that leverage Utherverse's extensive networking capabilities, built-in security, data storage facilities, and other features.

Think of Unity as an amazing engine and the Utherverse platform software as the rest of the car. Together you get a full ride, and with Utherverse and Unity, it's the ride of your dreams!

The Shuster Meta Patent Family

Featured Patents

1. Multi-Instance, Multi-User Animation Platforms

Patent Numbers: [8,276,071](#) entitled "Multi-Instance, Multi-User Animation Platforms"

Patent Numbers: [8,812,954](#) entitled "Multi-Instance, Multi-User Virtual Reality Spaces"

Patent Numbers: [9,123,157](#) entitled “Multi-Instance, Multi-User Virtual Reality Spaces”

ABSTRACT: A multi-instance, multi-user animation platform includes a plurality of modeled parallel dimensions in a computer memory. Each of the parallel dimensions may be an independent model of a physical, three-dimensional space having corresponding features such that the parallel dimensions are recognizable as counterparts to each other. Avatars are located within corresponding ones of the parallel dimensions so as to prevent over-population of any one of the parallel dimensions by avatars. Avatars are animated within different ones of the parallel dimensions using input from respective users to provide virtual-reality data. A common space is modeled in the computer memory configured in relation to the plurality of parallel instances so that an object located inside the common space is visible from viewpoints located inside each of the plurality of parallel instances. Remote clients may output an animated display of a corresponding one of the parallel dimensions and avatars therein. ([Justia Patents](#))

2. Recording and Playing Back

Patent Numbers: [9,724,605](#) entitled “Method, System and Apparatus of Recording and Playing Back an Experience in a Virtual Worlds System”

ABSTRACT: A recorded experience in a virtual worlds system may be played back by one or more servers instantiating a new instance of a scene using one or more processors of the one or more servers and playing back the recorded experience in the new instance by modeling objects of a recorded initial scene state of the recorded experience in the new instance and updating the recorded initial scene state based on subsequent recorded changes over a time period, a recorded experience file includes the recorded initial scene state and the subsequent recorded changes and is stored in one or more memories of the one or more servers. One or more client devices are in communication with the one or more servers to participate in the new instance. ([Justia Patents](#))

3. Immersive Display

Patent Numbers: [10,464,482](#) entitled “Immersive Display”

Patent Numbers: [10,248,285](#) entitled “Immersive Display”

ABSTRACT: A method of operating an immersive display includes obtaining first images of environment in a first region in front of the immersive display, obtaining second images of environment in a second region outside the first region, which second region is not in front of the immersive display, displaying the first images of the environment on a first area of at least one display of the immersive display to provide a field of view of the environment in front of the immersive display, and displaying the second images of the environment in the second region on a second area of the at least one display to provide images outside the field of view of the environment in front of the immersive display. The first area is delineated from the second area. ([Justia Patents](#))

4. System and methods of virtual world interaction

Patent Numbers: [10,701,077](#) entitled “System and methods of virtual world interaction”

ABSTRACT: Systems and methods of virtual world interaction, operation, implementation, instantiation, creation, and other functions related to virtual worlds (note that where the term "virtual world" is used herein, it is to be understood as referring to virtual world systems, virtual environments reflecting real,

simulated, fantasy, or other structures, and includes information systems that utilize interaction within a 3D environment). Various embodiments facilitate interoperability between and within virtual worlds, and may provide consistent structures for operating virtual worlds. The disclosed embodiments may further enable individuals to build new virtual worlds within a framework, and allow third party users to better interact with those worlds. ([Justia Patents](#))

5. Device for physical interaction between remotely located users

Patent Numbers: [10,394,363](#) entitled "Device for physical interaction between remotely located users"

ABSTRACT: An electronic device for touch translation includes a body and pins extending therefrom and including couplings to facilitate movement of a first portion relative to a second portion. The pins are controllable to move the first portion relative to the second portion and to control force applied by the pins on an external object. Heads are disposed on the pins, which heads are greater in width than the pins and are movable relative to the pins about respective couplings. Sensors cooperating with the pins detect forces applied to the pins and a communication subsystem communicates over a network, with a remote electronic device. A controller, based on detected forces, transmits signals to the remote electronic device to control the remote electronic device, and actuates pins to control the relative movement of the portions based on signals received from the remote electronic device. ([Justia Patents](#))

6. Conditional balance management for non-issuer debit instruments

Patent Numbers: [8,467,704](#) entitled "Conditional balance management for non-issuer debit instruments"

ABSTRACT: A computer receives information about a debit account controlled by a third-party issuer, a user owing the account and instructions for managing the account after a specified trigger date. Operating according to the instructions, an unknown remaining balance in the account may be exhausted after the trigger date has passed, using a sequence of charges responsive to the initial balance, to the last charge amount completed or attempted, and to whether or not the last charge amount is accepted. In the alternative, or in addition, the account may be managed to convert the remaining balance to a non-monetary coupon (e.g., "virtual currency") for use in an online computer game or the like, after the trigger date.

Patent Search Tools

Links to Patent Protection from USPTO: [Brian Shuster](#), [Gary Shuster](#)

Patent List

- 1 [10,839,500](#) [Digital media enhancement system, method, and apparatus](#)
- 2 [10,394,363](#) [Device for physical interaction between remotely located users](#)
- 3 [10,255,666](#) [Digital media enhancement system, method, and apparatus](#)
- 4 [10,201,749](#) [Virtual environment for computer game](#)

5	<u>10,198,154</u>	<u>Translating user interfaces of applications</u>
6	<u>10,102,661</u>	<u>Time-dependent client inactivity indicia in a multi-user animation environment</u>
7	<u>10,004,431</u>	<u>Detecting medical status and cognitive impairment utilizing ambient data</u>
8	<u>9,898,810</u>	<u>Digital media enhancement system, method, and apparatus</u>
9	<u>9,889,375</u>	<u>Multi-instance, multi-user virtual reality spaces</u>
10	<u>9,867,961</u>	<u>Treatment of phantom limb syndrome and other sequelae of physical injury</u>
11	<u>9,802,119</u>	<u>Virtual environment for computer game</u>
12	<u>9,786,082</u>	<u>Avatar eye control in a multi-user animation environment</u>
13	<u>9,705,838</u>	<u>Mobile status update display</u>
14	<u>9,595,136</u>	<u>Creation and use of virtual places</u>
15	<u>9,569,876</u>	<u>Animation control method for multiple participants</u>
16	<u>9,558,500</u>	<u>Method and apparatus for providing internet advertising service</u>
17	<u>9,508,180</u>	<u>Avatar eye control in a multi-user animation environment</u>
18	<u>9,452,360</u>	<u>Multi-instance, multi-user virtual reality spaces</u>
19	<u>9,418,462</u>	<u>Digital media enhancement system, method, and apparatus</u>
20	<u>9,348,666</u>	<u>Translating user interfaces of applications</u>
21	<u>9,329,743</u>	<u>Computer simulation method with user-defined transportation and layout</u>
22	<u>9,251,616</u>	<u>Time-dependent client inactivity indicia in a multi-user animation environment</u>
23	<u>9,208,598</u>	<u>Avatar eye control in a multi-user animation environment</u>
24	<u>9,123,157</u>	<u>Multi-instance, multi-user virtual reality spaces</u>
25	<u>9,077,679</u>	<u>Mobile status update display</u>
26	<u>9,014,500</u>	<u>Digital media enhancement system, method, and apparatus</u>
27	<u>9,007,362</u>	<u>Adaptable generation of virtual environment frames</u>
28	<u>8,947,427</u>	<u>Systems and methods of object processing in virtual worlds</u>
29	<u>8,861,421</u>	<u>Mobile status update display</u>
30	<u>8,818,855</u>	<u>System and method for aggregating information over a wide area network</u>
31	<u>8,812,954</u>	<u>Multi-instance, multi-user virtual reality spaces</u>
32	<u>8,775,396</u>	<u>Method and system for searching a wide area network</u>
33	<u>8,704,829</u>	<u>Avatar eye control in a multi-user animation environment</u>
34	<u>8,694,553</u>	<u>Creation and use of virtual places</u>
35	<u>8,683,386</u>	<u>Virtual environment for computer game</u>
36	<u>8,671,142</u>	<u>Systems and methods of virtual worlds access</u>
37	<u>8,621,368</u>	<u>Systems and methods of virtual world interaction</u>
38	<u>8,608,538</u>	<u>Gaming method</u>
39	<u>8,589,792</u>	<u>Multi-instance, multi-user virtual reality spaces</u>
40	<u>8,572,207</u>	<u>Dynamic serving of multidimensional content</u>
41	<u>8,545,301</u>	<u>Remote card game with duplicate hands</u>

- 42 [8,522,330](#) [Systems and methods of managing virtual world avatars](#)
- 43 [8,453,219](#) [Systems and methods of assessing permissions in virtual worlds](#)
- 44 [8,390,630](#) [Avatar eye control in a multi-user animation environment](#)

Active Patent Protection

Technologies and Patents that we've developed are involved in litigation.

Here is a link to current litigation with Epic Games®

[*Summary Litigation with EPIC GAMES, ENTIRE EPIC GAMES Complaint*](#)

Responsibility

Stewardship for a Safe and Free Future Metaverse

THE SHUSTER META PATENT PORTFOLIO

The Uthervse business plan is to empower the community - users large and small - to thrive in a truly open metaverse. With the protection of the Shuster Meta Patent Portfolio, Uthervse can go toe to toe with the biggest and most evil players and keep them from controlling the metaverse, but we can also protect the community from smaller threats as well.

As stewards to metaverse critical technology and IP, Uthervse wants to ensure that no one becomes a victim of companies that are destined to fail (and almost every company that has ever tried to make a metaverse work has failed). Virtual properties and NFTs are being sold on hype with no realistic prospect of ever being successfully deployed in a real metaverse. We don't want people to buy tokens based on a slick web site or video if the company doesn't actually have a business plan and a team capable of building something as complex as a metaverse. It is our serious opinion that most companies currently building a metaverse, running a first-generation metaverse, or offering properties and token coins, have dangerously underestimated the complexity of the task at hand.

Our goal is to help rebuild the damage done by social media, and to provide an open, welcoming platform to nurture community and economy in the future. The metaverse will not simply be a place we go into. The metaverse will be everywhere around us.

Community Safety Standards

Utherverse is committed to the growth and prosperity of a rich community of creators, entrepreneurs and visionaries. It is our mission to provide a platform that offers our community maximum freedom and privacy, while still affording safety and protection from violence, fraud, spam, scams and bots.

Technology has been abused by many massive social media companies that exploit innate human traits to create echo chambers and algorithmic leads that maximize profits with the side effect of also maximizing hate and anger. The metaverse can be the devastating next level of this exploitation, but it does not need to be. If the metaverse is purpose built to foster the best of human nature, it can become a tool of great nurturing and healing. It can bring people back to, and even enhance, our ancestral roots of tribal support: lifting each other up to achieve greater heights. But this version of the metaverse is far from assured. It will take tremendous effort and vision to make this technology work for the good of mankind.

At Utherverse, we want to nourish the needs of fledgling communities and make a free and safe environment for human interaction to flourish. The Utherverse will be a place where businesses large and small express themselves in millions of unique ways; where people find their voice and give flight to their dreams; where they build a life and find other positive people from across the globe to join them in their virtual life's adventures.

Though we loath the prospect of a heavy-handed set of rules, and fear the prospect of big brother, the facts are clear that some level of governance needs to be applied to any metaverse platform to provide a safe environment for commerce and community. To that end, we have set out to combine the best of open, free and decentralized offerings with the best policies and practices of fraud prevention and user protection.

With more than 15 years of experience in overseeing and moderating real metaverse operations, we have developed a mature program stack that integrates the community, volunteers, staff and systems that will be deployed across our new platform. This stack includes everything from user-controls to community reporting and, where appropriate, staff review and actions. Our World Operations and World Justice programs are designed to meet the unique challenges presented with a decentralized metaverse including:

Creator theft and fraud:

DeFi has problems built in at the very core. The problem with an influx of thousands of decentralized blockchain metaverses is that it leaves the creative community vulnerable to fraud and plagiarism. NFT theft is going to begin to be a huge problem, as creative users start designing clothes and textures and objects for sale. Thieves can just pull assets from one blockchain and remint them on another blockchain. Our system is designed to identify and thwart this kind of NFT theft and abuse.

Child and vulnerable population endangerment:

We have a committed focus on communities most easily affected by the ethical loopholes created by decentralization: marginalized communities, small business, creators, and children. Uthervse will be COPA compliant and adhere to a strict moral code regarding age restricted interaction.

Fraud and token protection:

Uthervse will endeavor to provide its customers with the best of blockchain defi with the security and protection of a credit card company. The primary token involved with the Uthervse is the UTHHER Coin, which is a fully functional cryptocurrency that exists on distributed ledgers. This is the best of cryptocurrency that operates entirely *outside* of the Uthervse system.

At the same time, businesses and individuals operating *within* the Uthervse will KYC (Know Your Client) with us or link to us using an approved KYC metawallet from an approved partner. All the transactions that take place on our platform will use our World-currency called wUTHHER. wUTHHER can be exchanged with the true crypto version at a ratio of 1:1.

By using wUTHHER for in world value exchange, the company can manage fraud and theft in a controlled environment, where that control is appropriate. Users can safely conduct business without the concern that a single small error could result in a loss of their entire balance; and fraudsters can be stopped, and disputed funds returned in a manner that is simply impossible to do with traditional crypto-only platforms.

All transactional disputes will be reviewed and adjudicated swiftly and fairly by an impartial resolution team, and pursuant to an internal code of transactional standards. No disputed funds will be released to the blockchain until a burden of proof is met.

Decentralized Policies and Rules:

The Uthervse is designed to be a constellation of virtual worlds and metaverse offerings, each of which is run by a Sovereign operator that is licensed by but independent from Uthervse. Each sovereign metaverse has broad authority to set the rules and policies that will govern the community in their own particular region. In this way, users can find and participate in communities with rules for speech and behavior that are most comfortable to their preferences generally, while still being empowered to set their own personal thresholds with powerful “Ignore Tools” that allow them to avoid other users that they don’t want to engage with.

With these policies and technologies, we believe we can grow into the kind of metaverse company and community that can reverse years of social media harm and usher in a powerful new technology-enhanced lifestyle that strikes a balance between freedom and security.

- *Speaking to Creatives: Your Work will be safe in the Uthervse.*
- *Speaking to Families: You Kids will be safe in the Uthervse.*

- *Speaking to Businesses: Your Transactions will be Safe in the Utherverse.*
- *Speaking to Consumers: Your Wallet will be Safe in the Utherverse.*

Press

Video

Brian Shuster on Environment. Virtual World Web

Rdigitalife, Feb 29, 2012

[View Video >>](#)

Brian Shuster on the Virtual World Web

Rdigitalife, Nov 29, 2012

[View Video >>](#)

VirtualCon 2014 Welcome Address by Brian Shuster

Aug 27, 2014

[View Video >>](#)

2015 XBIZ Awards - Brian Shuster Wins 'ASACP Service Recognition' Award

Nov 11, 2015

[View Video >>](#)

Brian Shuster of Utherverse on the Virtual World Web

Dec 20, 2009

[View Video >>](#)

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Utherverse offers virtual world franchises

HypergridBusiness.com, Nov 17, 2011

[view the article >>](#)

Are Virtual Conventions the way of the future?

TheStar, July 09, 2012

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Utherverse Nabs a Patent on Scalable Virtual Worlds

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Built in Canada: The New 3D Web

Financial Post, January 13, 2013

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The New Dating Games

New York Post, February 5, 2013

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Why some entrepreneurs are abandoning the U.S. to set up shop in Canada

Financial Post, February 25, 2013

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Why Virtual Gift Bags Could Be Right for Your Next Event

Bizbash, March 5, 2013

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Vancouver Sun, April 2, 2013

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Utherverse launching kid-friendly virtual world platform for business, education

Hypergrid Business, April 2, 2013

[view the article >>](#)

This entrepreneur ditched the United States for Canada

CNN, May 16, 2013

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Column: Why I moved my start-up to Canada

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6 Reasons Vancouver Is Hot for Start-ups

Inc, June 11, 2013

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Utherverse Adds Edutainment Initiative to Their Platform

Gaming Blend, July 31, 2013

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The New Zealand Herald, August 7, 2013

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Online Learning Boasts Bright Future Thanks to Virtual Reality Platforms

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Wired, December 5, 2013

[view the article >>](#)

Oculus Plus Virtuix Omni Treadmill Equals Holodeck, January 13, 2014

[view the article >>](#)

Welcome to Utherverse: A Massive Online Game Where You Can Live Out Virtual Fantasies, May 17, 2014

[view the article >>](#)

Could Virtual Reality Revitalize the Economy? October 8, 2014

[view the article >>](#)

The Latest – and Unlikeliest – Man to Reinvent Online Education, October 15, 2014

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GamesIndustry - The risky business in games, February 13, 2020
[view the article >>](#)

Forbes - Coronavirus Searches Spike as We Self-Isolate, March 13, 2020
[view the article >>](#)

Newsweek - I Run a Virtual Reality Dating Network, December 13, 2020
[view the article >>](#)

Glossary

Client – The downloadable interface for navigating and experiencing a metaverse. Generally, it allows users to log in, and manage their account, avatar, wallet, and social media.

Aeon™ Browser – This is the Uthervse client, a new web 3.D browser. As a fully featured metaverse browser it will enable users to jump from location to location, search the metaverse and give a suite of tools similar to what you would find in a flat web browser updated for the metaverse.

MMOR™ Massively Multiuser Online Reality. This is an evolution of the phrase MMORPG (Massively Multiplayer Online Role-Playing Game) - Which generally refers to a video game.

Web 3.D™ - Web 3.0 + 3DVR – The newest web layer that is expressed and experienced in immersive virtual reality.

VWW™ – The Virtual World Web is a Web 3.D architecture and set of protocols invented by Brian Shuster. We currently use HTTPS/: WWW. to identify the address as a website. HTTPS/: VWW., will Identify Metaverse worlds with a Virtual World Address.

Constellation – Network - This term describes the network of interconnected metaverses existing on the Uthervse Platform.

fNFT™ - *FUNCTIONAL Non-Fungible Token* – This represents a utility NFT, that performs a function within the metaverse: apparel, accessories, objects, property, vehicles etc. (Token Based Info from Transcript)

The Shuster Meta Patent Portfolio – This is a portfolio of patents, invented by a team lead by Brian and Gary Shuster jointly and individually, pertaining to critical metaverse operations. It represents operational and technological IP for the Uthervse.

UTHER Coin – Uthervse’s blockchain token. For commerce it is paired with an In-World coin, which we are calling wUther. Uther is used in commerce outside the platform: and it is paired with an In-World coin that is used for commerce within the platform. The ratio is 1:1

wUTHER Coin – Uthervse's In-World coin. This coin exists for transactions within the Uthervse platform, and is paired with the token Uther coin that is the distributed block chain token for use outside of the platform. The ratio is 1:1

Blockchain - Blockchain defined: Blockchain is a shared, immutable ledger that facilitates the process of recording transactions and tracking assets in a business network. It is a system in which a record of transactions made in bitcoin or another cryptocurrency is maintained across several computers that are

linked to a peer-to-peer network. "We can actually have a look at the blockchain and see evidence of what's going on"

Proof of Stake - The Proof of Stake (PoS) mechanism uses randomly selected validators to validate block transactions and requires specific amounts of cryptocurrency to be offered up as collateral, called staking.

Gas Fees - Gas fees are payments made by users to compensate for the computing energy required to process and validate transactions on the Ethereum blockchain. "Gas limit" refers to the maximum amount of gas (or energy) that you're willing to spend on a particular transaction.

Slippage - Slippage is the difference between the expected price of an order and the price when the order actually executes. The slippage percentage shows how much the price for a specific asset has moved. Due to the volatility of cryptocurrency, the price of an asset can fluctuate often depending on trade volume and activity.

Frictionless Payments - The term "frictionless payment" refers to an online or offline payment process that uses data from apps, devices, and/or websites in order to simplify the purchasing process for customers and, in turn, improves your conversion rate, and eliminate transaction fees for customers.

KYC (Know Your Customer) - Know Your Customer (KYC) standards are designed to protect financial institutions against fraud, corruption, money laundering and terrorist financing. KYC involves several steps to: establish customer identity; understand the nature of customers' activities and qualify that the source of funds is legitimate.

ACL (Access Control Layer / List) - Access Control List (ACL) refers to a specific set of rules used for filtering network traffic, especially in computer security settings. ACLs also allow specific system objects such as directories or file access to authorized users and denies access to unauthorized users. A Permissions system.

Interoperability - Interoperability refers to the basic ability of different computerized products or systems to readily connect and exchange information with one another, in either implementation or access, without restriction. Think API. We use it to refer to exchange between metaverse worlds, and cryptocurrencies.

Landmark - MMOR version of "Bookmarking" something in your AEON browser. That allows you to quickly and easily return to locations in the Utherverse Constellation.

Tokenomics - The term tokenomics is formed by combining the words token and economics. So, the term tokenomics basically describes the economics of a crypto token. It refers to all of a crypto token's features.

Uther Sovereign – Person or entity that is controlling or building a metaverse that exists as a destination location within the Utherverse constellation of metaverse sites.

Utherverse Sovereign Services™ (USS) is a turnkey metaverse development solution, offering clients customized immersive worlds, maintained and supported by Utherverse.

Uther Business – Businesses that wish to set up shop within the Utherverse, and do daily commerce.

Uther Player-Entrepreneur – Individuals looking to build a cottage business in the Utherverse, either creating their own store or utilizing our marketplace.

User - Anyone looking to explore and enjoy the Utherverse.

Verified User – A User that has proven their identity (KYC) and pays a monthly subscription fee.

Freemium – Free to use with premium upgrades.

Play to Verify – Utherverse allows users to earn their monthly subscription fee by becoming a part of the community and participating in events. Verified users may sponsor a User, or the User can volunteer within the Utherverse welcome and product education teams.

Play to Earn - Play2Earn (play-to-earn) games refer to the concept of gaming in which a platform provides its players with a chance to earn any form of in-game assets that can be transferred to the real world as a valuable resource.

Co-Create with Us – An ethos and brand subtext internally as an open call to all creators, visionaries and entrepreneurs to work with us to build the Future.

Co-Creator Economy – Meaning Cooperative Creation. This is an economy built on many Creators building different parts of the whole as a community.

Our Master Affiliate Program (MAP) Tracks which other verse Sovereign or 3rd party is the lead generator for new Users in the network. Users that are tagged to an originator will generate revenue streams when those users spend anywhere on the network.

provides additional revenue streams when your users spend elsewhere in the network. Once “in-network” your users will generate revenue for you in perpetuity

Unity Engine - Unity is a game engine that can be used to create three-dimensional (3D) and two-dimensional (2D) games, as well as interactive simulations and other experiences. Just as an engine in a car is a single, but essential, system in a car, the game engine is just one component in a much larger network of systems that comprise Utherverse.

Platform Agnostic - Platform-agnostic means your tech solution can run on any platform such as Windows, iOS and Linux. In hardware, where it's sometimes called device-agnostic, the software needs to be able to run on any type of device such as desktops, tablets and smartphones.

Car Metaphor - to describe how the Engine (Unity or Unreal) is one of many systems you need to build and drive a car.

Wild West Metaphor for ACL Permissions system – In the wild west gunslingers could do whatever they wanted out on the range – Lawless (Decentralized). When they came into town, however, there were rules (Permissions), there was a sheriff keeping order (ACL). They checked their guns in at the saloon (KYC) - In Civilization trade was secure, conflicts adjudicated, and towns prospered and became cities.