



CliQverse Project

Where everyone can live their dreams with net zero carbon footprint today!

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CliQverse Project “CliQverse”

CliQverse is building the world's first net zero carbon footprint-based Social VR metaverse platform powered by a decentralised carbon offsets and circular economy marketplace platform, and community builder tool for incentivizing community climate actions and other impactful causes at the grassroots level. This platform will enable users to:

- ❖ connect socially more immersively via virtual reality and livestream, high-quality, immersive video content to local or global audiences using 360°/180° cameras and mobile devices with net zero carbon emissions.
- ❖ live a virtual life that feels exactly how they live their everyday life.
- ❖ own the metaverse, monetize their content, control their own data, and contribute to a net zero carbon and circular waste cryptoverse economy and planet.



CliQverse Project Pillars

The conceptual framework for CliQverse is founded on these key pillars:

- **Core Pillars**
 - Social VR metaverse platform
 - Carbon and Circular Marketplace platform
 - Community Builder platform
 - Green metaverse token
 - Community Development Fund
 - Subjective PoW Consensus Mechanism
- **Supporting Pillars**
 - Ubuntuism Philosophy
 - CliQverse Ecosystem
 - User Sovereignty
 - Data Sovereignty



II. CLIQVERSE COMPONENTS

The architecture of the CliQverse Project (“**CliQverse**”) is defined by these three platforms as follows:

1. CliQliveVR Social VR Metaverse Platform

See explainer video: <https://www.youtube.com/watch?v=EYAGluX3KF0>

1. Conceptual Framework

This first component of the CliQverse Project is a green browser-based social metaverse platform that will help people to connect socially more immersively via virtual reality and livestream, high-quality, immersive video content to local or global audiences using 360°/180° cameras and mobile devices with net zero carbon emissions.

This platform is all about enabling users to live a virtual life that feels exactly how they live their everyday life. This means living their dreams in real time, from cooking with their favourite chefs, shopping in world-famous malls, walking down the runway with top models, livestreaming music concerts, sports matches, theatre shows, or any other interesting event, and even better, inviting friends and family to be part of the events they attend, from anywhere, at any time, and with net zero carbon footprints. As a green social app users will be able to own the metaverse, monetize their content, and control their own data, but also have the tools required to erase their carbon footprints generated from their use of the platform and contributing to building a net zero circular waste economy in CliQverse and beyond.

2. How CliQliveVR works?

CliQliveVR provides subscription free access. Anyone can join from anywhere and at any time. Anyone can be a content creator or provider.

Anyone can create, showcase, and share their work or talent as VR content on the metaverse.

1. Main User Interfaces

CliQliveVR content generation plugin will be delivered as a web app and mobile app based on a metaverse technology stack via the following three major interfaces:

Social Networking Service interface

Enables virtual social media connection and interaction between users in the CliQverse to share and enjoy basic immersive livestreamed or on demand VR content with other users, produce fun content, showcase their talents, and monetize their content natively from their account.

Social Network Service interface

This interface will enable users to broadcast or consume livestreamed or on demand premium VR content in CliQverse. This may range from livestreaming and share their life moments, attending live events or livestream concerts, theatre shows, sports matches, and other events, more immersively and in a manner that enables their audience or viewers to enjoy the elevated VR experience, excitement, and energy as if they are part of the action at the event, show, match, or concert being livestreamed from anywhere and at any time. For content creators' or providers, it will allow users to create, share, showcase, and monetize their talents or content.

Content creators and providers in CliQverse will need to use 360°/180° VR video equipment at the source and preferred space. The CliQliveVR technology stack for broadcasting live videos will involve broadcasters capturing 360°/180° VR video content at the source, which is then interfaced with a media server to process and transcode the video into many different formats, followed by distribution of the video across the preferred CDN, before the video is delivered to the end consumer to view as VR content, or to be played in high perceived quality On Demand (OD), by the end consumer using head-mounted display (HMD) gadgets or other compliant devices.

Unlike other platforms such as Tik Tok, Onlyfans, YouTube, Facebook, Instagram etc, CliQliveVR allows users to reproduce the same content in CliQliveVR using 360°/180° type cameras to deliver more enhanced and personal experience through immersive VR content to other users such as friends, followers, or fans on those other sites.

For CliQverse content consumers, to view the streamed content, the users simply need to insert their mobile devices in VR headadvertisementts and click on the streamed content delivered via their phones inside the VR headadvertisementt. In the case of when they are not using the headadvertisementts, they can simply look for the arrows <> inside the video to browse the video in 3D.

Unlike other metaverse media sites that offer impersonal interactions using avatars only (in digital environments), the users in this metaverse can interact in their true self or real-time image.

Carbon Offset interface

Enables users to calculate, purchase, and erase their carbon footprints generated from their use of the platform at the click of a button.

2. Content Delivery Framework

CliQliveVR's content generation tool or plugin will enable users to generate content, link to an existing third-party content delivery network, scale the content as required and broadcast or consume content as VR content. The platform's technology stack for broadcasting live videos allows broadcasters to capture 360°/180° VR video content at the source, which is then interfaced with a media server to process and transcode the video into many different formats, followed by distribution of the video across the preferred CDN, before the video is delivered to the end consumer to view as VR content, or to be played in high perceived quality On Demand (OD), by the end consumer using head-mounted display (HMD) gadgets or other compliant devices.

For users to be able to livestream and share their life moments or livestream concerts, theatre shows, sports matches, and other events, more immersively, and in a manner that enables their audience or viewers to enjoy the elevated VR experience, excitement and energy as if they are part of the action at the event, show, match or concert being livestreamed, they will need to use 360°/180° VR video equipment at the source and preferred space and a combination of VR broadcast format and its partner, 360 deg video, to deliver immersive experiences for the end user.

For consumers of the content to view the streamed content, the platform allows users to simply insert their mobile devices in VR headadvertisementets and click on the streamed content delivered via their phones inside the VR headadvertisementet. And in the case of when they are not using the headadvertisementets, users will be able to use the arrows <> inside the video to browse the video in 3D. Unlike other metaverse media sites that offer impersonal interactions using avatars only (in digital environments) CliQliveVR users in this metaverse can interact in their true self or real-time image. This contrasts with other metaverse media sites that offer impersonal interactions using avatars only (in digital environments).

In CliQliveVR's CDN users will be able to create content using 360°/180° type cameras to deliver more immersive VR content to other users than the 2D format content they are currently producing in other platforms, such as, Tik Tok, Onlyfans, YouTube, Facebook, Instagram etc. This opportunity for users to enjoy a more enhanced and personal experience than the content they are currently providing to their friends, followers, or fans on those other sites will create new experiences and social connection that is not accessible to many. Furthermore, unlike standard 2D live video or other interfaces, CliQliveVR positions the user inside an experience and ensures the viewer has total control regarding what is seen and when it is seen instead of the cameraperson. No special hardware is required to watch a 360° video as they can be viewed using a headset, a mobile device, or a PC. This means the barriers for people to join, participate or enjoy immersive experiences or connections are low in CliQverse.

3. Content Monetization Framework

CliQliveVR allows CliQ token to be used to directly incentivize infrastructure providers or content creators, while consumers only pay for what they are interested in, including sending payments automatically in micropayments at the click of a button. This includes allowing platform users to:

- easily monetize their video content and charge their fans/followers to watch their **CliQvip** performances, free of middlemen or intermediaries, receive 'tips' or send digital gifts in the form of action points based on **CliQ Action Point** or **CliQstars** in appreciation or compensation for their content during the live streaming of a video. This includes sending "stars" to reward or show their appreciation for performances or loyalty to their fans or followers. The CliQ Action Point, stars, or gifts, like CliQ action points, can be exchanged for CliQ tokens and fiat money.
- pay, reward or 'tip' for CliQvip performances or receive payment for CliQvip performances as content creators or producers, using CliQ tokens. The CliQ token will be payable immediately to content creators or producers, but 'vested' for 30 days, to protect the integrity off the system against abuse of the system or fraudulent conduct involving services undelivered. In the event of cancellation, the payments from ticketholders are refundable in full.
- stream money in exchange for streaming video.

4. Technology Stack Framework

- The technology stack for CliQverse's video player platform is based on the following items:
- Application UI design/integration in Unity.
- Backend with simple UI for uploading, store categorized videos, caching and corresponding database management.
- Simple AWS infrastructure to support the initial version of platform (Potentially any other Cloud Provider can be considered).
- VR application running on selected VR device and with backend setup on selected Cloud.
- payment mechanisms, registration/subscription logic with multiple roles support, and automatic video resampling.
- Unity as development Engine.

5. Main Use Cases

Extend to the following major industry sectors:

Social Media, Entertainment and Sports, Gaming, Education, Healthcare, Fashion, Business, Construction and Real Estate, Retail, Tourism, News and journalism, Religious congregation, and more.

4. Economic Income Model

CliQliveVR will generate revenue based on this model:

- monetising from advertisement and paid subscriptions services (less commissions paid to all online streamers for their monetized content).
- commissions from sale of events tickets, tips, sale of NFTs and merchandise including event swag, provision of sponsorship opportunities availed to content producers, artists or events, and all transactions executed in the platform.
- sale of Digital Lead Capture to event producers and sponsors, using database made up of users who have provided written consent that allow their details to be shared with event producers, and to the extent that the consent or sharing of the information is not inconsistent with CliQverse Project's privacy and data protection policy. strictly no sale of users data to third parties.
- sale of Ad spaces on Virtual Event Website.
- revenue from Order Bumps and Upsells - offering additional products to attendees when they are purchasing the event tickets.
- subscriptions fees (users who require non-standard services).
- sale of extra CliQCloud storage space.

5. Value Proposition

CliQliveVR will provide major benefits to the following category of users:

All Users

Anyone with talent can be a star on this platform:

- at any time and from anywhere.
- no middlemen or 'gatekeepers'.
- do not have to be wealthy or belong to the right social set.

Empowered to contribute to climate actions by supporting purchase of existing carbon offsets and generation of new carbon offsets, and increased valuation of the CliQverse Community Development Fund based on \$CliQ token demand.

Content Creators or Producers and Artists

By empowering them to:

- increase revenue and be free to create the content they want.
- increase their audience base, reward their loyal fans and maintain engagement with their user base.
- be part of one of the fastest-growing movements in the crypto space by being able to convert digital content produced in the platform into NFTs.
- benefit directly from their NFT royalties and sale of their merchandise to their followers.
- diversify revenue streams and secure the future of their business.
- enable all content providers a new way to package their content or merchandise as a crypto asset.
- monetize their content in a sustainable and viable manner, from anywhere, using a payment channel that is decentralized, and enables the content consumer to pay for the content directly to the producer, without any intermediary party being involved.
- gain access to the potential USD 3.0 plus trillion crypto market (highest market cap achieved).
- access to decentralized payment channel that allows the consumer or fan to be able to pay directly to the content producer or buy tickets for events, even in micropayments, without any intermediary party being involved.
- easily defend their Intellectual Property rights and retain the ownership rights of their content while being free to determine the terms of usage, audience, pricing, licensing, etc. of the content.
- bypass enormous third-party fees.
- receive micropayments and instant payments based on automated smart contract without payment delays.
- protect their income using a transparent system that makes it impossible to lie and cheat about the actual revenue received resulting in a fair and efficient system.
- offset their carbon footprints (generated by their work) to ensure their content and work is environmentally sustainable.
- opportunity for emerging artists who are seeking a global stage to launch their careers and showcase their talent using CliQliveVR's in-app features and capabilities.

Benefits for Fans or Followers or end-users

- Feel valued and be rewarded for showing loyalty and support to content producers or events they like.
- Connect with friends, loved ones and artists they celebrities they alike, in a meaningful and immersible way.
- Great opportunity for people around the world to have a sense of presence and participation, right from their own houses or remote locations.
- Low barrier to enter metaverse for anyone; allows anyone to enter the metaverse at the click of a link and even without virtual reality (VR) equipment.
- Offset their carbon footprints (generated by their work).

1.6 CliQliveVR development roadmap

Phase 1 Make a VR app for Oculus Quest where users can watch, curated content provided by CliQliveVR platform (without login)

Phase 2 Implementing Login functionality and let users to sign-in, create favourite lists, follow functionality. In this phase CliQliveVR platform will work with different creators and upload content on their behalf.

Phase 3 Releasing the platform where users can upload themselves into the platform.

Phase 4 Enabling Live Streaming functionality and multi-camera functionality.

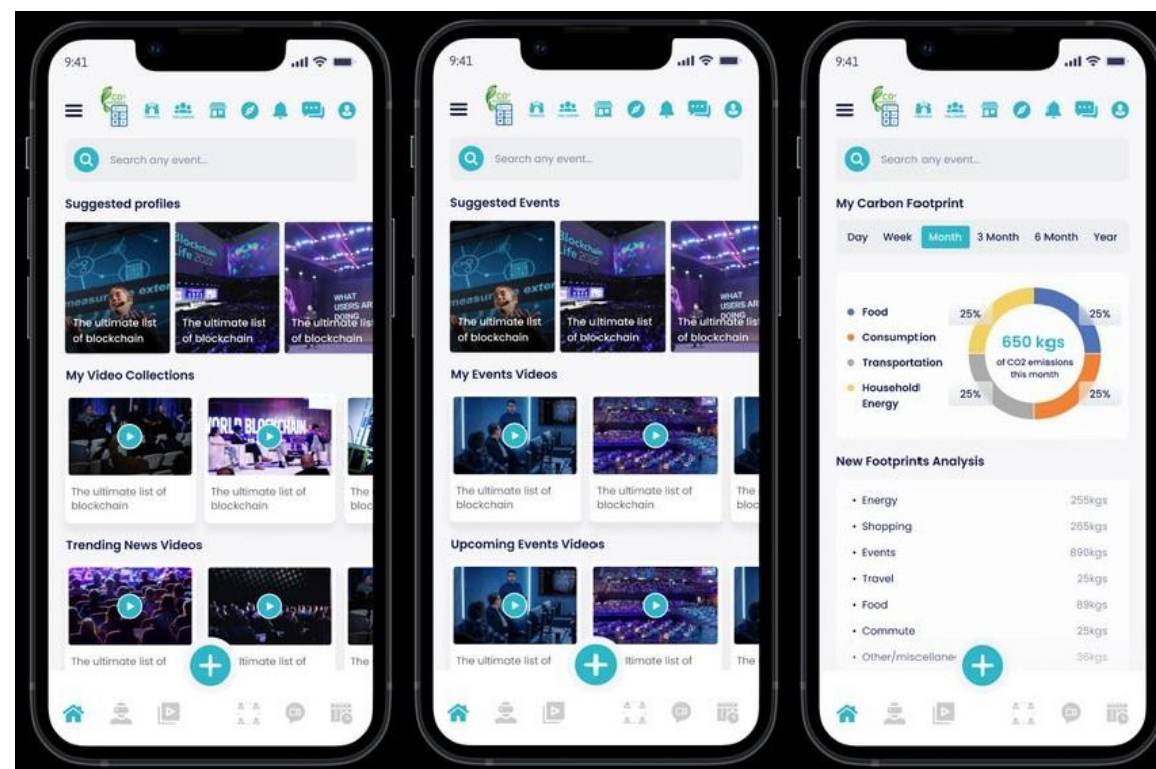
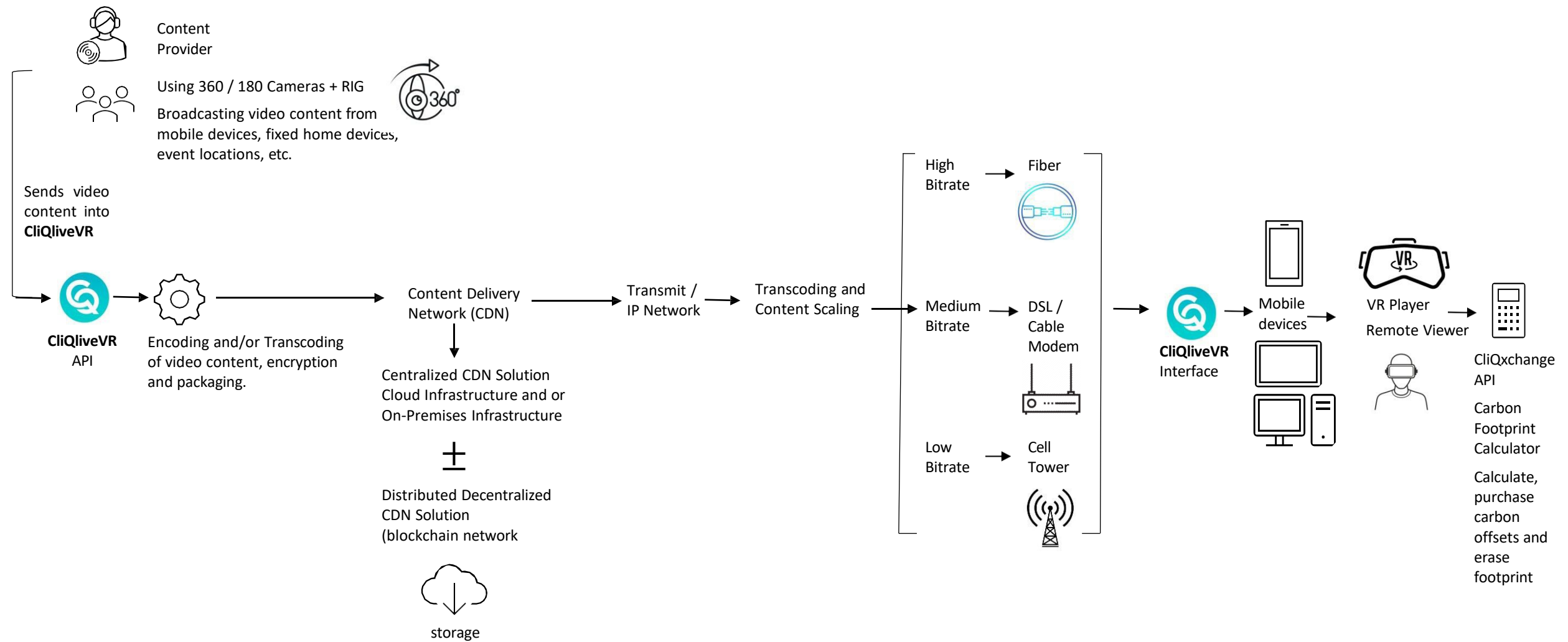
Phase 5 Implementation of Monetization, paid content, subscriptions (where applicable), and integration with CliQ Token.

1.7 Future Projection

That within 2 years, CliQliveVR will be ranked in the top 10 list of metaverse platforms.

This component of the CliQverse Project will be delivered via an independent subsidiary company and dedicated team.

CliQliveVR Architecture Design (conceptual framework)





2. CliQxchange Marketplace Platform

See explainer video: https://www.youtube.com/watch?v=3sZG_Q2tZG0

CliQxchange is a decentralized marketplace platform built to promote sustainable practices and creating a carbon neutral Metaverse by leveraging blockchain technology and a circular economy approach. It features two primary interfaces: a global electronic exchange for trading voluntary carbon offsets and a classified advertisement listing for circular economy and eco-sustainable products. It is a platform that allows for both buyers and sellers to be rewarded with \$CliQ tokens after completing transactions on the platform that support support climate actions and other impactful causes in the community at the grassroots level.

1. Conceptual Framework

This second component of the CliQverse Project is the source and engine of all carbon offsets required to erase the carbon footprints in CliQverse's entire cryptoverse and the planet that CliQverse inhabits.

The CliQxchange platform is designed to motivate people, groups, and companies to reduce their carbon footprints and adopt sustainable habits based on the following concepts:

- promotion of decarbonization and sustainable practices;
- facilitation of trading of voluntary carbon offsets and circular economy products;
- incentivization of users using action points and CliQ tokens to cultivate a community that values environmental stewardship and decarbonization;
- creation of a carbon neutral Metaverse leveraging blockchain technology; and
- fostering of a community committed to achieving net-zero emissions.

In practice, this means CliQverse delivering the concepts as follows:

- **Incentivizing mechanism** designed to reward users with action points and enabling them to mint CliQ tokens using the platform's community builder tool when they buy and sell carbon offsets or circular economy products on the platform. This is about rewarding users for engaging in sustainable practices and reducing their carbon footprint. The action points can be used for transactions within the platform or exchanged for other forms of value.
- **Integration with third-party carbon offset registries and circular economy data sources** to ensure that the platform offers accurate, up-to-date information on available carbon offsets and eco-sustainable products.

- **Secure, scalable, and high-performing technology stack** that includes front-end, back-end, and blockchain components. The platform will be built using cutting-edge technologies such as the Stellar Network, React or Angular for the frontend, Node.js and Express.js for the backend, and MongoDB or PostgreSQL for the database.
- **Compliance with legal and regulatory frameworks** related to carbon offset trading, blockchain technology, and data protection.
- **User-friendly onboarding resources, guides, and support systems** to help users navigate the platform and make informed decisions about their carbon offset and circular economy product purchases.
- **Integration of necessary APIs for data exchange and interaction** with other platforms of the ecosystem.

2. How CliQxchange works?

The application will be accessible via web browsers on desktop and mobile devices and will be compatible with the latest stable release of standard web browsers such as Chrome, Firefox, Safari, and Edge.

2.2.1 User Interface

The operation of the marketplace platform are based on these primary interfaces:

Global Electronic Exchange

This electronic exchange interface will facilitate the trading of voluntary carbon offsets, allow individuals, communities, and organizations of all sizes to offset their carbon emissions by purchasing carbon offsets from certified projects. These include projects involving forestry conservation and underground carbon sequestration, community development-based climate actions, ecosystems protection or installing efficient technology to reduce or remove emissions from the atmosphere. Blockchain technology will be employed to ensure the transparency and integrity of all transactions, preventing the double selling of carbon credits.

Circular Classified Interface

This classified interface will facilitate the buying and selling of circular economy and eco-sustainable products. This interface will support various transaction types, including silent auctions and buy it now options. The platform will reward users with action points and enable them to mint CliQ tokens using the platform's community builder tool when they buy and sell carbon offsets or circular economy products.

Carbon Offset Interface

Enables users to calculate, purchase, and erase their carbon footprints generated from their use of the platform at the click of a button.

2.2.2 User Management

The application will be accessible via web browsers on desktop and mobile devices and will be compatible with the latest stable release of standard web browsers such as Chrome, Firefox, Safari, and Edge.

Subscription to CliQxchange is free of charge. The subscription grants users or account holders' free access to the all the platform interfaces attached to each CliQxchange account. Anyone can open an account from anywhere and have free access to CliQxchange's two (2) major interfaces via web app and mobile app, from anywhere, and at any time, to buy or sell carbon offset credits or circular economy products, peer-to-peer (P2P), C2C, B2B or B2C:

User registration and authentication:

Allow users to sign up and log in to the platform using email, social media accounts, or other supported authentication methods.

User profile management:

Enable users to create and manage their profiles, including personal information, preferences, transaction history, and wallet for holding CliQ tokens.

User roles and permissions:

Define various user roles with different levels of access and permissions, such as buyers, sellers, project developers, and administrators.

2.2.3 Carbon Offset Exchange

- Enable project developers to list their voluntary carbon offsets, providing details about the project, credits available, and pricing.
- Allow users to browse and purchase carbon offsets from certified projects, either individually or in bulk.
- Record all carbon offset transactions on the blockchain to ensure transparency, prevent double selling, and allow easy tracking of offsets.
- Implement a mechanism for retiring purchased carbon offsets, ensuring they are not reused or resold.

Offsetting Process

a user in the platform, who is a buyer or seller of carbon offset credits, who is registered to transact in the platform as a user, and may be an individual, community group, government or non-governmental organisation, industry organisation, commercial/business organization (of any size), trader, to name a few.

There are five main categories of users in this process:

- Project Developers

represent the upstream part of the market and entities responsible for setting up the projects issuing carbon credits, which can range from large-scale, industrial-style projects like a high-volume hydro plant, carbon sequestration or carbon capture (for example, utilisation and storage (CCUS)) to smaller community-based ones like clean cookstoves and reforestation.



End Buyers

- the downstream market is made up of end buyers, such as, companies – or even individual consumers that have committed to offset part or all of their GHG emissions.

Retail Traders

- brokers and retail traders, who link supply and demand just as in other commodity markets and able to purchase large amounts of credits directly from the supplier, bundle those credits into portfolios, ranging from hundreds to thousands of equivalent tons of CO₂, and sell those bundles to the end buyers, typically with some commission.

Brokers

- who buy carbon credits from retail traders and market them to end buyers, usually with some commission.

- Standards

these are organizations, usually NGOs, which certify that a particular project meets its stated objectives and its stated volume of emissions, using a series of methodologies, or requirements, for each type of carbon project. The Standards' certifications also ensure certain core principles or requirements of carbon finance are respected.

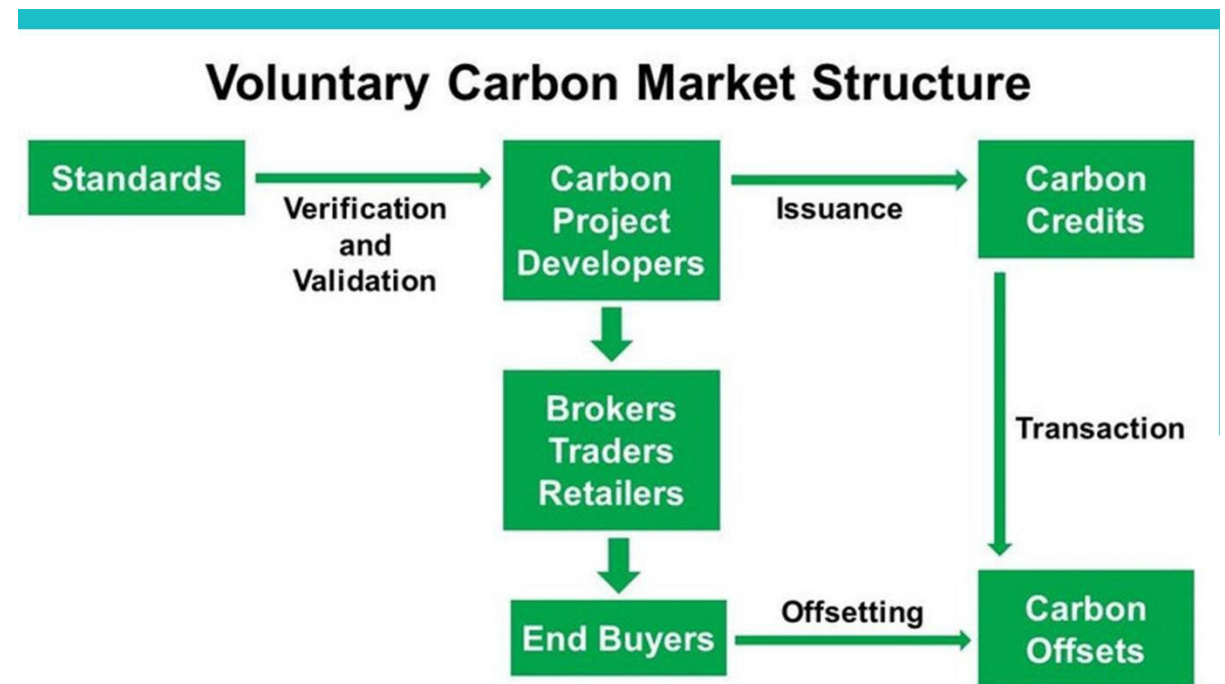


Figure 2

2.2.4 Circular Classified Interface

- Allow sellers to list their circular economy and eco-sustainable products, providing details about the product, pricing, and shipping options.
- Enable users to browse and purchase listed circular products through silent auctions or buy it now options.
- Facilitate secure transactions between buyers and sellers, handling payments, shipping, and order status updates.



Figure. 3: The-circular-economy-concept-Source-EEA-2016

2.2.5 Incentivizing Mechanism

- Reward users with action points for engaging in sustainable practices, such as buying and selling carbon offsets or circular economy products on the platform.
- Allow users to mint CliQ tokens using the platform's community builder tool CliQxBUILDER, based on their earned action points.
- In the initial phase of this project, 2% from the Community Development pool tokens, will be distributed as donations to a select list of well-established charities, community organisations or groups, private and non-governmental organisations, to assist and incentivize them to earn carbon credits that can be sold in the CliQxchange marketplace and mint CliQ tokens using our CliQxBUILDER Community Builder. In contrast to other carbon markets, this CliQxchange incentivizing mechanism rewards both parties in the same transaction (buyers and sellers) involving the sale or purchase of offset credits or circular economy products on the platform. Users who supply offset credits on the platform are also eligible to earn CliQ Action Points on three levels for the same set of offsets sold on the platform. For example, the users (i.e. farmers, existing carbon offset projects, etc) may choose to do a good deed to mitigate climate change by planting trees to generate carbon credits. The pathway to earning triple benefits will follow this pattern:

First benefit

- Users are entitled to earn CliQ Action Points and mint CliQ tokens using the CliQxBUILDER Community Builder tool by planting trees to generate carbon credits. The climate action activities involved in generating the carbon offset credits meets our criteria.

Second benefit

- The users are then incentivized to sell and be paid as sellers for the carbon credits sold on CliQxchange.

Third benefit

- The users are then entitled to mint additional CliQ tokens using CliQ Action Points earned from selling their carbon credits on CliQxchange.

CliQverse will also offer discounts and other incentives to users who transact with CliQ tokens on the platform. Every buyer who purchases products on the platform using CliQ token will be entitled to receive 10% - 15% discount.

2.2.6 Integrations

- Integrate with third-party carbon offset registries to obtain accurate, up-to-date information on available carbon offsets and certified projects. This will enable CliQxchange' offset registry to track offset projects and offset credits which have been issued. The registry will record the ownership of credits assignment of serial numbers to each verified offset credit, which allows the serial number for the reduction to be transferred from the account of the seller to an account for the buyer, when a credit is sold. If the buyer "uses" the credit by claiming it as an offset against their own emissions, the registry retires the serial number so that the credit cannot be resold. In this process, the registry reduces the risk of double counting, whereby multiple stakeholders can take credit for the same offset.
- Connect with relevant circular economy data sources to ensure accurate information on ecosustainable products and best practices.
- Integrate with secure payment gateways to facilitate transactions using fiat currencies, cryptocurrencies, and CliQ tokens.

This integrity mechanism has removed the need for trusted third parties to audit transactions and ensures that the carbon credits offered for sale in the platform (or purchased), are not based on repurposed projects, or repurposed or recycled goods, and products bought or offered for sale in the platform are not made from virgin materials. The application of this integrity mechanism demands that any carbon credit sold on the platform must meet the following credibility criteria:

Additional criteria: to ensure the carbon reduction is real and permanent.

Verified criteria: to provide proof of assurance on the quality and credibility of the credits. Only carbon offsets from approved verification schemes, which have been validated up front, verified to confirm that they continue to operate in accordance with the protocol on an ongoing basis, will be available for sale in CliQxchange.

Traceable criteria: to enable transparency and make it easier for users to prove proof of the offset, at any time. Blockchain makes it easier for the offset credits to be tracked and verified for quality.

2.2.7 Search and Filtering

- Allow users to search for carbon offsets and circular products using various criteria, such as project type, location, product category, and price.
- Enable users to filter search results based on specific attributes, such as project certification, product materials, or seller rating.

2.2.8 Reporting and Analytics

- Provide users with detailed transaction reports, including carbon offsets purchased, circular products bought or sold, and CliQ tokens earned and spent
- Display metrics related to the platform's overall environmental impact, such as total carbon offsets sold, circular products transacted, and estimated emissions reductions

2.2.9 Social Media Integration

- Allow users to link their CliQxchange account with their social media profiles, simplifying the login process and streamlining sharing activities on social media platforms.
- Enable users to share updates, carbon offset purchases, and circular product listings directly from the platform to their social media channels, raising awareness and promoting the platform's mission.
- Encourage users to participate in platform-based social media campaigns and challenges, such as sharing their carbon offset achievements or showcasing their circular economy products, to create buzz and expand the platform's reach.

2.2.10 Green Business Directory

- Provide businesses with the opportunity to create a profile showcasing their sustainability initiatives, certifications, and eco-friendly products or services.

- Allow users to search and filter the directory based on criteria such as location, industry, or sustainability certifications, helping them find businesses that align with their values.
- Enable users to rate and review businesses based on their sustainability practices, promoting transparency and accountability among businesses.
- Offer businesses the option to promote their profile within the directory through featured listings, providing additional visibility and attracting eco-conscious customers.

2.2.11 Technology Stack Framework

Based on the requirements, our technology stack for the platform is based on the following:

Blockchain: Stellar Network

Frontend: React

Backend: Node.js, Express.js

Database: MongoDB or PostgreSQL

Smart Contracts: Rust

APIs: RESTful APIs with JSON payload

CI/CD: Jenkins or GitLab CI Containerization: Docker

Cloud Infrastructure: AWS or Google Cloud Platform

The application will be developed in English only, and no multilingual support will be required in the initial this phase of development. The next phase will be multilingual.

3. CliQxchange Main Use Cases

Market

Electronic market that coordinates economic interactions or exchanges between groups of platform actors, by sharing access to existing products for sale and resale (carbon credits, personal and trade used products, and waste material), handle messages, execute transactions, provide market overviews, and price transparency, support customer decisions, share relevant information, support product innovation.

Operate

Serves to operate product-service systems, as a combination of products and services to create customer value, by collecting data on the use, location, and condition of deployed products.

Co-create

Online platform that enables community participation, empowerment, collective action, to cocreate products and services including co-creation and exchange of information, knowledge creation, innovation, social networking, and development of partnerships.

Incentivize

Online platform to incentivize community participation to reduce or offset carbon footprints using CliQxBuilder Community Builder by rewarding the buying and selling of circular economy products and carbon credits in the platform.

4. Economic Income Model

CliQxchange marketplace will earn revenue from the platform, as follows:

- from sellers listing of products. Sellers allowed to list first 50 items on the platform free of cost every month and after that, the company charges listing fee, depending upon the product category.
- from commissions on sale of carbon offset credits and circular economy products, and all completed financial transactions in the platform. CliQxchange will charge up to 10% commission on sale value pre-tax and shipping charges.
- classified advertisement revenue.
- sale of CliQ tokens used to facilitate transactions in the platform.

5. Value Proposition

All users

Empowered to contribute to climate actions by supporting purchase of existing carbon offsets and generation of new carbon offsets, and increased valuation of the CliQverse Community Development Fund based on \$CliQ token demand.

Benefits to sellers

- New global online marketplace and audience for voluntary carbon credits and efficient re-use of the world's manufactured goods.
- Marketplace for manufacturers able to profit from repairing their products and consumers reselling them.



Improvement of brand image

- Participate in a more sustainable consumption
- Reach new customers using a new efficient marketing and distribution channel
- Benefit from a new source of income
- Bidding and buy it now feature for selling of product
- Doing up-selling and cross-selling
- Reduce waste or unsold goods and save money
- Reduce storage costs
- Build customer loyalty and maintain control over the entire payment chain
- Good customer satisfaction
- Efficient marketing and distribution channel
- Opportunity to enhance sale

Benefits to the CliQ community

- Make better use of finite resources, such as, natural resources like forests, soil, water, air, metals, and minerals
- Reduction of emissions, by reducing use of resources with a focus on cutting global greenhouse gas emissions which plays a crucial role in averting the dangerous impacts of climate change
- Protection of human health and biodiversity by reducing pollution of air, water and soil pollution including by making better use of natural resources (e.g., protecting water and land), and by mitigating the climate crisis
- Boosting economies, by reducing waste, stimulating innovation, and creating employment using new business models which are focused on reuse, repair, remanufacturing and sharing models which offer significant innovation opportunities
- Create more and better jobs, which are new and replacement due to the shift from linear to circular economy

Buyers

- The net zero blockchain that continuously link carbon credits and circular economy products with their provenance and specifications to ensure their quality and resale price can be rightly and accurately valued.

- Enable companies to reduce their storage costs, take control of the second-hand market for their products, or add value to their inventory
- Large product catalogue
- Quality assured products
- Fast Delivery
- Review and Feedback of products
- Order tracking
- Product return policy with 100% money back guarantee

6. CliQxchange development roadmap

The CliQxchange platform development roadmap:

Phase 1: Core Platform Development

- User Management Carbon Offsets Exchange
- Circular Classified Interface

Phase 2: Incentivizing Mechanisms and Integrations

- Incentivizing Mechanisms
- Integrations with carbon offset registries, circular economy data sources and payment gateways

Phase 3: Search, Filtering, Reporting, and Analytics

- Search and Filtering Reporting and Analytics

Phase 4: Social Media Integration and Green Business Directory

- Social Media Integration Green Business Directory

Refer to overall Project Roadmap for breakdown delivery periods.

Future Projection

That within 2 years, the CliQxchange marketplace will be ranked in the top 10 list of carbon and circular economy marketplaces in the world.

This component of the CliQverse Project will be delivered via an independent subsidiary company and dedicated team.





3. CliQxBUILDER Community Builder Platform

<https://www.youtube.com/watch?v=BRreil5Mkt0> (explainer video)

CliQxBUILDER is a unique decentralised community building toolset solution for incentivising people, communities, organisations, and businesses to incentivise each other directly to participate in climate actions to achieve a net zero carbon and zero waste cryptoverse economy and planet including other impactful community causes, free of government intervention.

1. Conceptual Framework

This is the cog in the wheel that binds and drives the CliQverse Project components to function as one integrated unit in the CliQverse ecosystem using the CliQ token to incentivise community building actions or other impactful community causes. This will include incentivising carbon offsetting activities, tree planting or preservation and reforestation, carbon sequestration, sustainable resource production and consumption, product repurposing and recycling, sustainable resource production and consumption, using subjective Proof of Work (PoW) Consensus Mechanism.

This tool can be used in any community building activity by anyone and from anywhere.

These concepts are embedded into the architecture of the CliQxBUILDER toolset to provide to community builders the following:

1. ability to enable the growth and building of online communities with a driven and defined metaverse ecosystem.
2. ability to enable people, communities, and organizations, to solve real-world problems.
3. a blockchain and point-based reward system aligned to CliQverse ecosystem's purpose, mission, and goals, rationalized by the following benefits:
4. the flexibility to meet CliQverse's values and goals; unique but familiar format that community members can easily understand:
 - rewards that can be immediate or drive long-term community interaction;
 - provides data that improves climate change actions;
 - engaging of CliQverse's community in a manner that makes it easier to increase retention rates and long-term participation in community building activities;
 - makes it easier for CliQverse ecosystem citizens to mobilize and contribute to decarbonize the planet based on the pillars of education, inclusivity, and collaboration;
 - an incentivizing mechanism for people, communities, and organisations to erase their carbon footprints and circular economy waste, undertake conservation activities in their local communities or achieve other impactful community development causes, and be compensated for their efforts in the metaverse, using a blockchain based points-based rewards system designed to increase community engagement and participation in the CliQverse ecosystem;
 - ability to encourage specific community member behavior to increase community engagement, improve member interactions, and positively impact the purpose, mission, and goals of the CliQverse Project;
 - mechanism for driving contribution and empowering community builders by proactively generating meaningful and authentic community engagement to deliver tangible results for citizens in the CliQverse ecosystem;
 - mechanism to measure, quantify and convert into digital assets in blockchain the amount of carbon emissions erased, or circular economy waste eliminated based on transactions, such as, carbon offset credits generated, carbon footprint erased, value of goods reused or recycled (avoided from becoming going into landfill etc), and other climate actions;

- mechanism to measure, quantify and convert into digital assets in blockchain value of good deeds delivered to the community through other impactful community projects;
- mechanism for the scalable verification of decentralized subjective work and prevention of useless (fake) work to game CliQ's minting process;
- toolset that is distributable to users or community builders in CliQverse ecosystem natively and external community builders to use to build their own external communities online outside the ecosystem;
- toolset with a model of community building that can be adopted and applied to any major community action; and
- use of community owned CliQverse Community Development Fund to fund CliQverse's community incentivizing and empowerment mechanisms; the size and growth of the Fund is based on every action, activity or transaction, community engagement or act of participation which directly or indirectly supports the capacity of the CliQverse Project through its effect on the value and distribution of the CliQ token.

2. How CliQxBUILDER works

CliQxBUILDER Community Builder API plugin enables the minting of CliQ Action Points and CliQ tokens based on a subjective Proof of Work consensus mechanism.

1. User Interface

CliQxBUILDER Community Builder tool web-based browser design, which allows the tool to be accessible via any mobile or desktop device. This means anyone with a mobile phone and internet connection can participate as a community builder from anywhere, and at any time.

Key features of this interface:

Online Community

This refers to CliQverse ecosystem citizens or a group of people who share a common interest and interact with one another online. These could be social networking sites, chatrooms, online marketplaces, discussion forums, blogs, video games, virtual worlds, fan sites, online classes etc.

Community Builder

This refers to a community builder that founds the online community, sets community work goals, and decides the purpose for use of the CliQxBUILDER Community Builder tool app. The Community Builder's primary goal is to form and sustain the online community that furthers the cause of their interests.

CliQ Citizen

This refers to an individual who has joined CliQverse ecosystem community online, usually by registering with any of CliQverse's platform or tool; their primary need is for social interaction, to bond and share information with others with similar interests. They may also be motivated to support climate actions, do good deeds for their communities, seek status, recognition, or financial benefits from their participation in the CliQverse or group. For the CliQ Citizens, the CliQxBUILDER Community Builder tool will motivate and nurture their participation within the group by recognizing and rewarding actions that promote the community.

Contributor

A Contributor is an individual, organization or company that has purchased CliQxBUILDER Community Builder tool operational tokens CliQ Action Points that can be used to mint CliQ tokens in the CliQ Minting Process. These contributors are people or entities that may expect to be rewarded for their contributions and believe in the objectives the CliQverse Project and CliQxBUILDER Community Builder technology plans to accomplish. This CliQxBUILDER Community Builder tool provides to the Contributors an opportunity to profit from their support for community building activities targeting climate actions and be part of impactful community development causes.

Actions

CliQ Citizens participate within the community through a series of actions over time. Within the CliQverse and CliQxBUILDER Community Builder, an action is anything a member does that benefits the whole community. Actions include any climate action activity, login in, posting content, commenting on content, contributing resources, completing tasks, collaborating with other members in shared tasks and praising other members etc in the CliQverse. Community Builders will be able to select which actions count within the community and CliQ Citizens will have the opportunity to carry out specific actions and earn rewards for their contributions.

CliQ Action Points ("Action Points")

Action Points are the primary reward mechanism in the CliQxBUILDER Community Builder system. CliQxBUILDER Community Builder tool records the actions each member takes within the community using a system of action points. Each action is worth a set number of points. Community Builders will be able to adjust the points given to each action to meet the needs of their community. The CliQ Citizens gain points over time in proportion to their participation and contributions. Action Points gamify a member's participation within the community, making it more fun, productive, and engaging. It provides feedback for their efforts and encourages healthy competition and participation in the community work. Evaluation of the action points, which equate to subjective proof of work, are not included in the code for the token, and by design are suitable for collective type of community actions or campaigns and mechanism of rewards for different type of causes and campaigns by communities in the ecosystem.

Top ranked community builders or participants will be eligible to receive bonus points or stars in recognition of their achievements.

Tokens

A dual currency system based on two tokens created on Stellar Network, separated by their utility and purpose, and for use within the CliQxBUILDER Community Builder as an end-user incentive mechanism to incentivise and power all community building activities or engagement including minting of CliQ tokens in the ecosystem. First token, CliQ token, a deflationary token and cryptocurrency that can be converted into real money through crypto exchanges exchange. Second token, CliQ Action Point, an inflationary token, and operational token of the CliQxBUILDER Community Builder tool. The CliQ token will be used to secure, govern, and manage the transactions in the CliQverse Project as a medium of exchange. On the other hand, the CliQ Action Point would be used by the CliQxBUILDER Community Builder tool within and outside the CliQverse ecosystem to secure, coordinate, reward and gamify directly or indirectly the community building work incentivized by the CliQxBUILDER Community Builder tool. Distribution of the two tokens will take place as outlined below for the CliQ Action Point and in the Token Distribution for the CliQ token. In the case of the CliQ Action Point, the CliQxBUILDER Community Builder tokens are generated by the community building work done by its members using the CliQxBUILDER Community Builder tool. The tokens can be awarded to Community Builders or directly to the CliQ Citizens. To receive CliQxBUILDER Community Builder tokens, the CliQ Citizens or builders will need to have an account in a compatible wallet.

Minting

This refers to the process of generating CliQxBUILDER Community Builder tokens via member efforts. The tokens are minted from the Action Points available to a member or to the entire community. The total number of tokens that can be minted at a given point in time is a function of the available action points and the communities' health in a process known as the Mint Ratio.

Status

Status is a ranking system for CliQ Citizens. It is a measure of their contributions towards the health and growth of the community. It is determined by the total number of Action Points a member has earned since joining the community. It can be broken down into a maximum of 10 levels, with Level- 10 being the lowest for the least active members, and Level- 1 for the most active. Depending on the type of community building action, the levels will be named differently, and can be configured by the Community Builder. For example, in a community building action the levels could be chief, sub-chief, prince, king, emperor, moran, shujaa, or deity. In an online learning community, the levels could be novice, beginner, competent, proficient, expert. Status levels may also unlock additional rewards, like access advanced app features, marketplace discounts, profile badges etc.

Health

This is a measure of the total health online community, which will be determined by metrics like member participation, growth rate etc. It is given as a percentage and gives the Community Builder a good yardstick on how well the community is doing.

3.3 The CliQ Minting Process

As a starting point, all CliQ Action Points and CliQ tokens required for the minting process have already been minted at genesis: 1 trillion CliQ Action Points (inflationary basis) and 25 billion CliQ tokens (deflationary basis).

To be able to mint CliQ tokens, community builders must have completed and contributed in community building efforts.

The CliQ Minting Process elements:

1. *Subjective Proof of Work (PoW)* process that requires physical community work in the real world. This process is unlike other PoW processes or Proof of Stake (PoS) which are known to produce carbon positive results in their use of energy in their computing processes and add to climate change on aggregate. This novel minting process is based on completion of approved community building activities using the CliQxBUILDER Community Builder tool and subjective Proof of Work which relies on negligible use of energy and produces a carbon negative or neutral output (worst case scenario).
2. To commence the process, the Community Builder will either receive a donation of or have purchased some Action Points from the CliQxBUILDER Community Builder tool system. These Action Points are sold in batches of 10,000 at \$100 USD per batch. This is to support the running of CliQxBUILDER Community Builder tooling and infrastructure. The price of Action Points is decoupled from the price of CliQ tokens for the benefit of the CliQ token holders. This leaves the price of CliQ tokens to be determined in an open market based on its own tokenomics. The Action Points do not have a market value (will never be listed) and can be purchased as many times as required.
3. The Action Points are distributed to CliQ Citizens over time, based on their participation. Every completed action earns the member some Action Points.
4. Using the CliQxBUILDER Community Builder tools, the Action Points can be converted into CliQ tokens based on the current mint ratio. The CliQxBUILDER tool will automatically compute the number of CliQ tokens minted equivalent to the amount of CliQ Action Points distributed, based on this ratio. The token minter can either be a CliQ Citizen or the Community Builder based on how the system has been configured. To be able to mint the tokens, the token minter must have a valid wallet and wallet address that can receive the minted tokens (Stellar assets). The minting can be carried out at any time and from anywhere. Action Points can only be converted into CliQ tokens once.
5. As part of the security measures, all transactions for the main CliQ tokens distribution account will make use of multi-signature capabilities of the underlying blockchain platform. At least five different independent accounts will monitor the CliQxBUILDER Community Builder website, and automatically review and sign any transactions that involve minting of new tokens. All this is made possible using an internal wallet which is run as part of the CliQxBUILDER Community Builder and controlled by the core team. To mint CliQ tokens, the CCB leader must have or deposit Action Points in this wallet. This in turn will enable the amount of Action Points redeemable into CliQxBUILDER Community Builder tokens based on the current mint ratio, to be deposited in the wallet, and made available for minting.
6. The newly generated tokens will be allocated to community builders in proportion to the amount of their contribution in the community building effort.
7. The token reward and penalty structure, which is essential to encourage participation in the consensus process and to discourage any deviation from the protocol, ensures that both the validators and guardians of the verification work are also rewarded with tokens for their actions in protecting the process.

4. Economic Income Model

- CliQ tokens minted to increase utility, circulation, and value of the tokens.
- Sell action points for use with the Community Builder tool – with the tool and to top up supplies.
- Sell the CliQxBUILDER Community Builder tool in app stores for about USD 9.99.
- Action Points supplied with the CliQxBUILDER Community Builder tool made redeemable for CliQ tokens. The exchange rate between the Action Points and CliQ tokens is based on a locked market value of the CliQ token, at the time of purchase.

5. Value Proposition

- Users empowered to contribute to climate actions by supporting purchase of existing carbon offsets and generation of new carbon offsets, and increased valuation of the CliQverse Community Development Fund based on \$CliQ token demand.
- Increased engagement and participation by users in grassroots climate actions and other impactful community development activities.
- Users will be able to develop new online communities and strengthen the capacities of existing communities, that can be measured using increase in size (total number) of community members, new community members, active vs. inactive members, etc.
- Increased decarbonisation of the planet through net zero carbon emissions and waste in the metaverse.
- Increased online traffic and engagement between community members in the ecosystem, which can be measured by the number of new likes, comments, posts, events, and themes created by the members, total number of visitors, new visitors vs. returning visitors, visitors to the CliQverse Projects homepage, visitors on the registration page vs. new registrations, etc.
- Increased health benefits for community builders and their members due to the application of subjective Proof of Work consensus mechanism.

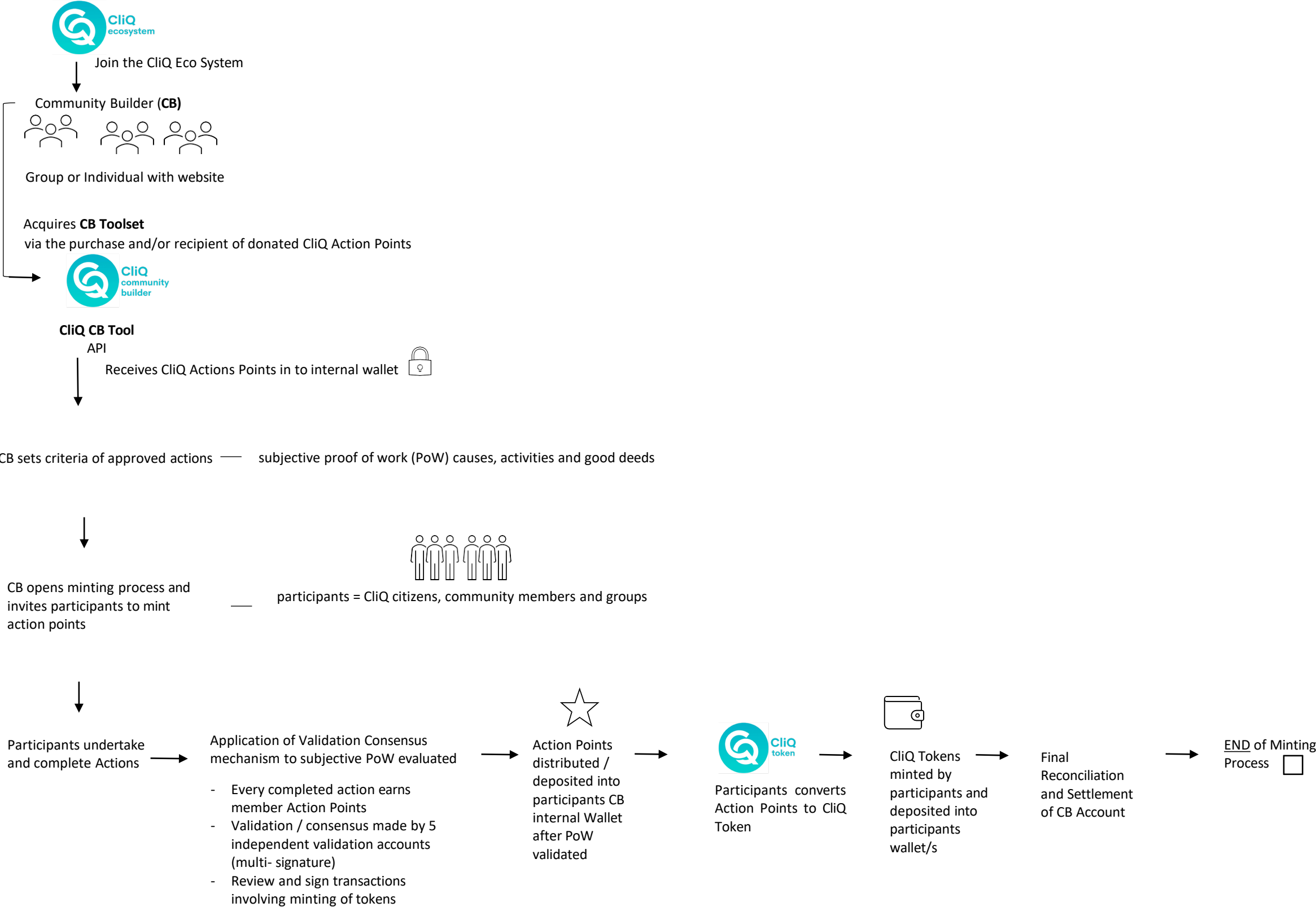


6. Future Projection

That within 1 year, the CliQxBUILDER Community Builder tool will be the top ranked community builder tool in the world.

This component of the CliQverse Project will be delivered via an independent subsidiary company and dedicated team.

CliQLiveVR Community Builder Toolset Minting Process



4. \$CliQ Token

\$CliQ is a predictable, deflationary, infrastructure, utility type green metaverse native currency of the CliQverse ecosystem. This token lies at the very heart of the CliQverse ecosystem and designed to power and drive every aspect of CliQverse including user interaction, transaction, and socialization. This is a token for everyone.

1. Conceptual Framework

\$CliQ token supply is fixed and will only ever decrease as outlined in the tokenomics section. The deflationary properties are designed to work progressively to reduce supply with a view to increasing the value of the token in the long term.

The architecture of the \$CliQ token, built to govern the utility, role, and purpose of the token in the CliQverse ecosystem, is based on the following concepts:

Fair and Transparent Economy

Token that allows individual users and businesses to easily represent and offer their real-world assets and solutions in a decentralized digital environment in the metaverse that is underpinned by transparency and immutability where no possibility of artificial value inflation would be found.

New Identity Experiences

Token for content providers in the metaverse, that allows users to be able to show their support and loyalty for any specific project using the CliQ token.

Purchase of Properties

Token that gives users the opportunity to purchase and obtain full ownership of real-world and virtual assets.

Marketing Tool

Token that enables using of the metaverse to launch products of a brand or special privileges for followers and allowing interoperability outside the metaverse with an infrastructure that supports location-based participation features and VR.

Access Control

Token that defines limits of access to participate in transactions in the metaverse, such as, tickets to access an event etc.

Empowerment

Token that builds a socially and environmentally sustainable, accessible, inclusive, diverse, safe, user driven and equitable communities for all by leveraging blockchain technology and cryptocurrency to eliminate financial exclusion.

1. Why Stellar?

\$CliQ is a Lumen (XLM) compliant token.

Stellar provides the following advantages:

- fastest network transaction speed because of its ability to process 4,000 transactions per second, with each transaction taking between 3-5 seconds to confirm. This gives Stellar a tremendous advantage over other alternatives.
- extremely efficient and has the cheapest network transaction fees as the cost- per transaction is less than \$0.00001.
- platform is scalable.
- smart contracts are safe and secure because they are simple and less flexible, which means that there is less room left for hacker attacks.
- built-in compliance framework and the ability to freeze and reissue funds in case they are lost or stolen. This includes the use of Multi signature concept that requires confirmation from a unique second party individual who must verify the action before any action is made reality, that way avoiding hacker attacks.
- partnership with international remittance service Moneygram, one of the largest money transfer services in the world, to enable cash funding and payouts in multiple currencies, all through the Stellar blockchain, and use of USDC for instant and cheaper transactions. This means a new segment of cash users can convert their cash into and out of USDC, use Stellar wallets to send USDC to their recipients around the world, giving them access to fast and affordable digital asset services that may have previously been out of reach. This is consistent with Stellar's intention to serve as a value-store and transaction method for the unbanked and underbanked to enable them to participate in traditional financial instruments that are otherwise inaccessible to such groups today.
- Stellar's partnership with Flutterwave that enables Flutterwave to leverage the Stellar network and Stellar-based USD Coin to simplify remittances in Africa in transactions with Europe.
- verifiable ISO 20022-compliant digital assets
- more than 300 banks and financial service providers across 45 countries use XLM for settlement.



4.2 Main Use Cases

The CliQ token has plenty of real use cases and token utility in CliQverse. \$CliQ has real utility and real-world solutions for a real cryptoverse economy based on its utility as a mechanism for: production and consumption of actual goods and services; financial economy which deals with the transaction of money, trading of carbon offsets and circular economy products, and other financial assets. This means in the physical and virtual world \$CliQ will be used:

1. As a Crowdfunding Instrument to fund the development and scaling of the major components of CliQverse's infrastructure:

- CliQxBUILDER Community Builder ("CCB") tool
- CliQLiveVR platform
- CliQxchange marketplace platform
- CliQverse ecosystem

To maximise the reach and versatility of \$CliQ as a mechanism of funding, \$CliQ has incorporated an Ethereum version of the token CliQeth (\$CliQe). This is designed to enable the \$CliQ token to access the Ethereum ecosystem due to its potential as a source of funding. Potential contributors in the ecosystem can buy \$CliQe and will receive equivalent amounts of airdrops of \$CliQ in their wallets within 48 hours after the close of \$CliQ IDO.

2. As a mechanism or medium of payment and exchange in transactions within the CliQverse ecosystem and platforms, such as:

- buying/selling/auctioning of content on the CliQ metaverse platform (e.g. tickets for immersive livestreamed VR events - concerts, sports matches, theatre shows etc) or live performances by users.
 - purchasing of digital assets on the CliQ metaverse platform, such as, NFTs or merchandise offered for sale by users.
 - purchasing/selling/listing of carbon offset credits and circular economy products on the CliQxchange.
 - providing access to discounts for users each time they transact in any of the CliQverse Project platforms using the CliQ token.
3. As asset/store of value and unit of account created by CliQverse to self-govern its business model and empower users in the CliQverse to interact with its components, products, and services in the metaverse, while facilitating the distribution and sharing of rewards and benefits to all the stakeholders in the metaverse.
4. As an incentive tool for rewarding user engagement, loyalty, gamify activities and participation within the platforms, such as, in community building activities that support the growth of our CliQ community and deeds that support the achievement of the objectives of the community in CliQverse and beyond.
5. As a management voting tool on any community decisions in the ecosystem that require voting by CliQ token holders, where applicable (e.g. adoption of community climate actions or causes to be funded, criteria for CliQverse's subjective PoW).
6. As a measure of value of the products, and services, and rewards, in the ecosystem, which are valued based on the price of tokens.
7. As a unit of value used to self-govern its business model, and empower its users to interact with its products, while facilitating the distribution and sharing of rewards and benefits to all its stakeholders.
8. As a medium of access to exclusive experiences in the platforms, such as, providing access to VIP services, 'prime seats' in VR premium events.

3. Value Proposition

1. Benefits for Tokenholders

The \$CliQ token will be the underlying currency in the CliQverse that facilitates:

- Increased circulation of tokens amongst the crypto community and positive impact on the token value for holders by assisting with the rapid adoption of the CliQ token and increasing its utility by:
 - distributing tokens to the CliQverse ecosystem community members via the CliQxBUILDER Community Builder tool minting process, that will include donations of action points and tokens, to approved community organisations at genesis, early community builders and minters to incentivize targeted community building activities, early adopting content creators and their early supporters and influencers we will use to promote the token.
 - using the token as a mechanism for rewards in CliQ Action Point including donations to content creators/producers, commissioning freelance artists etc.
- development of a vibrant ecosystem of fans, creators, and artists built around CliQverse's project platforms which are designed to increase and sustain the token's value in the market over the long term by maintaining strict controls in the release of reserved CliQ tokens to the market.
- rolling out of CliQLiveVR platform, CliQxchange marketplace, and Community Builder tool, and both our NFT and merchandise shops inbuilt in CliQLiveVR platform, which will increase the utility and value of the token for holders. On both shops, the token will be the primary means of exchange of NFTs and merchandise.
- taking advantage of the MoneyGram International, Inc., partnership with Stellar Foundation to use Circle's USD Coin (USDC) for instant and cheaper transactions, which will save money in the feed by converting the token directly to and from fiat. MoneyGram's network, integrated with the Stellar blockchain and facilitated through USDC, will enable cash funding, payout in local currency and local fiat withdrawals, for consumers using USDC, as well as near-instant backend settlement capabilities.



2. Benefits for the Crypto Community

- Accelerate the adoption of cryptocurrencies by the mainstream.
- Attract millions to the cryptocurrency movement.
- Add more liquidity for digital assets to the cryptocurrency market.
- As an inherently green currency which has already pre-minted:
 - there is no unsustainable mining practices or use of energy involved to produce more currency for distribution.
 - as energy consumption of the currency is net zero carbon based, means \$CliQ is more carbon efficient than other currencies and it will see to a greater adoption and usage of blockchain technology by new potential users who value decarbonisation of the planet.

4.4 Future Projection

That within 2 years, the CliQ token will be ranked in the top 10 list of metaverse tokens.

This component of the CliQverse Project will be delivered via an independent subsidiary company and dedicated team.

5. Tokenomics

Ticker Symbol	\$CliQ
Network	Stellar
Total Supply	25 billion CliQ tokens
Circulating Supply	1.450 billion CliQ tokens (initial)
Type	Utility-token
Accepts	USDC
Tax	5% transactions or commissions

5.1 Conceptual Framework

The structure of the tokenomics is designed to create a thriving CliQverse economy by ensuring the distribution and utility of the CliQ token is maximised to generate high demand for the token in the CliQverse economy and rewarding CliQ token holders with a token that is valuable and drives continuous economic value growth. This supply and demand model for CliQverse's monetary policy rationale is based on a:

- \$CliQ Token Supply Mechanism founded on fixed token supply and deflationary circulating supply; and
- \$CliQ Token Demand Mechanism founded on a vibrant community that requires continuous supply of \$CliQ to purchase real goods and services in the metaverse, use the token to incentivise community building activities in climate actions and other impactful products and or hold the token for short- or long-term rewards in terms of value.

The \$CliQ token price is therefore based on an equilibrium between token demand, which is driven by the present value of expected future use and exchange options within the CliQverse ecosystem, and token supply, which is driven by the token's monetary policy, as outlined in this paper.

5.2 Token Supply Framework

- The total or maximum (absolute) supply of \$CliQ tokens available for minting is set at 25 billion tokens. This amounts to the total amount of \$CliQ generated and permanently fixed to meet the objectives of the project now and in future.
- \$CliQ circulating supply is deflationary and will only ever decrease. The tokens will be continuously removed from supply in the form of fees each time a transaction takes place in any of the CliQverse platforms. The \$CliQ tokens removed from circulation as fees will be deposited in the CliQverse treasury. These deflationary properties are designed to work progressively to reduce supply with a view to increasing the value of the token in the long term.
- The fixing of the CliQ token supply and retention of tokens in reserve will make it prohibitively expensive for a malicious actor to acquire enough tokens to threaten the CliQ Ecosystem or network. Since no new CliQ tokens will ever be created, the only way to acquire more tokens is by either purchasing or minting existing tokens and over time making it more expensive to amass a controlling amount of CliQ tokens.
- The Initial Release and Supply will be used to fund the development of the platforms and associated research, operations, and legal costs. Although \$CliQ has a maximum supply of 25 billion, only 1.450 billion will be released to the market at genesis. This represents the total amount of \$CliQ that will ever be sold via crowdsale. The remaining amount \$CliQ can only be minted via community development actions with the initial amount to be minted also fixed. The balance will be deposited in the CliQverse treasury and not available for release before 2030 (subject also to voting approval by CliQverse community builders).
- The token will be distributed via Stellar's own Distributed Exchange (DEX) and other multiple high- volume reputable exchanges.
- The token distribution to contributors or CliQ citizens who get whitelisted for each round is wider, more equitable, predictable, sustainable, and facilitates choice, to ensure the distribution results in a lower Gini score. This means that the \$CliQ is less vulnerable to market manipulation (such as if a whale decides to sell their coins to attack or game the system).

5.3 Token Demand Framework

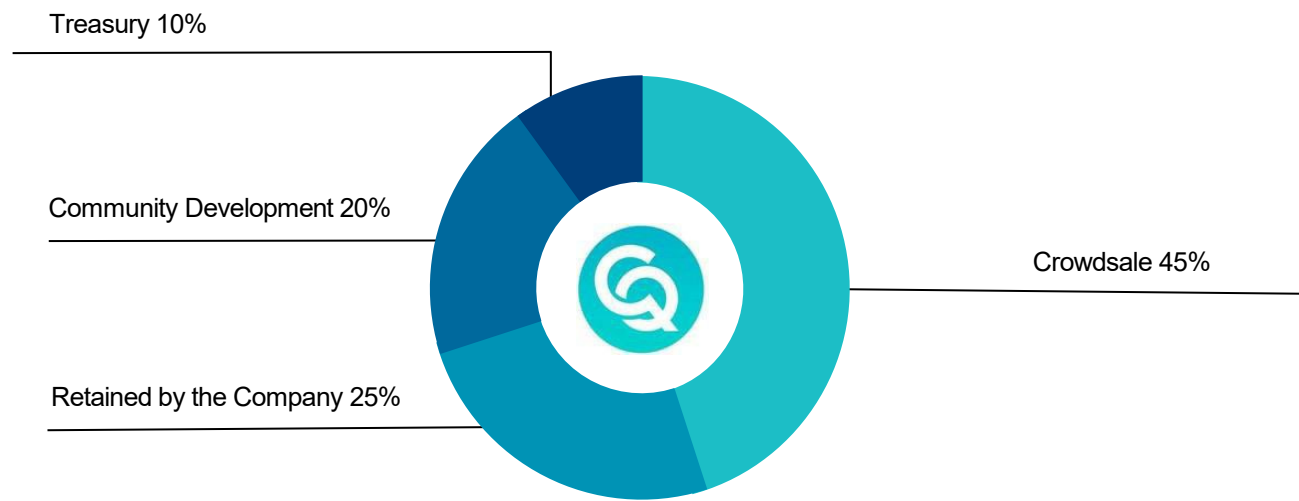
- the demand for the token is expected to be high because of the utility of the token in all the CliQverse platforms. It is the only medium of exchange for goods and services, payment of transaction fees and mechanism for incentivizing engagement in CliQverse ecosystem. This means the demand is mostly dependent the vibrancy of its community and the level of active participation in community building actions and community boards on CliQverse's social media platforms.
- gamification is also an essential element of the \$CliQ token demand framework. However, gamification on CliQverse is based on community builders and participants undertaking community building actions to receive rewards in \$CliQ tokens or holders acquiring tokens to use to purchase goods and services on the platforms and be rewarded with Action Points which can be converted into \$CliQ tokens later as rewards.

5.4 Token Distribution

By design \$CliQ can be owned in two ways only. Firstly, through purchase of pre-minted \$CliQ tokens via crowdsale (private sale or public offering). Secondly, by minting of the tokens via community development activities in our ecosystem using CliQxBUILDER in CliQ minting process.

Of the total number of 25 billion tokens issued, the token allocation and use of funds obtained through the token sales, will be distributed as follows:

Category	Allocation (\$CliQ)	Percentage
Crowdsale	11,250,000,000	45.00%
Retained by the CliQverse Project	6,250,000,000	25.00%
Community Development	5,000,000,000	20.00%
Treasury	2,500,000,000	10.00%

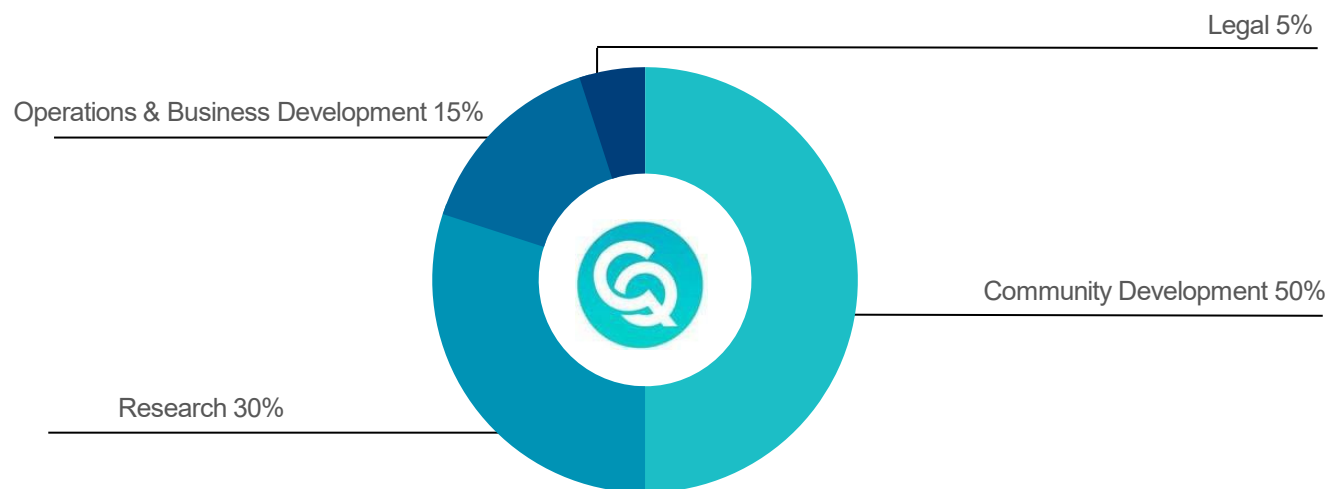


The proceeds from the \$CliQ token crowdsale will be used to buy resources required to develop the CliQverse Project infrastructure, provide incentives for community climate actions or other impactful community building actions in the metaverse and globally via CliQverse's Community Development Fund, reward the management and development team for their effort or other stakeholders so that they can fulfill their roles, and pay for consulting and legal fees.

5.4.1 Crowdsale

Of the total 45% of tokens, 11,250,000,000 (eleven billion two hundred and fifty million) tokens, available for crowdsale now and in future, the distribution to be made is as follows:

Category	Allocation of tokens	Percentage
Community Development	5,625,000,000	50%
Research	3,375,000,000	30%
Operations and Business Development	1,687,500,000	15%
Legal	562,500,000	5%



Of the 11,250,000,000 (eleven billion two hundred and fifty million) CliQ tokens in this category, 1,450,000,000 or 1.45 billion (12.889%) of the tokens, which represents the circulating supply, will be distributed at genesis via a Public Offering/Initial DEX Offering (IDO) and Private Sales/Presales, as follows:

Phase	Number of tokens	Allocation share %	Price	Release schedule (months)
Presale #1	150,000,000	1.333 %	\$ 0.05	0/Unlock TGE
Presale #2	150,000,000	1.333 %	\$ 0.65	0/Unlock TGE
Presale #3	150,000,000	1.333 %	\$ 0.08	0/Unlock TGE
IDO	1,000,000,000	8.889 %	\$ 0.10	0/Unlock TGE

Bonus Scheme

Bonus	Number of tokens purchased	Bonus tokens %
1	1,000 - 50,000	0.00 %
2	50,001 – 200,000	5.00 %
3	200,001 – 500,000	10.00 %
4	500,001 plus	12.50%

Presale buy on StellarTerm (Swap Address) link: <https://stellarterm.com/swap/USDC-www.centre.io/CliQ-GCIZZABD2LRDR7B7CVKF22K23BRCYXC7254EO7GWVV4WQ4DQD5ZYAD6T>

The remaining balance of 9,800,000,000 (nine billion and eight hundred million) \$CliQ tokens in this category, will be held in reserve and locked for a minimum of 5 years. The release of these tokens in the years to come will strictly be endowed for the long-term development of the CliQverse Project and on a need basis, on two levels. Firstly, the tokens will be available for use to support future developments and operations of the CliQverse Project infrastructure components. This is to ensure the CliQverse Project has sufficient financial reserves to meet competitive challenges arising from the advancement or evolution of the current internet technologies into the metaverse. And, secondly, for use as additional funding to support new and urgent impactful community development projects plus refund or ‘top-up’ of CliQ community development tokens converted from purchased Action Points.

After the minimum 5 years period, community builders will be allowed to vote on whether on an emergency basis there is a need to release more \$CliQ tokens to the CliQverse Community Development Fund for minting to incentivize urgent climate actions.

Phase	Number of tokens	Allocation share %	Price	Release schedule (months)
Funding Reserves	9,800,000,000	87.11 %	TBC	TBC

The Funding Reserve account will essentially operate as the ‘Reserve Bank’ of the CliQverse ecosystem economy. These tokens held by the treasury are designed to acquire value in time due to the market value of \$CliQ, continue to grow in time, and function as seed money and revolving CliQverse Community Development Fund future fund for incentivizing climate actions independent of government intervention.

2. Subjective Burning process and Redistribution Pool allocation

CliQverse has deliberately adopted a unique subjective burning policy which focuses on the long-term value of a stable \$CliQ token with expected high demand driven only by its purpose and use cases (utility) as a basis for deflationary circulating supply in the CliQverse ecosystem. By design CliQverse expects this subjective supply vs demand mechanism will limit the token supply and make it more valuable ‘naturally’ which equates to a stable deflation in the circulating supply of the CliQ token in the CliQverse ecosystem.

CliQverse’s subjective token burning concept is different to traditional token burning concept because it is designed to benefit the community and the planet immediately and on a long-term basis. Tokens collected as fees or commissions are removed from circulation in every transaction and deposited into the Community Development Fund to incentivise future climate actions and used by the future Fund as a guarantee for community builders to undertake the climate actions in future free of government control or intervention. This means there will be organic deflation of the token from circulating supply, and provision of real benefits for community empowerment in climate actions for the planet, at the same time. This is different to the current practice of artificial boosting of the token value to benefit the few in the short term without any benefit to the wider community or planet.

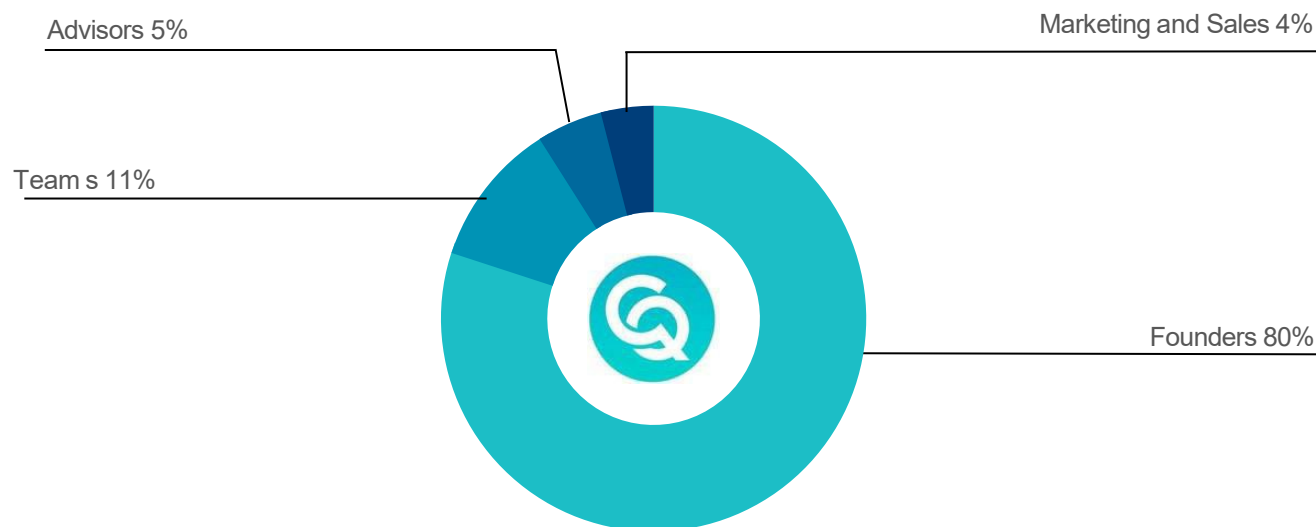
Most importantly also CliQverse’s subjective burning policy guarantees there will be no token burning to support the value of the token to create artificial valuation of the token on a short-term basis as is the case with traditional burning methods. Instead, the policy offers a subjective burning process that guarantees a \$CliQ token value that depends on both the utility and circulating supply of the token. CliQverse Project’s burning policy allows burning in two exceptional circumstances only. Firstly, to protect tokenholders against extreme price depreciations resulting from an attack by bad or malicious actors (‘whales’ etc). Secondly, extreme industry upheavals at the level of a “crypto winter”. In such exceptional, the tokens burned will be tokens from circulating supply. For example, 5% of this pool of tokens (tokens in circulating supply) will be redistributed or burned over a period as FIAT users enter the platform. In this case, one token will be burned from the burning pool for every \$0.10 converted from FIAT to CliQ.

The balance of the remaining allocations will be distributed as follows:

3. Retained by the Company

The 25% or 6,250,000,000 of CliQ tokens allocated, will be distributed as follows:

Phase	Number of tokens	Allocation share %	Release schedule (months)
Founders	5,000,000,000	80.00 %	6 months lock then monthly vesting for 7 months
Teams	700,000,000	13.00 %	12 months lock then monthly vesting for 7 months
Advisors	300,000,000	3.00 %	6 months lock then monthly vesting for 7 months
Marketing and Sales	250,000,000	4.00%	6 months lock then 0 (zero) monthly vesting



Token Vesting

- **Vesting of Founders share tokens:** 30% of tokens released 120 days after IDO followed by release of 10% of tokens per month for 7 months.
- **Vesting of Teams share tokens:** 30% of tokens released 360 days after IDO followed by release of 10% of tokens per month for 7 months.
- **Vesting of Advisors share tokens:** 30% of tokens released 180 days after IDO followed by release of 10% of tokens per month for 7 months.
- **Vesting of Marketing and Sales share tokens:** 100% of tokens released 180 days after IDO followed by release of 10% of tokens per month for 7 months.

4. Community Development (Community Development Fund)

The 20% or 5,000,000,000 tokens allocated, will be distributed to community builders in CliQverse ecosystem via CliQ's minting process using CliQxBUILDER. The tokens in this allocation are to be used to incentivize/reward community builders to be able to undertake and complete climate actions and other impactful community development work. The selection and delivery of the approved community building activities will be supervised independently by CliQverse's Community Development Fund for the benefit of CliQverse's ecosystem.

Token Vesting

- 100% of tokens released 90 days after validation of completion of minting process for an activity. 120 days after IDO followed by release of 10% of tokens per month for 7 months.
- For tokens purchased by external Community Builders, 100% of tokens released after zero (0) days (immediately).

5. Treasury

The 10% or 2,500,000,000 tokens allocated, will be used to provide any associated short-term liquidity needs following the release CliQ token as an asset of the Stellar DEX.

6. Crowdsale dates and periods (updated)

Presales (private sales):

Presales:

- **Round #1*** from **5 September 2023 to 30 September 2023** or until all tokens allocated (150 million) for this phase have been sold, whichever comes first (*round extended due to current bearish crypto market conditions).
- **Round #2** from **1 October 2023 to 31 October 2023** or until all tokens allocated (150 million) for this phase have been sold, whichever comes first.
- **Round #3** from **1 November 2023 to 17 November 2023** or until all tokens allocated (150 million) for this phase have been sold, whichever comes first.

Initial DEX Offering (IDO) (public sale/offering):

- From 5 August 2023 to 31 August 2023 or until all tokens allocated (1 billion) for this phase have been sold, whichever comes first.

All Contributors who wish to participate in the crowdsales, must agree to purchase a minimum of USD 50 and a maximum of USD 100,000 worth of tokens, to be qualified as participants for the sale. Purchase of the tokens in this sale does not constitute an investment contract between the parties. If any of the private sale rounds ends without having sold all the tokens being offered in the sale, the unsold tokens will be added to the treasury reserves or added to the next lot of tokens allocated for sale. The selection of the launchpads and DEX listings for the crowdsale is based on our rationale that ownership and adoption of the token must be widely accessible especially by majority of potential token holders, who in most cases, are individuals rather than retail buyers.

7. Crowdsale listing platforms

Private and Public launchpads:

- StellarTerm
- GemPad Launchpad
- Others TBA

Private and Public launchpads:

- StellarTerm
- Others TBA

6. Governance and Consensus Mechanism

The CliQverse Project team will have a compliance unit, supported by an external audit team, that will be responsible for the supervision of the governance and consensus systems including implementation of CliQverse Project's privacy and data policy. The CliQ governance and consensus model outlined below is applicable to CliQ tokenholders and CliQxBUILDER Community Builders (leaders and their group of members) only. This component of the CliQverse Project will be delivered directly by AstroGenesys's CliQverse Project dedicated team.

1. Governance Mechanism

CliQverse community builders and \$CliQ token holders will be entitled to vote on:

- rules that define CliQverse's economy;
- change in number of CliQ Action Points to be issued for climate action activities; and
- projects that should be funded which in turn directs how CliQ tokens allocated for distribution for community projects and those held by treasury can be minted.

They will also be granted voting rights that influence the future rules and decisions of community building projects funded by CliQverse's Community Building Fund.

The CliQverse governance mechanism architecture will be governed by these token promises:

1. Token Supply Promises

The CliQverse governance protocol on token supply, applies to control the process on how the CliQ tokens are to be minted, supply increased or reduced. The total supply of CliQ tokens that can be minted has been set at the outset of the project and hard-coded. In this case, the maximum supply (absolute cap) of minted cryptoasset is specified and enforced via the Stellar code comprising the cryptoasset itself to protect holders against any wanton supply of the token. This means the issuing account on Stellar has been locked down so that no more tokens can be created. The master weight in the source account field has been set to 0 (net zero).

2. Token Vesting Promises

This is to ensure the initial rights contributors receive are protected and not modifiable, and there's longevity in the alignment of interests, the initial vesting promises are enforceable, automatically.

3. Modifiability Protocol

Under the code, the tokens purchased by Contributors cannot be directly modified unilaterally or modified and/or amended via any additional smart contract using tokenholder voting for upgrade in any voting mechanism in the underlying blockchain we select to host the CliQ token. This means, ensuring that in the code used to create our token, the modifiability functions in any smart contract code (where applicable) do not extend beyond changes to tokenholder voting rules to allow the promises against the described modifications as in this case.

CliQ tokenholders will be able to vote on or guide the project's governance decisions on the criteria of causes and activities to be rewarded. The tokenholders in this project will also have the right to choose and decide on how to reward their own activities using the CliQxBUILDER Community Builder tool in their possession.

Further to stop abuse of the governance processes or gaming of the systems adopted by CliQverse, the project has adopted the following collateral protective protocol:

4. Abuse of CliQ Minting Process

The governance protocol against abuse of the CliQ Minting process and its reward system, is founded on the principle, that eliminating abuse of the system is not possible and the costs of eliminating such abuse cannot be justified. The CliQ governance mechanism architecture is designed to make it easier to address both the verification of subjective work and prevention of fake subjective work in such an event. To keep 'bad actors' from abusing the minting process and reward system, by claiming rewards for fake activities, the identified bad actors will lose all the tokens fraudulently acquired plus 10% above the amount of the tokens fraudulently acquired and voting rights for 6 months. CliQ Citizens who are responsible for identifying such fraud in the system will be entitled for a reward, amounting to half of the 10% of the amount of the tokens payable by the bad actors for tokens fraudulently acquired.

The role of the CliQ token in the architecture of CliQverse's governance system is threefold:

1. Determine the burning or appropriation of liquidity tokens to protect the value of the CliQ tokens in supply in the market.
2. Adjust network parameters to ensure a healthy, thriving ecosystem network which is valuable to CliQverse's ecosystem citizens.
3. Invoke proposed governance updates in a decentralized fashion.

5. Application of Australian Law

AstroGenesys Pty Ltd, is an Australian start-up company incorporated in Melbourne, State of Victoria pursuant to *Corporations Act 2001* (Commonwealth). The main operations of the company (HQs) and CliQverse Project are both located in Melbourne. Based on the company's strategic plan, the company projects it will have regional HQs strategically located in some of the world's major cities within the next 18 months, primarily to ensure CliQ products and technical support can be distributed or provided locally or closer to the users of CliQverse Project components, in a more productive and responsible manner. As an Australian company, AstroGenesys is subject to Australian law, relevantly, Corporations Act 2001 (Cth) and Australian Consumer Law (Cth) (ACL). This includes being governed by applicable regulations and or policies adopted by the Australian Government or other relevant jurisdiction.

The following sections of the ACL are also binding to AstroGenesys:

- **Section 18** prohibits persons (that includes a companies) in trade or commerce from engaging in conduct which is misleading or deceptive or likely to mislead or deceive.
- **Section 20** prohibits persons (that includes a companies) in trade or commerce from engaging in conduct that is unconscionable, within the meaning of the unwritten law.
- **Section 29** prohibits persons (that includes a companies) from making false or misleading representation about goods or services.

2. Consensus Mechanism

Consensus, in blockchain technology, is defined as a procedure that allows for a common agreement to be formed around which transactions are executed in order.

This novel consensus mechanism is unique to the CliQverse ecosystem.

CliQverse has adopted a novel *subjective Proof of Work* ("PoW") Consensus Mechanism for the CliQverse ecosystem with sustainability as a core component and a PoW mechanism process that requires physical community work in the real world using our unique community builder tool to incentivise climate actions and other impactful causes at the grassroots. This guarantees the definition of subjective work exists outside the source code itself, subjective validation of work that requires no human involvement but is done manually in the CliQxBUILDER Community Builder tool by the leader of the community building group, and a community building based token minting process which produces net zero carbon emissions. The rewards and investments mechanism for works completed are based on actual physical activities in the real world such as tree planting, rainforest conservation, reforestation, purchasing carbon offsets to name some of the approved community building activities that are supported by CliQverse's unique PoW. This unique subjective PoW model makes it possible for communities to collectively fund the development of whatever they deem as valuable to their cause and monetize previously nonmonetizable time as most of their investment is based on actual physical activities in the real world.

This CliQverse's subjective PoW model represents an alternative approach to distribution of currency as it improves upon fully objective PoW systems or existing established consensus systems (Proof of Work, Proof of Stake, Proof of Authority, Proof of space etc) which mostly rely on crypto mining to validate transactions and transactional processes that involve the use of computers and cryptographic processes to solve complex functions and record data to a blockchain. In CliQverse, the architecture for CliQverse's subjective PoW consensus mechanism utilizes a combination of Stellar's consensus protocol (SCP), CliQverse subjective PoW and the CliQxBUILDER Community Builder tool, to confirm transactions executed in the CliQverse ecosystem platforms and ensure integrity of the validity of work undertaken during the minting process involving issuing of CliQ Action Points rewards and conversion of the points to CliQ tokens. The work involved in the validation of the transactions consumes negligible amounts of energy unlike all the other consensus mechanisms or Proof-of-Work crypto mining processes which are associated with production of significant amounts of energy.

The three (3) layers of CliQverse consensus mechanism can be summarised as follows:

- **First layer:** based on the CliQ token ledger and transactions being secured by the underlying Stellar blockchain and its Stellar consensus protocol. This ensures any transfer of the CliQ token or any transaction in the system can be considered to have been confirmed with the same security as Stellar blockchain.
- **Second layer:** this dictates how newly generated CliQ tokens are to be distributed and governed by the CliQ token's consensus mechanism, which includes a mechanism of participation by citizens of the ecosystem or external actors. No consensus may be required per say, in terms of acceptance and validation of previous blocks, however the rules for participation and conditions upon which actors may mint the tokens, earn rewards, or be penalized for abusing the minting or reward system, are defined by CliQxBUILDER Community Builder minting process rules.
- **Third layer:** this dictates how new CliQ tokens can be minted, and subjective proof of work (PoW) is validated, and points awarded for the work by the CliQxBUILDER Community Builder tool are released to minters for their participation or engagement.

At the operational level, the CliQ consensus mechanism, has 5 validators (each holding the title of 'Chief', who are co-founders and or major tokenholders), each having the responsibility of validating transactions made using the CliQxBUILDER Community Builders and CliQ tokens minted or purchased from CliQverse Project. The second level of validators involves CliQxBUILDER Community Builders. The responsibility and power of founding online communities in the ecosystem including setting goals for their own members in their own jurisdictions, is decentralized to CliQxBUILDER Community Builders or external Community Builders using the tool, where applicable. This means, by design, the power or control to set the purpose, criteria and validate completed good deeds or subjective proof of work for community projects to be undertaken, using the CliQxBUILDER Community Builder tool, and before action points are awarded and tokens minted, has been fully decentralized to CliQxBUILDER Community Builders and their respective community members. The voting rights or control for new projects to be undertaken or causes adopted using the CliQxBUILDER Community Builder, has also been decentralized to the CliQxBUILDER Community Builders and their respective community members.

Mechanism	Decentralised Control	Low Latency	Flexible Trust	Asymptotic Security
Proof of work	✓			
Proof of Stake	✓	Maybe %		Maybe
Byzantine Agreement		✓	✓	✓
Tendermint	✓	✓		✓
SCP (this work)	✓	✓	✓	✓

Fig. 5. Properties of different consensus mechanisms

7. Security and Audits

The entire portfolio of CliQverse Project components, will be checked and audited by internal and external independent auditors on a regular basis. This includes auditing, testing, monitoring and regulation of IT software and infrastructure, security requirements to safeguard data and misuse of privacy issues, legal regulations and financial systems compliance, and wellbeing of staff.

8. Privacy and Protection of Personal Data

Data sovereignty is at the core of the CliQ metaverse's data and privacy protection policy. The policy is founded on the principle that the underlying decentralized nature of the metaverse or Web3 makes it possible for users to participate and transact in the CliQ metaverse platforms without having to give up control over their data. This is crucial because conceptually the CliQverse Project recognises that, in order, for users to feel comfortable sharing their data in the CliQ metaverse platforms, the design of CliQ metaverse's data and privacy protection systems, must be comprehensive enough to avoid any potential harm from issues, such as, privacy, data hacking, desensitization, or any related health issues, occurring to users, whether the data is biometric or not. In practical terms, this policy is about ensuring CliQ metaverse users have a guarantee on conducting business safely and on their respective terms in the CliQ metaverse platforms.

8.1 CliQverse Data Sovereignty Guarantee

The construction of the architecture of CliQverse metaverse's data and privacy protection system will provide to users of its metaverse platforms, among other guarantees:

- full transparency on how the systems collect and utilize their user data including details on what data is collected;
- privacy and assurance that their data won't be used against them. This includes, among other things, ensuring privacy for vulnerable consumers and protection of individuals against government and corporate misuse;
- protection by ensuring their data is encrypted and anonymized;
- secure user accounts that by design cannot be taken over or abused by a third party;
- guarantee that they are in control of what is being shared. This means, only the users who can share their data, based on their own consent or when they truly want to, and they still have the power to opt out of data sharing if they want to;
- independent oversight over how their data is handled;
- proactive monitoring and alerting procedures as part of data security; and
- policy that is simple and easy to read.

This component of the CliQverse Project will be delivered directly by AstroGenesys CliQverse Project dedicated team.



9. CliQverse Ecosystem

“I Am Because We Are” African Philosophy of Ubuntu

The values of CliQverse’s ecosystem, which forms the core of our CliQ token and metaverse, are based on the Ubuntuism values of solidarity, openness, interdependence, obedience, collectivity, and consensus. The success of the CliQverse Project is reliant on the CliQ token channelling these pillars of values to achieve the unity of purpose required from all stakeholders in the CliQverse ecosystem.

10. CliQverse Ecosystem

CliQverse’s decentralized community is powered by the Ubuntuism concept of “I Am Because We Are” which can also be expressed as “A Person Is a Person Through Others”. Studies suggest this concept extends normatively into the embodiment of human relations and prescribes moral obligation towards other humans, non-humans, and nature. It has been argued, one of the most basic principles of ubuntu, is a moral obligation towards others including past, present, and future generations. This means, living a sustainable life that does not affect the ability of others, including future generations, to live. This moral obligation, when viewed in its traditional context, suggests ubuntu extends to all non-human nature and therefore can be applied to our relationship with the environment.

CliQverse's adoption of Ubuntuism as the guiding concept in the creation, development, and interactions between stakeholders or community members in the CliQverse ecosystem, is to recognise and accept that the elements of the building blocks of a successful and sustainable human ecosystem are part of our daily lives anywhere. This also includes accepting that Ubuntuism is a universal concept and the 'good deeds' moral obligations for CliQ Citizens in the CliQ ecosystem are manifestations of what is expected of a good citizen in any civilized community. In particular, the "Golden Rule" or maxim that provides, "Do unto others as you would have them do unto you" which is found in most religions and cultures. The ethos of the CliQ ecosystem, is founded on these Ubuntuism principles and inform the aims and objectives of the ecosystem, on two levels:

- **Firstly**, to incentivize people to build strong, independent, and sustainable online communities; and
- **Secondly**, to incentivize people to support climate actions to save the planet for future generations and other impactful community development causes.

This component of the CliQverse Project will be delivered directly by CliQverse Project's dedicated team.

11. Partnerships

These are aimed at:

- introducing additional services and attracting new partners to the CliQverse ecosystem to support the organic growth of CliQverse's capitalization through expansion of the circulation of the CliQ token;
- forming partnerships with major content creators before the CliQverse platforms have even been launched, so that upon launch there will be a greater chance of the creators uploading their content right away;
- establishing easy access to next generation's target audience;
- attracting new generation of developers through internship programs with tertiary institutions;
- improving experiences for users in CliQverse platforms;
- enhancing the content creation space through partnerships with other technology providers;
- spurring new real business use-cases and innovation on the CliQverse platforms for users at a larger scale by partnering with various private and public entities in the market;
- creating new complementary ways for monetizing content on the CliQverse platforms and incentivising CliQxBuilder Community Builders and users using CliQ Action Points, by partnering with content creators, social media influencers, community groups, enterprises, nongovernmental organisations, public agencies, governments (state and local); and
- increasing CliQverse's platforms exposure, by partnering with content creators and social media influencers.

12. Future Plans

CliQverse has adopted future plans that will enable CliQverse to scale up capabilities, innovation, and ecosystems relevant to maximising our position in future competition in technology and developing new technology driven climate actions. This is about anticipating the eventual obsolescence of the systems we have adopted today.

CliQverse's future plans include:

1. CliQverse Artificial Intelligence

CliQverse plans to implement real-world integration of its blockchain system with artificial intelligence and blockchain to build a new version of the CliQverse that is more immutable, safe, and decentralized metaverse than what is allowed by current technology. The combination of these two technologies is expected to transform the way CliQ ecosystem citizens do business, interact, engage in community collaborations and content available in the CliQverse, in a system that allows users to process information independently across different computing devices and have processor independence without any cons of sharing aggregate data. The aim of such adoption will be to achieve, Increased Security (fraud detection, such as, cyberattacks); Increased Efficiency (data storage, reduced storage costs, save time, etc); Greater Transparency (ensure data is accurate and tamper-proof, etc); Enhanced Data Quality (authenticity of data - accurate and reliable as possible, etc); Improved Scalability (improve the scalability of blockchain by reducing the need for human verification in online transactions, etc); and Greater Flexibility (help content creators and businesses become more agile, responsive and adaptable to change). The future benefits from the combination of Artificial Intelligence and Blockchain for CliQverse platforms users, can be summarised as follows:



Smart computing power
Diverse data sets
Data protection
Data monetization
Trusting AI for decision making
Risk protection
Automation
Augmentation
Privacy protection

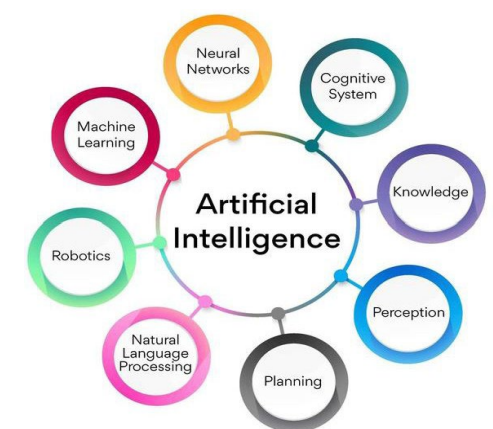


Figure. 6 (Source: Turing.Com)

2. CliQverse Blockchain

Build our own blockchain network to serve the CliQverse ecosystem better through cost cutting, control of the network, improved data and privacy protection, introduction to new and more secure digital assets and platforms, protection of the integrity systems in the CliQverse, and building of the new blockchain based on quantum-safe cryptography.

3. CliQverse Satellites

Launch and place our own satellites in low-Earth orbit to provide reliable internet connectivity to CliQ citizens in the CliQverse especially to citizens located in the remotest parts of the planet. Also, to ensure CliQverse ecosystem components that depend on the next generation internet are fully independent and under the full control CliQverse's decentralised ecosystem.

13. Roadmap

This is the roadmap of our CliQverse Project from concept inception to final launch. The team reserves the right to make changes to the roadmap if necessary.

Q3 2017

- CliQverse Project Development and Adoption of Initial Concepts
- In-depth Market Research Planning
- Onboarding of Core Founding Team

Q3 2021

- Incorporation of startup company AstroGenesys
- Team Building (continuous process)
- CliQverse platforms and CliQ token
- Technical Architecture Design work
- Whitepaper Drafting

Q2 2023

- Initial Whitepaper Launch v1.0
- CliQ token and AstroGenesys websites Launch
- CliQverse Project Public Announcement Social Media Launch
- CliQverse Project Marketing Activities Launch
- Crypto Community Engagement

Q4 2023

- Team Building & New Partnerships Engagement
- CDN service providers appointment/s
- CliQverse Project Marketing Activities

Q1 2024

- CliQliveVR Beta Testing
- CliQliveVR Demos and pilot runs with selected Content Providers
- CliQxchange Beta Testing Third Party audits
- CliQverse Project Marketing activities

Q3 2024

- CliQliveVR and CliQxchange formal Launch
- New Partnerships
- CliQverse Project Marketing activities

2025 & beyond

- Future Plans

Q4 2021

- CliQ Token and CliQxBUILDER Community Builder (CCB) tool MVP Developments

Q3 2023

- CliQ token Presales Launch – 1st, 2nd, and 3rd
- Whitepaper v2.0 Launch
- Initial DEX Offering (IDO) Launch CliQ token Listing on Crypto Exchanges
- CliQxBUILDER Beta Testing & Launch CliQliveVR and CliQxchange MVP development
- CliQverse Project Marketing activities

Q2 2024

- CliQliveVR Soft Launch CliQxchange Soft Launch
- CliQ Token NFT development and Launch

14. CliQverse Team

Founders

Bernard Mako'ochieng

Practising commercial lawyer (admitted to practise by the Supreme Court of Victoria, Australia), PhD Candidate in Law, LLB (Hons), crypto investor, music entertainment entrepreneur (international music artist tours, music festivals etc), extensive business management experience including owning and operating licensed entertainment venues in Melbourne, start-up veteran, motivated by the future potential of next generation technology such as blockchain technology, AI technology, and quantum computing, in fighting the impact of climate change on the planet and reducing world poverty through wealth distribution. Love animals.

Justine Sinclair

Has extensive administration, project, and event experience. More than 25 years' event management experience delivering major events including Big Day Out festival (45,000 patrons), Make Poverty History tour and festivals -Australia (20,000+ patrons), Somersault (15,000+) and Vans Warped tour (7,000+),featuring some of the biggest acts on the planet – U2, Eddie Vedder& Pearl Jam, Missy Higgins, Black Eye Peas, Metallica, Common, Marilyn Manson, Hole with Courtney Love, Groove Armada, Kylie Minogue, Silverchair, Paul Kelly to name a few. Crypto investor. Love animals.

Danielle Sinclair

Extensive experience in retail marketing, customer service, project and event management. Has strong passion for technology and innovation in blockchain and metaverse technologies. Crypto investor. Love animals, people, and art.

M. Wedderburn

Crypto investor. Has strong passion for technology and innovation in blockchain and metaverse technologies.

Odia Ukoko

CTO

Professional background includes:

- over 3 decades of experience in the information technology sector.
- extensive experience working with data and the various tools needed to extract maximum value from data.
- a career that started off with him designing and developing core banking systems
- stints delivering large scale solutions for telecommunications, manufacturing, and retail companies in over 14 countries.
- holding various leadership roles in multinational organizations. This includes current directorship of technology companies in Australia and Singapore as well as an Australian fashion tech start-up.

Technical Team Overview

CliQverse Project has put together an experienced global team of top-tier development engineers with a wide range of expertise in blockchain, AR/VR, Web and Mobile Apps, environmental sciences and climate crisis, who have committed to this project full-time. Each team of engineers tasked to deliver one specific component of the project.