# Virtual Tourist

WHITEPAPER

THE PROBLEM

The tourism industry had hard times for survival during the coronavirus pandemic. According the UN tourist report; tourist arrivals globally in January 2021 were down 87% when compared to January 2020 because of travel restrictions, quarantines, and closures of transportations.

Travel will prevail over post-pandemic anxiety, making it incumbent on the aviation and tourism industry to build safer infrastructure. The tourism sector can take advantage of the new technology; **The Metaverse.**
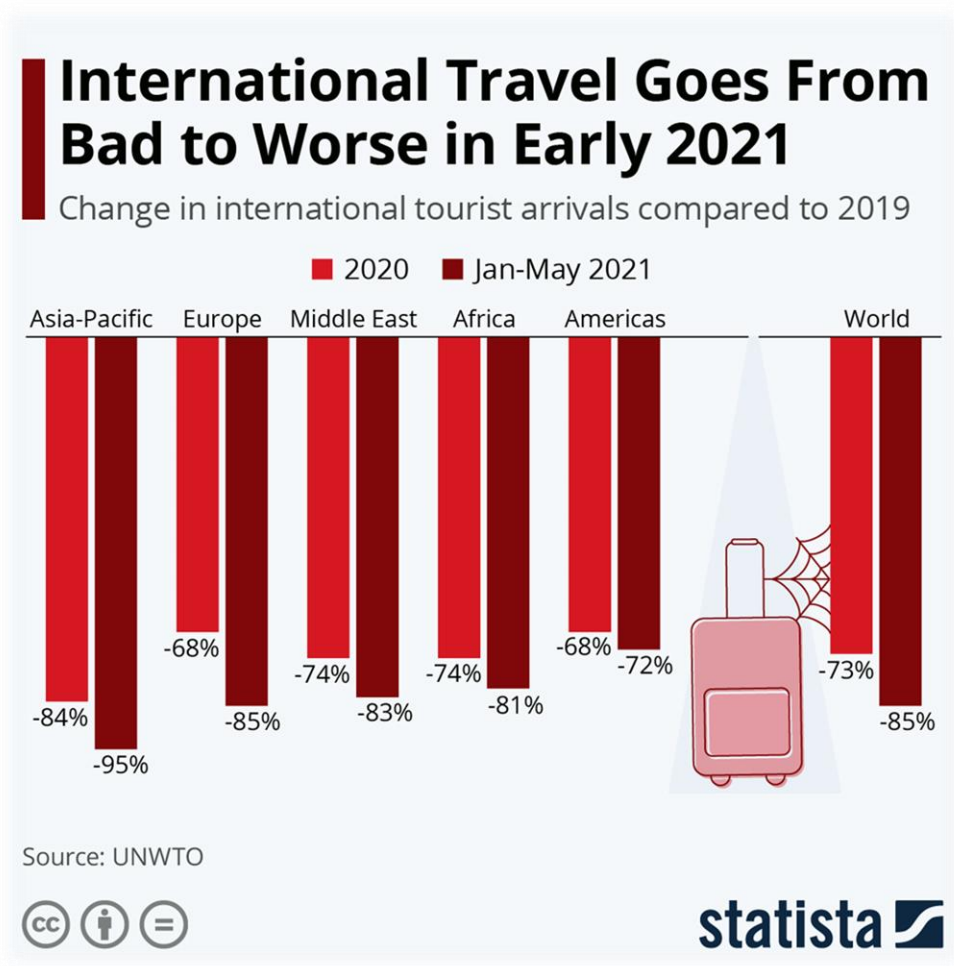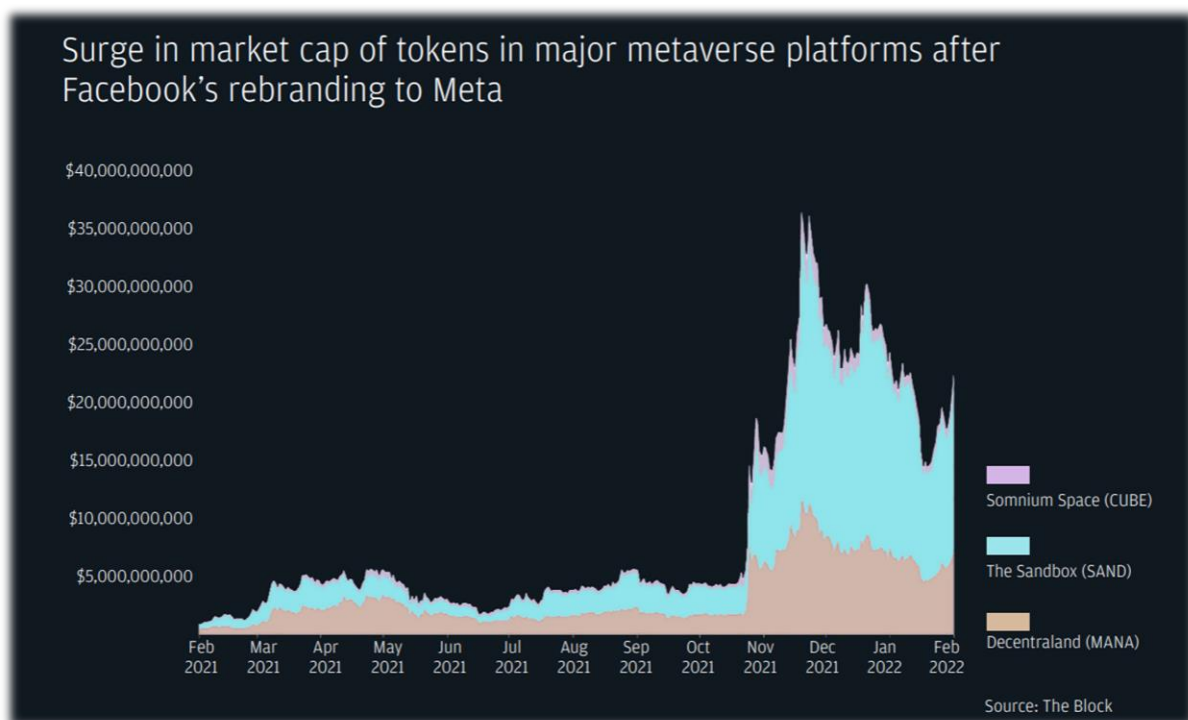
METAVERSE

Metaverse is digital worlds using advantages of technologies **VR** (Virtual reality), **AR** (Augmented Reality) **AI** (Artificial Intelligent) and blockchain. People will be able to socialize, play, learn, shop and travel with close future in the endless possibilities in this virtual universes. Meteverse concept opens a whole new realm of ways to engage which we expect will lead to dozens of new services and business models.

It turned a mainstream trend when Facebook CEO Mark Zuckerberg and his colleagues mentioned the word "metaverse" more than 80 times in under 90 minutes during Facebook Connect keynote presentation, where the company announced its new name; "**META**".

The global metaverse market size was USD 47.69 Billion in 2020. According the research, The revenue forecast in 2028 is USD 829.95 Billion. J.P. Morgans's "Opportunities In the Metaverse" report predicts: "**The metaverse will likely infiltrate every sector in some way in the coming years, with the market opportunity estimated at over $1 trillion in yearly revenues**,"

Digital technologies are vital and integral part of many businesses in the world. Combining digital tech's and blockchain with tourism will be one of the mainstream trend near future.

Surge in market cap of tokens in major metaverse platforms after Facebook's rebranding to Meta

Somnium Space (CUBE)
The Sandbox (SAND)
Decentraland (MANA)
Source: The Block

Solution

Virtual Tourist is a VR gaming platform for learning, socializing, and earning with the Virtual Tourism concept. VT's virtual reality social platform allows users to interact with each other and locations. The first location to travel is Hagia Sophia.

VT allow travelers to enjoy new places and destinations in metaverse without leaving their homes. People will be able to travel with only having a VR headset and a bunch of token anywhere in the world as a virtual tourist. Cultural heritages, holiday sites, holy lands, offices of the your favorite companies and much more.

Imagine being whoever you want and going world's top travel locations you'd like with top class guides, interacting and voice chat with tens of thousands of new friends from across the globe. Investigate very details and learn about to culture while you really "Seeing" it. Hear the real location ambient sound or listen a music for fittest the location.

ADVANTAGES

- ➢ Pandemic is most important reason for people's virtual tourism demand for now, it is game changer event for user experiences. People will show enthusiasm even after the pandemic over.
- ➢ VT will remove costs and time-consuming process of real-world experiences.
- ➢ Virtual tourism has a strong influence on people's on-site destination choices and will be valuable marketing tool to promote destinations. Our aim to connect with local authorities around the world the expand business with both city's and platforms benefit.
- ➢ VT will be socialization app of people who like the same cultures
- ➢ VT provides virtually accessibility for everyone especially for the elderly and disabled with limited mobility.
- ➢ Virtual tourism concept can help promote sustainability by reducing unnecessary greenhouse gas emissions from transportation and can be part of green energy trend on future.
- ➢ Its will be common trend of fun & learn concept for young people's education
- ➢ According the researchers almost 40% of the world population are playing video games. There were average 1.2 million daily blockchain gamers on crypto market. Growing player base is creating opportunities for gamefi projects such as Virtual Tourist.

VR GAME AND NFT

People from all over the world can play and chat together using VT's digital metaverse.
NFT's are crucial point of this world because of humans effort for being different.
VT's NFT collections will has a special feature; utility as a 3D avatar in a virtual worl.d These avatars are not only jpg's also proof of ownership of usage right for its unique 3D rigged model as avatar.

Beta version of VT app as will start to test at the Q2 2022. People will be able to travel to our first destination, **Hagia Sophia.**
VT has developing with a populer game engine. 3D models and early stages of game development has already started. VT team are working with local development partner team has Unreal Engine and Oculus VR experience.
The aim is get listed on important game stores after Beta.

.
- VT Token will be utility token of ecosystem. The participants using VT's digital metaverse would be able to gain VT Token as a bonus dependent to the time that they consume during VT platform.
- User who will join the metaverse of VT will be rewarded with VT Token for their reached achievements in game.
- Special NFT collections of VT may be sold with VT Token
- Possible subscriptions fee's of standalone app and rewards of future special events will be paid with VT Token
- Ingame advertising banners, brandings and other cooperations will be paid with VT Token

Main Problems of Crypto Gaming Industry

-Low quality Projects:
Most of GameFi projects has outdated concepts and poor quality. They are from fulfill modern player's expectations.

-Lack of usage of NFT'S
NFTs are indispensable part of GameFi and meteverse worlds but only a few of them has real utility in game. People are expecting reel use case of their NFTs, not just being a collectible jpgs.

-Selling dreams
Lots of conceptual metaverse gaming projects are selling dreams to people but in reality only a few of them can really accomplish what they promised.

STATUS OF VR INDUSTRY

VR and AR usage has increased with pandemic and people who stayed home played video games and participated in social VR more than ever.

According the research data 64 million people in the US will use VR, and 101.6 million people will use AR at least once per month in 2022.
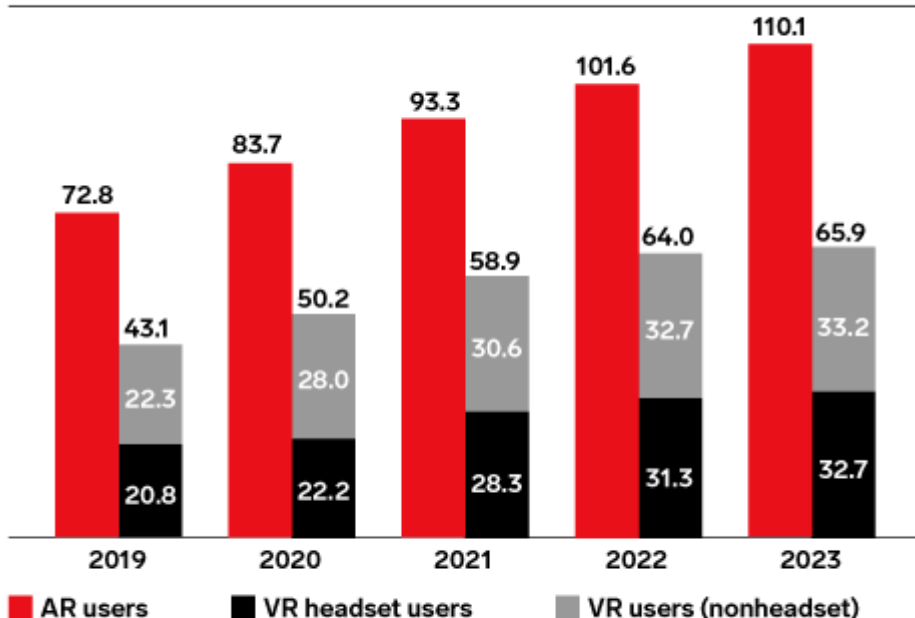
Facebook is already made a strong headstart with buying Oculus. Investment of technology giants will grow the market and capitalize on increasing demand. Facebook has changed its corporate name to Meta as to focus on its "metaverse" mission.

Other important tech companies, including Google Apple, Microsoft, and Samsung also started their investments to both hardware and software side.

Investment of technology giants will grow the market and capitalize on increasing demand.

US AR/VR Users, 2019-2023
millions

Year	AR users	VR headset users	VR users (nonheadset)	VR total
2019	72.8	20.8	22.3	43.1
2020	83.7	22.2	28.0	50.2
2021	93.3	28.3	30.6	58.9
2022	101.6	31.3	32.7	64.0
2023	110.1	32.7	33.2	65.9

■ AR users   ■ VR headset users   ▨ VR users (nonheadset)

Note: individuals of any age who experience VR content at least once per month via any device; AR users are individuals of any age who experience AR content at least once per month via any device
Source: eMarketer, March 2021

263777

eMarketer | InsiderIntelligence.com

TOKENOMICS

Virtual Tourist Token $VT is utility token of VT ecosystem. VT Token will be use advantages of BNB Chain for its operations. VT uses BEP-20 which is a token standard on Binance Smart Chain (BNB Chain) that extends ERC-20, the most common Ethereum token standard. It as a blueprint for tokens that defines how they can be spent, who can spend them, and other rules for their usage. BEP-20 was conceived as a technical specification for BNB Chain, with the goal of providing a flexible format for developers to launch a range of different tokens.

VT Token Total Supply: 800.000.000

Strategic Sale: 24.000.000 (3%) Price: $ 0,02
Only for KOL's , influencer and marketing partners.
First unlock 5% after public sale – rest will unlock linearly over 24 months

Public Sale: 64.000.000 (8%) Price: $ 0,029
Tokens will be unlocked linearly over 20 months

Marketing 32.000.000 (4%)
Marketing for app, token and local community management all around the world.
Tokens will be unlock linearly over 24 months after TGE

Development 64.000.000 (8%)
The tokens for the team will be locked for a year and follow a schedule of unlocking 10% every 6 months

Liquidity and partnership: 80.000.000 (10%)
Provide liquidity to users, exchange partnerships and ecosystem growth
%25 of Token will be unlocked after TGE. Rest will unlock linearly over 24 months

Community and User Grants: 488.000.000 (61%)
Token rewards for Virtual Tourists.
Unlock after 6 months after TGE linearly for 5 years since the app's beta version started to lunch is expected to summer around 2022.
Undistributed unlocked token will be burn gradually withing coin burn program at the end of the each year.

Foundation Reserve: 48.000.000 (6%)
Foundation Reserve for future partnerships and community incentives will be locked 3 years.

ROADMAP

VT APP

Q4 2021 / Q1 2022
  – Start of developments: Engine developments, 3D models and graphics
Q2 2022 – Beta Release of VT app for beta testers and live game teaser
Q3 2022 – Community testing with new content
Q4 2022 – Beta Release of VT Mobile app on Android
  – Store submissions of first release

VT Token

Q1 2022 – Website launch. TGE. Start of strategic sale to KOL's and influencers
  – Public Sale
Q2 2022 – Mint and sale of first NFT collection
Q3 2022 – Start of user grant program for beta users
Q4 2022 – NFT and content marketplace

TEAM

Virtual Tourist app and token has been found by Altug Isler and Oytun Es.
They are KOL's of Turkey crypto community and own the community called Kripto Teknik.
They are creating content and advising various crypto projects since 2017 . Most important part of crypto industry is having a loyal community and VT has potential of being biggest community supported crypto from Turkish market.

Apart from crypto; They have film production company has been active for 10 years and worked for lots of international filming project from commercials to feature films. Combination of their knowledge in crypto and experience of 3D animation in film sector played a key role in the creation of this project.

WAIVER

This white paper is written to set forth the conditions, technical features, life cycle of the crypto asset called as "VT Tokens". VT Token is not a financial product, commodity, derivative, contract for difference or a capital market instrument.

This White Paper is neither an offer document nor an investment advise so it is hereby highly recommended to whom will require/has already required VT Token to read the entire document. The decision to purchase or to hold VT Token should be understood as people's own decisions.
VT Tokens will be sold by the Supplier Company and the same is authorized:

(i)   to amend this White Paper in consideration of the relevant regulatory changes in future,

(ii)   to take the necessary actions including all technical requirements imposed by local and international binding rules due to the regulatory changes as this includes stopping the VT Token supply after the regulation change.

As of the publication date of this white paper, buying, storing or holding is not subject to any licensing procedure and it is also not subject to approval, acceptance and similar processes. The Owner Company is not responsible for any purchase and sale of VT Tokens realized outside the borders of Turkey.

For the purchase, sale and holding VT Token, it is necessary to comply with the relevant "Know Your Customer Rules Policy" and to be over 18 years old.

KYC & AML POLICY

Monitoring of customers' transactions and analysis of the data obtained is an important tool for the assessment and detection of suspicious transactions. In case of any money laundering suspicion, the Owner Company is authorised to monitor all transactions (including but not limited to high-risk group transactions, complex and unusual transactions, transactions with high-risk countries transactions, customer information and documents related to the purchase, sale and transfer of crypto currency that must be legally kept, etc.) and within this context, the same is also capable to take all required precautions for:

(i)   Notification of suspicious transactions to the relevant authorities,

(ii)   Requesting the customer to provide additional information and documents,

(iii)   Suspension or closure of the customer account.