MUA（MetaverseのAstral）
MUA (Metaverse の Astral)

Metaverse の Astral Through the fusion of virtual reality, artificial intelligence, blockchain and Startlink. On the one hand, let people get the ticket to the new world, everyone to participate in the construction, become the creator, open up their own ideal world. On the other hand, it helps people to explore multiple identities and seek the isolation, integration and optimization of each identity, so as to maximize the meaning of life for people.
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Preface

Looking back at human religious history, any religion will emphasize and magnify “harmony”. Religious belief does not simply emphasize the development of human civilization, but requires human beings to seek a balance between the development of nature and science and technology, so as to achieve a state of relative balance, unity and coordination.

On the contrary, people have to face this reality: with each new technological achievement, human participation seems to be more than before, but the sense of belonging is less; Human access to information is increasing, but the quality of access to content is declining. But there is a corresponding approach to knowledge acquisition that incorporates technological elements. For this new way of promoting human cognition through technology, we define it as faith in technology.

Technology has deeply affected everyone in the world, but virtual reality technology after the popularity of the fade, artificial intelligence lack of data blood to support, block chain large-scale commercial is also far away, coupled with a global pandemic in 2020, whether all these let human civilization to stop the pace of continuing to sublimate? Online interaction tools such as Zoom, however, let people understand during the outbreak of the boom, the interaction and communication between people is not a physical partition can hinder, traditional face-to-face way of information interaction is too limited, the emergence of the new way of interaction may once again lit torches in terms of the evolution of human civilization, civilization and science and technology and the harmonic! In the traditional world, there are barriers to trust exchange, but religions
maintain harmony; The new world, the trust mechanism is completely restored, and the beauty of harmony.

In the age of information explosion, people are exposed to more and more things. The more ideas you have. Do you have a "the world is so big, I want to see." Feeling.

When you see 《Jurassic Park》，if you want to get up close and personal;

When you see 《Guardians of the Galaxy》 If you want to watch over the galaxy and roam the stars with them;

When you read the wuxia novel, it is to give birth to a war sword river’s lake, the lofty sentiments of the world;

......

Your pride in the day, brave, if will, when the expansion of the territory, forever town mountains and rivers. However, they can only muddle through every day, regretting the time of life.

You this gas spit mountains and rivers, the heart is the world, if the king, when can be caressed inside and outside, the people are rich and the country is strong. However, they can only daily daily necessities, sigh talent is not encountered.

No matter what you think, it's only in your imagination, in your body, in your silver. However rich your heart may be, you can only be confined to the physical world and live in a muddle.

Metaverse airo Astral is coming: Reshaping the way we live in the future.

Metaverse airo Astral is coming: Shaping the virtual world of multiple human civilizations.
Part 1. Project background

1、Driven by the epidemic environment

Since the outbreak of COVID-19 at the end of 2019, countries and regions around the world have adopted internal lockdown measures, making it difficult to meet people's real social needs. Therefore, people have moved their social activities to the Internet, through video, live broadcast, games and other ways. The number of users of "mobile games" and "network live broadcast" has both benefited from the epidemic in the first half of 2020.

In April 2020, Houston-based rapper Travis Scott performed a concert in Fortnite's virtual world. According to Reuters, the concert drew 27.7 million people and was viewed more than 45 million times, setting a Fortnite attendance record for a single performance. The epidemic has promoted the landing of the metauniverse and accelerated the digitization process of human beings.

2、The improvement of infrastructure

VR (virtual reality), AR (augmented reality), MR (mixed reality), AI (artificial intelligence), 5G, simulation technology, virtualization technology, visual rendering technology, blockchain technology and so on have made considerable development in recent years, and can be used as the underlying technology of the metauniverse to provide sufficient infrastructure support for its development. The specific introduction of these technologies will not be described here. They are both emerging fields and will be
the technical support of the metauniverse. Therefore, it can be predicted that there is still a long way to go for the full realization of the meta-universe. In addition, the current blockchain technology is also facing expansion, growth and other problems that need to be solved. When all the underlying technologies tend to be perfected, the meta-universe will have the opportunity to enter everyone's life.

3. The continuous development of Internet technology

Right now, we're in the infancy of Web3.0. Today, the rise of new social media, such as short video APP, such as games, live streaming media, as well as blockchain technology, 5g, all kinds of remote technology of landing the possibility for yuan the commercialization of the universe, human economic activities need to be less and less face to face, most of the activities can be done in the Internet, And the metauniverse is one form of "online society."

4. In the first half of 2021, the explosion of NFT will add power to the metauniverse

The non-homogeneity of NFT is a natural fit with the meta-universe. Most of the characters, items, assets and so on in the virtual world are non-homogenous and need to confirm their rights. Therefore, due to the need to ensure the transfer of assets rights and interests, blockchain technology and NFT play a crucial role in the meta-universe.
5. Roblox, a children’s version of the virtual world, will be available on the New York Stock Exchange on March 10, 2021

A game in which players have the freedom to control their characters to create a virtual world, Roblox portrays a world that, according to its rules, has the following elements: an identity independent of the real world, independent of the social world, low latency and immersion, diverse virtual life content, and independent economic and cultural consensus.

Part 2. Industry status and pain points

1. Virtual reality

1) AR/VR/MR Virtual reality technology stays in simple usage scenarios

AR/VR virtual reality technology has more than 50 years of development history, but AR/VR mostly only stays in games and simple commercial use scenarios, basically there are not too many disruptive products, mobile games or PC games are still the mainstream, especially the game content and quality in continuous iteration, but the product form is lack of innovation.

AR/VR scene experience requires super low latency network, and the current 4G network cannot solve this problem in a short time. Most interactive virtual interaction products will not work in the current environment because of the large amount of expensive modeling materials required, a static scene usually takes one to two days, and the severe network infrastructure required by AR/VR, so the VIRTUAL reality industry has been in a state of technological
stagnation in recent years.

2) **AR/VR/MR Virtual reality requires limited data sources**

Virtual reality data sources are very limited, because most of the data channels come from professional modeling companies and modeling technology teams, and large modeling quality materials even require a large number of companies several years to polish. Modeling based on static and panoramic photography needs to consider a lot of UI design, scene design and other issues, a simple scene may take an engineer one to two days to process, and a long processing cycle will reduce the number of users and manufacturers.

Because the VIRTUAL reality industry does not have an incentive mechanism to encourage the public to provide scene data, this kind of traditional virtual reality data acquisition method has great limitations, which limits the further development of the virtual reality industry.

3) **AR/VR/MR There hasn’t been a deep integration of virtual reality with other technologies**

For remote interactive virtual reality, the basic network environment required for it is low latency as the core feature, so before 5G and Starlink are widely used, people have to accept the harsh reality that most of the VIRTUAL reality developed is stand-alone. With enough global bandwidth, another virtual world in space can actually be built entirely.

In addition, due to the low degree of automation and artificial intelligence of tools and distribution platforms in modeling, drawing, repairing and other links of VR and other virtual reality technologies, the production productivity of virtual reality content is relatively low. Add to that the lack of incentives for data
sharing in blockchain technology, and it’s no surprise that the product lacks rich scenario content.

2、Blockchain

1) Lack of broader application scenarios

In essence, blockchain, the underlying technology of cryptocurrency, is a shared database, and the data stored in it is "unfalsifiable," "traceable," "open and transparent" and so on. Based on these characteristics, blockchain technology has laid a solid foundation of trust, created a reliable cooperation mechanism, and has broad application prospects.

However, the underlying technology of many cryptocurrency projects comes from the non-Turing-complete bitcoin, and the underlying technology is weak, making it difficult to build an ecosystem. With the underlying public chain infrastructure unable to break through its technological bottlenecks in terms of scalability, interactivity, and sustainability, the emergence of killer apps is still a dream. This is like the highway has not been built on the basis of the car performance, no matter how superior, also can not arbitrarily gallop.

On the one hand, it is waiting for the breakthrough of the underlying technology of the public chain, while on the other hand, it is seeking for better application areas in the context of the existing technology and giving full play to the characteristics of the incentive mechanism of cryptocurrency. Of course, the latter is more in line with the current environment, and more easily under
people’s control.

2) High threshold

Blockchain and cryptocurrency have a relatively high cognitive threshold for ordinary people. People want to understand the essence of blockchain technology through mathematical reasoning, but when you look at "elliptic random curves, asymmetric encryption", you’re basically put off.

At the same time, blockchain has a high operating threshold for ordinary people. Such as from the perspective of the process of encryption monetary investment, investors will encounter "legal tender in trade", "coin currency trade", "top-up", "currency", "c", "turning the withdrawal" these concepts, the first attempt of basic need long time to adapt to the user, not to mention "poundage", "limit operation", "futures leverage these operating rules". At the same time, for blockchain games, its biggest weakness lies in the early entry threshold is too high—cumbersome operation. Any participation requires spending, which limits user growth to a large extent.

Therefore, the best and only way to make blockchain and cryptocurrency technology widely available is to create blockchain applications that are easy, simple and accessible to ordinary people.

Part 3. Description of project

Metaverse ᄑ Astral, From years of thinking about the mirror world of the future by one of today’s most talked about futurists, Kevin Kelly. According to Kevin Kelly,
mirror worlds are a form of combining physical and digital space to enhance the
description of the real world, which is now emerging. It will be the greatest human
achievement, creating new wealth for billions of people, new social opportunities
and countless business opportunities. Right now, there are no experts to create the
world, and everyone has the opportunity to participate in the creation.

Metaverse ᐊ Astral, It is a follower of Kevin Kelly’s mirror world idea, and
determined to follow the steps of science, through the combination of VR/AR and
other virtual reality, blockchain, artificial intelligence and Starlink technology, to truly
realize the mirror world, each user’s own thinking, their own ideas will be realized in
the mirror world! It’s going to be the next great digital platform.

Metaverse ᐊ Astral Not just one world, but a collection of countless parallel
worlds.

In reality, there are countless countries, countless nationalities, and countless
customs and characteristics. The human mind is even more strange. If you use one
world to accommodate all people, then it is neither fish nor fowl, it is difficult to have
enough immersion.So Metaverse ᐊ Astral is not to build one world, nor to use one
world to accommodate all, nor to build countless kinds of worlds.Metaverse ᐊ Astral
will give the power to build the world to all users.

In Metaverse ᐊ Astral, Anyone can build one or more worlds he or she wants.
The world is as big as the heart.Mount the world you built to Metaverse ᐊ Astral 中，
Your world can then interact with other worlds.

Metaverse ᐊ Astral, new network communication will be constructed with
Starlink+ as the existing network communication infrastructure. Through the real experience brought by VR/AR, the virtual mirror world can be processed with interaction, and the scene and information transmission will be assisted by embedded or gene synthesis. At the same time, the one-click technology of artificial intelligence and the incentive mechanism of block chain will be combined. Build the economic model of science and technology finance to build trust.

Metaverse の Astral is a new open source collaboration involving more than 500 web technology communities worldwide, based on a model proposed by Infinite World in 2015. Through the integration of various advanced technologies, it innovatively solves the pain points of virtual reality and blockchain technology, such as simple application scenario, limited data source channel and high threshold. Make it easy for everyone to participate Metaverse の Astral, be Metaverse の Astral owner.

Metaverse の Astral is a web, a web that links all virtual worlds. It's also a linker that links all the worlds together. It's also a teleport array that transports users between worlds.

**Part 4. Metaverse の Astral technology base**

**1. Blockchain, the underlying technology behind cryptocurrencies**

Blockchain, the technology behind cryptocurrencies, is one of the hottest technologies right now, along with virtual reality and others, and is not new in itself. If you take the example of Google Earth, Ajax is not a new technology, but when it is combined, it makes Google Earth. Similarly, blockchain is not a new technology, but when it is
combined with encryption and decrypting, P2P networks and so on, it makes Bitcoin. Blockchain was originally a unique way to store data in cryptocurrencies such as Bitcoin. It is a self-referential data structure used to store a large number of transactions. Each record is linked from back to front in an orderly manner, which is open, transparent, untampered and easy to trace.

Instead of developing its own public chain, it will issue its own token MUA on top of the existing one, which will be used to support the economy of the virtual world. Muas will be fully integrated into the virtual world and will be used more widely than traditional cryptocurrencies.

Metaverse ☺ Astral Using an independent distributed settlement system, virtual world owners can issue their own encrypted digital assets for different virtual worlds. At the donation system level, the point donation mechanism will be adopted. In terms of security protection, a new quantum protection system is adopted. If an attack occurs in one dimension, the other dimensions can soft-fork to defend against the attack and move in real time to other alternate worlds that exist synchronously.

2. Virtual reality technology

Virtual reality is a new technology in the field of computer developed by integrating computer graphics technology, multimedia technology, sensor technology, man-machine interaction technology, network technology, stereoscopic display technology and simulation technology. At present, the research and application fields involved include military, medicine, psychology, education, scientific research, business, film and television,
entertainment, manufacturing, engineering training, etc. The technology mimics an environment that mimics physical existence in a real or imagined world, allowing participating users to interact with the simulated world.

In each virtual world in Metaverse Astral, the real world and the virtual world are integrated to generate a new environment and visual representation, in which the physical world and digital objects can coexist and interact in real time. Users can interact with holographic projection information in the virtual world, instantly switching between any language, while virtual characters can be customized and changed at will, and their clothes can change according to the scene or the user's preferences. In the virtual world, commodity trading is safer and more convenient, and there are more types of derivatives of virtual currency. For innovators, their products are more likely to be copyrighted.

3. Starlink

Starlink is a satellite interaction system built by SpaceX to provide satellite Internet access. The system would consist of thousands of small, mass-produced satellites in low-Earth orbit, working in conjunction with ground-based transceivers.

SpaceX is using its experience in building rockets and spacecraft to deploy the world's most advanced broadband Internet system. With capabilities that far exceed traditional satellite Internet, and a global network that is not constrained by ground infrastructure, Starlink will provide high-speed broadband Internet to locations that are unreliable, expensive, or completely unavailable. Starlink aims to be available in the northern United States and Canada by 2020, and to expand rapidly to a densely
populated global reach by 2021.

Starlink is a leader in low Earth orbit debris recovery, meeting or exceeding all regulatory and industry standards. At the end of the satellite's life, it will be de-orbiting in a few months using its onboard propulsion system. In case the propulsion system fails, the satellite will burn up in earth's atmosphere in 1-5 years, far less than the hundreds or thousands of years it takes at higher altitudes. Since the successful launch of the satellite in 2020 will bring the possibility of consistent global information transmission, it will directly integrate the existing 3G, 4G, 4G LITE and traditional wired Internet, which is called WIFI6 technology.

4. Hardware equipment and materials

The majority of vr hardware sales now come from head-mounted displays, led by SONY's PSVR, Oculus Rift and HTC; Mobile devices such as Samsung GearVR. In view of the existing supply of virtual reality hardware equipment, Metaverse Astral temporarily uses the traditional head-worn display, but in the future, it will adopt the ABS material of nanometer level to optimize its hardware product line.

The wearer is immersed in the virtual world through a head-mounted display, receiving more exchange information attached to the real image. HMD will close people's vision and hearing, and guide users to produce a feeling of being in a virtual environment. The display principle is that the left and right eye screens are divided to display the image of the left and right eyes, and the human eye obtains this information with differences and generates a three-dimensional sense in the mind. Such HMD will use a display screen
very close to the eye, then will be immobilized by a weak embedded device for fine chemical synthesis, and finally will transmit information for the genetic synthesis scenario. HMD will use a more sophisticated ultrasonic sensor measurement system to ensure the accuracy of AR/VR systems on wearers.

The virtual reality tracking system will be integrated into the headset, including built-in sensors, gyroscopes and magnetometers. The astral realms of the metauniverse are currently dominated by smartphones. In terms of mobile ports, the system will support Android and Apple. In terms of compatibility, the platform uses non-native systems, that is, developers develop products for multiple systems on the same platform. If you need to edit the native system, the software platform will open source and generate a separate hard-fork form of the code system so that more developers can participate. On PCS, the system will initially be compatible with Linux, Windows, UNIX, and MAC operating systems.

The controller will use a 6-dOF hand controller. In terms of transmission system, Metaverse Manipulal will use ASIC transmission in the mid-term to replace the Bluetooth transmission system and give AR/VR equipment a better sense of experience. The coordination coefficient is controlled in 0.015-0.073 ms to ensure that users can not experience loss or delay in the human body.

**Part 5. Metaverse の Astral Scenarios and Ecology**

1. Immersive travel

Virtual reality technology has been recognized as one of the important
development disciplines in the 21st century and one of the important technologies affecting people's lives. It can enhance the user experience and solve problems for almost every industry, thus sublimating the value of the industry, especially in games, art, design, exploration, agriculture and other fields.

In the virtual world, there is an infinite sense of freedom that is released by being free from physical form: there is no friction, gravity, momentum, and all the Newtonian constraints that hold people back, while the mirror world distorts the trajectory. Instead of allowing this space to remain independent, Metaverse Agastral fuses the two together, embedding digital bits into atomic materials, all of which will redefine the new way of human travel in the future!

Metaverse の Astral Therefore, tourism is regarded as the preferred industry for virtual reality scenes. Through 360-degree tourism and immersive travel, users can travel around every corner of the world in a “real” way without leaving home, and feel the fun of digital and atomic fusion.

For the destination of travel, we can imagine that users can actually draw a virtual world map on Metaverse oreastral, whose size is the same as that of the real world, and it is consistent with every point on the map. Metaverse By-Astral is now building an almost unimaginable 1:1 map of the world that will become the next great digital information system exchange platform.

2. Immersive games

At the moment, virtual reality devices are most widely used in games. For game
players have had this vision: to put yourself in a real game in the world, to feel in the virtual world built by heaven, an exciting adventure, and even with the player's real identity in the virtual world of game play, if these can be implemented, so the game industry will be opened a new era. That's why the Oculus Rift has been such a hit with everyone since its launch, winning several media Awards at E3 2013 and the Best Hardware award at the Game Critics Awards, beating out the Xbox One and THE PS4.

As another branch of immersive gaming, augmented reality also opens up more gameplay possibilities. The application of augmented reality technology in games allows players to evolve from a single person facing the screen to integrate themselves into the surrounding environment, and overlay game content in the environment, making the game content Settings more personalized and more realistic. In a shooter, for example, the scene is projected onto the living room by a TV screen, bullets fly out of the TV, and the player has to cover himself with a real sofa or coffee table. Microsoft acquired the intellectual property of Osterhout Design Group's augmented reality technology, headset and related assets for $150 million, with the intention of developing an AUGMENTED reality headset for its XBOX game console.

ThreeGlasses, which tracks the user's eyes to quickly move the screen, offers a 720-degree full-hd display that highlights the reality of the virtual environment. The virtual reality glasses, developed by Longitude and Latitude in collaboration with Unity and Oculus, will be officially available in August this year.
Recently, Nibiru games also leaked out that some of the games on the platform can be run on virtual reality devices, and can be well connected to the Nibiru controller, it seems that game companies are already developing game content and related peripherals for immersive devices.

There are still some problems with playing immersive games on VIRTUAL reality devices. For example, the comfort of the helmet itself, the vertigo caused by long-term wearing, the high demand for bandwidth, the battery technology bottleneck, and the ethical problems caused by the overly realistic picture all require the joint efforts of the whole industry, including the technology research and development departments, regulators and developers, to solve.

3. Immersive shopping

Immersive shopping centers use technology, art and humanities to create personalized consumption scenes by integrating vision, hearing, smell, taste and touch. What kind of experience will consumers have when shopping malls are combined with immersive technology?

1. The immersive shopping center makes bold use of color and perfect combination with lighting to create different themes and points of view, one scene at a time, giving people an indescribable visual beauty.

2. With the help of digital media, the immersive shopping center creates a multi-dimensional space scene and permeates the space-time atmosphere everywhere, making people more or less
have an illusion that they are not in the shopping center or shopping, but visiting the "Future World" exhibition or watching a science fiction blockbuster.

3. Immersive shopping centers get rid of the boring impression of traditional shopping boards and integrate shopping and experience completely, so that consumers can increase their appreciation and understanding of the beauty of products and have different consumption experience.

4. Immersive shopping centers offer more than just a single shopping experience, but also many possibilities for a richer shopping experience.

4. **Virtual schools**

Virtual school's biggest advantage is its interactivity and three-dimensional visual, in the field of education teaching, help students to understand the technical theory of learning, and can let the student through the virtual reality technology experiments that reality is difficult to carry out, in addition to 3 d virtual schools can really build a digital campus, let colleges show global "do not do propaganda, It provides a global information service window for colleges and universities to break geographical restrictions and show the scale, facilities and teachers of the schools.

Virtual school, also known as distance education, network space school, online school, refers to the use of Internet/Web interactive education process multimedia computer network system. It is the most open and largest school in the world without a campus.
Virtual schools use remote transmission to provide a complete curriculum from kindergarten through grade 12. Students can receive a complete education without having to go to a traditional brick-and-mortar school every day. Each student has access to computers, software and Internet access provided by the virtual school.

Distance education enables teachers and students in different places to participate in teaching activities together, which increases learning opportunities, expands the scale of teaching and improves the quality of teaching. Distance learning systems create virtual campuses that cross walls and borders to connect education around the world. At present distance education has developed vigorously in some developed countries. Using the Internet to build a multimedia, a full range of learning environment, can make anyone at any time, any place, any way they like to choose courses to study, students can register through the network, elective courses, pass the examination, and even obtain a degree.

All information is open to the learner. Under the traditional education mode, knowledge is artificially "solidified". On the one hand, knowledge lacks "foresight" and "development"; on the other hand, knowledge is closed in the minds of individual students and a few people. In the networked knowledge economy society, knowledge should be regarded as a kind of information first. The function of education is to promote information sharing and value - adding. Every learner is in an information network. The diffusion, communication, sharing and appreciation of knowledge are not only easy to achieve in the information network, but also increase the fun and efficiency of learning.
To provide learners with a networked electronic environment, learners are completely flexible to arrange time. It is not limited by time and space, nor is it affected by age, occupation or other conditions. All members of society have equal access to education, and education is available to the whole society. The task of education is no longer what the traditional education forms can bear, and the traditional education has to break out of the campus and enter the society. By then, the difference between school education and social education in terms of learner services will become less obvious.

Virtual schools have huge commercial value. The virtual school not only enables alumni, tourists and other users to conveniently visit the campus buildings and scenery, but also enhances the popularity and reputation of the school. On the other hand, it provides basic education services such as education teaching and teaching research conference on the basis of the virtual campus. Meanwhile, it also provides more commercial services such as value-added services by using the characteristics of the Internet to enhance the school's own hematopoietic capacity.

Part 6. Metaverse の Astral Economic models

1. Metaverse の Astral And The source of the MUA

Metaverse の Astral Plan the product of the first step.

MUA is Metaverse の Astral A currency token is essential for all economic activity in a virtual economy.
2. Release mechanics

MUA is a token generated by binding the world link points in Metaverse BY NFT mechanism. There are a total of 21 million link points in the whole Metaverse PLAN. MUA releases 21 million units at a constant rate. Never a rights issue.

3. World circulation value and production value

Each parallel world has its own monetary system, which ensures the independence and integrity of each world. To allow users to navigate all the worlds, MUA is used as a transit circulation. Users can use MUA to exchange money in any world. MUA can also be exchanged for any world currency. In other words, the MUA is tasked with connecting the currencies of 21 million virtual worlds.

Each parallel world will also hold a portion of the MUA as a strategic reserve in order to maintain its own exchange rate. To maintain the stability of the entire world monetary system, just like in the real world, where every country wants to issue money, in the early days on the gold standard, that is, you can issue as much money as you have gold. After going off the gold standard, money was usually issued based on the value of the dollars held, or the GDP of the country. And all virtual worlds in the whole Metaverse Agastral will also take MUA as the standard reference in the early stage.

4. Destruction mechanism

The MUA destruction mechanism consists of two components.
1. The seal

At the end of the pioneer period of a phase, the number of circulating MUAs is determined based on the link points that have started circulating, and the MUAs corresponding to inactive link points are sealed.

Example:

In the first pioneer phase, only 100,000 links will be available, so there will be only 100,000 MUAs in circulation. The rest of the MUA will be sealed until the next frontier phase.

2. Permanent destruction

a) Exchange and destruction

When a MUA is used for circulation, when a MUA is exchanged for the currency of another virtual world, or when a MUA is exchanged for the currency of another virtual world, a fee is charged and the fee obtained is destroyed in proportion.

b) Circulation destruction

Users will also be charged a fee when they convert from the virtual world to the real world, and the fee will be destroyed in proportion.

Over time, as more MUAs are destroyed, the circulation value will decrease.
Part 7. Metaverse の Astral Characters and Rules

Link point owner recruitment rules

Metaverse by Astral is recruiting 21 million link point owners.

Rights and Obligations:

The owner of the link point automatically owns all the interests of the link point, and has the right to choose the virtual world access, the right to choose the virtual world owner or independent development of the virtual world.

World owner recruitment rules

The owner of the world can build the virtual world according to his own idea, and enjoy the absolute control of the virtual world.

Part 8. Metaverse の Astral development route

Phase 1, the exploratory stage

1987: MOTOROLA officially launches its Iridium Satellite program, which aims to improve global communications interactions by deploying 66 satellites into low Earth orbit.

2001: Iridium is back in business and in June began offering a 2.4 KBPS Internet connection.

2014: Facebook announces $2 billion acquisition of Oculus VR, a leader in
immersive virtual reality technology.

2015: The first Iridium satellite was successfully launched aboard a SpaceX Falcon 9 under a $492 million launch contract. In the same year Infinite World was founded.

2017: Iridium Next, the second generation of Iridium satellite, is launched, also consisting of 66 satellites, plus six designated redundant satellites, and nine ground redundant satellites. Iridium ii maintains the same constellation configuration as the first generation, mainly with capability upgrades and some new business expansion.

2018: Starlink artificial Intelligence technology community was born to optimize falcon 9's GIS system and remote imaging calibration system. The system can assist Starlink to complete global network consistency.

June 2019: A number of countries around the world launched the 5G consortium plan, including T-Mobile, Orange, Verizon and many other international telecom giants, and the difficulties that hinder the development of 5G are the standardization of 5G network base stations, the popularization of 4G, and how to better serve existing customers with 4G LITE network. WIFI6 project was conceived.

August 2019: Currently, Malcolm, the famous image engineer of SpaceX and Starlink, proposed the integration of WIFI6 and StarLink to form the global network technology without dead corners, blockchain incentive mechanism and VR immersive technology, proposed the second virtual world idea, and the prototype of Metaverse Project was born.

December 2019: The project received a $5 million investment from Stanford alumnus VrSu, and officially joined the team.
February 2020: The OUTBREAK alert plan is activated in parts of the United States and Europe, with some technical members telecommuting. The concept of global information interaction has been strengthened. Metaverse no.Astral plans to officially enter the global high-tech company, and more than 5000 top enterprises and organizations from all over the world will join in succession.

October 2020: Infinite World launches panoramic office platform, used by hundreds of businesses.

February 2021: Infinite World launches a VR dating platform that quickly takes the Americas by storm.

June 2021: Infinite World launched Metaverse NO Astral, and announced that it would be the branch to mount all the virtual worlds launched in the future to this project.

July 2021: Infinite World designed the economic system MUA suitable for Metaverse NO.Astral under the cooperation of 7 top consulting companies on Wall Street.

August 2021: Metaverse TEST version of Astral is released, and virtual world link points are sold synchronously around the world.

November 2021: Metaverse by-Astral is officially connected to the economic system.

Phase 2, virtual world access

In February 2022, access to the virtual world will begin.
In March 2022, the virtual world of tourism will be added.

In June 2022, virtual worlds like games will be added.

In September 2022, the virtual world of education will be added.

**Phase 3, immersive device access**

In March 2023, compatible VR devices will be added.

June 2023, compatible with XR, MR equipment.

**Phase 4, Brainwave device access**

In 2024, compatible with brainwave equipment.

**Phase 5, Neural device access**

In 2024, compatible neural devices will be added.

**Phase 6, The mind forever**

In 2025, compatible mind devices will be connected.

**Part 9. Metaverse の Astral Teams**

The following people are the architects of the project, not the stakeholders or the soul of the project, but the proposers who provide a means of information exchange for global users. Thanks to everyone involved.

Advocates: Tino Jeremy

Designer: Wilker Fion
Consultant team: 12 virtual reality communities, 5 ARTIFICIAL intelligence communities, 168 top practitioners in every field.

The R&D team:

Rosding Kapur
One of the pioneers of ai

Jade Gupta
Chief technology Officer, digital Communications firm

Clank Singaram
A core member of ETH

Sheldon Basset
Top game equipment engineer

Marshell Grunberg
Top ai practitioners

Krall Yan
Expert in artificial intelligence algorithms

Lawry Chu
Core members of the machine learning community

Tyang Sen
VR equipment company technical expert

Stuit Rusmin
Member of dow Jones News Fund

Metani Joe
One of the main contributors to IPFS

Thwolf Carol
Machine learning expert

Yumar Swati
Blockchain enthusiast

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