

**Date of Update: 25AUG21**

### **Basic Information**

- Name of Crypto Game and Token: **NetVrk and \$NTVRK**
  
- What is the Brief Description of **NetVrk** (What makes it different, what is it Solving)?
  - *A Virtual Reality world that can be explored, populated, and even reshaped to match all user's needs. NetVRk's users will be able to use their worlds for personal and professional purposes while enjoying a blockchain-based ecosystem that provides them with the tools to monetize their VR environments in a secure economy.*
  
- What is Your Brief Opinion On the Long-Term Strategy of **NetVrk**?
  - *It is ambitious to say the least, they are trying to be a ready player one or a more realistic roblox. VR seems to always be on the cusp of mass adoption, but never seems to get there. Oculus has lowered the barrier to entry for people buying a VR and if they were able to jump into this world with those goggles they could enjoy the content created by the users. I see of this place more of a realistic Roblox where there are sub ecosystems that can be made by users and even cosmetic items.*
  - *They are a platform through and through, it is imperative they make the tools for content creators and get a community around their creators.*
  - *Fact: 15 billion VR industry in 2020 18% CAGR by 2030 you have a 78 billion industry. What percent of market share can NetVRk will take?*

### **Qualitative Investment Research Comments:**

- What is this project about? More detail on the background of NetVRk.
  - *A Platform for creators to make things, an entry tool that is likened to mine craft, simcity, farmland, etc. Also a more developed tool creator will also be available VWGen. -Likened it to apples App Store, big claim*
  - *With NetVRk, businesses can create and sell custom VR environments and earn royalties. Advertisers can easily place ads to promote product or service awareness and generate an additional revenue stream. Content creators can produce*

*unique offerings, and lease or sell them to other users while earning an income.*

- *Their target audience is VR enthusiasts, third party developers, advertisers, and content creators.*
- Why does this company or project exist?
  - To be the metaverse that integrates with a lot of other third parties and content creators to build an immersive world for the user.
- What are the pros of this company or project?
  - *If their creator delivers in their promise of making a tool that empowers users to create things I think they will be one of the biggest projects not just in crypto gaming, but in the gaming industry. If VR is adopted in the masses and everyone has one in 20-30 years they have the potential to be one of the biggest companies in the world.*
    - *We put our editor in action in trials on real random people at trade shows and private setups during our development. There were smiles on everyone's faces and wonder in their eyes when they took off the VR headset and told us we were on the right track. **Whitepaper pg. 36***
- What are the cons of this company or project?
  - *Mass adoption of VR is not compounding like we thought, I think technological advancements in VR headsets need to come. Oculus 2 was a giant leap...I also don't see people jumping into NetVRk until they are familiar with the system, which means main stream studios need to develop games for mass adoption.*
  - *I know none of the people working on the project, advisors or anyone. It is mostly due to my knowledge of the space or not listening to interviews.*
  - *Not a con but risk needs to be mentioned, big project with only 11-50 employees – source CrunchBase*

### **Management Team, Investors, Developers, Partners, Customers:**

- What is the management team like for the project? Include information like your thoughts on the quality of the CEO, the quality of the developers that work there, the quality of board, the quality of investors etc (check out crunchbase.com and comment on VC investors if applicable).

- *I want to see an interview of the CEO, I see that he posts a lot of content about VR on linkedIn but don't see any interviews on youtube or google.*
- <https://www.youtube.com/watch?v=Y0WyrBD2lbg> ; *this is from the chief content creator...but again 3 years ago and it would be nice to have a long forum talk by the CEOs about what is in development, etc.*
- What is the developer community like for NetVRk? Include information like do you think they seem committed to improving the cryptocurrency or are they opensource or not, etc.?
  - *I see this growing as NetVRk comes out. We will see the plans and how they are executing on this project.*
- Does NetVRk have any notable reference customers or partners (i.e., large companies or government agencies that use or have positive things to say about the Company or Project )?
  - *A lot of venture capitalist funds have backed this and have been partnering with other crypto games.*
  - *No large companies such as Ubisoft or government agencies.*

### **Security and Differentiation Versus the Competition:**

- Comment on the strength of the security of this project's token or base layer blockchain compared to other cryptocurrencies.
  - *They are on the Ethereum blockchain, very reputable and the lead when it comes to smart contracts and Dapps.*
- What makes this project stand out from other crypto games? (Tokenomics, gameplay, unique NFTs, revenue, etc?)
  - *Tokenomics are pretty standard in which they have a proof of stake concept, the pools aren't opened, or all the pools currently are filled. Hopefully the pools can be shared so only a few people have the \$NTRK.*
  - *Gameplay: they have first mover advantage in being a huge VR metaverse land with a content creator tool.*
  - *They are a platform, which all major monopolies are*

- *Unique NFTs are land and what you can do with them.*
- *A lot of ways to make revenue.*

### **Exchanges that support the project:**

- *What exchanges can be used for this project?*
  - *Uniswap*
  - *Pancake Swap*
  - *Gate.io*
  - *Binance Smart Chain*

### **Current and Maximum Supply Number and Date of Maximum Supply of Coin?**

- *What is the current supply of coins for this project or company?*
  - *24.5 million by Jeff R on discord chat, talking to marketing specialist on the team, he said roughly 24 million. So a market cap of 24.5 million x \$1.69 = \$41.4 market cap.*
- *What will be the maximum supply of coins/tokens/shares?*
  - *100,000,000*
- *What approximate year will the maximum supply be at?*
  - *Undetermined*

### **Country, Accounting, and Bug Risks of Investing in this Project?**

- *If applicable, who is the auditor or country of origin that will do the investigation, will laws effect the running of the gaming project?*
  - *California is state they are in, so if United States bans it or puts a lot of regulation on it, it can effect the price.*
- *Any notable country or regulatory risk in investing in this project?*
  - *US and the SEC*

- *Are there any code bugs for the project or company for investors?*
  - *Too early to tell*
- *Is the base layer coin have any major bugs or macro news that will destroy the project?*
  - *No major bugs for ETH*

### **What would make you MUCH MORE or MUCH LESS positive about the project?**

- *What would make you MUCH MORE positive on NetVRk (meaning what news development, contract, etc would make you much more positive)?*
  - *A mass adoption of VR, if we can't get off the ground in the VR hardware department, it doesn't matter how good the game or the platform.*
  - *Gameplay*
  - *Land Sale*
- *What would make you MUCH LESS positive on NetVRk (meaning what news development, contract, etc would make you much less positive)?*
  - *Compound annual growth rate of VR goes down and AR becomes the main stream technology*

### **Mining or Staking Incentives, Reddit & Twitter Followers for this project?**

- *Is there an economic incentive for people to improve this project? (ie through mining etc? Please explain)*
  - *Yes there is staking but it is closed up at the moment*
- *How many Reddit readers does project have?*
  - *238 followers*
- *How many Twitter readers does the project have?*
  - *32.1k*
- *How many YouTube Subscribers does*
  - *9k*

### **Read/Review/Research: Gather Everything!**

- *Link of White Paper:*
  - [https://netvrk.s3.us-east-2.amazonaws.com/netvrk\\_whitepaper.pdf](https://netvrk.s3.us-east-2.amazonaws.com/netvrk_whitepaper.pdf)
    - i. *Questions about white paper:*
      1. *How are they capable of generating an unlimited number of unique, fully interactive VR worlds.*

- *Website Contents:*
  - *<https://www.netvrk.co/>*
- *Google Alerts for the company and subject on? Y/N*
- *Any conference or in-person meetup for this project or company?*
  - *Land Sale on Aug 30th*
- *Twitter, have you followed them on Twitter?*
  - *@NetVRk1*
- *Do they have a working product and have you tried it? (Is it fun or addictive)*
  - *I have not scene any gameplay or have not been apart of the launch.*
- *Any forums on Reddit that talk about project or company? (links below, any interesting information?)*
  - *<https://www.reddit.com/r/NetVRk/>*
- *YouTube research*
  - *Some influencers covered it and some meaningful influencers have mentioned it in long forum discussions.*
- *Any Wiki Website?*
- *Medium content or blogs about the company?*
  - *<https://netvrk.medium.com/>*
- *Google Trends Search*
  - *<https://trends.google.com/trends/explore?date=today%201-m&q=NetVRk>*