



# AUSTIN

Whitepaper

# TABLE OF CONTENT

1. Vision
2. Executive Summary
  - A user-generated content ecosystem
  - Blockchain gaming with NFTs
  - What is Austin and what is it used for?
  - What do we plan next?
  - Associate challenges and risks
3. The Platform
  - Assets marketplace
  - Land maps
  - Avatar
  - Zones on Earth
  - Zones in Space
4. Technology
  - Technology used for Austin platform
  - Minting of Austin Token
  - Burning of Austin Token
  - Minting of NFT
  - Minting of land parcels
5. Tokenomics
6. Roadmap
7. Conclusion
8. Disclaimer

# VISION

Our ultimate goal is to create a completely new world for the next level of virtual living. Citizens of this world will experience new way of Socialization, Communication, Travel, Gaming, and Entertainment as a whole. We want to make Austin as a blockchain-powered Open Virtual Reality World where anyone can buy land, build or import NFTs, create avatars, immerse themselves in a completely different reality. Citizens can create contents and monetize it. Virtual reality has arrived, and the future looks bright. Hardware has advanced dramatically, with more affordable headsets, haptic suits, nger and eye tracking, and even VR motion platforms that allow you to take a free walk in VR from the comfort of your own home. What was missing was the conclusion.

In practice, our long-term goal is to create a stunning, user-generated virtual environment that complements reality. It will be jam-packed with new and exciting possibilities that millions of people can explore at the same time. Austin, built as a cross-platform world from smartphone apps to desktop VR, allows users to experience one constantly expanding, a seamless world shaped by them. When combined with an in-world blockchain economy, it represents the next step toward a true Metaverse experience.

We believe in a true virtual reality Metaverse, and that is what we are aiming for and building, not only technologically and commercially, but also philosophically. We wonder where humanity will be in the next hundred years, and how VR and Blockchain will affect humanity as a species.

# EXECUTIVE SUMMARY

Austin is a virtual world where users can own and monetize their NFTs, games on Binance Smart Chain blockchain using “Austin” the utility token of the platform. Our vision is to build highly immersive metaverse where the users will create their own Digital assets, games by collaborating with the platform.

The difference between traditional virtual entities and Austin is, it provides users true ownership of their creations as NFTs by empowering creators, Austin aims to create a level playing field for creator's vs platform owners.

It is a user generated content ecosystem. Is provide in-house creator software.

## **Metaverse with NFTs**

The Austin virtual world empowers users and creators through the use of blockchain technology and NFTs. Virtual tokens for digital scarcity, security, and authenticity are an emerging segment in the global market. Each NFT is distinct or unique, it is indivisible, and it cannot be substituted for another.

**True Digital Ownership:** Creators are the true and perpetual owners of their digital items, even if the content is abandoned. Every digital item can be tokenized with blockchain, allowing users to choose how they want to trade, sell, or gift their items.

**Security and Immutability:** Tokenized digital items can be easily traded in primary markets and secondary markets facilitated and managed by blockchain technology based on items scarcity and demand typically invite fraud and theft, but blockchain mitigates these risks because it is a distributed ledger.

**Trading:** Blockchain-based platforms can give users complete control over their fund's digital assets. They can freely buy and sell items without fear of being taken advantage of that a platform will shut down and cancel the value of all their in-digital items.

**Cross-Application Interoperability:** Blockchain enables creators to make use of shared assets. ASSETS, avatars, LANDS, and any other digital elements that allow it to be used in other games. These digital items are no longer restricted by a limited digital ecosystem it's the Multiverse of Gaming.

### **What is Austin and what is it used for?**

Austin token is Austin's in-world currency as well as the platform's cryptocurrency. Austin is a BEP-20 token on Binance Smart Chain blockchain that allows users to buy or sell LAND and other NFTs. Through the Austin Marketplace, the token can be used to purchase estates, avatars, wearables, and unique names. Austin provides a comprehensive marketplace that is the go-to location for trading and managing all on-chain assets.

### **What do we plan next?**

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### **What do we plan next?**

We are coming up with a metaverse where users can buy land, create NFTs, and build games and enterprises. Will have two different zones in world zone and space zone in world zone will have zones of famous cities known for their entertainment, fashion and glamour we will also have famous tourist places for users to get travel experience. It will cover different tourist spots like beaches, mountains, monuments, religious places and cities. Users can create their own games or can buy games from marketplace and earn from user charges that means users can be entrepreneurs too.

### **Associate challenges and risks**

Any person who buys Austin is responsible for learning about and adhering to all applicable laws and regulations in any relevant jurisdiction. The risk factors outlined in this section must be taken into consideration by potential buyers of any Austin. The Issuer's ability to fulfil its obligations under this whitepaper could be hindered by the occurrence of any of the aforementioned risks, which could hurt the Issuer's finances and operational performance.

The Issuer's board of directors has identified the challenges and risks as of the whitepaper's registration date. The purchaser must be aware that the impact on the Issuer may be heightened by a combination of several risks materializing simultaneously, and this does not rule out the possibility of additional risk threats. One of the main challenges in the project is getting the community of artists and creators to start exchanging assets, which will be a key factor in Austin's demand generation. As a result, we are concentrating on creating a strong, multi-platform product capable of solving problems and meeting community needs. As a result, we are building strong communities in various parts of the world, with a particular emphasis on Asia, where we believe the rate of adoption and learning curve will be higher.

The project's success rate will be determined by consumer priorities and preferences, as well as the project's ability to anticipate, identify, and capitalize on these priorities and preferences.

The Issuer operates in an emerging and disruptive industry that is evolving at a rapid and dynamic pace.

This includes, but is not limited to, developments in the business, the underlying technology, and the regulatory and legal implications. Specifically, as of the date of registration of this whitepaper, public knowledge and understanding of emerging technologies such as distributed ledger technologies, smart contracts, and other innovative technology arrangements are still limited. The risks associated with such may not be fully understood at this time, and new risks may emerge in the future.

Because the Issuer's undertaking is dependent on the continuous and proper operation of its technology infrastructure, the Issuer is exposed to several risks related to its proper maintenance. Cyber-attacks, data theft or other unauthorized use of data, and other malicious interferences are among the risks.

Certain infrastructure components may be outsourced to third parties. In such cases, the Issuer is reliant on technology arrangements developed by such third parties to run its business, and it is vulnerable to failures in such technology arrangements.

The Issuer is subject to various laws, including regulations and rules issued thereunder, and is vulnerable to changes in the laws as well as the timing and effects of such changes. This includes changes in interpretation that the Issuer cannot anticipate.

The efforts and abilities of the Issuer's management team and other key personnel, particularly its board of administration, have contributed to the Issuer's and its undertaking's growth. If one or more of the team members were unable or unwilling to continue in their current position, the Issuer might not be able to replace them promptly, which could have a material adverse effect on the Issuer's business.

### **Zones in Space**

Austin will have space stations and astronauts based games where users can experience space travel like landing moon or mars or any other imaginary planets. Users can create their imaginary planets space based games and can monetize.

# THE PLATFORM

## **Assets marketplace**

The metaverse NFT marketplace allows buyers to own an original item and includes built-in authentication as proof of ownership. The custom-built NFT marketplace metaverse will enable users to tokenize and sell their assets to the marketplace.

## **Land Maps**

Users could buy land in this metaverse platform and then participate in and carry out various activities such as building and designing, creating games for gamers, and hosting events. Essentially, these activities allow the owner to be creative while also connecting with other users. Virtual events are already being hosted by major brands, paving the way for future virtual concerts and festivals. Aside from that, land owners can use their own space to host small events or socialize with their friends. More enterprising users can create an enterprise like nightclub, coffee shop, gaming station, tourist spots etc. Users may resell their property to another owner. Rent out their metaverse plots, allowing them to create and earn nice passive income without having to sell the NFT completely.

According to market research, the metaverse real estate market will grow at a CAGR of 61.74% between 2022 and 2026.

## **Avatar**

An AVATAR is an in-world representation of a player that can be altered piece by piece by the owner. An avatar has specific specifications and format, as well as a default set of animations, such as walking, running, jumping, and ghting. This avatar, in particular, will be modifiable piece by piece (helmet, arms, torso, legs, etc.) by equipping it with various ASSET tokens.

## **Zones on Earth**

In zones on the earth, different cities will be available to users to explore experience and create their own games, structures and monetize. These are the cities known for their glamour, fashion, entertainment, monuments, parks, beaches and famous tourist places. User can experience history, culture, tradition of different places and go for pilgrimage from the comfort of their home. Entrepreneurs will get tremendous opportunity to create their enterprise and earn big prots. The real world businesses can provide a whole new degree of customization with their current customers.

## **Gaming**

Globally, players have shown a desire for VR-enabled games, immersive experiences with 3D graphics, and platforms for user innovation. The gaming industry is in a unique position to profit from the metaverse because it is anticipated that almost 3 billion players will use the metaverse to experience next-level gaming. Austin will provide creators to own their game and monetize it.

## **Real Estate**

Virtual real estate in the metaverse is a digital land where anyone can buy, sell and rent out the land for personal, business, and private purposes. The aim of this project is to create an ecosystem where people can buy, sell and rent out their virtual property as well as to provide a platform for developers to create new worlds in which people can live, work and play.

## **Shopping**

The capability of shopping in the Metaverse will be one of the most exciting possibilities. As a result, a lot of fashion businesses are looking for ways to join the Metaverse's aim to offer more in-depth, interesting, and real-time experiences. With the aid of artificial intelligence (AI) technology, Metaverse and Metaverse shopping may keep track of a customer's activity, purchase history, taste, and demographic profile and use this data to generate new, better-suited apparel recommendations and encourage purchases. Customers may peruse digital boutiques, try on clothes in a 3D fitting room, and even get a 360-degree view of how various ensembles look on a person.

## **Music & Entertainment**

A global audience will be able to attend and take part in exhibitions thanks to the metaverse's ability to make concerts and other virtual activities boundless and borderless. Celebrities and musicians can use the metaverse to make deep connections with their followers and earn money from their performances.

## **Travel**

There are no physical borders in the metaverse. The metaverse offers a variety of profitable potential for people in the travel sector by combining virtually endless travel opportunities with the rich tourism industry.

## **Learning**

The metaverse can improve education and allow online course providers to create immersive learning experiences across a variety of areas by leveraging VR and AR technologies. This will enhance students' involvement with the information while also improving the learning process.

## **Socialization**

The construction of autonomous online communities where users may engage in rich and immersive social interactions will be made possible by the metaverse, revolutionizing the way we interact with one another online. For instance, friends can interact "In person" in the same virtual space using digital avatars even when they are physically miles distant.

## **NFTs**

Users can buy, sell and create digital collectibles, such as rare digital artwork or a virtual weapon. The system allows users to trade these assets on secondary markets, just like any other cryptocurrency. The NFTs will be listed on the Ethereum and Binance Smart Chain blockchain, which means they have a unique address and can be tracked forever.

## **Movie production**

There are huge implications for movie-making as far as the metaverse is concerned. The shooting can take place in a virtual world via avatars or scenes shot in the real world can be projected into the Metaverse. This will reduce the reliance on live location, crew, and essential filmmaking gear like lights and sound. These all are general possibilities that a user can do in the metaverse, you can even do extraordinary things in the metaverse just unleash your imagination and sky is the limit in Austin's Metaverse.

# TECHNOLOGY

Ownership of tokens both Austin and Nfts are recorded on blockchain. It empowers owners of the asset to transfer/ sell/ use them without any hindrances. IPFS is used to store the actual digital asset and ensure the asset cannot be changed without owner permission. Three different blockchain protocols are used in Austin metaverse ERC-20 for Austin, ERC – 1155 and ERC- 721 for the Nfts storage and trading.

## **Technology used for Austin platform**

We are using Binance Smart Chain and Ethereum blockchain for following reasons:

Easy to adapt: Ethereum blockchain is used by largest number of developers for its well established standards and best practices. It is also most trusted blockchain of crypto community, it is among the most robust blockchain protocols and its network validated by many so it is more secure. Lots of applications are built on this protocol and interact with each other. Main issue faced by the Ethereum blockchain today is high transaction fees, this problem is solved by Binance Smart Chain blockchain. We are using Binance Smart Chain blockchain for the convenience of the users so that they can use it with nominal transaction fees.

## **Minting of Austin Token**

Austin is minted at the genesis of Binance Smart Chain blockchain. 100 million Austin was minted at the genesis prior to deployment of contract 80 million for liquidity management and 20 million for promotional activities like Airdrop and bounties. After due diligence it is found out that 5 million tokens needed to carry out these activities . That's why 90 million tokens is burnt at Null address of Binance Smart Chain blockchain which can be verified at Binance Smart Chainscan explorer

There are 4 more wallet address having rights to allot 200 million tokens each to professionals and investors for following activities

1. Seed fund
2. Developement team
3. Marketing team
4. Business alliances and institutional investors.

**Burning of Austin token** 50 percent of the earnings by Austin platform will be burnt on last day of each month

#### **Minting of NFT**

NFTs will be minted in ERC721 standard. . Users can own, buy or sell and import NFTs. Only transactions fees will be applicable. In case of imported NFTs publication fees will be levied for publishing it on NFT Marketplace

#### **Minting of Land parcel**

Land parcels will also be minted as ERC721 standard 721 standard tokens. Users can buy land using Austin token. User can use this land for setting up different structures and earn from it.

# TOKENOMICS

SYMBOL	AUX
LOCK	60%
STAKING PROGRAME	15%
MARKETING & REWARDS	10%
BONTY REWARD	5%
FOUNDER TEAM	3%
PARTNERSHIP	2%
TREASURY	3%
CHARITY	1%
AIRDROP	1%

**Auto transaction burning :-0.1%**

## **Non-Mineable Token**

Austin Capitals' token is non-mineable and reserved for:

- Liquidity and stability incentives for network supporters.
- Community engagement and marketing initiatives.
- Development and operational support.
- Global social impact initiatives.
- Promotion and adoption campaigns.

## **Auto-Burning Mechanism**

Austin incorporates an automatic transaction-burning mechanism where 0.1% of every transaction is burned. This process reduces the total token supply over time, increasing scarcity and potentially enhancing value.

### **Utility and Demand**

The demand for Austin tokens (AUX) will be driven by their utility within the ecosystem. Users will need AUX for:

#### **Staking.**

- Accessing NFT marketplaces.
- Trading on the decentralized exchange (DEX).
- Making purchases on the e-commerce platform.

As the ecosystem expands, the demand for AUX will grow, creating a positive feedback loop that benefits all stakeholders.

# ROADMAP

2025

Q1

Austin Tokenomics: 97,860,000 tokens on the Binance Smart Chain Blockchain. Crafted using smart protocols, Austin Token will introduce interconnected access across 160 countries.

Q2

2025

Experience the ultimate convenience and security with our all-in-one DApp wallet, integrating Token Pocket Wallet, MetaMask, Bitget Wallet, and Trust Wallet into a single seamless platform.

Q3

2025

We will launch the Austin Token and Nits platform on the Austin Token Blockchain. Users will be able to mint, buy, and sell NFTs with an immersive metaverse experience.

Q4

2025

Austin Token offers endless convenience—book flights, hotels, pay bills, recharge mobiles, and manage subscriptions effortlessly.

Q1

2026

Pay at top national and international brands, fuel stations, and restaurants. Simplify your life with Austin Token, your all-in-one payment solution.

Q2

2026

Engage in arbitrage trading, forex trading, and crypto trading with the next generation of trading platforms offering extended possibilities.

Q3

2026

Austin Token will list on OTC exchanges, where the coin's price will never decrease due to the absence of low-price bids, ensuring continuous growth.

2026

Q4

The Austin Token P2P blockchain will introduce decentralized nodes, a swap exchange, and a wallet to enhance security in our metaverse ecosystem.

Q1

2027

Microblogging and social media platforms will launch on the Austin Token Blockchain, alongside decentralized media and entertainment platforms that empower content creators and support a decentralized creative economy.

Q2

2027

Austin Token's metaverse offers immersive shopping experiences with brands like Gucci, Adidas, and Nike.

Q3

2027

The blockchain features an AI companion that learns from your interactions to elevate your experience over time.

Q4

2027

Find love effortlessly with our user-friendly dating app. Explore the future of online gaming with our play-to-earn immersive gaming platform where reality meets imagination.

Q1

2028

Austin Token will be listed on top 10 public exchanges, including Binance, Kraken, Coinbase, Bitfinex, Huobi Global, OKEx, Bittrex, Gemini, KuCoin, and Bitstamp.

2028

Austin Token will list on CTE exchanges, where the coin's price will begin to increase due to the adoption of low-risk funds and the resulting growth.

# CONCLUSION

The decentralized platform of Austin lets users and creators to take ownership of a portion of our metaverse (LAND), participate in the economy and governance, Austin will be used as an utility token in our metaverse platform facilitating easier transaction of digital assets.

Our skilled and committed team will construct a unique way to live in a virtual environment where you can play, create, collect, earn, govern, and own anything in the Unknown realm of Austin over the course of the upcoming year.

Users can experience the metaverse world of Austin in many forms at the sametime they can create digital assets and earn in many ways.

# DISCLAIMER

The goal of this presentation is not to serve as a substitute for what is not full and should not be taken as the foundation for making an investment decision. Only informational goals are served by its provision. There are several hazards associated with investing, none of which are described in this article. Before choosing to invest, potential investors should evaluate all of these dangers. You are not permitted to rely on this presentation, and neither Austin nor any of its directors, officers, partners, members, agents, advisers, or other representatives assume any liability in connection with it, for any action made based on the information in this Presentation is not valid.

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The background is a dark teal color with a bokeh effect of out-of-focus light spots. Overlaid on this are thin, glowing teal lines that form a network or web-like pattern, with some lines being thicker and more prominent than others.

**THANK YOU**