

VRNEOMAX

WhitePaper

Overview:

VRNEOMAX is the world's first virtual metropolis powered by emotions. It's an expansive, immersive, blockchain-based digital city where users emotionally evolve through immersive engagement. Emotional progression is visual-only in VR; external Web3 platform may provide access extensions.

From the moment a user puts on their VR headset, they enter a futuristic city inspired by Dubai. This world reacts to emotions, NFT cards, and real-time player actions.

The city is alive — constantly evolving, transforming, and expanding with its citizens. Built with Unreal Engine and powered by Web3, VRNEOMAX is not just a game — it's a new digital society.

Mission & Vision:

To create a new digital reality where emotion is the core code. VRNEOMAX is the world's first metaverse powered by the user's emotional state. We merge Web3, VR, neuropsychology, economy, and social dynamics into one immersive space — where people don't just click, they feel, influence, and participate.

Problem & Solution:

Most digital experiences today are emotionally flat. Web3 projects lack human depth. Metaverses feel like games or empty platforms. There's no real sense of presence, emotion, or identity. Users click, scroll, transact — but they don't feel.

Solution:

VRNEOMAX introduces the first emotion-powered metaverse. By merging Web3, immersive VR, and neuropsychology, we build a world that responds to how you feel — not just what you do. Your emotions affect visuals, access, missions, social interactions, and economy. This is not a game. This is the emotional internet and your second reality.

Best Use Case:

The next evolution of digital interaction is emotional. Web2 is built on attention. Web3 is built on ownership. But neither truly reflects how humans feel in digital space. Metaverses today are either empty or gamified — not lived in. Communities are fragmented. Experiences are shallow. Emotional identity is missing. At the same time: Gen Z and Gen Alpha crave personalized, immersive, and expressive spaces. AI and neurotech are unlocking real-time emotion-driven interactions. VR is maturing, and users expect more than visuals — they want to connect. VRNEOMAX fills this gap. We're building the first emotional layer of the internet — a decentralized world where your feelings have function, your identity evolves with your emotional state, and your presence has value.



1. Emotion-Driven Immersive World (Main Product)

- VRNEOMAX is the first metaverse powered by the user's emotional state
- Emotions detected via VR headsets dynamically reshape the environment — architecture, atmosphere
- Users experience a world that reacts in real time to how they feel

2. Emotion-Based NFT Cards (Key Access Layer)

- Each NFT card represents a core emotion or unique privilege:
- JOY, SADNESS, ANGER, LOVE, CONFIDENCE, SURPRISE
- CASINO PASS, ENERGY BOOST, VR APARTMENT, FOUNDER CARD, VIP LIFE
- Rarity levels: Common, Rare, Epic, Legendary
- Utility: unlocks access to zones, quests, and features. Staking, where applicable, is managed entirely via external Web3 platform.
- These NFTs are not just avatars — they're emotional keys to the VRNEOMAX ecosystem

3. Virtual Property & Rentals (Add-on Product)

- Own VR apartments as NFTs
- Rent or trade properties and it can be leased via the Web3 platform.
- Properties visually reflect the owner's emotional state in real time
- Utility + speculation = high long-term value

4. Emotion-linked progression (visual access only)

- Core token: \$VRNM
- Use cases: Minting, renting, upgrades, event access, governance
- Emotion-driven experience: players explore emotional quests and unlock access to visual environments, storylines, and customization layers.
- Emotional interaction supports external reward systems available through a companion platform (web-based).

5. DAO & Governance

- FOUNDER CARD and selected NFT holders have voting rights
- Vote on new zones, feature updates, and economic policies
- A true community-led metaverse structure

6. Global & Scalable Expansion

- Real-time multiplayer zones with thousands of users
- Planned launch cities: Tokyo, New York, Paris, Seoul, London, Sydney, Rio
- Emotion-driven global events and seasonal challenges
- Web3 native, multi-chain infrastructure, socially dynamic economy

Architecture:

- Engine: Unreal Engine 5.4 (realistic physics and visuals)
- Blockchain: Polygon (NFT minting (Ethereum), DAO, \$VRNM (Polygon))
- Hosting: Decentralized file storage for assets and avatars
- VR Support: Optimized for Meta Quest 3 and upcoming XR devices

Marketplace:

- NFT minting via external Web3 platform
- Property marketplace managed off-platform; VR shows access only
- Emotion NFT trading
- Integrated with OpenSea and MetaMask

Tokenomics (\$VRNM):

Use Case	Token Utility
Minting (off-platform)	0.01–1 ETH equivalent
Property Rentals	Variable (time-based)
Event Participation	Fixed or DAO-voted
Emotion Upgrades	Dynamic
DAO Voting Rights	Based on ownership
Staking & Trading	Planned for December 2025

\$VRNM earned through external actions, not inside the VR app
Token utility is external; VR access is visual and synced

Tokenomics (\$VRNM):

Note: Community airdrops may be offered via Web3 channels, unrelated to VR app interaction.

Team: 12M cliff, 24M linear

Advisors & Partners: 6M cliff, 18M linear (incl. Victus 3%)

Dev Fund: 6M cliff, unlock over 36M

Marketing & UGC: Partial at TGE, rest over 12M

Investors: 3–6M cliff, unlock over 12–18M

Community / Launchpad: Linear from TGE

Liquidity: Partial at TGE, rest as needed

GameFi Rewards: Start at 3M post-TGE, over 24M

Reserve Fund: DAO-controlled, flexible

Public Sale & Ecosystem: Flexible, growth-focused

Token Distribution:



- Total Supply: 66,666,666 VRNM
- Network: Polygon (ERC-20)
- Token Type: Utility + Governance
- Ticker: \$VRNM

Launch Plan:

Pre-Sale Allocation: 5% (3,333,333 VRNM)

Pre-Sale Price: \$0.1275

TGE: December 2025

Initial Price: \$0.15 per VRNM

Fundraising Target: \$1M–\$2M at TGE

Listing Plan: Quickswap / Uniswap (DEX),

potential CEX in 2026

Public Sale (10%): Flexible structure for IDOs, launchpads, or OTC campaigns

Roadmap:

Phase 1 — Foundation - August 2025 (Complete)

- WhitePaper
- NFT Collection (8200 items)
- Landing Page + Trailer
- Social Media + OpenSea

Phase 2 — Community & Fundraising - September 2025 (Ongoing)

- Whitelisting / Pre-sale
- Crowdfunding + DAO Creation
- Launchpad Exposure

Phase 3 — World Building December 2025 (Next)

- Initial VR World Launch (Unreal Engine)
- Apartment and Club Zones
- Multiplayer with 1000+ users
- Staking and Token Exchange Listing (off-platform)

Phase 4 — Global Expansion 2026.

- Unlock new cities
- Emotion World Events

Use Cases:

- Social: meetups, dating, event participation
- Business: rent spaces, advertise, host meetings
- Gaming: emotion-based quests with immersive visual feedback. Any external recognition or reward is handled independently outside the VR client.
- Content Creation: stream from VR apartments
- Investment: real estate, NFTs, tokens

VRNEOMAX VR application includes no blockchain operations, NFT interactions, or token rewards within the VR experience.

All Web3-related actions — including NFT minting, trading, staking, or any economic activity — occur exclusively outside the VR app on a companion web platform.

Security & Identity:

- Wallet-bound avatars with optional emotional biometrics
- Anonymous or verified modes
- User activity can optionally be linked to external on-chain identity via companion platform.

Partners & Integrations:

- OpenSea, MetaMask, Polygon (planned)
- Unreal Marketplace (assets)
- AI services for emotion & facial recognition

Legal Status:

- Legal entity registration as VRNEOMAX Technologies FZCO under DMCC is in progress.
- Copyrights for brand, NFTs, logo, and mechanics
- DAO-based governance via smart contracts

Contact

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You don't just play it — you feel it. Welcome to VRNEOMAX.