



VIRTUAL  
ANTI-ADDICTION  
VALIDATOR

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WHITEPAPER



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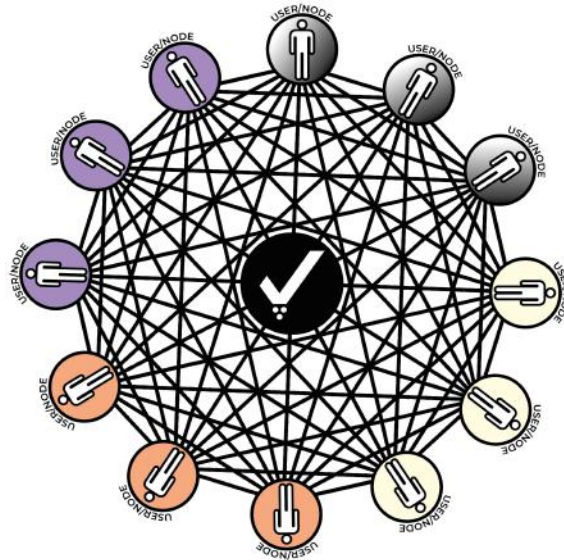
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## 1.1 CONSCIOUSNESS DIRECT UTILITY NETWORK EFFECT



### What is VAV Network Effect?

There are many different types, systems, and mechanics of network effects such as protocol, personal, physical, or expertise. VAV network is built on the consciousness direct utility network effect, where Users have their identity, and where every new User who joins VAV products increases the value to other Users, who are in possession of VAV products.

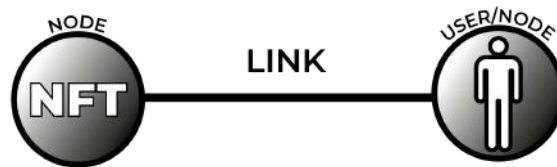
In other words. The more Users VAV services have, the more value every User receives from those services.



Just like on any other network in VAV there are nodes, such as Users, NFTs, or a company node, and links, which link those nodes.

On those links, can travel digital assets, status, information, knowledge, DATA, NFTs, tokens, tasks, assignments, encryption algorithms, pleasures, thoughts, or even Users' consciousness.

And once those nodes are connected, they should create potential geometric growth and increase the value of that particular network.



There could be many structures, or many types of nodes, where every node has a different objective, function, or feature.

In one network a node could be a User, in another network of the same project a node could be NFTs, and yet in another network of the same project, one node could be a User and another node NFTt. It all depends on the structure and mechanics of that particular network.

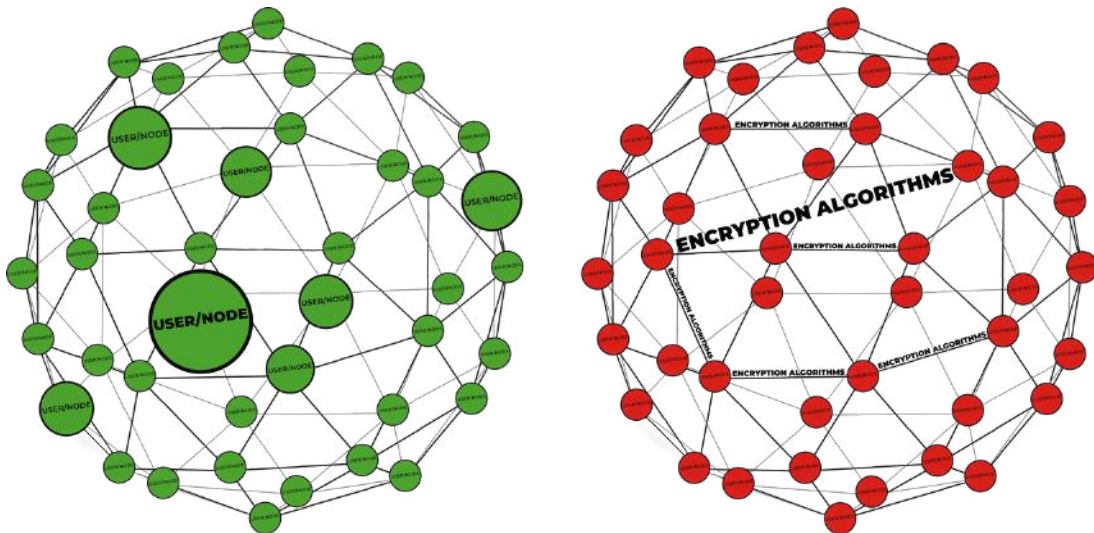
And that is exactly what Users can experience in VAV application, where the User's consciousness travels across different networks, and between different nodes.



Before we take a closer look at some basic VAV networks, imagine yourself, as one of the tens of millions of regular Users, of your favorite social media platform. We are pretty much convinced that Users we never talked to them, we don't know, and with whom we haven't been associated in any way don't affect our lives, or influence our immune systems.

Whether you are aware of it or not, as long as you are an active User of that particular network, you are directly interconnected with all other Users, and they are connected with you. You are one living ecosystem, where all Users influence each other.

If one User suffers, that suffering affects the lives of all other people including me, and you. Conversely, if you feel inspired, that inspiration travels across links not only to contacts that you have on your profile but to the rest of the network.



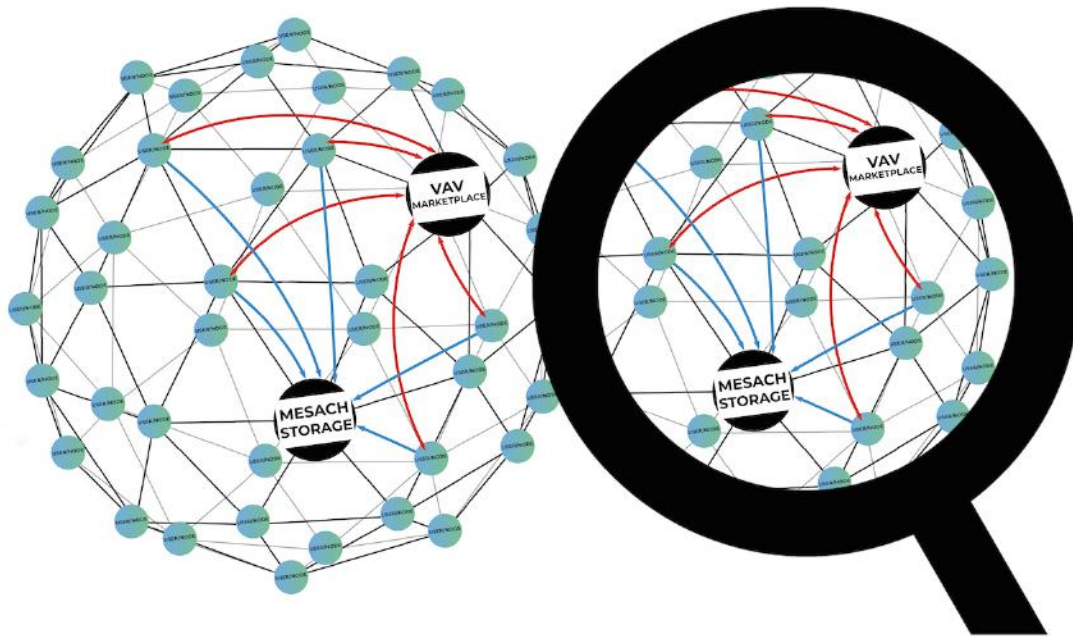
To understand this process better imagine two types of networks connected by links:

One network consists of links where encryption algorithms travel. Their job is to deliver various information, products, services, hashtags, opinions, features, or perceptions.

Those encryption algorithms can be mathematically computed and measured. How many nodes opened that DATA, purchased, shared, recommended, or returned it? How fast did those transactions take place and how many new nodes were acquired?

The second network is a little bit more complex. It reflects how many Users got addicted to that encryption algorithm, and how much of that addiction they pass on to other nodes.

Every single piece of information or DATA that is sent across the network, whether this information comes directly from a company's node or a User's node has its own invisible parallel network, which mirrors the consciousness of the first network. So in reality not encryption algorithms but consciousness is what travels across the network.

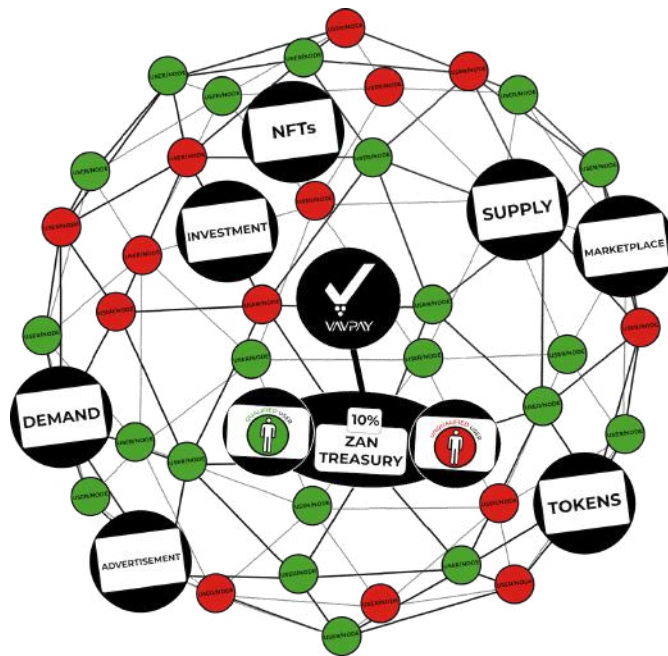


Likewise in VAV application, all Users are mutually connected. However, DATA, that does not benefit the User, because its objective is to addict the User, can be dissected and delivered to VAV Marketplace, for which the User is going to be rewarded.

Additionally, the User can purchase from the same VAV Marketplace other Users' ANTI-DATA and sell it to storage called MESACH.

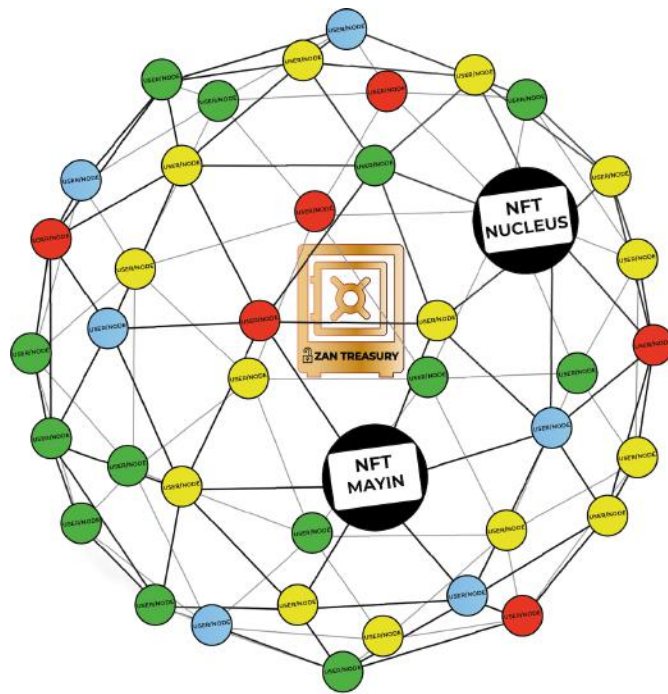
In that particular network, the User benefits in three different ways.

Reduces their own ANTI-DATA, meaning addictions. Earns by supplying their own ANTI-DATA, and earns by delivering other Users' ANTI-DATA.



This simple network presents how VAV's revenue tiers are connected and intertwined. 10% of total revenue is located in a treasury called ZAN, and later equally distributed between the qualified Users.

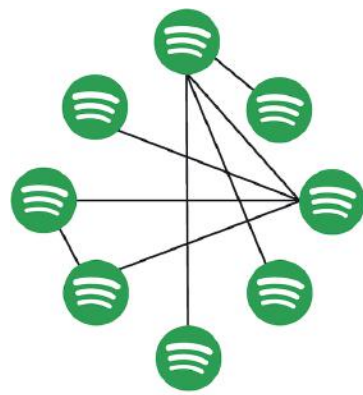




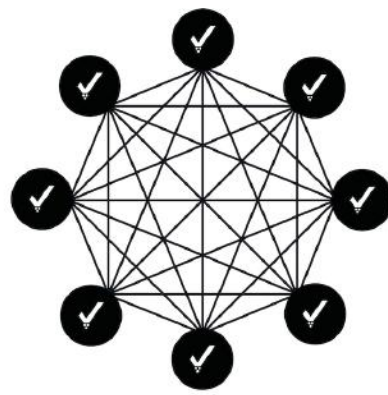
● **QUALIFIED**
● **UNQUALIFIED**
● **ACQUIRED MERCHANT**
● **NEW MERCHANT**

This network depicts NFT NUCLEUS, which enables VAV Users to activate B2B online and offline businesses. From each transaction, the User receives a 5% commission paid by a new merchant, who of course beforehand decided to join VAV network.

10% of this commission is transferred to ZAN Treasury, and later as part of VAV revenue equally distributed among qualified Users, including the new merchant. That new merchant can be an already existing User. So in such a case, the User earns twice.



Low Density



High Density

The density of VAV network is determined by its ratio of links to nodes. The higher the interconnectivity of the network the more powerful the network effects are.

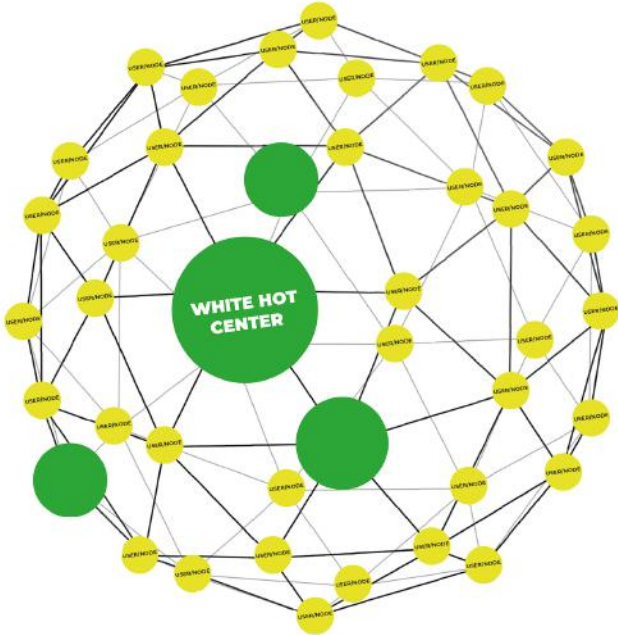


The density of links to nodes in VAV is based on bi-directional, two-way friending connections between the Users.

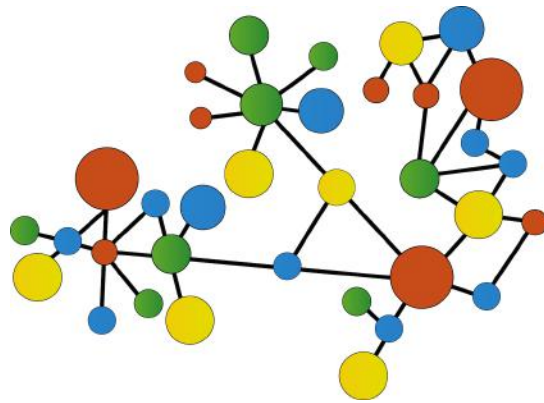
These two-way friending connections are not only based on texting messages or watching shared posts.

In VAV, the bi-directional connection is based on promoting the User's profile but from the inner, consciousness potential site, rather than the external promotion of the profile.

Instead of utilization User chooses the dematerialization of the User's desire. As a result, true potential, long-lasting fulfillment, and above all genuine connection is being built between the nodes.

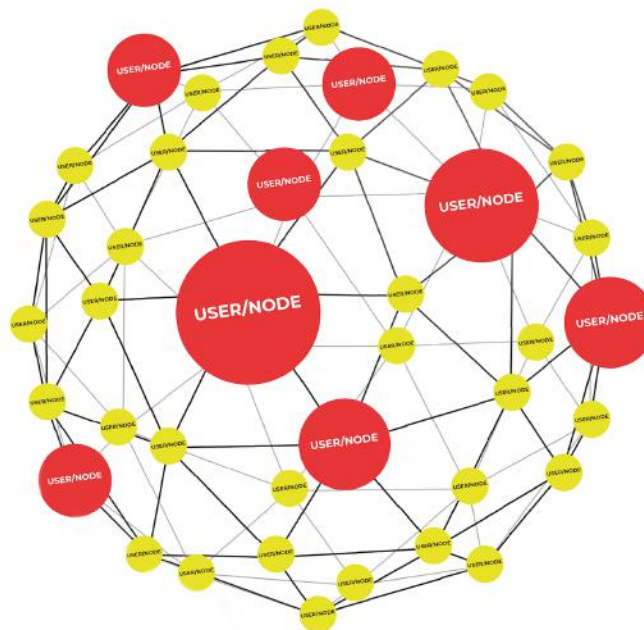


Those bi-directional high-density connections create a white-hot center, which is the higher activity of the network. Meaning all nodes are connected to that particular core. In VAV the principal white-hot center is NFT MAYIN, where Users, once a day, and 6 days a week create supply and demand by delivering, selling, and purchasing ANTI-DATA.



At VAV we believe that every User can creatively express their innermost insight values or potential.

Therefore to strengthen retention and defensibility VAV focuses on **Heterogeneous** marketplaces.



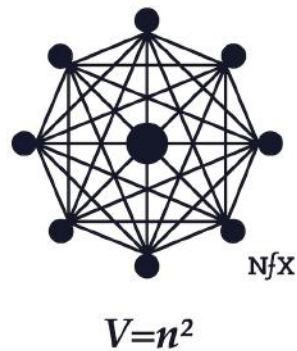
For example:

More and more Users express their dissatisfaction with the lack of genuine connections between themselves.

Users' expectations are higher and higher. They want to understand and feel what the other User truly feels. This can not be simply delivered by other encryption algorithms.

Instead of purchasing another feature, whose objective is to convince the Users that everything is fine and under control, what VAV offers is to focus more on the Users' consciousness development, which would create a natural loyalty and dedication to others and the network.

### **Metcalf's Law**

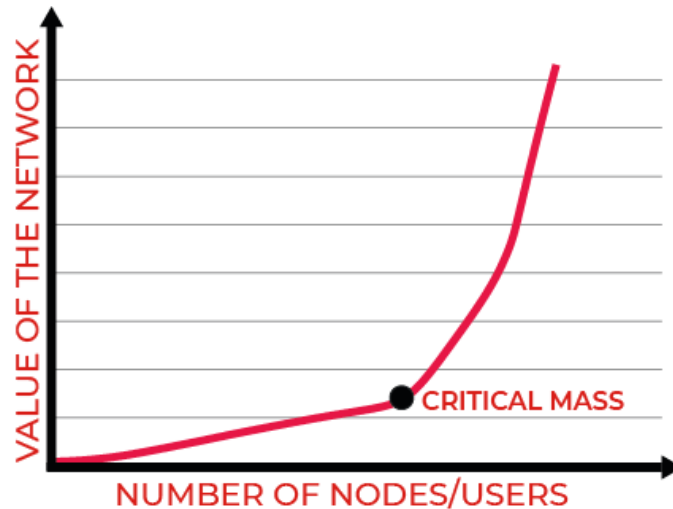


### **Reed's Law**



It is important to emphasize, that within networks are also smaller, tighter, and more integrated networks, which are called clusters.

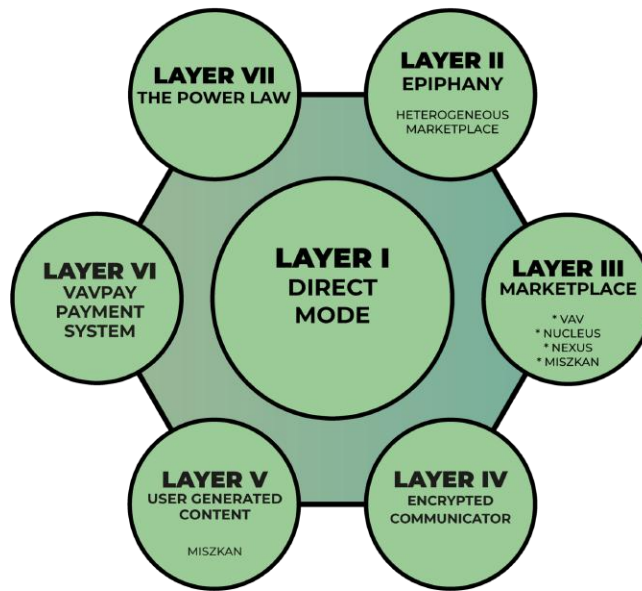
We all agree, that people who sincerely share the same beliefs, concerns, and desires, and have the same goals, sooner or later are going to create some sort of mechanism, that will integrate them even more.



In order to create the value of the network, the project needs a critical mass. And to activate that critical mass the product has to have some value to Users.

When the network value exceeds the value of the product, meaning when the User's desires are regularly fulfilled, the network is going to take over in terms of where the value is coming from. Consequently, the service or product takes off on its own. And once this process takes place critical mass is created.

That critical mass in the case of VAV application is that the Users are fulfilled by the fact that relations and connections are not exceptionally built on external, physical features, but rather on a deeper connection, the Users' consciousness.

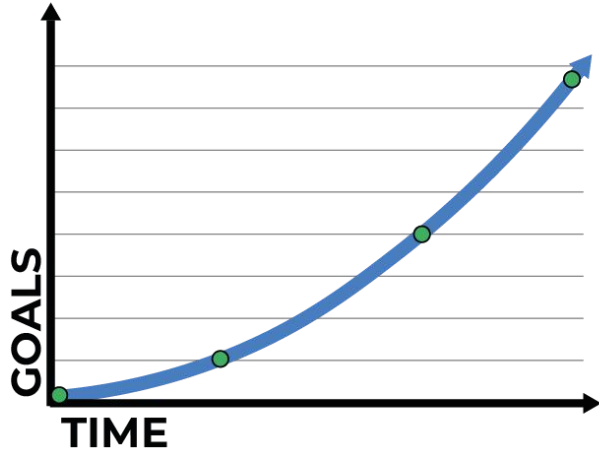


**VAV CONSCIOUSNESS DIRECT UTILITY NETWORK EFFECT IS EMBEDDED IN SEVEN CENTER LAYERS WHICH STRENGTHEN RETENTION AND DEFENSIBILITY.**

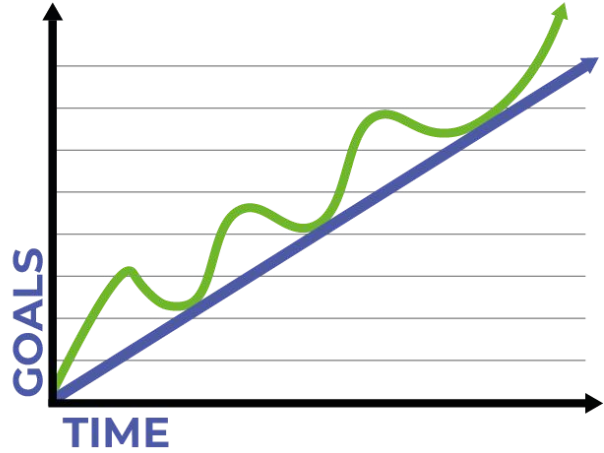
The Users of course have their own identities, that enable them to connect to anyone on VAV application.

The Users can make payments, purchase VAV tokens, NFTs, receive rewards, and trade on different marketplaces. VAV is aware of income disparity and the degree of the power law. In order to increase wealth and well-being the Users are offered ownership of 51% of VAV shares, and 51% of the company's revenue.

Standard Geometric Growth



VAVPAY Geometric Growth

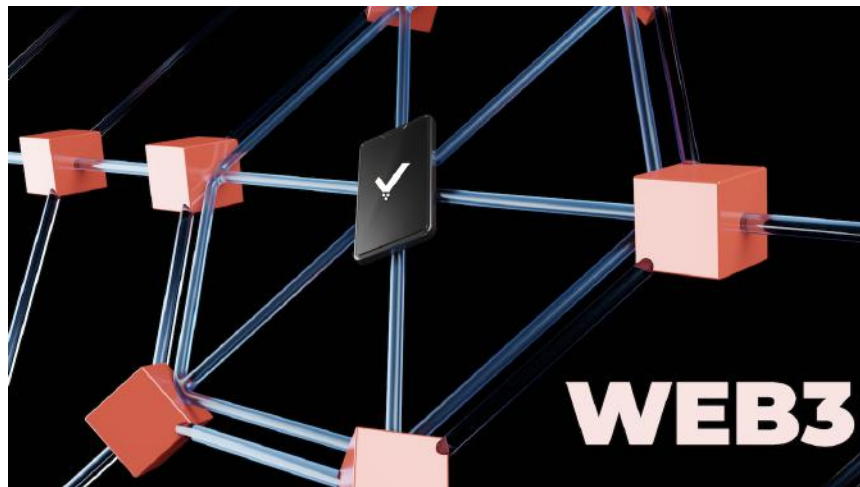


The objective of all mechanics, structures, and networks is to build geometric growth. We can talk a lot about the value that is increasing geometrically.

VAV geometric growth however is built differently, because is based on the development of human consciousness.

Once the User achieves a peak of one particular consciousness development and is ready to receive a new peak, first that already achieved development has to be reduced. However, this contraction never goes lower than was before.





WEB3 needs Network Effects. There are more and more companies that are making the inevitable transition from WEB2 to blockchain WEB3.

Today social media and other corporations do what is in their power to create mathematical encryption algorithms, that would allow them to control their nodes. The objective of those algorithms is to addict Users to different services, products, perceptions, or features.

The Users however slowly but surely feel that something is not right. That connections are not genuine and are less authentic. This issue can not be simply solved by a mathematical encryption algorithm. For example, how can I get more likes, how can I get more followers, and how can I get more attention?

What we are currently witnessing, is that more and more corporations struggle with that problem, including **public health concern, because of addiction, depression, and anxiety that are gradually increasing.**



The networks presented by Metcalfe's or Reed's Law, are just fine. Unfortunately, they have been used to take advantage of by providing illusionary connections.

And as long as this issue is not going to be addressed the fragmentation and separation between people or clients will be increasing.

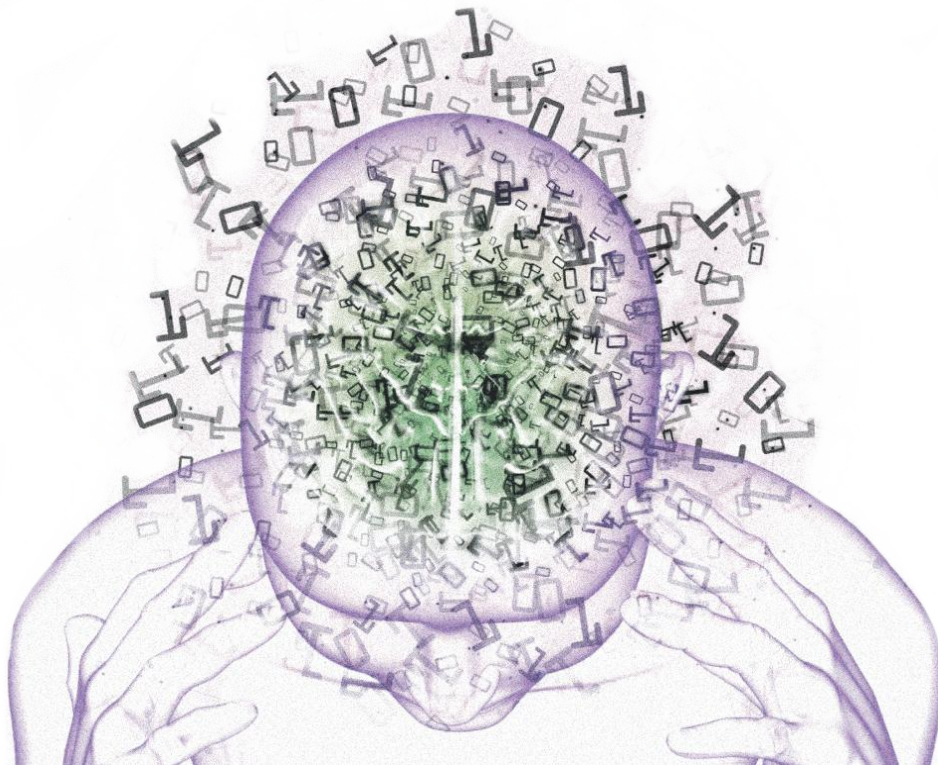
So what is the solution? To focus on creating Network Effects that will develop Users' consciousness and strengthen their immune systems.

Social media and other corporations are entering a new era where the most powerful retention and defensibility will be built on encryption algorithms that empower Users' consciousness, instead of compromising it.

There are four elementary clusters VAV application assists in enhancing and strengthening the immune system. More info.: <https://VAVAPP.com/network-effects>

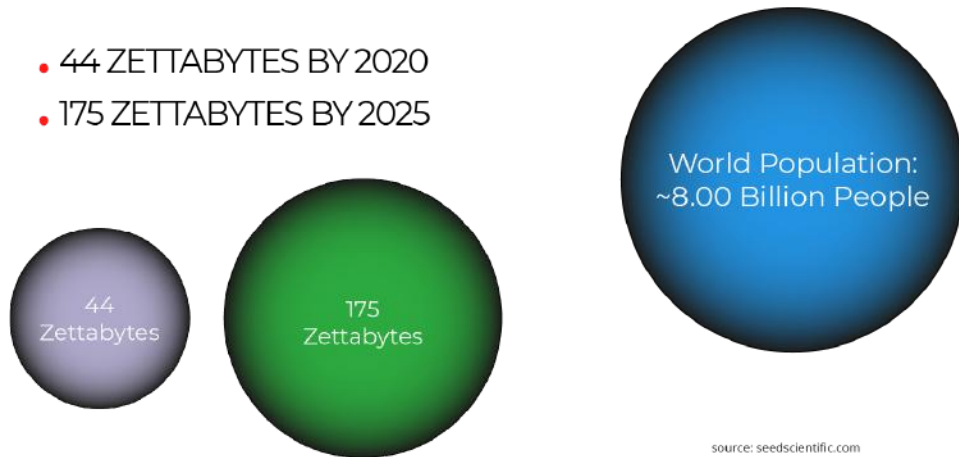
## 1.2 ANTI-DATA, STEM-DATA, AND DEMATERIALIZATION

What we are currently witnessing in the cryptocurrency and social media markets is just the beginning of the forthcoming effects of generating jaw-dropping amounts of DATA. Wikipedia defines DATA as a set of values of qualitative or quantitative variables converted into binary digital form.

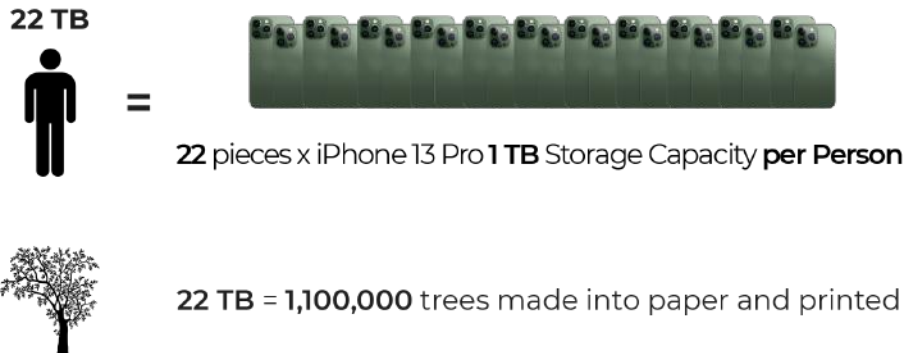


DATA however has a deeper meaning deliberately concealed from potential Users. **DATA are packets of binary bottled-up energies, which are infused and stored within human consciousness.**

## HOW MUCH BINARY DIGITAL DATA IS INFUSED PER INDIVIDUAL?



According to **SEED SCIENTIFIC** at the dawn of 2020, the amount of generated DATA in the world was estimated to be 44 zettabytes, and by 2025, there will be 175 zettabytes of DATA in the global DataSphere.



Breaking down the numbers, what it basically means is that by 2025 every single person in the world will have been infused with 22 Terabytes of binary DATA, which is the equivalent of DATA stored within 22 iPhones 13 Pro, or 1,100,000 trees made into paper and printed.



**1 hour 4K Quality Movie = ~ 36 GB.**

**1 TB / 36 GB = 28h. / 22 TB / 36 GB = 616h.**

**25 days of continuous viewing 24 hours a day.**

Or if you prefer that makes 25 days, 24 hours, day and night watching 4K Quality Movies.

Now, these numbers don't tell us much, in fact, we don't care about them. We are not concerned with what is happening to that DATA, where it goes, where it is stored, or whether it evaporates. All received DATA is stored within human consciousness. And once it is stored, it becomes packets of binary bottled-up energies, which will be at some point activated.

As a matter of fact, the primary objective of science is to create as much DATA as possible, whether it is in psychology, education, politics, or crypto investments. DATA is everywhere. DATA is omnipresent.

Whether we are aware of it or not, and whether we want to accept it or not we are subject to DATA and as a result, the demand for DATA increases every day. In fact, OUR CONSCIOUSNESS BECOMES DATA!

There are actually two types of DATA: ANTI-DATA and STEM-DATA.

What triggered the recent blockchain knock-on effect was done by utilized by ANTI-DATA. And although there could be some **undeniable** facts such as lack of balance between supply and demand, inflation, and poor cyber security, these factors are not causes but rather the ultimate physical manifestation of utilized ANTI-DATA.

What is **ANTI-DATA?** and why is it so harmful?

DATA that has been purposefully designed to boost, and stimulate the process of utilization of Users' desires is called ANTI-DATA. Its objective is to activate within a User a desire and utilize that desire as soon as possible.

For example – while driving on the freeway we suddenly see a McDonald's, or Starbucks sign, where we can get our favorite cup of coffee or a sandwich.

The moment we made the observation the internal pleasure was triggered. **That pleasure is the packets of binary bottled-up energies which are immediately utilized.**

As a result, the second sip of coffee or the taste of the sandwich doesn't taste as good as the first one. The coffee or cake had been utilized (consumed) before we had a chance to physically taste, or touch them.

The same process applies to every single field of our life.

Imagine a blockchain investor whose desire is to achieve financial success. The investor has gathered all possible DATA, made due diligence, and technical analysis. In other words, the investor has received some first-hand DATA.

The investor may achieve a number of spectacular financial accomplishments, however sooner or later the prosperity or part of this success is going to be dispersed.

But why? Because, the investor has already utilized the received DATA, (the binary bottled-up energies) before the physical success was finally manifested.

That Utilized ANTI-DATA creates certainty, meaning that offered information, financial services, products, or entertainment fulfill a User. Unfortunately, those certainties last only for a very "SHORT TIME", because as stated earlier, they had been utilized before were finally manifested.

Once certainty is gone, the User feels a lack. The process has to be now repeated again and again. The User just got addicted to ANTI-DATA.

That process which has to be constantly repeated is called **FDA - Finite Desire Algorithm**. It is finite, because the reward is based on physicality, it is therefore limited.

What is **STEM-DATA?** and why is so beneficial?

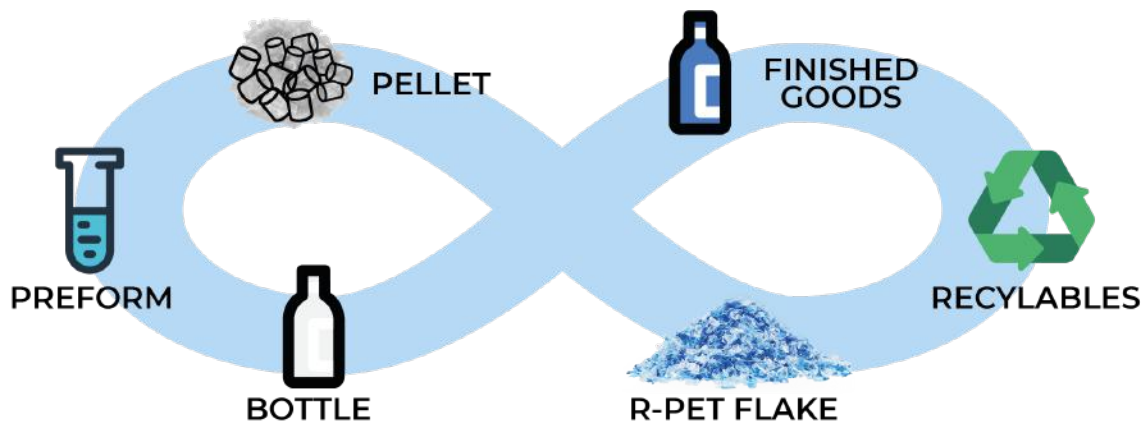
STEM-DATA is the final result of the dematerialization of ANTI-DATA.

ANTI-DATA - User with addiction, compromised Immune System.

STEM-DATA - User without addiction, healthy Immune System.

The dematerialization process can be compared to the traditional plastic and waste recycling method called injection molding. **And we know that the less plastic, the healthier the environment.**

## **PLASTIC INJECTION MOLDING**



The same way we clean and protect the environment from waste we can also clean and protect the cryptocurrency, or social media marketplace from ANTI-DATA.

In order to dematerialize ANTI-DATA into STEM-DATA, the first FDA - Finite Desire Algorithm has to be reduced. This can be done by the new observation that the Users are going to create during GADLUT and KATNUT levels.

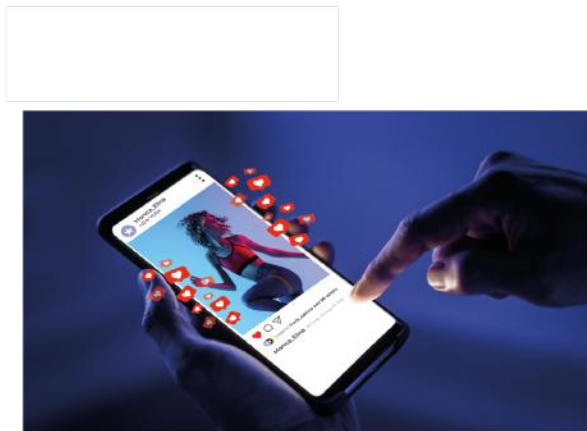
### **LEVEL 1 - GADLUT.**

The objective of the first level is to deliver the user's own ANTI-DATA to the VAV marketplace, for which of course the user is going to be rewarded.

ANTI-DATA delivery takes place once a day, six days in a week when users watch a 60-second video simulation of their daily life activities.

After watching the simulation they are requested to select one of the five displayed answers with which they identify the most, or resonate with.





For example:

Scrolling through social media you notice a person that you define as arrogant.

What would you usually feel, and do?

- A) I feel obliged to do something with that. I can't leave it as it is. I need to post a comment, share it, call, or talk to someone about that arrogance.
- B) I feel a sudden rush of extra energy. I make an internal, silent remark about that person's arrogant behavior.
- C) I feel anxious, but I laugh out loud. I wish that arrogant person could see me.
- D) I feel anger, but I am aware that as long as I have this feeling I am arrogant, and a victim too, as arrogance, triggers dopamine release.
- E) None of the above.

As you may have noticed 4 statements (including none of the above), are based on the Finite Desire Algorithm. Only one statement indicates a new way of observation. By implementing that algorithm, the User becomes a source of energy, a cause, and an initiator.

Why is it so important for users to know and understand? because users don't believe that this particular field of their life, can be in any other way revealed to them, that it can in any other way be fulfilled and manifest. That is the reason why the Users use observation which consists of understanding or comprehension.

But "how can something be revealed to us without our partaking, without understanding how something works?"

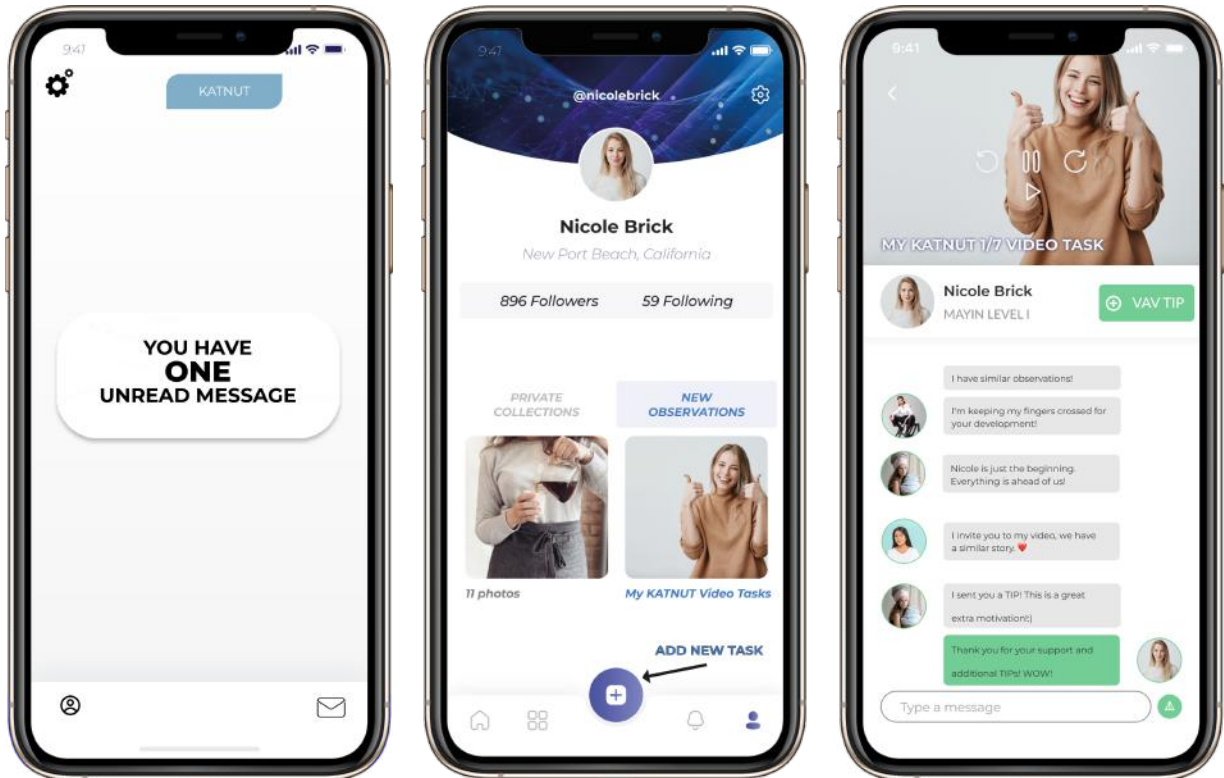
As long as we allow ourselves not to understand, and refrain from trying to understand, the solution is on our way! The key to new observation, long-lasting and sustainable success is to stay away from searching how to understand and control the time, space and motion reality.

To think of the unknown does not bring the unknown into the known. Knowing how much we do not know is not part of the observation that creates wave function collapse.

The Users are gradually educated how to transcend a particle observation into a wave observation.

Once GADLUT level is completed, the user is ready to take part in KATNUT level, which is the second level of MAYIN phase.

## LEVEL 2 - KATNUT.



On the same day, that is on the seventh, the User receives a notification, which video simulation was selected most frequently by the Users during the first 6 days.

Based on the most frequent selected answer, a proactive practical exercise is designed to be implemented by the User within the next 24 hours.

For example:

Scrolling through social media you notice a person that you define as arrogant.

What would you usually feel, and do?

The most frequent answer: **A)**

I feel obliged to do something with that. I can't leave it as it is. I need to post a comment, share it, call, or talk to someone about that arrogance.

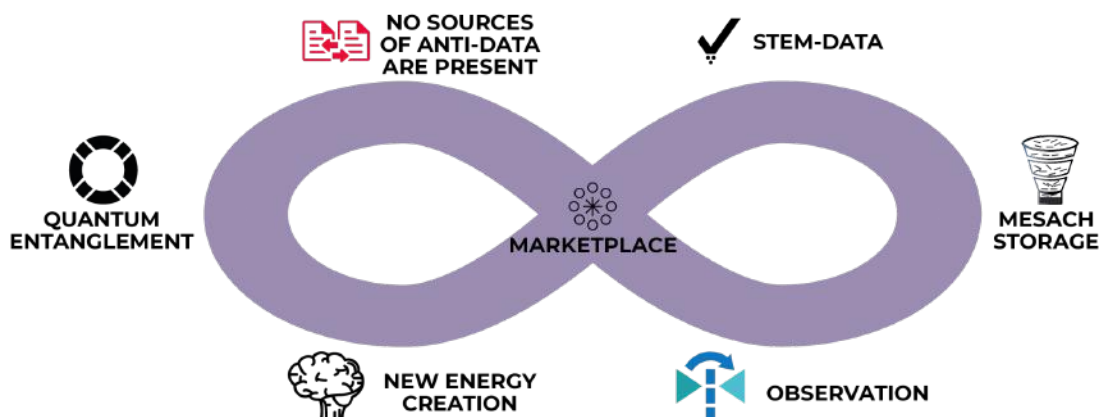
During the next 24 hours, the User's objective is to find in the Social Media, news, or within the User's environment a person who the User would define as arrogant.

Instead of going to post a comment, call a friend, or talk to someone about that person, the User is going to voluntarily agree that is not going to do any of these activities within the next 24 hours.

The next step is to post a comment, a picture, or a short video, by the means of the User's profile, what kind of new observation the User experienced by implementing this proactive approach?

**These two assignments create a process of observation without any purpose to be observed. The Ultimate Observation has been created.**

## How does the dematerialization process look like from the perspective of VAV application?



**MESACH STORAGE** - User delivers ANTI-DATA.

**OBSERVATION** - User creates a new observation based on GADLUT level.

**NO SOURCES OF ANTI-DATA ARE PRESENT** - delivered ANTI-DATA has been DELETED. Nobody can ever enter this information. THEY DO NOT EXIST ANY MORE. This process can be verified by blockchain explorer. (Contrary to BIG DATA).

VAV does not store delivered ANTI-DATA for corporation purposes such as: where the Users go, how much time is spent, what are the User's preferences, and what decision a User makes, which is the main objective of other projects.

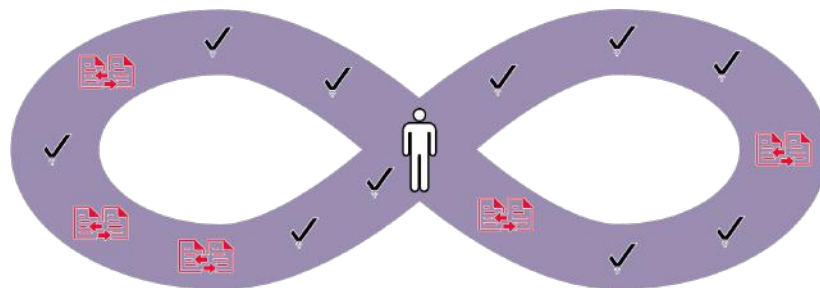
Once the process of dematerialization is completed all delivered ANTI-DATA is momentarily CANCELED. ANTI-DATA is never going to be reviewed, used, or sold.

**QUANTUM ENTANGLEMENT** - Based on KATNUT level, the User delivers new observation to the VAV network by means of the User's profile.

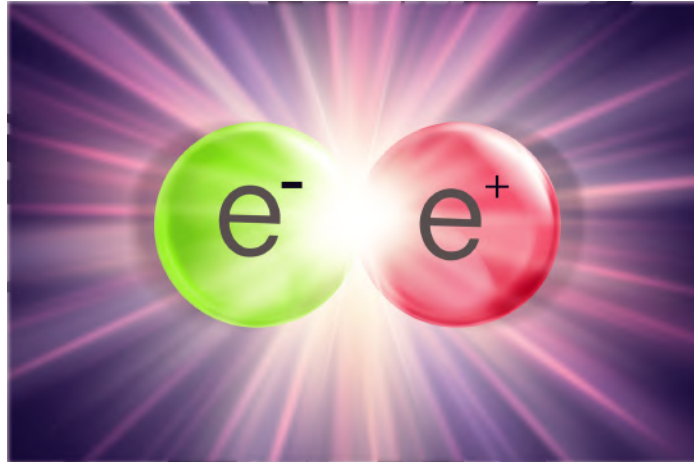
**NEW ENERGY CREATION** - A new observation has been created, and as a result User's desire utilization limited.

**STEM DATA** - STEM-DATA has been created.

**MARKETPLACE** - STEM-DATA is RELEASED into the Marketplace.



### 1.3 VAV CONSCIOUSNESS ENTANGLED ALGORITHMS



Scientists have concluded that when a particle encounters an ANTI-PARTICLE or matter confronts antimatter, mutual annihilation must result.

The reason for this is that when scientists observe that the generated energy is unstable, they are totally oblivious that their own observations are taking part in that exploration, and this is the main cause of that mutual annihilation.

The result is not however annihilation and chaos, but rather a transcending of the particle from its illusionary time, space, and motion interface reality to the true world wave realm. The explosion is the demise and removal of another packet of illusionary reality.



What do we see when we experience a life challenge, the whole motion or a single frame of it?

When scientists observe an electron and at that moment their observation is represented by consciousness of a particle, this observation is going to stimulate the electron to act as a particle.

In turn, when scientists observe an electron, and at that moment their observation is represented by consciousness of a wave, this observation is going to stimulate the electron to act as a wave.

The problem is that scientists are reluctant to create an observation of a wave. Their superior tenet is to fully understand, comprehend, and control what they have been working on.

If we could only change our observation, as a result, we would be able to experience not an explosion of chaos, but total control over the time, space, and motion realm.

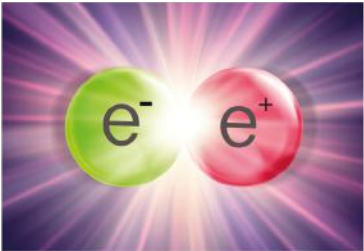
# MAYIN CONSCIOUSNESS ENTANGLED ALGORITHM



**ELECTRON  $e^-$  PARTICLE**  
*PRESENT OBSERVATION*

---

**POSITRON  $e^+$  ANTI-PARTICLE WAVE**  
*PRESENT NEW OBSERVATION*



**HEALTHIER  
IMMUNE SYSTEM**  
*PARTICLE TRANSCENDENCE  
TO WAVE PHENOMENON*

MAYIN Consciousness Entangled Algorithm has been built on the following equation.

The electron which represents our present particle observation is voluntarily willing not to follow that imposed by itself particle observation, resulting in giving birth to a positron, who has now a different observation. Out of this new encounter, an explosion is created.

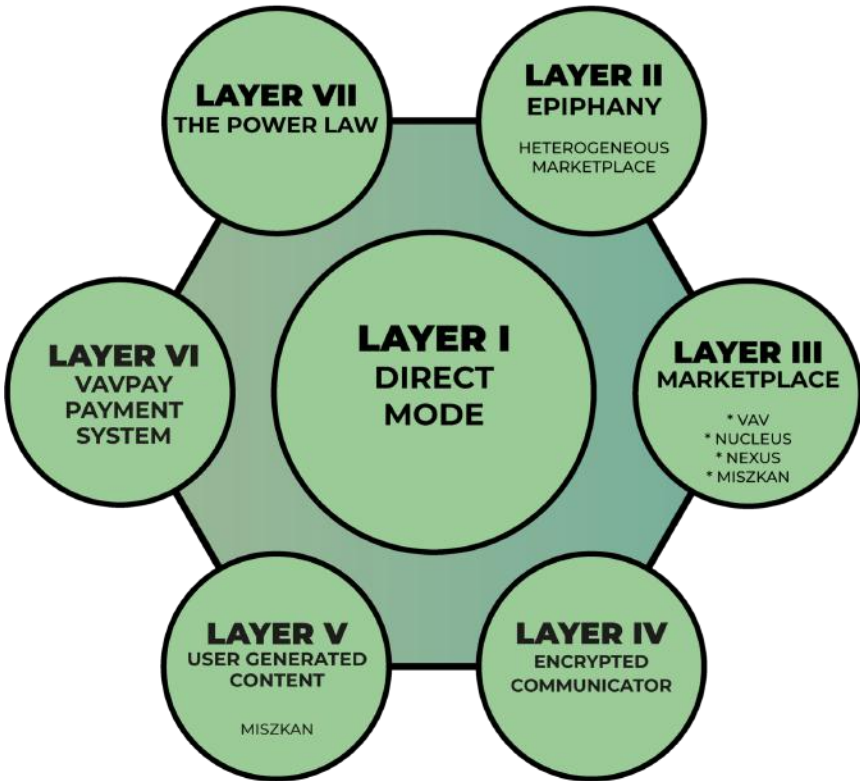
However, as stated before, it is an explosion of harmony, balance, and control over the time, space, and motion interface.



# 1.4 GADLUT, KATNUT, AND VAV TOKEN UTILIZATION PROCESS OF MAYIN LEVEL ONE

For the purpose of greater understanding, the outlined below numbers are purely hypothetical.

## CONSCIOUSNESS DIRECT UTILITY NETWORK EFFECT.



The main task of the Consciousness Direct Utility Network Effect is to strengthen retention and build an authentic and genuine connection between the Users.

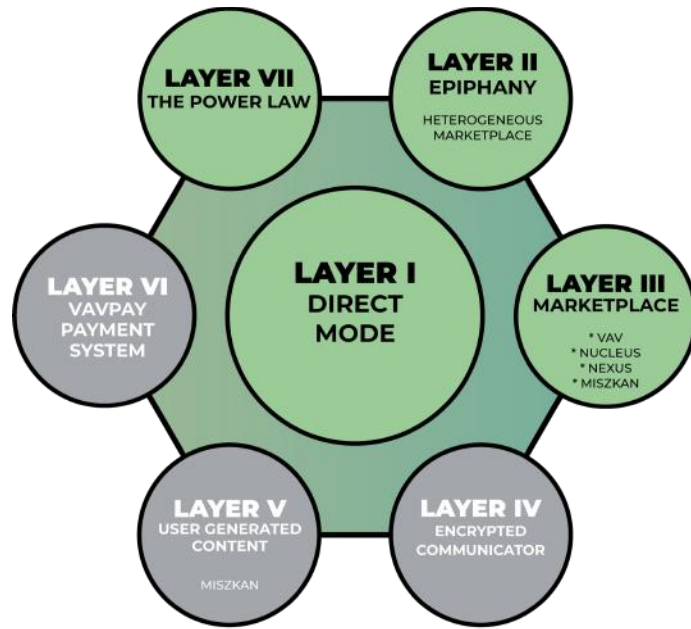


VAV application is based on seven phases of development, where each phase consists of a different level of advancement.

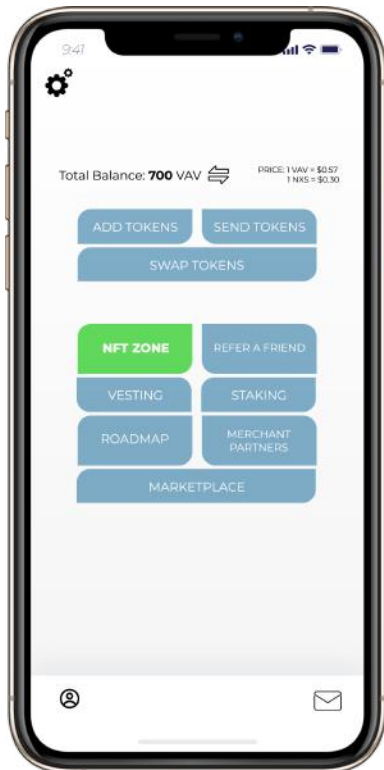
The first phase is called MAYIN, the second NUCLEUS, the third NANO COACH, and the seventh MISZKAN.

The User's objective is to complete all seven phases and finish the mission which is to break out of addiction, or addictions.

Each phase was designed for 1 year. So, to complete the mission, Users would need in total of 7 years of their time.



Phase one called MAYIN, is based on 4 marked in green out of 7 layers of Consciousness Direct Utility Network Effects.

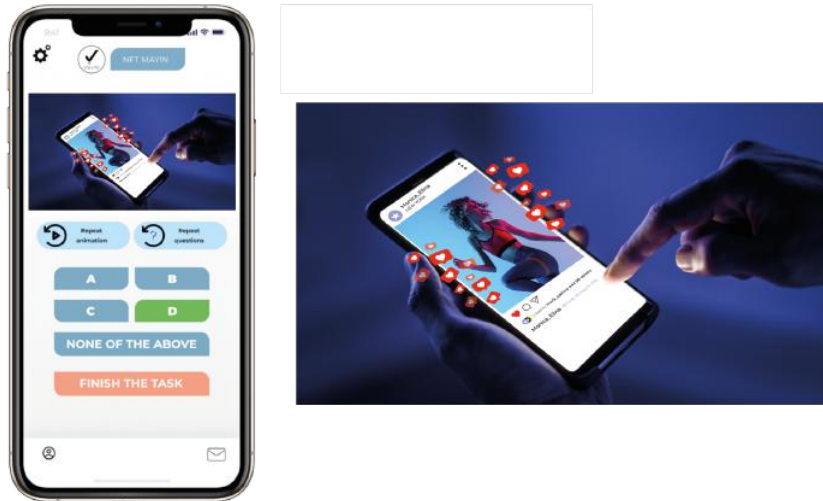


After logging, the User is transferred to the main menu, and from that can access the NFT zone, where can purchase phase one called MAYIN.



After the purchase, the User receives a notification that MAYIN consists of two levels that shall be completed. The first level is called GADLUT, and the second KATNUT.

## **LEVEL 1 - GADLUT.**



The objective of the first level is to deliver the User’s own ANTI-DATA to the VAV marketplace, for which of course the user is going to be rewarded.

ANTI-DATA delivery takes place once a day, six days in a week when users watch a 60-second video simulation of their daily life activities.

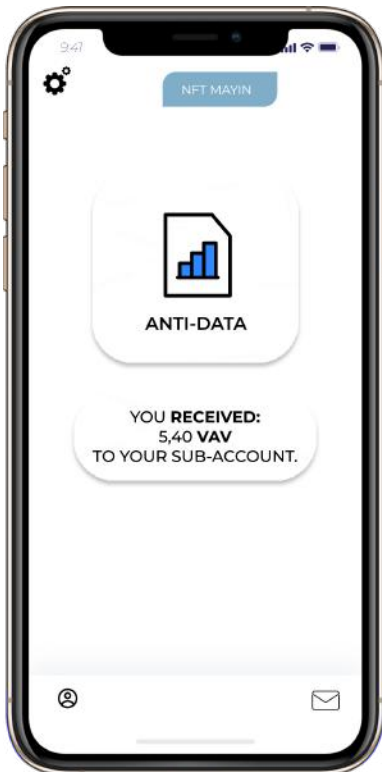
After watching the simulation the Users are requested to select one of the five displayed answers, with which they identify the most, or resonate with.

DAYS	6
DAILY ANTI-DATA UNIT PRICE	1 VAV TOKEN
GADLUT	6 VAV TOKEN

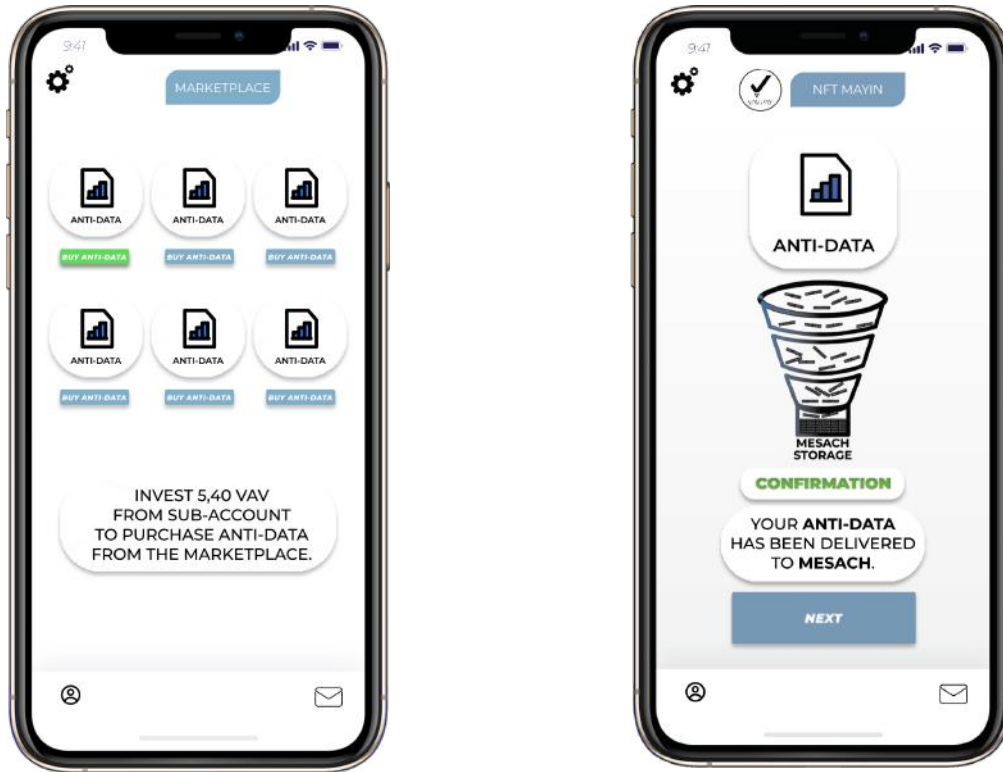
For each provided answer, the User receives 1 VAV token. So, after six days, the User is going to collect 6 VAV tokens.



On the sixth day, after receiving the sixth VAV token, the User receives a message in which is informed that 10% of the received reward is deposited in a treasury called ZAN.

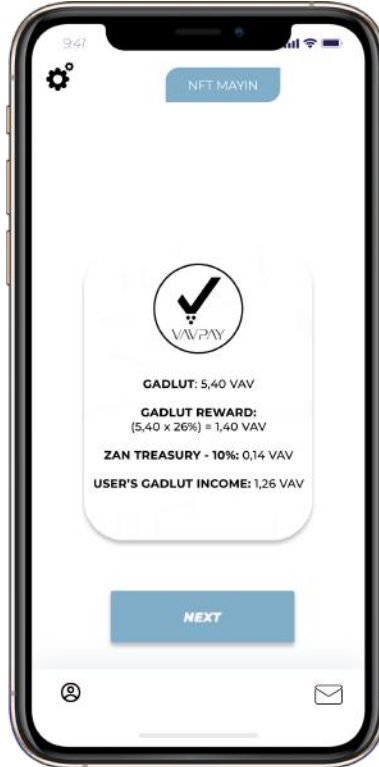


Whereas the remaining 5,40 of VAV tokens stay in the sub-account.



On the following day, that is on the seventh, the User receives additional notification that tokens that are held in the sub-account can be now invested in purchasing ANTI-DATA of other Users.

That purchased ANTI-DATA is automatically transferred to the MESACH storage.



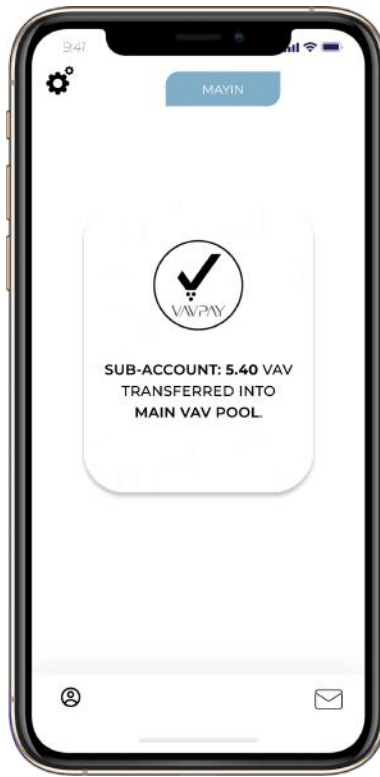
For supplying that ANTI-DATA to the MESACH storage, the User receives based on 6 VAV tokens from the sub-account a return of 26%, that is 1,40 VAV tokens. 10% of this amount is deposited again in the ZAN treasury giving an income of 1,26 VAV tokens, which are paid to the User's main account.



## INITIAL SUMMARY

DAYS	6
DAILY ANTI-DATA UNIT PRICE	1 VAV
GADLUT	6 VAV
ZAN TREASURY - 10%	0,60 VAV
SUB-ACCOUNT	5,40 VAV
GADLUT REWARD (5,40 x 26%)	1,40 VAV
ZAN TREASURY - 10%	0,14 VAV
USER'S GADLUT WEEKLY INCOME	<b>1,26 VAV</b>
GADLUT ZAN TREASURY WEEKLY INCOME	<b>0,74 VAV</b>

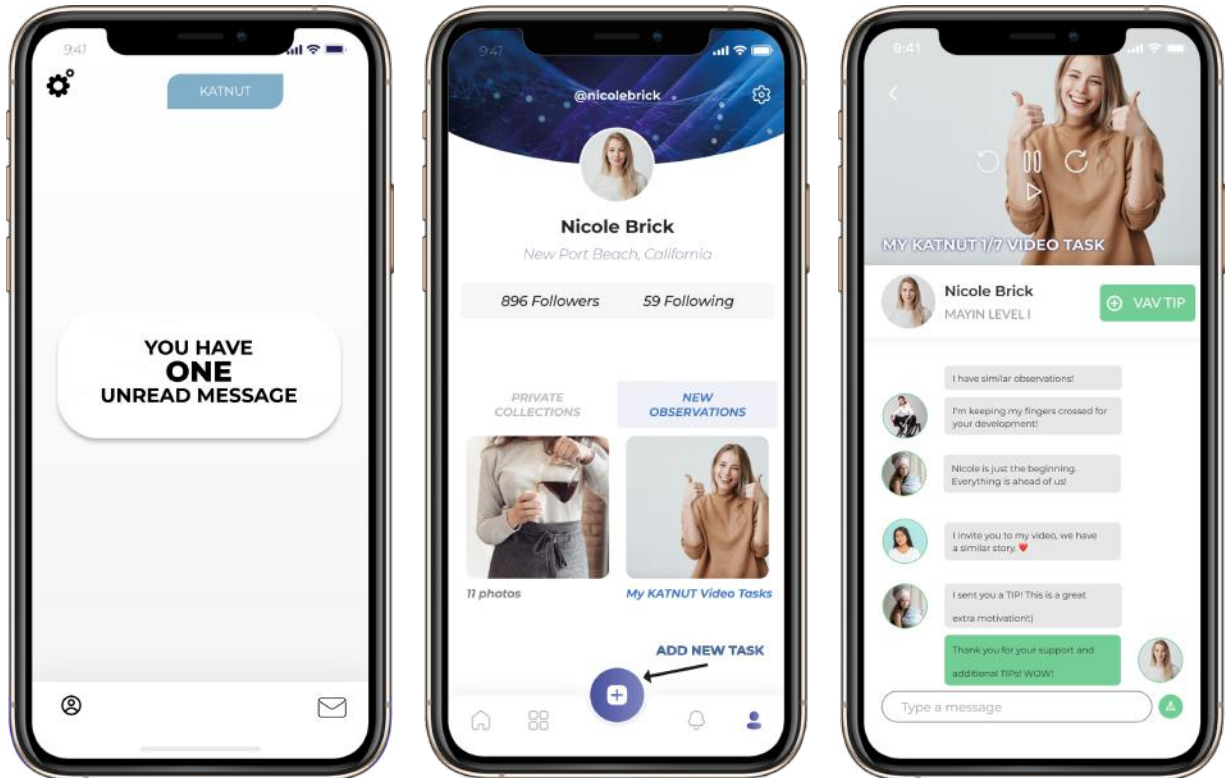
Let's give a quick summary. The User sold their own ANTI-DATA to the VAV marketplace, and then invested VAV tokens from the sub-account to purchase the ANTI-DATA of other Users. The User's income comes to 1,26 VAV tokens, whereas ZAN treasury income comes to 0,74 VAV tokens.



But what happens to that 5,40 VAV tokens? If they are not transferred to the User's account then where?

These tokens were only used to purchase other Users' ANTI-DATA; they cannot be withdrawn. Once the process was completed, the tokens were redeemed and returned to the main VAV pool.

## LEVEL 2 - KATNUT.



This ends level one called GADLUT. The User is now ready for the second level of the MAYIN phase called KATNUT.

On the same day, that is on the seventh, the User receives a notification, which video simulation was selected most frequently by the users during the first 6 days.

Based on that, a proactive practical exercise is designed to be implemented by the User within the next 24 hours.

That completed assignment shall be next posted on the User's profile, it could be a picture or a short video.

The User basically shares with the rest of the network a new observation, which was experienced during that proactive assignment.



For making the social post, the User receives 1 VAV token, reduced by 10%, which is deposited as before in the ZAN treasury.

By now, two stages that is GADLUT and KATNUT have been completed, and the User receives the first key.

Let's quickly review outlined details.

## WEEKLY SUMMARY

<b>PHASE 1 - GADLUT</b>	6 VAV TOKEN
ZAN TREASURY - 10%	0,60 VAV TOKEN
SUB-ACCOUNT	5,40 VAV TOKEN
GADLUT REWARD: ( 5,40 x 26% )	1,40 VAV TOKEN
ZAN TREASURY - 10%	0,14 VAV TOKEN
GADLUT ZAN TREASURY INCOME	<b>0,74</b> VAV TOKEN
USER'S GADLUT INCOME	<b>1,26</b> VAV TOKEN
<b>PHASE 2 - KATNUT</b>	1 VAV TOKEN
KATNUT ZAN TREASURY INCOME	<b>0,10</b> VAV TOKEN
USER'S KATNUT INCOME	<b>0,90</b> VAV TOKEN
USER'S WEEKLY INCOME	<b>2,16</b> VAV TOKEN
ZAN TREASURY WEEKLY INCOME	<b>0,84</b> VAV TOKEN

User who fully completed the GADLUT and KATNUT levels should receive 2,16 VAV tokens, and 0,84 VAV tokens should be deposited into the ZAN treasury.



So far the User has received only one key.

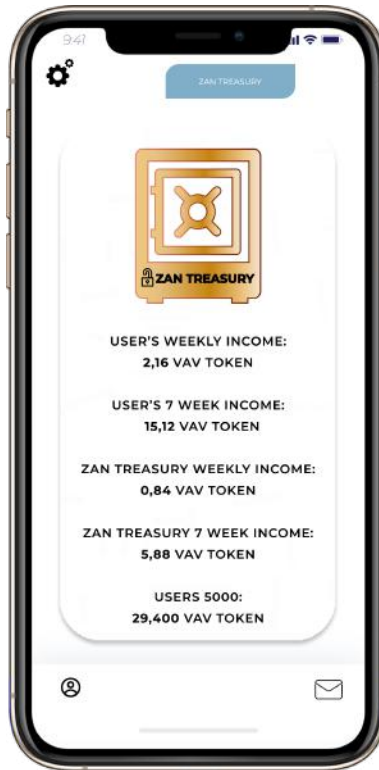
However, any User who collects 7 keys, will be able to exchange them for the Golden Key which in turn enables the User to take part in a Grand Reward called YULI.



What is YULI the Grand Reward?

All VAV tokens that have been deposited in the ZAN treasury are equally distributed between qualified Users.

It is important to underline, that this distribution includes also other revenues that have been generated by the VAV application, such as revenue from watched advertisements, or sold VAV tokens.



As stated before, the User's weekly income comes to 2,16 VAV tokens, and the ZAN treasury weekly income comes to 0,84 VAV tokens. So after seven weeks, or if you prefer after one entire cycle, the User's income will come to 15,12 VAV tokens, and ZAN treasury to 5,88 VAV tokens.

Assuming that there are 5,000 qualified Users, every User who takes part in the YULI Grand Reward would receive 5,88 VAV tokens.

Please find attached the link to the excel spreadsheet: [SIMULATION](#)

## INITIAL SUMMARY

### GROUP A.

<b>PHASE 1 - GADLUT</b>	2 VAV
ZAN TREASURY - 10%	0,20 VAV
SUB-ACCOUNT	1,80 VAV
GADLUT REWARD: (1,80 x 26%)	0,46 VAV
ZAN TREASURY - 10%	0,04 VAV
ZAN TREASURY GADLUT WEEKLY INCOME	<b>0,24 VAV</b>
USER'S GADLUT WEEKLY INCOME	<b>0,42 VAV</b>
<b>PHASE 2 - KATNUT</b>	1 VAV
ZAN TREASURY KATNUT WEEKLY INCOME	<b>0,10 VAV</b>
USER'S KATNUT WEEKLY INCOME	<b>0,90 VAV</b>
USER'S 7 WEEK INCOME	<b>6,54 VAV</b>
ZAN TREASURY 7 WEEK INCOME	<b>2,08 VAV</b>
ZAN TREASURY 7 WEEK INCOME x 1000 USERS	<b>2,080 VAV</b>

### GROUP B.

<b>PHASE 1 - GADLUT</b>	4 VAV
ZAN TREASURY - 10%	0,40 VAV
SUB-ACCOUNT	3,60 VAV
GADLUT REWARD: (3,60 x 26%)	0,93 VAV
ZAN TREASURY - 10%	0,09 VAV
ZAN TREASURY GADLUT WEEKLY INCOME	<b>0,49 VAV</b>
USER'S GADLUT WEEKLY INCOME	<b>0,84 VAV</b>
<b>PHASE 2 - KATNUT</b>	1 VAV
ZAN TREASURY KATNUT WEEKLY INCOME	<b>0,10 VAV</b>
USER'S KATNUT WEEKLY INCOME	<b>0,90 VAV</b>
USER'S 7 WEEK INCOME	<b>9,48 VAV</b>
ZAN TREASURY 7 WEEK INCOME	<b>3,83 VAV</b>
ZAN TREASURY 7 WEEK INCOME x 1000 USERS	<b>3,830 VAV</b>

But despite the best intentions, not all Users will qualify for the YULI Grand Reward. To be eligible Users must complete the GADLUT, and KATNUT levels in full, without a single daybreak for 7 weeks in a row.

Let's make a simple simulation. How would the return look like if only part of the Users qualified? Let's assume that only 3,000 thousand were qualified, and the remaining 2,000 thousand were divided into two groups. Group A), and Group B).

Group A) would deliver ANTI-DATA 2 times a week for seven weeks, and complete the second level only 4 times out of seven possible.

And Group B) would deliver ANTI-DATA 4 times a week for 7 weeks, and as the Group A) completed 4 times a second level is called KATNUT out of seven achievable.

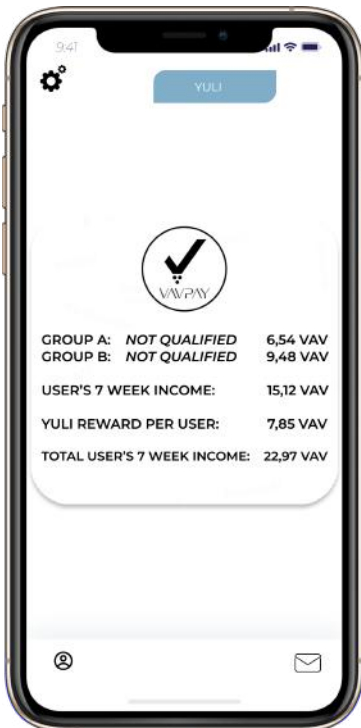
As a result, Group A) would generate to the ZAN treasury 2,080 VAV tokens and Group B) 3,830 VAV tokens.





The total would come to 23,550 VAV tokens to be distributed between three thousand qualified users, who would deliver ANTI-DATA not 2 times, not 4 times, but 6 times in a week for seven weeks, and who would complete KATNUT level, not 4 times, but 7 times.

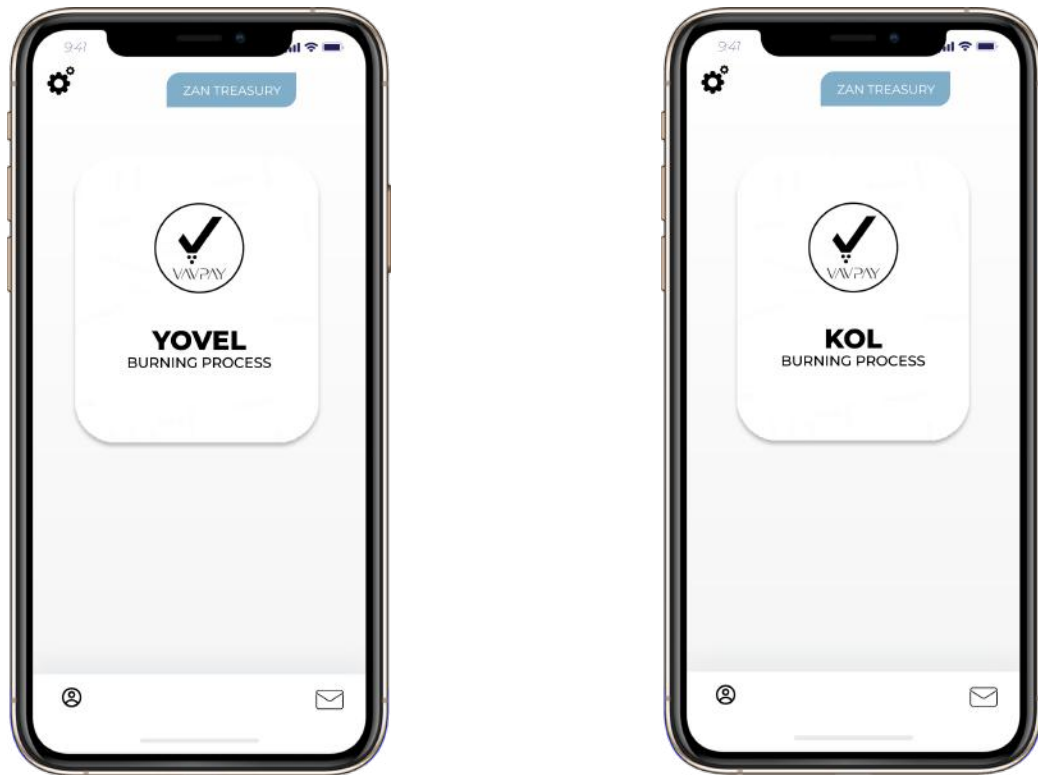
Please find attached the link to the excel spreadsheet: [SIMULATION](#)



Of course, Users who did not qualify also received a reward, but only for ANTI-DATA delivery.

The User from Group A) 6,54 VAV tokens, and The User from Group B) 9,48 VAV tokens.

In comparison to the qualified User who would receive 15,12 VAV tokens, plus the YULI Grand Reward, which comes in total to 22,97 VAV tokens.



The YULI Grand Reward is directly integrated and connected with two burning processes.

The first of them is named YOVEL, and the second KOL.

How does the YOVEL burning work?

All VAV tokens that were deposited in the ZAN treasury in the first week are not included in the YULI Grand Reward but are utilized.

## BURNING PROCESSES

TOTAL ZAN TREASURY INCOME	23,550 VAV
1 WEEK - QUALIFIED	2,520 VAV
1 WEEK - GROUP A	240 VAV
1 WEEK - GROUP B	490 VAV
YOVEL BURNING	3,250 VAV
TOTAL	20,300 VAV
KOL BURNING - 10%	2,030 VAV
TOTAL YULI GRAND REWARD	18,656 VAV
YULI PER USER	6,09 VAV
USER'S 7 WEEK INCOME	15,12 VAV
TOTAL USER'S 7 WEEK INCOME	<b>21,21 VAV</b>

For example, that 5,000 thousand Users generated to the ZAN treasury income of 23,550 VAV tokens.

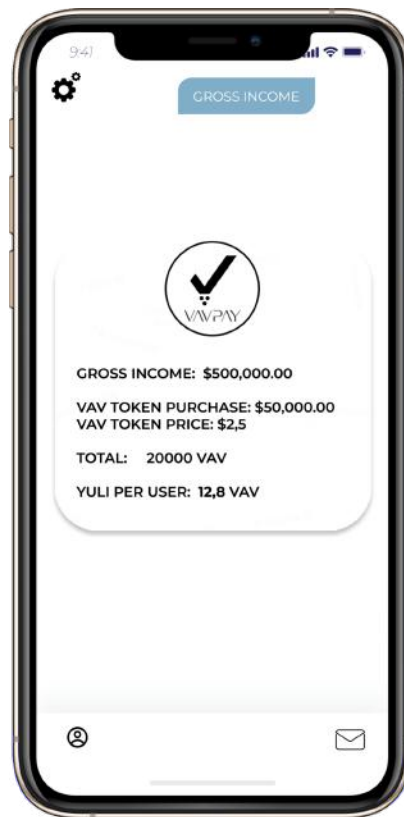
3,000 Users generated in the first week 2,520 VAV tokens. Group a) 240 VAV tokens, and Group b) 490 VAV tokens. So a total of 3,250 VAV tokens are to be utilized.

But this is not all. From the amount of 20,300 VAV tokens, 10% that is 2,030 VAV tokens are also utilized, and that is the second burning process named KOL.

The remeaning 18,656 VAV tokens are now equally distributed between 3,000 qualified Users.

That comes to 6,09 VAV tokens, plus income from the first level called GADLUT would bring the User's income to 21,21 VAV tokens.

The numbers are broken down in the attached link: [SIMULATION](#)



Let's remember that this is not the total income that users generate from the YULI Grand Reward. In reality, there are also other revenues that the VAV application generates, and which are directly connected to the ZAN treasury, as I mentioned earlier on.

For example, if the VAV application would generate a gross income of \$ 500,000.00, then 10% which is \$ 50,000.00 is designated for VAV token buyback. If the token were valued at \$2,5 dollar that would bring additional 20,000 VAV tokens to the ZAN treasury and the User's income would increase from 6,09 VAV tokens to 12,8 VAV tokens.

## OPTION A.

	STAKING	ANNUAL PERCENTAGE YIELD	REWARDS ERNED	TOTAL
1.	6,09 VAV	10%	0,60 VAV	6,69 VAV
2.	8,09 VAV	10,5%	1,55 VAV	16,33 VAV
3.	10,09 VAV	11%	2,90 VAV	29,32 VAV
4.	12,09 VAV	11,5%	4,76 VAV	46,17 VAV
5.	14,09 VAV	12%	7,23 VAV	67,49 VAV
6.	16,09 VAV	12,5%	10,44 VAV	94,02 VAV
7.	18,09 VAV	13%	14,57 VAV	126,68 VAV
				PROFIT TOTAL: <b>386,7</b> VAV

In addition, the Users who qualified for the YULI Grand Reward have two options to withdraw their assets.

Option A - if the user decides to invest their YULI Grand Reward in staking, then as a result they receive compound interests.

If we assume that the user would receive every seven weeks only two more VAV tokens from the YULI Grand Reward then in total User's earned profit would come to 386,7 VAV tokens.

The assets can be withdrawn in Vesting. After 49 weeks from the first staking, the User will be able to withdraw their first investment of 6,69 VAV tokens.

After another 7 weeks, 16,33 VAV tokens, until the last payment, which will be at the end of the 49th week, when the user will be eligible to withdraw 126,68 VAV tokens.

## OPTION B.

YULI GRAND REWARD PER USER	6,09 VAV
FIXED PAYMENT 7 WEEKS	0,87 VAV

Alternatively, the user may withdraw the YULI reward in vesting, in seven fixed weekly installments of 0,87 VAV tokens, which at any time can be also invested in staking, but only at a fixed rate of 9,5%.

There is one remaining question. How the last 3 weeks of the calendar year are calculated?

	USERS													
<b>Week 50</b>	5,000	Gadlul Income	1,26 VAV	Katnut Income	0,90 VAV	User's Weekly Income	2,16 VAV	10,800 VAV	Gadlul Zan Income	0,74 VAV	Katnut Zan Income	0,10 VAV	0,84 VAV	4,200 VAV
<b>Week 51</b>	5,000	Gadlul Income	1,26 VAV	Katnut Income	0,90 VAV	User's Weekly Income	2,16 VAV	10,800 VAV	Gadlul Zan Income	0,74 VAV	Katnut Zan Income	0,10 VAV	0,84 VAV	4,200 VAV
<b>Week 52</b>	5,000	Gadlul Income	1,26 VAV	Katnut Income	0,90 VAV	User's Weekly Income	2,16 VAV	10,800 VAV	Gadlul Zan Income	0,74 VAV	Katnut Zan Income	0,10 VAV	0,84 VAV	4,200 VAV
<b>Week 4</b>	5,000													
<b>Week 5</b>	5,000													
<b>Week 6</b>	5,000													
<b>Week 7</b>	5,000													

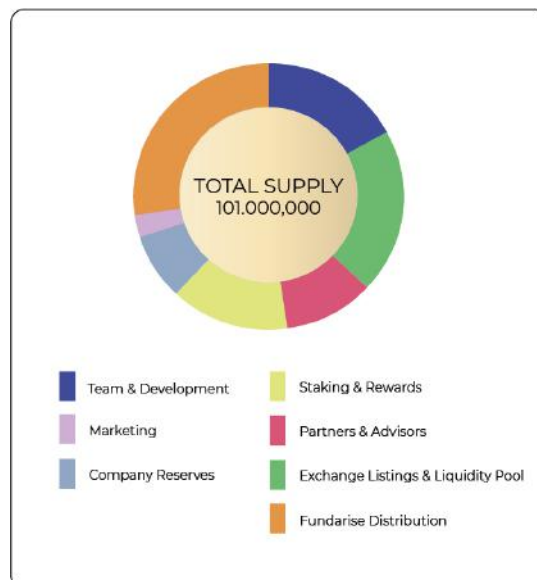
Since the YULI Grand Reward is paid every 7 weeks, and we have 7 full circles in the calendar year, how the remaining 3 weeks are sorted out?

These last 3 weeks are going to be included in the next year, of the next phase called NUCLEUS, where the Users are going to work on a new level of their consciousness development.

# 1.5 TOKENOMICS, PROFIT MARGIN, REVENUE

## VAV TOKEN TABLE RELEASE SCHEDULE

12% TEAM & DEVELOPMENT 5% TGE, 5% UNLOCKED EACH MONTH AFTER	tokens <b>12.120,000</b>
21% EXCHANGE LISTINGS & LIQUIDITY POOL 10% TGE, 5% UNLOCKED EACH MONTH AFTER	tokens <b>21.210,000</b>
9% PARTNERS & ADVISORS 5% TGE, 5% UNLOCKED EACH MONTH AFTER	tokens <b>9.090,000</b>
21% STAKING & REWARDS 5% TGE, 5% UNLOCKED EACH MONTH AFTER	tokens <b>21.210,000</b>
10% COMPANY RESERVES 5% TGE, 5% UNLOCKED EACH MONTH AFTER	tokens <b>10.100,000</b>
7% MARKETING 5% TGE, 5% UNLOCKED EACH MONTH AFTER	tokens <b>7.070,000</b>
20% FUNDARISE DISTRIBUTION/ LAUNCHPAD, PRESALE 5% TGE, 5% UNLOCKED EACH MONTH AFTER	tokens <b>20.200,000</b>



# FUNDRAISE DISTRIBUTION

TOKENOMICS	% OF TOTAL SUPPLY	HOW MANY TOKENS	PRICE	TOTAL RAISE	% HARD CAP
Pre-Seed Investor	1.40%	1,414,000	\$0.57	\$805,980	7%
Pre-Seed Application Users	7.20%	7,272,000	\$0.72	\$5,235,840	36%
Public Sales	11.40%	11,514,000	\$1.01	\$11,629,140	57%
<b>TOTAL:</b>	<b>20%</b>	<b>20,200,000</b>		<b>\$17,670,960</b>	<b>100%</b>
	70%		<b>FUNDRAISE</b>	\$6,041,820	
			Overheads	\$805,980	
			10% Treasury ZAN	\$523,584	
			After Deduction	\$4,712,256	
			10% Users' Revenue	\$471,226	
			Hard Cap Margin	77%	

# VAV TOKEN SALE OPTIONS

- a) VAV token is burned by the User.
- b) VAV keeps the right to buy back VAV tokens from the User.
- c) The User can pass on the VAV token to another User as a gift.
- d) The User can exchange the VAV tokens at Exchange.
- e) The User can trade the VAV tokens at Marketplace.

# VAV USABILITY

- a) VAV wallet via VAV wallet.
- b) VAV wallet via EXCHANGE.
- c) VAV wallet via MARKETPLACE.



## FIVE YEARS PROFIT & LOSS PROJECTIONS

<b>Profit and Loss Projections</b>	<b>FY-1</b>	<b>FY-2</b>	<b>FY-3</b>	<b>FY-4</b>	<b>FY-5</b>
Gross Revenue	\$ 11,136,600.00	\$ 23,381,600.00	\$ 70,181,600.00	\$ 623,021,600.00	\$ 2,615,401,600.00
Direct Cost (10%)	\$ 1,113,660.00	\$ 2,338,160.00	\$ 7,017,160.00	\$ 62,302,160.00	\$ 261,540,160.00
Operating Income	\$ 10,022,940.00	\$ 21,043,440.00	\$ 63,164,440.00	\$ 560,719,440.00	\$2,353,861,440.00
Gross Margin	<b>90.00%</b>	<b>90.00%</b>	<b>90.00%</b>	<b>90.00%</b>	<b>90.00%</b>
Expenses					
Payroll	\$ 1,100,000.00	\$ 1,700,000.00	\$ 2,100,000.00	\$ 3,900,000.00	\$ 5,500,000.00
R&D Expenses	\$ 400,000.00	\$ 1,100,000.00	\$ 2,000,000.00	\$ 4,000,000.00	\$ 7,000,000.00
Marketing Expenses	\$ 1,070,000.00	\$ 1,500,000.00	\$ 1,500,000.00	\$ 1,500,000.00	\$ 1,500,000.00
Consultants Fee	\$ 100,000.00	\$ 300,000.00	\$ 1,000,000.00	\$ 1,300,000.00	\$ 1,750,000.00
User's Acquisition (20,000 users)	\$ 900,000.00	\$ 2,100,000.00	\$ 3,400,000.00	\$ 3,900,000.00	\$ 7,250,000.00
Insurance Costs	\$ 50,000.00	\$ 70,000.00	\$ 100,000.00	\$ 135,000.00	\$ 210,000.00
Management and Operational Cost	\$ 120,000.00	\$ 240,000.00	\$ 330,000.00	\$ 1,240,000.00	\$ 3,120,000.00
Capital Expenditure	\$ 45,000.00	\$ 73,000.00	\$ 110,000.00	\$ 190,000.00	\$ 360,000.00
Depreciation/Amortization of Assets	\$ 22,000.00	\$ 46,000.00	\$ 150,000.00	\$ 365,000.00	\$ 450,000.00
Misc. Expenses	\$ 35,000.00	\$ 100,000.00	\$ 173,000.00	\$ 221,000.00	\$ 299,000.00
Total Operating Expenditures	\$ 3,842,000.00	\$ 7,229,000.00	\$ 10,863,000.00	\$ 16,751,000.00	\$ 27,439,000.00
EBIT	\$ 6,180,940.00	\$ 13,814,440.00	\$ 52,301,440.00	\$ 543,968,440.00	\$ 2,326,422,440.00
EBIT Margin (%)	<b>55,5%</b>	<b>59,1%</b>	<b>74,5%</b>	<b>87,3%</b>	<b>89%</b>
Taxes (23%)	\$ 1,421,616.00	\$ 3,177,321.00	\$ 12,029,331.00	\$ 125,112,741.00	\$ 535,077,161.00
Interests Expense	\$ -	\$ -	\$ -	\$ -	\$ -
Net Profit	<b>\$ 4,759,324.00</b>	<b>\$ 10,637,119.00</b>	<b>\$ 40,272,109.00</b>	<b>\$ 418,855,699.00</b>	<b>\$1,791,345,279.00</b>
Net Profit Margin (%)	<b>42,73%</b>	<b>45,49%</b>	<b>57,38%</b>	<b>67,23%</b>	<b>68,49%</b>

# VAV REVENUE

YEAR	NUMBER OF USERS	MAYIN NFT	ANNUAL SUBSCRIPT ION	NFT	PRICE	TIER 1	TIER 2	STAKING	Number of Franchise	FRANCHISE REVENUE	NUMBER OF LICENSE	LICENSE PLAN	LICENSE FEE	WATCHED ADS PER YEAR	\$ PER DAY	\$ PER USER	GROSS REVENUES
2024	20,000	Mayin Level 1	\$252.00	Nucleus	\$42.00	\$38.48	\$5.20	\$39.00	50	\$500.00	100	\$30,000.00	\$300.00	\$108,000.00	\$300.00	\$5.40	\$11,136,600.00
2024	100,000	Mayin Level 1	\$252.00	Nucleus	\$42.00	\$38.48	\$5.20	\$39.00	50	\$500.00	100	\$30,000.00	\$300.00	\$1,080,000.00	\$3,000.00	\$10.80	\$42,903,000.00
2024	1,000,000	Mayin Level 1	\$252.00	Nucleus	\$42.00	\$38.48	\$5.20	\$39.00	50	\$500.00	100	\$30,000.00	\$300.00	\$10,800,000.00	\$30,000.00	\$10.80	\$401,535,000.00
2025	20,000	Mayin Level 2	\$252.00	Nano Coach	\$37.00	\$38.48	\$5.20	\$39.00	300	\$500.00	500	\$30,000.00	\$300.00	\$108,000.00	\$300.00	\$5.40	\$23,381,600.00
2025	100,000	Mayin Level 2	\$252.00	Nano Coach	\$37.00	\$38.48	\$5.20	\$39.00	300	\$500.00	500	\$30,000.00	\$300.00	\$1,080,000.00	\$3,000.00	\$10.80	\$55,148,000.00
2025	1,000,000	Mayin Level 2	\$252.00	Nano Coach	\$37.00	\$38.48	\$5.20	\$39.00	300	\$500.00	500	\$30,000.00	\$300.00	\$10,800,000.00	\$30,000.00	\$10.80	\$413,780,000.00
2026	20,000	Mayin Level 3	\$252.00	Emuna	\$72.00	\$38.48	\$5.20	\$39.00	3,000	\$500.00	2,000	\$30,000.00	\$300.00	\$108,000.00	\$300.00	\$5.40	\$70,181,600.00
2026	100,000	Mayin Level 3	\$252.00	Emuna	\$72.00	\$38.48	\$5.20	\$39.00	3,000	\$500.00	2,000	\$30,000.00	\$300.00	\$1,080,000.00	\$3,000.00	\$10.80	\$101,948,000.00
2026	1,000,000	Mayin Level 3	\$252.00	Emuna	\$72.00	\$38.48	\$5.20	\$39.00	3,000	\$500.00	2,000	\$30,000.00	\$300.00	\$10,800,000.00	\$30,000.00	\$10.80	\$460,580,000.00
2027	20,000	Mayin Level 4	\$252.00	TetraPad	\$78.00	\$38.48	\$5.20	\$39.00	30,000	\$500.00	5,000	\$18,800.00	\$188.00	\$108,000.00	\$300.00	\$5.40	\$625,021,600.00
2027	100,000	Mayin Level 4	\$252.00	TetraPad	\$78.00	\$38.48	\$5.20	\$39.00	30,000	\$500.00	5,000	\$18,800.00	\$188.00	\$1,080,000.00	\$3,000.00	\$10.80	\$654,788,000.00
2027	1,000,000	Mayin Level 4	\$252.00	TetraPad	\$78.00	\$38.48	\$5.20	\$39.00	30,000	\$500.00	5,000	\$18,800.00	\$188.00	\$10,800,000.00	\$30,000.00	\$10.80	\$1,013,420,000.00
2028	20,000	Mayin Level 5	\$252.00	Yowel	\$101.00	\$38.48	\$5.20	\$39.00	100,000	\$500.00	10,000	\$25,200.00	\$2,532.00	\$108,000.00	\$300.00	\$5.40	\$2,615,401,600.00
2028	100,000	Mayin Level 5	\$252.00	Yowel	\$101.00	\$38.48	\$5.20	\$39.00	100,000	\$500.00	10,000	\$25,200.00	\$2,532.00	\$1,080,000.00	\$3,000.00	\$10.80	\$2,647,168,000.00
2028	1,000,000	Mayin Level 5	\$252.00	Yowel	\$101.00	\$38.48	\$5.20	\$39.00	100,000	\$500.00	10,000	\$25,200.00	\$2,532.00	\$10,800,000.00	\$30,000.00	\$10.80	\$3,005,800,000.00

[LINK](#) - Excel Revenue

INCOME FROM ADVERTISEMENT (1,000,000 Users\*):

**Visitors**

Visitors per Day

**Pageviews**

Pageviews per Visitors

**CTR (Click Through Rate)**

%

**CPC (Cost Per Click)**

\$

**CPM (Cost Per Thousand)**

\$ per 1000 pageviews

Daily Income

**\$ 30,000.00**

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Monthly Income

**\$ 900,000.00**

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Yearly Income

**\$ 10,800,000.00**

## 1.6 THE POWER LAW, NFT

In an ideal project scenario, Users don't want to dump once-acquired tokens. If Users know the value of the token would be constantly strengthening, they would have limited the sale of the acquired tokens.

Therefore, it is recommended, that each User should think about the following questions when choosing a project:

- a) Is the project of service to Users, or whether Users are of service to the owners of the project?
- b) How strong is the decentralization of the project? Does it offer an opportunity to provide liquidity? Does it enable the User to influence the creation of the project value in a direct manner?
- c) Does the project offer a positive value for the community or society outside a given ecosystem?

**REVENUE.**



**SHARES.**



**STAKING.**



**NFTs.**



**USER’S REVENUE:**

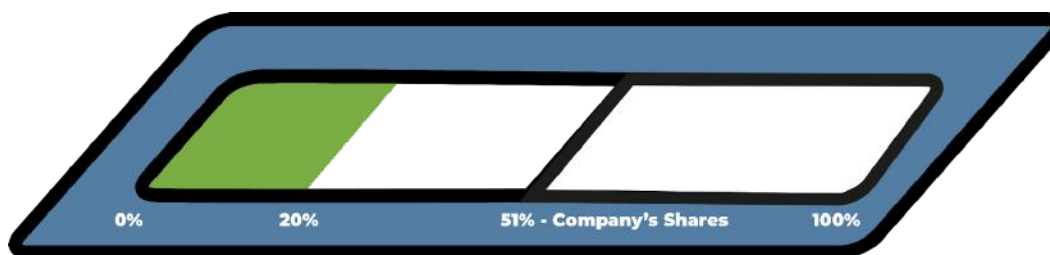
There are 10 basic revenue channels VAV shares with its Users. From each channel 10% is assigned between the qualified Users.

- 10% Mayin levels 1-5
- 10% Tier 1 - Gadlut
- 10% Tier 2 - Katnut
- 10% VAV token sales
- 10% NFTs sales
- 10% Staking
- 10% Nucleus franchise
- 10% Advertisement sales
- 90% Yuli - Grand reward
- 10% License sales

Number of Users:	<b>1-100</b>	<b>101-1,000</b>	<b>1,001-10,000</b>	<b>Individual</b>
Monthly Subscription	\$2,500	\$9,900	\$21,100	Individual
User’s Annual Reward	\$3,000	\$11,880	\$25,320	Individual

**\*The User Commision is paid in VAV tokens, and is subject to annual renewal**

## SHARES:



One more important piece of information. Once 51% of VAV tokens are utilized, the YOVEL burning process stops functioning, which of course will slow down VAV token utilization.

However, once this happens all qualified Users are going to receive 51% of the Company's shares, including 51% of the revenue.

The qualified Users are going to have two tiers of income. One as the User, and the second as the Co-Owner of the VAV application.

If the process of utilization was extended, then there is a second solution which is 6 years since the VAV token entered the exchange.

So, it all depends on which option is going to meet the criteria first.

## STAKING

The Users will have an opportunity for staking. The longer Users stake, the greater Users' voting trust.

## MAYIN

MAYIN is the White Hot Center of Phase 1. Of VAV application.



- **GADLUT**

One of the User's daily assignments (**once a day, 6 days in a week**) is to participate in a **60-second Operating task called GADLUT**. Delivered by a digital human named Mayin daily tasks, have been organized in such a way, that will enable Users to experience the limits, they impose upon themselves, during daily activities, and assignments.

- **KATNUT**

On the 7th day all earned tokens User can invest in purchasing other Users ANTI-DATA. That purchased ANTI-DATA is later delivered to MESACH Storage. That sold to MESACH ANTI-DATA on that 7th day is going to be dematerialized by a User into STEM-DATA.

# NUCLEUS



NUCLEUS is only available to the Users who completed The YULI GRAND REWARD.

NUCLEUS encourages to activate B2B contacts. NUCLEUS enables to make of payments based on VAV tokens for other services and goods. (ONLINE/OFFLINE).

NUCLEUS offers VAV marketplace.

Every new User who joins as a Merchant is obliged to download VAVAPP with our Wallet.

For every single transaction, the User receives a 5% commission paid by the Merchant.

10% of the commission is added to the ZAN Treasury.

NUCLEUS welcomes new Users.

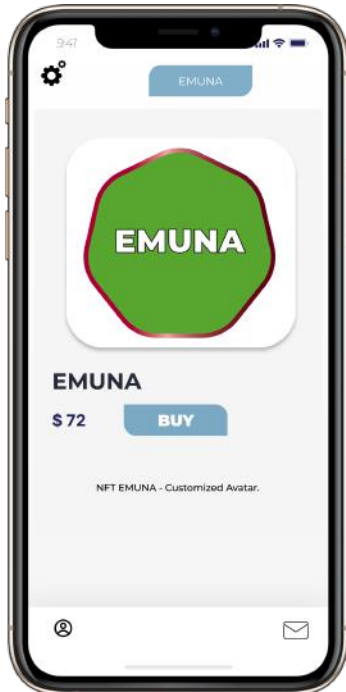
For every new recommended person, the User receives 2 VAV Tokens.

## NANO COACH



NANO COACH, the last one is particularly designed for those Users who are interested in advanced consciousness and dematerialization technology. This is a series of 10 video workshops combined with 5 live counseling sessions by Michael Keter.

## EMUNA



EMUNA - "Consciousness Awakening". The User becomes aware of limitations that suppress the User's concealed potential.

The User's objective is to enhance consciousness DNA potential, and as a result, increase certainty level.

The User designs, and creates a customized perfect future state.



## YOVEL



YOVEL, allows the User to receive VAV 51% SHARES, 51% Income, DAO, and PASS TO NUKVAVERSE.

## MISZKAN



MISZKAN MARKETPLACE has two main purposes:

1. To enable Users to exchange already purchased virtual goods, NFTs, products, investments, courses, etc.
2. To create new ideas, solutions, programs, and workshops, which can strengthen the Immune System.

## **OTHER SOURCES:**

“Refer a Friend” - The User shares with a friend a QR code or sends a generated link, which verifies the User who recommended VAV application.

VAV can be also a partner in various International events. Interested Users can join VAV application, and receive (xxx) VAV TOKENS, which can be used and exchanged for other services, such as food, drinks, products, or VIP upgrades.

Our visuals/presentations are supported by [freepik.com](https://www.freepik.com), [unsplash.com](https://unsplash.com), [svgrepo.com](https://www.svgrepo.com)