



The
LUX NETWORK
WHITEPAPER

**INTEROPERABLE COMMERCIAL LAYER
AND USER ENGAGEMENT FOR WEB 3.0**



INTRODUCTION

When describing Web3 or Web 3.0, it is generally described as an idea for a new iteration of the World Wide Web which incorporates concepts such as decentralization, blockchain technologies, digital identity, and token-based economics. Many emerging games, apps, digital identity platforms, and Metaverses are being built incorporating Web3 protocols. Alongside the surge in Web3 and blockchain-based virtual environments, the term Metaverse has arisen and is a term that was first introduced about 30 years ago in Neal Stephenson's Snow Crash.

The Metaverse generally refers to an open world and future based virtual reality-based successor to the internet, where players use digital avatars to explore an expansive online world. Over the years, the term has evolved, and several iterations of Metaverse-esq environments have arisen: Second Life, World of Warcraft, Fantasy Star Online, Fortnite, Roblox, Decentraland, Sandbox, Aftermath Islands, TCG and Ready Player One's Oasis to name a few.

Keys to creating high levels of global engagement with the Metaverse will include the ability to make utility based digital assets available through **interoperable commercial layers**, allowing multi-chain applications to allow XRP, EVM (Ethereum Virtual Machine) blockchains and other non-EVM chains tokens and / or NFT to be used in a virtual environment; and new and innovative solutions that support **greater degrees of utility and engagement** for users who hold digital assets.

THE METAVERSE IN 2024

Metaverse has become a nebulous term, and similar to the Internet, the way we imagine it today will likely not be the form it ultimately takes. This is largely due to the fact that the Metaverse is not a single technology, entity, or organization, but instead a synergy of technologies, peoples, activations and more. Common characteristics of Metaverse environments today are that they are immersive, decentralized, experiential, and activities based.

As technology and society continue to advance alongside an evolving perception of what digital landscapes should be, the future of the Metaverse will slowly take shape. One of the fundamental technologies that will contribute to this ultimate vision of the Metaverse is the blockchain, with the initial steps already being taken.

KEY METAVERSE CONTRIBUTORS

With the Metaverse being viewed as the next evolution of the internet, no shortage of companies, old and new, have jumped into the foray. Notable contributions to the space will be discussed below:

META

Meta's CEO Mark Zuckerberg triggered a momentous pivot for the social media company, allocating extensive resources on building a "maximalist, interconnected set of experiences straight out of sci-fi," also known as the Metaverse. Meta has focused much of its efforts on VR, which has been slow to adapt given the cost of headsets and the limited geo functionality.

EPIC GAMES

Creators of the widely used Unreal Engine and massively popular battle royale game Fortnite, Epic Games has made significant contributions to the Metaverse even prior to the popularization of the term by constructing virtual worlds where millions of people can play, socialize, and participate in the digital economy, as well as activities outside of gameplay.

DECENTRALAND

Decentraland blazed the trail for blockchain-based virtual environments, establishing the Metaverse as their core product, and constructing a virtual reality platform on the Ethereum blockchain. Users are able to create, interact with, and monetize content and apps. Blockchain technology introduces a number of unique capabilities, such as democratized governance, true asset ownership, and composability. Decentraland consists of an estimated 90,601 distinct parcels of land, with one piece of real estate notably selling for \$2.4 million.

ROBLOX

Roblox is a platform that allows users to play a wide variety of games, create games, and chat with other players online. Roblox combines gaming, social media, and social commerce and describes itself as the ultimate virtual universe. Roblox users can socialize, build their own spaces and earn and spend virtual money, known as Robux.



CURRENT PROBLEMS

01

SMALL ADDRESSABLE MARKET AND ALIENATION OF NON-CRYPTO USERS

A number of today's leading Metaverse solutions require self-custody wallets and some form of cryptocurrency to participate. This raises issues of accessibility, especially in reference to the masses as not everyone will have cryptocurrencies and a wallet to hold them. At the time of writing, there are approximately 420 million crypto holders, accounting for approximately 4.2% of the global population. Assuming that not all crypto holders are Metaverse participants, and that non-crypto users have been traditionally alienated from these environments, some of today's Metaverses are underwhelming, fall short of critical mass, and face significant challenges onboarding non crypto users.

02

SINGLE DIGITAL FOOTPRINT PERVASIVE ACROSS MULTIPLE ENVIRONMENTS

The idea of a single digital footprint that persists across all platforms is appealing and has been proposed in popularized iterations of the Metaverse such as The Oasis. However, given the tendency for industry leaders to maintain their own identity systems (Apple, Google etc.), it is unlikely that a single avatar will be able to seamlessly move between all Metaverses. A user having multiple avatars may be preferential for the companies building Metaverse solutions, but also breaks the idea of a continuous digital experience.

03

DEGREE OF INTEROPERABILITY

How interoperable do Metaverse solutions have to be? Similar to the issue of a single digital footprint, the manner in which users and their belongings are able to move between worlds will impact user experience, as well as the value creators derive from their contributions. Moving digital assets, like a wearable, sword, or avatar will be important to utility NFT holders to maximize their ability to use digital assets across platforms.



THE METAVERSE IN 2024

KEY METAVERSE CONTRIBUTORS CONTINUED

SANDBOX

Sandbox is a blockchain-based virtual world in which users can create, buy, sell, trade and own digital assets in the form of NFTs. Sandbox engages a play-to-earn model, where users can assume the roles of creator and gamer simultaneously. Notably, HSBC purchased a plot of land in the Sandbox to better engage with sports, e-sports, and gaming fans. Sandbox has an estimated total of 166,464 LANDs available, with 123,840 (74%) available for purchase by the public.

AFTERMATH ISLANDS

Aftermath Islands Metaverse is a global, free to play, digital open world with high-fidelity graphics that is browser based, requires no download, and works on mobile, tablets and computers. Aftermath Islands works in almost any browser, similar to on demand streaming services. In Aftermath Islands users and organizations can buy, develop, trade, sell and reward virtual goods and services, including virtual land, wearables, accessories and other Metaverse and creator owned original virtual items. In its pre-launch stage, Aftermath Islands has generated over \$3.0 Million USD in digital item sales and users have collected more than 4 billion resources and created over 7.65 million Resource Pack NFTs.

THE ROLE OF BLOCKCHAIN

How does blockchain technology enable the ultimate vision of the Metaverse? Leveraged in many of the leading Metaverse solutions being developed today, blockchain presents an environment that enables true asset ownership, censorship resistance, no central point of failure, and perpetual existence. The ability to own and self-custody digital goods ensures there can be no risk in ownership (your asset being removed from platforms, or the servers going down), and allows for the creation of robust opportunities for interoperability, utility, and the movement of value not only between Metaverses, but between networks, as well as the analogue and digital world. Value can be either physical or digital, quantified, and then transported via on/off ramps, empowering new economic activities that bridge the digital/physical divide.



CURRENT PROBLEMS

04

LIMITED UTILITY AND FUNCTIONALITY OF DIGITAL ASSETS

Many of the early digital assets that were sold as NFTs (Non-Fungible Tokens) were reasonably “flat” items consisting of images, media clips, generative visuals and other non-utility based digital assets. As programs and collections progress, it will be necessary for creators to provide utility functions for these NFTs, such as access, exclusive content, usability in digital games, Metaverses and platforms, and other functionality that will create value for holders.

05

GOVERNANCE

Who should operate and govern the Metaverse? Ready Player One suggests a situation in which a single operator or group retains control of the digital environment. Other proponents believe that the Metaverse should be extensively decentralized, built upon community standards and protocols. It is likely that many Metaverses will be created with various governance models, similar to how countries and governments also govern their ecosystems in different ways, allowing the market to choose which Metaverses to align with.

06

AN ESCAPE VS. AN EXTENSION OF REALITY

Snow Crash and Ready Player One both describe dystopian worlds, in which the characters escape to the Metaverse. In these situations, the Metaverse is a necessity for quality of life, rather than a choice. Although many people utilize digital worlds as an escape, the proposal of the Metaverse as it is understood today is a compliment, not alternative to reality. Successful Metaverse solutions will seamlessly bridge analogue and digital, creating one continuous experience, which brings us to our next point.



SOLUTION

The Metaverse is an ever-evolving concept, and we are still very much in its infancy. As such, it is difficult to define what the perfect Metaverse will be, but one proposal is that it involves one seamless gaming and in the future, extended reality experiences, with thousands of destinations. Everything is interoperable and interchangeable, where users move seamlessly between experiences and digital assets have a wide range of utility value.

For now, this remains an aggressive opportunity. It is more likely that there will be several Metaverses, some will be interoperable while others will remain proprietary. Due to their secure and trackable qualities, user owned blockchain credentials, NFTs, and other virtual items will likely assume a major role in these experiences, and their ability to move between environments will impact appeal.

We believe that solving the issues of interoperability will be key to the long term development and success of the Metaverse along with other factors, including but not limited to technology, and increased utility of NFTs will determine whether we have massive, continuous experiences, or disjunct ones as observed with proprietary online gaming.



THE LUX NETWORK

With so much noise in the marketplace today, our team created The Lux Network to find, develop and deliver solutions that will bring people to the Metaverse and bring Metaverses together through interoperability. The future success of new, fledgling and smaller Metaverses is to find common ground, ways to interoperate by allowing users to bring different utility based virtual items across the digital divide, support new and innovative programs and solutions and to benefit from these services.

At The Lux Network, we look for opportunities for licensing Metaverse solutions, partnership programs and our own original programming to create value for our ecosystem. We envision a future where there will be many Metaverse solutions in the marketplace and our goal is to find, based on key factors, the ones that will have good management, growth capabilities and sustainability and work with these organizations to create new and innovative business solutions. Bringing interoperability between Metaverses is a lofty goal, but The Lux Network has teams and solutions that will allow creation from multiple blockchains to coexist on a single platform.

The Lux Network is also creating new and innovative membership and access programs that will provide our utility token holders with first in line access to Metaverse collectible and utility based digital items, events, programs, sales and other opportunities for value creation.



THE LUX NETWORK

INTEROPERABILITY SOLUTIONS

With multiple blockchains and solutions, Metaverses will need to find a way to become interoperable. The Lux Network has solutions that will assist these platforms to accept a wide variety of blockchain based platforms. This will also include supporting NFT utility mapping, allowing a range of utility attributes to be unlocked through the use of digital assets.

BRIDGING THE GAP BETWEEN WEB 2 AND WEB 3

With millions of legacy Web 2 websites, eCommerce stores, social media platforms, there needs to be a way to simply, cost effectively and efficiently allow traditional online initiatives to co-exist in a Web 3 environment. The Lux Network has native and partner solutions that bridge these gaps. also breaks the idea of a continuous digital experience.

ARTIFICIAL INTELLIGENCE

The Lux Network is working on innovative solutions to incorporate AI into a variety of work streams and marketing initiatives.

PARTNERSHIP AND LICENSING

Partnership and Licensing programs provide preferential opportunities for The TLN Network users to create value for our ecosystem.



THE LUX NETWORK

VIRTUAL COLLECTIONS AND COLLECTIBLES

Working with some of the best creators, The Lux Network is creating unique utility and collectible virtual items for use in-games and throughout the Metaverse ecosystem.

VIRTUAL ECOMMERCE

Through the placement of 3D, virtual reality, AR and other new technologies, eCommerce will go from a flat, catalog-style or scrolling experience into one where the user can explore the full spectrum of a product's offering. The Lux Network is working with partners to develop and implement new and innovative ways to sell in the emerging virtual environment.

VIRTUAL RENTALS

The Lux Network is working to develop a platform that will allow its members to secure their digital and virtual items for a Metaverse and then provide them for rental and lease through our partner programs. This will include virtual land, buildings, vehicles, art and more.

EVENT CREATION

Creating unique events for multiple Metaverse and online platforms provides the opportunity for The Lux Network to create value for our ecosystem.



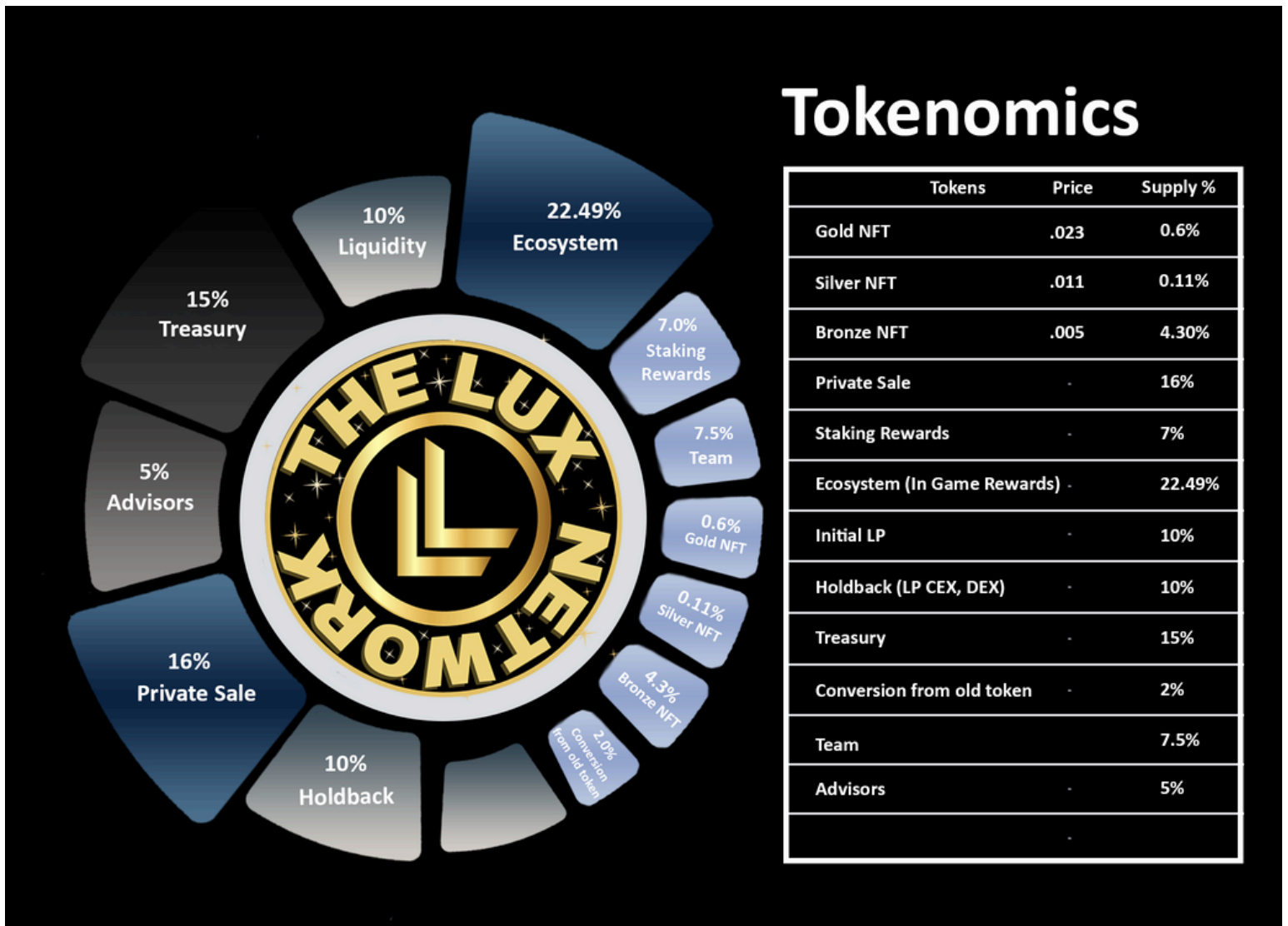
TLN MEMBER STAKING PROGRAM

Staking in the TLN platform is set to launch in 2024, and our team is dedicated to ensuring its success as a robust staking platform with plenty of incentives for TLN token holders. We're working diligently behind the scenes to create a seamless staking experience that caters to the needs and desires of our community. From exclusive perks and rewards to exciting engagement opportunities, our aim is to make staking on the TLN platform both rewarding and enjoyable for all participants. As we continue to refine our platform, you can trust that we're committed to delivering an exceptional staking experience that aligns with our vision for the future of TLN.



TOKENOMICS

Furthermore, our vision extends beyond just XRPL and Coreum blockchains. We are actively planning to expand the reach of the TLN token to other prominent blockchains such as Ethereum, Polygon, Tron and Bitcoin. By extending interoperability to these platforms, we aim to create a truly global and inclusive ecosystem where users can seamlessly interact with the TLN token regardless of the blockchain they prefer. This strategic expansion will not only enhance the utility of the token but also open up new avenues for innovation and collaboration across diverse blockchain communities.



TOKEN DISTRIBUTION

NFT Treasure Chests

5.01% of funds will be allocated for distribution to holders of NFT treasure chests after their lockup period, rewarding long-term token holders and incentivizing participation in the NFT ecosystem.

Private Sale (VC)

16% of the funds will be allocated for a private sale of the TLN token

Staking Rewards

7% of funds allocated to reward users for staking tokens to help secure the network and enable governance

Ecosystem (In-Game Rewards)

22.49% of the tokens, will be allocated towards in-game sales of virtual items and currencies. This allocation is strategically designed to foster revenue generation and facilitate widespread adoption within play-to-earn (P2E) games and non-fungible token (NFT) games. By integrating the TLN token into these gaming ecosystems, we aim to enhance user engagement, incentivize participation, and unlock new avenues for monetization and value creation within the gaming industry.

Initial Liquidity Pool

10% of funds will be used to provide liquidity on exchanges for smooth token transactions.

Holdback (LP CEX, DEX)

10% of the funds will be reserved for future liquidity requirements, specifically for additional Centralized Exchanges (CEX) or Decentralized Exchanges (DEX) listings."

Treasury

15% of funds will be held in reserves by the company to fund ongoing operations, manage currency risks, and have capital on hand for opportunities.

Coverion From Old Token

2.0% of the funds will be reserved to facilitate the conversion of old tokens out of our ecosystem and into TLN, ensuring a smooth transition and consolidation of our token ecosystem.

Team

7.5% of funds raised will go to compensating the core team and hiring additional staff needed to build out the product roadmap and scale operations. This includes developers, designers, engineers, customer support, and key management roles.

Advisors

5% of funds will be used to compensate specialized advisors and consultants who provide subject matter expertise across areas like cryptography, economics, marketing, operations, and legal/regulatory topics. Their guidance will be crucial in navigating design choices and growth strategies.



TOKEN RELEASE SCHEDULE

NFT Treasure Chest Distribution Bronze Tier

21,515,000 tokens. This round is currently closed. Maximum token availability of 21,515,000 : 4.30% of the total token supply - as purchased as an NFT, at a price of \$0.005 per token with a lockup period of 150 days. The lockup period countdown commences upon the token's initial listing on a centralized exchange.

NFT Treasure Chest Distribution Silver Tier

565,000 tokens. This round is currently closed. Maximum token availability of 565,000: 0.11% of the total token supply - as purchased as an NFT, at a price of \$0.011 per token with a lockup period of 90 days. The lockup period countdown commences upon the token's initial listing on a centralized exchange.

NFT Treasure Chest Distribution Gold Tier

3,020,000 tokens. This round is currently closed. Maximum token availability of 3,020,000: 0.60% of the total token supply - as purchased as an NFT, at a price of \$0.023 per token with a lockup period of 50 days. The lockup period countdown commences upon the token's initial listing on a centralized exchange.

Private Sale:

80,000,000 tokens (16% of total supply) - 100% initial release at TGE, then released progressively over 24 months.

Ecosystem: (In Game Rewards)

112,400,000 tokens (22.49% of total supply) - 5% initial release at TGE, then released progressively over 24 months.

Staking Rewards:

35,000,000 tokens (7% of total supply) - 4% initial release at TGE, then released progressively over 24 months.

Initial Liquidity Pool:

50,000,000 tokens (10% of total supply) - Liquidity will be locked for a term of 1 year.

Holdback: (LP CEX, DEX)

50,000,000 tokens (10% of total supply) - Locked for 24 months post-TGE, then released.



TOKEN RELEASE SCHEDULE

Treasury:

75,000,000 tokens (15% of total supply) - 3% initial release at TGE, then released progressively over 36 months.

Conversion From Old Token:

10,000,000 tokens (2% of total supply) - 100% initial release at TGE.

Team:

37,500,000 tokens (7.5% of total supply) - Locked for 12 months post-TGE, then released progressively over 6 months.

Advisors

25,000,000 tokens (5% of total supply) - Locked for 12 months post-TGE, then released progressively over 6 months.

In this plan, each category of tokens has a specific release or "vesting" schedule, meaning the tokens are gradually made available to their owners over a period of time. This encourages long-term commitment to the project from all parties, helps prevent early sell-offs that could negatively impact token price, and ensures the development team has the resources to continue work on the project.



TOKEN GOVERNANCE & STAKING

Governance

Token holders play a vital role in the governance of the TLN ecosystem. They have the opportunity to participate in the decision-making process through voting rights on important matters concerning the platform's development and future direction. This democratic approach ensures that the community's voice is heard and considered.

Staking Ideas

Staking is an integral part of the TLN gamified system.

Token holders can choose to stake their TLN tokens, either independently or against specific NFTs.

By staking, users contribute to the network's security and stability while earning rewards in the form of additional TLN tokens.

The staking rewards can be designed to increase progressively with the duration of staking, encouraging users to hold their tokens for longer periods. This incentivizes long-term engagement and loyalty within the ecosystem.

Other Staking and Rewards

Staking TLN tokens within the TLN ecosystem allows users to earn rewards while supporting their favorite creators and participating in the community. When users stake TLN tokens, they lock them up to show their support for specific creators or content. In return, they receive a share of the rewards generated by the creator, which can include TLN tokens, NFTs, or other valuable perks.



DECENTRALIZATION AND SECURITY

As more users stake TLN tokens, the TLN ecosystem becomes more decentralized. The staking process requires users to lock up their tokens, making it challenging for a single entity to control the protocol. This decentralized nature enhances the security and resilience of the ecosystem, reducing the risk of censorship.

By implementing TLN staking, we create a win-win situation where creators can generate additional revenue, and users are incentivized to support their favorite creators while earning rewards. The growth of the ecosystem through staking contributes to its decentralization, increasing security and censorship resistance.

METRICS AND KPIS

To measure the success of the gamified system, we will track various metrics and key performance indicators (KPIs). Some of the metrics we will monitor include user retention, average time spent in the app, referral rates, token utilization, and overall ecosystem growth.

By analyzing these metrics, we can gain valuable insights into the engagement levels, user satisfaction, and the effectiveness of our incentivization strategies. This data will guide us in making informed decisions to continuously improve the gamified system and enhance the user experience.



LEGAL AND REGULATORY CONSIDERATIONS

Compliance with local laws and regulations is of utmost importance to ensure a successful and sustainable ecosystem. We will include a disclaimer in the white paper, stating that it does not constitute financial, legal, or investment advice. It will also clarify that participation in the token sale may be subject to jurisdictional restrictions and legal requirements.

We will work closely with legal and regulatory experts to ensure that the gamified system and tokenomics are fully compliant with relevant laws and regulations. Regular updates will be provided to the community regarding any changes or developments in legal frameworks to maintain transparency and compliance.

RISKS AND CHALLENGES

Implementing a gamified system and tokenomics comes with inherent risks and challenges. We acknowledge the importance of addressing these potential pitfalls to ensure the long-term viability of the ecosystem. Some of the key risks and challenges we anticipate include:

Regulatory uncertainties:

Changes in regulatory frameworks could impact the operation and distribution of the TLN token. We will closely monitor legal developments and adjust our approach accordingly.

Security vulnerabilities: Safeguarding the ecosystem and users' assets against potential security breaches and hacks is a top priority. Stringent security measures and audits will be implemented to mitigate these risks.

User adoption: Ensuring widespread adoption of the gamified system may pose a challenge. We will focus on user education, intuitive user experiences, and strategic partnerships to attract and retain a large user base.

Market volatility: The cryptocurrency market is known for its volatility. We will establish mechanisms to address price fluctuations and minimize their impact on the TLN token and the ecosystem. By proactively addressing these risks and challenges, we aim to build a robust and resilient gamified system that can thrive in the ever-evolving blockchain landscape.



CONCLUSION

In conclusion, the TLN gamified system and its tokenomics present a unique opportunity to revolutionize user engagement and community building within the TLN ecosystem. By leveraging the power of rewards, exclusive content, and a vibrant token economy, we strive to create an engaging and sustainable platform that provides value to all participants.

We encourage users, partners, and investors to join us on this exciting journey and contribute to the growth and success of the TLN ecosystem. Together, we can build a thriving metaverse that offers endless possibilities for work, play, social interaction, and economic opportunities.



FOUNDER

JARED D. RE . FOUNDER

Jared D. Re - Also known as Ripple Van Winkle in the social media space is a passionate XRP enthusiast, distinguished YouTuber, and forward-thinking entrepreneur with a remarkable journey in the digital asset world. In 2020, he embarked on a mission to educate both newcomers and seasoned veterans in the crypto sphere through his engaging YouTube channel. With over 11 million views and an impressive 55K subscribers, his videos have become a go-to resource for real-time and factual updates on the ever-evolving crypto and digital asset environments. Ripple's dedication to providing valuable insights and knowledge has earned him a loyal following, making him a respected figure in the XRP community. Beyond his thriving YouTube presence. Ripple Van Winkle's unwavering commitment to empowering others with accurate information has not only solidified his position as a prominent figure in the cryptocurrency world but has also contributed significantly to fostering understanding and growth within the digital asset space.



ROADMAP

ROADMAP

2024 Q1

TDN EXCHANGE LISTING
CROSS CHAIN FOR LUX LIONS NFTS
NFT PACK OPENINGS & PACK BREAKS FOR LUX LABS
NFT MINTING SITE ON XRPL
LUX LAB EXPANSION & CROSS COLLABORATIONS
NFT REWARD BOOSTER SYSTEM FOR PURCHASES
MULTIPLE MARKETING CAMPAIGNS
AI INTEGRATION FOR LUX LIONS & TDN
GROW SOCIAL MEDIA TO 10,000
GROW UNIQUE NFT HOLDERS TO 500

2024 Q2

IRL LUX LION MERCH & DIGITAL INTEGRATION
BUILD NFT INTEGRATED ONLINE GAMES
BUILD ADDITIONAL P2E GAMES & NFT INTEGRATED ONLINE GAMES
EXPANSION INTO ADDITIONAL METAVERSES
TDN TOKEN INTEGRATION & AUTOMATION INTO P2E GAMES
TDN MARKETPLACE FOR ALL METAVERSE NEEDS
BRAND PARTNERSHIPS
GROW SOCIAL MEDIA TO 25,000
GROW UNIQUE NFT HOLDERS TO 800

2024 Q3

TDN MARKETPLACE INTEROPERABILITY & CROSS METAVERSE ITEMS
NFT QUESTING PLATFORM FOR COMMUNITY ENGAGEMENT
TDN STAKING PLATFORM WITHIN MARKETPLACE
TDN SELF SUSTAINING NFT SYSTEM FOR HOLDERS
GROW SOCIAL MEDIA TO 50,000
GROW UNIQUE NFT HOLDERS TO 1200

2024 Q4

TDN MARKETPLACE ENHANCEMENTS
TRANSITION AFTERMATH CURRENCY TO TDN FOR ECOSYSTEM USE
ADDITIONAL TIER 1 EXCHANGE LISTINGS FOR TDN TOKEN
ADDITIONAL TIER 1 EXCHANGE LISTINGS FOR TDN TOKEN
DYNAMIC MARKETPLACE & AI INTEGRATION
GROW SOCIAL MEDIA TO 75,000
GROW UNIQUE NFT HOLDERS TO 1700

2025 Q1

AI ADVANCED DATA TRAINING AND LONG TERM MEMORY ENHANCEMENT
AI CRYPTO INTEGRATION & SMART CONTRACT EXECUTION
AI AUTONOMOUS FUNCTIONAL EXPANSION, IMPROVEMENT & SCALABILITY
GROW SOCIAL MEDIA TO 100,000
GROW UNIQUE NFT HOLDERS TO 2300



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TLN tokens are designed to be utilized, and that is the goal of the TLN tokens distribution. In particular, it is highlighted that TLN token: (a) does not have any tangible or physical manifestation, and does not have any intrinsic value (nor does any person make any representation or give any commitment as to its value); (b) is non-refundable and cannot be exchanged for cash (or its equivalent value in any other digital asset) or any payment obligation by The Lux Network; (c) does not represent or confer on the token holder any right of any form with respect to The Lux Network, or their revenues or assets, including without limitation any right to receive future dividends, revenue, shares, ownership right or stake, share or security, any voting, distribution, redemption, liquidation, proprietary (including all forms of intellectual property or license rights), right to receive accounts, financial statements or other financial data, the right to requisition or participate in shareholder meetings, the right to nominate a director, or other financial or legal rights or equivalent rights, or intellectual property rights or any other form of participation in or relating to The TLN Network, its advisers, partners, connected persons and/or their service providers; (d) is not intended to represent any rights under a contract for differences or under any other contract the purpose or pretended purpose of which is to secure a profit or avoid a loss; (e) is not intended to be a representation of money (including electronic money), security, commodity, bond, debt instrument, unit in a collective investment scheme or any other kind of financial instrument or investment; (f) is not a loan to The Lux Network, is not intended to represent a debt owed by The Lux Network, and there is no expectation of profit; and (g) does not provide the token holder with any ownership or other interest in The Lux Network. Notwithstanding the TLN tokens distribution, users have no economic or legal right over or beneficial interest in the assets of any of The Lux Network after the token distribution. To the extent a secondary market or exchange for trading TLN tokens does develop, it would be run and operated wholly independently of The TLN Network, and the distribution of TLN tokens. The Lux Network will not create such secondary markets nor will either entity act as an exchange for TLN tokens.



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