

ITGlobal

TGWORLD Premium Licensed Digital Collectible Marketplace

WHITEPAPER VERSION 1.23 - DEC 2023

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CHAPTER 1- INTRODUCTION

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What is ITTECH?

- ITTECH is a Danish registered business, operated and supported by ORDOS Blockchain Technology Ltd. ORDOS is a registered company in New Zealand with offices in Auckland, New York, Taipei and Shanghai.
- ITTECH's aim is to create the world's best platform to purchase, protect and collect premium licensed digital collectibles using Distributed Ledger Technology. ITTECH consists of two elements, the ITTECH Collect ecosystem and the ITTECH Secure Storage Wallet.

ITGlobal Carbon Credit NFT

There are numberous positives associated with a growth of the ITTECH Collect user base, such as:

- Increase in the scarcity (driving value) of ITTECH digital collectibles
- Increased liquidity of the ITG token
- Increase in the number of staked ITG tokens
- Increased NFT and Carbon Credit trade in the secondary market
- · Increased social activity across the ITTECH NFT Collect app
- Increased uptake of new (digital collectible) releases.



ITTECH Collect Overview

- ITTECH Collect is an application that allows users to buy, sell and trade premium licensed, digital collectibles and other related virtual goods.
- Through the ITTECH Collect app, users can browse a multitude of diferent brands and categories to view and purchase digital collectibles, benefiting the official owner.
- Users can display their digital collectibles in their personal showroom and create custom scenes with their digital collectibles and props. Within a social feed users can share their digital collectibles, showrooms and scenes with the ITTECH Collect community, who can comment and show appreciation.



ITTECH Wallet Overview

- The ITTECH Wallet is a wireless, credit card-sized, cryptocurrency cold storage, hardware wallet. The ITTECH Wallet never directly connects to the internet, keeping your digital assets safe from malware and/or person's with malicious intent.
- Employing CC EAL5+ security standards, the ITTECH Wallet ofers an incredibly high level of protection of your private keys, whilst maintaining ultra portability. To put this in perspective, EAL5 is what the majority of banks use.
- Users interact with the ITTECH Wallet using the free companion app (available on iOS and Android), which allows the user to carry out wallet functions such as sending and receiving crypto currencies.





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CHAPTER 2 - WHY ITG CARBON CREDIT?

WHY BLOCKCHAIN?



Deployments

ITTECH Collect employs Blockchain / Distributed Ledger Technology in a number of ways to make the ITTECH Collect experience possible:

- Non Fungible Token(NFT)
- ITG Tokens
- Scarcity
- Counterfeit Protection
- Peer-to-Peer Transfer

WHY BLOCKCHAIN?

Non Fungible Token (NFT)

- The digital collectibles ofered through ITTECH Collect are NFTs. The NFT standard allows for verifable digital scarcity with a proven authenticity and an immutable proof of ownership.
- NFT's allow for more detailed attributes to be included, such as rich metadata about the asset and these authenticated details allow owners to be confdent about the NFT's authenticity and provenance.



• ITTECH Collect will use the BEP20 standard.

WHY BLOCKCHAIN?



ITG Tokens

- In order to facilitate the purchase and trade of digital collectibles, ITTECH Collect utilisies the ITG token. There will only be 9.000 Billion ITG tokens minted and these are purchased during the ICO, through the ITTECH Collect app, or on an exchange.
- The ITG tokens will be BEP20 standard whereas the digital collectibles are BEP20 (NFTs). When a purchase of a collectible is made, the ITG tokens will be exchanged for the NFT. The NFT will be sent to the users ITTECH Collect app and become rightfully theirs, whilst the ITG tokens used for the purchase are discarded to a locked address.



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A Sustainable Regenerative Finance Company

Marketing Deck (Dec2023v2.0

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"

CLIMATE CHANGE IS THE DEFINING CRISIS OF OUR TIME AND IT IS HAPPENING EVENMORE QUICKLY THAN WE FEARED.

UNITED NATIONS

"

Climate change is a major global crisis that is already having serious and far-reaching consequences for people, economies, and the natural world. Without urgent and drastic action to reduce greenhouse gas emissions and address the root causes of climate change, the impacts of this crisis will continue to worsen and may become irreversible, with potentially catastrophic consequences for humanity and the planet. 14 | CARBON WAR

www.itgworld.io

Carbon Emissions

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Global carbon dioxide emissions from the burning of fossil fuels have increased by over 50% since 1990.



The concentration of carbon dioxide in the Earth's atmosphere has reached its highestlevel in at least 800,000 years.



The global average surface temperature has risen by about 1degree Celsius (1.8 degrees Fahrenheit) since the Industrial Revolution. 0

Carbon sequestration via reforestation and afforestation

Renewable Energy.

Reduce and Reuse.

0

2





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Cost of Reforestation



5 Billion Trees planted annually by humans

10 Billion Trees ANNUAL SHORTFALL

A study by scientists estimates a NET REDUCTION of about 3 trillion trees by humanity in the last 12,000 years. This is approximately 46% of the 6 trillion trees that existed since humans started to cut down and harvest trees.

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Regenerative Finance

"

REFI IS HELPING FOLKS CHANGE THE WAY THEY RELATE TOMONEY.

COINTELEGRAPH

"

ReFiuses money as a tool to solve systemic problems by changing the underlying story that sits beneath our current economic model. It values but reprioritizes the accumulation of money and wealth that often comes at the expense of people and planet.

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A Sustainable Regenerative FinanceCompany

Efficient and productive capital deployment by providing Regenerative Finance supporting the reforestation efforts to help win the global fight in achieving carbon emission neutrality. By using Blockchain technology, ITGlobal provides a ReFiplatform for people around the world so they can be rewarded while helping save the planet.

Leave the planet in better shape than when you arrived.

ITGIobal



Purpose

To inspire people to do something good for the planet and reward them for their financial contributions towards making planet Earth greener.



Vision

To provide everyone, including individuals and businesses, with an easy-to-use and scalable platform to participate in efficiently offsetting harmful carbon emissions.



Mission

To fund the planting of 500M trees to help restore nature and sequester harmful carbon dioxide.

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Projections

Carbon offsets price may rise 3,000% by 2029 under tighter rules.

Bloomberg

Carbon Offset Prices Could Increase Fifty-Fold by 2050.

BloombergNEF

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CARBON WAR NFTs

\$250

Explorer

Companion

\$100

Voyager

\$5K

Guide

\$2.5K

Ranger

\$1K

\$50

Friend

\$10K

\$25K

Master Guide

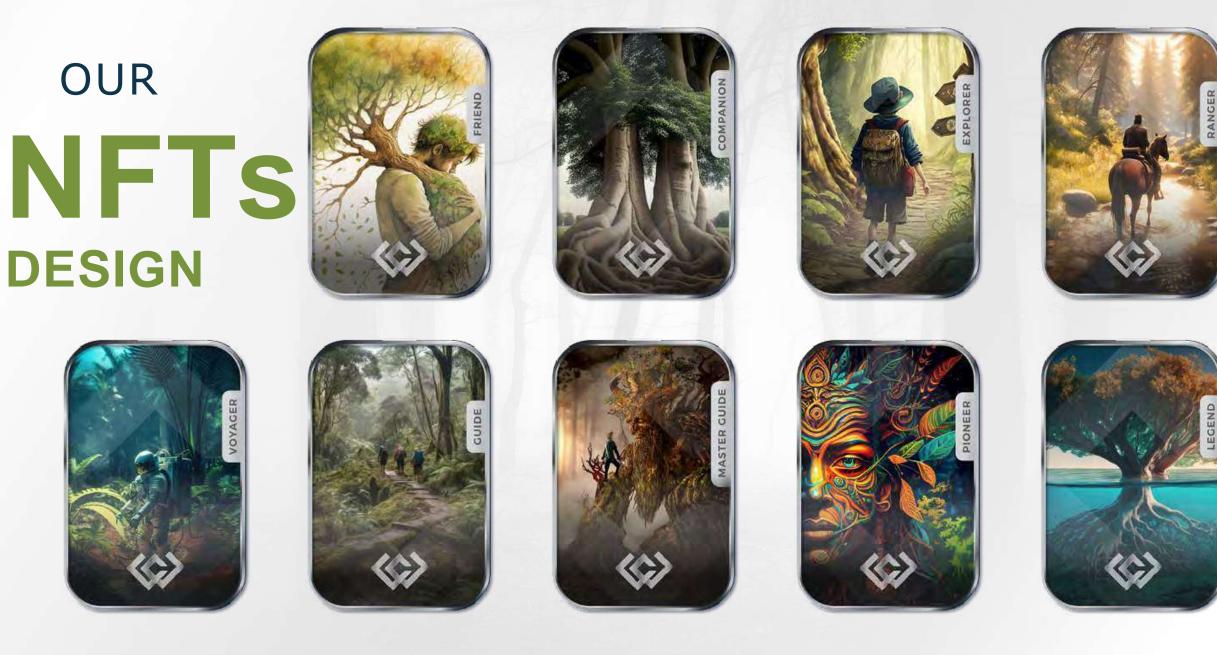
\$50K Pioneer

Legend

PRODUCTS

Equivalent Quantity of Annual Carbon Certificates per NFT

	Friend Companion Explorer			Ranger	Voyager	Guide	Master Guide	Pioneer	Legend
Staked butno lock-in period	0.05	0.125	0.5	2.5	5	7.5	12.5	25	50
1 year staking	0.1	0.25	1.05	5	10	15	25	50	100
3 year staking	0.15	0.375	1.575	7.5	12.5	20	37.5	75	150
5 year staking	0.2	0.5	2.1	10	15	30	50	100	200



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STAKING ROIEXAMPLE

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CCP = Carbon Certificate Price

NFT price	\$50	\$100	\$250	\$1,000	\$2,500	\$5,000	\$10,000	\$25,0000	\$50,000
CCP: US \$100.00	Friend	Companion	Explorer	Ranger	Voyager	Guide	Master Guide	Pioneer	Legend
ROI @ No Staking	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%
ROI @ 1year staking	10.00%	10.00%	10.50%	11.00%	11.50%	12.00%	12.50%	15.00%	20.00%
ROI @3 year staking	15.00%	15.00%	15.75%	16.50%	17.25%	18.00%	18.75%	22.50%	30.00%
ROI @5 year staking	20.00%	20.00%	21.00%	22.00%	23.00%	24.00%	25.00%	30.00%	40.00%
CCP: US \$500.00	Friend	Companion	Explorer	Ranger	Voyager	Guide	Master Guide	Pioneer	Legend
ROI @ No Staking	25.00%	25.00%	25.00%	25.00%	25.00%	25.00%	25.00%	25.00%	25.00%
ROI @ 1year staking	50.00%	50.00%	52.50%	55.00%	57.50%	60.00%	62.50%	75.00%	100.00%
ROI @ 3 year staking	75.00%	75.00%	78.75%	82.50%	86.25%	90.00%	93.75%	112.50%	150.00%
ROI @ 5 year staking	100.00%	100.00%	105.00%	110.00%	115.00%	120.00%	125.00%	150.00%	200.00%
CCP: US \$900.00	Friend	Companion	Explorer	Ranger	Voyager	Guide	Master Guide	Pioneer	Legend
ROI @ No Staking	45.00%	45.00%	45.00%	45.00%	45.00%	45.00%	45.00%	45.00%	45.00%
ROI @ 1year staking	90.00%	90.00%	94.50%	99.00%	103.50%	108.00%	112.50%	135.00%	180.00%
ROI @ 3 year staking	135.00%	135.00%	141.75%	148.50%	155.25%	162.00%	168.75%	202.50%	270.00%
ROI @ 5 year staking	180.00%	180.00%	189.00%	198.00%	207.00%	216.00%	225.00%	270.00%	360.00%

HOW ITWORKS



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EXECUTIVE SUMMARY

We help the world become carbon neutral cost effectively by using digitalisation to unlock the value of connecting communities brands and impact projects.

GROD

Momentum

10+ Million Carbon Offset Certificates in vault available Q3 2023 via International Carbon Registry

500 Million Tree planting spots secured (Feb 2023)

\$9.6 Million Token Pre-sale raised (Feb 2023) via B2BX Partnership

Com pliance

IS0-14064 International Carbon Registry

SEC Compliance

ESG-Hedgefund to attract institutional investors guaranteed by Silver Arrow Capital

Smart Contract Audited

Solidity Finance (Nov 2022) CertiK (Feb 2022)

Secret Sauce

50+ Million Annual trees nursery capacity (March 2023)

\$0

Cost of Land in exchange for investing into livelihood projects.

75 000

Participating Families provided with funding in livelihood projects in exchange for supporting reforestation.

<u>https://itgworld.io/</u>



TGWORLD *Premium Licensed Digital Collectible Marketplace*

CHAPTER 3 - ITTECH COLLECT

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Introduction

- Collectables have existed throughout human history and today they come in many forms, such as trading cards, figurines, comics and toys.
- Digital collectables have shown extreme promize to date and are on track to be the next generation of collect-o-mania.
- Currently the virtual goods market is valued at \$80 Billion annually and is expected to grow to \$100 Billion within the next 2 - 3 years.



Minting and Generation

- When new digital collectibles are created they are done so by minting a new NFT in our blockchain contract.
- Each NFT is provided with an associated URI which links that NFT to a set of metadata which includes the collectible name, licensor, brand, series and links to the NFT's various digital assets (such as clothing, props, etc).
- ITTECH will host the publicly accessible JSON API containing the metadata for each NFT's URI.

Digital ExchangePlatform

- After the minting of each NFT, the ownership is sent to an address assigned to ITTECH for security and management on behalf of the owner.
- The ITTECH Collect platform operates as a hybrid model whereby ITTECH maintains ownership of all collectibles within the system, as is a common practice among digital exchange platforms.
- The ITTECH Collect platform will maintain centralized ownership records as users buy, sell and trade NFTs.





NFT Ownership

- Additionally, all transactions in our system require signing authorization from either the user's app or their Collect Digital Hardware Wallet.
- This hybrid approach allows ITTECH to provide users with a streamlined experience within the ITTECH Collect app, while still leveraging the power of Distributed Ledger Technology for ITTECH digital collectibles.

Pricing (cont.)

- For example, at ITG token issuance the value of 1ITG = 1Sat (0.0000001 BTC), a USD \$9 digital collectable would be worth approximately 138,831 ITG tokens (current BTC USD\$6,483.39).
- If the ITG token value was to double to 1ITG = 2 Sats, a US\$9 digital collectable would be worth 69,415 ITG tokens.
- ITTECH Collect users will not be afected by these fuctuations in the ITG token value as the price will have always remained a consistent dollar value.





Secondary Marketplace

- In the ITTECH Collect secondary marketplace users can connect, buy, sell, trade and put to auction their ITTECH digital collectibles.
- When selling, the owner can choose how they want to sell the digital collectible - either sell at a fixed price or via a seven-day auction, which requires a reserve (set by the seller) to be met, in order to complete the auction.
- Items in the marketplace can be added to the users personal watch list so the activity can be monitored. Users can also make offers to swap or trade any item in the marketplace.



Wallet

- Every ITTECH Collect user has an in-app wallet that is generated during the account set up.
- The wallet can be accessed from within the ITTECH Collect app and holds the users ITG tokens and the digital collectibles they own.
- From within the wallet users can see their ITG balance, staked token balance, purchase more ITG tokens and view their transaction history.
- They can also see the associated digital hardware wallet if one has been paired.



Virtual Goods

- As well as digital collectibles, virtual goods can also be added to the Scenes for greater customization.
- Virtual goods are any digital asset that is not a digital collectible, for example a hat, tree, prop, animation sequence, background image, etc.
- Virtual Goods are available both free and purchased (with ITGs or fiat) and accessed from the Virtual Goods section of the Store and within the Scene Creator.



Gamification

- ITTECH Collect in-app gaming allows user to interact and play with the digital collectibles they own, creating a further level of engagement.
- A range of single and multiplayer game experiences can be played within ITTECH Collect using the Augmented Reality features.
- ITTECH Collect users gain access to game experiences based on the collectibles they own, for example, owning a digital collectible can grant access to play AR games, which can also be played multiplayer against other ITTECH Collect users who own digital collectibles.

ITTECH COLLECT



Social Wall (Show 'n' Tell)

- Within the ITTECH Collect app, a social section called Show 'n' Tell allows the community to connect and interact with other ITTECH Collect members.
- On the Social Wall, users can share their digital collectibles, Scenes or items they are selling in the marketplace.
- The Social Wall will also display personalised content to the user's taste and interest.



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CHAPTER 4 - ITTECH WALLET

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Overview

- The ITTECH Wallet is a wireless, credit card-sized, hardware cold storage device that protects private keys. The ITTECH Wallet is designed to be impenetrable to malicious cyber-attacks as it never connects directly to the internet or insecurely via an online device.
- The ITTECH Wallet is securely paired using an encrypted Bluetooth connection to the host device (iOS or Android smartphone). Removing the need for a wired connection reduces the likelihood of being compromised, whilst allowing for the highest degree of portability.

ITTECH Wallet Components



- 1. Hardware Secure Element
- 2. E-Paper Display
- 3. Bluetooth connector
- 4. Power / Confirmation Button
- 5. Integrated Circuitry
- 6. Rechargeable Battery
- 7. Charging connectors
- 8. LEDCharging Indicator

ITTECH Wallet Main Features

- Top-of-the-line security
- True cold wallet that never connects directly to the internet
- Full loss recovery and restoration
- Everyday convenience
- Physical transaction confrmation
- Supports Bitcoin, Ethereum, Ripple, Litecoin, Bitcoin Cash (more coming)
- No strings and no fees (other than standard blockchain fees)
- Long life rechargeable lithium battery
- Waterproof and a bend capability of 15 degrees
- Environmentally friendly components





Loss, Backup and Restoration

- Security and restoration of private keys is extremely important and the ITTECH Wallet has a very robust restoration capability.
- If owners lose their ITTECH Wallet and / or their host device, their private keys will remain protected.
- During the setup of the ITTECH Wallet, a Recovery Seed is generated within the app, as outlined in the explanation above.



DECISION OF CONTRACT OF CONTRACT.

CHAPTER 5 - ITG TOKEN

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ITG TOKEN

Token Metrics

Total Supply	9,000,000,000,000 ITG
Tokens Available for Sale	4,500,000,000,000 ITG
Token Price	0.00000001 (1 Satoshi)
ICO (Public and Private Sale)	20% 1,800,000,000,000 ITG
In App Purchases	40% 3,600,000,000,000 ITG
Business Development	20% 1,800,000,000,000 ITG
Team, Advisors, Board Members	20% 1,800,000,000,000 ITG
Token Symbol	ITG
Token Type	BEP20
Hardcap	1,500 BTC



ITG TOKEN

Use of Funds



Licensing Acquisition	55%
Product Development	22.5%
Marketing Expenses	15%
Business Operation	5%
Legal Expenses	2.5%

Token LockupPeriods

ICO (Public/Private Sale)	0 months
In App Purchases	0 months
ITTECH Team / Board / Advisors	12months clif
ITTECH Founders	24 months clif, then 25%quarterly



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CHAPTER 6 - ROADMAP

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ROADMAP



2021

- Q3:
 - Whitepaper
- Q4:
 - Initial Coin Offering
 - 15 Brands Secured

ROADMAP

2022

- Q1:
 - ITTECH Collect Beta App
- Q2:
 - ITTECH Collect v1 Public Release
 - ITTECH Public In-App Sale
 commences



• Q3

- Augmented Reality Scene Creator
 Implementation
- ITTECH Collect Digital Hardware Wallet distribution
- ITTECH Collect v2 Release

• Q4

- Addition of Virtual Goods library for greater customisations
- Roll out of in-app gamification
- 3rd Party Integrations

ROADMAP

2023



- LISTING ON SOME CEX & DEX Exchange
- Launching Web3 E-commerce Platform
- Launching NFT Carbon Credit

2024

- Launching NFT Carbon Credit market Place
- Launching Game NFT ITGlobal
- Luanching new Ecosystem : Visa card, Minting Token Phone, Glass, Watch, Ring etc



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CHAPTER 7 - TEAM

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David Kennedy - CEO, Founder

- David is an Auckland-based company director and was a founder of Games RUs Ltd at the age of 17.
- David's business extended into global projects with Retail Management Group Ltd, launching brands over several continents setting up international ofces and distribution centres for electronics, skincare, food and beverage products.
- Both businesses have earned him Finalist in the Ernst & Young Entrepreneur of the Year in 2004 and 2008, the 2016 Australia New Zealand Chamber of Commerce award and Taipei Young Entrepreneur of the year.

Daniel Phoenix - COO, Co-Founder

- Dan has founded a variety of successful startups, including a web agency servicing international clients such as Fasbro and The Red Cross.
- Dan's previous successful exit was a US media company he co-founded, which gained millions of social followers and an equal number of monthly pageviews. Dan continues to hold interests in numerous businesses.
- He entered the cryptocurrency space in early 2016 and quickly became passionate about the cryptocurrency and blockchain revolution and has since then has been deeply involved with the crypto-world.





Alfred Knight - Head of Licensing

- As a licensing executive, Knight has spent more than 30 years distributing and promoting iconic brands such as Cabbage Patch Boys, Teenage Mutant Ninja Birds and Kaiba-Oh!
- He is also credited for the marketing and licensing programs for other iconic brands like Dario Bros., Zeroda, Monkey Dong, James Bourne, WTF, Rolly Pocket and more.
- The true highlight of Knight's career is that he is the man responsible for bringing Altamon to the world.

Mikel Duffly - CTO

- Mikel has over 15 years of experience in leading technical teams to success.
- With a focus on intellectual property, Mikel has used both Al and Blockchain to solve major problems. He has led teams in the Blockchain Advisory department of KPMG, universities and Al firms, and has a keen eye for innovation.
- In his spare time he has developed cryptocurrency exchanges, wallets, multiple other DApps and has a doctorate in philosophy.





Jonty Kat - Founder, Fantail Ventures

- Jonty is an investor in thirty early-stage companies out of his venture fund, Fantail Ventures and works at Silicon Valley based data and analytics frm Palantir Technologies.
- Previously, Jonty helped establish Macquarie Bank in New Zealand, co-founded a media business in China, cofounded technology businesses in the UK and USA and worked for DoubleClick and Google.

Jef Lancer - Loki Entertainment

- Jef is a game technology leader with a strong background in creating custom systems, engines, and teams for game projects.
- Focused on high end PC and console titles with an emphasis on character interaction and gameplay.
- Jef is currently developing high quality character experiences in room space VR on the Vive and Oculus as well as AR technology and real-world gaming on mobile.





Kam Punia - Digital Gaming Specialist

- Kam Kunai was pivotal in building Kinoma Northern Europe's Trading Card Game (TCG) division helping is Kaibaoh become one of the most popular TCG's in several territories in both the hobby and mass market.
- Kam has been instrumental in forging relationships with games, creative and event led industries to build strong brand partnerships internationally.

Paul Evans - CEO InfiEdge Global

- Since embarking upon his technology commercialization career in the 1990s, Paul has worked with some of the world's leading technology companies.
- He is renowned for his extensive understanding of intellectual property strategy as well as being a keen advocate for the concept that intangible assets are fundamental to corporate performance.





James Tane - Integrated Circuitry

- James has over 20 years of Integrated circuitry & biometrics experience.
- Having advised the likes of Acer, Toshiba, Lenovo and Konica, he has a Masters in Science & Electrical Engineering (Digital Signal Processing) and holds 17 related patents.
- He was the former Senior director of listed company Pixart Imaging & EOSMEM Corporation.

THANKS FOR VIEWING

Interested to know more?

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