



## Aftermath Islands Unveils Homes and Other Dwellings for Purchase as NFTs on Metaverse Platform Following Successful Phase 1 Sale of Virtual Land

*New videos offer players a glimpse of upcoming virtual island concepts and introduce customized dwellings and other in-game features*

**Bridgetown, Barbados / Malaga, Spain / Toronto, Canada - November 12, 2021 – [Oasis Digital Studios Limited](#)** (“Oasis”), a wholly owned subsidiary of [Liquid Avatar Technologies Inc.](#) (CSE: **LQID / OTCQB:LQAVF / FRA:4T51**), a leader in blockchain powered digital identity solutions that empower individuals, governments and businesses to protect and monetize brand new identity driven business models in both the real world and the metaverse, is pleased to announce that its metaverse client [Aftermath Islands](#) has unveiled a series of new houses and other dwellings that players will be able to purchase in an upcoming release for placement on their Virtual Land (VL). Liquid Avatar subsidiary Oasis Digital Studios Limited is the exclusive agency for virtual land and items, NFTs, business development and promotion of **Aftermath Islands**.

This next step in the evolution of the [Aftermath Islands Metaverse](#) is a result of great early success from its Phase 1 [Sale of Virtual Land NFTs last week](#), including a sold out *Musk Manor* Island, in which purchasers are able to use cryptocurrencies or PayPal and credit cards via the Shopify App *Waxify*. The houses and dwellings are being showcased on the Aftermath Islands website.

Finally, **Aftermath Islands** has further revealed upcoming new island concepts featuring jungle and desert themes, and is giving players a glimpse of the types of early experiences planned for the platform on the Aftermath Islands [YouTube channel](#).

### **NEW ITEMS ARE THE TIP OF THE ICEBERG IN EXPANSION OF AFTERMATH ISLANDS METAVERSE**

Houses are just the beginning of the virtual items and add-ons planned by **Aftermath Islands**. A wide range of dwelling, infrastructure, weapons, tools, vehicles, and other playable items are planned for in-game acquisition through purchases, quests, and other promotions. Additionally, **Aftermath Islands** is developing opportunities for 3D creators to participate and earn revenue from their designs, increasing the in-game economy and activating the gaming and 3D community globally.

*“These new items are the tip of the creative and in-game iceberg as **Aftermath Islands** creates more digital goods and services itself and includes industry and innovative creators to help build the metaverse and benefit from its growth,” said **David Lucatch, CEO Liquid Avatar Technologies, and Managing Director Oasis Digital Studios.** “**Aftermath Islands** provides **Oasis and Liquid Avatar Technologies** a new and innovative opportunity to expose our core digital identity and avatar programs directly to the metaverse as we work to build value for all our stakeholders.”*

These new items will be the first interactive Non-Fungible Tokens (“NFTs”) that can be used for in-game activities in **Aftermath Islands**. In-game items, including houses, have been specifically designed for certain theme, community, and estate islands, making them complementary to the location.

First edition, limited availability houses start at \$40 USD and will be delivered as NFTs. The sale of houses and other items will begin prior to the start of Los Angeles Comic Con on December 3–5, 2021 at the Los Angeles Convention Center.

#### **LIQUID AVATAR TO SHOWCASE AFTERMATH ISLANDS AT LOS ANGELES COMIC CON IN DECEMBER WITH SPONSORSHIP, PRIME BOOTH SPACE AND MAINSTAGE METAVERSE PANEL**

Liquid Avatar Technologies is the Digital Innovation Partner at this year’s Los Angeles Comic Con (“LACC”) and will share its 1,500 square feet of booth space with Oasis – Booth #1241 – and will conduct a Mainstage panel and other panels and is administering an augmented reality scavenger hunt for participants at the event. Prior to the pandemic, more than 123,000 people attended the last live LACC in 2019. Other exclusive events and limited-edition sales are also planned for this event.

On **Aftermath Islands**, players can own VL, participate in quests, hang out with friends and colleagues, shop and more, all through their connected devices. The island program allows progression based on computing power to move from a first-person gaming type experience to augmented reality (AR) and virtual reality (VR) as computing power and bandwidth continues to accelerate. Commercial applications like eCommerce, virtual conference and more are in the early planning stage and will allow enterprises to quickly take advantage of the growing metaverse opportunity.

On November 4, 2021, **Aftermath Islands** launched its VL sales for Phase 1 of its metaverse platform on Shopify using the Waxify App offering Digital Collectibles on the Wax blockchain. While some key land has already sold out, a limited number of single plots of VL representing 1,000 square meters are still available at introductory prices starting at \$35 USD, and larger limited parcels of VL starting with four and as large as 100 plots are also still available.

According to **Aftermath Islands**, just over 7,500 parcels on *themed, community and estate* islands, with an aggregate opening list value of approximately \$1.4 million USD, have been released in the opening sale with other phases currently in development. VL purchases can be

made with fiat (traditional currencies), as well as select cryptocurrencies, using PayPal and Coinbase, with no gas fees, and with assets automatically dropped to connected wallets.

## **OASIS STUDIOS EXCLUSIVE AGENCY AGREEMENT PROVIDES POTENTIAL FOR SIGNIFICANT REVENUE AND EQUITY IN AFTERMATH ISLANDS METAVERSE**

**Aftermath Islands** is under an exclusive agency contract with Oasis, which will receive up to 30% of the revenue from all sales, including primary VL and items, a portion of land and item resales, property management fees, together with a significant grant of VL, and exercisable equity in the platform. The Liquid Avatar Mobile App is also slated to play a role to support digital credentials required to manage **Aftermath Islands** metaverse accounts and asset verification.

All **Aftermath Islands'** players will also have the ability to create a Liquid Avatar account allowing them to manage their digital identity and certain "crossover" assets and activities connecting their in-game activities to their real-world activities and engagement. Potential opportunities include managing avatars, items, integrated AR events and programs, and purchasing conventional items like sneakers or trainers through KABN KASH and earning exclusive bonuses, like matching digital assets for use in **Aftermath Islands**.

According to Aftermath Islands, limited brand and private island partnerships that will allow consumer, entertainment, sports, DeFi, fintech, and commercial organizations to build and manage their own experiences inside the Aftermath Islands metaverse are currently in discussion.

**Aftermath Islands** advises that in the coming months, updated white papers and technical reviews will be available, the initial governing council will be formed, and additional themes, new communities, and estates will open allowing players to own VL across a wide range of islands. For entertainment, financial, game, product, and other brands, select island environments will allow commercial operations and ownership, providing enterprises with the tools to create and support economic opportunities.

**For information on Aftermath Islands and to receive updates from Oasis Digital Studios, [please click here](#)**

**If you would like to join our mailing list and receive updates from Liquid Avatar Technologies, please [click here](#)**

**About Aftermath Islands – [www.aftermathislands.com](http://www.aftermathislands.com)**

Aftermath Islands as first described in the initial whitepaper published in 2017 and then subsequently updated, was based on the premise of a water-world with islands that represented destinations in a global virtual game. Since then, the Aftermath Islands metaverse has evolved and now represents exciting themed based islands, communities, and estates where players can experience a wide range of adventures and opportunities.

In Aftermath Islands' virtual world, users can buy, develop, trade, and sell Virtual Land (VL), property and assets, like buildings, crafted items, transport, and other items all through NFTs, a non-fungible token that represents the ownership of virtual and other assets. Each plot or parcel of VL is unique and owners get to choose what content they want to publish on their VL. This can range from simple scenery and structures to an interactive game, store, warehouse, dwelling, facility, or destination. Users can purchase VL as well as all other goods and services in Aftermath Islands with CREDITS, the current code name for in-game currency, fiat and other authorized currencies, coins, and tokens.

Aftermath Islands is a shared virtual world, much like the Metaverse described by author Ernest Cline in his science-fiction novels *Ready Player One* and *Ready Player Two*. Expected to launch mid-2022, Aftermath Islands will allow users to connect and interact with each other, create content, craft, participate in activities and quests and play games. Aftermath Islands will have a virtual economy where users can engage in a myriad of in-world economic transactions as well as monetize the content, items, quests, and applications they build.

For more information about Aftermath Islands, please visit [www.aftermathislands.com](http://www.aftermathislands.com)

#### **About Oasis Digital Studios Limited – [www.oasisdigitalstudios.com](http://www.oasisdigitalstudios.com)**

Oasis Digital Studios Limited (“Oasis”) brings together leading individuals and organizations in blockchain technology, computer graphics, augmented reality, entertainment, art, sports, gaming, music, media, comic book, memorabilia, and pop culture arenas to support the fast-paced and growing digital collectible and NFT marketplace. The Oasis business model is to create storytelling, experiential and collectible partnerships with artists, sports personalities, talent, brands, and commercial enterprises to create digital offerings and digital / physical product programs via digital collectibles and NFTs. Oasis uses multimedia, cinematics, animations, and other techniques to create unique products together with the latest Augmented Reality and virtual technologies to tell the Artist and Talent stories providing immersive experiences for Digital Collectibles and NFTs. The Oasis AR Enhanced NFT experience, powered by ImagineAR, will be available exclusively through the Liquid Avatar Mobile App, which features the ability for users to create digital icons that allow them to manage, control and create value from their biometrically verified digital identity, and is available on Google Play and in the Apple App Store.

#### **About Liquid Avatar Technologies Inc. – [www.liquidavatartechnologies.com](http://www.liquidavatartechnologies.com)**

Liquid Avatar Technologies Inc. focuses on the verification, management and monetization of Self Sovereign Identity, empowering users to control and benefit from the use of their online identity.

The Liquid Avatar Mobile App, available in the Apple App Store and Google Play is a verified Self Sovereign Identity platform that empowers users to create high quality digital icons representing their online personas. These icons allow users to manage and control their digital identity and Verifiable Access and Identity Credentials, and to use Liquid Avatars to share public and permission based private data when they want and with whom they want.

The Liquid Avatar Verifiable Credentials Ecosystem (LAVCE) has been developed to support all participants in a digital credential ecosystem, including the Holder, Issuer and Verifier, using state-of-the-art blockchain and open standards technologies initially as a node on the Indicio Network. The Company is a voting and steering committee member of the Trust over IP Foundation, founding and steering committee member of Cardea, a Linux Foundation Public Health project, member of the Good Health Pass collaborative, DIACC, the Covid Credentials Initiative (“CCI”), The Linux Foundation and a founding member of the Lumedic Exchange.

The Company has a suite of early-stage revenue generating programs that support the Liquid Avatar Mobile App program, including KABN KASH, a cash back and reward program that has over 500 leading online merchants. In Canada, the Company also has the KABN Visa Card, a “challenger financial” platform that allows users to manage and control a range of financial services for traditional and digital currencies. The Company is currently exploring expansion of the KABN Visa Card program to other geographic regions, including the USA.

The Company's subsidiary, [Oasis Digital Studios](#), is a creative and development agency that supports a wide range of artists, talent, and enterprises with Non-Fungible Token (NFT) solutions.

Liquid Avatar Technologies Inc. is publicly listed on the Canadian Securities Exchange (CSE) under the symbol “LQID” (CSE:LQID).

The Company also trades in the United States, on the OTCQB under the symbol “LQAVF” and in Frankfurt under the symbol “4T51”.

If you have not already joined our mailing list and would like to receive updates on Liquid Avatar Technologies Inc., please [click here](#) to join!

For more information, please visit [www.liquidavatartechnologies.com](http://www.liquidavatartechnologies.com)

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*The CSE has not reviewed and does not accept responsibility for the adequacy or accuracy of this release.*

*All websites referred to are expressly not incorporated by reference into this press release.*

**Forward-Looking Information and Statements**

This press release contains certain “forward-looking information” within the meaning of applicable Canadian securities legislation and may also contain statements that may constitute “forward-looking statements” within the meaning of the safe harbor provisions of the United States Private Securities Litigation Reform Act of 1995. Such forward-looking information and forward-looking statements are not representative of historical facts or information or current condition, but instead represent only the Company’s beliefs regarding future events, plans or objectives, many of which, by their nature, are inherently uncertain and outside of the Company’s control. Generally, such forward-looking information or forward-looking statements can be identified by the use of forward-looking terminology such as “plans”, “expects” or “does not expect”, “is expected”, “budget”, “scheduled”, “estimates”, “forecasts”, “intends”, “anticipates” or “does not anticipate”, or “believes”, or variations of such words and phrases or may contain

statements that certain actions, events or results “may”, “could”, “would”, “might” or “will be taken”, “will continue”, “will occur” or “will be achieved”.

The forward-looking information and forward-looking statements contained herein include, but is not limited to, statements regarding the future launch of sales of digital and physical collectibles, Non-Fungible Tokens and other related products through Oasis Digital Studios and / or its clients, partners and other service providers, an integrated offering engine, statements regarding the future capabilities of LAVCE or the operation of an Indicio Network Node, statements suggesting LAVCE or an Indicio Network Node (“Company Services”) will be successfully launched and integrated into the Liquid Avatar platform and partner programs, information concerning the timing for the launch of Liquid Avatar apps, the plans for future features of the Liquid Avatar apps, expected geographic expansion, the ability of the Company to generate revenues, roll out new programs and to successfully achieve business objectives, and expectations for other economic, business, and/or competitive factors.

By identifying such information and statements in this manner, the Company is alerting the reader that such information and statements are subject to known and unknown risks, uncertainties and other factors that may cause the actual results, level of activity, performance, or achievements of the Company to be materially different from those expressed or implied by such information and statements.

Although the Company believes that the assumptions and factors used in preparing, and the expectations contained in, the forward-looking information and statements are reasonable, undue reliance should not be placed on such information and statements, and no assurance or guarantee can be given that such forward-looking information and statements will prove to be accurate, as actual results and future events could differ materially from those anticipated in such information and statements. The forward-looking information and forward-looking statements contained in this press release are made as of the date of this press release, and the Company does not undertake to update any forward-looking information and/or forward-looking statements that are contained or referenced herein, except in accordance with applicable securities laws.