



## Aftermath Islands Metaverse Launches Mobile Play to Earn Game for In Game Tokens and NFTs – Lost Kingdom of T’Sara

*Adventure based mining and staking blockchain game allows players to earn rewards*

Toronto, Canada / Bridgetown, Barbados – January 26, 2022 – [Oasis Digital Studios Limited](#) (“Oasis”), a wholly owned subsidiary of [Liquid Avatar Technologies Inc.](#) (CSE: LQID / OTCQB:LQAVF / FRA:4T51) (“Liquid Avatar Technologies” or the “Company”), a global blockchain and fintech solutions company, focused on digital identity, integrated avatars and the metaverse, is pleased to announce that its controlled subsidiary, [Aftermath Islands Metaverse Limited](#) (“Aftermath Islands”) is launching its first Play to Earn (P2E) mobile game for account holders in Aftermath Islands to support its upcoming Metaverse. [The Lost Kingdom of T’Sara](#) (LKoT) is a lore, fantasy adventure proof of work and staking game that allows players to earn rewards by completing time and skill activities. Rewards include planned Aftermath Island in-game tokens, resources, rare items, and other items that can be converted to NFTs and used in the Metaverse to build, craft and trade. This is the first in-game economic initiative for Aftermath Islands and will be free to play for all Aftermath Islands account holders. ***The Lost Kingdom of T’Sara*** is expected to launch early Q2 2022.

LKoT Players will have the ability to hire NPC (non-player character) Explorers that will visit ***T’Sara***, a chain of 7 islands filled with wonders and riches, and recruit local virtual inhabitants to gather, craft, trade, sell and do other activities automatically or with certain time and task inputs, providing in-game proof of work, to create value and rewards. Players can trade with other players and gather enough resources and rare items to be turned into NFTs and Aftermath Islands in game ***Credits*** that can be used on the platform. By staking, or committing certain resources and Credits, players can increase the efficiencies and effectiveness of their performed in-game tasks.

Those that sign up early to play will receive additional bonuses including Aftermath Islands Credits and experience that can be used to level up an Explorer. Aftermath Islands is also extending this program to its 1,000+ affiliates to promote to their networks, giving both the player and the affiliate additional Aftermath Island Credits when they sign up using an affiliate code.

Aftermath Islands has already initiated a successful launch of the initial first 3 phases of its virtual land sales program and is planning to grant access to the virtual escape rooms, previously

announced, from several different quest points on islands and through the upcoming Aftermath Islands Explorers' League, a community center that will manage many operations and services for the Aftermath Islands Metaverse.

*“Aftermath Islands’ free play to earn strategy and the launch of The Lost Kingdom of T’Sara further enhances our commitment to create a player-centric platform of Metaverse participants from all demographics allowing them to gather, create, build and collect in-game items, manage currencies and NFTs for a host of common to ultra-rare items,” said David Lucatch, Managing Director Aftermath Islands Metaverse Limited, Oasis Digital Studios Limited and CEO of Liquid Avatar Technologies Inc. “By engaging proof of work and staking initiatives in LKoT, players can increase their holdings, earn great rewards and NFTs without any financial commitment, allowing anyone from around the world to participate in the Aftermath Islands Metaverse.”*

Aftermath Islands is working with brands and agencies and welcomes the opportunity explore partnerships that will create new and interactive virtual experiences for players.

***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 Metaverse Limited – [www.aftermathislands.com](http://www.aftermathislands.com)**

Aftermath Islands Metaverse Limited is a Barbados corporation which is 50% owned and controlled by Oasis Digital Studios Limited, a wholly owned subsidiary of Liquid Avatar Technologies Inc.

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 virtual 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 and is working to release its own branded network payment card.

The Company's subsidiary, [Oasis Digital Studios](http://www.oasisdigitalstudios.com), is a creative and development agency that supports a wide range of artists, talent, and enterprises with Non-Fungible Token (NFT) solutions and has acquired 50% and control of the [Aftermath Islands](http://www.aftermathislands.com) Metaverse program.

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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**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, planned in-game tokens, 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.

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