



## Aftermath Islands Metaverse Showcases 3<sup>rd</sup> Interactive Playable Demo for Meta Quest 2 Devices

*Target Practice event demonstrates virtual and interactive Metaverse gaming opportunities*

**Toronto, Canada / Bridgetown, Barbados – March 7, 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”) has completed its third pilot test activities designed for the Meta Quest 2 VR headset and hand controllers. The conceptual target practice video featuring several interactive game weapons, taken from the actual virtual experience, can be [viewed here](#). Aftermath Islands is also making available the actual pilot game experiences for this, and its previously announced prototypes, which can be [viewed here](#).

This is the third of many early-stage interactive experiences planned for Aftermath Islands as the Company is currently working to complete several initial pilots of virtual and interactive platforms and technologies, including but not limited to the Meta Quest platform, as it assesses a range of initiatives for its first launch program expected for mid-2022. This latest immersive experience together with the previously announced and future demos are being built to potentially include full version Metaverse experiences like western gun fights, light sword dueling, survival training, virtual art galleries, entertainment, business events and more.

As previously announced, other initial launch programs include virtual escape rooms, with award winning, real world and virtual escape room creator Hourglass Escapes LLC. and *The Lost Kingdom of T’Sara*, the upcoming P2E (play to earn) game which will allow users to gather resources and Credits for Aftermath Islands. Both these programs are currently in development for an expected Q2 beta launch.

As part of its Metaverse program, Aftermath Islands is developing the ***Aftermath Islands Explorers League***, creating a virtual location for Aftermath Island virtual landowners and account holders to start their journey in Aftermath Islands, getting acquainted with new products, features and services and create their avatars. Users will be able to hone skills, share experiences, visit a virtual café and stores, engage with other users, participate in a variety of activities and transport to their favorite islands all from the *Explorers League*.

*“As our 3<sup>rd</sup> offering for Oculus, Aftermath Islands is establishing a group of virtual experiences that users will be able to engage in as both Aftermath Islands Metaverse and Liquid Avatar Technologies continue to explore, develop, and deliver world-class solutions for digital identity, avatars, NFTs and the Metaverse,” said David Lucatch, CEO Liquid Avatar, Managing Director Oasis Digital Studios Limited & Aftermath Islands Metaverse Limited. “Our goal is to continue to demonstrate our abilities to reach milestone activities and drive forward with a range of services, games and platform technologies for the launch of Aftermath Islands Metaverse.”*

In addition to its recently announced premium virtual islands, Fab Island, Vegas Island and Cannabis Cove, additional premium theme islands are planned for release. Aftermath Islands Metaverse 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 is 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 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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*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 in-game activities, 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, statements regarding the future capabilities of LAVCE or the operation of an Indicio Network Node, 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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