UNIGEM

HYBRID ASSET FOR GREEN RESOURCES RENOVATION

WHITEPAPER

Version 1.0

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OVERVIEW

SECTION 1

UNIGEM

HYBRID ASSET FOR GREEN RESOURCES RENOVATION

1.1 ABSTRACT

We believe in the crypto market. Crypto is changing the world right now and it's only a matter of time before BTC, the main driver of the entire market, cracks $100,000 and then expands even further. Analysts estimate that the global cryptocurrency market will rise more than tenfold in size by 2030, reaching a value of nearly $15 trillion. Whether they want to participate or not, investors, companies and brands can't ignore the rising tide of cryptocurrencies for long. But cryptocurrencies can't seem to escape the paradoxes.50% of crypto investors would like to use crypto to pay for online purchases. For many of these current and potential investors, cryptocurrencies offer a new way to manage their finances, and many also find that the financial freedom of cryptocurrencies has freed them from the rigidity of traditional banks.

How much will bitcoin be worth in 2030?
According to our forecast model, Bitcoin will reach $937,274.64 in 2030.

How much will Bitcoin be worth in 2040?
Our forecast model predicts that the price of Bitcoin will explode and reach $1,890,369.70 in 2040.

With **Unigem**, we are not standing on the sidelines, but shaping this future in a significant way. With **Unigem**, they are not investing traditionally, but as we will in the future: Building on the most emerging network, investing in the best coins with the highest possible direct return participation.

Unigem creates the social and technological infrastructure needed to make effective Utility usages and decisions under the volatile conditions of the new economy. By combining a large number of diverse financial analysts and a set of AI models into a single system, we are developing a Hybrid token infrastructure for the efficient management of investors' capital in traditional financial and crypto-markets.

To contribute the society unigem develops two projects to solve the major problems which is life threatening to all living organisms. Unigem creates an hybrid model which adds the current technology with blockchain to raise a crypto to provide as a solution.

1.2 INTRODUCTION

1.2.1 A PROMISING FUTURE

With institutions adding cryptocurrencies to their balance sheets and the first countries (such as El Salvador) officially declaring Bitcoin as legal tender, it looks like Bitcoin will be the future of currency, or at least an accepted store of value. However, with so much volatility in the market, risk-averse investors are still hesitant to buy Bitcoin, let alone any other cryptocurrency. Since cryptocurrencies are not controlled by a central authority, their monetary policy is much more solid than any government's. Cathie Wood, CEO of Ark Invest, describes it as a "rules-based monetary system," as this monetary policy is set by the parameters of the code. As governments print more money than ever before in the face of acute crises, investors are looking for alternative investments to hedge against inflation. In doing so, many are now increasingly turning to crypto, which will drive the adoption of cryptocurrencies in the long run.

Our experts believe that we will generate one of the highest achievable returns in through our asset selection, because crypto is the future.

The reasons are:
1. the rules of crypto are permanent
2. crypto is and will be scarce
3. crypto is transparent
4. crypto is uncensorable
5. low transfer costs
6. regulation is developing positively
7. crypto offers high profits
8. crypto inspires philosophical choices
9. crypto is an excellent alternative to gold
10. crypto is a new asset class - great for diversification.

Of course, these reasons are valid not only for the BTC, but also for other so-called "bluechip cryptocurrencies" such as ETH, BNB and others.

1.2.2 THE RIGHT TIME

In early July, the bitcoin price fell below $20,000.This is a far cry from the all-time high of $69,000 in November. This puts us at circa 70% price loss. Remember,

when Bitcoin fell 80% in one year between December 2017 and 2018, it later gained 2000%.

Our experts are convinced that we are currently seeing a bottoming and that the upswing is approaching. Unigem therefore trades according to the smart money principle and starts in this buy-the-dip phase and benefits from the discounts in the crypto market. This entry point provides ideal scaling effects and offers early investors a potentiated return on the development taking place in the crypto market. However, we do not depend on a bear market in the long term, but only use it as a reinforcing effect. We are only dependent on the fact that there is a crypto market.

To contribute the society unigem develops two projects to solve the major problems which is life threatening to all living organisms. Unigem creates an hybrid model which adds the current technology with blockchain to raise a crypto to provide as a solution.

Fresh water is vital to life and yet it is a finite resource. Of all the water on Earth, just 3% is fresh water. Although critical to natural and human communities, fresh water is threatened by a myriad of forces including overdevelopment, polluted runoff and global warming. With this in mind, WWF partners with communities, businesses and others to decrease pollution, increase water efficiency and protect natural areas to ensure enough clean water exists to conserve wildlife and provide a healthy future for all. Unigem offers a solution on desalination process to convert salt water to fresh water. Unigem increases the desalination efficiency with the blockchain technology.

Climate change has become a considerable concern for humanity during this anthropocentric era. Scientists believe that the rate of global warming and climate change varies directly with the increase in the concentration of greenhouse gases, particularly carbon dioxide. Urbanization is happening at a higher rate in this era than in any other generation. It was reported that the building sector plays a critical role in the emission of carbon dioxide (CO_2) into the atmosphere. Construction of buildings, operation, and utilization of the built environment has led to emissions of a large number of CO_2 into the ambient air. Various issues and challenges arise from the building sector in reducing CO_2 emissions. Unigem offers a way to calculate the carbon foot print and also provides a solution with the crypto to reduce the carbon footprint.

UNIGEM TOKEN

2

SECTION 2

UNIGEM

HYBRID ASSET FOR GREEN RESOURCES RENOVATION

2.1 PORTFOLIO

Name	: UNIGEM
Symbol	: UNGM
Total Supply	: 1000 Billion
Token version	: V1.0
Blockchain	: Binance smart chain
Token standard	: BEP - 20
Contract	: 0x5b7819E97C5944370C9B3c4171c6D4d1B0A7D61a
Block Explorer	: BSCSCAN
Website	:
Social media	
1	:
2	:
3	:
4	:
5	:

2.2 ROADMAP

JUN 2022 — IDEA
The idea of designing an innovative and hybrid token is designed.

AUG 2022 — CREATION
Unigem token was created in BEP – 20 standard

OCT 2022 — ICO & AIRDROP
Unigem ICO and Airdrop for community members

JAN 2023 — LISTING
Unigem listing in coinmarketcap and coingecko and exchanges

MAY 2023 — STAKING AND BURN EVENT
Unigem launching its staking opportunity and 1ST BURNING EVENT.

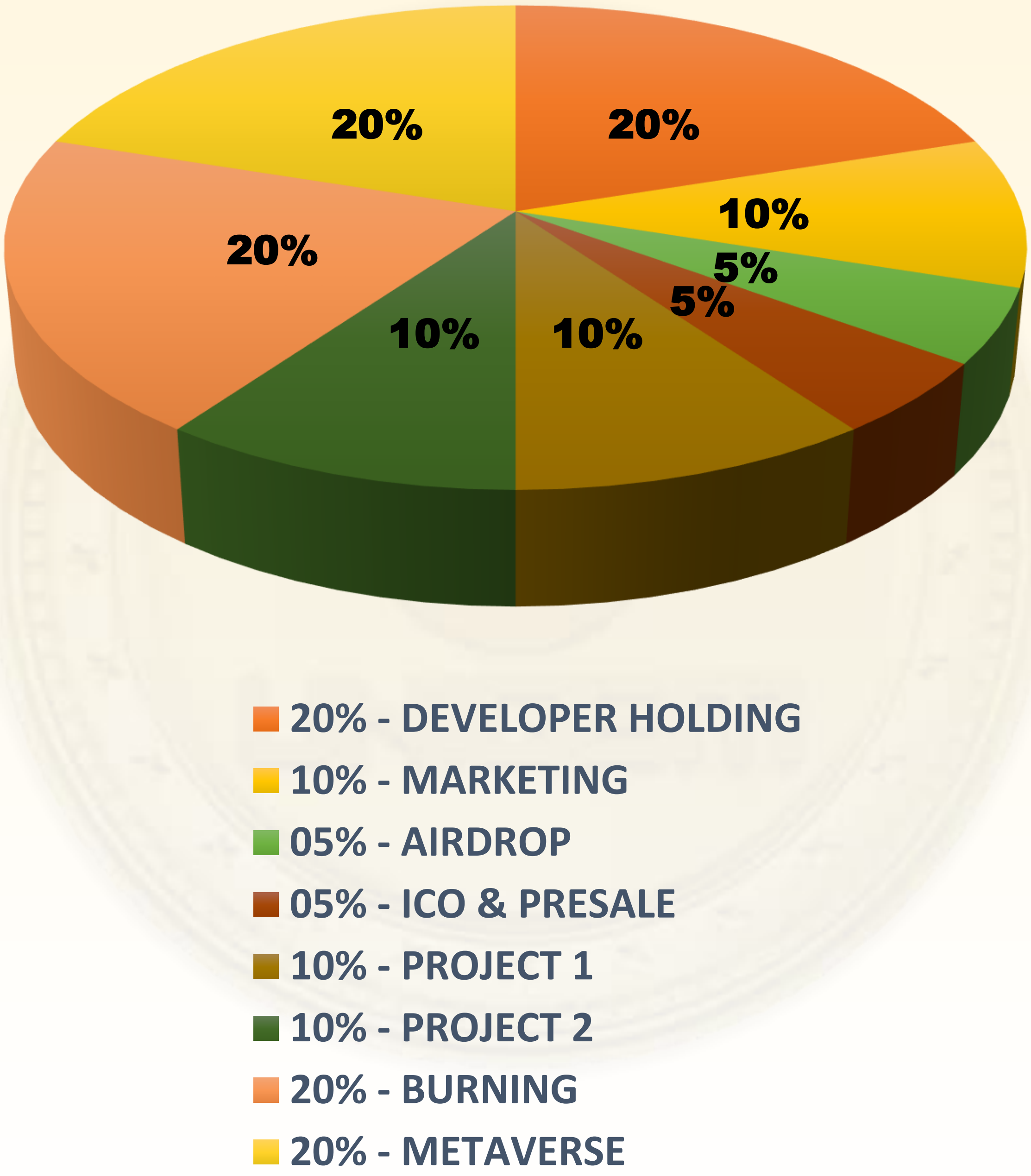
OCT 2023 — METAVERSE PROJECTS
Unigem launching its Metaverse projects and initial phase of Desalination project & listing in binance.

MAR 2024 — PROJECT 2 INITIATION
Completion of desalination and initiationof zero carbon project

MAR 2025 — ZERO CARBON COMPLETION
Unigem completes zero carbon project.

DEC 2025 — UNIGEM UNIVERSE
Unigem completes and commercialize metaverse world and games worldwide

2.3 TOKENISM


20%
20%
10%
5%
5%
10%
10%
20%
20% - DEVELOPER HOLDING
10% - MARKETING
05% - AIRDROP
05% - ICO & PRESALE
10% - PROJECT 1
10% - PROJECT 2
20% - BURNING
20% - METAVERSE

PROJECTS

3

SECTION 3

UNIGEM

HYBRID ASSET FOR GREEN RESOURCES RENOVATION

UNIGEM PROJECTS

PROJECT 1
DESALINATION

CONVERSION OF SEA WATER TO FRESH WATER

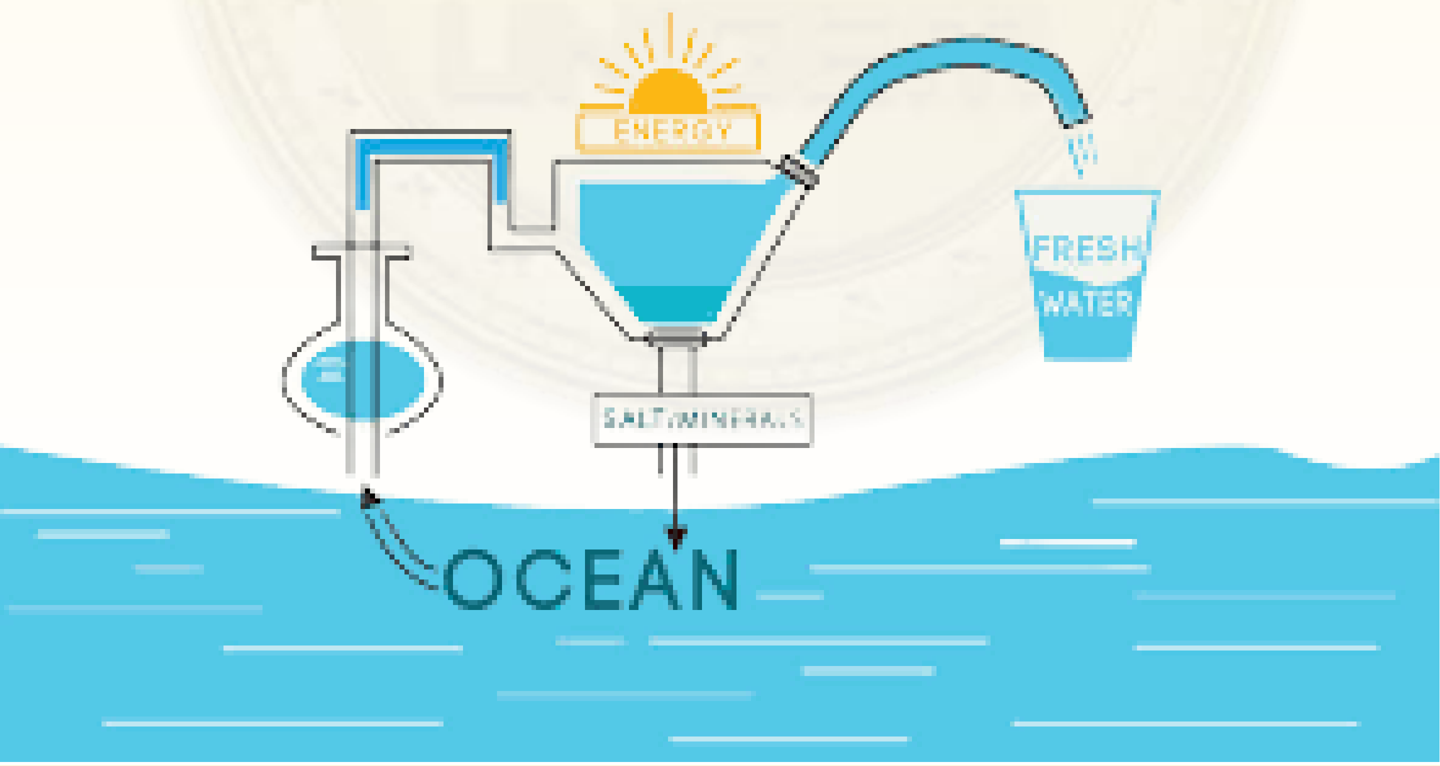
PROJECT 2
ZERO CARBON

REDUCTION OF CARBON EMISSION

METAVERSE
UNIGEMVERSE

VIRTUAL UNIVERSE FOR UNIGEM COMMUNITY MEMBERS

3.1
PROJECT 1
Conversion of Seawater to Freshwater
DESALINATION



3.1 DESALINATION

3.1.1 ABSTRACT

Desalination methods are used to convert saline/brackish water to drinkable freshwater. Major processes use either thermal energy (conventional distillation) or pressure energy (Reverse osmosis). Different methods of desalination are discussed and their influence on overall water production has been highlighted. With the increase in appreciation for a green technology, desalination methods using renewable/waste energy are drawing significant attention in recent years. Applying different methods of desalination for coastal areas in Peninsular Malaysia can be very promising in terms of overall public health and economy.

3.1.2 INTRODUCTION

Natural desalination has been occurring on earth since the creation of the seas. Water evaporates from the sea and then condenses to form pure rain water. Desalination has been practiced by man in the form of distillation for over 2000 years. In the history of human civilization, the process dates back to the 4th century B.C. when Greek sailors used an evaporative process to desalinate seawater. In the recent past, the oil discovery in the arid region of Arabian Gulf countries made significant contribution in development of thermal desalination plants. By mid-2007, desalination processes in Middle East countries accounted approximately 75% of total world capacity of desalinated water

3.1.3 TYPES OF DESALINATION PROCESS

Desalination processes can be broadly classified into two major groups:
(1) Desalination with change in phase.
(2) Desalination without the phase change.

Thermal desalination, freezing and carrier gas processes are example of the first one and RO is an example of the latter

Some of the desalination processes are most widely used like Multi-stage Flash(MSF), Multiple-effect Distillation (MED) and RO; while some are not commercially available yet like Membrane Distillation (MD), electro-dialysis or membrane pervaporation. The widely used thermal desalination processes are basically distillation processes that convert saline water to vapour and then the vapour is condensed to obtain the freshwater. Although membrane technologies like RO are invading quickly, the thermal distillation processes produce the largest amount of freshwater in the Middle Eastern countries due to cheap cost of fossil fuel in that region.

3.1.4 MULTI-STAGE FLASH DISTILLATION SYSTEM (MSF)

Multistage flash distillation involves heating saline water to high temperatures and passing it through decreasing pressures to produce the maximum amount of water vapour that eventually produces the freshwater. The heat recovery is established using this distilled water as the heating source for the incoming feed and regenerative heating is utilized to flash the seawater inside each flash chamber. The latent heat of condensation released from the condensing vapour at each stage gradually raises the temperature of the incoming seawater. There are three sections in an MSF plant: heat input, heat recovery, and heat rejection sections. The brine heater heats up the sea water using low pressure steam available from cogeneration power plant, such as, a gas turbine with a heat recovery steam generator or from a steam turbine power plant. The seawater is fed on the tube side of the heat exchanger that is located on the upper portion of evaporator. Thus, the seawater heated by the condensing steam enters the evaporator flash chambers. There are multiple evaporators, typically containing 19–28 stages in modern large MSF plants. The top brine temperature (TBT) range is usually within 90 to 120°C. Although higher efficiency is observed by increasing TBT beyond 120°C, scaling and corrosion at high temperature affects the process significantly [16]. To accelerate flashing in each stage, the pressure is maintained at a lower value than that in the previous stage. Hence, the entrance of heated seawater into the flash chamber causes vigorous boiling caused by flashing at low pressure.

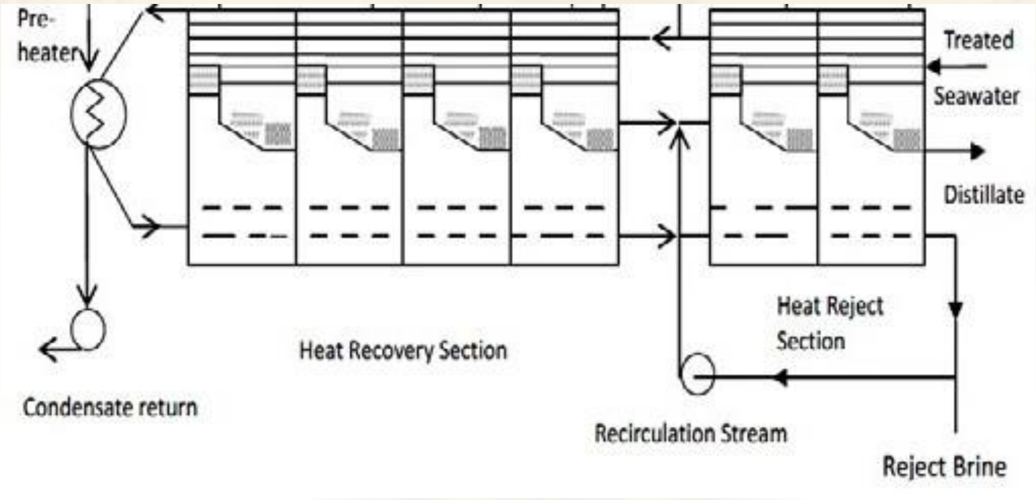


FIG 1: MULTI-STAGE FLASH DISTILLATION SYSTEM (MSF)

The flashed water vapour is then cooled and condensed by cold seawater flowing in tubes of the condenser to produce distillate. The distillate produced and collected in each stage is cascaded from stage to stage in parallel with the brine, and pumped into a storage tank.

3.1.5 MULTI-EFFECT DESALINATION SYSTEM (MED)

The multiple-effect distillation (MED) process is the oldest but a very efficient desalination method. Instead of the term "stage", the multiple evaporators inside an MED plant are called "effects". In this method, the seawater undergoes boiling in multiple stages without supplying additional heat after the first effect. The evaporators are arranged either (a) horizontally [horizontal tube evaporator (HTE) with evaporated seawater sprayed outside the tube while the heating steam is condensed inside the tubes] or (b)vertically [long vertical tube evaporators (VTE) with boiling seawater falling film inside the tube while the heating steam is condensed outside the tubes]

For the first effect, the seawater gets preheated inside the evaporator tubes and reaches boiling point. The tubes are heated externally by steam from a normally dual purpose power plant. Only a portion of the seawater applied to the tubes in the first effect is evaporated. The remaining feed water is fed to the second effect, where it is again applied to a tube bundle. These tubes are in turn heated by the vapour created in the first effect. This vapour is condensed to produce fresh water, while giving up heat to evaporate a portion of the remaining seawater feed in the next effect at a lower pressure and temperature.

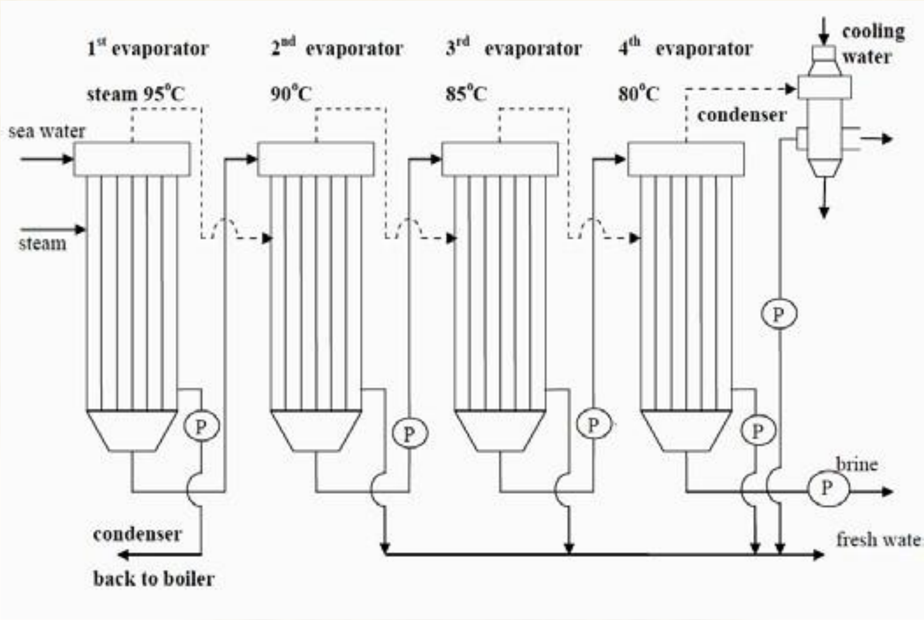
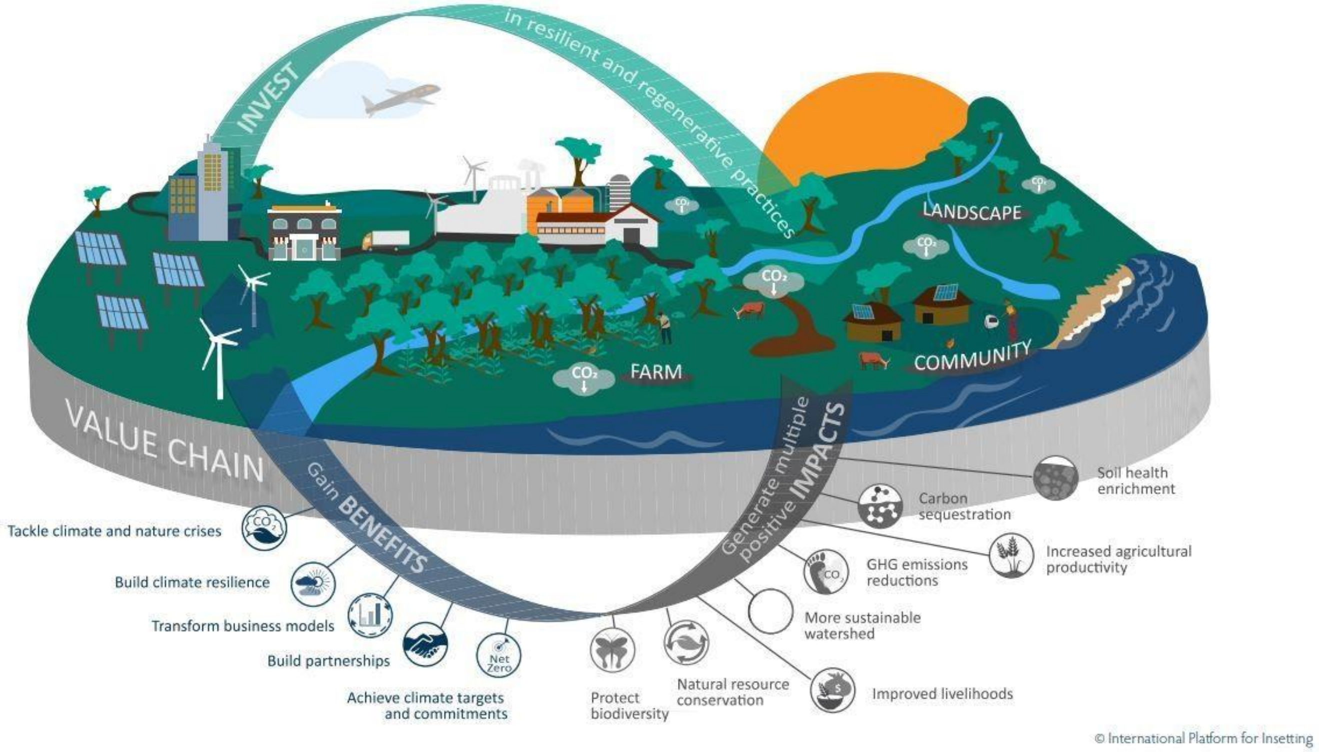


FIG 2: MULTI-EFFECT DESALINATION SYSTEM (MED)

The MED specific power consumption is below 1.8 kWh/m^3 of distillate, significantly lower than that of MSF, which is typically 4 kWh/m^3.

To improve the efficiency of the MED process, a vapour compressor is added before the first stage to boost up energy carried by the vapour. This process is termed as vapour compression (VC). Normally, it is recommended to use multiple stages in this process, as VC system with multiple effects gives increased performance ratio, decreased power consumption and maximum utilization of heating source .

3.2
PROJECT 2
Carbon Emission Reduction (carbon footprint)
ZERO CARBON



3.2.1 ABSTRACT

Global development has been heavily reliant on the overexploitation of natural resources since the Industrial Revolution. With the extensive use of fossil fuels, deforestation, and other forms of land-use change, anthropogenic activities have contributed to the ever-increasing concentrations of greenhouse gases (GHGs) in the atmosphere, causing global climate change. In response to the worsening global climate change, achieving carbon neutrality by 2050 is the most pressing task on the planet. To this end, it is of utmost importance and a significant challenge to reform the current production systems to reduce GHG emissions and promote the capture of CO_2 from the atmosphere. Herein, we review innovative technologies that offer solutions achieving carbon (C) neutrality and sustainable development, including those for renewable energy production, food system transformation, waste valorization, C sink conservation, and C-negative manufacturing. The wealth of knowledge disseminated in this review could inspire the global community and drive the further development of innovative technologies to mitigate climate change and sustainably support human activities.

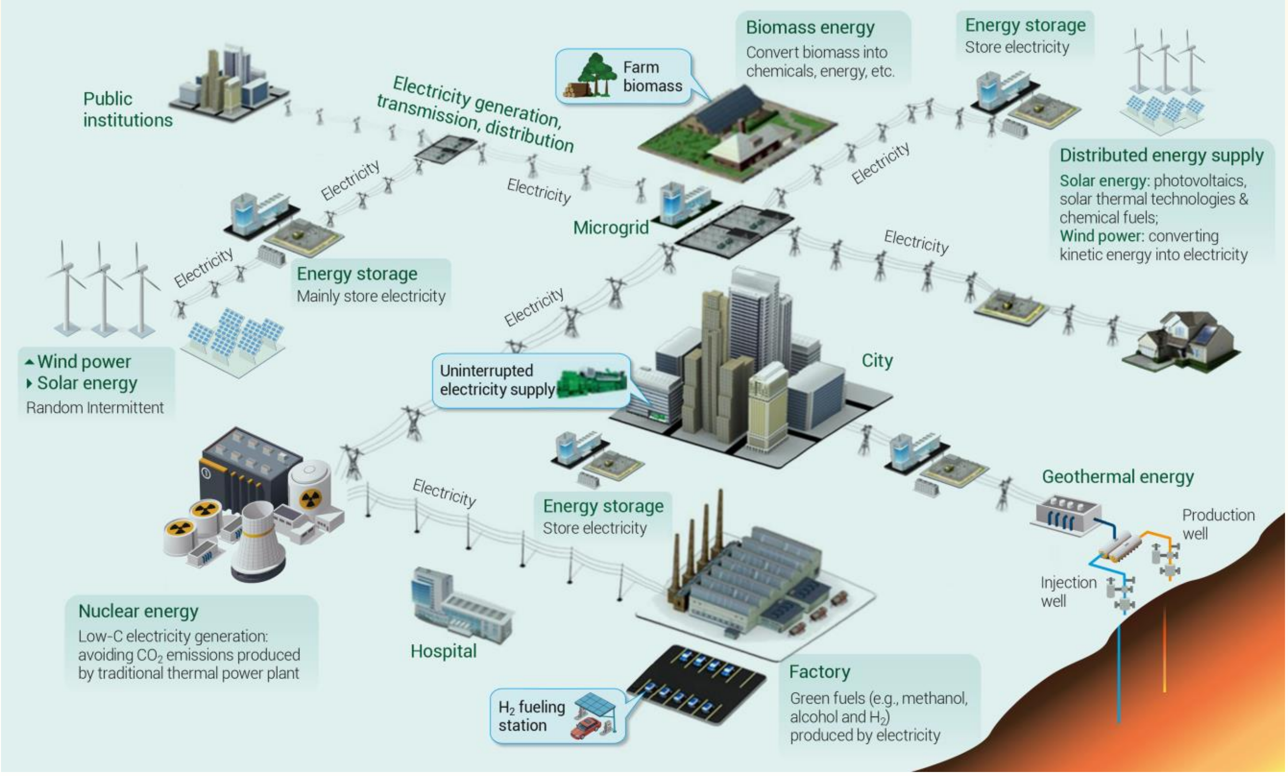


FIG 3: CORE TECHNOLOGIES FOR RENEWABLE ENERGY PRODUCTION

3.2.2 INTRODUCTION

Global ecosystems contribute to the release and capture of CO_2, methane (CH_4), and nitrous oxide (N_2O)and influence the atmospheric GHG composition and the climate. Over the last 50 years, the removal of about one-third of anthropogenic GHG emissions has been attributed to terrestrial ecosystems.In the process of producing high quality and large quantity of food for a growing affluent population, global food systems are important GHG sources and account for more than one-third of the global anthropogenic GHG emissions, of which 71% came from agricultural crop-livestock production systems and land-use change activities. Forest ecosystems are one of the most important global C sinks and absorb 45% of anthropogenic GHG emissions, with 85%–90% of terrestrial biomass produced in forest ecosystems. The ocean covers more than 70% of the Earth's surface and plays an important role in capturing CO_2 from the atmosphere. Currently, 22.7% of the annual CO_2 emitted from human activities is sequestered into the ocean ecosystem.

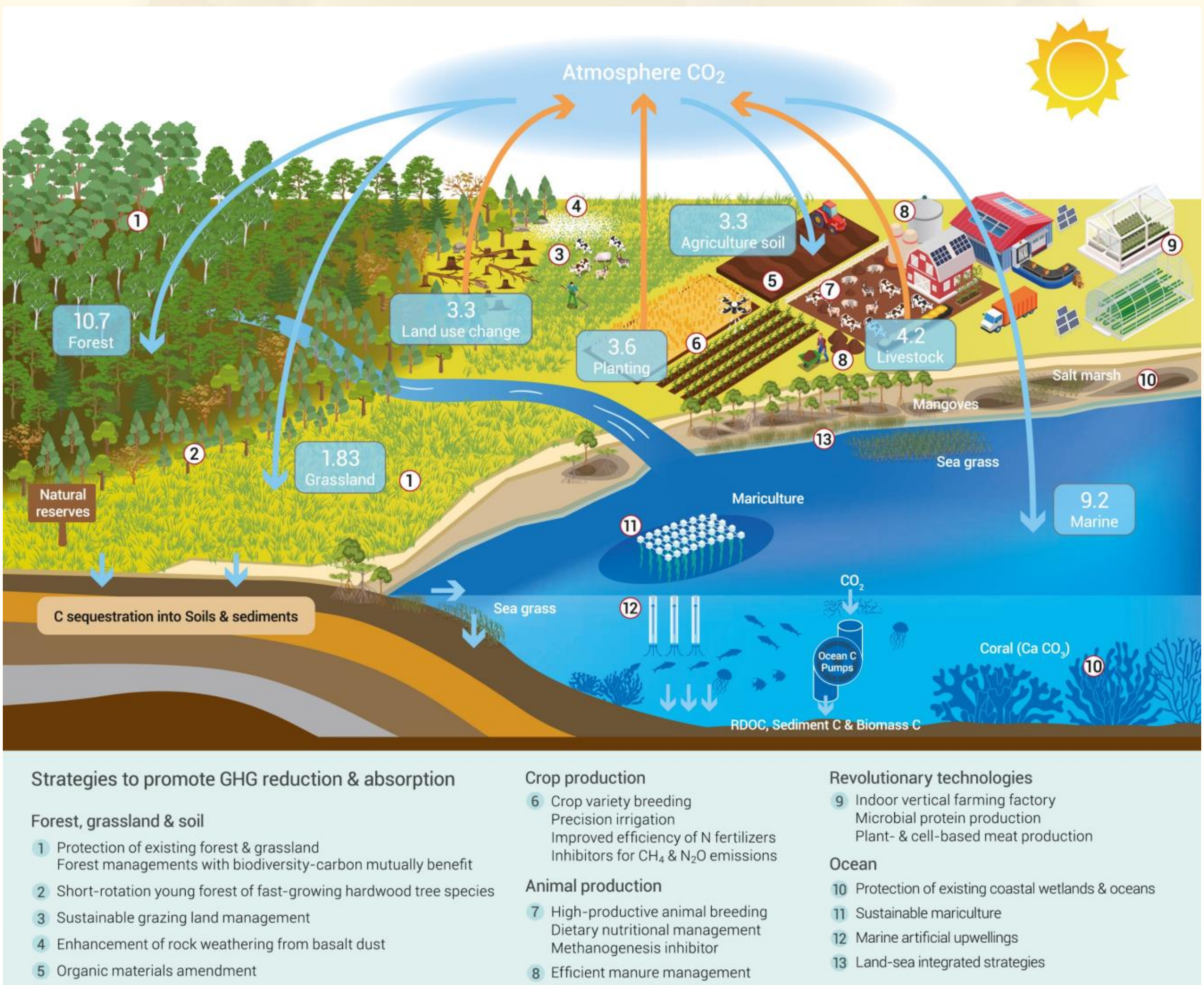


FIG 4: Overview of global GHG influx and strategies to promote GHG reduction and absorption in global ecosystems

3.2.3 CARBON EMISSION REDUCTION IN AGRICULTURAL FOOD PRODUCTION SYSTEMS

The GHG emissions from agricultural food production systems have increased by around one-third during the past 20 years. Emissions are mainly due to the increase in crop and animal production, with 4.2 Gt CO_2-eq year^{-1} from enteric fermentation, manure and pasture management, and fuel use in livestock production, 3.6 Gt CO_2-eq year^{-1} from synthetic N fertilizer application and crop production for human and animal food, and 3.3 Gt CO_2-eq year^{-1} from changes in land use for crop-livestock production systems. Given the uncertainties surrounding the large-scale implementation of C capture and storage technologies in food production systems, alternative technologies or approaches are needed to mitigate a substantial portion of GHG emissions from agricultural production systems. For example, we need to change our eating habits to diets with less animal-based but more plant-based foods. How to convince people to change their diet on a large scale is a sociological and behavioral question and will not be discussed in this article.

3.2.3.1 CROP PRODUCTION MANAGEMENT.

Optimization of fertilizer and water use in croplands can greatly reduce GHG emissions in crop production systems. New synthetic N fertilizer types, such as slow- and control-release N fertilizers, and N fertilizers with urease and nitrification inhibitors, need to be developed to enhance N use efficiency. Better cropping systems, fertilization, and irrigation practices, and the use of advanced digital agriculture technologies, such as multi-sensor drone technology to allow farmers to manage crops, soil, fertilization, and irrigation more effectively and precisely, can reduce N fertilizer input and N_2O emissions. For example, intermittent irrigation can substantially reduce the production of CH_4 and increase CH_4 oxidation, and thus can be an important choice to mitigate CH_4 emissions from rice fields.

3.2.3.2 ANIMAL PRODUCTION MANAGEMENT.

Manipulation of enteric fermentation is one of the key strategies to mitigate CH_4 emissions in ruminant livestock production systems. Methane is natural by-product disposal of hydrogen during enteric fermentation and released by methanogenic archaea. Methane inhibitors can be developed by inhibiting H_2 metabolism for methanogenesis. Such inhibitors include alternative electron sinks, phytocompounds, ionophore antibiotics, and oil. Among these, 3-nitrooxypropanol is the latest developed and promising inhibitor for methanogenesis, which has been shown to reduce methane emissions in ruminant animals by up to 40%. Vaccination, by inducing the host immune system to create antibodies capable of suppressing methanogens, has the potential to reduce CH_4 emissions and is particularly beneficial for pasture-based systems. Given that ruminants fed with forage diets account for 70% of global ruminant methane emissions, breeding new highly digestible forage species with increased non-fiber carbohydrates and less lignified fiber, as well as a high concentration of secondary plant metabolites, such as tannins, saponins, and essential oils, can be worthwhile.

3.2.3.3 REVOLUTIONARY TECHNOLOGIES FOR AGRICULTURAL FOOD PRODUCTION.

The development of biotechnology, automatic control technology, and artificial intelligence has made it possible to produce vegetables, fruits, and meats in a factory setting. Plant-based meat and cell-based meat can be produced artificially from non-animal sources. Tempeh and tofu are traditional plant-based meats; new plant-based meats include proteins extracted from plants or fungi, then formulated and processed into meat substitutes. Innovative technologies, such as shear cells and 3D printing, are utilized to improve the taste and texture of plant-based meat. Cell-based meat is produced through the development of stem cell and large-scale cell culture technologies and thus has a taste and texture similar to real meat. However, obstacles to commercializing cell-based meat still exist, such as how to scale up, regulatory approval, and the high production cost. Significant progress has been made in recent years, and signals point to commercialization soon.

3.2.4 CARBON SINK IN TERRESTRIAL ECOSYSTEMS

Terrestrial ecosystems are vitally important C sinks on Earth. The global forest net C sink is estimated at 10.7 Gt CO_2-eq year^{-1},which is mainly distributed in temperate regions. Grasslands cover around 26% of the ice-free land on Earth and store around 34% of the global terrestrial C. Soils of these grasslands store about 343 Gt C, which is about 50% more than the amount stored in forest soils and acts as a sink for about 1.83 Gt CO_2-eq year^{-1}. Despite the large C stock size, the annual C input rate and turnover times are subject to considerable uncertainty. Agricultural soils can be an important C pool and contribute about 3.30 Gt CO_2-eq year^{-1} to C sequestration, although agricultural food production is related to GHG emissions. Terrestrial ecosystems could increase C sequestration readily by restoring vegetation and incorporating organic soil amendments. In addition to these terrestrial ecosystems, inland waters also emit CO_2 to the atmosphere, known as CO_2 evasion. The global inland water CO_2 evasion rate was estimated to exceed 7.70 Gt CO_2-eq year^{-1}. Furthermore, a substantial amount of terrestrial C sequestered through photosynthesis and from chemical weathering is transported laterally along the inland water continuum from terrestrial ecosystems to the ocean. Previous research indicates that anthropogenic perturbations have increased the flux of C to inland waters by up to 3.67 Gt CO_2-eq year^{-1} since pre-industrial times, with over 40% of this additional C returning to the atmosphere via CO_2 evasion and 50% sequestered in sediments, leaving only 10% for the open ocean.

3.2.4.1 FACTORS DRIVING THE TERRESTRIAL CARBON SINK.

Temperature, precipitation, and solar radiation are the three key climatic factors that influence plant photosynthesis and thus the C sink size of terrestrial ecosystems. A great deal of soil C has been lost from natural ecosystems due to the influence of climate change and human disturbance. A favorable climate (especially high precipitation) was directly associated with high biomass production and species diversity, which could promote soil organic carbon (SOC) stock, thus offsetting the negative impact of favorable climate on SOC.

METAVERSE

4

SECTION 4

UNIGEM

HYBRID ASSET FOR GREEN RESOURCES RENOVATION

4.1
METAVERSE

VIRTUAL UNIVERSE FOR UNIGEM COMMUNITY MEMBERS

UNIGEMVERSE

4.1 WHAT IS THE METAVERSE?

The metaverse concept isn't new. It was first described in the 1992 novel *Snow Crash*. Several companies later developed online communities based on the concept, most notably Second Life, released in 2003.

In the metaverse, people use avatars to represent themselves, communicate with each other and virtually build out the community. In the metaverse, digital currency is used to buy clothes -- or weapons and shielding in the case of video games -- and many other items. Users can also virtually travel through the metaverse for fun with no goal in mind using a virtual reality headset and controllers.

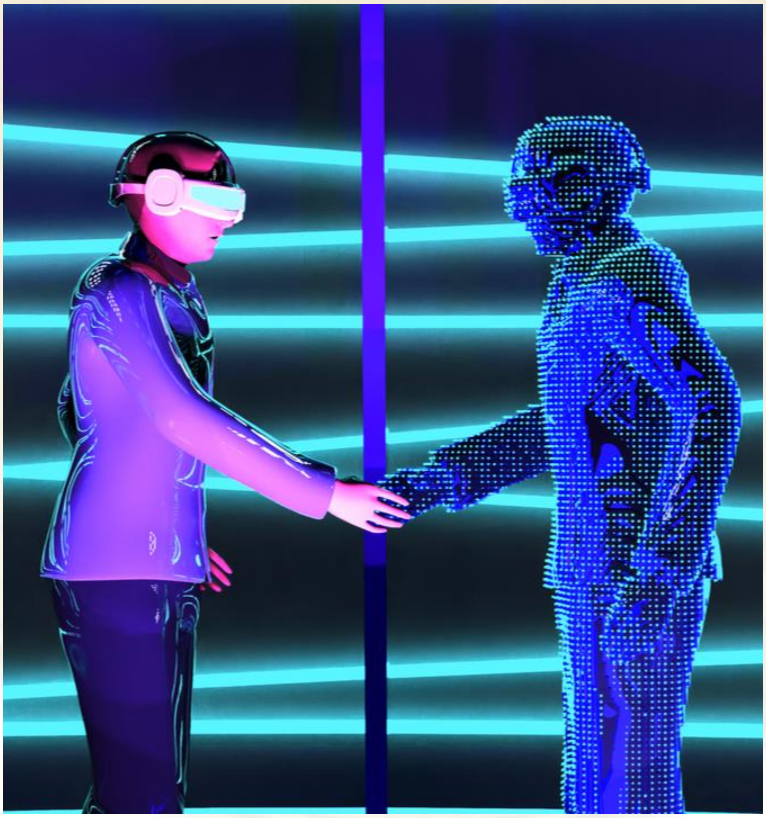
Snow Crash was more of a dystopian view of the future and didn't put the metaverse in a positive light. Author Neal Stephenson coined the term metaverse as a kind of next-generation virtual reality-based internet. One way to achieve status in Stephenson's metaverse was by technical skill, which was represented by the sophistication of a user's avatar. Another indication of status was the ability to access certain restricted environments -- a precursor to the paywalls and registration requirements some websites use today.

Ready Player One by Ernest Cline was another novel that helped popularize the idea of the metaverse. It was later made into a movie directed by Steven Spielberg. The 2011 dystopian sci-fi novel is set in the year 2045, where people escape the problems plaguing Earth in a virtual world called The Oasis. Users access the world using a virtual reality visor and haptic gloves that let them grab and touch objects in the digital environment.

4.1.1 WHAT IS THE DIFFERENCE BETWEEN THE INTERNET AND THE METAVERSE?

The internet is a network of billions of computers, millions of servers and other electronic devices. Once online, internet users can communicate with each other, view and interact with websites, and buy and sell goods and services.

The metaverse doesn't compete with the internet -- it builds on it. In the metaverse, users traverse a virtual world that mimics aspects of the physical world using such technologies such as virtual reality (VR), augmented reality (AR), AI, social media and digital currency. The internet is something that people "browse." But, to a degree, people can "live" in the metaverse.



4.2 WHAT IS UNIGEMVERSE?

The Unigemverse is the post-reality universe, a perpetual and persistent multiuser environment merging physical reality with digital virtuality. It is based on the convergence of technologies that enable multisensory interactions with virtual environments, digital objects and people such as virtual reality (VR) and augmented reality (AR). Hence, the Metaverse is an interconnected web of social, networked immersive environments in persistent multiuser platforms. It enables seamless embodied user communication in real-time and dynamic interactions with digital artifacts. Its first iteration was a web of virtual worlds where avatars were able to teleport among them. The contemporary iteration of the Metaverse features social, immersive VR platforms compatible with massive multiplayer online video games, open game worlds and AR collaborative spaces.

4.2.1 NFTS IN A UNIGEMVERSE WORLD

NFTs are the focal point of the metaverse, and for a good reason. NFT enable ownership in a digital world that mimics the real world. For instance, your identity in the metaverse can be represented by an avatar made in the form of an NFT. This allows you to have a unique tamper-proof identity in a virtual world. Your avatar can be designed through a combination of your preferred characteristics, including race, hair color, etc.

4.2.2 PLAY TO EARN IN UNIGEMVERSE GAMING

The concept of play-to-earn in the metaverse is facilitated by NFTs. Metaverse-ready gaming applications can use NFTs to build in-game assets with real-world value. Players who earn these NFTs through gameplay can later cash them out for real money. For instance, you could be the owner of a unique skin that is fully owned by you and not some centralized gaming company.
The value of the NFT would increase with time as more people start playing the game and want to own a piece of it. You can then trade or sell your NFTs to gain more money.

4.2.3 CONCLUDING THOUGHTS

NFTs are the key to building out the metaverse world envisioned by Neal Stephenson. While the metaverse can be used beyond gaming, play-to-earn is the future of gaming, and the prosperity of NFTs will lead to greater awareness and adoption of this gaming model.

CONCLUSION

5

SECTION 5

UNIGEM

HYBRID ASSET FOR GREEN RESOURCES RENOVATION

CONCLUSION

Our fundamental belief is in the growth of the digital currency space, in which unique relative and intrinsic privileges allow the players to contribute a distinct role in driving economic growth and the diversification of contemporary investment portfolios. Yet as new tokens enter the fold, it becomes more and more difficult to sift through the noise to identify truly potentially revolutionary assets. While this will remain the Achilles Heel for many investors in the coming days, the Unigem framework is well developed to qualify digital currencies with long-term investability. Through this lens, we have come to believe that Unigem marks the next generation in a class of investable digital assets, complementing Bitcoin, Ethereum, and other assets on the Ethereum blockchain, thereby broadening a dynamic class of investable assets. With its store-of-value properties, return on investment (R01), and differentiating features, Unigem stands to essentially improve many aspects of our lives while also providing investors with a new tool to build well-organized portfolios. As a group, we expect our experience on this asset to add to the library of investment insights on the broader digital currency ecosystem.

"SUCCESS IS WHERE PREPARATION AND OPPORTUNITY MEET"

JUMP TO YOUR SUCCESS WITH UNIGEM

UNIGEM

HYBRID ASSET FOR GREEN RESOURCES RENOVATION