



EXECUTIVE SUMMARY

Karma the Game of Destiny, Inc. is a pioneering technology company that is revolutionizing the entertainment and social networking landscape with its groundbreaking Social Eco Inter-Reality platform. Our platform seamlessly integrates real-world entertainment with gamified social networking, offering users a unique and immersive digital experience.

At the core of our platform is the use of tokens to post a user's "mortal" profile/avatar to an Inter-Reality Metaverse. This innovative approach allows for non-membership, non-subscription, pay-to-play interactions, with users receiving three lives for 30 days at a renewable cost of \$3.99. Avatars can be terminated through distinct "Zaps" from other players or self-termination. User history is transformed into an NFT, returned to the user with a token serial, ensuring true ownership of personal data.

Our advanced algorithms effectively prevent abuse, hate speech, and other undesirable behaviors, resulting in a higher quality user experience. By gamifying social networking, we overcome the shortcomings of popular platforms like Facebook, dating apps, and classified advertising. The digital wallet associated with each user persists even when avatars are terminated, allowing for seamless transitions between different identities and the ability for people to join in Web2 and evolve to Web3.

Karma the Game offers a range of engaging VR worlds within the metaverse, including Karma the Game - Destiny (gamified social network with classifieds and venue/event listings), Karma the Game - Casino (3D interactive portals to online casinos), Karma the Game - Gallery (immersive VR gallery for NFTs with future NFT exchange), Karma the Game - Space Run (coin collection and rewards), and Karma the Game - 4Play (social play space). All of these VR worlds are integrated through the VR Chat platform.

We are currently in the process of releasing Karma the Game - Destiny on app stores, with the VR world being extensively tested before user profile integrations. Our platform stands out from the competition through its captivating storyline, the integration of avatars with tokens to create memory NFTs, gamified algorithms for active connection filtering to facilitate genuine relationships, and the inclusion of real-world game show experiences with prizes and interactive gameplay at venues and events.

Karma the Game provides users with a living experience rather than just a metaverse destination. We have established an affiliation with VitaTV for broadcast distribution, leveraging their extensive network to enhance the platform's reach into multiple metaverses and social platforms.

Our self-employed team of Ambassadors serves as a continuous party and promotion machine, driving revenue and adoption to the platform for sustained growth. Furthermore, as we are now open to leasing VR Casino access to online Casinos we expect unbridled growth potential worldwide and within Eastern cultures like Japan and Korea.

We project token sales revenue of \$4.00 per player per month, with a modest goal of attracting 25 million players globally within five years, exceeding \$1 billion in revenue. Revenue streams from listings, game shows, affiliate portals such as the Casino links, and NFT trading and sales are yet to be determined.

The platform is at a cutting edge for AI integration for its characters and algorithmic controls as well as marketing. Our KTG crypto is being held and will be released first as private sale and then to the public.

We anticipate gross margins of 50% for players, 65% for listings, and 20% for affiliate portals. By the end of the fifth year, we expect a net profit of over \$500 million.

To date, we have invested over \$450,000 in developing the platform's logic, data structures, and prototypes, with \$160,000 contributed by friends and family and \$300,000 from the founder and team.

Currently, we are seeking a seed investment of \$5 million and a pre-seed investment of \$500,000 to support commercialization, global-scale deployment, and localized expansion.

Karma the Game has already gained recognition, including partnering with the Alphaverse for Q4/2023 exposure to over 300M ppl worldwide , further validating our potential for success. And KTG has been awarded a \$200,000 Grant as credit from Google for systems, services and AI/ML access.

Led by Founder and CEO Rene Reyes, an experienced design engineer with a strong background in 3D design and programming, our team is dedicated to realizing the vision of Karma the Game. We are supported by key members such as Andy Khan, Senior VP, Anthony Flammia, an accomplished music producer, Chris Gonzalez, Executive Metaverse Officer and Owner of VitaTV for broadcast and, Ekaterina Bykova, Investor, Owner of Beat Heaven DJ Academy and Believe Ballroom and celebrity Ambassador for KTG.

For further information or investment opportunities, please contact Rene Reyes at rene.r@karmathegame.guru or visit our website at <https://www.karmathegame.guru>.

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