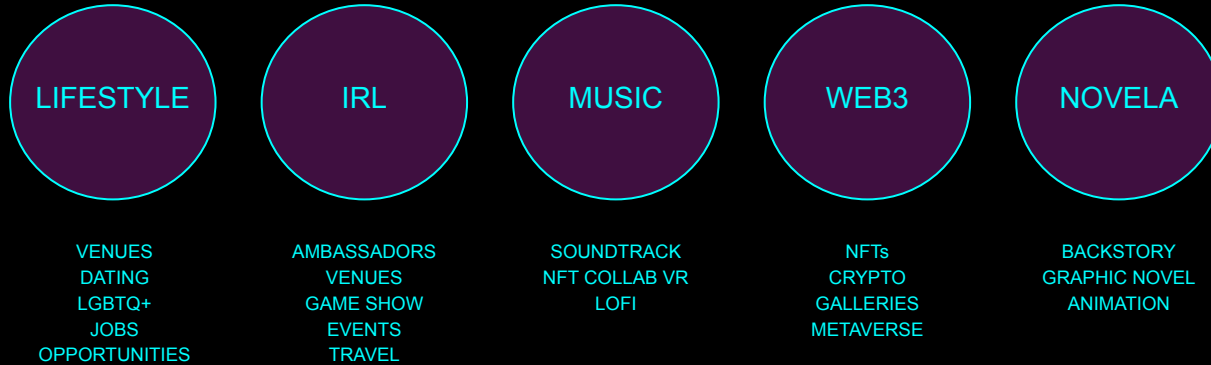


# Karma the Game

KTG Launches a Platform at the Intersection of Mobile,  
Metaverse, Blockchain and Real World Entertainment for Adults



The World's 1st Inter-Reality Lifestyle Magazine  
Manage your social calendar and find the people  
and opportunities that make your life fun

# Lifestyle Technology for the New Generation

LIFESTYLE Platform

IRL – In Real Life Venues Events Calendar and Listings, IRL Merch

MUSIC Distribution, NFT and Production

WEB3 – Bridge from Web2, Digital Merch, Metaverse and Social Content

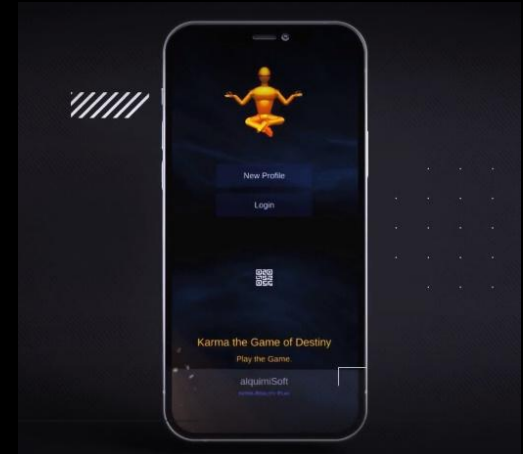
NOVELA – Backstory Content, Animation and Engagement, and SUDO AI



# A New Paradigm

KARMA THE GAME, IS CURATING THE FUTURE OF PERSONALS, SOCIAL NETWORKING AND OPPORTUNITY SEARCH BY GAMIFYING OUR EVERYDAY LIVES. KGD IS BRIDGING THE LATEST WEB2 AND WEB3 BACKEND TECHNOLOGIES AND AS A FRONTEND USING THE GAMING ENGINE UNITY 3D FOR MULTI-PLATFORM ADAPTABILITY FOR AR, VR AND METAVERSE TRANSPORTABILITY.

**MOBILE APP – STAGE 1**  
**BECAUSE EVERYONE HAS A PHONE.**



# Fast Facts

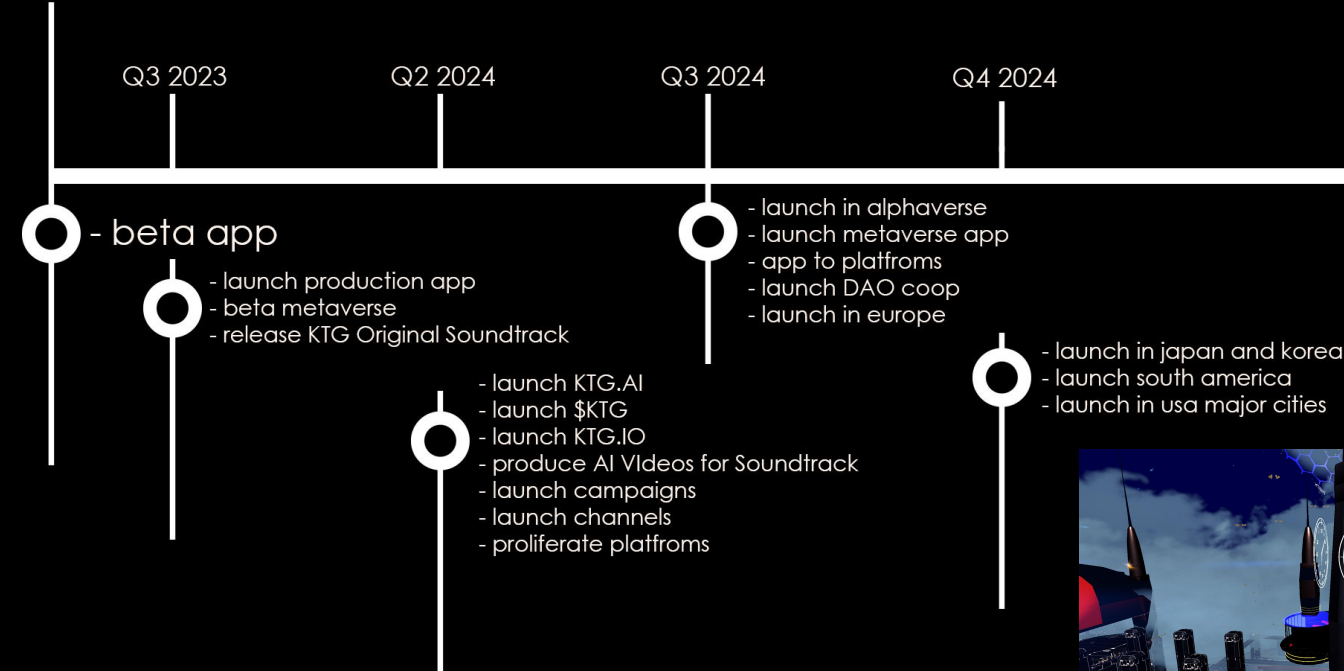


- ★ MARKET SIZE: \$25 BILLION+
- ★ TARGET CUSTOMER: LIFESTYLE AWARE, TECHNOLOGY CONSUMERS AND SIDE HUSTLE ENTHUSIASTS
- ★ TARGET PLATFORM: PRIMARILY MOBILE DEVICES USING IOS AND ANDROID BUT IS PLATFORM AGNOSTIC
- ★ SECONDARY PLATFORMS: DESKTOP METAVERSE, VR AND XR (INTER-REALITY)
- ★ VERTICAL MARKETS: LOCAL (IRL) & DIGITAL VENUES & EVENTS & AFFILIATE PORTAL STREAMS (INTEGRATED AD SALES)
- ★ BUSINESS MODEL: LIFESTYLES PUBLICATION AND ENTERTAINMENT – GAMIFIED CLASSIFIEDS, LISTINGS, PRODUCT PLACEMENTS, AFFILIATE PORTALS, AND WEB2 & 3 MEDIA PRODUCTION (IP HOLDER)

# Roadmap

2020/1

2025

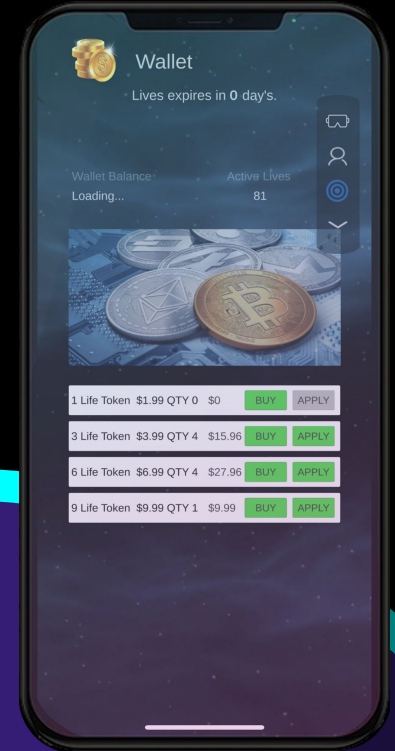


# Potential

Post your Proxy Avatar.....\$3.99 for 30 days (3 lives)  
Commercial Listings by Ambassadors.....\$25 and UP  
Per 1M Participants Globally (Monthly Revenue).....\$4,000,000  
Participant Pool for Gamified Classified.....5 to 70M.....2 to 10 years  
Exit.....IPO.....in 3 to 5 years

- Additional Streams

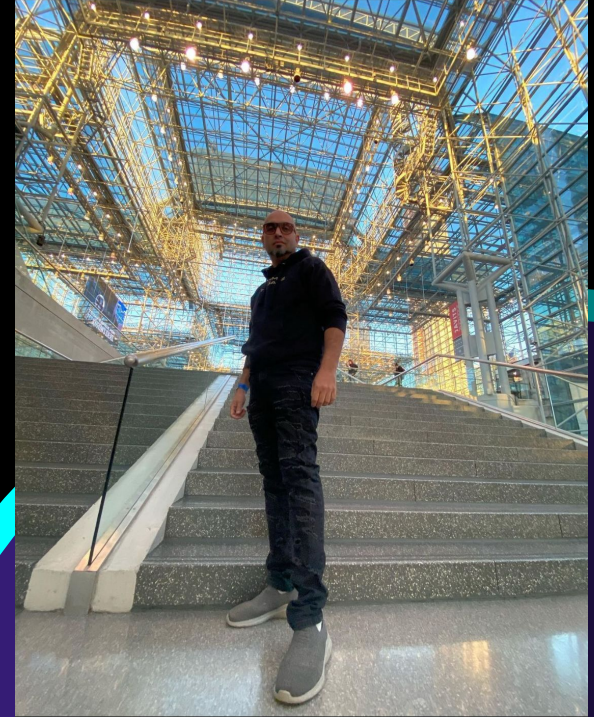
- IDO
- NFTs
- Merchandise
- Concerts and Events
- Distribution thru Streaming



# Founder

## Rene Reyes, CEO and Founder

- Serial Entrepreneur
- Inventor 4 player chess - 1986
- Built World's 1st VR Motorcycle Ride and Helmet - 1993
- Developer of Patient Navigation for Cancer Care - 2008
- Owner Alquimi Innovations - design engineering and IP
- Owner AlquimiSoft Media and Entertainment
- Inventor, Designer, Artist & Master Mind
- Aka Alquimist

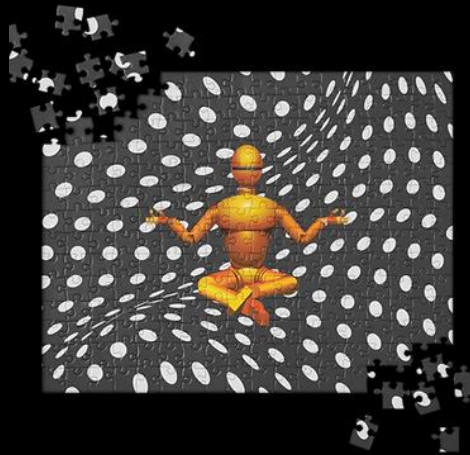


# Team

- RENE REYES, CEO AND FOUNDER
- ANTHONY FLAMMIA, EXECUTIVE MUSIC PRODUCER
- ANDY KAHN, SENIOR VP

# Advisors

- ANTHONY LOLLI, GROWTH, FRANCHISE, SELF-IMPROVEMENT
- FRED CHESNAIS, FORMER CEO ATARI
- \* *GURU, AI, HOST OF THE SHOW*
- \* *LUCY, AI, COMMUNICATION AND ACQUISITIONS*
- \* *ALTER, AI, ASTROLOGER*







# The Problems being Addressed

- Gamification makes Scam tedious
- Tokens make fraud expensive
- Gamification makes human-trafficking inconvenient
- Advanced Utility makes connections valuable
- Gamification and Publication are not a public social platform
- Gamification makes hate talk useless
- Gamification makes things interesting and fun



# The Competition

*Currently, there is no direct competition to the Platform. In part there are many competitors that do some part of the platform.*

*A model for a competitor would be a futuristic televised version of the Village Voice with a world stage bizarre and arcade.*

*There is drama built in through the IRL Game Show overlaying Venues and Events and this alone pulls the model far and away from Meta/Facebook. In addition the “Comic Book” aspect of the game’s digital reality put’s the participant into a living sci-fi Broadway play.*

*Karma the Game is using the Internet, Web2 & Web3, AR, VR & XR together to make something new and unusual.*



# The Gamification of Classified Advertising

## DIGITAL IMMERSION SOCIAL GAME

## IN REAL LIFE GLOBAL GAME SHOW

ENTER THE ECO-PLATFORM  
BUY TOKENS

PLAY WITH OTHERS  
VENTURE THROUGH PORTALS

MEET NEW FRIENDS  
IN REAL LIFE



**BE A  
CONTESTANT**

REGISTER AS AN  
AMBASSADOR - EARN \$\$\$

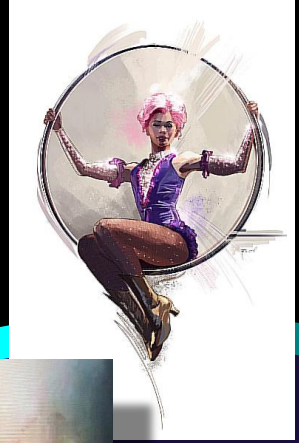
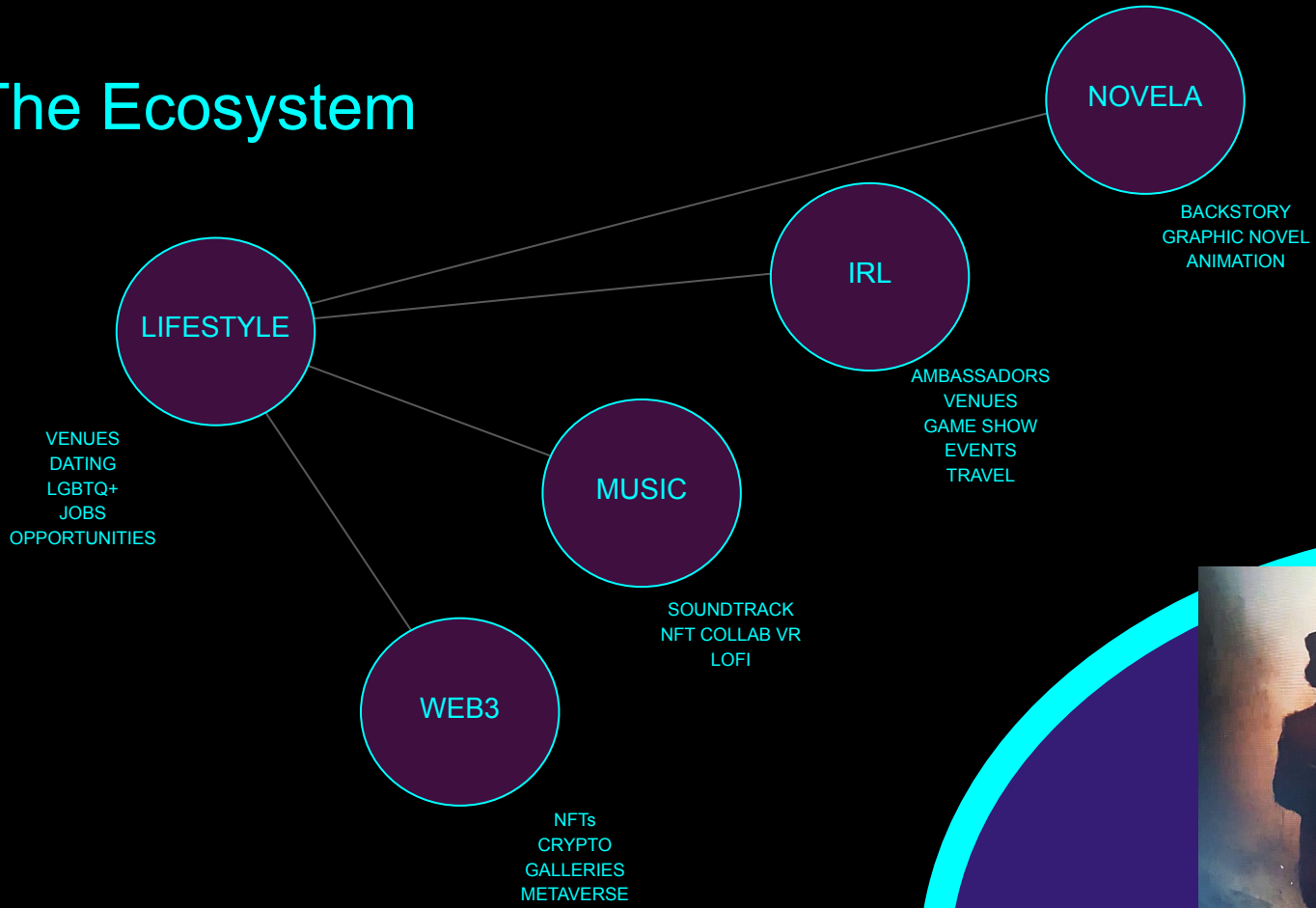
OPT IN / OR NOT

CO-HOST THE TELEVISED GAME SHOW -  
INTERNET, SOCIAL AND METAVERSE FEEDS



**BUILD YOUR  
AUDIENCE**

# The Ecosystem



# The User Experience

“You never change things by fighting the existing reality. To change something, build a new model that makes the existing model obsolete.”

-Buckminster Fuller



## Lifestyles for

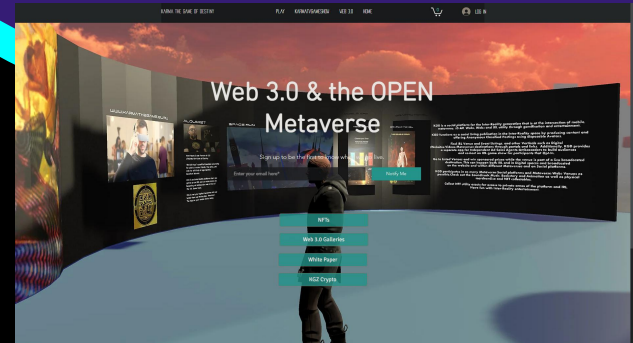
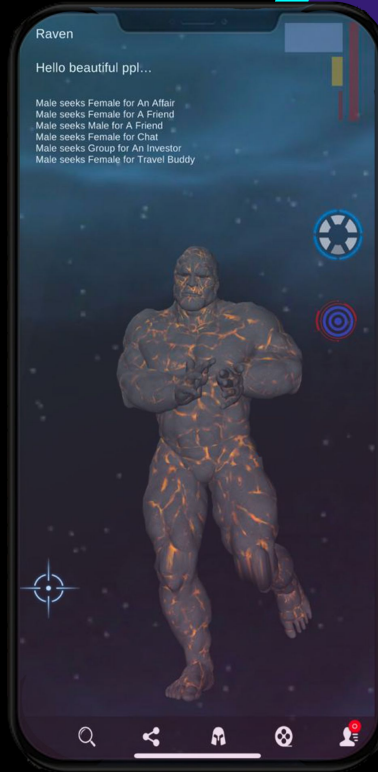
*Music  
Metaverse  
Personals  
And more*

## A New Generation

*Love  
Laughter  
&  
Opportunities*

## A Platform for all

## **Karma the Game**



# Investment

OPEN Pre-seed Round \$500k

OPEN Seed Round \$5M

2 Year Runway

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Contact:

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M: 914-523-5910 or [rene.r@karmathegame.guru](mailto:rene.r@karmathegame.guru)

