KARMA THE GAME (KTG)

&

KARMA THE GAME OF DESTINY

WHITE PAPER

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Key INFORMATION

About the ISSUER
This document is issued by AlquimiSoft Media & Entertainment, Inc., a company incorporated in New York, USA, with its address at 92 Main Street, Suite 202, Yonkers, NY 10701

About the PROJECT
AlquimiSoft Media & Entertainment, Inc., aka ("The Company"), and its affiliates are creating the "KARMA THE GAME (KTG)" PLATFORM and FRANCHISE. All references to KTG or The Company refer to the issuing entity in this document. All references to KARMA THE GAME in this document refer to the Platform as a platform, a technology, a business model, a product, and a content producer.

KARMA THE GAME will function in the NON-BLOCKCHAIN Web 2.0 Internet and the Web 3.0 BLOCKCHAIN/METAVERSE/XR/AR/VR Internet. AND as of the writing of this white paper, assigns the in-game cryptocurrency expressly stated as $KTG or KTG.IO, which refers to the blockchain token; conversely, KARMA TOKEN, refers to the NON-BLOCKCHAIN COUPON (similar to a carnival ticket) and it is a fixed price. The Proprietary Karma Token and Wallet exist in the App and are purchased through the AppStores.

Our MISSION is to create and sustain a new kind of social-eco platform that provides access and utility within the umbrella of lifestyles entertainment in the form of an Inter-Reality Social Living Immersive Experience. As part of this, KTG will be working to secure all necessary licenses and approvals in relevant markets and application platforms, and relevant partnerships, building out our capability and accessibility progressively and in close collaboration with our community and other stakeholders and advisors.

About the DOCUMENT
This document and any other documents published in association with it relate to an offering and understanding of KTG, KARMA THE GAME, $KTG(KTG.IO), KARMA TOKEN, KTG Music Productions (KTG.MUSIC), KTG.AI and KTG NFTs distributed by KTG to certain eligible persons (purchasers) and in respect of the intended development and use of the KARMA THE GAME PLATFORM by KTG and its affiliates.

This document is not endorsed by any government authority and is subject to change. Please read the "Disclaimers" section for additional important information about this document.

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QUESTIONS?

Please contact AlquimiSoft Media & Entertainment, Inc. by phone at 914-523-5910 anytime if you have any questions about this document or the project. For Social Affiliations, you can email us at INFO@KARMATHEGAME.GURU.

IMPORTANT NOTICE

Be careful when interacting with anyone who says they represent KTG. Please carefully check all links, website addresses, email addresses and social media handles. If something seems suspicious, please feel free to correspond with us directly via INFO@KARMATHEGAME.GURU. We will never ask you for your password or private keys.

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Not a SALE OF SECURITY OR FIAT CURRENCY

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BINANCE SMART CHAIN: KGZ CONTRACT ADDRESS: (ACTIVE DORMANT)
0x9622b9b9AB77D82392D87E62e75230BA7B93B16C
POLYGON MAINNET: KGZ CONTRACT ADDRESS: (NOT ACTIVE)
0x2A685CB8241c1872594F0a6835005aA8a85614ec
BINANCE SMART CHAIN: KTG ADDRESS:
0x539eaab20911BF75963C1a51F55ef37c90255181 (ACTIVILY NOT TRADED – PRESALE Q2/2024)

Views of THE COMPANY

The views and opinions expressed in this whitepaper are those of KTG. They do not reflect the official policy or position of any government, quasi-government, authority, or public body (including but not limited to any regulatory body) in any jurisdiction. This whitepaper has not been reviewed by any regulatory authority.

References in this whitepaper to specific companies, networks, and potential use cases are illustrative only. Using any company or platform names and trademarks does not imply any affiliation with, recommendation, or endorsement of/by those parties.

All graphics included in this whitepaper are for illustrative purposes only. In particular, pictures with price references do not translate into actual pricing information.

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Cryptographic tokens may be subject to appropriation or theft; by hackers or other malicious groups. Organizations may attempt to interfere with our system/network in various ways, including malware attacks, denial of service attacks, consensus-based attacks, Sybil attacks, smurfing, and spoofing, which may result in the loss of cryptographic tokens or the loss of your ability to access or control your cryptographic tokens.

There may be no remedy in such an event, and holders of cryptographic tokens are not guaranteed any remedy, refund, or compensation. The regulatory status of cryptographic tokens and digital assets is currently unsettled in many jurisdictions, varies among jurisdictions, and can be subject to significant uncertainty. It is possible that in the future, specific laws, regulations, policies, or rules relating to cryptographic tokens, digital assets, blockchain technology, or blockchain applications may be implemented, which may directly or indirectly affect or restrict cryptographic token holders' right to acquire, own, hold, sell, convert, trade, or use cryptographic tokens.

NOTE: NON-BLOCKCHAIN PLATFORM PARTICIPATION

The platform is ledger agnostic from Web 2.0 to Web 3.0. The baseline entry for the platform does not require a participant to own or ever use a cryptographic currency in the game. Admission is free of charge for 30 days for full access to the posting function of gamified classified advertising within the Meta-Experiences (METAEX) of the Virtual Life. KARMA TOKENS (Non-Crypto Tokens) are a coupon (similar to Groupon®) or carnival game ticket. The DESTINY function is called to POST a PARTICIPANTS AVATAR on "THE GRID" with 1, 3, 6, or 9 lives that only endure for up to 30 days for a fixed fiat price of $1.99, $3.99, $6.99 or $9.99. Arcade Business Model. These prices are set into the ethics rule of the game and can only be changed by the Ambassador side of the PLATFORM.

The game and rule mechanics function similarly to the rules of a blockchain game or DeFi but instead allow a non-blockchain participant to have the whole experience, if not the full reward, of having a blockchain account within the KARMA THE GAME PLATFORM.

WHILE in this mode, the platform's user's data is stored and owned by KTG. KTG can restore loss of coins or accounts after investigation and customer satisfaction. THIS IS NOT the case once a PARTICIPANT OPTS-IN chooses to attach their wallet to the PLATFORM and become the majority owner and key holder of their own data attached to the BLOCKCHAIN KTG or KGZ and released 60 days post Avatar termination.

In the case of Non-Blockchain, Participants' coins mined in the virtual space are only points accrued, and data returned to the Participant who is not written to the blockchain for possible exchange or public consumption. KTG will not charge any fees and will return the data via the ethics rule of the game upon determining that none of the triggers were recorded that would indicate the Platform was used for illegal activity, most notable HUMAN TRAFFICKING and ILLEGAL DRUGS or ARMS sale or distribution; in which case the encrypted data will be held indefinitely and maybe transferred to local authorities if a warrant is issued.

In BOTH NON-BLOCKCHAIN AND BLOCKCHAIN, KARMA THE GAME, the PLATFORM is NOT an OPEN WORLD SYSTEM but a curated system of purpose and participation like going to a Disney® Theme Park, a circus, a carnival, or being a contestant on a TV Game Show like Let's Make a Deal. All users may traverse the METAEX, but each METAEX has a purpose as follows:
DESTINY = GAMIFIED CLASSIFIEDS AND LISTINGS
SPACE RUN = COIN MINING AND PORTAL ACCESS TO AFFILIATES
*CASINO = ACCESS TO AFFILIATE CASINOS *(BLOCKCHAIN CASINOS AND EXCHANGES FOR BCP)*
STADIUM = CONCERTS, PARTIES, AND EVENTS
4PLAY = CONCERTS, PARTIES, AND EVENTS
*GALLERY = CURATED DIGITAL ART *(NFTS FOR BCP) & CONCERTS, PARTIES, AND EVENTS*
SANCTUARY = STORYLINE, SPECIAL PRIZES, PARTIES, EVENTS, AND CONCERTS
KTG GENERAL MEAVERSE WORLDS (4PLAY, 6 TREES, CROWN TEMPLE, MARCHELLO'S GATE, KTG HQ, CATHEDRAL OF SHPERES) CONCERTS, PARTIES, AND EVENTS
*"BCP" = BLOCKCHAIN PARTICIPANTS
**ALL OF THE ABOVE ARE HUBS WITHIN THE METAEX. MANY OF THE HUBS HAVE TRANSITIONS OR ANCILLARY PLACES WHERE MUSIC CAN BE LISTENED TO, CLUES CAN BE FOUND, OR ANIMATIONS CAN BE WATCHED. THE NUMBER AND LOCATIONS OF THESE OTHER WORLDS CAN CHANGE AND EVOLVE ALONG WITH THE HUBS OVER TIME.
***EXPLANATION OF EACH HUB AND RELATIVE BUSINESS MODEL IN
- *THE EXECUTIVE SUMMARY AND*
- *THE BUSINESS MODELS AND*
- *DETAILS SECTIONS.*

No REPRESENTATIONS

No representations or warranties have been made to the recipient of this whitepaper or its advisers, by KTG or any other person, as to the accuracy or completeness of the information, statements, opinions, or matters (express or implied) arising out of, contained in or derived from this whitepaper. This includes any omission from this document or any other written or oral information or opinions provided now or in the future to any interested party or their advisers. The $KTG, as envisaged in this whitepaper, can be viewed on BSC Scan -
https://bscscan.com/token/0x539eaab20911bf75963c1a51f55ef37c90255181

The $KTG deployed on the platform may differ significantly from the existing cryptographic currency referenced in the above BSC / BINANCE SMART CHAIN and its description in this whitepaper. An example would be the exchange of $KTG to another blockchain or our own blockchain. No representation or warranty is given to the achievement or reasonableness of any plans, future projections, or prospects. Nothing in this document is or should be relied upon as a promise or representation of the future. To the fullest extent possible, all liability for any loss or damage of whatsoever kind (whether foreseeable or not and whether or not KTG has been advised of the possibility of such loss or damage) which may arise from any person acting on any information and opinions contained in this whitepaper or any report which is made available in connection with any further inquiries, notwithstanding any negligence, default or lack of care, is disclaimed.

This whitepaper contains data and references obtained from third-party sources. The management believes that these data are accurate and reliable. However, they have not been subject to independent audit, verification, or analysis by professional legal, accounting, engineering, or financial advisors. There is no assurance about the data's accuracy, reliability, or completeness.

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Professional ADVICE
Individuals interested in purchasing $KTG or $KGZ or KTG NFTs should consult a lawyer, accountant, tax professional, and any other professional advisors to determine whether to purchase $KTG or $KGZ and use the KTG platform.

This whitepaper contains certain forward-looking statements regarding the business we operate based on the belief of KTG and certain assumptions made by and information available to KTG. Forward-looking statements, by their nature, are subject to significant risks and uncertainties.

Forward-looking statements may involve plans, estimates, and assumptions and are subject to risks, uncertainties, and other factors beyond our control and prediction. Accordingly, these factors could cause results or outcomes that differ materially from those expressed in the forward-looking statements. Any forward-looking information speaks only as of the date on which such announcement is made; we undertake no obligation to update any forward-looking statements.

Executive SUMMARY

Brief INTRODUCTION

AlquimiSoft Media & Entertainment, Inc. is a media and entertainment company that has developed Karma the Game, an Inter-Reality Platform that aims to merge Real Life, Internet, and Immersive Experience. It seeks to provide a cohesive flow of information and entertainment, with a focus on social living and community.

The platform incorporates elements of a social living immersive magazine, as well as features reminiscent of an arcade, curated circus, or carnival. The company generates income and revenue through advertising and vertical markets. The Gamified Classifieds and Listings offer low-cost options for personal and small business-centric advertising, while portals cater to mid and large commercial points of entry, with a 20% split fee basis. However, individual affiliate relationships may vary depending on markets and scale.

The market entry is driven by "DESTINY," the Gamified Classifieds and Listings section, which is currently available in beta as a 3D/AR mobile app on the Google PlayStore© and Apple AppStore©. And also the Karma the Game of Destiny (Original Soundtrack) distributed under our own music label KTG Music Productions a DBA of AlquimiSoft MAE. The rest of the KTG PLATFORM will be released within the scope of the entire Website, Metaverses and VR Platform described in the following paragraphs.

The platform consists of various sections, including Destiny, Casino, Space Run, Gallery, 4Play, and Sanctuary, etc., each serving as a main hub and scene. In total, there are more than 25 scenes, some of which are transition scenes, secret backrooms, music listening rooms, or part of the library system. Most of the hubs are Chat spaces, and some can be enjoyed alone.

"DESTINY" forms the basis for the WEB 4.0 Reality (IRL) Game Show and rules structure. Curated by Ambassadors and Influencers who serve as co-hosts using the interdependent WebApp functions as a point of sale (POS) will be released alongside the "Destiny" Gamified Classifieds Posting System. Ambassadors/Influencers can meet with players to award venue sponsored prizes and promote events and venues. This immersive content delivery system differentiates Karma the Game from other metaverse products and Web 3.0 systems.

Artificial Intelligence (AI) plays a crucial role in the platform's development. Firstly, the backstory involves three AI characters from the future who have lost sentience and emotion and are working behind the scenes to regain them. This storyline will utilize various AI technologies to "act" out the story. The first release involves Lucy and participant engagement. Secondly, Karma the Game has released many combinations of AI LOFI soundtrack and video productions, featuring AI-generated music curated and connected to animation videos from the KTG VR Worlds, which are released through YouTube. The platform also plans to train AI to learn the database and guide potential connections based on interests as it grows and attracts a critical mass of users. Access to Google's ML platforms through the Google Grant will support these AI initiatives.

The HUB WORLDS

Unleashing the Future of Digital Entertainment and Connectivity

The VR HUB WORLDS of KTG presents a revolutionary environment that will captivate both visitors and enthusiasts alike. Let's delve into the remarkable virtual reality (VR) worlds offered by The KTG VR HUB WORLDS:

"SPACE RUN": Immerse yourself in the mesmerizing VR Chat city space station floating above Earth known as "SPACE RUN." This captivating world features numerous portals connecting you to other affiliated MetaWorlds, including the renowned Atari®. Explore three distinct parts of town—Values, Compatibility, and Intimacy—and discover secret spaces such as the Temple of Earth, a Theater, a Drive-In, and a Disco. Engage in coin collecting, where non-blockchain coins are collected for points, while blockchain coins can be mined as valuable crypto-currency through play-to-earn (P2E) mechanics.

"GALLERY": Experience an unparalleled curated space called "GALLERY." With its 37 football-field-sized platforms, this awe-inspiring world showcases hundreds of digital art installations and NFTs. Soar through the breathtaking landscapes, such as running on Jupiter's surface or witnessing the Earth whizzing by while encircled by gigantic columns representing the signs of the Zodiac in 3D. In non-blockchain mode, digital artwork is available for viewing and honorably placed by the platform. In blockchain mode, the artwork transforms into exclusive NFTs, creating a vibrant marketplace for enthusiasts to bid upon and own.

"CASINO": Indulge in the grandeur of "CASINO," a sprawling space casino located in the depths of space. You can witness flying inter-dimensional cars zooming by as you immerse yourself in a world of excitement. Discover a wide array of gaming machines, a luxurious lounge, dancing girls, a disco, and even a thrilling battle ring. The casino offers different rooms with varying exchanges based on the player's wallet status. In non-blockchain mode, the slot machines serve as gateways to online casinos in Web 2.0. In blockchain mode, these machines seamlessly connect to blockchain-friendly gambling platforms and crypto exchanges, creating an unparalleled gambling experience.

"STADIUM": Immerse yourself in thrilling events and music-driven experiences at "STADIUM." This colossal venue can accommodate thousands of avatars and hosts unforgettable concerts, stand-up comedy shows, and other captivating performances. In non-blockchain mode, concerts are paid for using the in-game wallet, and participants can enjoy the show using regular tokens or coupons. In blockchain mode, cryptocurrency becomes the preferred method of payment, allowing participants to utilize KTG, ATARI, BTC, ETH, MATIC, and other forms of crypto-currency.

"4PLAY": Engage in an extraordinary experience at "4PLAY." Within this virtual arena, you'll encounter two giant 4-player chessboards, each with pawns towering at approximately 5 feet tall. Enjoy thrilling chess matches while being immersed in a vibrant disco atmosphere featuring curated party music.

"SANCTUARY" PART 2: Embark on an enthralling journey through "SANCTUARY," an integral part of our platform's storyline and backstory. Transporting participants to a future where the protagonist originated, this land-based scene reveals a floating city surrounded by the ocean. Additionally, it offers links to cave systems housing extensive libraries, expanding your knowledge within the game.
At the core of The HUB WORLDS lies the concept of "Inter-Reality Play" within "Inter-Reality Space," serving as the basis for Web 4—an innovative solution to address numerous challenges of the digital

realm. While embracing the wonders of telecommunications, entertainment, networking, and commerce, we acknowledge the existing problems plaguing the open Internet.

AlquimiSoft Media & Entertainment, Inc. is devoted to building a platform that revolutionizes entertainment and communication across Realities. Our goal is to provide users with a higher quality of digital life, fostering genuine relationships within Karma the Game through the innovative DESTINY function.

DESTINY represents a gamified version of social networking and dating apps, combined with an expansive collection of venues and event listings. Through gamification, participants can filter and self-regulate their online relationships, with rewards and risks tied to engaging with other users. Should a participant exhibit malicious, aggressive, or rude behavior, others can either hide or zap them. The separation at the wallet level prevents revenge, and our algorithms actively monitor for indications of scams or illegal activity. On the positive side, numerous in-game functions facilitate meaningful connections, such as astrology compatibility and truth or bomb.

Unlike many other metaverse applications, our platform doesn't solely rely on prolonged VR goggle usage. Instead, it creates a digital overlay accessible through multiple interfaces, ensuring persistent connections to a player's wallet (blockchain or non-blockchain) and history and memories across mobile and VR devices. This unique feature enables seamless interaction between mobile and VR users, promoting inclusivity and engagement for all participants, regardless of their blockchain preferences.

While blockchain technology plays a pivotal role within our platform, offering transparent agreements and financial distribution, it's important to emphasize that its integration is optional. Participants can fully engage with each other, enjoy the media and entertainment of the platform, and maintain their privacy without requiring blockchain usage. We view blockchain as an optional data storage solution that grants participants public ledger ownership of their data. Our commitment to an enhanced quality of digital life extends beyond blockchain, encompassing ethical rules, gamification, and "In the Real" game show play.

Our platform leverages blockchain and cryptographic currency for contractual utility transactions, which are posted in the public ledger before being deleted from the platform. Examples include attaching consecutive lives of avatars to each token, minting NFTs upon avatar termination, and minting ambassador activities, audience registrations, payments, and promotions to the blockchain. Tokens serve as payment for various activities, such as concerts, casino functions, NFT purchases, and peer-to-peer trades between participants.

Tokens and coins that haven't converted to blockchain are still valuable contractual transactions conducted within the platform. They are stored on the platform until being transferred to the respective participants. These tokens, which can be won through P2E mechanisms, function as points similar to airline or credit card rewards. Participants can utilize these tokens for designated points rewards, including concerts, trips, and participation in various venues.

The KTG VR and Metaverse HUB WORLDS is where entertainment, connectivity, and a higher quality of digital life converge to create an unprecedented digital experience.

Ambassadors (The Uber® Driver to the Platform's Uber® Rider)
The GAME SHOW aspect of the KTG PLATFORM would not be entirely possible without the inclusion of Participants or without the PUBLIC facing aspects of Venue and Event Promotion, and Public Opt-In OUTINGS (we don't refer to them as dates as the nature of the whole platform is COMMUNITY which only includes dating and not vice versa)

The Ambassador/Influencer is an Alt Player on the Platform. Rather than looking for matches with other players and venues or events to participate in, they are building an "Audience" within the Inter-Reality platform and for themselves across their other social platforms. The Ambassador/Influencer can add any social network to their profile to continue to act as an Independent Social Influencer while they service their INDEPENDENT AD SALES REPRESENTATIVE status with KTG. The Ambassador/Influencer makes residual income from all players registered with their code. Commission start at 15% and go up to 25%.

Anyone can register as an Ambassador/Influencer on the website as long as they haven't been previously terminated by AlquimiSoft MAE, Inc. Before an Ambassador can be paid, KYC protocols are followed. Local, legality, and tax laws are considered and attached to the "Independent Ad Sales Rep". Depending on legality, ambassadors/influencer can remain FIAT-based or convert to blockchain and submit a crypto address once identity is confirmed and local legalities are established. Staying within the Independent Ad Sales Representative Agent status requires building an audience, promoting the Platform, and not offending the participants to the degree that 1000 different participants do not zap the venues and/or events posted by the them.

The Ambassadors/Influencers are "Playing" to make more and more income through various streams by building through challenges that level up the Ambassador to new titles, powers, and higher commissions rates as "Independent Ad Sales Representatives". There are currently 11 levels, and there is the power to affect the game's data and culture over time at the highest levels.

These level-ups are minted on the blockchain when in Blockchain mode.

The Ambassadors have a separate App/Interface into the Platform, post Venues, and Events, and curate live promotions with players who have "OPTED IN" to the "GAME SHOW". When a participant/Avatar engages using the many mechanisms like Chat or Astrology Compatibility or Truth or Bomb, all of that data is stored to the Token as Private information (More on Tokens and memories and NFTs further down). However, when a participant uses the "OUTING" invite form to "PICK" a Venue and the receiver uses the form to accept the participants, DATE, TIME and LOCATION become available to the Ambassadors the same way an Uber© Driver becomes aware of the Rider's request for a ride.
The Ambassadors can then contact the players through the App to confirm and later meet them at the Venue to video the encounter and promote it on the Games Channels for Ambassadors and their social platforms.

In Blockchain Mode, Opt-Ins will be minted on the blockchain. Participant Avatars Lives are minted monthly to return to the Player as NFT 30 Days "Life in the Game" Comic books.

Ambassadors start the game with 1000 lives. If they post something inappropriate and 1000 individuals "ZAP" the posting, the Ambassador is terminated and can never work for the KTG Platform again. No one can Zap you more than once. Once a player zaps a LISTING, they can't see any posting by that Ambassador again. Players can opt to HIDE from a Listing, and it works the same but without costing a

life of the Ambassador. Players who put Listings into their BUCKETLIST bolster an Ambassador's Rank and Title and therefore add lives to the Ambassador, making them resistant to attacks and Zaps later.

Entering the Platform
You can enter the Karma the Game - Platform via the MOBILE Apps such as:
Karma the Game - Space Run,
Karma the Game - Casino,
Karma the Game - Stadium,
Karma the Game - 4Play,
Karma the Game - Gallery, and
Karma the Game - Destiny,
OR Through the KTG VR PLATFORM.

Initial entry is based on KARMA TOKENS - Karma Tokens have a fixed value based on the USD. YOU CAN NOT JOIN THE BLOCKCHAIN MODE DIRECTLY. A 1 life Token is $1.99, a 3 life Token is $3.99, a 6 life Token is $6.99, and a 9 life Token is $9.99. The Token will give you the assigned number of lives with a shelf life of up to 30 days, but adding tokens within the 25-30 days will give the player an additional 30 days without remaking their Avatar. If the player chooses to self-terminate, they can make a new Avatar at any time. Avatars can also be terminated by other Participants who "Zap" you, but it must be 3 unique players in the case of a 3 life Token that would terminate the Avatar.

Bearing in mind the Magazine aspect, the Apps above, and the combined Karma the Game - VR Worlds on VR Platforms, we have also released the Original Soundtrack. We are producing episodic adventures staring our Protagonists and In-Game Digital Suds AI to tell a story of the Inter-Reality Adventure and act out that story plot over the years while the adventures also transpire for the Real-Life Reality Show Contestants. The latter use their mortal avatars to have fun, meet like-minded friends, and find business opportunities via the game's powerful gamified classifieds.

The Game and the Rules - Digital Space Behavior Modification
When you have a GAME, you have an adventure, a quest, or challenge and invariably RULES. While there are game-like entertainments within the game, Karma the Game is still primarily a Social Networking and Entertainment Platform and NOT a game platform. It can be a destination like reading a magazine to look at the classifieds or places to go. It is a forum with things to do or participate in and explore the open VR Chat spaces or go through the many portals, whether they go to Karma the Game Worlds or an AFFILIATE'S World where we become a pass-through.

This is seen on a large scale in the CASINO. Each Machine will bring you to an outside Online or VR Casino, including Atari's© casino directly or Hard Rock© and Bellagio through Interactive Games. While you are not POSTING in DESTINY, you can venture into all of the other worlds and talk to any other Avatar through your Avatar. If someone wants to know about you and you are both POSTING on THE GRID, you'll be able to connect like having an App inside the Virtual World. You'll be able to see pictures and videos from their SAFES or read the JOURNEYBOOK, VALUES, COMPATIBILITY, or even the INTIMATE PREFERENCES with PERMISSION and use either the Mobile App or the VR world in either pedestal 3D or wrist UI.

DESTINY allows participants to filter their interactions, deal with unwanted behaviors, and bring a CONTESTANT out INTO THE REAL with REAL outcomes either privately or publicly through OPT-IN to the

GAME SHOW. All of the other WORLDS are open, and if participants posted in DESTINY are in the other worlds and come across others, they can SHARE and PLAY and SEE all of the METADATA that is open to sharing with someone, but others will not be able to see it.

There are RULES for the PLAYERS/AVATARS and the AMBASSADORS. There are opportunities to do BUSINESS through the PLATFORM and use the PLATFORM like a magazine to promote Venues and SOCIAL centric opportunities to create community and professional relationships.

The Game also has rules to prevent misuse and abuse of the Platform. The game runs algorithms to detect fraud and human trafficking. Furthermore, the HOST of the Game THE GURU is a dry humor host who seeks to impart wisdom and expose the nuances of online fraud. The Guru also encourages players to have dialogs and get to know one another through the game's mechanisms.

The BLOCKCHAIN Eco System and NFTs - Trade, Collectables, and Privacy

The EcoSystem has several nuances. The easiest is in-game collectible animated floating Zodiac Coins. P2E (Play to Earn). KTG TOKENS are MINTED BEP20. As we move forward, these coins and tokens can be used at participating venues such as Bars as Restaurants which are a large and significant part of the game's stage.

BEP-20 is the token standard of the Binance Smart Chain (BSC). The Binance Smart Chain is a programmable blockchain supporting smart contracts and EVM compatibility. EVM means Ethereum Virtual Machine. Any smart contract written to run in EVM can bridge to Binance Smart Chain.

NFTs produced for Participants on termination of an Avatar house the 30 days of memories like a comic book and are MINTED on the POLYGON or the BINANCE SMART CHAIN and sent to the Participant within 60 days of Avatar Termination. If 5 tokens were used for 5 months, the Participant would receive 5 NFTs. The Participant will also be charged Gas fees for the NFT.

The MORTAL AVATAR/PROFILE becomes a DIGITAL COMIC NFT that will be tradable, destroyable, or sellable within the scope of the game and its accepting affiliates. The NFT will be a series of media within a bound cover in digital space with a key to unfold it into 30 Square Wide by 1 Square High with a collage. Dispersal of the NFT will take a minimum of 60 days after termination.

Privacy comes in content deletion from the system once the NFTs are transferred to the Participant.

The NON-BLOCKCHAIN Eco System and Privacy

The system perpetually produces the KARMA TOKENS and can be used for in-game trades with Participants and Ambassadors. The KARMA TOKEN is not crypto but a reward and points mechanism. KARMA TOKEN or other PERKS are currently a REWARD.

The MORTAL AVATAR/PROFILE becomes a DIGITAL COMIC that will be destroyable or can be kept by the Participant for posterity. It is not exchangeable on our NFT EXCHANGE PLATFORM. The file will be a series of media within a bound cover in digital space with a key to unfold it into 30 Square Wide by 1 Square High with a collage. Dispersal of the DATA FILE will take 60 days after termination.

Privacy comes in content deletion from the system once the DATA FILES are transferred to the Participant.

NOTES on RULES, PRIVACY, AND ALGORITHMS
Before the Token is transferred, The Data will be run against algorithms looking for illegal activity, such as an indication of human trafficking, money laundering, and high-level fraud. As these are all against the game's rules, the consequence is that the information is then delivered to local authorities for decryption for violation of ethics rules.

AlquimiSoft Media & Entertainment, Inc. is not an open public forum but a corporate business structured to provide an optimum human behavior experience. Use to the detriment of its users is unacceptable behavior within the scope of a studio or stage setting.

The Platform is an ongoing studio entertainment mechanism being ACTED, CURATED, MODERATED, and PRODUCED by the GAME and aligned with the MISSION.

Opt-Ins will be minted on the blockchain. BLOCKCHAIN Player Avatars Lives are minted monthly to return to the Player as NFT 30 Days "Life in the Game" Comic books.

While putting all of the data in the public blockchain is impractical, there is an opportunity to enter key information that allows participants ownership of their personal experiences. This is structured as a defined per token/30-day period, creating a comic book of one's online and social experience.
Since all the building blocks are in place and all the functions defined, we anticipate a 2024 release of the entire platform and strategically integrated with blockchain economics.

The Soundtrack – Music on the PLATFORM
The CINEMATIC nature of the platform is of great pride to the Founder and TEAM. The Original Soundtrack was produced and composed by Anthon Flammia and Directed by Rene Reyes. The Soundtrack is a measure of the excellence and passion put into this project from its inception. The music conveys feelings that correspond to the scenes and screens of the game. In Mobile and VR, they are available within the apps and all streaming platforms. The Soundtrack is being listened to in many places around the world. It has started to generate a trickle of income which is worth celebrating because the game and the worlds are still in the investment stage and aren't expected to generate revenue until 2024.

The Branches - A Media Network and Exclusive Content Built-In
In addition to the group of Karma the Game - "Places", the different Media divisions have the Preface Karma the Game. For example, KTG Music Productions is a DBA for managing music content distribution, and KTG Animations will be responsible for the episodic adventures of The Guru and the Sudo AI Team with Lucy, Alter, and the 13 Disciples.

The Plan - Mobile and the Metaverse
We started the journey by developing Karma the Game of Destiny. We knew it would be the most complex mechanism of the platform. While building Destiny, we began making the 3D worlds behind the Avatars. We have created all of the worlds on our list and are fine-tuning the VR experience. After that, we'll be splitting off the apps that will allow you to roam around in them without VR but in 3D on mobile devices. Our YouTube excerpts show both the 3D (3rd Person) run-through and the VR Immersion.
https://www.youtube.com/channel/UCDUR86jwWdVxy60ekybbCiQ/playlists

The release of the Full Platform will happen sometime in 2024. There will be some releases of parts that will happen sooner for testing and early adoption. Karma the Game of Destiny was released on the as MVP in AppStores in 2023.

The Gorilla in the Jungle - A Marketing Plan
Along with "traditional" methods of "digital" advertising, we will employ IG© and Youtube©, Twitter© and Discord©, and Linkedin© to some degree. Facebook© is Meta© and a MAINSTREAM platform that will undoubtedly realize Metaverse's status. KTG is more counter-culture and alternative. It is part of Brand Experience and thus not a platform that purports to compete with the typical Metaverse experience.
Each of the social and media platforms has varying use cases. We are going to spend the majority of cash on PR through a reputable firm in NY for TV, News, Podcasts, magazines, and print. The social arena is a noisy space, and we will use action scenes, videos of the creator acting as a storyteller and game master, music, sexy model showing off our merchandise
In addition to those "traditional" methods employed, KTG has entered into partnerships with the makers of alcoholic beverages and the cannabis industry for events and venues to brand the company as a purveyor of social joy and gatherings. We will bring the game to the streets in a proactive and in-game (outings) way. As an example of a brand-customer acquisition buy-in, through our partnerships, KTG will "buy a round" at a venue to have patrons of the venue space scan a QR to download the game to their devices.

Our Mission
Our Mission is to change the social paradigm of the Internet with an Inter-Reality Lifestyles Phenomenon suitable for the New Generation.

Our focus as a company is the joyous celebration of life and social commerce. Making friends and going out and participating in the foods, beverages, and recreational endeavors of humanity through and with digital immersion. We mean to be as entertaining as we are utility from going out with friends to getting home safe in an Uber©.
Our platform is an inter-reality futuristic sci-fi digital interface, and our expression reflects the digital age of adults making their way through the Game of Life.

Business MODELS and DETAILS
DESTINY – Gamified Classified Advertising Mobile App and VR App. Destiny is a social living centric CRM/Social Calendar and Filtering system. It helps participants organize venues, events, and meeting friends and strangers via the platform's robust process management tools. The tools are organized in easy to navigate sub-menus.
These Popup Buttons are primarily 5 sections. Search, Social, Actions, Details, and MyStuff.

Search is just a text box to look for people you know or have gotten a name for through some outside mechanism, social network, etc., like finding someone in IG©, etc.
Social is a popup of Intro (send an emoji), Chat (like WhatsApp© or similar), Group (access or invite others to Groups or make a new group), Safe (A Dropbox© kind of system where you can share images, videos and Music as Playlist or individually), & Map (In-Game Statistics of locations and players)

Actions are Gamification Interactions. The popup opens Hide (Unlimited Hides to not see someone ever again every 30 days with application of Token to the Destiny Post), Zap(Zap will cost a participant 1 life which cannot be recovered), Door #4(Challenge or Prizes awarded and the button leads out of the game

and into the website), Play the Stars(Runs Instant Astrology Compatibility), Truth or Bomb(random question generator for conversation)

Details of Posted Avatar. This is the Avatar's detail, but the Outing button resides here. Let's Go Out (button opens a detailed invitation form to send once filled with date-time, purpose, relationship type, and bucket-list choice – mine or yours), Participant Stats(how a participant participates is listed with small graphs and stats), JourneyBook Peek(shows the answers to question in the sections of the book, Values, Compatibility, and Intimate Preferences), Bucketlist(Shows items participants favorite for outings and events)

My Stuff is where my JourneyBook(Categorized Questions with multiple choice in 3 main sections: Values, Compatibility, and Intimate Preferences), my In-Game Email(Action and Social sends from other players), Calendar(System puts dates and outings on the calendar when Participants Opt-In), Wallet(Centralized or Decentralized the wallet holds Tokens or Crypto), Config(Allows my Avatar to change idle default to some other movements, turn off sounds or music) and Bail (Log out or Destroy your Avatar)

Company INFORMATION

AlquimiSoft Media & Entertainment, Inc. was established in 2019 by the inventor and producer of the platform, Rene Reyes. Rene is responsible for the entire frontend, logic, database structure, and storyline of the platform, the Destiny Gamification, and the establishment of the company.
The concept began in 2013 and found some initial funding through AlquimiSoft, LLC.

KTG was set up as an independent franchise once the product was close enough to test the Alpha and begin the Beta of the Destiny App on Mobile. The Mobile App went Beta live October 2021. Before the large test, the system was inconveniently deleted by the hosting company, after we rebuilt the backend PHP Beta we republished it in April 2022 and we have just launched the iOS App and will follow with the Android upgrade from PHP to NodeJS. The Node JS MVP went live in 2023 on both Appstores.

Concurrently the VR worlds have been designed and are in a testing phase. Once the new backend is complete, it will be connected to the VR worlds, and the VR Worlds will launch in Beta; we can begin widespread PR and Marketing to sell merchandise, NFTs, and Crypto alongside promoting the Platform. This will allow for continued development and revenues to start mass adoption.
Headquarters for AlquimiSoft Media & Entertainment, Inc., is 92 Main Street #202, Yonkers, NY 10701

Digital Metaverse HQ:
https://monaverse.com/spaces/kgd-hq001

The TEAM
Rene Reyes, Founder, and CEO
Rene is a serial entrepreneur with a diverse background. He is primarily an Artist and Design Engineer with experience in Infrastructure Systems, Servers and Databases, and Corporate Software Development as well as Construction, Architectural Metals Fabrication, and Solar Energy and Sustainable Design. Rene is also the owner and Sr. Engineer of Alquimi Innovations, LLC. providing Architectural Metals Fabrication and industrial design, and 3D modeling.

Rene was the builder of the world's first full-size leaning VR motorcycle and helmet in 1993, which was on 3 news channels and appeared on CNET back in the early days of VR enthusiasm. He has been waiting for the world to catch up to his futuristic visions of human-computer interconnectivity.

Andy Khan, Senior VP
Andy is an entrepreneur; he is a real estate broker in NY and co-owner of Silverside Realty and 1520 Records and AME Music. He is responsible for introducing Rene to Anthony Flammia, the game's Executive Music Producer, and acts as KTG's Keeper of the Integrity Gem. Andy is involved in the day-to-day challenges that come up and provides support and executive management, and advice to help give perspective to Rene.

Anthony Flammia, Executive Music Producer
If Bill Withers, Stevie Wonder, and Phil Collins got together with Sade, Erykah Badu, and Nina Simone and made a freaky, smooth, swaggy love child, 9 months later, Anthony Flammia would be born. Born in Yonkers, NY, Flammia has found a way to re-vamp the term "mood music." With his ambient vibrations illuminating from the piano mixed with the smooth & soulful yet raspy & rugged timbre of his voice, he creates song after song that will melt your heart, only to put it back together and melt it once again. Born into a family of musicians, it almost seemed inevitable that "Flamm" would eventually cook up some food for the soul for everyone to sit back and enjoy.
While Flamm and Rene were neighbors and were friendly, they didn't know what the other was doing until Andy Khan put them together over a beer. The timing couldn't be more perfect. Rene had just put an ideation soundtrack together and was looking for a producer. Together they worked on the feel and the vibe for each scene, and Flamm made the magic sounds that created the sweet mood of Karma the Game.

Chris Gonzalez, Executive Metaverse Officer
Aka: BioMeta and creator of the VTATV Brand, BioMeta is a Broadcast Wizard. He currently broadcasts to 7 metaverses and over 20 social platforms. KTG sponsors and is intrinsically involved in the development of the broadcast aspects of VTATV and VTATV powers KTG broadcasting for Ambassadors using Proprietary technology.

Other CONTRIBUTORS
Streakbyte
The Team would not be complete without mentioning our outsourcing Team Streakbyte. Rahul and Jayesh have been really awesome. They work directly with Rene in building KTG and the product.
They have put in countless hours programming our backend, and they get kudos for taking the time to understand and implement what has never been done in the industry with regard to the complicated application structure of this unique platform.

There are so many others who have helped or been commissioned for specific tasks, like Amila Chamara, who made many of our Avatars, Sean Welsh, who produced some amazing VFXs; and a few others who helped to build the initial data structure, rules and Gamification.

Alphaverse and CBI Corp.
The Alphaverse is the creation of former Owner and CEO of Atari, Fred Chesnais. KTG originally had a relationship with Atari while Fred Chesnais was CEO and moved with him to his new company when he sold his interests in Atari. KTG will premiere with the Alphaverse as its own Brand within the spectrum

of their world with digital portals between our worlds. Alphaverse is an intrinsic partner as we have a significant presence in the Alphaverse and they and subsequently KTG will have exposure to over 300M ppl by Q4 of 2024 through their relationships to FIFA Football/Soccer teams for whom they are building Metaverse towns and stadiums. (In Contract)

Road MAP
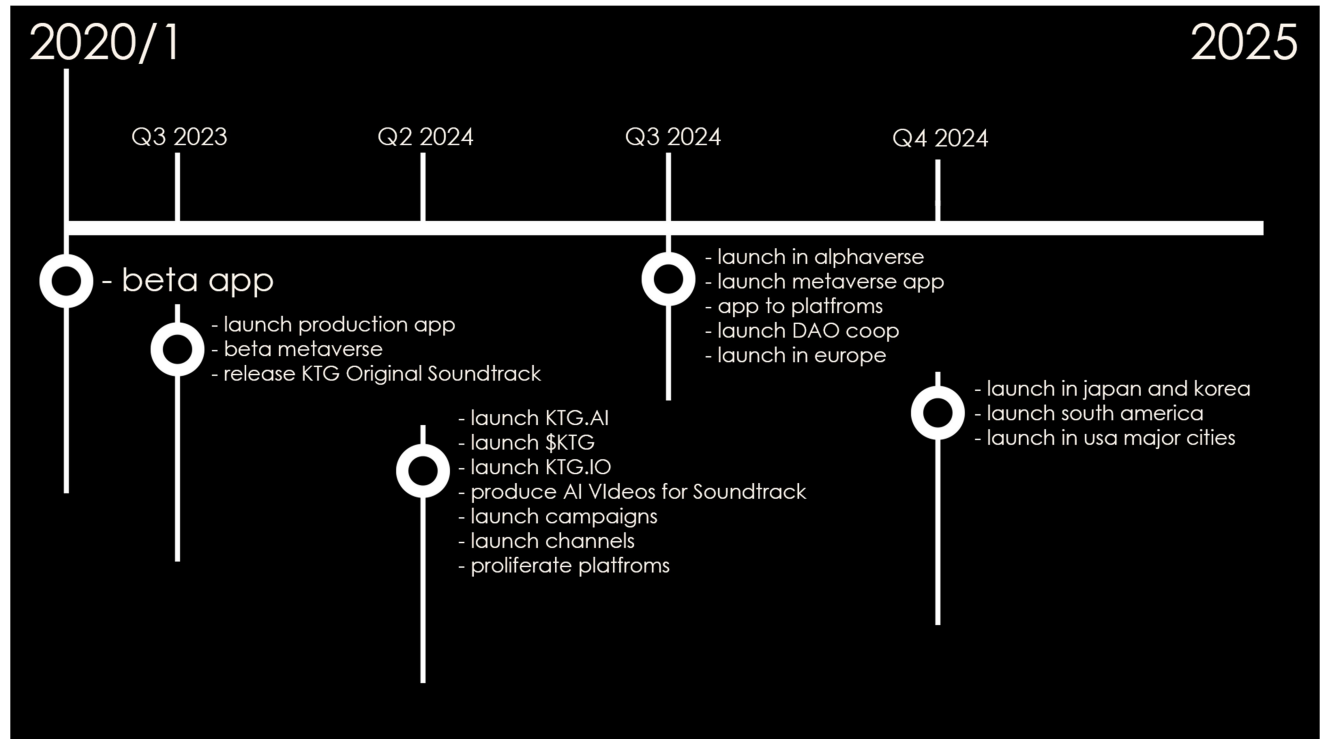
The Roadmap consists of three pillars of the Platform: Blockchain, Entertainment, and Advertising. Entertainment is the heart of the business model and our measure of success. It's not just about the utility of the Platform, but something beyond that drives spaces between moments where there would normally be pointless and contentless screen time.

Advertising is the business model, however the Platform is not designed for popups and noise-based advertising but for in-game and transaction pass-through for our advertiser, thereby bringing the customer directly to a decision to explore and participate. The advertising spaces and verticals are abundant throughout the platform, starting with gamified classifieds and listings to the casino, music, and gallery spaces. Space Run is full of direct and indirect portals, and there are secret rooms throughout the Platform.

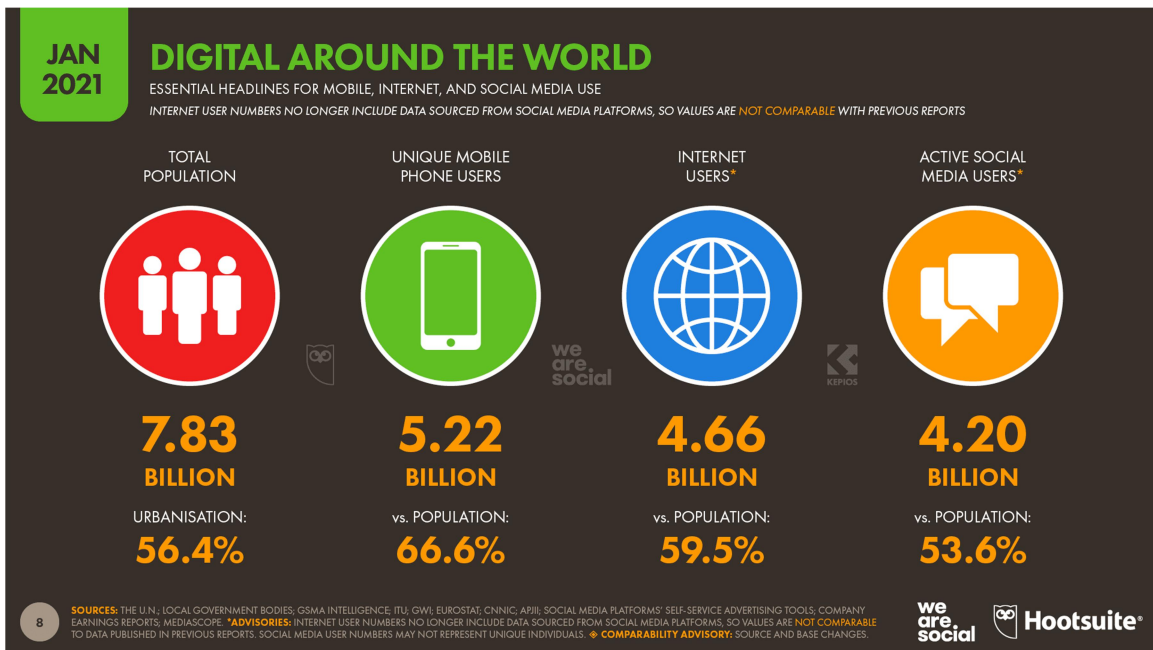Blockchain is a unique opportunity for fees, NFT merchandise, and Dapps (Decentralized Applications). It also is a Segway to the evolution of Web 2.0 to Web 3.0 and absolutely necessary for any platforms to have a handle on as regulations and world adoption continues to move towards publicly accessible (Decentralized) blockchain systems of record keeping (Ledgers) and digital asset management. It forms
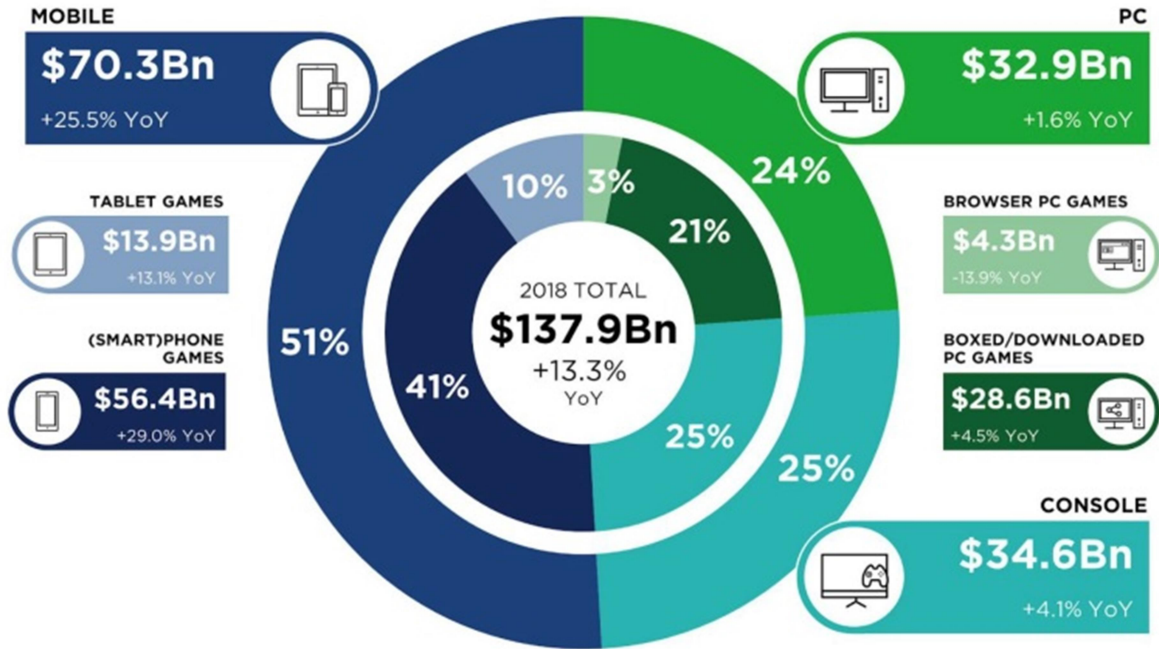
the base for our model to return participants content back to them instead of today's current model of keeping and having participants relinquish their rights to their own experience and content through the terms and conditions of using a platform.

Industry Statistics – Hardware and Delivery

Our plan is primarily a non-exclusion plan. Metaverse is leaning towards VR as the be all to end all. We don't feel the Ready Player One model is practically viable despite the strength of the Metaverse and VR movement and our commitment to being a part of it. Our plan means that the mobile users, which is 5.22 Billion; users will have access without the need for VR glasses. It also means a Desktop PC solution, a game console solution, and a VR headset solution is all a part of the plan, as are MX and upcoming technologies that free the user from perceivable devices.

More than individually, they must have a cohesive platform between them. We must remain hardware-agnostic and inclusive so that the platform is accessible and permeates seamlessly, whether via mobile, desktop, tablet, watch, Vision Pro and Spatial Computing, Augmented Reality via Mobile or VR headset, but also walk in marketing technologies like Lucy's booth and LED multi-media screens and rooms indicative of XR and even holography and Social and Geo centric AR glasses. Social media has a unique dynamic but ultimately is treated both as channels for advertisement and links to influencers' audiences. And rather than trying to lure users to a new platform and away from current social media, Karma the Game creates inclusion through the Safe's URL Share, and the social platform becomes a superpower for those registering to be Ambassadors or Influencers. KTG is significantly different so as not to force the user to make a choice for which platform to use, but it is a new function and is completely transitional while also being an enterprise-level solution.

MOBILE
$70.3Bn
+25.5% YoY

TABLET GAMES
$13.9Bn
+13.1% YoY

(SMART)PHONE GAMES
$56.4Bn
+29.0% YoY

PC
$32.9Bn
+1.6% YoY

BROWSER PC GAMES
$4.3Bn
-13.9% YoY

BOXED/DOWNLOADED PC GAMES
$28.6Bn
+4.5% YoY

CONSOLE
$34.6Bn
+4.1% YoY

2018 TOTAL
$137.9Bn
+13.3% YoY

51% 41% 10% 3% 24% 21% 25% 25%

Industry Statistics – Social Media

Each of the Social Platforms has some unique qualities and demographics. At this point, we appear to have the most synergy with Instagram, TikTok, and Snapchat. The Blockchain side resonates with Twitter, Discord, and Telegram. We expect that once the Ambassador App is being adopted that Reddit and Pinterest will be viable partners and affiliates, as well as YouTube for Venue promotional content. We consider these platforms as affiliates and, in some cases, expect a near partnership with continuous advertising to continue to reach new users that would not know about Karma the Game otherwise.

THE WORLD'S MOST-USED SOCIAL PLATFORMS

THE LATEST GLOBAL ACTIVE USER FIGURES (IN MILLIONS) FOR A SELECTION OF THE WORLD'S TOP SOCIAL MEDIA PLATFORMS*

Platform	Users (millions)
FACEBOOK[1]	2,740
YOUTUBE[2]	2,291
WHATSAPP[1]	2,000
FB MESSENGER[1]*	1,300
INSTAGRAM[2]	1,221
WEIXIN / WECHAT[1]	1,213
TIKTOK[1]	689
QQ[1]	617
DOUYIN[1]**	600
SINA WEIBO[1]	511
TELEGRAM[1]	500
SNAPCHAT[2]	498
KUAISHOU[1]	481
PINTEREST[1]	442
REDDIT[1]*	430
TWITTER[2]	353
QUORA[1]*	300
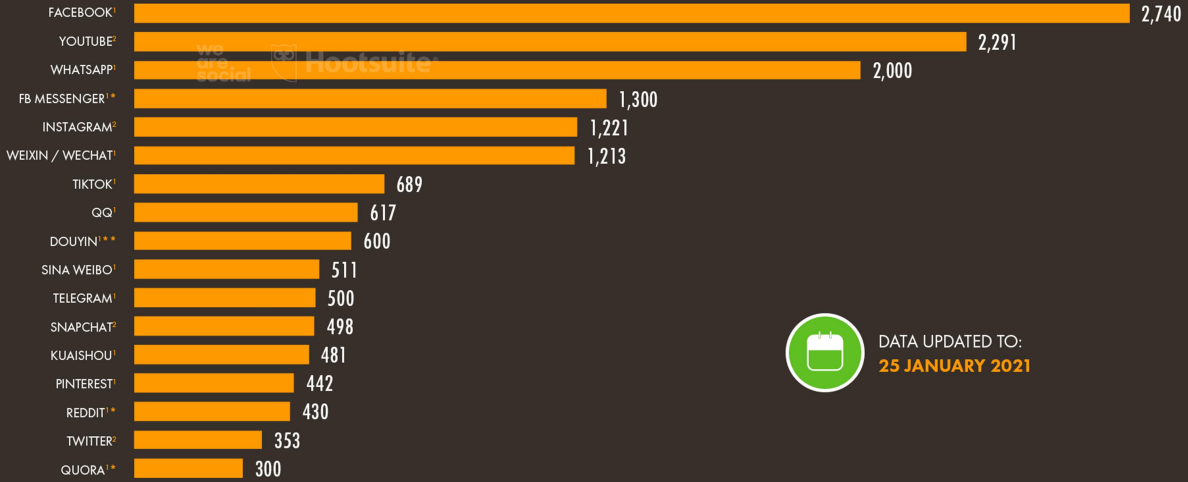
DATA UPDATED TO:
25 JANUARY 2021

93 **SOURCES:** KEPIOS ANALYSIS (JAN 2021), BASED ON DATA PUBLISHED IN: (1) COMPANY STATEMENTS AND EARNINGS ANNOUNCEMENTS; (2) PLATFORMS' SELF-SERVICE AD TOOLS.
*NOTES: PLATFORMS IDENTIFIED BY (*) HAVE NOT PUBLISHED UPDATED USER NUMBERS IN THE PAST 12 MONTHS, SO FIGURES WILL BE LESS RELIABLE. (**) FIGURE FOR DOUYIN USES THE REPORTED DAILY ACTIVE USER FIGURE, SO MONTHLY ACTIVE USER FIGURE IS LIKELY HIGHER.
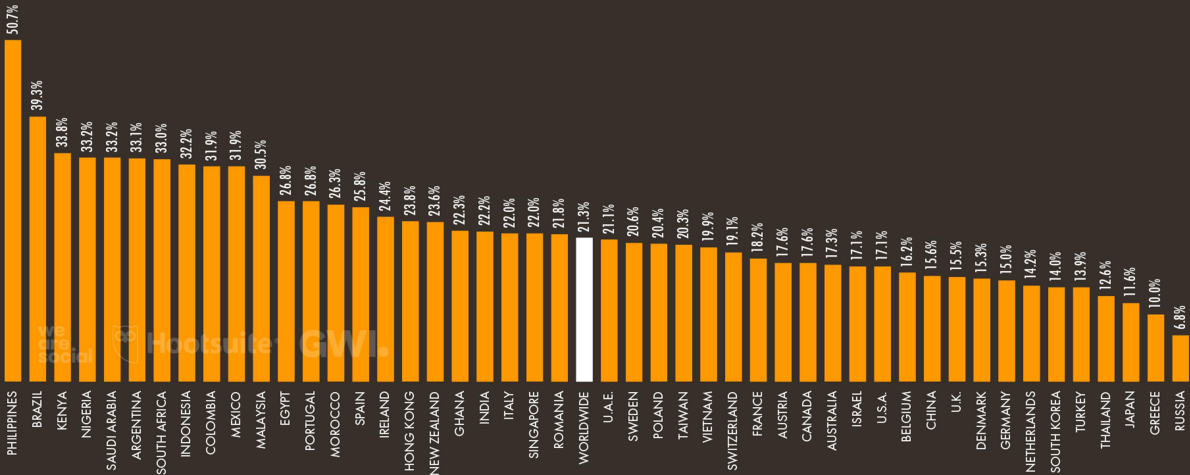
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FOLLOWING INFLUENCERS ON SOCIAL MEDIA

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO SAY THEY FOLLOW INFLUENCERS OR OTHER EXPERTS ON SOCIAL MEDIA

Country	Percentage
PHILIPPINES	50.7%
BRAZIL	39.3%
KENYA	33.8%
NIGERIA	33.2%
SAUDI ARABIA	33.2%
ARGENTINA	33.1%
SOUTH AFRICA	33.0%
INDONESIA	32.2%
COLOMBIA	31.9%
MEXICO	31.9%
MALAYSIA	30.5%
EGYPT	26.8%
PORTUGAL	26.8%
MOROCCO	26.3%
SPAIN	25.8%
IRELAND	24.4%
HONG KONG	23.8%
NEW ZEALAND	23.6%
GHANA	22.3%
INDIA	22.2%
ITALY	22.0%
SINGAPORE	22.0%
ROMANIA	21.8%
WORLDWIDE	21.3%
U.A.E.	21.1%
SWEDEN	20.6%
POLAND	20.4%
TAIWAN	20.3%
VIETNAM	19.9%
SWITZERLAND	19.1%
FRANCE	18.2%
AUSTRIA	17.6%
CANADA	17.6%
AUSTRALIA	17.3%
ISRAEL	17.1%
U.S.A.	17.1%
BELGIUM	16.2%
CHINA	15.6%
U.K.	15.5%
DENMARK	15.3%
GERMANY	15.0%
NETHERLANDS	14.2%
SOUTH KOREA	14.0%
TURKEY	13.9%
THAILAND	12.6%
JAPAN	11.6%
GREECE	10.0%
RUSSIA	6.8%

64 **SOURCE:** GWI (Q4 2020). FIGURES REPRESENT THE FINDINGS OF A BROAD GLOBAL SURVEY OF INTERNET USERS AGED 16 TO 64. SEE GLOBALWEBINDEX.COM FOR MORE DETAILS.

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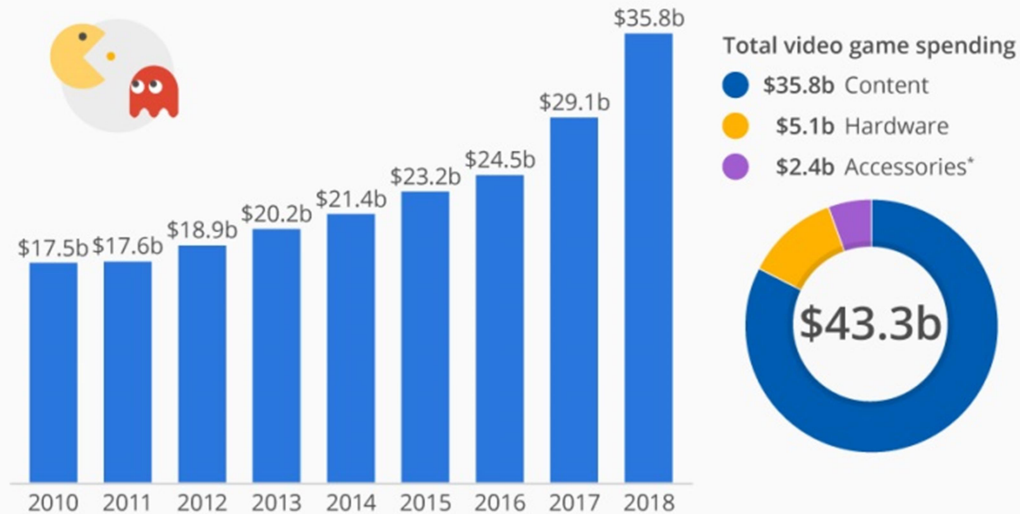**Industry Statistics – Developers and Blockchain**
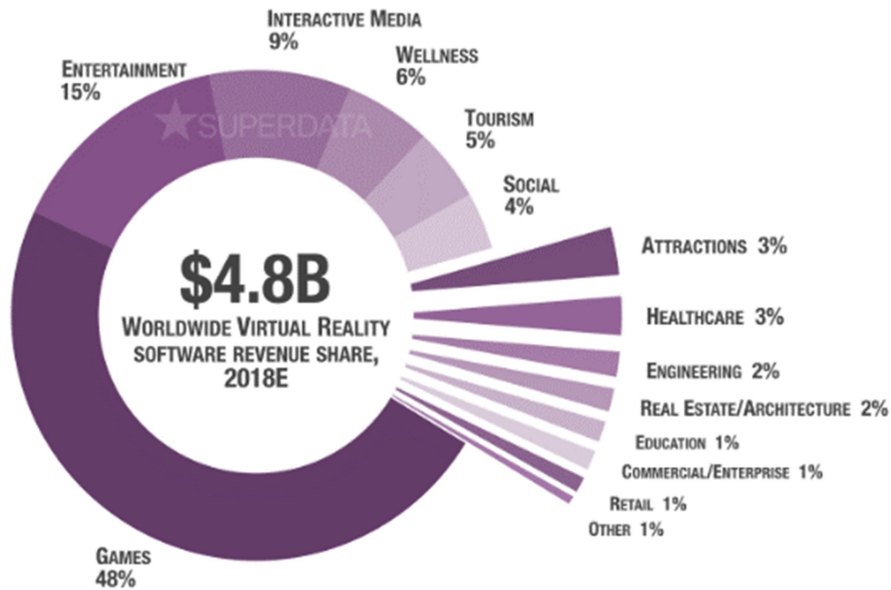
Adoption goes hand in hand with availability. Karma the Game's cohesive and broad-spectrum allows for mass adoption. Gamified Interactive Entertainment offers Social Networking, Local Tourism, and Attractions. It would appear we are well defined to tap into this $4.8B dollar VR market.

And apart from VR, our hardware-agnostic approach gives us full access to the overall video game market shown here in 2018 to be over $40B and including the VR Market. But not necessarily online gambling, shown below, ripe for our vertical business model.

Americans Spent $43 Billion on Video Games in 2018

Consumer spending on video game content, hardware and accessories in the U.S.
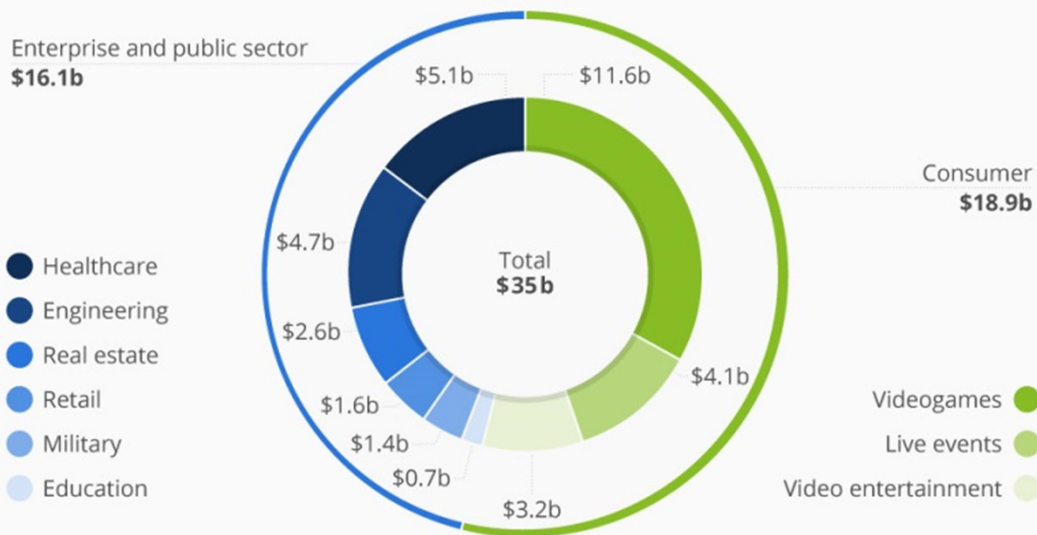
Video game content spending

Total video game spending
- **$35.8b** Content
- **$5.1b** Hardware
- **$2.4b** Accessories*

$43.3b

2010 $17.5b | 2011 $17.6b | 2012 $18.9b | 2013 $20.2b | 2014 $21.4b | 2015 $23.2b | 2016 $24.5b | 2017 $29.1b | 2018 $35.8b

* incl. VR
@StatistaCharts   Sources: The ESA, The NPD Group

statista

The Diverse Potential of VR & AR Applications

Predicted market size of VR/AR software for different use cases in 2025*

Enterprise and public sector
$16.1b

$5.1b $11.6b

Consumer
$18.9b

$4.7b

$2.6b

Total
$35b

$1.6b $4.1b

$1.4b

$0.7b

$3.2b

- Healthcare
- Engineering
- Real estate
- Retail
- Military
- Education

- Videogames
- Live events
- Video entertainment

* Base case scenario
@StatistaCharts   Source: Goldman Sachs Global Investment Research

statista

GLOBAL VR GAMBLING MARKET 2021-2025

Market growth will **ACCELERATE** at a **CAGR** of

53.13%

Growth Contributed by **NORTH AMERICA**

43%

Incremental growth ($B)

1.74

2020 2025

Growth for **2021**

32.17%

The market is **FRAGMENTED** with several players occupying the market

17000+ Reports covering niche topics. Read them at **technavio**

What is an immersive EXPERIENCE?

Broadway is an immersive experience; a circus is an immersive experience; reading a book is an immersive experience. However, a flight simulator and a console game on a big screen are an interactive, immersive experience and the levels of those experiences vary with technology and also with content.

Just like Broadway, a great story can make us laugh or cry. A console game can make you scream and yell. So can watching sports (quite an immersive experience). And if you go on a game show, you can participate as a contestant.

VR is visually immersive so that your visual reality is replaced. AR is augmenting a digital reality over our natural reality, and XR or mixed reality can use AR, VR, LED floors and walls and ceilings, or holography. An Immersive Experience can take you to another place. Technology is just a tool, but it will take good storytelling with a great flair for drama to truly give you the next levels of an immersive experience. Karma the Game is an Interactive Inter-Reality Immersive Experience with an almost infinite potential for telling great immersive experience stories. We call it Inter-Reality Play.
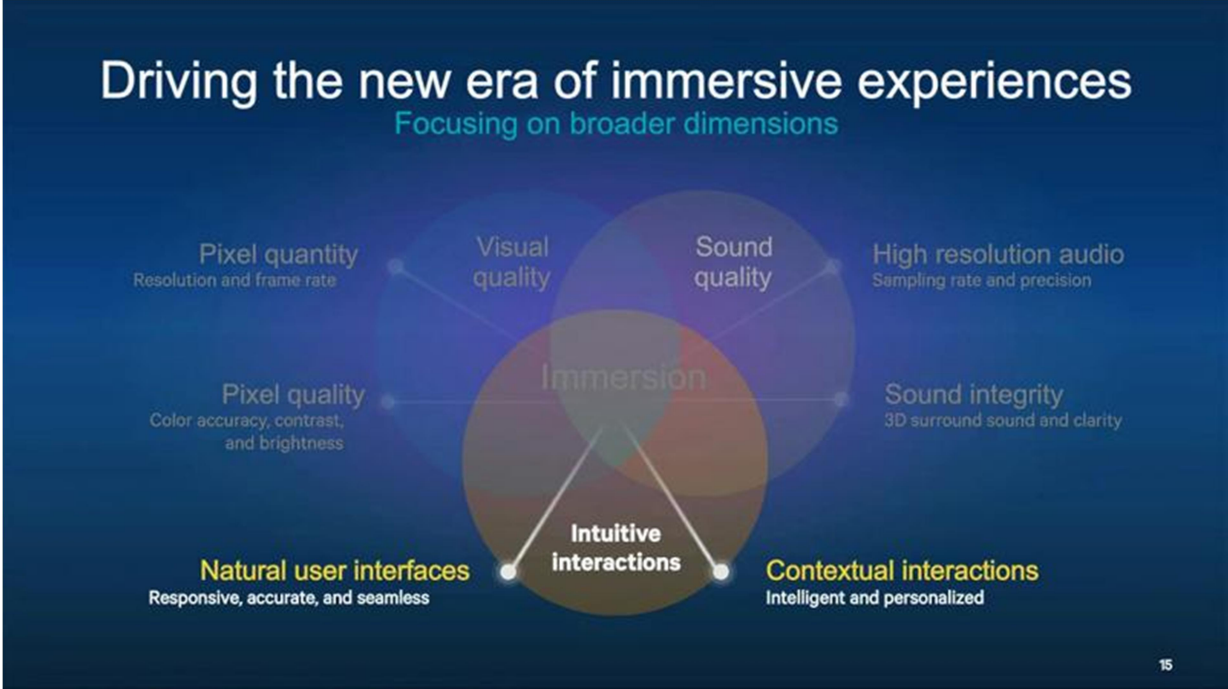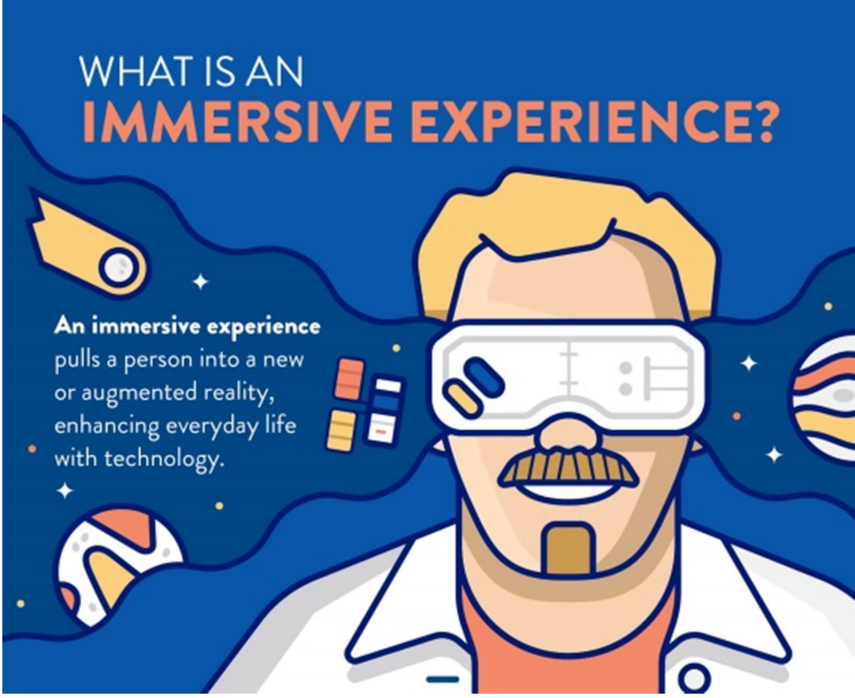
Key NOTES

1. THIS IS THE OPPORTUNITY WE ARE PURSUING. THE NEW GENERATION CONSUMER WILL BE AN IMMERSIVE CONTENT BUYER LOOKING FOR GOOD VALUE AND IMMERSIVE ENTERTAINMENT. UTILITY AND QUALITY FROM A PLATFORM IS A VALUE ADD WITH SECURITY AND COMMUNITY IN MIND.

2. FANFARE AND DRAMA ARE POTENT ENTERTAINMENT MODELS.

3. DIGITAL IMMERSION CAN INCLUDE REAL-LIFE VENUES.

4. THE METAVERSE AND INTER-REALITY ARE NOT JUST A DESTINATION BUT WILL BE A PART OF THE HUMAN JOURNEY.

5. PEOPLE NEED COMMUNITY.

6. PEOPLE NEED TRADE.

7. ADVERTISING DOESN'T NEED TO BE A POPUP.

8. BLOCKCHAIN IS JUST A PUBLICALLY ACCESSABLE LEDGER BANKING AND CONTRACT SYSTEM. IT'S NOT A MONSTER OR A HERO. IT'S GREAT FOR MAKING MONEY.

9. KARMA THE GAME IS THE INTERSECTION BETWEEN MOBILE, META, CONSOLE, AND REALITY WITH STYLE.

Financial PROJECTIONS & GOALS

Play/POST (Mobile App) Token Sales Revenue:

Year 1: 1 million participants x $3.99 x 12 months = $47.88 million

Year 2: 3 million participants x $3.99 x 12 months = $143.64 million

Year 3: 7 million participants x $3.99 x 12 months = $335.64 million

Year 4: 15 million participants x $3.99 x 12 months = $719.64 million

Year 5: 25 million participants x $3.99 x 12 months = $1.199 billion

Listings Revenue:

Year 3: 200,000 listings x $50 = $10 million

Year 4: 500,000 listings x $50 = $25 million

Year 5: 1 million listings x $50 = $50 million

VR Casino Portal Revenue:

Year 4: 100,000 portal connections x $200 = $20 million

Year 5: 200,000 portal connections x $200 = $40 million

Merchandise, Crypto Token and NFT Sales:

Year 1: $2 million

Year 2: $5 million

Year 3: $10 million

Year 4: $15 million

Year 5: $20 million

Total Revenue:

Year 1: $49.88 million

Year 2: $148.64 million

Year 3: $345.64 million

Year 4: $764.64 million

Year 5: $1.309 billion

Gross Margin:

Year 1: $24.94 million

Year 2: $96.46 million

Year 3: $224.77 million

Year 4: $498.73 million

Year 5: $1.09 billion

Note:

These financial projections incorporate a ramp-up for Listings Revenue over 5 years and include VR Casino Portal Revenue. Gross margins of 50% for players, 65% for listings, and 100% for affiliate portals have been assumed.

The projections also consider funding of a base of $5M up to $15M Seed Capital for a 2 year runway, a Crypto Token Launch with a $25 million CAP Valuation and ongoing merchandise and NFT sales. Speculation on merchandise sales based on a technology platform with items such as sneakers, hoodies, t-shirts, and other related cultural items has been included. It is important to conduct a detailed financial analysis and regularly review and adjust projections as necessary.

Rene Reyes, Founder and CEO

Rene.r@karmathegame.guru

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