

# SPACEZODIACS

Warp Speed



COLLECT, GROW AND TRADE SPACEZODIACS TOKENS BLOCKCHAIN GAME

VERSION 1.0

## 1. Motivation

Digital scarcity, collectibles of non-fungible tokens is value creation that is for a collaborative subculture, and AI identification of User Control and interaction is an interoperable decentralized local to Global new crypto-economic space of decentralized e-commerce.

1. EPUB 3.0 of MAI crowd-funds and sources a Web 3.0 trajectory of GamifiedApp's top-down convergence with Gamifiable's bottom-up MAI (machine artificial intelligence) wrap.
2. User input is a new x for B2B programmatic advertising to a missing middle's z output that converges the B2C's y benefits.
3. Launching a Web-based Blockchain Game of SPACEZODIACS Warp Speed scales into a Multimedia Branded Franchise of SPACEZODIACS.

### 1.1 B2C User Ledger Conditions Intersect B2B Autonomous Programmatic Advertising Database MAI Connections For Decentralized e-Commerce:

Distributed ledger technology of GamifiedApp is a top-down B2C that is the User, as Input conditions are for a new x of B2B programmatic adv Outputs to that missing middle, a Social Transmedia is a decentralized e-commerce's y of user narrative value creation of Ethnographic Gamified CRMs.

With a bottom-up blockchain database connection of Gamifiable's MAI autonomous database convergence of a Deep Neural Network intersect at the distributed ledger of GamifiedApp, extensions parameter top-down Deep Neural Networks with DL4J for point of purchase bottom-up of Pytorch as that Web 3.0 - Tensorflow runtime, so GamifiedApp executes blockchain, smart contracts and tokens.

An EPUB 3.0 called MAI bootstraps and crowd funds an Ethereum Blockchain Web Game launch of SPACEZODIACS Warp Speed that scales into seed and Series A with a Mobile and Video game Multimedia Branded Franchise of SPACEZODIACS: entertainment software, fintech software, multimedia and decentralized e-commerce.

