

SPACEZODIACS

Warp Speed



COLLECT GROW AND TRADE SPACEZODIACS TOKENS BLOCKCHAIN GAME

VERSION 1.0

Abstract

Monetizing a missing middle with the user the B2C with digital programmatic advertising, execution of EPUB 3.0s, games, entertainment software and fintech software scales with a Smart Contract Product launch, for an open source interoperable architecture of User data with a blockchain address identity layer system allows people, products, apps and services, Blockchain cloud providers, organizations and innovators to key into Marketplace AI with decentralized ecommerce.

An Ethereum Smart Contract web Game of SPACEZODIACS Warp Speed is converted and seamlessly integrated with GamifiedApp's top-down and Gamifiable's bottom up that executes Smart Contracts, Blockchain and Tokens, and an Open Source Blockchain layer on GamifiedApp is for a collaborative subculture. User narrative intersections of art and science is the AI identification of User control for trading and interaction with an interoperable, decentralized local to Global new crypto-economic space called Social Transmedia.

An EPUB 3.0 crowd funds a Web-based blockchain game called SPACEZODIACS Warp Speed's Web 3 trajectory:

- GamifiedCRM is feature of GamifiedApp.
- Multimedia Branded from blockchain.
- Open source platform off Gamifiable.
- Revenue and digital advertising based model.

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 AGI 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 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 AGI 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.

1.2 GamifiedApp's decentralized e-commerce's MAI.

Self-brand overlap's new x is a reduction for recursive competitive spatial intelligence of node combinatorics from input, so output of infinity executes the Social Transmedia of GamifiedApp's fintech.

An open Source Blockchain layer on GamifiedApp is for a collaborative subculture, for User narrative intersections of art and science is the AI identification of User control, for trading and interaction is an interoperable and decentralized local to Global new crypto-economic space called Social Transmedia.

Ethnographic gamification algorithms test input data, as conditions connect Product Market Fits from qualitative what that train new advertising algorithmic functions that filter

B2B's how delivery of classification with simultaneous location Actor Networks and mapping for concrete implementation of AR/VR - XR's AI as B2C's when, Storage, Asset Transfer and Mobility is B2B advertising to B2Cs.

Missing Middle's Users with an EAS (Enterprise Application Software) Internet of Value that is from Smart Contract data science and its Blockchain, Digital Ledger Database parameters, Social Transmedia is from AI-driven recommendation algorithms that monetize crypto-economics with programmatic B2B advertising that is goal-driven from B2C dialogue that monetizes User Narratives.

With a bottom up server-side render of B2C users that output programmatic advertising, B2B Ethnographic Gamification technology is at where Users interact, exchange digital assets of competing blockchains that are the Gamified crypto-economics value creation consensus of Social Transmedia for Marketplace AI.

1.3 Blockchain, Digital Scarcity and Fintech

With Storage, Asset Transfer and Mobility that is the B2B advertising to B2Cs, a Missing Middle's Users with an EAS (Enterprise Application Software) Internet of Value is from Smart Contract data science and its Blockchain, Digital Ledger Database parameters.

Social Transmedia's AI-driven recommendation algorithms monetize crypto-economics with programmatic B2B advertising that is goal-driven from B2C dialogue, and a bottom up server-side render of B2C users that output programmatic advertising is the B2B Ethnographic Gamification technology, so an intersect for Web 3.0 is at where Users interact, exchange digital assets of competing blockchains that are the Gamified crypto-economics value creation consensus of Social Transmedia for decentralized e-commerce.

Launching an EPUB 3.0 called AGI, crowd funding an Ethereum Blockchain Web Game, a product launch of SPACEZODIACS Warp Speed scales into seed and then Series A with a Mobile and Video game Multimedia Branded Franchise of SPACEZODIACS.

With entertainment software, fintech software, multimedia and decentralized e-commerce, GamifiedApp's input and fintech services are at where users can buy, sell and trade "in-game" items from the platform output of Gamifiable.

2. IP

WARP SPEED WITH CHINESE ZODIACS: Beyond here be dragons!
Traverse light-speed! Control of the Holographic Universe's AI!

SPACEZODIACS Warp Speed

Bought, sold or traded using ether, value creation controls the Holographic Universe's AI. Multiverse versions of unique digital assets are stored on the blockchain. Distinct and unique parallel copies of speed are an infinite rearrangement.

Scaling SPACEZODIACS into an international mainstream Mobile and Video Game cross-platform Multimedia Branded Franchise with the domains of SpaceZodiacs.io and SpaceZodiacs.com, an integrated DApp in GamifiedApp tops down its blockchain, smart contracts and tokens, for its bottom up autonomous blockchain database connections are Gamifiable's AI wrap.

Launching an existence of multiple states at the same time, 100,000 Plasma Zodiacs will be stored in a smart contract on the Ethereum Blockchain and distributed automatically.

Tokenization

Star Shooters

Pang Pig.
Randy Rat.
Roxi Ox.
Tommy Tiger.
Bunny Rabbit.
Danny Dragon.
Simple Snake.
Happy Horse.
Billy Goat.
Mo Monkey.
Rodger Rooster.
Puppy Dog.

Space Warriors

Raven.
Cool Cat.
Biggie Dog.

Black Scorpion.
Al Alligator.
Tony Turtle.
Freaky Frog.
Gary Grasshopper.
Charlie Crane.
Mickie Mantis.
Any Ant.
Leonard Leopard.

2.1 Gamified Actor Network Nodes

With the present state of the internet, a Nash equilibrium is an $x = 0$, a stable state, so with a decentralize e-commerce, business decisions are modeled and analyzed with game-theoretic applications: finance, accounting, operations management and information systems. Thus, organizational design and system thinking is the new x for the y of competitive strategies of imperfect markets. Heterogeneous output of B2B advertising to the missing middle, the user as the B2C is an optimal marketing strategy of Social Transmedia's Gamified Ethnographic CRM's material implications.

2.2 Benevolent Artificial Intelligence

Gamification convenience captures brands for a more loyal retention, and item-level details monetize off trillions in consumer spending worldwide by utilizing that 80 percent of those buying decisions.

Providing unique users the resource to possess special enlightenment or knowledge of something from GamifiedApp's input to gather ubiquitous information that shows the world how a Gaming Multiverse becomes self-aware, the monetization of unique users is a Social Transmedia that is from their self-brand overlaps, and Blockchain Gaming integrates a seamless enterprise architecture.

A recursive AI populates timelines from a PROBLEM space, and the WHY of Gamified CRM surveys is for the SOLUTION, as that WHAT of a new x that is Social Transmedia, the BENEFIT is for the HOW of education-based marketing that is for promotions, discounts, and free stuff in closed looped digital ecosystems that are from the launch of SPACEZODIACS Warp Seed.

2.3 Deploying Enterprise AI and Blockchain

GamifiedApp's public Dapp's digital ledger's database intersect parameter layer's interface and UX is on a full-stack rational database that seamlessly integrates Gamifiable's programmatic digital add-based autonomous Dapp output of Smart Contract instances and tokenization.

With Revenue's bottom-up account's user defined conditions, GamifiedApp's Activation with crypto-economics and currency is on a public block-chain, as an Open Source layer converts Users into B2C's narratives, fintech generation of Gamified Ethnographic CRM's cluster analyses from DL4J is the programmatic out-puts of an autonomous centralized database of Gamifiable's bottom-up.

Wrapping Pytorch with user Acquisition that Activates GamifiedApp's Dapp of a Blockchain Web Game launch of SPACEZODIACS Warp Speed, a public blockchain layer with a full-stack rational database integration and intersect of its digital ledger's top-down inputs is seamlessly integrated into GamifiedApp.

Retention of Social Transmedia on Gamifiable's platform is the user narrative crypto-economic value creation and fintech of a decentralized e-commerce's Marketplace's AI of GamifiedApp's interface and UX of Social Transmedia's decentralized e-commerce.

2.4 Digital Adv Based Revenue Model

Launching an EPUB 3.0 called AGI bootstraps and crowd funds an Ethereum Blockchain Web Game of SPACEZODIACS Warp Speed. Scale is to Seed and then Series A for a Mobile and Video game Multimedia Branded Franchise of SPACEZODIACS. Monetizing from the percentages of transactions, Crypto-economics, tokenomics and decentralized e-commerce's valuation of SPACEZODIACS will be determined by sale averages, auctions and their eco-system.

Development of the narrative of the Multimedia Branded Franchise is launched with a Blockchain Web Game that has the trajectory of the IP and feature animation called SPACE ZODIACS: The Heavenly Palace. An increment and containment at every ten pages for 12 installments of those 120 pages, scale into Mobile and Video Game with each page of screenwriting being converted to prose at 1000k words per page, at the end of the first ten pages, there will be 10,000 words, a prose version of that part

of the screenplay for the proposed 120k and first of the novel series of SPACEZODIACS.

Those that opt-in for this White Paper, afterward, they will receive a sales-funnel about the funding of the Blockchain Web Game by purchasing a 100k words plus novel, an EPUB 3.0: an abstract art and a unique digital asset, an EPUB called AGI with original cover-art done by the author, E.C.McCready, the IP owner, CEO and Founder. Purchasing the EPUB 3.0 of AGI, they will also receive the first EPUB 3.0 of the novel series of SPACEZODIACS when it is written. Receiving the first 10,000 words of SPACEZODIACS, Game Concept based on those ten pages, 20 working Game States, their Flow Chart and Game Budget for The Blockchain Web Game the day they buy the EPUB 3.0 AGI too, crowd fund off AGI's release is for a 50k budget.

Monetizing digital collectibles using elements of blockchain technology and launching with a blockchain web game called SPACEZODIACS Warp Speed is for a seamless integration with a fintech Business Decentralized Application of GamifiedApp's top-down AI and Mixed Reality intersect of Gamifiable's real world solution of B2B autonomous database insights for programmatic advertising to B2Cs with an open source competitive intelligence on GamifiedApp's interface.

2.5 Fintech

An ERC721 token standard launches and scales blockchain-based gaming toward ERC1155 tokens, as tokenomics is user narratives, retention is the tokenization of data ownership, so the decentralized e-commerce target of B2B advertising is to a missing middle that is the user as the B2C.

Founding a totally virtual and telecommuting domestic holding entity that builds SPACEZODIACS Warp Speed's Web-based Blockchain game in Shenzhen China, game location, community and influence scales into Mobile and Video games with a Multimedia Branded Franchise's IP of SPACEZODIACS.

Acquisition of Gamifiable's centralization is the B2B advertising to B2C. Algorithmically generated tokens from B2C input is the activation of GamifiedApp's Enterprise Blockchain, so a dApp of Smart Contracts and Tokens is a distributed ledger technology that is a top-down with cloud, games and AI innovation.

