

Gamifiable GamifiedApp

TOKENIZATION OF EVERYTHING

SPACEZODIACS Warp Speed



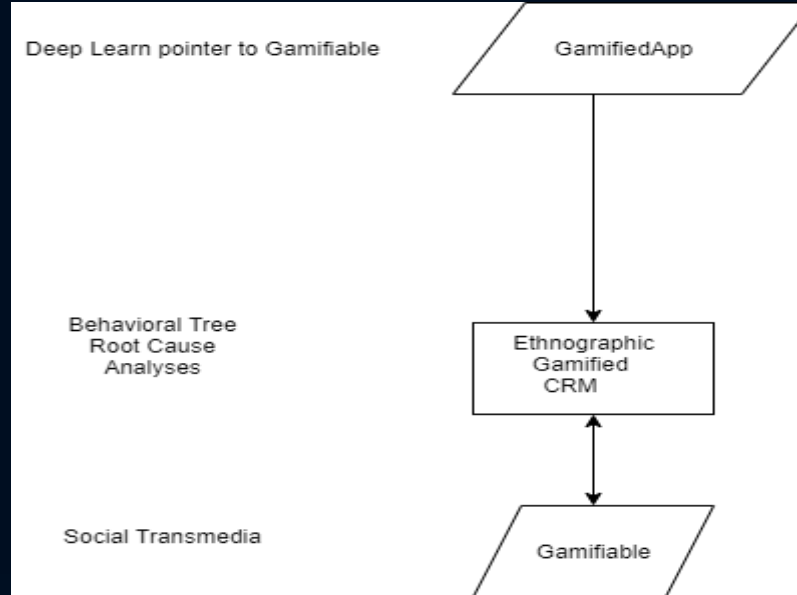
NON FUNGIBLE TOKENS

COLLECT GROW AND TRADE SPACEZODIACS TOKENS BLOCKCHAIN GAME

SPACEZODIACS Warp Speed

Beyond here be dragons!

Decentralized Autonomous Corporation



Replacing networked markets with B2B programmatic advertising to users extended as B2Cs are the new x, as a missing middle is an AI Market from input, user control is the output of this new crypto-economic misdiagnosis solution space of decentralized e-commerce.

Market Speed's Currency



"technological tour de force" -Bill Games

Decentralized Gamified Tokenomics

- 140 billion dollar market.
- 1 in 3 play games.
- 2 billion gamers.

Misdiagnosis

Centralized CRM Data Access

- **Multitrillion Dollar Health-care Industry.**
- **Patient Centric Pharmaceutical Advertising.**
- **750 Billion Wasted in US.**

Consumer To Consumer Marketing

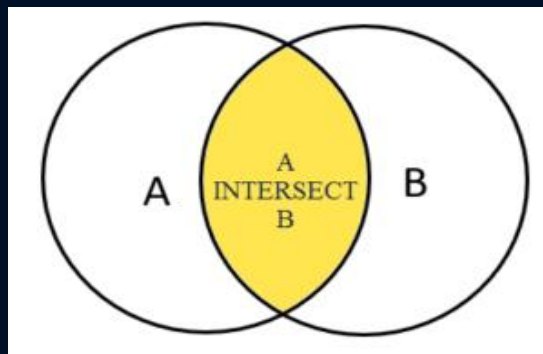
Mass Adoption of Digital Ledger Technology

User Extended as B2C for B2B's Missing Middle

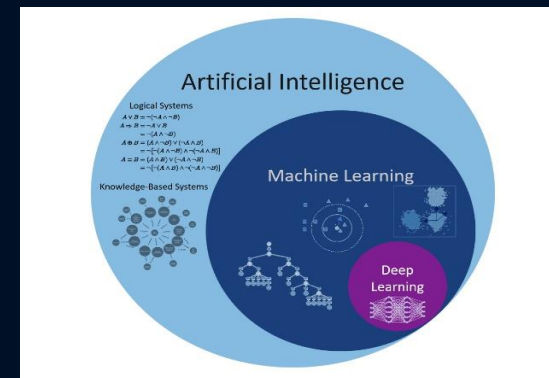
- Revenue generation of Social Transmedia.
- Interoperable outside ecosystem.
- In-game assets, cryptocurrencies.
- Average Revenue Per Paying User.



C2C narrative intersects -> rows x, y columns for new x of y's z:



Supervised Learning ->



Tokenized Medium of Exchange



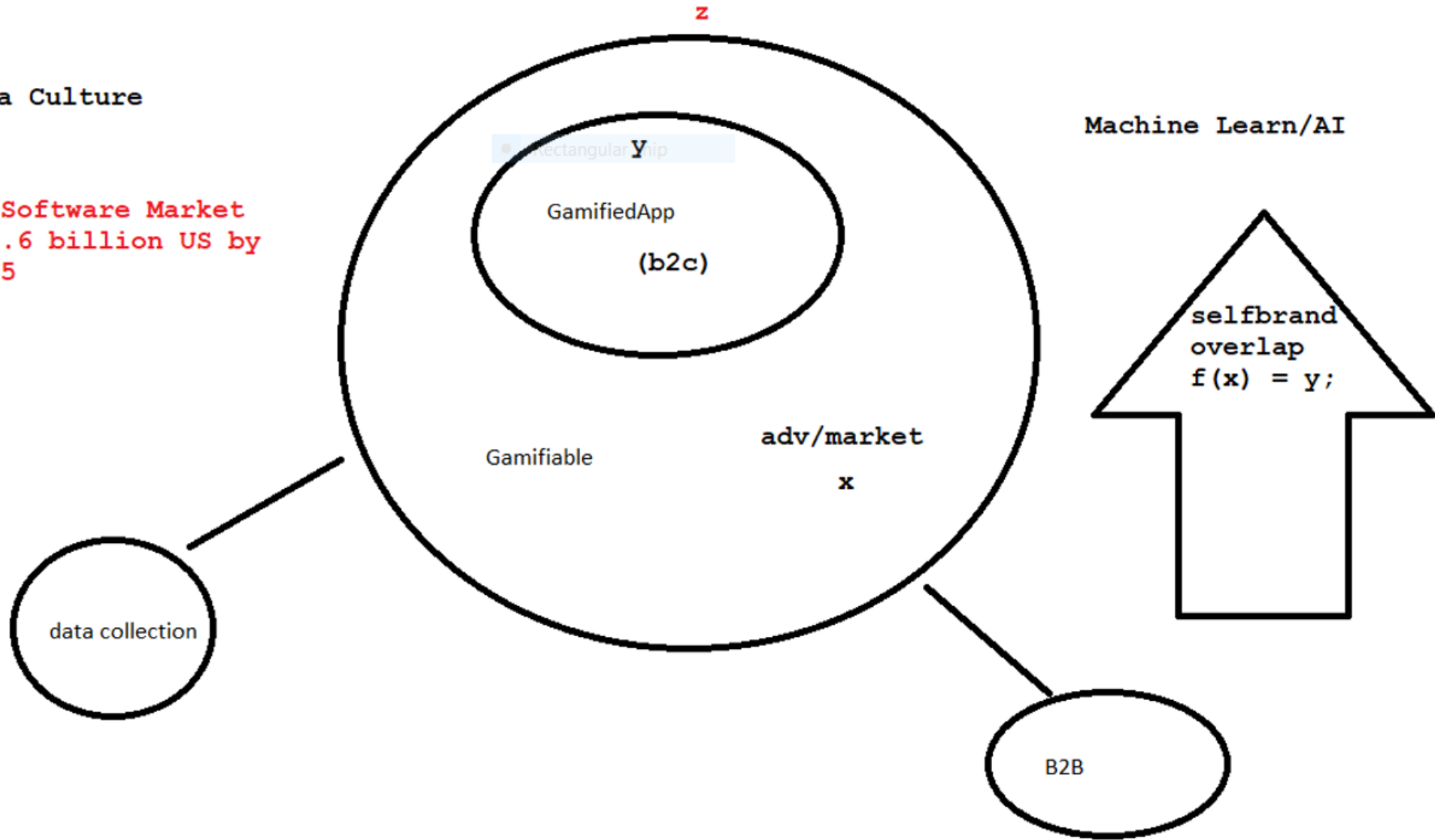
Bitcoin	BTC	\$ 241,484,227,888
Ethereum	ETH	\$ 128,387,928,246
Ripple	XRP	\$ 70,382,182,882
Litecoin	LTC	\$ 13,982,282,488

GamifiedApp's top-down Activation's Deep Learn transfers value from a virtual world that intersects a bottom-up digitization of the physical world with Gamifiable's Acquisition with its MAI (machine artificial intelligence) wrap.

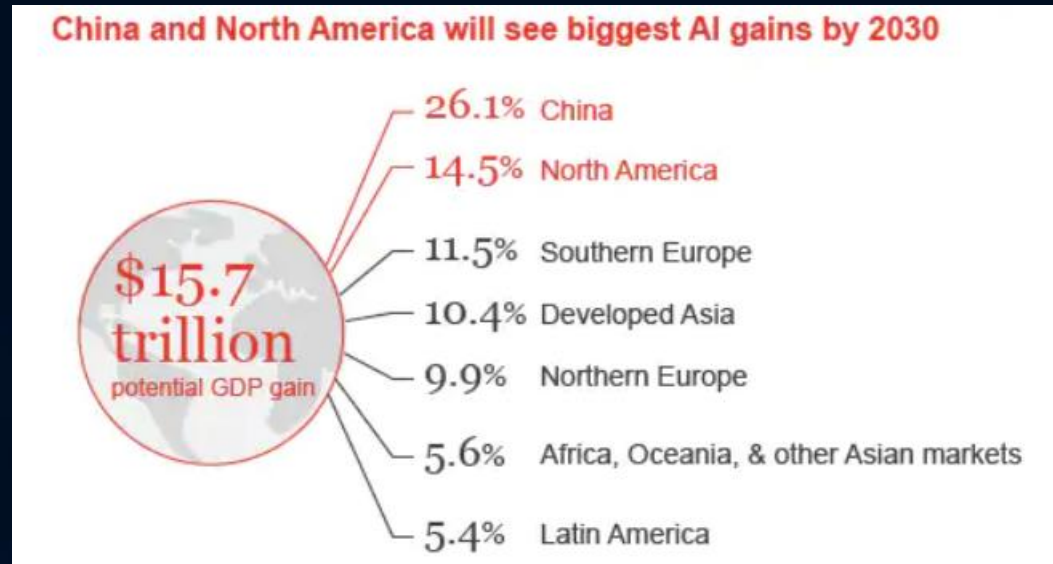
Ethnographic Root Cause Analyses Condition Inputs are from Digital Identities that Connect Outputs. Gamified CRM Names (products) are data stored on a distributed and decentralized network.

Data Culture

AI Software Market
118.6 billion US by
2025



B2C input Insight for B2B output

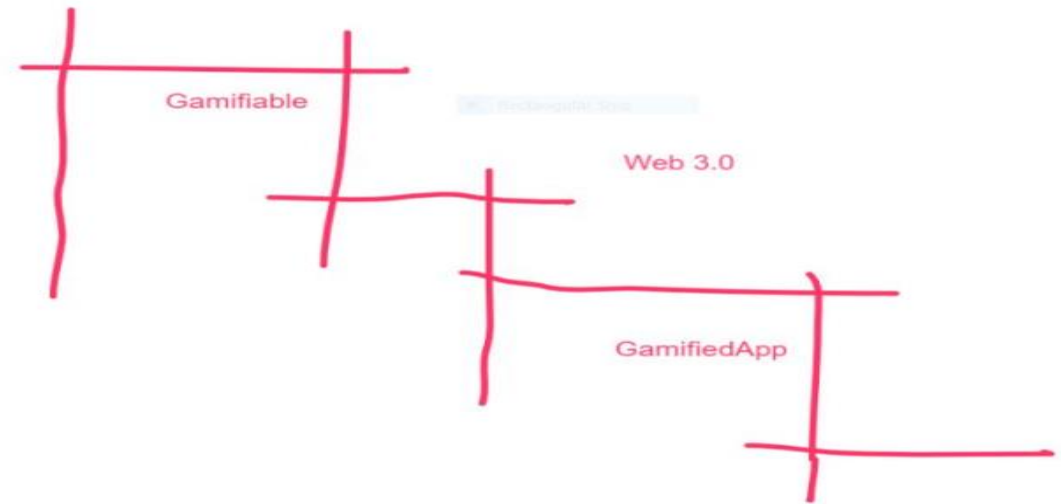


Totally Virtual and Telecommuting Model

Holding Company

- Gamifiable.com is Acquisition.
- GamifiedApp is Activation.

input GamifiedApp (top-down DL) output Gamifiable (bottom-up MAI market)
Trigger is Adoption of [GamifiedApp.com](#). Action is Acquisition of Social Transmedia on Gamifiable. Reward is Decentralized e-commerce - misdiagnosis solution space with programmatic adv to missing middle: Name and Identity.



Digital Ad based and Market

Technology Convergence

Combinatorics of NameID

1. Promotions/free:
 - Pharmaceutical/Healthcare.
 - a) GamifiedApp is input.
 - b) Gamifiable is output.



Decentralized e-commerce

Social Transmedia

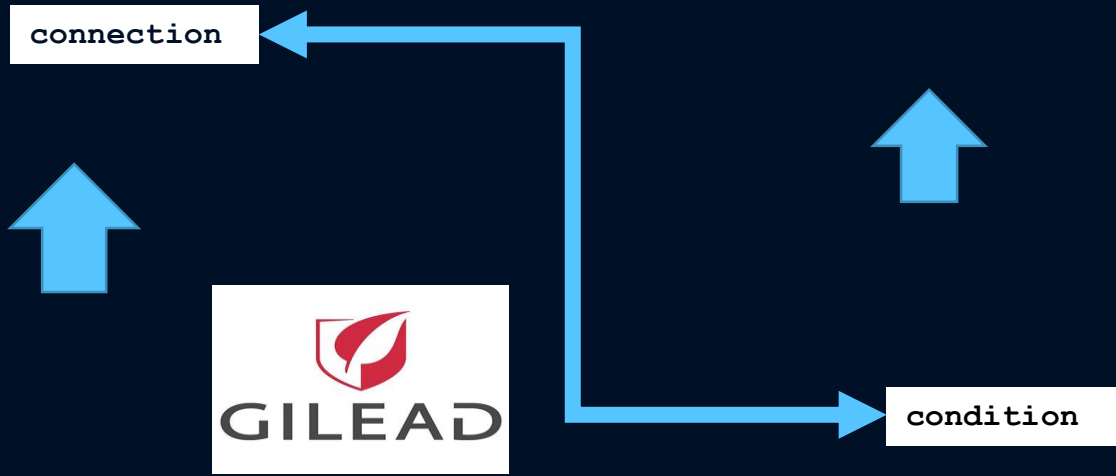
More Users on Social Media than e-commerce

- **Divesting network for Market:**
 - a) Condition of User.
 - b) Converts into B2C.
 - c) B2B Adv Connections.

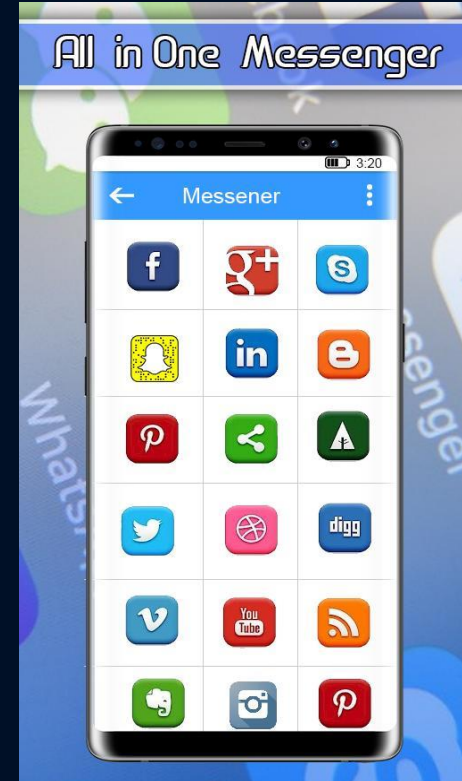
**MISSING
MIDDLE**

BLOCKCHAIN IN HEALTHCARE

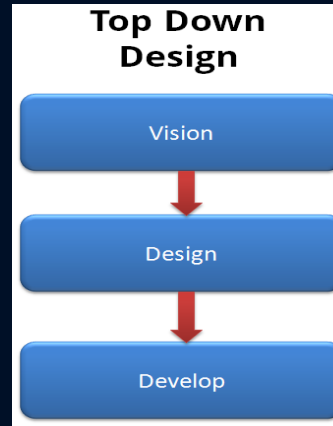
Pharmaceutical Advertising



Decentralized CRM Data Access



Recruit is B2C that's paid by B2B



AI Leadership

Technology-enabled Virtual Teams

Token-as-licenses are advertising keys

Gamifiable's Technology Platform Activates GamifiedApp

SPACEZODIACS Warp Speed - blockchain game - \$50,000.00

- User extends as B2C
- Disruptive
- Private
- AI



Feature of GamifiedApp
gamifiableGames

- Nonfungible
- fungible

Gamifiable's Acquisition of GamifiedApp's Activation

\$50,000 - prototype/holding company entity, totally virtual.

\$250,000 - pre-seed builds MVP.

10,000,000 - seed, deploys and product launch.

\$100,000,000 - series A scales.

TIMELINE

GamifiedApp/Gamifiable

Prototype - three months - MVP - six months - Deploy - nine months

gamifiableGames

- Blockchain game - three months

MILESTONES

- Series A - first year.
- Unicorn - second year.
- IPO Trajectory - third year.

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