

Gamifiable LLC

IP Based Transmedia World Branding

Beyond here be dragons!

Metaverse Branded Multiverse Entertainment:
smart contracts, currency and tokenization with ad-based decentralized
e-commerce

GamifiedApp

What's best?



P2P Decentralized Ethnographic Gamified CRM Embracing Blockchain Gaming With NFT And Tokens With Decentralized Autonomous Organization For Ad-Based Parities And Decentralized e-Commerce.

NFT Addressable Markets

Unsupervised input Name reinforcement of Identity recursion is a latent external world that supervises output Meaning

P2P message brokerage asset value creation that cleans, normalizes and distributes cache hierarchies of information technology architecture: missing middle's database management (Social Transmedia):

Live Streaming

- Strategic Data Acquisition and Warehousing.
- Recombination of Social Media and e-Commerce.
- C2C Narrative Ethnographic Gamified CRMs.
- Root Cause Analyses is User Extended to B2C.
- B2B Benefits, decentralized e-Commerce Ad-based.

Machine Artificial Intelligence

GamifiedApp



IDENTIFIER FOR ADVERTISERS

**“Pal About” would like
permission to track you
across apps and websites
owned by other companies.**

Your data will be used to deliver
personalized ads to you.

Allow Tracking

Ask App Not to Track

IP BASED TRANSMEDIA WORLD BRANDING



Blockchain Gaming:

GamifiedApp

What's best?

METAVEVERSE MULTIVERSE TRANSMEDIA WORLDS

Full-length Animation Feature, a spectator experience of a theoretical physics narrative of a game in and of itself called SHIYAN MEISHU: The Heavenly Palace serves a AAA Video Game Design by an auteur who compresses that into a Hyper-casual Mobile Game:

Logline

Taikonaut trains in a Vision Machine within a Machine, a copy of a copy to become the Shiyun Meishu in the Heavenly Palace as a Dragon King.

Synopsis

Galactic Battles mine asteroids for Warp Speed that nests Chinese Zodiac Arthouses within, as their Hyperreal Vision Machine traverses them into Nine Bubble Universes with the Shiyun Meishu in the Heavenly Palace, a Dragon King is manifest from StarShooters and SpaceWarriors who are a diametric Emergence of their Holographic, Multiverse Bubble Universe Gameplay SIM that's a Taikonaut training their copy of a copy with a Machine within a Hyperreal Vision Machine.

2.2 Billion Astrology Market

In-game purchases 74% of Global revenues of \$159 billion in 2020 at \$118 billion.

2.1 Billion Smartphones support 5G by 2023.

Mobile Gaming \$272 billion by 2030.



NFT's Trillion Dollar Trajectory's NFT Marketplace

GamofiedApp.com

What's best?

Production of Art, Science And Speed:

Blue Ocean Strategy

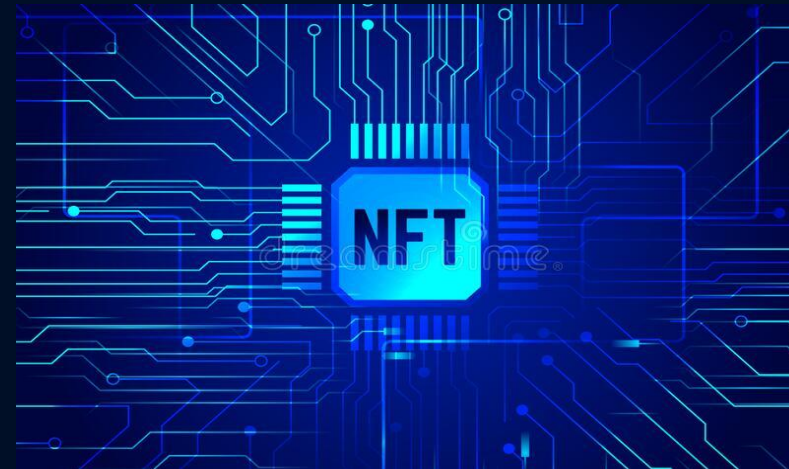
RED OCEAN STRATEGY	BLUE OCEAN STRATEGY
Compete in existing market space	Create uncontested market space
Beat the competition	Make the competition irrelevant
Exploit existing demand	Create and capture new demand
Make the value-cost trade-off	Break the value-cost trade-off
Align the whole system of a firm's activities with its strategic choice of differentiation or low cost	Align the whole system of a firm's activities in pursuit of differentiation and low cost

Voodoo
Lion Studios
Ketchapp
Good Job Games
Hipster Whale
Playgendary
Kwalee
Zynga



IPs

- ALIEN NINJA AKUMA: The Hannya Mask.
- SHUAIJIAN: A Flick'ring Lamp, A Phantom And A Dream.
- SHIYAN MEISHU: The Heavenly Palace
- DRAGON STOMP: Raising The Reptilian Race.
- GE HUA RU GE YAN: Ars Gratia Artis.



Transmedia Worlds

- **Players earn Connections** by mining asteroids deflected into carbon.
- **Players spend Relationships** on Bubble Universe SIMs.
- **Players Connections watch reward videos** for ad-based Relationships.

Mobile Games, Blockchain Games, Video Games



GamifiedApp

IP BASED TRANSMEDIA WORLD BRANDING

Peer to Peer Decentralized Ethnographic Gamified CRM's Embracing Blockchain Gaming With Tokens And NFTs With Decentralized Autonomous Organization For Ad-Based Parities And Decentralized e-Commerce

Ethnographic Gamified CRM's C2C Narrative(s) | Intelligence's misdiagnosis solution space

1. Ad-based revenue's Name, Identity and Meaning.
2. Blockchain Game as distribution / fulfillment center.
3. Interoperable interaction input extensions are B2Cs.
4. B2B AI output is from C2C distributed Decentralized Narratives.

Ethnographic Gamified CRM:

User input extend as a B2C is for B2B benefits of a missing middle's dominate strategy of C2C intersects of x,y nodes on a new x, a puzzle for Product Market Fits.

Global Tokenization

Recombine and Transform Social Media and eCommerce

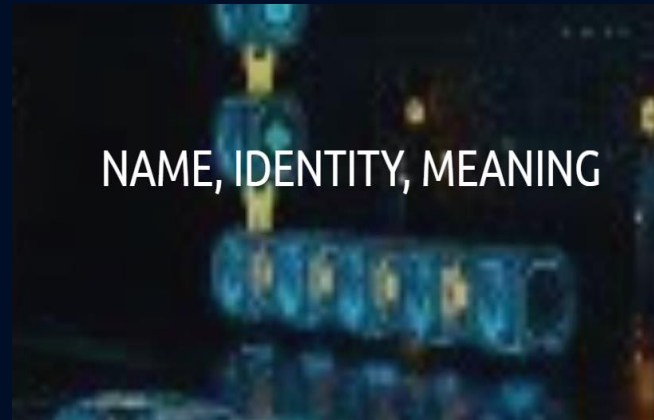
NFTs

- Collectibles.
- Game Items.
- Digital Art.
- Name, Identity, Meaning.

Smart contracts, Currency and Tokenization

Decentralized ecommerce of user extended as B2Cs, intersects of C2C Narratives of Ethnographic Gamified CRMs are for B2B programmatic Adv benefits to a Missing Middle's Machine Artificial Intelligence Market .

Outsource to Agile, Totally Virtual start-up:



AI Leadership

Technology-enabled Virtual Teams

Token-as-licenses are advertising keys

GamifiedApp's Blockchain API Access:

Remote Work.

BIG HAIRY AUDACIOUS GOAL TIMELINE

1. Pre-seed of \$125,000, launches Hyper-casual Game.
2. \$175k pre-seed extension scales Casual Blockchain/Mobile Game.
3. \$10,000,000 - seed scales Video Game.
4. \$100,000,000 - series A: GamifiedApp.

MILESTONES FROM DAY ONE OF PRESEED

- Hyper-casual Game - three months.
- Casual Blockchain/Mobile Game - six months.
- Seed Video Game Dev - nine months.
- Series A - one year.

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Tokenization of Everything

- fungible.
- nonfungible.

BlockChain Game Version

User input extended as B2C's that intersect C2C narratives, a new x is for AI cloud centric y's decentralized ecommerce's ad-based revenue to B2B's bottom-up output of Machine Artificial Intelligence's strategic data acquisition and warehousing that converges blockchain architecture into an AI cloud centric database management by recombining and transforming social media and ecommerce into a solution space of Social Transmedia's missing middle's database connections.