

Convergence is setting up a blockchain-based digital-goods marketplace through an internet portal and new redemption kiosks in Family Entertainment Centers (FECs). This will solve several key issues for both the FEC industry and the Consumer Game industry.

Convergence's "Player Acquisition Engine" ("PAE"), is a Player-Acquisition-As-A-Service (PAAAS) solution for on-boarding millions of players to Convergence's entertainment partners. The revenue stream from the PAE will be used for growth and for further development of the project.

Convergence offers Consumer Game Developers both high profile marketing and player acquisition in exchange for an allotment of digital collectibles from their games.

Convergence offers FECs both high profile marketing and player acquisition in exchange for prime floor space at the FECs' redemption counters. Additionally, FECs receive unique digital product for their redemption centers on a consignment basis thereby cutting down on their inventory costs. Digital assets versus physical products are also much harder to steal or lose, which cuts down on shrinkage.

Convergence's DROID (ERC20) tokens will be sold and redeemed at these redemption kiosks. DROID Tokens are the center of the Convergence Cross-Reality Ecosystem; fueling game development and marketing for all games in the Ecosystem. Players will be able to use DROIDS within the games, to buy game items and at all partner's FECs.

These are the DROIDS you're looking for.

75% of entertainment revenue in both industries is either redemption items or downloadable content. Therefore, 3 out of 4 players want something for their efforts. This is the sweet spot Convergence leverages Crypto Collectables, merging both marketplaces. The Redemption Robot offers "prizes that don't suck" through sizzle reels that showcase our unique and eye-catching video game items at the conversion point where players redeem tickets for prizes.

Crypto Collectibles have been around for decades as the standard "video game reward" or tradeable item, but they have never been on the Blockchain. 2019 is the year these items are untethered from their in-game prisons and freely traded. Your phone becomes your new "Trade Binder."

The Consumer Video Game Industry produces \$110 Billion in annual revenue. ~75% of those sales come from game developers selling digital goods to their players, such as Magic: The Gathering Online ("MTGO") selling digital packs of collectable cards for their game to players online. Once in the players hands, most of those digital goods are tradable player to player. Here the value of the items become based on their supply, demand and utility of the items within the games. As an example, a pack of 15 MTGO cards are sold to the players for \$3.99. However, the players may trade and sell the rare cards between each other for upwards of hundreds and thousands of dollars because of the rarity and current utility of the card within the game. The world record of the most expensive digital item ever sold was Planet Calypso from Entropia, which sold for \$6M dollars.

One of the most successful areas of Kickstarter is new video games pre-selling video game items for a game not yet produced. Star Citizen presold \$200M worth of virtual goods to players over 6 years and is just now releasing the game. Putting these items on the blockchain removes the current major fraud and theft problem which exists when players try to sell these digital items for fiat currency. Items on the blockchain can be traded between players through atomic swaps on Convergence's digital marketplace.

