

# CONVERGENCE

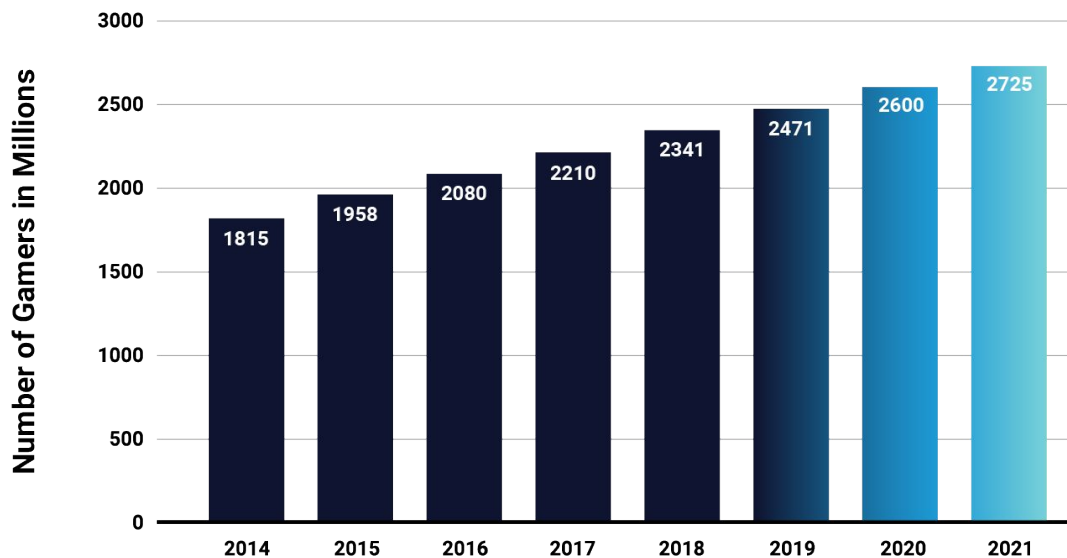
## SILICA NEXUS

AN XR TRANSDIMENSIONAL UNIVERSE

# PLAYER ACQUISITION ENGINE

Near Zero Customer Acquisition Costs For a More Competitive Gaming Market

The video game industry represents more than  $\frac{1}{3}$  of the world's population.



**2.7B**

Gamers Worldwide

**\$132B**

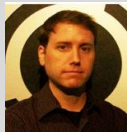
Annual Revenue

## Veteran Dream Team

### Executive Team



Andrew J. Prell, CEO



Ryan McQuillen, SVP Ecosystem



Tom Roe, Creative Director



Ron Meiners, Community Director



David Bishop, Operations



Paul Baker, Game Crew Chief



Frank Ballouz, SVP Marketing



Emerson Galfo, Finance



### Advisory Team



Bernie Stolar



Kevin Bachus



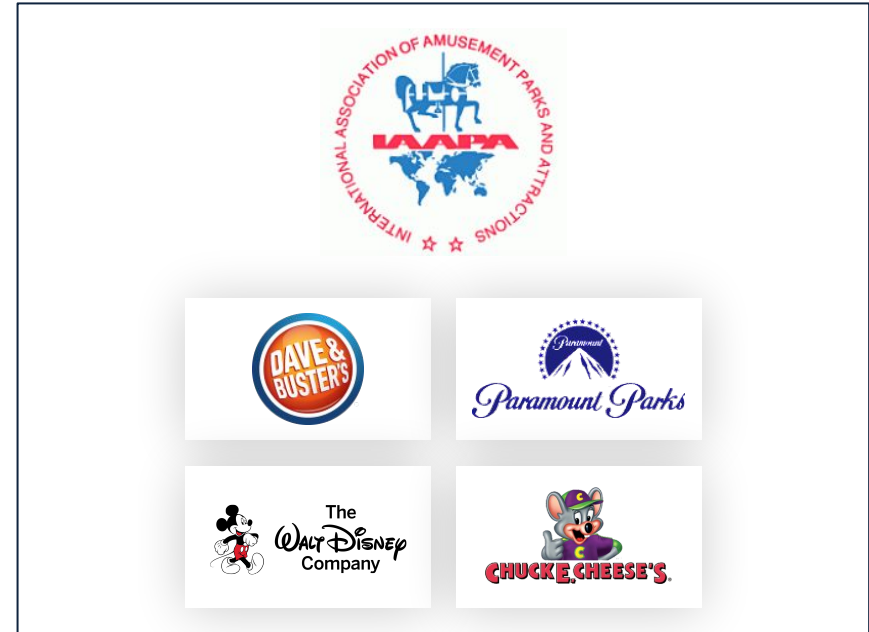
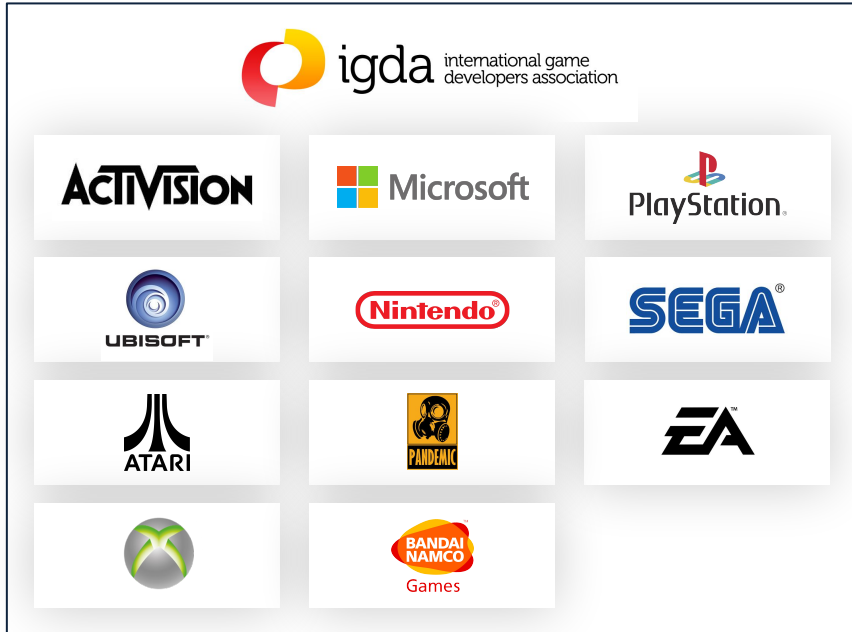
Kevin Williams



John Canning



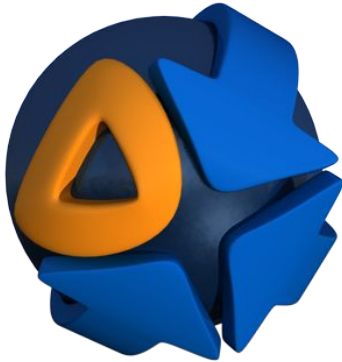
We are merging the consumer with the out of home entertainment industry, and evolving them into **one experience-net**.



This is effectively going to evolve the internet into an experience net where people live, work, learn, and play together.

We are doing this with our **Universal Droid Token** and our **Video Game Assets (NFTs)** that live outside the video games.

Droids



NFTs



## Old Model

Most Money goes to  
player acquisition (marketing).

Players buy video game first, then spend  
months grinding away to acquire assets.



Get Assets



## New Model

We start by giving out an asset first.

In order to play with their new toy, players  
have to buy the game.



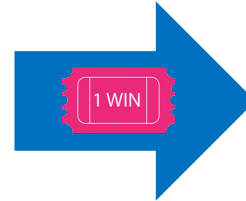
Get Game



CryptoKitties



In Out-of-Home Entertainment, most revenue comes from ticket redemption. Play the game, win tickets, exchange tickets for prizes.



Winning tickets is a blast, but converting those tickets into prizes is something of a let down.



That's where we come in!



We are going to compete with physical prizes by offering Digital NFT prizes.

# Player Acquisition as a Service (PAaaS)

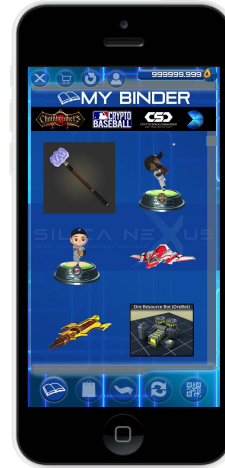
By gifting assets as a prize, we are revolutionizing player acquisition.

Our Player Acquisition Engine (PAE) has three components:

### Prize neXus



### neXus Trade Binder

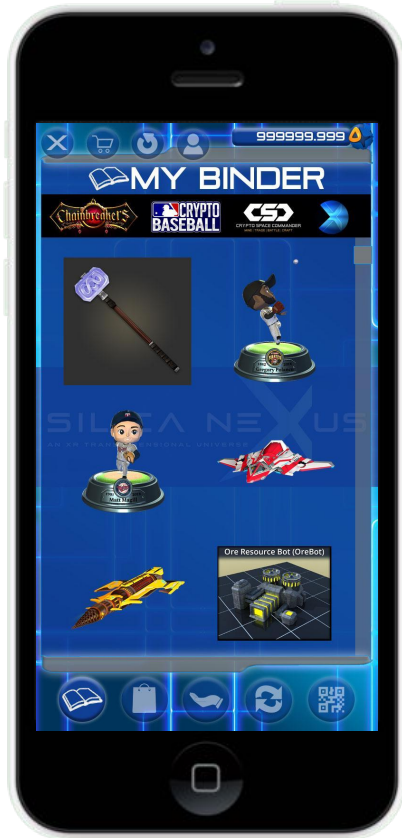


### neXus Marketplace



The Prize neXus is where arcade prizes are acquired.





The neXus Trade Binder allows players to take prizes from the Prize neXus and access your prizes on your phone.

This information can also be accessed online in the Marketplace.



The neXus Marketplace allows players to shop for NFTs, and auction or trade prizes they've already purchased or won.



The Player Acquisition Engine is ready for market. We are currently doing final internal testing.



We can go into detail on our financial model. We believe that it is conservative, based on our knowledge of the industry.

CONVERGENCE 4D FINANCIAL MODEL				
	YEAR 1	YEAR 2	YEAR 3	YEAR 4
Global active digital signage displays	58,205,041	71,242,400	87,200,000	103,157,600
Total number of Entertainment Locations	50,000	50,000	50,000	50,000
Avg. Monthly Players per Location	10,000	10,000	10,000	10,000
Total Locations (By EOY)	225	945	1,665	2,385
Digital Signage Market Penetration	0.00039%	0.00133%	0.00191%	0.00231%
Redemption Market Penetration	0.45000%	1.89000%	3.33000%	4.77000%
<b>Total Players (By EOY)</b>	<b>990,000</b>	<b>8,370,000</b>	<b>24,390,000</b>	<b>56,205,000</b>
<b>TOTAL REVENUES</b>	<b>4,541,250</b>	<b>40,492,500</b>	<b>109,072,500</b>	<b>203,572,500</b>
<b>TOTAL OPERATING EXPENSES</b>	<b>2,223,000</b>	<b>15,691,500</b>	<b>37,885,500</b>	<b>67,855,500</b>
<b>OPERATING MARGIN</b>	<b>2,318,250</b>	<b>24,801,000</b>	<b>71,187,000</b>	<b>135,717,000</b>
<b>TOTAL EXPENSES</b>	<b>11,677,832</b>	<b>24,930,451</b>	<b>30,242,403</b>	<b>36,640,659</b>
<b>NET INCOME (LOSS)</b>	<b>(9,359,582)</b>	<b>(129,451)</b>	<b>40,944,597</b>	<b>99,076,341</b>

We are currently seeking a round of \$10M broken out into two phases:

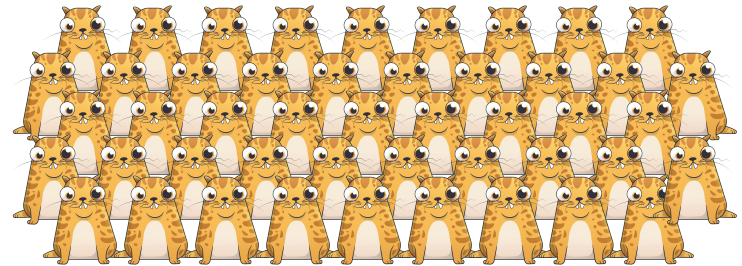
## Phase 1: \$2M

Our first goal is to prove our model in the field.



## Phase 2: \$8M

Once proven, our second goal will be to scale rapidly.



**CONVERGENCE**  
CONVERGENCE OF 4 DIMENSIONS, LLC

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**CROSS-REALITY (XR) VIRTUAL UNIVERSE  
WITH A BLOCKCHAIN BACKBONE**

**NFTs • PLAYER-ACQUISITION-As-A-SERVICE (PAAAS) • TOKEN INVESTMENT**

