

Strategic, Assistive Support Tech:



Blockchain



Redefining Player Immersion for Online Games and forthcoming Metaverse Systems, as we unveil our RT, speech-enabled playable, dNFT Characters, Marketplace, and fully discoverable, Game-Fi Metaverse System.

THE MEINAHVERSE

Infrastructure + dNFT & Game-Fi



Play & Speak in any of our
Real-world or Fantasy-based,
dNFT Characters' authentic voices...
realized via Our Character-led,
AI-based, Speech MIDDLEWARE SOLUTION



Created by key talents hailing from the past decades' most successful virtual goods & micro-services entities.

A GAME-FI 2.0
METAVERSE

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+ Psychological and Social, Group + Individual, Dynamic and Performance & Behavioral outcomes relating to gaming



"YOU COULD CREATE AN ENTIRELY NEW PERSONA FOR YOURSELF, WITH COMPLETE CONTROL OVER HOW YOU LOOKED AND SOUNDED TO OTHERS IN THE OASIS."

Re: Inhabiting various characters' identities
In virtual worlds,
'READY PLAYER ONE-Ernest Cline'



QUOTE

0X

TEAM FIRST!



The MeinahVerse creators are a core team + advisors composed of former execs and material contributors to some of the past decade's most successful and profitable online –facing entities inclusive of: Riot Games, Coupang, Expedia, Sandbox, Marvel, Activision, Bioware, Valve, and NCSsoft.

The Core Team shall be augmented by a talent outsource, NetGuru, with whom we have a solid previous working history. NG shall supply our initial phase, Machine Learning & NLP Developers & Engineers, tasked to deliver our Speech-focused, initial phase, **MIDDLEWARE** Prototype. Once viable, our remaining raise tranches will subscribe very quickly.



NOTE: We are able to assemble talent of this top caliber with zero funding in place. Imagine who we're capable of adding to our Team when funded!



Ideas remain Ideas until a uniquely creative, experienced, and player-focused development team is aligned to bring worthy ideas into reality-in this case VIRTUAL Reality.

Each curated talent for the Team has been specifically chosen for the development requirements of Meinh's Game-Fi oriented Metaverse System (aka: our 'MEINAHVERSE'), our highly interoperable, exclusive, Middleware, Product Solution,

Each have rarified, experiences, directly aligned with all of The Company's Development, Initial Releasing, Awareness, and Support, in a 'always 'Live' high-availability GaaS adrenalized rapid scale, environment, and years of experience doing such, full-Cycle, for +100M strong, Passionate, Digital Native , competitive, Player Communities, and products.



www.linkedin.com/in/dowesterman



**Founder,
CEO, Product Vision**
Clark Westerman

Clark's +2 decades in Core Technology, and Media & Entertainment –the majority in Online and Console Video Games Development & Publishing. Clark has previous, successful, raise experience for a Messaging Start Up, which was also invited to be a strategic, early developer for Google's Firebase offering and his team were onstage at the Google

Firebase EU Summit. Westerman has been a featured speaker for The Economist and its SE European Innovation Summit,

A material contributor to building out Riot Games (2010-2015) Tech Teams inclusive of Platform Eng., Game Dev teams, Big Data (AI/ML) Infr & Security, and then asked, in hiring partnership its new MD, to restructure Riot EU HQ from scratch, inclusive of all key IT, Tech Infrastructure Publishing and Operations roles, (2012-2015).

Clark holds a deep respect for content and is passionate about marrying the most logical, highly efficient, tech delivery and optimization solutions for varied media for commercial entertainment and exploitation purposes (e.g. Machine Learning).

BECOME ANYONE

Aaron Goodman, founder and Executor of The Goodman Advisory Group, LLC, is a seasoned technology executive with over 25 years' hands-dirty and management experience partnering with senior operations executives, and technologists at all levels of seniority inclusive of J2EE Platform Engineers, Quantitative Researchers and Traders authoring latency eradicating algos in order to get ever closer to frictionless transactions in an industry where micro-seconds are meaningful, on behalf of Multi-Billion Dollar Capitalization Equities, Bonds, & Derivatives

global brand Financial Services, hedge funds, and private equity, Wall Street Firms.

He has worked on a range of projects from global consolidations to FinTech startups, app dev projects, as well as physical Data Centre Storage- to- cloud migrations.

Aaron is the Grandson of Grandfather and Timely Comics and Marvel Comics Founder' and Original Publisher, Martin Goodman,



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VP of Player Support & COMMUNITY Engagement
Doug Valente

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Digital River



Managing Director of Russian Fed, Ukraine & MENA
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Senior Dir, Insights & Analytics
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Acting CFO
Paul Michaelides

MichaelidesWarner Accountants and Business Advisors

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Senior Machine Learning Eng
Wojciech Prazuch

<https://www.linkedin.com/in/wprazuch/>

PHD CANDIDATE: Implementing ML solutions to the domain of medical research, which includes Mass Spectrometry Imaging and CT Imaging.



Senior Data Scientist,
DS & BI
Dominik Zegar

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focus is working with Data to make it clear, actionable, insightful, and enable Machine Learning opportunities. development of capabilities in Intelligent Autom, Machine Learning, NLP, Chatbots, integration



Senior Project Manager our Middleware Solution is language anchored
Maciej Rydel

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Languages, Data comparatives for BPO



Machine Learning Architect and Computer Vision Team Leader
Maciej McKulski Jr

<https://www.linkedin.com/in/maciej-mkulski-jr/>



Java (Streaming / Client & Platform Dev Experience w/
Disney
Dániel Juhász

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These Outsourced AI-Centric, Software Engineers hold appreciable experience in Machine Learning, AI, Java, web, Android, iOS mobile and PC/OS X development shall be hyper focused on our Character – Centric, AI/ML Middleware Development that will enable our MEINAHVERSE Characters to OUTPUT Player's Originating INPUT context –now processed Speech in their character's authentic voice.



Lead Technical & Product Development Advisor Eachan Fletcher

<https://www.linkedin.com/in/eachanfletcher/>



Eachan is presently CEO & Founder of NestEgg, an AI-driven ,Online Property Management Business Solution that serves to automate many utility tasks for landlords and serves to aid both Landlords and Tenants to navigate scenarios that otherwise could become painful if left unattended, and needlessly costly, once Real Estate Lawyers are brought into a given situation. Previous to has acted in the capacity of Expedia EAN Family's VP of Product for Hotwire, Expedia's CTO, (Expedia's global site ranking during his tenure ranged between a stellar 226 and Not to be discounted, 335 in total, worldwide consumer traffic. His understanding of our Tech Stack for the core Speech Product Solution is immeasurably helpful and of value to us. Eachan was one of the earliest experimenters of 'bots' in a large scale online facing consumer site. When at Expedia he was responsible for 37 technologies for web tech spanning all of Expedia's branded sites. from day 1 development thru deploy and optimizations and consistent, micro-deploys all thru the day and night.

Eachan has been, from 'Day 1,' our biggest supporter in both word and deed. He is a punishing taskmaster who is exact in his demand for quality and frictionless user experiences makes those he mentors and manages better and also want to achieve more-an ideal leader. Not just a '*talker*', Eachan is a serious '*do-er*' and winner! His Company, NestEgg is a highly performant business that initially raised \$7+ Million in VC Investment and another +\$2 Million via Hi Net-worth, Private Investors. NestEgg continues to scale.

Yet, no matter how busy, Eachan always makes time for us. Always available for troubleshooting and sage counsel.

<https://www.forbes.com/profile/eachan-fletcher/?sh=5951457e11c6>



Eachan Fletcher

Whist drafting this deck,
Eachan's company was acquired
by TRUEHOLD
**NestEgg was acquired by Trueho
ld in Dec, 2022.**



CREATIVE DIRECTION & DESIGN ADVISOR Post Raise: Head of Art/Senior Studio Art Director& Game Design Mike Christian

Strategic +20 years Game & M&E experiences with global devs & publishers Electronic Arts, Activision, Google, Microsoft, Disney, Marvel Comics and others, working in both development studio and publisher organizations.

Experience working in AR/VR, personal robotics, Interactive TV, NF

<https://www.linkedin.com/in/ronansanford/>



Tokenomics & Game Design Consultant

I HAVE THE CONFIRMED E-mails
BETWEEN US STATING EXACTLY THIS



XXXXX is doing his own raise for a game, so we can only publicize his involvement POST our initial raise and his so we don't potentially cannibalize his own raise. Nevertheless, he is a huge asset to us as Advisor.

APPETITE VALIDATION TRACTION- SEED STAGE

Our Deeply Experienced, TEAM JOIN, PRE FUNDS \$0 –where many funded projects have great difficulty fielding teams /individual talents. 9THINK OF THE TEAM WE CAN ROUND OUT WHEN WE ARE IN FUNDS!

BEFORE Starting our journey, we approached and met with multiple, Global, Game Dev/Publishers in EU, NA and Russian Fed and 2 PRIVATE SCHOOLS (1 -London and 1- Cyprus), each classroom had a~ 60/40 ratio, girls to boys, aged 14-16 To Validate both core Player enthusiasm as well as Game Dev/Publishers. Additionally, I met with a friend who in the past has acted for Expedia as their VP of Product and CTO within the EAN EXPEDIA Family of Travel Sites. He was excited about our intentions for Meinah and became our Lead Technical Advisor. A Senior Product manager with Vkontakte got very excited as well, so with an understanding of what the pitch able prototype should feature for definitive 'yes's' Overall, we got very positive validation re: our MIDDLEWARE PRODUCT, for which those senior executives with whom we informally met, signaled we were welcome to return when we had a early, functional prototype this went beyond friendly glad-handing.

WHERE ARE YOU HEADED? (FUTURE VIEW, potential strategic deals)

- An acquisition to be baked into Unity 's 'Game Engine' Offering (+60% of Unity Engine is actually now outside of games –its sees +250B per annum.
- AN ACQUISITION predicated on Data/Insights similar to what 1 of 3 pillars of the underlying strategy
- of why Bezos/Amazon acquired Twitch for 1Billion, back in 2014 and why it paid \$1B for a network ecosystem of Players
- watching RT and pre-recorded of others game or influencers and pro players discuss what games they are drawn to and why.
- CRM SalesForce/ 58.82 Billion
- Social Media Organization & Strategic planning. HOOTSUITE
- BPO/CUSTOMER CARE/CALL CENTER 2\$61.9 M in annual revenue
- Marvel (big gap in its terrific film and Disney TV offering and comics – Gap is their own, 1st party, online presence.
- NETFLIX/HULU INTERACTIVE PROGRAMMING
- FANTASY SPORTS

Online Video Games' Most
Populous Demographic and most
prolific spenders- are its
3.04Billion 'DIGITAL NATIVES.'



These +3BDigital Native players spend, +\$64 billion USD,
Y/Y on wholly elective, largely cosmetic, individuated
'buffs' gear, variant costumes, Weaponry & Vehicles.

68% of Digital Natives only play
Games offering a Multi-player mode.
Multi-Player requires significant, RT
Communication between a crew of
highly competitive Players...

...Forcing the majority of global
players +2B/68% to Speak in
their own, Real-world Voices, is a
huge impairment to, players holy
grail of '*perfect immersion*'.
Immersion process.

99% of all games feature
a character, represented RT
in-game as a 'skin', or Avatar;
such act as Players'
transportive immersion
mechanism into virtual
environments.

AND YET:

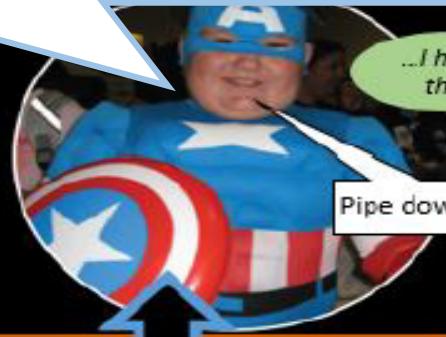
ALL Players- are, to date, sadly artificially constrained
to one mode of communication in-game: Their own,
non-immersive, real-world, voices.

Nullifying Game DEV's painstaking, virtual, world-
building efforts to promote ever heightened
immersion.

...Totally illogical.

It is, quite simply, the enemy of
enhanced, Player -immersion into
any game.

No one offers me the opportunity to truly immerse and SPEAK in the authentic voices of the characters I identify with. If they did? Boyoboy I'd never stop playing!



"Tommy" Is this in reality...



...but lives a good portion of his days online, so he can escape real-life, and role-play that he is THIS.

Passionate Players strongly believe if they are empowered to Immerse better, they engage and concentrate at a higher level, so they game and compete better.

If, on top of that, they have good fun and can brag and show off as the focus of attention for a few moments, you've got yourself a loyal, long-term, community player, that has an abnormally HIGH ARPRU range* that tops out at \$84.67 (Epic Games' Fortnite).

FOR ENHANCED IMMERSION IN THE ONLINE GAME(s) OF YOUR CHOICE , IT IS NOT ENOUGH TO JUST *LOOK* LIKE YOUR CHARACTERS...

...PLAYERS ALSO NEED TO *SOUND* - TO *SPEAK* AS THEIR CHARACTERS, IN THEIR CHARACTERS' AUTHENTIC VOICES.*

OPPORTUNITY:

NOTHING UNDOES IMMERSION, AND RIPS A PLAYER "OUT OF 'THE MATRIX'" FASTER THAN...



...GAMES THAT FORCE PLAYERS TO SPEAK IN THE PLAYER's OWN NORMATIVE VOICES

Digital Native Players,' INHABIT their chosen Characters for hours, In-Game each session, and typically 'LIVE' online 14-18 hours a day.

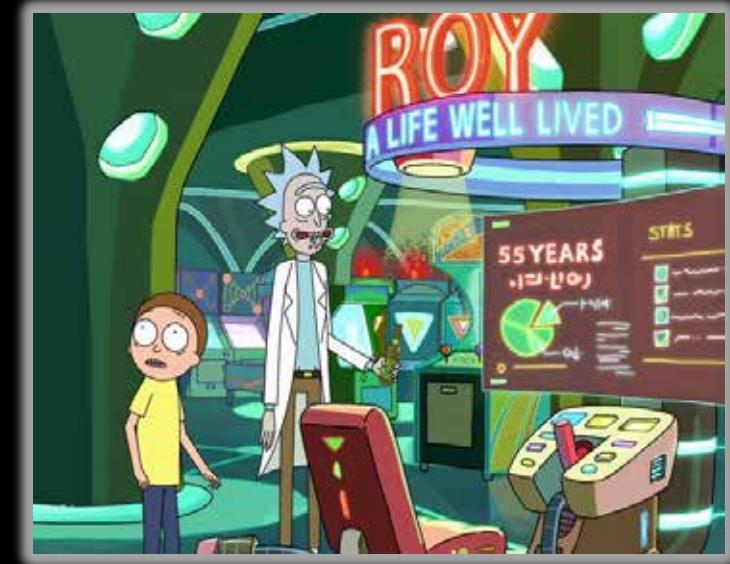
They relentlessly crave & seek innovative solutions that enable them to better IMMERSE EXPRESS & EMOTE in their Character's voices to better BECOME their characters.

"Flexible, Virtual, Digital Identities" or Skins, Avatars and NFT's leveraged for escapism, entertainment, and ongoing, semi or fully anonymized, self-exploration of an individual's social identity, freed from to emote & express and test-drive personality traits, are all typical components and a strong attractor for Video game players.

OPPORTUNITY:

**PLAYERS DON' T PLAY
VIDEO GAMES TO BE
THEMSELVES**

BIG
HINT:



"This is so Awesomesauce,
that I didn't actually hear
anything you said beyond "
**'YOU CAN SPEAK, REAL-TIME,
IN YOUR CHARACTER's
AUTHENTIC VOICE'...**"



+3.04
BILLION
Core Players

a +\$64B
Uncontested
Opportunity
for Online Games

OUR EXCLUSIVE MIDDLEWARE SOLUTION:

SOLUTION:



Digital Natives have been
gamified since birth; Isn't
it time their
communications were?

Our Speech-Enhanced, Character- driven, dNFT AI/ML & NLP,
MIDDLEWARE voice libraries, act as a W3.0/M-Verse revenue
replacement for the +\$64B mTX NFT/Skins/Avatars and their
weapons, variant costumes.

MIDDLEWARE QUICK DEMO EXAMPLE+ COMPARATIVE

Developing dNFT Character-centric, AI/ ML / NLP-based, Speech MIDDLEWARE, targeting the 3.04 Billion, global, passionate, Digital Native, core game Players and enabling them to speak in their favored Characters genuine & unconstrained voices.

We aspire to appreciably evolve 'DN' Players' in-game, Real-Time engagement and to meaningfully enhance Player Immersion into their acquired, Characters with whom they identify, by empowering these passionate Players to play, as well as *Speak*, - not in the Players' own, logic-defeating, suspension-of- disbelief-shattering, normative voices- but rather, in our speech middleware-enhanced, Real-world or Fantasy-based, licensed, or original, dNFT Characters' authentic and trans portative voices.

AUTHENTIC, CHARACTER SPEECH-CENTRIC, AI-DRIVEN MIDDLEWEAR- ACCOMPLISHABLE?

JOE ROGAN, DESSA - DEEP FAKE

https://www.youtube.com/watch?v=DWK_iYBI8cA

Deep Fake outfit, Dessa,

The video and the DEV R&D approach that it demonstrates was created by three Machine Learning Engineers from Dessa, which Square acquired and repurposed them to POS, Fin Tech projects.



MEINAH SOCIAL GIRL V MONKEY

https://drive.google.com/file/d/1tLJL_fZINIUSEit3QcwtHchCw3pfIAt2/view?usp=share_link

Our Early test/ test Anim video clip



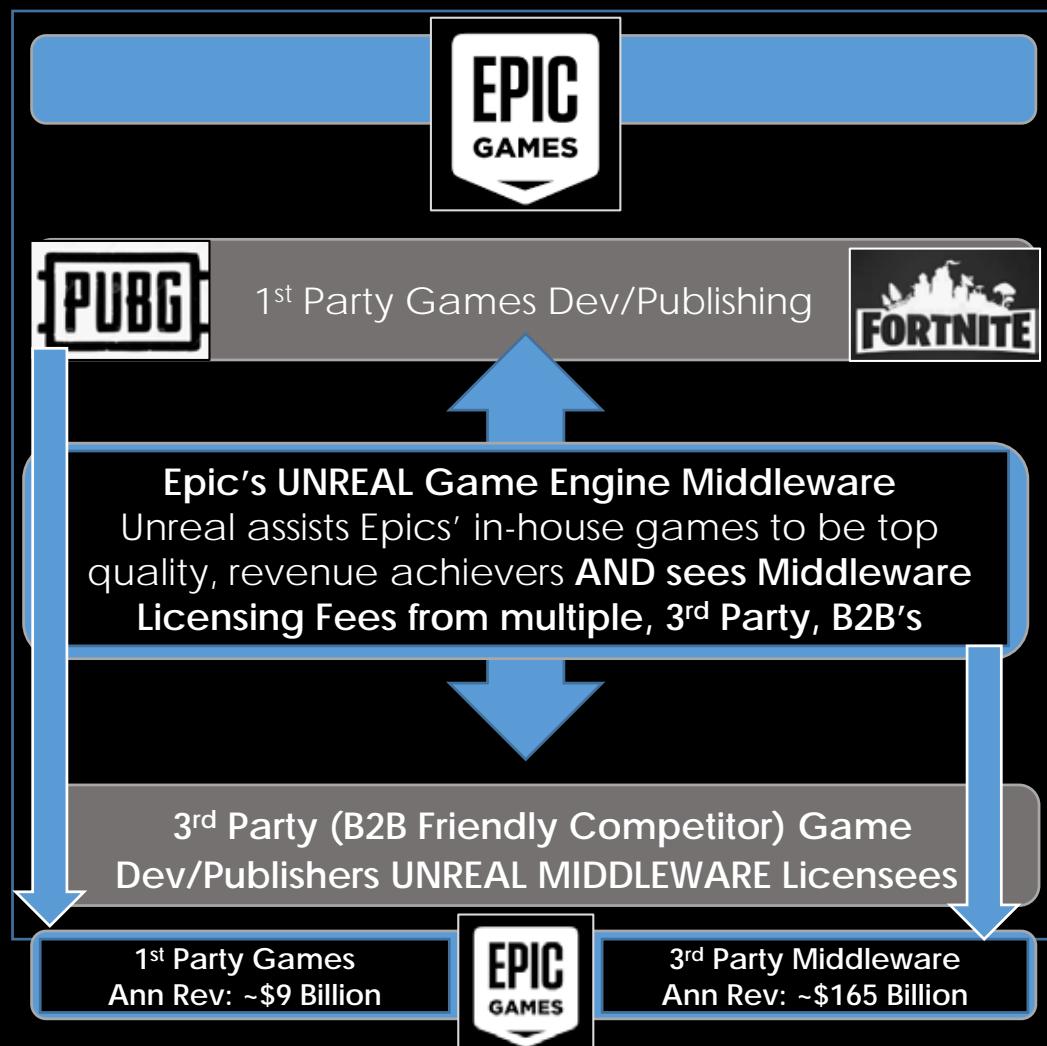
MIT's VIVOX, Small Core Team

Acquisition Jan 29, 2019

Unity acquired Vivox for an undisclosed amount
Re-PURPOSED FOR VOIP & P2P MULTIPLAYER
NORMAL Player's Voice Comms

ACCOMPLISHABLE? FOR OUR APPROACH PROCESS
WHERE PLAYERS ARE THE CONTEXT/DIALOGUE, YES.

The Proven Business Model for Middleware that we follow



Our Middleware Business Model



*est from \$64B unopposed, market

MIDDLEWARE

OUR EXCLUSIVE, AI/MACHINE LEARNING/NLP – BASED, CHARACTER CENTRIC, SPEECH SOLUTION

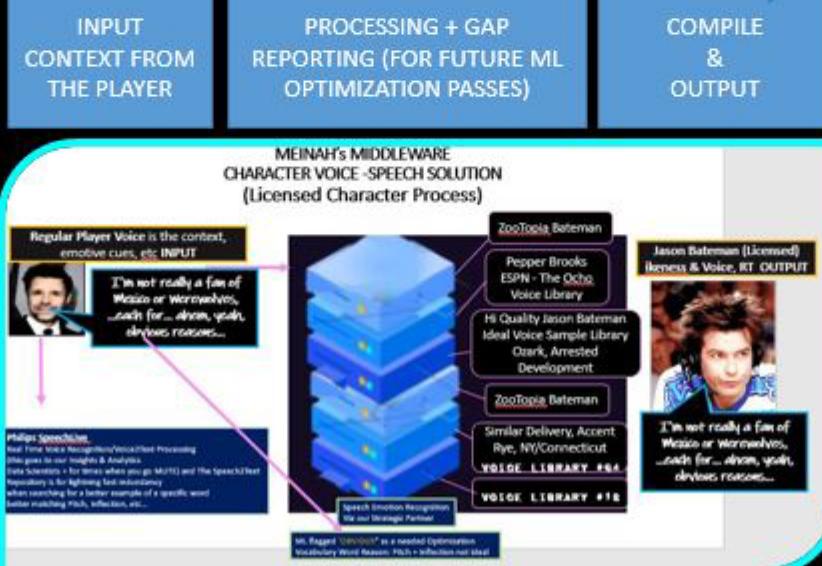
Our SPEECH-ORIENTED, MIDDLEWARE, which enables our players to speak in the authentic voices of any of their wholly owned, Real-World or Fantasy-Based, Original, Licensed or Community Content Creator, Original, playable and highly interoperable, dNFT Characters Rapid-To-Train, AI TASKS (see our AI BREAKOUT SECTION)

MIDDLEWARE

THE GRANULAR PROCESS OF DEVELOPING OUR SPEECH MIDDLEWARE, where we employ AI, Machine Learning, Natural Language Processing, Auto Speech Recognition Phillips , Speech To Text, and Optimizing (particular scrutiny for licensed Characters) where The Players are the Dialogue /CONTEXT, and baseline emotional timbre, pacing delivery, inflection/Phenome / Phasing/ Intonation/Duration/Accents and other emphasis INPUTs, We task Natural language Processing, AI, and Machine Learning to OUTPUT in a given characters 'genuine sounding' voice.

(note: below is not the full step-by-step process just an sketch approximation)

LATENCY BENCHMARK is milliseconds

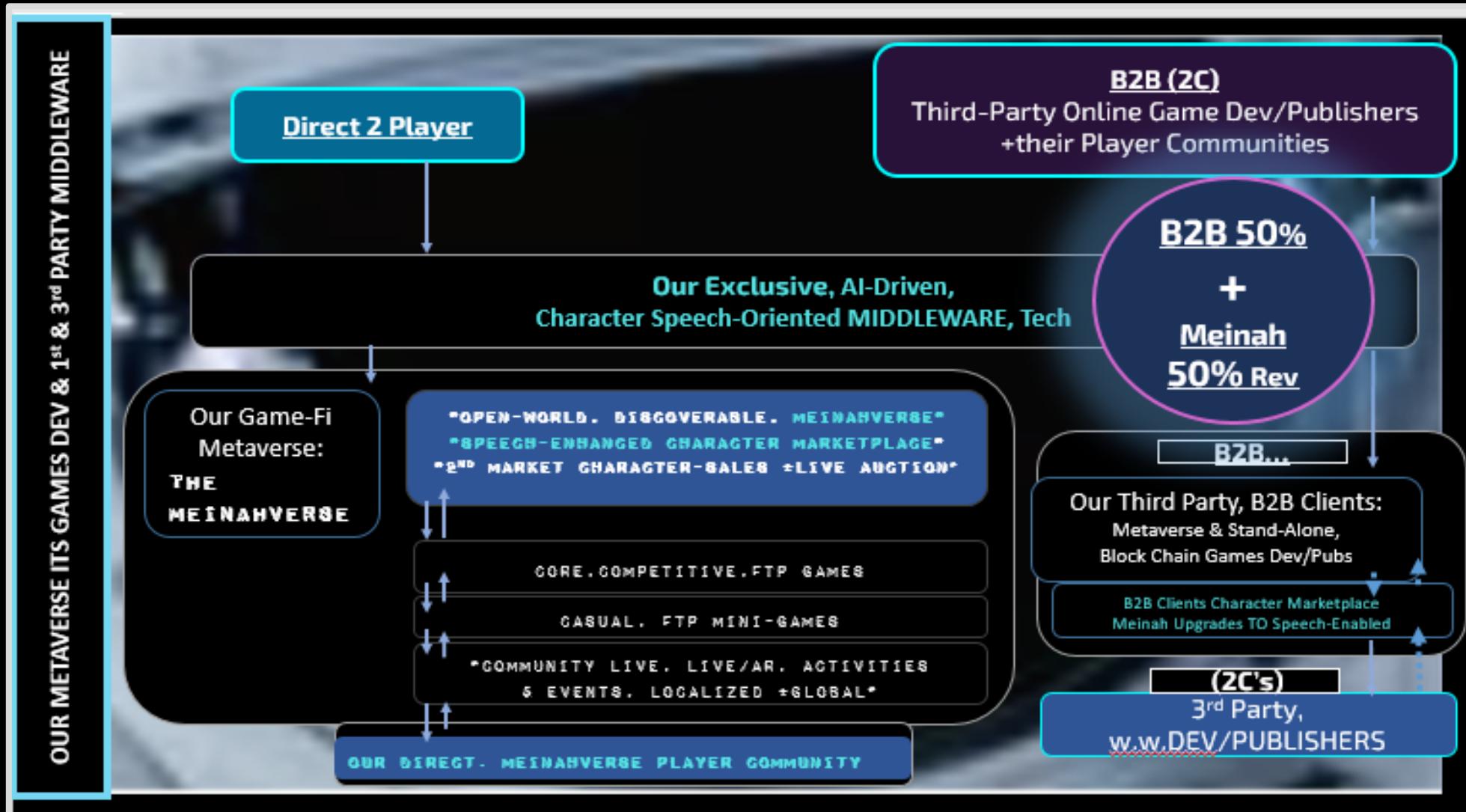


OUR TEXT TO SPEECH MODEL Would focus not on NLP, But favor AI/Machine Learning and Task it with leveraging and constantly optimizing our constantly scaling, Individual Voice Library Repository. optimal word count samples, etc... and then tasking ML to perform Repetitive tasks that continuously optimize holes in our Voice Libraries where the scaling library will at a point, be deeply assistive in training +Optimizing our process. This veers into Generative AI Task Territory. LITE, Viable to set up TRAINING for the ML, that complexity of Generative AI Tasks will be delved into.

MEINAHVERSE DUAL BUSINESS MODEL SCHEMATIC-

Direct2Player , Business Model

B2B 3rd Party Developer/Publishers Model



The 'ASK'

We're raising a total of 4.9Million, in staged tranches via Grant awards, Ecosystem investments by Block chain ALT (example: Polygon, Binance BSC, and ZkSync).

SEEING & Hearing IS BELIEVING: Within 6 months we shall have a pitch-able, proof of concept, prototype. The day it is ready, the balance of our raise should subscribe quite rapidly as it effectively sells itself... Our Immediate focus is raising enough that we can feel comfortable beginning to payroll so we can achieve the pitchable solution so, first tranche funds of 259K

\$4.9M

AIR DROP ALT

AS A Substitute for a Air Drop * we have a fairly unique, well-hedged, strategic IGO AWARENESS campaign proposition we shall laser focus via curated MVP Invitation we believe will yield strong hi Net Worth and Family Office incremental Investors.

KEY, NEEDLE-MOVING, FEATURES of the MEINAHVERSE

OUR SPEECH-ENHANCED (!!!!!) RT dNFT CHARACTER VALUATIONS CAN CHANGE DUE TO THAT CHARACTER's SPECIFIC INTERACTIONS.

Our Speech-capable, interoperable, Characters, which Players acquire & own outright... when they interact with other characters, in-game, or via OTT, Social Media Encounters? Such potentially can result in **RT valuation changes** that can impact a specific Character a Player owns...(positively, or negatively).

PLAYERS' SPEECH – ENHANCED dNFT CHARACTERS CAN

The MeinahVerse's exclusive, dNFT, Verbally enhanced Characters have finite Lives. Exhaust them all and that Character remains dead.

SPAWNS:
are pasted after completion into into Varied popular Social Media, our players doing their own OTT commentary (Think of Spawning like Mystery Science Theatre 3000- snarky commenting viewers over programming).

Except You are the main color commenter over the action.. This feature gets P2P, Viral FX percolating ,and, Meinah rewards players who opt to Leverage Spawning to make viewers laugh and repost, getting Meinah and games in general attention and heightened Awareness...



Cut & then Paste Vid Clips or you, as your MIDDLEWARE, Speech-enabled virtual character dishing out the SNARKK, or pwned by a supposed friend. Character Voiced exchanges, taunts, jibes, trash talk, FOMO inciting pronouncements, and non-verbal drops... irreverent, funny, sarcastic .If they achieve decent traction metrics, it can be surprisingly beneficial to the Dropper.



Virtual Character Insurance:
Our localized and global, social games have the capacity to be very rewarding, yet also there's a possibility your Speech-Enabled, dNFT 'MEE' Character's number, as they say, at random, via Chainlink RNG, could be up. And that means one of your MEE's loses a very, valuable LIFE.

Players can only opt out via TWO avenues:
1) Purchase by-the-week, month or annual Character coverage, OR;
2) Contribute Meinah or approved, real-world localized Community Service



GAME + CHARACTER INSURANCE

OUR MEINAHVERSE, and its Core Game, Casual Games, Community Events, & Activities' FEATURES.

SPAWNS:
are pasted after completion into into Varied popular Social Media, our players doing their own OTT commentary (Think of Spawning like Mystery Science Theatre 3000- snarky commenting viewers over programming).

Except You are the main color commenter over the action.. This feature gets P2P, Viral FX percolating ,and, Meinah rewards players who opt to Leverage Spawning to make viewers laugh and repost getting Meinah and games in general attention and heightened Awareness...

SPAWN IN RT OVER OTT STREAMS



THREAD DROPS

Cut & then Paste Vid Clips or you, as your MIDDLEWARE, Speech-enabled virtual character dishing out the SNARKK or pwned by a supposed friend.Character Voiced exchanges, taunts, jibes, trash talk, FOMO inciting pronouncements, and non-verbal drops... irreverent, funny, sarcastic .If they achieve decent traction metrics, it can be surprisingly beneficial to the Dropper.



PRE-POST GAME SESSIONS –MOBILE ATTACKS ETC

You just crushed your pals in a match? Or, conversely, not feeling like being verbal after your team lost? Be as black hearted as you're feeling and light up your friend's device with an atom bomb or light him up so his/her phone looks about to melt. Why not leave a snarky message underneath the smoking cinders once they figure out how to extinguish the flames?



PRE/POST GAME MOBILE ATTACK

MOBILE TAKE- OVER

Take-Overs: Lost a wager with a pal?
Set Mobile Permissions for 'Punishment & Defacing"- such auto-delete after 20 mins

PRE/POST GAME MOBILE DEFLECT

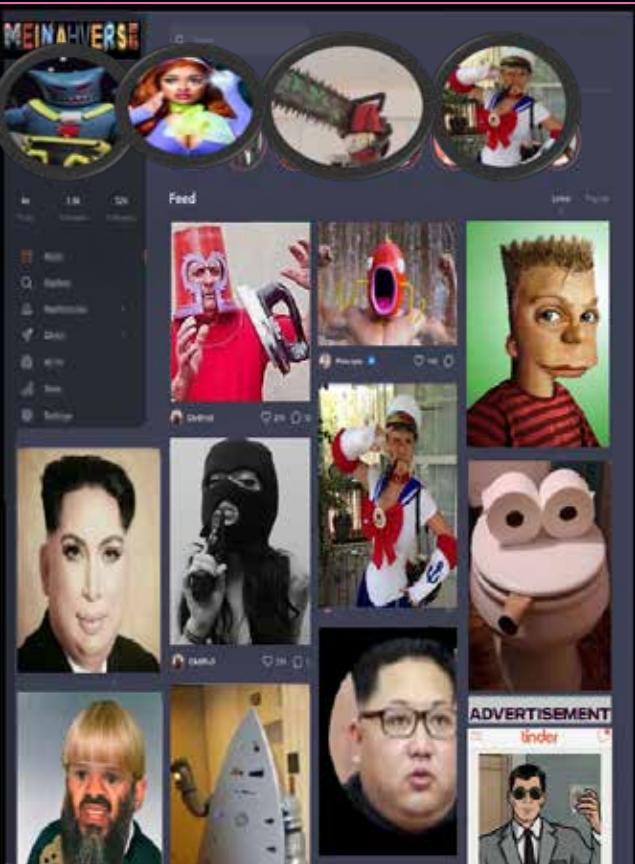


CARPET BOMB

Carpet Bomb: Our 'Carpet Bomb' feature is akin to a video games' smart bomb or scorched earth weapon. Players get limited numbers of these smart bomb

DEFLECTIONS of such attacks to unaware 3rd parties from ones' social graph (such a randomized, and 'deflected' attack from peer 1 to peer 2, Peer 2 whom has deflected the powered attack to **you**, a non-initiated, MeinahVerse player). Although you have no context of The MeinahVerse, such a random vidclip inbound to you, is very difficult to both ignore, as well as leave unanswered).

MEINAHVERSE CHARACTER MARKETPLACE



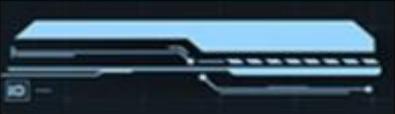


CAN YOU USE YOUR PRESENT NFT'S,
IN-GAME AND SOCIAL MEDIA?
CAN YOU SPEAK IN-GAME, RT, IN YOUR
CHARACTERS' GENUINE VOICES?
NO?

Our dNFT Characters can.

When you create for Meinah, there exists a very strong, realistic chance for creators' to earn 'life-changing' creator's fees from their Meinah royalties.

And we enhance your creations to be viable to use in-game,

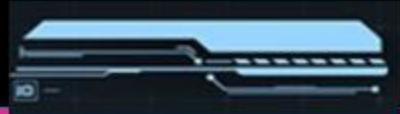


50%

CONTENT CREATORS Revenue Share

50%-50%

with Meinah on any & all of their
dNFT CREATIONS



When you create for Meinah, there exists a very strong, realistic chance for creators' to earn 'life-changing' creator's fees from their Meinah royalties.

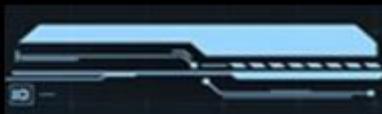


CREATORS KIT 'TOOLBOX'

OUR CREATORS KIT TOOLBOX^{*}

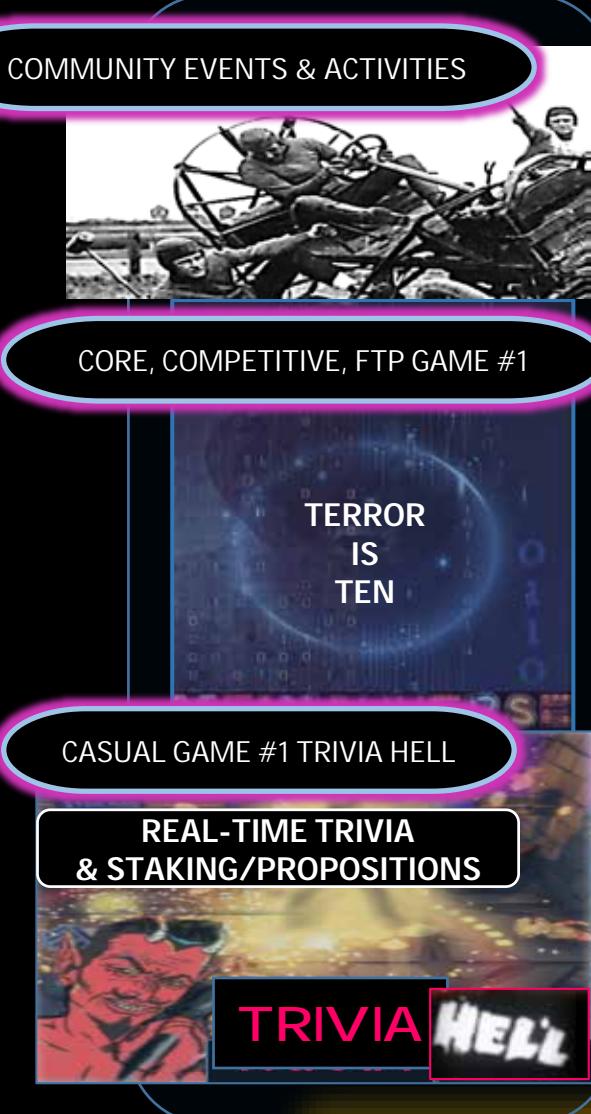
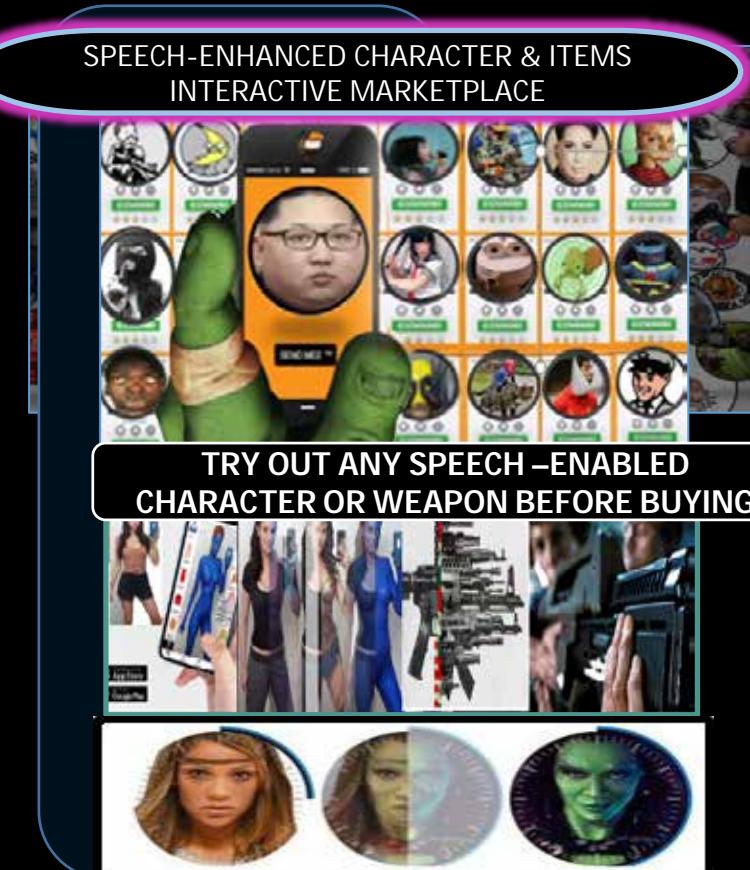
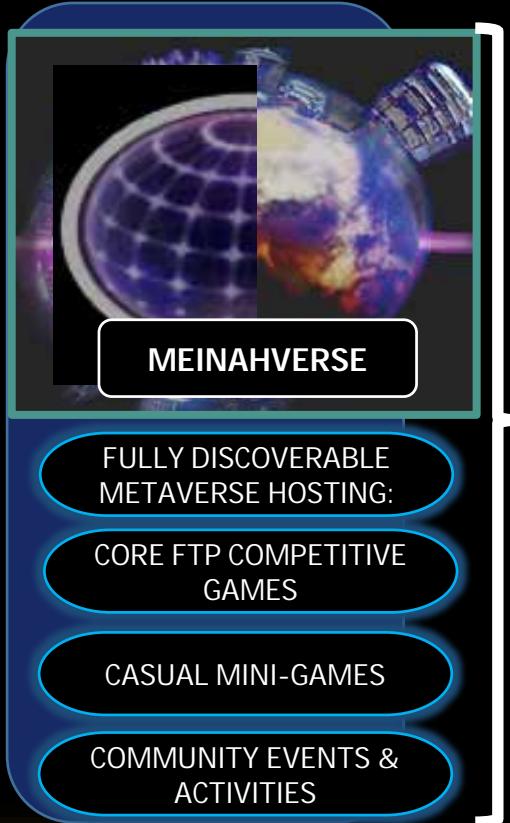
The Meinah Whitepaper shall detail the options available to creators re-open source as well as paid subscription tools valid for web2, w3 and MeinahVerse Systems Components,

Plus, in-depth specifics on sizes, resolutions, and so forth, when one is submitting works to us.*



DIRECT2PLAYER PRODUCT

(Our discoverable, MeinaVerse, Its Hosted Games, Events & Activities + AI Driven, Speech-Enhanced MIDDLEWARE -Offering)



OUR EXCLUSIVE, AI driven, Speech-Enhanced Character Voice-centric MIDDLEWARE

MIDDLEWARE

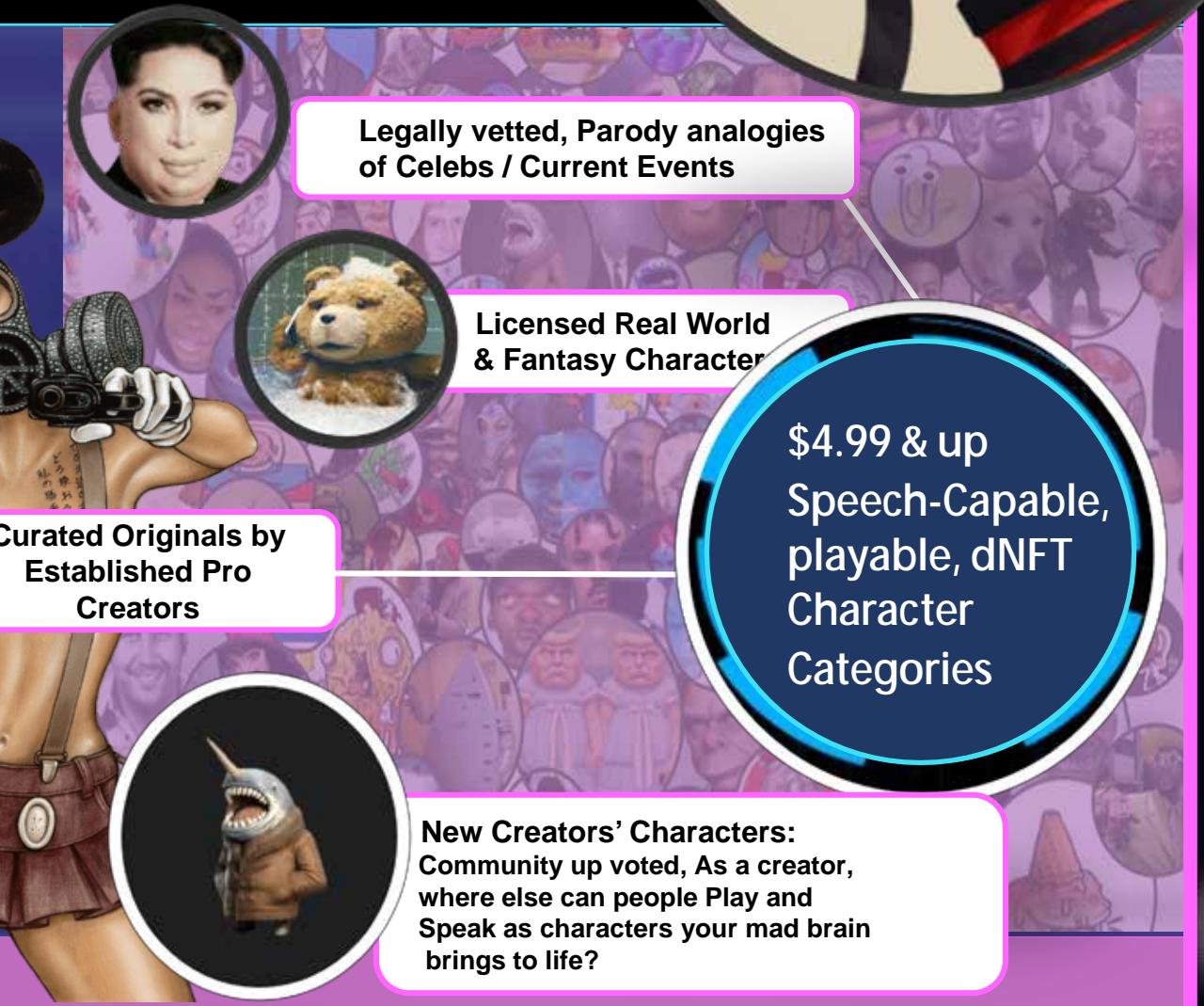
Our SPEECH-ORIENTED, MIDDLEWARE, which enables our players to speak in the authentic voices of any of their wholly owned, Real-World or Fantasy-Based, Original, Licensed or Community Content Creator, Original, playable and highly interoperable, dNFT Characters Rapid-To-Train, GENERATIVE AI TASKS (see our AI BREAKOUT SECTION)

MIDDLEWARE



Direct2 Player (D2P) Business MODEL:

Our Speech- Enhanced, playable, dNFT Characters
are to be found in our Metaverse System's Marketplace.



Our Verbally -Enhanced dNFT Characters

Along with #Cool A.F. Upgradable & customizable:

- Weapons, vehicles, voice libraries, superpowers, magicks, Player-Created
- community upvoted, Original Characters, we augment to be speech capable

Our –One-of-a-Kind, Individuated Gifting Options

Land, Real-Estate, & Rare Elements Transactions,
Registry Fees, Per Province, Exclusive/Non-Excl.,
Business Licenses Fiat/Token/Crypto Exchanges

Global Community Events' OPT OUT Insurance

MeinahVerse Revenue Drivers

Ad Agency/Brand logical Integration events fees

Community Propositions Basket

MEE PASS™ \$6.99 P/M ANNUAL
CRYPTO \$9.99 P/M 6MOS
\$12.99 MONTHLY

B2B (2C) Business MODEL



\$ 0
INTEGRATION COSTS

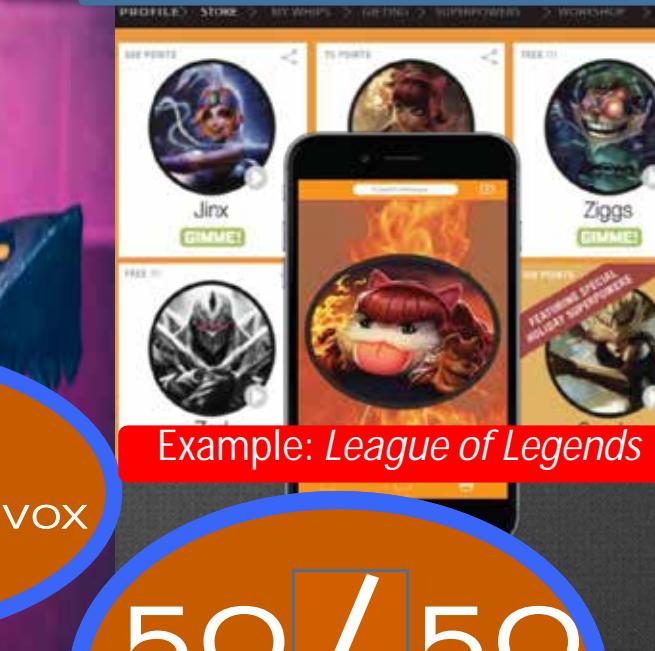
We underwrite all MIDDLEWARE integration costs with our probable, initial, B2B clients for our 3rd Party, RT Chat Solution + paired mobile app



\$ 0

CHARACTER VOX
ENABLED

Additionally we cover the costs to adrenalize our B2B' key Characters with TTS/STS full and authentic voice capabilities and custom,gamified accoutrements



50 / 50
REV SPLIT W B2B

Example: *League of Legends*



\$ 0

6 MO'S
INSIGHTS
TRIAL USE
B2B CLIENT

Once we have functional Proofs of: game vertical slice and MIDDLEWARE, we begin calling on presumptive B2B Game Client Dev/Pubs



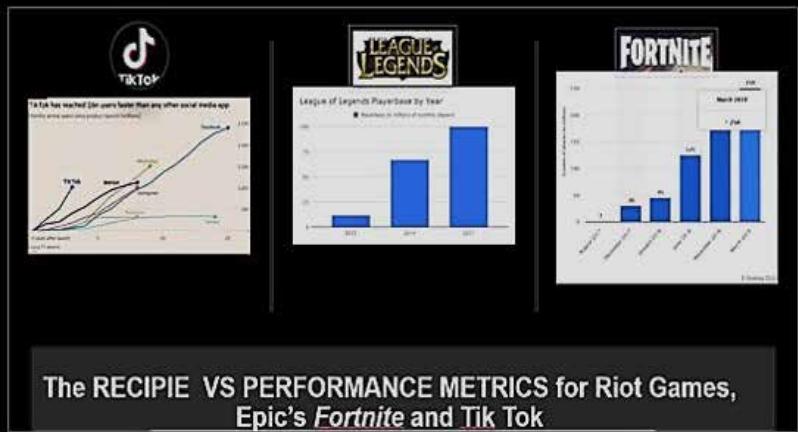
媒 MEINAH!

THE SUCCESS RECIPIE - INFORMING OUR PRODUCT DEVELOPMENT



This 'recipe' of key elements is leveraged from common elements within noteworthy, Digital Smash Successes such as Riot Games, Epic games' *Fortnite* and Tik Tok.

Study gamified, digital interactions... at their roots, all are about bragging, competition, gamification, unlimited freedom & choice, holding collaborative relationship with the publishers of content they prize, and they each providing an online global stage for self-promotion & reinvention.



**Millennials and Gen Z's want to be
“Stars of the Show.” It is all about THEM.**



STAKING



Presently, we have a really fun, engaging Staking Program that will win over and suck even those, whom, at the outset, are simply looking for a viable Moderate to Aggressive Return within multiple, choices of time-frames, micro (days), to Macro (6,8,10,12 months), in which Stakers are providing The MeinahVerse liquidity assistance.

We distribute a randomly drawn (via Chainlink RNG), MeinahVerse, Speech-Enabled dNFT Character, along with the HUD/Player Dashboard we provide all M-Verse Community Members. Stakers can check, in real-time, both how their Termed Staking Investment is performing, as well as the up-to-the-moment valuation of the MeinahVerse Character they were randomly gifted. Meinah shall offer regular deals to Stakers that improve their positions incrementally, if (an example), they send their gifted Character as a Direct Vid Clip to 3 peers in their social graph, or they post to Tik Tok or other social Media. If their post gets viral play, mentions, re-posts, and other typical Social analytic metrics, the improved deal gets exponentially incrementally even better.

Stakers that participate with a TBD , minimum Stake of 'X' also receive 1 of each new Character Meinah deploys to our Character Marketplace for the life of the staked term. With luck, 1 or more of the Bonus Characters a Stakeing Party is gifted, could yield a healthy profit in the 2nd Market.

\$NAH TOKENS FOR STAKING

2000 \$NAH

100,000 \$NAH

225,000 \$NAH

750,000 \$NAH

1,750,000 \$NAH

TERM

21 DAYS

30 DAYS

60 DAYS

120 DAYS

180 DAYS

PLACEHOLDER EXAMPLE FIGS

5.78 %

16.99 %

14.50 %

16.45 %

18.75 %

dNFT CHARACTER BONUS

random

random

1 Char p/m

All Chars Issued During Term

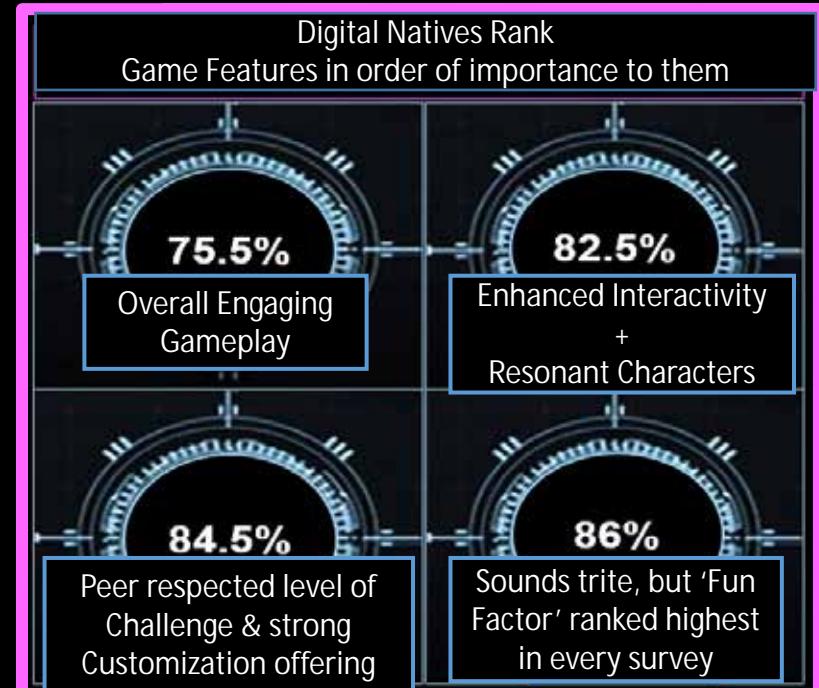


OUR TARGET CUSTOMERS -DIGITAL NATIVE PLAYERS

- 80% (3.04b) of Digital Natives* are core, Online Video Games' players

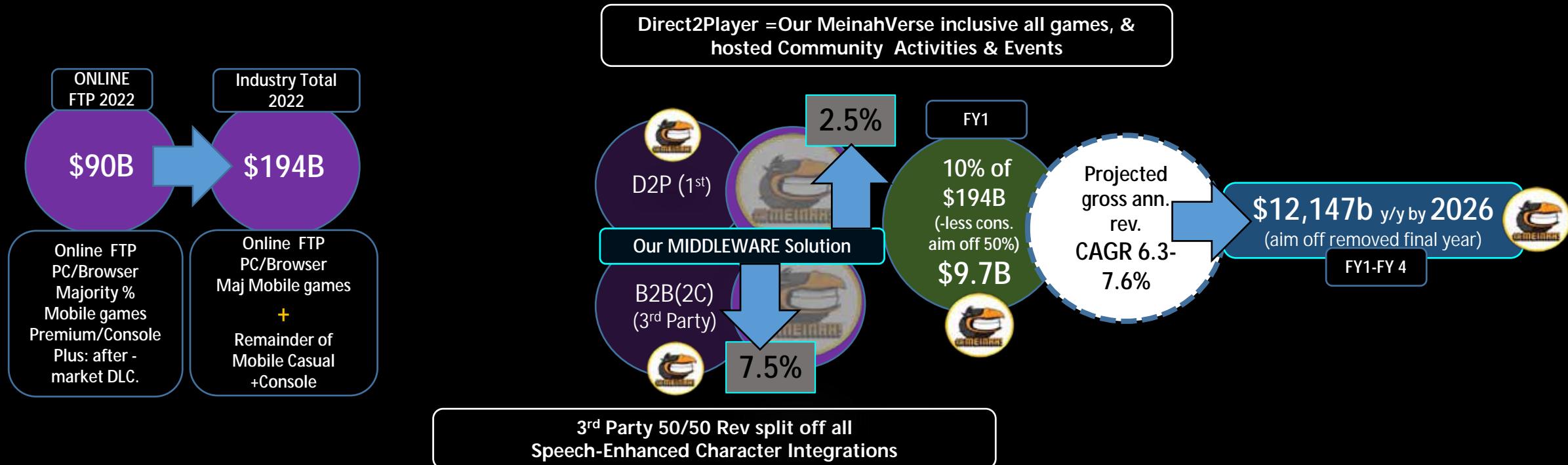
Digital Natives + all other Player Demos, strongly believe anything that assists in enhanced immersion into their Characters and a games' virtual world, enables them to focus and play better and provides an improved, quality experience.

Millennials Spend 18 Hours a Day Consuming Media -- And It's Mostly Content Created By Peers



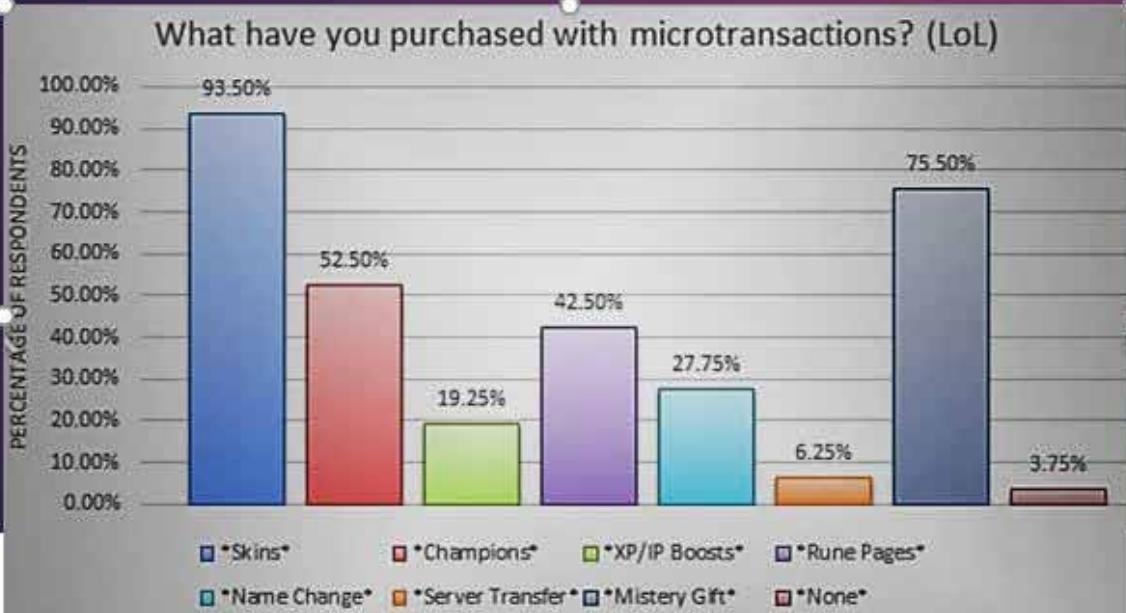
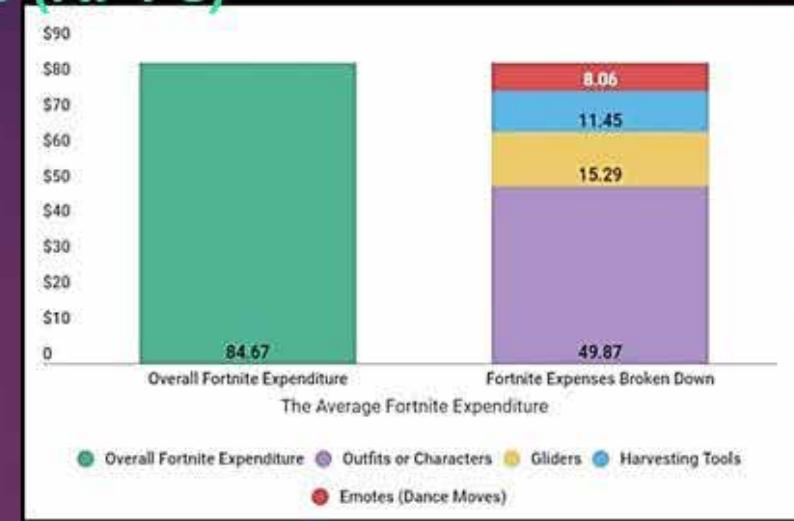
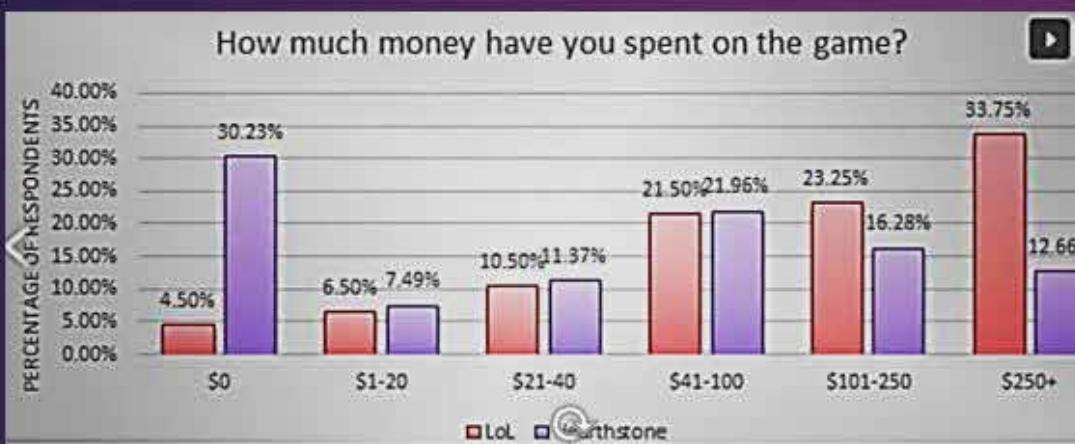
MARKET SIZE Forecast

D2P Featuring similar structure to EPIC Games: 1st party Game dev/published games + UNREAL MIDDLEWARE GAME ENGINES + Epic's 3rd Party Dev/Pubs licensing fees off of Unreal no significantly different habits to grasp, and although last-generation, vastly less utility, and measurably LESS IMMERSIVE to Digital Native Core players than our appreciably augmented offering, it still generates many Billions annually (US\$64 B y/y 2022). *



B2B (2C) The +2,000 globally distributed, Developers/Publishers of Online Games have 3 viable options to respond to Meinah's present Business Advantage of That Digital native Players Industry-wide known passion to acquire the most advanced & effective manners of Immersion and engagement in both their fave characters with whom they Identify and/or revere as personal heroes, and their 'go-to' online games.

PLAYER BEHAVIORS RE: VIRTUAL GOODS (INFTS)



Fortnite is an example of
'free to play' online games.
"Free," yet its players,
ELECT TO SPEND AN AVERAGE of
\$84.67
On Digital Goods.

The majority of the spend
-\$49.87-
is the amount each player spent on
virtual character skins

OUR Fully Discoverable, Metaverse 'The MEINAHVERSE.'



'The MeinahVerse,' is a Fully discoverable, open-world to explore, discover valuable elements, acquire virtual items, property and viable businesses that we have hardwired into the virtual economy, ensuring virtual businesses are performant. As you explore. You may encounter the good, the bad, and at times, components, fellow adventurers, and entities you may wish you'd left alone.

Built on Polygon, our \$NAH token is Pegged to MATIC, and we, several times per day, as players feel a sense of urgency to check in via mobile, browser or PC OS X, leveraging Chainlink VRF, + RNG to see what may have changed and how your holdings may have been directly or indirectly impacted.

The MeinahVerse, is, itself, not simply just host to a game or two , Our MeinahVerse is a our games and community activities and events, it also functions itself as discoverable, 3D environment that is highly gamified and satisfying to explore.

Our M-Verse and its games, combined, feature strong, logical, and tightly aligned, plots, clarified Player Motivations, achievement goals, and corresponding virtual as well as real-world prizes & rewards.



Via the MeinahVerse's **Character Marketplace**, Verannos, whom act as the exclusive, proprietor of Speech Enabled, interactive & interoperable, dNFT Characters. A specialty purveyor of the rarified, variant gear and weaponry, ammunition reload paks, voice upgrades, and special character items, are all available any time of day or night to browse or do some serious Character shopping and provisioning.



OUR Fully Discoverable, Metaverse

Players will want to carefully consider which dNFT Character they should leverage each entry to The MeinahVerse when scouting around The M-verse . The *MeinahVerse*, as a fully discoverable, virtual world, in many ways similar to, but not quite the same as Earth, is, as you'll discover, nearly as many ways completely opposite to our Earth.

In its function as Host, The MeinahVerse's core, competitive, Games, casual, Mini-Games, as well as both social, localized, and worldwide, Community Activities & Events. It also is believed by top scientists to act either as a symbiotic or environment to many unknowns, the 'unknowns' act as parasitic invaders which have obtained dominance over their host.

Our M-Verse's offering of Free-To-Play, Multiplayer, varied genre, games will follow the living, breathing, operational, '*Live Services*' model. In other words, we're '*always on*'. Always.

Creative talents, both core employees, Player-applicants training and shadowing SME's for creative roles as well as freelance artists, shall relentlessly continue to add new characters fresh gameplay engagement features as well as continuing to flesh out the overall MeinahVerse.

'The MEINAHVERSE.' (cont'd)

The shape of the MeinahVerse is that of a parallel world, in several ways familiar, in many others, completely foreign. The MeinahVerse features an uncertain total amount of delineated territories (in local, Mee-Verse slang, '*Provinces*').

Provinces look and feel wholly unrelated to each other and within each, exist varied, often conflicting, mash-ups of styles, and a dizzying cornucopia, of incongruent, time periods, technologies, and architectural set pieces.

How Many Provinces exist in the MeinahVerse?

Great Question. Simple Answer, we're not quite sure, We can confidently conform at least, 11. Some of our scientists think possibly 5x that number. our teams are still surveying, as you may note, the planet has had some tectonic movements as well as some rends in the upper atmosphere- we've managed to patch and heal the atmosphere.

Via the MeinahVerse's **Character Marketplace**, a well-regarded, exclusive, proprietor of Speech Enabled, interactive, dNFT Characters, variant gear and weaponry, ammunition reload paks, voice upgrades, and special character items, are all available any time of day or night to browse or do some serious Character shopping and provisioning.

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Provinces look and feel wholly unrelated to each other and within each, exist varied, often conflicting, mash-ups of styles, and a dizzying cornucopia, of incongruent, time periods, technologies, and architectural set pieces.

Our 'DNFT's': *Dynamic NFT's Respond to DATA, and interface with existing Infrastructure. Assisted and augmented by strategic Solutions such as Chainlink, VRF.*

Raw Land, Improved plots, Existing Real Estate, Commercial Property and Key Infrastructure Business franchise, early days will offer up pleasant, surprises and discoveries of valuable gems, precious metals as well as elements that, when brought in to **The Land Registry Offices**, a few will scan as '*Unrecognized Elements...*' or '*UNKNOWN SUBSTANCE*,' Interesting...

UNKNOWN SUBSTANCE

In random each plot of land, there shall initially be, fairly frequent discoveries of this Planet's natural resources, rare artifacts, and a variety of other player discoveries as they explore The MeinahVerse

Meinah's Speech-empowered, dNFT (erc-1155/721/20) Characters can be real-world or fantasy-based.

Our fully playable, multi-genre dNFT supply sources:

- curated, established originals,
- duly licensed heroes and anti-heroes, professional creator
- parody analogies (e.g. a comb-over cat analogy of Trump),
- Current Event Bizzaro 'real world' Notorious 'stars' analogies ripped from (unswerve-able),real world headlines, AND,
- newly breaking, Creators from around the globe, (*their community up-voted, dNFT's see a 50/50% revenue split with Meinah.

When a, dNFT Character is deployed for the first time, its baseline, fluidly adjustable traits are stored in that dNFT's metadata, thanks to the ERC-1155's secure, yet updateable properties we use in concert with Blockchain, Chainlink's VRF and the widely interoperable Binance sidechains.

As the character is utilized it "levels up" and gains its own individuated experiences thru interactions both physical as well as Verbal. and evolves, the metadata can easily change to reflect its growth. Any associated achievement-based awards, upgrades, and so forth are tracked by Block chain and auto-conferred instantaneously to that MeinahVerse Community Member's specific dNFT Character.



Land & Real Estate Meinah dNFT's...



...function a bit differently, as most land or real estate is a 1 of 1 purchase. But being dNFT's, Land, rare Elements and some items a player finds or acquires can also communicate.

Communications involve Real Estate logs; detailing any Player's Character explorers that have visited M-Verse land; as well as any meaningful, natural past phenomena, (i.e. "*Did this parcel of land ever experience volcanic, seismic, or planet strikes from celestial activity?*

In-game, as part of a game's plot, players may be offered outright, or directed to specific 'locations'/ parcels of land.* Players also may, when available, purchase plots of virtual, M-Verse land.



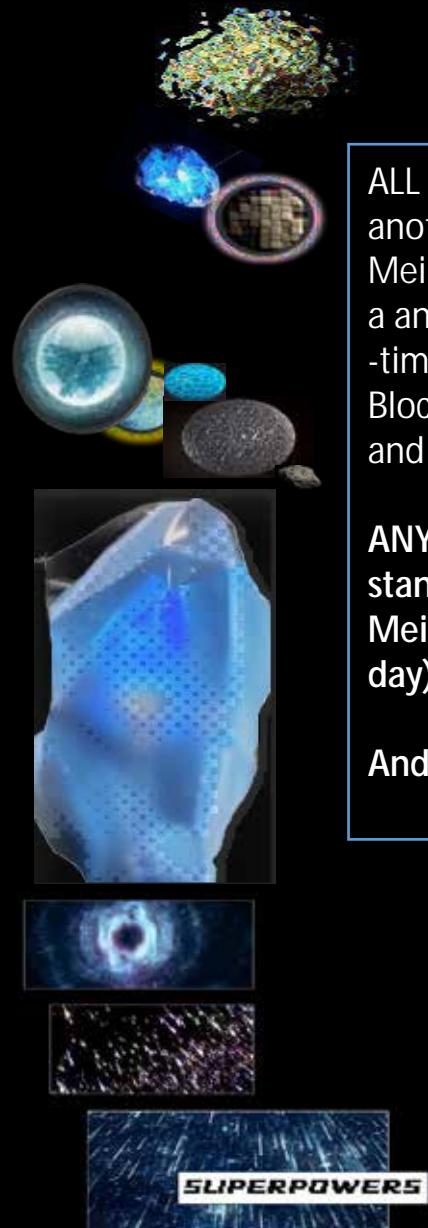
GAME - FI

Precious Metals & Elements

Our Rare Element & Precious Metals MeinahVerse dNFTs will, also, thru Blockchain and Chainlink features, update to any qualifying interactions. Their provenance, authenticity as well as last appraised values, are all stored within each element, securitized by Blockchain. Updates in trading prices of a given element are accomplished via Chainlink VRF,v2, and Polygon's sidechain.

Any onward sales, swaps, stakes for goods & services, and short-term collateral, are duly logged, and valued in real-time. Chainlink Meinahverse Trading System Blockchain validated.

"The MeinahVerse is unusually rich in minerals, precious metals, gems, and highly exotic, rare elements. Land strikes or random discoveries..." This excerpt regarding Precious Metals & elements hints that there may be some very exotic **Easter Eggs** to be discovered in the MeinahVerse ...we'll be vague right now, but such involves Chainlink VRF and RNG quite a bit.



EASTER EGG DISCOVERIES In the MeinahVerse

ALL Material INTERACTIONS your MEE Character to another dNFT are logged + fed Real Time into the MeinahVerse. Relevant impacts (positive or negative) to any of a Player's acquired Characters are reflected, real -time in the Player's Dashboard and achieved. Thanks to Blockchain + Chainlink VRF in securely saving, achieving and updating the fluidly changing data involved.

ANY PLAYER will be curious about their dNFT's valuation standings and will frequently check in to their MeinahVerse Dash multiple times per week. (if not per day).

And that is precisely the idea!

Those '**Planet Strikes**' mentioned? Only the Land Registries can identify exotic, extra-planetary elements as such...these originate from space. And within 48 hours of discovery, many can confer MetaHuman powers/abilities to their holder.

It is a crapshoot as to whether the powers conferred are boon (a la Super Soldier Serum), or a curse (*The Invisible Man* or Norman Osbourne's untested elixir that triggers enhanced abilities, yet, also the gift of incurable insanity).

The MEINAHVERSE

The differing layers of removal, varied choices of which camera perspectives we leverage in each of our core games and our casual, mini-games will hold common threads that run through all of our games and varied '*happenings*' that crop up when Players, in their chosen, Speech-enabled, playable Characters explore the MeinahVerse, all have plot -advancing rationale to them. A good analogy to our cycles of game development is similar in manner to which Marvel rolled out its roster of Feature Films ; their calculated roll out of content as well as our Game Content initially present as satisfying, stand alone entertainment, yet both serve a dual purpose as they also advance longer burn storylines that culminate in macro-plot reveal and Super-Boss level threat to be quashed. If you succeed in ultimately dispatching the all encompassing threat, a new Phase begins.

Development, as well as Player progression along these lines, felt a hand-in-glove fit.

We also want to play a bit with the '*Meta*' aspects of Reality, whether it is a found artefact, or even fun little references as we've done with the MeinahVerse's foundation naming (all are fictitious corporations within feature films whose overreach triggers AI-based chaos).

From Day One, we've imagined The MeinahVerse as a destination where there is always something going on, a place where you never have seen it or done it all (as we keep adding content & optimizing), and a destination filled to the gills with its range of choices of interactive, as well as more passive entertainment. It also felt correct to deeply define just a few of the Provinces whose varied territory '*Provinces*' are each unlike the others, and, each, rumored to be a compelling mix of addictive, potentially deeply rewarding and lucrative to explore, as well as at times, quite treacherous, to the health & well-being of M-verse players' playable, speech-enabled, dNFT Characters.

Relevance to Current Meta/Trend Marketing Strategies & Support

Our Teams' heritage ranges from identifying, media training

INFLUENCERS for esports and General competitive core game, *League of Legends*, budgeting game studios appearances at major shows such as Gamescom, and esports Semi Finals & Worlds listening and ensuring **Communities issues** were heard, and often policies and decisions due to a well presented player issue, policies and current events issues decided in the player communities favor.

In addition to Riot, I did pro bono for a annual EU highly curated professionals in Games learnings long weekend. It was very well attended and quality of the panelists and speakers was solid. KayPea I knew would be solid from her early days.

VIRAL NATION

[WEBSITE](#)

[ABOUT](#) [WEBSITE](#)

Viral Nation is a global digital and social agency group driving growth and connection through performance and innovation.

Jimmy Donaldson (@mrbeast)



Anthony Griffin (@scandreasgriffy)

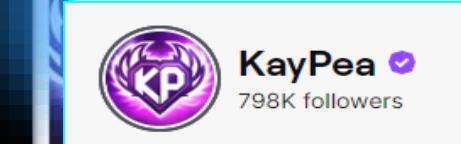
Anthony Griffin is a social media influencer active on YouTube and TikTok. He started his YouTube career in 2017 by posting one-minute-long comedic sketches. On TikTok, Anthony shares funny videos with his 630,100 followers. One of his most popular videos is about him trying to buy a PS5 which received 4.3 million views and 656,800 likes.



Pro Bono Head of Programming, Games Ireland Get In Games ("G.I.G.")

Dublin, Ireland [2013 – 2015 (An Annual Event)]
March 2013 @ Windmill Lane Studios, Dublin, and Sept 10, 2015 @ Mansion House, Dublin

Programmed the over-arching theme to each event as well as the subject focus of each speaker and panelists topics. Wrangled all speakers & panelists for the event including: En Masse CEO, Unity VP of Product, Amazon Dir of Emergent Tech, VP of Studio, Kabam, Magic Pixel Senior Software Developer, CTO Space Ape, Global Dir Eng Culture@ Groupon, Dir Business & Product Mgmt @Microsoft, Marketing Dir -Digital Product @Ubisoft, Co-Founder & MD @Symanto, CTO, EMEA@Groupon, CTO@ Zalando, Senior Mgr, Digital Publishing Int'l @Warner Bros Ent, CTO@Lebara Digital Factory, Tech Evangelist @Amazon Web Services, CCO at Warhorse Studios.



KayPea ✅
798K followers



COMMUNITY BUILDING: As a comprehensive team, we, from our collective Riot Games, many of us also NCSoft, and Individuals that are PopCap, Bioware, Pandemic & Valve, all understand the energy and passionate involvement it takes to build a loyal, passionate Community. The Riot Structure, which built on both WoW as well as Bioware and Valve, means we have the correct 'builders' that for Bioware and Valve and others structured the successful Community Buildout recipe.

Experimenting with a few **VIRTUAL INFLUENCERS** would be in line with our intended Community Culture and, potentially interesting to weave into our plot/storyline

COMMUNITY BUILDING (cont'd): But Localized language specialists in key regions for Community management as well as Player Support was integral. (on top of having a great AAA Product to work with where the Live' GaaS/PaaS operational model and the feeding/deploying of fresh content (largely Character Skins aka: NFT's before there were NFT's), weapons, powers, and Items for the players to assess and opt to acquire.

The UA/User Retention, Peer2Peer Network & Viral Fx driven organic growth model is most sensible, in our opinion, make for solid scaling of a durable, passionate community

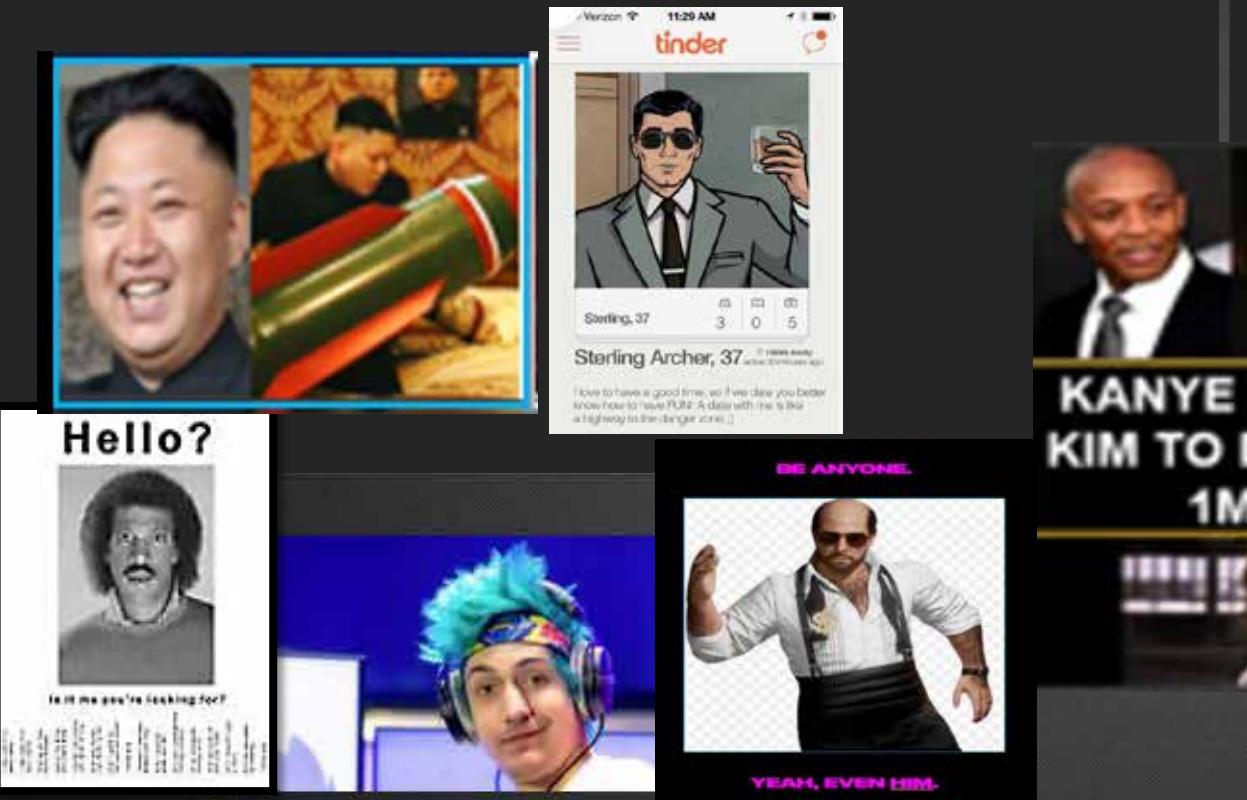
ENGAGEMENT LEVELS on SOCIAL MEDIA



Engagement Plans on varied social media platforms our outreach, as a seed -stage start-up, yet a deeply connected team of former games execs and key, material, seasoned, games employees, once we have viable raise partners can go into hyper-drive with all the video games Influencers, creators, and presumptive players. By nature of our Speech – Oriented Middleware, Let's certainly discuss, but we are HUGE fans of TikTok, which for our product makes a ton of sense – Tik Tok/Telegram/Twitter, YouTube/ Twitch/Reddit/Medium.

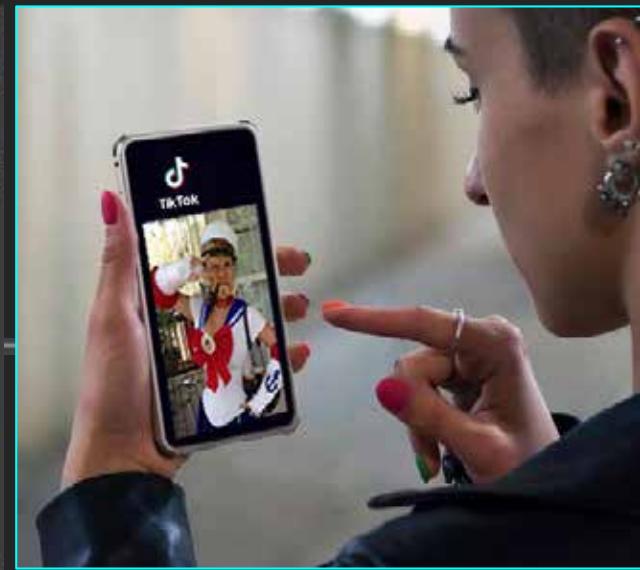


Our Verbally -Enhanced, Interactive Characters go a long way in creating their own, very viceral demand, as most good & kick a@@ things that go big, we are a very difficult product offering to ignore. Forget about immediately being crazy about. Kim Jong threatening Trump with Missile Command FX style salvos? Irate Chimpanzees touting .357 Magnums?



P2P Organic & Authentic Influencer Marketing, as well as strategic big ticket Pro Influencers is where we hail from. our team as coincidence would have it, are largely from Riot Games, and a few either directly worked with top pro athletes esport, ranked pro players and streamers such as Piwe Di Pie and Ninja, or nurtured up and coming influencers who have come into their own in the past few years.

Tik Tok have developed a beautiful mash up of social entertainment. Tik Tok has been packaged as 'virtual karaoke'-with custom 'maker' components and the sexiest of all to Digital Natives: Tik Tok feeds their need to look good, sound perfect and have braggable visuals, feeding their need to be '*The Star of The Show*' Not just today but as many days as they choose to make content to show off. Meinah have logged a good mix of Tik Tok Cosplayers, Gamers, and visually arresting people of all colors, multiple languages and personal alignments. We intend to leverage Tik Tok heavily for our Marketing Purposes.



Meinah is a PR talent's fantasy come true: Fun, bizarre content, marketing stories intended to Entertain, such as the POSITIVE CLICKBAIT TEASERS which easily get global play and viral tidal waves of re-posts/share this's and certainly prominent, earned media placement and are also near impossible not to read, if not forward, or repost like the product itself, And we'll be laughing all the way into the finance pages at WSJ and Fortune. This is the good version of 'clickbait'

P2P

Token Incentives

Play2Earn (modified)
INFLUENCERS

Content Creators & Followers

Competitive & Ranked Play

Virtual INFLUENCERS

P2P

Network & Viral FX

**P2P DM's- players who
haven't yet joined our
Community may:**

trial any Characters, Items or weapons.
And, as part of the 'try before buy' non-members
may send 3, free, Speech-Enhanced, Character Messages
to friends every day if they haven't yet
acquired any Characters*

SOCIAL MEDIA

Twitter Posts
Twitch
Telegram Influencers
TikTok Influencers
YOUTUBE Influencers
& funny 'How To' clips
Instagram Posts
Facebook
Posts/Stories



Ad Agency/ Brand Partnership

dNFT's & MeinahVerse
logical brand Integration

GO TO MARKET STRATEGY

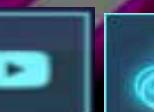
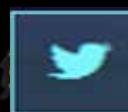
Earned/Owned Media & SEO



Positive 'ClickBait'

Meinah's fun & entertaining PR is near impossible to bypass as a featured story. Much more likely it shall be read as well as forwarded or reposted.

This is the positive version of 'clickbait' that *Reddit*, *Imgur*, *Clickhole* & *Buzzfeed* as well as Google Entertainment publish digitally It is their bread and butter.*



| Q1 | Q2 | Q3 | Q4 | Q1 | Q2 | Q3 | Q4 |
|---|---|---|--|--|---|--|------------------------------------|
| Architect Voice Library | | | | | | | |
| Micro Site Website Functional (w2 & w3 Verse) | Begin Vox Library AI/ML Optimizations | | | | | | |
| Foundation structure final | Begin SPEEQO integration to Speech Proto and test interactions with varied MP | | | | | | |
| Smart Contract Architecting thru final | Verso Environ, destructable Physics list | | | | | | |
| Seed Stage Tranche thru Public Sale | Hire Combat/Mele Lead Designer | | Hire Liquidity, Prize pool Product and odds structuring- candidate identified | | | | |
| workshop and get the team in alignment 15 day Deep Dive Special RE THE DESIGN & ARCHITECTURE - ASSEMBLED TOOLS will be leveraged , Identifying Design Goals, Fully accomplish The Metaverse, Games, Blockchain, key features (block features of the M-Verso) Our Middlewear goals and draft processes, Our big fat Core, Competitive Games, Mini Casual game, Limited Core Games that act as familiarization of player Controls for HUD/Player Deck and support look solutions from Chainlink VRF & RNG, | Hire Contract Hud Designer/Dev | Core Speech Tech Proto complete (month1or2) | Lock in 1st Community AR/Live hybrid esport Event | Alpha Launch Full MeinhVerse, Core Competitive MP Game, Social Environ, Social Events, 1st months social games, Fully functional HUD | Beta Launch Launch Full MeinhVerse, Core Competitive MP Game, Social Environ, Social Events, 1st months social games, Fully functional HUD | Optimize all BUGS Launch Full MeinhVerse, Core Competitive MP Game, Social Environ, Social Events, 1st months social games, Fully functional HUD, staged release | Opti Meinh Game, 1st func |
| A CHAINLINK TECH EXEC RUNNING US THRU THE INS & OUTS OF CHAINLINK VRF Functionality and ALT/ed VRF V2 understanding smart contract/blockchain malleability /changes in certain scenarios https://docs.chain.link/vrf/v2/introduction Some w 25% and Polymesh Layer 2 solution Layer 2 solution Polymesh is a Layer 2 solution built on Ethereum. This solution is not a “Ethereum killer” but was created to help Ethereum expand in efficiency, security, size, and usefulness and COST EFFECTIVE CHARACTER MINTING! difference of 3-7 dollars per us \$1.82-\$1.85 each per | Team Members begin evangelism at key Metaverse, GameAFI, Blockchain Gaming and present gen video games events. | Begin B2B Road Show to +15 prev interested global Publishers etc... | Actively Market Land Registry/Precious Metals/rare elements and Crypto Exchange Outpost ownership | Actively Market Character Insurance ownership | Localize Key Navigation/HUD, and Store and Narrative bits Simplified CHI, Spanish, GER, JAP, KOR, VIET, TURK & GREEK | | |
| Spending around to have discipline but is accountable to reward achieving key milestones like frames or peak hash with solid metrics on the never sale in estimates A workshop aimed at shaping your business idea, answering questions regarding project planning, time estimation and budgeting, looking influencers | dNFT Minting Process in smal batch and +10k batches battle tested for 'real world' price optimizations | Friends & Family & early Influencer, Interactive Marketplace Beta | Begin Interop dev for Friendly M-Verse, other Blockchain underpinned games (stand alones), OTT Messaging and OTT SocialPlatforms and | Actively Market liquidity, social events and key outcomes price pool liquidity w minimum, locked ROI | | | |
| quick arrival after our example in Europe and we do a hard learn down on what working and what not and addressing the learning for bulk - our audience are fun factor, immersion, level of pure delight and Durability ADD more Linking a point to our last night of D1 introducing Speech, we're introducing a new play factor that is random controlled chance, as what is spoken will be the result some random for a game or exploring the Metaverse...and we should play up that controlled chance as a huge positive and one that fits the newly defined Metaverse Structure our Metaverse and interplay with Time will fit in open line and our Metaverse that has a new structure and th | | Friends & Family & early Influencer Kojo Hiserin beta | | | | | |
| UX/UI design focus with an emphasis on utility /functionality design development as the HUD/DASH is more expansive on PC like kitchen sink version is that and we are down to critical must have's when on Mobile and then build the mobile version back up as it can't be overwhelming or overwhelming, the reality is, mobile will be better and more simple for certain aspects of enjoying M-Verso games Relatives and will be emphasizing the use of PC/Mac OS when the environment, the ability on the screen or other elements demand it. | Begin Chainlink RNG, VRF stress testing | | | | | | |
| Continue Hiring, W staged start dates.....I haven't much more. Metaverse, that I am now thinking about the | Engage Outsource Team: -Begin Interop dev for OTT Messaging and OTT SocialPlatforms and Streaming Platforms (example Netflix, Hulu, ESPN TWITCH) | Month 8 Start all Non English Community, Player Support, Loc and QA QC roles | | | | | |
| we are in a Metaverse, that I am now thinking about the | Month 6 Start all English Community, Player Support, Loc and QA QC roles | | | | | | |

We shall post a RT updated version on public website
In a few weeks

ROADMAP

Q1

Q2

Q3

We shall post a RT
In a few weeks

Continue Hiring, W staged start dates.....I haven't yet seen a Metaverse that I loooove the art and the character marketplaces all run together as thin NFT shills vs super cool, 'this could be the next

Boba Fett kick ass character our Speech Enhanced Character

Marketplace should be very special and shopping thru the character libraries should be more fun then going thru a huge

Comic book store with a awesome back issue collection or a Record store spending hours listening, chatting and fining that days ideal character acquisitions... we let you dial pals when you want their RT opinions on a character you're batshit about and another you're equally entranced by...

Month 6 Start allEnglish Community, Player Support, Loc and QA QC roles

Product Design deep dive check in and alignment focus 4.5 days ---as aPlayer I'd like....User experience design 6 day focus + digest over downtime.....UI Design is largey via HUD/Player Dash, POV adjusts depending on whats being interacted with... the Character Marketplace & Proving Ground to test weapons etc...will be special as will be the 2nd Market, Resale & Live Auction/Streaming Experiencewith some innovative CAMERA work

•Phase 1 of Virtual Land Sale –Q1, 2023 PROV 1

•Start of Phase 2 of Virtual Land Sale – Q2, 2023 PROV 1&

Continue both Pro Character Curation, IP licensing negotiations, as

•Q1 2023 - Initial Release of dNFT & MULTIPLE PROP STAKING/ FROM

TOKENOMICS

OUR NATIVE TOKEN, '\$NAH can buy assets within The MeinahVerse. Can pay a fee to mint dNFTs, enables staking, purchasing 2nd Market as well as New Characters & Items in our Character Marketplace, Governance payments as well as Freelance Content Creator payments settlements, creators content has value artists, can see credit short –term loans where the artists qualifying work they see 50% equal rev share with us on their works the appointed, MeinahVerse Content Governance crew can act as the collateral against

Token Symbol

\$NAH

GROSS OPERATING CAPITAL
FROM 100% RAISE

US \$4,199,000

Token Amt. offered in Pre + Public Sale

152,900,000

% of Tokens offered in Pre + Public Sale

17% of Total SUPPLY

Total Supply
MEE TOKENS

900,000,000

Starting Price
Seed tranche

US \$0.01

Starting Price
Private-sale A

US \$0.02

Starting Price
Pre-sale

US \$0.046

Starting Price
Public-sale

US \$0.049



Token Economy: Funding Rounds

MEINAHVERSE \$NAH TOKEN SALE ROUNDS

| | number of tokens at 1 cents valuation | raise traunch equity hardcaps (\$USD) |
|---------------------|---------------------------------------|---------------------------------------|
| Strategic Angel Inv | 45,900,000 | |
| Seed | 30,000,000 | \$600,000.00 |
| Private A | 22,000,000 | \$726,000.00 |
| Private B | 17,000,000 | \$646,000.00 |
| community | 11,000,000 | \$484,000.00 |
| pre-sale | 13,000,000 | \$598,000.00 |
| public sale | 14,000,000 | \$686,000.00 |
| | | |
| | 152,900,000 | \$4,199,000.00 |

Token Sale- All Rounds Combined Total
of 153m tokens, equals 17% of all \$NAH
Tokens in Circulation (900m)



\$NAH Token UTILITY

MeinahVerse, Utility, Governance and Payment & Settlement Tokens- Erc-20, 721 and 1155 Tokens

(our "MEE" Token), are coded for rich and diverse functionality for our Player Community, Creators and our Virtual Merchants:

More specifics on usage: Achievement and Award player winnings, transactional settlements in our Character Marketplace, transactions inbound/outbound for our 2nd Market re-sale Auctions, Token & Fiat EXCH IN/OUT for our MEE Tokens for the most competitive rates within the MeinahVerse, Virtual Land & Real Estate & Precious Element Claims Registrations & sale conversions, Staking, Staking gains settlements, Community Opt Out Insurance for Global Community Challenges, Content Creator Payments, MeinahVerse Actors, Logical Brand Integration Player Interaction Rewards, Loan or buy-out payments to Creators, (modified) Play2Earn qualifying Activity, Governance voting, Support & Community Management responsibilities, Influencers Monthly settlements.

Granular Detail:

ACHIEVEMENT & AWARDS OUTBOUND PAYMENTS

Players that achieve certain standings in the Competitive play leaderboards, hold the most valuable portfolio, Exceed expectations on certain assistance a Player gives to other Players or the Community at large appreciable benefit.

INFLUENCERS PAYMENTS & LOGICAL BRAND INTEGRATION REWARDS

Top Player Influencers we formally engage or that are brought to our attention by their super advocacy and successfully introduce them to the MeinahVerse, and such new Players achieve either TBD hours of gameplay (core games or social), or acquire a TBD number of dNFT Characters, or combination of Characters, weapons & items of The MeinahVerse, will appreciate MEE Token rewards immediately viable for exchange.

VIRTUAL LAND & REAL ESTATE & PRECIOUS ELEMENT CLAIMS REGISTRATIONS AND SALE CONVERSIONS

Meinah' dNFT Land, Real Estate & Precious Elements, when acquired or discovered, should be duly registered with a given province's Land & Elements Registrar so both the Characters internal logs, and Dashboards agree and are synched.

CONTENT CREATOR TOKEN PAYMENTS, w/ no Conversion limits.

Meinah's Content creators that successfully submit, and the Community Governance crew handling content submittals, accepts and upvotes the new content to the Marketplace will enable the Creator to begin earning 50% royalties of every player acquisition of that content, tracked, logged and content creators shall be paid quarterly. Player/Creators' dashboards will provide RT running earnings totals.

PLAY2EARN QUALIFYING ACTIVITY; GOVERNANCE VOTING, PLAYER SUPPORT & COMMUNITY MANAGEMENT RESPONSIBILITIES

Beyond game progression and general, MeinahVerse Exploration, and the awards for achievement listed herein, Players passionate about participating in M-Verse Governance, inclusive of Community Management, Player Support, hi Utility pro player Content Creation, business development, New Features Development skunkworks, armaments & powers conceptualization, environment artists, Localization talents, vehicle design, voice library development, new slang, idiom, developers, influencers, PM's, Treasury ConsultantsB2B(2C) new Accounts development, PR & Marketing, Biz Dev Ad Agency/Brand engagement all roles appreciate earnings in convertible, widely interoperable tokens

The \$NAH ERC-20 Utility Token used throughout the MeinahVerse as the basis of transactions and interactions. And built on the Polygon CHAIN WITH RT updates THANKS TO CHAINLINK VRF, V2, Zsync as backup and to offer choice as well as the base functionality of ETH/ ETH Aligned Products and with iterations of gas fee reductions and , very often faster engagement and servicing & Throughput of transactions via side chain alt chains complimentary with ETH. Block chain. It will be used across the ecosystem by gamers, developers, and publishers, allowing creators and players to exchange assets and build a user-based platform of rewards while developing and sharing truly unique gaming experiences. then unlock linearly.

\$NAH Verified Smart Contract Address:

<https://XPOLYMATICscan.io/token>

[made public soon]

Governance will be signified and validated in a special manner to be detailed in our WP.

Token Economy: Key Funding Allocations

MEINAHVERSE \$MEE TOKENOMICS

Business Units Development
Interoperability Advancements
Corporate w2 to w3 initiatives

Strategic Partners, Licensing,
Legal Affairs, Marketing,
PR, Influencers, Community
Incentives, Player Development

TEAM, Advisors, Consultants,
Community, Player Support &
Localization Development



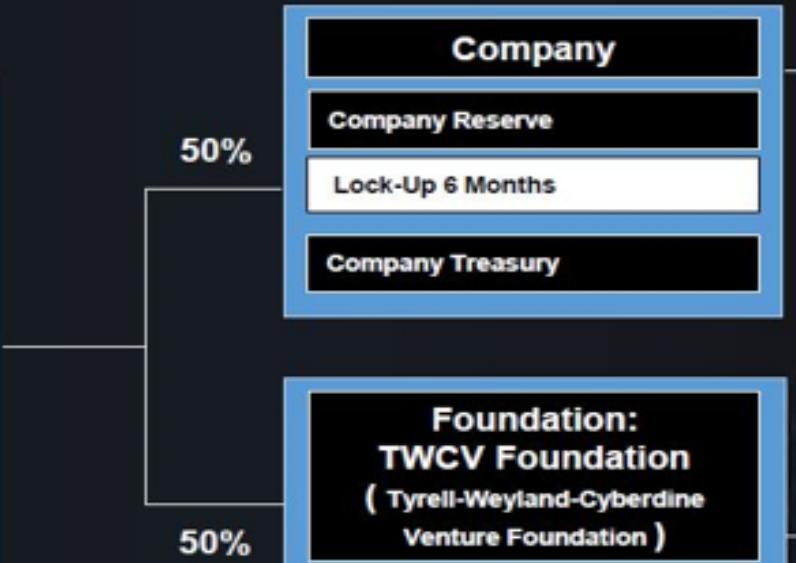
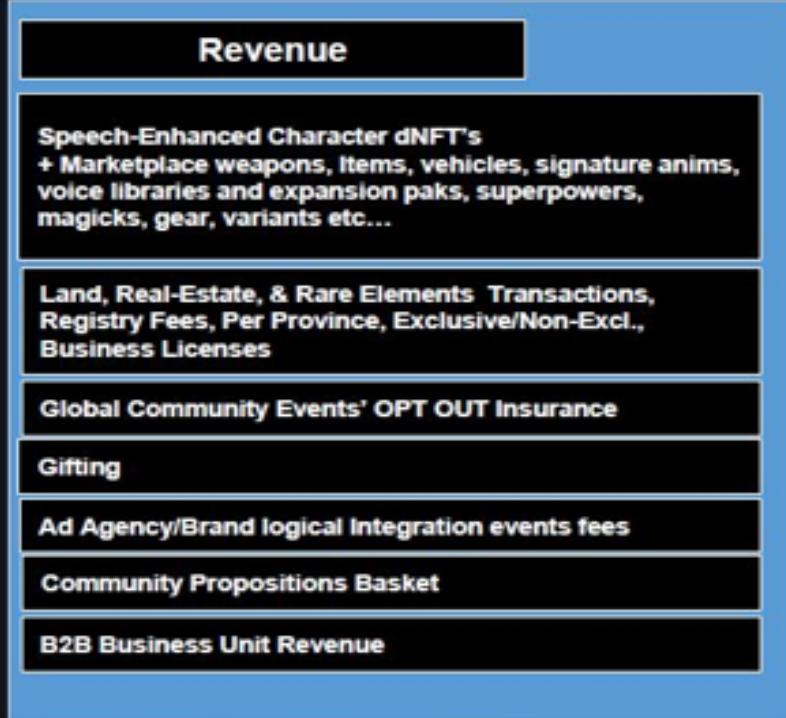
FOUNDATION
Treasury & Token Reserve

25%

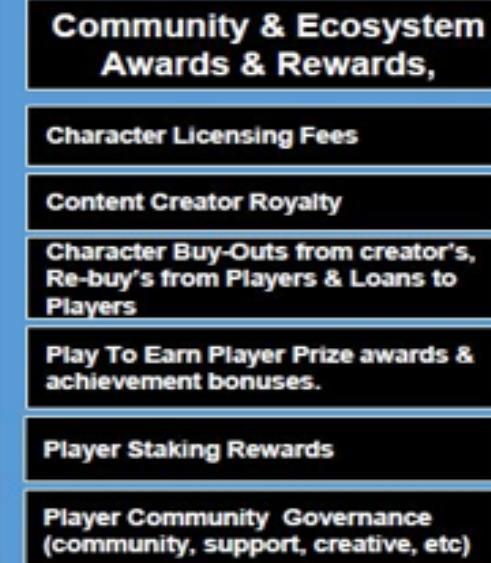


dNFT

Token Economy: Revenue Allocations



Metaverse System: *The MeinahVerse*



[La The
T.W.W-Y
the Corp
agreed
particip
founded
Meinah
please r
Econom
Revenue
Theil Tails
by Billion



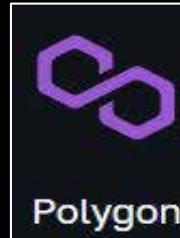
The T.W.W-Y.C.M FOUNDATION

a *Tyrell*Wallace*Weyland-Yutani*Cyberdyne* Meinah* cooperative venture

use Rev Allocations

Thank you to: [Nat Friedman](#), [Daniel Gross](#), [Evan Conrad](#), [Alex Gajewski](#), for the taking the time and opening the doors!
 And Big Thanks to our **Lead Tech Advisor**, [Eachan Fletcher](#), Founder of AI Company, [NestEgg](#) and former Expedia, EAN Family of Brands, as their **CTO /immediately previous VP of Product** (update: Eachan's company Just acquired over the holidays)

THEY MAKE OUR OFFERING BETTER!



THANK-YOU FOR READING!

THE
MEINAHVERSE



Telegram: @MeiNahCW



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clarkmeinah@gmail.com



<https://www.meinahverse.me>

WEBSITE UNDER CONSTRUCTION

Redundancy back up



<https://www.meinahverse.nft>
Via Brave & Opera

Acquired but not developed as of yet



Psychological and Social, Group & Individual Dynamic and performance & Behavioral outcomes relating to gaming

- gamer identity, in the main part, is experienced as a positive aspect of self-regard, research found that positive, assumed, **virtual identities**, within gameplay, gaming groups was strongly correlate with positive aspects of social & psychological well-being in the real-world.
- “*well-being*,” issues such as previous, mild to serious loneliness, gradually converted, via regular gaming, into enhanced, positive self-esteem (even from players who initially, before discovering gaming as an ‘*escape*’ from the daily grind, or from less pleasant experiences in the real world, were not on a positive road as they were maturing, also correlated, over time with overall improved, well-being. Gamer identity appears to be a positive factor, which can go some way to support players on a psychological level.
- One hypothesis here as to *why* virtual, personality experimentation, social interactions, sexual identity trialing, individual players internal self-worth and overall socio & sexual healthy, confident outlook, via inhabiting and role-playing as varied m, f, n, lgbtq characters, appears to provide players with an enhanced, inner strength and confidences due to seeing and experiencing a wealth of identities, each with variant demeanors and personality traits, seems to consciously or sub-consciously, therapeutically re-Assure Players that, we all have differences, strengths, insecurities, masking behaviors, and any of it can be a benefit vs a previously perceived ‘curse’ or defect. By immersing successfully to a degree, regularly, during formative years, or any time in ones life fraught with tragedy, loss, suffering, and pain, appears beneficial.
- So, if we offer an enhanced method for any player, anywhere, on most any device to engage and Immerse even more successfully, it is our strong conviction, such ability is highly to better service, less positive components of individual well being, personal affects, and ability to thrive in social situations, by promoting evolved immersion, it appears would be positive. we feel it would be incumbent upon us to definitively follow this hypothesis off by underwriting autonomous, multi- phase, exhaustive study on the this thesis.
- And In alignment with our Company’s growth, We will staff such with the best and brightest whose findings will be indisputable. Our reportage on what phase and phase foci, will be shared publicly, Those with passion fr the subject matter will have ability to connect and share with each other us, the industry, other psychologists, specialists etc... but it seems at the moment we’re safe in communicating the following: Be Anyone you want to be, with us as well as our friendly competitors, as well as in the real-world,
- Our RT Scaling repository of (anonymized) Data, primarily amassed to enable, and continuously optimize our RT Algos functionality to provide determination on player’s individual, positive or negative valuation impacts to a player’s Speech-Enabled Characters, can also serve an assistive function in this comprehensive study.

