Title: "It Takes Money To Buy Whiskey" - Ryan Cohen

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Linked Post Content:

I tried posting this last week but it got mod blocked for some reason Trying again. Thought it would be a good time with all the option drama. Morale of the post is the NFT market place will reach far beyond gaming. The gaming marketcap is not what RC has his eyes on. He is looking to take away the middle man in nearly every industry allowing indie people to actually make money on their value. Imagine a talented musician able to crowd source money for creation of an album by offering 50% of the final product as an NFT. The people holding the NFTs do not mind because they know the NFT goes up if album is good and the artist then takes home 50% profit instead of a 10% profit they would have gotten from an agency.**

It takes money to buy whiskey

So, the below article goes into details regarding an NFT fund that is used to buy stakes in whiskey producing. The NFT's are backed by actual whiskey. So as the whiskey ages the NFT's gains value.

Before we dig into the meat and potatoes of this let's get the tits jacked. See below piece. Notice anything????

You NEED MONEY TO BUY THE WHISKEY NFT. I think he was leading us to this article to help us understand what the hell GameStop will be doing, and it is freaking amazing and genius and every other good word that is in the dictionary.

https://www.insidehook.com/article/booze/blockbar-nft-crypto-spirits-wine-marketplace

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Why the hell would I want to invest in a whiskey NFT?

Tokenized whiskey? WTF is going on here? Well you see the whiskey starts off at 750-900\$ per barrel then it can double, triple, quadruple, ect.. as time go by. So a group buys into the NFT to make the barrel and as time goes on the whiskey appreciates in value and so does your NFT. You can sell your stake in the whiskey process midway and double your money. The next person can sit on it for a few months and make gains as well.

So he is trying to tell you that you can do the same thing. To easily understand this, you can invest in an NFT game with a group of investors. Let's say you and a group of other investors raise \$100,000 for the project and you believe the game will be a huge success so you hold onto to your NFT while the game is being produced. Well at any time in production you can sell your stake in the game for a profit. The game will age just like whiskey. If it's from a good producer, it will be a great investment.

Well, what does GameStop bring to the table in this regard? They will be the marketplace for game developers to sell their NFTs so they can work independently with crowdsourced money. As the whiskey article explains, the NFT allows the asset to be more liquid which brings in more investors. You may not want to invest in an NFT project if it may be hard to sell out at anytime due to limited buyers but with GameStop's NFT marketplace you will be able to trade your stakes in these NFTs at anytime through this interconnected hub with millions of other investors or collectors. The liquidity is what will drive in investors in droves knowing it's easy to backout if you don't think it is going anywhere and it will be easy for investors who think the project will be going to the stars to buy in from someone with a more bearish opinion then them. This will be a place where diamond hands thrive.

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Flappy Bird (forgot this in orginal post)

Remember the game Flappy Bird? That game was a huge success and made by one developer. It was making 50 grand a day with advertisements alone. So, imagine investing in some random developer to make a game. You and ten other investors invest a grand and receive an NFT as your token of ownership of the game. The game developer owns a portion of the NFTs and GameStop owns some portions of the NFTs. This game then becomes a huge success like flappy bird. You may have just turned your 1000\$ into a million dollars. And the brilliant game developer that no one recognizes gets to walk away with bank due to crowd sourcing. He would have never gotten the chance if it wasn't for you.

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Music

Let's take this to another layer. Say a musician wants to create an album but needs funding to do so. Instead of signing a crappy ass record label and getting screwed in the long run, they can sell a piece of their ownership of the final product to the marketplace crowd. The music creator says I need 50K to get this album out the door. I will give 50% ownership of this album to whoever pays me 50 grand. Multiple investors can chip away at this piece of the pie. GameStop will be the mediator that allows investor to meet creator and take a small gain to keep the market place growing.

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Art, Film, Clothes Designing, New Ideas, ect...

So you see where this is going? This is much bigger than games. If they secure a marketplace that is fluent and attracts a lot of people, brilliant minds will stop going to companies that f*ck them for money but will negotiate with everyday people for fund sourcing for their dreams. They will not have to please their bosses but would rather please their fans and be able to be createlike never before. AKA power to the creators. And the beauty of an NFT is that they can remain completely anonymous while they do this. GAME ON ANON.

GameStop Merger

GameStop has been posting bullish job postings with M&A; requirements (merger and acquisitions), ERP transitions, carve outs, ect... Some People were speculating a spin off by I don't agree.

See below the two job postings I found real quick from searching.

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One shows a system carve out which some pointed out to as being a split off aka GameStop NFT splitting off and becoming it's own company but I don't think this is the case. Remember guys Power to the players is GameStop. Their NFT website says Power to the creators, Power to the players and Power to the collectors. This absolutely leads me to believe that they are not splitting off. The below snip is from [https://www.gambit.de/en/carve-out-en/] (https://www.gambit.de/en/carve-out-en/). It explains how a

system carve out is also needed in a merger.

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What do both job postings listed above have in common? Merger and acquisition.

I work for a business that recently did a merger and I can give our timeline to estimate a GME merger timeline. Employees were informed of the merger in March of 2020. The CEO of the company we merged with talked with us and talked about the merger process. He had been knowing about the merger since the summer before. So, there was ongoing negotiations for 3-9 months prior to the announcement.

We know GME hired Matt Finestone in early Summer so if there was negotiations with Loopring, they would be well underway. I'm not saying Loopring is the absolute choice but I know it's who I would pick.

Gme merging with LoopRing would benefit both GameStop and Loopring. GameStop has the loyal supporters and large customer base. Loopring has the intellectual property which would prevent anyone from copying GameStop's system. Both together would dominate the future. GameStop is ahead of where everything is going and Loopring has the key to lock up the market for years.

Back to the merger. Following the announcement, the shareholders would have to vote on yay or nay on the merger.

Once shareholders vote yes on the merger, the companies would then set a date on when the merger will be official. The value of both companies will be combined, and there will be a new price per share. It's possible there could be share splits or reverse splits for GameStop owners. GameStop could also elect to change the name of the company if they would like.

So once they announce the merger, there is a period of time before the merger actually happens. People will be flocking to GME stock left and right to be part of the future. Buy what you can now if you like the company. We may never see 200\$ or even 300\$ again after the announcement.

TLDR: POWER TO THE PLAYERS, POWER TO THE CREATORS, POWER TO THE COLLECTORS

This is the most genius slogan I can think of. GME is about to literally change the way shit works. Say goodbye to the mainstream. They are putting the power into the people rather than the big shitty corporations.

They will connect everyone, and this slogan says it all. Think about it. How do you cater to different players of games? Some people want a sports game but would also maybe like to have guns and sharks with laser beams in it. Well maybe they pitch the idea in GameStop's marketplace. A creator comes in and says if the players can raise "x" amount of capital, they will create it for them. The collectors see this and think wow let me get a piece of that because that may be valuable one day. The creator makes it; the players and collectors pay for it and the game ages like fine whiskey. It takes money to buy whiskey!!!!! The below link is to an article explaining how investors can buy an NFT of whiskey and watch it appreciate over time. The whiskey is backed by actual aging whiskey like how GME NFT will be backed by actual projects such as games, music, art, new ideas ect...The article also explains how investors have to put up a lot of money for the project but can be rewarded up to five times they paid in a couple years.

https://www.insidehook.com/article/booze/whiskey-fund-tokenize

This extends to art, music, movies, whiskey, etc... The NFT aspect attracts all investors since it is easy to buy and sell or aka have liquidity. GameStop works with LoopRing and gains exclusive access to their patents which makes Ethereum usable in a marketplace and also eliminates front running which attracts every day investors since they know they will not be fx'd over. Talented game developers work independently with maybe other creators and can make maximum profit rather than shitty CEO's and executives taking the money. They are more motivated which equates to better games.

PS: I believe Gamestop will merge with LoopRing. I think the contract is underway and that will be the first thing that will be announced. I've just been through a merger, and I can feel it in my balls that GME and LoopRing are currently negotiating. It takes a lot of planning for a merger but they usually announce it months before it actually happens. Negotiate for 3-6 months then announce the merger. The actual merger can take up to another 6 months to actually take place. People will be buying GME shares like crazy to be a part of the new company forming before it happens.

With that I will say we do not need to worry about a catalyst to force shorts to cover because GME business transformation is the actual golden ticket. I'm not going to speak for you but I would respect GameStop much more for spending their money and time wisely creating the new frontier that will dominate the global market rather than an NFT that will not secure their future. Other companies are building metaverses such as Facebook. To you Ryan Cohen and GME personnel, do what you gotta do to beat the competition.

GME at a 2 trillion market cap would make you 200 times the amount of money you are seeing in your portfolio. The MOASS will happen along the way but also know that GameStop doesn't need shorts to bring it to the moon because they are doing it behind the scenes without the fuckup that shorters created. RESPECT.