

The “Interoperable Token”

The key to the golden kingdom
of the
highest-played Games and the most powerful Metaverse experience

The most comprehensive analysis of the last 10 years of Game play was delivered by Matthew Ball, an expert in a class of his own and his expertise includes NFT crypto Decentralized Games. Instead of Game play and new Games continuing upward the industry saw a plateau in Game play (outside of China) and 8 Games dominated the Top Ten yet again.

So the question is first, how to increase Game play time in new Games, and second, how to spread the rewards beyond what Gamers get out of playing the same handful of Games.

First, you want to attract Gamers to a new Game, then you want to keep them and avoid “churn.” The solution to both can be achieved in a Film and Game Metaverse environment that uses One Interoperable Token assigned an Avatar that has superior qualities and meaning to Gamers.

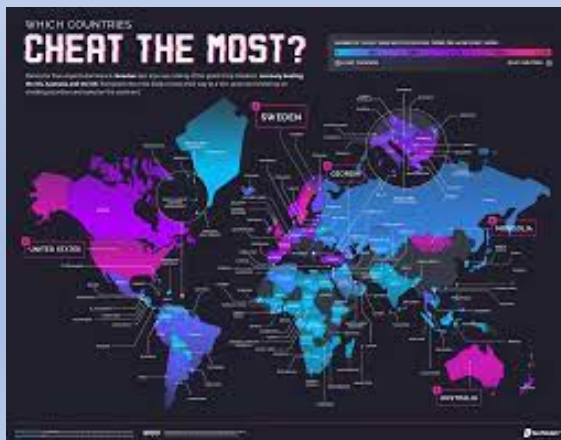
In Games most players use a bank card to purchase “tokens” that they then use to buy play time, player skins, weapons, tools, and ways to win or go up one level. For decades no major Game company allowed tokens to be moved from one Game to any other. They feared losing players and profits.



All these Game companies were wrong: just allowing two games an Interoperable token increased play in both games. This was finally proven beyond any doubt by Tencent Games in 2021.

If designed properly, an Interoperable Token not only makes more profit, it solves the three biggest problems Gamers complain about.

- Cheats and Cheaters
- A top Gamer paid to play for an inferior Gamer that wants fame
- It was hard for a Gamer's skills to be recognized and rewarded in being hired for high-paying jobs. There was no broad calculus to make versatile players stand out, despite top Gamers being hired by Wall Street and the Pentagon for up to a million dollars as the Gamification of Wall Street proved to be worth billions based on Game-play skills. It wasn't just a flash attack beating Wall Street at its own game, they used team Gamers tactics. Goldman Sachs wanted in!



The United States has by far the greatest percentage of cheaters. "Cheats" are secret ways to get around impossible Game enemies or traps, and top Gamers or designers sell these Cheats. Blockchain DLT will make that almost impossible.



But DLT must be built into not just the Game, also the Platform. Media. Avatar. and Token.

6K
Yearly

\$58K
Yearly

\$154K
Yearly

?

?

Android
Developer

Game Tester

Twitch
Streamer

eSports Player

Studio





“Build it ...

... and “they” will come!” (who...?)



Not just Gamers, but the biggest investors in the world!
Why? Gamer skills, metrics, and systems outsmart
all their investor and warfare algorithms and strategies!



Sega and Microsoft enjoyed a Game partnership for decades. You would think they could easily create an Interoperable Token, like Tencent's. But legal issues and profit sharing was so tangled up it took them two years to create an Interoperable Token for just 4 of their Games!

It's just too damn hard to do it retroactively over many Games.

Yet, their macro plan (like our plan I devised years ago) will make sense to you.

"The Mini-Major Plan"

Group I.P. to feed each other synergistic use.

Sega had a new Game that would surely be a super hit. They took a super hit from over a decade ago, then added two mid-level-return Games they thought should have done better. They expect all 4 Games to be instant mega-hits due to the Interoperable Token.



Tencent
Games

Tencent: The Game/Tech Giant's Hits and Misses

After a decade, Tencent finally gave in to Gamers' begging and let two Games share an Interoperable Token. Again, both Games greatly increased their fanbase and profits. China has special rules for Gamers, and now requires Tencent to interface with China's CBDC – the Digital Yuan. Both Tencent and the government get what they want.



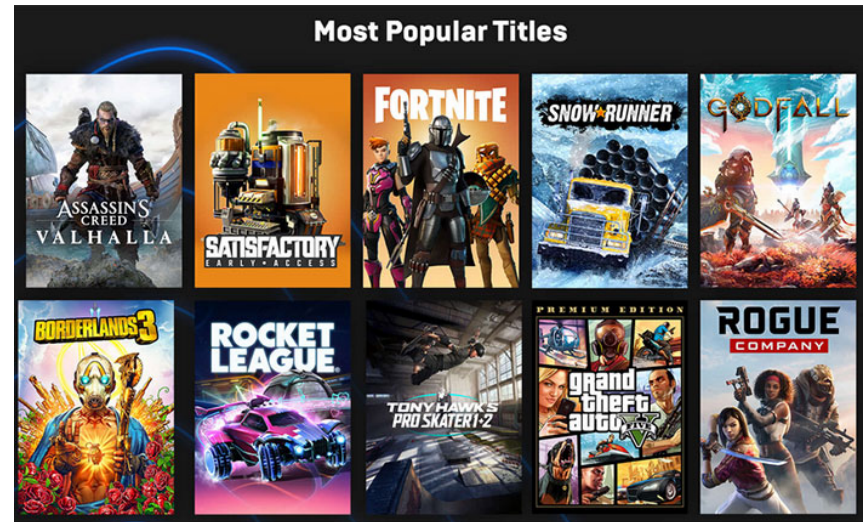
You might think this is isolated to China but it is not. Tencent owns 100% of Riot Games, 40% of Epic Games, 5% of Activision, 80% of Grinding Gears, 84% of Supercell – and plans to spend \$80 billion over 5 years. Yet, it is hard for any other nation to agree to have Interoperable Tokens with the Chinese government like it hopes to get. This gives us the proof Interoperable Tokens produce billions more per year in ROI, and that Gamers rush to play.

There must be an “optimum design” for an Interoperable Token!

There is in fact an optimum design for an Interoperable Token. The optimum is so complex it required the Founder of Event Horizon Film Studio to write six huge books totaling over 2,300 pages to not just know our Gamer past, but to see into the future and correctly predict many aspects of global regulations, The U.S. Treasury, the D.O.J., and the current and future rules for the four biggest markets for all this Next Generation of entertainment technology.

- China, India, United States, and ASEAN – those are the four biggest markets, in that order by number of players
- United States, China, Singapore, Switzerland – the only four nations that matter when it comes to regulations
- The Physics of Metaverses and Next-Gen Apps – know “The Janus Point” by Julian Barbour and apply it to designs
- Create a Dynamic made up of the many Systems that engage in using an Interoperable Token
- Forget “Decentralized” and forget NFT’s – too many tax and legal ambushes are inevitable, and they reduce quality
- Don’t lie to the S.E.C. – almost all Blockchain Games, Exchanges, and NFTs lied: they are all securities or properties
- Understand the only way to make an Interoperable Token that increases in value legal in all nations that matter

Event Horizon Film Studio will present the optimum design to investors during Consulting or upon investor interest. Our proprietary Interoperable Token increases in value with every new use – meaning the 1st investors in gain the most scalable profits, both immediately and over time.



Why the war between Apple and Epic Games matters

Apple charges usually 30% for all in-app purchases, but decided to charge Epic up to 50%. Epic left Apple. Apple lost so much money they made a sweetheart deal with Epic. Elon Musk plans a Twitter Apps option of 3% soon, and a special new mobile phone for Gamers. Musk needs a big library of Games, Apps, and Influencer Media that we alone would be willing To put on his Twitter Apps Store and phone. The U.K. has a \$1 billion lawsuit against Apple Apps: our plan avoids the Apple curse.

Owning the I.P. for all Edge Tech categories before launch

This falls under the “Sustained Global Disruption Advantage” because never before has a tech company already owned all the titles it needs, while also having the clear advantage and best vision for using the “products” that generate ROI.

- CUT OUT THE MIDDLE-MAN
- CREATE A “DYNAMIC” NOT JUST A SYSTEM
- INVESTING IN OWNED I.P. - ALLOWS YOUR FIRM TO SHOW ROI WITHIN MONTHS, RAISING STOCK VALUE GREATLY
- DESIGN IT TO UTILIZE WHAT IS KNOWN AS THE FLYWHEEL MODEL FOR MAXIMUM ACCELERATION TO DOMINANCE
- BUILD OUR OWN PLATFORM FOR GAMES, APPS, AND EDGE TECH (subcontract to Epic Online Now, with a Pax8 Metaverse)
- SEE THE S.E.C. AS A FINANCIAL ALLY PROTECTING INVESTORS (do not start out with a plan to evade the S.E.C.)
- DON'T SOLVE 'OUR' PROBLEM, SOLVE 'THEIR' PROBLEM WITH THIS TOKEN ('they' are Gamers)
- DESIGN IT TO PASS REGULATORY TESTS OF THE UNITED STATES, SINGAPORE, AND SWITZERLAND (the best)
- SPRINT OFF THE BLOCKS BEFORE COMPETITION KNOWS THE RACE HAS EVEN BEGUN
- LET THEM STUDY OUR GAME IN PANIC MODE – THIS SLOWS THEM DOWN, WHILE WE ACCELERATE
- BY OWNING THE I.P. EARLY TEASERS CAN BUILD FANBASE LOYALTY FOR A GENERATION
- “EVERY BATTLE IS WON OR LOST BEFORE IT STARTS” (The Art of War) – OWNING THE I.P. 1ST IS STRATEGYxEXCLUSIVITY
- BREAK THE MOLD THAT COMPETITION COUNTS ON TO LESSEN YOUR PROFITS, MARKET SHARE, AND DISRUPTION
- TO PLAYERS THIS IS THE “FANTASY FOOTBALL” TEASER APPEAL TO GAMERS, INSPIRING MAXIMUM PLAY-AND-SPEND

How to guarantee the world's best Game designers rush to our platform?



Game designers work long hours and make a salary that is “okay” but Incredibly small compared to revenue.

The Game leaders keep it that way through coordination much like OPEC controls oil export prices. The U.S.A. does best when energy Independent. We can apply this to our Game design company, Cloud, Interoperable Token, and Metaverse quality of design with one simple S.G.D.A. announcement.

Pillars of Encryption announces it will pay top designers a percentage of every dollar of their Games.



Snoop Dog and Death Row Records announced it would give rappers A percentage of every dollar earned and suddenly rappers worth \$1 million were worth \$100 million. Every major recorder rushed To Death Row Records, permanently giving it the largest market share. They were first. Others followed.

Pillars of Encryption will disrupt and change the Game Industry this way!

This Pitch Deck highlights
on just one of the
“Systems”
brought together
under the
“Dynamic”
designed
by the breakthrough
Edge Tech innovation company
“Pillars of Encryption.”