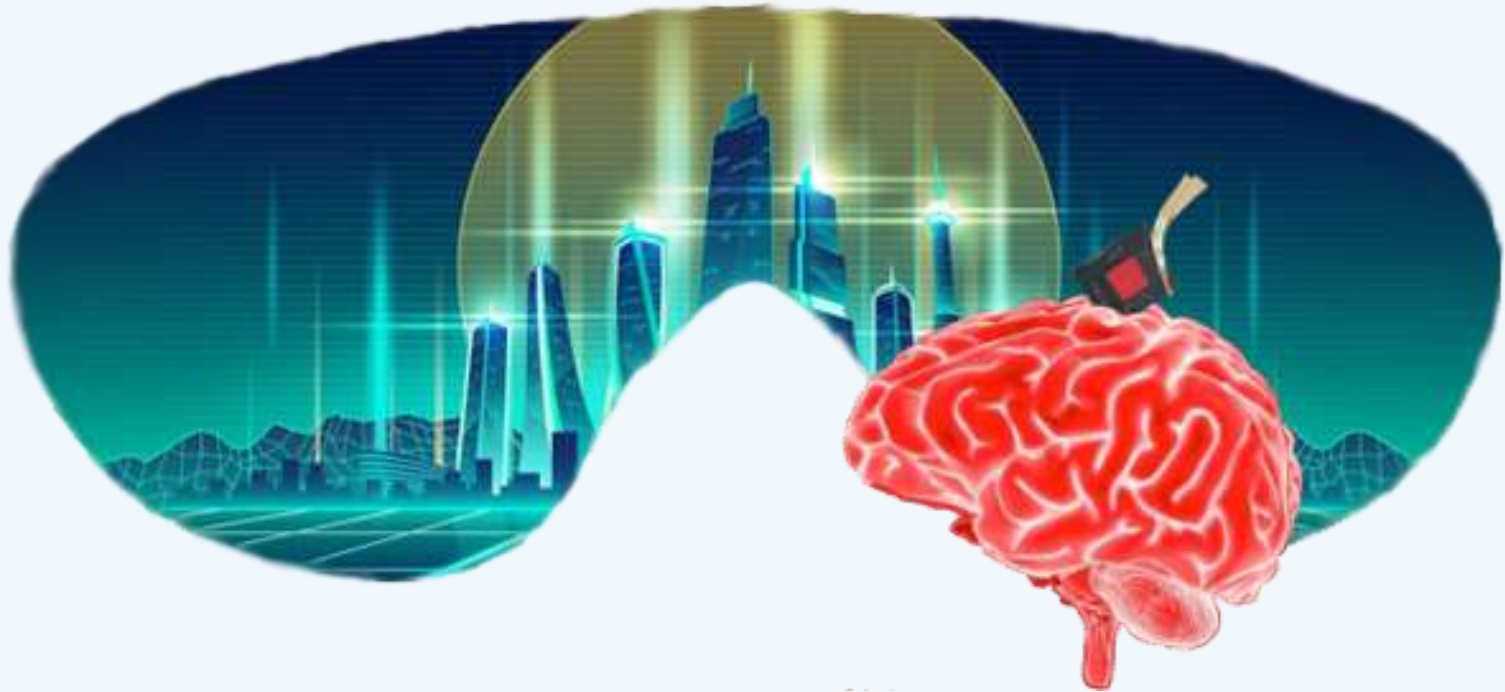


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The Game of the Future in the Metaworld



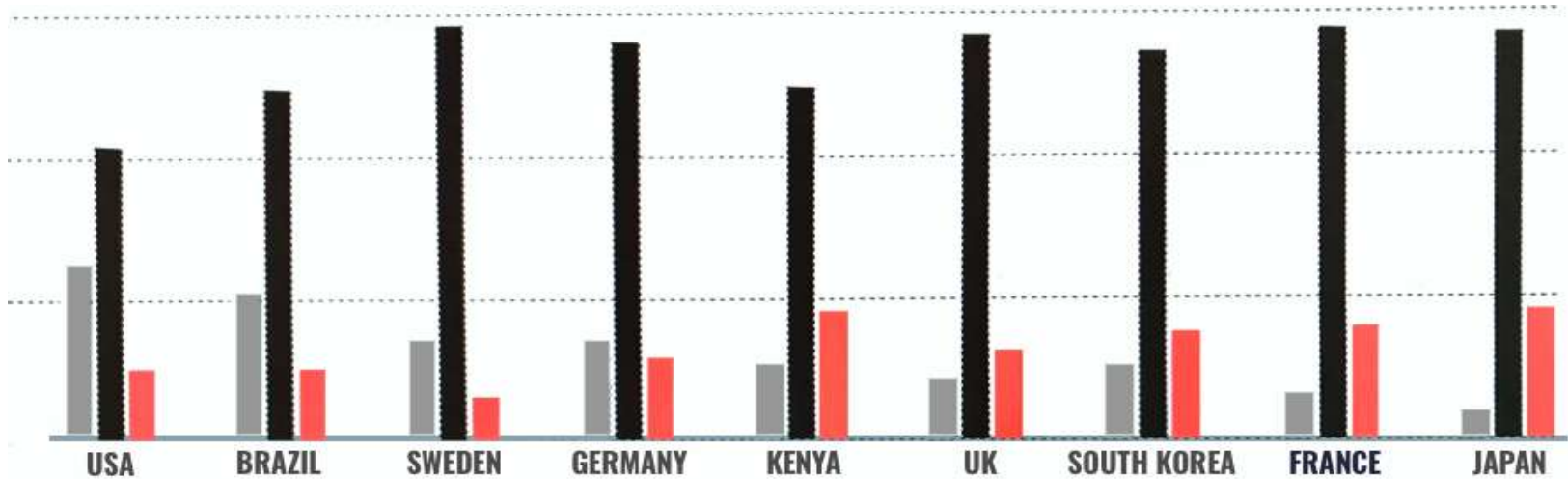
Designing A Future Of Tangible Experience

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Problem One

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More employees unhappy than dedicated.



■ DEDICATED

■ UNINVOLVED

■ UNHAPPY

Problem Two

According to the Robert Koch Institute and [MQ](#), one in four people is mentally ill. Billions spent on psychotherapy, personnel development and coaching are likely to vanish into thin air.

I know how we can change that.

Problem Three

The Game of the Future is the solution to the question of why Second Life, for example, has declining numbers. Recent reports show that Metaverse is not that well visited either. Mr. Zuckerberg even has to cheer on his employees to stay on Metaverse.

I know how we can change that.

Solve More Problems **XPOWER_{of}10**

With modules "The Best Of" we will solve further problems.

These could be, for example, tools that will facilitate to live in another country.

Or if you want to build a better life in your own country.

We will build on the first investment.

With modules "The Best Of" we will solve further problems.

That could be, for example, tools that will facilitate to live in another country.

Or if someone wants to build a better life in his own country.

We will work with the pioneers of future-changing technologies.

The advertising campaigns, be it Facebook, Google or Amazon are anything but successful. Repetitive product offers, copy of already purchased goods, that is annoying, distracting, and not effective.

I know how we can change that.

FOUNDER

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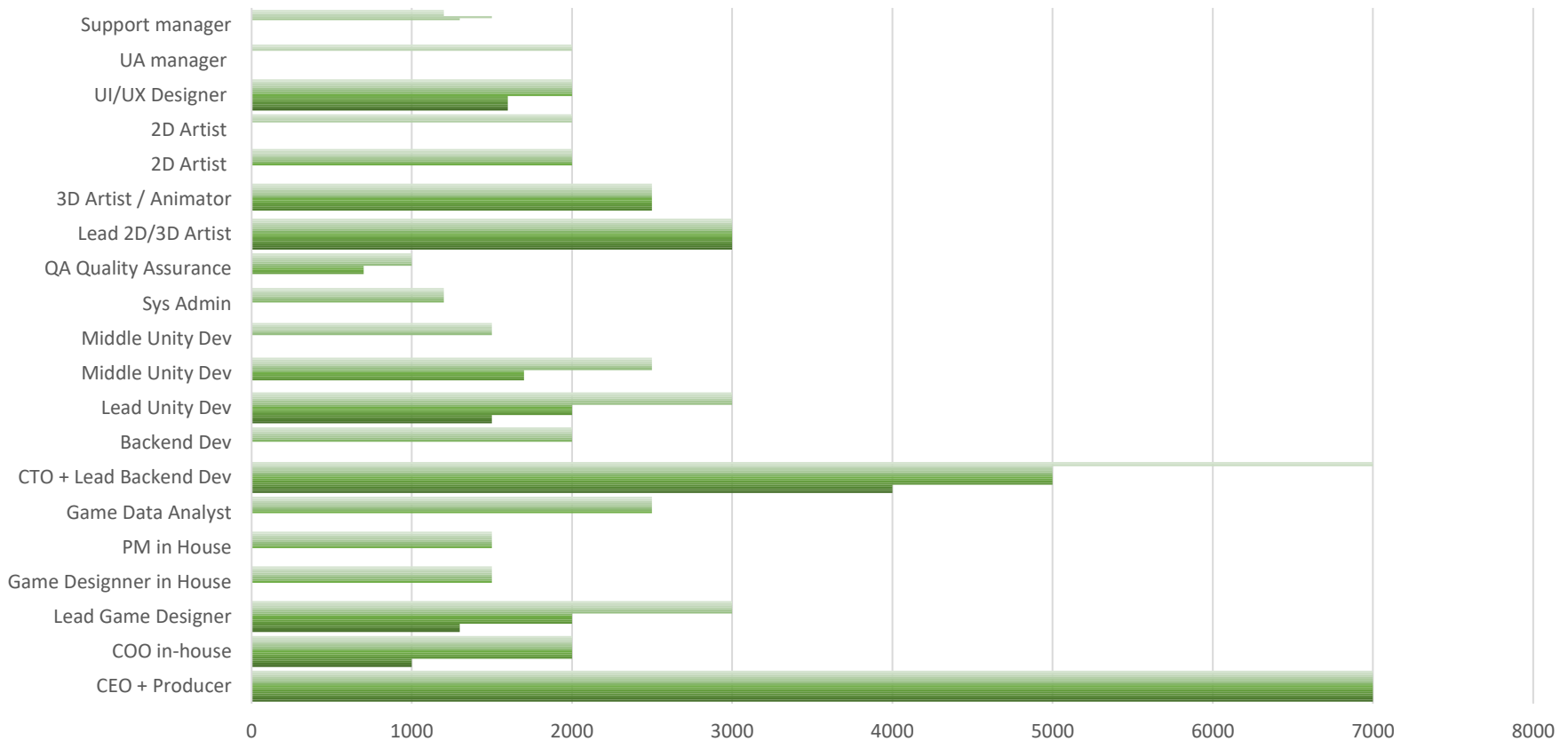
Margit M. Schreier
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Margit is the founder and owner of the company NIKU NEURO Inc. and trademark NIKU. After graduating from the University of Social and Health Sciences, she studied psychology.

Margit is co-author with the renowned memory researcher Prof. Hans J. Markowitsch "Reframing of Needs - Mental Neuroimplants", published by Springer 2019.

This is the basis for the method NIKU and XPOWERof10 SELF-TRAINING. With this, users learn to model their future with the inclusion of technological progress.

Exemple: Colaboration with a games company



In cooperation with a GameCompany we can borrow employees.

New Experiences

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Simulations of Your Own Future



Users will complete their future and bring it to life with the help of modules from XPOWERof10 SELF-TRAINING on MetaWorld.

Autobiographical Selves

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From the Neurosciences



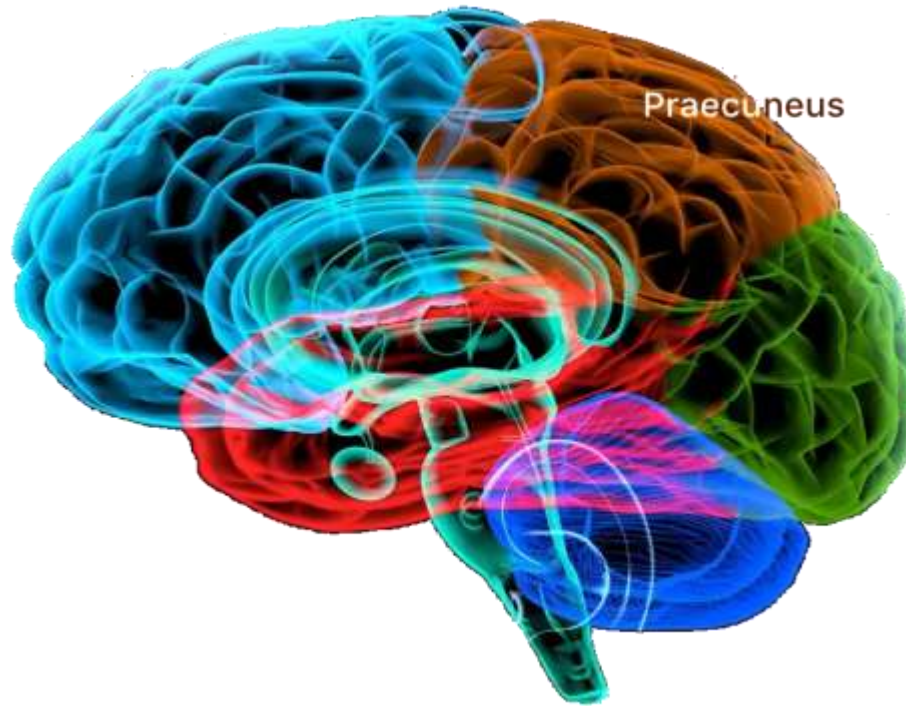
Users need experiences that become their
autobiographical selves.

The Future

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From the Neurosciences

Here at Praecuneus
the future is already happening today



Stored experiences from today - real and mental - influence the future.

From the Neurosciences



Mental Neuroimplants

A thing which is complex for science is
in its application easy and powerful.
This is the basis of the concepts that
only need to be realized.

In this book (cooperation with memory researcher Prof. Hans J. Markowitsch, Published by Springer) clinical evidence is presented that arose from several important clinical studies which support the use of Mental Neuroimplants in their effectiveness.

From the Neurosciences

Mental Architecture

points to the shortcomings
and



leads to
a complete picture of the future.



Users will complete and bring their future to life,
with modules from XPOWERof10 SELF-TRAINING on MetaWorld.

From the Neurosciences

Mental Architecture in Metaversum



however, much more is possible,
with experiences in Metaversum.

leads to
a complete picture of the future,

The brain needs preparation to adapt to new and unusual experiences.
This is possible with modules from SELF-TRAINING on MetaWorld.

Potentially Interested People

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4.9 billion people worldwide, who have not learned how to orient their future



plus lots of 40-year-old people who are reorienting themselves.



The future belongs
to whoever has this data and

can make targeted advertising - needs-oriented.

Being There Right From the Beginning

- MONEY - Revenue.
- MONEY - Targeted advertising for free offers.
- DATA - Needs of the target groups of billions of users can be analyzed based on the interactions in the metaverse.
- HOT DATA - We'll be the first company to have data from what users want about their future.
- MONEY - Targeted advertising - stop flooding users with ads.

Capital expenditure requirements



Team Plan	Development Plan															Total	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		
	MVP				Beta Launch					Soft Launch				Global Launch			
Position	(Brutto) Cost Gross \$															Total	
Design and management																	
CEO + Producer	7000	7000	7000	7000	7000	7000	7000	7000	7000	7000	7000	7000	7000	7000	7000	7000	105.000
COO in-house	1000	1000	1000	1000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	26.000
Lead Game Designer	1300	1300	1300	1300	2000	2000	2000	2000	2000	2000	3000	3000	3000	3000	3000	3000	33.200
Game Designer in House									1500	1500	1500	1500	1500	1500	1500	1500	12.000
PM in House									1500	1500	1500	1500	1500	1500	1500	1500	12.000
Game Data Analyst									2500	2500	2500	2500	2500	2500	2500	2500	20.000
Development in House																	
CTO + Lead Backend Dev	4000	4000	4000	4000	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000	7000	7000	75.000
Backend Dev										2000	2000	2000	2000	2000	2000	2000	14.000
Lead Unity Dev	1500	1500	1500	1500	2000	2000	2000	2000	2000	2000	3000	3000	3000	3000	3000	3000	34.000
Middle Unity Dev					1700	1700	1700	1700	1700	1700	2500	2500	2500	2500	2500	2500	23.500
Middle Unity Dev											1500	1500	1500	1500	1500	1500	9.000
Sys Admin										1200	1200	1200	1200	1200	1200	1200	8.400
QA Quality Assurance						700	700	700	700	700	1000	1000	1000	1000	1000	1000	8.800
2D Art																	
Lead 2D/3D Artist	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	45.000
3D Artist / Animator			2500	2500	2500	2500	2500	2500	2500	2500	2500	2500	2500	2500	2500	2500	32.500
2D Artist								2000	2000	2000	2000	2000	2000	2000	2000	2000	16.000
2D Artist												2000	2000	2000	2000	2000	8.000
UI/UX Designer	1600	1600	1600	1600	1600	1600	1600	2000	2000	2000	2000	2000	2000	2000	2000	2000	27.200
Marketing and Support																	
UA manager														2000	2000	2000	6.000
Support manager												1300	1500	1200	1200	1200	6.400
Employees																	
Employees	7	7	8	8	9	10	10	14	16	17	18	19	20	20	20	20	
Salary Spends GROSS \$	19400	19400	21900	21900	26800	27500	27500	35400	38600	43200	44500	46700	48400	50400	50400	50400	522.000
Total Labour Cost \$	25220	25220	28470	28470	34840	35750	35750	46020	50180	56160	57850	60710	62920	65520	65520	65520	678.600
Social Tax	30%																
Operational costs																	
Servers	100	100	100	300	300	300	300	1000	1000	1000	1000	1000	1000	1000	3000	3000	13.500
Office rent + spends				2000	2000	2000	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000	51.000
Bookkeeping	500	500	500	500	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	13.000
Hardware and Software	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2000	2500	2500	2500	2500	2500	32.500
Unexpected expenses	2000	2000	2000	3000	3000	3000	3000	3000	3000	3000	3000	3000	3000	5000	5000	5000	48.000
Travel	5000	2000	2000	2000	2000	2000	2000	3000	3000	3000	3000	3000	3000	5000	5000	5000	48.000
Outsource																	
Localization	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	15.000
Sound design						2000	300	300	300	2000	100	100	100	100	100	100	5.400
Art						2000	5000	5000	5000	5000	5000	5000	5000	5000	5000	5000	47.000
Total Monthly Costs	35.820	32.820	36.070	39.270	46.140	51.050	56.350	67.320	71.480	79.160	79.450	82.310	88.520	93.120	93.120	952.000	

Capital expenditure requirements

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ca. 1-1,2 Mio. Euro for Metaverse

The basis for building the portals for top athletes - about 950 thousand.

Construction of the Era of Ads - to be realized at a later.

The Best OF..." Modules will follow that will help our users to make the best of his life - each about 100 - 500 thousand - to be realized at a later.

Collaboration with companies of the future.

Marketing - Examples

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Inclusion of role models such as Mr. Schwarzenegger or Mr. Denzel Washington for the Black community will expand demand.

Involvement of Future Company's, such as: Neuralink and collaboration with Elon Musk will significantly reduce marketing costs.

CONTACT

Please contact us to the e-mail address below.
Please arrange for an online-meeting with us, so that we can
discuss all points in detail with you.

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