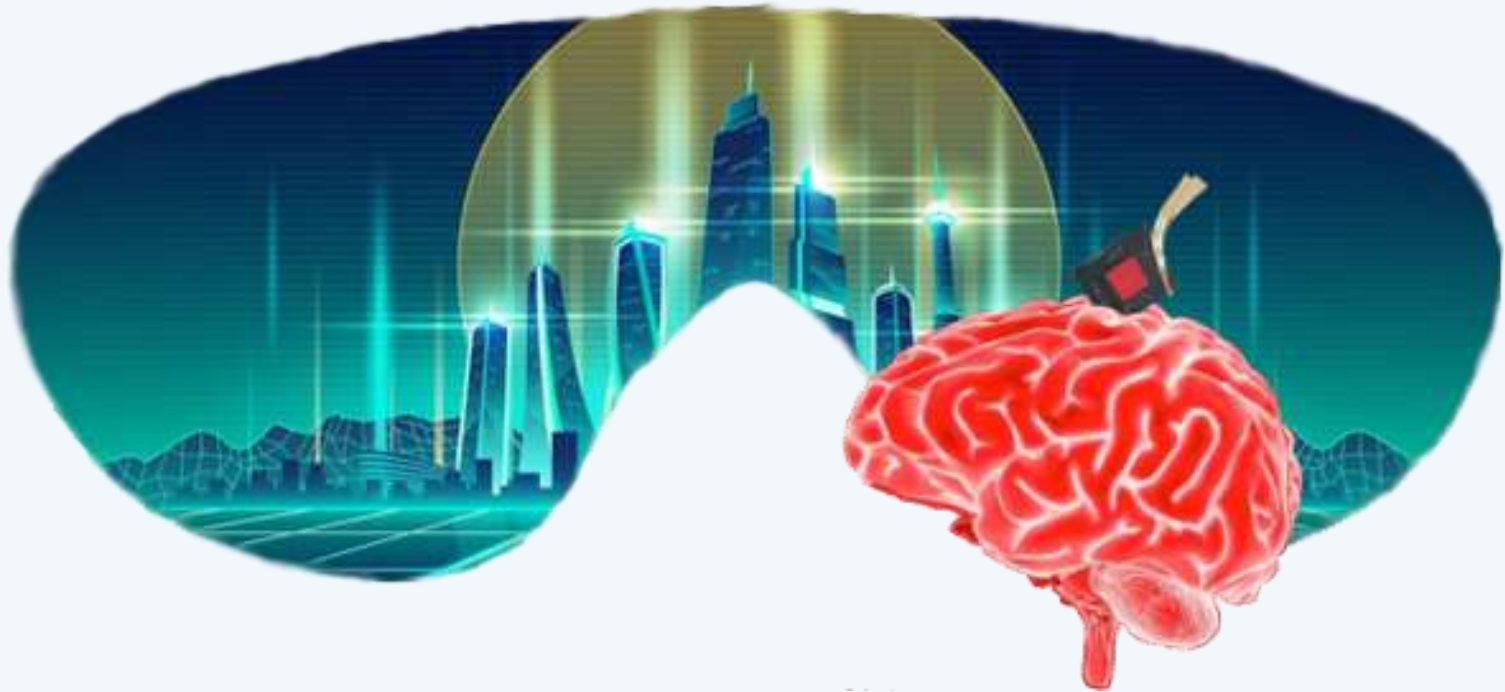


XPOWER_{of}10

My Future Game 2050



Designing A Future Of Tangible Experience

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My Future 2050

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The game offers experiences that build the player's psychological reservoir.



The brain needs preparation to adapt to new and unusual experiences.

My Future 2050

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During the game changes the
mental architecture of the player.



From the games images inner
realities emerge,

which are transferred
to the real ones.

This is possible with the game "My Future Game 2050".

FOUNDER

XPOWER_{of}10



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.

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.

Autobiographical Selves

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From the Neurosciences



Users need experiences that become their
autobiographical selves.

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.

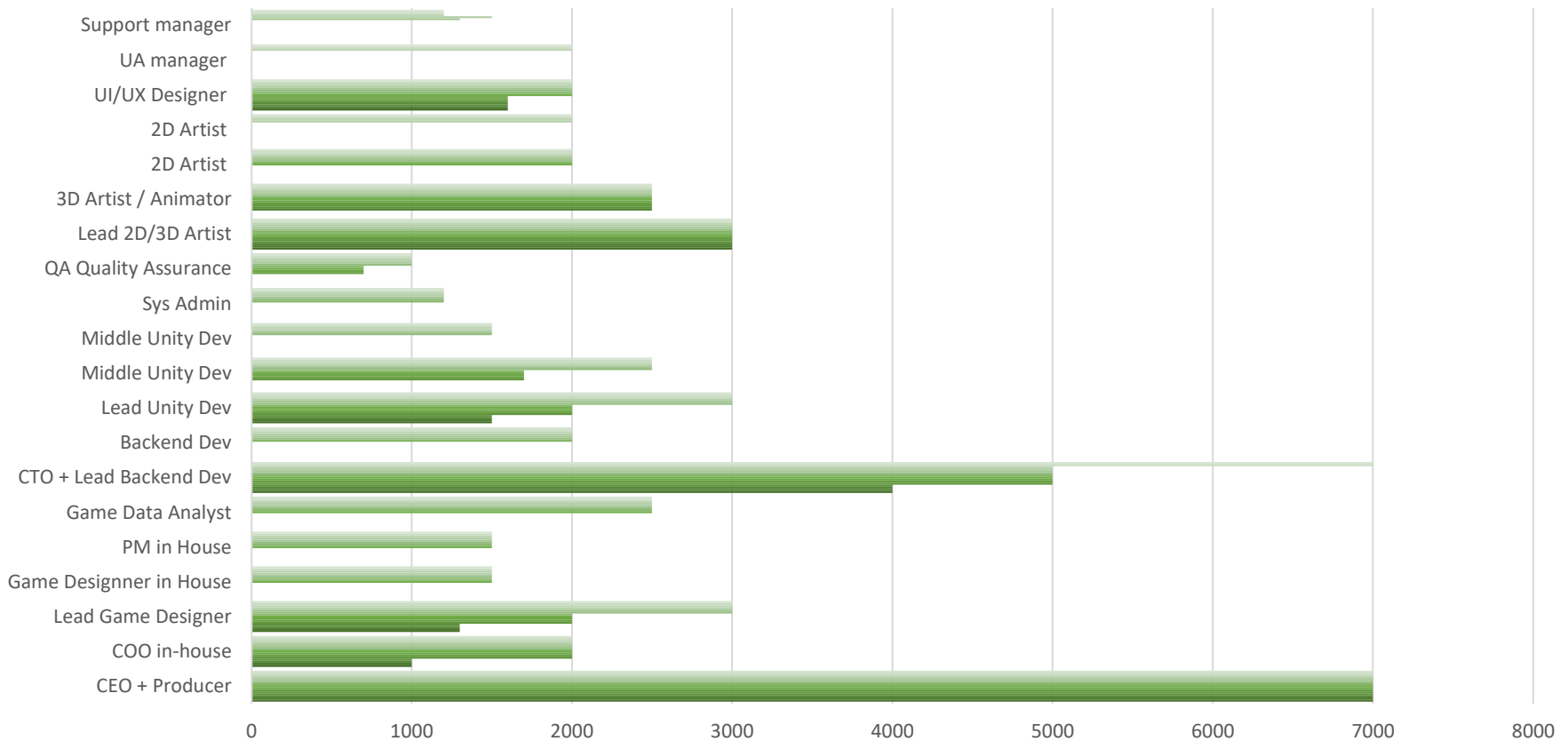
In this book (cooperation with memory researcher Prof. Hans J. Markowitsch, Published by Springer) clinical evidence is presented that arose from several important clinical studies which support the use of Mental Neuroimplants in their effectiveness.

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			
	(Brutto) Cost Gross \$																
Position																Total	
Design and management																	
CEO + Producer	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	26.000	
Lead Game Designer	1300	1300	1300	1300	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	3000	3000	3000	3000	3000	3000	3000	34.000
Middle Unity Dev					1700	1700	1700	1700	1700	2500	2500	2500	2500	2500	2500	2500	23.500
Middle Unity Dev										1500	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	1000	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	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	1200	6.400
Employees	7	7	8	8	9	10	10	14	16	17	18	19	20	20	20		
Salary Spends GROSS \$	19400	19400	21900	21900	26800	27500	27500	35400	38600	43200	44500	46700	48400	50400	50400	522.000	
Total Labour Cost \$	25220	25220	28470	28470	34840	35750	35750	46020	50180	56160	57850	60710	62920	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	2500	2500	2500	2500	2500	2500	32.500
Unexpected expenses	2000	2000	2000	3000	3000	3000	3000	3000	3000	3000	3000	3000	5000	5000	5000	5000	48.000
Travel	5000	2000	2000	2000	2000	2000	3000	3000	3000	3000	3000	3000	5000	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	

Exemple: Colaboration with a games company



In cooperation with a GameCompany we can borrow employees.

A Few Numbers

This game will be the beginning of a new era. Billions of users yearn not to leave their lives up to fate.

4.9 billion people worldwide will learn to organize their lives with “My Future Game 2050”.

280 million people are migrants – “My Future Game 2050” will help them align their lives or build their own country for themselves.

150 million people suffer from mental illnesses.

“My Future Game 2050” strengthens mental structures.

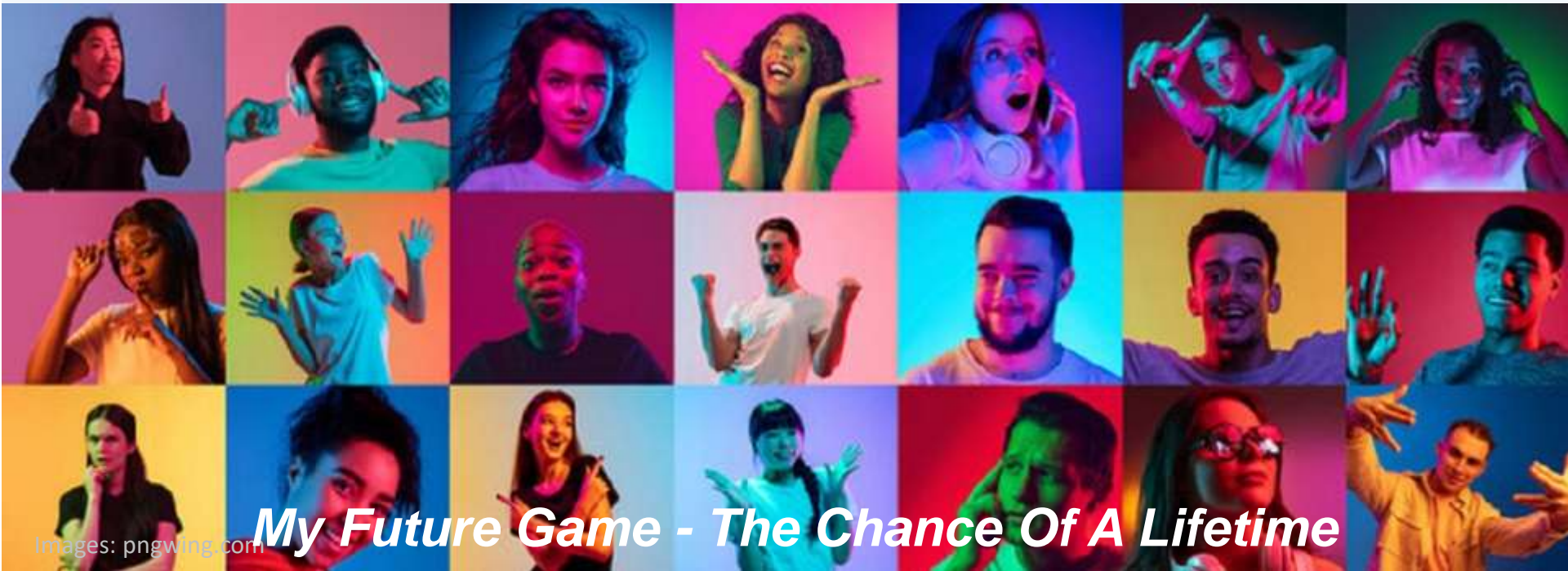
This product will set new standards for humankind and the planet.

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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My Future Game - The Chance Of A Lifetime