



Problem:

Consumers are:

- **Forced To Adhere To Social Distancing**
- **Tired Of Doing The Same Thing Over And Over**
- **Always Looking For Ways To Compete**

Companies are:

- **Losing revenue**
- **Looking for new ways to effectively get in front of consumers**
- **Wasting marketing dollars**

MARVEL STUDIOS

Disney+

Text Racing Solution:

Consumers:

- Have Fun
- Stay Safe
- Win Cash and Prizes

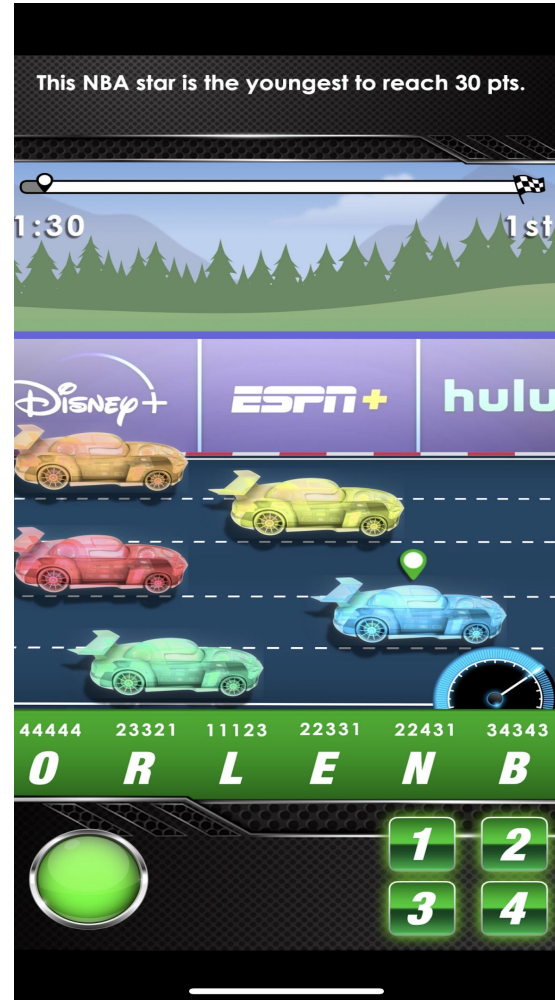
Companies:

- Increase Exposure
- Increase Engagement
- Increase Sales



The Product

We have transformed the most popular device in the world (*mobile phone*) into a customizable digital vehicle. Converting every person with a smartphone into a professional athlete.





900 Million
Drivers



1 Billion
Drivers



xiaomi



330 Million
Drivers



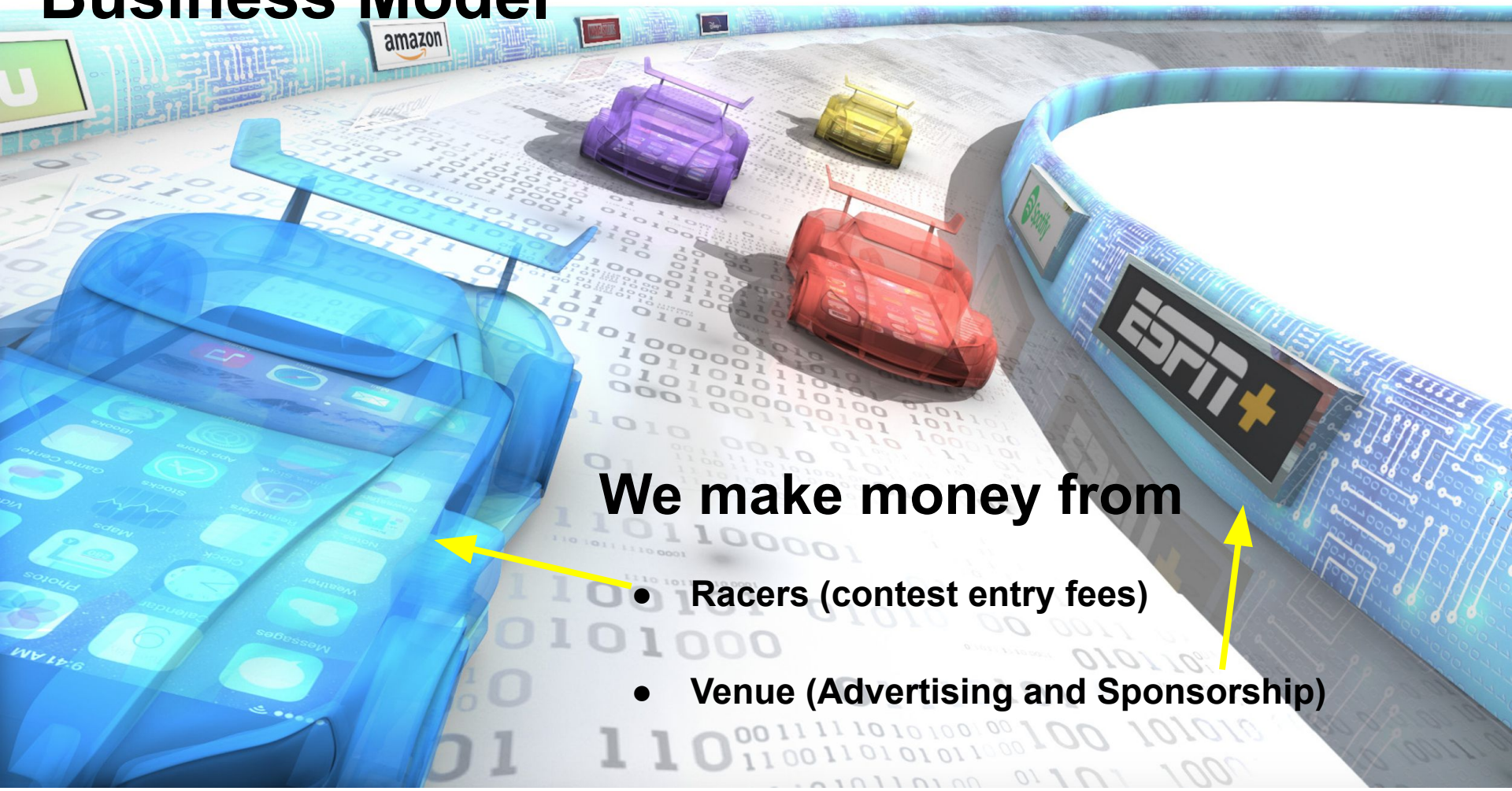
HUAWEI

700 Million
Drivers



Companies like Samsung, Huawei, Apple, and Xiaomi would instantly become the largest sports franchises in the world with millions of competitors using their engines under the hood of their new digital vehicles.

Business Model



We make money from

- Racers (contest entry fees)
- Venue (Advertising and Sponsorship)



Global Market:

**3.5
Billion**

Smartphone Users

www.statista.com

**\$159
Billion**

Mobile gaming
revenue in 2020

Gaming is 43% Of All Smartphone Usage

























www.techjury.net

**\$1.59
Billion**

Our Market Opportunity

1% of the market

Competition

					
Fun Factor					
Cash & Prizes					
A.I./Blockchain Capabilities					
Fintech/Crypto					
Fund-Raising Capabilities					
Unique Data Insights					
AR/VR Applications					
e-Learning Applications					
Versatile Customizable Digital Keyboard					

Growth Strategy



Affiliates

We pay them 30% of 1st place winnings for 3 years

- Online Marketing (SEM, SEO, SMM)
- Constant R&D (Patented Technology)
- Non Profit Partnerships
- E-learning Model
- Memorable name and design

Funding

Bootstrapped by founders thru MVP and first 6 months

Seeking \$2 - 4M Seed

- **Target close by EOQ4**
- **\$600K committed**

So We Can

- **Reach initial sales/milestones**
- **Scale/refine marketing/customer acquisition**
- **Scale infrastructure and development**

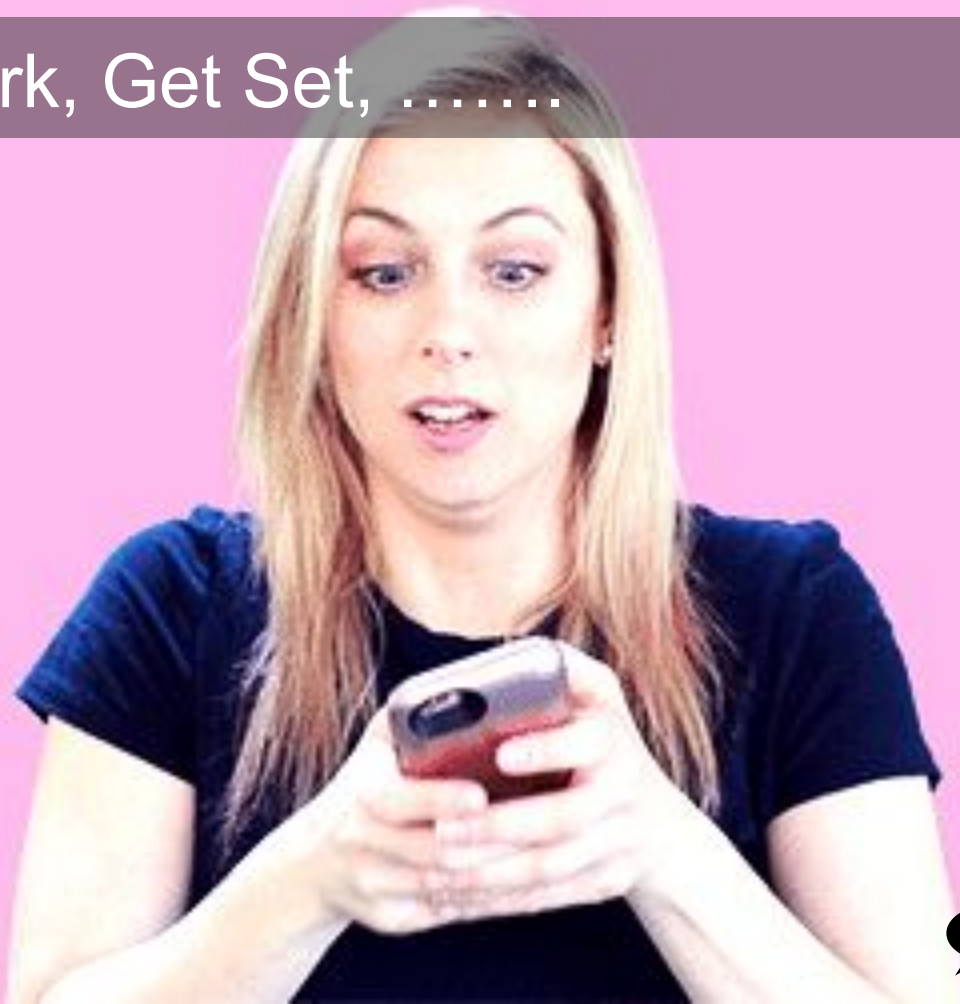
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RENDERCAM (HOLO)

On Your Mark, Get Set,

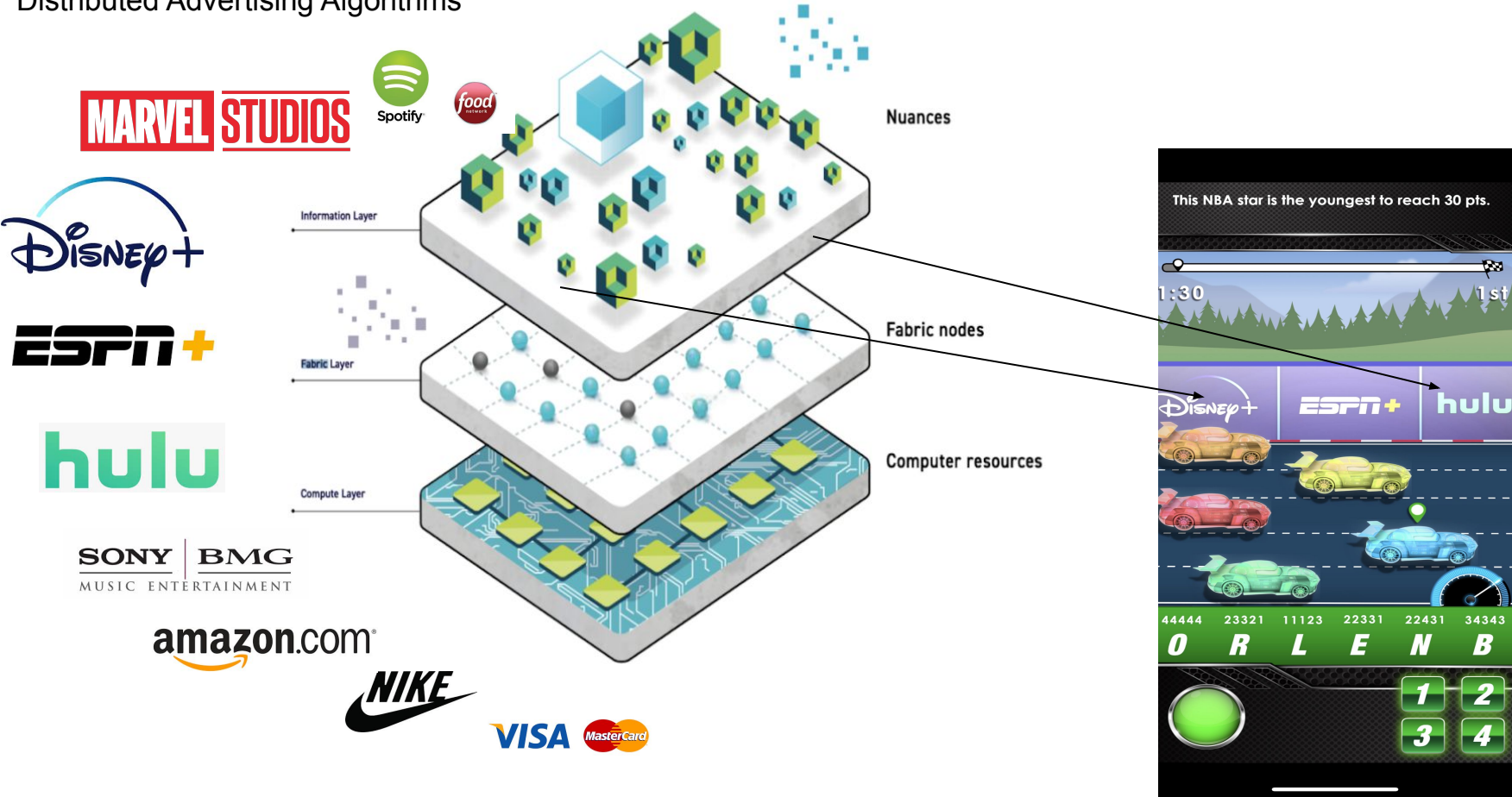


Appendix



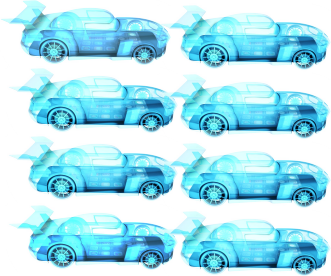
1. Decentralized Advertising Algorithms
2. Profile Targeting and Group Incentiving

Distributed Advertising Algorithms



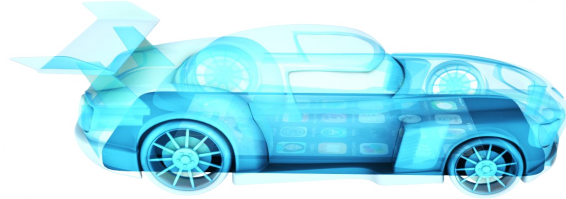
Platform Versatility for Group Competitions and Incentives

Individual Text Racers (Group A)

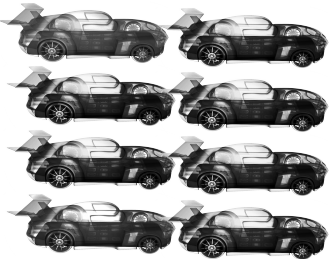


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Team 1



Individual Text Racers (Group B)



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Team 2



Contest Customization

- Private Groups
- Open Tournaments
- Team Contests
- Group Incentives
- Non-Profit Fundraising

Profiles for Group Contests

- Geo Location
- Birthdays
- Zip Codes
- Genders
- Age Ranges
- Interests
- Preferences
- Affiliations
- Engagement
- Classrooms, GPA,
- Niche Communities/Sub Cultures