



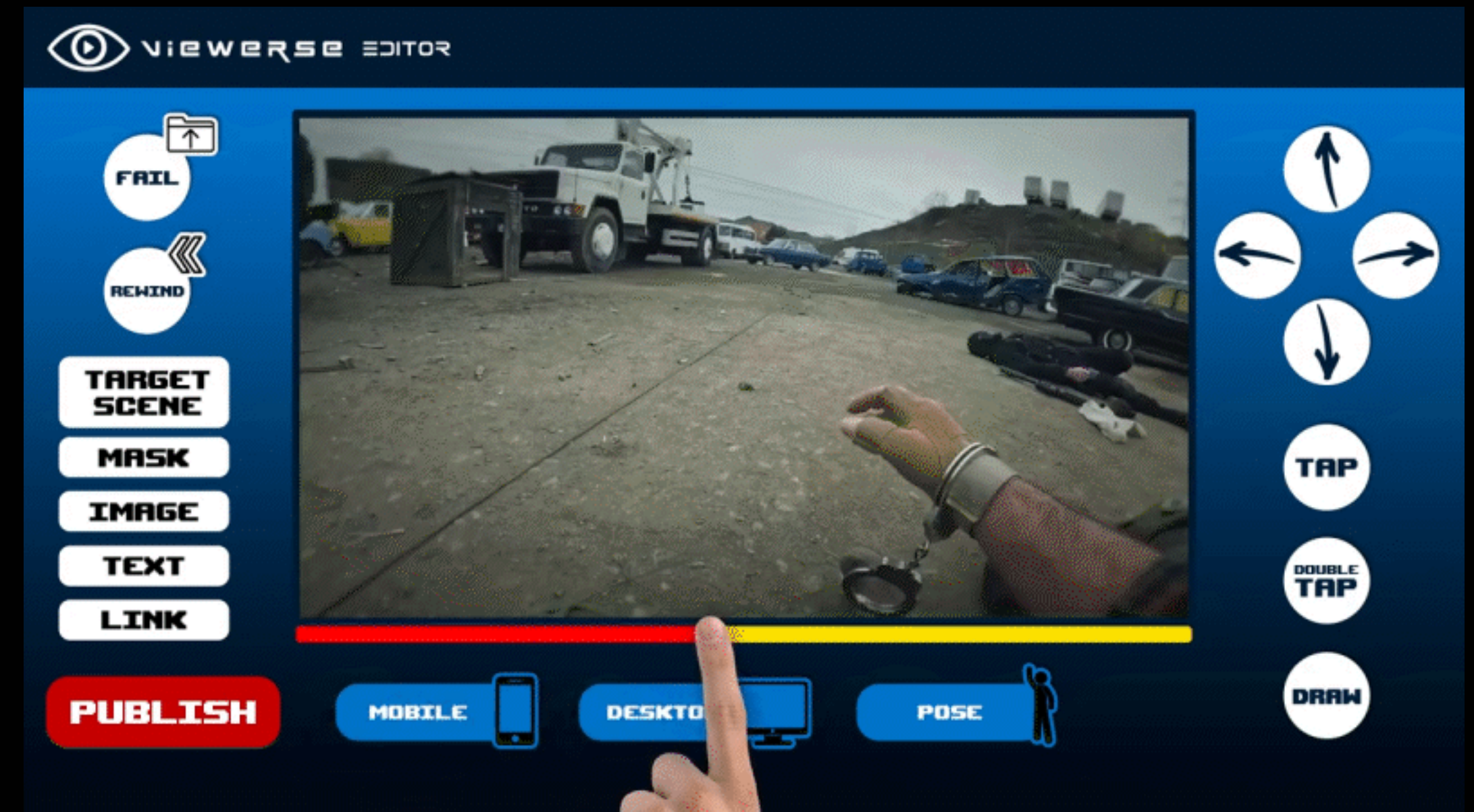
ABRAKADABRA
GAMES



WHO ARE WE?

Abrakadabra Games **Viewerse Platform** proves otherwise by integrating real world / real life videos in to the gaming world. Now we can create Game Universes based on real life Environments & true to life human characters which was impossible before.

When we cut expenses of 3D Modeling & Rendering & Physics Engine, we liberate Game making processes from these mammoth tasks and allow creators to be much for free. A small crew of capable skilled young people can create best selling video games or Saga' s without any code with basic smartphones via our video game maker platform.





ABOUT US

We are focused to build a community-focused universal video maker platform with global market approach.

Patented in 2018 in USA :

US PATENT & TRADEMARK OFFICE

GOOGLE PATENT SERVICE

**After 3 years of vigorous engineering and design period.
We know have a working platform.**

Abtrakadabra Games team are veterans of software and advertising industries. Our company culture is reaching the right market with the right innovation & monetisation method.



MANAGEMENT TEAM

Mehmet Tokgöz



Brain, Dreamer

As Abrakadabra Advertising Agency Founder & Creative Director Mehmet Tokgöz benchmarked 100's of web products for global brands such as Intel, Microsoft, Coca-Cola, IBM etc..

abrakadabra



[LINK](#)



Özgür Kızıldaş



Strategy, Focus Targets

CEEMEA CBD IT
Turkey CMK for Hair Care / Gillette, Duracell & Braun

First Internet Marketing Manager for Turkey
VF Group Products Manager

His Company Perastory is First Instagram Influencer and Customer Experience Management Company in Turkey



[LINK](#)

Tunç Dindaş



Creator, Enabler

First Graffiti artist of Turkey. Writer in game magazines at Commodore & Amiga times in 90s. His team developed first packed Turkish game for Amiga, Stress. He worked with all key brands in Turkey for mainly video design through agencies.



WORKS

REFERENCES



[LINK](#)



İrtek Uraz



Seed Investor



Orçun Oğuz



Sound Director, Partner



Sueda Ünlü



Project Coordinator



Tolga Güzelgün



Director, Scenarist



Taha Dönmez



Sr. Motion Designer



Öğür İpek



Full Stack Developer





THE PROBLEM

Coding a universal game maker tool like *Minecraft*, *Roblox*, *Unreal*, *Unity* demands an immense amount of time & resources in 3D Environments.
Code Knowledge and big budgets are big barriers to create new video games.





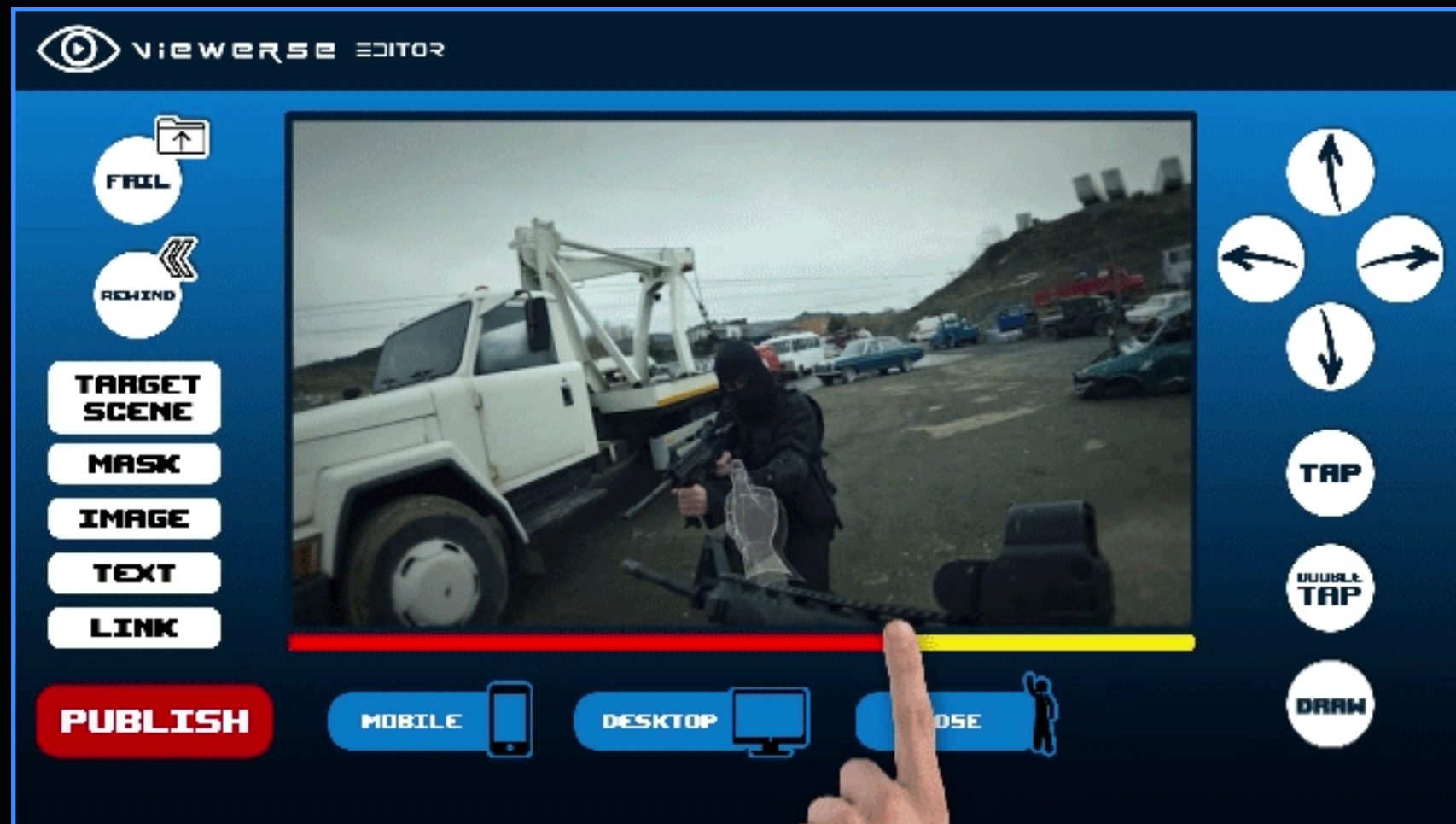
VIEWERSE VR

We already produced several prototypes for **Oculus Game Maker Cameras** for **Viewerse Platform**. **Abrakadabra Games** first **Oculus** Game will be available in September, The **Master Key for Oculus** will consist of high adrenaline Gun Fights, Bullet Times, 360 object adventures and many more exciting game elements for Oculus. **Viewerse Platform** will disrupt VR by entering to **Oculus, Steam and PS VR**.





SOLUTION



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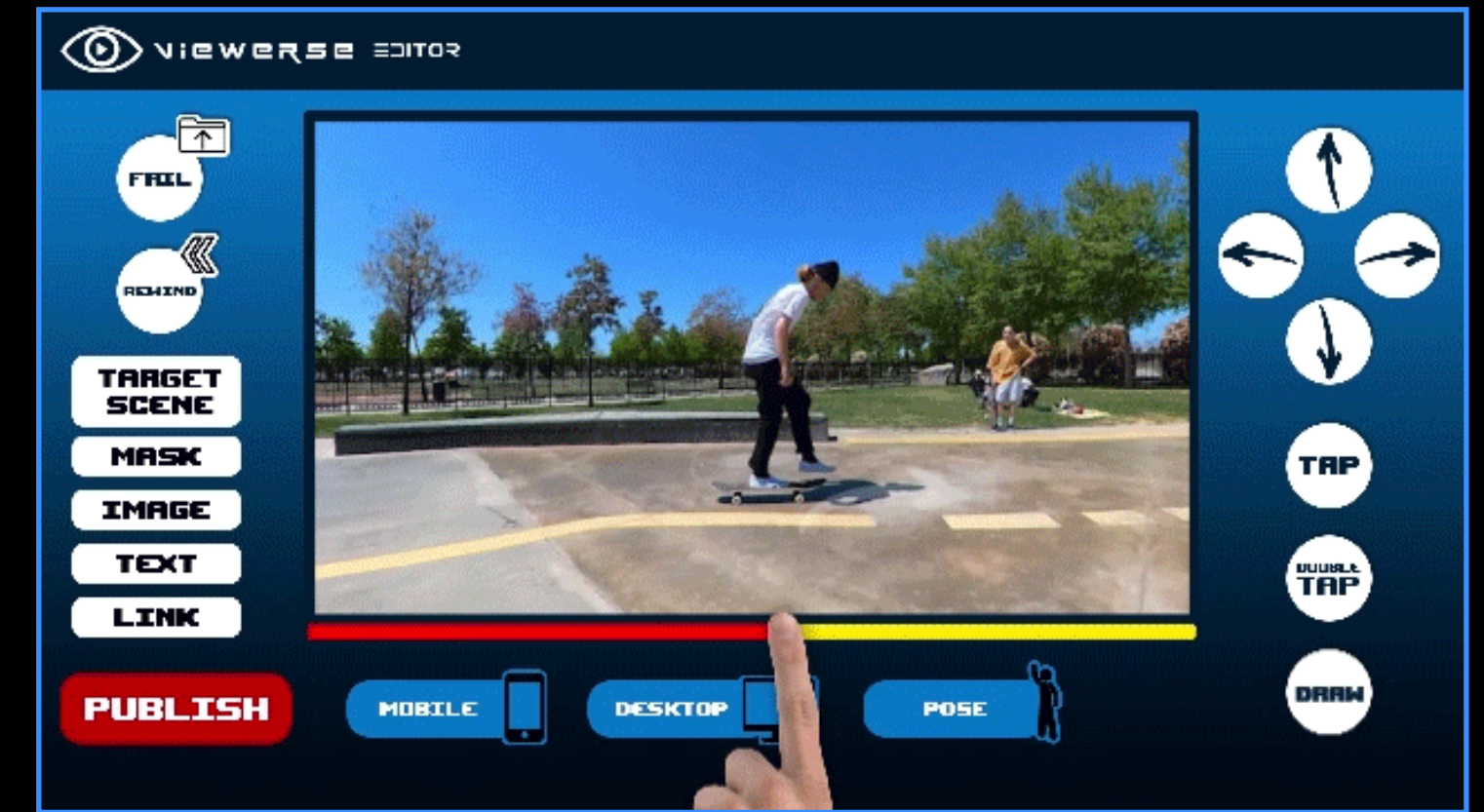
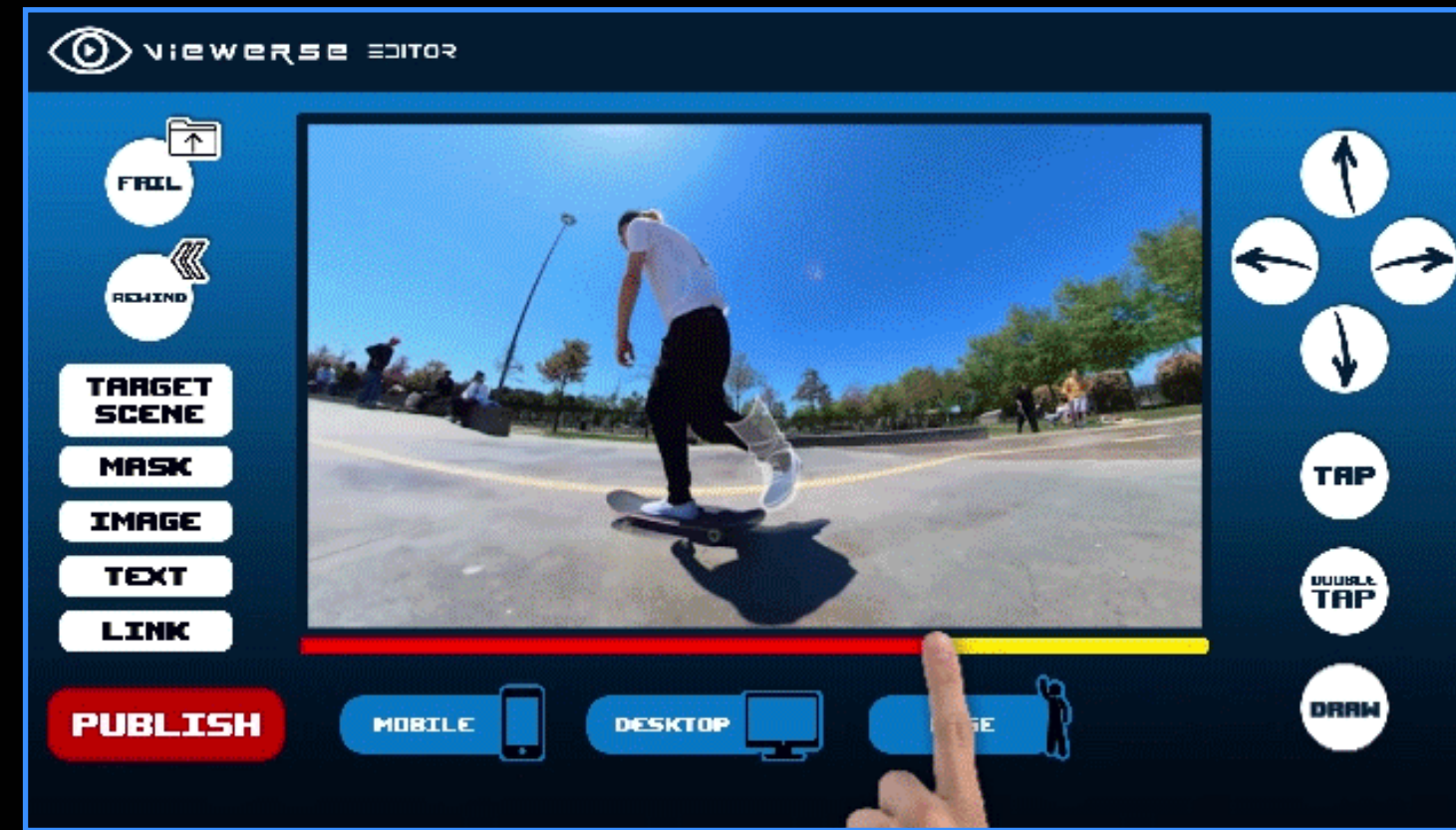
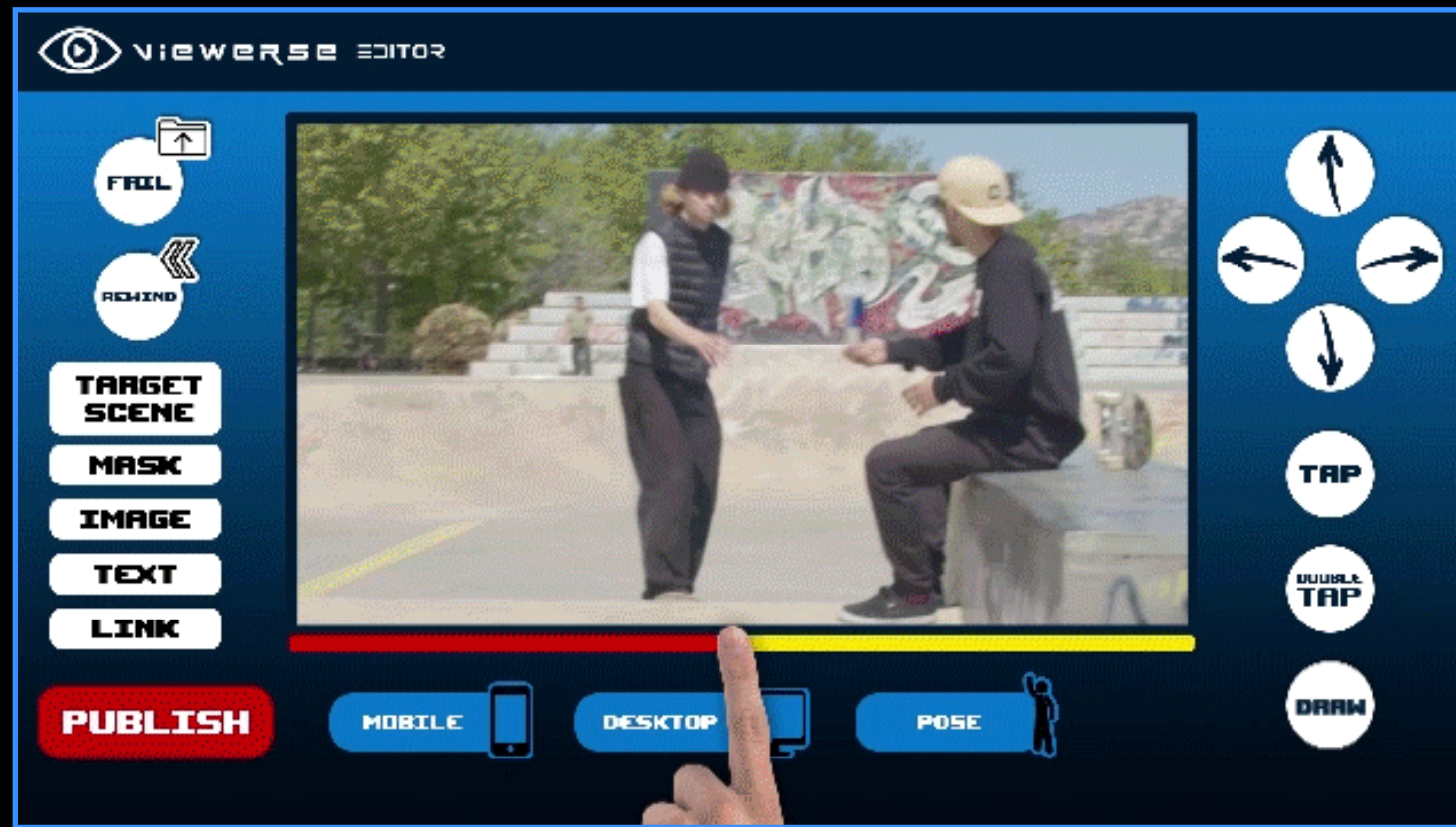


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Our video editor is instantly capable of creating *video game, social product, advertising product, map+location based game* experiences and products. Without code knowledge and with no investments needed on software. We have revenue share model for game developers.



SOLUTION



Our video editor will let you publish your final product anywhere including **Web 3**.
So you can monetise from your product in our **HTML Capable Platforms** including Mobile, TV OS, Chrome, Safari and will let you monetise instantly.



WHAT IS VIEWERSE

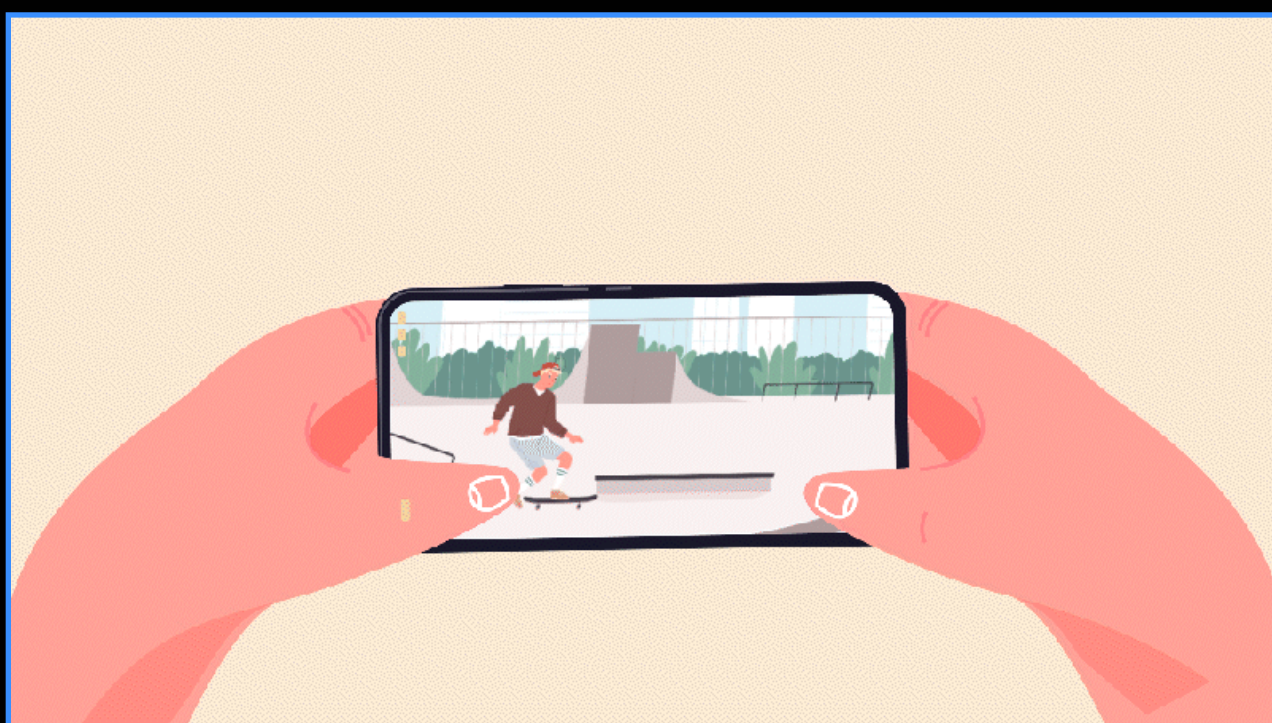


Viewerse is industrialising the video content like never before. **%80 of internet data is video**, the scale is already maximized. **Viewerse** will let you configure this video data and will publish it as a product. Since every user is unique, there will be genuine products depending on the platform : *A full length Drone video Game can be made and published in a few days as a full length advertising product.*



HOW IT WORKS

PLAY TO EARN



WATCH ADS TO EARN



CREATE TO EARN





DISRUPT THE GAME INDUSTRY FOR GAME CREATORS & PLAYERS



GAME PLAYER

A new playing experience without a console, controller or vr equipment

Play to earn with big gain potentials

Socialize in metaverse environment with people similar to your way of digital living

New way of learning things for education & for hobbies. Every single move of your body will be analyzed to help you to excel your *dance, sport, etc.*



DISRUPT THE GAME INDUSTRY FOR GAME CREATORS & PLAYERS

GAME CREATORS

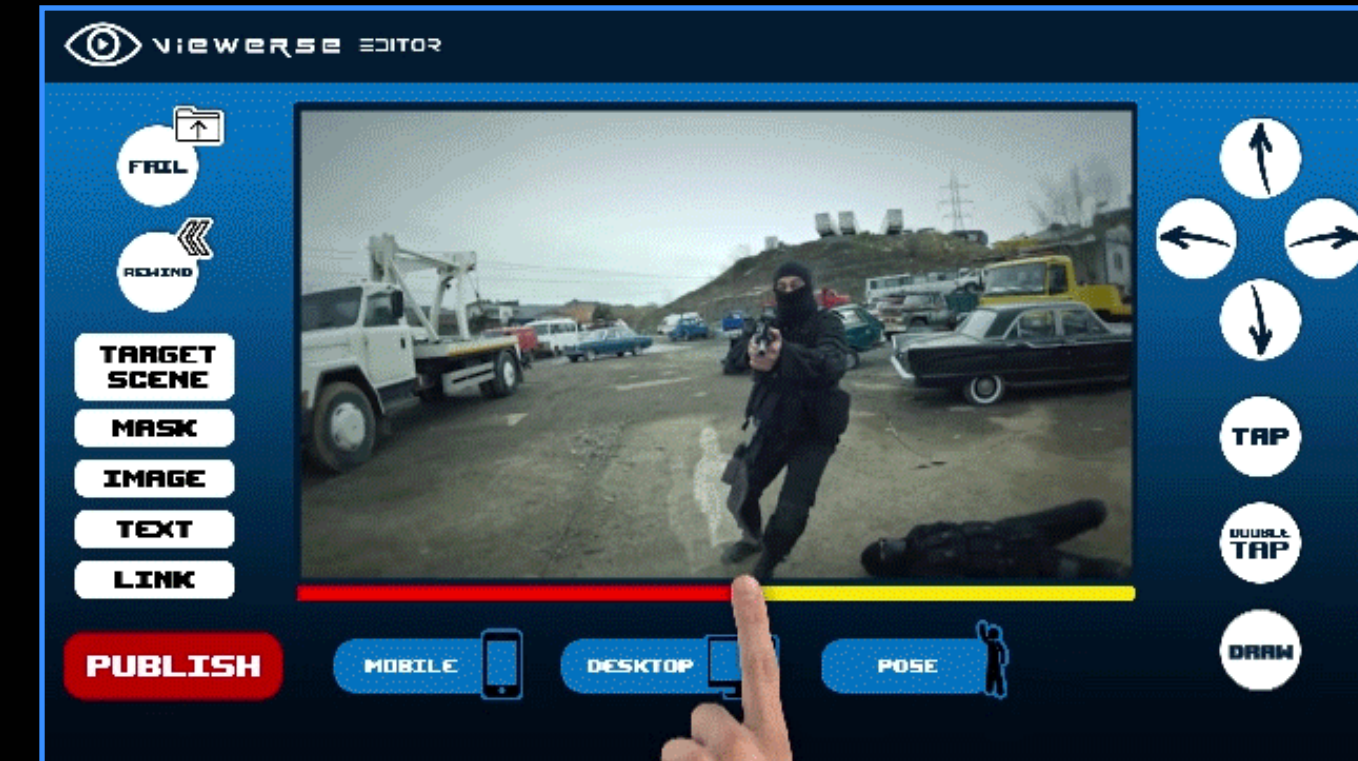
Create to earn without big investment needs & without crypto knowledge.

Entry barrier for new of gaming will be very low.

You can create a game via simple video editor where you can create gamification for your video games. It is as simple as using youtube editor.

Go to market for a video game will be as short as few days instead of Months without expensive hardware investment.

Creating VR effect without using an expensive VR equipment



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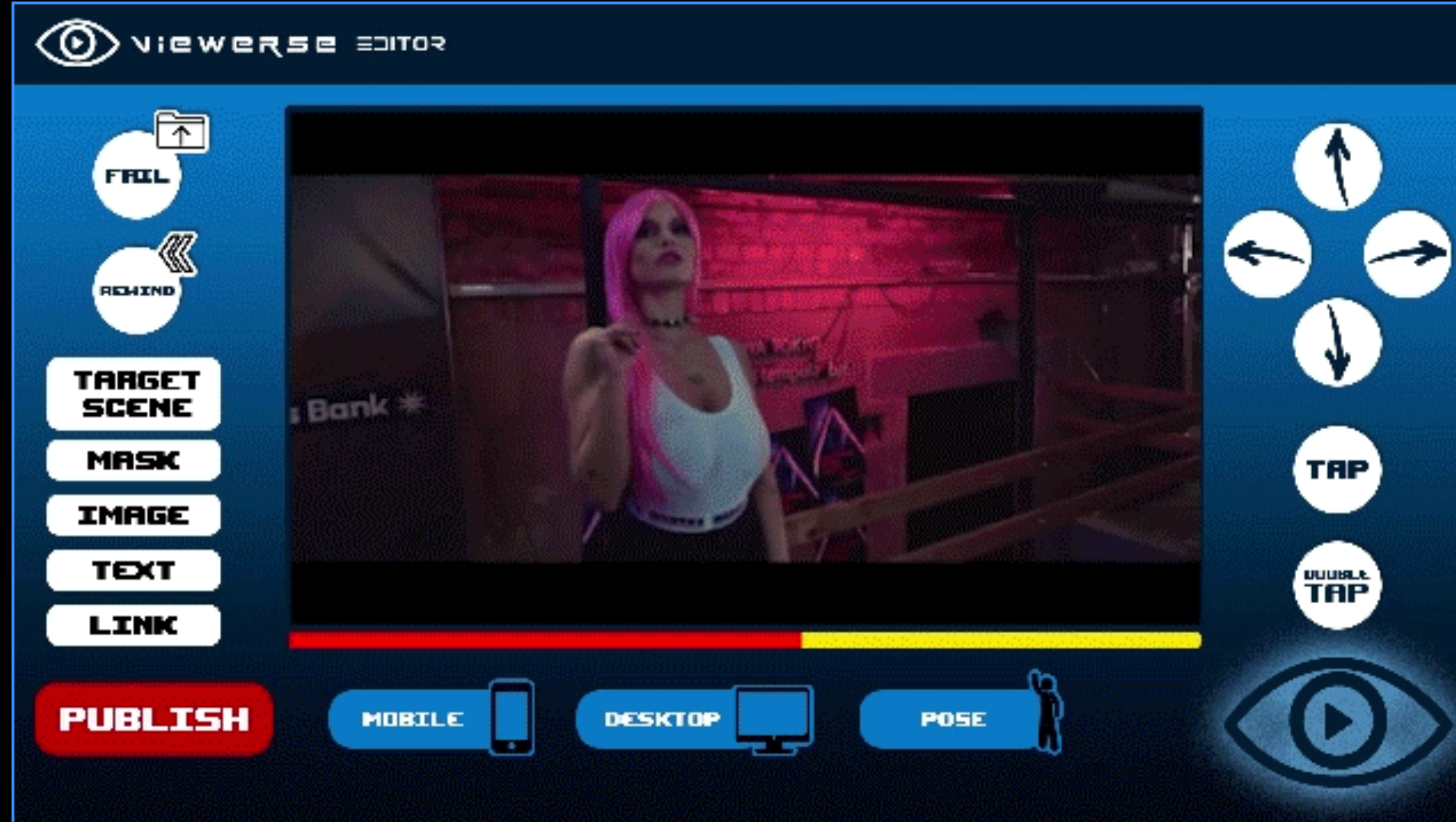
[CLICK TO GO](#)

**MASTER
KEY**

[DEMO LINK](#)



DISRUPT ADVERTISING INDUSTRY



[CLICK TO GO](#)

**ADVERTISING
INDUSTRY**

Gamers will earn by answering questions related to them. So we will provide targeted advertising for brands. Our revenue share model is 40% for gamers who watch advertising, 40% for game creators and 20% only for our platform. Also our pricing will be very competitive vs. global competitors.





PLAYER JOURNEY MAP

Journey Steps Which step of the experience are you describing?	Player joins the website	Player Choose a Game and Plays for the First Time	Player Pass a Milestone or Finish the game for The First Time to win Game Tokens	Player Joins a Tournament for the First Time	Player Wins Something for the First Time in the Tournament	Player Wins NFT for the first time in the tournament	First Monthly Export View-X Chance for The Player	
	<div>Subscription: If player already has a code, enters to receive more View-X tokens. VF or Influencer Email - Mobile - Password offline subscription</div> <div>Y Tokens are defined for player and information is given to the player.</div>	<div>X View-X tokens are deducted from the wallet.</div> <div>How to Play Short Video is Shown</div>	<div>Player is informed for the gain. Tokens are added to the offline wallet of the player at the end of the game</div>	<div>Player received an invitation of the tournament is invite only.</div> <div>Player press for tournament login. If it is a pay tournament, player accepts # of tokens to be paid. It is deducted from the wallet</div>	<div>Congratulations video is shown, Z Game Tokens are added to the wallet</div>	<div>Congratulations video is shown, NFT is created.</div>	<div>If player has more than the minimum amount defined in the system (this number can be updated in different times),can convert Game Tokens to money and send it to his account via one of the possible ways: USD Transfer to bank account, USDT Transfer to a mobile wallet, USD transfer to his Credit Card.</div>	
Needs and Pains What does the customer want to achieve or avoid? <i>Tip: Reduce ambiguity, e.g. by using the first person narrator.</i>	<div>PLATFORM UX MUST ENGAGE PLAYERS QUICKLY & PAINLESS</div>	<div>HOW TO PLAY STARTS WHEN INTERACTING WITH THE PLATFORM SUCH AS CHOOSING THE GAMES CREATING AVATARS ETC</div>	<div></div> <div></div> <div></div> <div></div>	<div></div> <div></div> <div></div> <div></div>	<div></div> <div></div>			
Touchpoint What part of the service do they interact with?	<div></div>	<div></div> <div></div>	<div></div> <div></div> <div></div> <div></div>	<div></div> <div></div> <div></div>	<div></div> <div></div>			
REVENUE EFFECTS What is the effect on revenue?	OFF CHAIN FAST START WILL MONETISE FREE TO PLAY ADVERTISING REVENUES							
Backstage								
Opportunities What could we improve or introduce?	<div>Collaborate with brands like Vodafone & Coca Cola and with game influencers to create a big player base in the game platform very quickly.</div>	<div>Having different difficulty levels for the same game and games for different age groups and different segments can easily players' adaptation to the platform.</div>	<div>Increase/decrease a leading metric by improving X or introducing Y.</div> <div></div>	<div>Increase/decrease a leading metric by improving X or introducing Y.</div>				
Process ownership Who is in the lead on this?	<div></div> <div></div>	<div></div>	<div></div>	<div></div>				

CLICK TO GO



CREATOR JOURNEY MAP

Journey Steps Which step of the experience are you describing?	Creator joins the website		Creators meet Critireas depending on Created Game Types			Creator makes first smart contract to define the game	Creator defines the game in the editor.		Game is sent for approval.	Game is available in the platform	Game's First Tournament is Created	Creator gains tokens while game is played (35%)	Creator export his gains to the metamask wallet
	<div>Subscription: Creator subscribes with Email - Mobile - Password offline. Signs the legal disclaimer about parental guidance rules.</div> <div>Mechanical Viewerse community members must approve the game concept before it meets contract step.</div>		<div>Either creator has a ready made video game and send it to Testers to be approved and published. Creator can name the price of the gameplay & tournaments according staking volume.</div>	<div>Either Creator has an idea with a script and animatics : creator opens the project to crowd sourcing</div>	<div>Either creator has a video that has to be gamified. Viewersians make a game out of it and sends 2 minutes of gameplay for community votes to best</div>	<div>Creator is informed contract is ready so he can start with the editor.</div>	<div>Creator gamifies the video through editor.</div>	<div>Creator defines the tournament through contract and defines prizes & stakes.</div>	<div>Viewerse Certified Testers will approve the game and they will let contract to be published.</div>	<div>Congragulations video is shown, the game & the tournament is created</div>	<div>Tournament is sponsored by a brand or 40% of prize is paid by the creator.</div>		<div>If the creator has more than the minimum amount defined in the system (this number can be updated in different times), he can convert Game Tokens to money and send it to his account via one of the possible ways: USD Transfer to bank account, USD Transfer to a mobile wallet, USD transfer to his Credit Card.</div>
Needs and Pains What does the customer want to achieve or avoid? Tip: Reduce ambiguity, e.g. by using the first person narrator.													
Touchpoint What part of the service do they interact with?	<div></div>		<div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>						
Customer Feeling What is the customer feeling? Tip: Use the emoji app to express more emotions	<div></div>		<div></div>			<div></div>	<div></div>						
Backstage													
Opportunities What could we improve or introduce?	<div>Increase/decrease a leading metric by improving X or introducing Y.</div>		<div>Increase/decrease a leading metric by improving X or introducing Y.</div>			<div>Increase/decrease a leading metric by improving X or introducing Y.</div> <div></div>	<div>Increase/decrease a leading metric by improving X or introducing Y.</div>						
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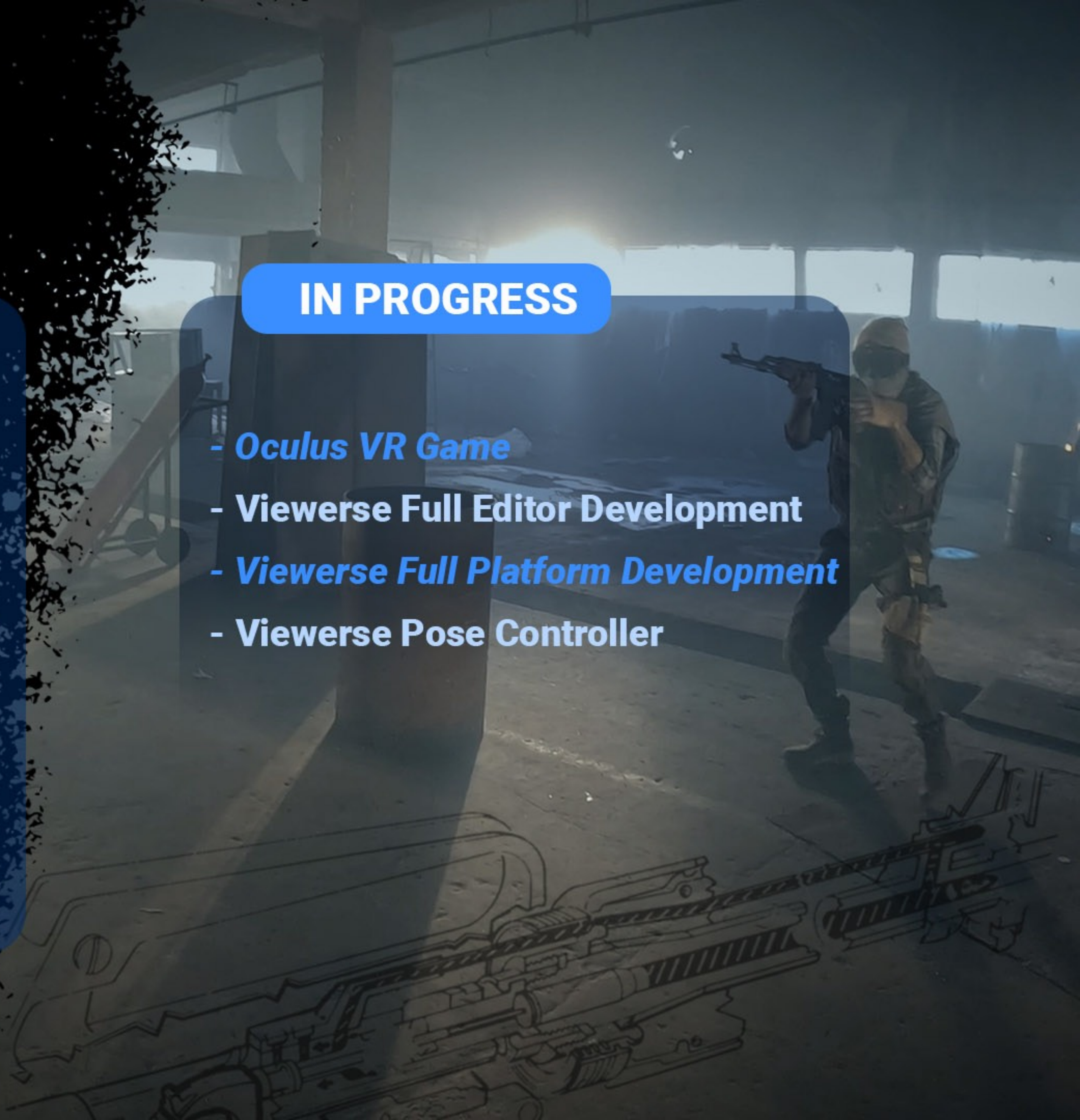
CURRENT STATUS

COMPLETED

- USA patent
- *WePlay Seed Investment*
- Angel Investor Round
- *Zihni Shipping Agency Investment*
with further commitment
- Player for mobile & desktop
- *Basic Platform*
- Viewerse Basic Editor

IN PROGRESS

- *Oculus VR Game*
- Viewerse Full Editor Development
- *Viewerse Full Platform Development*
- Viewerse Pose Controller





ROADMAP

2022

March

First Viewerse VR READY game 1st phase completed.

April

Playable mobile & desktop demo game ready to play.

May

Oculus VR version started with VR devices.

June

Partnership projects with McCann Ad Agency on Opel,
Nestle and Coca-Cola.

Partnership Alignment signed with Universal Music Turkey for 650,000

samples of video game music and sound effects

USA Movie Studios review started for partnership potentials.

Vodafone deal is progressing to reach 1M User with free data charge.

July

10 minutes version of our first game for our agnostic platform will be
launched.

September

Full lenght video game will be launched on all platforms.

October

Advertising Platform will be ready for Ad Partners.



ROADMAP

2023

January

Platform v2.0 for Game Creators Ready.

100s of Games in the Platform.

February

Advertising Revenue Sharing v1.0 for Advertising Ready.

March

Brand Partnerships with Their Channels.

Platform 2.0 with Hands Free Module.

May

Brand Specific Projects for Hands Free Module.

October

Advertising 2.0 Ready.





THANK YOU

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