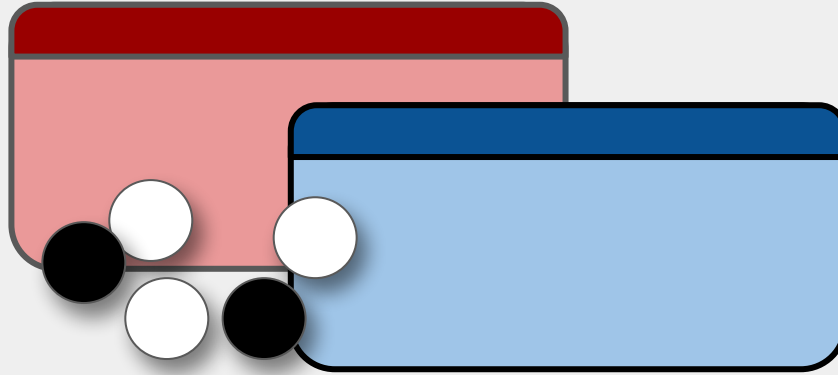


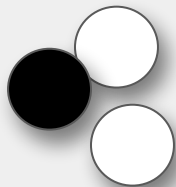
dLiber8



gamified, stakified discussion

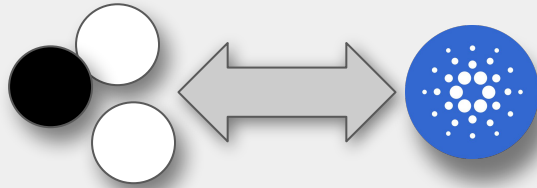
game mechanics moderate discussion

- Immediate online discussion
- Decentralized
- Completely transparent
- Preserves minority views.
- Efficient time management.
- Market mechanics, socratic principles, structured argument.



We all get chips.

- You might start with three.
- You can lose or earn chips.
- Chips have power
 - Use the white side to endorse an idea.
 - Blackball ideas with the other side.
- You stake your chips to endorse ideas and to buy airtime.



some staking models

1: Free Chips

- ... have no ada value.
- ... are issued to every player.
- ... are distributed equally.
- ... don't persist past session.

2: Coupled Chips

- ... buy chips with ada.
- ... max chip purchase limited.
- ... limited wealth advantage.
- ... collect winnings in ada.

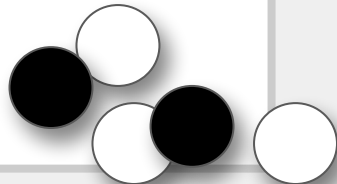
3: 100% On Chain

- ... play for ada.
- ... delegated directly.
- ... advantages the rich.
- ... highest gas fees.

Do we have exactly the right team?

There is always a Current Question.

- You are always answering the current question.
- Questions are queued in the Agenda.
 - Questions are often nested within larger questions.
- You can table discussion of the current question to move on.
- You can introduce a new (sub) question.
- But you are always answering the current question.



Do we have exactly the right team?

RESOLVE YES

You bet! We have top talent in marketing, finance and technology.

RESOLVE NO

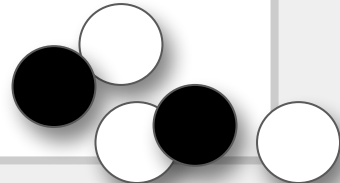
We need someone with deep experience in social media analytics.

TABLE

We're getting nowhere. Let's move on.

Play a card to propose an answer to the question.

- Your idea responds to the current question.
- You can answer the question affirmatively (green) or not (red)
- You can suggest tabling the question
 - The system puts a 'pin' in it.
 - We get back to it later.
 - Or you can permanently table the question.



SUPPORT

This CTO built the IT at Novotech which had a huge Big Data operation.

DENY

The "marketing expert" can't come up with a profitable strategy.

FACT

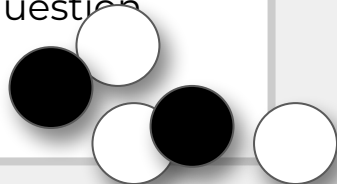
Customer Acquisition cost is now \$ 18.70

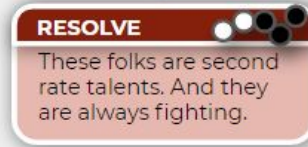
QUESTION

Will we need FDA approval?

Other cards offer other options.

- You can attach a support or deny card to any other card
 - Even to another support/deny card.
- You can introduce a fact, if you did your homework.
- You can propose a new question.
 - You need to resolve this new question before addressing the current question.
 - Accepting the new question tables the current question.
 - We get back to it after we answer your question.

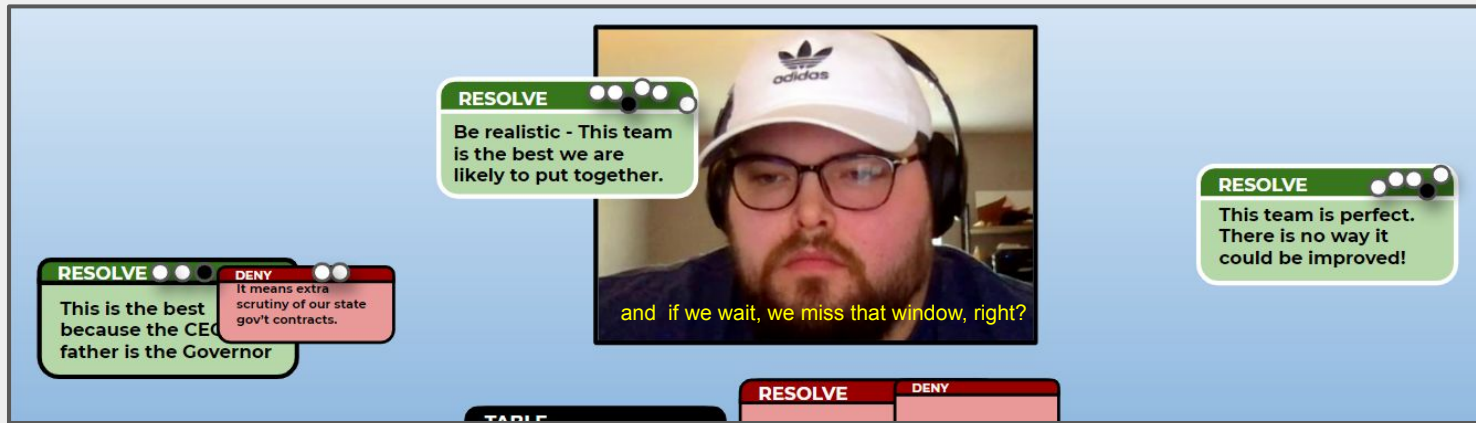




Chips determine the success of ideas.

- Put chips on your own idea and on other people's.
- White chips elevate ideas.
- Black (flipped) chips sink them.
- On every type of card, chips work the same.
- Chips on a supporting card add to those on the card it supports.





The top idea gets the floor - for 15 seconds.

- When a speaker finishes, the next speaker is auto-selected.
- It's you, if you proposed the current top idea: (most Chips).
- After you finish, the idea is marked done (black border).
- "Done" ideas continue to collect chips.
- But "Done" ideas do not earn a second chance to speak.

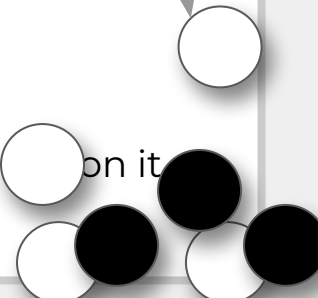


A question is closed when a card rises out of the box.

- The winning card answers (or tables) the current question.
- We move on the next question.
- The answer remains visible in the Agenda.
 - Answers to other questions might cite this answer.
 - Non-winning cards (minority opinions) remain accessible, easily cited later.
 - Citing another card earns chips for both parties.
 - Citation works within a single question, or between questions.



As each question is closed, it's payoff time.

- Chips on the board are cleared.
 - Players get new chips.
 - If you placed no chips, you get no new chips.
 - If you placed chips on the winning idea, you get more new chips.
 - If you helped quash a losing idea, you get more chips.
 - If you played a card, you get more chips, based the chips that were placed on it.
 - If you spoke, you use chips to pay for the airtime you used.
- 

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BIG FUN DEVELOPMENT CORPORATION

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