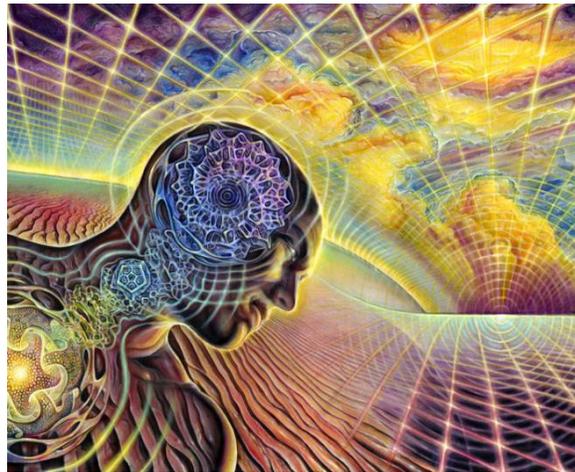




Intelligence Renaissance Industries

IRI



An International Corporation

Intelligence Renaissance Industries (IRI) is a private American corporation established in 2018. The Company operates a family of businesses whose products and services serve corporate, government, institutional, and consumer markets through six integrated areas:

Interactive Games and Competitions

Distributed Teleoperation and Telepresence

Multi-Agent and Multi-Environment Simulations

Adaptive Risk Modeling and Control

Autopoetic Intelligent Cybernetics

Predictive Socioeconomic Knowledge

IRI engages in activities designed to generate and sustain multiple revenue streams in parallel with the continuous production of information and knowledge that constitute direct commodities and securities of exchange. The Company's primary business and its foundational mission is in prediction and forecast using information and knowledge resources generated through corporate operations. The Company's operational base consists of massive social engagement and participation by individuals and groups (teams). This is accomplished through the Company's dynamic acquisition, development and management of simulations, games, tournaments, commercial and securities-based exchanges, and other supportive products and services. The markets for the Company's business consist of the global community of consumers and institutions and are served through internet environments and physical sites worldwide.

IRI employs a precisely refined business process model developed by the founders of the Company over the span of thirty years prior to the corporation's incorporation and commencement of operations. Known as POEM (Polymathic Organic Enterprise Management), this model enables the systematic integration of diversified business services within highly dynamic and even non-linear marketspaces, such as those in the information, communication, entertainment and technology sectors of today's world.

There are four principal product domains:

Games and Entertainment – Competitive games and tournament events employing dynamic-reality (DR) technologies (also known as virtual-augmented-reality or VAR), in environments ("worlds") in which individual players and teams can create and conduct personalized and social experiences and lifestyles, in addition to playing competitive and rewards-earning games. The games are unique in that they all include features that enable and enhance opportunities for training and learning, simulation and experimentation, plus contractual dealing and trading, conducted by players, sponsors, and other parties of interest. The games include both internet-based digital competitions and arena-based physical tournaments, in which there is cohesive gameplay integration. The arena-based events include the operation of electromechanical devices and vehicles within physical environments, creating a spectator-attractive gaming environment that closely models the online game activities.

Trading and Exchange – Commercial processes including environments within the games and simulation-worlds that enable secure contracts, exchanges, trades and sales, plus risk-based activities and ventures (including wagers and bets - within the constraints of legal codes and corporate ethics), among the user community of players, sponsors, clients, and spectators.

Education and Training – Specific and focused programs employing the games, worlds, and other components of the Company’s offerings for enhanced academic and professional education in areas including robotics, teleoperations, telepresence, enhanced-reality simulations, and other advanced technologies. Among the focal areas for professional training are the domains of agriculture (“smart farming”), environmental management, emergency response, critical infrastructure engineering, space robotics, and personalized health services. This business domain is conducted in close cooperation with partner organizations that have specialization in these different areas.

Design and Fabrication – Specific tools and collaboration environments, including resources drawn from the full set of product offerings, that serve the interests of needs of individuals, groups and companies in research, model development, experimentation, test, validation, and demonstration. This business domain includes the provision and management of arena/stadium environments, used also for gaming tournaments, to serve the needs of companies and other institutions as workspaces for “realistic real-world simulations” of products and services involving their respective technologies. This business domain is also conducted primarily through close cooperation with specialized partner organizations.

There are four fundamental components to the Company’s technology base which empowers and generates its catalog of products and services. These are:

OASIS – A cohesive internet-based environment consisting of an open-ended “virtual world” environment that is specifically designed to accommodate gaming and trading including adventure-strategy MMORPG, MMOSG and E-Sports games with arena-based tournament events. All online game components can be accessed and operated within the OASIS world-simulation environment. Select cryptocurrency platforms and exchanges will be interfaced with OASIS. (OASIS = Open Autopoetic Social Intelligence Synthesis.)

XMOS – A highly integrated series of online and arena-based competitive, strategic, and action-oriented games. Certain XMOS games are purely IRI developments and others are third-party partner productions. XMOS games are interfaced closely with OASIS. (XMOS = “X” (eXtreme) Massive (multiplayer) Online Simulations).

IBANK – A private information bank and trust services incorporating post-quantum-encryption currencies, smart contracts and information-based securities, and employing IRI's proprietary Kerberos parallel distributed encryption and data security technology. OASIS is integrated with the IBANK. Select cryptocurrency platforms and exchanges will be interfaced with the IBANK.

SELDON – A quantum-probability-enabled Prediction Engine generating models and forecasts concerning complex non-linear stochastically-approximated systems, sequences and events. SELDON is very closely integrated with data structures and behaviors of OASIS and XMOS.

IRI corporate headquarters are in Traverse City on the shores of Lake Michigan. The Company presently controls a global network of specialists and resources serving a worldwide community of clients and customers. Business offices and arena sites for games and simulation exercises are planned for location in several communities within North America, Europe and Asia, including Detroit, Cleveland, Buffalo and Boston in USA, and in Scotland (UK), France, Germany, Italy, Russia, Korea, China, and Japan. Other sites (current and prospective) for technical resources and services including secure network operations include sites in the aforementioned countries and other locations.

The Company's global cloud network, BANYANET, operating the proprietary ATHOS, HORUS and CHANT technologies, extends worldwide and operates with dual independent space satellite networking and data haven resources. These technologies are designed to be fully compatible and adaptable for all major, mainstream, long-term-established protocols and systems of software and hardware applicable to the Company's industries and business activities. Users (players or otherwise) of the Company's products may access functions through any common device and operating system platforms. Through the above suite of products and services, IRI serves a diverse number of clients. Additional, the Company provides specialized and highly-customized exclusivity contracts that invoke IRI's unity of exceptional expertise:

Intelligence with Balance (*Concordia*)

Renaissance Thinking with Integrity (*Integritas*)

Industry with Quality (*Industria*)

IRI maintains an unqualified commitment to ethics, integrity, and social responsibility. In partnership with several established academic, private and public institutions, the Company is participating in program activities that aim to serve the development of creativity, innovation and responsibility among youth and adult populations worldwide. The underlying motivations for all four of the Company's business components – OASIS, XMOS, IBANK and SELDON – are to serve the preservation and cultivation of civilization, understood as "social intelligence". The Company's motto, reflecting its technological and computational background, is simple and clear:

life.empowered.lives.engaged.living.enhanced

