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# PORTAL INTO THE METAVERSE





# I built a “Metaverse” business in high school

## MINECRAFT





# When I explored **Crypto/NFTs**... it made sense

## Non-Blockchain Game

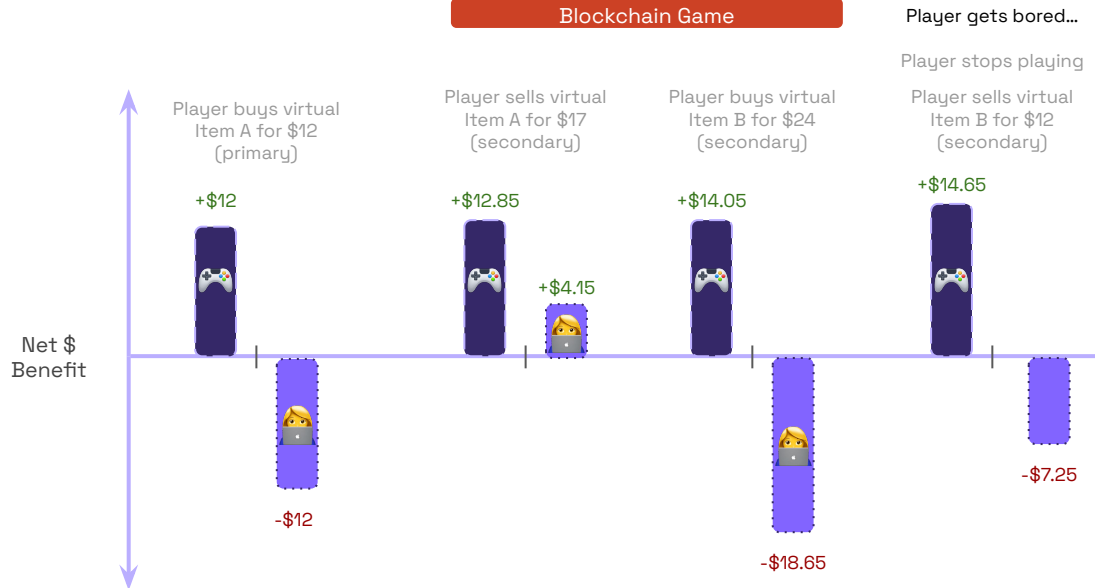


Player exchange their money for time

They lose **100%** of their investment every time

Business model is linear, company always wins

## Blockchain Game



Player can make money or get back some of their investment

Even in the worst case scenario, losing 50-90% of investment means players keep up to 50% of your money to spend in the next game

Players start spending more since it's not a direct, immediate 100% loss



# My **flagship** investment

# 160x



**SOROS**

Soros Fund Management

**WINKLEVOSS**

CAPITAL

**\$8B**



UBISOFT®

**SEQUOIA** 

**\$2.6B**



**Rothschild & Co**

**KINGSWAY**  
CAPITAL

**\$1.2B**

I invested here



**\$50M**

2021

In 12 months



Is the world going to be  
**more** digitally immersive? or **less**?



2022 →

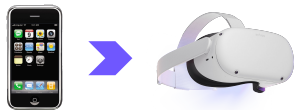


Is the world going to be  
**more** digitally immersive? or **less**?



2022 →

# New technologies are blending to make magic real



## Hardware / ACCESS

Visual medium increasingly immersive



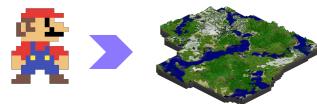
## Protocols / OWN

Enabling ownership of digital objects



## Software / LIVE

Digital worlds being built



METaverse





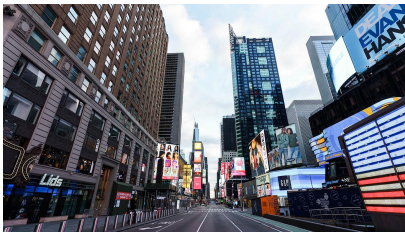


# We can start **living** in digital worlds

Living in the Physical World



**ACCESS**



**LIVE**



**OWN**



Physical living habits and spending will be mirrored in the metaverse.





# The **next** iteration of the Internet

Web 1.0



## ACCESS

- 
- 
- 

Connect to the web.  
Not that immersive.  
Read text.

Web 2.0



## LIVE

- 
- 
- 

Consume rich content.  
Social life online.  
Less time IRL.

Web 3.0



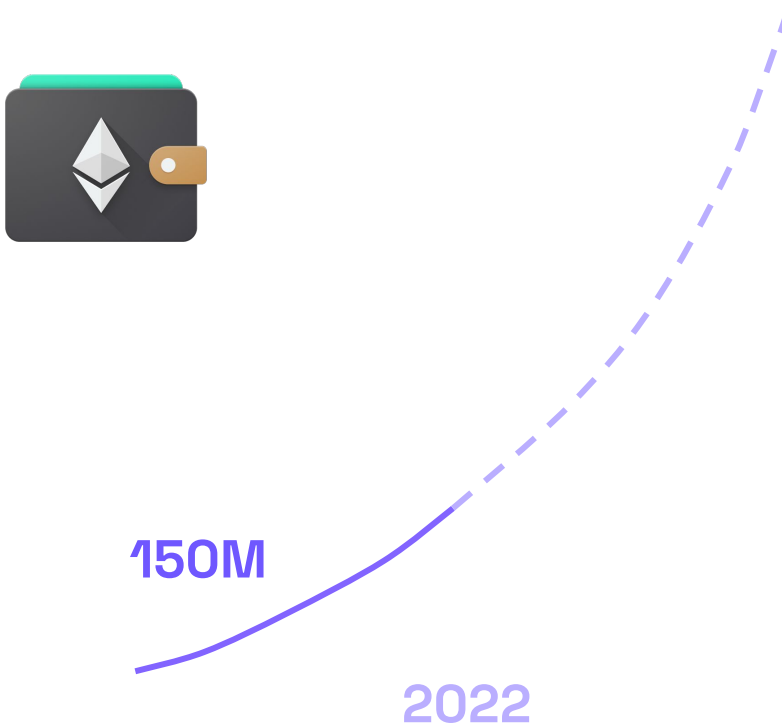
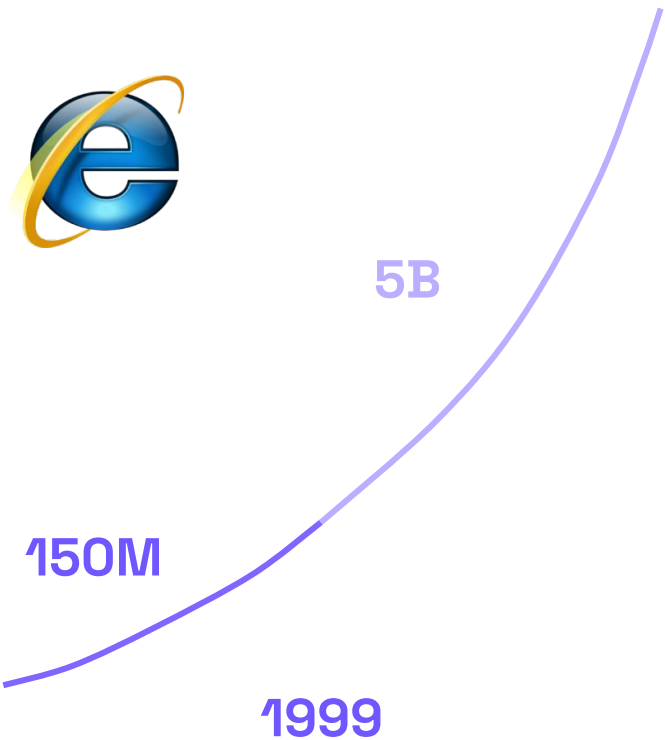
## OWN

- 
- 
- 

Partially living digitally.  
Fully immersed worlds.  
Spending to own.



# Case study for what's about to happen again





# The capital is **too big** to ignore (or go to \$0)

They're coming, and their investment is our margin of safety



"The metaverse is now like social media in it's beginning"



South Korea sets 5 year Metaverse plan



"We believe in Web 3, Blockchain & NFTs"

J.P.Morgan

"NFTs will most likely dominate the digital asset universe"



Filing trademarks for virtual restaurants



"Metaverse is a key pillar of our future"



"Hyper-adoption is coming"



Microsoft

"The Metaverse is the next internet"

Filed trademarks to launch NFT marketplace

To offer liquidity solutions in Metaverse

Launching Metaverse ETF & Crypto Industry Fund

"Metaverse is a \$1T+ opportunity"

CEO says they are investing accordingly into Metaverse

To invest a significant Portion of AR efforts into Metaverse

To invest \$50B over the next 5 years or 1/4 of earnings



BlackRock





The Metaverse  
will be 'much,  
much bigger'  
than the



physical  
world



CEO of Nvidia

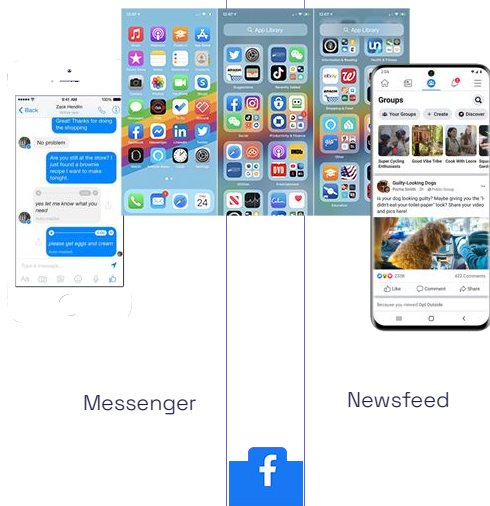


# Our daily 24 hrs is going digital

\$10T Tomorrow

Zuckerberg's done running apps, he wants to run entire worlds

\$1T Today



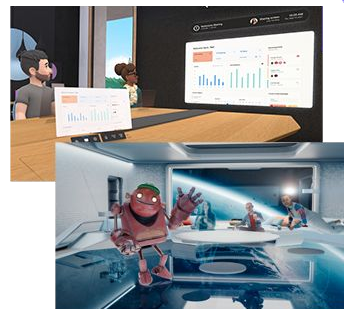
Messenger

Newsfeed

**This is why FB cares.**

It disrupts their entire business model.

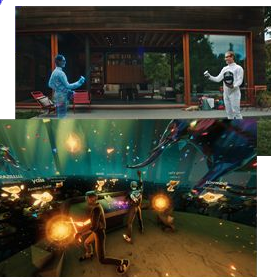
We spend 1 hr/day & \$10/quarter  
scrolling on our phones by  
selling our data



School

Events

Gaming



Working

Social

Content

We will spend 10 hr+/day & \$100+/quarter  
living in immersive worlds by  
owning our data



# The past decade has formed habits

The rental economy



Billions of people have been **spending** billions every year on virtual items they **don't** own.

They've already formed a relationship with "buying" (*renting*) virtual goods.

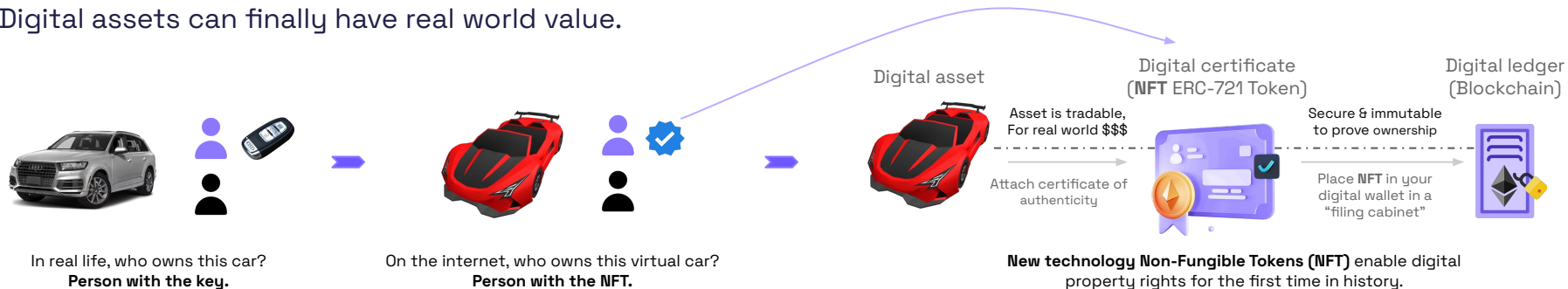
The ownership economy

**\$100T?**



# If you own, you'll spend more

Digital assets can finally have real world value.



Which one would you buy? ↓



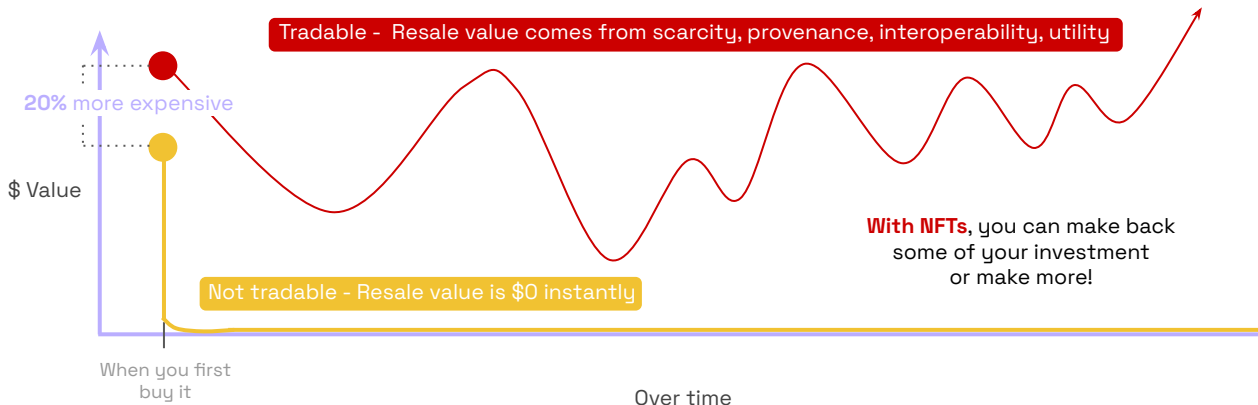
**No NFT**

Today's digital assets



**NFT**

Tomorrow's digital assets

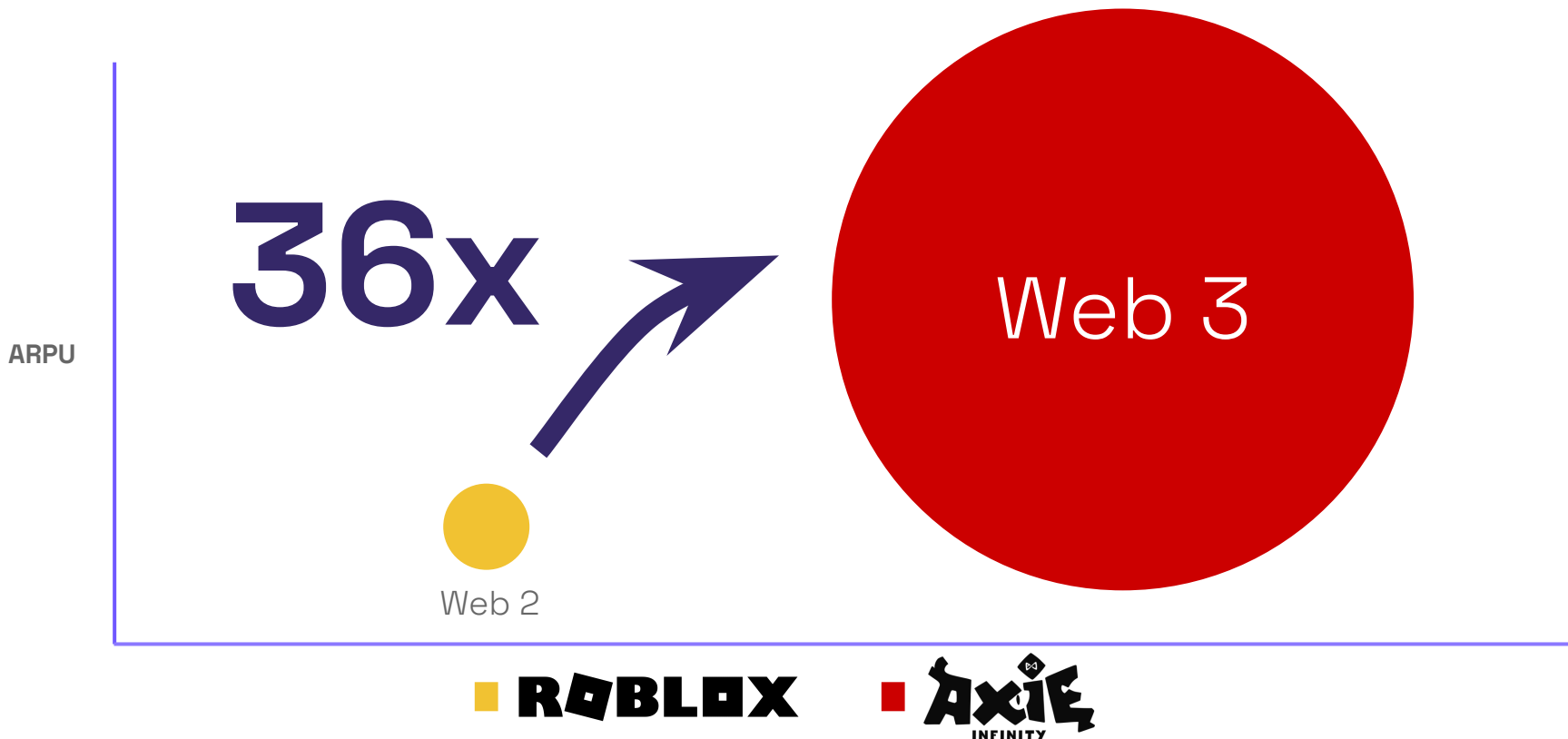






# Theory **proven** in practice

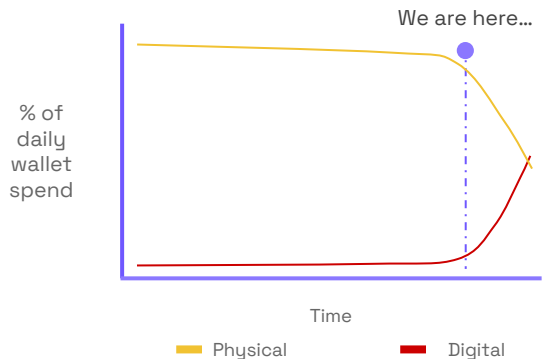
2021 showcased that people DO spend more when they own, comparing Web 2 to Web 3 metaverses:





# Valued like **countries**, not **stocks**

New age investing frameworks are required when investing in new age assets. Now that we can **own** digital assets:



## Metaverse is a new Layer of GDP

As we spend more time in a digital world (work, leisure, consume), the GDP we produce in the real world transfers into the digital...

### The aggregate output of [Metaverse] economy

#### Transaction Growth

Additional "economic output" being produced

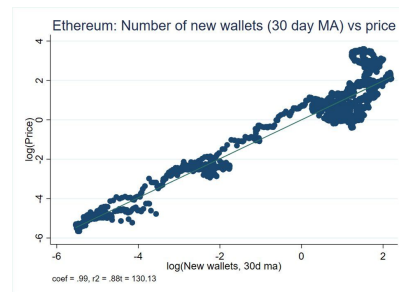
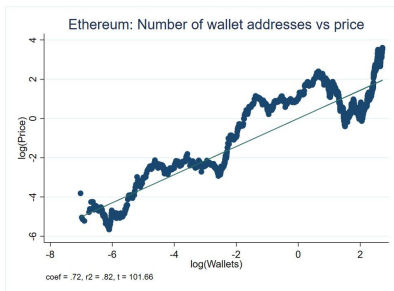
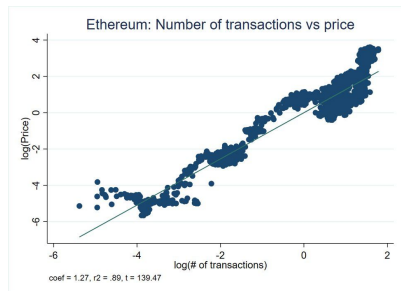
#### Wallet Growth

"Working population" of the "country"

#### TVL Growth

"Financial sector" in the economy

### Case Study ↓





# This is **good** for the world

Being able to own regardless of who you are is magical. It's lifted many out of poverty.

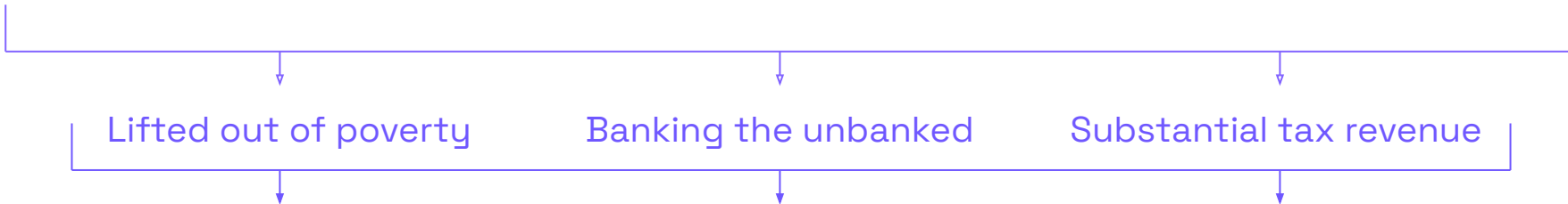
Replacing covid lost income



Out-earning pre-covid jobs



Amassing fortunes



Lifted out of poverty

Banking the unbanked

Substantial tax revenue

