

**BrainBattle!<sup>TM</sup>**

**It's Big Brain Time!<sup>TM</sup>**

Inventor: Pugna Enkefalos

### Executive Summary

BrainBattle<sup>TM</sup> allows competitors we call BrainBattlers<sup>TM</sup> to engage in direct mind-to-mind combat – and to the winner go the spoils!

BrainBattle<sup>TM</sup> is a revolutionary application and spectator sport platform that leverages EEG-equipped BattleHelmets<sup>TM</sup> to provide and monitor Brain Computer Interfaces (BCI) that are analyzed to quantify each competitor's mental Focus – and compare it with the mental Focus of another competitor. BrainBattlers<sup>TM</sup> can engage in a BTCBattle<sup>TM</sup> where they stake Bitcoin (BTC) on their BrainBattle<sup>TM</sup> and the BTC is automatically transferred to the winner.

BrainBattlers<sup>TM</sup> can also choose to have their BrainBattle<sup>TM</sup> in our private-access BattleArena<sup>TM</sup> for which BrainBattlers<sup>TM</sup> can set an admission fee for viewers. We collect and manage the admission fees while the BrainBattlers<sup>TM</sup> are free to act as promoters for their BrainBattle<sup>TM</sup>.

Recent years have seen a massive upwell in the popularity and profitability of nontraditional combat sports and e-sports. BrainBattle<sup>TM</sup> combines the most market-attractive factors of both e-sports and nontraditional combat sports by providing not only an entirely new sport, but also providing a sport that anyone can engage in from the comfort of their own home and can be matched with participants of their choice using our BattleLobbies<sup>TM</sup>. Additionally, the ability to monetize individual competition as well as promote spectator-paying events on our platform provides a direct, financial, and continuing incentive for our users to expand, publicize, and increase their involvement with our platform.

## BrainBattle!<sup>TM</sup> – It's Big Brain Time!<sup>TM</sup>

### Becoming the Top Brain

The BrainBattle<sup>TM</sup> BattleHelmet<sup>TM</sup> uses the Emotive Insight 2<sup>1</sup> to provide a Brain Computer Interface (BCI) for our BrainBattlers<sup>TM</sup>. The Emotive Insight 2 is a 5 channel EEG that is rechargeable with up to 20 hours of battery life. The Emotive Insight 2 wirelessly connects with PC and mobile devices. The Emotive Insight is fully supported with an array of data streams allowing for endless possibilities and applications for BCI. Data streams include raw EEG, Mental Commands, Performance Metrics (stress, engagement, interest, relaxation, focus and excitement), frequency bands, facial expressions and motion data.



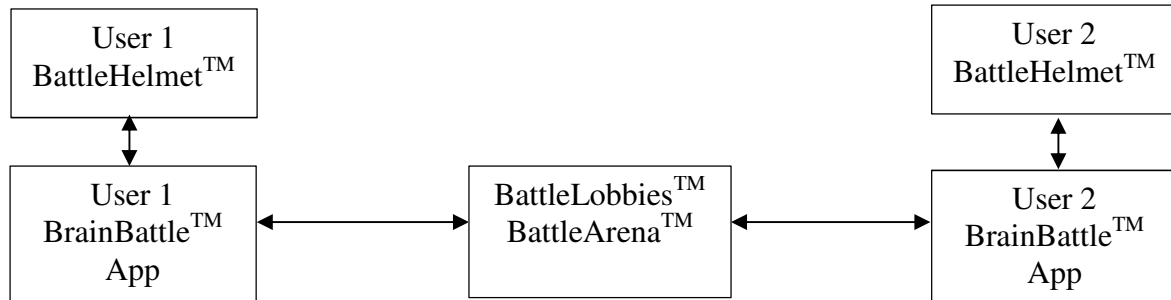
BrainBattle<sup>TM</sup> extracts the Focus Performance Metric of the Emotive Insight and compares the total focus of one BrainBattler<sup>TM</sup> with their opponent to determine the winner of a BrainBattle<sup>TM</sup>.

---

<sup>1</sup> <https://www.emotiv.com/insight/>

## BrainBattle<sup>TM</sup> Setup

BrainBattle<sup>TM</sup> setup is quick and seamless for a user. In order to BrainBattle<sup>TM</sup>, a BrainBattler<sup>TM</sup> first downloads our app on their smartphone. Once on the smartphone, the user creates an account and proceeds to register their BattleHelmet<sup>TM</sup> with their account. The user can then view our BattleLobbies<sup>TM</sup> to find an opponent to challenge to a BrainBattle<sup>TM</sup>!



## The BrainBattle<sup>TM</sup> Begins!

Once the terms of a challenge are agreed to and the challenge is accepted, the BrainBattle<sup>TM</sup> begins! The BattleHelmets<sup>TM</sup> of both BrainBattlers<sup>TM</sup> are monitored and the Focus parameter from the user's BCI interfaces is compared. Whichever BrainBattler<sup>TM</sup> has the highest total focus score over the BrainBattle<sup>TM</sup> is the winner! The winner's stats are updated to reflect the win and are viewable to all potential challengers before a challenge takes place. These stats include total number of BrainBattles<sup>TM</sup>, description of the terms of the last 10 BrainBattles<sup>TM</sup>, win ratio, and average total Focus score for the last 10 BrainBattles<sup>TM</sup>. An additional option is provided to allow users to see all BrainBattles<sup>TM</sup> for that BrainBattler<sup>TM</sup>.

## BitcoinBattle<sup>TM</sup> aka BTCBattle<sup>TM</sup>

The beating heart of the BrainBattle<sup>TM</sup> platform is the BTCBattle<sup>TM</sup>. As one of the terms of the BrainBattle<sup>TM</sup>, users may choose to stake a desired amount of BTC on the outcome. In order to stake BTC, the BrainBattlers<sup>TM</sup> first agree on the terms of the challenge and then transfer the required BTC to a cryptocurrency wallet having a public address associated with the BrainBattle<sup>TM</sup> app. The BrainBattle<sup>TM</sup> does not start until the required BTC is received from

both parties. Once the BrainBattle<sup>TM</sup> is over, the indicated BTC is transferred to the public address of the winner.

BrainBattlers<sup>TM</sup> are free to wager any amount of BTC they want up to 10 BTC, but the smallest stake that can be pledged is currently 1/10,000 of a BTC (current value ~\$4). We charge a small transfer fee to both parties and an additional processing fee when we transfer the BTC to the winner. This transfer fee is currently \$0.50 plus 3% of the amount transferred – and \$0.50 plus 4% to process the BTC to the winner.

Alternatively, the winner may leave the BTC in the BrainBattle<sup>TM</sup> wallet and use it to stake future BrainBattles<sup>TM</sup>.

## BloodlessBattle<sup>TM</sup>

Some BrainBattlers<sup>TM</sup> may not want to battle for BTC – at least not at first. Currently, we give all new accounts the ability to fight BloodlessBattles<sup>TM</sup> with each other for 30 days from account creation. In a BloodlessBattle<sup>TM</sup> the only term of the challenge is the length of the battle, which can range anywhere from 10-1000 seconds. No other stakes are allowed. After the first 30 days, the users may choose a \$10/month subscription which entitles them to up to 1,000 BloodlessBattles<sup>TM</sup>. Alternatively, for each BTCBattle<sup>TM</sup> that the user fights, they are credited with 10 BloodlessBattles<sup>TM</sup> - and an additional 10 BloodlessBattles<sup>TM</sup> if they lost. The monthly subscription fee may be paid through our app by credit card or BTC.

## BattleArena<sup>TM</sup>

As one of the challenge terms, the BrainBattlers<sup>TM</sup> can select whether their BrainBattle<sup>TM</sup> will be private – where only the BrainBattlers<sup>TM</sup> can witness it – or if the BrainBattle<sup>TM</sup> will be publicly fought in our BattleArena<sup>TM</sup>. When a BrainBattle<sup>TM</sup> will be fought in a public arena, our system allows the BrainBattlers<sup>TM</sup> to agree on an admission charge to be assessed to any other users of our app that want to witness the battle. We collect the admission charge on their behalf and if they complete the BrainBattle<sup>TM</sup>, then we turn over the admission charges to the BrainBattlers<sup>TM</sup> minus our convenience fee of 10%. The BrainBattlers<sup>TM</sup> may select a split for

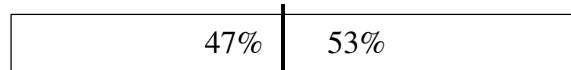
the admission charges when they agree to the challenge terms (any single-digit percentage between 1-99% for either party may be employed), but the default is that the admission charges are split 50-50. The BrainBattlers<sup>TM</sup> are generally free to publicize their challenge however they want and we give them a courtesy link for their challenge that they can post that will direct customers to a payment portal for the admissions charge. The BrainBattlers<sup>TM</sup> may set their admission charges using dollars with a minimum admission charge of \$1. Additionally, all users wanting to view the challenge must be registered users of the BrainBattle<sup>TM</sup> app.

## Realtime BattleDisplay<sup>TM</sup>

During the BrainBattle<sup>TM</sup>, a realtime BattleDisplay<sup>TM</sup> is provided. The BattleDisplay<sup>TM</sup> shows the cumulative Focus for both BrainBattlers<sup>TM</sup> as well as a real-time bar display representing the relative percentages of the current realtime total Focus for each BrainBattler<sup>TM</sup>. A sample appears below.

Total Focus: 4357

User 1 Graphic
-------------------



Total Focus: 4651

User 2 Graphic
-------------------

## Upcoming BrainBattle!<sup>TM</sup> Improvements

### TeamBattle<sup>TM</sup>

TeamBattle<sup>TM</sup> allows each side of a battle to be a team with 1-99 members. The team size and the members of each team must be agreed as part of the challenge terms. Additionally, the win condition may be set as either highest total team focus or highest average team focus. Also, for a BTCBattle<sup>TM</sup>, the BTC may be contributed by any member of the team as long as all required BTC is received. The BrainBattle<sup>TM</sup> does not start until all BTC is received.

### Metaverse – VR display

Facebook recently rebranded at Meta and is focusing on Virtual Reality (VR) displays. Consequently, we are working on converting out BattleDisplay<sup>TM</sup> to a VR display and converting the BattleArena<sup>TM</sup> to a virtual environment.

## Other Patents

The CEO passed on your recommendation to search the PTO's website, so I did. I made a list of the patents below. The CEO says that all of these patents look pretty close to what we came up with. However, the CEO says that you are the best patent attorney around and that you will be able to find a way to get us our patent without infringing on these other patents.

### Patents:

US 2020/0142085 A1

US 2021/0290137 A1

US 10,846,695 B2

US 11,128,636 B2