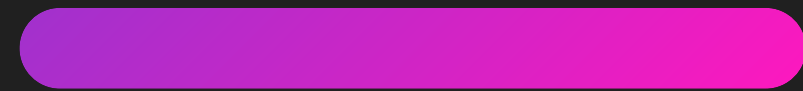




Un Nuevo Mundo Descentralizado



CÉNTRICO
GUAYAMA

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↪ Our Roadmap



01

02

03



*FUTURE ERA
of CÉNTRICO*

Rebrandig Design

Launch Campaign

Tokenization & Meta Future



↪ Objectives



Super Unique
Brand Launch



Community
Centric



Guayama
Horizontal



Mall
Traffic



01

Céntrico *Token*

The first idea that was initially brainstormed as part of the rebranding exercise. A community / social token where equity from the malls vendor % sales will be offered as kickback to the people staking or participating.



DAO Contract
Social Token



01

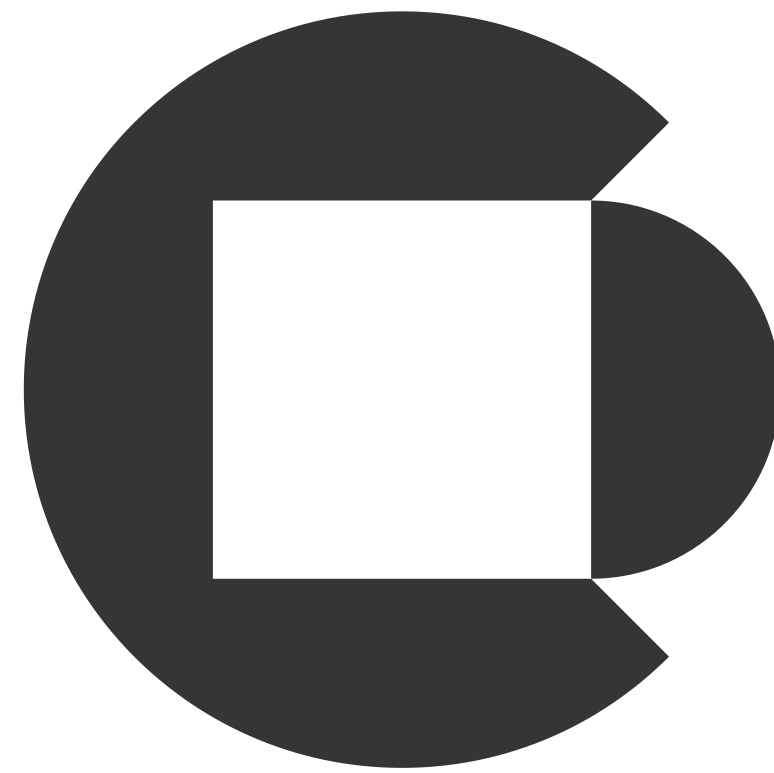
Céntrico \$CENT Token

Utility NFT
Club Membership Logic
Incentives / Reward

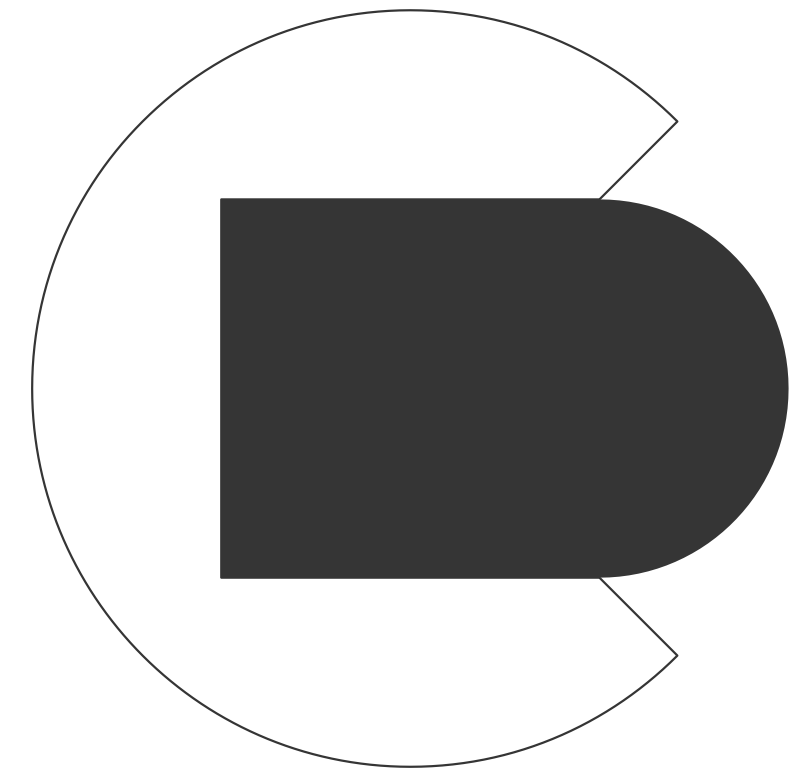


Community *Centric*

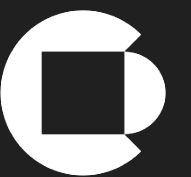
For this new community engagement we will have a two-sided market : physical & digital community. Which will then appeal to all our buyer personas.

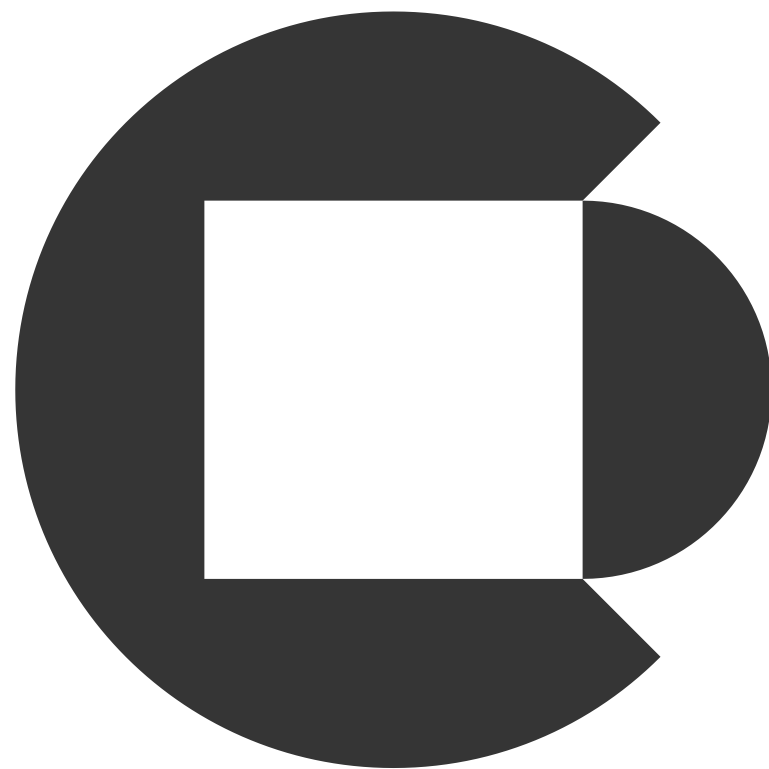


Céntrico



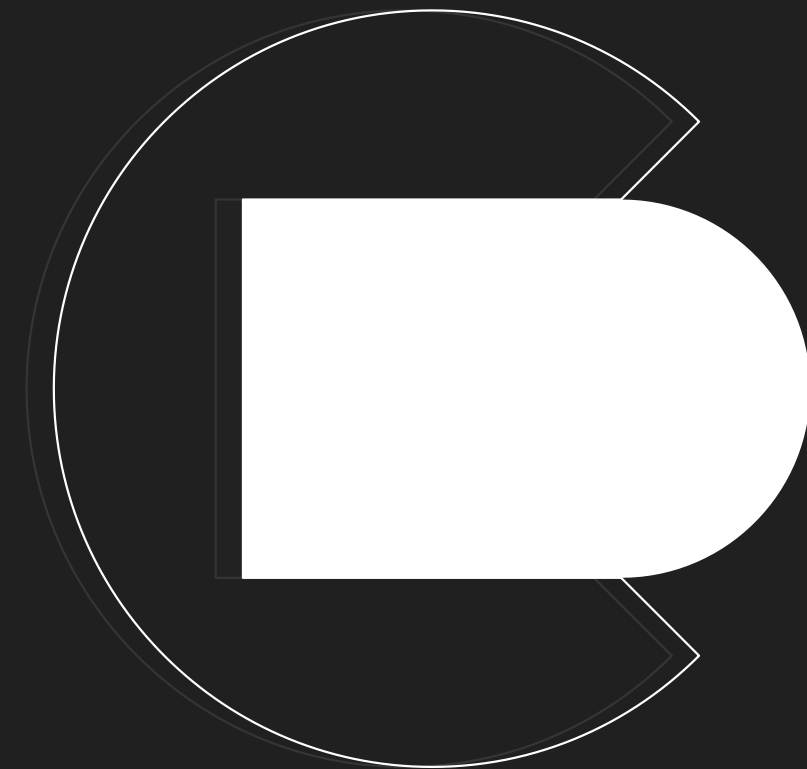
DeCéntrico





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Physical Stores
Retail Experience on Site
Physical Products
Services on Site
Live Events
Experience Based



DeCéntrico

Digital Stores
Retail Experience on Metaverse
Digital Products
Online Services
Digital Live Events
Community Based

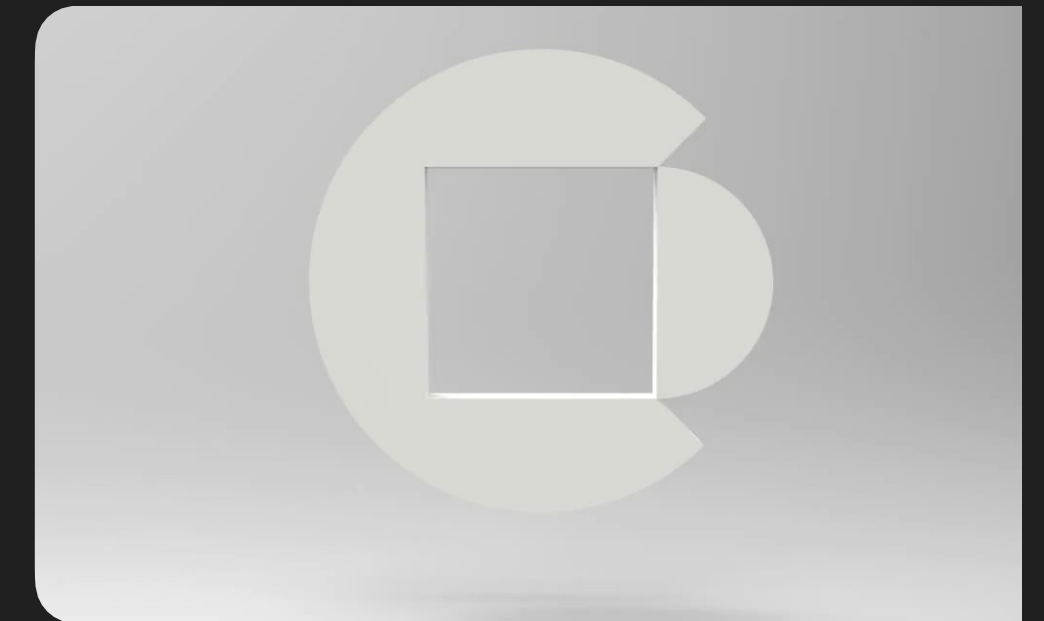


02

Céntrico

Pass

Céntrico becomes an aggregator of different partners and collaborators throughout Guayama. Example: Special Tickets for the BSN / Special Dinners / VIP Tour in Boat Tour. We incentivize people to visit Guayama.



Utility NFT
Club Membership Logic
Incentives / Reward



There is still a vast opportunity for mall operators to innovate, capture value, and stay relevant for 21st-century shoppers. This is particularly true in emerging markets, where rising incomes, higher discretionary spending, and urbanization have created an opportunity for social and commercial “destinations. If you’ve heard lately about this thing called the metaverse, you’ll be doing it from your own couch, sitting at your computer, or using a gaming console. Or perhaps you’ll experience it outside, on your smartphone, using a virtual reality headset, and a pair of digitally connected glasses or even contact lenses. You will be entering a digital world that looks so real, your brain won’t know if it’s a digital rendering or reality.

Today, there are plenty of metaverse-like worlds people play in on a daily basis. Roblox, one of the most downloaded games in the app store, has become its own mini-metaverse where people create blocklike games and experiences and where a very crude and rudimentary avatar of you can go and play. During the pandemic, it became the place kids would go to have birthday parties. (It’s also become a place to get a digital lap dance, if you’re into that sort of thing.)



Mall owners can sell tenants access to physical real estate for inventory storage, for example, since in the future many stores are likely to be smaller and lack storage capacity. Operators could also provide tenants with logistics services. Other new revenue streams might include utilizing a mall’s open spaces for pop-up stores, temporary showrooms, and other events. Retailers could be charged for this on a per-traffic basis. Digital facades, hallways, and atriums also offer opportunity as flexible advertising space. Finally, technology gives mall operators enormous potential to package and sell shopper data to their tenants.

Microverse world creators will be able to build specific quests, events, and more in open or token-gated fashion, for specific collection trait holders, and so forth. In kind, over time Microverse worlds can be spaces where NFT communities organize and virtually gather for Twitter Spaces, tournaments, and all sorts of other activities.

Basics of The Microverse

Zooming out, The Microverse has been designed according to a series of fundamental concepts. These fundamentals include:

- Interoperability — being able to join and play in worlds with any NFT you own
- Freedom — being agnostic to creators’ art, style, gameplay, tokens, and so forth
- Community-centric — being accessible to a range of stakeholders, including artists, event managers, world planners, writers, etc.

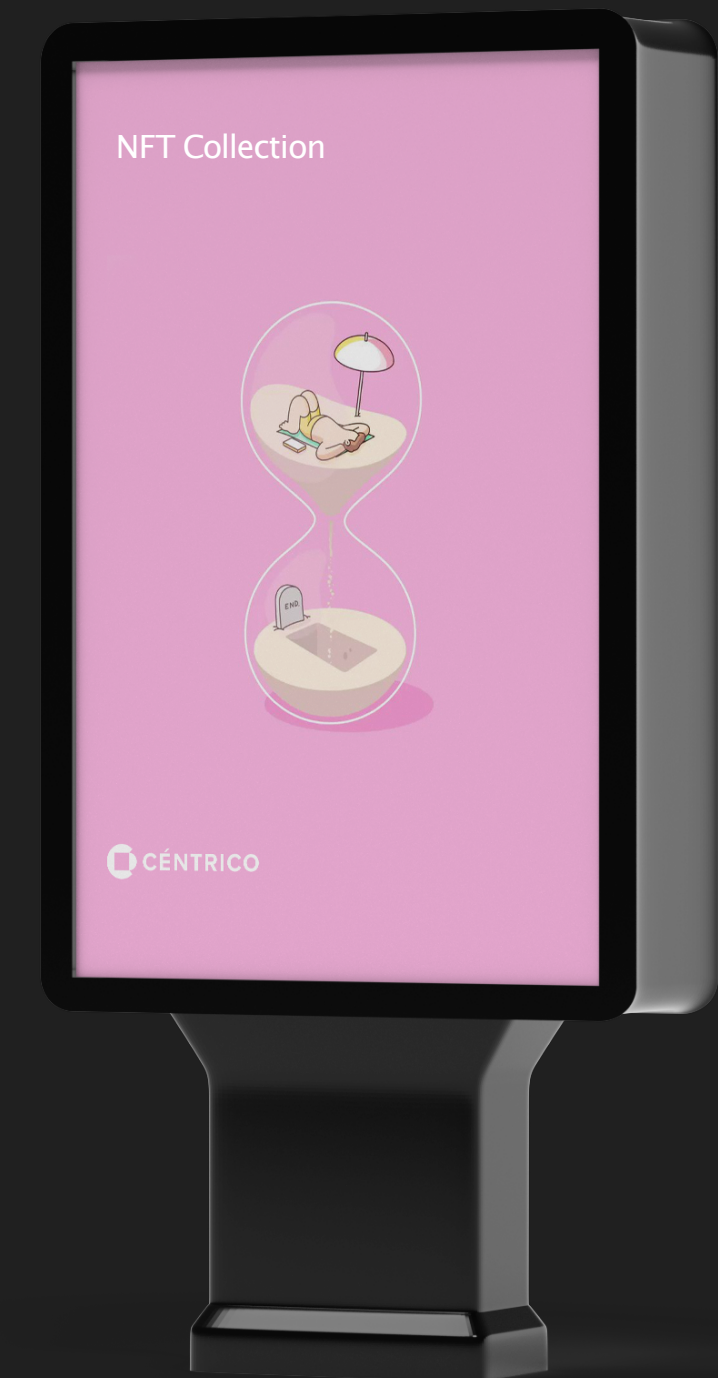
As for principles, The Microverse currently optimizes for serendipity (“you had to be there to live it”), familiarity (“gravity, matter, presence, time, etc.”), funness (“the tools are light and easy, so the games created are fun and experimental”), intimacy (“like a gig at a small venue”), and limitlessness (“expand on your worlds without limits”).



03

Community *Gallery*

In order to leverage our real estate, NFT collection and be part of the creative community we see the mall as an NFT Gallery where we showcase new artists and bring people to the mall. But not limit only to the Mall but open it up to Guayama. Imagine *Guayama as an art gallery*.



Proof Of Attendance Protocol
NFT Collection



CÉNTRICO