

## ***No. 1722 DevilOnIce***

In this game you control a devil who tries to slide along a track. You have to collect different and individual blocks of ice during the slide so that the ground beneath you doesn't melt and you don't fall into the ice water.

The more ice blocks you collect, the more stable the ice floor beneath you is and the slide works better and easier and the steering is more delicate.

## ***No. 1723 WebCamtalog***

You control your webcam in your operating system via 3D Google Maps and, by answering the webcam, explain your opinion on the questions posed by the WebCamtalog hardware. The gadget design technically looks like the head of your selfie, if you created it yourself in a hardware shop, and is attached to the monitor of your choice. This way you fill a catalog with your knowledge of the places you have visited and can at the same time ask other users who are on the same map questions about the positions and acquire knowledge in real time. These answers are also saved in a structured manner in the catalog directory and implemented in the app. Call up the web or mobile app and click on the questions or answers and you will immediately be taken to the current positions in real time via View 3D or 2D on Google Maps or other providers. The catalog will also be displayed as a dynamic mind map in the future and will serve as a network of your acquired knowledge for the positions of the Google Maps 3D location positioning system.

## ***No. 1724 RoundLightTapper***

This object ensures that your lights are controlled via WiFi or Bluetooth on certain devices. At the same time, you can tap on the points of the round circle in the middle of the other colored points to play pieces of music that adapt to the lighting conditions. If you like a piece of music, you can save the color in your playlist and call it up again and again via the app. The RoundLightTapper object will then flash with signal colors and you can switch between and through the points and have pieces of music rewind and skip ahead.

## ***No. 1724 RoundLightTapper***

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## **No. 1725 Layzo**

This plugin for streaming music platforms suggests special music songs with certain instrumentals for the food you have consumed beforehand and which you have entered into the plugin. These songs simulate your head regulating your stomach and thereby releasing a feeling of well-being and happiness hormones in your brain. You are therefore not tired but happy and can continue to get through your personal day better after eating and do your work better or complete your training better and more optimised.

## **No. 1726 AmazfitPoker**

This poker variant for the smartwatch is activated at a specific step rate based on an individual time. For example, if I have a step rate of 5732 steps and a time of 11:50, then another player or players who have the same number of steps at the same time are activated. If several players have been activated, the poker smartwatch game begins in relation to the digital and well-known online poker texas holdem system for 6 to 8 players at the same time. If I want to play with real money, I first have to top up the watch digitally via PayPal. Otherwise, the digital texas holdem system runs in a minimized manner on the smartwatch. I receive my 2 cards and see the thumbnails of the other poker players with their graphics around the display. By betting, I then bet my amount as usual when I start, or I go with the amount or increase the amount chosen by the previous player. The amount is then shown in the middle of the display and the game continues until one of the players is kicked out or they have a better deck of cards than the other players at the end of the last card.

## **No. 1727 PokkoLokko**

This smartwatch game is played on the basis of a radar on the watch. You have to reach a certain place at a certain time and use your swype method from the digital smartwatch to catch a net at the certain place, a pokko creature. You have 3 attempts to do this. If you have caught a pokko figure, you transfer it to your lokko app. This figure is then used on a digital game board and has to prove itself on this game board against other creatures. Beforehand, this creature has to be trained on the smartwatch like a tamagotchi. You train your pokko creature for the game board through exercise and sport and by searching for food using the watch. On the digital game board on the smartphone lokko, you then compete against various other opponent creatures and prove your skills in an arena. If you win with your pokko figure, you can integrate the defeated creature into the team on your smartwatch and expand it with other skills. There are duel arenas that you first have to visit in the real world in order to then possibly face real people. meet and then duel on site.

## ***No. 1728 HowYouGetTheGirl***

This dating smartwatch app aims to find singles at the right time, signaled by the steps that have been achieved at the time, and contacts a single in the vicinity and surrounding area who has achieved the same steps in the same time.

To make contact, send a heart after the match and ask for a message back if your selfie face, which is then sent with the heart, is well received. The smartwatch can then start a communication via short messages, using short information and emojis, a connection is established with this person and in the future this will be on an honest basis and this will then lead to a meeting after the conversation, which will take place in the real world.



## ***No. 1729 DoggyWood***

This plugin for interactive entertainment for images on social networks or internet image galleries works by activating the "dogg" icon. The image is then presented to you as a director's display in a 360 degree, custom axis display plus time-shifted moves that were previously recorded in the options selection. You can now click on a move and see the image animated to the selected move in its previously recorded display in an ultra slow, medium, fast movement as a view.

## **No. 1730 Taiysz**

This app photographs numerous personalities, people and objects from around the world. The highlight is that you can navigate through the photos using a virtual tour without VR glasses. This means that you can, for example, search for Taylor Swift and after clicking on the image you can rotate 360 degrees around your own axis and view the image like in a museum. In the image itself there are navigation arrows which, in this case, if you click on Taylor's clothing or earrings or hairstyle or shoes or bracelet or body parts, take you to relevant photos in a kind of tunnel system. This is intended to give you a kind of journey through the photo universe of this perspective of the personality Taylor Swift, without VR glasses. If you like the sections in the prominent places in the photo where navigation arrows are activated, you can save them in your digital image basket. If they are real products that you can buy, you can order them directly in the app or you will be redirected to the manufacturer's website. The images collected in your image basket can firstly be offered in a dynamic mind map with additional information or bubble words and its content-related information from the Internet plus viewed in a 3D museum using conventional, inexpensive Teisz VR glasses.

## ***No. 1731 Pandemonium***

On this entertainment streaming platform, films, music, social posts, videos, news can be tailored to each user in what is known as presentation mode, which means that they are suggested a film, then the appropriate music, social post, explicit videos and news in the mode of an entertainment timeline which they define as soft, medium or hard line and filter for their own consumption. It works as a result of similar content-based, linked, informative combinations in order to combine knowledge and entertainment. The order of the above-mentioned sections can be recognized in the algorithm as long as content with the same content of understanding can convey it to you and then switches the section to soft, medium, hard setting personally for you as a presentation to stream in your Pandemonium app on mobile and TV end devices.

## ***No. 1732 Shopping Frenzy***

In this project, food packaging is shaped by the idea of developing innovative packaging and designs for food products so that the associated app, "shopping frenzy," can recommend products to you using a color scroller or color wheel according to your mood. Using these two selection processes, it recommends products in the app based on your emotional selection of colors, and the AI recommends these products with other suggested products based on their taste and color design. The next step is to use the app to put these products in your digital shopping cart and pick them up at the collection point at your individual supermarket or have them delivered to your home for an additional charge. The other way is to go to your individual supermarket with the app and search for the products parked in your app and, after scanning the colored QR code, save them in your future shopping calendar.

The shopping spree calendar reminds you what you want to buy if your purchase was marked with a positive emoji and optimizes your purchase in the future by showing new and existing products that you haven't tried yet with a boy on the corresponding calendar day. The integration of the discount function through real steps collected in the app from reality serves to secure certain products you have selected at a minimized price individually for the product you want to buy.

## **No. 1733 Karah**

In this smartphone calendar plugin I give important short information for the respective day in , in this example the purchase of a product , Based on the short info, a Google Extended directional information about the product and the appropriate route to purchase nearby. The extended information also generates offers with the best price from the respective price search engines and leads you via a link to the cheapest offer on the Internet. The calendar AI helps you to expand your short, concise information and give you more detailed information about your information. If you are satisfied with this information in terms of individual examples, save it in your cloud mind map calendar storage so that you can access the past, present and future. This calendar cloud dynamic mind map uses pre-set emojis to quickly remind you of the information in your static calendar entry and can be displayed on mobile devices or computers. It serves as a kind of diary of your shopping results or for individual information gathering and, with the most important approach, to remind your memory of important information that you have noted down.

## ***No. 1734 pretzel***

The new digital icon, which resembles the symbol of a pretzel, is next to the heart icon on Instagram and X is ready for the new definition of voting and commenting on a photo, article, post or video. You click on the pretzel icon and you have to take a selfie in real time. Depending on your emotional state, the selfie is converted into a passive, non-animated or actively animated emoji, which is then added next to the heart icon. The highlight is immediate contact with the users who commented before you using the emojis you could record. The pretzel icon also , that you can click on the pretzel icon and offers a dynamic emoji mind map and shows an overview of linked multimedia content based on submitted selfies that were previously converted into these passive or active new emoji designs.

## ***No. 1735 DoSadu***

In this new vodka variety called "do sýdu", original sunlight is captured by various decorated mathematical shapes and through its reflection of the individual shapes the alcohol is burned, with different fruits at a separate heat detection and its optimal breeding temperature, the mixture of alcohol is put into relation, finally vermented with original snow from the winter time in order to bring out the full enjoyment of this vodka.

## ***No.1736 YeahSocial***

This plugin relies on real-time communication between social networks and the streaming app YTMusic. If a post is posted or listed on social networks, yeahsocial looks in the ytmusic library to see if the same content is available in music pieces and links the post to the music piece and vice versa.

Furthermore, the post is supported with bubble words after which they activate and current or from the past days,

Suggest news from websites in mini short form to integrate into the post or simply create a link to the news article or Wikipedia passage.



## ***No. 1737 Czerwona***

This international operating system for mobile smartphones switches certain structures to active smartphones. These structures are minimal percentage operating system pieces of the operating system, at intervals and time intervals. The operating system is distributed like a giant cake into individual portions and the missing pieces from other smartphones are actively added to active smartphones. These pieces are stored in parallel in the cloud and, in the event of a failure, the missing parts from the cloud are saved to the active operating system. Due to the distribution of the cake system and the so-called memory function of the Czerwona operating system, a virus cannot easily invade the entire operating system. If this happens, the virus is removed from the cloud and replaced with the infected pieces of the operating system. The virus could even be sent back to its attacker from the cloud.

## ***No. 1738 Milache***

This new illustration program examines the approved written forms of every country in the world in relation to vector point placement, at the same time incorporating existing chemical element symbols under the influence of targeted music beats per second or per minute, a microscope is inserted and examines whether the vector points of the written forms of the specific countries with the combination of the chemical elements plus the music can create a new element for a fuel of the future.

## **No. 1739 CandyShow**

This social network plugin links the catarinka camera the  
Takes photos via smartphone and in real time the photos to the  
Objects the appropriate questions integrated as bubble questions, these  
Photos are uploaded to social networks and users can respond to them via  
the comment function. This sum of the same answers forms a mind map for  
the photo into a new encyclopedia in mind map visual format.

## **No. 1740 Miko**

In this chemistry research game, the aim is to combine chemistry elements like in Tetris using their linking skills to other elements with cleanliness + order in order to

a new element under the control of the new music microscope, which links the researched elements with the right rhythm, to be researched from the elements of salt water, sand, snow. This happens when the chemical elements fall from above with discipline and they can concentrate them on the various linkable elements that are known in order to combine them. If an element cannot be combined, it remains there and hopes to be rescued by a new combination and combinatorics in elementary linkage to secure the new element. The new element is intended to benefit medicine and to provide the materials of the economy with an improved optimization of the existing known substances that are used in industry.

## **No. 1741 Mikolaus**

This app is linked to various companies in the online shopping industry. It informs you via info voice about offers from various online shops to your ear buds. Just like in an online auction, without seeing the product, if your smartphone is not nearby, several users can bid on the product from nearby or in , like an auction with the surrounding area if the voice was correctly and informatively advertised.

By commanding the ear buds you can hear in real time who you are ren , bidding with. This is then transmitted live to an auction show on TV, your voice is streamed there, and in the background you hear the viewers who can help you to get the product at your desired price by shouting into the ear buds as information to clarify the respective price of the product. The highlight is that a viewer from the audience is chosen to receive the product and, after use, to sell it to you at an even lower price if the bidding user allows it.

## **No. 1742 LeCoreidoor**

In order not to forget your dearest friends in the future, the calendar on your smartphone is activated to interact with the telephone function. This means that you note the year, month and day of your friend's birthday plus a selfie or video in the calendar. Now, when someone calls you, the calendar appears on your display and shows the person who implemented a selfie in the calendar and saves a so-called SMS+ for the calendar day as information about the conversation in a short, medium or long summary. This is integrated into the calendar day as an SMS+ and serves as information about the last conversation. You can click on the SMS+ symbol and receive individual information via SMS to recognize your forgotten information from friend conversations and to remember what you talked about with them so that further conversations can be better structured. The SMS+ symbol has been expanded to include social networks. It is placed next to the share button and can save the posts or links in your calendar for your individual day. If you click on the simple plus symbol on your calendar several times, a face carousel will appear, where important notes from the calendar will be forwarded to your friends as described by social networks.

The trick is that you can feed your calendar with information and it can also be sent to your contacts as a special voice function. , if text is saved  
With the reaction+ function you can get a like if you send the post to your friend via SMS+, this will be noted in your calendar as an emoji or animated sticker.

The advanced feature of the LeCoreidoor calendar is that if you give your friends permission, they will automatically update their new selfies or photos for individual conversations on the calendar data to evoke emotions in them, so that they can give themselves a push to reconnect with their friend and have a great conversation using the saved selfies in the quick calendar mask.

## **No. 1743 SoSensitive**

With the help of the MedicineBall app  
See here In

this chemistry research game the aim is to combine chemistry elements like in Tetris using their linking skills to other elements with cleanliness + order in order to research a new element under the control of the microscope, this happens when the chemistry elements fall down from above with discipline and you can concentrate them on the various linkable elements that are known in order to combine them, if an element cannot be combined, it remains lying there and hopes to be rescued through a new combination and combinatorics in elementary linkage to secure the new element. The new element should benefit medicine and provide the materials of the economy with improved optimization of the existing known substances that are used in industry. Can you develop a molecular heater that, with little energy addition, can generate its own energy through the new molecular structures that were researched from the app with its own molecular structure, and this can then be returned to a storage facility.

It is like a very miniaturized nuclear power plant that generates energy with a new type of screw system of molecular connections and can run continuously and send the unused energy back into a storage facility as mentioned. This Albi storage facility feeds the generated energy into other heating systems and is switched redundantly in parallel and in real-time interaction with others.

## ***No. 1744 Akkutron***

The new guard rails on the streets and highways of the future are equipped with the latest battery technology. They transmit the energy from the solar-charged guard rails (power banks that are charged through cables) to the electronic cars of the future and thus charge the energy of the moving cars while driving, so as not to make positional charging stations completely superfluous.



## **No. 1745 Zakopa**

In this game you have to find a pyramid that is on your radar and then hide in the sarcophagus beneath the pyramid in the tunnel system before your pyramid is attacked by tomb robbers. During the attack you control a beam of light on the highest point of the pyramid and, from an ego perspective, you have to use this to illuminate the individual tomb robbers so that they turn into mummies and provide security on your side and on the pyramid before the opposing team in the game, namely the alien Annunnakis, attack you. The aim is to prevent the Annunakis from getting to your sarcophagus within the time limit and to steal the sarcophagus. You control the mummies automatically from your mind using a radar system and use them to defend the sarcophagus. The aim of the opposing team is to steal the sarcophagus and bring it to the pyramid they have found. Your goal is to defend the sarcophagus until the time runs out, in order to win the pyramid for yourself when the time runs out. Then find and defend a new pyramid and your area of land will increase in percentage terms, and ultimately the team that has the most area in the land will win.

## **No. 1746 Stepy**

In this game it's all about collecting lots of steps in the real world. The more steps you collect, the more building blocks are placed from the ground up to build a pyramid that you want to complete. The aim is to build a pyramid to completion so that it can open and allow your soldiers to make their way to the enemy pyramid. The aim is to reach the opponent's pyramid with your soldiers, each time after the number of steps you have collected, and to conquer it. The opponents' pyramids are displayed on a radar and show the real opponents that you then have to conquer. The more pyramids you conquer, the more soldiers you control over your opponents. The aim is to conquer all the pyramids within your radar radius in order to build the most powerful pyramid and use it to rule your town.

## **No. 1747 SilverSurfer**

In this game the aim is to destroy all of your opponent's planets that were developed by collecting real steps using the silver surfer mechanism. This means that you use the steps you have collected from the real world to get to your opponent's planets with the silver surfer and challenge them in duel mode. In duel mode you have to dodge all defense systems with the silver surfer and place a crystal on your opponent's planet. If this crystal is not destroyed by your opponent, it implodes and uses its power to destroy your opponent's planet. Beforehand, as a silver surfer player you have to find and collect these crystals in the real world. You can team up with other silver surfers and attack your opponent's other planets at the same time. If you do not manage to destroy the opponents' planets within a certain time, you must try again to collect enough steps to destroy the planets in the next attack, while the opponents use the steps they have collected to build their new planets with their defense systems. The opponents win the game at the end of the week if their last planet survives. For the success of each group, a win in real money is paid out at the end of the week.

## **No. 1748 GremlinUltimate**

In this game, the aim is to turn the opposing players, the good gremlins, into evil gremlins. This happens when the team that has been put together, previously selecting the players from their surroundings on a radar who want to take part, has collected enough steps in the real world to cause digital rain. In contrast, the good teams also have to collect steps to generate digital sunlight. Once the teams have been formed, the aim is to steal the flag from the respective headquarters of the good or evil team. Rain or sun is generated from the real steps collected. When it rains, the good gremlins turn into evil ones; when it is sunny, the evil gremlins turn into good ones. Meanwhile, the individual different gremlin characters try to steal the opponent's flag and bring it to their headquarters. For this they receive new steps as a bonus and points. The winner of the two teams is the one who has reached the limit within the time limit or has turned all gremlins into good or evil ones.

, who scored the most points

## **No. 1749 Adeee**

In this game two devices are necessary, a smartphone and a temperature clock, you collect steps in the real world, which are connected to the game on the smartphone and the temperature clock, this means that you apply your steps as soon as you click on the button on the temperature clock and thus translate the march of your creatures from your battlefield to the opponent's field, the creatures are purchased using ticket cards in your grocery store or kiosk and scanned using your smartphone and thus imported onto the battlefield.

If you win a battle with your individual creatures, you gain divine powers such as snow, rain, wind and sun which you can use in the next battle against a new opponent from the battle radar.

The divine powers can only be activated via smartphone. The game can only be seen once a battle has ended. The battle and the movement of the creature troops are only controlled by pressing the button on the temperature clock. You do not see the battle live but use the temperature clock to decide when to randomly or individually lead your troops from your deck of cards into battle against the opponent.

## **No. 1750 ZaNas**

This plugin for social networks appears as a slider , zaNas. It appears on the left or right or top or bottom of the display. The slider contains static or animated thumbnails which have an individual function. This function can be seen in the thumbnails. These reflect the content of your timeline. You , click on an individual thumbnail from the slider and you will be taken to the desired content within your timeline. See thumbnails as a design content signpost. If you click on an individual thumbnail, the view will take you to the desired post. In addition, the post can now be saved into the now dynamic thumbnail using drag and drop. These thumbnails can then be sent to other social network messengers with the information fed from the networks or by email with the previously added content and then extracted to see what is behind the dynamic thumbnail. This principle can also be applied to any website or other area on the Internet.

In this respect, one could apply this to programming editors to simplify scripting, and newly developed machines could be specialized to be better tuned using these principles.

## ***No. 1751 MusicHoodieGadget***

This new type of music hoodie gadget is connected to the DJ console via NFC or optionally via Bluetooth. Its function is to scratch vinyl records and mix songs. As well as using the coloured music touch buttons integrated into the seam on the right and left of the two handbags, which can produce different instrumental beats, 6 of which are previously stored on each handbag via USB. To do this, you control the scratch units with the buttons on the left or right and mix the next song to match the new song using the zipper. Move the buttons up or down from your position with individual force and thus give the vinyl records a unique and individual scratch sound.

## **No. 1752 AmazfitRhythm**

This new type of music hoodie gadget is connected to the DJ console via NFC or optionally via Bluetooth. Its function is to scratch vinyl records and mix songs. As well as using the coloured music touch buttons integrated into the seam on the right and left of the two handbags, which can produce different instrumental beats, 6 of which are previously stored on each handbag via USB. To do this, you control the scratch units with the buttons on the left or right and mix the next song to match the new song using the zipper. Move the buttons up or down from your position with individual force and thus give the vinyl records a unique and individual scratch sound.



## ***No. 1753 Snibbel***

I see live, in this example, a report on my TV, which is equipped with the snibbel function, which interacts with my smartphone with the snibbel app, which means that I send

via swype on my TV, via the smartphone, a snibble, a snibble, a dynamic sticker that is attached to the program, you can see the sticker live for the temporal attachment, where it is attached, once the report is over, you can now watch the report again using the timeshift function and see the snibbles displayed at certain points, the interaction now takes place as follows, the snibble that was attached to the point in the TV report, takes in and absorbs the information about the report and its content that was shown within the time frame and sends this snibble back to your smartphone, if you want it back in text, image, video attached. Conversely, your snibbling from your smartphone can attach additional information from encyclopedias or free digital libraries of TV reports to the snibbling point, which will then appear in text, image, video news tickers using the timeshift function in repeat mode.

## **No. 1754 Niezalezny**

This calendar app offers the following function: you listen to ytmusic and can save the words of the pieces of music individually in the calendar via command through your in-ear headphones, including the goose pumps that are created and felt, and your favorite passages at the time and day. You can use this in the future to reflect on them and feel better when you are not feeling well. You can also use the Niezalezny calendar app to send your days to friends on your phone contact list with the individual, previously saved content from ytmusic to cheer them up. While you listen to these passages, which were previously saved in the calendar via command, you can convert these sung sections into short AI videos or generate images, which you can then save and forward at the calendar day and time. Not only ytmusic can use this app, but all text-to-voice or video-based websites or portals on the Internet.

## **No. 1755 Kotrah**

In this game you control 6 different cat species in a turn-based strategy team battle game, which means that 6 players per team log in and carry out the battle with a cat species with their individual skills on a map from their immediate surroundings, where items to complete these skills can also be found.

Each player has 15 seconds to move their cat around the map to get closer to the opponent. The aim is to reach the enemy base and steal a crystal and put it in their portal machine. At the same time, they also try to eliminate the enemy cat opponents, i.e. the players from the other team. They have to kidnap the crystal within a certain time and lead it to their portal in order to get to another real map from their real world in order to compete against other teams there. If you do not manage to lead the crystal to the portal and your still living cat players there in time, opponents generated by the computer AI appear. These opponents are dogs who attack both teams and try to destroy them. The main aim is to conquer an area in your surroundings and to plant flags there to show who is currently in control. Make sure to manage your team strategically so that they successfully achieve their goal and main objective.

Once you have conquered your area, you can explore other areas from your conquered area and challenge other areas to battle. These challenges are carried out using real money and the winner receives cash when they conquer an area belonging to the enemy team.

## ***No. 1756 Ivio***

This app creates links from film scenes to other film scenes from different categories or genres and exports a text for a song from your desired selection of these scenes. The additional plugin can then create a complete, new song based on AI and KI from this song text.

## ***No. 1757 RushHour***

In this restaurant of the future, the restaurant offers a new way of ordering, either via app or from home or in the restaurant, you can use a 3D globe as a menu to put together your food from various countries and their locations by touch and place your order.

In addition, you can collect RushHour points through your orders and combine them in a bet or lose everything. The bet is about playing with app users for the points that serve as a bankroll in the usual poker way. If you have earned or accumulated enough points, you can request travel tickets and exchange them for the points or place individual free orders.

## ***No. 1758 Grave Robber***

In this strategy game, the aim is to dig up the enemy's soldier creatures in their graveyard on the opposing side so that they can flee back to the main headquarters. While they are on the way to the headquarters, individual digital items relating to various types of plants must be collected in order to then implement these with the creatures in their graveyard next to the graves so that the enemy's graves must be protected from the enemy's invasion, so that the enemy's gnomes cannot dig up their gnome soldiers and thus cannot free them. The aim is to beat the enemy back with the previously saved creatures from the enemy graveyard, to protect the positions, i.e. graves, with the plants and the creative creatures and then to launch a counter attack. On the battlefield, you can lose your creature soldiers and they then end up in the enemy's graves and vice versa. Free as many creatures as possible in the running time and destroy a percentage of the opponent's graveyard and area to win the round.

## **No. 1759 Alfun**

In this game you try to aim at the correct directions that are displayed with Pro Swype and then at the right moment to hit the points by pressing the position on the display with your finger. Each colored point has a longer pressure phase. After the correct swype, release your finger on the colored point to bring the saucers aka UFOs with their ALF creatures to the distribution of defense points on the radar. Meanwhile, the other player tries to stop them using the above principle and to defend his positions on the dynamic radar. The winner is the one who makes more hits or blocks correctly in the running time.

does.

## ***No. 1760 RapTune***

This app promotes music pieces with individual tunes while you watch a song on the musical mask using a swype process, which means you get several colored mathematical silhouettes which you then swipe into the playing music piece, each of these silhouettes has an individual instrumental sound which mixes the song depending on the sung passage to which you are trying to control the silhouette, which mixes an individual sound to the swiped passage. When you play the song again you get a rhythm individually mixed by you according to your preferences and time management by implementing the mathematical silhouettes which are rearranged each time in the new song.



## **No.1761 Swift+KeyNews**

In this TV update, you can activate subtitles in normal TV mode. To do this, you can click on the words you don't understand with the remote control or use a voice command on the remote control and its extension, the meaning of the word plus synonyms, to display them in the News Word Ticker unlocked below. You can use a swift process to send these words to the Word library and activate matching images or additional information from Wikipedia as an explanation. By clicking on KeyNews, you can have this Word library displayed in a vocabulary display illustration system for learning and create a lesson from it, save it and forward it to messengers or social networks or make it available to your friends' TVs.

## **No. 1762 Free Tour**

After every show that you liked, your streaming Internet TV offers a Virtual Fantasy Tour based on the show you have seen. You first top up your credit to start this tour, a fee of around 2 euros and you can start the virtual fantasy tour. The tour navigation also offers colored elements where you can delve further into the mini-verse of the show in a tunnel-like display by clicking on the element. If you click on an element, a question appears about the view that was previously given to you in the show. You then have to pay 1/10 of your 2 euro credit to get the question. If you answer this question correctly, you get 1/10 extra as credit and can continue to encounter other things in the view tunnel system in the show, or you lose 1/10 of your credit and the gate of the view tunnel is locked and you have to switch to another view and its element in order to progress further in this mini-verse of the show. You are up against a certain time limit and the questions about the tunnel views of the show or passages of this virtual fantasy 360 degree tour are made much more difficult for you, so that it is not so easy for you to complete the tour before the time runs out. For each question answered correctly, you will receive a bonus for your credit as mentioned above, or lose some depending on the situation. If you have completed the tour in the required time and achieved a bonus by answering questions correctly, you can buy your tour and lend it to friends to play again, or invite users of this game who request it to visit your tour and complete it successfully.

## **No. 1763 StukiPut**

In the future, you will be able to add dynamic stickers to the reels you receive from your friends and implement them at a certain time-line and place them on the passages that you consider to be important, funny or informative.

## **No. 1764 Ariz**

This smartwatch game works by trying to hit different colored balls in the correct colored holes using a gyroscope on your wrist. After each hit, a cat's paw appears. This is used to remove the balls in the shortest possible time and to clear the watch display so that more balls appear. Every hit in a correct watch hole causes a ball to appear on your opponent's display and they try to clear it using the principle mentioned above. The winner is the one who makes all the colored individual balls on the display disappear.

## **No. 1765 ZawWaz**

This smartwatch plug in for smartwatch uses a dynamic slider technology. You drag your finger from the left or right of the display in the respective direction and a slider with three circles opens from the left or right. You scroll down the content of the timelines and select the individually designed dynamic circle thumbnails from the circles in order to get to the posts you have previously favoured more quickly. You get to your topic and post straight away and can save it in the dynamic thumbnails and transfer it to your standard timeline in your social network slider. The circle thumbnails contain important posts which you can call up and forward to friends or messengers from the network using a circle. In addition, these dynamic thumbnails can be passed on to your internet browser and opened in the Internet Explorer slider browser and viewed with a dynamic view.

## **No. 1766 Choinka**

This plugin for streaming entertainment platforms is a dynamic Christmas tree on which you can store your favorite contributions from the entertainment streaming portal using elements. For example, you click on an individual Christmas tree element that has previously been filled with your desired entertainment elements, from streaming movies, music, news, social posts, video clips, applications, from apps or Internet sites, using drag and drop. The dynamic Christmas tree symbolizes a personal browser for multimedia content from apps and web content, which also reacts to news and informs you about new content using info bubbles.

You can rotate this dynamic Christmas tree on a 360 degree axis and add dynamic thumbnails to it in a multimedia format, where the link or content can be found by clicking. You can also share your dynamic Christmas tree with friends in the choinka app to access new content. You can also search for other categories and find and view other dynamic Christmas trees that are available.

## ***No. 1767 BustHead***

This plugin for streaming entertainment platforms is a dynamic Christmas tree on which you can store your favorite contributions from the entertainment streaming portal using elements. For example, you click on an individual Christmas tree element that has previously been filled with your desired entertainment elements, from streaming movies, music, news, social posts, video clips, applications, from apps or Internet sites, using drag and drop. The dynamic Christmas tree symbolizes a personal browser for multimedia content from apps and web content, which also reacts to news and informs you about new content using info bubbles.

You can rotate this dynamic Christmas tree on a 360 degree axis and add dynamic thumbnails to it in a multimedia format, where the link or content can be found by clicking. You can also share your dynamic Christmas tree with friends in the choinka app to access new content. You can also search for other categories and find and view other dynamic Christmas trees that are available.

## **No. 1768 Zuuda**

These design suggestions for the minimized music player for ytMusic are as follows. Above the play line, faces of interesting artists appear which, when dragged onto the line, reinterpret the passage of the song with the content of the songs they own. This means that a song is playing and at minute 1:30, one of the suggested face circles is swiped onto the line and then the song by the new artist with the matching content of his songs automatically advances the new interpretation of the song story until a new face circle is swiped into the play line at an individual point.

In addition, under the faces there are circles (i.e. performers), colored vector points in small, medium and large. These symbolize different digital sounds in a variety of colors - instrumentals that are mixed into the song by pressing the vector points.

Plus the feature that the new mixed song will be checked by the AI and will produce a new song lyric which can then be created by it or by an AI voice in the individual generic style.



## **No. 1769 Zafari**

The game only begins when you have collected enough real steps in the week. You activate an animal from the nature reserve for each individual amount of distance on the safari route. You use this digitally activated creature to search for and deal with hostile other animals using your individual skills on the radar in the strategy round-based game, which takes place on a map that is an exact replica of your surroundings. The more steps you collect, the more animals you unlock in the week to protect your surroundings from hostile other animal individual creatures. The aim is to protect your surroundings and chase away or weaken the others so that nature conservation security can capture them.

## ***No. 1770 Dropxid***

This ytMusic plug in for the quick selection menu is used to add emojis to the thumbnails of the suggested songs via drag and drop. These dynamic emojis that you set search for passages that evoke feelings of happiness in you based on your wishes or the emotional dynamic emojis you have set. They link the passages of the quick selection songs to form a construct that is presented to you in a mix of passages. If a passage doesn't fit, you can simply swipe it away and update the mix with a new emoji to update the mix. The core aim is to get a happy mix at certain times in your everyday music enjoyment. You can decide for yourself whether it lasts a short, long, or medium.

## **No. 1771 *Universox***

In this game you create a time-space structure based on a collection of real steps from the real world. This structure expands and offers more space to absorb stars and clouds and asteroids and meteoroids as you collect more and more steps from the real world. The absorbed elements make your structure stronger and protect yourself from other opponents who try to attack your structure with their elements. In turn, you can use your elements to attack other time-space structures and thus crush or destroy your opponents. On a space radar you can see your opponents in your area within a radius of up to 300 km. You can challenge them to a duel or form teams to challenge others and absorb their elements after they have been crushed or destroyed.

## **No. 1772 Fireclux**

After clicking on activation, this digital dynamic clock distributes content in social networks or websites using the drop and swype process. This means that you drop the content from these networks into the dynamic digital clock in your browser or social network and use the clock hands inside the clock to scale this content to the created categories by swiping or swyping. After the pop-up system appears on the clock display, you select a friend from a messenger or social network and distribute the previously dropped information with enriched AI information such as images, videos, voices, news from the AI assistant, thus connecting you and circulating you. When a new response to this content appears, you will see it on the display of the dynamic digital clock and can respond and argue back using voice or emoji and text or call over WiFi call.

## ***No. 1773 Tazwit***

In the future, you will be able to drop all the information relevant to you from the Internet onto the social network icons on the tab in your Chrome browser and upload it to your profile page on the respective network. If you make several drops in a row, the post will be offered as a menu for categorization in the tab view of the post, so that other users can find and consume your information more easily.

## ***No. 1774 SmileEy***

With the new dynamic face camera function, you can immediately access explicit content on social networks based on your expression, and then save it as dynamic emojis in the network's dynamic emoji library, and attach them individually to different posts in order to make your expression, supported by AI technology, with the content contained therein, which is additionally enriched with post-related information, available to other users who click on the dynamic emoji.

## **No. 1775 Spliduk**

This plug-in for social networks is a split screen, which means that you open a post and the post appears split. All function buttons are built in under the post, which means that you click on individual icons and receive explicit and informative additional information about the post which is displayed on the lower split screen. You can then attach this to the upper standard post using drag and drop or swype. A plus sign then appears on the post which other users can click on. This opens up the split screen of the viewing user with the additional information they have attached. This can be viewed or filtered out personally for you as a user.

## ***No. 1776 Podamy***

You hear a song in the social music streaming experience and do not understand the word being sung in your language. You sing it into the microphone in your in-ear headphones. This word is then saved in a podcast on the music streaming experience network and translated into the language you had set.

You can then listen to the podcast as a voice with the translations of the collected words or passages or sentences translated



## ***No. 1777 Mukpures***

While you are listening to a song on ytmusik, you can activate a podcast sung to the passage in real time with a friend from the network and talk live about the selected passages of the piece of music while you hear the song in the background. With the help of the ytmusik AI podcasts live supported technology, you can ask the AI questions about the passage in a live conversation that you did not understand and receive the new information about the passage and the question asked in the live display, with additional country language translations. As a gimmick, you can record the mukpures alias podcast of the future live and publish it on the network.

## **No. 1778 Tovo**

This dating site uses the power of music to better connect with a match, meaning they select an emotional dynamic animated emoji, which searches for the instrumental sound and a suitable sung emotional passage and delivers it to the single they found through the tovo face that appeals to them. This broadcast is intended to touch the female or male single and emotionally stimulate them to react immediately and respond back.

## **No. 1779 AroundMeBoy**

No. 1 You are in a very huge circle, this circle rotates around its own axis and has an opening or a gate open, where you have to get out to switch to the next circle which is smaller than the previous circle. No. 2 In addition, you have to avoid the vector points that are in the circle and try to get through the

Opening of the circle to get through the next opening of the next circle No. 3 The circles rotate

at an individual rhythm and are sometimes closed, so you have to be careful not to get hit by the moving vector points, otherwise you will receive deductions from your life energy No. 4 The aim is to get from the huge circle to the large circle, then to the medium and smaller circle, as soon as the openings appear No. 5 You also have other players who are trying the same thing and will shoot you with weapon systems to prevent you from getting through the

opening of the circle to the next circle. No. 6 So try to avoid the vector points and the enemy's projectiles No. 7 Finally, you can also use your weapon systems to block other players and take them out so that you cannot get through the opening to the next circle No. 8 The aim is to get to the last circle and be the last surviving player in the game at the end of the game.

## **No. 1780 AlfoCross**

In this strategy game you try to get to the beach with your ALF character to steal the sun from the beach so that it can be brought back to your territory to use it for your spaceship to escape from Earth and travel to Melmak. As he gets to the beach, ALF can double, triple and multiply himself, and reach the beach from different directions. He is blocked by cats who are waiting for him and try to catch the different ALF types with their nets. The ALF types are multiplied if they collect enough crystals during the run and are played by new players who are waiting on the waiting list, while the cat players also try to collect the multiplication crystals in order to multiply and gain the advantage of their numbers. If the cat players have managed to catch the different ALF types with their nets, they have to bring them into their bunkers and lock them up. The more Alf types are in the bunker, the further the sun moves away from the beach, thus changing the weather conditions in the game and the longer the journey to the sun, making it more difficult for the Alf types to steal it and bring it to their spaceship.

## **No. 1781 Brenspur**

No. 1 In this car racing game you have to leave the following tasks for your fellow player, you have to leave the original recreated Google maps routes from your area on the track with a drift caused by your car, this means that you drive the original map route of your city or village area and try to leave drifts on the track, these are saved on the track and have to be copied by your fellow player.

No. 2 In the drifts left on the track, vector points are shown that you must collect in order to recreate the special drift. Each vector point left has a special meaning for the drift. The colored vector points show you how to handle the clutch, gas and brake. Follow the vector points, which consist of 4 buttons and colors that can be seen on the controller, in the right order to get the perfect simulated drift.

No. 3 Taxes and press the wrong one, so you will receive less value and points credited to your credit account.

No. 4 You are driving in live mode and your opponent is behind you, so try to make a complicated drift to prevent the opponent from getting more points than you when you drive around his area and try to copy his drift.

No. 5 In addition, the game is played against the clock, follow the time points that give you more time on the track by collecting them as you drive on and off. Switch the area in your area and battle with your fellow players from your area with the drift vector point methods that are controlled with the 4 buttons on your controller.

## **No. 1782 SmilEye**

With the new dynamic face camera function, you can immediately access explicit content on social networks based on your expression, and then save it as dynamic emojis in the network's dynamic emoji library, and attach them individually to different posts in order to make your expression, supported by AI technology, with the content contained therein, which is additionally enriched with post-related information, available to other users who click on the dynamic emoji.

## **No. 1783 Tazwitch**

This information processing uses the following principles, that is, if you want to share information from your web browser on social media or messengers, you simply have to drag and drop the information from the website into the tab, on the tab there are social network icons or messenger icons, for example you drop text from Wiki Pedia into the tazwitch tab and click on the individual icon, now a tab or tab with the post that you previously dropped appears on your social network account, you can set several drops and different tabs in your social network timelines with different categories for the post. If you click on the messenger icon, for example, a category tab with the dropped information appears in whats app in whats. Then you create several tabs with different information in what's app, for example video, text, news, entertainment, these tabs with the information contained therein can be forwarded to your friends so that they can view the information they have selected and displayed in that timeline.

## **No. 1784 Fireclux**

After clicking on activation, this digital dynamic clock distributes content in social networks or websites using the drop and swype process. This means that you drop the content from these networks into the dynamic digital clock in your browser or social network and use the clock hands inside the clock to scale this content to the created categories by swiping or swyping. After the pop-up system appears on the clock display, you select a friend from a messenger or social network and distribute the previously dropped information with enriched AI information such as images, videos, voices, news from the AI assistant, thus connecting you and circulating you. When a new response to this content appears, you will see it on the display of the dynamic digital clock and can respond and argue back using voice or emoji and text or call over WiFi call.



## **No. 1785 *Universox***

In this game you create a time-space structure based on a collection of real steps from the real world. This structure expands and offers more space to absorb stars and clouds and asteroids and meteoroids as you collect more and more steps from the real world. The absorbed elements make your structure stronger and protect yourself from other opponents who try to attack your structure with their elements. In turn, you can use your elements to attack other time-space structures and thus crush or destroy your opponents. On a space radar you can see your opponents in your area within a radius of up to 300 km. You can challenge them to a duel or form teams to challenge others and absorb their elements after they have been crushed or destroyed.

## **No. 1786 AliFlow**

This game is about finding flower varieties hidden in the real world. You do this with your smartphone. Once you have found the required flower varieties and captured them with your smartphone, these are used to breed different and individual digital aliens, which are then raised in the so-called breeding house. The mixture of flower varieties and the mix of flower breeds creates different aliens. Once you have bred some aliens, you must release them into places in the real world where there are digital flowers in order to be protected by your aliens, because your opponents are trying to search for these flowers and use them for their own purposes. If an opponent hits a position where your alien is positioned, a duel ensues. The person who wins the duel in terms of their breeding, the better trained alien defeats the opponent, or vice versa. In addition, if they have enough flower varieties left, they create a flower garden where they hide their aliens and let them rest so that they get fit again after a fight. The goal is to create a flower garden and breed enough aliens and ultimately to raid the other gardens of the opponents and steal their flower varieties or kidnap the opposing aliens.

## ***No. 1787 Plastak***

In this game you compete in a duel on a chessboard with your individually collected planets from the real world. Each of your collected planets is associated with different abilities and can be tactical and bring its own advantages and disadvantages with it in a duel on the chessboard. The duel radar shows you new duelists every day in real time, who you can challenge in principle in a chess duel with battle mode. You first find the planned planets in your real environment and capture them with your smartphone and a digital camera so that you have enough to be able to duel in a live duel. Each planet you have collected has various extraordinary abilities that you can use when the planets clash on the...

On the digital chessboard, you use these strategic skills to weaken your opponent, push him back, or destroy or take over his planet. The winner is the one who owns the most planets at that time or who gets to the other side of the chessboard with his individual planets through intelligent moves.

## ***No. 1788 Claus***

This pioneering smartwatch Claus can use his SIM card and the associated in-ear buds to make phone calls and communicate with the AI Ring Santa, which means that all health data is recorded by the AI Ring and the Ai Smartwatch of the future and compared in real time in the health network of the digital doctors of the respective countries. If any health data suddenly changes and the health status, which is monitored in real time by the medical association, turns negative, your doctor, wherever you are, will call your Ai Smartwatch to advise you as quickly as possible and inform you what you can do about it.

Furthermore, the Ai Smartwatch is designed with a soft, medium or hard design operating system for children, teenagers or old people in a new guise, each designed for the target groups. In addition, mini apps and navigation on the Smartwatch can help you make your life healthier and more lively. This means that the Smartwatch offers you food bowl products that adapt to your activities or movement rhythm. In addition, the watch can help you with social media and the corresponding apps from the respective websites in everyday life, plus integrated GPS navigation to get ahead in life. The app store of this watch is updated in real time with new applications and offers every target group of the design operating system, which can be switched in real time, always fresh quality new apps.

## ***No. 1789 Klausprophobia***

In future I will be using the Amazon TV Stick with Rufus+, a voice assistant, to display explicit content when watching normal television, whether it be text, video or image, using voice commands on the objects I see, and to provide me with a clearer explanation in real time using a slider or news ticker on the edge of the television, top, bottom or left, right. In addition, this explanation of the objects in the TV program that I have previously asked about can be saved in your personal library of knowledge. In addition, you can share the short sections of the TV program where you asked about these objects for discussion on social networks.

## ***No. 1790 Sorcerer***

You swipe the back of the witch's pole and the wisp of the pole with its colored vector points that appear individually according to the blank direction arrows and the popped up colored vector points that suddenly appear on the display, the arrow directions in the required directions and the colors that appear in the specific order that you tap on the display board in the order of the wisp and accelerate the sorcerer on the pole with the right timed force on the arrows and the tapping of the colored vector points, further up until the goal is reached, to leave the atmosphere of the planet and hunt individual stars in space and collect them according to the principle, this time simply means following the stars and hunting or collecting as many until the gravity of the earth pulls them back again, in a required time, to bring them back to the main center to get the witch machine working with the stars from space, the goal is to get the machine working in order to continue aligning the radar in order to point to more stars in space. to display and collect more stars than their opponent in a running time, the winner is the one who has collected the most stars and a certain number of stars in the running time and thereby supplies the machine with energy so that it reaches full energy in order to use a laser weapon that is thereby unlocked to knock the opponent's stars away from the atmosphere with their target guidance, to make it more difficult for the opponent to hunt for his stars, so that he varies his game and has to absorb more acceleration in order to collect his stars further away from the Earth, and ultimately make it more difficult for him to get his machine to work, so as not to activate the aforementioned here.

## **No. 1791 Trzymaj**

I watch a film, documentary, report, music video, etc. on YouTube or another entertainment platform. If a passage seems strange or unclear to me, I give a voice command via my smartphone or Google TV using the phonetic word "trzymaj" to Gemini to show me additional information about this misunderstanding in the form of text, voices, images when the medium is stopped, and to anchor this additional information in relation to the passage I did not understand in my personal knowledge - in-house digital library and save it as an individual, dynamic sticker. If I now call up one of these individual dynamic stickers, I am directed to the medium passage and am provided with the additional information in text, news, voice or image medium for better understanding. The trick is that I can pass these stickers on to my friends or contacts in messengers and social networks or exchange them with them as an album.

## **No. 1792 Koza**

This TV extension is aimed at users of social networks who can interact live with their TV experiences to respond , it serves directly and in real time to questions asked by them about the content of the TV show that they do not understand, and for example from the X network platform, to provide a correct answer to the content as a pop-up in their TV show or as a news ticker with the correctly answered questions in their TV show by answering the community's questions in a pop-up, slider or news ticker at a well-timed pace, plus enriched AI - additional internet information as colored vector points that appear in the pop-up, slider or news ticker and can be activated using the colored buttons on the remote control. In the future, in addition to social skills, they can also display internet information to see live which information is aimed at them, and their comprehension can be easily or harshly absorbed from their perspective and point of view. In addition, this additional information displayed from the social and AI-generated Internet knowledge databases can be divided into genres in a timeline catalog on request, which can be streamed as a digital magazine on the smart TV or smartphone and distributed as a dynamic info bubble in soft medium hard structure procedures to friends of acquaintances via messengers for viewing.



## **No. 1793 Ideefix**

This restaurant, which looks like the village of the Galians from the Film Asterix, offers only schnitzel in geometric individual shapes, whether filled with various specialties or standard with side dishes and various

Sauces, is at the table from a country globe ball the country of Origin of the meat is digitally selected and the tables at which it is served are also in individual geometric shapes as Design accessible to the guest

## **No.1794 CatForMouse**

You use your smartphone app to control a gadget, a so-called mouse, which is controlled via radio and Bluetooth through the app on a large game board on the floor. The aim is to use the app display to control the digital mouse in real time in conjunction with the gadget mouse on the game board in order to steal cheese cubes at certain corners and place them in the middle of the display or. Game board, the trick is, a cat tries to catch the mouse on the digital display and a real cat on the game board, which you control digitally on the app and move at the same time on the game board

## **No. 1795 Flaghill**

In this game, a digital boy on a rocket is transported through Hand gestures directed in different directions, they must imitate the hand gestures that appear on the display through the selfie camera in order to guide the young man in the required Directions to lead, speed gets the young for his Flight, through the correct hand gestures, the aim is to reach a certain goal with the boy on an individual mountain with the flying rocket in order to place a flag on the mountain, your marking means for other players who have to pick up this flag in that specific time in order to prevent their digital village on the mountain from being launched by an avalanche if the flag is not exchanged and taken back into its place by yours, the aim is to destroy the digital villages by stealing the flags with the activation of the avalanche and to be able to protect your mountain with your flag, so if your flag is stolen it will be returned to your mountain.

Point to bring back the avalanche so that it does not destroy your village, the final goal is to destroy other villages, steal flags and keep your flag at their mountain to set

## ***No. 1796 GreenLightRedLight***

You click on speed up the voice messages in WhatsApp, now a red or green button appears, while you do this you listen to the individual voice in real time, click on the green button so you can give a voice to the exact passage of the voice, the contact who gave the voice previously sees this on their voice message with a marker and immediately recognizes what it is, they can now play this voice for their passage. If you click on the red button you get a storyboard of the entire voice conversation divided into text and structured with the function described above as a slider or text displayed under the voice.

## ***No. 1797 KeeFloop***

In social networks, colored AI vector points are activated around the post and move around the edge using an icon. Each colored vector point supports the post with additional genre content from the knowledge libraries of the Internet Archive. If you now click on one of the colored vector points, the post will flip around itself and show additional informative content about your post. You can flip the individual AI vector points as often as you like to see multiple genres in the switch. If you like a flip of the new post shown by the AI vector points, it can be sent to your contacts of the respective recipient of your messenger using the forwarding function.

## ***No. 1798 Molak***

This plug-in for YouTube music is motivated by the consumption of suggested drinks for specific songs, new human emotions through the alcohol consumption scale which suggests what kind of drinks you should consume for which songs, appropriate to your level, the human emotions awakened by the consumption of alcohol or individually suggested drinks are then honestly posted as a comment on the song as dynamic emojis or your honest text for the song.

## **No. 1799 ClockNote**

This instrument which looks like a digital clock in a circle Format, is used for digital music creation, that is, the individual enriched with beats - ki sound vector points on a Clockworks are brought into connection with the design of the clock and in connection through their touch influence, are linked together in an atmospheric rhythm to create a digital to design or create a song based on individual times, and they can also speak or sing their own voice into it when prompted by the digital clock, which is implemented to match the song

## ***No.1800 ReggiMike***

This Video Ai app serves as a video creator, you select the category and the topic from a scroller, the app searches the entire Internet for individual texts and their passages that seem logical in order to generate an Ai video with a maximum length of 15 to 30 seconds in relation to your category and topic, and once the video has been created you can subsequently speak commands into it via voice and individually adapt the content based on the words suggested by AI bubble and your personal commands, the app changes the Video Ai content and ultimately creates your perfected Mini Hollywood Ai video.



## ***No. 1801 coins***

This attractive competition for individual online shopping platforms can be used on eBay, for example. It's about reducing the price of the product or winning the product completely for free. It's about activating the game before buying your product. In the sense of the mini competition, it's about winning the purchase price of the product with a previously charged coin pack, seen as real money. In this digital game, it's about flicking the coins of different values as close to a magnet using the swype method so that they attach themselves to the magnet. You have a certain amount of time to do this. Beforehand, you load your coin pack, seen as real money, with Paypal credit and compete against eBay's in-house computer opponent. The aim is to set or attach the purchase price with the coins to the magnet so that it is close to the purchase price or exactly the same. The computer opponent also swipes the coins. You win the mini competition you activated beforehand if you attach your coins to the magnet closer to the purchase price. If you have attached more coins to the magnet than the eBay bot, you will receive the product for free or for the price of the closest coins to the purchase price if the computer bot cannot get any closer, and you will also receive the coins from the computer bot in addition to your coin pack to challenge it further in other game processes for other products.

If you lose the mini game you have personally activated, you will lose the monetary value, seen as real digital coins, that you had used.

## ***No. 1802 MyAliFlow***

This plugin for messengers such as WhatsApp and Telegram is described as follows: You drag a digital mug into your message from top to bottom in your message mask. The mug now checks the message for relevance and attaches a digital icon to the message. If the recipient clicks on the message and the mug, they receive additional information about the message, which was previously enriched with AI technology with explicit media such as news, images, videos, social posts, etc. These are displayed below the message or above the message in an additional slider from the digital icon mug and can be displayed again and again in real time or later. In addition, the recipient can store the most important mug media in their personal mug using swype or drag-and-drop and save it in their media library or attach their individual mug to their messages and forward it to people hungry for knowledge.

## ***No. 1803 Karaho Real Racing TV***

This game is about taking part in the TV show Karaho real racing. The prerequisites are a valid driver's license and driving permit and an individual powerful collected number of steps from the real world to activate the battle radar, so that a potentially like-minded opponent can be recognized on the battle radar based on his number of steps. At the same time, they photograph an individual car with the license plate of the car they can photograph at their location.

could be , This license plate is stored in the car database of the checked by the community and the owner is then called in real time and asked if he wants to make his car available for the TV show Karaho real racing and if the player in the game wants to accept a racing challenge on a newly created, never-before-driven track in the TV show Karaho Real racing against an opponent who has acted according to the above principle. If he accepts this challenge, it is a matter of competing against the opponent who has done the same to take part in the show. If one of the opponents wins the Kara-ho Real racing battle in real live, which is broadcast live on live TV plus betting sites, the player receives the opponent's real car as winnings and the loser who lost the car receives a percentage of the betting revenue from TV viewers as compensation.

## ***No. 1804 Karaho***

In this game, you must search for an opponent near you on the battle radar, which is activated by real steps, who wants to compete with you in real time and who has the same real number of steps walked. Then, at about the same time, you must spontaneously implement a real car with your game karaho into the real-time battle game by taking a photo of the car near you and immediately challenge the opponent without knowing which car the opposing opponent was able to implement in real time near him. The arcade racing game starts, the cars that the two opponents had previously implemented into the real-time battle arcade racing game by taking a real photo start and a real track from your surroundings and the opponent's surroundings are merged and a new track is created for the racing game from these environments for the battle. In the game itself, you can gain additional speed for the cars through drifts called karahos in order to reach the goal faster and beat your opponent in your game on the smartphone. The winner receives the number of steps taken by the opponent or his digitalized car.

## ***No. 1805 ScrewLoose***

In this game, the aim is to set your screw to a torque so that it stops at the end of the counter as close to the edge as possible. The closer your screw is, the more points you get compared to your opponents' attempts. The winner is the one who brings the most screws to a stop at the edge of the counter. Each level gets more difficult and the design of the counter varies with new changes in direction and barriers and hurdles as well as the course of the route.

## ***No. 1806 PlanetParade***

In this game you choose a planet from the solar system. The aim is to position it on the same level as the other planets using the same actual number of steps walked. This means that the other players try to do the same within a time limit to connect their planets to a horizontal level in order to create an erection together and use the power of the erection to move the opposing planets out of their orbit so that they have to take more steps to put their planets back on the horizontal level. The winner is the team that disturbs the most horizontal planet levels within a time limit. They get points for this. With the points you unlock another galaxy and compete against other teams.

## ***No. 1807 Aura***

In this game, you control colored gummy bears on a rotating, mathematically changing shape, for example a circle with portal openings to switch to the next platform. The aim is to try to link your gummy bears to the different colored gummy bears in the middle of the platform according to certain goals and to link them to each other in color in order to push the other linked colored team of gummy bears, which are linked by other players in the game, and to push yourself as a team against the other team of gummy bears and to get to the opening, i.e. the portal, on the ice platform, which rotates inwards and changes the incline individually, with your linked gummy bear team and thus get to a new platform with a different design of shapes such as a triangle or square and from there on, teleport further through the portal openings according to this written principle. The winner is the team whose gummy bear team gets to the end of the shapes in its color and is the last team to leave the last shape before it is destroyed. Not to forget, you get an infinite number of gummy bears that you throw into the mold to link them together. The more gummy bears that come through the portal openings, the more points and more individual gummy bears you get to play with at the next portal. You use the points to unlock individual gummy bears with abilities, either with certain weapon systems or skills or individual sizes for better availability against the opposing team, which should be used as a deployment.

## ***No. 1808 Zangiv***

In this restaurant of the future you can see live how the food is prepared. The highlight is that you put on VR glasses from home and see the chef preparing your food through the chef's ego perspective, in a 360 degree camera angle setting, before you place your order from home.

The motto of the restaurant zangiv is to offer different realities with different specialties



## **No. 1809 MamDon\*R**

In this construction, strategy and simulation game, the aim is to use available raw materials to build a small area where you and your existing workers are deployed to create a miniature infrastructure. You collect the available raw materials personally in your real environment near where you live in order to use the collected raw materials to set up a kebab restaurant, expand it in the game and protect it. The main aim is to identify alliances in your area and surroundings, to connect them with each other, see radar real world, to economically steal the rank of other areas and to lure their customers to your area in order to generate more sales, to finance your security structure and to avoid possible attacks. The highlight is that regional real kebab restaurants can interact with the digital game, which means that these real kebab shops can be included in their digital alliance and continuously change the game in terms of sales development and profit generation. This profit, which is generated in surplus, can help the real kebab owner in the digital game, i.e. the kebab owner buys digital cards for his friend in the digital game with the cards he has to hold and his possible investment options. These cards in turn contain properties that significantly improve the infrastructure of the built Mini Bersum of their digital kebab restaurant.

## ***No. 1810 SirBandit***

This game is about diving into digital film scenes in order to unlock various film scenes. It serves the real steps you take in the real world. The aim is to dive into the film scenes and control your character in an open world. To collect more golden tickets for the newly unlocked film scenes, to activate the portals in the film scenes so that you can be transported to another film scene in a hurry before the police arrive. The main aim is to complete tasks in the individual films and their film scenes in order to obtain crystals, to use the crystals in certain scenes to transport yourself to another genre, to find your wife from the clutches of the evil creatures and bring her home.

## ***No. 1811 Oleg&Bolek***

This game is about two sides in a neighborhood, on one side lives Oleg and on the other Bolek, the goal of the characters is to support each other at the fence, that means creating the right individual openings for pipe systems in a puzzle system on the fence so that they can support each other's houses with the pipe systems, while in the meantime opponents attack them from the air with ice drones that shoot ice at their houses, the goal is to prevent the houses from freezing and to supply each other with heating oil fairly in real time through the fence with the individual pipe systems, simultaneously and at the right times, in case one of the party's houses freezes and one of the characters is deactivated.

Also pay attention to the temperature scale of the two houses and the exact amount of oil that needs to be delivered through the individual pipe systems that are put together on the fence in order to position the pipe systems precisely through the suddenly appearing openings for the pipe systems in response to the puzzle on the other fence, in order to allow the amount of oil to flow over to the character so that he can bring his house up to temperature. When the optimal temperature is reached, a flag weapon system opens that is activated on the roof of the houses and is used to combat the Ezs drones. The aim is to prevent the houses from freezing over as time runs out and to destroy the dangerous ice drones so that the two houses are brought to safety. In the next step, 2 more characters are activated and from now on you play continuously with the activated characters in multiplayer mode with new players connected from the Internet. The main aim is to unlock enough players so that the whole village can be brought to safety.

## ***No. 1812 Tetrao***

You control a digital character created by you in a 3D dimensional space. This character has the task of collecting stone blocks of different shapes at individual heights, i.e. levels, and forming them into a cube. When time runs out, hide in it and defend the cube from enemy incursions. For each correct construction of the cube, you receive individual weapon systems for later use in the defense of the cube. The goal is to build and defend the cube until time runs out and then, in the switch, to play the opponent who tries to destroy the opposing cube.

## **No. 1813 Darkwing**

This social video platform is based on AI technology. You can also edit and enhance your videos with effects like a director in a Hollywood film. The actual goal is to enrich videos uploaded by individual users with knowledge using AI technology. This means that, for example, you upload a video with content and feed it with information. To do this, press the "dark" button and the AI knowledge bubble technology is activated. In short, this means that the AI checks the video for content and additional information from the Internet, encyclopedias or video platforms with their content and the AI displays this additional information in the video using bubbles or publishes it in the slider and saves it in dynamic stickers if you so wish. This additional information provided by the AI can be further implemented in other videos using the dynamic stickers. In addition, after checking their content, dynamic AI stickers are created which are integrated into the video at appropriate points. If the user watching the video clicks on this dynamic sticker, they are taken to additional information on the Internet, be it news, videos, knowledge, images - Internet addresses and can then read this information. At the same time, another AI button called "Wing" can be activated. If the user of a video clicks on this while watching it, they will see a video generated by the AI technology based on your content with the enriched additional information displayed in flip mode, i.e. the video flips 180 degrees and the AI Ai video is displayed.

In addition, in standard mode you can toz a video by pressing firmly on it, small circles with similar content will appear on the content related to your video in the video,

select your video and get to the most viewed similar content in a few seconds or the most linked. At the same time, you can use the compass or scroller, the fastest way to find the right video with these two selection options, to get to your specific videos in the platform. Another function is to save liked videos in a timeline, a kind of magazine with categories and additional information like in a TV magazine, and search through them and feed them with new content. This digital video magazine can be streamed to your TV or viewed on the PC and shared in soft, medium or hard mode on social media for viewing. Furthermore, a 3D or 2D dimensional mind map offers a simplified form of representation of the content on the darkwing video platform, you can activate this mind map and find videos that match each other more quickly or, as mentioned above, attach AI-supported additional information with dynamic stickers to the videos that are being compared. This video mind map can also be streamed on the TV app and viewed on the PC.

In Hollywood Direction Mode, you can use the fun feature to watch famous passages and scenes from the Hollywood library, customize your faces with your own voices, and share them on the network. The Hollywood Direction feature also offers new viewing and effect features. For example, if you have created a video with the new features mentioned above, you can share it in social networks in 3D viewing mode and make it available for viewing. In 3D viewing mode, you can click on the dynamic stickers and continue in the Tunnel 3D system to access additional information, or go directly to new content within your post, to other videos, or to be forwarded to the darkwing social video platform. The videos you create can also be shared with friends via messenger or email, including the AI dynamic stickers. At the same time, viewers can add comments to their videos. These are credited with new AI features and provided with knowledge information.

## **No. 1814 Piko TV**

This new television uses the help of live interaction with your friends in your area or nearby, this means that the TV piko has a live in time camera for real-time communication with your friends, you can let your friend log into your TV program live and start communicating with you via face time, the television can also display informative information via additional AI integrated technologies using a slider, this slider has dynamic stickers that highlight individual genres, for example video, music, news and images, voices, streaming, shopping, each of the buttons also dynamic stickers can be enriched with AI info using a random button or through your personal search which you have previously carried out on the smartphone on the Internet and transferred to the dynamic stickers. You now call up the slider using the piko TV's voice assistant, then click on a sticker using the TV remote control which has previously been enriched with information from the Internet (as mentioned above) via zuca or personally, and send this to your friend, who can be seen live on TV in a minimized area. The friend now receives their dynamic sticker and can activate it immediately with a click, save it in their sticker list on the slider and have it displayed. For example, I send my personal information via the dynamic sticker while I communicate with him live on TV via camera and my friend has this personally collected information such as videos, pictures, voices, news streaming, shopping content displayed in real time on his TV via the slider on his TV piko television. In turn, he can send me his dynamic stickers even when I'm not live, for later information which I can then display using the TV slider view while I'm watching a TV program after I've made my decision. You can also have dynamic piko stickers from social networks sent to you by strangers or friends.

## **No. 1815 Piko**

This AI plugin is used to optimize the knowledge of Facebook posts. A slider appears to the right of the display when you swyke. You can activate it at any time using swype. Now scroll through your Facebook timeline and stop at a post that you like and you want to receive more additional information about the post. To do this, activate the previously mentioned slider called "piko". In the slider you can now see diagonal thumbnails or dynamic stickers with a special background. You can now click on one of the dynamic stickers or dynamic thumbnails. It is important to know that each dynamic sticker in the piko slider can represent a genre function for your post. This means that you have, for example, 5 piko dynamic stickers, in this case one for video, image, news, music, voice. Now click on one of the piko dynamic stickers mentioned and the post will flip 180 degrees where you left off and you will now see further additional information about the genre of the post in relation to the piko dynamic sticker you clicked on, in relation to video, image, news, Music, voice and you can generally enrich this new flip post with comments and also forward it to messengers or social networks as usual.

If you like the flip of the piko dynamic sticker, you can keep clicking on the piko button or dynamic sticker until a post has been flipped for you that you might like. If you have now used several dynamic piko stickers, you can drag and drop these newly enriched post flips into a new knowledge dynamic sticker and share this piko dynamic sticker with enriched information about your old post with friends in messenger or within the relevant network. The friend can then integrate this piko sticker into their slider or have it displayed visually in their piko friend timeline with the content previously enriched by you, such as a mind map or classic categorization of the respective genre of content.



## **No. 1816 Fushot**

In this digital game you try to rescue individual fish from a heater that is getting warmer and warmer. This happens when you try to fish out these , set your fishing rod and use the gyroscope individual fish using the swype method. You cast the fishing rod using the swype and use the gyroscope to try to bait the fish with your bait. The heater gets warmer and warmer. As time runs out, the fish become crazier and therefore harder to catch. So pay attention to the running time and your skill with the fishing rod. Your opponent in split-screen mode tries the same thing using the principle mentioned above and wins against you if he has saved more fish.

## **No. 1817 RoadPutz**

In this game you have to use the swype method to maneuver a digital bus with a caterpillar function through individually digitized cities or regions from a bird's eye view, collecting passengers at certain locations (see radar) and then transporting them to their desired location. You use the swype and drag and drop method to control the change of direction of the caterpillar bus. You use the swype to steer the bus; with drag and drop, if the energy display has been charged, you accelerate the bus at a higher speed. The cities are also set up on several different levels; sometimes the streets are paths, underground, or standard on normal roads. You also receive time bonuses after correctly dropping off passengers at their correct parking spaces, which top up your time quota. Because the game is timed, the aim is to always load up the time and not let it run out. In addition, you can collect special items on the streets and give the bus new abilities for a short time, for example a boost, longer caterpillar extension for larger angles on streets and certain paths, as well as extending the bus to transport more passengers or better steering or protection from traffic lights that flash and slow you down, as well as weapon systems for defense against other opponents in this open world game.

## ***No.1818 WalkWord***

This app for your smartwatch is used for training and learning a new language. The app is designed so that the alphabet is distributed in a 360 degree circle. You click on a random letter and 3 words related to the selected letter appear randomly in the middle of the display. These are sent to your earbuds and you have to pronounce them. If you say and pronounce them correctly, you will receive the correct translation on the display and sent to your hearing through your ear buds.

## ***No. 1819 village***

In this game you try to protect a digital mini village and its houses that are already present at the start of the game from attacks from another player controlled village.

The aim is to expand the infrastructure below the village in the puzzle system and to link them together for your village so that

Electricity, water, energy, redundantly serves as a backup to continue operating the houses, if one of their houses is deactivated during an attack, they must solve a puzzle and use the points obtained to expand the infrastructure, the attacks are triggered by a memory puzzle played by the opponent, the

Opponents solve their puzzle in relation to one of their houses and then it will be deactivated and they must master their puzzle game and bring the infrastructure of the other houses together for the deactivated house into active position, this happens when they master the puzzle in the right order and time, the winner is the one with the most houses deactivated and the

village finally comes to a standstill and receives these houses as a win and can continue to play with them in the new battle as a stake

## ***No. 1820 ParanormalDetective***

The aim of this game is to create as many ghosts as possible in battle mode with your finger on the display using the swy-pen method. Individual blank silhouettes appear on the display. Everyone who swipes the silhouettes correctly then creates a ghost on their opponent's display. The opponent must swipe the different coloured outlines of the ghosts to deactivate the ghosts from the display. The player who deactivates the most ghosts and thereby receives points wins. They use these points to exchange new silhouettes for a new opponent in the new game so that they can create more ghosts. In turn, the game switches principles with the description of the opponent.

## ***No. 1821 CouchPotato***

On this sports betting site of the future, a digital collegial room will be made available alongside the individual bets you have seen, which means that you can find like-minded betting users in this room and exchange ideas together live in this couch potato room, including combining the stakes together after the discussion to form an individual bet and acting as a group and placing the tip on the individual bet together. In addition, the room offers live access to the game for group users via VR glasses, which means that each user in the group has a different angle to view the live action of the sports event or game in order to study the game in different ways, to improve possible side bets or the bet stake in order to achieve an optimal result.

## **No. 1822 Nautilus**

In this game you control a ship called the Nautilus through the oceans of the world in three viewpoints, first person, bird, third person. The aim is to survive this adventure, as there are many dangers lurking on the oceans. The Nautilus ship can be controlled both above and below water. Your job is to set the ship in motion by covering real kilometers in the real world and to upgrade it by purchasing cards from the kiosk. In the event of a conflict with another player at sea, use the abilities of the cards to challenge them and use the cards to understand the specific properties of defense and offense and to use them skillfully to defeat your opponent or to defend yourself.

## **No. 1823 Groove**

This security plugin for rescuing and restoring your Windows system if you get a black screen or other situations occur where Windows starts but you are only allowed to use the task manager. In this case, open the Groove task manager and set the internet to active using the checkbox and enter the cloud.exe command in the search input of the Groove plugin for the task manager. You will receive a ping to see whether you are connected to the internet and can access your cloud. The cloud is permanently integrated into your car of the future to fully and redundantly check your system, which could help you to eliminate the error or reset the entire system to real-time mode via the cloud, thereby avoiding any data loss. It can also happen that the restoration does not work, so as an alibi a virtual minimized file manager system is run by the cloud.exe to see what data you have on the PC and then back it up with the USB stick.



## **No. 1824 Fulminate**

In this Metal Slug clone you control a character armed exclusively with the following weapon systems, which he can use on hand in the switch if he can collect enough ammunition in real time for each devastating enemy in the 3D level jump and shot run mode. The weapon systems are a sniper, a tank fist, a modular machine gun, a desert eagle, a dynamic explosive weapon and a dynamically controlled drone. The aim is to take out targeted enemies on the different sides and levels of the level, which move at different angles, in order to get more ammunition and time bonus points in the combo in order to find the portal from the labyrinths of the levels to get to the next level.

## ***No. 1825 FullMetalJacket***

In this game you control several characters in a combined unit. This team is called fulminante and constantly switches characters in second mode. You switch characters yourself. Each of these characters wears a metal jacket to absorb the enemy attacks (seen by colored vector points) with the jacket. For every vector point absorbed, a plus second point is added to the hourglass. When the hourglass runs out, a tilt is carried out by the enemy enemies. This means that enormous colored vector points come towards you at random in each direction. In normal cases, you switch the characters with their individual colored metal jackets to absorb the vector points coming towards them (seen in 2D game mode). The aim is to progress in the level by immobilizing the enemies with your special team skills and thus freezing the opponents. With a swype, you can give them the vector points in a package. The main aim is to get through the level in the required time and, if possible, to keep your team together and to fight against one another at the end of the level. scene boss.

## ***No. 1826 Music Ai Dope***

This update for the future of the music AI app begins by creating a remix of the previously created song from the compositions created by your music AI. This means that you load your work into the music AI app and click on an individual genre such as drama, funk, religion, opera, romance, action, comedy, etc. The sung voices can be implemented using the voice addition AI plugin from the Planet Universe voice database, for example from the characters Venom, Hulk, Batman, Terminator, and then click on the remix button to create a new version of this new creation. In the future, the resulting remix song can now be placed back into the music AI app and a suitable 30-second intro, video clip or reel can be extracted from the modified content of the symphony.

## ***No. 1827 Tongue Twister***

This new type of fast food chain is aimed at a specific age group. The shapes, mainly sold as schnitzels, are drawn in the in-house app and then served in the shape that was drawn in the app. There are also surfaces in the restaurant so that the same principle can be applied to the surface on site. In addition, the tables can battle each other and compete to see who has drawn the shape most precisely in order to win the food for free.

## **No. 1828 Glowtoma**

This game is about destroying your opponent. It's about swiping individual colored fireflies to match their size and color in order to release their luminous energy. This is then attempted to be set to a specific time-based and individual level on a scale using an energy carrier via swype. When the level or level mentioned on the scale has been reached, your digital sun shines on the opponent's display and makes it difficult to recognize the light of the fireflies that are to be swiped to each other, in order to light up the opponent's display in turn, making the game more difficult for him. The winner is the person who connects the most matching colored and flying fireflies of different sizes to each other and with the points received for this achieves a higher high score than the opponent. In addition, they charge their digital nuclear power plant with the excess energy. They use this in the event that their display receives too much from the opponent's sun, to dim the opponent's solar radiation in order to better fireflies.

## ***No. 1829 Mailmen***

This new form of shopping is based on dynamic knowledge stickers that are attached to every product in the supermarket. After purchasing, scan the dynamic individual sticker and receive useful offers and additional information about the product via the mailmen app, plus new ways of shopping guidance. This means that you will be informed about dishes related to the scanned product and brought closer to you in the app. In addition, you can digitize these stickers in your collection album and try to create a required collection in order to then reap individual profits from the operator of the shopping store.

## ***No. 1830 ALiveTwist***

In this restaurant or fast food chain, you have to first earn the food that you have previously chosen via the app in order to be able to order and consume it. The game works by you achieving a certain number of points via the app using the game principle of Tetris. Instead of blocks, you have to try to link product-related food emojis that correspond to the offer to each other using the principle of Tetris, next to each other in the same emoji design in order to dissolve them and receive points for them. If you have earned a certain number of points within a certain time period, you can reserve your chosen offer from home via the app using an Emoji in a live twist order and then consume it in the restaurant or fast food chain. If you earn the high score of the day, you will receive your order free of charge to consume.

## **No. 1831 YamYam**

In this restaurant, the advertising and corporate identity is completely focused on emojis. Real images of the food products on offer are kept still in a newly created emoji. Restaurant visitors order their self-assembled meal on a digital surface using digital dynamic emojis at their table, which is digitized. If you click on a dynamic food emoji on the table tablet, you receive information about the food product before you order it. The in-house app, which you use from home, uses a simple ordering process. A matrix of dynamic emojis is used to select your meal, which you can have delivered to your home. All you have to do is click on your emojis and by firmly pressing the emoji in the app you receive additional background information and recommendations for other products that might go with it on your day of feeling, in order to eat the food and feel good as a result. By liking the app, you rate your opinion plus comment on the food product for other users of the app to recommend.



## **No. 1832 Emoyo**

When giving a reaction to a reel on a friend's Instagram in messenger mode, the attached emoji from the , with an emoji, should in future reaction selection appears slightly or larger on the reel plus my giving of this dynamic emoji. The person who clicks on the reel with my marking of the dynamic emoji can display additional reels in the form of small other reels from Instagram appearing next to each other to the right, which match the content of the reel and reflect the reaction of their emoji.

## **No. 1833 KarahoRealRacingTV**

This game is about taking part in the TV show Karaho real racing. The prerequisites are a valid driver's license and driving permit and an individual powerful collected number of steps from the real world to activate the battle radar, so that a potentially like-minded opponent can be recognized on the battle radar based on his number of steps. At the same time, they photograph an individual car with the license plate of the car they can photograph at their location.

could be , This license plate is stored in the car database of the checked by the community and the owner is then called in real time and asked if he wants to make his car available for the TV show Karaho real racing and if the player in the game wants to accept a racing challenge on a newly created, never-before-driven track in the TV show Karaho Real racing against an opponent who has acted according to the above principle. If he accepts this challenge, it is a matter of competing against the opponent who has done the same to take part in the show. If one of the opponents wins the Kara-ho Real racing battle in real live, which is broadcast live on live TV plus betting sites, the player receives the opponent's real car as winnings and the loser who lost the car receives a percentage of the betting revenue from TV viewers as compensation.

## ***No. 1834 Karaho***

In this game, you must search for an opponent near you on the battle radar, which is activated by real steps, who wants to compete with you in real time and who has the same real number of steps walked. Then, at about the same time, you must spontaneously implement a real car with your game karaho into the real-time battle game by taking a photo of the car near you and immediately challenge the opponent without knowing which car the opposing opponent was able to implement in real time near him. The arcade racing game starts, the cars that the two opponents had previously implemented into the real-time battle arcade racing game by taking a real photo start and a real track from your surroundings and the opponent's surroundings are merged and a new track is created for the racing game from these environments for the battle. In the game itself, you can gain additional speed for the cars through drifts called karahos in order to reach the goal faster and beat your opponent in your game on the smartphone. The winner receives the number of steps taken by the opponent or his digitalized car.

## ***No. 1835 ScrewLoose***

In this game, the aim is to set your screw to a torque so that it stops at the end of the counter as close to the edge as possible. The closer your screw is, the more points you get compared to your opponents' attempts. The winner is the one who brings the most screws to a stop at the edge of the counter. Each level gets more difficult and the design of the counter varies with new changes in direction and barriers and hurdles as well as the course of the route.

## ***No. 1836 Popgeu***

In this game you try to lower a parrot to different levels, the rope gets longer and longer as your opponent plays to reach the rope. See the Nokia snake game. As is well known, the snake eats several apples and fruits so the rope gets longer. You have to try to lower your parrot down the ever-longer rope, which gets longer and longer as the snake eats the digital fruits, to get to the end and eat the snake so that you get points and throw one of the snake players out of the game in this multi-player game. You jump from rope to rope with dangers lurking that prevent you from leaving one of the ropes quickly and pursuing the player on the level surface in order to ultimately eat him and, as mentioned, throw him out of the game. The main aim is to eat as many players as possible, pay attention to the time and activate other parrot players to play by eating the snakes.

## ***No. 1837 Moodip***

The aim of this casual game for all age groups is to catapult your digital moles in different sizes called moopdios into a real hole with a catapult so that they can hide in the holes. The game is played from the opponent's side because he is trying to do the same thing, hitting his moles in , again switches the the other free holes. It is important to note that every mole in the hole has to be thrown quickly in order to dig further down. The aim is to attach your moles to the core of the cave or bunker, seen on a magnet located there, and together, when a certain number of moles can attach themselves there, to export themselves back to the opponent's goal, the slingshot and the mole house, with the export by throwing from the magnet past the defense structures, in order to take over the slingshot and the opponent's mole house with the moles, if their moles can attach themselves directly in a certain radius, in order to use their special Abilities, if they have been charged to the magnet long enough, can capture the opponent's center.

## **No. 1838 CleverOS**

This smartphone of the future offers a dynamic security system called cleverOS in its portfolio. It is possible to connect to your computer's hardware at any time using dynamic Bluetooth. This means that regardless of whether your computer is on or off, you will be able to transfer your PC's data and settings to your AI-supported cloud memory card on your smartphone in the future using dynamic Bluetooth or plus infrared technology and feed it back redundantly using dynamic Bluetooth and infrared if you reformat your PC, get a new hard drive or buy an empty PC. The whole thing can be transferred from your AI-supported cloud memory card to the new hardware. In addition, you can beam cleverOS onto your wall as a projection using a new type of projector and handle the system with your glove that controls the projection. In addition, cleverOS can be exchanged with your friends, which means that, for example, you are visiting a friend and can transfer your system to his computer in parallel as just mentioned and save his Cle-verOS on your smartphone with data and settings for your data exchange and then run it in parallel on your computer as an alibi.

## ***No. 1839 Kapusniak***

This plugin for Gmail offers you the possibility to automatically save your emails in your knowledge calendar kalipo and to have the email designed with AI, the design is to recognize the content and its contents and to take into account any related news from the Internet and social networks plus knowledge information, to save this updated email in your kalipo calendar and to call you personally via AI from the calendar with a voice that you select beforehand and to read you this compact knowledge email so that you can pin the positive voice messages to the kalipo calendar on the day the email was sent to you during the call.



## ***No. 1840 KeepReal***

In this plugin for what's app and Telegram, your conversations are prepared specifically for the marketing sector in the working world with the authentication of your data protection and positive energy aks reels for post and pre communication for public relations AND for your aks ki video personal and adjustable in which guise see Hollywood genres accordingly called Keel prepared for you and available as a real keel video designed together and formed for the business area when pitching or developing ideas in relation to topics in the ongoing and remaining development construction of the conversation.

## ***No. 1841 HeyWeather***

This game moves quickly. You receive a real-world digital weather map every day and use this to plant your opponent's garden. Using the swype method, you slide the temperature icons and weather icons off the display at random. These then fall onto your opponent's digital garden and function as a function for the growth of the plants in their garden. In turn, your opponent does the same with the same temperatures and weather icons for their garden. If plants grow at the end of the week, they can then compete and fight each other in the style of Plants vs. Zombies. Each of the plants that manages to thrive as a seed is given special abilities and can compete against the other abilities of the opponent's plants. In battle mode, the one with their last plant in the garden wins.

## ***No. 1842 DrinkWaterMyfriend***

This is about competing against another player using the gyroscope function on your smartphone. In the live battle, you have to fill a café glass to a certain level with the help of a digital kettle so that you can use the gyroscope control to deliver a so-called air punch with your smartphone. This air punch is registered in the face of your opponent, which you have previously integrated into the game with yours, and lands with each blow on an individual position on the opponent's face. The aim is to wear down the opponent's face and to minimize the energy level so that they give up before the game automatically uploads your worn-down face to social networks. In addition, pay attention to the crucial points in the opponent's digital face beforehand. These are briefly shown as illuminated vector points, so you have to point the exact direction with your smartphone before the air punch so that the digital punch lands on one of the vector points and drains their energy.

## **No. 1843 Bettodamn**

This new version of DAZN can function with a betting page called bettodamn, which means that on the DAZN screens, depending on the category, you click on the damn button that is displayed on the respective screens for each live event and directly by selecting the button in the basic version of this function, you can place a bet on the respective team, either win or lose. In the premium version, you can use your TV remote control to place bets on all sorts of things for the live events at DAZN in the future, which means that before the live event starts, you are shown a timeline with the possible bets in the split screen at DAZN, dated and categorized, and you can select from individual betting options, including special ones for the live event. You can load your credit onto your bettodamn account, which is linked to DAZN, via PayPal.

## **No. 1844 InfoKlatz**

The existing colored buttons and those in additional color combinations on your remote control will in future be uniformly equipped with the following functions on TV smart televisions, this means that each of these colored buttons has a live news ticker that can be integrated into the TV program at the touch of a button, this means, for example, that I can have news from social networks and various Google discovery categories and their news displayed to me in real time in the current program by pressing one of the colored buttons on the remote control. If I notice important news, I can save this news by firmly pressing the individual button; it is divided into posts in my TV timeline library in the specific category, which I can then view offline or online and whose content can be forwarded online to other messengers in the smartphone world or social apps such as insta or fb. I can also use a screen ink.

Record relevant news content with the remote control and post and distribute it as a reel on social networks, via TV to friends or generally on the networks. Your timeline, which was previously supported by your recording, can be enriched with additional information on the topic and content on the timeline using in-house knowledge AI with additional information on the news ticker, which serves as an aks info carrier. Furthermore, the timeline can and will be controlled in three directions of design and operation on the TV, firstly via the timeline for scrolling and swiping with the TV remote control, secondly see Google Maps 3d, thirdly via mind map. Another feature is that the news ticker, which appears in real time on the current program of the TV broadcast, works in harmony with the content of the television, which means that if you click the action button, the current program will display AI-supported information about the real-time content on a news ticker in real time below the program.

## ***No. 1845 BudSteel***

This game is about magic shoes that you try to control in co-op mode on digital stairs and difficult paths using finger top tap swype and drag and drop methods plus directional keys. In this example, you have to climb a certain staircase with your multi-player friend in rhythm with the methods mentioned. Enemies on the stairs and because of your run make it more difficult. These can be fought better by picking up special items. In this example, you grab the steel shoes item to destroy armoured enemies with a jump or kick on the body. Meanwhile, your partner can pick up another item such as fire shoes and use them to destroy individual enemies. There are many different types of items that you can use to help you pick up in the game. The aim is to master the stairs and the path connected to them, to avoid the enemies or to destroy them before the time limit expires and you have to start again from the checkpoint. The best players in this jump and run will receive a present at the end of the month from the companies that advertise in the middle of the digital stairs and paths and will receive their own favorite shoe models as a gift if they wish. There is also a battle system based on other players, which means they choose a player from the battle shoe radar who uses their real shoes in new condition that match their size in order to bet on this game principle and possibly win or lose theirs.

## ***No. 1846 SpinAnker***

In this game it's all about tapping the colored vector points on individual buildings after they light up or flash in order to activate them as anchor points for later use on the building. Advance against them strategically. After tapping the colored vector points, until the time runs out, you have to climb the individual building with a digital character, a spine, from a bird's eye view using the set anchors and with the help of the spider as quickly as possible. You climb with the spider or hop close to the anchor point and shoot a web vine with the spider, which then attaches itself to the anchor points and takes momentum from the anchor using a swype process to get to the next anchor or get close to it. Watch out for enemies who throw objects at you from the building window. Shoot them down with the ammunition you've collected, namely with your spider web. The aim is to climb the building before the time runs out or to reach a higher height than your opponent in battle mode.

## ***No.1847 CoinPig***

In this game you have to throw existing digital bombs from the ego perspective into the opening of your digital savings pig using a swype and fill the pig with them before the time runs out. Once the time runs out the game switches to the ego perspective and you have to use your pig to distribute these bombs around the level in true Bomberman style in order to destroy as many enemies as possible with the bombs. For every enemy you destroy you receive different bomb packages for the next level. You also get points for every enemy you destroy. The main aim is to reach the required number of points for the level and activate a portal to the next level.



## **No. 1848 *BlitzDings***

This community platform serves to enrich and improve incompetent comments and unnecessary posts from social networks. These are pumped from social networks and then broadcast in a dynamic mind map that can be controlled like Google Maps 3D. With the help of the in-house AI, they are filtered and cleaned, fed with new competent content and re-categorized in the mind map for viewers to enjoy. The aim is to create a meaningful storyboard from funny comments with knowledge enrichment and professional background related to the topic with clear input and additional profiled information from controlled knowledge sources. Users can then add the posts created by the AI to their social accounts and thus bring their timeline up to date.

## ***No. 1849 Rossel***

You control a digital elephant from a bird's eye view. Your aim is to catch quickly appearing apples in individual sizes and quantities with your elephant's trunk, or to suck them up with it and feed them to the elephant. The more apples you catch, the longer the trunk becomes and then, as it grows, like a snake, you can use snake principles to gain further paths through the level and sniff out more apples and pick them up. For each apple, depending on the time running against you, you get a second plus calculated on your timer. Your opponents in this level are also elephants. The aim is to move the longest in the level, catch the most apples possible and create the longest trunk, thereby disturbing digital insects which try to steal your apples, as well as the other elephant trunks of your opponents.

## ***No.1850 JamDays***

This new plugin for ytMusic contains the following functions: you click on the new icon which corresponds to a digital microphone next to the song. The recording of the song lyrics that you have to sing along to will now start. This is the recording of the lyrics that you read out and sang along to while the instrumental was playing. Your voice will now be optimized and any errors will be corrected using AI. You have now created a karaoke version or a personal recording of the song that you previously selected. If a user now clicks on the original song that they want to hear, they can use flip mode - i.e. click on the song to view and review individual karaoke versions from other network users, write their own comments, and add dynamic emojis as emotions.

## ***No. 1851 Viraniha***

In this game under the water on the sea floor, you control a very small digital Phyrania whose job it is to eat the constantly changing scattered vector points in different colors that appear under the water in its real-time color to match the exact color of the vector points in order to grow. The aim is to make it grow as big as possible so that it can eat a larger, moving fish on the sea floor. There are times for this. The main aim is to eat all of the sea animals moving on the sea floor up to the wall and then compete against a player or Phyrania opponent of the same size in swype battle mode to conquer your territory in the ocean. Try to explore other ocean areas with your Phyrania and conquer them.

## ***No. 1852 KingPow***

In this beat'em up, you must first give your self-created character the skills needed to fight in battle against your opponent, whom you selected from your area on the battle radar, by buying real cards from your kiosk and feeding them with their contents. This means that you buy a deck of cards from the kiosk with skills that are individually tailored to the content for a price of 1 to 10 euros in order to equip your character with them for battle. When the battle begins, you draw a card and the moves on it that you were able to implement into the game using the deck of cards are then carried out by your character against your opponent's using the swype method. If you win the game, you receive your opponent's deck of cards and keep yours for your next fight. A rematch can also be negotiated by gambling for real money. The amount is randomly suggested by the game. The opponent then receives his deck of cards back and has a chance of winning real money or of moving his real money and deck of cards.

## ***No. 1853 Gulak***

In this game you try to control individual snakes of different colors and sizes made of manhole covers that open randomly into manhole covers that match the same color on a 2D nested digital map (level design environment map of a big city). While you control your snake, you collect digital apples of the required color in order to hide them in the corresponding colored manhole covers that close randomly at different times. The colored manhole covers serve as inventory. Meanwhile, snake hunters fire colored vector points at their colored apples to destroy them so that they cannot collect them. The aim is to deliver the certain number of colored apples to the respective manhole covers in the available time and to hide your snakes in the manhole covers, which you control redundantly, before the digital snake hunters throw out their nets and try to catch you. The game is won when all manhole covers with the colored apples have the correct number. The game is played in solo or multi-player mode.

## ***No.1854 GummX***

In this game you control colored gummy bears in different colors and sizes, each with their own special properties, through a 2D nested level with various barriers and obstacles. The gummy bears run one after the other automatically through the nested level design when activated and use special abilities to get from the start to the finish, where a rocket is waiting for them, ready to launch. See the Lemmings game principle. The abilities of the running and jumping gummy bears are similar to those of a military soldier. The aim is to guide as many gummy bears as possible to the rocket before the rocket launches, then rescue them and transport them to the new level with the rocket. In addition, other gummy bears from their opponents are in the game and are trying to get to the rocket faster. If random gummy bears with the two players' special abilities collide, a gummy bear battle ensues. To do this, they use the military technical equipment of the respective gummy bear to take out the opponent in barge mode, which is time-limited, in order to continue with them to the rocket after the battle. The aim is to master an enormous number of levels with their remaining gummy bears and to give your opponent no chance of transporting their gummy bears to the rocket. Once you have transported your gummy bears to the rocket, you have to use the swype method to get the rocket up to speed and transport it safely through the atmosphere to the next level, deliver your gummy bears and complete the new level with them. If all the gummy bears in the level have been used up, you can and must recharge them to avoid being taken back to the beginning of your checkpoint with the rocket. To recharge the gummy bears, all you have to do is buy a Haribo original pack in your grocery store and scan the game's QR code in the middle of the pack to receive your future contingent of gummy bears in the level you have completed.

## ***No. 1855 StatellitLove***

In this team work dating game it's all about working as a team, which means that different male singles connect together in the dating app via radar in order to activate a digital satellite using the collected reaje steps in order to bring the radar of the other male singles into action through the activation and the associated satellite, namely to make their visible female singles invisible with these special satellites, so that the team slows down the male singles and their search for a certain time, thus giving the female singles on the radar a better chance of contact.



## ***No. 1856 SternStar***

In this game you control a selected nebula cloud in your galaxy and try to steer it towards jet streams using the swype method in order to build up speed so that you can absorb individual stars in different sizes, shapes and colors. Depending on how close you are to the stars, once you have reached a certain number, you steer the nebula cloud towards the planet closest to you and use it to illuminate a huge satellite dish orbiting the earth with the luminosity of your collected individual stars in order to charge the satellite dish, to laser a beam of light from the charged satellite dish onto the supposedly approaching alien ships of your opponents, to destroy them and to defend or save the earth as the goal of the game. You must constantly search for new stars with your cloud in your galaxy and collect certain ones in order to generate a specific laser beam through the satellite dish in order to destroy certain ships of the alien fleet with the concentrated laser beam.

## ***No.1857 Motel\*East***

This game begins in which you have to protect a district of houses. At the start of each different environment level there are a total of 33 individual houses, which are arranged on mathematical shapes and have been strategically built with different designs. At the entrance to each house there are 3 guard rooms, one is used to detect enemy troops, one to defend against enemy projectiles, and one to attack enemy troops. Now these guard rooms must be manned with players. The problem is that at the start of this first person shooter the players are directly in the opponent's district and in the middle of the duel, so there are 99 active players at the start of the game in the houses in the opponent's district, and at the same time 99 who are trying to retake this district of houses. This can be seen in the opposite sense in the alternative, so that the attackers are in the opponent's houses at the start of the game and have to use the ammunition they have captured to get back to their house quarters and use this ammunition to start an energy plant that encloses the house quarter with a border all around so that the attackers can no longer storm into the house quarter.

The aim is to steal enough energy ammunition in the enemy's individual houses and bring this energy ammunition into your house district and get the system running, however, even if the border around the district has been closed, opponents could be in the individual houses, so be strategic and put all guard rooms in active

Position with at least 1 of the 3 players to defend each individual house from the guard rooms alternatively and invite the other players to maintain the open defense of the open quarter and, in addition, to search their houses for opponents who had barricaded themselves there after the border around the quarter was closed. There is also an open field between the two house quarters, equipped with barriers and obstacles, where an open duel can also take place if you are caught by the opponents on the way back with the energy ammunition. The main goal is not to leave any barricaded opponents active in your quarter and to build your border around the quarter and to occupy the guard rooms with the other players for defense beforehand, because after a time that runs out, if the resistance of the other does not meet, i.e. the opponent's response and the storm on their base fails, they win the game.

## ***No.1858 NowyShakeDice***

This swype conquest casual game works according to a simple swype process for controlling your fairly allocated troops and the area where the soldiers are located. You are given an area that is viewed from the demarcation of the country roads to form an area. In this case, turn and after stopping the rotation, select the area of land you want to play on the 3D globe and can then occupy your randomly selected area of land in which there are locations from a bird's eye view with a predetermined number of troops. Meanwhile, the other areas of land are randomly distributed from the previously assigned game land to the remaining players. Now the game begins. You try to roll a number and the higher the number of eyes on the first die, the more precisely you can select your soldiers in the number from a specific location and use a distance or kilometer die again. You have to roll this die to then show an individual distance in km integrated into the die so that you can let your previously selected soldiers march from your location in the direction of your opponent's. If you now come across a troop unit of your opponent in a specific location on the same or your territory, a duel will ensue between the troops you had previously rolled for the number of, and the game will be simulated in a duel using the simulator with your individually assigned troops. The winner of this simulation takes the location and can continue to act from there according to the above principle. In addition, they have the option of using their trump card after winning the duel via the kiosk live card implementation and playing a trump card. In the card previously drawn from their deck of cards, which they actually bought in their kiosk, there are individual soldiers that they can then assign to the weakened troop in order to strengthen the weakened troop with the trump card. According to these principles, the aim is to attack your opponents, conquer locations and steal your opponent's area and defeat him, or to defend your area and proceed strategically in order to switch to the optimal attack. The final goal is to conquer the most areas and to conquer the most areas in percentage terms in the time remaining before the hourglass runs out

## ***No. 1859 Splinter***

In this game, a Batzke Versus radar opens, you choose an avatar opponent from your vicinity or surroundings or from your radius according to the distance that is reachable in km, challenge him to a splinter duel, the digital game starts, a map opens that corresponds to your surroundings in a bird's eye view, you control the map to get to places and directions by dragging the real imitated map from your surroundings, now you search for the position where you have to move using a second radar that shows red dots on the map, if you reach the position you can see manhole covers on the street from a bird's eye view and make sure that they open and a rate appears, the aim is to tap the manhole cover individually with several taps on the manhole cover in order to reach the level in the scale after a closing scale that is shown next to it by tapping on the manhole cover in order to close the manhole cover and not to lose the rate. If they don't manage it, the rate runs out of the manhole cover and tries to sneak through to their headquarters and grab their pizza coins there. So make sure you close the manhole cover in time by tapping individually as described and pay attention to the other manhole covers on the digital map. Drag these back and forth to the position of the red dots that appear on the radar and close the manhole covers using the meeting point scale level by tapping the manhole cover. For each manhole cover you close, you get a new pizza coin in your headquarters. The aim is to generate the most pizza coins within a certain time period and not to let the rates take them away from you. In return, you play with an opponent to achieve the goal of the game by having the most coins.

If you have now won the game and collected pizza coins, you can use them to expand the range and radius of the Battle Versus Radar in order to display new opponents further away and then challenge them.

For each battle won against an opponent, a marker is declared on the radar and the area you played on is colored in your color. The main goal is to conquer a certain area at the end of the month in order to take part in the Hero Turtle Arcade Race, which is based on a bird's eye view and has the goal of achieving the fastest lap on your conquered area with one of your hero turtles against other opponents on the individual streets in order to activate a plague of rats in your opponents' area, which has the goal of giving your opponents their pizza coins within a certain time and delivering them to them in their area.

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## **No. 1860 FanMailWill**

You control this real-time bet on profit or real loss for tipsters - plugin for NBA live games. You open the plugin in the live game. You see all the players with an emoji avatar (dynamic face shown in stickers) of the team you previously selected. Before you can open the game, you have to load the standard deposit amount of \$25 for this plugin into the app via Paypal. The NBA live game has now started. You see the game in progress on your TV and place a bet of around 0.25 cents in parallel mode on an emoji avatar (dynamic sticker) that corresponds to one of the players on your team. By pressing up on the sticker using the tap method, you place a bet of around 0.25 cents. This sticker appears pinned to the player on the TV that you previously selected and bet on whether or not he will score a basket when attempting to shoot.

You can tap multiple times to enter an amount of up to \$3 per emoji avatar dynamic sticker alias the player on the team you have chosen to bet on for a successful throw. If the selected player on whom you had placed your individual amount in your team mask on your smartphone throws the ball into the basket, you will receive your previously selected stake doubled and credited to your real uploaded Paypal balance. If the player you had selected misses the throw, your individual stake in this example of 0.25 cents will be deducted from your \$25. You have the entire team to choose from until the end of the regular game time limit of the real NBA game. You either lose your \$25 or gain added value from your tip sequence. The stakes per throw and player can be seen on the TV. For each player you have made a bet on by tapping, a dynamic sticker appears attached to the player in your live TV broadcast.



You can increase your 25 dollars by betting alone against the bank or in versus mode against a friend from the NBA app. In battle mode, the principle is the same, only the player who has an additional negotiated bonus at the end, which was previously agreed between the parties, wins - the opponent who has the most on their digital Paypal live betting account, in this case \$10 as the previously negotiated amount. The highlight is that you can swap teams in real time using flip mode, which means that your team's mask on your smartphone and their emoji avatar dynamic stickers switch to that of the opposing opponent, and the other way around too when the tillt time occurs, which means that the switch appears automatically and individually in the game several times and informs you about it at short notice.

In addition, you can reload your \$25 lost Paypal credit by topping up your Paypal account on your live betting account for the game at your own risk. The game lasts until the real time of the NBA game is over, there are always breaks one after the other, as we have seen and experienced. In battle mode, you bet as described in principle. If you are not allowed to reload the \$25, you have to be prepared not to make a bad bet and stress the game out. Otherwise, you will be eliminated from the game quicker than you think and a new player from the radar pool can secure your place and play against you as the next opponent in the game in question. As long as both do not lose their amounts quickly, the two betting players can play in the game with their bets, aka taps on the emoji avatars (dynamic sticker faces), which are shown on TV in parallel with the bet amount and the sticker attached to the player's smartphone from the bet, until the end of the regular playing time. This method can be adapted to other sporting events, see NHL, TENNIS, SOCCER, FOOTBALL ETC.

## **No. 1861 Agaz**

This plugin for social networks uses an international study of truth or lies. If you see a post on the social network and stay on it for more than 15 seconds, meaning in the timeline, this post flips 180 degrees like a digital map. You then have two buttons to choose from, a green one and a red one. The green one represents the confidence in your opinion of the post you have seen, the red one represents your opinion that has not been answered in accordance with the rules. If you click on the green button, your profile picture will be attached to the post as an avatar sticker and any comment you may have made will be added to the avatar sticker. This means that if a post has been refined several times with the green button and now has a face icon, if you click on the icon, a large number of faces will appear vertically without clicking on the post timeline and when you select one of the many user faces avatars, the comment will also appear in a short, summarized word game sequence. Attached to the circle of faces to the right of the eye, the post switches back 180 degrees and shows you the truth information in the grid of the post in a map, so to speak. Using the in-house AI-supported knowledge database verification sequence, you will receive the correct information based on its origin from verified library sources or Internet sources from , **click the red button**, Wikipedia or elsewhere. You can save this card by dragging and dropping it into the card icon at the bottom of the tab or at the top. This front card will be categorized in your opinion verification collection and attached to a magazine that corresponds to a personal timeline and stored for you to view at a later date. The trick is that the owner has access to your card collection with your consent to the principles mentioned here and uses his algorithm of truth to use this in the sum total to clean his network of internet trolls and false information.

## **No. 1862 Yapp**

This Chrome plugin is used to immediately find Internet pages for your topic area and your search term, which means that there are individual topics or categories that are made visible as a tab in the field of view of the browser's search engine mask, i.e. through the standard input field by activation. For example, I activate the categories and individual topic areas by double-clicking in the input field of the search engine mask of the Chrome browser and the logos of the Internet pages appear depending on which is the most visited or tested by AI whether the content that I , Now I click on the am about to search for is specifically tailored to me.

, match my search terms, the Internet pages represent their verification via logo, now I click on one of the first logos that have been most visited in terms of user behavior and content knowledge database technically checked and correspond to me sensually and enter my search term, explicitly for the selected Internet page, in the newly appearing pop-up input field of the logo and am directed to the selected information source or passage, on the previously selected Internet page or can immediately see the necessary information found via soft medium hardcore status, displayed at the bottom of the screen via a slider that appears and decide whether this presentation of the information is sufficient for you.

In the meantime, you can decide whether you like the information on the Internet pages you access by clicking on the address of the Internet page and its read content or the lower news ticker presentation of the search result, by dragging and dropping the logo of the Internet address onto the original tab menu and placing several logos on it, you can switch this taskbar redundantly in the Google Chrome Messenger of the future through the browser, meaning you open your messenger and get your taskbar in real time from your

Chrome browser design of the computer or tablet technically on your Chrome messenger+ as a tab function as an option to view and use with a proper information timeline in relation to your search results including Gemini support for additional questions and thoughts on the search term, displayed by clicking on the yapp icon. You can now add Gemini that supports the search term to the timeline, i.e. mark the information using the touch or swype method and integrate it into your timeline of the Chrome+ messenger and save it, then you can see the promised information from Gemini at the passage of the search result on your computer or tablet using a Gemini dynamic sticker which you can also open by clicking on the sticker. If you have now decided to forward your results to someone, i.e. to the browser of the computer or messenger and its contacts, use the taskwife icon to distribute your taskbar to your computer or to people on your Chrome messenger+ by clicking on the taskwife icon.

## ***No.1863 Erdnatis Lights Effects***

This logo philosophizes a new lighting technology structure based on the design to be seen, the logo conveys in its buttons minimized forms of mathematical geometry that capture light and connect it with each other through the branches, these interconnected branches collect the light in each other and distribute it to modernize and improve the quality of products such as headlights, LEDs, telescopes, cables in individual industries where light is needed and could be used as energy, etc.

## ***No.1864 Erdnatis Music Creation***

Take a close look at the functional branches of this logo. They have the function and purpose of reflecting a music gadget. The gadget is called Ertnadis and is used for music creation - control - production - mixing - listening pleasure, all in one go. The branches are assigned buttons. Each of these buttons can be digitally assigned to individual musical instrumentals such as double bass, violin, flute, piano, guitar, etc. and mixed with the songs contained in the branches or, depending on the pressure (soft, medium, hard) on the button, the interpreted song text that is playing on your screen can be added to the vocal of the voice with the individual instrumentals. The branches serve as digital sound layers which are instrumentalized with the AI chip operating in the gadget to create a beat to match the singing and the singing text and the instrumental sound of the buttons. There are several branches, see logo ink.

Buttons. In addition, the architecture of the logo is a so-called sound reproduction bowl that is installed in speakers and headphones , to play the previously created songs using the gadget and to give the design shown an optimized sound environment and quality of the songs for your ears.

## ***No. 1865 InfoReaction***

You receive a text from your contact in your messenger, but you do not understand the meaning of the sentence or the passage because one or more words create misunderstandings for the mind. You click on the word in the text message and your plug-in information explains the meaning and synonyms of the word or word via a pop-up in the timeline. It gives you a brief insight with additional images and links to explain the content of the word or word. It leads you to the source of the event where it is better described. In addition, a sentence can be re-explained for you using a soft medium hard structure. This is what is meant if the sentence structure seems easy medium or difficult for you to describe in new words. In addition, the passage or word that was explained, along with the additional information, can be automatically stored in the touch info personal library in the messenger by pressing touch, for tracking and increasing knowledge.

## ***No. 1866 DrinkWaterMyfriend***

In this game you have to choose these sidewalk routes on real routes through towns and villages and use a runner avatar that can only run and jump to avoid sidewalks with individual obstacles, such as various puddles of water, and to reach the finish line in the required time in order to mark the sidewalk or position for yourself with a sticker avatar on the way to the radar.

For example, if you use the swype method to let your avatar run along a sidewalk in your village, this means the avatar runs by itself. Just use the swype method to change the direction from left to right and from bottom to top to activate jumping over the individual (appearing) puddles of water.

The main goal is to master the walkways in your village or area within a certain time and to beat the opponents' time. In this example, if you have mastered 6 different walkway routes in a row, it will rain heavily in your area and new puddles will appear again and again, making it more difficult for the other opponents to run on their walkways.

The digital rain stops until another player activates it again and floods the digital walkway they want to run on and fills puddles with water. These are, as mentioned, obstacles and barriers which, of course, make it increasingly difficult for them to reach their goal until they can activate the rain they triggered again. The aim is to break the distance records that your opponents have run on the walkways as runners and to use your avatar stickers to mark the position you have conquered, i.e. to set the walkways with your best time, and as a result to make other areas in the village or town visible on the radar, to run around the new walkway routes and break the set records, to have the most conquests in the area at the end of the month, to receive a trophy as king of the area and to explore new adventures that are made visible on the radar.



## ***No. 1867 SpaceJam***

This version of this social app is used for real-time communication in conjunction with the messenger of the same name. Your conversations with your friends in the messenger, which have entertainment value and useful information for specific subject areas with practical problem solutions, are individually integrated into the social video app SpaceJam after filtering and approval and made available. The conversations in the messenger are converted into a story AI video and uploaded to the social video app with knowledge questions and additional suitable information about the content of the video in certain talk categories - genres via personal approval and can be viewed by users and their questions can be answered by users in the timeline via comments, and the additional knowledge content on the topic can be consumed. The aim is to enrich people's personal topics from the messenger with knowledge questions and to make these available as an AI video in order to turn knowledge into communication and distribute it. The AI videos are enriched with bubble questions on specific and individual topics and are used to survey the users of the social video network. The in-house AI compares the answers posted in the timeline of the individual video on knowledge platforms such as Wikipedia, YouTube channels and other informative Internet addresses and adds additional answers and filters out incompetent answers from the timeline.

In addition, self-created videos that could enrich and improve the talk categories and their individual genres can be uploaded and converted into an AI video and enriched with AI information.

The SpaceJam messenger, in turn, examines your conversation upon your approval and can access useful AI videos from its own network and, after each conversation and during the conversation, add a useful AI video that explicitly matches the content to the conversation timeline and provide you with useful information on the topics of the conversation. You can also repost the suggested and added AI video from the messenger and create a remix of the video from the messenger with your new spoken information that is not yet visible in the AI video and has useful information by re-creating it, i.e. remixing the video seen from the messenger, and uploading this to the AI video channel. SoaceJam also offers a tutorial AI video library provided by small, medium and large companies in order to provide you with a new type of illustration from a variety of perspectives on how to use and best control the products they carry. In addition, companies can use AI videos to showcase the various spectrums of the company and internal projects, if they wish, through their AI videos and give a company insight into what is happening in the company. You can also visit these spectrums with a VR headset from the company and get your own impression of the company by taking a virtual tour of the company with the VR SpaceJam headset as a guest and completing tasks in order to possibly...

To get a temporary internship and gain experience, you can then save this process in your digital applications as an AI video and attach it to your application for illustration purposes. In addition, all AI videos can be turned into dynamic stickers and attached to passages and information sources on the Internet and on any platform, as an addition, as a link and integrated into your browser via a plug-in. The dynamic stickers are immediately visible as a pop-up when opened or they are directed to the channel on SpaceJam. The dynamic sticker again remembers the location of the passages where the sticker was attached and takes you to the location on the Internet where the sticker was attached with a double click. You can then continue reading the entire passage in the informative source as recognition and consume the content. You can also keep a dynamic SpaceJam sticker album in your browser and collect the AI videos including the location of the information source and send them to messengers and from messengers or social networks to contacts for illustration purposes and make them available for distribution.

## ***No. 1868 PalmTrees***

In this game you try to hurl your avatar through two connected palm trees and a connected suspended ceiling, which serves as a sparrow slingshot, to the next pair of palm trees. While you fly and hurl yourself through the air, you have to copy moves that are controlled by swype, for which you get points before you fly into the next pair of palm trees and gain momentum again to get to the next checkpoint. The aim is to keep collecting points so that the time doesn't run out. The more time you gain, the sooner you can reach the goal of the game.

## **No. 1869 ProfilTisch**

In this game you must try to use a compass to hit the edges of the table as you turn using the swype method, so that it bores through the table and lands on the next level on a , to give the circle such a speed table that is moving below it. There you try to make it to the lowest level using the same principle. With each level there are difficulties in keeping the compass on the table, which changes in real time. In addition, barriers and obstacles appear that you must circle around, as well as opponents that you must lure away from the table. The aim is to reach the lowest level and thus master the game against your opponent playing in split screen more quickly.

## **No. 1870 *OneDayOneNight***

This dating app is all about going out into the real world in your area at night and using a compass and its radar to try to explore certain positions in your own environment and to shine a digital flashlight on the position at the right moment to unlock certain items for the radar. These items are the thumbnails of female singles that were previously hidden in your area, in order to find them at a certain time and activate them in the radar, and then the next day, if the thumbnail was found at the required time at night, to scratch it off by clicking on a real photo including a selfie, in order to then communicate with the female single hiding behind the thumbnail via direct video call about the time it took them to find the thumbnail beforehand.

## ***No. 1871 SchlemerGlamour***

In this restaurant you can let your imagination run wild, which means you are in a digital restaurant, in a game that is based on the real SchlemerGlamour international restaurant, different in terms of equipment, architecture and design, and you have to put together your meal with your avatar in the ego in switch 3 third person perspective and beforehand find the products in the restaurant that are necessary for preparation in order to then create your meal, which you had previously ordered in the original restaurant via the app for your reservation, if you manage to master the creation according to specific schemes within the required time, you will get your meal served free of charge in the original real restaurant. If you don't manage it, you have to give up your reserved seat to another player.

## **No. 1872 *DamnChuck***

In this 2D game seen from a dynamic bird's eye perspective with dynamic graphics that adapt to the passing of time, you must go with your character Chucky into different houses on the streets and ring the bell and touch it to lure people out, confuse them and steal their dolls. In order to be faster than the people, you must collect digital items (various speed shoes) on the modified level design , to get past them and into the individual

while you confuse people in order to be faster than the people you are chasing and to get to the gas station quickly to steal the dolls. Once you have stolen the required number of dolls, the game darkens and it starts to rain. You then have to scare people in the dark with your flashlight so that they go back into the house. They are winners if they are not caught by the humans and have stolen enough dolls to unlock the portal to a new map or level in order to free their wife at the end of the level of the entire game by using their dolls to win the final game against a huge mass of humans.



## ***No. 1873 PressLuk***

In this fast-paced versus battle game, you must touch moles with a finger on a stupid but constantly changing platform that rotates 180 degrees, bring them to a standstill, and swype with a digital hammer to hit them directly and push them into the plane so that they appear on the other side of the opponent's plane. Your opponent must do the same, and the winner is the player who pushes the most moles into their individual holes with the hammer and prevents their opponent from pushing the moles back through the changing plane.

## ***No. 1874 VoiceLokal***

In this TV show, real singers battle with opponents who are connected live via stream and who are theoretically selected by the singer of the TV show using music radar. The songs to be sung are selected by the viewers via vote on the surfaces of a streaming platform where the songs are available and then played at random when the show starts. The real singer then has to sing a karaoke battle live from his apartment in parallel mode with the previously registered TV viewers. When the song has been played to the end, the sung live performances are uploaded to the streaming platforms of this edition and then sung along together by the audience in the TV studio. The recording of the entire studio is then published live on YouTube and viewed by YouTube users. Meanwhile, the same thing happens in other countries in this TV world and YouTube users decide by clicks which multi-live battle music episode wins for the season.

## **No. 1875 PullMulka**

In this game you have to use the swype method to raise a cable on a machine and its weight to an energy level in a certain time and then tap the energy scale at that moment to activate the digital printer and start the color machine, which then transfers colored vector points to the opponent's display for each cable pull. The opponent has to swipe these colored vector points away with a brush to clear his display in order to collect enough points to deactivate the color machine to a certain number of points that were collected for clearing it. This stops the attack and frees his display and the player has to get back to the cable and gain momentum. Meanwhile, they use their joy display with the principle mentioned, as described, to fully color the opponent's display in order to confuse the player when generating the colored vector points. The winner is the one who forces the opponent to give up.

## ***No.1876 IgloTake***

In this fast-paced casual game, you have to control a controlled igloo on a plane that moves at an angle and within its own radius. You control the igloo using a gyroscope or use swype or directional buttons or voice commands to move it into the right positions on the ice platform so as not to fall off the platform and at the same time use the opening of the igloo to pick up ice cubes that come loose from the platform. The igloo you are moving can rotate on its own axis and has to pick up a certain number of ice cubes and create stability on the platform because the sun is trying to melt the platform with its rays from all individual directions. The aim is to keep the igloo moving on the platform and to grab enough ice cubes from your opponent on the opposite platform before time runs out.

## ***No.1877 SnakePleaseYouCan***

This game is about diving into a dynamic game and escaping from an individual city, and collecting enough snake energy in relation to finding individual snakes in different shapes and sizes and colors with your elephant, which as a player in the 2D bird's eye perspective, in the switch 3D third and first person shooter perspective - city which acts as the playing area. You control your elephant in solo mode and have to master your search faster than other elephants and sniff out and absorb the said snakes in their individuality with their trunk, this gives the elephant energy and uses this to transform into 4 different transformation forms that are necessary in difficult situations and uses its abilities to get through passages and past obstacles. Don't activate too much of the snake energy, because you have to leave the city before the time runs out and transport and implement this energy into your main headquarters and machine plant in order to get the machine plant up and running so that if it receives enough energy, it can unlock a new player in your newly formed team, because later in the game the game switches to a battle 3d third or ego shooter mode, where you and your newly formed team have to steal the flag of other teams from their main headquarters in order to place these flags in a certain place in the city before the time runs out and the city is fenced in and divided into borders, you get points for this, the team that has collected the most points before the time runs out and is still alive until the last elephant wins.

## **No. 1878 PlanGuard**

In this strategy game, you have to buy individual PlanGuard cards, which are offered at the kiosk for a certain price and which you can then use to interact with the game. First, you photograph your plant variety in your real garden and then implement these as digital plants in your digital garden. The previously purchased card decks are necessary for this and are not specifically designed to look at your garden. You open these cards and load them into the game by scanning them and check whether one of the cards is suitable for your previously implemented plant in your digital garden, i.e. whether it has the same breed. If this is not the case, you can use the exchange radar to find out about players and exchange your cards that do not match their plants, as the card deck is a collection of individual plant types, for the ones you need, in order to then use the digital cards that match your digitized plants to integrate the abilities from the cards into the plants. The aim is to strengthen your plants with attack and defense abilities and to train them, so to speak, because there is a versus battle radar where you compete with your plants against opponents in the sense of the opposing team that operates according to the same principle, only that it has trained alien creatures with its own cards, in order to then conquer your digital plant garden in versus mode. If your selection leads to a match battle between the two teams, you must use your trained plants to fend off the attacks of the opposing team and, in a counterattack, conquer their hut and steal the opponent's paid real money, which was previously hidden in their garden and hut and negotiated beforehand, by winning the dynamic battle mode, plants vs. creatures with their special defense and attack abilities, within the required time before the time limit runs out.

## **No. 1879 CashZilla**

In this damage strategy multi player game the aim is to find coins previously hidden by the opposing team on a real simulated battlefield, a city or village facility from the real world, from a selection of alien avatars that have special destructive abilities. These coins amount to real money and can later be generated as a payout and divided fairly among your team as profits. It is important to know that the coins are hidden in skyscrapers, buildings, houses, etc., facilities, individual properties. Therefore, in this team damage strategy game you have to try to find these properties within a time limit and destroy them with your avatars in order to get the coin coins. Meanwhile the other team defends these properties with their avatars so that they and their team cannot get to the opposing real value coin coins paid and take them away.

The game ends when time runs out and switches in the same principle, now the opposing team must get their coins by fighting and destroying their properties in a certain city or village community. At the end of the time clock the score is then settled and the coins that have individual value are divided fairly among the other players of this versus or massive multi-player game.

## **No. 1880 GetOutOfMyIglo**

In this game it's all about pushing back enemy opponents, sending them to their iglos and then melting these iglos. This is generated through the following process: you get 8 players, so-called aliens called ALFs, each with individual survival and military skills, which are used in this turn-based strategy game in time per player movement. You have 35 seconds per player, after spoiling the players on the battlefield, to move a player in individual directions, on the radar you can see your tasks, these are to collect ice blocks that are scattered on the battlefield and meet up with your players, build an igloo in the collected ice blocks and secure your keys to your safe, where your money is located, in the igloos, meanwhile the other team of aliens from the planet Melmak acts according to the principle described, meanwhile they can meet the other players on the battlefield and have to attack them with their individual military equipment or take cover. The aim is to finally drive or scare the other players back to their iglos so that they can hide in them and defend themselves from their self-built iglos. Once you have done this, you have to lock up the players of the other opposing team, so to speak. All you have to do now is insert your key into the safe that can be found on the map to activate a satellite and get your credit running, control it so that the sun that appears on it, you catch and concentrate the sun's rays and aim them at the iglos to melt the iglos, so that the defensive iglos melt and the opponents of the opposing team are now helpless without an igloo and you can then attack them together more strategically. Once you have eliminated all players, grab their key and a portal will open where you and your team will be ported to the new level or you can activate a radar in Versus mode and select an individual opposing team.



## ***No. 1881 FreezeRun***

This game is about a multi-player game with several different characters who automatically run on an individual course and, during the run, fill a refrigerator with nothing by first collecting items together during the run. These items are ice cubes on the course. Once the multi-player players have collected a certain amount of ice cubes, a digital refrigerator appears randomly on the course. This is then picked up by a player and placed on their back. This refrigerator must now be filled with contents during the run. This is done by collecting different digital coins of different values during the run. As the refrigerator gets heavier and heavier, you have to pass it on to another fitter runner who still has enough energy during the run and repeat this to bring the refrigerator with the contents to the finish. You play against another team that is trying to do the same. The winner is the one who brings the refrigerator with the most coins to the finish in this massive multi-player game.

## ***No.1882 SoundOfAPolice***

This plugin for creating personalized music mixes can be seen as a digital compass that you activate in your streaming app. It appears and you can now personalize it. This means that you can upload certain instrumental beats from different musical instruments from the beats library to the degree directions of the compass. In addition, individual voice azs from the voice library or self-recorded voices can be integrated into the different degree directions. Now start your song and the digital music compass mixer can be seen under the player. Now you swype in the specific degree directions and mix the new sounds, noises and voices that are integrated live into the running song with AI so that they move in harmony with one another.

You can then save your mix as a remix in your Music Compass library and make it available to your Compass Remix channel.

## ***No.1883 Compass***

In this arcade 5 VS 5 Soccer game it's not just about scoring goals, but switching the characters of the teams and their special abilities during the game. This happens when you walk certain blank paths on the individual playing field, which changes in real time. There is also a digital compass that appears randomly in the middle of the game and sucks up the ball with its magnet and releases it out of the playing field in a different direction to vary the whole game and make it more interesting. If you score more goals than the specified number, you can also activate a compass designed by your team at your desired position by tapping on the display. The winner is the team that has scored the most soccer goals at the end of the time.

## **No. 1884 *BladInBladOut***

For this poker variant you have to put your cards into a switch machine and after the individual shuffle you will receive new cards with these new cards dealt and the bet amount selected on the digital switch machine, which shows a number from 0 to 9, meaning a percentage of each player's respective bankrolls, added together as a bet with the new cards as a push or of their bankroll as a bet.

## **No. 1885 Stunt101**

In this game you have to follow in the footsteps of another opponent that they left behind after their run on a certain level or route or building, and step exactly on the footsteps they left behind to unlock more that will lead them to the goal. If you don't step on the footsteps left by your opponent at least 3 times in a row, they can aim and shoot at you from a certain distance from the sniper position. You lose energy points for each hit and you get energy points for each correctly run footstep. So be careful in your run that your opponent doesn't take all your energy away, because then the game slows down and your distance is measured. Then the game switches and your opponent has to do the same thing according to the above principle. The one who reaches the longest route or goal in the required time wins the versus battle.

## **No. 1886 CickenCatch**

In this game you have to keep a strange plastic chicken in the air as far as possible and make it fly as far as possible, reaching more and more meters than your opponent. At the top of the display there are digital army , bottom and pinball machines that you control with swy-pe, then hit the chicken and hurl it forwards. If you tap on the chicken you let it float in the air and you have to keep collecting items, i.e. micro balloons, to keep the chicken in the air. The winner is the one who can cover the longest distance between barriers and obstacles.

## ***No. 1887 ThunderBoat***

In this water arcade racer, you have to steer a micro speed boat against other opponents using the swype method through individual courses and be one of the first 5 out of 18 drivers to reach the finish line. In the process, you collect weapon systems and protect yourself from your opponents in the water on the dynamically changing courses, where barriers and obstacles change differently and dynamically from round to round. The first 5 players score points at the end of that course and at the end of the challenge their individual points are added up. If you have received the most, you win the cup for the racer's motor class, which you select at the beginning, and unlock a new one.

## ***No. 1888 Truckers***

In this arcade racer, the aim is to drive a truck to certain checkpoints on the highway within the required time, and then after a series of checkpoints, where you get points for activating your loading area and leaving your parked car running while driving, then driving it on the highway and catching up with one of your other automatically driving trucks, then parking it back on the loading area while driving in order to activate a new one before the police can catch you. The aim is to escape from the police and reach the various route checkpoints within the required time.



## ***No. 1889 Waterboy***

In this 2D game, which runs from left to right, the aim is to swype a water ball into a swimming pool in different wave-like positions, try to keep moving it forward and then turn it into a goal just before the checkpoint, which is protected by a moving barrier. The aim is to get to as many checkpoints as possible and to collect points in time so that the game can continue.

## ***No.1890 SnookerSnak***

In this game you have to swype around a table with lots of balls, which get more and more as the level increases, and then you use a bat to hit a billiard cue and then spread them out on the table. After hitting the ball, you have to try to pick up all the balls with a snake in the middle of the table, which has no edge, from a 2D bird's eye view. For each ball picked up, the snake grows in length and gets fatter. Pay attention to the time limit and make sure you don't fall off the table with the snake you are controlling. If you have picked up all the balls before the time has run out, you switch to a new table with a different architecture through individual holes that you choose yourself and try to pick up the increasing number of balls after hitting the snake in the required time. After each hit, you first have to pick up colored balls in a specific order before the other red ones are activated in order to pick them up individually with the snake's mouth.

## **No. 1891 Lilo**

In this game you have to sail from tree to tree using vines with an individual character that you have chosen beforehand. You control the direction and speed of the character using the swype method. To do this, the character has to swyoe to different positions in order to grab points on the vine in the right position so that another tree can be unlocked in the future for swinging with the vine. To do this, when you land on the trees you have to switch the character's direction in order to avoid opponents and then, from a certain point, swing the vine to the next tree. The further you go, the harder it gets. The trees become more mobile and vary in size and shape, and also disappear after a while and spontaneously reappear. The winner in this game, out of the 3 players versus battle, is the one who can cover the longest distance.

## **No. 1892 *EmoSwitch***

In this game you start with an emoji which rotates on its own axis when swiped and after a complete rotation its emoji feature changes, while it also accelerates when swiped and has to collect the same emojis along a route in order to fill the hourglass with new seconds. The aim is to reach the longest route with the magical rotating emojis that appear automatically before the time runs out.

## **No. 1893 *HitDarock***

This game is about using an individual motorbike, which you can design beforehand and create creatively in dynamic levels that also constantly change their graphics, to knock other computer motorbikes off the road with the weapon systems you have collected along the route, which only appear immediately and spontaneously after entering checkpoints, or to push them away so that you can build up a clear path and speed in order to continue to move forward. If you push or destroy one of the computer motorbikes that keep appearing, you get its fuel so that your motorbike does not stop and you can continue to make your way forward to the goal. In addition, your motorbike can transform into a new motorbike by setting several time records at the checkpoints and use the transformation to take out specific opponents on the road, as well as pick up speed or accelerate more quickly and generally drive faster in order to reach the next checkpoint. The aim of each level is to reach the end and not be killed by the computer opponent.

## **No. 1894 Gangah**

In this game, the aim is to conquer a certain enemy zone, the computer's, with a military player. You then get a second player who sticks with you and is equipped with a different weapon. The more computer zones you conquer, the more players you will get to fight at your side in the future, each of whom has their own military weapon systems to react to specific enemy opponents. Meanwhile, other opponents are also playing the game and want to get their extra players first and conquer the zones before you. In this arcade shooter, there is a duel between opponents, and of course the number of extra soldiers you have collected previously counts. If you win the duel with your group of soldiers, you receive the number of soldiers from your opponent as a bonus for further conquest moves.

## **No. 1895 *DraguSnak***

In this game you play with a snake kite in 2D from left to right, using lighthouses that are also equipped with wind turbines to swipe them so that they can give air energy to the dragon snakes in order to propel the dragon snakes forward in the game from left to right. At the same time you control the dragon snakes in height and depth by tapping and you also have to eat as many digital flying birds as possible so that your dragon snake grows in length and becomes more stable. The aim is to keep the dragon snake character in flight for as long as possible and to keep its body length growing and to cover a long distance. Your opponent tries to do the same on their display and sees your dragon snake character flying transparently next to you.

## ***No. 1896 ShiPow***

In this game you control individual digital ships in a level 2D optical labyrinth in the bird's eye view made of construction blocks that constantly change dynamically in the game. In addition, you have to switch to different levels of the game map in the game in order to get to all of the enemies in order to place their micro ship with an individual modularly modified dynamite anchor by collecting special items and placing one of the special anchors in front of the enemy so that it explodes and also destroys their construction blocks in order to clear the way in the level map. There are also other players in the game and they control other micro ships. The aim is to destroy more enemies than your opponents in order to get more points. In tilt mode the level slowly closes and you have to face your opponents to finally destroy them.



## ***No.1897 SnakeRatCatDog***

In this 2D jump'n 4 player mode game, you have to switch players in real time in certain situations and everyone can control one of the 4 characters in the game, these are a snake, a rat, a cat, a dog, each of these animals has special abilities that must be used in important situations to overcome enemies and barriers and obstacles, furthermore all 4 players can act at the same time, but must stay close together to protect the aura. The game is an adventure between real imitated locations and fictitious ones in the new dynamic level design where the graphics and level design change variably in real time. The aim is to master the level in the required time and at the end of each level to challenge a boss and defeat him in time.

## ***No.1898 DomDom***

In this game, you can digitize your house or company or an individual building with large rooms using VR glasses by visiting these sites and uploading it to the game domdom as a level map for a first-person shooter battle against a maximum of 4 vs 4 players. The other players must also digitize a level map like this, so there are 8 different level maps in the battle that can be played in the first-person shooter death match battle. The winner is the team that gets the most kills in a running time and receives the opponent's level maps as a reward. If you don't have the opportunity to create a level map yourself, you can buy one as a digital individual map in the kiosk that has been put up for sale by other users. The entire first-person shooter game can be viewed in the Gulliver effect, the level maps are spiced up for the battle as interactively and strategically as possible with the help of the AI. The Gulliver effect is used to minimize your character and make him grow in the game.

## ***No. 1899 Zaunni***

In this game it's all about jumping over individual fences that appear individually during your automated run and landing on the land levels that appear. The levels disappear in a short time, so you have to hop from level to level and get back on the track to continue the run. In addition, the platform rotates on its own axis and makes it more difficult for you to change the direction of your character's running. You also get section points for each kilometer of distance covered, which you then use to activate special shoes during the run in the game. These special shoes give you more speed and momentum, as well as jumping power, to better jump over the fences further in the run and run the track faster. The aim is to run to a hut at the end of each track and beam yourself into the next portal, i.e. track section. In order to see the hut at the end of the game, you have to run through certain time checkpoints within a certain time in order to see the hut in advance and not have to do the automated run for hours.

## ***No. 1900 Robotnik***

This app is about noting the work steps you have experienced and uploading them to the app under the job you did where you carried out these steps.

The in-house video AI then creates an AI video based on the work steps and integrates bubble info dynamic stickers into the video which, when clicked, provide a detailed explanation in a timeline below the video with pictures and information, as well as a tutorial relevant to the work step in the job.

## ***No. 1901 AkuAku***

In this dating, the idea is that when you register, you use an AI to design three digital masks that stand out from other male singles. Once you have created your masks, you can immediately click on match and the mask you created with the AI will try to establish a connection to an emotional female mask of a female single. If you match a female single, a video call starts with your mask directly with the female single and her mask. The more you make the female single laugh, the more the mask wears off and covers itself up and the real face of the female single slowly appears. The female single must then try the same thing to melt the male single's mask in order to see the male single's real face.

## **No. 1902 BumBumKiss**

In this dating app, you must first outdo your male singles or opponents based on the game principle of "Bomberman" by challenging them from their surroundings and proximity in battle mode in order to deactivate them from the female singles radar in order to get a better chance of meeting the female singles. If you have bombed your opponents in the game, you will receive digital kiss items. Collect as many kiss items as possible to expand the radar of the female singles and use the kiss items as coins to exchange messages with the female singles.

## ***No. 1903 Ricochet***

In this versus ego spaceship shooter, seen from the perspective of the front view of the spaceship's control center, you try to defend the spaceship against a herd of enemies under water, on land, and in the air in the switch. You find yourself on an ever-changing dynamic platform and have to use different sights to use the azs mathematical geometry to match the enemy enemies on the platform in the switch to suit the individual enemy in order to correctly aim at them and hit them with your modular weapon. The platform is also a mathematical geometry platform that changes dynamically in the level design. Dismantle all enemies as time runs out to get to a new platform before you have defeated the platform boss.

## ***No. 1904 CarWasher***

In this game, in 2D with a switch to 3D look in dynamically changing levels, you have to steal various individual digital cars based on the list within a given time and deliver them to certain car washer base points. These are then automatically painted so that they cannot be detected by the police satellite and do not leave any traces. After painting, you have to sell these cars quickly in your car stores and use the money from the sales to build new car washer bases in this open world game. The aim is to survive against other opponents and build more bases in the open world and amass a lot of money and equip these car washer shops with defense systems by paying for them in order to protect them from your opponents. Your money is stored in these base points. When stealing, watch out for the police and your opponents who will chase you and snatch the various cars you need from under your nose or put you in prison for a certain period of time. The stolen cars are controlled silently via swype and directional buttons in the crazy taxi game principle.



## ***No. 1905 BurgerRock&BurgerJam***

In this fast food restaurant of the future, the restaurant or chain, the shop is built on a high hill or mountain to get a beautiful view of the community or city. With the BurgerJam app, you can jam or put together your individual burger from home using the app with dynamic animated emojis that correspond to the ingredients. You select the ingredients for your burger flavor explosion from a digital globe from the different countries of the world and use these individual dynamic emojis or stickers to put together your burger using the jam function, which means you swipe the products on offer into the burger bun, which can also be individually selected from your perspective so that you like it and you personally like the design and taste scheme. Once you have digitally put together your personalized burger or other burger on offer in the app and ordered it via the app for a table in the restaurant to eat or to pick up, you can also order your burger live via Burgerflash Drive in your car at the restaurant.

## ***No. 1906 UltraPingPong***

In this game, the principle is the same as in the classic ping-pong game. This happens when both players reach a certain time in the game and there is no winner. If this happens, then ultra mode is unlocked. In ultra mode, individual holes open up and different colored vector points fall onto the playing field. You have to hit the different sized and colored vector points in the correct holes with your stick, which you control via swype, so that they disappear and give you points. If you reach a certain points scale, your opponent's control stick shrinks and minimizes its size until your opponent has more points on the points scale than you. It goes back and forth, you have to keep your eye on your white ball and try to hit your opponent's goal to take a life from him. The aim is also to hit the items that appear in tillt mode that transform your control stick with your shot using the white ball to transform your stick. This means that your stick gets a different, individual design and special abilities, such as, from your perspective, it transforms the shot of the white ball into a water, fire, wind or air ball, which is then harder for the opponent to play than the previous white ball. The winner is the player who takes away all of the opponent's lives by putting the ball in his goal within a certain time.

## ***No. 1907 Brueege***

In this heads up versus ego shooter casual game the aim is to hit your opponent, seen from the ego perspective, the target that is on their body, with the various materials that function as a weapon. The target is divided into individual sections and the weapon material must be used to hit the correct position in the section. Both players are on a hanging bridge. For each correctly hit position, in switch the player the bridge shakes the next time they try to hit the target. In addition, in this game there are two different sides to each other, i.e. the opponents seen front in front view, there are different points on the bridge. For each turn, i.e. each shot hit with their material on the target, the players move closer to each other until in the last turn all the materials run out and the beat 'm up begins and both have to face each other in a boxing match on the bridge that hangs further and further down. The winner is the one who completely depletes the opponent's energy meter and throws the opponent from the bridge onto a target at the bottom of the bridge.

## **No. 1908 FortCnox**

In this game you have to maintain a prison and, as a result, revitalize the economy and, once you have left the prison, buy other properties in the nearest town in order to make a profit, pay off the island on which the prison is located and be independent of the state. The other goal is to rehabilitate the inmates and integrate them into the free economy. You get points for this and you can use the points to buy new equipment and items and carry out renovations in the prison. The problem is that you are being attacked by the mafia and its ships. Not every inmate is willing to be rehabilitated and is waiting to escape. The mafia is attacking your prison with ships and trying to round up escaped inmates. This must be prevented. You must have a good economy in order to build various defense systems around the prison and the island. The mafia is controlled by the opponents and has the goal of freeing a certain number of inmates and raiding their prison and taking control.

Therefore, they must act loyally and with a collective strategy in this simulation defense game to achieve these goals so that they can prevent the prison takeover.

## ***No. 1909 FingerHand***

This new poker card variant uses the hand signals of your fingers and hands, this new deck of cards shows the design of the cards in an individual number of finger gestures and hand gestures of the person. Certain finger and hand gestures can be seen in combination as if you wanted to use the Texas Holdem Poker deck of cards to play with. Certain finger and hand gestures fit together and can be handled in different combinations and with alternative methods represent individual additional combinations that give a value. In principle, the new Texas Holdem Poker deck of cards is redesigned here and remains basically the same when poker is played with a bankroll and stakes. There is a flop, a turn and a river cards in the middle of the table which, in addition to your new cards, may or may not give you an extension of your new cards when playing.

## ***No.1910 Moje***

This state-specific magazine is automatically integrated into your digital Moje calendar via QR code scan and, when the action is activated, is automatically divided into the calendar days with the magazine's content. The calendar days are to be viewed as content categories and you can receive the content as a digital storyboard timeline by clicking on a calendar day. You can divide several magazines into months or explicitly implement them in the calendar for one month. The new content is then placed on the calendars where the same content is located. The idea behind this calendar is that you are automatically informed throughout the year via an info bubble about what content has been published in the magazine, so-called moje. In addition, the calendar accesses free internet news sources via AI based on your approval and updates your timeline with the latest news and updates your timeline. This is marked as essential and you can sort through your timeline at any time using the swype method. By swyping the post to the left in the timeline the post disappears, by swyping to the right a new post is added and can be sorted out immediately by viewing it. A swype up saves the post in a personal list of the most important posts in the magazine and a swype down updates the contents of the magazine with the AI in the context of understanding. You can cleverly transfer the calendar to your TV and then view and display your timeline better on a larger screen.

## ***No.1911 PopmadSchool***

In the future, the following will happen on this platform, which is used and utilized internationally by students for school purposes: every piece of work, every exam, every test, every homework assignment will be provided with a QR code after the teacher has reviewed it and corrected it. Students can scan this QR code using the Popmad Scholl smartphone app and receive the above-mentioned documents in their personal timeline with a menu tab (generally understood as the categories of documents). Students can now use Swype to individualize their timeline documentation of their exams or the teacher's tasks. This means that they can use Swype to sort out important information about the same exams or leave it as it is. They can also comment on their personal timeline with their additional information and upload this update along with the timeline to the Popmad school platform and make it available to other students. In addition, the user can have the timeline displayed and the in-house AI can ask for help and have inexplicable information on the timeline explained.

## ***No. 1912 PopMad***

In the future, the secular newspaper and magazine industry will have a QR code on each of its daily newspaper and magazine editions on the front of the daily edition logo, available for scanning. By scanning the QR code, you will now receive your newspaper or magazine digitally on your smartphone in your interactive popmad app album library, in a timeline and the associated tabs that reflect the categories of the newspaper or magazine edition's content. You will now have your newspaper or magazine edition digitized and available at any time as a digital view in your personal digital interactive library. You can also post so-called paperings alias snippets from your scanned individual timelines and important information from the timeline on social networks and send them to friends in the respective messengers you use every day.