

No. 1913 LiftUp

In this game you have to use an elevator in a specific individual skyscraper in a city in this world that has been individually chosen by the game and go out on different levels and find a key on the level in order to activate the elevator further up. In the levels there are swarms of zombies in different shapes that you have to kill in order to shoot your way to the key. The aim is to get to the highest level of the skyscraper in the elevator faster than your opponent before the time runs out.

No. 1914 Carnival Cap

In this jump and run game, you and your boy named Karneval use various digital hats in certain situations to progress in the game. You must collect these hats in the game and use them in critical situations to overcome barriers and obstacles, as well as enemies, with the special abilities of the individual hats. The game is played on mathematically moving shapes, i.e., platforms. Therefore, you and your character Karneval must constantly react to new dynamic changes in the real-time game and use their hats with their special abilities to avoid drowning in the game. These abilities include flying, running faster, jumping higher, staying stable, gliding, swimming, fighting, shooting, defending, protecting, etc.

No. 1915 FliegnColor

In this game the aim is to hit individual digital flies in different colours and sizes with your swype method and pressure behavior with your paint whip to the correct colour, so that they squash and then you absorb the colour left behind with your now activated brush in the switch and implement the colour in your paint machine. When the paint machine is full it is activated and colours all the flies in the colour of your choice, in order to use the whip to squash all the flies more easily in one colour and remove them from the display.

No. 1916 Love Dial

This dating app is about unlocking a radar of female singles who are looking for a male partner. Numbers appear on the radar, and you can only unlock these individual numbers once you've walked enough kilometers. For example, if I walk 3.8 kilometers today, I can unlock the number 3.8 on the radar. Then I'll see the single's selfie and can begin immediate communication with them, only seen via video call, within 3.8 minutes.

No. 1917 Haida

In this game you have to create a cruise ship in a construction simulation and create a lively infrastructure on the ship and compete against other ships in terms of trade and economy, set sail and circumnavigate the world with the ship as the first to win the game.

No. 1918 Lasso

In this game you have to swype and control a digital lasso in order to catch individual snakes of different types that appear. These captured snakes appear on the display of your teammate, who has to swype and guide them into holes so that they appear again on the display of the lasso wearer for catching. The team that catches the most snakes in the game before time runs out wins the team versus battle.

No. 1919 Strought

You save important information in your smartphone calendar regardless of the smartphone company. You call your friend or customer and during the conversation the calendar realizes that you forgot to mention the important information. It uses its own assistant voice to point out the forgotten information during the ongoing conversation as an imaginary person so that you don't forget the previously implemented information. Furthermore, during the conversation, from the point of view of the caller and recipient, you can, depending on the caller and recipient, tell the magic assistant the previously spoken voice important information, who will then make an appropriate and explicit note of it in the dynamic calendar of your smartphone or you can activate the conference with the magic assistant Strought and ask both parties questions so that they can pass these on to us during the live conversation and save these answers via voice in your calendar for your messenger. To activate and use this interactive experience with Strought, the magical assistant mentioned here, you must transfer your digitally deposited money, either via PayPal or other methods offered, to your Strought app account. This is considered to be individual coin values. In the Strought app, in the digital casual game, you attempt to swype with your activated individual coin values into a digital pig, called "Squid," with the goal of hitting the coin in the pig's slot. Therefore, you must earn a required digital value, which is considered real money, by throwing hits into the note and fulfilling the required value, i.e., hitting the coin values within a certain time. For this, you receive points and can now use Strought per point bet after reaching a certain score, until the energy scale of your personal points balance is exhausted.

No. 1920 Dr. Papieros

The future security system for smartphones, specifically designed to disguise the POS, the Position Operating System, in real time, changing through the position of the apps, which can be dynamically positioned precisely on their display in the future at any point of view, so that every user who positions their app dynamic app icons or changes their position on their dynamic display to the position, their security code that protects their smartphone against attacks is linked to the entire grid matrix of all users of this POS, position operating system. In short, a part of the security code is located in the dynamic app icon and its dynamic display of their smartphone and is exchanged in real time in fast ping queries and repeatedly switched in cloud-based dynamic functions and their queries in the switch and checked by calling the individual app to see whether malicious code has infected their app or their display. Despite this, a simulation of this principle is repeatedly carried out. The dynamic display spends its additional security code with the pressure of simulaten and parallel pressure on the precision of the code behind it. Provided dynamic vector points, which in turn are connected according to the above principle and switch the code and attract like protons and electrons and therefore do not allow the implementation of the malicious code on your system.

No. 1921 ActiveSnitch

This plugin for the mini music player on the Android system from the streaming experience app ytmusik will offer a new experience in the future: the song being played in real time with its individual instrumentals and beat-equipped controls, allowing you to personally change the piece of music in playback mode with AI music support. This means that you have 6 to 8 additional controls, equipped with different genres of beats, under the running control which runs as a time line with a dot. Before the song starts playing, you select the genre from the tabs above the additional controls and the AI recognizes which beat categories match it before the song starts playing.

Now start the song and use the new controls 1 to 8 below the playback timeline to adjust the newly implemented beats, which adapt to the vocals and give the song a new touch while the song is being modified and recorded with the new touch. There's also the Vocal control, which lets you play in individual tracks previously recorded from the Vocals or Personal tab, and the Scratch control offers an add-on for mixing the song. The newly recorded song will then be displayed as an add-on icon to the original in your app and can also be published with the approval of the author of the original song. At the same time, the vocals of the original or newly created song can be switched off and their selection from the genre tab which is shown as information via the controller, plus self-made vocals can be added to the instrumental using the controllers, plus the addition of small content music text passages suitable for the genre by the AI, which are selected live by the individual artists themselves or are automatically integrated, which then adapt to the beats and redefine the song.

The three most viewed snitch songs on the network, related to the songs that have been newly recorded, i.e. remixes using this principle, appear as additional icons to the original song when selecting and bring a breath of fresh air to the network.

No. 1922 LubLu

This platform for ultra-fast shopping, seen on a smartphone display, is used to search for the cheapest products from all over the internet. Product categories are displayed using the slider, and by moving the slider from left to right, your product with the cheapest price will be displayed below the slider, and can be purchased immediately with one click. Under the product image offer that now appears, you can immediately place your highest bid for a product released for auction with a personal and individual bid using the price auction slider. As a bonus, you can double or lose your one-click purchases in a heads-up product poker duel below the price slider. This works when you select an opponent on the Heads-Up Radar and bet your product price money using the slider, then play them off against each other in a heads-up duel.

No. 1923 Dlanas

In this game, you select a country from a globe, then click Match, and wait for the duel. The duel then takes place, and it's structured as follows:

There are 3 different sliders, operated from left to right.

1. For the number of units deployed, which are allocated to the country

2. The unit selection can be individually selected with different units
3. The individual unit movement is based on the

attack path, which is done based on the real steps collected, the more steps the more freedom of movement is simulated and allocated for the control of attack and defense in war mode.

No. 1924 ZlemJem

In this simulated 5 vs. 5 NBA Quick Match, the idea is to control the team and make the shot using a slider. You slide the slider from left to right for the attack and right to left for the defense. This way you automatically move the players using the slider. They then search for a free position to shoot and can automatically defend this position based on your previously collected real steps from the real world. If you briefly tap the person you want to control, once you have reached the shooting position you slide the shot control slider to a certain mark and release the shot control slider to release the shot. This way you get the timing right and can throw and hit the ball at the right moment.

No. 1925 GhostRule

In this strategy game you control ghosts in a labyrinth castle, with conventional control mechanics, which means you have a ghost with sliders that can be operated vertically and horizontally from left to right or from top to bottom. The aim is to control your ghost in the labyrinth to find another one and move it from that point, as the radius of the ghosts is not long enough for one ghost to move around the labyrinth castle. The main aim is to scare the castle visitors within the individual ghost's radius of movement and make them freeze in order to earn points. The visitors are not allowed to leave the labyrinth castle within a certain time, otherwise they lose the game, so you have to find them and freeze them within a certain time and scare them so much that they get lost in the labyrinth castle again. The scaring happens when you move the ghost close enough to the person and then hit a certain point on the scare scale with sliders so that the ghost can successfully launch its attack in order to scare the visitor to a certain extent. The more precisely you hit the point on the scale, the more severely the visitor is scared and thus loses his orientation and runs around the castle completely clueless.

No. 1926 WorldOfGhost

In this game you have to hit a precise point on a ghost scale with a slider. You control the slider with swype or touch. A certain amount of time runs out. During this time you have to hit the individually appearing precision points in order to bring about or summon your different ghosts. When the time is up and you have generated several different ghosts with different abilities, click on the match icon and start the strategy round-based game. There you control one ghost per round and time limit on a battlefield with vertical and horizontal sliders. The game is viewed from a bird's eye view in 2D. Similar to pac men, you now have to control your ghosts and collect colored vector points to activate their special abilities. You will need these when you encounter one of your opponent's ghosts in order to destroy them. The aim in the dynamic levels, which constantly change in architecture and graphics during the game, is to eliminate the opposing ghost team and generate a new match from then on in order to win points for the ranking.

No. 1927 GhostFace

In this game the aim is to approach or hit a precise colored vector point that repeatedly appears on the hit scale using the sliders and the swype method as precisely as possible with the sliders in order to deliver a blow or punch to the opponent's selfie ghost face. The opponent's face is currently obscured; the more hits you land according to the principle above, the more the obscured face disappears and the opponent's true selfie face appears. Depending on which hits you land, the effects on the opponent's selfie face are very clearly visible with different spots and the dented face. The winner of the versus battle is the one who unveils the respective face and lands the best hits in terms of the precision of the colored vector point on the scale.

The loser's battered face is uploaded to a photo ranking album and can be viewed in the future, but in the next fight he can start a new match with another opponent depending on how many points he has collected with his punches.

No. 1928 CashGhost

With every purchase in digital and online shops, you collect individual so-called CashGhost points depending on the product. Once you have individually collected a certain number of points, you can select a CashGhost level or game depending on your number of points. There, you have to find and collect digital items from a previously selected product within a certain time using the help of a ghost (see the Pac Man game principle). In addition, you have previously collected points - these items are colored vector points. Once you have collected the required number of items, you will receive the product hidden behind the items as a gift from the CashGhost platform and you must now offer this previously selected, real product, which you have won, for auction there and earn money with it. If you do not find the items in the game in time, you will lose all the points you previously collected from your purchases.

No. 1929 FredXi

In this game you have to control a flying squirrel named fredxi and keep it in the air without it touching the electronic or electrified fence above and below the display. You keep the fredxi at speed using swype, direction using touch, and height using tap. You also have to dodge barriers and obstacles while flying and catch appearing nuts in different colored shapes with your mouth to gain better speed, movement, stability, and energy in flight mode. The aim is to fly a certain distance and reach the checkpoint within a running time. To collect points, once you reach a certain number of points, you receive an extra life; you start with 3. The main goal is to keep track of the dynamic levels with constantly changing graphics and to achieve checkpoints without losing lives. After completing each level you fight a boss, for which you need lives as an alibi.

No. 1930 Aruk

You and your character, Aruk, must play in a 2D side and bird's eye view on a grid that can rotate on its axis. You must try to control Aruk and climb from level to level, avoiding falling or being harassed by ghosts that cause you to retreat and lose altitude. Meanwhile, you are pursued by flying and crawling ghosts that damage you as you climb and try to push you down. You control the height and direction of your character Aruk's movement using taps and swipes. You use touch to pick up various weapon systems and can use the ammunition available on the grid to keep the approaching ghosts at bay. You must reach a certain checkpoint before the time runs out, which means you are followed by flames from the bottom of the screen or from the left or right. The aim is to reach the heights from level to level, reach the checkpoints, and avoid being caught by the ghosts.

No. 1931 GhostShell

This messenger app serves as an alternative to the traditional use of messengers. Its main feature is that you can display your timeline conversations (text, voices, images, and videos) in a 3D dynamic mind map called Shell. You browse the mind map dynamically, like Google Maps 3D, through various channel views, which summarize individual conversation topics, categorized by headline, subline, introduction, main part, and conclusion. In addition, the timeline is normally used as an information channel and is linked to your browser and its taskbar. All tabs, where internet pages are located, are displayed above the timeline, categorized in tabs, and can be clearly displayed by clicking on the timeline. For example, if you display a web address in your timeline, you can drag and drop important content from the web address into a new tab called Ghost. Link this tab to your timeline. From there, you can send the content as tile info blocks containing text, news, images, and videos to your contacts and friends in Messenger using the forwarding icon. Additionally, in your live timeline conversation, content-related content that fits the topic is pinned to the exact position in the conversation, serving to enrich the conversation.

No. 1932 SailForce

This app is all about quickly selling and buying products. You open the SailForce app in buy or sell mode and a radar appears. On the radar you can see avatar sellers in your immediate vicinity and nearby, based on distance in kilometers, in a mini circle format, who are currently offering the cheapest deals on individual products. You click on an avatar and you get a minimized timeline with product information and can buy the product on offer directly with a single click via PayPal or Visa. You can switch the radar and take part in last-minute auctions on the back of the radar, including the product timeline, which expire at the last minute. In sell mode you upload your product description that you want to offer for sale to your minimized sales timeline. Additionally, you collect SailForce points with every purchase and sale. These can be invested in an in-house game. This means you must use the Bomberman principle to steal SailForce coins from your opponents in the game by hitting them with bombs until the time runs out in the dynamic levels. If you earn more SailForce points (also known as coins), you can use them as discounts when purchasing individual products to save money.

No. 1933 PolyBomb

This game combines two well-known games: Monopoly and Bomberman. The main game is based on Monopoly. In this version, the aim is for the Bomberman players to earn enough money in the game to build and defend houses and hotel chains on their streets (see Monopoly), locations that they earned in the sideswitch, digital Bomberman game. The more money they earn, the more ammunition - bombs in different forms and with special abilities - they can purchase for their player in the game and use these in the sideswitch digital Bomber game to better wear down their opponents and thus defend and protect their location. The winner is the player who owns the most houses and hotels and has made the players bankrupt through dueling, i.e. insolvent.

No. 1934 *FruitOfTheLoom*

In this game the aim is to slice up digital fruits in individual colours and of different sizes and shapes from the display, whether appearing from the top, bottom left, right or zoom or pop-up, using the swype method, in order to activate the core of the fruit. In the core of each destroyed or sliced fruit there are colored vector points which must be individually pulled together into a color by touch. In return you receive digital silk for your loom display, which you then have to fill to activate the loom, so that you can create different spider webs and use them to catch the fruit and hurl it at your opponent's display with your digital sparrow slingshot to make the game more difficult for them. The aim is to slice up the most fruits in versus mode and thus generate the most points in the time limit, like your opponent.

No. 1935 FigureStickSoccer

In this game you have to control a soccer team, each made up of 5 stick figures, using an eraser ball in versus mode against another team of opponents on dynamic playing fields. The aim of the game is to hit the different colored signs on the display board, which are located in different places in the goal, with the eraser ball and thus convert the ball. The stick figures, i.e. players, have to collect the correct colored fields before the shot in order to give the eraser ball the required color and then hit the required colored sign. For each hit you get digital color with which you can then color your stick figures depending on the hit rate so that the required colored fields are not activated in the game. The winner is the team that has scored the most colored signs including a goal at the end of the challenge.

No. 1936 WozCov

This plugin for what's app will allow an implementation to be generated with other news in the future. This means that I download the discover plugin from Google for what's app and the tab categories of the news content from Discover are displayed above the conversation timeline of the different contact. I can now click on the category and drag and drop an important news item that appears to me in tile format in the switch of the timeline that I have been shown onto the contacts that appear via the tab in order to send them the news and automatically receive a possible reaction to it in the activated conversation timeline.

No. 1937 RailCoastFrog

In this game you have to control a digital frog as a character by sliding controls vertically and horizontally via swipe through a rollercoaster in a dynamic car where the frog is located, individually at different heights, directions and angles. You accelerate the car with a tap on touch movement and brake it in turn. The aim on the rollercoaster is to reach checkpoints within a certain time in order to be able to move on to the next one. Once you have reached the required checkpoints, the ride does not end, but you are given several options to switch to another linked rollercoaster and continue riding, with the aim of covering a greater distance than your opponent. The rollercoasters change their variations dynamically and the environment of the level also presents dangers when driving, with hostile birds or other disruptive objects appearing, which you try to remove from view using the items you collect during the ride. In the middle of the game, they move from the rollercoaster to an individual track where they have to pick up passengers so that their car is occupied and for each passenger brought through a checkpoint they receive power or speed bonuses for their car.

No. 1938 Dakuza

On this next-generation streaming music platform, live karaoke recordings from your radio station, called Dakuzi, are uploaded individually to the song from your radio (if you registered for it) on the music streaming experience platform Dakuza in the appropriate music category and refined and optimized using the in-house Music AI. Each individual live karaoke recording of your vocals can also be enlivened directly after recording with an instrumental created on the radio station or, after uploading to the platform, accompanied by a suitable instrumental from the Music AI community. Through Radio Dakuzi you can also add your voice to a live song that matches suggested new lyric passages that are added by the community and select the instrumental directly on the radio by touching and selecting the genre categories from the community instrumental database that is available under a free license, or you can create one yourself. This is done by touching colored vector points that you drag onto certain points of the previously selected text passages and from this an instrumental sound tested with music AI can be created. The newly created interpretations of the songs created by the community can be streamed free of charge and given a remix. In the remix, the song is sung and made available by professional singers. An AI video is also assigned to the song, the remix, which can be offered in individual genres by the AI video's in-house ki dakuzu and adapts to original and existing music videos. You can also record the video yourself on the radio and creatively store your idea as a voice prompt using the info bubble builder, thereby giving the remix an additional touch and supporting the AI's creativity and serving as a director.

In addition, the platform offers a versus license mode, which means that original and professional singers battle for the copyright of their song in a live broadcast and are voted on by TV viewers or internet users for the best sung performance. The prize is the license of the AI song from the platform or the professional song of the professional singer, which can then be sung under their own remix and then sold under their real name and they receive coins.

No. 1939 Dakota

In this game, the aim is to swype the digital cat character using vertical and horizontal controls or sliders so that it can be controlled from left to right, right to left and from bottom to top in order to grab the individual balls of wool that appear before they fall to the ground and cause a tilt. This means that the balls of wool come loose and fill the display with paths. These must then be swiped in length and direction using the finger swype so that they disappear and dissolve the display in order to grab more balls of wool. Each grabbed ball of wool is thrown onto the opponent's display in the direction of the display you have chosen and appears on the opponent's display. The winner is the one who has collected the most points, either by catching the balls of wool plus dissolving the balls of wool.

No. 1940 Aikuza

In this game you have to control a rolling egg along dynamic directional paths using vertical and horizontal sliders (swipe movements on these sliders) so that the egg stays in a precise direction and cannot fall off the levels. The levels have random borders and boundaries and are dynamic, which means that barriers and obstacles appear at random times that can block your path. You collect digital keys with your egg. These give you time points for the running hourglass and are used to open an egg at the end of the level. If you have collected enough of these, you will receive individual ability upgrades for the egg you are controlling, such as more speed, more stability, more movement, more acceleration, more tilt angle, etc.

No. 1941 ToMaTok

This new social video platform is easy to use. You select an age group, a category, or a topic using the scroll bar. For example, see the alarm clock scroll bar. A compass and radar will appear side by side in the app. You swipe across the compass, and when the radar is activated by swiping the compass, several tabs will appear below the compass and radar, with the category and a sub-tab for the topic. Below that, you'll see the timeline with videos from users who have made their videos available for that age group. You can now navigate videos using scrolling, flipping, tapping, and swiping, plus display similar videos using these functions. By clicking on the tomato item, you can use the in-house AI to display additional information, specifically displaying additional information related to the video using bubble words, , or obtain precise content-related information from encyclopedias on the internet. Using drag and drop, you can now add your personal radar, previously switched via flip, to suggested dynamic content stickers and thus save them for tracking.

No. 1942 Kiwish

This plugin for Wikipedia activates dynamic stickers that you can create yourself in the app using bubble prompts. Once you have created these stickers, you can place them on important passages that interest you in the Wikipedia app. The passage is then surrounded by a transparent tile or frame. Colored vector points that use AI technology run around the frame. This means that when you click on an individual colored vector point, you receive the correct questions about the passage in the active transparent tile and the subsequent answer in the frame as a headline and subline. You have now set up a sticker collection and can select your stickers using the knowledge album that has been created for you. This takes you directly to the dynamic sticker that you previously set and provides you with the information about the passage described above. The modified passage with the questions and answers can be forwarded to your contacts in messengers using the forward button.

No. 1943 YaMusze

In this game you have to use vertical and horizontal sliders with swype, which means you control a catapult that is covered with stones and fire it at several coconut palms in order to get more ammunition if you hit the coconut and it falls down. Once you have collected enough ammunition, you move the digital catapult and aim with the coconut ammunition at a dynamic castle made of stone blocks and try to hit a running monkey to drive him down one level of the castle until he finally reaches the last level. You then storm the castle with your catapult master and quickly climb the levels with hopping and jumping elements using the tap-top method in order to activate a bell at the very top of the highest level. Once this bell is activated, the opponent controlling the monkey must immediately and quickly return to the highest level because the number of their ammunition will fall, i.e. the coconut must fall from the bell down and try to hit and disable the monkey. Your opponent must therefore deactivate the bell within a time limit and thereby scare it back to the catapult.

No. 1944 Polxer

This digital game board is based on Monopoly, but with these key functions and changes. This means that in the game, you and your avatars get onto the town cards using the number rolled on the dice. In order to get these cards, you then have to play for them. To do this, you play with the money you have previously received and earned. In order to ultimately get the cards, you have to win them in Texas Hold'em Quartet. For this you have your play money and play according to the old Texas Hold'em Poker principle in order to ultimately win the card. In order to then build houses and hotels once you have earned all the group cards. If you have now built hotels and houses and an opposing avatar comes onto your field, they can choose between three options: pay the rent to keep playing, avoid the rent in two different games, or lose more money. These variants are firstly a heads-up poker duel and secondly a Tetris duel in versus mode. In addition, your real event cards, which you purchased at a nearby kiosk, are placed in a fair pile of exactly 52 cards and shuffled with those of the other opponents. These cards are unique and offer additional functions and changes that can have a huge impact on the game. The highlight is that this game board is digitized and can be transferred to mobile devices via a forwarding function, for example, to your smartphone, tablet, or smart TV.

No. 1945 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 in order 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

in an individual rhythm and are sometimes closed by chance, 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 are shooting at you with weapon systems to prevent you from getting

through the opening of the circle to the next circle No. 6 So try to dodge the vector points and the enemy projectiles No. 7 Finally, you can also use your weapon systems to block and eliminate other players 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.

No. 1946 Fubu

In this dating app, you use a compass to locate the female single, if she decides to be found, using the search function. You also have to record hidden items along the way with your smartphone and its camera in order to continue using the compass in activity. The items are individually placed on the digital map by the female single on the way to her. The goal is to find the female single within the required time before another male opponent in the dating app takes over. If you meet the female single within the required time, you will receive free vouchers for a romantic dinner or even vouchers for a romantic trip, depending on how many kilometers you have traveled. Try to arrange several dates to earn kilometers; these will then be declared in a ranking, and the top 10 with the most kilometers will receive a free vacation to an island of your choice.

No. 1947 Captain Hook

In this casual strategy game, you must cast your individually assigned networks onto a randomly selected battlefield, then strategically position your assigned units on the networks and link them together to form a rotating network in order to strategically win the battle with your different soldiers and machines moving along the lines of the individual networks against your opponent assigned to you per match.

No. 1948 SpyHook

This Messenger SpyHook is structured as follows: you see a digital 3D dynamic spider web with lines and connections, you can zoom in and out and swipe to any position. There are circular thumbnails on the line connections that correspond to your contacts. The lines correspond to internet news content. When you activate the spider web, your contacts can see it in their timelines on the tabs above. The conversation timeline offers you current and important information from various genres from the internet to choose from by selecting one of the connection lines. By clicking on the tab, the contact receives the information from the section that they know from Discover and can quickly send it to the other contacts in the spider web using a forwarding item, a spider. This is dynamically and newly designed, technically prepared and displayed in individual tiles for the eye.

You can also like your content-related category tiles and save them in your spider collection as an individual spider symbol and attach this to your connection lines. If your friend now clicks on one of the individual spider symbols, he will see a specific content timeline with your information tiles that you have liked as described above.

The highlight is that you can click on one of the various connecting lines and dive into the world of an individual internet address using Google Maps 3D tunnel arrow view and surf through the internet addresses. You can also click on the lines and enter a search term and be redirected directly to the passage containing your answer using the tunnel arrow view.

No. 1949 VoiceYourChoice

VoiceYourChoice is a plugin for WhatsApp designed to help users quickly and easily capture important information from voice messages.

****How it works:****

1. ****Listen to a voice message:**** As usual, you listen to a voice message in WhatsApp.
2. ****AI support:**** VoiceYourChoice analyzes the voice message in the background and identifies key information such as locations, sporting events, or news.
3. ****Additional information via AI voice:**** Triple-tapping the play icon of the voice message activates an AI voice that provides you with important additional information on the topics mentioned.
4. ****Summary in text and image:**** VoiceYourChoice filters the most important information from the voice message and then displays it in the form of text and matching images below the message.

****Advantages:****

- * ****Time saving:**** No more long searches and researches for information mentioned in the voice message.
- * ****Better understanding:**** The AI voice and summary help to better understand the context of the voice message.
- * ****Easy to use:**** The intuitive operation by tapping the play symbol makes using VoiceYourChoice child's play.

No. 1950 Webo

This WhatsApp plugin integrates website channels above the display. Clicking on one of the various circular icons representing the website's logo opens a tab menu that minimizes the entire website via the cloud and displays it in a new design as clickable sections. The information behind the sections is displayed in the traditional timeline. You can quickly capture the most important information and share it directly with your contacts using the forward icon, either to your timeline or via email or a link to the website's source.

****Advantages****

- * Quick access to information from websites
- * Clear presentation of content in categories
- * Easy forwarding of information to contacts
- * Cloud-based minimization of web pages for fast loading times

* New design for optimized content display

****Installation****

The Webo plugin can be installed via the WhatsApp plugin store.

****Use****

After installation, the Webo plugin is integrated into WhatsApp. To open a website, click the Webo icon and select the desired website. The website will then open in a new tab, with the content displayed in categories.

No. 1951 Vipor

The WhatsApp plugin "Vipor" automatically creates short video summaries of your WhatsApp conversations. These summaries are extracted based on the topics you discussed and can then be shared on social media platforms.

Main functions

* **Automatic video creation***: Vipor analyzes your WhatsApp conversations and automatically creates short videos that summarize the most important topics.

* **Topic-based summary***: The videos are organized by topic so you can quickly get an overview of your conversations.

* **Social Media Integration***: You can easily share the created videos on social media platforms and share your conversations with others.

Advantages

* **Time saving***: You no longer have to laboriously read through your WhatsApp conversations to remember specific topics. Vipor does it for you.

* **Entertainment***: The short videos are entertaining and offer a new way to experience your conversations.

* **Information***: By sharing the videos on social media, you can let others participate in your conversations and thus promote the exchange of information.

No. 1952 Tigor

Tigor: Integrate news ticker into WhatsApp

The WhatsApp plugin "Tigor" brings current news directly to your WhatsApp interface. It functions like a dynamic news ticker, providing you with real-time information from various websites.

Main functions

1. ****News Ticker Integration:**** Tigor integrates news tickers from selected websites either at the top or bottom of your WhatsApp display.
2. ****Website Logos:**** The website logos are displayed as circles. Clicking on a logo opens a personalized news feed for that website.
3. ****Real-time information:**** The news tickers display current information in real time.
4. ****Date Scroller:**** An integrated date scroller (as an icon in the news ticker) allows you to retrieve news from the past.
5. ****Selective sharing:**** You can select which messages from the various news tickers you want to forward to your WhatsApp contacts.
6. ****Dynamic News Tickers:**** The news tickers also display thumbnails of images and videos.
7. ****Real-time sending:**** When you send a message, picture or video from the message ticker to a contact, this information will be displayed in real time in their personal "friend message ticker".
8. ****Enlarged view:**** By clicking on a message, a picture or a video in the "Friendship Message Ticker" the corresponding information is enlarged and displayed in detail in the contact's timeline.

Advantages

* **Always up to date:** Tigor keeps you up to date with the latest news and developments without you having to leave WhatsApp.

* **Time saving:** You don't have to visit different websites to read news. Tigor consolidates the information in one place.

* **Easy sharing:** Forwarding messages to your contacts is quick and easy.

* **Interactive news ticker:** The thumbnails of images and videos make the news ticker more dynamic and appealing.

* **Personalization:** You can choose which news tickers you want to display and what information you share with your contacts.

No. 1953 Bibop

This plugin for WhatsApp, called Bibop, offers an innovative way to stay up to date with the latest news and content from streaming platforms like Netflix, Spotify, and YouTube.

****How it works:****

*** **Integration of news ticker channels:**** Bibop integrates news ticker channels of the aforementioned streaming platforms above or below the WhatsApp display.

*** **Individual news tickers:**** Clicking on the circular logos of the respective platforms opens an individual news ticker with real-time information and a date scroller to display older news.

*** **Multimedia content:**** The news tickers contain thumbnails of videos, pictures, trailers and new songs.

*** **Sharing content:**** Users can send interesting content from the news tickers to their WhatsApp contacts using the forwarding icon.

*** **Dynamic friendship news ticker:**** Sent messages and multimedia content are displayed in a special friendship news ticker of the recipient.

*** **Enlarged view:**** Clicking on a message or thumbnail will enlarge it in the recipient's timeline.

****Financing:****

The plugin is financed through advertising in the form of texts or thumbnails of company logos.

****Advantages:****

* ****Always up to date:**** Bibop allows users to follow the latest news and content from their favorite streaming platforms directly in WhatsApp.

* ****Easy to use:**** The intuitive user interface allows easy navigation and use of the various functions.

* ****Sharing Content:**** Users can quickly and easily share interesting content with their friends.

* ****Multimedia experience:**** The integration of thumbnails and multimedia content ensures an engaging and informative experience.

No. 1954 RockSteady

Absolutely! Here's a summary of Rocksteady Bibop, a WhatsApp plugin specifically tailored for online shopping:

****Rocksteady Bibop – Your personal shopping assistant for WhatsApp****

This innovative WhatsApp plugin brings the latest offers and product information directly to your smartphone. Whether it's Lidl, Edeka, Rewe, or Netto – with Bibop, you'll never miss a bargain again!

****Core features:****

* ****News ticker integration:**** Bibop integrates news tickers from various online shopping platforms directly into WhatsApp. You can choose whether the news tickers should be displayed above or below your display.

* ****Individual news tickers:**** Tapping the logos of the respective platforms opens a personalized news ticker with real-time offers and product information. An integrated date scroller allows you to view past offers.

* ****Multimedia content:**** The news tickers contain thumbnails of videos and images as well as current news about products and offers.

* ****Sharing offers:**** You can easily send interesting offers to your WhatsApp contacts using the forwarding icon.

* ****Dynamic Friendship News Ticker:**** Shared offers are displayed in the recipient's special Friendship News Ticker. Tapping the message or the thumbnail view will enlarge it in the recipient's timeline.

* ****Integrated shopping list:**** If you like certain offers, you can add them directly to your digital shopping list using the like function and you will then be redirected to the source of the product via a link.

****Financing:****

The plugin is financed through advertising in the form of texts or thumbnails of company logos.

****Advantages:****

* ****Always the latest offers:**** With Bibop you are always informed about the latest bargains from your favorite supermarkets.

* ****Easy to use:**** The intuitive user interface allows easy navigation and use of the various functions.

* ****Sharing offers:**** Share interesting offers quickly and easily with your friends and family.

* ****Multimedia experience:**** The integration of thumbnails and multimedia content ensures an engaging and informative experience.

* ****Direct integration into the shopping list:**** With the Like function, you can add offers directly to your digital shopping list and make purchasing easier.

No. 1955 Wallpomp

In this game you have to swype an individual ball against an individual rotating wall, use a wooden beam to reset the rebound of the ball and hit a newly generated wall. It goes on until you have played with all the walls and do not let the ball fall outside the wooden beam, otherwise a wall will generate towards you and compress the playing field, making it more difficult to see and the game principle in general.

No. 1956 The Unstoppable

This jump and run game is essentially based on the scheme of Sonic and Mario, the only difference is that you can play with three characters at once. In the Switch, the three characters have to swap their backpacks and weapon systems specifically for the situation in order to exchange the special weapons they have collected from their backpacks with each other in order to react optimally to the situation. The weapon systems are dynamic and can be linked and modulated to suit the character. Furthermore, all three characters can be played by different players from the player pool, which means that when they decide to advance to a new level, they have to collect enough points in the general game to be portaled to another player at the end of the level. If they lose there, they are ported back to the next easier level until they run out of levels and are eliminated from the game when all lives run out.

No. 1957 SpaceCooper

In this game you use swypes to transport a character called SpaceCooper into the vicinity of the sun. Using the jet stream as a connection and speed boost checkpoints you reach the distance to the sun's orbit where you try to collect sun symbols. If you have managed to collect the required number of sun symbols a motor is charged which, when fully charged, causes a mini car to spin to the starting signal. This means that you now control the mini car and try to master the dynamic tracks to the finish until its energy runs out. You must therefore get to the next motor checkpoint and collect enough sun symbols in the switch to get the mini car going again in order to master the entire track. The aim is to cross a certain number of tracks within a running time and in doing so activate the jet stream for the SpaceCooper, which is collected in the form of items along the track to guarantee the return flight of the character SpaceCooper.

No. 1958 Snowik

In this game you have to catch snowflakes with a funnel and collect them in a certain amount in order to bring this snow to certain positions in the real world in order to create a digital snowman in that position. You have to occupy various required positions with snowmen in order to use this to defend your digital territory. The opponents look for these positions and try to destroy their snowmen with the snowballs they have previously collected in order to take the position. The winner is the one who achieves the highest percentage of territory conquered in that certain time. So you start the defense mode first and then go into attack mode.

No. 1959 Snagolf

In this game, players must pot a specific ball into a specific hole on a dynamic playground. For each hit, the so-called snake on the opponent's screen grows longer. Meanwhile, the opponent must collect different balls with their snake to shorten its length and reduce the ammunition of the opponent playing on the playground. The game switches over time, and the winner is the one who scores the most points in that time.

No. 1960 ShowDroopers

In this game, you purchase a top-up card with an individual amount from a kiosk. The amounts range from 5 to 100 euros per card. Once you have acquired a card, you can implement it into the game. A code will then give you strategic moves that can be read off your card from the kiosk. You can then use these moves to deploy your randomly assigned soldiers against other players on a random globe location in match mode. Using your strategic movement on the map, try to launch the most efficient attack possible with your soldiers until you run out of movements, as your assigned match will use this same movement against you. If you win the game, you receive their strategy card and can invest in it again in the next match.

No. 1961 Rockwilder

This game is about two different opponents fighting to defend their maps and the territories within them, along with their associated houses, squares, and buildings, in a battle. One of these maps is called RockWilder, the other LuckOfMen. The game spectrum and the action are played from three different perspectives: first, third, and eagleeye. In the dynamic maps, the graphics change during play and can be modified in real time. You start the game as a builder and must fill your map with content using explicit resources within a running time until the resources and time run out.

They then have to hide digital money in the built content on the map, at a level that determines the difficulty level. The more money you invest, the harder the game becomes when it comes to stealing the hidden money in the content on each map. To take part in the game, you have to pay a certain amount of real money for the turn-based strategy battle game and increase the pot until the difficulty level is sufficient for you. You start with a player randomly positioned on one of the maps and have to join teams and, using your radar, run between fixed and variable positions on the opposing side. Find the opponent's scattered money in the content and bring it back to your map in time for your checkpoint so that it can count as real money. The team wins when the certain amount of money calculated by the game computer based on the difficulty level is accumulated. They must therefore act alone, in small groups, teams, brigades, elite units or in full squad gear and try to steal the hidden real money, which has been hidden as individual items on the opponent's map, and place it in their position on their map in time so that their position is surrounded by a border wall, for which they pay with real money, in order to protect the remaining money and secure their position in the map content.

No. 1962 Rushnut

In this dating app, you enter your individual daily emotions plus dynamic emojis that can also be animated to express your emotions, and the app then searches for like-minded people in the app who have entered the same search term exactly and explicitly at the same time. A radar with channels then appears where you can log in to exchange messages with these individual personalities either conventionally or specifically via messaging.

No. 1963 Octopus

In this game you have to explore different water areas underwater with a digital octopus and find hidden items. In this open world you have to deliver these items to certain positions at certain intervals in order to unlock different fish species in your area so that you can catch them and make the octopus bigger. This allows you to move faster underwater and get to other difficult places.

They are threatened by fish catchers who try to catch them above water, weaken them, and drain their energy. As a defense, they can use their previously expanded catching arms to attack ships and boats and defend themselves. The goal is to conquer certain territories and face off against other opponents.

No. 1964 OneMinuteMan

In this speed dating app, the idea is to swipe a symmetry sequence of colored vector points on a radar to unlock the proximity of female singles. You can then enter this proximity into the app using the included 3D globe to see where these singles actually come from.

If you have explored the town and you like it, you can collect the colored hearts hidden by the female singles in 3D mode in your town, of course within a certain time, to unlock a conversation with them if you have found and collected enough colored vector points.

No. 1965 LightSol

In this game you have to swipe from a small light column that is divided into individually coloured light levels, then swipe these briefly activated light sources or levels into other coloured light columns in order to create different light columns with the exact colour of the light level. The trick is that for each correct individual light column that is switched on in a colour you get points and you activate a new coloured light column to play with. If you have managed to complete several light columns, your opponent has to swipe their fingers on the light columns in the correct direction and reach the goal, following the same game principle as described above. The person who reaches the goal with the most points out of all their opponents after the time limit has expired wins the match and is assigned a new opponent.

No. 1966 LightHouse

In this 2D game, you use certain tools to control fireflies located in a unique dynamic level, using the Lemmings principle. They then transform these fireflies so that they gain the ability to fly and fly to your opponent's lighthouse. You then enter the lighthouse and use your firefly color to capture their lighthouse. You must transport a certain number of fireflies into your opponent's area and replace their lighthouse's color, thereby reducing the brightness of your opponent's display and making the game and controlling your opponent's fireflies virtually unplayable.

No. 1967 LeFilter

This browser extension is used to categorize your tabs of individual websites. It means that when you have a tab of a website open at the top of the tab, the tab officially recognizes the content of the website and can save it in a tab list under its explicit recognized category.

No. 1968 LandOBoy

In this game you have to land with a stick figure in a certain geometric shape on a certain area of the globe using a parachute and you have to solve mathematical problems during the flight. As you solve the problems and control the stick figure you get points for each mathematical problem you solve. If you then finally land in the geometric shape on the required area of the individual country you leave your solved correct problems in the shape for your opponent, who has to solve them when he lands on it in order to generate a new flight and thus collect more points than you.

No. 1969 Jumpoll

In this game you have to throw an individual ball from a bird's eye view at different types of geometric surfaces from above so that they bounce back up and then momentum brings them back to another surface. The surfaces that the ball hits activate Tetris-activated surfaces on the opponent's side, which, viewed from the top down of the display, have to be linked together to form a shape in order to solve it. For each solved shape, two further different individual surfaces appear to the ball player to play on. The game switches over time and the players swap the game principle. The person who activates and solves the most surfaces gets points and wins the game, which is timed.

No. 1970 Interzed

This gadget, which can be equipped with an app if required, is clamped or attached to individual barbells of any shape for training and measures the number of pieces that you have previously calculated on the gadget for your training routine. If you achieve your number of pieces according to the previously entered target, a winner winner tone sounds; if you don't achieve it, a loser loser tone sounds. The Gadget Plus version transmits your number of pieces to the app and thus saves your rhythm. In the future, it will suggest further intervals for your barbell exercise mechanisms and transmit these to the clamp or the attached point circle, which is then attached to the interzed module for your barbell bars.

No. 1971 FuraKaraCzas

In this strategy game, the goal is to quickly direct or position your soldiers in the right direction using the swype method. For each kilometer you run, you receive a specific number of soldiers to lead onto a digital battlefield, which is assigned to you based on the kilometers you run via a match location. You must position these received soldiers within 60 seconds using the swype method and wait on the assigned opponent until they position theirs. Once you have done that, you take further steps in the real world according to the predetermined position on the digital map in your area or vicinity in order to then activate these soldiers and ultimately move them in the fight against your opponent. While you are collecting steps outside, you must pick up additional items in the real position on your smartphone in order to support your soldiers with individual items. These items could be ammunition, equipment, armored vehicles, etc., in order to secure an advantage over your opponent. The digital battlefield is randomly selected by the game based on the number of soldiers you generate and is dynamic, meaning changes in the landscape can occur. Once you've decided to launch the initial attack, swipe your soldiers to the immediate position in the field, where they can think strategically and establish the best rhythm for automated combat. If you've previously found a specific custom item card, you can join the game live in a third-person or first-person perspective and help intensify the battle against your opponent.

No. 1972 FloppySocc

This game is about a 5 vs 5 soccer match in which players compete against each other as rubber-like characters. The highlight of this 5 vs 5 soccer game is that the so-called floppy players have different colors. They simply have to pay attention to the changing color of the ball over time and then get the ball at the right moment with their floppy character that matches the color of the ball.

In order to use the special ability that is activated on it, i.e. a special shot that is unstoppable for the goalkeeper. The floppy players are not easy to control; they are rubber-like and bounce back and forth, and catching the ball is not easy to coordinate. The winner is the team that scores the most goal units within a running time. In addition, the playing field changes dynamically and varies its color according to the characters, wobbling and hopping and swaying back and forth until a goal is scored.

No. 1973 *FishKotor*

In this game, the aim is to use a digital fishing boat, both on and under water, to catch as many fish as possible in individual quantities, shapes, and sizes. To catch individual fish, use the vertical and horizontal sliders at a specific time and position as you steer the boat through the dynamic waters. Watch out for barriers and obstacles, as well as pirates and other opponents in the game, until your time limit runs out. This means that as you catch more fish, your time account will increase and you earn bonuses for certain fish species, such as more speed, acceleration, and maneuverability. More sliders act as fishing rods. To gain more speed and acceleration, swipe your boat individually to the speed or acceleration scale. The winner in this massive multiplayer open world game is the one who catches the most fish and receives weapon systems for the battle mode. In return, you can challenge other winners in the deathmatch mode in the damage battle mode.

No. 1974 Filterius

This plugin for internet browsers is used to organize with tabs, open a certain website that you like, the tab recognizes the content and displays it in text and icon in the tab, you can then tap the icon and the website will be listed in a compressed form without advertising and only content, in your dynamic mind map, which you can call up and have displayed visually, either via timeline or tunnel or grid view compressed and redeclared.

In addition, they can have their tabs ported to their social network portfolio page in tabs for a certain duration and displayed to their friends for viewing in timeline mode, where their friends and contacts can find out about the content and like certain content or simply like the tabs, leave comments and these are in turn ported to their dynamic browser timeline.

No. 1975 Fashion Run

In this game you have to design your own carnival trains or vehicles and present them on geometric mathematical streets in shapes like circles, cylinders, rectangles etc. If your carnival car is selected by the audience using the computer algorithm you can then take part in soap box races with your design car on these streets and compete against other opponents in various races.

No. 1976 RunTheXsez

In this dating app, before you start the single radar, you have to compete in a digital run game against other male opponents based on the steps you've taken at the end of the week. This will ignite or activate the single radar, allowing singles in your area to be visible through the radar. In the first game, you use your steps as distance kilometers and use the power boost to build up speed. Those male singles who are among the top 10 winners at the end of the week can use the single radar and, in turn, link the rankings of the female singles who followed the same principle and start a conversation. Their ranking is linked to the same ranking of the female single, bringing momentum to the dating section.

No. 1977 Drillolo

In this game, you use swype controls to steer the oil drilling machine to a computer-selected location on a dynamic map. You then extract the required amount of oil and use this oil to power the machines—in this case, a train. The train is then activated and travels, picking up passengers, until the oil runs out. The goal is also to steer the train through the dynamic map to transport passengers from one district to the next as quickly as possible. The winner in versus mode is the player who has transported the most passengers to their individual destinations.

No. 1978 ChosenOne

This game involves setting a digital battle strategy clock. Using the hour hand, you select your individual soldiers from different sectors. The hour hand represents the geometric mathematical shapes that , with the seconds serve as the rhythm of movement. Click "Match" and hope to find a like-minded opponent by setting your location on a simulation site on the globe. If you find one through a match, the turn-based strategy match between the opponents begins on an individual, random location on the globe.

Each round you continue to pursue your goals with your digital battle strategy clock and if you win you receive the area on the globe and the opponent's soldiers as a gift.

No. 1979 AstroLove

In this game the aim is to unlock female singles on your star radar in order to communicate with them. To do this you have to aim your telescope at the male singles who act as stars on the radar and who are there. You then have to precisely hit the star for each male single with your telescope ammunition in order to deactivate future opponents from the dating network for a certain period of time. To feed the telescope with ammunition you have to find ammunition packs in your surroundings in the real world with your smartphone and shoot them with your smartphone. Once you have collected enough ammunition packs and deactivated the male singles, disguised as stars on the radar, female singles who are interested in your score will then pop up. For each male single star you hit you get points. With the points you can unlock further content from the female singles and access more personal data about the female singles such as pictures, videos, voices, comments or portfolios.

Take the chance to click on the single female and use your points to get in touch with her.

After a certain amount of conversation, they can be deactivated in real time by male singles who meet them, just like before. Keep at it and fall in love faster than the others.

No. 1980 Amerue

In this dating app the aim is to conquer real residential streets that have previously been transferred to the digital world in a casual game. The aim is to control a heart from a bird's eye view using the swype method and to collect time coins until the time runs out. The person who has earned the streets with the most coins can then look into these streets using the 3D Anerie map mode and check whether real singles have previously taken photos there. In order to have a conversation with the person with their collected time coins at a specific time point, they can click on the person.

No. 1981 Lafing

This digital organizer for streaming platforms of all kinds uses a dynamic spider web. You open the app and navigate between four spider webs of music, videos, images, or news. Colored vector points appear as thumbnails at the intersections of the spider web. You can click on these to access the offer and get a full view of the streaming offering. The spider web's AI links the colored vector points so that the streaming content is aligned with the same content. You can also quickly open the thumbnails from the colored vector points in the special spider web and gain more information about the content and pricing. You can swipe to individually move the colored vector points in different directions to add new content and thereby create a diverse content offering. In addition, you can also blindly and randomly use streaming offers at low prices with one click by clicking on the colored vector points and immediately book last minute offers and save them in your digital media spider web media library. You can send this personal media spider web to friends and borrow it, and have friends use and try out the content it contains.

No. 1982 Prochiak

This internet browser plugin is used to enrich and improve collected information for your clear comprehension. You activate the plugin "prochiak" in your browser, a digital dynamic animated piggy which you position in the browser. You drag and drop your important content from the individual websites that interest you into the piggy. The piggy organizes this content into a specially categorized list using browser tabs. For example, if you have dropped a post or news article, the piggy organizes this into the list. If you click on the piggy, you will then see a tab list which is then displayed separately according to category. If you now click on the tab, you will go directly to the exact position of the post or news article that you previously dragged into the piggy. The tab remains open via a tab and can now be ported to your messenger or social network account and accessed by users until they deactivate it again or pin it to their account in the future.

No. 1983 Chikiera

This plugin for music remix creation for the music streaming platform uses ejbe spider web, in the spider web you can see colored vector points thumbnails of music artists in cutting checkpoints, the lines are used to transition from ejbe to the next song and to implement new instrumental sounds which are simulated by swyping on the spider lines or threads and mixed into the current song.

By clicking on the other colored vector points you can determine the strength of the pitch and add vocals that you have previously recorded.

No. 1984 Seizev

In this game you have a square that has individually sized holes and rotates on its own axis with bouncy balls that you have to snap and then swipe to hit the holes in the square and fill the holes. Once you have filled all the holes, the individual colored bouncy balls are activated and your opponents aim at them with a sniper weapon and try to hit them so that they come loose and you have the task of hitting them in the holes again. The game switches into both positions, each opponent has to switch and try to stuff the same cuboid with bouncy balls and work on the opponent's cuboid so that the bouncy balls get going again. For each hit in the individual holes you get points, as well as for each sniper hit, the winner is the one who has collected the most points while the time runs out.

No.1985 Initiator

This browser plugin for modern internet browsers uses a new tab layout and content directives that declare individual websites and display them separately in a dynamic spider web, forming a so-called mind map network. Dragging a tab onto the web's silicon will display the tab on an individual thread and group it with other tabs that have the same content.

You can now move the tabs around and position them in a personalized way on your dynamic spider web, or have the AI arrange the content and categorize it according to the website content or passage you have read. The tabs contain individual sections of the website and their content in a minimized content structure, grouped in soft, medium, or hard, and you can save the most important ones. You can individually port these tabs to your messenger or social network account in the menu tab above as a slider and display them. By swiping the tab and its category, you can scroll through the information. A multimedia news ticker runs under the tab with the most important information, plus a dynamic multimedia thumbnail that can display images, videos, voices, etc. as pop-ups on the thumbnails.

No. 1986 Klond

In the future, marked internet content or other content can be saved on smartphones and internet , directly into your content calendar browsers for a specific date with a reminder function, and this can be controlled via a menu item in messengers and social networks using the swype process. The collected content can then be displayed, for example, in a separate timeline in the messenger and can be used for sharing and tracking your personal internet searches.

No. 1987 Office Devil

This extension for Word and Office programs offers you several advantages. Your meetings will be simultaneously integrated into the Office programs via a Bluetooth box and interact with an AI that categorizes the topic and, upon command, retrieves additional information from the Internet or intranet for those who have escaped the topic. These additional anecdotes can be individually adapted to the topic and, after being added to ejbe, can be extracted in 3D and 2D as a visual dynamic mind map and projected onto a whiteboard or wall using a projector. The mind map can be accessed in real time via the intranet, and forgotten comments and ideas can be added. The total is then summed up via AI and can be visually displayed for comparison on a comment/idea vector point scale.

No. 1988 Onion

In this game you use the volume and volume controls on your smartphone to control the individual jumps of the onion. This means that if you press the volume down the onion makes short jumps. The louder you press the control, the longer the player jumps. The onion automatically switches from left to right and in the game and jumps from right to left through the passages. The onion can also be varied by swyping. The more you touch it and swipe in the right direction, the higher or lower you control the onion in the dynamic jump and run levels, which in this case represent a fantasy vegetable garden. While you play through the levels you can throw onion rings at enemies and opponents. These must first be collected and charged as items in the level.

You control the character so that he does not hit the barriers above or below the level, otherwise he loses energy. As soon as the energy runs out, you lose one of three lives.

No. 1989 Parkot

This mixed reality game is about equipping a real cat with a digital collar so that the cat can be seen via GPRS on a digital map on the smartphone and its position can be recorded from the real position to the digital map position. So that the cat, when activated in a certain position on the digital map, transforms from the real movement in the position into a digital cat at that position. In order to then try to catch the individual mice that appear at the specified position on the digital map using the swype method based on the cat's real GPRS position. For each mouse caught on the digital map with your digital cat that has been switched by the GPRS and is activated, you receive a time bonus for the active GPRS for the real cat in the wild. The aim is to work together with your real cat and the digital game and to catch the most mice within a running time in order to maintain the GPRS. In addition, they must collect a certain number of mice, because two bettors bet on whether they will succeed or not. If they manage to reach the number, they receive a percentage return of the amount wagered compared to the number of digital mice they have caught. If they fail, they are eliminated and have to wait in a longer game match queue to make another attempt.

No. 1990 Pocolha

In this game, the aim is to collect Pepsi or Coca-Cola caps. Behind each cap - which you switch - is a unique poker hand that you can scan into your pocolha album using a QR code and secure in return. Once you have reached the certain number of copies in the album, the match begins at the classic level of the poker game Texas Hold'em. You play against other participants in match no-limit mode at the pocolha digital table with a poker hand carousel drawn at random from the collected cards in your personal album. The collected chips are used as stakes, and the person with the most chips after the time runs out receives points, which they can then use to fill up their Pepsi or Coca-Cola drink stocks for free in the real world by exchanging points.

No. 1991 *BeatTown*

In this music game the aim is to fill the cubic cube with stones, each stone is assigned a special musical note and must be placed in the individual direction of the colored stones so that a correct note appears which, after the correct touch pressure on the colored stones, therefore also, in the correct order, the cube rotates and then has to be positioned with new notes until it is switched all colors into shape and contains a uniform shape.

No. 1992 SpaceAlert

In this fast-paced game the aim is to load up a cowboy with real steps from the real world so that he can charge a scale so that he can be shot into space on a rocket, and then use his digital lasso to pull a jet stream towards him while he moves individually in space to build up speed so that he can get close enough to the individual stars in different colours and shapes and sizes to shoot them with his own gun and collect points. The person who destroys the most stars wins in a match versus duel and darkens the display so that his stars are no longer visible and can be hit so easily. The aim is to shoot the most stars in their decelerating step length on the scale and time, to shoot the most stars and thus completely darken the opponent's display.

No. 1993 *PizzaPole*

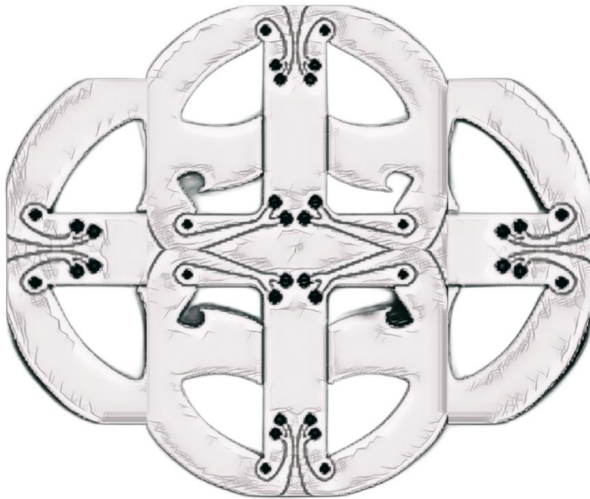
This pizza restaurant offers customers a unique game in its in-house Pizza Creative app. Players who have collected enough coins through a real pizza order are allowed to participate in the game. The game begins with collecting items in the real world around them using their smartphone. These items are ingredients for a customized pizza. If you find the items within a certain time and match them in a memory puzzle, you can have a customized free pizza delivered to your home free of charge from the in-house app. If you lose the game, i.e., don't find the items, your coin balance decreases. Pizzapole is designed to encourage you to get moving if you want to participate in the game and have a free pizza delivered for free. You can also auction off your won pizza to individual customers of the app (i.e., participants) through the previously won argument in the pizza restaurant's reality game, thus using real digital money for the next online purchase of pizza products to reduce your ordering costs. The motto is "get your Pole Position on Real Fit Pizza Move."

No. 1994 Alarm Bell

This radio station of the future isn't just about music; it also offers the chance to win free food. Winners of the in-house app can find the unique jingle, which is activated by the presenter's song, in the memory puzzle in the in-house app and click on it as quickly as possible to catch the same sound that was played, in order to be connected live to the presenter. If you've studied the app sounds carefully beforehand and have been connected live to the presenter, you can have a free, personalized food package chosen by the presenter for the day, which will be offered in the future by the restaurant AlarmGlocke, delivered to you free of charge at your own time and place. If you play the wrong jingle, you'll have to take over your music playlist and a short presentation from the radio station AlarmGlocke on a specific day.

No. 1995 Ertnadis (Sound)

This emblem reflects a new technology of sound culture, the sound connections to each other are linked with tangible arms and the small sensors control the different Frequencies of sound technology, the interaction of these factors should provide a new aspect of sound reproduction quality and efficiency of sound dynamics in the future for the products, sub woofer, in ea buds, stereo boxes, etc.



Absolutely! Here's a more detailed look at the emblem and its possible meaning in the context of sound culture:

****Interpretation of the emblem****

*** **Connections and Networking:****

* The emblem clearly shows that the individual elements are "Tangible arms" are connected to each other. This symbolizes the networking of sound sources and components. In modern audio technology, the networking of devices and the integration of various sound sources is a central theme.

* The idea that these connections are "tangible" could point to a new way of interacting with sound, perhaps through tactile elements or haptic feedback.

*** **Sensors and frequency control:****

* The "small sensors" indicate precise and dynamic frequency control. This is crucial for sound quality and the efficiency of sound reproduction.

* Sensors are already being used in audio technology to detect ambient noise or determine the listener's position. The idea of sensors directly controlling frequencies could point to an advanced form of sound optimization.
sen.

*** **New aspects of sound reproduction:****

* The emblem promises an improvement in "sound reproduction quality and efficiency of sound dynamics." This is a central goal in audio engineering, as manufacturers continually seek ways to make sound clearer, more detailed, and more powerful.

* The mention of "subwoofers, in-ear buds, stereo boxes" suggests that this technology could be used in various audio products.

****Possible applications and future visions****

*** **Adaptive audio playback:****

* The sensors could be used to improve the sound reproduction automatically adapt the output to the environment. For example, an in-ear bud could analyze ambient noise and adjust the frequencies so that the listener can optimally enjoy the music.

*** **Personalized sound profiles:****

* The technology could enable the creation of customized sound profiles based on the listener's personal preferences. The sensors could be used to measure the listener's response to different frequencies and adjust the sound profile accordingly.

*** **Immersive sound experiences:****

* The networking of sound sources and precise frequency control could be used to create immersive sound experiences. For example, a home theater system could adjust the sound to perfectly match the room acoustics, providing a realistic sound experience.

*** **Sound design:****

* The technology could also be used in sound design, where, for example, sounds can be haptically connected to one another using "tangible arms".

****Conclusion****

The emblem and its description point to an innovative technology that has the potential to revolutionize sound culture. The networking of sound sources, precise frequency control, and adaptive audio playback could set new standards for sound quality and the sound experience.

No. 1996 Ertnadis (Camera)

This emblem represents a new camera lens and its corresponding attachment, designed to generate improved photo resolution. This innovative design allows the lenses on the balls to be connected to the other lens balls in various ways through the arms of the emblem, resulting in improved sharpness, resolution, and quality when taking a picture.



Absolutely! Here's a more detailed description of the emblem and the concept of the "PachoPacho Lens":

****The Emblem:****

*** **Design:**** The emblem features a symmetrical, complex design reminiscent of a camera lens or attachment.

It consists of several interconnected elements that resemble arms with small balls at the ends.

*** **Symbolism:**** The shape and arrangement of the elements suggest a function in which light rays are bundled, refracted, and focused in innovative ways to achieve improved image quality. The balls on the arms could symbolize the individual lens elements or microstructures that contribute to light manipulation.

*** **Color scheme:**** The emblem is a light, metallic gray, reinforcing the association with a precision technical instrument. The dark background circle with a color gradient in the center could represent the optical function of the lens or the refraction of light. The lettering "MULTI-COATED" indicates the high-quality coating of the lenses.

****The concept of the "PachoPacho Lens":****

*** **How it works:**** The "PachoPacho Lens" is intended to enable improved resolution, sharpness and image quality through an innovative design and a novel arrangement of lens elements or microstructures.

*** **Innovative lens connection:**** The balls on the lens arms are designed to be connected to the other lens balls in a novel way. These connections are switched through the arms of the emblem to ensure optimal light guidance and image correction.

*** **Improved sharpness, resolution, and quality:**** The precise arrangement and connection of the lens elements is designed to minimize aberrations and maximize image sharpness. The "PachoPacho Lens" is designed to achieve higher resolution and better image quality compared to conventional lenses.

****“MULTI-COATED”:** The lettering “MULTI-COATED” indicates a high-quality multi-layer coating of the lenses. This coating reduces reflections and stray light, resulting in improved image quality and color accuracy.

****Possible applications and further developments:**

*** Photography:** The “PachoPacho Lens” could be used in cameras for professional photographers, amateur photographers and smartphone users.

*** Videography:** The lens could also be used in video cameras for recording high-resolution videos.

*** Microscopy and Telescopy:** The technology could be used to develop microscopes and telescopes with improved resolution and image quality.

*** Ophthalmic optics:** The concept could also be applied in ophthalmic optics for the development of spectacle lenses or contact lenses with improved visual quality.

****Additional Notes:**

* The actual effectiveness and feasibility of the “PachoPacho Lens” depends on further scientific research, prototypes and tests.

* The description of the concept is general and could be supplemented by more detailed information about the materials used, optical designs and technical specifications.

I hope this more detailed description helps you.

No. 1997 Wiewluk

For Smart TV, communicates with you in real time via the smart TV's microphone. This means that the words you repeat during the TV program or film are applied in time-shift mode in the language you want to learn, which you previously selected, at the same position via animation, translated as a bubble to the event in the image. You must now repeat this word correctly in order to continue decoding the TV program or film in time-shift mode in the language you are learning. For each correctly repeated word, it is categorized in the TV app vocabulary library with appropriate AI-enriched images and information about the word. In addition, you receive points for correctly repeating the words to be learned in the previously set learning language and you can select an opponent from the app in the film time shift mode to duel with. The person who pronounces the most words of the foreign language correctly and collects the most points for each individual correctly translated word that they translate correctly and pronounce correctly through the integrated microphone of the smart TV wins the TV program - film time shift mode and receives coins, which they can then use for on-demand films on the individual platforms that you know, for example Disney Plus, to exchange for a paid film if they have collected enough coins in the game beforehand.

No. 1998 Brainfall

You control a brain through a dynamic 2D visual landscape in space, appearing geometric symbols such as circles, triangles, rectangles, squares, etc. Floating around in space, an individual geometric symbol flashes on one of the individual brain zones, you must now swype the corresponding geometric floating symbol into the correct brain zone to accelerate the brain so that it can progress further in space. Different geometric shapes repeatedly flash in the individual brain zones, these must be precisely connected to the floating geometric ones to maintain speed, because you are battling against another player in space in the 2D dynamic flight visuals, seen either in switch from bottom to top or from left to right. The winner is the player who reaches the goal fastest. This means they win the Battle Match and expand their brain zones by one more zone to link more geometric shapes to build up more speed in the next game. The speed is hindered by incoming asteroids or meteoroids, which they have to dodge. If an asteroid hits their brain, for example, they lose a brain zone for collecting the floating geometric shapes and slow down their speed.

No. 1999 Screed+

You use an in-ear bud and put it on while watching TV, you enter the command screed IT into your ear buds and a short scene from the program that is important to you is saved in your cache. With a second command, screed social, you can send this scene directly to individual messenger contacts, naming them, or social contacts, naming them and network, or upload it to your social media account or save it in your messenger cloud storage for further distribution.

No. 2000 ZotamNowegoKollego

All of the essential information you secure and encode from the dynamic internet, interactive television via earbuds, and, if permitted and approved by you, personal voice recordings, are stored in your personal dynamic AI calendar and enriched with useful information through AI approval. Your profile picture and your calendar of information are created by you on the zotam-nowegokollego social media platform. Any activated friend or approved user can access your calendar and enrich themselves with the thirst for knowledge you have created over the month or year. A search function is also integrated that searches all calendars according to your wishes and provides you with a suitable AI-enriched result of the content input from the kakendare of this social media platform in a dynamic timeline. You can also create your own.

Kakendar can be mirrored on external media such as smart TVs and smartphones or smart tablets. Furthermore, your Kakendar can be presented as a dynamic media mind map in 2D or 3D for swiping in a new design view. Furthermore, your Kakendar can be integrated into Messenger as a plugin, acting as a so-called digital cloud of personally collected information that can be forwarded from Kakendar to contacts via Messenger.

No. 2001 StarBreaker

At the end of that month, your individual running or walking steps from your smartphone are transferred to the game Starbreaker and the total of your steps is compared with similar people nearby who have achieved a nearly exact stride length. You will then find similar people on a radar who have the same total stride length as you had collected. You then drag your profile to the other people and fill out the team space. Up to 8 people can link up with their collected stride length and then form a team which can be played against another team in match mode.

In Match Mode, players take turns with their teammates to swipe through space to grab digital stars equal to their total stride length. The stars move as fast as each team member's previous stride, in different shapes and directions, and at different angles. Each team member has a certain amount of time to grab these stars and collect points. The winner of the match is the team that collects the most stars within the specified time and receives the most points. The number of stars they collect is up to them and they can be counted towards the next match. This means that if they set a limit and win the next match, they will add the opposing team's limit to their own. Their team must have a certain number of stars at the end of the month to broaden their opponents' radar and challenge them with new potential opponents.

Once they've successfully expanded the radar and unlocked other opponents, deducting their stars, these lost opponents must reconnect by following their digital routes, which are based on the stars they earned, or signposts, to return to the game. The teams that collected the most points in this game may use these points as a team to sell digital, individual products of any kind and form online to reduce the price of the product, ultimately making it affordable for society in their region.

No. 2002 Babalabam

A more simplified function will be built into my Smart TV of the future. I connect my earbuds to the smart TV and select my contact using the pre-programmed buttons on the remote control. After pressing the button, I speak into the earbuds and, whoosh, a news ticker appears with the spoken text from the in-ear buds at the bottom of the TV of the previously selected contact. The contact can now read my message on their smart TV while watching an individual TV program, and then, using the aforementioned principle, send me a message back. Plus, the AI-integrated additional functions indicate additional information on the spoken content and can be arranged into a news ticker. This means that AI thumbnails will appear in the news ticker box, displaying additional, closely related content from the previously spoken personal content from the Internet. You simply have to say thumbnails 1 to 9 and this additional content related to you will be displayed above or next to the news ticker with images or explicit additional information, from sources in the news world or in this example for products from various online shops or etc...

No. 2003 WildKrowa

You control a digital cow through a landscape from a 2D bird's eye view. The amount of energy required for movement is determined by the number of steps taken. Using radar, you search for a vegetable or fruit garden and, once you have found your individual digital garden, you try to graze the vegetable or fruit plantations with the cow until the volume of the digital cow reaches a certain limit. You then let the cow return to its enclosure via a new path. Watch out for hostile farmers and other animals that lie in wait for you on the way there and back, trying to grab you or tear you apart. Once you have arrived in the enclosure, you repeat this principle with a new cow. During this time, the large cow that previously fled to the enclosure is milked. The aim is to produce a certain amount of milk so that an alien being that is protecting their enclosure starts to move around in order to search for raw materials for their spaceship in a certain region and time, to collect these and thus start the space transporter so that they can travel to another area with the cows to explore other gardens. For each milk given back to the alien there are time points until the entire hourglass is filled again and again.

The ultimate goal is to plunder as many gardens from their opponents before time runs out. The winner is the one who has the most gardens in their region, seen as a real radar environment.

, whose vegetables and fruit have been emptied.

No. 2004 Kurka

This search engine of the future for industry and private use on today's Internet connects individual diamonds in various dynamic geometric shapes and facets, securing information and categorizing it according to storage systems, and only with individual lighting technology and irradiation on the dynamic diamond shapes, the information reveals itself in response to questions.

No. 2005 WarningWariat

In this 2D jump and run game the aim is to move on to the geometric stones placed by your teammates, which have to be put together in the right order (seen from top to bottom), in order to create a platform for the warship so that it can jump from one to the next to get to the very top of the display and to reach the next difficulty level.

No. 2006 CallLebrityMatch

In this match you control your Beat M' Up character which consists of individual plastic rubber with move commands, through your voice, seen through the microphone, the moves are letters that consist of vector points and must be spoken in an individual point order so that a kick or punch can be created to be used on your opponent.

No.2007 Makilla

The new lingerie for women from the Makilla brand consists of nets that are worn transparently on parts of the body. The highlight is that the transparent nets, i.e. clothing lingerie, contain colored vector points as a link to the individual lines of the network structure. A remote control is also supplied which can individually make these vector points change color and, depending on the color, exerts different massage pressure in order to stimulate and relieve the muscles in the various parts of your partner and create a feeling of well-being.

No. 2008 Quack Department

You are watching an interesting TV program or film. Now you activate the Quack button by clicking on the remote control. Questions about important information from the content of the TV program will appear in a news ticker at the bottom of the TV from the Smart TV's integrated QuackDepartment app. You can then include these in a match against other challengers who have also generated questions and start the match live with your opponent. You will be asked individual questions from the pool of questions and must answer as many questions as possible within a limited time period. For each correct question you receive minutes of airtime for a pay-per-view film of your choice after the match has ended. The aim is to win as many minutes of airtime as it takes to play the entire film in its entirety, save it in your film archive and then lend it to a limited number of friends for free.

No.2009 AiVusta

You press on a Facebook post or internet passage of any kind with your finger held down and activate the meta AI from Facebook or Google, which then shows new relevant data about the social post or internet passage using a swype switch like in a card game, you then swipe from left to right through the newly displayed relevant content with your finger as far as you are interested in it and browse through this card set explicitly for new relevant information such as news, images, videos and media content about this post with the help of the meta AI or Google Ai. If you now like the card set, you can drag and drop it to the left or right of the display and drop it in a slider, you can call up the slider at any time and fill it with new card sets as required. The slider or individual card sets can be modularly and dynamically forwarded to WhatsApp and your smartphone slider, and then displayed there in turn. This means that a slider is now integrated into your normal smartphone, which can be activated by swiping from the left or right, and the collected card set information is made available there. You can forward this information directly and at any time from the slider using the forwarding icon, via individual sharing programs, to contacts or elsewhere. It is also possible to extract the slider into a mind map for Windows and have this dynamic mind map created using collected information from the network or internet in 3D or 2D in Windows. It can also be forwarded to your smart TV and displayed in this dynamic mind map.

No. 2011 HotShots

You swype a digital dynamic chicken from the left of the display and have to position the chicken at a certain point which is viewed as an individual colour. Each colour of the location has a certain difficulty and from there you can swype the chicken again. The aim is to get the chicken to the opponent's main quarters within a specified time and steal digital eggs there and bring them back to their quarters. If you have managed to steal the required number of eggs you can then use these in the switch of the game to hit the opponent's chickens with a special egg launcher. For each chicken hit you get points which you can use to equip your chicken with special properties, for example better accuracy, movement, acceleration, target acquisition, etc. in order to get to the opponent's main quarters more easily in the next round. The winner is the player who can smash or shoot the most chickens that appear with the eggs he has acquired in the switch game within the time limit.

No.2012 EartNoid

In this game you have to avert asteroids by swiping the colored earth's mantle or moving the earth using the 360 swype method and hurl these colored asteroids back onto the planet from which they came. Colored asteroids are coming towards your earth from individual directions. You must therefore swipe the earth with its colored circular mantle so that it is absorbed by its colored protective mantle to match the colored asteroid and returned to the Opponents' planets are thrown back, the aim in this ping pong multiplayer spin-off is to destroy the opponents' planets before their planet is hit and their life energy runs out

No. 2013 Skipper

A new icon called Skipper, which is displayed on the Instagram message timeline, has the function of better managing and exchanging your reels and messages. This means that you can drag and drop or swype received reels or messages into the Skipper icon and have them displayed individually as a Slipper card set. Swipe right or left to swipe through your collected reels or messages. Each of these cards receives a reel or message with a headline of the content category and additional information relevant to the content, appropriately enriched from the internet using AI, on the back of the individual card. You can use the forwarding swype to forward these reels or messages to your contacts, who are displayed as bubbles around the individual cards.

No. 2014 Signs

To bring interactivity to social networks and messengers, you can activate the dynamic bookmark mode signs by clicking the star icon, which is mandatory when searching for information on your individual website. Now, the dynamic icon activates the passage you consider important as a dynamic redirect module for social networks and messengers. This means that the icon extracts the content such as text, images, voices, videos, etc. from the passage and saves it as a dynamic thumbnail sticker with corporate identity, i.e., a dynamic logo thumbnail sticker.

Plus icon in the logo for viewing, whether video, text, news, voice, etc., content in an optional mask. From there, you can forward and open this dynamic thumbnail sticker to social networks and messengers. Behind this dynamic thumbnail sticker lies a modular viewpoint. This means that the previously collected content of the individual page and its passage can be viewed as digital card decks and viewed, along with the content passage, in swype or switch mode for recording and viewing. After clicking the sticker, you slide your finger from left to right through the content your contact wants to convey and swipe the important cards, if you wish, into your optional mask to save this information, or swipe the unimportant cards out of the deck.

No. 2015 BayDoLuk

The new digital, dynamic shopping information displays at your individual supermarkets are sized to be optimally read and operated. This means that for each product range or product branch, a digital mini display the size of a 6- to 8-inch tablet (seen in rectangular mode) is integrated into the sales magnet. They have the function of merging with the other tablets. This means that you swipe the products in the range in a deck of cards and, for your live card deck, you can optionally see the fusion with another product from a different range as a digital card. The fusion of these cards generates a healthy and affordable offer through the interplay of products, which can be individually offered to you as an offer at each sales magnet and its tablets. You can also personally change these card decks, which generate suggested product fusions, or test the offer, for example if you want to shop in the grocery store and thus experience offers with healthy or personalized shopping experiences. If you accept the generated merger offer, for example, you will receive discount points for your next purchase on individual products that you would like to reduce in price.