

Sales terms & conditions

Date: 27/07/2024, 10:36

TERMS OF SERVICE

1 RETURN POLICY

Please contact matrix-q.club before returning any tangible items.

You can return the product within 30 days of delivery. The product must be in new condition. If the product is ruined or used the product shall not be refunded. Make sure to include contact information with the return and if possible, please provide us with a tracking number and a brief description of your case.

matrix-q.club suggests you get a receipt and a package ID for the return from the delivery service, as it makes it easier to follow the return shipment if needed. matrix-q.club will make a refund of eligible returns. If you paid by invoice, we will need a bank account number to transfer the money back to. The easiest way is to e-mail it to us.

1.2 NON RETURNABLE GOODS

Several types of goods are exempt from being returned. Perishable goods such as food, flowers, newspapers, or magazines cannot be returned. We also do not accept products that are intimate or sanitary goods, hazardous materials, or flammable liquids or gases. Additional non-returnable items are: Gift cards, downloadable software products, some health, and personal care items.

1.3 SHIPPING

To return your product, we require a receipt or proof of purchase. Please do not send your purchase back to the manufacturer. You should mail your product to: matrix-q.club, Utrecht, 3584 CH, Padualaan 8, Netherlands

You will be responsible for paying for your own shipping costs for returning your item. Shipping costs are non-refundable. If you receive a refund, the cost of return shipping will be deducted from your refund. Depending on where you live, the time it may take for your exchanged product to reach you, may vary.

If you are shipping an item over \$75, you should consider using a trackable shipping service or purchasing shipping insurance. We don't guarantee that we will receive your returned item.

2. THE MATRIX-CLUB: HOW DOES IT WORK?

2.1 START PLAYING

Get invited to join the game.

Attend a Q&A Private session online, or a public Webinar for more details.

Visit our online shop: choose the learn-play level, games, missions, challenges, clubs, conversations, activities, or teams you would like to join.

Schedule time with us online for a capacity (assessment) scan. We tailor-make your game.

Learn-play, impact-play, and earn-play: Start earning points, tokens, and rewards. Earn certificates, and licenses. Earn monetary compensation for your achievements.

2.2 GETTING A HIGHER RANK IN THE MATRIX-Q CLUB: BASIC RULES

Every time you attend events, club activities, balance retreats, participate in conversations or collaborate with a team you earn points and tokens.

By participating and completing learn-play, impact-play, and earn-play activities, tasks, missions, challenges, and projects, you earn points and tokens, and also money.

In order to activate learn-play content, impact-play projects, and earn-play opportunities, you need to utilize your acquired points, tokens, or credits (Matrix-Q Wallet). Higher the rank and ring you have achieved, the more complex, and rewarding the challenges you will receive. As more certificates and licenses you have received, the more qualified you become to learn-play, impact-play, and earn-play.

Higher the Matrix-Q Games Level you play, the more complex the challenges, and the more impactful your achievements.

2.3 THE MATRIX-Q CLUB & GAMES CULTURE & GENERAL HOUSE RULES

At the Matrix-Q Club, you think, feel, create, innovate, act, lead, and earn with the knowledge, skills, and experience acquired.

Matrix-Q Game players choose their own target learn-play activities, impact-play missions, and earn-play opportunities. We tailor-made the Matrix-Q Game for each of our online community members, because everyone is unique, has a unique journey, to re-discover their own potential, live a life with purpose, and unleash their own capacity. Your uniqueness is the solution for a challenge we are about to discover.

By completing learn-play projects, you receive Matrix-Q Akademia Certificates.

By completing impact-play and earn-play projects, challenges, and missions, you qualify to receive Matrix-Q Licenses, for commercial use (Matrix-Q Specialist). For example as a designer, coach-trainer, consultant, coder, project manager, data analysis, personal/executive assistant, communication and story-telling, multidisciplinary research, and innovation.

By solving complex and wicked challenges, you qualify for a higher rank (12+Belts), which gives you access to earn more points, tokens (Higher the rank, higher the points and tokens you receive). As well you access to advanced levels of learn-play content, systemic-impact challenges, and earn-play opportunities.

By demonstrating your values purpose, innovation, and impact-driven entrepreneurship capacity, you move towards the inner rings of the Matrix-Q Games Community, accessing long-term, and more impactful projects, addressing global, local, and social pressing issues.

As a Matrix-Q Games Player, you acquire always more experience, skills, and

knowledge, measure, predict, value, enhance and optimize your capacity to create a positive impact in nature, societies, and economies. You may be invited to participate in missions, with valuable rewards, in tokens, points, and money*.

By participating in the Matrix-Q Games you agree with the Matrix-Q House Rules

Zero tolerance for business doping

<https://mailchi.mp/bcbb911ca49f/matrix-q-house-rules-why-matrix-q-specialists-do-not-consume-any-kind-of-substance-that-altersperception-cognition-consciousness-mood-behavior>

2.4 SOLO OR COLLECTIVE PLAYING?

Some journeys can not be done alone. At the right time, you will be challenged to collaborate with more players.

Some journeys need to be done alone. The acquisition of knowledge, skills, tools, methods, capacity, technology, data, innovations; the achievement of results, and creation of an impactful outcome. Unleashing your potential, becoming a leader, entrepreneur, innovator, influencer, or impact investor involves a personal commitment, dedication, sagacity, and endurance.

2.5 YOUR JOURNEY, YOUR OUTCOME

You will build up all the skills and capabilities you need, step by step. Like you would be training in a GYM, you first need to achieve a level of fitness, flexibility, and balance, before you aim for strength and greater challenges. At the Matrix-Q Games, you evolve together with your own game, day by day.

2.6 WAIVER

The outcome achieved by Matrix-Q Games players varies according to the individual DNA, and holistic set of competencies, knowledge, and capacity acquired.

As a community of entrepreneurs, the Matrix-Q Ecosystem can not and will not promise you that you will achieve your wished, planned, or expected targets in any particular time frame.

The Matrix-Q Games set as realistic conditions for playing as possible, including complexity, uncertainty, continuous change, ambiguity, and externalities that belong to the real world we live in.

All the challenges you will face, and conditions for the journey you will receive, are those of an entrepreneur, leader, influencer, innovator, and impact investor that would like to create a positive impact in nature, societies, and economies.

There are risks involved, that you will have the opportunity to learn to manage, and master, through your participation in the Matrix-Q Games.

The Matrix-Q Companies (Ecosystem) and their members, take no responsibility for any decision, action, or investment (of time, efforts, resources, or monetary) you would have made, or outcome of your learn-play, impact-play, and earn-play activities.

As in any other game, the game of life, the odds for your success, for your destiny, need to be mastered by yourself.

2.7 YOU ARE NOT ALONE, YOU RECEIVE ALL THE SUPPORT YOU NEED

To be successful at the Matrix-Q Games, you receive from our team all the support you need.

Resources, knowledge, budget, technology, methodology, skills, data, tools, innovations, and opportunities are enabled for you along with your journey. The Matrix-Q Game coach-trainers, mentors, consultants, assistants, and game masters will support you all the way up to achieving your highest holistic capacity and unleashing your unique holistic potential. Our team utilizes the Matrix-Q Data analysis tools, algorithms, and Matrix-Q A.I. Trusted Advisor/Coach, to assess pathways and opportunities for you to overcome barriers and blind spots, and reach the next level.

You are welcome or invited to schedule time with a Matrix-Q Coach, Mentor, or Consultant to review your performance and capacity reports or to attend 1-2-1 learn-play, impact-play, or earn-play sessions.

Your capacity and performance data (reports) will be utilized to enable you more opportunities and suggests you learn-play, impact-play, and earn-play activities that will level up your holistic entrepreneurship capacity.

All you need to know, all resources you need, all opportunities you want, will be provided to you along with the games.

2.8 THE MATRIX-Q WALLET

The Matrix-Q Ecosystem utilizes the wallet in games, education programs, e-learning, SaaS applications, business administration, product development, consultancy, research, and innovation.

It is a smart application that keeps records of your transactions, purchases, and tokens. A holistic tool for the new economy

2.8.1 HOLISTIC ECONOMY

Our innovative holistic economy model unveils for you 9 categories of value, you create, produce, purchase or provide.

2.8.2 MATRIX-Q TOKENS

The Matrix-Q Wallet provides tools for the administration of an internal alternative currency, based on gift certificates and discount bonds (Matrix-Q Tokens).

The Matrix-Q Tokens are not a cryptocurrency, and can not be cashed out, transferred sold, or given away as a value to any third party outside of the Matrix-Q Game.

3 CHANGES TO THESE TERMS OF SERVICE

We reserve the right to modify our terms of service at any time, so please review it frequently.

Changes and clarifications will take effect immediately upon their posting on the website.

If we make material changes to this policy, we will notify you here that it has been updated, so that you are aware of what information we collect, how we use it, and under what circumstances, if any, we use and/or disclose it.

If our store is acquired or merged with another company, your information may be transferred to the new owners so that we may continue to sell products to you.

PRIVACY POLICY

1.1 WHAT DO WE DO WITH YOUR INFORMATION?

When you purchase something from our store, as part of the buying and selling process, we collect the personal information you give us such as your name, address and email address.

When you browse our store, we also automatically receive your computer's IP address in order to provide us with information that helps us learn about your browser and operating system.

1.2 EMAIL MARKETING

With your permission, we may send you emails about our store, new products, and other updates.

1.3 CONSENT

When you provide us with personal information to complete a transaction, verify your credit card, place an order, arrange for a delivery or return a purchase, we imply that you consent to our collecting it and using it for that specific reason only.

If we ask for your personal information for a secondary reason, like marketing, we will either ask you directly for your expressed consent or provide you with an opportunity to say no.

1.4 CONSENT WITHDRAWAL

If after you opt-in, you change your mind, you may withdraw your consent for us to contact you, for the continued collection, use or disclosure of your information, at any time, by contacting us at online-shop@matrix-q.games or mailing us at: matrix-q.games, Utrecht, 3584 CH, Padualaan 8, Netherlands

1.5 DISCLOSURE

We may disclose your personal information if we are required by law to do so or if you violate our Terms of Service.

1.6 ONE.COM

Our store is hosted by One.com. They provide us with an online e-commerce platform that allows us to sell our products and services to you. Your data is stored through One.com's data storage, databases, and the general One.com application. They store your data on a secure server behind a firewall.

1.7 PAYMENT

If you choose a direct payment gateway to complete your purchase, then our third-party payment gateway might use your credit card info for that purpose. See 3.8.

1.8 THIRD-PARTY SERVICES

In general, the third-party providers used by us will only collect, use and disclose your information to the extent necessary to allow them to perform the services they provide to us.

However, certain third-party service providers, such as payment gateways and other payment transaction processors, have their own privacy policies in respect to the information we are required to provide to them for your purchase-related transactions. For these providers, we recommend that you read their privacy policies so you can understand the manner in which your personal information will be handled by these providers.

In particular, remember that certain providers may be located in or have facilities that are located a different jurisdiction than either you or us. So if you elect to proceed with a transaction that involves the services of a third-party service provider, then your information may become subject to the laws of the jurisdiction(s) in which that service provider or its facilities are located. Once you leave our store's website or are redirected to a third-party website or application, you are no longer governed by this Privacy Policy or our website's Terms of Service.

1.9 LINKS

When you click on links on our store, they may direct you away from our site. We are not responsible for the privacy practices of other sites and encourage you to read their privacy statements.

1.10 SECURITY

To protect your personal information, we take reasonable precautions and follow industry best practices to make sure it is not inappropriately lost, misused, accessed, disclosed, altered or destroyed. If you provide us with your credit card information, the information is encrypted using secure socket layer technology (SSL) and stored with a AES-256 encryption.

1.11 AGE OF CONSENT

By using this site, you represent that you are at least the age of majority in your state or province of residence, or that you are the age of majority in your state or province of residence and you have given us your consent to allow any of your minor dependents to use this site.

1.12 LAWFUL FINANCIAL SOURCES DECLARATION

We are a club of investors-entrepreneurs, we practice due diligence as a process that involves risk and compliance checks, conducting an investigation, review, or audit to verify facts and information about our members. In particular with funding campaigns for new projects, startups, or incubation /acceleration of innovation-driven businesses, that normally require an investment. For example digital transition, the creation of a digital platform assisted by A.I. Engine HOW DOES IT WORK? By registering on our platform with any membership or by purchasing any product, you are making a first "lawful financial sources declaration". Automatically, by default, when you accept our terms and conditions, which are general for all our members, you declare the lawful nature of financial sources you are utilizing to participate in the activities, business opportunities, investment programs, or membership programs at the Matrix-Q Entrepreneurs Club.

REFUND POLICY

Our policy is NO REFUND. After purchase, unfortunately, we can't offer you a refund or exchange.

2.1 RETURNS

Once your return is received and inspected, we will send you an email to notify you that we have received your returned item.

2.2 EXCHANGES

We only replace items if they are defective or damaged. If you need to exchange it for the same item, send us an email at online-shop@matrix-q.games and send your item to: matrix-q.games, Utrecht, 3584 CH, Padualaan 8, Netherlands

2.3 THERE IS NO REFUND

2.3 There is no refund after purchase, quit notice, cancellation, end of product validity, change of product or rescheduling, or any other case

transferred to the new owners so that we may continue to sell products to you.

3.0 MEMBERSHIPS

Before you choose any convenient flat-rate subscription to the Matrix-Q Games (Memberships), you need to know what the game is about. In order to participate in the Matrix-Q Games, to activate your learn-play, impact-play, or earn-play activities, you need to use credits, points, or tokens.

3.1 POINTS & TOKENS

You earn them as a reward for completing tasks, solving challenges, completing projects, and achieving missions and targets.

For example, you earn tokens and points already just by getting invited to join the Matrix-Q Games.

There are available at the Matrix-Q Ecosystem several opportunities to earn tokens and points.

You may also utilize credits.

3.2 BENDING THE RULES

If you want to bend some rules, sometimes, it is possible to use credits.

For example: If the Matrix-Q Game master requests you to trade 54 Tokens for the next learn-play activity you want to complete, which is compulsory for the earn-play project you want to try out, then if you do have not enough tokens, you may purchase credits at any time.

It is not always possible to bend the rules. But sometimes it is a good strategic move.

Sometimes is better to be patient, and complete more learn-play and impact-play activities to earn the tokens you want, and then use fewer credits.

3.3 STRATEGIC PLAYING

There is a riddle to solve, at each stage of your journey.

For each Matrix-Q Belt and Level of the game, there is a focus point. Therefore rules and the nature of the challenges will change, adjust accordingly. As we expect you to acquire specific knowledge, skills, tools, ... then we need to

adjust the game settings.

The riddle is: How to combine the use of resources and time, skills and knowledge, opportunity and tools, strategically, so that you can activate more learn-play, impact-play, and earn-play activities, and level-up your game (from level 0 to level 9) and achieve a higher rank (Belt 1 to Belt 12), alignment to the mission and values of our community (ring) and your personal goals as an entrepreneur, influencer, innovators, leader, or impact investor.

3.4 THE MEMBERSHIPS

To subscribe to the Matrix-Q Club you use a membership.

The membership fees vary in length and conditions.

The Matrix-Q Club Memberships give you the convenient chance to control what happens with you in the club. Like a prepaid card, you want to control the resources you utilize from time to time. You can set your own budget limits per month, per year, for 729 days, or for 2187 days.

Some of our members aim to launch start-ups with the game and they plan ahead strategically.

The membership offers you a flat rate.

3.5 PLAYING WITHOUT MEMBERSHIPS

You are welcome at any time to purchase credits, any amount, to play the Matrix-Q Games

Then you can use as many credits as you want at any time.

3.6 CHOOSING A MEMBERSHIP

Memberships offer you a convenient flat rate subscription

You can use the membership for any of the three categories of activities: Learn-play, Impact-play, or earn-play*.

There are two kinds of memberships.

Monthly fees, paid in advance yearly

Fees for a specific time period

You can also purchase at any time the number of credits you wish or need for specific activities Please schedule time with us, to tailor-made your game, and receive strategic advice by a coach-trainer or mentor, about the ideal membership or subscription for you.

4.0 THE MATRIX-Q BELTS SYSTEM

The Matrix-Q Belts indicate the rank a player has in the Matrix-Q Games.

There are 12 belts, represented with colors. The Belts are associated with specific licenses and certificates. Indicating the capacity of the belt-holder to solve systemic complexity with a simple direct and data-driven approach, by applying the Matrix-Q Knowledge Acquired. Please read the Belts list in our website

Matrix-Q Games players achieve the capacity to think, feel, create, act, lead, innovate, decide, and invest time and resources with the knowledge acquired. Matrix-Q Games players need to be invited (if eligible) to take a Belt Challenge. After solving the challenge, the outcome will indicate the number of points achieved and tangible skills acquired. For a player to be invited, it is compulsory to have completed some certificates, earned a minimum number of points, tokens and achieved specific targets.

5.0 CERTIFICATES, LICENSES & LABELS

Matrix-Q Game players activate learn-play, impact-play, and earn-play* activities.. According to the outcome, earn points, tokens; qualify for a rank, ring, and game level. Knowledge, skills, and tools are necessary. Such resources are made available for the players. Along with the game activities, players demonstrate and develop their capacity, enhancing their performance. At the Matrix-Q Games, we measure, predict, value, enhance and optimize players' holistic capacity and performance.

5.1 HOW DO YOU EARN CERTIFICATES, LICENSES & LABELS?

It is expected that Matrix-Q Players think, feel, create, act, lead and invest with the holistic knowledge acquired. As a result, creating a positive impact on nature, societies, and economies, by addressing global, local and social pressing issues. Each learn-play, impact-play, and earn-play* activity, challenge, task, mission, or project is associated with a number of Matrix-Q Akademia Certificates, Matrix-Q Licenses, or Matrix-Q Label levels. Players are informed in advance of the compulsory, optional, or suggested certificates, licenses, and labels they need to have acquired in advance, before starting with any learn-play, impact-play, or earn-play activities. Players earn certificates, licenses, and labels, as a result of a compound learning curve in their timeline, by completing successfully the activities, tasks, challenges, missions, or projects.

For example: For Impact-Play activities associated with responsible consumption and production, players need to undergo learn-play circular design, and complete a project or solve a challenge for which circular design is necessary.

Matrix-Q Games are all about hands-on learning by doing.

5.2 BUILDING BRICKS FOR HOLISTIC ENTREPRENEURSHIP

All Matrix-Q certificates, licenses, and labels are provided by the Matrix-Q Akademia & the Matrix-Q Research Institute. The certificates and licenses are valid for the Matrix-Q University (Project 2023-2030). Visit our website to read the list of certificates and licenses for up to the 4th level of Rank, including white, yellow, blue, and black belt 1.

6.0 MULTIDISCIPLINARY HOLISTIC KNOWLEDGE & RESOURCES

At the Matrix-Q Games players develop the capacity to think, feel, create, act, lead and invest with the knowledge acquired. At each level of the game you players access to Matrix-Q Resources, according to their rank, rink and licenses. In order to activate Matrix-Q resources players utilize their already acquired points, tokens and credits (Matrix-Q Wallet).

6.1 WHAT KIND OF RESOURCES CAN YOU ACTIVATE FOR YOUR GAME?

Knowledge
Skills
Tools
Methods

Technology
Innovations
Products
Services
Data
Budget
Capital
Data-Analytics
Information
Opportunities
Capacity
Assets
Designs
Property
Equity
Holistic Wealth
Passive Income

6.2 MATRIX-Q RESEARCH, DEVELOPMENT & INNOVATION

At the Matrix-Q Ecosystem, we search, find and release trapped value by creating, developing, and utilizing Matrix-Q Resources. The Matrix-Q Research Institute (Multidisciplinary Holistic Research Applied) 1993-2022 continuously develops innovative solutions addressing global, local, and social pressing issues. The Matrix-Q Resources have been designed to be utilized by entrepreneurial mindsets. Innovators, talents, leaders, influencers, and researchers, receive support along with the journey designed for them to become entrepreneurs. As well as entrepreneurs and impact investors receive support to develop the capacity to solve wicked and complex systemic challenges, enabling holistic growth, and strategically investing their holistic wealth. The journey involves the acquisition of knowledge, skills, and experience.

For example, the acquisition of a new holistic and quantum understanding of the economy, human competencies, and potential, the development of the capacity of adaptation, learning, thinking and behavior change, achieving emotional engagement, and social empathy, combined with responsible leadership, strategic thinking applied to entrepreneurship.

For which the Matrix-Q Resources above are made available to eligible players.

Step-by-step, along with the Matrix-Q Games activities, players will access Matrix-Q Knowledge & Resources.

6.3 DERIVATIVES

All derivatives of Matrix-Q Knowledge are property of the Matrix-Q Research Institute. As a player, you may arrive to a creative contribution that will be registered in our system, for which, if apply, you will receive royalties and other benefits. Please contact us for more details

7.0 CREATING A POSITIVE IMPACT BY PLAYING

TIME = POSITIVE IMPACT: Impact-play

With the Matrix-Q Games, our ecosystem intends to scale education for the next generation of leaders. We want to host for 2030, 729.000 players from 108 countries around the world and create 81 Matrix-Q Hubs for Learn-play, Impact-Play, and Earn-play worldwide. Which will translate into new participative and inclusive initiatives implemented at a location to address pressing issues.

The Matrix-Q Games have been designed exclusively for aspiring or already entrepreneurs that would like to address global pressing issues, creating a positive impact on nature, societies, and economies. Driven by purpose, values, innovation, and data, the Matrix-Q Community of Entrepreneurs creates a positive by sharing and cultivating together a common vision, mission, philosophy, and holistic lifestyle

The Matrix-Q Games focus starts with the 17 Sustainable Development Goals, suggested by the United Nations in 2015. But not only that. Through multidisciplinary and holistic research, members of our ecosystem assess global pressing issues, set targets, design and produce innovative solutions.

Matrix-Q Entrepreneurs learn by playing (impact-play, earn-play) how to create a positive regenerative impact, to enable sustainable holistic growth, following a doughnut economy model.

8.0 MATRIX-Q EARN-PLAY

At the Matrix-Q Games, players qualify to earn-play. According to the achieved player rank, ring, points, tokens, certificates, licenses, or labels, the players are eligible to activate an earn-play activity, task, project, mission, or challenge. In order to earn-play, Matrix-Q Game players need first to sign an agreement with the Matrix-Q Ecosystem, in which the conditions, rules, rewards, compensation (including monetary compensation) are defined. Please contact your Matrix-Q Coach-Trainer or Mentor to learn more about earn-play, and how to tailor-make your game, to earn-play as soon as possible. To become an impact entrepreneur and investor means to develop the capacity to create and sustain a balance between revenue generation, holistic sustainable growth, impact, work-life balance, purpose, and mission statement. Matrix-Q Entrepreneurs are holders of Matrix-Q Commercial licenses and labels that entitle them to earn-play utilizing Matrix-Q Innovations, Products, Services, and Companies.

8.1 IN HOW MANY WAYS CAN YOU EARN PLAY?

Here is an overview of earn-play compensation streams.

Matrix-Q Game players may be invited to earn-play with one, more, or all of them.

Passive income with digital assets, creativity, tangible products, affiliate programs, real state.

Monetary compensation per unit of service delivered as a coach-trainer, consultant.

Royalties for innovation, creativity, content development, account management, acquisition, applications development, games development.

Project-based monetary compensation.

B2B, referrals, sales, affiliate commissions. Ambassadors & influencers commissions.

Temporary part-time or full-time salary, employment with payroll, project-based.

Equity, shares, and dividends

Tokens that can be traded for any product or service available in the Matrix-Q Ecosystem

Points

Target Bonus: Every season, at solstice and equinox, we calculate the target bonus for individuals and for the whole ecosystem and much more....

Matrix-Q Start-ups & Innovation Hub

The Matrix-Q Games host as well a multidisciplinary innovation hub, driven by purpose, innovation, data, and impact. Aspiring entrepreneurs join the Matrix-Q Games with their own start-ups or business ideas; or an intrapreneurial project of your company. Addressing global pressing issues, aiming to create a positive impact in nature, societies, and economies; with the mission to accelerate the transition of our planet back to a sustainable future.

8.2 HOW DOES IT WORK?

Get invited to lean-play, impact-play and earn-play. Along with the capacity assessment session with your mentor, we tailor-make your game. We will then include your business idea, project, start-up (registered at the chamber of commerce), or intrapreneurial project (if it is a new internal project of your company).

As everyone at the Matrix-Q games plays a tailor-made game, we can set personalized conditions and challenges to bring you to the edge and reach the next level of performance or milestone for your own entrepreneurial project.

8.3 IF YOU DO NOT HAVE A BUSINESS IDEA YET

You are welcome to participate in the Matrix-Q Conversations, to inspire yourself with global pressing issues, innovations, dilemmas, and opportunities. Through those conversations, you can develop your own business idea, incubate your project, and once ready to start-up.

8.4 COMPETITIONS

At the Matrix-Q Games, we also schedule competitions, hackathons, and challenges for starters and intrapreneurs, with rewarding prizes.

8.5 BUSINESS VALUATION & REPORTS

We measure, predict, value, enhance and optimize your performance while developing your business idea or project.

Based on the outcome of your learn-play, impact-play and earn-play activities we produce performance and valuation reports you can use to communicate your value and the value of your company to impact investors

Including:

Market entry
Financial valuation
Impact valuation
Human Capital valuation
Product/innovation valuation

The above-mentioned reports are combined with information about your performance at the Matrix-Q Games. Have you completed challenges, missions, or projects, the outcome can be used to add value to the reports

You can utilize the reports for your business incubation, start-up, acceleration, scaling, or investor-ready project.

8.6 MATRIX-Q FUND & IMPACT INVESTORS

Eligible entrepreneurial projects at the Matrix-Q Games are welcome to apply to receive resources, contributions, or collaboration, to the Matrix-Q Fund Project & the Matrix-Q Impact-Investors Circle. For this purpose, the Matrix-Q valuation reports will be necessary.

8.7 The Matrix-Q Ecosystem collaborates also with third-party providers of professional business valuation reports. We are not responsible for the generation of those reports or the data entered that generated them.

8.8 MATRIX-Q START-UPS

WOULD YOU LIKE TO START UP A BUSINESS WITH MATRIX-Q PRODUCTS & INNOVATIONS?

At the Matrix-Q Games, you learn-play, impact-play, and earn-play, as rewards you receive Matrix-Q Akademia Certificates, and Matrix-Q Licenses for commercial use of the Matrix-Q Innovations, Products & Services (The License and standard for their use are monitored by the Matrix-Q Research Institute).

Some licenses you can achieve already with the Matrix-Q White Belt, for example, those associated with design, coaching, training, conversations, storytelling, work-life balance. It could take no more than 27 days for you to obtain a commercial license.

8.9 I HAVE A MATRIX-Q LICENSE, WHAT NEXT?

Matrix-Q License holders (and candidates) are members of the Matrix-Q Guild, an association of Matrix-Q Specialists. As an associated member you can provide together with us services to our customers through the earn-play programs. Matrix-Q Black Belts are eligible as well to start up their own limited liability companies, as have acquired already enough experience with products, innovations, tools, and customers. Their companies will be holders of Matrix-Q Label and as members of the Matrix-Q Ecosystem participate in the collective strategy, road map, and mission to accelerate together the transition of our planet back to a sustainable future.

8.10 MATRIX-Q NATIVE START-UPS OR YOUR OWN START-UP?

With the Matrix-Q Licenses, you can do both

- A. COLLABORATE: join a team, of an active project, deliver services together with us, through the earn-play programs;
- B. CLONE: a business project of our ecosystem, and start it up at your location, region, or online;
- C. FORGE: innovate together with us, craft new solutions and create together with us new Matrix-Q Native Start-ups;
- D. COMBINE: Utilize already available Matrix-Q products, and services, combine them with a creative instinct, address a specific target group, package them as you may prefer, and build up your own company, under the Matrix-Q Brand;
- E. TEAM-UP: Qualify to join a new Matrix-Q Native Start-up. Some business projects are ready to start with unique products and innovations for which we just need an eligible team of Matrix-Q License Holders

Please visit our website to read the list of currently active and available Matrix-Q Native Business for license holders.

Please schedule time with us for Q&A, regarding joining, cloning, or creating a Matrix-Q Native Start-up

9 POINTS & TOKENS

Points & Tokens are essential means of the Matrix-Q Games. As you can use them to activate learn-play, impact-play, earn-play activities, tasks, challenges, missions or projects. How can you earn them?

9.1 BASIC STRATEGY

Find easy and quick ways to earn points and tokens. Top up your wallet with as many as you can. Those opportunities exist and are available always at the Matrix-Q Ecosystem. From time to time blog posts, podcasts, e-learning, events, meet-ups, online community activities, challenges or volunteer tasks will give you as reward points and or tokens.

Every time that you participate in a learn-play, impact-play or earn-play activity, you receive a reward in the form of tokens and or points. Strategic tip: Participate from the beginning to the end of the event. Don't miss a line. Participate in collective play activities, club activities, conversations, and teams. Strategic tip: Participate from the beginning to the end of the event. Don't miss a clue.

Purchase Matrix-Q Merchandise. If you are member of our online play community, your email will be registered and you will receive always tokens and or points.

Choose one e-mail address to play, for all events and activities of the Matrix-Q Ecosystem. Be sure you are also registered in our e-Newsletter. Normally all opportunities to earn tokens and points are announced from time to time there.

The Matrix-Q Online Community forum, a slack collaboration platform has one channel where you can find those special announcements for insiders as well. In general, be alert, notice we want to give you tokens and points. The opportunities are there.

How to measure your investment vs return? What do you invest to earn points

and tokens? basically time, for most of the cases. If you have an internet connection and you are curious and pay attention, and respect to the process delivered, you will always discover opportunities to earn points, tokens, and other rewards.

Do you need special skills, knowledge, tools, methods, to earn tokens and points? Most of the time not at all. Yet once you have already been playing for some time at the Matrix-Q Games, you will have completed some learn-play, impact-play, and earn-play activities. which means that you have had the opportunity to acquire the necessary knowledge, tools, skills, data, and technology.

But remember nothing is predictable. Even you would have a mathematical prediction or discovered a pattern. There is real life as in the Matrix-Q Games can always be something unexpected, unpredictable, complex, or ambiguous happen. The question is how would you respond or react to change? Would you adapt yourself or freeze? The outcome and your journey along this process are what will define the number of tokens and points you will earn, and the rewards you will receive at the end of the day, every 9, 27, 81, 243, 729, or 2187 days.

Realize that you are on a journey, designed to unleash your potential, expand your perception, challenge your awareness and consciousness, measure, predict, value, enhance and optimize your holistic performance.

What we expect from you, is to think, feel, act, create, innovate, decide, lead, invest with the holistic knowledge acquired: Matrix-Q Knowledge, Tools, Skills, Data, Innovations, Methodology, Technology, Designs, Blue Prints, Systems, Models, Language, Multidisciplinary Research, and so on. The Matrix-Q Game Master(s), coaches, trainers, mentors, will support you all along the path. Consider that you are on a hero journey, and have received a mission. What will you do?

EXAMPLE:

Team A received a mission, that will take 27x20 min to be completed.

For which 1 certificate is necessary

The impact-play activity needs to be combined with a learn-play activity

For the impact-play activity, you need to have in the Matrix-Q Wallet at least 100 points

For the learn-play activity, you need to trade at least 100 Tokens

The mission can be accomplished when the team members complete three types of tasks.

For each task completed, they will receive 50 points

If the team achieve the impact expected (target), before the deadline, then the team will earn 500 tokens

The certificate completion needs 5x20 units of training. If the team members complete the units will receive per unit 3 Tokens and 20 points.

If a team member does not have enough tokens in the Matrix-Q Wallet, but enough points to activate the mission, then can purchase Matrix-Q Credits to activate the learn-play activities.

After mission completion, the team members will receive a performance report, a certificate, which they can use later in the game.

Lives, Rings & Time

As in real life, players have a limited time to play the Matrix-Q Games.

We ask our players to use their lifetime wisely.

10. PLAYERS' LIVES

Every game gives you the possibility to at least play it once. It means for that specific game you will have one life. In other games, for example, e-games or LARP games, you may have 3 or more lives. Sometimes you can bring yourself back to life under certain conditions. Or purchase more lives. When you activate a new level of the game (9+) you start with one life only. At the Matrix-Q Games, you will find all the above. At the moment you receive a challenge, mission, or project, it will be indicated:

How many lives do you still have for the game? How you can lose your life, earn new lives or bring yourself back to life,? If you have lost all your lives and there is no option for you to bring yourself back to life, the only chance you have to continue trying to play that specific game is to get the Matrix-Q Game Master to grant you a new life. The conditions may vary. Maybe you would receive a challenge. Who knows. It all depends on your timeline of achievements, your ring, rank, and sometimes also on your credits.

EXAMPLE:

One of our players, an aspiring entrepreneur, has incubated a new company in the Matrix-Q Games. The company did well for some time. But not all the time things go well. The start-up did not survive the first 2 years. Actually, we know from starts worldwide that from 9 start-ups mostly 1 survives the first 2-5 years. There may be many reasons for that outcome. As you can understand, that high level of mortality can not be afforded for impact entrepreneurs, when each sustainable development project is addressing global, local, or social pressing issues of extreme importance for the life of our planet and the following 9+ generations.

The idea behind the Matrix-Q Games is that players will develop the capacity to bring their projects forward, adjust, change, adapt themselves as necessary, to survive, evolve, and achieve finally sustainable growth. In the end is all about the knowledge, skills, capacity, tools, data, resources, technology, the entrepreneur uses

This is a good example of " how to lose a life" in the Matrix-Q Games. The Aspiring entrepreneur may try out a new company again and start over. For entrepreneurs, the end of a cycle, a process, means change. Dead is part of life.

10.1 HOW MANY LIVES DO YOU START WITH AT THE MATRIX-Q GAMES

The Matrix-Q Games have 9 Levels For starters, we give each player ONE LIFE for each level of the game Under certain conditions, you may claim/earn up to 9 lives per level. You start always with one single life. Read always the instructions of each mission, challenge, project, or level of the game: How do you lose a life and how to recover it or earn more lives.

EXAMPLE:

Player A did activate level 5 of the Matrix-Q Games: Design & Create. Received a first challenge: To design a specific circular solution within a time

frame of 27 days. This impact-play challenge was an opportunity to enter the Level 5 of the game. If the player loses a life, meaning they can't complete the design as requested within 27 days, will also automatically be released from Level 5, until it qualifies again. In this case, the player had only one life to play Level 5, and can not recover it at Level 5 either

10.2 THE VALUE OF TIME AT THE MATRIX-Q GAMES

Time means opportunities, to create a positive impact, on time. In Times of climate change, entrepreneurship, innovation, impact investment, influencing, leadership faces a great challenge: Time. There is a time window to reduce for example CO2 emissions, protect a specific ecosystem, protect a species, recover the temperature and chemical conditions necessary for life in the oceans. There is also a time frame you need to count on for recovering life in an ecosystem, boosting biodiversity, or, after planting trees, achieving an expected offset of carbon emissions with them. We can not ask a little sprout to give the fruits expected by a mature tree.

As well as you can not ask for pears from an apple tree. Time is essential for life. If you want to create a compound effect with your learning curve, to enable the level of systemic impact you wish to achieve within 3 years for example. As an entrepreneur, time is a LIFE-Factor, as every minute that counts costs you something: opportunities, resources, time, knowledge, work-life balance, quality of time with your family, holistic wealth, assets... Time means freedom if you know how to use it. Therefore the Matrix-Q Time Management learn-play activities have great value for you. As time is your friend, at the Matrix-Q Games.

10.3 THE RINGS OF THE MATRIX-Q GAMES

There are 729 Rings in the Matrix-Q Games. The closer you get to the central pillar, the higher the alignment you have with the Matrix-Q Online Community of Entrepreneurs, to the vision, and mission of the Matrix-Q Ecosystem and Matrix-Q Games. Our mission is to accelerate the transition of our planet back to a sustainable future. Through the practice of entrepreneurship, leadership, innovation, influencing, and impact-investment combined. By creating a positive impact on nature, societies, and economies. Matrix-Q Game Players are committed to such values, their accountability, responsibility, honesty, character, and authenticity are tested in every learn-play, impact-play, and earn-play activity. The Ring of a Matrix-Q Player may change at any time. All players start at the RING 729. The aim is to reach the RING 0.

See examples on our website, please. With the examples above you understand that the RING can go up and down. Start conversations with your mentor, coach-trainer, and Game Master about how to activate the RINGS. The keys you will find in the Yellow Belt learn-play activities.

11. THE GAME MASTER

The Game Master is a role in the Matrix-Q Games. The Game Master is the Architect of the Matrix-Q Games. The Game Master knows all the shortcuts, detours, and rounds, around the games. With the Game Master players, heroes on a journey, learn how to bend the rules, and achieve goals by applying mysterious wisdom and knowledge that only the Game Master possesses, and shares from time to time, under certain conditions.

11.1 IS THERE MORE THAN ONE GAME MASTER?

Maybe, who knows? do you know? If that would be the case, the Primordial Master would have assigned to the Great Grand Masters the mission to build up the capacity of the Grand Masters, to build up discernment in the Masters, for them to recruit potential Primordial Masters; so that the Matrix-Q Games would be always developed by the next generations of Masters, and would become a legacy. All masters are also members of the Matrix-Q Guild. But not all guild members are Masters, nor in training to become one. In order to become a game master, Matrix-Q Players need to be eligible (Rank, Ring, Points, Tokens, Credits) and be invited.

11.2 WHAT IS THE MATRIX-Q GUILD

It is the association of Matrix-Q Specialists. All Matrix-Q Games players are aspiring candidates to Matrix-Q Specialists. Matrix-Q Specialists have earned Matrix-Q Certificates, Licenses, Labels, Rank (Belts), and Ring, at the 9 levels of the Matrix-Q Games. For that reason, some of them may have received the temporary or long-term assignment to play a role in the Matrix-Q Game, as a coach, trainer, mentor, advisor, consultant, or Game Master.

11.3 HOW DO YOU KNOW WHO IS PLAYING A ROLE OF A GAME MASTER FOR YOU

There is a simple rule to follow. This rule is very important. as in the Matrix-Q Games, once you moved from Solo-Playing to Collective-Playing, you will be exposed to interaction with other players. There is certain challenge and risks to overcome. For example to be deceived, hijacked, distracted, slowed down, limited, or compromised by another player that has no intention to support you in the game, or in general in your journey and your goals. Therefore, the simple rule to follow is to consider as a Game Master, for yourself, only the one assigned to you at the Matrix-Q Capacity Assessment Session, which is the first step to tailor-make your game. Your first coach-mentor will facilitate this session for you. You can schedule it only by utilizing the URLs in the menu of this website. We would never contact you other ways, by phone, email, or WhatsApp to assign to you a new game master. At the first capacity assessment session, you will receive instructions to meet or communicate with your Game Master. Only if your Game Master assigns to you a new/next or additional Game Master, then you can move on to adding a new input for your game. Otherwise, you need to be wise, at listening, applying critical thinking and strategic thinking, to ensure a safe journey.

11.4 SELF-ORIENTATION CAPACITY

It is essential for the Matrix-Q Games. The holistic capacity to orient yourself along your journey. Be accountable for your choices, and actions. Play with authenticity and honesty Self-honesty means self-knowledge. You will need that. To listen to yourself. Take responsibility, first of your own journey. Take responsibility. We carry a mission together, a vision. we are all aiming for a positive impact, to address global, local, and social pressing issues; to accelerate the transition of our planet back to a sustainable future. Play with the rules, apply the values, and the path will open for you.

11.5 WHAT IS THE PURPOSE OF YOUR GAME MASTER?

To unleash your full potential!

12. MATRIX-Q JOB BOARD

In three simple steps get a job at the Matrix-Q Human Capital

1. Schedule a capacity assessment scan with your coach-mentor
2. Learn-play and Impact-play to become eligible for a Matrix-Q Certificate, License or Label
3. Earn enough points and tokens to activate the level of the Matrix-Q Game you want to earn-play

Once you completed the steps above, you will be invited to earn-play

Please inform your Matrix-Q Coach-Mentor of your primary intention to earn-play, in order to tailor-make your game according to your preferences and goals.