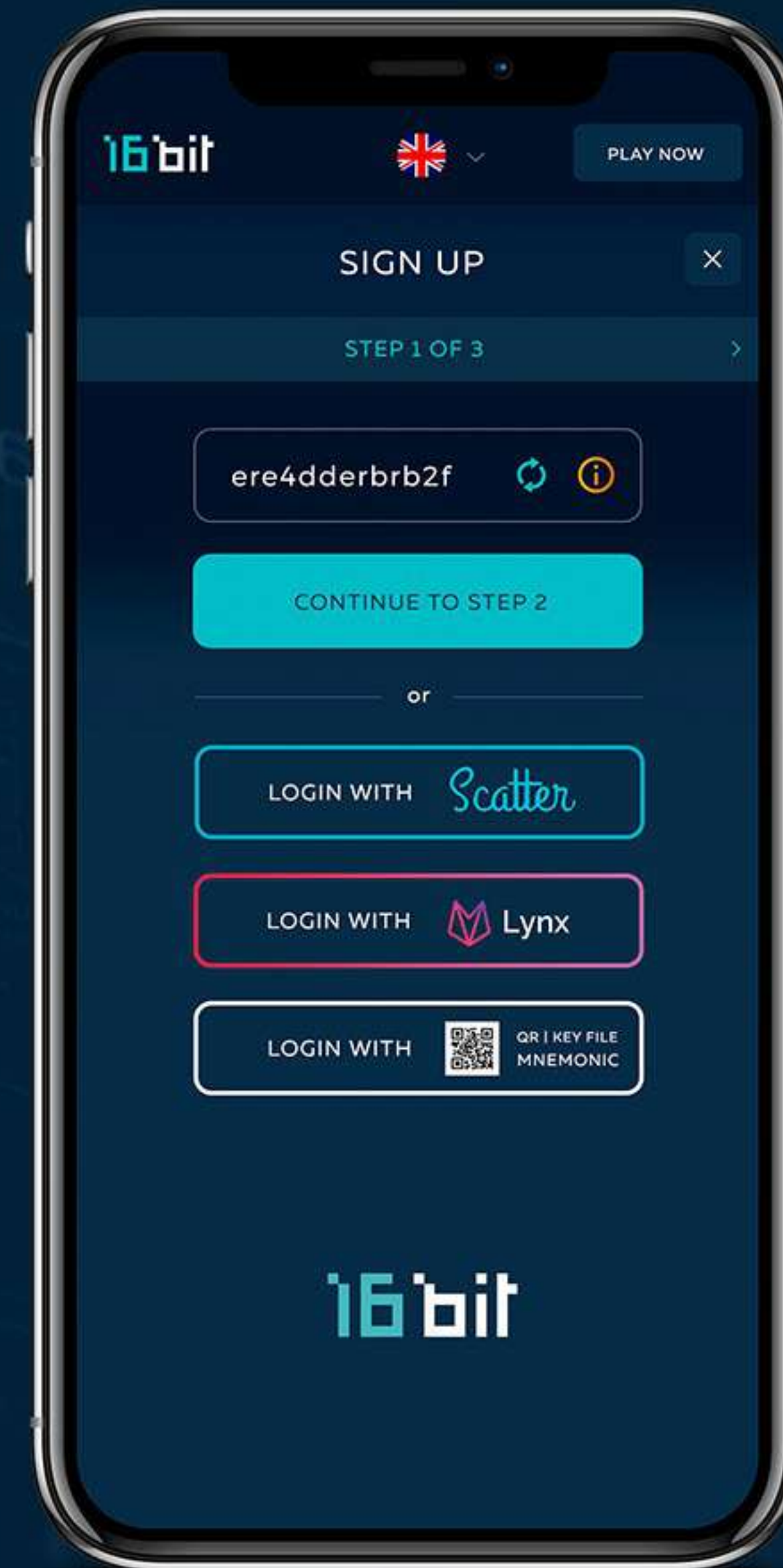


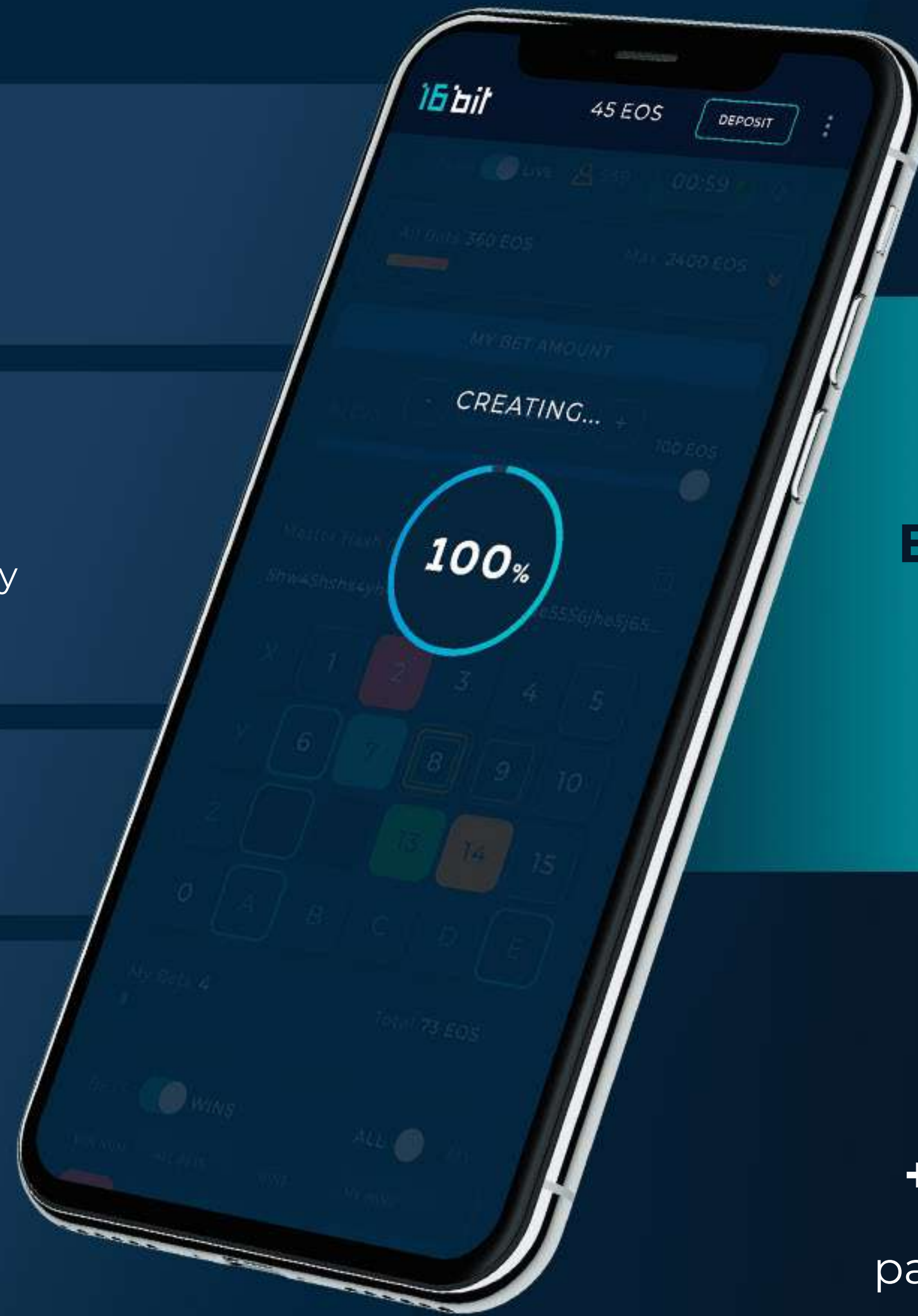
16bit

Honest Blockchain Game



Blockchain Investment Project #1

- Super profitable online project
 - Fair money game
 - A new type of **blockchain-based** online roulett
- Unlimited worldwide market
 - Legal business with a constant growth trend
 - Profitability at an average load: \$350 thousand per day
 - Payback from the start: 6–8 months
- High Project Power — 10,000 bets per minute
 - Development Environment - EOS Blockchain
- Required Investment: \$3.6M
 - Share in the project 10%
 - In the development stage — a ready-made application that generates income
 - Potential growth over 36 months ~ 1000%



Founder,
Idea author, and developer:
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The essence

1 The honest blockchain roulette of a new generation

The idea is completely unique; all the principles and algorithms of the game were developed in-house.

2 The Idea

Create an honest blockchain money game based on the roulette principle — but without any possible associations with a traditional casino — that will maximize the target audience and increase the profitability of the entire project.

3 Purpose

An entertaining online gambling project for fans of games of chance, online casinos, lotteries, bingo, and other possible online games for money.

4 Description

The original ultra-high-yield online roulette built on blockchain technology that allows you to prove the honesty of the game.

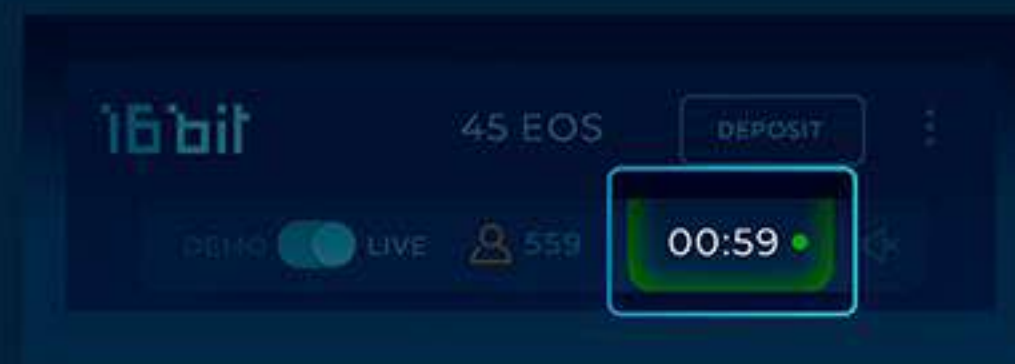
The Provable Fair Algorithm, with original elements of its own design, is the basis of a complete proof of the honesty of the game is.



Rules

1 Timer

There is a draw every 60 seconds, and a winning number is determined.



3 Colored Cells

- - You won
- - You lost
- - Someone won
- - Nobody won
- - Your bet
- - Other bets



2 Game Field

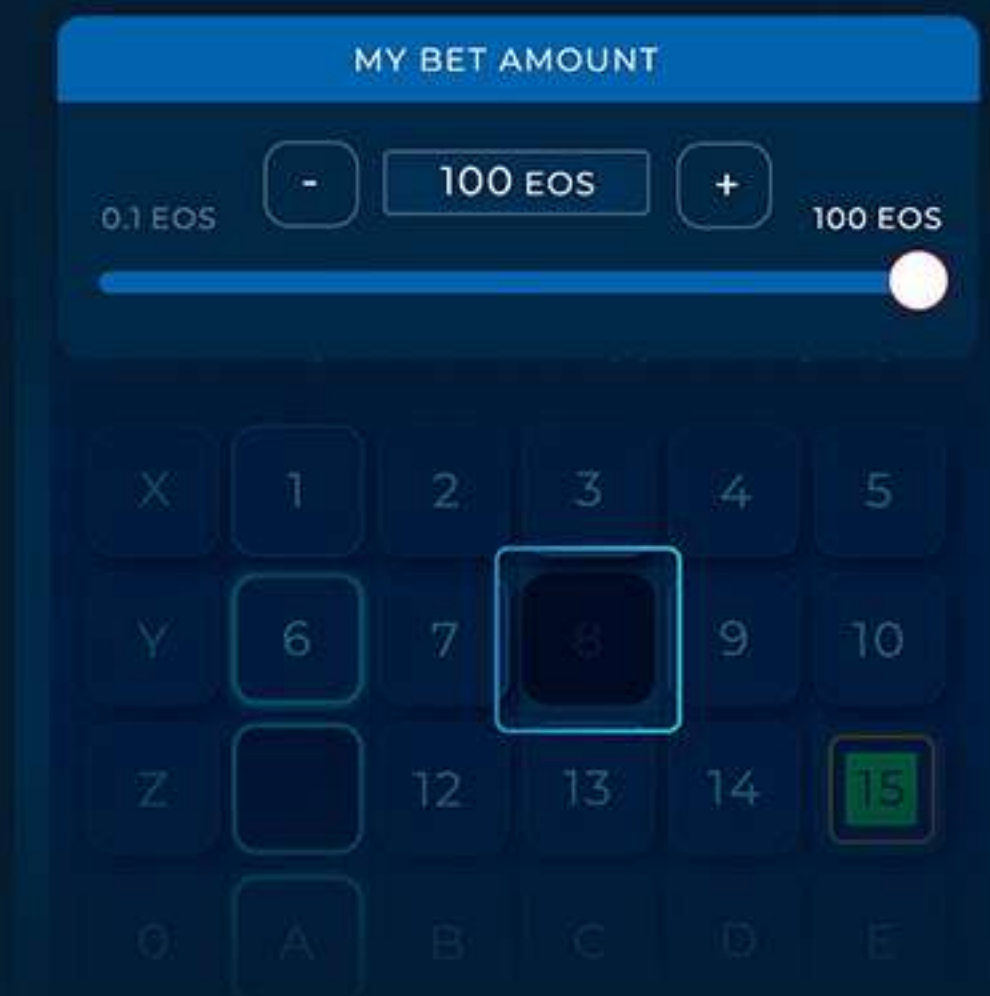
Players are invited to place bets on the playing field of 24 cells (16 numbers and 8 letters).

In the case of a win, the bet is multiplied by the according coefficient.



4 Maximum bet

If a cell is not active, and it is not possible to bet on it, then the maximum value of the sum of the bets has been reached.



Rules

5 Coefficients

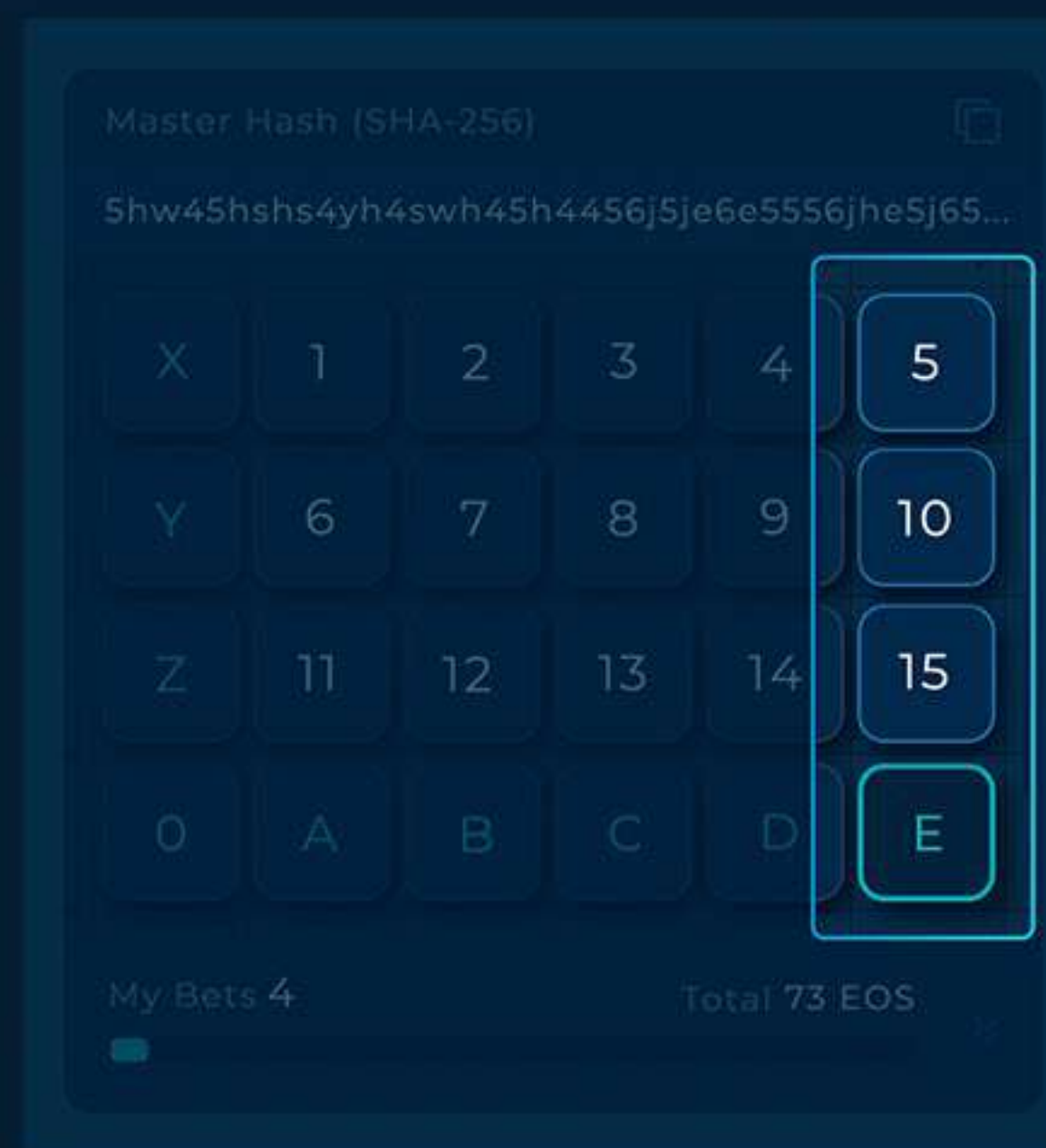
x15

A winning bet on a number from 0 to 15 is multiplied by 15



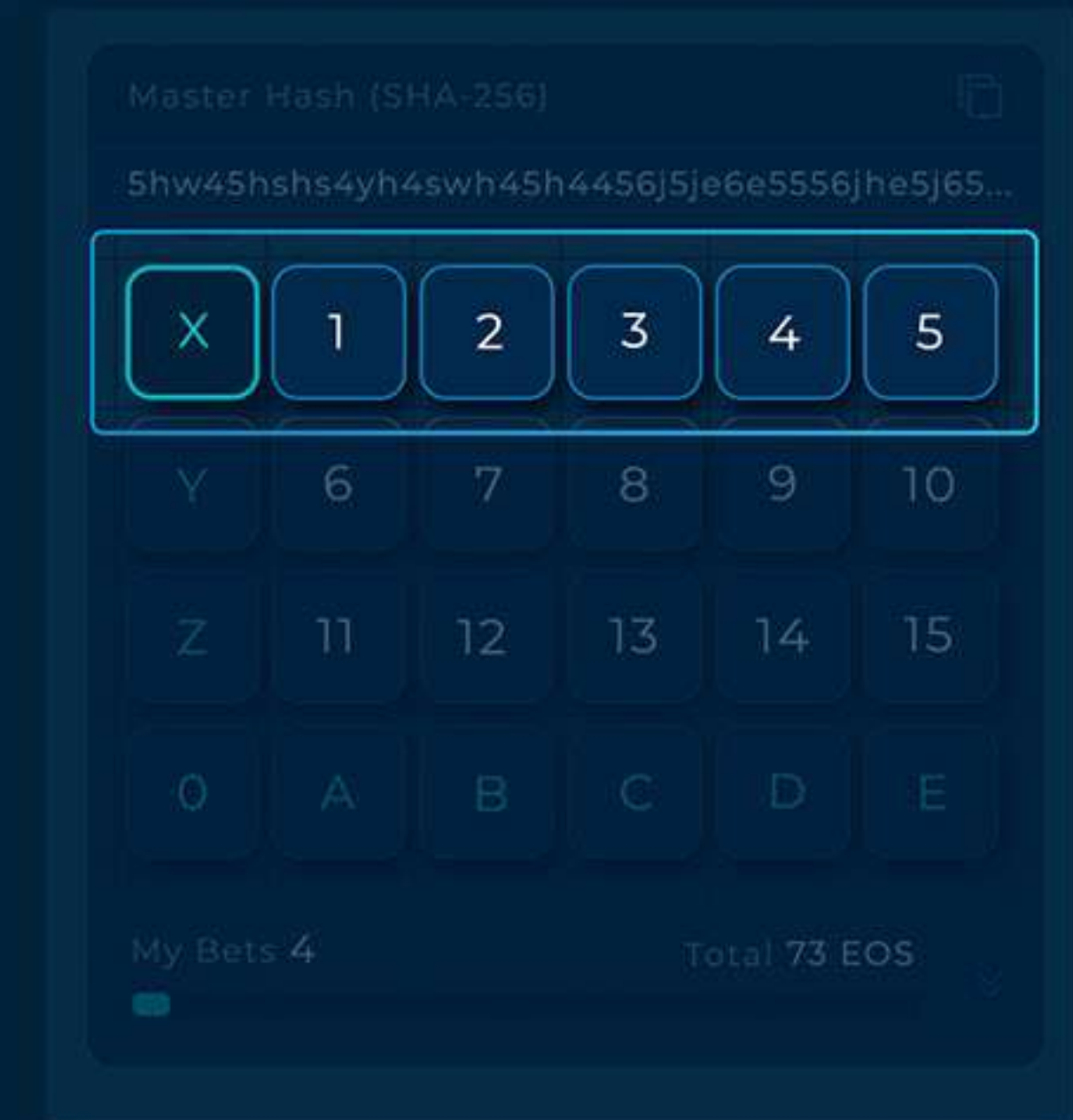
x5

A bet on sectors ABCDE covers three numbers; in the case of a win, the bet is multiplied by 5



x3

A bet on XYZ sectors covers five numbers; in the case of a win, the bet is multiplied by 3

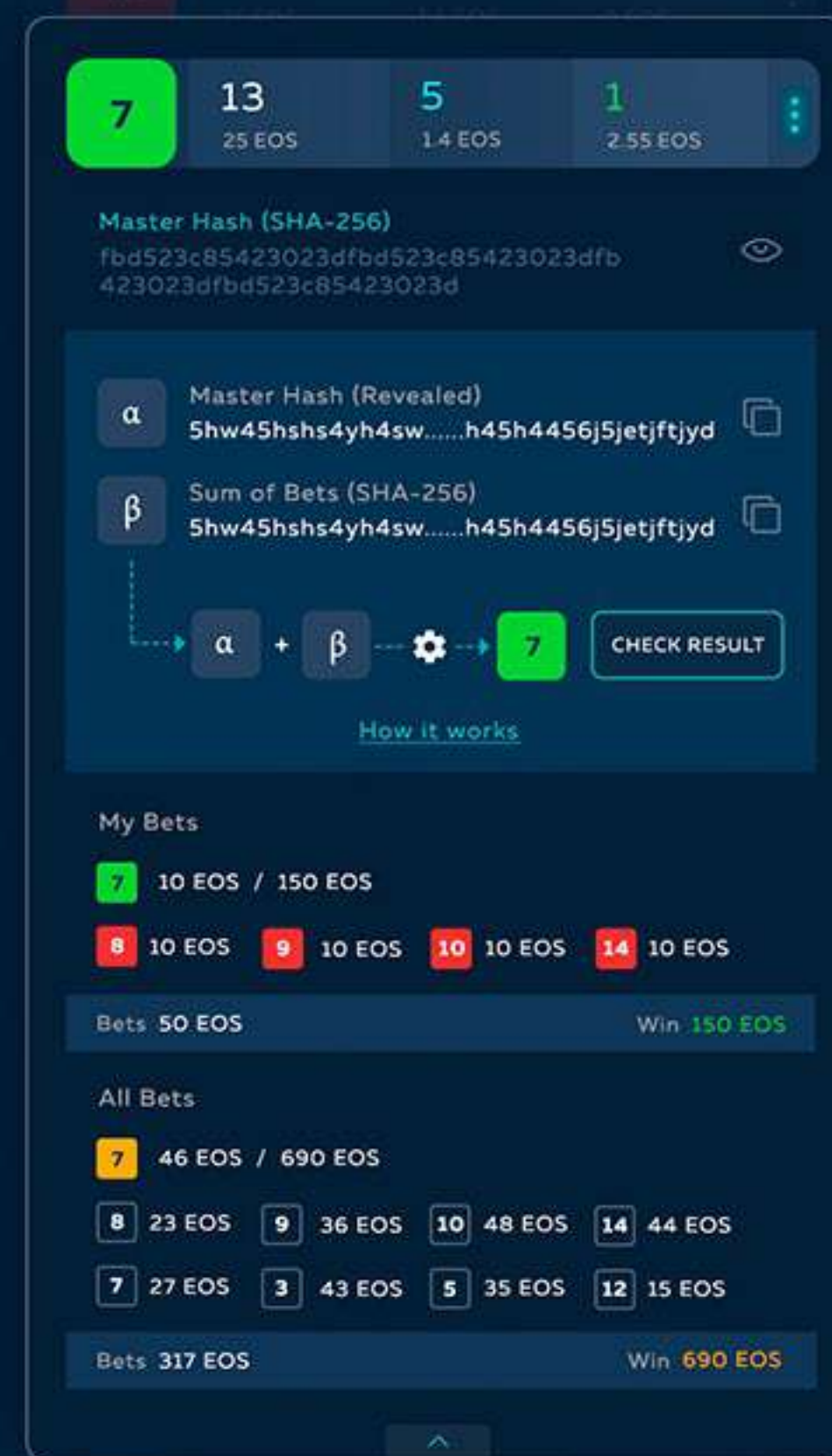


Note: The winning odds, as well as the design of the playing field, are in no way associated with a traditional casino. However, the principle of the game is 100% roulette with maximum profitability.

Rules

6 Win Determination

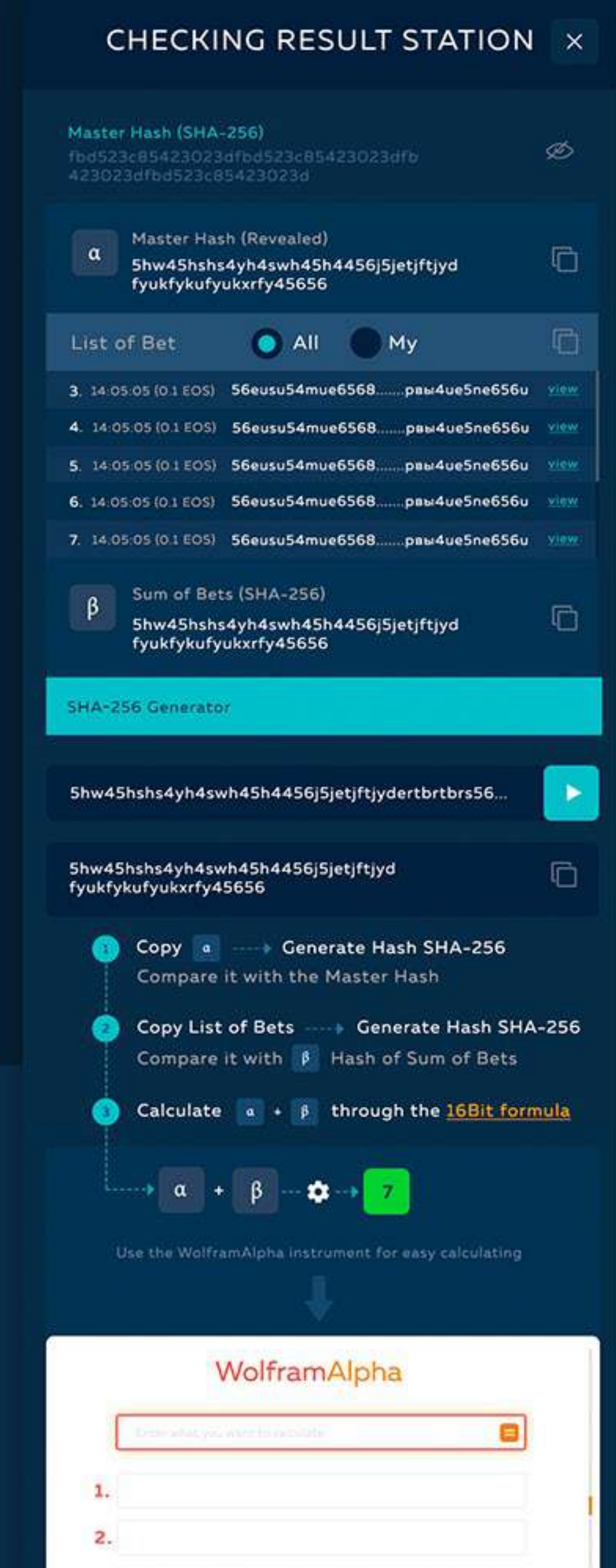
All players take part in determining the winning number, and a unique hash is recorded in each bet. The sum of all the hashes of all bets is the winning number, after a simple conversion through the open formula of the game, "16Bit



- All calculations are made automatically in a public smart contract and without the participation of the game organizer.
- Winnings are paid instantly and directly to users' personal EOS wallets. This suggests that the organizer of the game does not for a moment touch the funds of the participants in the game and can in no way affect the payments.

7 Winning Verification

Anyone can verify the fairness of the game and independently verify the winning number, both through the "16Bit" interface and using third-party computing and cryptographic tools, such as a pencil, a paper, a calculator, and a knee.



Features and Benefits

1 «16Bit» Name

16 Bit is easily read, remembered, and understandable in almost all regions of the world, directly associated with blockchain technology. A block hash consists of 32 (16x2) values from 0 to 255 (16x16 matrix) in a 16-bit calculation system.

2 Logo

The logo is originally made in the style of 8-bit graphics and evokes a logical associative perception with the name. The logo consists of two colors and does not contain small design elements, such as points, lines, gradients, and their complex combinations. This logo can be used as efficiently as any promotional logo and can be easily inserted into any color layouts, such as monochrome, etc., without sacrificing brand recognition.

A large, stylized logo for '16bit' is displayed on the right side of the slide. The '16' is rendered in a bright cyan color, while the 'bit' is in white. The font is a pixelated, 8-bit style, consistent with the '16bit' branding.

Features and Benefits

3 Descriptor

The main thesis and general description of the project can be described in three words **Honest Blockchain Game**.

Honest Blockchain Game

4 Domain: www.16bit.game

It has a clear semantic load, and it's immediately clear that this is an online game («bit» is a computer term; «game» is the English word for game).

The domain in the .game zone was not chosen by chance, but to avoid being directly associated with a casino.

Thus, we expand the target audience at times. For example, even children can play lotto, because this is a fun game, supposedly unrelated to gambling.



Features and Benefits

5 Design

A magnificent and original design, without any association with roulette or a casino, the matrix of the playing field is more like a lottery game. All its playing fields are the same color. You only need to guess the winning number (from 0 to 15), which drops out every minute, similarly to a regular lottery. However, it is the most profitable roulette in the world today; read about it below on page 11.

6 Interface

Simple and intuitive interface which does not strain your brain; you don't need to think at all to understand how it works. The game uses clear color associations like green = won, red = lost, and gray = no one won.

7 Smart contract

Payments of winnings are carried out by a public smart contract in a fully automatic mode without human intervention. Anyone can check the gaming smart contract for honesty.



Features and Benefits

8 Affiliate Program

The referral link is already integrated into the share button (Affiliate Share). To start participating in the affiliate program and receive a commission from all bets of invited players, you don't need to think or do anything. Just click on the share button and send an invitation to the game through any messengers or social networks. From this moment on, the service will begin to pay money to the partner.



9 Demo game

One of the strong competitive advantages — which often increases loyalty to the project right from the first visit — is that the player can try to play for free in the demo blockchain environment for demo tokens. However, the demo includes a reproduction of all the principles of a real game — without cheats and fake winnings. Everything is the same as in a real game (this can be proved and verified; there will be a public duplicate of the real game smart contract). In other words, if the player wins in an honest demo game, he will certainly believe that in a real game, it would be possible for him to do the same. So, the user will decide faster to play with his money.



Features and Benefits

10 Blockchain and honesty of the game

The game is honest, but for a long time, only the organizer can play it. The basis of the principle of the game is only probability theory, and the blockchain is used as a tool to prove the unconditional honesty of the game.

More information can be found here:

1



Why do casinos always win:

<https://www.bestusacasinosites.com/why-do-casinos-always-win/>

2



Mathematical theory of casino games:

https://en.wikipedia.org/wiki/Gambling_mathematics

11 Licenses and payment systems

There is absolutely no need for licenses and payment systems, without which the implementation of traditional online gambling projects is impossible. Everything is implemented with cryptocurrencies. The account can be easily and anonymously replenished with any cryptocurrency or by authorized bankcard through an online exchanger. An affiliated exchanger — with automatic exchange through the API — will be integrated. To replenish the account with fiat money, you will need to click one button and enter the bankcard information (VISA, MasterCard); it is as simple as a purchase in any online store. As well as other multifarious ways to deposit money into an account: 1700+ cryptocurrencies and altcoins (accepted through coinpayments.net), almost all electronic money, and other means of payment.

Goals and Perspectives

Development Plan, Perspectives and Ambitions

5% of the global market

Occupy 5% of the global online gambling market in five years.



Billionth-dollar IT company

Grow into a billion-dollar IT company in the field of developing and implementing honest blockchain gambling projects of high power and profitability on various blockchain platforms (the market is huge).

Own blockchain

In the future, the creation of our own blockchain with the release of its own gambling coin and the inclusion of many other gaming projects and online casinos in this environment, with a guarantee of fair play. In other words, all projects on our platform will be honest and high-performance.



Billionth-dollar growth examples



History of success



4.9 billion-dollar deal



Playtika



Social casino - a success story



4.4 billion deal

Goals and Perspectives

Market size

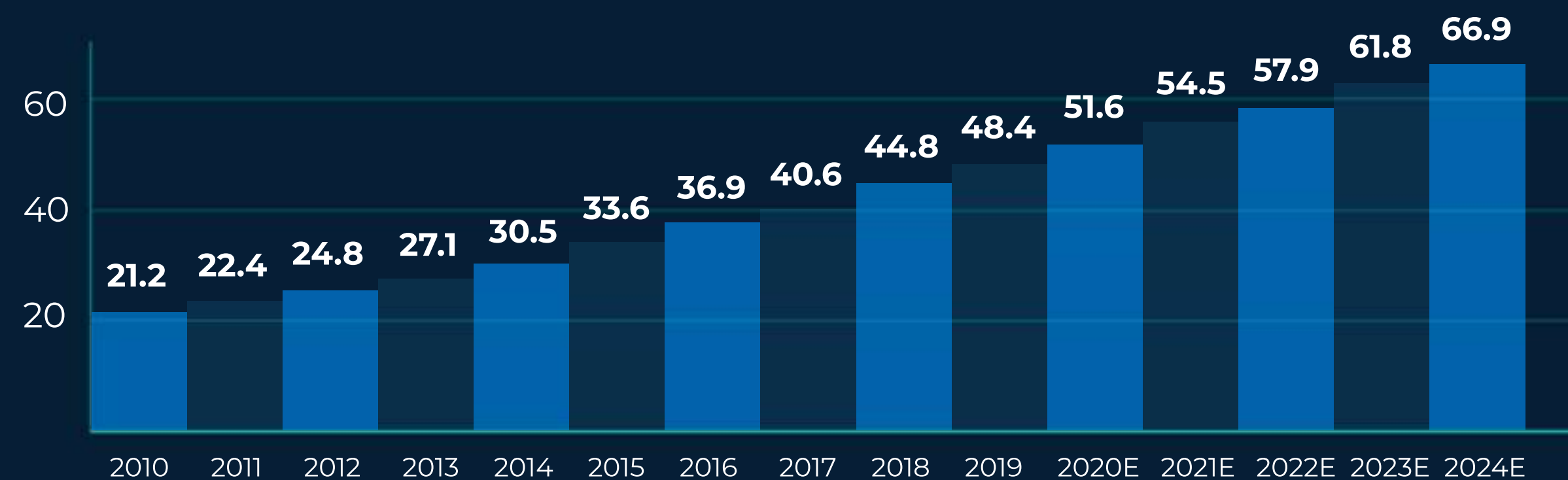
Today, the global gross income of the **e-gambling** market participants is ~

\$49 billion per year

Given the current growth trend, the global gross income of market participants in 2024 will be ~

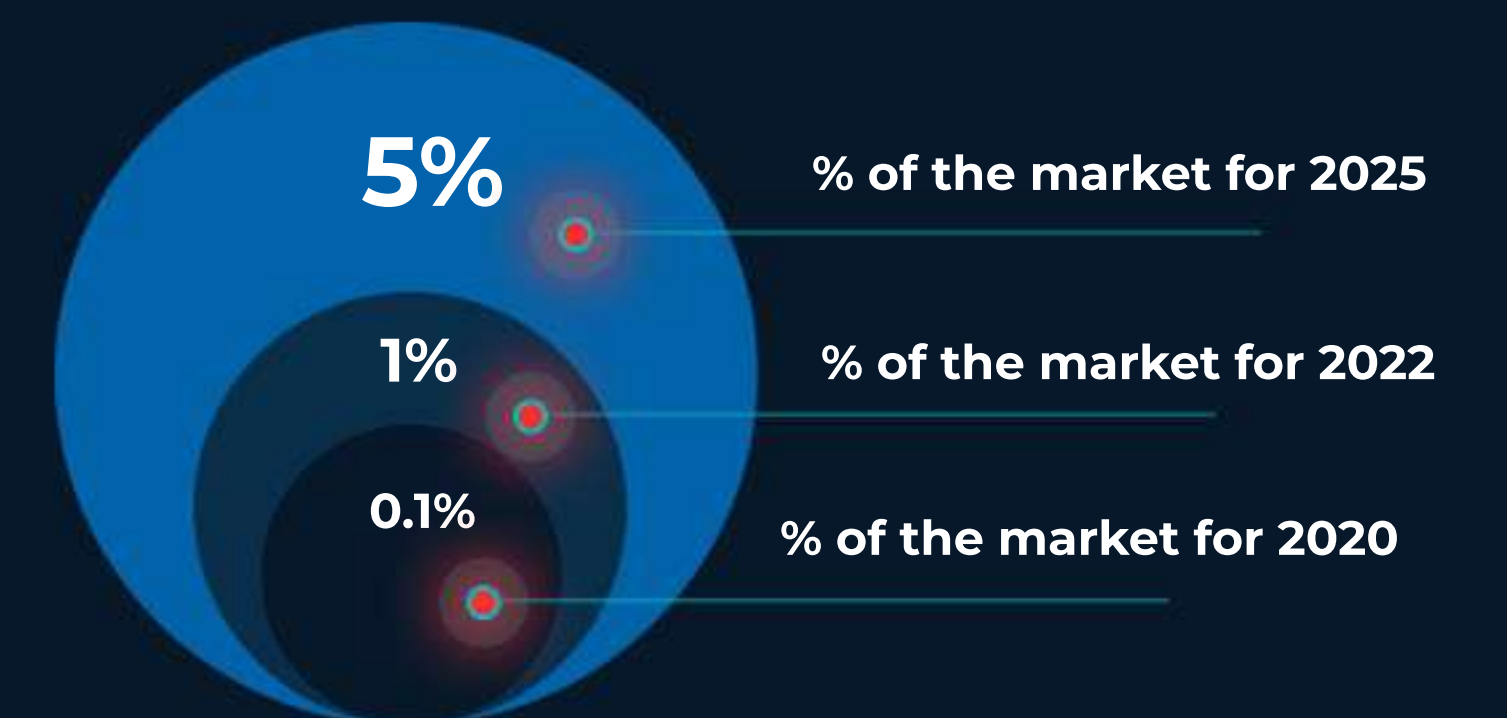
\$67 billion per year

Global gross income of e-gambling (\$ bn)



* Source: H2 Gambling Capital

Year	Planned Market Coverage	Monthly Bids	Monthly income
2020	0.1%	\$65 333 333	\$4 083 333
2021	0.5%	\$363 333 333	\$22 708 333
2022	1%	\$773 333 333	\$48 333 333
2024	3%	\$2 480 000 000	\$155 000 000
2025	5%	\$4 466 666 667	\$279 166 667



Economic Justification

Profitability of traditional roulette from each bet:

- European roulette with one zero: **2.7% (1/37)**
- American roulette with two zeros: **5.2% (2/38)**

Profitability of «16Bit» game from each bet:

6.25%

The formula for calculating the profitability of the "16Bit" game

x15

Bet on a number from 0 to 15 (x15)

$$(15/16 * 1) - (1/16 * 14) = (6.25\%)$$

x5

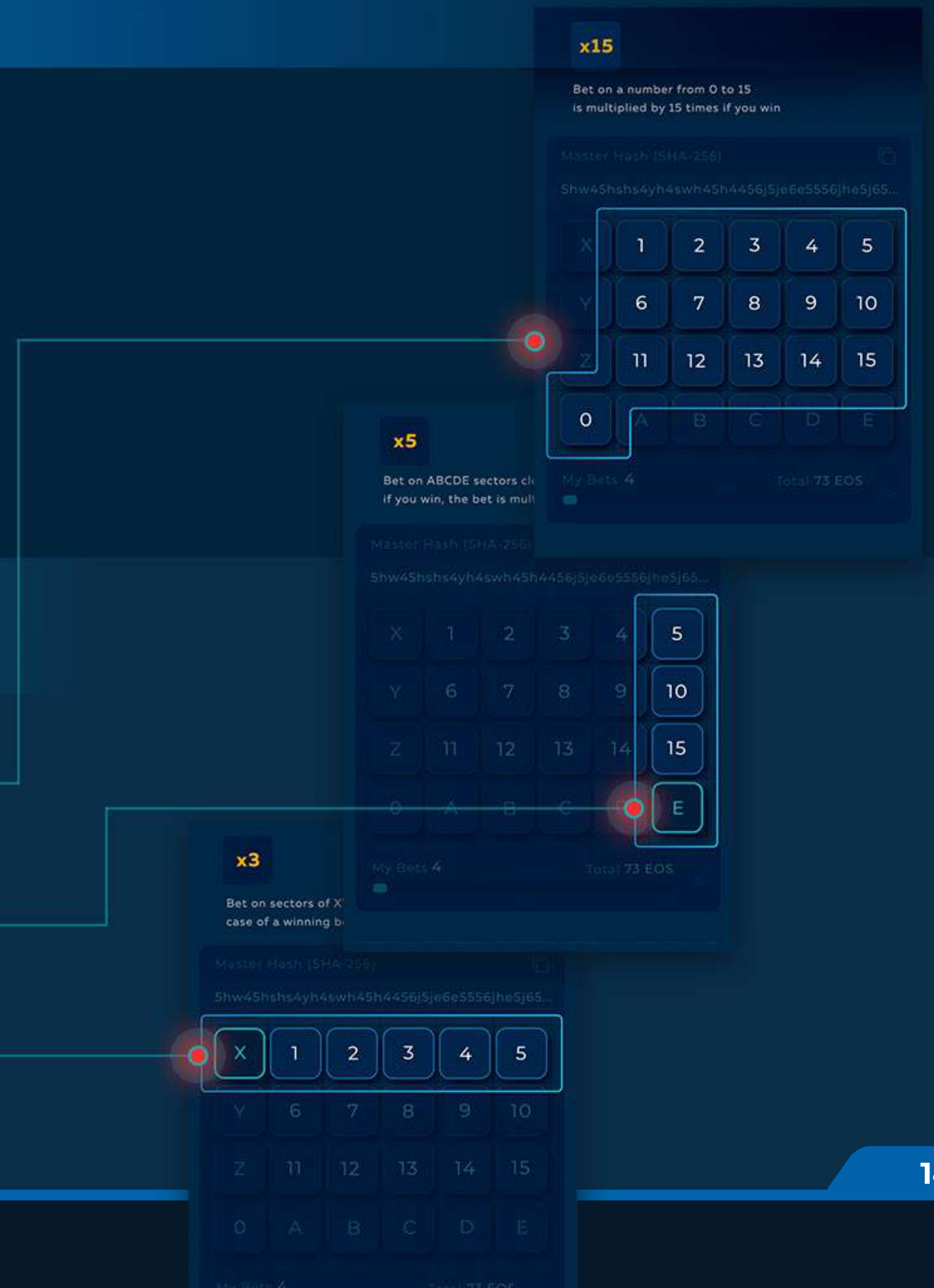
On the sector ABCDE, covering three numbers (x5)

$$(13/16 * 1) - (3/16 * 4) = (6.25\%)$$

x3

On the XYZ sector, covering five numbers (x3)

$$(11/16 * 1) - (5/16 * 2) = (6.25\%)$$



Economic Justification

The principle of calculating the profitability of online casinos and other online games for money:

From experience and practice, it can be argued that the proportion of subscribers who become users playing simultaneously is approximately 1000/1
In other words, out of one million registered active users, approximately 1000 people will play simultaneously (place bets constantly).

Calculation on average load:

Minimum bet:	1 EOS (~\$4)
Bet amount:	1.440.000 EOS (~\$5.760.000) per day
Profitability:	~6.25% of the sum of all bets
Income:	\$360.000 per day

This is an achievable result for several years!



Economic Justification

Maximum load:

- 10.000 bets per minute
- The number of bets per day: ~ \$57.600.000
- Income: ~\$3.600.000 per day

Average load:

- 1000 bets per minute
- The number of bets per day: ~ \$5.760.000
- Income: ~\$360.000 per day

Minimum load:

- 100 bets per minute
- The number of bets per day: ~ \$576.000
- Income: ~\$36.000 per day

Initial load:

- 10 bets per minute
- 24-hour bets: ~ \$57.600
- Income: ~\$3.600 per day



To reach 1M of subscribers, a budget of about 20–30 million dollars is needed — but if it works, several times smaller. A word of mouth or referral program may work well.

Average price of an active user with an average check of \$100 per month:

Direct Advertising: \$80

Remarketing: \$10

Affiliate Program: \$0

Monetization

Profitability from revenue:

~60%

Percentage of all bets:

6,25%



Marketing Activities

Selling a stake in the project:

It is estimated that 28% of the project will be sold to private investors.

- The expected amount from the sale of a share of 10%: ~\$3.6M
- Assignment of the proceeds to the development of the project (advertising and increasing the prize pool).

Direct advertising

- Contextual advertising (Google, Yandex and other search engines, where it will be approved)
- SEO (Google, Yandex and other search engines, where it will be approved)
- Unique articles containing direct links to the project or its name
- Thematic sites and forums
- External Affiliate Programs (CPA)
- Teaser networks
- Custom posts from popular bloggers
- BTL advertising (creating our own viral videos and accidental mentions in different contexts)
- Distribution of virtual promotional cards with bonuses
- Blog
- Work with reviews from third-party sources (creating a positive image of the project)
- YouTube collaboration with video bloggers
- Social Media Advertising
- Precise e-mailing to ready-made player lists
- Promotion of own social network accounts: Facebook, Instagram, YouTube

Marketing Activities

Stages of marketing policy:

- Development and approval of a marketing strategy
- Creating a media plan
- Testing all possible advertising channels and tools at a low load
- Analysis and optimization of advertising channels and tools
- Building a base of effective advertising channels and tools
- Increasing of an advertising load
- The beginning of stable growth
- Full implementation of the sales plan

Remarketing:

- Distribution of virtual promotional cards with bonuses
- Distribution of various promotions on the list of players (for example, doubling the deposit, etc. The list of options is endless).

Affiliate program:

- Internal Affiliate Program 1.5% from each bet (advertising directly on the site)
- Affiliate Program promotion in various advertising channels
- Share button on the site (with integration into the Affiliate Program)

Key success criteria:

- Product quality
- Service quality (customer service)
- Competent marketing strategy
- Project Specifications
- The right financial policy
- Information security system
- Team

Potential Project Indicators

In **36** months:

- **882 375** new players
- **264 714** regular customers

revenue **\$363 456 625**

- We serve **3 634 566** customers; the average bill is **\$100**
- Total investor income of **10%** - **\$13 012 173**

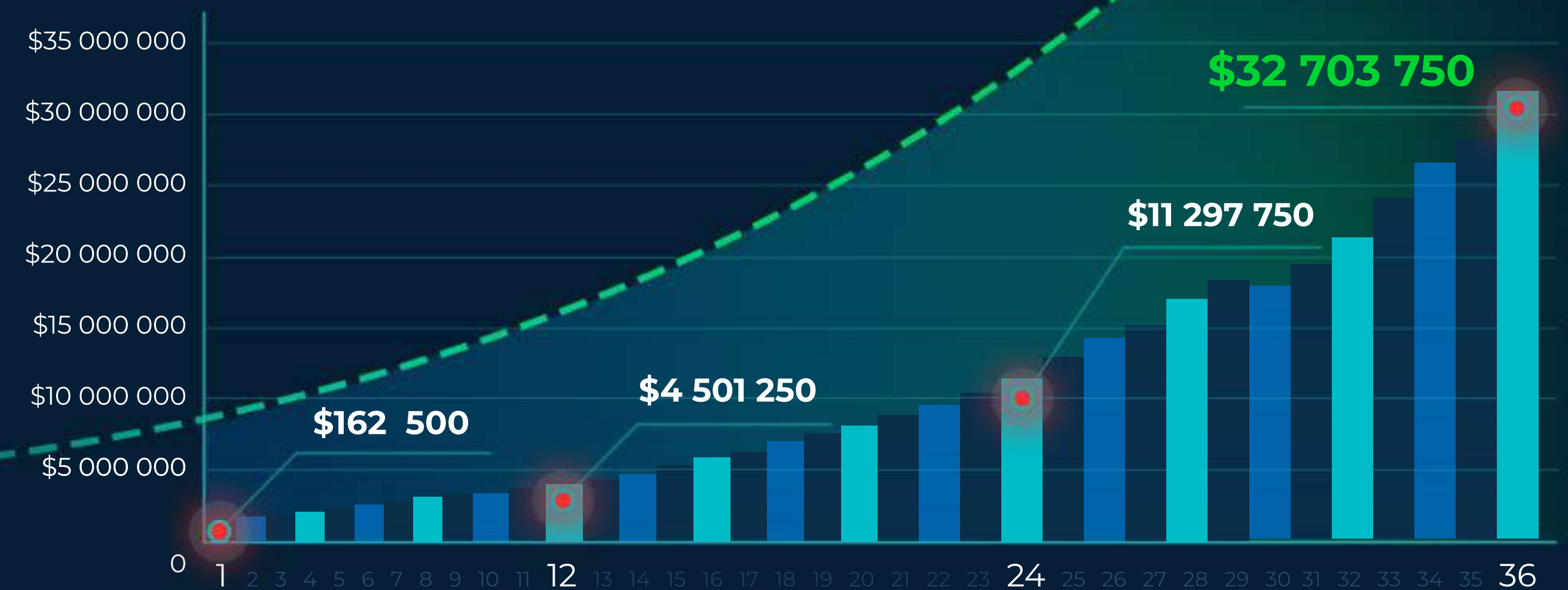
Investment growth: **10000%**

Monthly income

\$32 703 750

Daily income

\$654 075



Secret sauce

Why 16Bit?

We bring joy to people and provide them with an opportunity to have a great time and win money.

Other ways we excel:

- Interesting original idea
- Excellent design, layout, animation (nice to use the product)
- Very nice and thoughtful interface (convenient to use the product)
- Messenger support (no need to create tickets)
Instant personal communication with a customer support specialist, a very familiar and comfortable communication format for everyone for today (What's App, Telegram etc.)
- Friendly to all browsers and all types of OS and mobile devices



Secret sauce

- A very simple system to enter the game: no need to register, just log in through a personal EOS account (if there is one); if there is no EOS wallet, then it will be created automatically in a few seconds
- The ability to play for free on demo chips (implemented element of social casino — the game is just for fun, without financial risks)
- Affiliate Program:
The partner will receive 1.5% from all bets from each invited users
- Share button integrated into the Affiliate Program system
- Multilingualism: the project is implemented in four languages spoken by the whole world (English, Spanish, Chinese, and Russian)
- There are many ways to deposit money into an account:
1700+ cryptocurrencies and altcoins (accepted through coinpayments.net), almost all electronic money, VISA, MasterCard, and other means of payment)
- 100% Honest Game



What do we have?

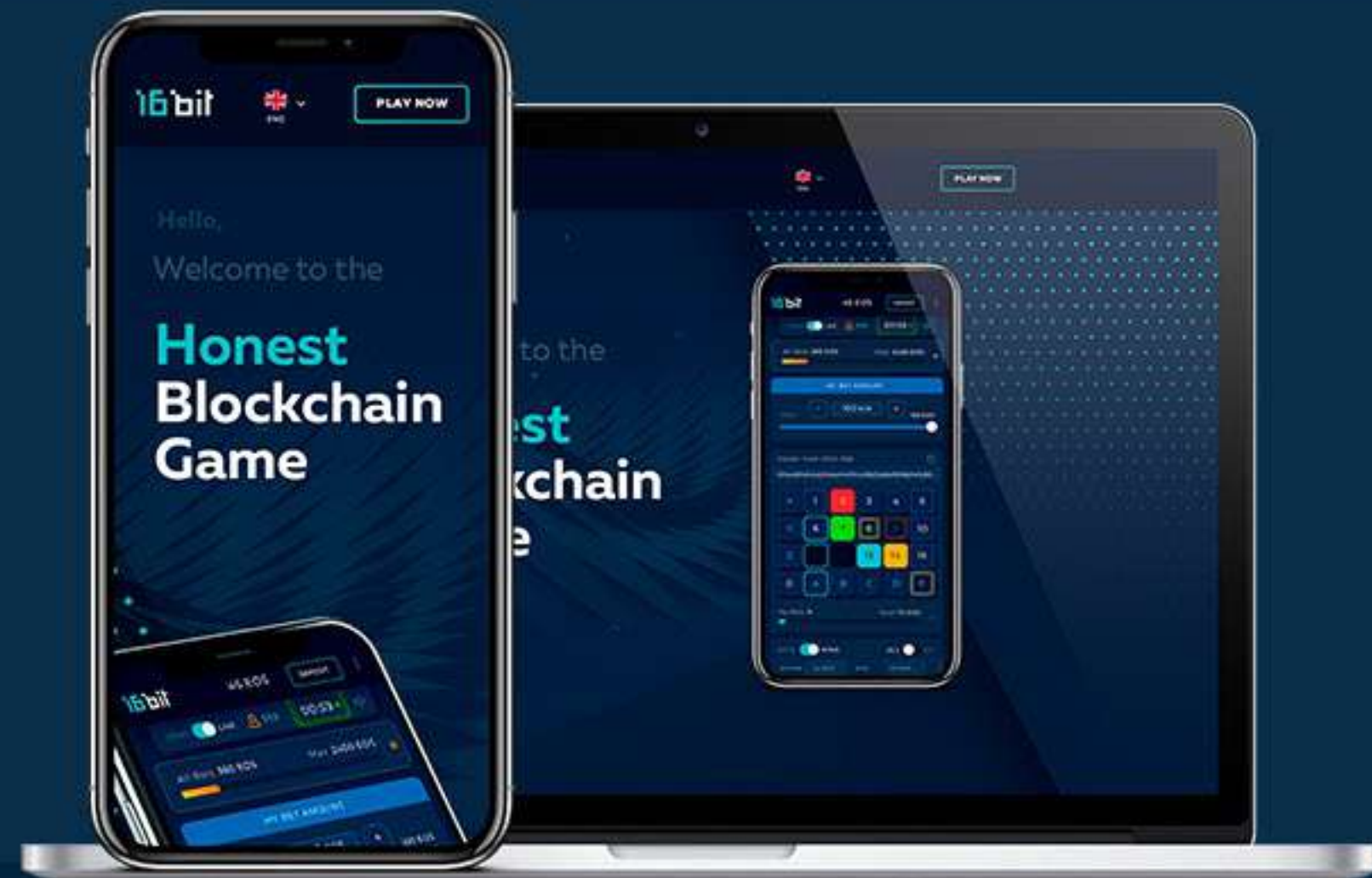
1

A ready-made application that generates a profit



2

Great websites



3

Cool commercials

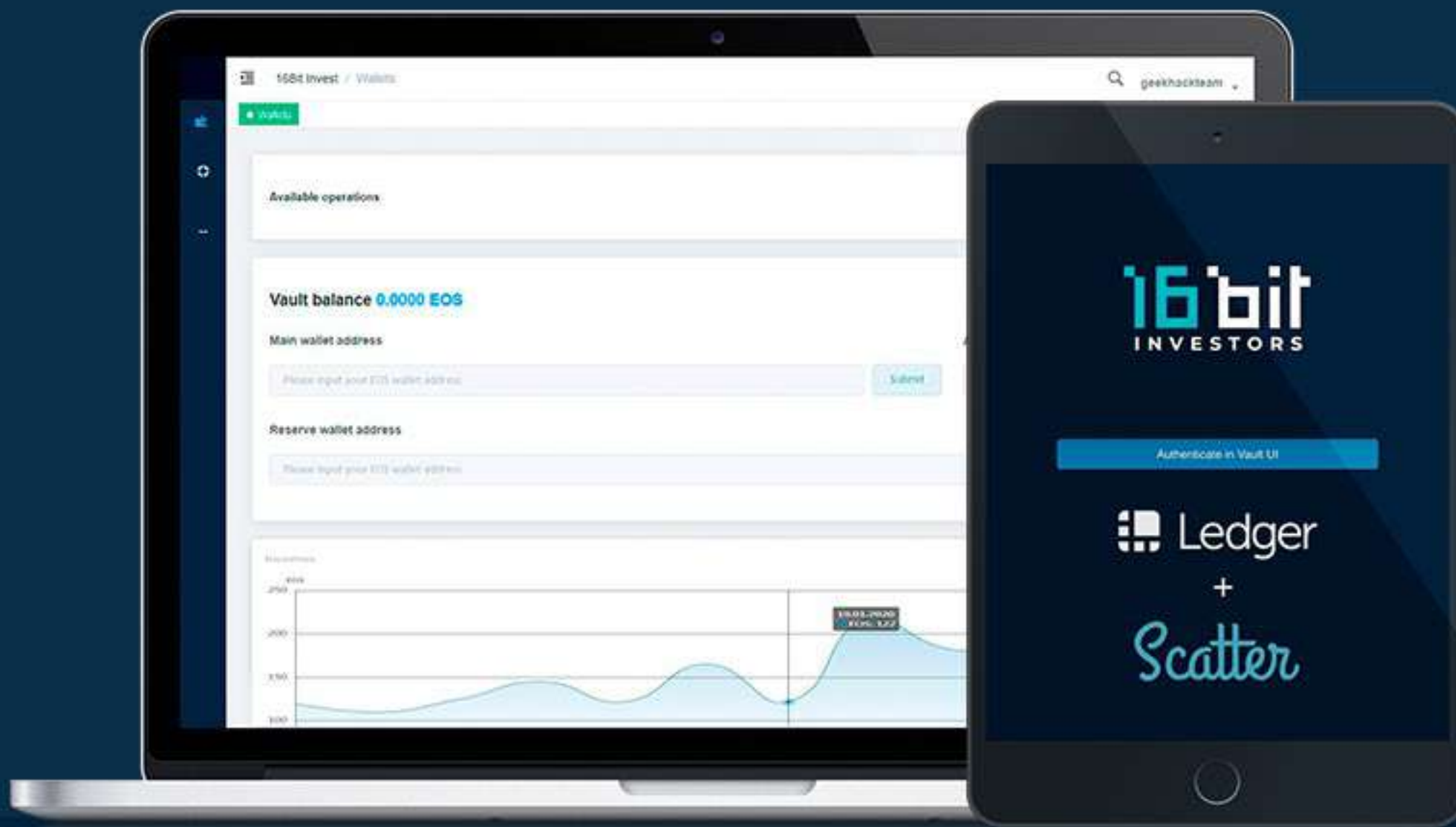
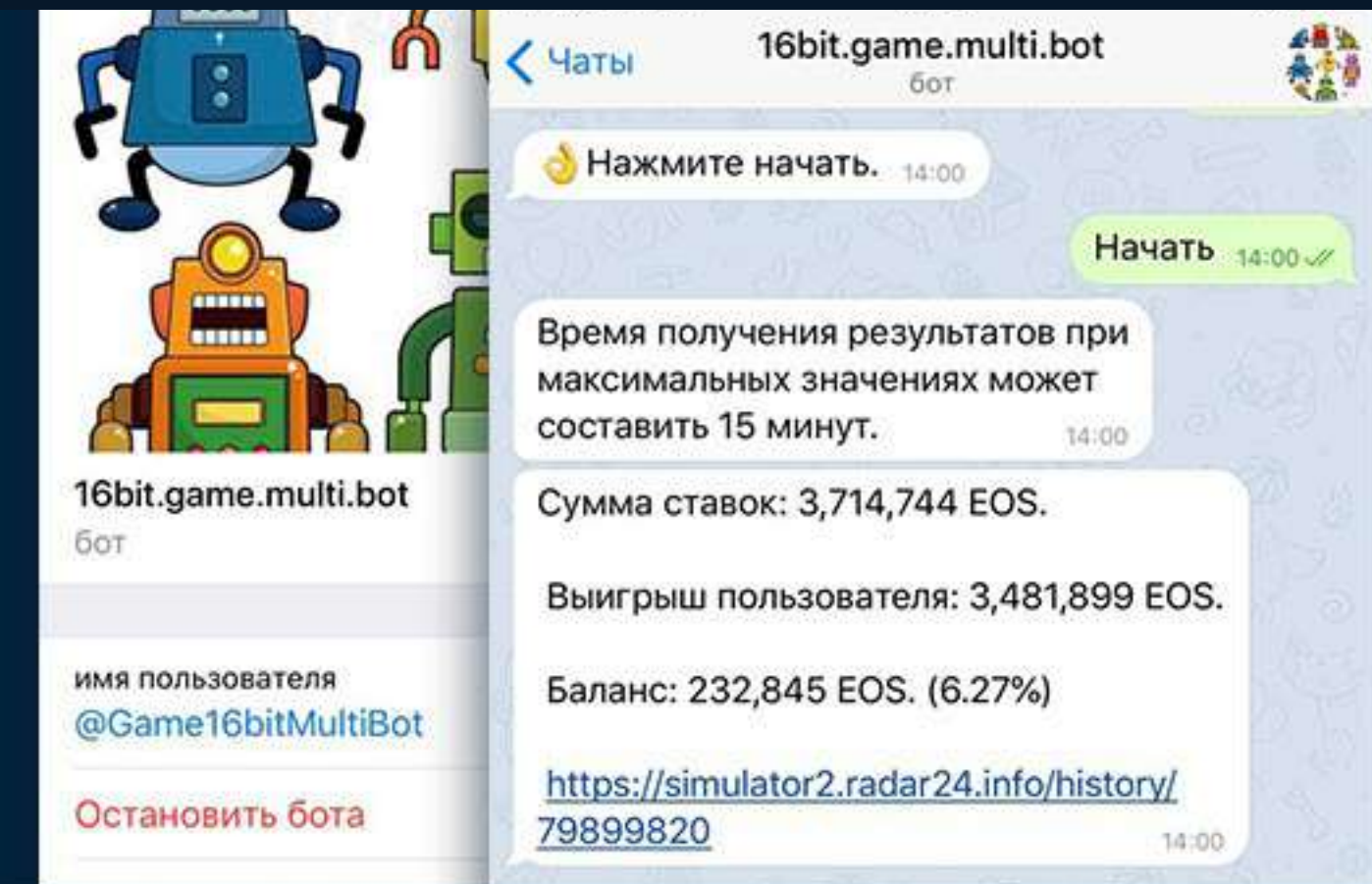


*All promotional materials are professionally made in four languages (English, Spanish, Chinese, Russian).

What do we have?

4 Telegram-bot

To calculate and confirm the business model in various project development scenarios



5 Investor's office

An investor's office with powerful functionality and the highest degree of protection for financial resources (the set includes a set of configured hardware and software crypto-wallets Ledger Nano X and Scatter, which give the maximum degree of protection for investor's assets).

6 «16Bit» championship

Marketing tool for holding 16Bit championships without financial risks, but with real money.



- 1st** 1000EOS
- 2nd** 500EOS
- 3rd** 300EOS
- 4th** 200EOS
- 5th** 100EOS

What do we have?

7 Trademark and copyrights

«16Bit» is a worldwide registered trademark.

The principle of the game, the matrix of the playing field, the algorithm for determining the winnings, the program code, and all the texts of the project are protected by copyright worldwide.

2020 © 16Bit All Rights Reserved

8 Own hardfork of EOS "16Bit"

We created our own hardfork — our own blockchain branch EOS 16Bit, where our rules and a number of technical solutions are implemented specifically to optimize all the necessary game processes.

Thanks to this, the principle of a social casino is implemented — a game that is just for fun, without financial risks, but with the possibility of holding 16Bit championships for demo tokens, with the payment of real cash prizes in a fully automatic mode on a separate smart contract.

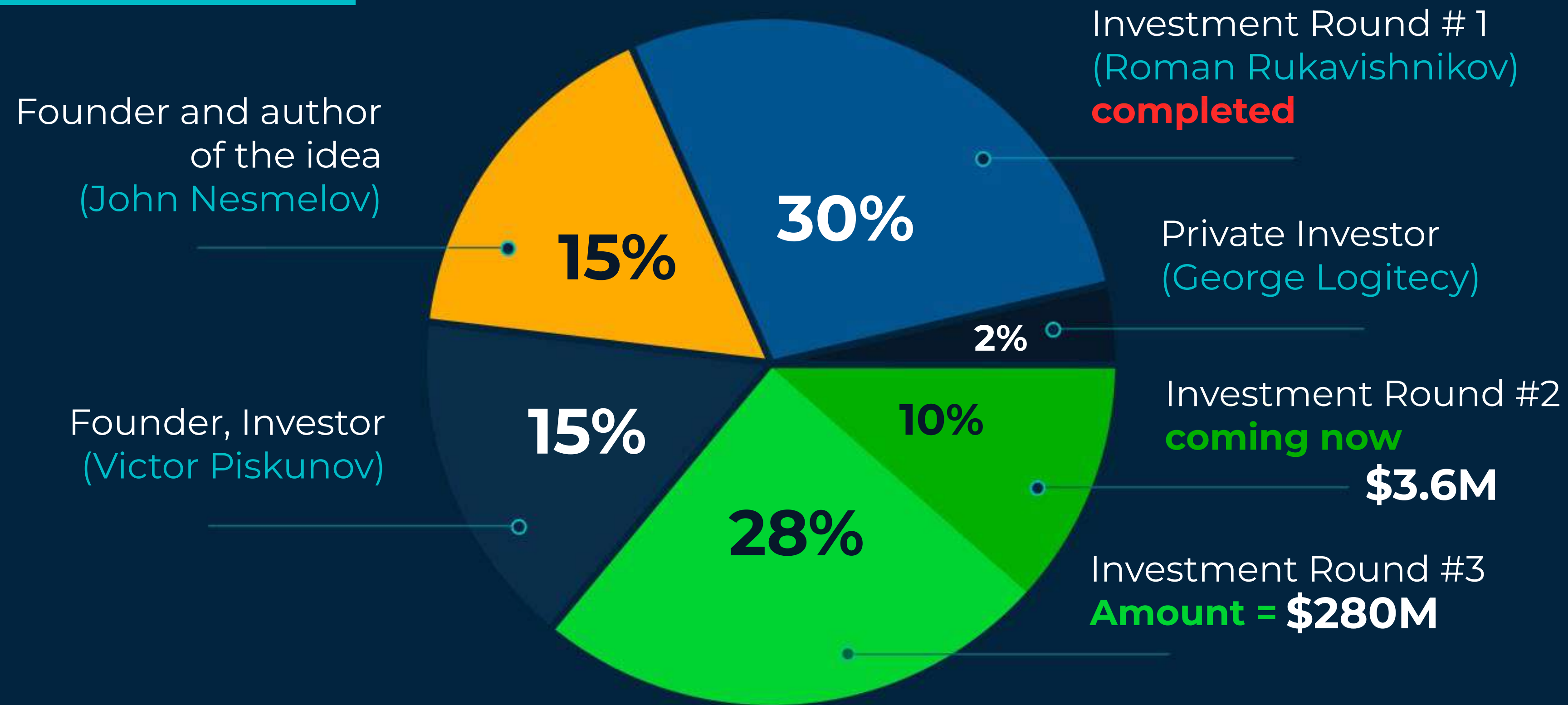
Our hardfork is supported on three nodes of 16Bit located in different parts of the world (Europe and North America).

16bit



E O S

Tokenomics



38% of the project is for sale

28% = \$280M

1% = \$500K

5% = \$2M

10% = \$3.6M

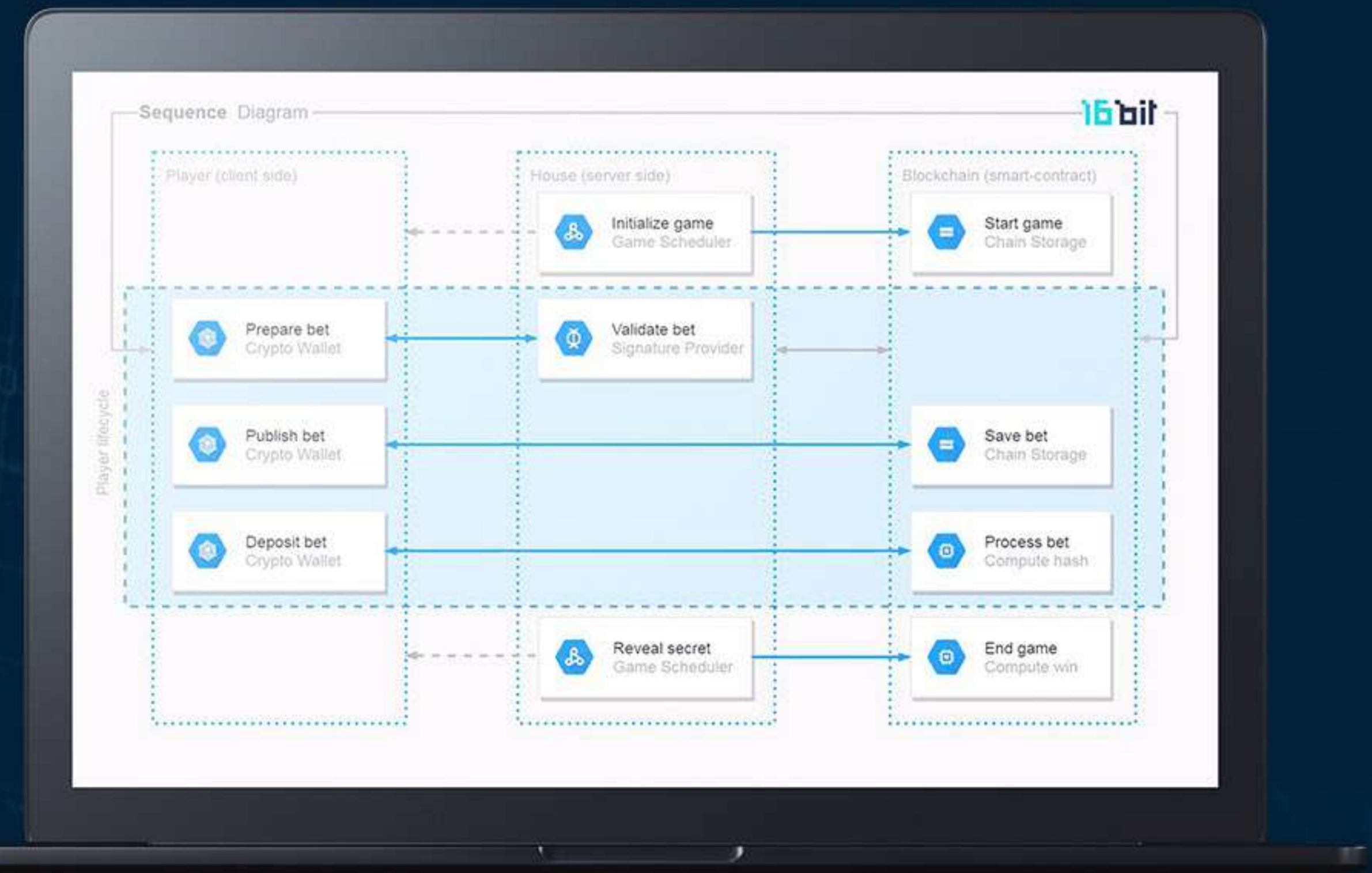
🕒 365 DAYS

Package of shares will be sold after the product will enter on the global market

Technical features and solutions

Winners determination scheme

- The formation of a (pseudo-) random sequence on the server side, which will be unique within all current open games (internal codename is `house_seed`)
- Calculation of a unique hash of the sequence from p.1 (internal codename is `house_seed_hash`)
- Publishing `house_seed_hash` on the blockchain network and notifying all online players of the start of a new game.



- Formation of a (pseudo-) random sequence on the client side, which will be unique within all current open games (internal codename is `player_seed`)
- Sending a bet (together with `player_seed`) to a centralized transaction signing service for validation and a receipt of confirmation for payment of RAM resources
- Publishing a bet (a signed transaction with a bet on the blockchain network)
- Deposit of funds (a formal payment of a bet and the publication of the transaction on the blockchain network)

Technical features and solutions

- On-chain calculation of the current value of `compound_hash` by summing the received value of `player_seed` with the previous value of `compound_hash` using the formula:

A Retrieve the previous value of `compound_hash` from memory if it matches the “empty” hash
- the value of `player_seed` is stored «as is»; otherwise, move on.

B We give to `LittleEndian(player_seed)` (see Endianness) example: let the initial `player_seed` look like:

7af12386a82b6337d6b1e4c6a1119e29bb03e6209aa03c70ed3efbb9b74a290c then its two parts of equal length (16 bytes each) look like

7af12386a82b6337d6b1e4c6a1119e29 and **bb03e6209aa03c70ed3efbb9b74a290c**

then each of them is flipped in parts of 2 characters (1 byte);

Thus, the first part, `7a f1 23 86 a8 2b 63 37 d6 b1 e4 c6 a1 11 9e 29`
will be converted to `29 9e 11 a1 c6 e4 b1 d6 37 63 2b a8 86 23 f1 7a`

As a result, both parts will be connected in a finite sequence:

299e11a1c6e4b1d637632ba88623f17a0c294ab7b9fb3eed703ca09a20e603bb

C Due to the features of the EOSIO implementation, we reliably know that a `checksum256` type value is represented by 32 fixed-length integers without a sign (`fixed_bytes<32>` of `uint8`), , Thus, the summation of the two value `inverted_player_seed` and `compound_hash` occurs by the pairwise summation of the corresponding elements of these arrays, for example:

`[0] = inverted_player_seed[0] + compound_hash[0]`

`[1] = inverted_player_seed[1] + compound_hash[1]`

`[2] = inverted_player_seed[2] + compound_hash[2]`

and so on, up to the last element including this process, and, accordingly, the formula can be changed in subsequent versions in accordance with the implementation of the `checksum256` structure and other technical aspects of EOSIO.

Technical features and solutions

- The publication of `compound_hash` on the blockchain network and the notification of the new value to all online player
- The disclosure of `house_seed` by publishing the value on the blockchain network and the corresponding notification to all online players
- The calculation of the final value of `compound_hash` in accordance with the formula from p.8 and the reduction of this value to the winning number by the formula:

A The summation of all elements of the `compound_hash`, for example:

```
tmp = compound_hash[0] + compound_hash[1] + compound_hash[2]
```

and so on, up to and including the last element.

B The calculation of the remainder of dividing the unsigned integer obtained in the previous step by the maximum value of the winning number, for example: `win = tmp % 16`
where 16 is the maximum value of the winning number required by the conditions

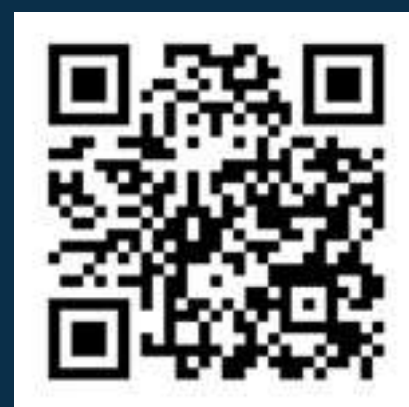
- The publication of the `win_number` on the blockchain network and the notification to all online players of the end of the game

Team



+7 (966) 016 5247

9812737@gmail.com



Caribbean Sun Electric Inc.



BBbottle Inc.

Founder, author and developer

Evgeny Nesmelov aka John Nesmelov

- **Entrepreneur**
- **Engineer in the field of alternative energy**

Founded Caribbean Sun Electric Inc. (Barbados) in 2012.
Developed an automatic system for calculating all the parameters of solar power plants.

Designed and implemented the business project, the entire corporate identity, website, and all the promotional materials.

Won Government Tender on \$250.000.

- **Designer and Conceptualist**

One of his many works is the project "BBbottle Inc." (Barbados), developed in 2014.

- **System Programmer (in youth ages)**

Founded the company "Decortex" (Russia) in 1999

Designed and implemented (from scratch) a document automation system, as well as the optimization and control of all the company business processes.

Designed and implemented the entire corporate identity, websites, and all promotional material.

Team

Founder, investor



Victor Piskunov

Crypto Enthusiast

He founded the film company “Kinoplan” LLC, which created the feature film «Savages» www.dikarifilm.ru and much more.

Invented and produced aircraft simulator fighter Su-27, www.aviaclub99.ru «Virpil» www.virpil.tv

Established Film Company LLC “Paraman-film” www.paramanfilm.com

Since 2017, he has been working in the field of blockchain development and cryptoeconomics.

He founded the Blockchain IT Solution Company.

Investor



Roman Rukavishnikov

Professional hockey player

Bronze prize-winner of the Championship of Russia (2018 and 2019)

Silver prize-winner of the Championship of Russia (2015)

Champion of Russia (2017)

Winner of the Continent Cup (2018)

Two-time winner of the Gagarin Cup (2015 and 2017)

Master of Sports

Team

Kinemotor Creative Group



Kapitonov Vitaly

Co-founder of Kinemotor studio

Director and producer of the project

Director of more than 50
and producer of more than 150
different projects.



Lev Agarkov

Co-founder of Kinemotor studio

Director of photography

Regularly shoots of advertisements,
clips, documentaries.



Kirill Borisov

Co-founder of Kinemotor studio

Executive producer of the project

Produced more than 100
different projects.

Team

Kinemotor Creative Group



Daniel Chigrin

Editing director, motion-designer of the project

He regularly performs in projects as a director of photography or film editor.

Daniel has more than 300 projects of various scale.



Nika Volkova

Account-project manager

She has experience in film making and advertising, as a rule, she leads priority projects at Kinemotor studio.

Team

Design



Pavel Soldatenkov

UX/UI Designer

I have been working in the field of design since 2010. There are more than 300 works in my portfolio.

I have wins in the top competition venues of Russia and the world. I am engaged in work in successful projects and startups including foreign ones.

Dizcon.ru (Top5 Skip2mylow) 99designs.com, FL.ru and others.



Anton Bazilevskiy

Graphic Designer

Since 2009, I have been working in the field of graphic design. I developed and implemented logos, corporate identity, brand books and promotional materials for many companies, including: MYRIG, Belenergo, Technonikhol, Convead, Reezy, Root.ua, Sigma Mobile, Sim2m etc.

Since 2014 I am engaged in the development and design of websites and mobile applications: Taximer, Mb24.io, Travel MBA, Plategka, DeAgostini, ContentAdore etc.

Team

GeekHack

Team deals with practical cybersecurity issues, accompanying infrastructure solutions and full-fledged IT outsourcing.

Development team GeekHack



Vladislav Svolsky

CISO

Accomplishes cybersecurity consulting, penetration testing and ethical hacking, performs role of architect - designs and monitors security and availability of the platform at all stages of development, implementation and use; directly involved in algorithms and smartcontracts development.



Nikolai Terskikh

Software Engineer

Accomplishes design and development of the high-load applications, performs role of tech-lead - accompanies the development team, introduces modern methodologies and practices into business processes.

Team

Development team



Sergey Kozlov

Software engineer

Online casino developer, consultant

2011-2014 - “Win interactive LLC”, “888 Holdings”

Software engineer, development of server part 888 Poker, automation of the testing process.

2014-2016 - “Bwin.Party Digital Entertainment”

Software engineer, development of mobile version of Bwin Casino.

2016 - “CrownBet” (remote work)

Software engineer, back-office development for online betting Bet 360.



HIGHLOAD.ZONE



Ivan Zhuravlev

Expert in information security Consultant

R&D. Project architect. Highload projects. Consulting and audit.

Experience in software development for more than 10 years, outsourcing, start-ups, planning, recruitment of employees (IT professionals) and team building activities

Technologies stack: Node.js · Moleculer · Vue.js · CockroachDB · PostgreSQL · Elasticsearch · Redis · DevOps · TincVPN · Docker · ZMQ · Blockchain · Bitcoin · Fiat money (Gateway or Bank integration)

Team

Finance department



Bukhanova Irina

CFO

Mrs. Bukhanova's formal education includes advanced degrees from the Finance Academy under the Government of the Russian Federation, Moscow Credit Institute, as well as from the ACCA - DipIFR (Rus).

2017 - to the present, co-founder Talentoom, SPA license in UK, and Cryptstyx, the exchange market for crypto currencies with licenses for crypto in Estonia.

Prior to her current position Mrs. Bukhanova was Chief Financial Officer of Net Element Russia and Financial Director of Emerging Markets;

Groupon Russia, where she led a financial department in Russia, Cyprus and CIS; held the senior positions at several leading institutions including the "Ritzio International" ("Ritzio Entertainment Group"), "Svyaznoy Group".

Legal department



Dmitry Levkin

Head of Legal Administration

Studied International Law in British Law Centre of Cambridge and holds Diploma in English and European Union Law.

Studied International Business Finance in Kufstein University of Applied Sciences Worked as Head of Legal for various gaming, IT and crypto startups.

Specialises in banking law.

Investment plan

General indicators of the project

Name of the indicator	Indicator value
Project calculation horizon, years	3
Project calculation horizon, months	36
The amount of capital invested in the project	\$1557 902
Revenues for the project period	\$363 456 625
Net profit for the project period	\$138 550 885
Average profitability for the project period (by revenue)	60%
Net present income	\$136 972 983
Average norm of investments rentability	2931%
Profitability of the invested capital	8792%
Investor`s interest	\$13 332 219
Project organizer`s interest	\$119 989 972
Reinvestment (in the development of the project)	\$62 079 365
Payback period, months	8

Preparatory Investment

Purpose of investment	Amount
Carryng out marketing activities	\$200 000
Prize pool	\$400 000

The total amount of investment in the preparatory phase **\$600 000**

Investment indicators of the project

Name of indicator	Indicator value
Investment from investor`s personal funds	\$1 237 856
Investment from the proceeds from the project (from the investor`s share)	\$320 046
Total investor income	\$13 012 173
Investor Net Income	\$11 774 317
Average rentability norm for capital invested by Investor	350%
The total profitability of invested personal funds of the investor	1051%
Payback period for investor, months	11

Investments in the development phase

Month	Purpose of investment	Amount
1	In the development of the proect	\$100 000
2	In the development of the proect	\$42 561
3	In the development of the proect	\$64 741
4	In the development of the proect	\$106 210
5	In the development of the proect	\$123 989
6	In the development of the proect	\$105 838
7	In the development of the proect	\$72 373
8	In the development of the proect	\$141 692
9	In the development of the proect	\$102 951
10	In the development of the proect	\$97 547

Total amount of investments at the delevopment stage **\$957 902**

Cash flow plan

Estimated indicators – 12 months

Quarter	1			2			3			4			Total: 1-12 Months
Month	1	2	3	4	5	6	7	8	9	10	11	12	
Costs:													
Salary %	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%
Commission of merchants %	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Reinvestment (from net profit) %	90%	90%	90%	90%	90%	90%	50%	50%	50%	50%	50%	50%	70%
Organizer's share (dividends) %	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%
Investor's share (dividends) %	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%
Other expenses %	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%
Customer price from advertising	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80
Remarketing customer price	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10
Revenues:													
Average revenue per client	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100
Profitability %	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%
Customers													
New customers	1,250	1,500	2,250	3,750	5,625	7,875	10,625	9,375	9,625	10,875	10,000	12,500	85,250
% of new customers from Affiliate Program	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%
New Affiliate Program Clients	375	450	675	1,125	1,688	2,363	3,188	2,813	2,888	3,263	3,000	3,750	25,575
Total New Customers	1,625	1,950	2,925	4,875	7,313	10,238	13,813	12,188	12,513	14,138	13,000	16,250	110,825
Remarketing Customers	0	0	90	100	400	600	600	300	300	300	600	390	3,680
% of regular customers	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%
Regular customers	488	585	878	1,463	2,194	3,071	4,144	3,656	3,754	4,241	3,900	4,875	33,248
Total regular customers	488	1,073	1,950	3,413	5,606	8,678	12,821	16,478	20,231	24,473	28,373	33,248	33,248
Customers serviced	1,625	2,438	4,088	6,925	11,125	16,444	23,090	25,309	29,290	34,669	38,073	45,013	238,086
Total customers in the database	1,625	3,575	6,500	11,375	18,688	28,925	42,738	54,925	67,438	81,575	94,575	110,825	110,825

Cash flow plan

Cash flow – 12 months

Quarter Month	1			2			3			4			Total: 1-12 Months
	1	2	3	4	5	6	7	8	9	10	11	12	
= At cashbox at the start of the period	\$0	\$77,439	\$116,159	\$194,790	\$330,011	\$530,162	\$783,627	\$611,308	\$670,049	\$775,453	\$917,855	\$1,063,897	
+ Financing	\$100,000	\$42,561	\$64,741	\$106,210	\$123,989	\$105,838	\$72,373	\$141,692	\$102,951	\$97,547	\$0	\$0	\$957,902
+ External investment	\$100,000	\$42,561	\$64,741	\$106,210	\$123,989	\$105,838	\$72,373	\$141,692	\$102,951	\$97,547	\$0	\$0	\$957,902
+ Personal investment	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Advertising Costs	\$100,000	\$120,000	\$180,900	\$301,000	\$454,000	\$636,000	\$856,000	\$753,000	\$773,000	\$873,000	\$806,000	\$1,003,900	\$6,856,800
- Advertising USD	\$100,000	\$120,000	\$180,000	\$300,000	\$450,000	\$630,000	\$850,000	\$750,000	\$770,000	\$870,000	\$800,000	\$1,000,000	\$6,820,000
- Remarketing USD	\$0	\$0	\$900	\$1,000	\$4,000	\$6,000	\$6,000	\$3,000	\$3,000	\$3,000	\$6,000	\$3,900	\$36,800
+ Incomes	\$162,500	\$243,750	\$408,750	\$692,500	\$1,112,500	\$1,644,375	\$2,309,000	\$2,530,875	\$2,929,000	\$3,466,875	\$3,807,250	\$4,501,250	\$23,808,625
+ Selling game chips	\$162,500	\$243,750	\$408,750	\$692,500	\$1,112,500	\$1,644,375	\$2,309,000	\$2,530,875	\$2,929,000	\$3,466,875	\$3,807,250	\$4,501,250	\$23,808,625
+ License sales	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
+ Royalties	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Current expenses	\$76,456	\$114,684	\$192,317	\$325,821	\$523,431	\$773,678	\$1,086,385	\$1,190,777	\$1,378,095	\$1,631,165	\$1,791,311	\$2,117,838	\$11,201,958
- Payout winnings	\$65,000	\$97,500	\$163,500	\$277,000	\$445,000	\$657,750	\$923,600	\$1,012,350	\$1,171,600	\$1,386,750	\$1,522,900	\$1,800,500	\$9,523,450
- Server rental (1K = \$50 USD)	\$81	\$122	\$204	\$346	\$556	\$822	\$1,155	\$1,265	\$1,465	\$1,733	\$1,904	\$2,251	\$11,904
- Salary	\$8,125	\$12,188	\$20,438	\$34,625	\$55,625	\$82,219	\$115,450	\$126,544	\$146,450	\$173,344	\$190,363	\$225,063	\$1,190,431
- License Renewal	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Audit	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Taxes	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Merchants Commission	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Additional expenses	\$3,250	\$4,875	\$8,175	\$13,850	\$22,250	\$32,888	\$46,180	\$50,618	\$58,580	\$69,338	\$76,145	\$90,025	\$476,173
- Dividends	\$8,604	\$12,907	\$21,643	\$36,668	\$58,907	\$87,070	\$611,308	\$670,049	\$775,453	\$917,855	\$1,063,897	\$1,221,704	\$5,486,065
- Organizer's Share	\$7,744	\$11,616	\$19,479	\$33,001	\$53,016	\$78,363	\$550,177	\$603,044	\$697,907	\$826,070	\$957,507	\$1,099,534	\$4,937,458
Total:	\$7,744	\$19,360	\$38,839	\$71,840	\$124,856	\$203,219	\$753,396	\$1,356,440	\$2,054,347	\$2,880,417	\$3,837,924	\$4,937,458	
- Investor's Share	\$860	\$1,291	\$2,164	\$3,667	\$5,891	\$8,707	\$61,131	\$67,005	\$77,545	\$91,786	\$106,390	\$122,170	\$548,606
Total:	\$860	\$2,151	\$4,315	\$7,982	\$13,873	\$22,580	\$83,711	\$150,716	\$228,261	\$320,046	\$426,436	\$548,606	
= Reinvestment	\$77,439	\$116,159	\$194,790	\$330,011	\$530,162	\$783,627	\$611,308	\$670,049	\$775,453	\$917,855	\$1,063,897	\$1,221,704	\$7,292,454
Period turnover	\$86,044	\$51,626	\$100,274	\$171,889	\$259,058	\$340,535	\$438,989	\$728,791	\$880,856	\$1,060,258	\$1,209,939	\$1,379,512	
Balance at the end of the period	\$86,044	\$137,670	\$237,944	\$409,833	\$668,891	\$1,009,426	\$1,448,414	\$2,177,205	\$3,058,061	\$4,118,319	\$5,328,258	\$6,707,769	\$6,707,769

Cash flow plan

Estimated indicators – 24 months

Quarter	5			6			7			8			Total: 13-24 Months
Month	13	14	15	16	17	18	19	20	21	22	23	24	
Costs:													
Salary %	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%
Commission of merchants %	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%
Reinvestment (from net profit) %	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%
Organizer's share (dividends) %	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%
Investor's share (dividends) %	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%
Other expenses %	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%
Customer price from advertising	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80
Remarketing customer price	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10
Revenues:													
Average revenue per client	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100
Profitability %	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%
Customers													
New customers	12,875	8,875	8,750	9,375	10,250	11,250	12,375	13,500	14,750	16,250	17,500	19,375	155,125
% of new customers from Affiliate Program	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%
New Affiliate Program Clients	3,863	2,663	2,625	2,813	3,075	3,375	3,713	4,050	4,425	4,875	5,250	5,813	46,538
Total New Customers	16,738	11,538	11,375	12,188	13,325	14,625	16,088	17,550	19,175	21,125	22,750	25,188	201,663
Remarketing Customers	650	200	400	500	700	700	1,000	1,000	1,000	1,200	1,600	1,600	10,550
% of regular customers	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%
Regular customers	5,021	3,461	3,413	3,656	3,998	4,388	4,826	5,265	5,753	6,338	6,825	7,556	60,499
Total regular customers	38,269	41,730	45,143	48,799	52,796	57,184	62,010	67,275	73,028	79,365	86,190	93,746	93,746
Customers serviced	50,635	50,006	53,505	57,830	62,824	68,121	74,271	80,560	87,450	95,353	103,715	112,978	897,248
Total customers in the database	127,563	139,100	150,475	162,663	175,988	190,613	206,700	224,250	243,425	264,550	287,300	312,488	312,488

Cash flow plan

Cash flows – 24 months

Quarter	5			6			7			8			Total: 13-24 Months
	13	14	15	16	17	18	19	20	21	22	23	24	
= At cashbox at the start of the period	\$1,221,704	\$859,898	\$838,719	\$890,343	\$959,232	\$1,037,625	\$1,121,294	\$1,216,187	\$1,317,552	\$1,427,409	\$1,549,297	\$1,687,502	
+ Financing	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
+ External investment	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
+ Personal investment	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Advertising Costs	\$1,036,500	\$712,000	\$704,000	\$755,000	\$827,000	\$907,000	\$1,000,000	\$1,090,000	\$1,190,000	\$1,312,000	\$1,416,000	\$1,566,000	\$12,515,500
- Advertising USD	\$1,030,000	\$710,000	\$700,000	\$750,000	\$820,000	\$900,000	\$990,000	\$1,080,000	\$1,180,000	\$1,300,000	\$1,400,000	\$1,550,000	\$12,410,000
- Remarketing USD	\$6,500	\$2,000	\$4,000	\$5,000	\$7,000	\$7,000	\$10,000	\$10,000	\$10,000	\$12,000	\$16,000	\$16,000	\$105,500
+ Incomes	\$5,063,500	\$5,000,625	\$5,350,500	\$5,783,000	\$6,282,375	\$6,812,125	\$7,427,125	\$8,056,000	\$8,745,000	\$9,535,250	\$10,371,500	\$11,297,750	\$89,724,750
+ Selling game chips	\$5,063,500	\$5,000,625	\$5,350,500	\$5,783,000	\$6,282,375	\$6,812,125	\$7,427,125	\$8,056,000	\$8,745,000	\$9,535,250	\$10,371,500	\$11,297,750	\$89,724,750
+ License sales	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
+ Royalties	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Current expenses	\$2,382,377	\$2,352,794	\$2,517,410	\$2,720,902	\$2,955,857	\$3,205,105	\$3,494,462	\$3,790,348	\$4,114,523	\$4,486,335	\$4,879,791	\$5,315,591	\$42,215,495
- Payout winnings	\$2,025,400	\$2,000,250	\$2,140,200	\$2,313,200	\$2,512,950	\$2,724,850	\$2,970,850	\$3,222,400	\$3,498,000	\$3,814,100	\$4,148,600	\$4,519,100	\$35,889,900
- Server rental (1K = \$50 USD)	\$2,532	\$2,500	\$2,675	\$2,892	\$3,141	\$3,406	\$3,714	\$4,028	\$4,373	\$4,768	\$5,186	\$5,649	\$44,862
- Salary	\$253,175	\$250,031	\$267,525	\$289,150	\$314,119	\$340,606	\$371,356	\$402,800	\$437,250	\$476,763	\$518,575	\$564,888	\$4,486,238
- License Renewal	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Audit	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Taxes	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Merchants Commission	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Additional expenses	\$101,270	\$100,013	\$107,010	\$115,660	\$125,648	\$136,243	\$148,543	\$161,120	\$174,900	\$190,705	\$207,430	\$225,955	\$1,794,495
- Dividends	\$2,006,429	\$1,957,010	\$2,077,466	\$2,238,209	\$2,421,125	\$2,616,352	\$2,837,769	\$3,074,287	\$3,330,620	\$3,615,027	\$3,937,504	\$4,272,562	\$34,384,361
- Organizer's Share	\$1,805,786	\$1,761,309	\$1,869,719	\$2,014,388	\$2,179,012	\$2,354,716	\$2,553,992	\$2,766,858	\$2,997,558	\$3,253,524	\$3,543,754	\$3,845,306	\$30,945,925
Total:	\$6,743,245	\$8,504,554	\$10,374,274	\$12,388,662	\$14,567,674	\$16,922,390	\$19,476,383	\$22,243,241	\$25,240,800	\$28,494,324	\$32,038,078	\$35,883,384	
- Investor's Share	\$200,643	\$195,701	\$207,747	\$223,821	\$242,112	\$261,635	\$283,777	\$307,429	\$333,062	\$361,503	\$393,750	\$427,256	\$3,438,436
Total:	\$749,249	\$944,950	\$1,152,697	\$1,376,518	\$1,618,630	\$1,880,266	\$2,164,043	\$2,471,471	\$2,804,533	\$3,166,036	\$3,559,786	\$3,987,043	
= Reinvestment	\$859,898	\$838,719	\$890,343	\$959,232	\$1,037,625	\$1,121,294	\$1,216,187	\$1,317,552	\$1,427,409	\$1,549,297	\$1,687,502	\$1,831,098	\$14,736,155
Period turnover	\$1,644,623	\$1,935,831	\$2,129,090	\$2,307,099	\$2,499,518	\$2,700,020	\$2,932,663	\$3,175,652	\$3,440,478	\$3,736,915	\$4,075,709	\$4,416,159	\$34,993,755
Balance at the end of the period	\$8,352,393	\$10,288,224	\$12,417,313	\$14,724,412	\$17,223,929	\$19,923,950	\$22,856,612	\$26,032,264	\$29,472,742	\$33,209,657	\$37,285,366	\$41,701,525	

Cash flow plan

Estimated indicators – 36 months

Estimated indicators														
Quarter	9			10			11			12			Total: 25-36 Months	Total: for all period
Month	25	26	27	28	29	30	31	32	33	34	35	36		
Costs:														
Salary %	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	
Commission of merchants %	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Reinvestment (from net profit) %	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	
Organizer's share (dividends) %	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	
Investor's share (dividends) %	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	10%	
Other expenses %	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	
Customer price from advertising	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	\$80	
Remarketing customer price	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	\$10	
Revenues:														
Average revenue per client	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	\$100	
Profitability %	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	60%	
Customers														
New customers	21,250	23,250	25,500	27,875	30,500	33,375	36,250	39,875	43,625	47,500	51,875	57,500	438,375	
% of new customers from Affiliate Program	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	
New Affiliate Program Clients	6,375	6,975	7,650	8,363	9,150	10,013	10,875	11,963	13,088	14,250	15,563	17,250	131,513	
Total New Customers	27,625	30,225	33,150	36,238	39,650	43,388	47,125	51,838	56,713	61,750	67,438	74,750	569,888	
Remarketing Customers	1,800	1,900	2,000	2,300	2,400	2,800	3,000	3,100	3,100	3,100	8,000	10,000	43,500	
% of regular customers	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	30%	
Regular customers	8,288	9,068	9,945	10,871	11,895	13,016	14,138	15,551	17,014	18,525	20,231	22,425	170,966	
Total regular customers	102,034	111,101	121,046	131,918	143,813	156,829	170,966	186,518	203,531	222,056	242,288	264,713	488	
Customers serviced	123,171	134,159	146,251	159,584	173,968	190,000	206,954	225,904	246,330	268,381	297,494	327,038	2,499,233	
Total customers in the database	340,113	370,338	403,488	439,725	479,375	522,763	569,888	621,725	678,438	740,188	807,625	882,375	882,375	

Cash flow plan

Cash flows – 36 months

Cash flows														
Quarter	9			10			11			12			Total: 25-36 Months	Total: for all period
Month	25	26	27	28	29	30	31	32	33	34	35	36		
= В кассе на начало периода	\$1,831,098	\$1,990,505	\$2,164,563	\$2,354,570	\$2,565,459	\$2,793,911	\$3,046,923	\$3,322,537	\$3,618,942	\$3,942,335	\$4,296,637	\$4,745,679		
+ Financing	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$957,902
+ External investment	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$957,902
+ Personal investment	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Advertising Costs	\$1,718,000	\$1,879,000	\$2,060,000	\$2,253,000	\$2,464,000	\$2,698,000	\$2,930,000	\$3,221,000	\$3,521,000	\$3,831,000	\$4,230,000	\$4,700,000	\$35,505,000	\$54,877,300
- Advertising USD	\$1,700,000	\$1,860,000	\$2,040,000	\$2,230,000	\$2,440,000	\$2,670,000	\$2,900,000	\$3,190,000	\$3,490,000	\$3,800,000	\$4,150,000	\$4,600,000	\$35,070,000	\$54,300,000
- Remarketing USD	\$18,000	\$19,000	\$20,000	\$23,000	\$24,000	\$28,000	\$30,000	\$31,000	\$31,000	\$31,000	\$80,000	\$100,000	\$435,000	\$577,300
+ Incomes	\$12,317,125	\$13,415,875	\$14,625,125	\$15,958,375	\$17,396,750	\$19,000,000	\$20,695,375	\$22,590,375	\$24,633,000	\$26,838,125	\$29,749,375	\$32,703,750	\$249,923,250	\$363,456,625
+ Selling game chips	\$12,317,125	\$13,415,875	\$14,625,125	\$15,958,375	\$17,396,750	\$19,000,000	\$20,695,375	\$22,590,375	\$24,633,000	\$26,838,125	\$29,749,375	\$32,703,750	\$249,923,250	\$363,456,625
+ License sales	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
+ Royalties	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Current expenses	\$5,795,207	\$6,312,169	\$6,881,121	\$7,508,415	\$8,185,171	\$8,939,500	\$9,737,174	\$10,628,771	\$11,589,827	\$12,627,338	\$13,997,081	\$15,387,114	\$117,588,889	\$171,006,342
- Payout winnings	\$4,926,850	\$5,366,350	\$5,850,050	\$6,383,350	\$6,958,700	\$7,600,000	\$8,278,150	\$9,036,150	\$9,853,200	\$10,735,250	\$11,899,750	\$13,081,500	\$99,969,300	\$145,382,650
- Server rental (1K = \$50 USD)	\$6,159	\$6,708	\$7,313	\$7,979	\$8,698	\$9,500	\$10,348	\$11,295	\$12,317	\$13,419	\$14,875	\$16,352	\$124,962	\$181,728
- Salary	\$615,856	\$670,794	\$731,256	\$797,919	\$869,838	\$950,000	\$1,034,769	\$1,129,519	\$1,231,650	\$1,341,906	\$1,487,469	\$1,635,188	\$12,496,163	\$18,172,831
- License Renewal	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Audit	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Taxes	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Merchants Commission	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
- Additional expenses	\$246,343	\$268,318	\$292,503	\$319,168	\$347,935	\$380,000	\$413,908	\$451,808	\$492,660	\$536,763	\$594,988	\$654,075	\$4,998,465	\$7,269,133
- Dividends	\$4,644,511	\$5,050,647	\$5,493,997	\$5,986,071	\$6,519,127	\$7,109,488	\$7,752,587	\$8,444,199	\$9,198,781	\$10,025,485	\$11,073,251	\$12,153,620	\$93,451,765	\$133,322,191
- Organizer's Share	\$4,180,060	\$4,545,583	\$4,944,597	\$5,387,464	\$5,867,214	\$6,398,539	\$6,977,328	\$7,599,779	\$8,278,903	\$9,022,937	\$9,965,926	\$10,938,258	\$84,106,588	\$119,989,972
Total:	\$40,063,444	\$44,609,026	\$49,553,623	\$54,941,087	\$60,808,301	\$67,206,840	\$74,184,169	\$81,783,947	\$90,062,850	\$99,085,787	\$109,051,714	\$119,989,972	\$84,106,588	\$119,989,972
- Investor's Share	\$464,451	\$505,065	\$549,400	\$598,607	\$651,913	\$710,949	\$775,259	\$844,420	\$919,878	\$1,002,549	\$1,107,325	\$1,215,362	\$9,345,176	\$13,332,219
Total:	\$4,451,494	\$4,956,558	\$5,505,958	\$6,104,565	\$6,756,478	\$7,467,427	\$8,242,685	\$9,087,105	\$10,006,983	\$11,009,532	\$12,116,857	\$13,332,219	\$9,345,176	\$13,332,219
= Reinvestment	\$1,990,505	\$2,164,563	\$2,354,570	\$2,565,459	\$2,793,911	\$3,046,923	\$3,322,537	\$3,618,942	\$3,942,335	\$4,296,637	\$4,745,679	\$5,208,694	\$40,050,756	\$62,079,365
Period turnover	\$4,803,918	\$5,224,706	\$5,684,004	\$6,196,960	\$6,747,579	\$7,362,500	\$8,028,201	\$8,740,604	\$9,522,174	\$10,379,787	\$11,522,294	\$12,616,636	\$96,829,361	\$138,530,885
Balance at the end of the period	\$46,505,442	\$51,730,148	\$57,414,152	\$63,611,111	\$70,358,690	\$77,721,190	\$85,749,391	\$94,489,995	\$104,012,169	\$114,391,956	\$125,914,250	\$138,530,885	\$96,829,361	\$138,530,885

Thanks for your time and attention

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