



Whitepaper V 2.3
October 11, 2017
Web : atomicnetwork.io



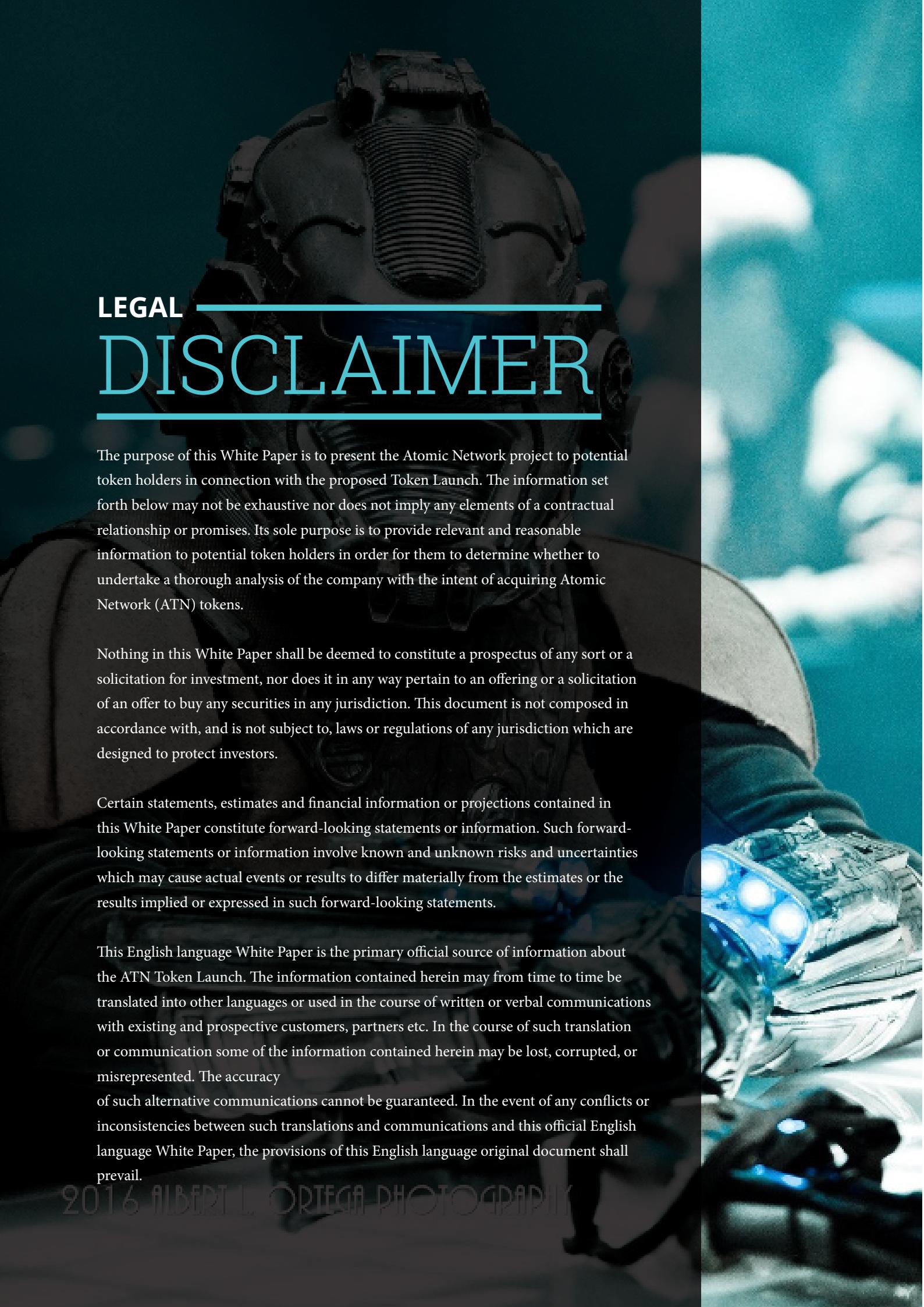
WHITEPAPER

REVOLUTIONARY TV ON A BLOCKCHAIN

V. 2.3 10/17/2017

AtomicNetwork Token Sale





LEGAL DISCLAIMER

The purpose of this White Paper is to present the Atomic Network project to potential token holders in connection with the proposed Token Launch. The information set forth below may not be exhaustive nor does it imply any elements of a contractual relationship or promises. Its sole purpose is to provide relevant and reasonable information to potential token holders in order for them to determine whether to undertake a thorough analysis of the company with the intent of acquiring Atomic Network (ATN) tokens.

Nothing in this White Paper shall be deemed to constitute a prospectus of any sort or a solicitation for investment, nor does it in any way pertain to an offering or a solicitation of an offer to buy any securities in any jurisdiction. This document is not composed in accordance with, and is not subject to, laws or regulations of any jurisdiction which are designed to protect investors.

Certain statements, estimates and financial information or projections contained in this White Paper constitute forward-looking statements or information. Such forward-looking statements or information involve known and unknown risks and uncertainties which may cause actual events or results to differ materially from the estimates or the results implied or expressed in such forward-looking statements.

This English language White Paper is the primary official source of information about the ATN Token Launch. The information contained herein may from time to time be translated into other languages or used in the course of written or verbal communications with existing and prospective customers, partners etc. In the course of such translation or communication some of the information contained herein may be lost, corrupted, or misrepresented. The accuracy of such alternative communications cannot be guaranteed. In the event of any conflicts or inconsistencies between such translations and communications and this official English language White Paper, the provisions of this English language original document shall prevail.



ATN TOKEN LAUNCH SUMMARY

ATN token is an Ethereum ERC-20 token representing the exclusive digital currency to purchase content and products on the Atomic Network.

Token Launch means the initial sale to the public of ATN tokens.

Token Issue means a release of a specific batch of ATN tokens.

Website: <https://atomicnetwork.io>

Accepted Forms Of Payment: Ether ("ETH"), Bitcoin ("BTC"), US Dollars (USD)

Allocation:
50% sold during ICO (less 10% created to pay early
backers, advisors, founders, and developers)
50% reserved for future use (25,000,000)

Lockout Period: 1 year for 25% (12,500,000 reserve fund)

Token Price 1 ETH = 300 ATN

Discounts

	< 10 ETH	> 10 ETH
1st 10 Days	- 20 %	-30 %
2nd 10 Days	- 10 %	-20 %
Last 10 Days	- 5 %	-10 %

Minimum Purchase: 10 ATN = 0.0333 ETH

Total Supply: 50,000,000 ATN

Available for purchase: 25,000,000 ATN

Token Launch Start Date: December 1, 2017, 12:00 PM PDT

Token Launch End Date: December 31, 2017, 12:00 PM PDT

Anticipated Initial Token

Issue Date: January 7, 2018, 12:00PM PDT

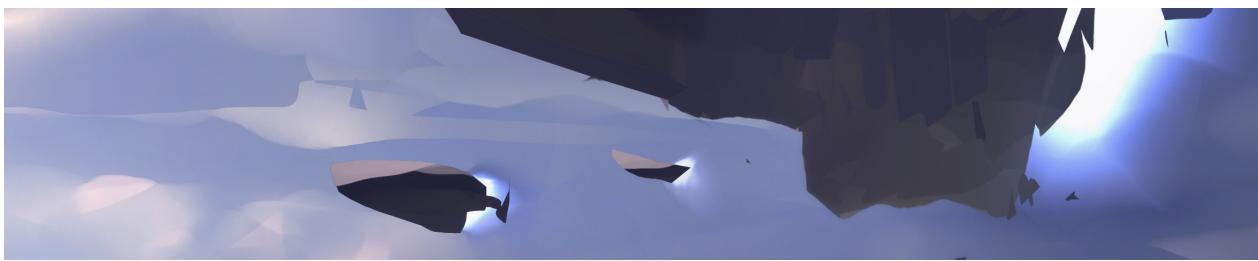


ATOMIC  **NETWORK**

ABOUT THE ATOMIC NETWORK

OVERVIEW

The Atomic Network (“Atomic Network” or “Company”) is a Dublin, Ireland domiciled and staffed organization which aims to disrupt the premium online streaming service through a decentralized platform delivering smart TV to a global audience of millions of techies, Trekkies, geeks, and gamers. By utilizing smart contracts running on the Ethereum blockchain, the Atomic Network and holders of its exclusive native digital currency, Atomic Network Tokens (ATNT), benefit together from the production of a wide variety of low-overhead, pay-per-view, exclusive and original scripted series, and non-fiction programs. At Atomic, we cater and reward our smart, global, audience of forward-thinking consumers!



The Atomic Network Token (“ATNT”) will eventually be the exclusive digital currency of the network and is an ERC-20 token built on the revolutionary Ethereum blockchain. The use of ATNTs allows the Company to employ smart contracts on its native token which insures trustless transactions on the self-executing code and the ability to implement other future customizable features, all done on an open-source and transparent platform.

Partnering with our sister company, Atomic Brain Studios, we bring our customers engaging and exciting original content that is done with low-overhead. You can sit back, relax, and enjoy our fast-paced news shows that discuss the latest advances in science and technology or dive into our action-packed, scripted, drama, Renegades. Or stop in for a martini and a laugh at Cozmo’s Thirsty Tentacle Bar and Grill, the seediest dive this side of Arcturus. Whether you want to expand your mind, have a thrill or a laugh, Atomic Network is where it’s at.

CONTENT ACQUISITION



Atomic Network is scouring the world for great content that will interest our audience. From small productions on a shoestring budget to blockbusters like Renegades, Atomic Network will rapidly expand our library of captivating content. Moreover, we’re always on the lookout for the futurists, dreamers, and doers!



PAY-PER-VIEW AND STREAMING CONTENT



Each of our premium shows is offered in a convenient pay-per-view format. Pick up an episode and check out a new series and if you like what you've watched buy a season pass. At Atomic, your purchases always go to produce future episodes of the series you love. We like customers, but we adore the fans -- its fans that help us keep the shows coming. At Atomic Network, we believe in consumer freedom: All our content is streamed to the device or display of your choice – watch it where you want it, when you want it.

OBJECTIVES

1. The Atomic Network wishes to become a leading decentralized online streaming content provider, capable of reaching a 100-million-plus worldwide fan base.
2. We also want to create a pioneering online television network known for producing quality programming filmed at a fraction of the cost of traditional TV networks.

Atomic Network will have unique brand content (scripted and non-fiction series, merchandising, and other on-going content) to provide genre fans with a one-stop destination to enjoy great programming. The Atomic Network will strive to create a robust market for the trading of our native currency, ATNT tokens, which represent the exclusive digital currency for the platform and may increase in value as the demand for our content grows. To facilitate transactions, fiat purchases for our content will be initially accepted, with the goal of making ATNTs the sole and only medium of exchange on the Atomic Network in the near future.



HISTORY

Atomic Network, due to the popularity and success of Renegades, has a strong online following and a broad outreach. The show's Facebook page has 171,545 likes and continues to grow. The associated YouTube channel has 53,766 subscribers since the release of the first episode. The pilot episode of Renegades has over 5 million views.

In addition, Atomic Network's previous film, Star Trek: Of God's and Men, has six million views to date. These numbers include the films watch via bit torrent, since at one point Renegades was the most popular bit torrent film on the planet.

In addition to leveraging our existing Social Media platforms, we will also advertise on Facebook which we've found to be, dollar for dollar, the most effective way to reach our potential world-wide audience.

This is only the beginning of a more aggressive advertising campaign that will leverage our advertising resources to use on select websites and blogs as well as cable TV and print ads. We'll buy advertising space on websites like Space.com, IGN.COM, and Gizmodo.com and well as the Science Channel, SYFY Channel, and magazines like WIRED Star Wars.com and Gamer Monthly -- periodicals and digital platforms that target our smart audience of Techies, Trekkies, gamers, and geeks. Atomic Network's crowd-funding pages have also proved to be popular with large support. Since the beginning of Atomic Network's fundraising campaigns the productions have accumulated over 8,800 donors and raised almost US \$1 million fiat.

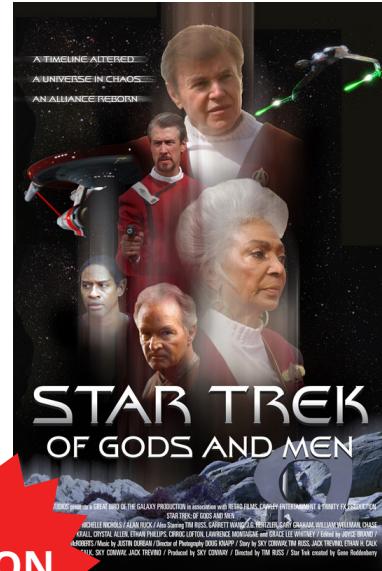


OUR ACCOMPLISHMENTS & HISTORY

2

STRONG FOLLOWING

Atomic Network, due to the popularity and success of Renegades, has a strong online following and a broad outreach.



6
MILLION
VIEWS



53,766 SUBSCRIBERS



171,545 LIKES



5 MILLION VIEWS



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LOCATION AND FACILITIES

The Atomic Network is a Dublin, Ireland domiciled entity. We are a global company but our main production office is currently located in Dublin. Our staff will mostly consist of independent contractors and vendors working from locations all over the world. All cast and crew hired for productions are will be on a per-project basis. As needed, Atomic Network Productions may rent additional office space.

Such facilities may include production offices, editing bays, a sound stage, make-up room, equipment and storage. Our low-overhead approach helps keep production costs low so we can continue to produce quality entertainment at the fraction of the cost of traditional studios. Most productions and shoots may take place in the United States, but we plan to take advantage of certain tax credits or other incentives and may relocate productions internationally.



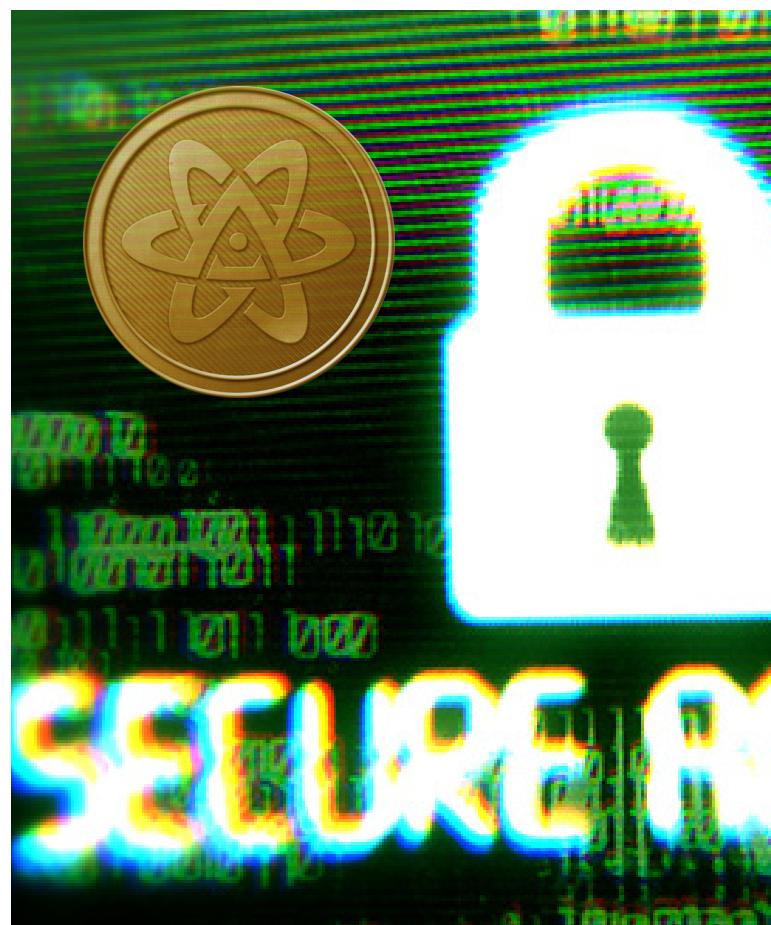
MARKET OVERVIEW

The way we consume television has shifted drastically with the rise of the internet and streaming video services. Television is no longer something you schedule to watch. The tables have turned and rather than you coming to television, television now comes to you via tablets, network apps, and mobile phones. That kind of freedom makes you less likely to walk away (encouraging the phenomenon known as binge watching); which is why Atomic Network will offer a line-up of shows that are fully-packaged series.

TOKEN UTILIZATION

Providing Access To Content

The ATN token will be used to access content on the Atomic Network TV, as well as serve as a reward mechanism for the Atomic Network's ecosystem of products and development community around it.



TOKEN MINTING

ATN tokens are not to be mined, but are either minted after or sold for ether or bitcoin during the crowdsale.

The blockchain – based ecosystem for which the crowdsale is conducted will very much depend on the participation of the ATN token buyers, and the ATN token essentially functioning as a ticket to the Atomic Network's tv shows.

TOKEN USAGE

Users of the Atomic Network tv are required to use ATN tokens to access specific content on the network, such as discounted download of premium content. Holders of tokens will be able to earn rewards by participating in the network, specific ways to participate will be developed.

TOKEN SPECIFICS

The token holders are not promised economic benefits from the network, but instead are to be given access to the content. There are no promised automatic payment amounts or any sort of returns. The tokens can only be bought, sold, traded, and earned based on participation such as development of applications for the Atomic Network's ecosystem and utilization of its APIs.

VOTING

The atomic network is a functioning business and thus the crowdsale is specifically for expanding its reach (network) by offering buyers ATN tokens as a way to participate and gain access to content. Some of the changes to the protocol of the network / ecosystem will require active participation / voting of the token holders

GO TO MARKET PLAN



1

CORE AUDIENCE

Develop our core audience and increase synergy between multiple Atomic Network Face Book accounts (Renegades Facebook page, Cozmo's Facebook page, etc.), generating viewer awareness of the full range of our Atomic Network content.

3

INTERACTIVITY

Interactivity: Create shows that allow for audience feedback where viewers can vote for what happens in the next episode. The power of the internet lies in its interactivity. We will use it to make viewers more invested in the show's plotline and character development.

5

PRODUCTS

Products: We'll provide free give-away products, such as shirts and hats to fans, so people wearing our logos will help us increase Atomic Network brand awareness.

7

SOCIAL NETWORKING

Social Networking: Hire a dedicated internet marketing professional to create blog postings that will facilitate better SEO.

2

SEARCH ENGINE OPTIMIZATION

Add SEO (Search Engine Optimization) to expand our advertising reach with internet ads on websites and blogs as well as Print and Cable TV ads.

4

SPECIAL EVENTS

Special Events: We'll have a presence at the top twenty comic cons in the world, reaching more than two million fans. As we create web celebrities from the actors involved in our shows, we'll host special events where fans meet their favorites.

6

PUBLIC RELATIONS

Public Relations: Schedule speaking engagements at colleges and on local and network television morning shows as well as print and radio interviews, etc.

8

DIGITAL CURRENCY

Digital Currency: By eventually making ATNs the exclusive native currency for the Atomic Network, we will help introduce Ether and other digital currencies into the mainstream.

OUR SERVICES

What we do



STREAMING VIDEO CONTENT

Streaming video content:
Original five to 30-minute
long news shows and
documentaries.



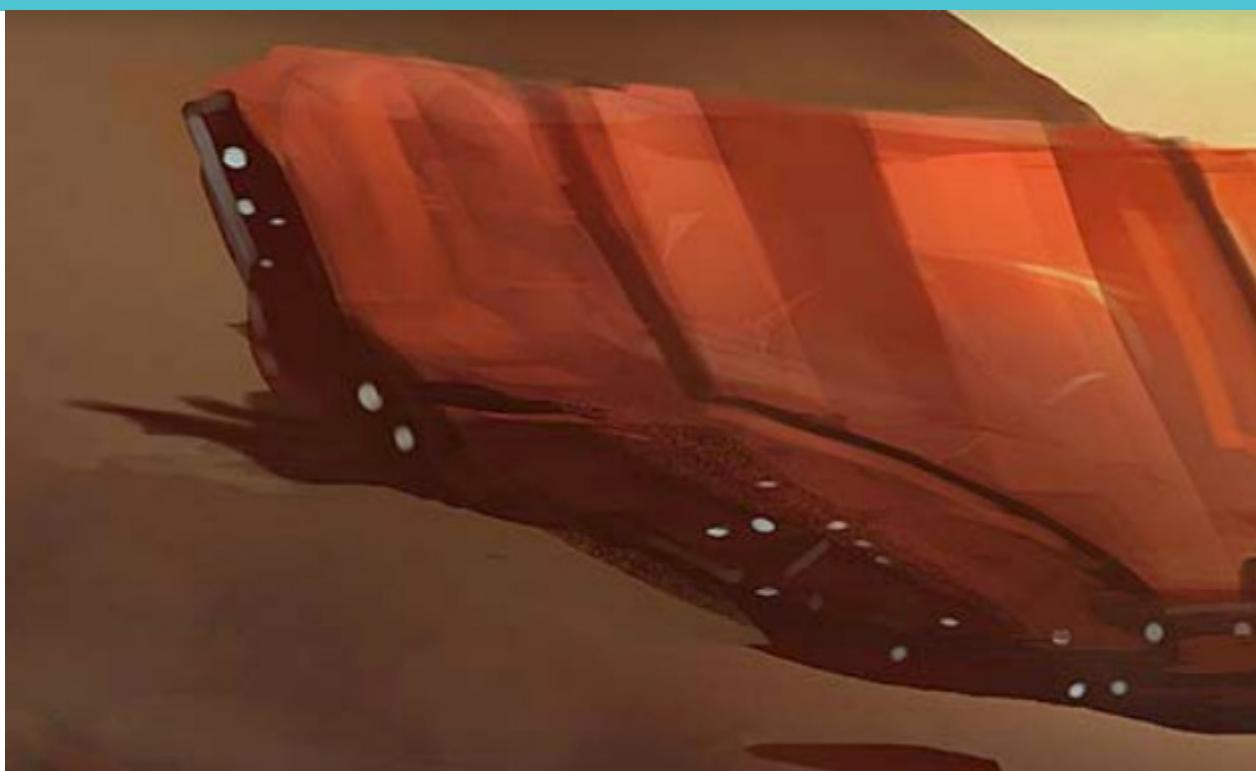
PREMIUM CONTENT

Premium Content - original
Atomic Network scripted web
series - intense drama and
hilarious comedy.



ANCILLARY PRODUCTS

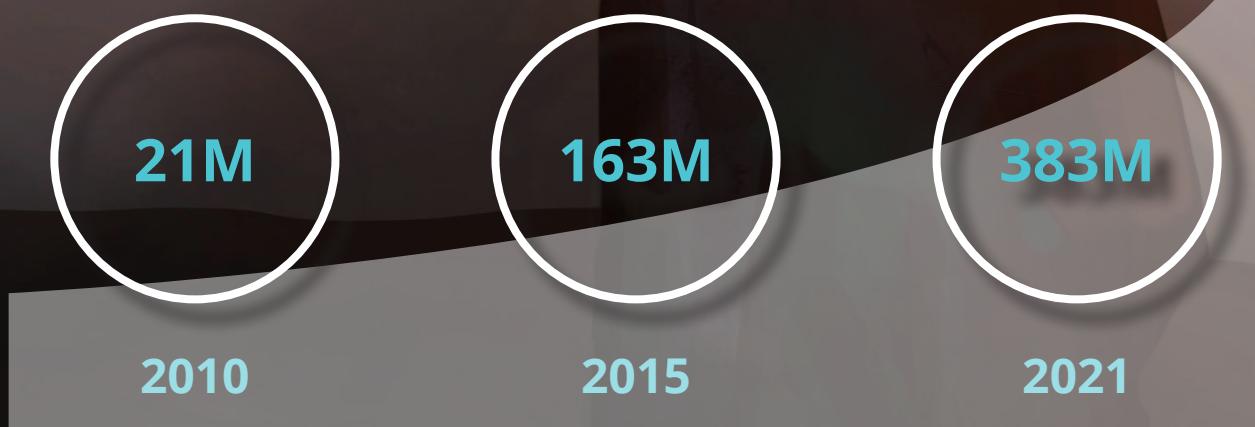
Ancillary products, such as
hats, t-shirts, posters, and
DVD's of various shows airing
on Atomic Network.



MARKET DESCRIPTION

SUBSCRIPTION VIDEO ON DEMAND

ACCORDING TO STREAMING MEDIA.COM “SUBSCRIPTION SERVICES CURRENTLY MAKE UP THE LARGEST SHARE OF ONLINE VIDEO REVENUES...”



With traditional TV viewing declining (experts predict it will shrink to 34.7% of viewership by 2017), the online television industry is developing quickly and globally. The United States is the fastest growing online TV and video market with revenue projections of 15.5 billion U.S. dollars by 2020. Atomic Network will have a recognizable

brand (scripted drama and comedy, non-fiction shows, merchandising, and other on-going content) capable of delivering a superior entertainment experience: Smart TV for smart people. Our content will be available to our audience a la carte or by subscription.

According to Streaming Media.com “Subscription services currently make up the largest share of online video revenues...” By 2021, there will be 383 million SVOD subscriptions around the world. The number was 21 million in 2010, and 163 million at the end of 2015. This figure counts gross subscriptions. It’s common in some countries for a household to have multiple SVOD subscriptions. Global subscription streaming revenues are set to double to \$35 billion by 2021.



COMPETITION

Atomic Network is Smart TV, targeted at a growing, global-wide audience of gamers, techies, sci-fi fans, and geeks. What used to be their go-to hub, SyFy Channel, has now alienated their fan base with Sharknado, Wrestling, and a lackluster line-up of programming. Our goal is to reach this 300-million-plus worldwide fan base with quality programming filmed at a fraction of network costs. Our edge is already having premium content in demand and the ability to ramp up our content creation due to our dedicated team.





3 | THE TEAM

... AWARD-WINNING

BRILLIANT LEADERSHIP

The Atomic Network is led by CEO Sky Douglas Conway, who uses his lifelong passion for science fiction and extensive production and marketing experience as driving forces behind the network.

THE TEAM

Founders, Advisors



Sky Conway
Founder, CEO



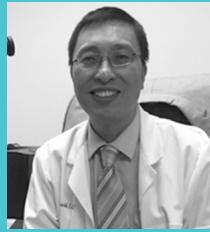
Walter Koenig
Advisory Team



Nichelle Nichols
Advisory Team



Tim Russ
Advisory Team



Dr. David Lieu
Advisory Team



John E. Stith
Advisory Team



Harry "Doc" Kloor
Advisory Team



Jimmy Diggs
Advisory Team



Joshua B. Cole
Advisory Team



Yuriy Sherayzen
Consultant



TEAM BIOS

What we do best

SKY DOUGLAS CONWAY

FOUNDER, CEO

Seasoned business and television sector professionals dedicated to the success of the Company and efficient execution of its planned operations will manage the Company. Currently, one entity and one individual are actively involved in the management of the Company

Sky's interest in film and television – and science fiction – began in childhood, when he created his first "SFX spectacular," a Super 8 film using a model train set and stop motion techniques. The pyrotechnics for the finale required one take and ultimately raged out of control, but this didn't stop the young filmmaker from capturing every moment of the disaster. This endeavor (and its mishaps) started a fascination with technology and its potential. He began envisioning a day when anyone with a computer and ambition could create and distribute high-quality productions. Many were skeptical but Sky remained persistent in his belief that technology would fundamentally alter the way we produce, distribute, and consume media.

In 1991, Sky had the privilege of being mentored by Gene Roddenberry, legendary creator of Star Trek. Mere weeks before Roddenberry's passing, the Internet went live for the first time. Sky recalls explaining it to Gene, and how it would eventually allow fans worldwide to watch Star Trek on



computers and tablets – just like the show foretold. Roddenberry was thrilled, and reflected that Sky might someday produce his own shows distributed this way.

Inspired, Sky determined that he would do exactly as his friend suggested. He became the first to produce original sci-fi content for the Internet, helping coin the term 'webisode' and prove that it was possible to produce independent, high-quality content for the web, even as others said it couldn't be done. His early works include Roddenberry on Patrol, a parody about the quest to create Star Trek, and the feature, In Alienable, written by Sky's producing partner and renowned actor Walter Koenig.

Sky has extensive experience in film and television merchandising, and has overseen the manufacture and distribution of hundreds of products and collectibles for the industry's most recognizable brands, including Star Wars and Star Trek, amongst others. He's maintained licensing contracts with

TEAM BIOS

What we do best

most of the major studios – Disney, Universal, Time Warner, MGM, Fox, Paramount and others. He specializes in both standard merchandise (like posters), to rare and unique collectibles tailored to a niche audience. Sky has also produced numerous and highly notable live events attended by tens of thousands of science fiction fans from around the world. "Beam Me Up Scotty One last time" Jimmy "Scotty of Star Trek" Doohan's Farewell Show, united



the entire living major cast of Star Trek to celebrate and honor Mr. Doohan's legacy. Neil Armstrong, the first man to walk on the Moon was the Keynote Speaker. Sky also produced the 40th Anniversary Gala Celebration of Star Trek at Paul Allen's Science Fiction Museum and the Space Needle in Seattle.

Jeff Bezo's Founder of Amazon was the special honorary guest and speaker.

In 2007 Sky made entertainment history when he conceived, produced and co-wrote the award-winning Star Trek: Of Gods and Men, the first independent feature-length Trek film, starring many familiar film legends: Nichelle Nichols, Walter Keonig, Grace Lee Whitney and Alan Ruck, directed by Star Trek's Tim Russ. The film has been viewed online by millions and featured in publications such as The Wall Street Journal and Vanity Fair, which labeled it one of the fifty most historic events involving the franchise.

Sky then co-created and produced a follow-up, Star Trek: Renegades – a project so anticipated it allowed him to quickly crowd fund over \$500,000 for the production. A sequel, Renegades, followed this: The Requiem was recently locked and in post-production. He also created and produced the pilot for Cozmo's, a ground-breaking sci-fi comedy series that will air on Atomic Network. Sky's productions have established a fan base of millions, who eagerly anticipate each new release and stand at the ready to spread the word about them.

Sky's film successes have inspired him to launch Atomic Network, a premium streaming video network catering to techies, Trekkies, games, and geeks. Atomic will provide a variety of pay-per-view original scripted series and features aimed at their core audience.

TEAM BIOS

What we do best

WALTER KOENIG ADVISORY TEAM

Walter Koenig — actor, director, screenwriter, novelist, acting professor, and comic book creator — played Ensign Pavel Chekov in the original Star Trek beginning with Season 2. He continued to play Chekov in the first seven of the big screen Star Trek films and played the recurring character of Alfred Bester in



the TV series Babylon 5. Aside from two genre roles, he has appeared in 40 different TV series and television movies, including "Anthony and Cleopatra" starring Timothy Dalton and Lynn Redgrave.



In a 1997 internet poll of favorite television bad guys, Koenig was the top choice of 12,000 voters for his role as Bester on Babylon 5 and voted the favorite guest star on Babylon 5. Koenig and his wife Judy Levitt live in Los Angeles.



TEAM BIOS

What we do best

NICHELLE NICHOLS ADVISORY TEAM

Prior to being cast as Lt. Uhura in Star Trek, Nichelle Nichols had guested on Gene Roddenberry's first series, *The Lieutenant*. Born in Robbins, Ill., near Chicago, Nichols grew up there where her father was both the town mayor and its chief magistrate. On the West Coast, she appeared in "Roar of the Grease Paint, Smell of the Crowd," "For My People," and garnered high praise for her performance in the James Baldwin play, "Blues for Mr. Charlie." Then came



the original series, *Star Trek*, followed by appearances in the first six *Star Trek* movies. Along with the other cast members from the original *Star Trek*, she attended the christening of the first space shuttle, *Enterprise*, at Cape Canaveral. As she has since the '70s, she also spends much time recruiting minorities for NASA. Several years ago, she toured in a one-woman play where she portrayed many famous black female singers of the 20th century. She has also acted as spokesperson for her favorite charity, The Kwanzaa Foundation. Her biography, *Beyond Uhura*, was published in 1994.

TEAM BIOS

What we do best

TIM RUSS ADVISORY TEAM

Tim started acting full time in 1985, making appearances in a variety of popular television series, including Hill Street Blues, Thirtysomething, 21 Jump Street, Beauty and the Beast and The Fresh Prince of Bel-Air. In 1987, he tried out for the role of Geordi LaForge in Star Trek: The Next Generation, but lost the part to LeVar Burton.



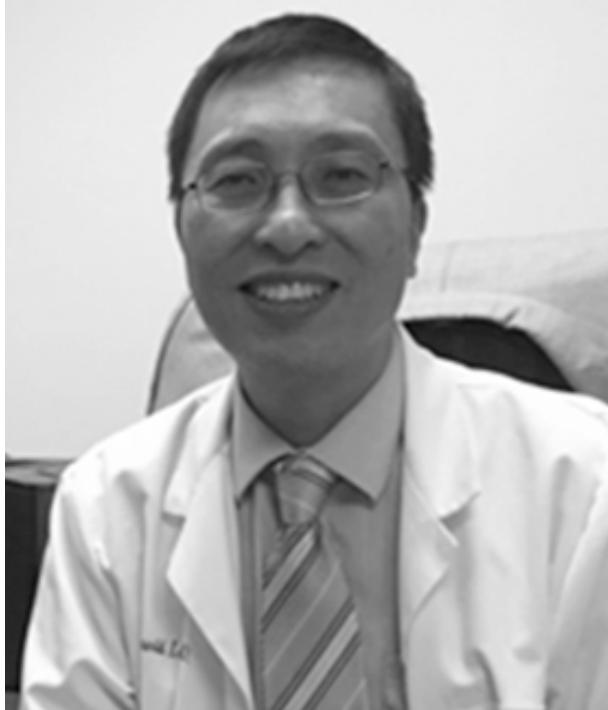
Nevertheless, Star Trek, apparently, was part of his destiny; over the next few years, he would make guest appearances in TNG ("Starship Mine"), Star Trek: Deep Space Nine ("Invasive Procedures") and the film Star Trek Generations. By the time Star Trek: Voyager went into development, Star Trek's casting directors knew Russ and his acting abilities quite well. A "graduate" of Star Trek's on-the-job "directors in training program," Russ has supplemented his acting career with directing assignments since Voyager left the airwaves. He is presently seen in a recurring role on the popular Nickelodeon series iCarly.

TEAM BIOS

What we do best

DR. DAVID LIEU ADVISORY TEAM

Dr. David Lieu is an assistant clinical professor of pathology at UCLA and founder and operator of Fine Needle Aspiration Medical Group in Alhambra, CA. In his free-standing FNA clinic, he performs over 2000 ultrasound-guided FNAs and core biopsies on mostly non-palpable masses annually. He has taught CME courses on ultrasound-guided FNA for ASCP, ASC, CAP, and USCAP.



He has been an invited speaker to conferences in Europe, Asia, and throughout the United States. He is currently a faculty member for the College of American Pathologists APP3 course on US-FNA. Dr. Lieu holds a BS in chemistry and an MBA from UC Berkeley and an MD from UC Irvine. He graduated from medical school at age 23, the youngest student in his class. He served a residency in anatomic and clinical pathology at LAC+USC Medical Center and a cytopathology fellowship at UCLA. In 2016, he was the recipient of the Distinguished Alumnus Award from the UC Irvine School of Medicine.

TEAM BIOS

What we do best

JOHN E. STITH ADVISORY TEAM

John E. Stith is the author of eight science-fiction novels, including REDSHIFT RENDEZVOUS, a Nebula Award nominee, and MANHATTAN TRANSFER, a Hugo Award Honorable Mention. Several of his works with Ace Books and Tor Books have been bought by the Science Fiction Book Club, optioned for film, and translated in numerous languages. He has optioned several feature-film screenplays, and has sold to television (Star Trek). Complete information on his works may be found at www.neverend.com. During 2016 and 2017 his backlist was re-released in trade paperback and all major ebook formats from ReAnimus Press. His "Naught for Hire" from ANALOG is the basis for the upcoming webisode series starring Ben Browder.



TEAM BIOS

What we do best

HARRY “DOC” KLOOR ADVISORY TEAM

Kloor is a film writer, director, and producer. Kloor helped create Taiwan’s animation industry, bringing Quantum Quest, the first big animation film to Taiwan that starred major Hollywood stars. He has written for Star Trek: Voyager and was the story editor for Gene Roddenberry’s Earth: Final Conflict, a series he co-created/developed. Kloor has received Federal grants to develop some of his work with the entertainment industry, creating TV/film projects with NASA and the U.S. Immigration Customs Enforcement Agency. He completed his first feature in 2010, co-directing, producing and writing Quantum Quest: A Cassini Space Odyssey, a 3-D, computer-animated, action adventure, sci-fi program. In 2014, he co-wrote and produced a film titled ILL WIND, based on Kevin J. Anderson’s and Doug Beason’s book.



TEAM BIOS

What we do best

JIMMY DIGGS ADVISORY TEAM

Jimmy Diggs is an American television screenwriter best known for writing stories for seven episodes of Star Trek: Deep Space Nine and Star Trek: Voyager. This is more episodes than any other freelance writer in the 40+ year history of the Star Trek franchise.



A Vietnam veteran, Diggs was a security guard for a Hollywood studio when Renegade producer Nicholas Corea, who knew Diggs also wrote science fiction, asked him for a story pitch. The studio bought the story and launched his career in television writing. Diggs operates his own production company, House of Diggs Productions.

TEAM BIOS

What we do best

JOSHUA B. COLE CO-FOUNDER

Joshua B. Cole is an attorney, entrepreneur, angel investor, cryptocurrency investor/enthusiast and producer. He has founded or advised on many startups in the energy and technology sector and has recently expanded his portfolio to include investments in clean-tech energy and battery storage. He was a producer on one episode each of the Atomic Network's Renegades and Cozmo's series. He is a producer on the award-winning independent short film, Sienna's Choice, and the upcoming feature film, Saturn's Window. He is a science fiction fan and has many other film projects to his producer credits.



TEAM BIOS

What we do best

YURIY SHERAYZEN TOKEN LAUNCH TEAM

Yuriy Sherayzen is an entrepreneur, educator, and angel investor from Minnesota, originally from Belarus. His blockchain development and marketing startup, **DappMind**, a branch of Eisen Learning, Inc., is strongly positioned to capitalize on the growing trend of blockchain technology adoption in the global business community, and provides expertise, energy, support, and the iron will to succeed to companies of all sizes including the ones getting ready for an initial token sale.

Yuriy's unparalleled ability to stay focused on the big picture while coordinating all key aspects and intricacies of a token sale, from concept to smart contract development and marketing strategy implementation makes him tremendously valuable to any organization. In everything he does, Yuriy leverages his unique set of strengths to help business achieve their goals and objectives.





SUPPORT PERSONNEL

Scott Nakada, Production Designer

Star Trek: Of Gods and Men (2007) | Star Trek: Renegades (2015) | Ex-Mas Eve (2006)

Robb Dobbs, Art Director

Star Wars: The Force Awakens (2015) | Transformers (2007) | The Hateful Eight (2015)

Rob Hooven, Camera and Electrical

Nightcrawler (2014) | Movie 43 (2012) | Gravity (2013)

Andy Probert, Special Effects

Back to the Future (1985) | Indiana Jones and the Temple of Doom (1984) | Star Trek: The Motion Picture (1979)

Rick Sternbach, Illustrator

Star Trek: The Next Generation (1987-1994) | Star Trek: Voyager (1995-2001) | Star Trek: Deep Space Nine (1993-1997)

Michael Pedro, Illustrator

Star Trek: Renegades (2015) | Seed (2012) | Titansgrave: The Ashes of Valkana

Dragon Dronet, Costume Designer

Star Trek: The Next Generation (1987) | Star Trek: Voyager (1995) | Babylon 5 (1994)

Al Zequeira, Props Designer

Star Trek: Renegades (2015) | The Last Sentinel (2007) | Nobility (2016)

John Eaves, Conceptual Artist

Star Trek (2009) | Captain America: The Winter Soldier (2014) | Iron Man 2 (2010)



SUPPORT PERSONNEL

Tobias Richter, Visual Effects Supervisor

Prelude to Axanar (2014) | Real Buddy (2014) | Star Trek: Renegades (2015)

Michael Struck, Visual Effects Supervisor

R.U.R.: Genesis (2013) | Browncoats: Redemption (2010) | Yesterday Was a Lie (2008)

Chris Dawson, Digital Artist

Titanic (1997) | Army of Darkness (1992) | Star Wars: Episode I - The Phantom Menace (1999)

Matt Boardman, Visual Effects Artist

Defiance (2013-2015) | Battlestar Galactica: Blood & Chrome (2012) | Star Trek: Renegades (2015)

Tommy Kraft, Digital Effects Compositor

Star Trek: Horizon (2016) | What Might Have Been (2012) | The Right to Sadness (2012)

Michael Philpot, Costume Designer

Forerunner (2013) | Sin Frontera (2014) | The Barber (2014)

Deb Hartman, Costume Designer

Star Trek: Renegades (2015) | Star Trek: Of Gods and Men (2007) | A Night at the Silent Movie Theater (2012)

Vince J. Guastini, Prosthetic Makeup Effect Design And Creation

Dogma (1999) | Jay and Silent Bob Strike Back (2001) | Requiem for a Dream (2000)

Frank Zanca, Producer

Six Gun Savior (2016) | The Greatest American Hero: The Fan Series (2009) | Prelude to Axanar (2014)



SUPPORT PERSONNEL

Tim Russ, Actor/ Director

Star Trek: Voyager (1995-2001) | Live Free or Die Hard (2007) | Star Trek: Generations (1994)

Ethan Calk, Writer

Renegades (2016-2017) | Star Trek: Renegades (2015) | Star Trek: Of Gods and Men (2007) | Star Trek: Deep Space Nine

Jack Trevino, Writer

Renegades (2016-2017) | Star Trek: Renegades (2015) | Galahad (2012) | Starship Farragut - The Animated Episode (2010) | Star Trek: Of Gods and Men (2007) | Star Trek: Deep Space Nine (1995)

Alan Cross, Writer-Producer

Weird Science (1996) Dawson's Creek (2000) Star Trek: Enterprise (2001) Desperate Housewives (2004)

TOKEN LAUNCH TEAM

What we do best



DAPPMIND

Token Launch Consulting

DAppMind is helping Atomic Network launch its Token Sale, via utilizing several of its core expertise components:

Smart Contract Development ~ Development of Computer protocols intended to facilitate, verify, or enforce the negotiation or performance of a contract.

Token Sale Marketing Campaign Consulting ~ Planning and consulting on all key aspects of the token sale campaign. From planning to organizing the campaign and all of its necessary parts.

DAppMind is a branch of Eisen Learning, Inc. located in Minneapolis, MN, with Yuriy Sherayzen as its CEO. For more information, go to www.dappmind.com



2 | PROJECTED TOKEN LAUNCH TIMELINE



The scope and timing of the Atomic Network depends on the amount of available funds. The Atomic Network is flexible in its plans, but the more funding it receives, the faster we can ramp up our production schedule and move towards being a self-funded platform dedicated to creating high-quality content.

ATN TOKEN LAUNCH DETAILS



Token Launch Platform

ATNT Tokens are built on the Ethereum software network. Ethereum is a decentralized software platform that enables Smart Contracts and Distributed Applications to be built and run without any time restrictions, risk of fraud, control or interference from a third party.

OUR GOAL

Our goal is to offer the token holders access to premium content and products with all of the advantages of the blockchain technology

Ethereum is also a digital currency which allows the users to monetize their work while running on a blockchain, helping developers to build and publish distributed applications.



TOKEN UTILIZATION

The ATN token will be used to access content on the Atomic Network TV, as well as serve as a reward mechanism for the Atomic Network's ecosystem of products and development community around it. Users of the Atomic Network tv will be required to use ATN tokens to access specific content on the network, such as discounted download of premium content.

ATN tokens are not to be mined, but are either minted after or sold for ether or bitcoin during the crowdsale. The blockchain – based ecosystem for which the crowdsale is conducted will very much depend on the participation of the ATN token buyers, with the ATN token essentially functioning as a ticket to the Atomic Network's tv shows.

The tokens can only be bought, sold, traded, and earned based on participation such as development of applications for the Atomic Network's ecosystem and utilization of its APIs.

The atomic network is a functioning business and thus the crowdsale is specifically for expanding its reach (network) by offering buyers ATN tokens as a way to participate and gain access to content.

Making some of the changes to the protocol of the network / ecosystem will require active participation / voting of the token holders. Atomic Network offers to contribute to the cause of creating premium on-demand streaming service catering to techies, early adopters and sci-fi, fantasy, horror and pop culture enthusiasts, by utilizing Ethereum blockchain.

Contract Source Code </>

```

1 pragma solidity ^0.4.17;
2
3 /**
4  * @title SafeMath
5  * @dev Math operations with safety checks that throw on error
6  */
7 library SafeMath {
8     function mul(uint256 a, uint256 b) internal constant returns (uint256) {

```

SMART CONTRACT

ATNT is an Ethereum token. It complies with and extends ERC-20 - a de-facto standard and widely used token API. ATNT Smart Contract features:

Transparency

1. Balance. The information on the number of tokens held by any user is public.
2. Transfers. All information on transfers is public and can be traced back in time.

Ownership

1. Scope. Only Ethereum users and contracts can be token holders.
2. Uniqueness. Each token belongs to one user-owner. There are no shared tokens.
3. Right to transfer. A token can be transferred to another user only by the direct command of its owner or by the command of the receiver directly authorized by the owner. No token transfer may be initiated by another user.

Token Supply

1. Exclusive issue. Only one user, the contract owner, can issue tokens.

Contract Management

1. Replacement. The contract owner can relinquish the ownership in favor of any other Ethereum user or contract.
2. Blockade. The contract owner can stop or resume token transfers between token holders at any time.

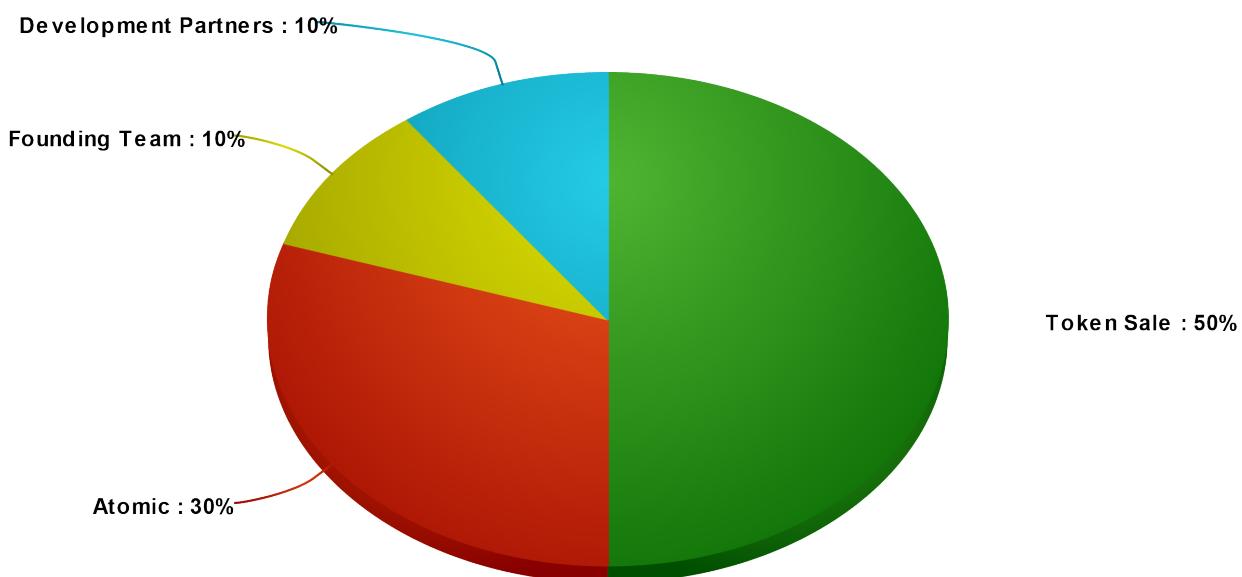
How to verify the ATN Smart Contract rules & transactions

A specific address with a hyperlink to the [etherscan.io](#) will be provided before the sale.



PROJECTED TOKEN RATES & DISTRIBUTION

ATN tokens will be offered for purchase at a price of 1 ETH per 300 ATN tokens. Early purchases will be discounted based on the model outlined above. Purchases may be proportionally reduced down to a minimum purchase of 10 ATN. Some payments made in ETH or BTC will be converted to fiat at the rate effective at the time when the rights to ATN tokens were reserved. Projected Token Distribution Of 25,000,000 ATN, 50% will be distributed to the community in a public token sale, Atomic will retain 30% for long-term , 10% will be provided to early team members (locked up for one year after token sale end), and 10% will be distributed over time to others who contribute to growing the Atomic network, such as 3rd party app developers.



■ Token Sale ■ Atomic ■ Founding Team ■ Development Partners

ATN TOKEN

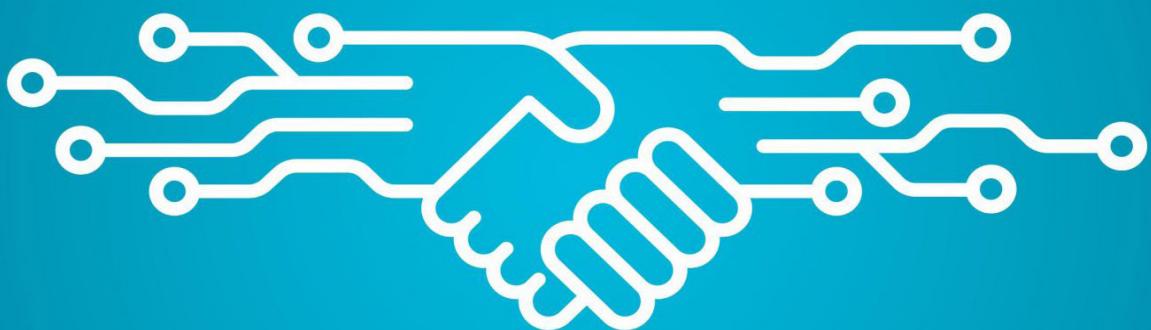


PAYMENT TERMS

ATN tokens will be available for purchase during the Token Launch from December 1, 2017 to December 31, 2017, with a limited cap of 25,000,000 ATN. A limited Pre-Launch purchase period may be announced.

ATN can be acquired with ETH, BTC or fiat currencies. Original payments made in ETH and BTC will be converted to USD at the rate effective at the time when the rights to ATNT tokens were reserved.

The funds will be released from escrow on or about January 7, 2018, as described above, the first batch of tokens will be issued to participants.





RISK FACTORS

The acquisition of ATN Tokens involves a high degree of risk, including but not limited to the risks described below. Before acquiring tokens, it is recommended that each participant care-fully weighs all the information and risks detailed in this White Paper, consult with an attorney, financial planner, or accountant and, specifically, consider the following risk factors.

A. Dependence on funding

Atomic Network's dependence on adequate funding implies that Atomic Network can offer no assurances that inadequate funding may adversely affect our operations. Despite Atomic Net-works' best efforts to secure funding, this may not prevent an interruption, delay or suspension of services.

B. Smart contract limitations

Smart contract technology is still in its early stages of development, and its application is of experimental nature. This may carry significant operational, technological, regulatory, reputational and financial risks. Consequently, the Company cannot guarantee any form of war-ranty, including any expressed or implied warranty that the ATN Smart Contract is fit for pur-pose or that it contains no flaws, vulnerabilities or issues which could cause technical problems



RISK FACTORS

or the complete loss of ATN tokens.

C. Regulatory risks

Blockchain technology, including but not limited to the issue of tokens, may be a new concept in some jurisdictions, which may then apply existing regulations or introduce new regulations regarding Blockchain technology-based applications, and such regulations may conflict with the current ATN Smart Contract setup. This may result in substantial modifications of the ATN Smart Contract, including but not limited to its termination and the loss of ATN tokens.

D. Price of digital currency

Atomic Network offers premium content to individuals on an online platform. Such operations may be affected by digital currency prices. Sharp and protracted decline in digital currency prices may affect the ability of Atomic Network to execute its business plan.



RISK FACTORS

E. Rapid changes in technology may adversely affect business

Digital currency is a very dynamic and fast-paced business. To remain competitive,

Atomic Network will use its best efforts to follow and promptly introduce the latest technologies. However, Atomic Network's failure to remain competitive despite its endeavors may pose the risk of declining benefits for the ATN token holders. Likewise, token holders are advised to monitor their own wallet or storage software and update it as needed.

F. Fluctuation in entertainment business

Content production is a risky business and many factors must be carefully considered

prior to its commencement. Fluctuations in talent cost, strikes, availability of cast and crew, increases in the prices for equipment and electricity, taxes, political upheaval and many other factors may affect production and result in losses for the Atomic Network.

G. Fluctuation in token benefits and income

The ATN token is intended to provide a valuable benefit of access by giving owners the ability to access Atomic Network's content and purchase products. Although token holders may be able to sell their



RISK FACTORS

tokens to other people through various platforms, the primary purpose of the token is to allow token holders to access premium content on the website. Market changes and other factors may reduce or destroy the value of the ATN tokens and drive down the market price, if any, of ATN tokens.

H. Timeline delays

Timelines specified in this White Paper is based on the reasonable estimates but is not guaranteed. This timeline may change, and may be delayed because of many factors, including those beyond Atomic Network's control, such as the actions of third parties (contractors, suppliers, etc.).

I. Sales and other taxes

Token holders may be required to pay sales tax (collected at sale) and other taxes associated with the transactions contemplated herein, in their home countries. It will be the sole responsibility of the token holders and purchasers to comply with all applicable tax laws of their jurisdiction and pay all relevant taxes. Token holders should consult with an accountant prior to purchasing any digital currency or token.



RISK FACTORS

J. Force majeure

Atomic Network's performance may be interrupted, suspended or delayed due to force majeure circumstances. For the purposes of this White Paper, force majeure shall mean ex-traordinary events and circumstances which could not be prevented by Atomic Network and shall include: acts of nature, wars, armed conflicts, mass civil disorders, industrial actions, epi-demics, lockouts, slowdowns, strikes, prolonged shortage or other failures of energy supplies or communication service, acts of municipal, state or federal governmental agencies, other cir-cumstances beyond Atomic Network's control, which were not in existence at the time of Token Launch. If such circumstances occur prior to issuance of ATN tokens and Atomic Network is un-able to issue ATN tokens, Atomic Network may issue a refund at the request of the ATN token purchasers. The refund will be issued in the original form of payment at the exchange rate on the date of the refund.

K. Compliance with U.S. laws and regulations

Because some contract work and production may be performed in the United States, ATN token holders who wish to use their tokens may be required to comply with the U.S. laws and regula-tions and may need to verify their identities and provide proof of address (for individuals), or verify their registration, good standing, list of ultimate beneficial owners,



RISK FACTORS

and address (for legal entities) prior to acquiring their ATN tokens, or at any time thereafter upon Atomic Network's request. Token holders who fail to comply with such verification request, or who are determined to be restricted from dealing with the U.S. entities or operating in the U.S., or who are otherwise ineligible under the U.S. law to own or would be refused ownership of ATN tokens, with no refund issued by Atomic Network for the purchased tokens. Such token holders may retain their tokens or may, at their discretion, choose to sell them to eligible customers. Token purchasers are solely responsible for learning about the U.S. laws and legal restrictions applicable to residents of certain countries and individuals involved in certain activities.

L. Disclosure of information

Personal information received from ATN token holders, the information about the number of tokens or patrons serviced by Atomic Network, number of tokens owned, the wallet addresses used, and any other relevant information may be disclosed to law enforcement, government officials, and other third parties when Atomic Network is required to disclose such information by law, subpoena, or court order. Atomic Network shall at no time be held responsible for such information disclosure.



RISK FACTORS

M. Value of ATN Token

Once purchased, the value of ATN Token may significantly fluctuate due to various reasons.

Atomic Network and its affiliates does not guarantee any specific value of the ATN Token over any specific period of time. Atomic Network shall not be held responsible for any change in the value of ATN Token. Assumptions with respect to the foregoing involve, among other things, judgments about the future economic, competitive and market conditions and business decisions, most of which are beyond the control of the Atomic Network team and therefore difficult or impossible to accurately predict. Although the Atomic Network team believes that its assumptions underlying its forward-looking statements are reasonable, any of these may prove to be inaccurate. As a result, the Atomic Network team can offer no assurances that the forward-looking statements contained in this White Paper will prove to be accurate. In light of the significant uncertainties inherent in the forward-looking statements contained herein, the inclusion of such information may not be interpreted as a warranty on the part of Atomic Network or any other entity that the objectives and plans of the Atomic Network will be successfully achieved. Please note that the Atomic Network project may be subject to other risks not foreseen by its management at this time.

N. Indemnification

Token purchasers and holders agree to defend, indemnify and hold harmless the Company from and against any and all claim, loss, liability, cost and expense (including, without limitation, interest, penalties, costs of preparation and investigation, and the reasonable fees, disbursements and expenses of attorneys, accountants and other professional advisors), directly or indirectly relating to, resulting from or arising out of: (a) Any untrue representation, misrepresentation, breach of warranty or non-fulfilment of any covenant, undertaking, agreement or other obligation by or of the Company contained herein; (b) Any acts and omissions of the Company or (c) Any other losses incidental to any of the foregoing. Furthermore, Token holders agree that, to the extent any liability or claims becomes known after the token sale and such liability allegedly accrued prior to the token sale, token holders shall indemnify and hold Company harmless forever.

FINANCIAL SUMMARY



FINANCIAL SUMMARY¹

A. Ten Year Income Statement By Year

INCOME STATEMENT (P&L)											
	Year	Year	Year	Year	Year	Year	Year	Year	Year		
	1	2	3	4	5	6	7	8	9		
Premium Content	99,220	4,859,248	17,080,318	37,222,613	65,774,696	103,156,044	145,355,758	190,158,259	237,724,081	288,223,657	
Sponsored Content	427,656	1,751,692	3,391,973	4,721,088	6,344,515	8,068,071	9,897,933	11,840,657	13,837,626	15,029,724	
Merchandise	4,961	242,962	854,016	1,861,131	3,288,735	5,157,402	7,267,768	9,507,913	11,886,204	14,411,183	
TOTAL REVENUE	T	99,220	4,859,248	17,080,318	37,222,613	65,774,696	103,156,044	145,355,758	190,158,259	237,724,081	288,223,657
COST OF SALES (Direct Expenses)											
Payroll, Taxes & Benefits (Sales)	96,200	158,800	221,000	283,400	345,800	408,200	470,600	533,000	595,400	657,800	
Payroll, Taxes & Benefits (Product Dev & Production)	240,500	396,500	552,500	708,500	864,500	1,020,500	1,176,500	1,332,500	1,488,500	1,644,500	
Payroll, Taxes & Benefits (Bus. Dev.)	96,200	158,800	221,000	283,400	345,800	408,200	470,600	533,000	595,400	657,800	
Mortgage Expense or Rent	33,150	63,750	94,350	124,950	155,550	186,550	216,750	247,350	277,950	308,550	
Insurance	11,700	22,500	33,300	44,100	54,900	65,700	76,500	87,300	98,100	108,900	
Utilities	7,410	14,250	21,090	27,930	34,770	41,610	48,450	55,290	62,130	68,970	
TOTAL COST OF SALES	T	485,160	814,200	1,143,240	1,472,280	1,801,320	2,130,360	2,459,400	2,788,440	3,117,480	3,446,520
COST OF SALES (% OF SALES)	%	48%	17%	7%	4%	3%	2%	2%	1%	1%	1%
TOTAL GROSS PROFIT	T	385,940	4,045,048	15,937,078	35,750,333	63,973,376	101,025,684	142,896,358	187,369,819	234,606,601	284,777,137
GROSS PROFIT (% OF SALES)	%	39%	83%	93%	96%	97%	98%	98%	99%	99%	99%
TOTAL OPERATING EXPENSE	T	1,005,286	2,255,073	4,299,893	7,185,826	10,983,213	15,678,594	20,909,730	26,425,645	32,237,534	38,276,779
TOTAL OPERATING EXPENSE (% OF SALES)	%	101%	46%	25%	19%	17%	15%	14%	14%	14%	13%
EBITDA	T	1,391,226	1,781,975	11,637,185	28,565,008	53,010,150	85,347,489	121,986,628	160,943,974	202,369,067	246,500,339
Depreciation	8,634,805	29,214,812	51,470,080	75,705,653	102,043,674	122,989,011	133,538,940	144,739,565	156,221,020	168,055,914	
Less: Interest Expense	0	0	0	0	0	0	0	0	0	0	
EBIT (Taxable Income)	9,593,414	25,430,183	35,798,905	40,558,427	39,400,264	24,415,448	5,613,409	37,552,079	71,871,879	107,885,351	
EBIT (% of Sales)	%	-1402%	37%	68%	77%	81%	83%	84%	85%	86%	
Taxes	0	0	0	0	0	0	0	1,459,486	9,763,774	18,686,689	28,050,391
DISTRIBUTIONS	77,957	3,895,981	13,712,126	29,887,565	51,328,905	77,178,434	104,050,739	129,981,527	154,921,505	180,295,183	
NET EARNINGS	T	9,595,414	25,430,183	35,798,905	40,558,427	39,400,264	24,415,448	5,613,409	37,552,079	71,871,879	107,885,351
NET EARNINGS (% of Sales)	%	-9649%	-523%	-210%	-109%	-60%	-24%	4%	20%	30%	37%

B. Ten Year Cash Flow Statement By Year

CASH FLOW										
	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	
	1	2	3	4	5	6	7	8	9	10
BEGINNING CASH BALANCE	0	8,963,435	36,052,083	84,423,131	155,282,791	251,397,295	368,792,224	499,893,833	648,204,850	817,376,244
CASH RECEIPTS										
SALES	531,837	6,853,902	21,126,307	43,804,832	75,407,945	116,381,917	162,521,479	211,506,829	263,447,913	317,664,564
SALE OF EQUITY	10,000,000	27,200,000	46,400,000	65,600,000	84,800,000	96,000,000	96,000,000	96,000,000	96,000,000	96,000,000
MORTGAGE LOANS	0	0	0	0	0	0	0	0	0	0
TOTAL CASH AVAILABLE	10,531,837	43,017,336	103,578,390	193,827,962	315,490,737	463,779,212	627,313,703	807,400,662	1,007,652,763	1,231,040,808
USE OF CASH										
COST OF SALES	485,160	814,200	1,143,240	1,472,280	1,801,320	2,130,360	2,459,400	2,788,440	3,117,480	3,446,520
LESS: DEPRECIATION	8,634,805	29,214,812	51,470,080	75,705,653	102,043,674	122,989,011	133,538,940	144,739,565	156,221,020	168,055,914
OPERATING EXPENSES:										
MARKETING & SALES	539,734	1,487,540	3,230,381	5,813,833	9,289,745	13,702,742	18,632,298	23,846,433	29,356,141	35,093,406
G&A	465,553	767,533	1,069,513	1,371,493	1,673,478	1,875,453	2,277,433	2,579,413	2,881,393	3,183,373
INTEREST EXPENSE	0	0	0	0	0	0	0	0	0	0
PRINCIPLE PAYMENT	0	0	0	0	0	0	0	0	0	0
DISTRIBUTIONS	77,957	12,656,139	13,712,126	29,887,565	51,328,905	77,178,434	104,050,739	129,981,527	154,921,505	180,295,183
INVESTING ACTIVITY										
Premium Content	7,600,000	26,800,000	46,000,000	65,200,000	84,400,000	96,000,000	96,000,000	96,000,000	96,000,000	96,000,000
Sponsored Content	1,010,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000
Merchandise	24,805	1,214,812	2,270,080	9,305,653	16,443,674	25,789,011	36,338,940	47,539,565	59,431,020	72,055,914
TOTAL CAPITAL EXPENDITURE	8,634,805	29,214,812	51,470,080	75,705,653	102,043,674	122,989,011	133,538,940	144,739,565	156,221,020	168,055,914
TOTAL CASH REQUIRED	1,568,403	15,725,411	19,355,259	38,545,171	64,093,442	94,986,989	127,419,870	159,195,812	190,276,519	220,018,488
ENDING CASH BALANCE	8,963,435	36,052,083	84,423,131	155,282,791	251,397,295	368,792,224	499,893,833	648,204,850	817,376,244	1,009,022,325

¹This Financial Summary includes forecasts, projections and other predictive statements that represent Atomic Network's assumptions in light of currently available information. These forecasts and projections are based on industry trends, circumstances involving content and other factors, and they involve risks, variables and uncertainties. The Company's actual performance results may differ from those projected in this Financial Summary. Consequently, no guarantee is presented or implied as to the accuracy of specific forecasts, projections or predictive statements contained herein.

FINANCIAL SUMMARY



FINANCIAL SUMMARY

C. Year One Income Statement By Month

SCHEDULES OF REVENUES, EXPENSES, AND INVESTMENTS																
PREMIUM REVENUE			MERCANDISE REVENUE			SPONSORED REVENUE			SEASON REVENUE			DISTRIBUTION EXPENSE			PREMIUM EXPENSE	PREMIUM INVESTMENT
Month	Monthly Increase of Paid Premium Shows	Percent of Views which lead to Merchandise Sale														
1	9,000	24,210	450	22,500	45,000	450			0	0	200,000	Script	4,000,000			
2	9,045	24,331	452	22,613	45,225	452			19,465	19,465	500,000	Pre-Prod	0			
3	9,090	24,453	455	22,726	45,451	455			19,562	39,027	500,000	Pre-Prod	0			
4	9,136	24,575	457	22,839	45,678	457			19,660	58,687	2,000,000	Shoot	0			
5	9,181	24,698	459	22,953	45,907	459			19,758	78,445	200,000	Post	0			
6	9,227	24,821	461	23,068	46,136	461			19,857	98,302	200,000	Post	0			
7	9,273	24,945	464	23,183	46,367	464			19,956	118,259	200,000	Post	0			
8	9,320	25,070	466	23,299	46,599	466			20,056	138,315	200,000	Post	0			
9	9,366	25,196	468	23,416	46,832	468			20,156	158,471	2,000,000	Shoot	2,800,000			
10	9,413	25,321	471	23,533	47,066	471			20,257	178,728	200,000	Post	0			
11	9,460	25,448	473	23,651	47,301	473			20,358	199,087	200,000	Post	0			
12	9,508	25,575	475	23,769	47,538	475			20,460	219,547	200,000	Post	0			
13	9,555	25,703	478	23,888	47,776	478			20,563	240,110	200,000	Post	0			
14	9,603	25,832	480	24,007	48,014	480			20,665	260,775	2,000,000	Shoot	2,800,000			
15	9,651	25,961	483	24,127	48,254	483			20,769	281,544	200,000	Post	0			
16	9,699	26,091	485	24,248	48,496	485			20,873	302,416	200,000	Post	0			
17	9,748	26,221	487	24,369	48,738	487			20,977	323,393	200,000	Post	0			
18	9,796	26,352	490	24,489	49,982	490			21,082	344,475	200,000	Post	0			
19	9,845	26,484	492	24,613	49,227	492			21,187	365,662	0	Release	0			
20	9,895	26,616	495	24,736	49,473	495			21,293	386,956	0	Release	0			
21	9,944	26,750	497	24,860	49,720	497			21,400	408,355	0	Release	0			
22	9,994	26,883	500	24,984	49,969	500			21,507	429,862	0	Release	0			
23	10,044	27,018	502	25,109	50,219	502			21,614	451,476	0	Release	0			
24	10,094	27,153	505	25,235	50,470	505			21,722	473,198	0	Release	0			

D. Ten Year Balance Sheet

BALANCE SHEET										
YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	
1	2	3	4	5	6	7	8	9	10	
ASSETS										
CASH	8,963,435	36,052,083	84,423,133	155,282,791	251,397,295	368,792,224	499,893,833	648,204,850	817,376,244	1,009,022,525
LESS: ACCUMULATED DEPRECIATION	(8,634,805)	(37,849,617)	(89,318,697)	(165,025,356)	(267,069,024)	(390,054,035)	(523,596,974)	(668,336,539)	(824,557,559)	(992,613,474)
NET FIXED ASSETS	(8,634,805)	(37,849,617)	(89,318,697)	(165,025,356)	(267,069,024)	(390,054,035)	(523,596,974)	(668,336,539)	(824,557,559)	(992,613,474)
TOTAL ASSETS	328,629	(1,797,534)	(4,896,566)	(9,742,559)	(15,671,779)	(21,265,811)	(23,703,141)	(20,131,669)	(7,181,315)	16,406,851
LIABILITIES										
LONG TERM PAYABLE NOTES	-	-	-	-	-	-	-	-	-	-
MORTGAGE LIABILITY	-	-	-	-	-	-	-	-	-	-
TOTAL LIABILITIES	-	-	-	-	-	-	-	-	-	-
EQUITY										
MEMBERS EQUITY	10,000,000	37,200,000	83,600,000	149,200,000	234,000,000	330,000,000	426,000,000	522,000,000	618,000,000	714,000,000
EARNINGS PRIOR	(9,062,094)	(34,387,417)	(76,519,981)	(111,302,375)	(152,634,414)	(179,269,771)	(176,230,179)	(141,414,631)	(72,528,608)	32,362,668
EARNINGS CURRENT (PL)	(531,320)	(636,180)	(290,521)	533,445	1,065,219	4,084,928	6,658,746	9,396,176	12,382,032	15,376,107
MEMBERS CASH DISTRIBUTIONS (CF)	(77,957)	(3,973,937)	(17,606,064)	(47,573,629)	(98,902,534)	(176,080,968)	(280,131,707)	(410,113,234)	(565,054,739)	(745,329,924)
NET WORTH (Owners Equity)	328,629	(1,797,534)	(4,896,566)	(9,742,559)	(15,671,729)	(21,265,811)	(23,703,141)	(20,131,669)	(7,181,315)	16,406,851
TOTAL LIABILITIES & NET WORTH	328,629	(1,797,534)	(4,896,566)	(9,742,559)	(15,671,729)	(21,265,811)	(23,703,141)	(20,131,669)	(7,181,315)	16,406,851

FINANCIAL SUMMARY



FINANCIAL SUMMARY

Premium Content	99,220	4,859,248	17,060,318	37,222,613	65,774,696	103,156,044	145,355,758	190,158,259	237,724,081	288,223,657	
Sponsored Content	427,656	1,751,692	3,191,973	4,721,088	6,344,515	8,068,071	9,897,933	11,340,657	13,837,628	15,028,724	
Merchandise	4,961	242,962	854,016	1,061,131	3,288,735	5,157,602	7,267,788	9,507,913	11,886,204	14,411,183	
TOTAL REVENUE	T	99,220	4,859,248	17,060,318	37,222,613	65,774,696	103,156,044	145,355,758	190,158,259	237,724,081	
COST OF SALES (Direct Expenses)											
Payroll, Taxes & Benefits (Sales)	96,200	158,800	221,000	283,800	345,800	408,200	470,600	533,000	595,400	657,800	
Payroll, Taxes & Benefits (Product Dev & Production)	240,500	396,500	552,500	708,500	864,500	1,020,500	1,176,500	1,332,500	1,488,500	1,644,500	
Payroll, Taxes & Benefits (Bus. Dev.)	96,200	158,800	221,000	283,800	345,800	408,200	470,600	533,000	595,400	657,800	
Mortgage Expense or Rent	33,150	63,750	94,350	124,950	155,350	186,150	216,750	247,350	277,950	308,550	
Insurance	11,700	22,500	33,300	44,100	54,900	65,700	76,500	87,300	98,100	108,900	
Utilities	7,610	14,250	23,090	27,830	34,770	41,610	48,450	55,290	62,130	68,970	
TOTAL COST OF SALES	T	485,160	854,200	1,143,240	1,472,280	1,801,320	2,130,360	2,459,400	2,788,440	3,117,480	
COST OF SALES (% OF SALES)	%	48%	17%	7%	4%	3%	2%	2%	1%	1%	
TOTAL GROSS PROFIT	T	505,940	4,045,048	15,937,078	35,750,333	63,973,376	103,025,684	142,896,358	187,369,819	234,606,601	284,777,137
GROSS PROFIT (% OF SALES)	%	-38%	83%	93%	96%	97%	98%	98%	99%	99%	
TOTAL OPERATING EXPENSE	T	1,005,284	2,259,073	4,299,893	7,185,326	10,963,217	15,678,194	20,909,730	26,425,845	32,237,534	38,276,779
TOTAL OPERATING EXPENSE (% OF SALES)	%	101%	46%	25%	19%	17%	15%	14%	14%	13%	
EBITDA	T	1,391,226	1,789,975	11,637,185	28,545,008	53,010,159	85,347,489	121,986,628	160,943,974	202,349,067	246,500,350
Depreciation	8,634,805	29,214,812	51,470,080	75,705,653	102,043,674	122,989,011	133,538,940	144,739,565	156,221,620	168,055,914	
Less: Interest Expense	0	0	0	0	0	0	0	0	0	0	
EBIT (Taxable Income)	T	9,583,414	25,430,183	35,786,905	40,558,427	39,400,266	24,415,648	5,613,409	37,552,979	71,871,879	107,885,353
EBIT (% OF SALES)	%	-140%	37%	68%	77%	81%	83%	84%	85%	86%	
Taxes	0	0	0	0	0	0	0	0	0	0	
DISTRIBUTIONS	T	77,957	3,895,981	13,712,126	29,887,565	51,328,905	77,178,434	104,050,739	129,981,527	154,921,505	180,295,185
NET EARNINGS	T	9,505,414	25,430,183	35,786,905	40,558,427	39,400,266	24,415,648	5,613,409	37,552,979	71,871,879	107,885,353
NET EARNINGS (% OF SALES)	%	-96%	-52%	-210%	-109%	-60%	-24%	4%	20%	30%	37%

ASSUMPTIONS - Premium Content is "Sponsor" supported for first episode.

CASH FLOW										
YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR	YEAR
BEGINNING CASH BALANCE	1	2	3	4	5	6	7	8	9	10
	0	8,963,435	36,052,083	84,423,131	155,282,791	251,397,295	368,792,224	499,893,833	648,204,850	817,376,244
CASH RECEIPTS										
SALES	531,837	6,853,902	21,126,307	43,804,832	75,407,945	116,381,917	162,521,479	211,506,829	263,447,913	317,664,564
SALE OF EQUITY	10,000,000	27,200,000	46,400,000	65,600,000	84,800,000	96,000,000	96,000,000	96,000,000	96,000,000	96,000,000
MORTGAGE LOANS	0	0	0	0	0	0	0	0	0	0
TOTAL CASH AVAILABLE	10,531,837	43,017,336	103,578,390	193,827,962	315,490,737	463,779,212	627,313,703	807,400,662	1,007,652,763	1,231,040,806
USE OF CASH										
COST OF SALES	485,160	814,200	1,143,240	1,472,280	1,801,320	2,130,360	2,459,400	2,788,440	3,117,480	3,446,520
LESS: DEPRECIATION	8,634,805	29,214,812	51,470,080	75,705,653	102,043,674	122,989,011	133,538,940	144,739,565	156,221,020	168,055,914
OPERATING EXPENSES:										
MARKETING & SALES	539,734	1,487,540	3,230,381	5,813,833	9,289,745	13,702,742	18,632,298	23,846,433	29,356,141	35,093,406
G&A	465,553	767,533	1,069,513	1,371,493	1,673,473	1,975,453	2,277,433	2,579,413	2,881,393	3,183,373
INTEREST EXPENSE	0	0	0	0	0	0	0	0	0	0
PRINCIPLE PAYMENT	0	0	0	0	0	0	0	0	0	0
DISTRIBUTIONS	77,957	12,654,139	13,712,126	29,887,565	51,328,905	77,178,434	104,050,739	129,981,527	154,921,505	180,295,185
INVESTING ACTIVITY										
Premium Content	7,600,000	26,800,000	46,000,000	65,200,000	84,400,000	96,000,000	96,000,000	96,000,000	96,000,000	96,000,000
Sponsored Content	1,010,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000	1,200,000
Merchandise	24,805	1,214,812	4,270,080	9,305,653	16,443,674	25,789,011	36,338,940	47,539,565	59,431,020	72,055,914
TOTAL CAPITAL EXPENDITURE	8,634,805	29,214,812	51,470,080	75,705,653	102,043,674	122,989,011	133,538,940	144,739,565	156,221,020	168,055,914
TOTAL CASH REQUIRED	1,568,403	15,725,411	19,155,259	38,545,171	64,093,442	94,986,989	127,419,870	159,195,812	190,276,519	222,018,484
ENDING CASH BALANCE	8,963,435	36,052,083	84,423,131	155,282,791	251,397,295	368,792,224	499,893,833	648,204,850	817,376,244	1,009,022,325

FINANCIAL SUMMARY



FINANCIAL SUMMARY

BALANCE SHEET										
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6	YEAR 7	YEAR 8	YEAR 9	YEAR 10
ASSETS										
CASH	8,963,435	36,052,083	84,423,131	155,282,791	251,397,295	368,792,224	499,093,833	648,204,850	817,376,244	1,009,022,325
LESS: ACCUMULATED DEPRECIATION	(8,634,805)	(37,849,617)	(89,319,697)	(165,025,356)	(267,069,024)	(390,058,035)	(523,596,974)	(668,336,539)	(824,557,559)	(992,613,474)
NET FIXED ASSETS	(8,634,805)	(37,849,617)	(89,319,697)	(165,025,356)	(267,069,024)	(390,058,035)	(523,596,974)	(668,336,539)	(824,557,559)	(992,613,474)
TOTAL ASSETS	328,629	(3,797,534)	(4,896,566)	(9,742,559)	(15,671,729)	(21,265,811)	(23,703,143)	(20,131,689)	(7,181,315)	16,408,851
LIABILITIES										
LONG TERM PAYABLE NOTES	-	-	-	-	-	-	-	-	-	-
MORTGAGE LIABILITY	-	-	-	-	-	-	-	-	-	-
TOTAL LIABILITIES	-	-	-	-	-	-	-	-	-	-
EQUITY										
MEMBERS EQUITY	10,000,000	37,200,000	83,600,000	149,200,000	234,000,000	330,000,000	426,000,000	522,000,000	618,000,000	714,000,000
EARNINGS PRIOR	(9,062,094)	(34,387,417)	(70,319,981)	(111,962,375)	(152,834,414)	(179,269,771)	(276,230,179)	(141,414,631)	(72,528,608)	32,362,668
EARNINGS CURRENT (PL)	(331,320)	(636,180)	(290,521)	533,445	1,865,219	4,084,928	6,658,746	9,396,176	12,382,032	15,376,107
MEMBERS CASH DISTRIBUTIONS (CF)	(77,957)	(3,973,937)	(17,686,064)	(47,573,629)	(98,902,534)	(176,080,968)	(280,131,707)	(410,113,234)	(565,054,739)	(745,329,824)
NET WORTH (Owners Equity)	328,629	(3,797,534)	(4,896,566)	(9,742,559)	(15,671,729)	(21,265,811)	(23,703,143)	(20,131,689)	(7,181,315)	16,408,851
TOTAL LIABILITIES & NET WORTH	328,629	(3,797,534)	(4,896,566)	(9,742,559)	(15,671,729)	(21,265,811)	(23,703,143)	(20,131,689)	(7,181,315)	16,408,851

ASSUMPTION: Does include Content as an Asset because it is depreciated so rapidly.

COST OF SALES AND OPERATIONAL EXPENSES			RATE	TYPE
TYPE	COST	DESCRIPTION		
COST OF SALES (Direct)				
Payroll, Taxes & Benefits (Sales)	5,200	Two Sales (30)	10	Hour
Payroll, Taxes & Benefits (Product Dev & Production)	13,000	Four Prod Mgr (25), VP Prod (50), Graphic Eng (40), Two Prod Dev (40)	75	Hour
Payroll, Taxes & Benefits (Bus. Dev.)	5,200	VP Bus Dev (60)	30	Hour
Mortgage Expense or Rent	2,550	2550 square feet @ \$12/sq ft/year	1	NNN / Month
Insurance	900	Monthly Insurance	2,550	Square Feet
Utilities	570	Power + Internet + Water -----> 400 + 120 + 50 = 570		
Depreciation (See Depreciation Schedule)				
Subtotal COST OF SALES	27,429			
OPERATIONAL EXPENSE: SALES & MARKETING (indirect)				
New Show Advertising	7,800	VP Marketing (90)	45	Hour
Payroll, Taxes & Benefits	6,500	Three Social Media (25)	38	Hour
Advertising		Advertising Corner		
Brochures				
Trade Shows	10,000	To / From locations		
Travel	2,000			
Subtotal MARKETING & SALES	26,300			
OPERATIONAL EXPENSE: GENERAL & ADMIN (indirect)				
Payroll, Taxes & Benefits (Acctng)	8,666	CFO (30) & Bookkeeper (15)	50	Hour
Payroll, Taxes & Benefits (Office Mgr & Assistant)	4,766	Office Mgr (35) & Assistant (20)	28	Hour
Payroll, Taxes & Benefits (Information Tech)	4,333	IT Director (50)	25	Hour
Telephone	1,200	Telephone		
Office Supplies	600	Paper, Ink, Receipts, Ink, Boxes, Receipts		
Maintenance & Repairs	600	Equipment maintenance		
Travel Expenses	5,000	Travel Expenses		
Subtotal GENERAL & ADMIN	28,165			
Total : Monthly Recurring	78,885			

ASSUMPTION: OpEx starts off slow, but continues to build throughout the Pro Forma to a point that could actually sustain more development

In exchange for a very detailed human capital plan, the organization decided to increase these expenses every month.

Add 10% each year for salary and rent increases

A dramatic, close-up photograph of two characters from the TV show 'The Strain'. On the left, a man with a prominent mustache, wearing round-rimmed glasses and a dark leather jacket over a light shirt, looks directly at the viewer with a serious expression. On the right, a woman with a heavily textured, brownish, and somewhat decayed face, resembling a zombie or a creature from the show, also looks intensely at the viewer. The lighting is low-key and moody.

A BIG

THANK YOU

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With your support we will revolutionize
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forever!

ATOMIC  **NETWORK**