script.tv

WHITEPAPER

TABLE OF CONTENTS

EXISTING PROBLEMS

There are now more than 4.5 billion internet users worldwide who are increasingly looking towards their smart devices—rather than traditional television—for video entertainment. A 2020 DoubleVerify study found that people now spend an average of 6 hours and 59 minutes per day on their devices consuming online content. Pre-pandemic, this figure sat at 3 hours and 17 minutes. The biggest contributors to this surge are reportedly social media, online news and video on demand (VOD) services.

A 2020 Statista.com survey reported that 27.2% of surveyed consumers watched more than 10 hours of videos online per week and that only 20.6% of respondents watched between one and two hours of online video per week.

This exponential growth in demand for online content and subsequent upsurge in volume of data being transmitted had already begun prior to the pandemic. But as these figures continue to increase, traditional video streaming services and the infrastructure that support them are proving unable to cope. A major problem content delivery networks (CDNs) are facing are 'last-mile' delivery problems which result from these networks' reliance on cloud providers.

To combat this service providers are adding more widely distributed groups of servers able to cooperate to provide faster content delivery. If this infrastructure is underdeveloped however, users can experience longer buffering times, packet loss, and even long service downtime resulting from complete system failures. The regularity of these problems is only increasing, and users yet to experience them can likely expect to soon.

THE SOLUTION

A community-operated video streaming platform underpinned by a decentralized peer-to-peer (P2P) network would theoretically solve all of the aforementioned problems. In this network all content and data would be shared and distributed by participating nodes who can be rewarded for their contributions using cryptocurrency. This sharing of bandwidth by network users would not only overcome existing bottlenecking issues but would ultimately create a vastly more cost-effective, efficient, faster network. Further benefits would include faster, more secure transactions, full transparency and traceability for transactions, automated trustless actions, immutability, and cryptographically protected data to ensure user privacy and security. This is our goal with Script.TV.

INTRODUCING SCRIPT.TV

Script.TV will be a first-of-its-kind online TV platform in which both users and content publishers earn valuable tokens through video streaming. Script.TV will be a feature-rich application that provides users with round-the-clock entertainment through a range of exciting channels. The network will use the blockchain-based Script token (SCPT) as a direct incentive for users to not only watch and discover great new content but also for them to contribute their computers' bandwidth and memory to the network. Fundamentally this incentive mechanism is what powers the network and allows Script.TV to avoid the problems currently plaguing traditional streaming platforms.

GO-TO-MARKET STRATEGY

Script Network's go-to-market strategy focuses on promoting and marketing to the film and content-creator spaces both on and offline. We aim to keep the user-experience and product marketing as jargon free as possible in order to attract the widest possible audience. Script.TV will be built on advanced blockchain technology, yet to the average user, the platform and its interface will feel familiar and intuitive. In this design, Script.TV is positioned to bring a tidal wave of new participants into our video-streaming ecosystem, as well as to the broader cryptocurrency market.

Our initial focus will be on bringing linear television onto the blockchain and leveraging NFT technology to create unprecedented connections between creators and consumers. We will also focus on solving two major problems within current platforms. Firstly, users are unable to engage with each other and earn money for the content they consume. Secondly, currently no television platform is able to pay users for watching video content.

Broadly, our goal at Script.TV is to deliver an end-to-end television experience on the Script.TV blockchain. This includes storage, tokenization, production of original content, production of NFTs, integrating existing content into Script.TV with our content-managing system, a framework for profit-sharing , and much more.

Script.TV will be developed in three phases:

Initial Phase

- Script TV token site launch, Script TV full site launch (beta)
- Token distribution (private and public round)
- Build market awareness and community
- Set up social channels, confirm initial partnerships

Development Phase

- Begin ad software testnet, deploy ad rollout
- Scale the site from 3-5 channels, to 25-30 channels, all 24/7, all with their own style
- Develop easy on- and off-ramping methods
- Sign further multinational partnerships for content, strategy and growth.

Expansion Phase

- Significant user growth
- Mobile app
- Mass adoption and usage
- Creation and development of Script Studios¬ – an original film and tv content production studio.

We intend to work with many different influencers on promotional activity, live streams and growth, as well as to build active communities on Reddit, Discord, Telegram, and Twitter. In these groups, we will hold weekly giveaways (through Twitter), polls, competitions and loyalty rewards (Discord), and keep our community as up to date as possible (Telegram).

SCRIPT.TV TECHNOLOGY

Script TV is built on the Script blockchain – which is a reliable, affordable, high-quality video publishing platform that utilizes purpose-built novel technology to operate efficiently and effectively. Using decentralized infrastructure, Script.TV provides a video platform designed to radically improve the experience of using streaming platforms for users, content creators and advertisers. Script.TV will be the first linear TV and film experience on the blockchain. Using a decentralized blockchain for Script.TV, we solve the many shortcomings of the centralized media space, such as low CPMs as a consequence of middlemen, sluggish payout times, launch delays and a lack of analytical data for content partners. For users, there is no ability to get paid for what they watch and no opportunity to connect with community or content partners. It is clear that the TV and film experience and their associated industries are disengaged and broken. Script.TV will mend this disconnection forever.

In simple terms, Script.TV is a two-sided platform: one side for content partners whose shows and/ or films will be streamed on platform, and one side for the viewer who will be able to view this content from anywhere in the globe.

Content partners earn SPAY tokens for every minute their content is watched on Script.TV and users earn SPAY tokens every time they watch programs on Script.TV. By operating and utilizing the Script. TV web app, any device can become a Script node able to earn users additional rewards for caching and distributing video data.

Transactions and payments to both content partners and users will be executed automatically through smart contracts. These contracts will also be used for verification and on-chain monitoring. Through this, the network will maintain a public record of information on our immutable blockchain. Information about all the transactional operations of Script.TV will be available in our own block explorer, which will function similarly to EtherScan. This explorer will allow users to conveniently find data on transactions and tokens, information about smart contracts and reports, and will be used to track the latest actions and changes in the blockchain.

The lack of transparency and red tape has frustrated users and content partners for decades within the media industry. To solve this, our smart contracts can be adapted by Script.TV content creators to distribute royalties fairly, transparently and without reliance on costly intermediaries.

Smart contracts for content partners and platforms also enable more payment-consumption models than traditional TV services can offer their users, such as per-use or pay-as-you-go models. Instead of paying for annual or monthly subscriptions, viewers can now earn for viewing content.
Our Turing-complete smart contracts enable numerous usage scenarios not exclusive to video streaming. For example, distribution of rewards between the platform, content partners and users can be automated, NFTs can be traded, various wallets can be integrated and new tokens can be minted. The Script.TV Virtual Machine is fully compatible with the Ethereum Virtual Machine (EVM), making it simple to migrate existing Ethereum-based contracts and smart contract developers will be able to seamlessly migrate to Script.TV.

To simplify the early stages and launch of Script.TV the initial SCPT token will be available as an ERC-20 but will be available for migration later in the roadmap.

To ensure high transaction throughput, Script.TV is built on a **multi-level consensus mechanism** that allows thousands of nodes to participate in the consensus process. This is possible by creating a two-level structure consisting of a small number of first-level Validators (10-20) and a wide range of second-level Validators (1000 or more). First-level Validators (Validators) produce blocks at high-speed using a process similar to what PBFT uses. The second-level Validators (Lightnings) then complete the chain created by the Validators and confirm among themselves that they all see the same chain. A pool of Validators from a small number of participants can quickly come to a consensus while a larger pool of Lightnings provide a high level of reliability and network integrity.

The **Validators** will be selected from the holders who bought SCPT during the first-stage private sale, who then deployed their nodes and were screened on the Testnet. To protect the network, Validators must KYC. To join the Validator pool, a node needs to lock up a certain amount of stake for a period. The amount of SCPT required to be staked to become a Validator can vary and the updated figure can be found at https://token.script.tv. This stake can be slashed as a penalty for malicious behavior. A limited set of 10-20 Validator nodes constitute the Validator Pool.

The **Lightning node pool** will comprise of a large number of nodes anywhere into the thousands. The Lightnings examine and check the chain of blocks generated by the Validators. Any node in the network can become a Lightning provided they lock a certain number of tokens for a period of time (once again, up to date figures for these requirements will be found at https://token.script.tv). If a Lightning pool has reached consensus on a block, this block becomes finalized in the 'block finalization process'.

Validator Nodes: these nodes are the foundation of the SCRIPT blockchain, proposing blocks for the blockchain and approving transactions in the network. One node must have 250k tokens staked in order to become a valid Validator Node and participate in the network.

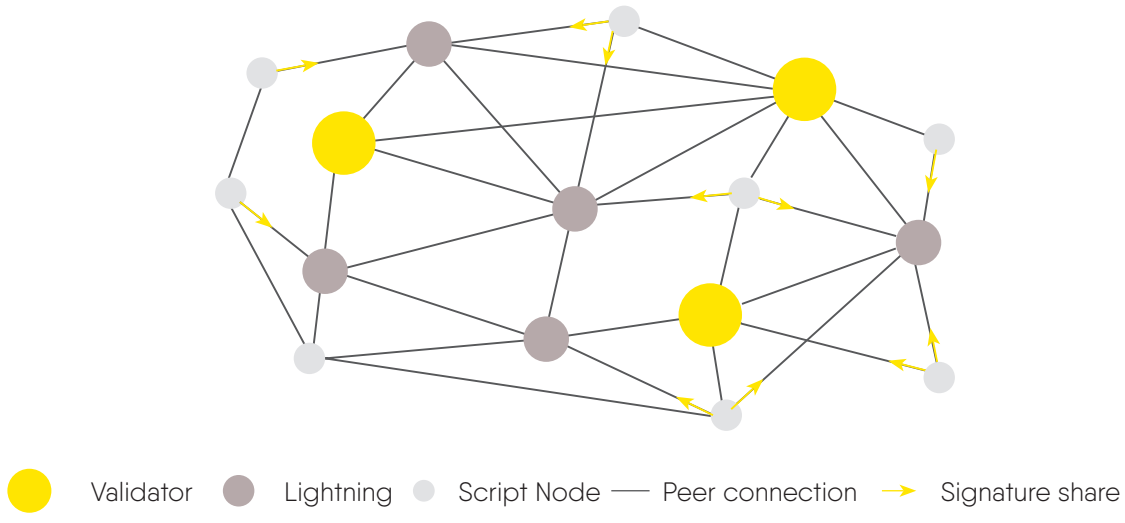
Lightning nodes: these nodes are secondary layer nodes in the SCRIPT blockchain network. They validate each block, verifying these blocks are free of malicious activity or data. One node must have at least 5k tokens staked to become a valid Lightning node.

Both Validators and Lightnings are paid a fee for verifying transactions. Each Validator can get a share of tokens for each block, and among the Lightnings, the recipient of the reward for each block will be selected randomly.

If malicious behavior is detected, Script Network will penalize the network participant/s by deducting tokens from their token rewards. The node that detects the malicious behavior sends the slash transaction to the blockchain and the held penalty tokens will be awarded to the node that sent the slash transaction first.

Block settlement is the process in which the Validators reach an agreement and produce a chain of blocks for the Lightning Pool to finalize. The block settlement algorithm is similar to a new other chain but is built to scale. The SCRIPT blockchain uses a rotating proposer scheme wherein Validators take turns to propose new blocks for validation.

To enable such rotation, each proposer maintains a local logical clock called an epoch. Assuming there are m Validators, during epoch t, the validator with index (t mod m) is elected as the proposer for that epoch. The key conditions for such a scheme are that the epoch t should not be stopped, and the epoch t of different Validators should be mostly in sync, i.e., optimally all Validators have the same t value, so they can agree on which node should produce the next block.



The proposed block settlement process is based on a PBFT voting procedure. The header of each block contains a hash pointer to its parent block (the previous block in the chain), similar to the Bitcoin and Ethereum chains. If neither block is an ancestor of the other, these blocks conflict. An honest Validator is required to keep all conflicting block proposals for the same epoch until one becomes settled, and all conflicting blocks are subsequently discarded.

The block settlement protocol operates epoch to epoch. The proposer for the current epoch sends a block proposal to all Validators.

A Validator reacts by broadcasting a vote for the block. All messages are signed by their senders. The header of the proposed block might carry a commit-certificate, which consists of at least (2m/3+1) signed votes for its parent block. Provided that no more than m/3 Validators are faulty, at most one block per height can obtain a commit-certificate, which verifies a block and its predecessors will be committed. The proposed block may carry no commit-certificate if its parent block did not get ≥ 2m/3+1 signed votes.

The Validators not actively engaged in block proposals are tasked with voting upon proposed blocks. Once a Validator receives the new block, it broadcasts a signed vote to all Validators to be collected by the proposer of the next epoch to form the commit-certificate. If two consecutive blocks A and B both receive a commit-certificate, then the parent block A and all its predecessors are considered settled. This ensures safety and that honest nodes never vote for a block that conflicts with a settled block.

In the case of forks (consequential to a faulty proposer or asynchrony), honest nodes are expected to vote for the blocks on the longest fork.

It's important to note that although these are complex, they are completed automatically through our protocol.

The figure below illustrates the block settlement process. Assume that the proposer for height 101 is faulty, and it proposed two conflicting blocks X101 and Y101, which leads to two branches.

Assuming neither block X101 nor Y101 gets ≥2m/3+1 votes, then neither the header of X102 nor Y102 contains the commit-certificate (denoted by nil in the figure). However, at some point branch X grows faster, and two consecutive blocks X102 and X103 both obtain ≥ 2m/3+1 votes.

Following this, the upper branch X up to block X102 is considered settled and the lower branch Y can be discarded.

As mentioned previously, the Lightning nodes only need to reach consensus on the hashes of the checkpoint blocks, which are the blocks whose heights are a multiple of some integer T.

If a transaction can be viewed as a deterministic state transfer function, then two nodes running the same state machine from an identical initial state will reach an identical end state after executing the same sequence of transactions. This is true even when some of the transactions are invalid, as long as those transactions can be detected by the state machine and skipped.

If all the honest nodes have the same copy of the blockchain they will deterministically arrive at the same end state after processing all the blocks in order. Since the header of each block contains the hash of the previous block, as long as two nodes have the same hash of the checkpoint block, with overwhelming probability, they should have an identical chain of blocks from genesis up to the checkpoint. Of course, each Lightning node still must verify the integrity of the blockchain. In particular, verifying that the block hash embedded in each block header is actually the hash of the previous block. We note that a node can perform the integrity checks on its own with no communication between other nodes required.

To provide byzantine fault tolerance, an honest node needs to be assured that at least 2/3 of the Lightnings have the same checkpoint block hash and also needs to receive signatures for a checkpoint hash from at least 2/3 of all Lightnings. Following this the node can mark the checkpoint as finalized. This ensures safety and is comparable to the “commit” step in the PBFT protocol.

Since the Lightnings only need to vote on checkpoint hashes for every T block, they have more time to reach a consensus. A straightforward implementation of checkpoint finalization is then enacted and follows the PBFT “commit” step in that each Lightning broadcasts its signature to all other Lightnings. This requires each node to send, receive and process O(n) messages, where each message can be a couple of kilobytes long. Even with T blocks’ time, this approach still cannot scale beyond a couple of hundred Lightning nodes unless we select a large T value which is undesirable as it increases the block finalization latency. To reduce the communication complexity and scale to thousands of Lightnings, we will implement Theta’s aggregated signature gossip scheme.

AGGREGATED SIGNATURE GOSSIP

Each Lightning node is required to actively combine the partially aggregated signatures from its neighbors and then gossip this newly aggregated signature out to other nodes. In doing so the signature share of each node can reach other nodes at exponential speed by using the gossip protocol. In addition, the signature aggregation keeps the size of the messages small and thus reduces communicative overheads.

SCRIPT NODE

Script node runs on top of IFPS and stores data like video content in the network in a decentralized way. Script node allows end-users to contribute their computing power for network storage and for partially alleviating SCRIPT servers of transcoding work. For their contributions users will receive token rewards.

Note that while Script node is isolated from the Script blockchain network they remain programmatically connected via wallet APIs.

Any user can be provided with the Script node software. This software can be easily run on almost any device irrespective of its operating system and Script node operation can begin almost immediately after successful activation. To begin activation users are required to link their wallet address to the node.

To achieve the maximum reduction in data transmission distance without compromising quality of service (QoS), each segment can be cached in different Script nodes, and the most ping optimal Script nodes will be automatically recommended to viewers. Nodes that transfer cached data are rewarded with SPAY tokens. Script, in turn, will use a selection algorithm to find the nearest neighboring nodes that can transmit data with the best speed and quality. Within an off-chain micropayment system a user is able to create an off-chain micropayment that any other user can accept. This allows a viewer to pay for video content pulled from multiple caching nodes without on-chain transactions. Replacing on-chain transactions with off-chain payments significantly improves the scalability of the blockchain. This also provides the viewer with the ability to switch between caching nodes at any time without making an on-chain transaction that could potentially block or delay the video stream delivery.

In the Script network, the Validators propose and produce new blocks in the blockchain, while Lightning nodes seal blocks and check for malicious or non-functional Validator nodes. Lightning nodes are vital in upholding the security of the network as they form a second layer defence against potential malicious attackers. Simply, the more Lightning nodes in the network, the more secure it will be.

Network communication is secured using P2P protocols and only permitted nodes can sync to the network and can work as non-functional Validators. They can only actively participate in the network if they meet the minimum staking requirement. There are different staking requirements between Lightning nodes and Validator nodes. For Validators, the requirement in both staking and activity will be more demanding as they act as the network's primary security layer, with Lightning nodes being the secondary layer and Script nodes acting as the third layer.

SCRIPT NFTS

NFTs (Non-Fungible Token) are a digital proof of ownership connected to some content or asset. Each is unique and cannot be replaced by another or forged. Each NFT contains identifying information recorded within one or multiple smart contract/s. As NFTs are minted on blockchains, all information pertaining to them is publicly available and reliable.

Popular objects for NFT tokenization include art objects (digital and real), items from virtual and game universes (characters, clothing, artifacts, weapons, equipment), collectibles, copyright, licensing, and certification.

For Script Network, NFTs will be used to create a piece of content that can be purchased, traded and stored for value and will all be directly connected to the films and shows on Script.TV. Users will have an opportunity to claim and earn time-based rewards, stake valuable NFTs, earn off chain rewards and gain access to events, screenings and cinema tickets through the accumulation of SPAY tokens and Script NFTs.

For the development of most non-interchangeable tokens, several ERC standards are used on Ethereum. Script.TV will use Solidity smart-contracts that will allow users to mint Ethereum-based NFTs for heavily reduced fees via SPAY tokens. Later down the line, Script.TV will launch NFTs with cross-chain accessibility.

A mechanism allowing content partners to create, trade and use their own NFTs will be implemented into the Script.TV platform. This platform will allow content partners to use these NFTs to interact with their audience. During the broadcast, competitions, quizzes or gift giveaways may be held among the audience. And after the launch of the NFT marketplace, users will be able to sell the received tokens and NFTs at will. Content partners or advertisers may issue NFT-based virtual collectibles as gifts or prizes to content viewers. For example, they could be cards based on characters or actors from a particular show, digital copies of items or clips from movies or any number of other possibilities. Rare or unique NFTs can become collectible items that can be kept or exchanged.

These features further stimulate the development of the platform and will provide a new more deeply connected viewing experience for users, and a closer way to engage with fans for content producers.

TOKEN ECONOMY

To ensure the effective management, security and stability of the network the token economy of Script.TV project is based on the close interaction of two tokens:

1. SCRIPT (SCPT) is used for staking and network management.
2. SCRIPT PAY (SPAY) is used as gas for the Script blockchain. SPAY is used to support all transactions on the blockchain such as payments for sharing a video stream, interacting with smart contracts, NFT transaction, fees, etc.

This approach of splitting the network into two different tokens is necessary since transactions and smart contract maintenance require a highly liquid token that can handle significant daily operations. As staking (a vital part of Script.TV) has the potential to remove a vast number of circulating tokens, these two operations must be split between the SCPT token and the SPAY token.

Furthermore, using the same token for staking and transactions can lead to the network vulnerabilities we have historically seen with projects operating under single token models. A highly liquid token used for transactions is easy to accumulate in a volume that can compromise the security and stability of the platform. This separating of tokens and their functions significantly reduces such risk.

Script.TV will use the SCPT Token as a direct incentive for users to not only watch and discover great new content but also to share their bandwidth and memory for videos, which will improve the overall stream quality for all users.

In total, 1,000,000,000 SCPT utility tokens will be released, 7,75% of which will be distributed during the IDO. Initially, tokens will be issued as ERC-20 tokens, and after the launch of the network, each ERC-20 token holder will receive native SCPT tokens on the new blockchain at a 1:1 ratio. The amount of the new SCRIPT blockchain tokens will be limited also to 1,000,000,000 and no new SCPT tokens will ever be issued.

SPAY is the operational token of the Script.TV blockchain, used as “gas” and for rewards. SPAY tokens total circulation will be 5,000,000,000.

INTEROPERABILITY, SCALABILITY & TOKEN STORAGE

Script Blockchain was built with scale in mind, with a clear long-term vision and focus on serving the billions of people who watch digital content around the world. Thus, Script Blockchain not only fully supports dApps (decentralised apps), but will be actively partnering and integrating with developers, product managers and brands who build products on the Script Blockchain.

Script Network is focused on developing NFTs, rewards and content that can live in multiple different worlds. Either on the Script.TV platform, in the metaverse or even offline in the physical world.

Script.tv Platform

Script TV platform focuses on a geographical and interest targeted approach for its users, brands and partners. NFTs can be bought and traded within the Script Platform.

Metaverse

With a range of incumbent metaverse apps, Script Network will connect and collaborate to create an experience which offers NFTs purchased to be used in the metaverse. This is a gamified option which brings even more potential use cases to Script NFTs.

Physical World

Script Network was built with a vision to help educate and bring millions of current content viewers over to blockchain. Part of this process will include being able to trade and stake and convert specific Script NFTs for real world cinema tickets, access to events and more.

$SCPT & $SPAY Storage

SCPT & SPAY are the two tokens on the Script Blockchain. To begin with, to ensure there is instant liquidity, ease of trading, and a platform to perform swapping with popular pairs at scale, SCPT will launch as an ERC-20 token. This means that SCPT (and SPAY in the future) will be able to be stored in popular wallets such as Metamask. Further down the line in our roadmap, we will be performing a 1:1 conversion for SCPT and SPAY to the Script Blockchain.

Users and content partners will have further flexibility on where to store SCPT and SPAY. Users and content partners will be able to store, send and receive their tokens securely within their wallet on the Script Network. And as SCPT and SPAY are listed on more exchanges (both CEX & DEX), these will provide further storage options for users.

Should users or content partners wish to store their tokens away offline they will eventually be able to hold their tokens on hardware wallets.

DETAILED TOKENOMICS

The SCPT IDO (Initial DEX Offering) will be held in four rounds. The first Private Sale stage and Public Sale stage are intended only for Validators and early-stage investors. This is not limited to any one party, so, in line with being a decentralised platform, anyone can apply for any of our rounds. The discount per token during these rounds will be the highest however the emission of these tokens will adhere to strict vesting schedules. This means that Validators undertake not to sell tokens due this period and use them for the staking pool for the first 6 months to support the operation of the network.

The Private Sale will be held in accordance with the whitelist. To be included in the whitelist, the candidate must confirm that he or she is ready to become a validator and has the necessary technical capabilities.

At the second stage, Private Sale and Public sale tokens will be available to everyone. Token sales will be held on a first-come-first-served (FCFS) basis on Uniswap which is where the tokens will be traded initially before being available elsewhere.

Seed

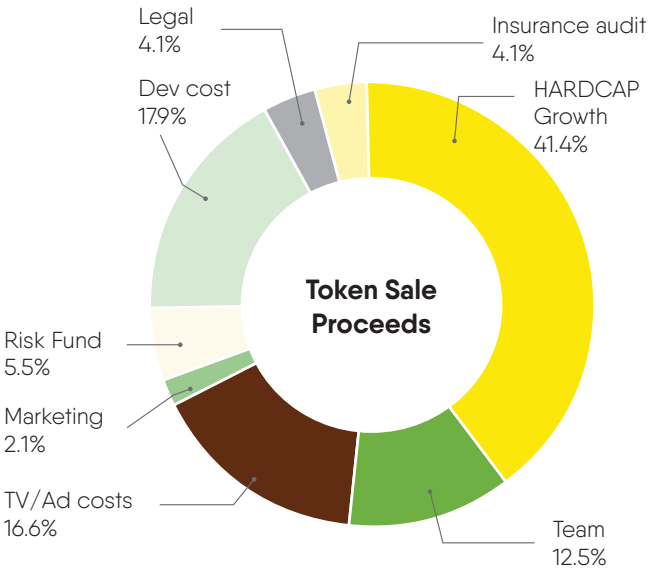
48,000,000 raise
0.0100 per SCPT token
Lockup: 5% at TGE, followed by a 3 month cliff then linear vesting for 18 months starting from day 3
Private Sale : $1,200,000 @ $0.025 per $SCPT
Tokens sold at this stage: 48,000,000
4.8% of token supply

Strategic

$735,000
0.0150 per $SCPT token
Whitelist round
Lockup: 8% at TGE, followed by a 2 month cliff then linear vesting for 14 months starting from day 5
Tokens sold at this stage: 25,000,000
2.5% of token supply

After completion of the IDO, the SCPT token will not be offered on the free market by the team. From then, they will only be obtainable by becoming a part of the project's ecosystem (for example, as a validator).

Ticker: SCPT
Blockchain: Script blockchain (*SCPT is an ERC-20 token on launch)
Token Supply: 1,000,000,000
Initial Market Cap: $2,055,000
Initial Token Circulation: 34,250,000
Total Raise (All Rounds): $3,350,000



TOKENOMICS

	Allocation	Price	How many tokens	Total
Seed	4.80%	0.0100	48,000,000	$480,000
Strategic	4.90%	0.0150	49,000,000	$735,000
Private	2.50%	0.0200	25,000,000	$500,000
Public	1.80%	0.0250	18,000,000	$450,000
				$2,165,000

KEY DETAILS

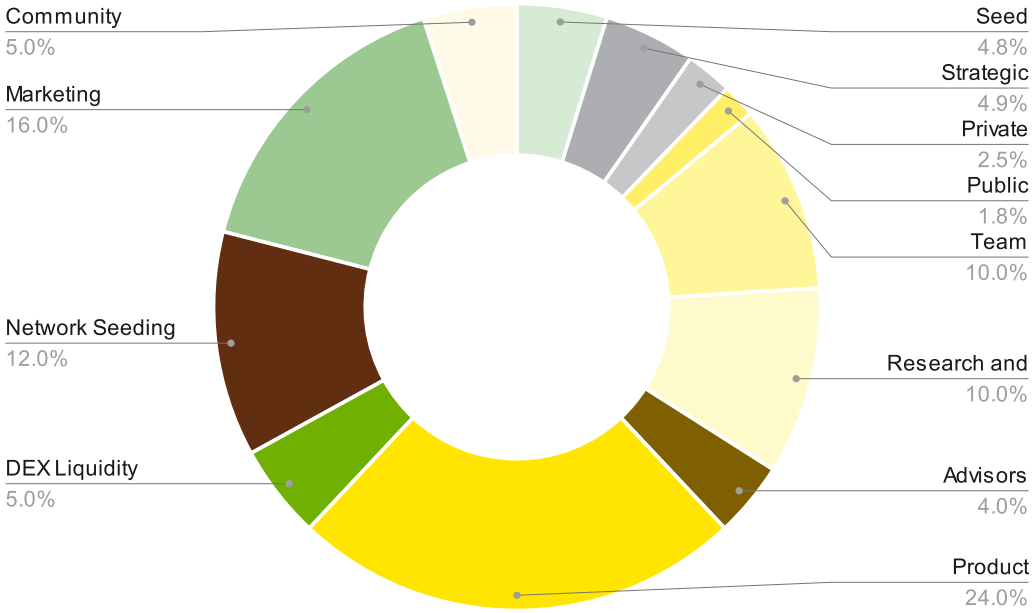
Seed	
Fundraised:	$480,000
Price:	$0.0100 per SCPT token
Lock-up:	5% at TGE, followed by a 3 month cliff then linear vesting for 18 months starting from day 3
Strategic	
Fundraised:	$735,000
Price:	$0.0150 per SCPT token
Lock-up:	8% at TGE, followed by a 2 month cliff then linear vesting for 14 months starting from day 5
Private	
Fundraised:	$500,000
Price:	$0.0200 per SCPT token
Lock-up:	10% at TGE, followed by a 1 month cliff then linear vesting for 12 months starting from day 10

VESTING SCHEDULE

TOKEN ALLOCATION

Seed Round	4.80%
Strategic Round	4.90%
Private	2.50%
Public	1.80%
Research and Partnerships	10.00%
Team members	10.00%
Advisors	4.00%
Product Development	24.00%
DEX liquidity	5.00%
Network Seeding	12.00%
Marketing	16.00%
Community Rewards	5.00%

TOKEN ALLOCATION



When the blockchain is fully launched, the SPAY token will be distributed at an expected starting price of $0.01. Unlike the SCPT token, the SPAY token can only be obtained through using Script Network or by purchasing it on the public market (Uniswap etc). Users can earn SPAY tokens by watching ads or caching. SPAY can be sold to advertisers who pay for their ads on the Script.TV network.

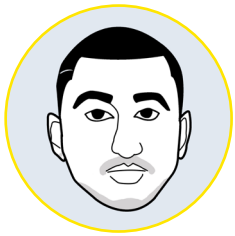
Total SPAY Supply - 5,000,000,000 tokens.
SPAY token is expected to be highly liquid and therefore an annual increase in supply starting from the second year will be set at a rate of 9%.

In order to avoid the devaluation of SPAY due to the annual token volume growth, about 25% of each transaction fee will be burned at the protocol level. This will become the cost of using the network and balance the price and volume of SPAY tokens.

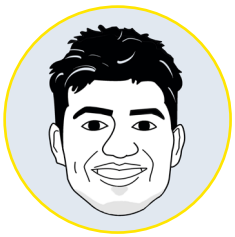
OUR TEAM

Abiel/
Co-Founder
Acquisition/
Partnerships

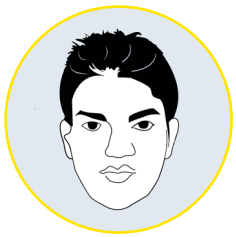
Akeem/
Co-Founder
Growth



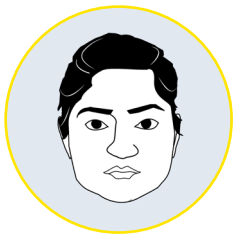
Jonatan/
Co-Founder
Finance



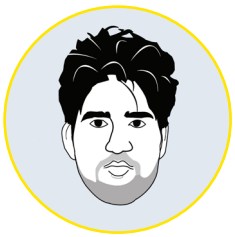
Chan/
Technical Lead



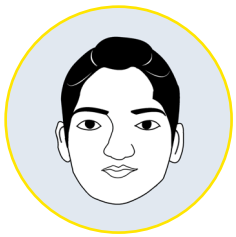
Dilip/
Project Manager



Neha/
Back-End
Developer



Verma/
Front-End Developer



Piy/
QA

PARTNERSHIPS

Content Partners are one of the cornerstones of the Script TV platform. A mix of long-form (20 mins - 3 hours long) videos, TV series, documentaries, and films will form the basis of content that Script. TV will offer its users. Partnerships with such content providers, large studios and content companies are one of the main objectives of our team and will remain a constant focus of our network.

Cooperation should be beneficial to both parties, so Script.TV will pay a remuneration to its content partners according to one of the proposed schemes.

REFERRALS (NETWORK EFFECTS)

REFERRAL BONUSES

The Script.TV platform has a referral system that rewards referrers for every new user they bring to the network with SPAY tokens. Bonuses are based on how much total SPAY is bought through their referral link:

Referral amount: 0.1 -4,999,999 SPAY
Bonus = 5% of SPAY
Refer 5,000,000 or more SPAY
Bonus = 10% of SPAY

150,000,000 SPAY tokens are reserved for this campaign.

Members that fail to follow our terms and who were declined to join the campaign, will not have the chance to be accepted in the future.

Script.TV reserves the right not to accept users even if they register twice and any of their associated accounts will not be rewarded.

Terms and Conditions can be changed at any time and more can be implemented.

ROADMAP

Q2 2021

- Landing Page Development
- Content storage protocol
- Streaming server configuration
- Initial content partner agreements
- Validator / Nodes created – full roll out
- Token launch – private and public sale
- User and content partner panel (analytics build
- Full $SPAY token launch
- Airdrop for $SCPT and $SPAY tokens
- Ads server rollout

Q3 2021

- Rollout of premium brand partnerships
- Rollout of large content partnerships
- Integration of full live chat function
- Initial content focused live NFT purchasing rollout
- Ads management – ability for advertisers to create and view their ads
- Server Security, SSL implementation and server deployment
- Block Explorer launching

Q4 2021

- Premium features integrated
- Live content NFT marketplace roll out
- Regional channels added – content in multiple languages
- Subtitles, transcription added
- Private messaging, content communities – engage with other fans of shows and films you specifically watch
- User ad free feature launch
- Off app brand partnerships, full global marketing rollout deployed
- iOS, Android app development
- Additional engagement resources added – rewards and content mini games
- 3 channels added to the network
- OTT/CTV launch – watch SCRIPT TV on more devices.

Q1 2022

- SCRIPT original reward-based modelling
- SCRIPT studio launch – original exclusive premium content
- $SPAY token staking – earn, stake, earn more model
- Online live support function
- iOS, Android full deployment

REFERENCES

[1]https://doubleverify.com/wp-content/uploads/2020/09/DV_Four_Fundamental_Shifts_ In_Media_and_Advertising_During_2020.pdf

[2]https://www.statista.com/statistics/611707/online-video-time-spent/

[3]https://www.researchgate.net/publication/340717789_Blockchain_for_Video_Streaming_ Opportunities_Challenges_and_Open_Issues