

Halcyon Super Holdings B.V.

Business Plan

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BUSINESS OVERVIEW AND INTRODUCTION

Halcyon Super Holdings B.V. (“the Company”) is a crypto currency online e-gaming operator offering gaming software to end users in various international markets through the URL cloudbet.com, which currently operates under the license 1668/JAZ issued to Curacao eGaming (“CEG”) by the Government of Curaçao. CEG has granted Cloudbet a non-exclusive right to operate under this license.

The company will operate a turnkey software platform solution with a sportsbook product, an RNG casino product, and a live dealer casino product. In addition, the software platform offers crypto currency payment processing functionality, a robust CRM platform, and an industry leading back office interface. The game account platform has been developed using the latest technologies and will be a foremost platform in the industry.

The Company will license a fully functional product to end user customers in selected markets throughout the world. The product is uniquely branded and offer wagers and bets in crypto currencies. This business to consumer (B2C) offering allows the Company to continue to innovate and offer new products and features that have been tested in the marketplace before pushing updates.

The online gaming industry is a highly fragment industry. There are a large number of sportsbook content providers, RNG casino content providers, and live casino content providers; however it should be noted that the industry in general is plagued by legacy software products. It is known that many of the large, established gaming companies suffer from antiquated software and business processes. The Company’s advantage over the other participants in the industry is cutting edge technology coupled with an industry experienced advisor team. The new technology will allow the Company to remain small and nimble and react swiftly to industry changes while focusing on the end user experience.

In addition to desktop software, the platform includes a mobile interface to deliver the sports betting product and casino product to smartphones and tablets.

COMPANY STRUCTURE AND OWNERSHIP

The Company is 100% owned by Peter Manktelow.



OVERVIEW OF SERVICES OF PRODUCTS

Sports Betting and Casino Platform Software

The Company licenses sports betting software that is fully customizable and scalable. The software is a complete solution offering event management, risk management, and reporting. Over 10,000 events across 20+ sports will be offered each month with a full range of bet types available, including money lines, spreads, totals, Asian handicap, 1X2, props, and alternate lines. Moreover, live odds will be offered on more than 5,000 events every month.

The software platform is fully customizable with interchangeable panels allowing the Company to determine which markets or content to display using tailored color schemes and branding. The platform also offers a wide range of widgets and visual components including live markets, upcoming events, popular events, and promotional banners.

The software is available for delivery via a desktop computer and a mobile device. Responsive page layout maximizes use of available screen space no matter what sized windows players have open. The backend technology was developed using the latest React view engine and Node.js resulting in extremely high performance. The software also includes multilingual capabilities that supports six languages.

The software platform also includes the ability to add RNG casino content and live dealer casino content from third party service providers. The casino content has an extensive range of more than 1,000+ highly engaging games from top providers including table games, interactive slots, video poker, and soft games. The full API support gives the Company a detailed breakdown of every bet placed (i.e., view the stake amount, game outcome, and amount returned for every hand or game round). The casino content has also been optimized for delivery to a mobile device.

The live dealer casino content can be selected from numerous content providers with studios located around the world. The Company can choose from a range of live games including Blackjack, Roulette, Baccarat, Caribbean Stud Poker, Craps, Texas Hold'em Bonus Poker, Keno, and Lotteries. Live chat lets

players engage directly with the dealers, as well as with other players at their table. Multi-language capabilities and customizable limits allow you to tailor your offering for your target markets.

INDUSTRY OVERVIEW AND TARGET MARKET

Industry Overview

The global online gambling industry is one of the biggest and most rapidly expanding markets at the moment. With a net worth of over \$60 billion, it is expected to continue to grow in the coming years. While established markets have reached maturity and have less room for revenue growth, they will still perform strongly. Betting turned out to be the highest grossing activity in global interactive gaming last year. And consumers generally remained interested in gambling nevertheless.

Online gaming has proven to be the biggest phenomenon in recent years. The games that dominate are sports wagering, casino, and poker. It is becoming ever popular and its growth is greatly driven by factors such as internet penetration. Currently, Europe appears to be the quickest expanding online gaming market. There are thousands of websites on the internet that offer various choices in the gaming sector. In response to the high risk of fraud in the ever-growing European online gambling sector, the parliament of the European Union initiated an effort to govern the market. The EU member states still deal differently with online gaming, with legislation ranging from prohibition to monopoly licenses for online gambling providers to entirely open markets.

A growing percentage of the world's population takes part in some form of gambling every year, thus signifying obvious financial benefits from online gaming websites. With the expansion of the online gaming industry, players have come to expect only the highest quality of online gaming facilities. New features and regular system updates are needed to maintain the websites to stay ahead in the market. Online gaming may be rather intimidating to both a novice and an expert player because of the endless options on the internet.

Target Market Summary

The Company's gaming software and services are targeted at new and existing customers from around the world that are not located in prohibited jurisdictions.

The primary customers are crypto currency adopters and users in Europe, Asia, and Latin America. The Company's secondary target market will be smaller countries throughout the world. The software platform has payment processing functionality that allows for crypto currencies.

The Company's goal is to achieve no less than a 10% share in its target markets.

SWOT Analysis

The online gaming industry has a number of strengths. It has access to infrastructure, technology, gaming knowledge, capital, and skilled personnel. The global demand for gaming services and Internet entertainment services is substantial and growing. Conversely, the industry has many weaknesses including unfamiliar names, off-shore locations, product newness, and inadequate marketing programs. A situational analysis of the Company as it currently stands has yielded the following insights regarding its position in the industry.

Strengths

- Brand new technology built on the latest technologies, including a desktop sportsbook, mobile casino and sportsbook, risk management system, and affiliate management system;
- Lack of inefficient legacy software and processes;
- Modular design of software products, giving the flexibility both to tailor offerings as well as to plug in new or supplementary products;
- Utilization of 3rd party plug-in applications gives us the opportunity to quickly switch to new, superior providers as they become available;
- Software built deliberately to support multiple languages allows for easy internationalization;
- An experienced advisory team possesses decades of combined experience within the gaming industry, as well as expertise in computer engineering and software development, finance, and law;
- Strong network of existing contacts within the online gaming industry;
- Expertise in dealing with bitcoin and other crypto currencies, and the ability to offer bitcoin-related payment services; and
- Copywriters capable of providing high quality written content for clients.

Weaknesses

- Reliance on third party providers limits the control over certain aspects of our product offering.

Opportunities

- Customers who are currently underserved or dissatisfied with the poor level of service available from existing providers;
- Customers interested in accepting wagers in bitcoin and other crypto currencies; and
- Niche markets, where multi-language capability and functionality are important.

Threats

- Intense competition from large number of established software providers and high street bookmakers;
- Currency fluctuations, especially when dealing with crypto currencies; and
- Changes to government regulation that will either restrict access to markets or increase competition could change the industry landscape quickly and dramatically.

Market Differentiation

The Company's differentiation in the marketplace is based primarily around the advanced technology that will be licensed from and supported by a highly skilled development team. This highly educated and extremely effective team gives the Company the ability to stay at the leading edge of new technological developments, and to incorporate the latest innovations into our products. Specifically, the Company's products are unique for the following reasons:

- The latest in gaming technology, all of which is brand new and designed to the highest standards with respect to application speed, player navigation, responsive design, mobile capabilities, load times, and search engine optimization (SEO);
- Widespread use of third-party plug-ins gives the Company the ability to remain agile, adding and updating our product set as new technology enters the marketplace, and to quickly adapt to the latest technological trends across all aspects of the gaming market;
- World-leading payment processing capabilities with bitcoin and other crypto currencies;

- Advanced backend technology and risk management capabilities, including a world-leading affiliate management system, and customizable dashboards; and
- Strategic partnerships that allow for the acceptance of extremely large wagers whilst simultaneously providing a hedging facility. This unique offering allows the Company to minimize risk and maximize profitably.

MARKETING AND ADVERTISING STRATEGY

The goal is to establish the Company as a recognized leader in the online gaming marketplace globally. The primary marketing objectives are:

- To place the Company front of mind for all customers when considering their options for crypto currency gaming technology providers;
- To develop a reputation for technological innovation and disruption;
- To establish best practices when it comes to operational excellence and gaming technology;
- To make the Company the preeminent source for media on all matters relating to gaming technology, and crypto payment processing technology; and
- To build a reputation for providing high quality marketing content and other value-added services using the latest and most innovative marketing tools.

Branding and Marketing Activities

The brand to be licensed is already well known within the online gaming space, especially among crypto currency users. The marketing and public relations team will be focused on three key areas: raising the profile of the brand and key personnel through speaking engagements; providing guest editorial content through major online gaming publications; and developing a strong marketing team with contacts located around the world.

Exhibitions and Conferences

Company advisors regularly attend the gaming exhibitions and conferences including:

- Sigma iGaming Malta
- EiG
- Lisbon Affiliate Conference
- iGaming Super Show
- G2E Asia
- ICE Totally Gaming
- London Affiliate Conference

Participation includes networking and sponsoring of events in order to expand the reach of the brand and develop new relationships. The format of conference sponsorship will vary depending on the nature of the event and the specific target audience, but will include the likes of sponsored lunches and parties, promotional merchandise (e.g. lanyard, water bottles, bags, binders), and general brand sponsorship.

Speaking Engagements at Industry Events

In order to raise the profile of the Company and its product offerings, Company representatives seek out opportunities to participate in industry events, either as a scheduled speaker or as part of panel

discussions. As industry leaders in betting technology, online security, and crypto-currencies, the Company representatives are ideally positioned to take on these engagements as their insight will be keenly sought after in these areas of the industry.

Industry Leading Editorial Content

As with speaking engagements, the contribution of guest editorials and articles to leading gaming publications will be a significant component of the public relations and brand-building strategy. The Company's expertise will allow the Company to shape discussion and help set the agenda in terms of betting technology, online security, and the use of crypto currencies. This in turn will aid the profile of the Company's business, and feed into the overall sales and marketing strategy. Publications to be targeted will include:

- iGaming Business
- Calvin Ayre
- Gaming Intelligence
- Bloomberg
- Forbes

Traditional Marketing Channels

Online Advertising

Online banner advertising on gaming industry and crypto industry websites will be purchased on a regular basis, in order to raise the overall brand profile, as well as to promote new innovations and products. Banners will be linked to custom designed landing pages with the purpose of generating new traffic.

Website

The Company's website will be a key source for information relating to products and services. The site also hosts a blog, where the Company's publishes details of new products or innovations, commentary on trends in the industry, commentary on major events in the industry, and general news on developments within the Company's business.

The site's key focus will be on generating traffic. To this end, landing pages, informational pages, blog entries, and other content will be focused on a call to action for visitors to sign up.

Social Media

Twitter and the Company's blog will act as direct channels of communication between the marketing team and existing or potential customers. Both of these channels will be employed to broaden the reach of the Company's messaging, through the publication of blog posts, commentary on industry developments, information on upcoming events where the Company will be represented, and links to important articles.

Marketing Strategy

The Company has access to a leading marketing and data science team that will be strategically distributed around the globe. Accounts will be managed directly by the team with support from an account management representative. Additional ongoing support will also be provided by the marketing and technical teams.

Marketing support will be provided by a team of marketing analysts, researchers, content creators, data scientist, and designers. This team will be responsible for the following:

- Developing and updating all website content, including blog posts, landing pages, and product descriptions;
- Analyzing and optimizing website performance;
- Developing press releases and launch strategies for new products;
- Providing competitor intelligence;
- Event planning and execution;
- Planning and creating articles and editorials;
- Pursuing sponsorship opportunities;
- Managing online advertising campaigns; and
- Managing social media.

Multi-lingual customer support is provided from offices in Malta.

COMPLIANCE

Policies

The Company has developed and maintains a number of policies and procedures designed to ensure that its customers operate in a secure, fun and enjoyable environment, including:

- Terms of Service;
- Responsible Gaming;
- Self-Exclusion;
- Dispute Resolution;
- Anti Money Laundering;
- Fairness & RNG Testing Methods;
- KYC Policies, Privacy & Management of Personal Data;
- Account, Pay-outs and Bonuses.

Data Protection

The Company will collect two types of information when any website of the Company is visited.

Tracking data, or data that does not identify a user personally, is automatically collected from every user and includes:

- The time and date of the visit,
- The specific pages that were visited,
- The make and version of the web browser being used,
- The brand and version of the user computer's operating system,
- The IP address of the computer being used, and
- The "Affiliate" identification number (the Web site and page that was clicked to get to the site), if applicable.

Information that identifies a user personally, and is only collected if the user registers with the site, includes:

- The user's name,
- The user's postal address,
- The user's age, and
- The user's email address.

The tracking data is used to gather general demographic information, measure usage patterns, and analyze user trends. The personal data is used to manage the customer's relationship with the Company in accordance with applicable data protection.

All personal information obtained is treated as confidential and will not be disclosed except as required by law. The Company will not give, trade, or sell any personal information to any organization or business.

The Company take every precaution of protect users' personal information. All information submitted via the website is protected both online and offline. Registration that requires a user to submit sensitive information is encoded using SSL. In addition to using SSL encryption to protect information submitted online, the Company does everything possible to protect personal information offline. All information is restricted to the Company's officers and only representatives who need information to perform a specific job function are granted access to personal information.

SOFTWARE AND PLAYER ACCOUNT PLATFORM

The software includes an integrated platform that syncs with player account information, updating in real time to provide actionable data for the marketing team to act on. Automated segmentation allows the software platform to categorize the customer-base using a wide variety of factors (i.e., location, frequency of play, preferred game type, turnover, etc.), then target specific segments with customized messaging. Communication with players can be done directly by email and through in-app messages, either instantly or on a scheduled basis. There is also the functionality to set up triggered messages that reach individuals instantly whenever a predefined event occurs.

The player account platform includes customizable bonus and loyalty features, including:

- Sign-up, deposit, and reactivation bonuses,
- Free bets and free spins,
- Turnover, or revenue, based loyalty points, and
- Tiered status levels.

GAMING SOFTWARE PROVIDERS

Key Third Party Providers

The Company partners with the leading RNG Casino Game and Live Dealer Casino Game providers, including:

- Ezugi,

- Evolution Gaming,
- Hub88,
- Microgaming;
- Playtech,
- Play’n’Go,
- Pragmatic Gaming.

SERVER DATA HOSTING

The configuration for any new customer would include the standard 4-tier application architecture, comprising of a database layer, application layer, asynchronous worker layer, and elastic cache layer.

Database layer

Two 8GB, 6 CPU core servers with 192GB SSD storage running Postgres DB are used in a master-slave configuration. Data is double committed to ensure data integrity. Daily snapshots are taken and important customer information will be persisted separately to multiple servers in separate jurisdictions with approved service providers.

Application Layer

Two 4GB, 4CPU core servers with 96GB of SSD storage running Ruby on Rails on Puma allow multi-threaded scaling of the main application logic.

Asynchronous Worker Layer

Two 2GB, 2CPU core servers with 48GB of SSD Storage running Ruby on Rails on Sidekiq reliably deliver asynchronous jobs to clients and users.

Elastic Cache Layer

One 4GB, 4CPU Core server with 96GB of SSD storage running Redis and MemCache ensure performance of all architecture by caching often accessed data. Data integrity of this layer is non-essential but secure.

TECHNICAL TESTING AND INSPECTION

The Company only uses third party gaming software from licensed vendors. All gaming software has undergone independent, third party verification and certification. Refer to the Gaming Software Providers section for additional information.

MANAGEMENT TEAM AND KEY PERSONNEL

The Board of Directors of the Company, represented by the Managing Director, takes all material decisions with respect to the management of the Company.

All support services required to manage the day to day operations of the Company will be provided by third parties and advisors (including internal and external legal, tax and financial advisors). The advisory team of the Company has extensive experience in technology and software development, finance, and marketing. In addition, the team has over 40 years of combined experience in the e-gaming industry.

Chief Executive Advisor (Jiten Melwani)

The Chief Executive Advisor is an entrepreneur and advisor in the fields of bitcoin, technology, and online gaming. He is a trained software engineer, who formally worked in the software industry and financial services industry, before moving into gaming in 2006. He is a bitcoin expert and holds a Bachelor's degree in Computer Science.

Chief Financial Advisor and Compliance Officer (William Andrew Meiers)

The Chief Financial Advisor brings over 20 years of financial management and accounting experience. He has extensive knowledge of financial statement analysis and preparation, SEC reporting in compliance with US GAAP/GAAS standards and Public Company Accounting Oversight Board standards (Sarbanes-Oxley), and internal controls with experience in the manufacturing, insurance, healthcare, lodging, waste-to-energy, private equity and gaming industries. The Chief Financial Advisor previously worked in private industry in finance and accounting roles of increasing responsibility and was an auditor for a large, international public accounting firm, working both in the United States and in China. The Chief Financial Advisor oversees the finance, accounting and compliance functions of the Company, which includes monthly/quarterly compliance reporting to Curaçao eGaming. He holds a bachelor's degree in Economics, a master's degree in International Business, and a master's degree in Accounting from the University of Florida and is a licensed certified public accountant (No. AC42360) in Florida.

Chief Technical Advisor (Andre Bartke)

The Chief Technical Advisor completed his B.Sc. in Aerospace Computer Science at the University of Wuerzburg, Germany in 2012. He subsequently joined the German Aerospace Center DLR in Bremen as a software engineer, where he contributed to notable projects, including the MASCOT lander for the Japanese Hayabusa2 mission and various satellite projects. In 2013, he pursued a master's degree in Computer Science at the City University of Hong Kong. The Chief Technical Advisor oversees the technological direction and strategy for the Company.

Chief Product Advisor (James Bodell)

The Chief Product Advisor graduated with a Computer Science degree from the University of Nottingham in 2006. He subsequently worked for a decade in digital agencies in Hong Kong. The Chief Product Advisor is responsible for overseeing the development and management of the Company's digital products and ensuring they meet customer needs and regulatory requirements.

Chief Marketing Advisor (Matt Marietta)

The Chief Marketing Advisor was previously the Chief Marketing Officer of ExpressVPN from 2015 to 2022 and was integral in sale of the company to Kape Plc in 2021. He was responsible for a large part of the due diligence and compliance process that brought the sale to fruition, and following that sale, for leading a team of around 140 individuals in compliance with the regulatory requirements of the London Stock Exchange, on which Kape PLC is listed.

MERCHANT PAYMENT SERVICE PROVIDERS

Crypto Currency Payment Processing

The software platform integrates with a proprietary crypto currency payments solution. This payment option allows players to deposit or withdraw in bitcoin and bitcoin cash. Additional crypto currencies can be supported based on market conditions.

FINACIAL OVERVIEW

Financial projections for the next three years, including revenue, expenses, and cash flow, are included at Appendix 1.

APPENDIX 1

Holroyd Super Holdings BV
18 Month Forecast

Income Statement	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	TOTAL	
Revenue	1,904,763	1,961,906	2,020,763	2,081,386	2,143,828	2,251,019	2,386,080	2,457,662	2,531,392	2,607,334	2,685,554	2,766,121	2,804,427	3,004,648	3,202,131	3,362,237	3,463,104	3,566,997	3,674,007	3,784,227	3,873,439	4,172,111	4,380,716	4,599,752	4,921,735	5,266,256	5,634,894	5,860,290	6,094,702	6,277,543	6,465,869	6,918,480	7,402,773	7,920,967	8,475,435	9,153,470	152,323,019	
Cost of Sales	957,882	988,453	1,035,882	1,048,193	1,077,414	1,131,009	1,198,640	1,234,331	1,271,198	1,309,167	1,348,277	1,389,560	1,457,713	1,620,324	1,658,068	1,686,619	1,737,052	1,788,909	1,842,004	1,897,814	1,952,219	2,001,655	2,155,868	2,305,378	2,468,367	2,639,628	2,822,847	2,933,645	3,052,851	3,164,271	3,238,434	3,464,740	3,728,887	3,985,084	4,243,218	4,582,935	78,359,609	
Gross Profit	946,881	973,453	1,004,882	1,033,193	1,066,414	1,120,009	1,197,440	1,223,331	1,260,196	1,298,167	1,337,277	1,377,560	1,446,713	1,584,324	1,595,668	1,678,619	1,726,052	1,777,909	1,851,504	1,886,014	1,981,219	2,060,955	2,184,868	2,284,378	2,455,367	2,677,938	2,811,947	2,924,445	3,041,851	3,133,271	3,227,434	3,453,740	3,685,887	3,954,084	4,232,218	4,571,235	75,963,509	
Selling and Admin	761,905	784,762	808,305	832,554	857,831	900,408	954,432	983,085	1,012,657	1,042,934	1,074,222	1,106,448	1,161,771	1,219,859	1,280,852	1,344,895	1,385,242	1,426,790	1,489,805	1,513,691	1,589,376	1,668,884	1,752,287	1,839,901	1,968,084	2,106,502	2,253,958	2,344,116	2,437,881	2,511,017	2,586,248	2,767,392	2,961,109	3,168,387	3,390,174	3,661,588	60,929,208	
Outside Services	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000	1,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	10,000	340,000	
Marketing	40,000	5,000	53,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	320,000	
Research	80,800	3,000	53,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	5,000	3,089,880	
Total Expenses	891,785	784,262	871,805	893,054	918,031	987,908	1,018,932	1,045,368	1,076,057	1,102,434	1,136,722	1,172,448	1,274,771	1,332,891	1,381,852	1,446,895	1,486,242	1,527,759	1,570,603	1,619,681	1,695,376	1,774,444	1,858,237	1,948,901	2,093,084	2,231,502	2,373,958	2,464,116	2,557,881	2,631,017	2,706,348	2,922,392	3,116,109	3,323,387	3,545,174	3,831,588	64,679,588	
Operating Income (Loss)/EBITDA	55,096	181,191	133,021	142,883	148,327	152,046	168,552	177,711	185,028	115,622	200,444	204,945	171,720	186,187	213,380	220,335	239,366	249,700	260,345	266,312	285,233	305,100	325,961	347,864	360,923	395,237	436,962	459,362	482,665	500,810	519,504	529,765	578,194	630,013	685,460	738,264	11,294,432	
Depreciation	-	-	56	56	56	56	56	56	56	111	111	111	111	167	222	278	333	389	444	500	556	611	611	611	611	750	889	1,028	1,167	1,306	1,444	1,583	1,583	1,583	1,583	1,583	1,583	1,583
Net Income (Loss)	55,096	181,191	133,021	142,883	148,327	152,046	168,552	177,711	185,028	115,622	200,444	204,945	171,720	186,187	213,380	220,335	239,366	249,700	260,345	266,312	285,233	305,100	325,961	347,864	360,923	395,237	436,962	459,362	482,665	500,810	519,504	529,765	578,194	630,013	685,460	738,264	11,294,432	
Cash Flow Statement	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	TOTAL	
CASH FLOWS FROM OPERATING ACTIVITIES	55,096	181,191	133,021	142,883	148,327	152,046	168,552	177,711	185,028	115,622	200,444	204,945	171,720	186,187	213,380	220,335	239,366	249,700	260,345	266,312	285,233	305,100	325,961	347,864	360,923	395,237	436,962	459,362	482,665	500,810	519,504	529,765	578,194	630,013	685,460	738,264	11,294,432	
Net Income/(Loss)	-	-	56	56	56	56	56	56	56	111	111	111	111	167	222	278	333	389	444	500	556	611	611	611	611	750	889	1,028	1,167	1,306	1,444	1,583	1,583	1,583	1,583	1,583	1,583	
Depreciation/Amortization Expense	-	-	56	56	56	56	56	56	56	111	111	111	111	167	222	278	333	389	444	500	556	611	611	611	611	750	889	1,028	1,167	1,306	1,444	1,583	1,583	1,583	1,583	1,583	1,583	
(Increase)/Decrease in A/R	(604,763)	(57,143)	(58,857)	(60,823)	(62,442)	(107,191)	(135,061)	(173,582)	(73,730)	(75,942)	(78,220)	(80,567)	(138,306)	(145,221)	(152,482)	(160,107)	(100,867)	(103,893)	(107,010)	(110,220)	(189,211)	(198,672)	(208,606)	(219,036)	(321,983)	(444,521)	(368,638)	(225,396)	(234,412)	(182,841)	(188,326)	(452,811)	(584,294)	(518,194)	(554,468)	(678,035)		
(Increase)/Decrease in Other Assets	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
(Increase)/Decrease in A/P	200,893	(48,761)	38,771	10,625	12,488	24,938	25,512	13,316	14,746	53,688	(22,856)	17,863	51,161	29,044	24,496	32,021	20,779	21,402	24,544	37,842	39,734	41,721	43,807	73,897	68,904	71,228	45,079	46,882	36,568	37,665	108,022	96,859	103,639	110,894	143,107	-	-	
(Increase)/Decrease in Other Liabilities	(845,774)	75,286	112,991	92,140	98,429	69,849	59,059	119,500	126,105	93,480	99,470	142,409	84,798	79,286	85,727	101,638	159,117	167,085	175,293	181,247	134,475	146,774	159,687	173,247	113,587	120,508	140,579	280,212	206,441	355,981	376,426	186,759	192,342	217,041	243,469	204,919	-	
NET CASH (USED) IN OPERATING ACTIVITIES	(645,774)	75,286	112,991	92,140	98,429	69,849	59,059	119,500	126,105	93,480	99,470	142,409	84,798	79,286	85,727	101,638	159,117	167,085	175,293	181,247	134,475	146,774	159,687	173,247	113,587	120,508	140,579	280,212	206,441	355,981	376,426	186,759	192,342	217,041	243,469	204,919	-	
CASH FLOWS FROM INVESTING ACTIVITIES	-	(50,000)	(2,000)	-	-	-	-	-	-	-	-	-	(2,000)	(15,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	-	-	-	(25,000)	(5,000)	(5,000)	(5,000)	-	-	(5,000)	(5,000)	-	-	-	-	-
Property and equipment purchased, net	-	(50,000)	(2,000)	-	-	-	-	-	-	-	-	-	(2,000)	(15,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	-	-	-	(25,000)	(5,000)	(5,000)	(5,000)	-	-	(5,000)	(5,000)	-	-	-	-	-
NET CASH (USED) IN INVESTING ACTIVITIES	-	(50,000)	(2,000)	-	-	-	-	-	-	-	-	-	(2,000)	(15,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	(2,000)	-	-	-	(25,000)	(5,000)	(5,000)	(5,000)	-	-	(5,000)	(5,000)	-	-	-	-	-
NET INCREASE (DECREASE) IN CASH	(645,774)	25,286	110,991	92,140	98,429	69,849	59,059	119,500	126,105	93,480	99,470	140,409	89,798	86,288	83,727	99,638	157,117	165,085	173,293	179,247	134,475	146,774	159,687	184,247	108,587	115,508	135,579	280,212	296,441	350,981	365,426	186,759	192,342	217,041	243,469	204,919	-	
CASH, BEGINNING OF PERIOD	1,650,000	851,826	876,512	987,503	1,079,643	1,178,073	1,247,921	1,306,980	1,428,481	1,552,636	1,646,116	1,745,595	1,886,004	1,955,852	2,024,099	2,107,817	2,207,455	2,364,572	2,529,657	2,702,950	2,882,197	3,016,672	3,163,445	3,323,132	3,471,379	3,679,966	3,695,475	3,831,054	4,111,266	4,407,707	4,758,888	5,124,114	5,310,874	5,603,216	5,720,257	5,963,727	6,168,646	
CASH, END OF PERIOD	851,226	876,512	987,503	1,079,643	1,178,073	1,247,921	1,306,980	1,428,481	1,552,636	1,646,116	1,745,595	1,886,004	1,955,852	2,024,099	2,107,817	2,207,455	2,364,572	2,529,657	2,702,950	2,882,197	3,016,672	3,163,445	3,323,132	3,471,379	3,679,966	3,695,475	3,831,054	4,111,266	4,407,707	4,758,888	5,124,114	5,310,874	5,603,216	5,720,257	5,963,727	6,168,646	-	
Balance Sheet	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	TOTAL	
ASSETS	851,226	876,512	987,503	1,079,643	1,178,073	1,247,921	1,306,980	1,428,481	1,552,636	1,646,116	1,745,595	1,886,004	1,955,852	2,024,099	2,107,817	2,207,455	2,364,572	2,529,657	2,702,950	2,882,197	3,016,672	3,163,445	3,323,132	3,471,379	3,679,966	3,695,475	3,831,054	4,111,266	4,407,707	4,758,888	5,124,114	5,310,874	5,603,216	5,720,257	5,963,727	6,168,646		
Cash and cash equivalents	851,226	876,512	987,503	1,079,643	1,178,073	1,247,921	1,306,980	1,428,481	1,552,636	1,646,116	1,745,595	1,886,004	1,955,852	2,024,099	2,107,817	2,207,455	2,364,572	2,529,657	2,702,950	2,882,197	3,016,672	3,163,445	3,323,132	3,471,379	3,679,966	3,695,475	3,831,054	4,111,266	4,407,707	4,758,888	5,124,114	5,310,874	5,603,216	5,720,257				