

Decentralized Autonomous Organization Powered by **Ethereum Smart-Contracts**

WHITE BOOK

STEP-BY-STEP INTRODUCTION



The purpose of this White Book is to present **ARQUTE Global Animation Studio** (hereinafter **ARQUTE G.A.S**) to potential participants in connection with the forthcoming proposal of **AGAS** token.

The decentralized Autonomous Organization is a new kind of organizational and legal form that can exist online and is based on blockchain technology.

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ARQUTE Global Animation Studio

The company which produces children animation content in the form of intellectual property, guaranteed by mass publication based on the **blockchain**.

This technology regulates the legal relationship of the producer and the authors of the animation product. Provides an opportunity to make decisions in the process of production and realization of the project by way of a general vote of the token owners.

The studio and its products are intellectual property, guaranteed by mass <u>publication</u> based on the **blockchain**.

FOUNDATION OF THE STUDIO

The project was founded in 2011 to unite creative people and produce art books, filled with illustrations by independent authors.

Today we are making the world's first global animation studio of a new generation with independent investors. We gathered a team of people who worked on successful projects in the animation and film industry.

Modern technologies allow creating high-quality animation products in a short time, which accelerates the turnover of investments and increases profit.

SOCIAL PROJECT

The project will unite many independent creative people around the world, engaged or interested in the production of animation products.

Everyone can become a part of our team and together with us make successful projects. The management of the studio will be carried out by a joint vote of all participants, where any of the votes can be decisive in making important decisions.

BUSINESS FOR ALL

Thanks to modern technologies, it's easy to get a share of **ARQUTE G.A.S** and become its co-owners. You just need to get **Ethereum** purse online, refill it and make an **AGAS** token purchase.

The address of the **Ethereum** wallet is the identifier of the owner of the token and the project participant. All interactions with participants will be made automatically through the **Smart-Contract**.

STUDIO OF **NEW GENERATION**

Products, which will be produced by the studio, meet modern standards of quality and technology.

The development will be implemented on a computer 3D engine **Unreal Engine 4** with support for **AR** (Additional Reality) and **VR** (Virtual Reality).

We add interactivity - some details of the story and style of narration will depend on the chosen character.

WHAT WILL CREATE THE STUDIO?

ARQUTE G.A.S will specialize in creating animated series about different characters united by a common world.

The plot is based on the science forbidden in physics about the **luminiferous ether** - the all-pervasive medium, vibrations that manifest themselves in the form of electromagnetic waves.

Under different circumstances, heroes under the influence of ether receive supernormal powers, through which they struggle with internal and external enemies.



MARKET **REVIEW**

ANIMATION INDUSTRY

Children's video content is developing rapidly, but still has the vacancies in the market. Animated series based on computer graphics are popular and have a positive evaluation of society.

Indicators of project monetization on the **Youtube** online resource, according to http://socialblade.com:

ANNUAL INCOME	YOUTUBE CHANNELS
up \$11.50 M	MASHA AND THE BEAR
up \$3.70 M	LUNTIC
up \$3.10 M	ODDBODS TV
up \$3.10 M	PORORO THE LITTLE PENGUIN
up \$2.50 M	THE POOCHES
up \$2.20 M	FIXIES
up \$1.80 M	ROBOCAR POLI
up \$1.70 M	KIKORIKI

LICENSE FEES

The release of related products under the same-name trademark in the market of children's goods is popular and has a high profitability, as the children's audience has a great commitment to materializing fictional and favorite characters. This fact gives rise to a huge consumer demand.

Average annual licensing capitalization:

NAME	LICENSING FEES
THE WALT DISNEY	\$45.20 B
WARNER BROS	\$6.00 B
NICKELODEON	\$5.50 B
DREAMWORKS ANIMATION	\$3.30 B
20TH CENTURY FOX	\$2.10 B
CARTOON NETWORK	\$2.00 B
THE POKEMON COMPANY	\$2.00 B
NBC UNIVERSAL	\$1.00 B
ENTERTAINMENT ONE	\$0.92 B

FINANCIAL HIGHLIGHTS

INCOME

On these examples, we will consider financial indicators based on two projects. It would look like the distribution of profitability of participants if the following projects and companies belonged to independent investors:

PORORO THE LITTLE PENGUIN

ANNUAL INCOME AT YOUTUBE \$3 000 000

NUMBER OF ISSUED TOKENS 10 000 000

TO THE DISTRIBUTION OF 80% INCOME \$2 480 000

1 TOKEN PER \$0.24

PRICE FOR 1 TOKEN from \$0.50

TOTAL ANNUAL INCOME 49.6 %

MASHA AND THE BEAR

CAPITALIZATION OF PROJECTS FOR ALL TIMES \$124 000 000

NUMBER OF ISSUED TOKENS 10 000 000

TO THE DISTRIBUTION OF 80% INCOME \$99 200 000

1 TOKEN PER \$9.92

PRICE FOR 1 TOKEN or \$0.50

TOTAL CAPITALIZATION FOR 1 TOKEN 1984 %

The indicators given here are conditional, but in this way we want to show you the market's capitalization opportunities.

Based on the above data, **ARQUTE G.A.S** together with potential holders of **AGAS** tokens can achieve great success in the field of entertainment content.

INITIAL COIN OFFERING

DISTRIBUTION OF TOKEN

All **AGAS** tokens issued are part of the **ARQUTE G.A.S.** By purchasing studio tokens, you become a co-owner of a multi-million dollar business. Each co-owner has the right to profit and participate in the management of the business. According to **ICO** results, each partner will receive a part of **ARQUTE G.A.S** profit according to his contribution.

DISTRIBUTION OF **PROFIT**

ARQUTE G.A.S will pay 80% of net profit to holders of **AGAS** tokens at the end of each calendar month. Another 15% of net profit will be channeled to the reserve fund, from which funds will be allocated for the development of existing projects and the creation of new ones. The remaining 5% of net profit will be sent to the reserve fund, from which the cost of maintaining the entire structure of **ARQUTE G.A.S** will be paid.

MANAGEMENT OF STUDIO

ARQUTE G.A.S is a Decentralized Autonomous Organization, and its owners are holders of **AGAS** token. The structure of **ARQUTE G.A.S** consists of different organizations that carry out the tasks of creating, promoting and monetizing products. The executive body is the administration, which manages the studio on behalf of the holders of the tokens. Decisions on important issues of the studio are made by voting among the holders of the tokens.

TERMS OF **PARTICIPATION**

Sales of **AGAS** tokens occur by crediting payment to the **Smart-Contract** purse, in return, tokens are sent to the sender's account. Income belonging to holders is distributed in equal shares and paid according to the actual number of tokens issued by transfers to purses for their holders.

BARGAINING

At each stage of primary emissions, a limited number of tokens is issued. When developing the limit is exceeded, it is frozen until the next stage begins. If the volume of tokens allocated to the stage has not been sold completely, it goes to the next stage and increases the volume of tokens in it. The sale of tokens is carried out until the entire volume is released (10,000,000), and is not time-limited.

INITIAL COIN OFFERING

SPECIAL CONDITIONS

AGAS

Short name of the token

20 000 ETH

Planned involvement

10 000 000

Total volume of tokens

9 000 000

Tokens for sale

2 000 000

Tokens for sale Pre-ICO

5 000 000

Tokens for sale ICO

2 000 000

Tokens for sale Pro-ICO

1000000

Distribution of Tokens

500 000

Tokens for the Founders

200 000

Tokens for bonuses

19.03.2018 - 15.04.2018

Pre-ICO period

16.04.2018 - 13.05.2018

ICO period

since 14.05.2018

Pro-ICO period

0.001 ETH

Price for 1 token on Pre-ICO

0.002 ETH

Price for 1 token on ICO

0.004 ETH

Price for 1 token on Pro-ICO

250 000

Tokens for the team

50 000

Developers of the Smart-Contract

OFFERS

One-time purchase / Additional tokens

500 - 999 tokens / +20 tokens

1000 - 4999 tokens / +100 tokens

5 000 - 9 999 tokens / +600 tokens

10 000 > tokens / +1 500 tokens

^{* -}Bonus tokens are calculated until the token reserve allocated for bonuses (200,000 tokens) is exhausted.

^{*-}Unallocated bonus tokens are transferred to team reserve.

BENEFIT

WHAT DOES THE TOKEN HOLDER GET?

- Share in the multimillion-dollar business of the profitable industry.
- The share of rights for all products produced by ARQUTE G.A.S.
- The share of the profit of all projects of ARQUTE G.A.S.
- The right to manage business through general voting on important issues.
- The ability to offer for consideration their stories and ideas for animated products.
- Guarantee of protection of property rights on the basis of their mass publication in the system of blockchain.
- Ability to dispose of the property right to transfer them to other users.
- Employment opportunities in ARQUTE G.A.S.
- Participation in corporate events.

ASSIGNMENT OF TITLES

To improve the efficiency of ARQUTE G.A.S, we have developed titles that are equivalent to contributing to the project. Titles give participants different opportunities: from access to the working area of the Studio - to the right to vote on the management of the Studio.

Regardless of the title, all participants receive the opportunity to vote and receive dividends.

			VOTE			VOTE			OFFER	TO VOTE
	TOKENS	PROFIT	ART	TO WORK TEAM	TO PROJECT TEAM	TO ADMIN OR BOSS	PROJECT			
SURFER	1 - 99	+	+	-	- /		-	-		
MEMBER	100 - 499	+	+	+	-	-	-	-		
TEAM-MATE	500 - 999	+	+	+	+	-	-	-		
MASTER	1000 - 4 999	+	+	+	+	+	-	-		
DIRECTOR	5 000 - 9 999	+	+	/+	+	+	+			
PRODUCER	10 000 >	+	+	+	+	+	+	+		

^{* -}Title can be obtained by summing purchases when a certain number of tokens is reached.

^{* -}When selling a part of the tokens, the title level drops to the current volume of tokens.

2011 May Foundation of the ARQUTE community 2017 September Preparing a project to launch ICO 2018 March 19th Launching of the Pre-ICO Developing a platform for managing the Studio 2018 April 16th Starting the ICO Launching the Preproduction of the first product Beginning of the Studio management platform 2018 May 14th Launching the Pro-ICO Creating a Studio structure Selecting the location of the head office **2018 June** Launching of the production of the first product 2018 September Launch of Post-production of the first product Launching the Studio Management Platform 2018 November

Launch of the first Studio product Beginning of marketing promotion of the product

2019

The beginning of profit on the first product
The beginning of profit distribution between the holders of
the tokens

Development and production of the following products

TERMINOLOGY AND DEFINITIONS

ARQUTE G.A.S Global Animation Studio of a new generation to create entertainment content.

Blockchain Electronic data, divided into blocks and multiplied for storage on online services and local computers.

Ethereum Platform for the creation of decentralized online services, working on the basis of Smart-Contracts based on the blockchain.

ETH Digital asset as a unit of the Ethereum platform.

Token A digital asset that gives the owner the right to use the services and rights assigned to him.

Token AGAS A digital asset containing the property right to intellectual property owned by ARQUTE G.A.S.

Token Holder A participant who acquired a token at the initial placement or received it upon distribution.

ICO Primary placement of Tokens. Includes 3 stages: Pre ICO, ICO and Pro ICO.

Pre ICO Presale of the primary placed tokens in large packages with a discount.

Pro ICO Final placement of tokens at an increased price.

Smart-Contract An electronic algorithm that describes a set of conditions, the execution of which leads to some events in the real world or in digital systems.

Wallet A piece of software located on-line or on local computers that allows the user to access his digital assets with a personal key.

MEMORANDUM B4A

- DAO Decentralized Autonomous Organization allows you to create an organizational and legal form in an online environment based on blockchain technology.
- Anyone can become a co-owner of a business without complex legal procedures by acquiring a digital asset placed in the technology of blockchain.
- The digital asset is acquired under the terms of the Smart Contract using the cryptocurrency and linked to the wallet address from which the funds were received.
- The digital asset reflects the intellectual property of the brand and any products produced under it.
- The property rights to own a digital asset are secured and guaranteed by mass publication in the technology of blockchain.
- Each digital asset has equal rights and contains a share of the selective vote.
- The digital asset affirms the right to participate in business management through general voting and to receive income from business activities.

