



THE COUNT

SEASON 01

FROM ACADEMY AWARD WINNER
JONATHAN SANGER

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WE KNOW WHERE THE AUDIENCE IS!

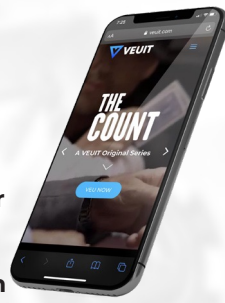


300M+ Targeted Audience

10 episodes made for a built-in audience

THE COUNT

1% Conversion Per Year at \$2.99
Per Episode
10 Episode Season



After 36 Months
Potentially \$300M gross return per season
(BEFORE DATA MINING)

30M Investment per season

- 10M Potential return from tax credits
- 15M Potential return from foreign sales
- 5M Potential return from product placement, product integration & sponsorship



Potential 100% recoup in 24 months before 1 person pays us \$2.99 to watch the show.

WE'VE ALREADY MADE 3 EPISODES!

With most investment in entertainment, you never know if the final product is going to be any good until you've already spent the money on producing the product.

In our case, the quality of the product is already proven!

Then once we've built our audience

There are a variety of additional revenue opportunities which could not only generate substantial value for The Count but could also increase its brand awareness and help promote the series.

Branded merchandise sold directly to fans:
5% of viewers; \$37 avg. price.



Production Costs	\$30,000,000	\$30,000,000	\$30,000,000	\$30,000,000
Foreign Sales	\$15,000,000	\$15,000,000	\$15,000,000	\$15,000,000
Tax Incentive/Rebates	\$10,000,000	\$10,000,000	\$10,000,000	\$10,000,000
Brand Integration/Product/Sponsorship	\$5,000,000	\$5,000,000	\$5,000,000	\$5,000,000
Downside Protection	\$30,000,000	\$30,000,000	\$30,000,000	\$30,000,000
Price Paid Per Episode	\$2.99	\$2.99	\$2.99	\$2.99
# of Episodes in Season 1	10	10	10	10
Gross Revenue / Viewer	\$30	\$30	\$30	\$30
Number of Viewers	2,500,000	5,000,000	10,000,000	20,000,000
Gross Revenue	\$75,000,000	\$150,000,000	\$300,000,000	\$600,000,000
Net Distributable Cash after \$30M recoup	\$75,000,000	\$150,000,000	\$300,000,000	\$600,000,000
Gross Ancillary Revenue				
MERCH Sales @ 5% conversion x \$37 - Year 1	\$4,625,000	\$9,250,000	\$18,500,000	\$37,000,000
MERCH Sales @ 5% conversion x \$37 - Year 2	\$5,781,250	\$11,562,500	\$23,125,000	\$46,250,000
MERCH Sales @ 5% conversion x \$37 - Year 3	\$7,226,563	\$14,453,125	\$28,906,250	\$57,812,500
MERCH Sales @ 5% conversion x \$37 - Year 4	\$9,033,203	\$18,066,406	\$36,132,813	\$72,265,625
Total MERCH Net Distributable Cash (@40% margin):	\$10,666,406	\$21,332,813	\$42,665,625	\$85,331,250
Total Net Distributable Cash	\$85,666,406	\$171,332,813	\$342,665,625	\$685,331,250
40% Paid to Investor after 100% recoup of \$30M investment	\$34,266,563	\$68,533,125	\$137,066,250	\$274,132,500

THEN WE INVITE OUR AUDIENCE TO JOIN US IN OUR ONLINE CASINO



Illustrative Online Gaming Revenue

Number of Viewers	2.5M	5.0M	10.0M	20.0M
Buyers (% of Viewers)	10%	10%	10%	10%
Implied # of Buyers	0.25M	0.5M	1.0M	2.0M
Gross Commissions @ \$50 each)	\$12.5M	\$25M	\$50M	\$100M
40% Paid to Investors	\$5.0M	\$10M	\$20M	\$40M

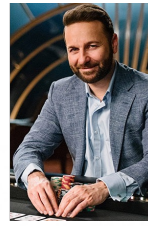
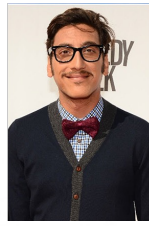
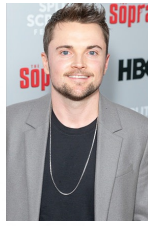
"The Count of Monte Cristo cordially invites you to join him in his private poker game!"

Poker/Black-Jack/Slots/Sports Book/Lotto/Fantasy/Merchandise/Experiences/Auctions/Tokens/NFT's

Combined Revenue Projections Paid to Investors

2.5M Viewers	5M Viewers	10M Viewers	20M Viewers
\$30M Views \$4.3M Merch \$5.0M Gaming	\$60M Views \$8.5M Merch \$10M Gaming	\$120M Views \$17M Merch \$20M Gaming	\$240M Views \$34M Merch \$40M Gaming
\$39.3M Combined Total	\$78.5M Combined Total	\$157M Combined Total	\$314M Combined Total

THE CAST OF THE COUNT WILL HAVE THEIR OWN CHANNELS ON VEUIT.COM



FANS OF THE SHOW CAN SUBSCRIBE & SUPPORT

	Season 1	Season 2	Season 3	Season 4
Production Cost The Count	\$30,000,000	\$30,000,000	\$30,000,000	\$30,000,000
<small>10 Episode Season Recoupable Expenses</small>				

	Season 1	Season 2	Season 3	Season 4
Downside Protection The Count				
Tax rebate	\$10,000,000	\$10,000,000	\$10,000,000	\$10,000,000
Foreign Sales	\$15,000,000	\$15,000,000	\$15,000,000	\$15,000,000
Brand Integration/Product/Sponsorship	\$5,000,000	\$5,000,000	\$5,000,000	\$5,000,000
Total Downside Protection	\$30,000,000	\$30,000,000	\$30,000,000	\$30,000,000

	Season 1	Season 2	Season 3	Season 4
No of Views Per Season The Count				
<small>10 Episodes Per Season 25% growth per season</small>				
Scenario A - Viewers of all 10 episodes	2,500,000	3,125,000	3,906,250	4,882,813
Scenario B - Viewers of all 10 episodes	5,000,000	6,250,000	7,812,500	9,765,625
Scenario C - Viewers of all 10 episodes	10,000,000	12,500,000	15,625,000	19,531,250
Scenario D - Viewers of all 10 episodes	20,000,000	25,000,000	31,250,000	39,062,500

	Season 1	Season 2	Season 3	Season 4
Revenue from Views Per Season The Count				
<small>10 Episodes Per Season \$29.99 per Episode</small>				
Price per Season	\$29.99	\$29.99	\$29.99	\$29.99
Scenario A - Viewers of all 10 episodes	\$74,750,000	\$93,437,500	\$116,796,875	\$145,996,094
Scenario B - Viewers of all 10 episodes	\$149,500,000	\$186,875,000	\$233,593,750	\$291,992,188
Scenario C - Viewers of all 10 episodes	\$299,000,000	\$373,750,000	\$467,187,500	\$583,984,375
Scenario D - Viewers of all 10 episodes	\$598,000,000	\$747,500,000	\$934,375,000	\$1,167,968,750

	Season 1	Season 2	Season 3	Season 4
Gross Ancillary Revenue The Count				
MERCH Sales @ 5% conversion x \$37 - Scenario A	\$4,625,000	\$5,781,250	\$7,226,563	\$9,033,203
MERCH Sales @ 5% conversion x \$37 - Scenario B	\$9,250,000	\$11,562,500	\$14,453,125	\$18,066,406
MERCH Sales @ 5% conversion x \$37 - Scenario C	\$18,500,000	\$23,125,000	\$28,906,250	\$36,132,813
MERCH Sales @ 5% conversion x \$37 - Scenario D	\$37,000,000	\$46,250,000	\$57,812,500	\$72,265,625
@ Gross Margin (40%)				

	Season 1	Season 2	Season 3	Season 4
Net Ancillary Revenue The Count				
MERCH Sales @ 5% conversion x \$37 - Scenario A	\$1,850,000	\$2,312,500	\$2,890,625	\$3,613,281
MERCH Sales @ 5% conversion x \$37 - Scenario B	\$3,700,000	\$4,625,000	\$5,781,250	\$7,226,563
MERCH Sales @ 5% conversion x \$37 - Scenario C	\$7,400,000	\$9,250,000	\$11,562,500	\$14,453,125
MERCH Sales @ 5% conversion x \$37 - Scenario D	\$14,800,000	\$18,500,000	\$23,125,000	\$28,906,250

	Season 1	Season 2	Season 3	Season 4
Gross Online Gaming Revenue The Count				
Online Gaming 10% conversion @ \$500 each - Scenario A	\$125,000,000	\$156,250,000	\$195,312,500	\$244,140,625
Online Gaming 10% conversion @ \$500 each - Scenario B	\$250,000,000	\$312,500,000	\$390,625,000	\$488,281,250
Online Gaming 10% conversion @ \$500 each - Scenario C	\$500,000,000	\$625,000,000	\$781,250,000	\$976,562,500
Online Gaming 10% conversion @ \$500 each - Scenario D	\$1,000,000,000	\$1,250,000,000	\$1,562,500,000	\$1,953,125,000
Less Platform charges (90%)				

	Season 1	Season 2	Season 3	Season 4
Net Online Gaming Revenue The Count				
Online Gaming 10% commission - Scenario A	\$12,500,000	\$15,625,000	\$19,531,250	\$24,414,063
Online Gaming 10% commission - Scenario B	\$25,000,000	\$31,250,000	\$39,062,500	\$48,828,125
Online Gaming 10% commission - Scenario C	\$50,000,000	\$62,500,000	\$78,125,000	\$97,656,250
Online Gaming 10% commission - Scenario D	\$100,000,000	\$125,000,000	\$156,250,000	\$195,312,500

	Season 1	Season 2	Season 3	Season 4
VEUIT Original Content Net Revenues The Count				
Scenario A - Grand Total	\$89,100,000	\$111,375,000	\$139,218,750	\$174,023,438
Scenario B - Grand Total	\$178,200,000	\$222,750,000	\$278,437,500	\$348,046,875
Scenario C - Grand Total	\$356,400,000	\$445,500,000	\$556,875,000	\$696,093,750
Scenario D - Grand Total	\$712,800,000	\$891,000,000	\$1,113,750,000	\$1,392,187,500