



Moviecash

Be Entertained. Be Rewarded.

Moviecash is all about Entertainment

- Mission is to disrupt the existing of model of QUIZ /TRIVIA , MOVIES , TALENT COMPETITION,, GAMING- & LOTTO , create big data & share the value /Wealth ,with VIEWERS & INVESTORS
 - Fans earn rewards/win prizes while being entertained or by taking part in quiz (*Moviecash Millionaire*) . playing is free. Lotto no Purchase .Its Crypto base . All viewers must have Wallet to get credit , available on rental / Subscription . Its all about DREAMS coming true!
 - Fans automatically get rewarded or get discount offers once they enter theaters ,malls, sports venues, concerts, or play Lotto & Quiz .Location base DATA.
 - Our tech identifies and validates when a fan has spent time at a venue.
- Movies | Concerts | QUIZ | Theme parks | Shopping | LOTTO,Festivals,WORLD's BEST , B to B Talent competition

About Us

Moviecash provides users rewards/prizes for participating in interactive quiz, watching movies/trailers/TV shows, and attending entertainment events.



Problem-Solution

QUIZ /Movies/Brands/ - Millennials,WORLD'S BEST TALENT, LOTTO

Problems

- Quiz /Trivia, hardly interactive ,neither provide players avenue to share their stories/talent live.Centralized. Production cost Jeopardy/, Who wants to be ..300k a episode very high .long wait & q for auditions
- Host NO-substance to keep players engaged, no stress buster , nor , inspiring., shared prizes - minuscule . 60 cents HQ Trivia ! Viewership crashing, 3 m to 200 k .Who Wants to be Millionaire 5.7 million 40%, India 24.9million ,50% view,few winners.All not rewarded. Payout -years
- Lotto ,, no more fun ! Money spent gone .Rare chance to win, Not live, everyday,dreams not fulfilled
- Fans ,no real time offers when receptive @ E venues.Lack of actionable DATA
- Sales dwindling at concession stand, ticket sales- going down. Theater advertisements reaching fewer audience.
- How to improve BO or TRP of under-performing movies/TV series/sports , etc.?? B to B Talent Competition dont exist

Solution

- QUIZ - **players -share stories/talent** - live , interactive, competitive environment. Chance to win BIG million \$ prizes.Rewards to all Players 5 K Prod cost. .LOTTO, LIVE ,Millions \$ & all earn rewards ,free to Play .Winners get J\$ & or Equity . Fulfill DREAMS. quick payout. Winners-Quiz & Lotto might realize higher value , on listing at exchanges GAME CHANGER
- Host - inspire players to change lifestyle - exercise, diet, fashion, meditation, makeup, travel, sports,. Engaging. *GAME CHANGER
- Brands reach millennials directly , - targeted promotion when products are most sought - Increased, sales.ACTIONABLE DATA ,GAME CHANGER
- Special QUIZ with **million \$ prizes/rewards & change BO / TRP** *GAME CHANGER
- E-venues -data- fans' needs, preferences, demands, potential clientel-**customizable experience better forecat**.TALENT COMPETITION, Directors & Talent, both

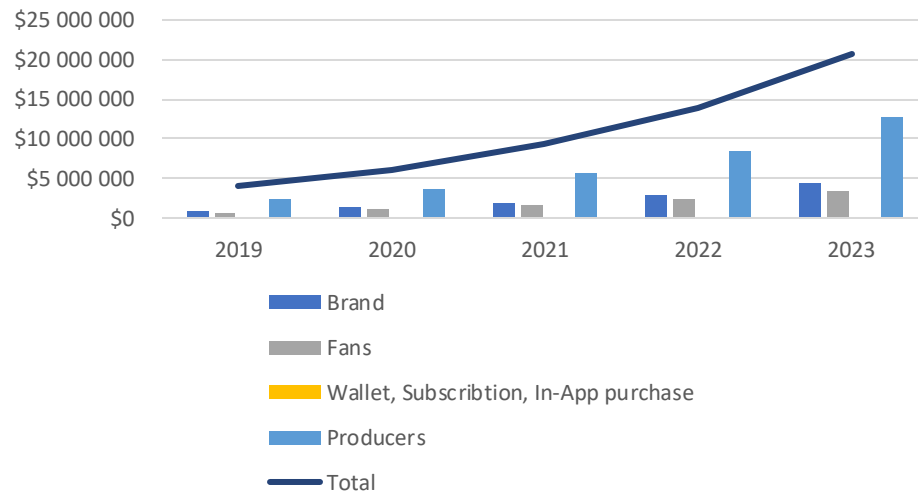
Our Growth and Traction

- **Beta Test** excellent results:
 - We launched beta campaign with \$30 budget social media marketing budget and received close to 3000 downloads Android only. NOW ISO ready too..
 - We had about 20 users that actually won our most basic reward t-shirts.
- **Infrastructure** setup:
 - We created 50 Billion units of our ERC-20 based cryptocurrency - Junomoneta
 - We have already created infrastructure for our quiz with a global team set up
- **Team** strong interest:
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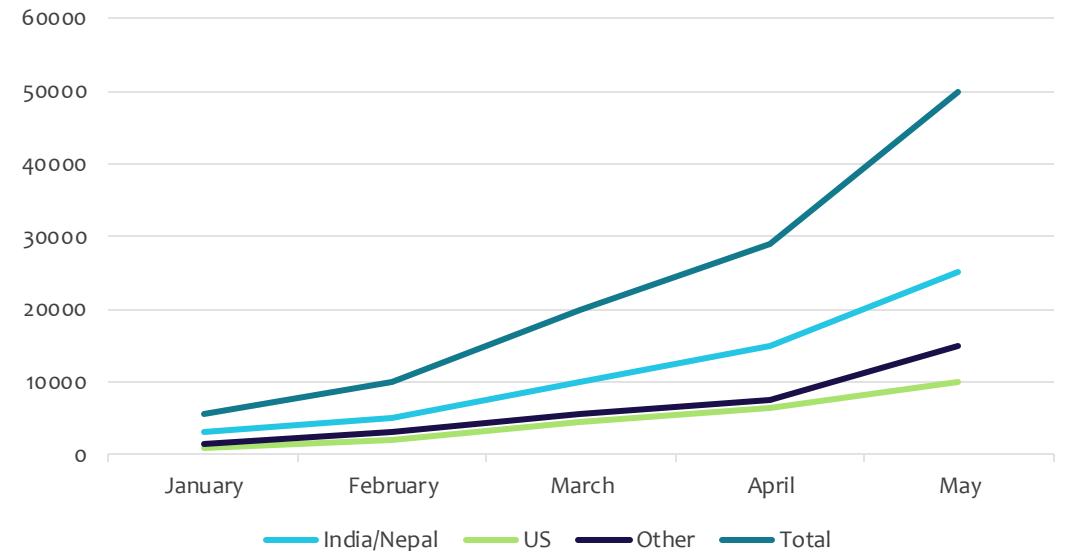
Traction and Revenue Growth

Multiple revenue drivers including: subscription, in-app purchase, brands, advertisements, producers (promotional questions from movies), sponsorship

Moviecash Revenue Projections

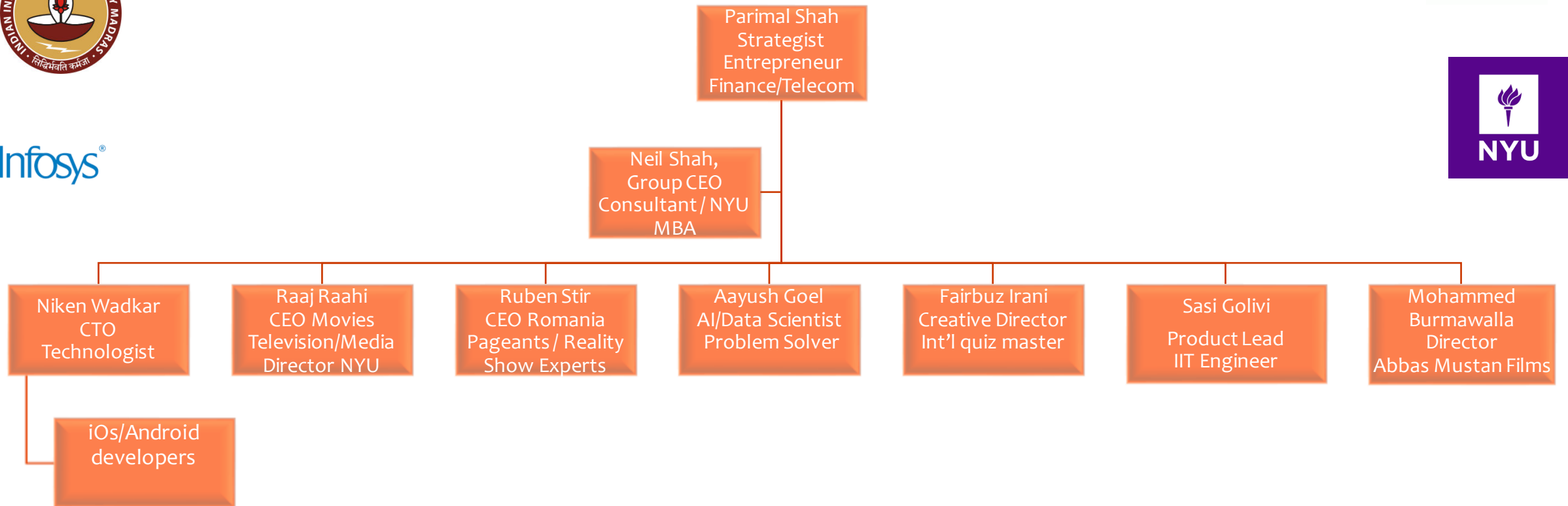


Moviecash growth (1st half 2019)



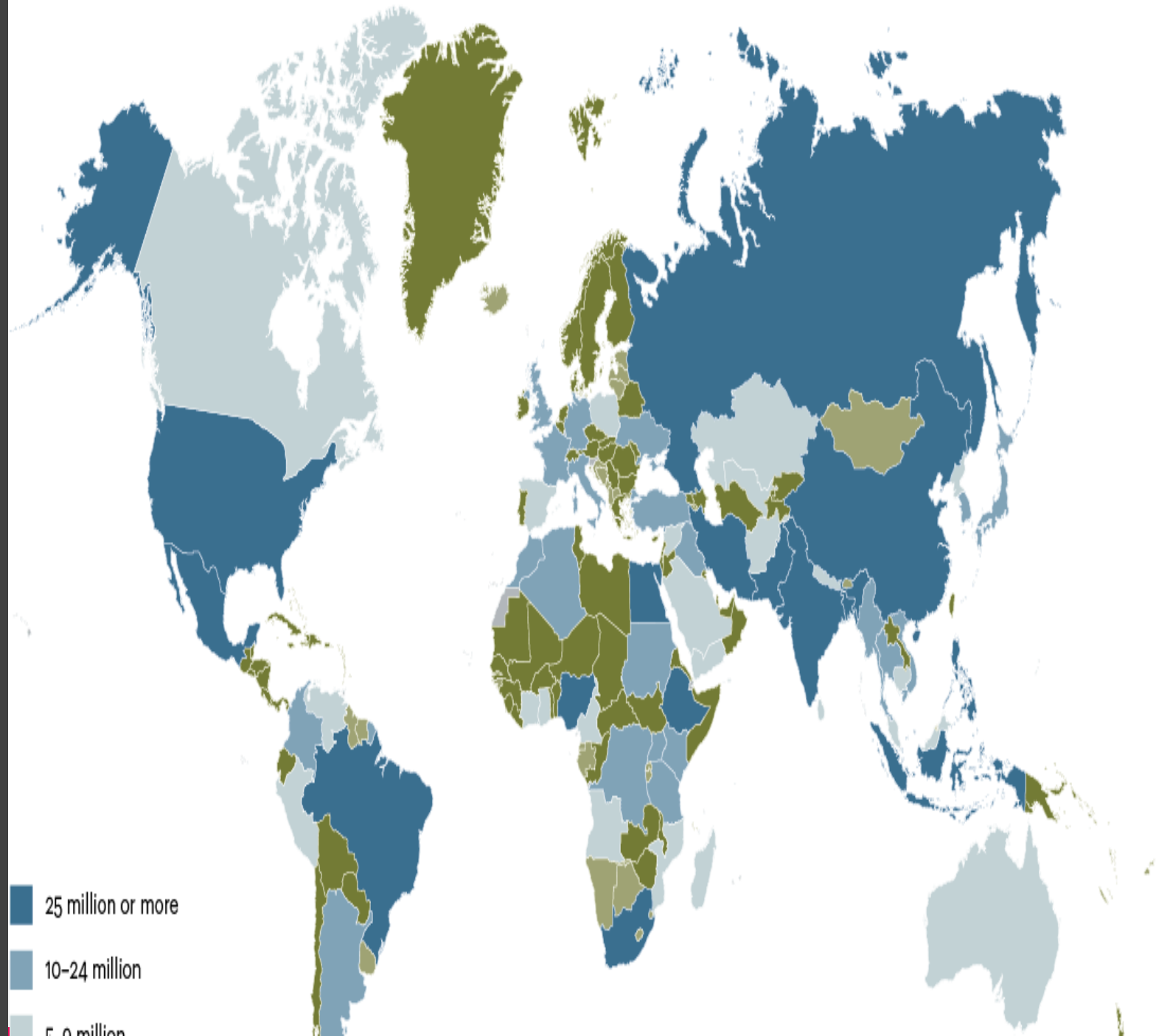
Moviecash Org Chart

Team consists of successful entrepreneurs, prominent leaders from entertainment industry, NYU/IIT graduates with Steve Pipenger as our legal advisor.

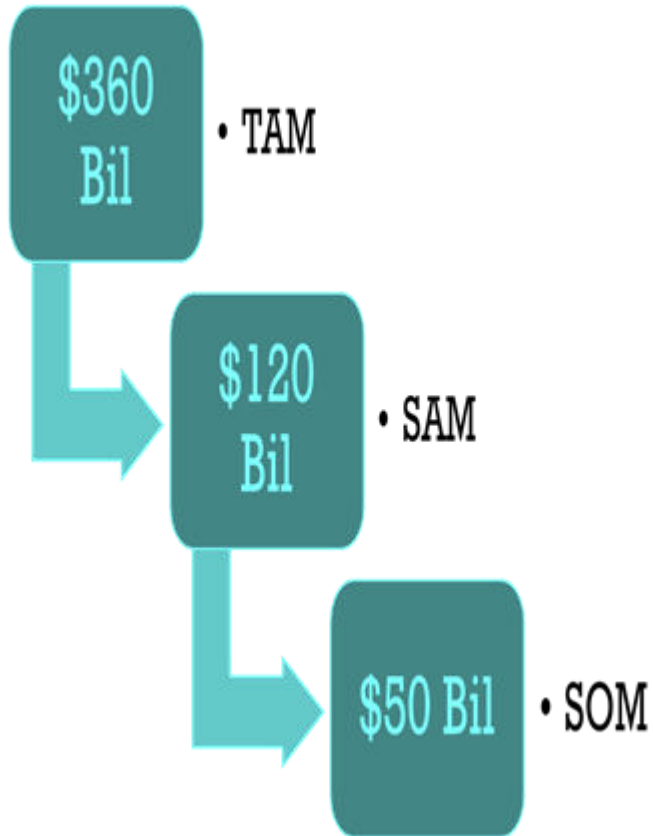


Market Segment

- Fully Engaged Fan: Our targeted fan is typically a millennial who likes to be entertained through movies/quiz/trailers, sports, visit concerts, and other entertainment events.
- A quarter of world's population is millennials. 9 out of 10 millennials live in the emerging economies. India has 440 million Millennials. (Source: Financial Times)
- Soon platform to broadcast movies, webseries, and documentaries will be available. World's Best , Talent Competition B to B



Market Size



In the short-term, millennials spend more freely than other generations

I spend money on...	Millennials (n=282)	Gen X (n=415)	Boomers (n=275)
National Total			
Taxis and Ubers	53%	29%	15%
Coffee that costs more than \$4 each	60%	40%	29%
The latest electronic gadget	76%	66%	49%
Clothes that I don't necessarily need	69%	53%	45%
Eating at one of the hot restaurants in town	79%	66%	56%
Going to see live music, sports or another event	73%	65%	55%

Q9 How would you describe your spending on the following items? [NET I spend as much as I want and I only let myself spend a certain amount]

Artificial Intelligence Use Cases - Location based data

It's where one goes defines that person.

Preference Analysis

Venue analysis

Demand prediction

Movie/Trailer Analysis

Box office prediction

Segmentation analysis (age group, location, etc.)

Consumer Analysis

Lifestyle analysis (interests, habits, food)

Sales prediction



Our Promise

Support the Community ,Keep Entertainment Alive,Make life better .

Rewards program - like frequent flier program, where fans, accumulate currency tokens

- Fans receive most relevant discounts, promotions, rewards, and prizes.. Quiz & Lotto winners win big prizes and everyone earns rewards. World's Best Winners get Movies,/ Shows contracts
- We strongly believe our platform will further bring enjoyment, smile to fans, and feeling of a community.





Thank You

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Junomoneta-Moviecash

