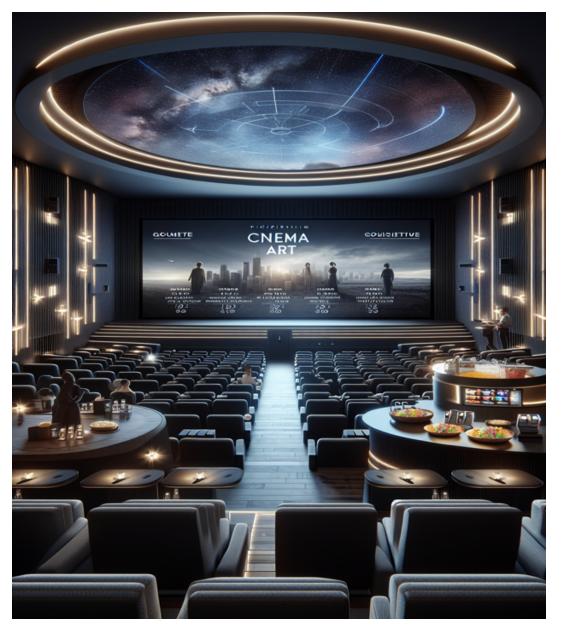


SilverScreen

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OUR VISION & MISSION

Our Mission

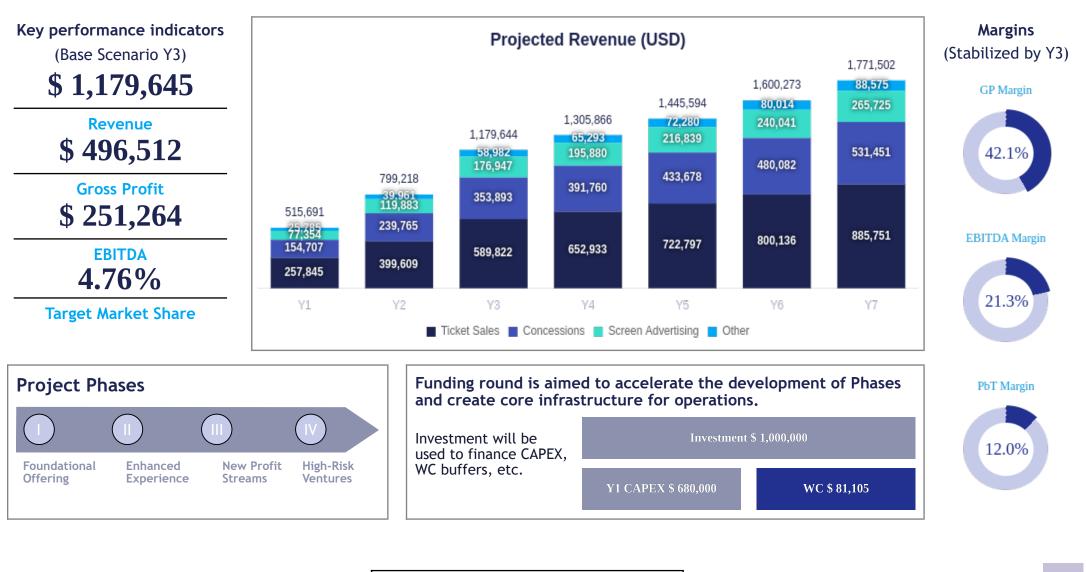
SilverScreen is dedicated to providing an exceptional cinematic experience by showcasing a diverse selection of films in a state-of-the-art environment. We focus on delivering high-definition visuals and premium sound systems, combined with plush seating, gourmet concessions, and unparalleled customer service. Our mission is to captivate and delight audiences of all ages by creating a comfortable and convenient movie-going experience that celebrates the art of cinema.

Our Vision

SilverScreen envisions becoming the premier destination for movie enthusiasts by continually setting new standards in the cinematic experience. In twenty years, we aspire to have created a vast network of theaters renowned for innovation, exceptional customer service, and an unwavering commitment to the art of cinema. Our vision is to be at the forefront of the industry, integrating the latest technological advancements and expanding our influence, making a lasting cultural impact, and fostering a global community of film lovers who share a passion for extraordinary storytelling and unforgettable movie experiences.

Summary Financials Dashboard

1 2 3 4 5 6 7 8 Executive Summary



Sources: Company's Prop Planning

September 2024

Executive Summary

4

About the Company: General Overview

1 2 3 4 5 6 7 8 General Overview



SilverScreen is a modern movie theater dedicated to providing an exceptional cinematic experience in a state- of- the- art environment. The company specializes in motion picture, video, and television programme activities, operating within the information and communication sector. SilverScreen features a diverse selection of the latest blockbusters, independent films, and classic favorites, all presented in high- definition with premium sound systems. At SilverScreen, the focus is on comfort and convenience, offering plush seating, gourmet concessions, and a welcoming atmosphere that enhances every film outing. With a commitment to exceptional customer service and a passion for the art of cinema, SilverScreen delivers a superior movie- going experience that captivates and delights audiences of all ages.

September 2024

Overview

5

The Main Phases: Projects & Impacts

1 2 3 4 5 6 7 General Overview



Core Phases of the Project

Product Impact on Core Stakeholders



Company & Product

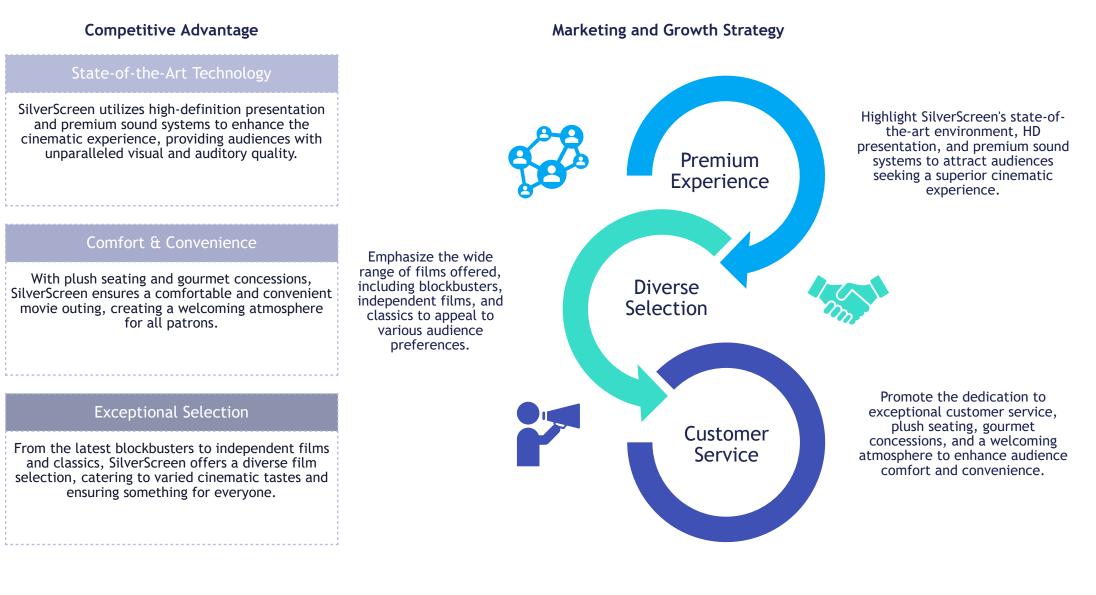
Main Stakeholder	Product Benefits
Customers	 Enjoy an elevated cinematic experience with high-definition visuals and premium sound. Access a diverse selection of films, including blockbusters, independent films, and classics. Benefit from loyalty programs and exceptional customer service for a more fulfilling movie-going experience.
Employees	 Work in a state-of-the-art environment that prioritizes innovation and customer satisfaction. Receive opportunities for growth and development through training and career advancement programs. Benefit from competitive salaries and a positive workplace culture.
Film Distributors	 Gain access to a platform that showcases a wide variety of films, increasing visibility and audience reach. Benefit from partnerships that promote exclusive content premieres and special screenings. Enjoy a reliable and high-quality exhibition venue for their film releases.
Suppliers	 Establish a long-term relationship with a growing and innovative theater chain. Benefit from consistent demand for high-quality products and services. Receive timely payments and clear communication to maintain a smooth supply chain.
Local Community	 Experience increased cultural enrichment and entertainment options within the community. Benefit from job creation and local economic stimulation through SilverScreen's operations. Enjoy community engagement initiatives and events hosted by SilverScreen.
Investors	 Potential for substantial returns on investment as SilverScreen expands and innovates. Confidence in a strong business model with multiple revenue streams and growth phases. Regular updates and transparency in business operations and performance metrics.
Filmmakers	 Opportunity to showcase their work in a premium theater setting with high audience engagement. Access to a diverse and expanding audience base interested in various film genres. Potential for collaboration in exclusive content premieres and special event screenings.

September 2024

ilverScreen

Key Performance Components





Key Performance Drivers

8

Target Groups



		Industries	Description
1	₩ C C C C C C C C C C C C C C C C C C C	Cinephiles	Movie enthusiasts who appreciate high-quality visuals, sound, and comfort, and are keen on experiencing both classic and contemporary films in the best possible environment.
П		Families	Parents and children looking for a convenient and enjoyable entertainment option that provides a variety of family-friendly film choices in a comfortable setting.
Ш		Couples	Partners seeking a premium date night experience with gourmet concessions and a luxurious ambiance that adds a romantic touch to their movie outings.
IV	25	Independent Film Fans	Audience members who have a strong interest in indie films and niche genres, seeking diverse film selections beyond mainstream blockbusters.
V		Tech Enthusiasts	Individuals fascinated by cutting-edge technology in cinematic experiences, such as virtual reality and augmented reality integrations offered in later phases of development.
VI	<u>ال</u>	Special Event Planners	Event planners looking for a unique venue to host private functions, corporate events, or special screenings with in-theater dining and bespoke services.
VII		Film Distributors and Studios	Industry professionals interested in partnering with SilverScreen for exclusive content premieres, special screenings, and exploring opportunities for film production and distribution.

SilverScreen

Painpoints & Solutions



	Solution from Phase I to Phase IV						
Painpoints	Subpar Visual Quality Many movie theaters struggle with outdated projection systems and screens that detract from the cinematic experience.	Poor Sound Experience Inadequate sound systems can result in muffled dialogue and lackluster audio that diminish the impact of a film.	Uncomfortable Seating Uncomfortable seating can make it difficult for audiences to fully enjoy a film, leading to a less satisfying experience.	Limited Film Choices Many theaters offer a narrow selection of films, focusing mainly on mainstream blockbusters.	Mediocre Customer Service Poor customer service can greatly impact the overall experience, leading to dissatisfaction and decreased loyalty.	Basic Concessions Standard concession offerings can be uninspiring and detract from the overall experience.	Lack of Loyalty Programs Without loyalty programs, it's challenging to retain regular customers and build a strong audience base.
Solution	SilverScreen's high- definition visuals ensure crystal- clear images that bring every frame to life with stunning clarity.	SilverScreen's premium sound systems deliver immersive audio that captures every detail, from subtle whispers to booming explosions.	SilverScreen offers plush seating that prioritizes comfort, allowing viewers to fully relax and enjoy the movie.	SilverScreen expands its film selection to include independent films and niche genres, catering to diverse audience preferences.	SilverScreen enhances customer service with trained staff dedicated to providing a welcoming and helpful environment.	SilverScreen improves concessions with gourmet options that elevate the snacking experience.	SilverScreen introduces loyalty programs that reward repeat customers and encourage continued patronage.

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Core Features of Phase I - II

Cyprus

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Strategic Analysis: SWOT

1 2 3 4 5 6 7 8 Company & Product



State-of-the-art projection and sound systems. Diverse film selection catering to varied tastes. Premium, comfortable seating enhances customer experience. Exceptional customer service focus. Gourmet concessions enhance the overall experience.

Wakinesses

Dreats

High operational costs due to advanced technology and premium services. Dependency on new film releases for revenue. Limited market presence compared to established competitors. High ticket prices may deter budget-conscious customers. Maintenance costs of highend equipment.

Expand to new locations or markets. Host special events and private screenings. Collaborate with local filmmakers for exclusive content. Explore loyalty programs to retain customers. Integrate digital platforms for promotions and ticket sales. Competition from streaming services. Economic downturns affecting discretionary spending. Potential shifts in film distribution models. Technological advancements increasing operational costs. Changes in movie-going habits and preferences.

SWOT Analysis

Pestel: Analysis

1 2 3 4 5 6 7 8 Company & Product

	E	e S		έ E	<u>× L</u>
Political 6 / 10	Economic 7 / 10	Social 7 / 10	Technological 9 / 10	Environmental 7 / 10	Legal 7 / 10
Regulations:	Consumer Spending:	Entertainment Trends:	Digital Projection:	Sustainability:	Intellectual Property:
Compliance with film rating and distribution laws.	Economic conditions affect disposable income for entertainment.	Pop culture influences movie preferences and audience attendance.	Investing in latest technology enhances viewing experience.	Eco-friendly practices in theater operations attract environmentally conscious consumers.	Protecting film copyrights ensures compliance and avoids legal issues.
Tax Policies:	Inflation:	Demographics:	Streaming Services:	Energy Consumption:	Labor Laws:
Tax incentives for arts and entertainment can enhance profitability.	Rising costs of goods/ services may impact ticket and concession pricing.	Age and diversity of local population drive film selection.	Competition from streaming platforms affects theater attendance.	Efficient energy use lowers operational costs.	Adherence to employment standards ensures smooth operation.

SilverScreen is poised to offer an unparalleled cinematic experience. By addressing PESTEL factors, the company can capitalize on market opportunities and mitigate potential operational risks, ensuring sustained growth and customer satisfaction.

Scores reflect the relative importance and potential impact of each PESTEL factor on the business

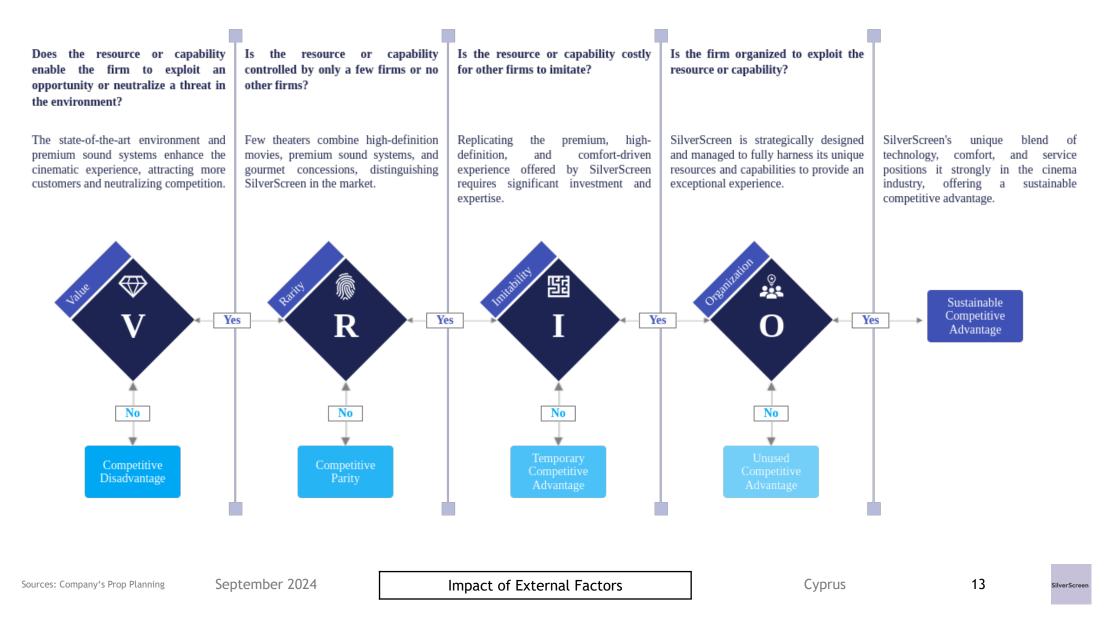
Impact of External Factors



VRIO Framework: Analysis

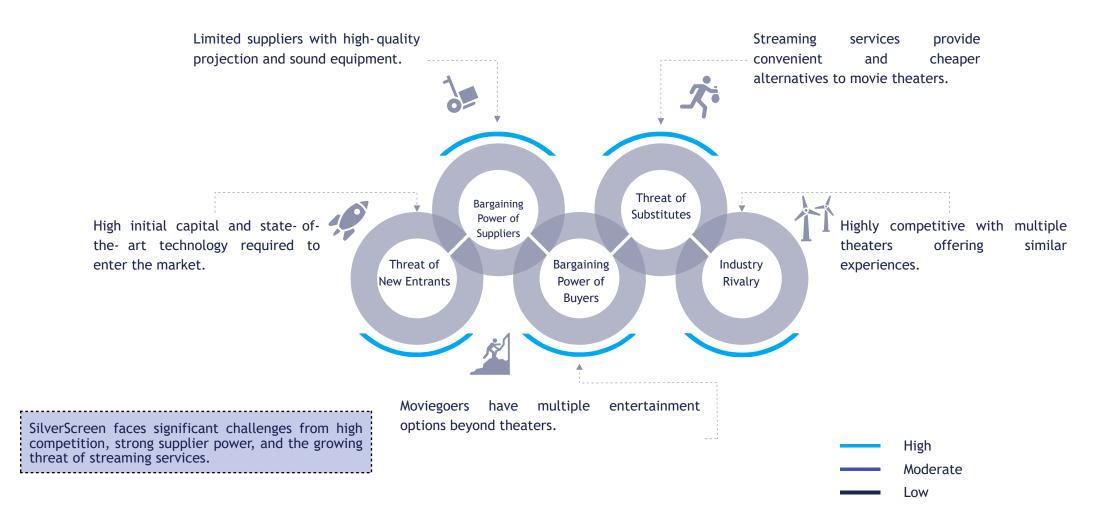
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Company & Product



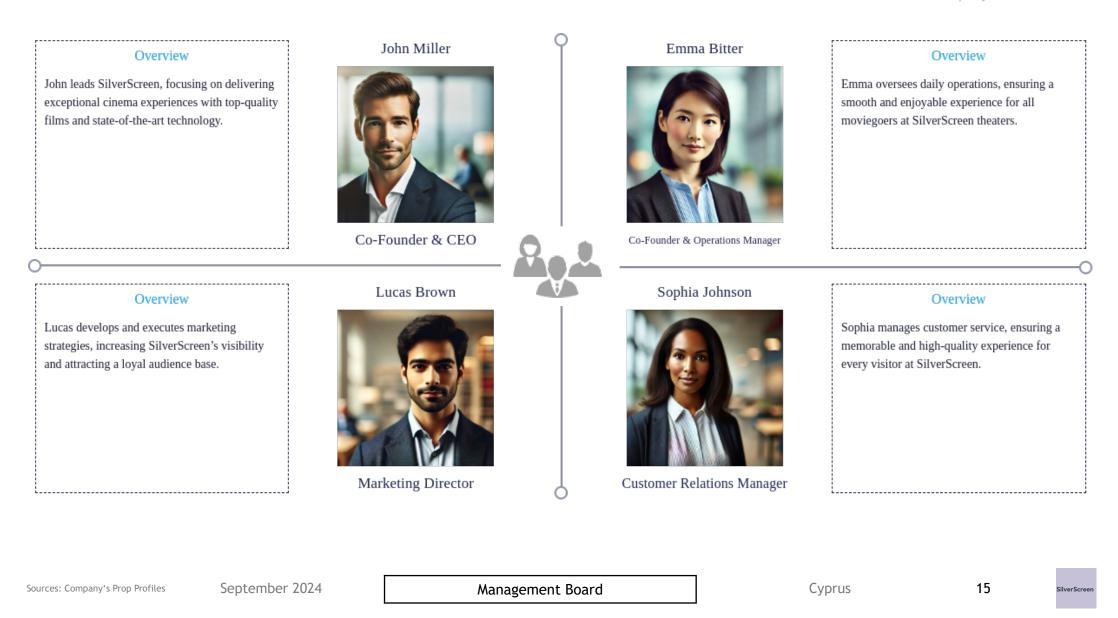
Porter's Five Forces: Analysis





Management Team

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History & Roadmap

1 2 3 4 5 6 7 8 Check List & Risk



Sources: Company's Prop Vision

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Road so Far

Cyprus

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Silver

Organizational and Marketing Tasks

1 2 3 4 5 6 7 8

#	Check List Item	Status	Priority	Area	ETA
Gene	eral Planning and Organization				
1	Register Business Name	Not Started	High	CEO	1 week
2	Develop Business Plan	Not Started	High	CEO	2 weeks
3	Secure Initial Funding	Not Started	High	CFO	1 month
4	Select Theater Location	Not Started	High	C00	3 months
5	Hire Key Personnel	Not Started	High	СРО	2 months
6	Set Up Legal Structure	Not Started	High	CEO	1 month
7	Establish Tech Infrastructure	Not Started	Medium	СТО	2 months
8	Create Corporate Branding	Not Started	Medium	СМО	3 weeks
Mark	eting				
1	Develop Comprehensive Marketing Plan	Not Started	High	СМО	2 weeks
2	Launch Website and Mobile App	Not Started	High	СТО	1 month
3	Establish Social Media Presence	Not Started	Medium	СМО	1 month
4	Develop Brand Identity and Logo	Not Started	High	СВО	2 weeks
5	Initiate Email Marketing Campaigns	Not Started	Medium	СМО	1 month
6	Organize Grand Opening Event	Not Started	High	C00	2 months
7	Partner with Local Businesses for Promotions	Not Started	Medium	CRO	1 month
8	Execute PR Campaign	Not Started	Medium	CSO	1 month

Overview of Phases

1 2 3 4 5 6 7 8

#	Check List Item	Status	Priority	Area	ETA
Phase	e 1 & Technical Set Up for next Phases				
1	Secure High-Definition Projectors and Premium Sound Systems	Not Started	High	C00	2 months
2	Design and Install Plush Seating	Not Started	High	СРО	3 months
3	Negotiate Blockbuster Film Licenses	Not Started	High	CRO	1 month
4	Schedule Classic Films for Screening	Not Started	Medium	CRO	1 month
5	Set Up Energy-Efficient Lighting and Climate Control	Not Started	Medium	C00	2 months
6	Develop Ticket Booking System	Not Started	High	СТО	2 months
7	Implement Customer Feedback Mechanism	Not Started	Medium	СМО	1 month
8	Hire and Train Staff for Operations	Not Started	High	СОО	3 months
Phase	e 2				
1	Expand Film Selection to Include Independent Films	Not Started	High	СРО	2 months
2	Improve Customer Service Training Programs	Not Started	Medium	C00	3 months
3	Upgrade Concession Offerings	Not Started	High	СМО	2 months
4	Implement Loyalty Programs	Not Started	Medium	CRO	4 months
5	Introduce Niche Genre Screenings	Not Started	High	CPO	3 months
6	Evaluate and Enhance Seating Comfort	Not Started	Medium	C00	2 months
7	Launch Marketing Campaigns for Loyalty Programs	Not Started	High	СМО	3 months
8	Gather and Analyze Customer Feedback	Not Started	Medium	CSO	1 month

Overview of Phases

1 2 3 4 5 6 7 8

#	Check List Item	Status	Priority	Area	ETA
Phase	e 3				
1	Implement In-Theater Dining Services	Not Started	High	C00	3 months
2	Launch Virtual Reality Experiences	Not Started	High	СТО	4 months
3	Establish Private Event Hosting	Not Started	Medium	СВО	2 months
4	Develop Partnerships with Streaming Services	Not Started	High	CRO	5 months
5	Schedule Exclusive Content Premieres	Not Started	Medium	СМО	2 months
6	Enhance and Diversify Concession Offerings	Not Started	Medium	СРО	3 months
7	Introduce Specialty Screening Events	Not Started	Low	СВО	4 months
8	Analyze and Optimize New Revenue Streams	Not Started	High	CFO	6 months
Phas	e 4				
1	Research and Develop Augmented Reality Integration	Not Started	High	СТО	6 months
2	Explore Film Production Opportunities	Not Started	High	СРО	12 months
3	Investigate International Market Expansion	Not Started	Medium	CSO	9 months
4	Develop Partnerships with Emerging Technology Providers	Not Started	Medium	CIO	8 months
5	Analyze Potential for Film Distribution Division	Not Started	High	C00	10 months
6	Organize Pilot AR Cinematic Events	Not Started	Medium	СМО	7 months
7	Evaluate Financial Risks and Opportunities of High-Risk Ventures	Not Started	High	CFO	5 months
8	Assess Feasibility of Exclusive AR Film Screenings	Not Started	Medium	CRO	6 months

Core Risks & Mitigation Strategies



Check List & Risk

1. Operation and maintenance risks

#	Risk Type	Area	Mitigation Strategy
1	Equipment Downtime	C00	Schedule regular maintenance and have backup projectors and sound systems available to minimize disruption.
2	Supply Chain Disruptions	СРО	Develop relationships with multiple suppliers and maintain a buffer stock of essential items.
3	Technological Obsolescence	СТО	Invest in ongoing technology upgrades and stay informed about industry advancements to ensure state-of-the-art facilities.
4	Staff Turnover	C00	Implement comprehensive training programs and offer competitive benefits to retain skilled employees.
5	Health and Safety Hazards	CSO	Conduct regular safety drills and inspections to ensure compliance with health and safety regulations.

2. Regulatory and legal risks

#	Risk Type	Area	Mitigation Strategy
1	Data Privacy Regulations	CIO	Implement robust data protection protocols and regular audits to ensure compliance with data privacy laws such as GDPR and CCPA.
2	Licensing and Copyright Issues	CRO	Secure all necessary licenses and avoid unauthorized use of protected content by closely collaborating with legal experts and licensing agencies.
3	Health and Safety Compliance	C00	Adopt industry-standard health and safety practices and undergo regular inspections to comply with local and national health regulations.
4	Advertising and Promotion Regulations	СМО	Ensure all marketing strategies comply with the regulations set by advertising authorities and avoid false or misleading promotions.

Core Risks & Mitigation Strategies

3. S	3. Strategic/Market Risk				
#	Risk Type	Area	Mitigation Strategy		
1	Market Competition	СМО	Differentiate offerings and enhance customer experience		
2	Changing Consumer Preferences	CPO	Adapt film selections and services quickly		
3	Content Supply Fluctuations	C00	Develop strong partnerships with film distributors		
4	Economic Downturn	CFO	Optimize costs and diversify revenue streams		
5	Technological Disruptions	СТО	Invest in cutting-edge cinema technologies		
4. F	inance risk				
#	Risk Type	Area	Mitigation Strategy		
1	Cash Flow Shortages	CFO	Maintain a cash reserve and diversify revenue sources.		
2	Overexpansion	C00	Conduct thorough market research before expansion.		
3	Revenue Fluctuations	CFO	Implement flexible pricing and diversify offerings.		
4	High Operational Costs	C00	Optimize efficiency and negotiate better supplier terms.		
5	Credit Risk	CFO	Regularly review and manage credit policies.		
5. C	Other general risk				
#	Risk Type	Area	Mitigation Strategy		
1	Brand Reputation	CMO	Monitor customer feedback and respond quickly.		
2	Economic Downturn	CFO	Diversify revenue streams.		
3	Technological Advancements	СТО	Stay updated with tech trends.		
4	Market Competition	CEO	Differentiate with unique offerings.		
5	Customer Preferences	CPO	Conduct regular market research.		

SilverScree

4 5 6 7 8

2 3

Market Overview (TAM, SAM and SOM)

Users, Market & Inv.

1 2 3 4 5 6 7 8

Ct.

Target Available Market (TAM)	Motion picture projection activities Subindustry	\$ 20,223,157 \$ 20,223,157 Source: TAM is based on third party market estimation provided by IBIS World. CAGR is based on open source web research. Expected CAGR for industry is 10.70%
		Ś
Service Available Market (SAM)	1.70%	SilverScreen, as a modern, state-of-the-art movie theater in Cyprus, can realistically capture a modest yet notable share of the TAM. Given its emphasis on high-quality cinematic experiences and customer service, it can attract a dedicated local audience. Factoring in the competition, operating environment,
Service Obtainable Market Y1-Y3 (SOM	Year 7 710 00000%	SilverScreen, a modern movie theater in Cyprus, competes within a fragmented market. With \$1M in capital, excellent customer service, and superior technology, the theater is poised to capture a realistic market share. Considering competition, market dynamics, and initial resources, estimates forecast obtaining

Funding Allocation

The funding will be used to finance the CAPEX and cash deficit from Year 1 operations, aiming to expedite the development process. In subsequent years the company plans to sustain operations without requiring major additional capital injection. Table below presents the overview of expected inflows and outflows.

The total investment required is \$ 1,000,000

Y1 Cash Flow Streem(USD)	Inflows	Outlows
Gross Profit	217,054	
Payroll Expenses		46,412
Rent & Utilities		25,785
Marketing and Branding		10,314
Communication Expenses		5,157
Capex		680,000
Legal and Professional Fees		5,157
Training and Development		5,157
Other Miscellaneous		4,074
Office supplies		2,578
Representation and Entert.		2,578
CAPEX & WC shortage	Y1	570,158
Buffer		429,842
Total Required Investmen	t(USD)	1,000,000

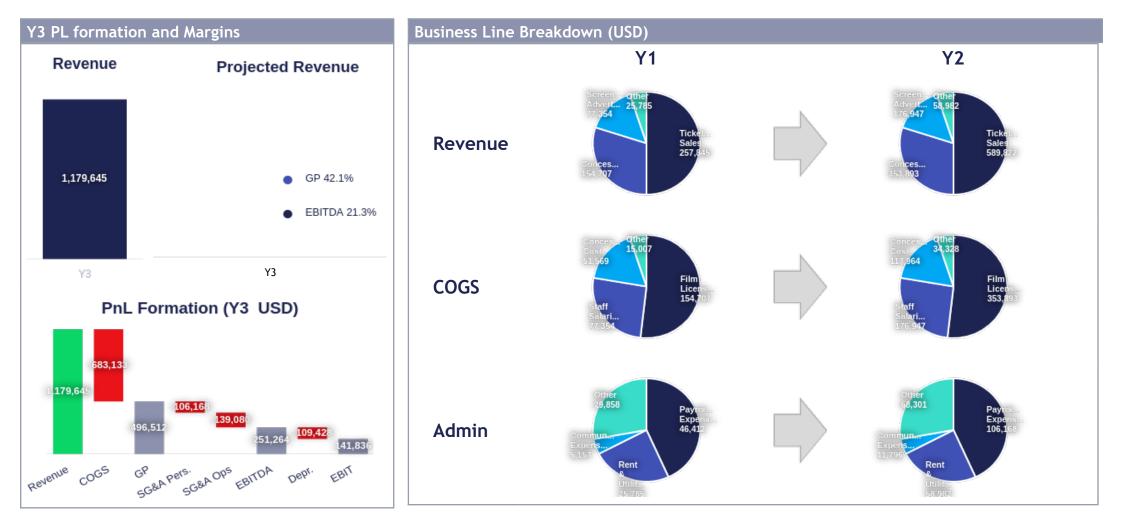


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SilverScre

Financials **Dashboard**

1 2 3 4 5 6 7 8 Financial Projection



September 2024

Summery Financials

Cyprus

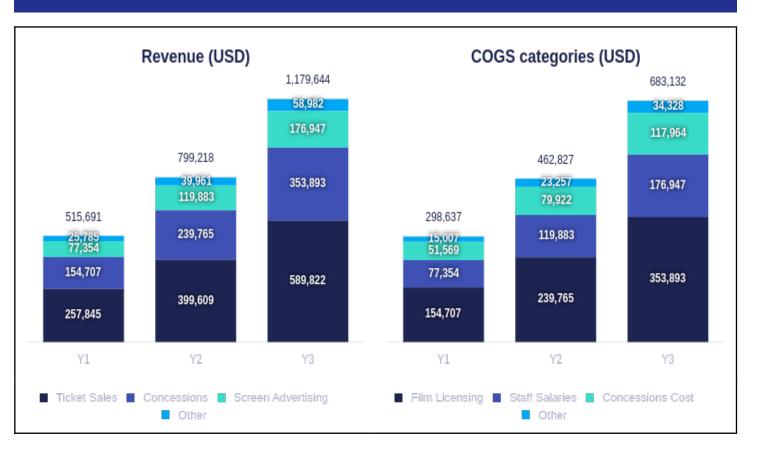
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SilverScreer

Revenue Formation Narrative

SilverScreen is well-positioned to dominate the movie theater industry in Cyprus with its high-quality cinematic experiences and stellar customer service. Within an addressable market of 20,223,157 USD, we have conservatively estimated that SilverScreen can capture a 1.7% share of the market (SAM). This estimate considers the competition, the local market environment, and our operational capabilities, making a SAM of 1.7% both attainable and pragmatic. For the first three years, our serviceable obtainable market (SOM) is projected to grow steadily. In the first year, SilverScreen is expected to secure 1.5% of the market, translating into 515,690.5 USD in revenue given the initial investment and market conditions. By the second year, an increase to 2.1% share will result in revenue rising to 799,217.14 USD, and by the third year, a 2.8% market share is expected to drive revenue up to 1,179,644.5 USD . This growth is driven by our unique value proposition and strategic capital deployment. The primary revenue streams include Ticket Sales (50.00%), Concessions (30.00%), Screen Advertising (15.00%), and Other sources (5.00%). Our commitment to providing top-notch movie-going experiences will ensure continued growth and increased market capture over the projected period.

\$ 1,179,645 Projected Revenue



Revenue at Glance

1 2 3 4 5 6 7 8

Financial Projection

4.76% Market share

SilverScre

Revenue Calculation Details

1 2 3 4 5 6 7 8

Financial Projection

Revenue Formation	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	Y1	Y2	Y3
Ticket Sales	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%	50.00%
Concessions	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%
Screen Advertising	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%
Other	5.00%	5.00%	5.00%	5.00%	5.00 %	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%

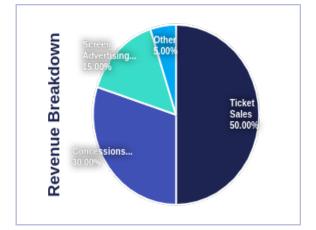
Ticket Sales	16,115	16,115	16,115	19,338	19,338	19,338	23,636	23,636	23,636	26,859	26,859	26,859	257,845	399,609	589,822
Concessions	9,669	9,669	9,669	11,603	11,603	11,603	14,181	14,181	14,181	16,115	16,115	16,115	154,707	239,765	353,893
Screen Advertising	4,835	4,835	4,835	5,802	5,802	5,802	7,091	7,091	7,091	8,058	8,058	8,058	77,354	119,883	176,947
Other	1,612	1,612	1,612	1,934	1,934	1,934	2,364	2,364	2,364	2,686	2,686	2,686	25,785	39,961	58,982
Total Revenue (USD)	32,231	32,231	32,231	38,677	38,677	38,677	47,272	47,272	47,272	53,718	53,718	53,718	515,691	799,217	1,179,645

Total revenue is expected to reach \$ 1,179,645 by year 3. Main revenue driver are:

• Ticket Sales which generates \$ 589,822 by Year 3

• Concessions which generates \$ 353,893 by Year 3

Expected CAGR for total Revenue in Y1-Y3 is 51.24 %



Revenue at Glance

COGS Calculation Details

1 2 3 4 5 6 7 8

Financial Projection

COGS Formation	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	Y1	Y2	Y3
Film Licensing	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%	30.00%
Staff Salaries	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%	15.00%
Concessions Cost	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%	10.00%
Other	2.91%	2.91%	2.91%	2.91%	2.91%	2.91%	2.91%	2.91%	2.91 %	2.91%	2.91%	2.91%	2.91%	2.91%	2.91%

Film Licensing	9,669	9,669	9,669	11,603	11,603	11,603	14,181	14,181	14,181	16,115	16,115	16,115	154,707	239,765	353,893
Staff Salaries	4,835	4,835	4,835	5,802	5,802	5,802	7,091	7,091	7,091	8,058	8,058	8,058	77,354	119,883	176,947
Concessions Cost	3,223	3,223	3,223	3,868	3,868	3,868	4,727	4,727	4,727	5,372	5,372	5,372	51,569	79,922	117,964
Other	938	938	938	1,125	1,125	1,125	1,376	1,376	1,376	1,563	1,563	1,563	15,007	23,257	34,328
Total COGS (USD)	18,665	18,665	18,665	22,398	22,398	22,398	27,375	27,375	27,375	31,108	31,108	31,108	298,636	462,827	683,132

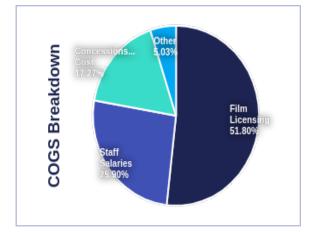
Total COGS is expected to reach \$ 683,132 by year 3.

Main revenue driver are:

• Film Licensing which generates \$ 353,893 by Year 3

• Staff Salaries which generates \$ 176,947 by Year 3

Expected CAGR for total COGS in Y1-Y3 is 51.24 %



COGS at Glance

SG&A Calculation Details

1 2 3 4 5 6 7 8

Financial Projection

OPEX Formation	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	Y1	Y2	Y3
Payroll Expenses	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%	9.00%
Rent & Utilities	5.00 %	5.00 %	5.00%	5.00%	5.00 %	5.00%	5.00%	5.00%	5.00%	5.00%	5.00%	5.00 %	5.00 %	5.00%	5.00%
Communication Expenses	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00 %	1.00%	1.00%
Office supplies	0.50%	0.50 %	0.50%	0.50%	0.50%	0.50%	0.50%	0.50%	0.50%	0.50 %	0.50 %	0.50%	0.50 %	0.50%	0.50%
Legal and Professional Fees	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00 %	1.00%	1.00%
Marketing and Branding	2.00 %	2.00%	2.00%	2.00%	2.00%	2.00%	2.00%	2.00%	2.00%	2.00%	2.00 %	2.00 %	2.00 %	2.00%	2.00%
Representation and Entertainment	0.50 %	0.50%	0.50%	0.50%	0.50 %	0.50%									
Training and Development	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%	1.00%
Other Miscellaneous	0.79 %														

Payroll Expenses	2,901	2,901	2,901	3,481	3,481	3,481	4,254	4,254	4,254	4,835	4,835	4,835	46,412	71,930	106,168
Rent & Utilities	1,612	1,612	1,612	1,934	1,934	1,934	2,364	2,364	2,364	2,686	2,686	2,686	25,785	39,961	58,982
Communication Expenses	322	322	322	387	387	387	473	473	473	537	537	537	5,157	7,992	11,796
Office supplies	161	161	161	193	193	193	236	236	236	269	269	269	2,578	3,996	5,898
Legal and Professional Fees	322	322	322	387	387	387	473	473	473	537	537	537	5,157	7,992	11,796
Marketing and Branding	645	645	645	774	774	774	945	945	945	1,074	1,074	1,074	10,314	15,984	23,593
Representation and Entertainment	161	161	161	193	193	193	236	236	236	269	269	269	2,578	3,996	5,898
Training and Development	322	322	322	387	387	387	473	473	473	537	537	537	5,157	7,992	11,796
Other Miscellaneous	255	255	255	306	306	306	373	373	373	424	424	424	4,074	6,314	9,319
Total SG&A (USD)	6,701	6,701	6,701	8,041	8,041	8,041	9,828	9,828	9,828	11,168	11,168	11,168	107,212	166,157	245,248

SG&A at Glance

PaT Expectations

1 2 3 4	5 6	78
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Financial Projection

Income Statement (USD)	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	Y1	Y2	Y3
Revenue	32,231	32,231	32,231	38,677	38,677	38,677	47,272	47,272	47,272	53,718	53,718	53,718	515,691	799,217	1,179,645
Ticket Sales	16,115	16,115	16,115	19,338	19,338	19,338	23,636	23,636	23,636	26,859	26,859	26,859	257,845	399,609	589,822
Concessions	9,669	9,669	9,669	11,603	11,603	11,603	14,181	14,181	14,181	16,115	16,115	16,115	154,707	239,765	353,893
Screen Advertising	4,835	4,835	4,835	5,802	5,802	5,802	7,091	7,091	7,091	8,058	8,058	8,058	77,354	119,883	176,947
Other	1,612	1,612	1,612	1,934	1,934	1,934	2,364	2,364	2,364	2,686	2,686	2,686	25,785	39,961	58,982
COGS	-18,665	-18,665	-18,665	-22,398	-22,398	-22,398	-27,375	-27,375	-27,375	-31,108	-31,108	-31,108	-298,636	-462,827	-683,132
Film Licensing	-9,669	-9,669	-9,669	-11,603	-11,603	-11,603	-14,181	-14,181	-14,181	-16,115	-16,115	-16,115	-154,707	-239,765	-353,893
Staff Salaries	-4,835	-4,835	-4,835	-5,802	-5,802	-5,802	-7,091	-7,091	-7,091	-8,058	-8,058	-8,058	-77,354	-119,883	-176,947
Concessions Cost	-3,223	-3,223	-3,223	-3,868	-3,868	-3,868	-4,727	-4,727	-4,727	-5,372	-5,372	-5,372	-51,569	-79,922	-117,964
Other	-938	-938	-938	-1,125	-1,125	-1,125	-1,376	-1,376	-1,376	-1,563	-1,563	-1,563	-15,007	-23,257	-34,328
Gross Profit	13,566	13,566	13,566	16,279	16,279	16,279	19,897	19,897	19,897	22,610	22,610	22,610	217,054	336,390	496,512
SG&A Personal Expenses	-2,901	-2,901	-2,901	-3,481	-3,481	-3,481	-4,254	-4,254	-4,254	-4,835	-4,835	-4,835	-46,412	-71,930	-106,168
SG&A Operating Expenses	-3,800	-3,800	-3,800	-4,560	-4,560	-4,560	-5,573	-5,573	-5,573	-6,333	-6,333	-6,333	-60,800	-94,228	-139,080
EBITDA	6,865	6,865	6,865	8,238	8,238	8,238	10,069	10,069	10,069	11,442	11,442	11,442	109,842	170,233	251,264
Depreciation	-9,119	-9,119	-9,119	-9,119	-9,119	-9,119	-9,119	-9,119	-9,119	-9,119	-9,119	-9,119	-109,429	-109,429	-109,429
EBIT	-2,254	-2,254	-2,254	-881	-881	-881	950	950	950	2,323	2,323	2,323	414	60,805	141,836
Interest Expense	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Profit before Tax	-2,254	-2,254	-2,254	-881	-881	-881	950	950	950	2,323	2,323	2,323	414	60,805	141,836
Тах	270	270	270	106	106	106	-114	-114	-114	-279	-279	-279	-50	-7,297	-17,020
Profit after Tax (USD)	-1,983	-1,983	-1,983	-775	-775	-775	836	836	836	2,044	2,044	2,044	364	53,508	124,815

Profit after Tax

Balance Sheet Statement

1 2 3 4 5 6 7	8
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Financial Projection

Balance Sheet (USD)	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	Y1	Y2	Y3
Cash & Cash Equivalents	275,970	282,835	285,587	287,759	295,997	298,751	300,732	310,801	316,757	322,133	333,574	347,420	347,420	474,640	649,954
Accounts Receivable	32,231	32,231	32,231	38,677	38,677	38,677	47,272	47,272	47,272	53,718	53,718	53,718	53,718	83,252	122,880
Inventory	18,665	18,665	22,398	22,398	22,398	27,375	27,375	27,375	31,108	31,108	31,108	28,927	28,927	42,696	71,160
Prepaid Expenses	1,900	1,900	2,280	2,280	2,280	2,787	2,787	2,787	3,167	3,167	3,167	2,945	2,945	4,346	7,244
Deferred Tax Assets	270	541	811	917	1,023	1,129	1,015	901	787	508	229	-	-	-	-
Current Assets	329,036	336,171	343,307	352,031	360,375	368,718	379,180	389,135	399,090	410,633	421,796	433,009	433,009	604,933	851,237
Projection Equipment	196,667	193,333	190,000	186,667	183,333	180,000	176,667	173,333	170,000	166,667	163,333	160,000	160,000	120,000	80,000
Sound Systems	148,214	146,429	144,643	142,857	141,071	139,286	137,500	135,714	133,929	132,143	130,357	128,571	128,571	107,143	85,714
Seating and Interior Design	178,500	177,000	175,500	174,000	172,500	171,000	169,500	168,000	166,500	165,000	163,500	162,000	162,000	144,000	126,000
Concession Equipment	147,500	145,000	142,500	140,000	137,500	135,000	132,500	130,000	127,500	125,000	122,500	120,000	120,000	90,000	60,000
Non-Current Assets	670,881	661,762	652,643	643,524	634,405	625,286	616,167	607,048	597,929	588,810	579,690	570,571	570,571	461,143	351,714
Total Assets	999,917	997,933	995,950	995,554	994,779	994,004	995,347	996,182	997,018	999,442	1,001,486	1,003,580	1,003,580	1,066,076	1,202,951
Accounts Payable	1,900	1,900	1,900	2,280	2,280	2,280	2,787	2,787	2,787	3,167	3,167	3,167	3,167	4,908	7,244
Short-Term Loans	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Accrued Interest Expenses	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Deferred Tax Liabilities	-	-	-	-	-	-	-	-	-	-	-	50	50	7,297	17,020
Current Liabilities	1,900	1,900	1,900	2,280	2,280	2,280	2,787	2,787	2,787	3,167	3,167	3,216	3,216	12,204	24,264
Loans and other borrowings	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Non-Current Liabilities	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Total Liabilities	1,900	1,900	1,900	2,280	2,280	2,280	2,787	2,787	2,787	3,167	3,167	3,216	3,216	12,204	24,264
Paid-In Capital	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000	1,000,000
Retained Earnings	-	-	-	-	-	-	-	-	-	-	-	-	-	364	53,872
Current Period Earnings	-1,983	-3,967	-5,950	-6,726	-7,501	-8,276	-7,440	-6,604	-5,768	-3,724	-1,680	364	364	53,508	124,815
Total Equity	998,017	996,033	994,050	993,274	992,499	991,724	992,560	993,396	994,232	996,276	998,320	1,000,364	1,000,364	1,053,872	1,178,687

Balance Sheet

Cash Flow Statement - Direct

1 2 3 4 5 6 7 8

Financial Projection

Cash Flow Statement - Direct (USD)	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	Y1	Y2	Y3
Initial Balance	299,435	275,970	282,835	285,587	287,759	295,997	298,751	300,732	310,801	316,757	322,133	333,574		347,420	474,640
Cash from sales of goods/services	·	32,231	32,231	32,231	38,677	38,677	38,677	47,272	47,272	47,272	53,718	53,718	461,973	769,683	1,140,017
Payments to employees/vendors	-23,466	-25,366	-29,098	-30,059	-30,439	-35,416	-36,696	-37,203	-40,936	-41,896	-42,276	-40,095	-431,608	-641,012	-954,508
Advances paid/received		-	-380		-	-507	-	-	-380			222	-2,945	-1,402	-2,898
Taxes paid	-	-	-	-	-	-	-	-	-	-	-	-	-	-50	-7,297
Interest paid	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
CF from Operating Activities	-23,466	6,865	2,752	2,172	8,238	2,754	1,981	10,069	5,956	5,376	11,442	13,845	27,420	127,220	175,315
Acquisition of															
Projection Equipment	-	-	-	-	-	-	-	-	-	-	-	-	-200,000	-	-
Sound Systems	-	-	-	-	-	-	-	-	-	-	-	-	-150,000	-	-
Seating and Interior Design	-	-	-	-	-	-	-	-	-	-	-	-	-180,000	-	-
Concession Equipment	-	-	-		-	-	-	-	-	-	-	-	-150,000	-	-
CF from Investing Activities	-	-	-	-	-	-		-	-	-	-	-	-680,000	-	-
Loans received / paid	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Investments received / paid	-	-	-	-	-	-	-	-	-	-	-	-	1,000,000	-	-
CF from Financing activities	-	-	-		-	-		-	-	-	-	-	1,000,000		-
Ending Balance	275,970	282,835	285,587	287,759	295,997	298,751	300,732	310,801	316,757	322,133	333,574	347,420	347,420	474,640	649,954

Assumptions:

- invoices are paid in 30 days;

- inventory is built for the next month;

- salaries are paid in the same month;

- half of admin expenses except salaries is prepaid;

- half of admin expenses except salaries is paid in 30 days;

- interest expenses are paid in the next month.

Cash Flow Statement - Indirect

1 2 3 4 5 6 7 8

Financial Projection

Cash Flow Statement - Indirect (USD)	M1	M2	M3	M4	M5	M6	M7	M8	M9	M10	M11	M12	Y1	Y2	Y3
Initial Balance	299,435	275,970	282,835	285,587	287,759	295,997	298,751	300,732	310,801	316,757	322,133	333,574		347,420	474,640
EBIT	-2,254	-2,254	-2,254	-881	-881	-881	950	950	950	2,323	2,323	2,323	414	60,805	141,836
∆ Receivables & Prepaids	-32,231	-	-380	-6,446	-	-507	-8,595	-	-380	-6,446	-	222	-56,662	-30,936	-42,525
∆ Payables	1,900	-	-	380	-	-	507	-	-	380	-	-	3,167	1,741	2,336
Δ Inventory		-	-3,733		-	-4,977			-3,733		-	2,181	-28,927	-13,769	-28,464
∆ Depreciation	9,119	9,119	9,119	9,119	9,119	9,119	9,119	9,119	9,119	9,119	9,119	9,119	109,429	109,429	109,429
Tax Paid		-	-	-	-		-	-	-	-	-	-	-	-50	-7,297
Interest Expenses		-	-		-				-		-	-			-
CF from Operating Activities	-23,466	6,865	2,752	2,172	8,238	2,754	1,981	10,069	5,956	5,376	11,442	13,845	27,420	127,220	175,315
Acquisition of															
Projection Equipment	-	-	-		-	-	-	-	-		-	-	-200,000	-	-
Sound Systems	-	-	-	-	-	-	-	-	-	-	-	-	-150,000	-	-
Seating and Interior Design	-	-	-		-	-	-	-	-		-	-	-180,000	-	-
Concession Equipment	-	-	-		-	-	-	-	-		-	-	-150,000	-	-
CF from Investing Activities	-		-	-		-	-		-	-			-680,000	-	
Loans received / paid	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Investments received / paid	-	-	-	-	-	-	-	-	-		-	-	1,000,000	-	-
CF from Financing activities					-	-		-	+	-	-		1,000,000		-
Ending Balance	275,970	282,835	285,587	287,759	295,997	298,751	300,732	310,801	316,757	322,133	333,574	347,420	347,420	474,640	649,954

Assumptions:

- invoices are paid in 30 days;

- inventory is built for the next month;

- salaries are paid in the same month;

- half of admin expenses except salaries is prepaid;

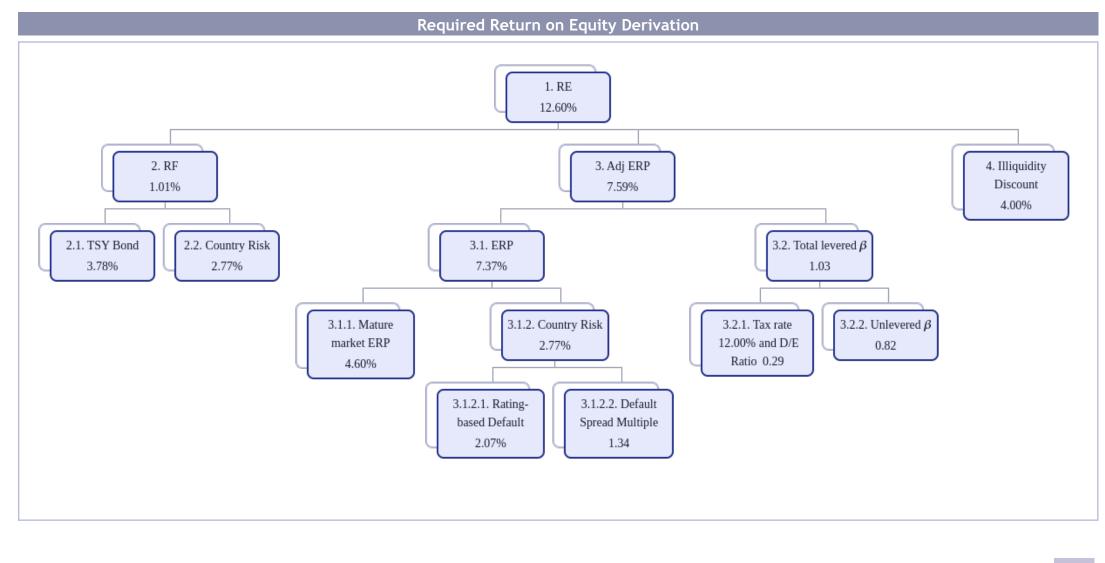
- half of admin expenses except salaries is paid in 30 days;

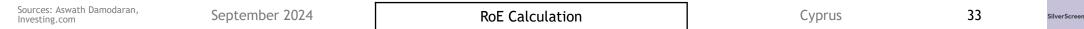
- interest expenses are paid in the next month.

Cost of Capital Estimation

1 2 3 4 5 6 7 8

Business Valuation





Cost of Capital: CAPM Inputs

1 2 3 4 5 6 7 8 Business Valuation

Methodology

Weighted Average Cost of Capital is calculated using Capital Asset Pricing Model (CAPM). Since the company is purely equity funded the WACC is equal to its Required Return on Equity R(E). The main research inputs used in calculations are based on studies published by professor at Stern School of Business Aswath Damodaran. Return on Equity R(E) is $R(E)=R(F)+\beta * (ERP)$, where: R(F) is Risk Free Rate. The basis for calculation of R(F) is the average of the yield of USD 30 Year TSY Bond. The horizon. ERP is Mature Market Equity Risk Premium. It incorporates market estimates for Rating-Based Default Spread and Default Spread Multiple (β) is average equity betas of corresponding industries. Despite the company has no debt, the unlevered beta was levered with industry average figures to reflect the long-term D/E ration in the capital structure. Additionally, Illiquidity Risk Premiumof 4% is added to the estimated Return on Equity to reflect risk associated with firm being Privately Held vs Publicly Traded Companies.

Additional Assumptions

To calculate the companies Firm Value, its future Free Cash Flow to Equity (FCFE) is discounted using estimated Required Return on Equity.

The 3rd-year projected cash flow is used as a representation of the long-term Free Cash Flow to the Equity (FCFE). This approach may understate the valuation because cash flows are expected to grow more aggressively in the first 10 years, and the growth from years 4 to 10 is not reflected in this calculation. Long-term growth rate of 5% is applied.

After discounting the cashflows and measuring the Firm Value it is adjusted to historical estimate of Start-up firm's survival rate. The allows to incorporate risk of start-ups fails.

Survival of new establishments founded in 1998

	Pre	oportion of f	ïrms that we	re started in	1998 that si	urvived throi	ugh
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7
Natural resources	82.33%	69.54%	59.41%	49.56%	43.43%	39.96%	36.68%
Construction	80.69%	65.73%	53.56%	42.59%	36.96%	33.36%	29.96%
Manufacturing	84.19%	68.67%	56.98%	47.41%	40.88%	37.03%	33.91%
Transportation	82.58%	66.82%	54.70%	44.68%	38.21%	34.12%	31.02%
Information	80.75%	62.85%	49.49%	37.70%	31.24%	28.29%	24.78%
Financial activities	84.09%	69.57%	58.56%	49.24%	43.93%	40.34%	36.90%
Business services	82.32%	66.82%	55.13%	44.28%	38.11%	34.46%	31.08%
Health services	85.59%	72.83%	63.73%	55.37%	50.09%	46.47%	43.71%
Leisure	81.15%	64.99%	53.61%	43.76%	38.11%	34.54%	31.40%
Other services	80.72%	64.81%	53.32%	43.88%	37.05%	32.33%	28.77%
All firms	81.24%	65.77%	54.29%	44.36%	38.29%	34.44%	31.18%

http://pages.stern.nyu.edu/~adamodar/New_Home_Page/datafile/ctryprem.html

https://pages.stern.nyu.edu/~adamodar/pdfiles/papers/ younggrowth.pdf http://pages.stern.nyu.edu/~adamodar/

Sources: Aswath Damodaran, Investing.com

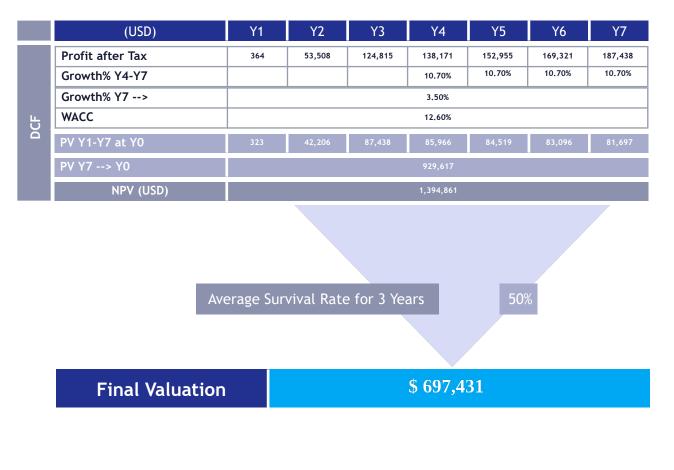
September 2024

RoE Calculation

Cyprus

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Business Valuation



1 2 3 4 5 6 7 8 Business Valuation

The valuation is conducted using the Discounted Cash Flow (DCF) method. In this method, the projected cash flows for a period of 7 years, along with a terminal value, are discounted at a rate of 12.60 % to determine the Firm Value.

Starting from year 3 onwards, the cash flows are estimated to grow at a rate of 10.70 %, which is consistent with the market Compound Annual Growth Rate (CAGR) trend. Beyond year 7, the cash flows are assumed to grow at a long-term growth rate of 3.50 %.

To account for the inherent risks associated with a start-up venture, the Firm Value is adjusted using the historical survival rate of newly established firms. As indicated by the study conducted by Aswath Damodaran, there was approximately 50% probability of survival for Information sector companies. This adjustment allows to incorporate the risk profile of the business and provide a more comprehensive assessment of its value.

It is important to note that if the company can successfully navigate through its initial three years of operation, it is expected to have a significantly higher likelihood of becoming a going concern. This underscores the importance of demonstrating resilience and establishing a solid foundation during the critical early stages of the business.

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Scenario Analysis: Narrative

Scenario analysis explores how external and internal factors influence key assumptions in financial planning. By analyzing potential positive and negative outcomes, company can better anticipate risks and opportunities when evaluating their future cash flows and overall valuation.

КРІ	Scenario	Narrative	KPI affected by
Revenue	Positive	This scenario reflects a favorable market environment or a strategic breakthrough, leading to higher projected revenue. It showcases the potential rewards of scaling and innovative approaches.	higher by 15%
	Negative	This scenario accounts for challenging conditions such as economic downturns or market disruptions, forecasting a potential revenue decrease. It emphasizes the importance of adaptability and risk management.	lower by 15%
COGS	Positive	This scenario demonstrates the benefits of operational efficiency or cost-saving strategies, resulting in reduced COGS. It highlights the value of innovation in supply chain and operations.	lower by 20%
	Negative	This scenario addresses rising costs due to external pressures, resulting in an increase in COGS. It underlines the need for proactive cost- control measures.	higher by 20%
Discount	Positive	This scenario assumes a decrease in the discount rate (RoE) due to improved market conditions, lower perceived risk, or favorable macroeconomic factors. A lower discount rate increases the present value of future cash flows, enhancing the company's valuation.	lower by 10%
Rate (RoE)	Negative	This scenario models an increase in the discount rate (RoE) driven by higher market risk, macroeconomic instability, or industry-specific challenges. A higher discount rate reduces the present value of future cash flows, decreasing the company's valuation.	higher by 10%

Sources: Company's Prop Information

September 2024

Scenario Analysis

Silver

Scenario Analysis: Results

Scenario analysis explores how external and internal factors influence key assumptions in financial planning. By analyzing potential positive and negative outcomes, company can better anticipate risks and opportunities when evaluating their future cash flows and overall valuation.

	Scenario Anal	ysis	晶 Rev	enue	CO CO	GS	Discount Rate		
∆t∆	KPIs	Base	Positive	Negative	Positive	Negative	Positive	Negative	
t	Revenue	no impact	15%	-15%	no impact	no impact	no impact	no impact	
Input	COGS	no impact	no impact	no impact	-20%	20%	no impact	no impact	
1	RoE	no impact	-10%	10%					
	Revenue Y3	\$ 1,179,645	\$ 1,356,591	\$ 1,002,698	\$ 1,179,645	\$ 1,179,645	\$ 1,179,645	\$ 1,179,645	
	Gross Profit Y3	\$ 496,512	\$ 570,989	\$ 422,036	\$ 633,139	\$ 359,886	\$ 496,512	\$ 496,512	
	GP Margin	42%	42%	42%	54%	31%	42%	42%	
Output	EBITDA Y3	\$ 251,264	\$ 288,954	\$ 213,575	\$ 387,891	\$ 114,638	\$ 251,264	\$ 251,264	
Out	EBITDA Margin	21%	21%	21%	33%	10%	21%	21%	
	Net Profit Y3	\$ 124,815	\$ 157,982	\$ 91,649	\$ 245,047	\$ 4,584	\$ 124,815	\$ 124,815	
	Profit Margin	11%	12%	9%	21%	0%	11%	11%	
	Final Valuation	\$ 697,431	\$ 892,407	\$ 502,454	\$ 1,404,229	-\$ 9,368	\$ 829,001	\$ 598,506	

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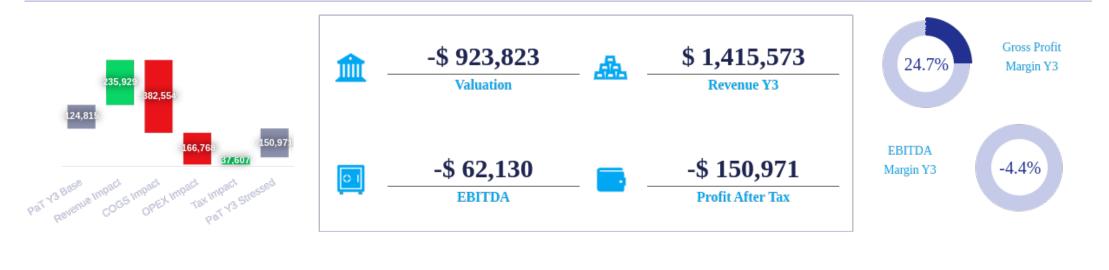
Stress Test: Growth Under Pressure



Stress tests provide a comprehensive view of how businesses might perform under extreme conditions, enabling better preparation for the uncertainties of real-world challenges.

Scenario Name	Story]	KPIs impact		
Growth Under	This scenario explores the challenges of managing rapid growth while dealing with operational bottlenecks. A surge in demand and revenue places significant strain on supply chains and internal processes. Despite achieving higher sales volumes, inefficiencies in scaling lead to		Revenue Higher by 20%	COGS Higher by 30%	
Pressure	increased costs and a heightened risk perception, keeping the discount rate elevated. 'Growth Under Pressure' examines how businesses can balance seizing growth opportunities while investing in infrastructure, talent, and systems to support scalability.		OPEX Higher by 40%	Discount Rate unaffected	

Results



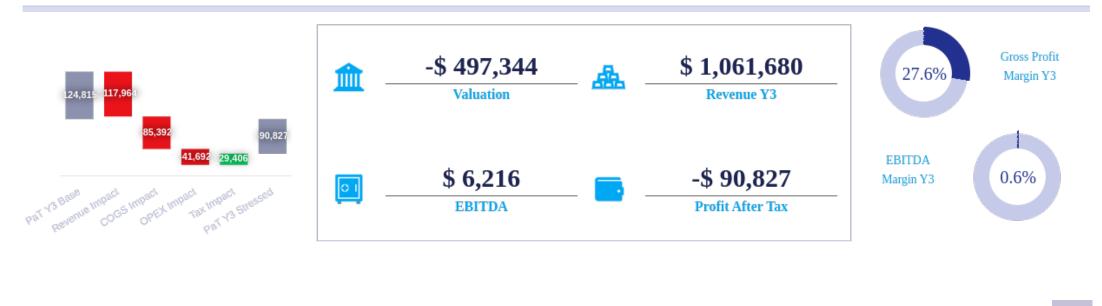
Stress Test: The Perfect Storm



Stress tests provide a comprehensive view of how businesses might perform under extreme conditions, enabling better preparation for the uncertainties of real-world challenges.

Scenario Name	Story	KPIs impact		
The Perfect Storm	This scenario simulates the convergence of adverse market conditions and rising operational challenges. A sharp downturn in market demand coincides with increased costs due to inflation and supply chain disruptions. The combination results in a dual hit to both top-line revenue and operational margins. Additionally, external factors such as economic instability elevate the discount rate, amplifying the pressure on future cash flows. Businesses facing 'The Perfect Storm' must focus on resilience through diversified revenue streams, cost-control measures, and	Revenue Lower by 10%	COGS Higher by 25%	
Storin	contingency planning.	OPEX Higher by 30%	Discount Rate Higher by 10%	

Results



Sources: Company's Prop Information September 2024 Stress Tests Cyprus 39 silverscree

Sensitivity Analysis: SAM & SOM

								/						
				SA	١M			SOM						
		-20%	-10%	-5%	5%	10%	20%	-9%	-6%	-3%	3%	6%	9%	
	Y1	\$ 412,552	\$ 464,121	\$ 489,906	\$ 541,475	\$ 567,260	\$ 618,829	\$ 469,278	\$ 484,749	\$ 500,220	\$ 531,161	\$ 546,632	\$ 562,103	
Revenue	Y2	\$ 639,374	\$ 719,295	\$ 759,256	\$ 839,178	\$ 879,139	\$ 959,061	\$ 727,288	\$ 751,264	\$ 775,241	\$ 823,194	\$ 847,170	\$ 871,147	
	Y3	\$ 943,716	\$ 1,061,680	\$ 1,120,662	\$ 1,238,627	\$ 1,297,609	\$ 1,415,573	\$ 1,073,476	\$ 1,108,866	\$ 1,144,255	\$ 1,215,034	\$ 1,250,423	\$ 1,285,813	
G	Y1	\$ 173,643	\$ 195,349	\$ 206,201	\$ 227,907	\$ 238,760	\$ 260,465	\$ 197,519	\$ 204,031	\$ 210,543	\$ 223,566	\$ 230,077	\$ 236,589	
Gross	Y2	\$ 269,112	\$ 302,751	\$ 319,571	\$ 353,210	\$ 370,030	\$ 403,669	\$ 306,115	\$ 316,207	\$ 326,299	\$ 346,482	\$ 356,574	\$ 366,666	
Profit	Y3	\$ 397,210	\$ 446,861	\$ 471,687	\$ 521,338	\$ 546,164	\$ 595,815	\$ 451,826	\$ 466,722	\$ 481,617	\$ 511,408	\$ 526,303	\$ 541,198	
	Y1	42%	42%	42%	42%	42%	42%	42%	42%	42%	42%	42%	42%	
GP Margin	Y2	42%	42%	42%	42%	42%	42%	42%	42%	42%	42%	42%	42%	
	Y3	42%	42%	42%	42%	42%	42%	42%	42%	42%	42%	42%	42%	
	Y1	\$ 87,874	\$ 98,858	\$ 104,350	\$ 115,334	\$ 120,826	\$ 131,810	\$ 99,956	\$ 103,252	\$ 106,547	\$ 113,137	\$ 116,433	\$ 119,728	
EBITDA	Y2	\$ 136,187	\$ 153,210	\$ 161,722	\$ 178,745	\$ 187,257	\$ 204,280	\$ 154,912	\$ 160,019	\$ 165,126	\$ 175,340	\$ 180,447	\$ 185,554	
	Y3	\$ 201,011	\$ 226,138	\$ 238,701	\$ 263,827	\$ 276,391	\$ 301,517	\$ 228,650	\$ 236,188	\$ 243,726	\$ 258,802	\$ 266,340	\$ 273,878	
EDITO A	Y1	21%	21%	21%	21%	21%	21%	21%	21%	21%	21%	21%	21%	
EBITDA	Y2	21%	21%	21%	21%	21%	21%	21%	21%	21%	21%	21%	21%	
Margin	Y3	21%	21%	21%	21%	21%	21%	21%	21%	21%	21%	21%	21%	
	Y1	-\$ 18,968	-\$ 9,302	-\$ 4,469	\$ 5,197	\$ 10,030	\$ 19,696	-\$ 8,336	-\$ 5,436	-\$ 2,536	\$ 3,264	\$ 6,164	\$ 9,063	
Net Profit	Y2	\$ 23,547	\$ 38,528	\$ 46,018	\$ 60,998	\$ 68,489	\$ 83,469	\$ 40,026	\$ 44,520	\$ 49,014	\$ 58,002	\$ 62,496	\$ 66,991	
	Y3	\$ 80,593	\$ 102,704	\$ 113,760	\$ 135,871	\$ 146,927	\$ 169,038	\$ 104,915	\$ 111,549	\$ 118,182	\$ 131,449	\$ 138,082	\$ 144,716	
Den fit	Y1	-5%	-2%	-1%	1%	2%	3%	-2%	-1%	-1%	1%	1%	2%	
Profit	Y2	4%	5%	6%	7%	8%	9%	6%	6%	6%	7%	7%	8%	
Margin	¥3	9%	10%	10%	11%	11%	12%	10%	10%	10%	11%	11%	11%	
Final V	/aluation	\$ 437,462	\$ 567,446	\$ 632,438	\$ 762,423	\$ 827,415	\$ 957,399	\$ 580,445	\$ 619,440	\$ 658,435	\$ 736,426	\$ 775,421	\$ 814,417	

This sensitivity analysis evaluates the potential impact of changes in Serviceable Addressable Market (SAM) and Serviceable Obtainable Market (SOM) on key financial metrics. By simulating percentage variations in SAM and SOM, this analysis helps identify how shifts in market assumptions affect revenue, profitability, and overall valuation.

Sources: Company's Prop Information

September 2024

Sensitivity Analysis

Cyprus

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Glossary

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Glossary & Disclaimer

Financial and Technical

b \$ - Billions of \$ B2B - Business to Business B2C - Business to Customer **CAPEX** - Capital Expenditure CAPM - Capital Asset Pricing Model COGS - Cost of oods sold DCF - Discounted cash flow Depr. - Depreciation EBIT - Earnings before interest and taxes EBITDA - Earnings before nterest, axes, depreciation, and amortization EBT - Earnings Before Tax ERP - Equity Risk Premium ETA - Estimated Time of Arrival EV - nterprise Value FA (Tangible and Intangible) - Fixed assets (tangible and intangible) FX - Foreign Exchange FY - Fiscal year GP - ross profit k \$ - Thousands of \$ LLM - Large Language Model LFY - Last fiscal year m \$ - Millions of \$ MTD - Month-to-date MVP - inimum Viable Product NFT - Non-Fungible Token NPV - Net present value **OPEX** - Operating Expense P&L - A profit and loss (P&L) tatement PaT - Profit after Tax POC - Proof of Concept PPE - Property, plant, and equipment SG&A - Sales, General and Administrative TSY bond rate - Treasury bond rate WACC - Weighted average cost of capital YTD - Year-to-date

Organisational Structure

CBDO - Chief Business Development Officer CEO - Chief Executive Officer **CPO** - Chief Product Officer CFO - Chief Financial Officer CTO Chief Technology Officer C-level - Chief level Eng - Engineer Dev - Developer HR - Human Resources

Other

- Av Average
- EoP End of Period LE - Legal Entity
- PE Private Equity
- TOM Target Operating Model

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