



TECHNOLOGIES

“4ART is offering the world’s most advanced and complete ecosystem to digitize, showcase and handle artworks.”

INVESTOR PRESENTATION

July 2024

– Strictly confidential –



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1 Exec. Summary

Creating the art industry's uniform digital standard

The art market faces two ultimate problems:

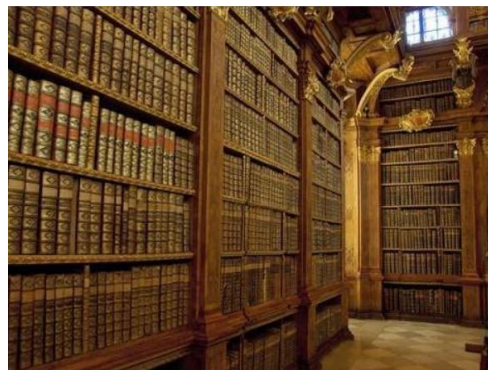


Han van Meeregen - The Supper at Emmaus (1937)¹⁾

Art forgery

There are approx. 6.1 billion existing art works and 40m changes of property p.a., but at least 30% of art works changing owner are fake or the origin is unclear. There is no way to secure the authentication of an artwork

There is a strong demand to secure the undoubted authentication of art works



Lack of digitization

High degree of interaction between various market participants, yet the market failed to digitize and participants are widely disconnected within opaque market structures

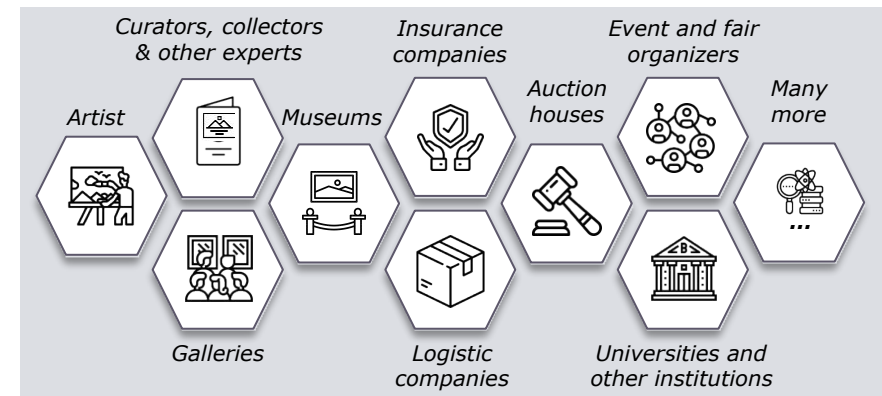
Necessity to digitize and connect players. Participants would benefit from greater transparency, efficacy & cost reduction



Mission & Vision

By symbiosis of state of the art technological innovations, 4ARTechnologies lays the foundation for a uniform standard within the global art industry

For the first time, this standard allows for the connection between all market participants and, thus, enabling them to secure transparency, security as well as process and cost efficacy



Notes

1) The most successful forgery of the artist; it was hailed as a real Vermeer by many experts

4ART utilizes cutting-edge technology to digitally tackle the art market's key challenges: art forgery and lack of digitization

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1 Exec. Summary

Investment highlights: Building the leading global art platform

1 Addressing a huge global and demand-driven market of USD 65bn

- 4ART addresses a market worth > USD 65bn annually, which is highly driven by customers' demand for digital and holistic solutions
- Digital solution to address the market's key problems (art forgery and lack of digitization), while connecting all market participants

USD 65bn
global market
+ added value



2 Unique, patented and multi-awarded technology

- Augmented-authentication technology screens an artwork's structural, material and textural properties, thereby creating a unique "fingerprint"
- Micro-level image data is coded, encrypted and saved by smart contracts ensuring for traceability and immutability



3 Connection of all stakeholders within the art market - digitally

- Various use cases for all stakeholders within the art market, with convenient technology access via the 4ARTapp
- Constituting the single-source-of-truth for artwork documentation with attractive lock-in effect on users by leveraging blockchain technology

40%

Revenue CAGR
until 2029

80%

EBITDA margin

4 Multiple revenue streams and attractive margin profile

- Monetization of recurring events such as artworks' authentications or changes in property, ownership and condition
- Realization of attractive revenue growth and attractive margins (EUR 488m in 2029 with ~45% EBITDA)

5 Broad international network boosting global growth trajectory

- Already established distribution partnerships with renowned multipliers (e.g. ERGO, Hasenkamp, Munich Re)
- Simultaneous expansion of international sales structures in key markets Europe, North America and Asia



6 Highly-experienced management with exceptional tech team

- Management with broad and long-term industry experience is complemented by an exceptional tech team of highly-qualified engineers
- Strong, international support network with renowned partners from in- and outside the industry



7 Unique investment opportunity to disrupt the global art market

- Unique opportunity for early participation throughout 4ART's imminent high-growth period with envisaged funding of EUR 54m
- Capital injection in order to boost international rollout, ongoing product development as well as establishing further sales structures

EUR 54m
growth capital



The combination of 4ART's holistic platform approach and its unique technological as well as operational set-up offers an attractive investment opportunity.

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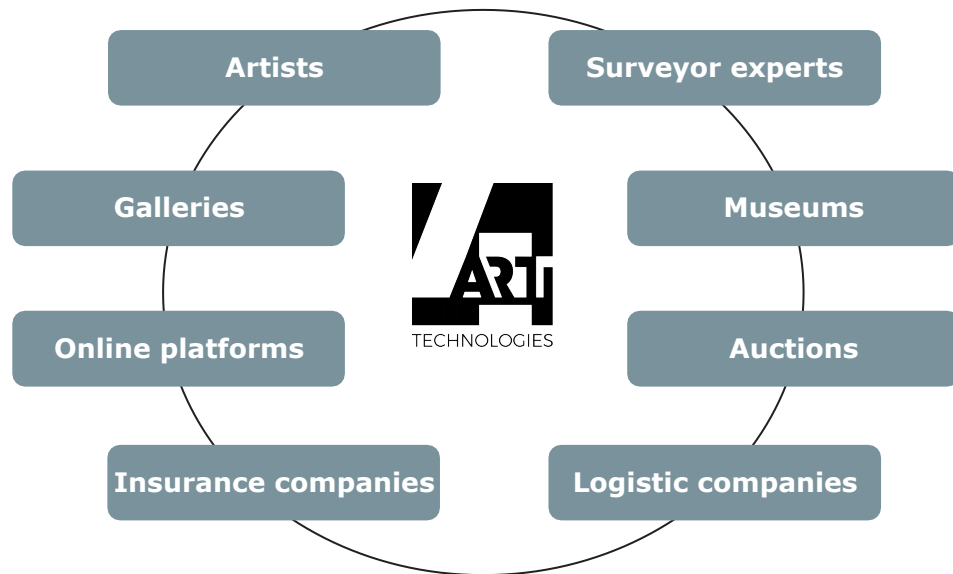
2 Market

High interdependencies in the art market require **digital solutions**

High degree of interaction with USD 20bn p.a. spent on services

High degree of interaction between various market participants

High volume market with >40 million transactions



Market has failed to digitize and to address the authentication problem

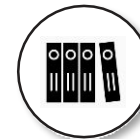
Approx. 310k businesses operate in the art sector with a total of 3m employees

Difficulties & challenges



Authentication

Manual picture authentication is highly sensitive to errors and cost- and time-intensive



Documentation

History and origin documentation, which are vital for art authentication, are often incomplete or easy to manipulate



Status reports

Status reports are expensive – many owners refrain from them, which makes it impossible to identify the causer of art damage



Restoration

Documentation of restauratory work and other important data of an art piece such as provenance are not a standard feature



Royalties

Because of intransparency in the art selling process, artists can't obtain royalties when their art gets resold



Maintenance

The maintenance of big art collections requires huge effort because of the non-existence of an effective digital solution

Sources

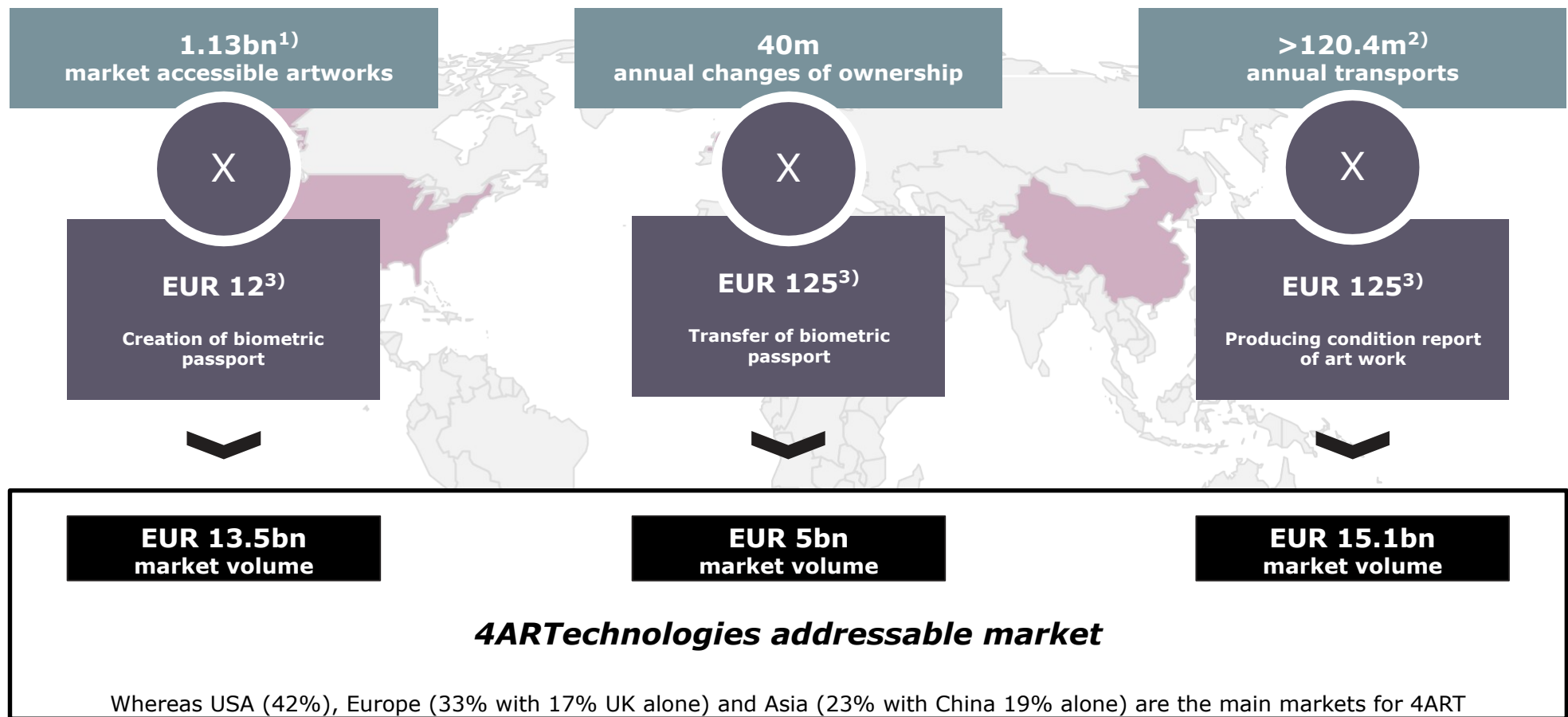
The art market 2022

High volume market has failed to find digital solutions to connect stakeholders and solve the authentication problem.

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2 Market

4ART addresses the necessity and demand to digitize the art market



Notes

1) There is a total of approx. 6,1bn artworks existing.

Approx. 18,5% are accessible to the art market.

2) Minimum number as only commercial transports considered.

3) Calculated with avg. 4ART prices.

Sources

The art market 2022

The UBS Art Basel report 2024

There is a high need for undoubted authentication and digital solutions leading to a huge addressable market.

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2 Market

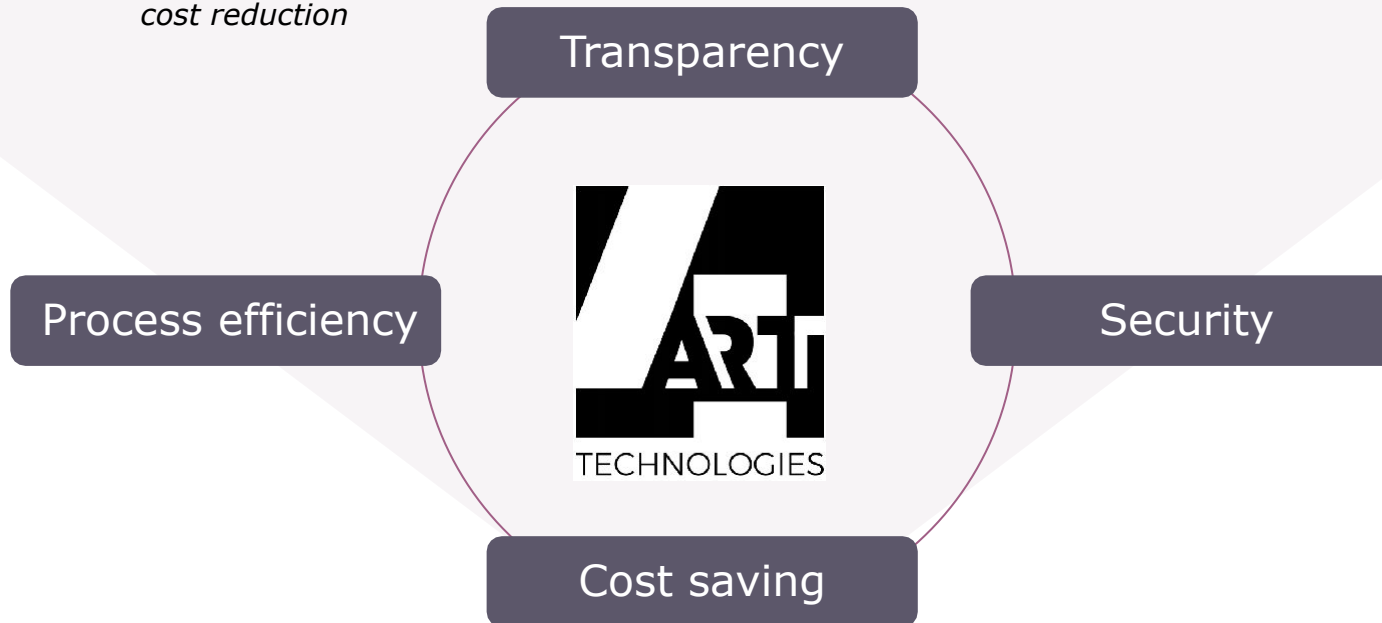
To sum up – there are two key needs that need to be met

Digitization

Necessity to digitize and connect players. Participants would benefit from greater transparency, efficacy & cost reduction

Authentication

There is a strong demand to secure the undoubted authentication of art works



4Art will be the digital solution and create the new standard for the global art industry

The lack of digitization and the so far unsolved authentication problem cause several needs from market participants, which could so far not be met.

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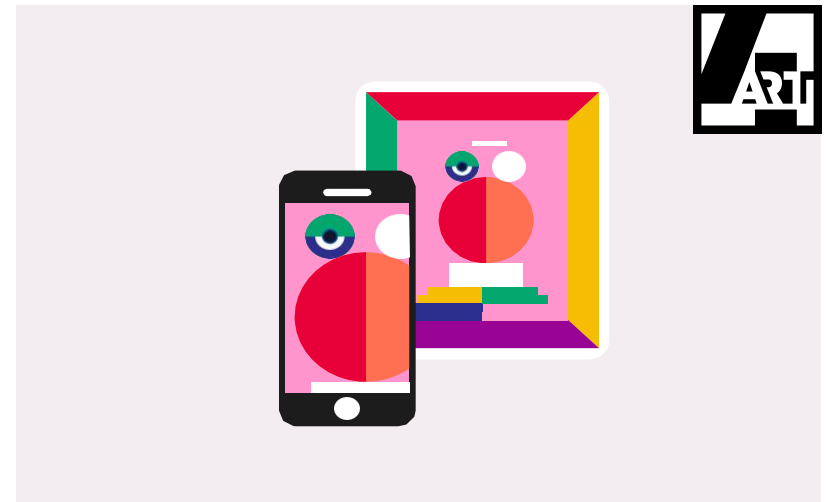
3 4ARTs Technology Built on world leading security standards.

4ART did invent two different base technologies which have been patented. All intellectual property rights are owned by 4ART.

Using **any device**, 4ART is able to identify if the taken **image is sharp** and usable for further processing.



4ART advanced its authentication technology to the **augmented authentication technology** for the art market.



Combining the **two base technologies**, using a smartphone or tablet the **augmented authentication technology** creates a unique fingerprint of an artwork. This gives the artwork a "biometric passport" making it **forgery-proof**. The technologies constitutes the backbone of all 4ART solutions and is **already successfully** embedded to **4ARTs available applications**.

4ART's technology does not rely on the fallibility of trained **artificial intelligence**; instead, it harnesses **mathematical** and **physical principles** to fulfill its brand promise.

The unique augmented authentication technology is the backbone of all 4ART solutions.

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3 4ART Platform

Creating the art industry's uniform digital standard



4ARTdna: The digital fingerprint

The 4ARTapp uses the groundbreaking augmented authentication technology and layer photography to record the molecular structure of an artwork with a regular smartphone or tablet



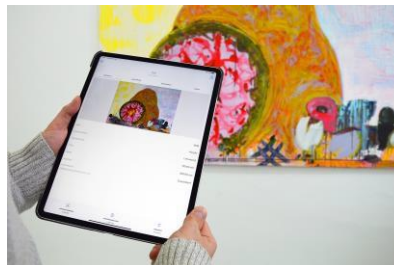
4ARTreport: Digital condition reports

Changes and damages to artworks can be easily and cost-effectively detected and compared with previously created digital condition reports. Ability to choose between an instant "spot check" for more obvious changes or a detailed "heat map" report. The heat map report only takes a few minutes and provides a new level of certainty and reliability for art handling



4ARTprotocol: Dynamic digital provenance

The detailed provenance, including location changes, transfers of possession, ownership or property rights, condition reports and important events, is automatically recorded (when performed within the App) and additionally secured with the blockchain enabled tamper-proof timestamp. Hence, it is certain that the artwork's history is valid and up-to-date, providing highest security and reliability



4ARTpassport: Digital artwork passport

Connecting the physical and digital worlds, 4ART keeps the provenance up-to-date automatically, gains full control of who information and documents are shared with and makes use of exciting features like the integrated Virtual Reality Gallery

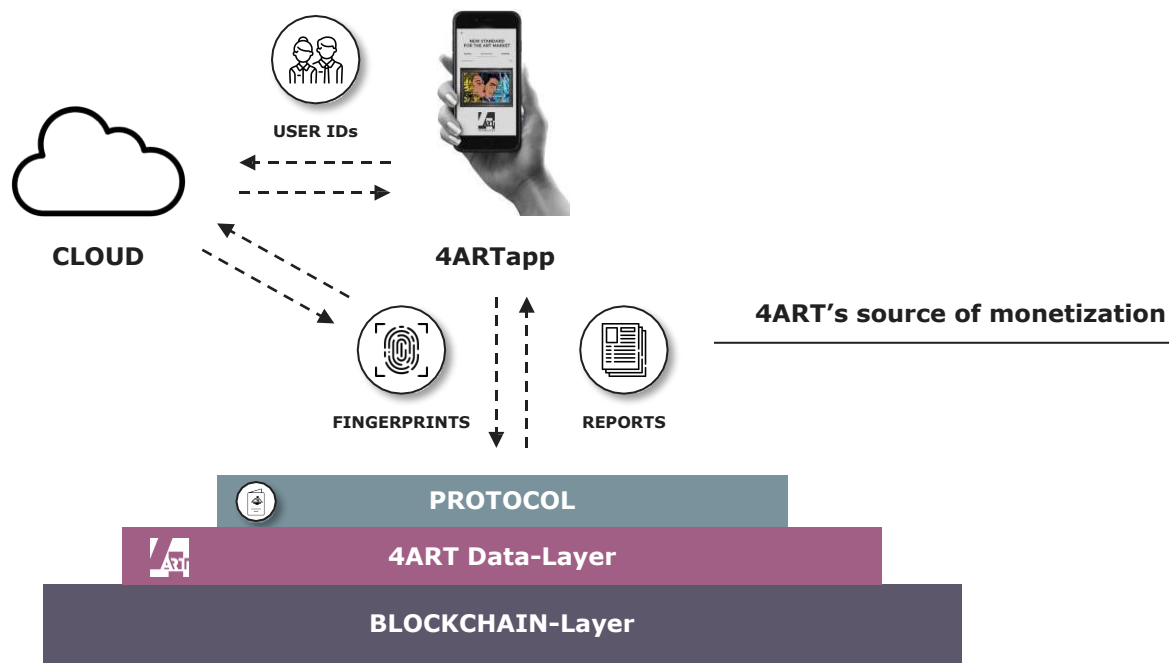
4ART utilizes cutting-edge technology to digitally tackle the art market's key challenges: transparency, security as well as process and cost efficacy

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3 4ART Platform

Lock-in effect and immutability through blockchain technology

Utilization of smart contract functionality for immutability



- Ethereum-enabled smart contracts ensure for artworks' **transaction validation** and **immutability of artwork-specific data points**
- Using the blockchain as decentralized single-source-of-truth for artwork documentation entails an **attractive lock-in effect on users**

Use cases for certifications & monetization

Digitization

Authorized users can create a highly secure artwork passport, including one-of-a-kind digital fingerprint, using nothing but a smartphone. Automatically and instantly enables the use of all digital tools within the 4ARTapp

Authentication

Any user may use the application in order to verify the authentication of an artwork. Every successful verification leads to a new authentication report, which is stored in the artwork's protocol

Change of ownership

A change of ownership requires an ownership report. The certification requires two users and the verification of the artwork's fingerprint. The change of ownership is recorded within the 4Art system with a digital handshake

Restoration

For each restoration of artworks, a restoration report is created. The certification requires two users: the restorer and the ordering party. The artwork's updated fingerprint is requested by the system after the restoration

Transportation

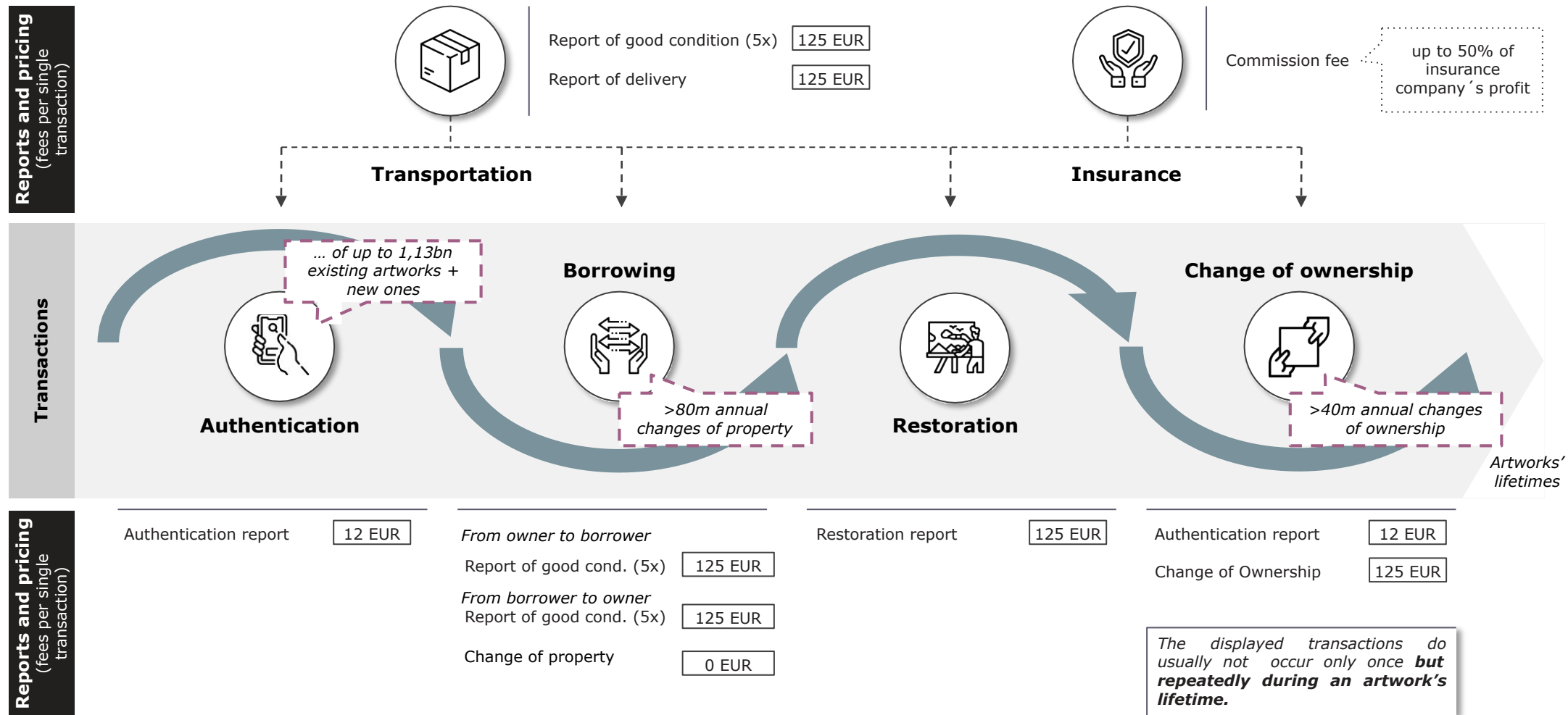
In addition to a report of good condition and a report of property, a report of delivery is required for an artwork's transport

Through the combination of unique artwork fingerprints with blockchain technology, 4ART constitutes a digital single-point-of-truth for artwork transactions, thus, creating an attractive lock-in effect on customers. The issuance of various reports enables for continuous monetization.

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3 4ART Platform

Scaling through multiple recurring revenue streams

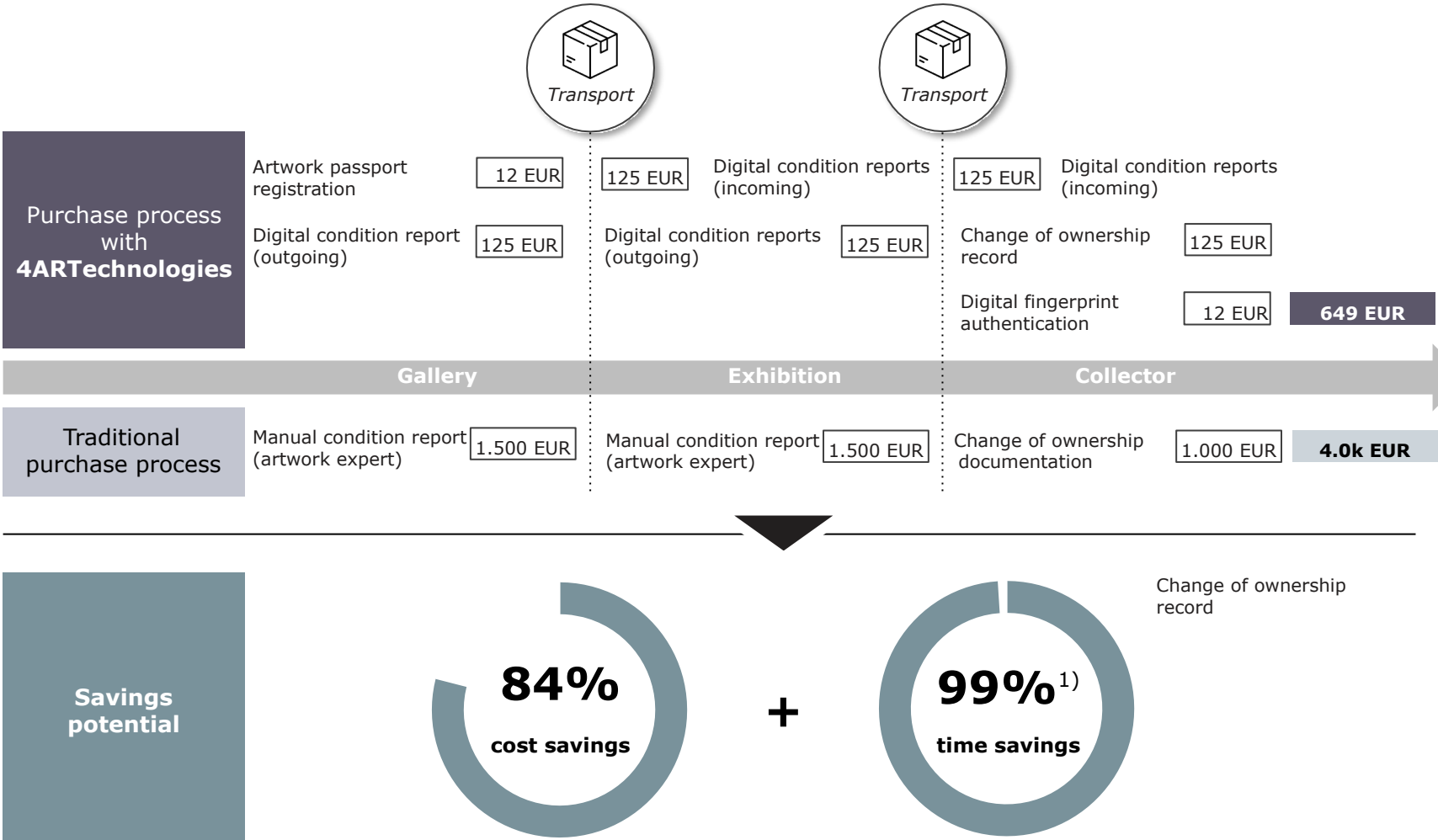


4ART digitally traces an artwork by recording every change in ownership, condition and status along its lifetime, thereby continuously realizing repetitive revenue streams.

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3 4ART Platform

Immense cost and time savings through fully digital solutions



Example: An artwork is to be sold at an exhibition

About 50% of all primary art sales are reached at one of the hundreds of yearly art exhibitions. In this example, a gallery ships an artwork to an exhibition. The object is sold to a collector during the event:

With the 4ARTapp, the condition is tracked during each stage, from gallery to exhibition and finally the collector. After initial registration, a total of minimum 4 digital condition reports are created.

Any authorized person can do so with a mobile device in a few minutes. Additionally, logistical information and documentation as well as change of ownership are securely and digitally transmitted and saved. The complete process costs EUR 649,-.

In comparison, the traditional process, at its best, includes two condition reports prepared by an expert. The condition is not viewed again after the exhibition or any further transport. The ownership transfer and the documentation, if any exists, takes place in a costly process. The total cost is at least EUR 4.000,- while offering far less transparency and reliability.

Notes

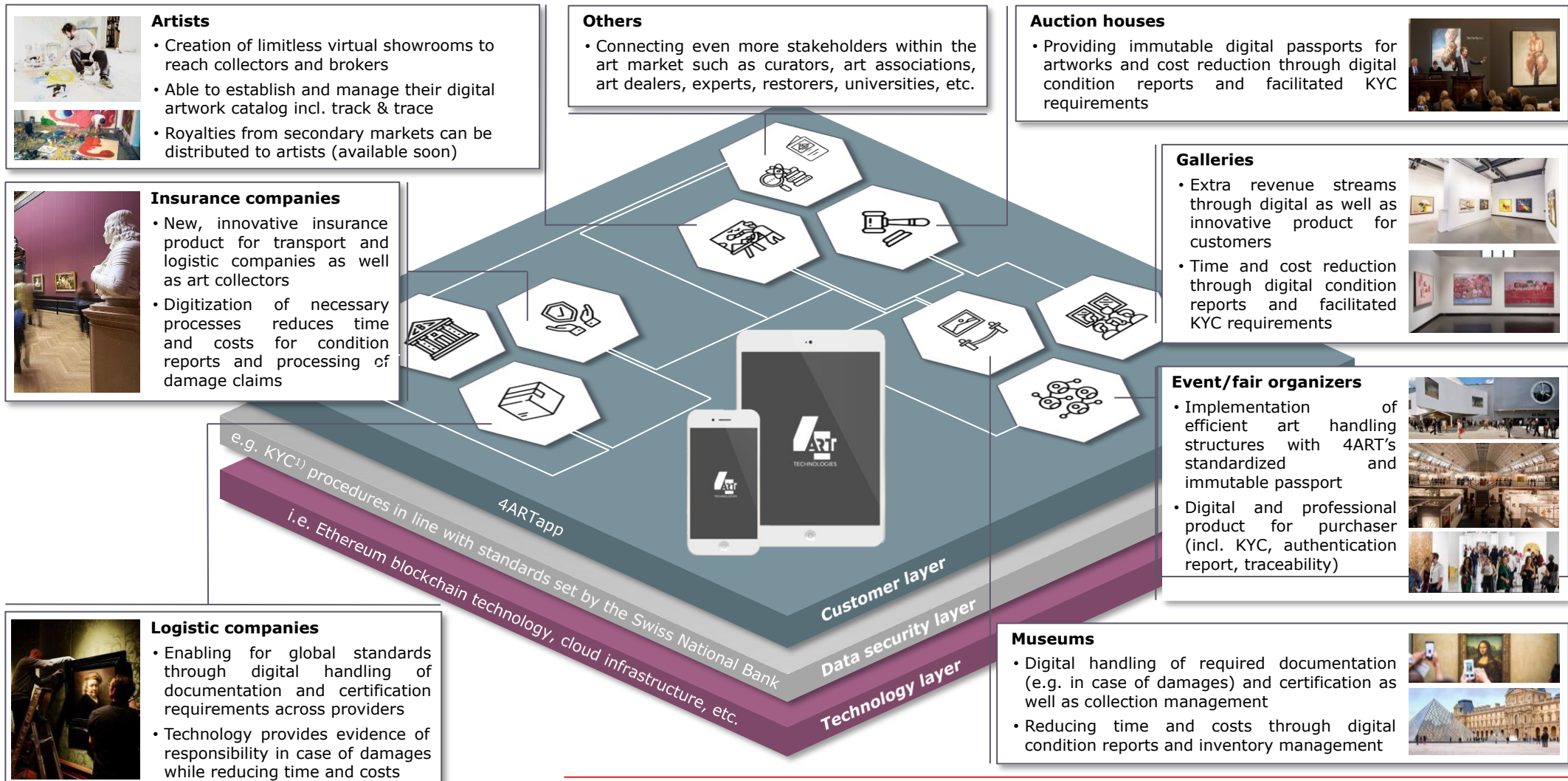
1) Assuming several days as a usual period of time necessary for an expert to prepare a manual condition report vs. ~5 minutes to prepare a digital condition report with 4ART

As cost pressure is ubiquitous within the art market, 4ART offers a fully digital solution enabling for significant cost and time savings.

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3 4ART Platform

Industry-platform connecting all stakeholders within the art market



Notes

1) KYC: Know your customer

Numerous parties within the art industry are connected through 4ART in order to cope with the lack of traceability and efficacy. The app enables for fully digitized and efficient processes across its numerous groups of users, providing immense cost savings.

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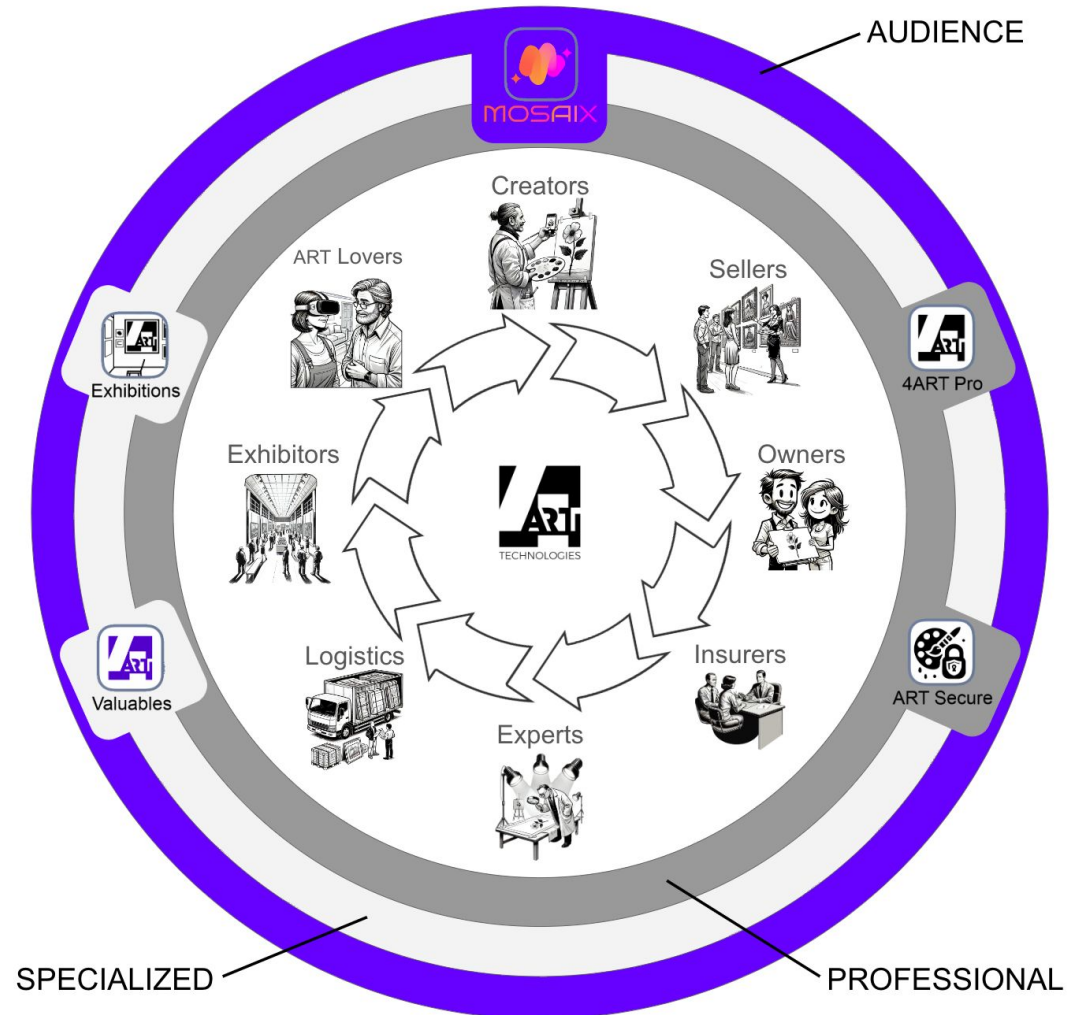
3 4ART Platform The 4ART Ecosystem

The MOSAIX App unites and empowers all market participants with an accessible, trustworthy, and seamless experience.

Prioritizing security, authenticity, and ease of use, it enhances confidence, efficiency, and cost-effectiveness.

Through comprehensive tools for management, documentation, and risk assessment, it streamlines operations and promotes engagement, cultural enrichment, and education.

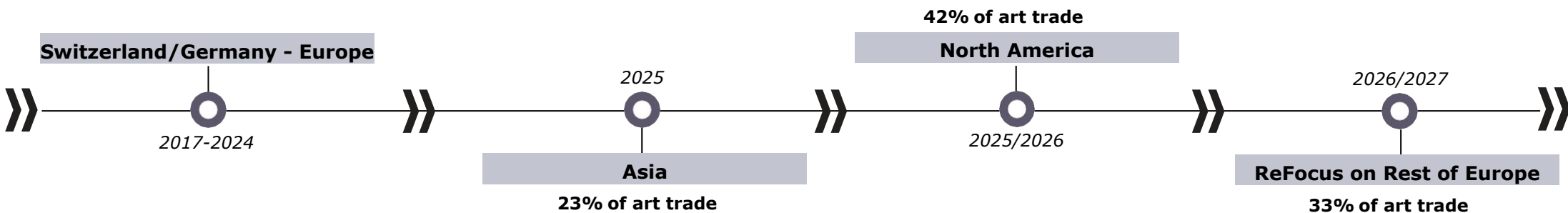
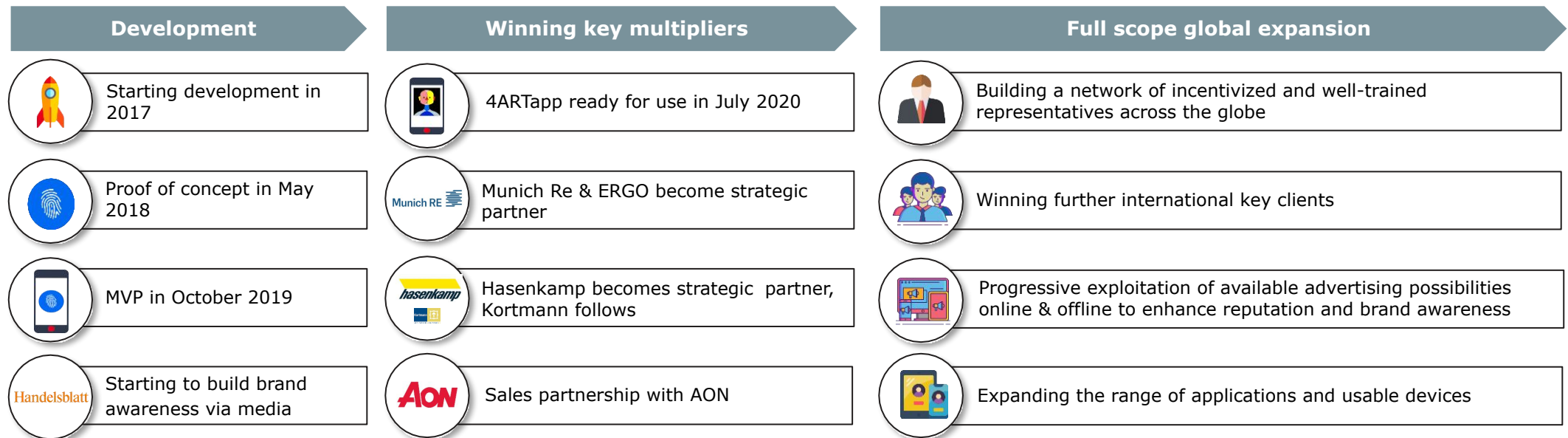
By expanding market reach and creating new opportunities, MOSAIX fosters a vibrant, inclusive art community for all.



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4 Growth Strategy

Unique technology ready for global expansion

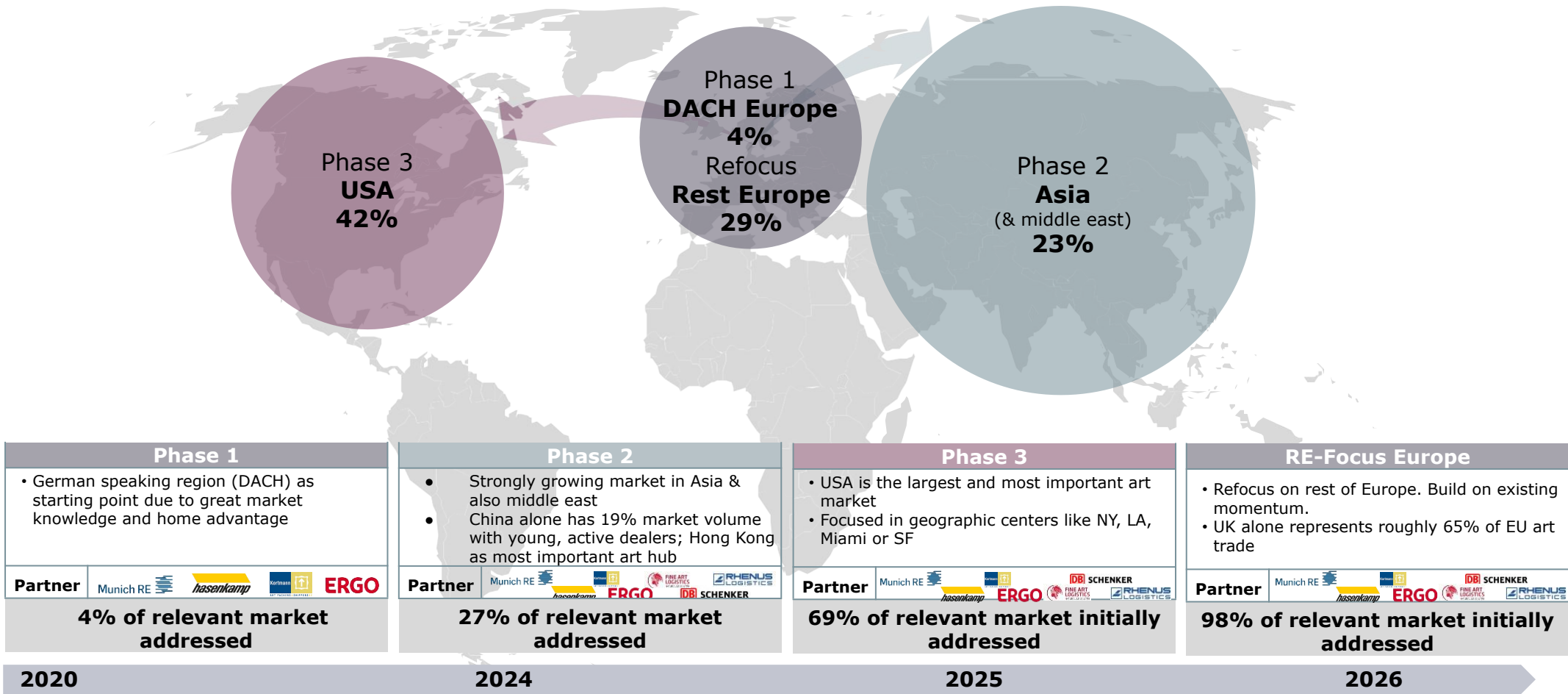


4ART has already acquired key multipliers in Europe and will leverage on them for the global market expansion.

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4 Growth Strategy

Achieving global outreach by 2026 in three phase approach



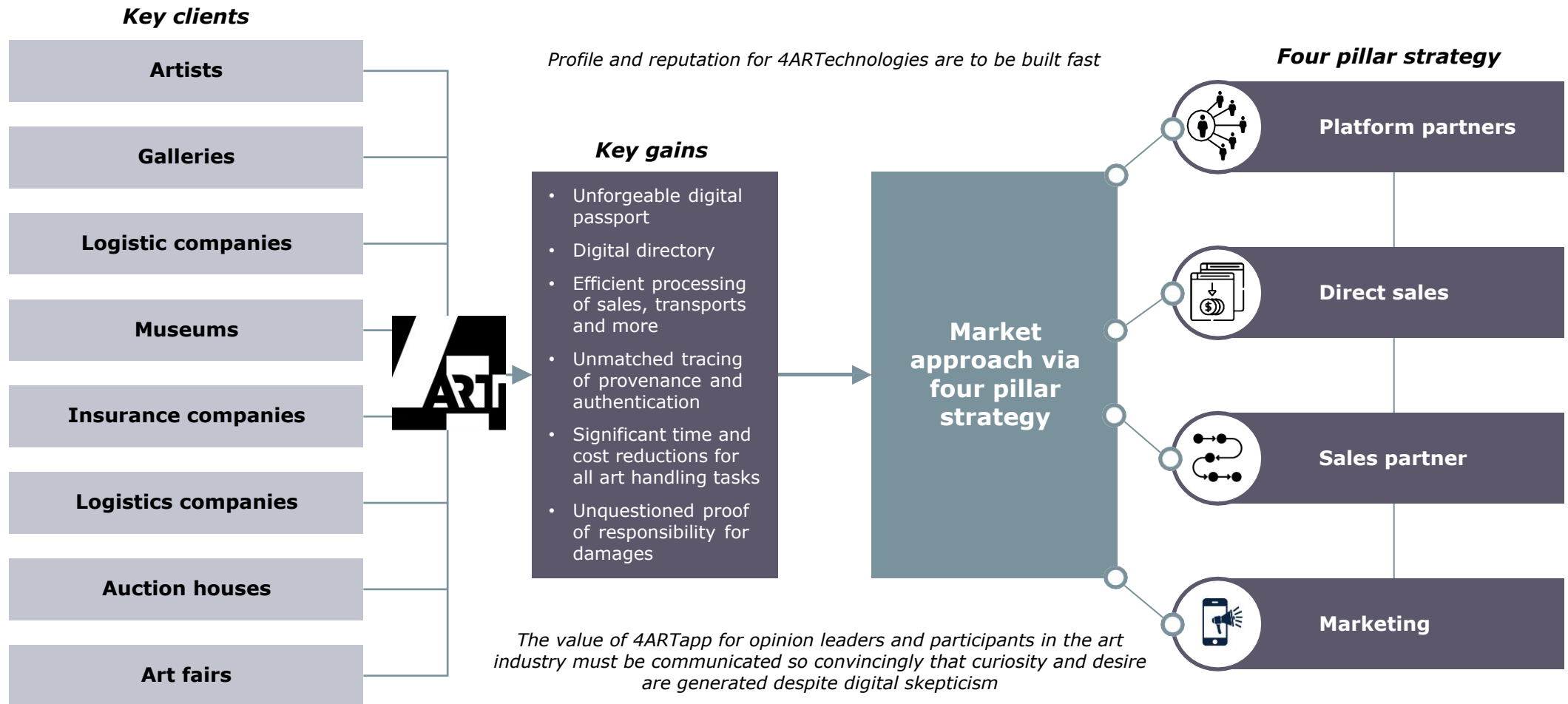
With 4ART Partners, we can leverage momentum and penetrate target markets, while simultaneously targeting our partners' credible customer segments effectively.

Market to be approached in three phases; more than 98% of the relevant market will be addressed by 2026.

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4 Growth Strategy

Fast establishment of profile and reputation for 4ARTechnologies



4ART will address the key clients via four different channels to build reputation quickly.

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4 Growth Strategy Four pillar strategy to enable growth



Platform partner

- Insurance companies and logisticians and are the prime platform partners for 4ART to address in the roll-out phase
- These platforms have a huge, addressable customer base with a wide range of applications that are to be connected to 4ART
- With its outstanding network and technological capabilities 4ART was already able to close cooperation contracts with outstanding partners in logistics and insurance



Direct sales

- Direct sales strategy is most successful for a range of selected analog customers and to create product stickiness
- Efficient sales structures are tested in DACH region and to be expanded to the rest of Asia, USA and the rest of Europe within 2026/2027.
- Integrated provision model keeps fixed costs low while increasing conversion rates



Sales partner

- In order to further expand its outreach, 4ART also cooperates with selected sales partners
- Strategic multipliers push cross-stakeholder implementation of 4ART, further increasing the lead as global art world standard
- Due to the founders exceptional network and the compelling technology 4ART was already able to close a sales partnership with one of the world leading service firms for risk solutions



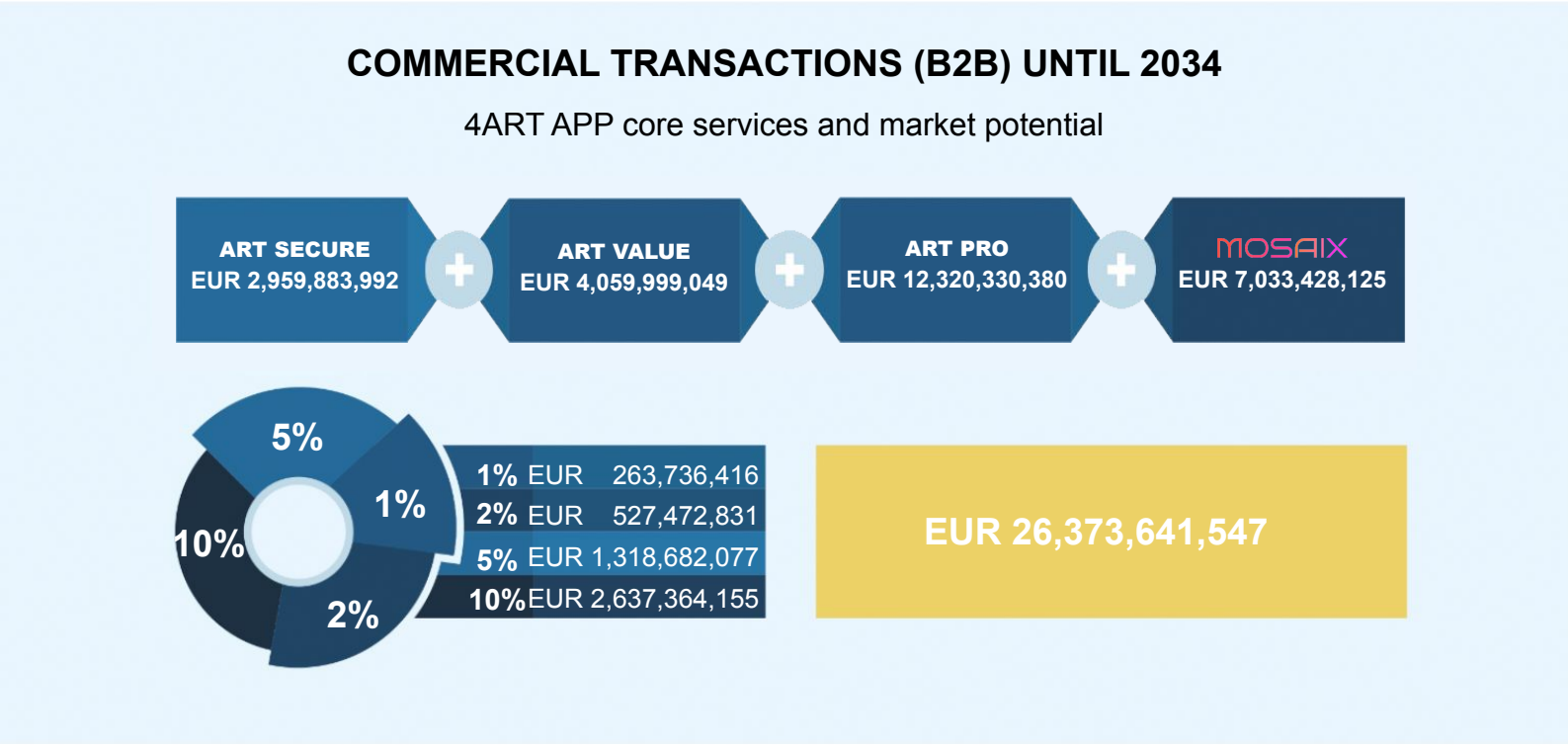
Marketing

- Performance based online and offline marketing campaigns to expand 4ART community and build organic reach
- Targeted advertising online and offline during special events, such as big exhibitions or gallery weekends
- Global PR campaigns for major milestones reaching over 160 countries; specifically guided towards arts, culture and technology readers

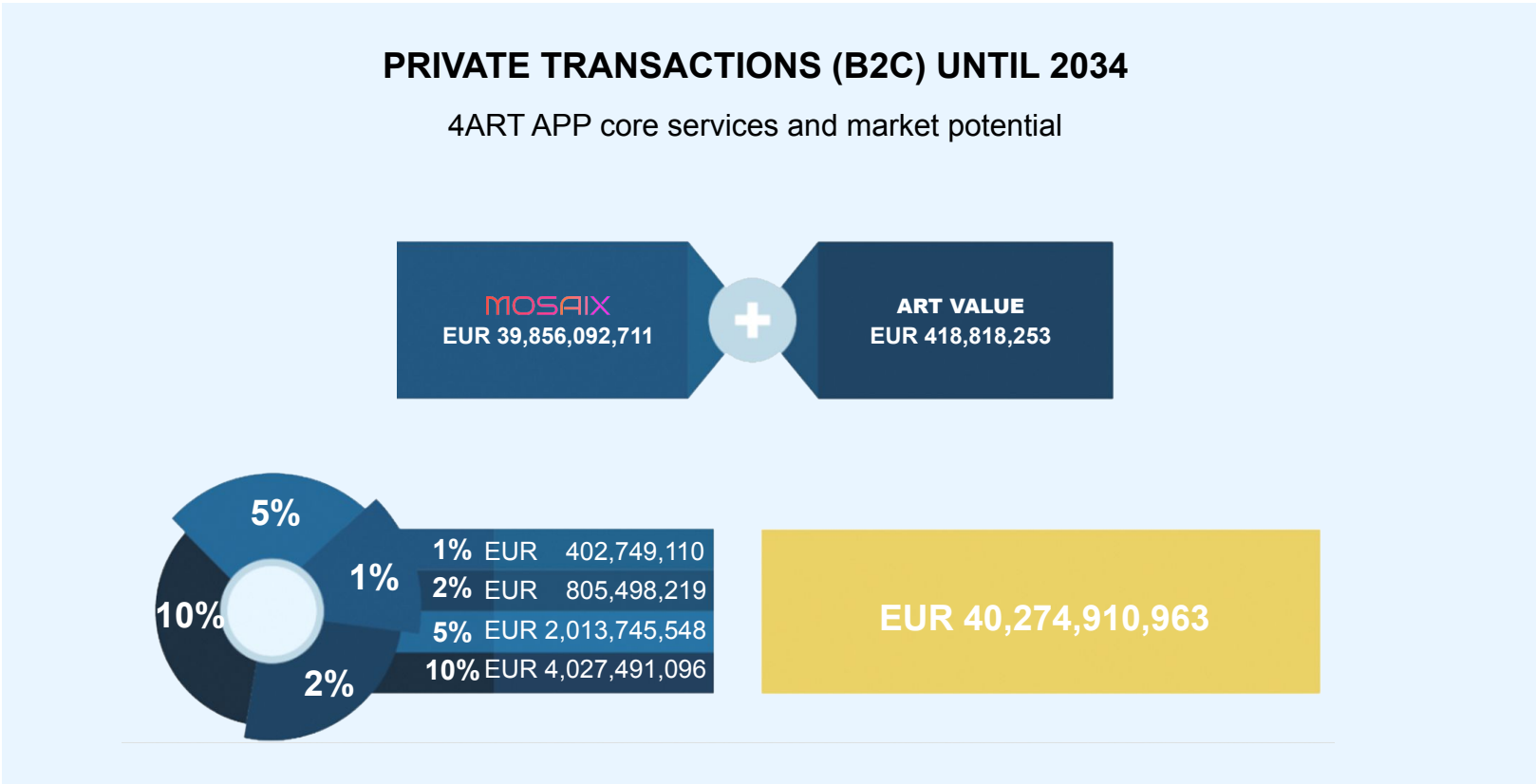
4ART has an unparalleled network to renowned and established players in the art industry and can built on these close relationships

As part of a strong network with renowned partners, 4ART is well situated to act on its future growth strategy.

5 Financials - 1.1 Business to Business Sales Potential



5 Financials - 1.2 Business to Consumer Sales Potential



5 Financials - 2.0

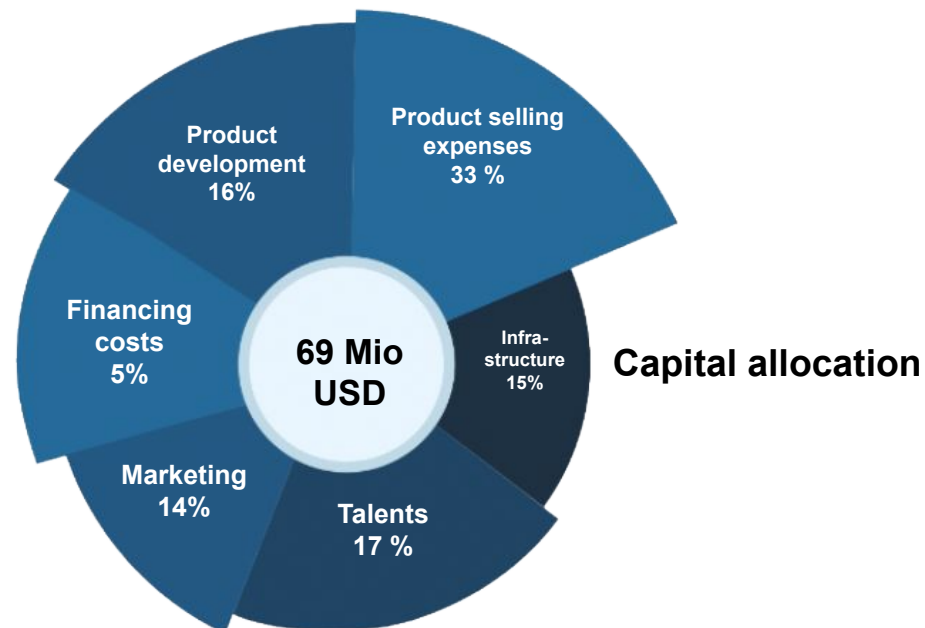
Funding Series & Capital Allocation

FUNDING ROUND SERIES A

- Q1 2019-2022
- Sale of max. 5 million shares
- Total: USD 15 Million
- Go-Live: Europe, North America & Asia
- Expansion of Sales
- International Marketing
- White label solutions
- Technology & Security

FUNDING ROUND SERIES B

- Q1 2024-2025
- Total: USD 54 Million
- Go-Live: Social Media APP and 4ART Suite
- Expansion of Sales
- International Marketing
- White label solutions
- Technology & Security



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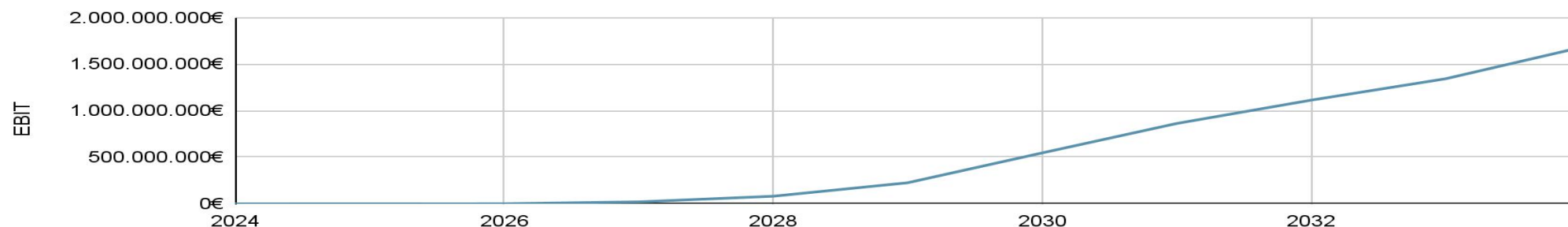
5 Financials - 3.1

Basic case scenario growth and valuation

PROJECTED INCOME STATEMENT 2024-2034

	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	TOTAL 2024-2034
Revenue	166.950€	2.353.676€	18.581.174€	64.333.002€	194.778.361€	488.041.631€	1.129.238.347€	1.595.691.014€	2.054.850.918€	2.479.123.682€	3.094.595.274€	11.121.754.028€
Third-party Costs	-8.348€	-117.684€	-929.059€	-3.216.650€	-9.738.918€	-24.402.082€	-56.461.917€	-79.784.551€	-102.742.546€	-123.956.184€	-154.729.764€	-556.087.701€
Production Yield	158.603€	2.235.992€	17.652.115€	61.116.351€	185.039.443€	463.639.549€	1.072.776.429€	1.515.906.464€	1.952.108.372€	2.355.167.498€	2.939.865.511€	10.565.666.326€
Personnel Expenses	-785.400€	-1.309.000€	-4.273.670€	-14.796.590€	-44.799.023€	-112.249.575€	-259.724.820€	-367.008.933€	-472.615.711€	-570.198.447€	-711.756.913€	-2.559.518.082€
Production Costs	-365.000€	-773.537€	-1.135.812€	-3.859.980€	-11.686.702€	-29.282.498€	-67.754.301€	-95.741.461€	-123.291.055€	-148.747.421€	-185.675.716€	-668.313.482€
Marketing Expenses	-371.853€	-2.676.750€	-11.010.000€	-16.355.250€	-28.523.250€	-47.311.500€	-84.489.000€	-27.862.313€	-31.998.684€	-36.753.363€	-42.218.988€	-329.570.951€
Distribution Costs	-45.000€	-70.610€	-557.435€	-1.929.990€	-5.843.351€	-14.641.249€	-33.877.150€	-47.870.730€	-61.645.528€	-74.373.710€	-92.837.858€	-333.692.612€
IT Expenses	-216.000€	-324.000€	-486.000€	-729.000€	-1.093.500€	-1.640.250€	-2.460.375€	-3.690.563€	-5.535.844€	-8.303.766€	-12.455.648€	-36.934.945€
Operating Expenses	-231.000€	-385.000€	-1.300.682€	-4.503.310€	-13.634.485€	-34.162.914€	-79.046.684€	-111.698.371€	-143.839.564€	-173.538.658€	-216.621.669€	-778.962.338€
EBIT	-1.855.650€	-3.302.905€	-1.111.484€	18.942.231€	79.459.132€	224.351.563€	545.424.099€	862.034.093€	1.113.181.986€	1.343.252.133€	1.678.298.717€	5.858.673.915€
Profit Margin	0,00%	0,00%	0,00%	29,44%	40,79%	45,97%	48,30%	54,02%	54,17%	54,18%	54,23%	52,68%

Projected EBIT development



4Art will be cash flow positive as of 2027

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5 Financials - 3.2.1 Enterprise value

DCF			01.01.2024	01.01.2025	01.01.2026	01.01.2027	01.01.2028	01.01.2029	01.01.2030	01.01.2031	01.01.2032	01.01.2033	01.01.2034	
	EoP	30.06.2024	31.12.2024	31.12.2025	31.12.2026	31.12.2027	31.12.2028	31.12.2029	31.12.2030	31.12.2031	31.12.2032	31.12.2033	31.12.2034	
EUR		30.06.2024	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	TV
Total Revenues			166'953	2'262'569	17'639'933	58'821'290	171'521'168	420'652'661	955'174'929	1'247'514'236	1'445'609'076	1'594'929'441	1'850'084'681	
1 Third-party Costs			-8'348	-113'128	-881'997	-2'941'064	-8'576'058	-21'032'633	-47'758'746	-62'375'712	-72'280'454	-79'746'472	-92'504'234	
2 Production yield			158'605	2'149'440	16'757'936	55'880'225	162'945'110	399'620'028	907'416'183	1'185'138'524	1'373'328'622	1'515'182'969	1'757'580'447	
2 Total operational costs			-2'014'400	-5'535'503	-18'574'697	-40'439'873	-97'858'925	-217'060'009	-466'619'997	-528'201'228	-613'888'256	-679'085'683	-790'789'351	
EBITDA			-1'855'795	-3'386'062	-1'816'760	15'440'352	65'086'185	182'560'019	440'796'186	656'937'296	759'440'366	836'097'286	966'791'095	
3 EBITDA Margin			-1111.57%	-149.66%	-10.30%	26.25%	37.95%	43.40%	46.15%	52.66%	52.53%	52.42%	52.26%	
D&A			-6'600	-17'600	-52'880	-170'522	-513'565	-1'348'270	-3'247'620	-5'707'369	-8'480'944	-11'327'761	-14'186'625	
4 EBIT			-1'862'395	-3'403'662	-1'869'640	15'269'829	64'572'620	181'211'749	437'548'566	651'229'927	750'959'422	824'769'525	952'604'471	
4 EBIT Margin			-1174.24%	-158.35%	-11.16%	27.33%	39.63%	45.35%	48.22%	54.95%	54.68%	54.43%	54.20%	
./. Fictitious taxes	11.85%		0	0	0	-963'895	-7'651'855	-21'473'592	-51'849'505	-77'170'746	-88'988'692	-97'735'189	-112'883'630	
NOPLAT			-1'862'395	-3'403'662	-1'869'640	14'305'935	56'920'764	159'738'157	385'699'061	574'059'181	661'970'731	727'034'336	839'720'841	
5 Add-on Depreciation			6'600	17'600	52'880	170'522	513'565	1'348'270	3'247'620	5'707'369	8'480'944	11'327'761	14'186'625	
CAPEX			-33'000	-55'000	-176'399	-588'213	-1'715'212	-4'206'527	-9'551'749	-12'475'142	-14'456'091	-15'949'294	-18'500'847	
4 Changes in working capital			-1'058'984	-628'685	-4'613'209	-12'354'407	-33'809'964	-74'739'448	-160'356'680	-87'701'792	-59'428'452	-44'796'109	-76'546'572	
Free Cash-flow (FCF)			-2'947'779	-4'069'747	-6'606'369	1'533'837	21'909'154	82'140'452	219'038'251	479'589'615	596'567'132	677'616'693	758'860'047	774'037'248
6 Discount rate	40.00%		40.00%	40.00%	40.00%	40.00%	40.00%	40.00%	40.00%	40.00%	40.00%	40.00%	40.00%	40.00%
Mid-year discounting			0.2500	1.2500	2.2500	3.2500	4.2500	5.2500	6.2500	7.2500	8.2500	9.2500	10.2500	10.2500
PV-Factor			0.9193	0.6567	0.4690	0.3350	0.2393	0.1709	0.1221	0.0872	0.0623	0.0445	0.0318	0.0836
Yearfrac			0.5000	1.0000	1.0000	1.0000	1.0000	1.0000	1.0000	1.0000	1.0000	1.0000	1.0000	1.0000
Present value FCF			-1'354'980	-2'672'437	-3'098'666	513'882	5'243'019	14'040'575	26'743'592	41'825'536	37'162'338	30'150'864	24'118'446	64'738'987
PV FCF 2023-2031		172'672'170												
PV TV Growth rate in TV	2%	64'738'987												
7 Enterprise value (100% shares) as of 30.06.2024 in EUR		237'411'156												
CHF/ EUR per 30.06.2024		0.96295												
8 Enterprise value in CHF		228'615'073												
+ Cash		18'778												
- Short-term loan		-1'168'340												
- Long-term loan		-396'443												
9 Equity value as of 30.06.2024	in CHF	227'069'069												
Value based on DCF approach														
1 Total revenues are sum of the projected revenues from all the four core businesses.														
2 4ART considered 5% of total revenues as third-party costs.														
3 According to the business plan, 4ART is expected to achieve a positive EBITDA-margin in 2027 and to reach 52.66% in 2031 as stay on the level afterwards.														
4 4ART planned to invest 5% of annual human resources expenses as fixed assets. A useful life of five year is considered for depreciation.														

Value based on DCF approach

- 1 Total revenues are sum of the projected revenues from all the four core businesses.
- 2 4ART considered 5% of total revenues as third-party costs.
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- 4 4ART planned to invest 5% of annual human resources expenses as fixed assets. A useful life of five year is considered for depreciation.
- 5 Tax rate of 11.85% is average corporate tax in canton Zug.
- 6 Net Working Capital is assumed to be 30% of total revenues.
- 7 Growth rate in terminal value is assumed to be 2%. This applied on FCF level of 2034.
- 8 Business plan is created in EUR, financial reports are presented in CHF. Therefore, the enterprise value is translated to CHF by using the exchange rate as of the valuation date.
- 9 The last available balance sheet is as of 31.12.2023. We assumed there are no significant changes since then.

Source: Management, analysis BDO

High company value

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5 Financials - 3.2.2 Enterprise value

in EUR		TV growth		
Enterprise value		1.00%	2.00%	3.00%
Discount rate	50.00%	¹ 130'045'102	131'168'429	132'352'476
	40.00%	235'132'761	237'411'156	239'812'709
	30.00%	448'049'068	452'918'991	² 458'052'154

in CHF		TV growth		
Equity value		1.00%	2.00%	3.00%
Discount rate	50.00%	³ 123'680'926	124'762'634	125'902'812
	40.00%	224'875'087	227'069'069	229'381'643
	30.00%	429'902'845	434'592'338	⁴ 439'535'317

High company value

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5 Financials - 3.3 Investor Exit Scenarios

> Scenario 1 - IPO

	Risk Discount Rate 40% TV Growth 2%	Risk Discount Rate 30% TV Growth 3%
IPO Planned for 2029		
Current Company Value 2024:	237.411.156,00 €	458.052.154,00 €
Total Number of Shares:	75000000	75000000
Current Value per Share:	3,17 €	6,11 €
Projected Revenue in 2028:	194.778.360,60 €	194.778.360,60 €
Multiplier for 4ARTs industry:	20	20
Future Company Value at IPO:	3.895.567.212,00 €	3.895.567.212,00 €
Future Value of Share:	51,94 €	51,94 €
Exit profit per Share:	48,78 €	45,83 €

Example Calculation - Investor 1 Mio Euro 2024

Invested capital:	1.000.000,00 €	1.000.000,00 €
Number of Shares invested:	315.908	163.737
Exit Value:	16.408.544,62 €	8.504.646,51 €
Exit Profit €:	15.408.544,62 €	7.504.646,51 €
Exit Profit %:	1.540,85 %	750,46 %

> Scenario 2 - Dividend Payments

Total Number of Shares: 75000000

	TOTAL	2027 (Start)	2028	2029	2030	2031	2032	2033	2034
est. Dividend Payments	3.180.783.333,16 €	12.732.361,28 €	53.277.595,52 €	148.450.700,67 €	357.459.872,79 €	533.257.988,23 €	614.786.592,98 €	676.001.561,21 €	784.816.660,48 €
est. Dividend Payments per share	42,41 €	0,17 €	0,71 €	1,98 €	4,77 €	7,11 €	8,20 €	9,01 €	10,46 €

Example Calculation - Investor 1 Mio Euro 2024

Invested capital:	1.000.000,00 €								
Number of Shares invested:	315.908								
Dividend to be payed out:	13.397.798,68 €	53.630,06 €	224.410,92 €	625.290,19 €	1.505.659,11 €	2.246.139,53 €	2.589.546,71 €	2.847.390,68 €	3.305.731,49 €
ROI:	Q2/2030								
ROI € until 2034:	12.397.798,68 €								
ROI % until 2034:	1.239,78 %								

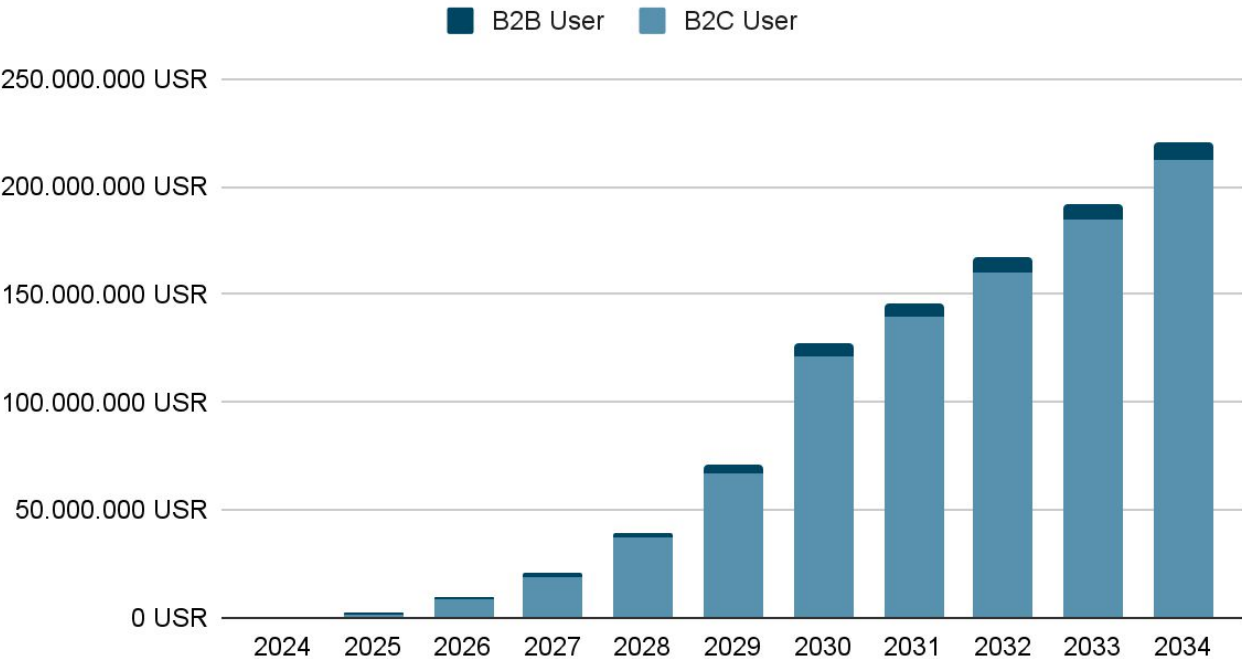
High company value

6 Users

Already the Base Case scenario promises significant growth

USER GROWTH	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	TOTAL 2024-2034
Average amount of platform users - Frequent Users # - B2C	92.750 USR	913.863 USR	5.261.038 USR	14.097.975 USR	28.297.557 USR	52.280.650 USR	94.210.340 USR	130.324.992 USR	150.072.727 USR	172.775.530 USR	198.876.262 USR	198.876.262 USR
Cumulative amount of users per end of the year - Frequent Users # - B2C	185.500 USR	1.642.225 USR	8.879.850 USR	19.316.100 USR	37.279.014 USR	67.282.287 USR	121.138.393 USR	139.511.590 USR	160.633.863 USR	184.917.197 USR	212.835.327 USR	212.835.327 USR
Average amount of platform users - PRO User # - B2B	371.000 USR	720.388 USR	935.463 USR	1.220.275 USR	1.980.193 USR	3.275.350 USR	5.279.160 USR	6.614.946 USR	6.820.876 USR	7.035.422 USR	7.258.807 USR	7.258.807 USR
Cumulative amount of users per end of the year - PRO User # - B2B	556.500 USR	884.275 USR	986.650 USR	1.453.900 USR	2.506.487 USR	4.044.213 USR	6.514.107 USR	6.715.785 USR	6.925.968 USR	7.144.876 USR	7.372.738 USR	7.372.738 USR
Total Amount of Users #	742.000 USR	2.526.500 USR	9.866.500 USR	20.770.000 USR	39.785.500 USR	71.326.500 USR	127.652.500 USR	146.227.375 USR	167.559.831 USR	192.062.073 USR	220.208.065 USR	227.466.873 USR

Business & Consumer User



Social media reach increasing with the launch of the flow application lifts number of users

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7 Competitors

Comparison Table

Absolute privacy and security for users	4ART			Arcual									
Additional infotainment	4ART								Instagram				
Artwork marking via QR code or NFC	4ART		Speakart										
Artwork marking with invisible fingerprint	4ART				Smartstamp								
Author authentication	4ART			Arcual									
Authorisation of employees or partners	4ART												
Blockchain certificate for artwork authenticity	4ART	Verisart	Speakart	Arcual	Smartstamp								
Blockchain certification of all entries	4ART	Verisart											
Catalogue creation	4ART				Smartstamp								
Clear and intuitive	4ART								Instagram			Singulart	
Clear target group	4ART							Discord				Singulart	Makersplace
Decentralised collection management	4ART				Smartstamp								
Decentralised object verification	4ART				Smartstamp								
Digital artwork and document security	4ART	Verisart				ArtLogic							
Digital condition reports	4ART		Speakart										
Digital document backup	4ART	Verisart											
Digital document security	4ART	Verisart											
Digital security for high-value items	4ART												
FIAT and crypto payment for NFT creation	4ART												
FIAT and crypto payment for NFT purchase	4ART	Verisart											
Integrated NFT Wallet	4ART												
Interactions / communication	4ART							Discord	Instagram				Makersplace
Invisible fingerprint for artworks	4ART				Smartstamp								
Legally robust NFT rights document X	4ART												
Marketplace digital art	4ART											Singulart	Makersplace
Marketplace objects	4ART												
Metamask Integration	4ART	Verisart					Opensea		Blur	Foundation			Makersplace
Multichain - Ethereum and more	4ART						Opensea						
Multimedia - Physical or Digital Art	4ART									Foundation			Makersplace
NFT Minting and Marketplace	4ART	Verisart											
NFT+ integration	4ART												
Open and curated marketplace	4ART									Foundation			Makersplace
Professional maintenance and cataloguing	4ART											Singulart	
Promotion opportunities	4ART							Discord	Instagram				Makersplace
Provenance verification with	4ART	Verisart	Speakart	Arcual	Smartstamp								
Provenance verification with smart contracts	4ART	Verisart	Speakart	Arcual	Smartstamp								
QR code or NFC marking	4ART		Speakart										
Secure artwork identification	4ART				Smartstamp								
Share and communicate securely	4ART	Verisart				ArtLogic							
Smart-Contracts	4ART												
Transfer of ownership	4ART												
VR / AR Tools & Functionality	4ART					ArtLogic							

Potential competitors do offer similar services in certain niches.