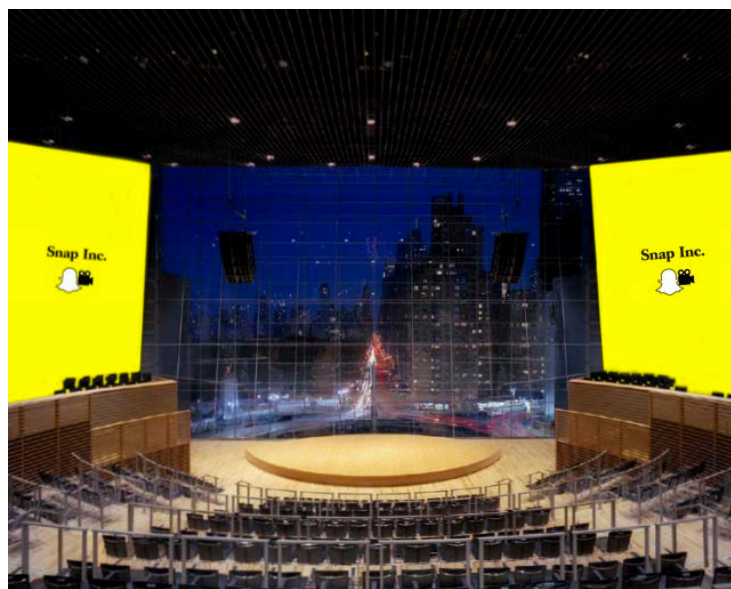


Air Time for Equity



Prepared By: Quantum Corp.

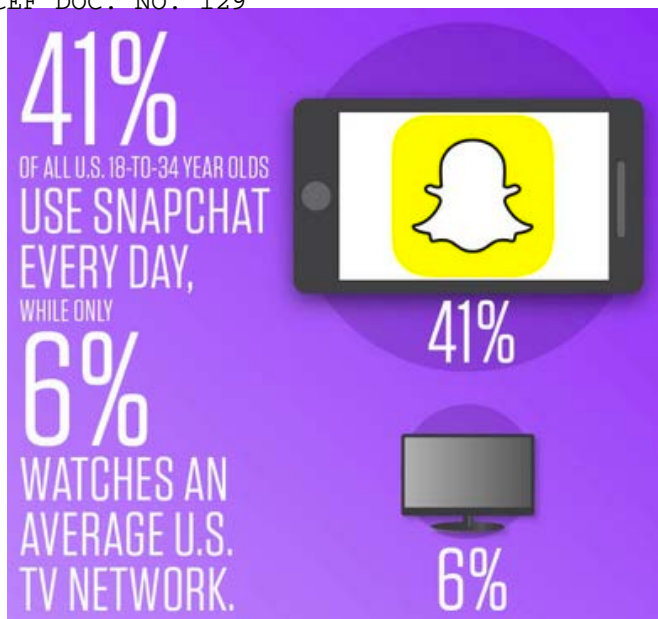
Quantum Corp. will be implementing a much anticipated strategy called Air Time for Equity. This will give businesses the introductory platform they need to generate public interest to stimulate demand for their goods and services. The strategy is fairly straight forward. Quantum Corp., through its Time Warner Inc. media and entertainment division, will allocate resources and air time to a new competitive series where the public directly participates in participants success. Snapchat will be integrated into all Air Time for Equity content based platforms built to support this new venture. This will allow Quantum Corp. and Snap Inc. to build necessary synergies in a new, but very import up and coming business vertical. The strategy allows Quantum Corp. and Snapchat to diversify its investment portfolio when necessary with real time feedback from the consumer public to support decision making. Quantum Corp. will work with companies such as



Apple to host Mouse Trap, which will not only excite participants and the audience, but will allow companies like Apple to showcase their employees and facilities. Mouse Trap will be competing with shows like Disney's Shark Tank. Celebrities will have the option to participate in episodes, and provide important feedback to participants to improve demand for goods and services. This strategy will create

a more inclusive investment backdrop than its competitors. However, this is a competition, the public will be participating live, and participants will win or lose. Celebrities and innovators will help guide the audience, but ultimately the public audience decides the winner.





This new business verticle is expected to attract investment, croudfunding, and other Fortune 500 companies. Air Time for Equity will create a diverse product pipeline allowing the dollar to cut across the peripheral U.S. stimulating growth in overlooked pockets of the economy, which is expected to create One Million new jobs in the next eight years. No company is too small or too large to compete. Ideas and the solutions that

bring them to life are no different large or small. For example, Mouse Trap will create captivating narratives ranging from a few people out of a garage developing a Quantum Operating system vs. Microsoft and their Quantum Operating system. These David v. Goliath type competitive narratives will catalyze new waze of innovation, spark the desire that will inspire the young minds of tomorrow, and captivate the imagination of the global audience. Mouse Trap will be introduced domestically in the U.S., and be offered globally. Mouse Trap will be packaged through Quantum Corp.'s Turner entertainment division structured similarly to other traditional television shows, but at a more competitive price point to make the barrier to entry low globally. This will ensure that cost doesn't not get in the way of attracting talented innovators allowing Mouse Trap to build a major stake in the new Air Time for Equity space. This new partnership will showcase Snap Inc.'s ability to out innovate its competitors in the social media space and allow Snap Inc. to enjoy the global recognition it

deserves. Snap Inc. is expected to deliver integration across all Mouse Trap platforms to drive audience participation delivering metrics and results in real time on live television.



Seamless integration of Snapchat statistical data to project results and outcomes will be critical.

Snap Inc. will likely exceed these modest expectations allowing Snap Inc. to highlight new product development and innovation weekly. Air Time for Equity is anticipated to redistribute resources to new market segments allowing Quantum Corp. to explore unimaginable new ventures with reduced risk, and share those opportunities with Snap Inc. The strategic shift in Quantum Corp.'s business model allows this new Air Time for Equity vertical to take shape unimpeded by traditional market forces.



This creates favorable conditions for agile optimization necessary to maintain peak performance across all of Quantum Corp.'s businesses. As Quantum Corp learns new waze to innovate through Air Time for Equity so to will its subsidiaries. This nimble and balanced approach will spawn intellectual diversity around new products and goods. For example, one company that has captivated our attention is rumored to be working in the gaming space to give players the option to add highlights to social media to broaden the competitive backdrop of the gaming space. This type of proprietary innovation integrates well with Snap Inc. Collaborating with music content providers and artists to provide unique immersive game experiences is also a proprietary point of opportunity. Mouse Trap is anticipated to create bleeding edge innovation globally, and Quantum Corp. should position its business segments accordingly to meet service, good, and content based demand. Moving forward, Snap Inc. is best positioned in the social media space for



Quantum Corp. as new data rules and regulations begin to take effect.

Repositioning Quantum Corp. with the correct social media platform will be critical as governments begin to navigate technological singularity economic equilibrium.