



ADVENT COIN



GLG RESERVE PTE. LTD.

ADVENT COIN

WHITE PAPER

NOTICE: Advent Coin is built on the Ethereum blockchain and is used as a reward system for the Advent Community. This Whitepaper outlines the Advent ecosystem, the Advent Community and the tokenomics and utility of the Advent Coin. The sale of Advent Coin will be under the laws of Singapore.

GLG RESERVE PTE. LTD.

Republic of Singapore

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EXECUTIVE SUMMARY

GLG RESERVE PTE. LTD. (the "Company") has partnered with USA-based Advent Entertainment, LLC to launch the Advent Coin. Advent Entertainment is a production company with the vision to create film, television, video game and entertainment technology projects which are interactive and worldwide. We are about opening eyes to dreams and using next generation technology to enhance the worldwide love of film, television, music, games, augmented reality, virtual reality, cryptocurrencies, NFTs, the metaverse and web 3.0. See animated characters, speed of light jets, intelligent robots and World War II fighter planes in your own home and in the lobbies of theaters. Experience the movie and much more. This is the world of Advent.

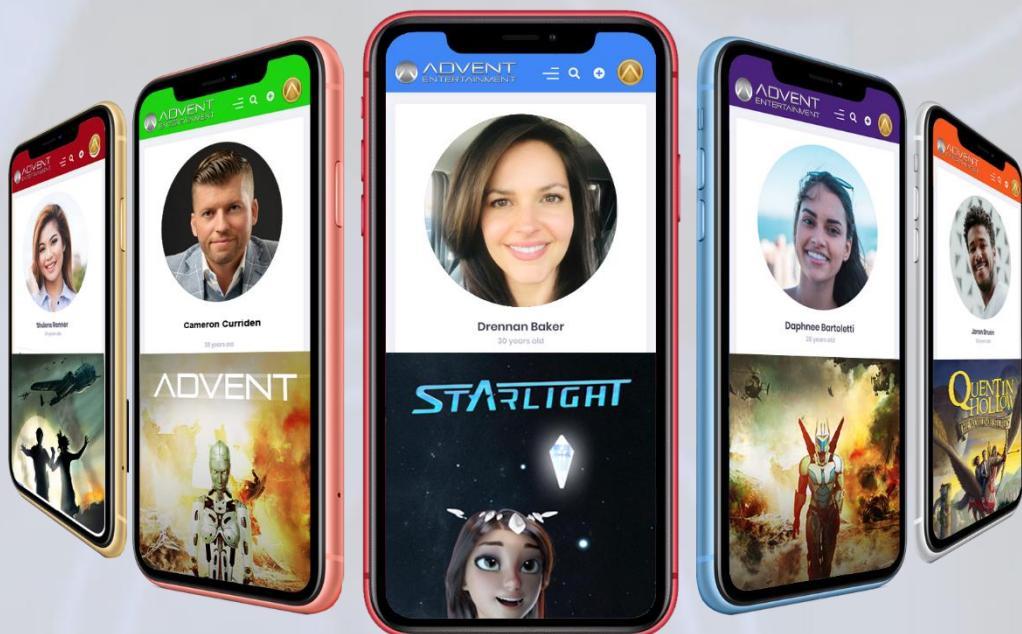


Advent Coin – The utility token for the Advent ecosystem

Advent Coin is an ERC-20 token. The Platform for the Advent Coin is the Advent Entertainment ecosystem of films, television shows, video games and real estate projects. This ecosystem is ready and outlined on the Advent Entertainment website. The website is operational, and Advent Coins can be used to purchase in the Advent Store. Advent Coin will not be sold by Advent Entertainment. Following the sale of Advent Coins by the Company, Advent Coins will be airdropped for free or earned by the Advent Community through various projects such as pay-for-play games, rewards for in-game tournaments, rewards for involvement in marketing of Advent projects, rewards for community activities, participation in Advent partner events, and many other ways. Advent Coins will be immediately usable on the Advent Entertainment website to purchase Advent merchandise. They are designed for exclusive use in the Advent ecosystem and opportunities to use the Advent Coin will grow as more projects move to market. Advent Entertainment reserves the right to buy back Advent Coins and will always do so at a discount of the face value.

ADVENT ENTERTAINMENT community

We are building a worldwide community called the Advent Community which is a community of people who love entertainment and want to be involved in the creation of amazing films, television shows and video games. We understand that one of the most powerful marketing industries in the world is the entertainment industry. Film, television and the fascination of the worldwide public with Hollywood celebrities creates a venue to reach millions of people and to bring an awareness of Advent and the world of cryptocurrencies into homes, cell phones, tablets, televisions, computers and theaters worldwide. Lee Baker, Advent Entertainment CEO, has worked extensively in the entertainment industry as the current owner of Advent FX (www.adventfx.com), and the previous owner and president of Sandman Studios (www.sandmanstudios.com). Under Lee's direction, the company is developing a slate of feature films to bring Advent to the masses.



The Advent Coin is a utility token used as a rewards system for the Advent Community. Lee Baker, the founder of Advent Entertainment, LLC, has spent years developing a slate of feature film, television projects and video games each of which will be enhanced by the metaverse and web 3.0. Advent Entertainment has the right to fund all or part of the following projects in our current Film and Television Slate. Advent Entertainment will continue developing feature film and television projects and technologies such as virtual reality, augmented reality, gaming and other technologies associated with the entertainment industry. Therefore, the Current Film and Television Slate is subject to change and Advent Entertainment reserves the right to add or remove projects from the slate as determined by Advent Entertainment.

ADVENT – CURRENT FILM AND TELEVISION SLATE



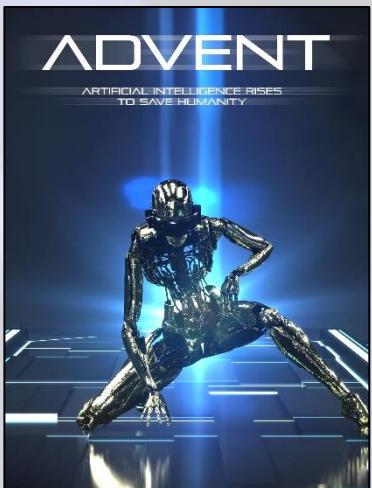
STAN LEE'S LEGION OF 5

Stan Lee is the creator of Avengers, Iron Man, Thor, X-Men, Spiderman, The Hulk, and many others...

Genre: Live Action Superhero Feature Film

Intellectual Property Rights Owners: Lee Baker's company Stormlight Entertainment, LLC and Stan Lee's POW! Entertainment, Inc.

Story: Five young heroes mistakenly armed with super abilities struggle with personal issues as they join together to fight a super-powered force which the military cannot control. With the success of all the Stan Lee super-hero films, this film is destined to be a box-office sensation.



ADVENT

Genre: Live-Action Television Series

Intellectual Property Rights Owner: Lee Baker

Additional: Rosario Dawson is attached to act and produce with Lee Baker

Story: Set in the modern day, a meteor strikes the Earth, destroys most of the life on the planet and brings with it strange alien creatures determined to take control. The remaining humans cannot defend against the creatures until a teenage boy creates the first living robot.



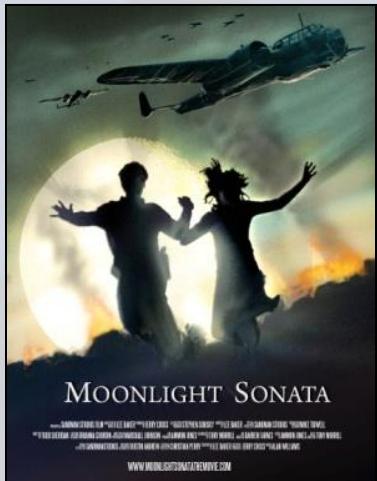
SPEED OF LIGHT

Genre: Live-Action Sci-Fi Thriller Feature Film

Intellectual Property Rights Owner: Lee Baker

Additional: Speed of Light was released as a novel in 2011.

Story: Traveling the speed of light traumatizes a man as his mind expands and he sees from the experience and eyes of everyone and everything around him. He pieces himself together and struggles to stay alive as he learns to control his new abilities, discovers his wife's death was not an accident and her killers are after him.

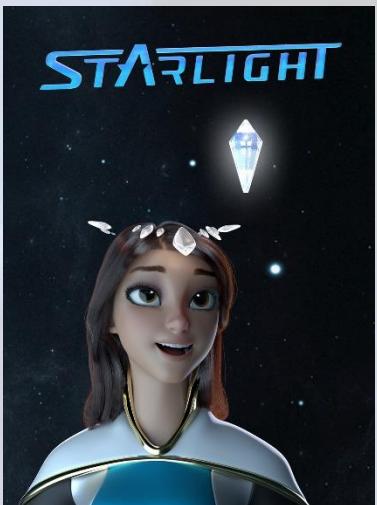


MOONLIGHT SONATA

Genre: Historical Espionage Thriller based on real events.

Intellectual Property Rights Owner: Lee Baker

Story: Winston Churchill made a controversial decision during World War II to not evacuate the city of Coventry and allow the city to be destroyed even though he knew the attack would occur. He did this to protect the enigma decoding information and possibly win the war. Our story centers on the spies that discover the impending attack and their decision to save their own families who live in Coventry or to obey orders to let the city be destroyed. One spy disobeys Churchill and leaves to save his wife and unborn baby, the other pursues him.

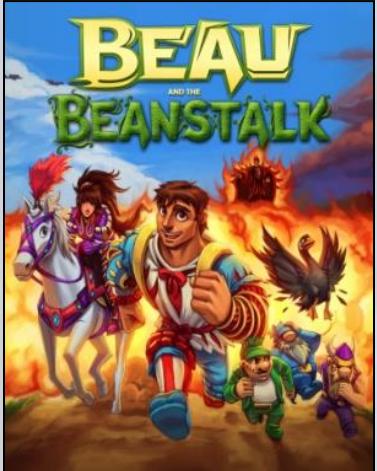


STARLIGHT

Genre: 3D Animation Feature Film

Intellectual Property Rights Owner: Lee Baker and Jackie Lee

Story: Starlight, a young angel, is orphaned when her parents are taken in a raid of the Heavenly realms by dark forces. While searching for her missing Parents, Starlight discovers that her brother is leading a war in Heaven, and she must choose sides.

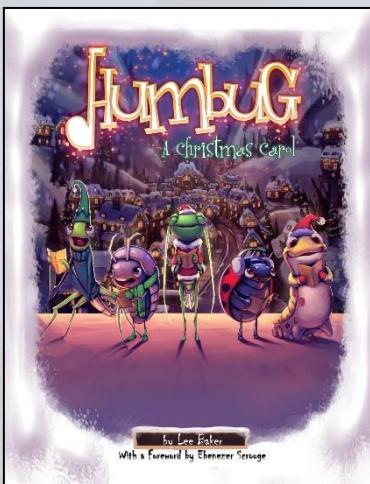


BEAU AND THE BEANSTALK

Genre: 3D Animation Feature Film

Intellectual Property Rights Owner: Lee Baker

Story: *Beau and the Beanstalk* is a reverse of the fairy tale told from the point of view of an adolescent giant who is ridiculed in a magical kingdom in the clouds and climbs down a beanstalk to meet Jack, a hack-magician with a love of fire tricks and a passion for performing in the circus.

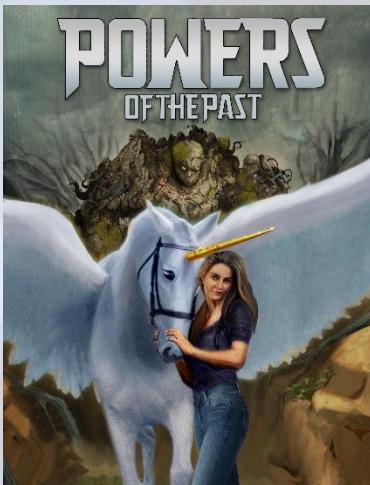


HUMBUG, A CHRISTMAS CAROL

Genre: 3D Animation Television Special (40 Min)

Intellectual Property Rights Owner: Lee Baker

Story: A magical humbug that attracts the magical reindeer of Santa is brought to the town of Winterton by a little orphan girl. Winterton is a frozen town with frozen hearts and frozen people. The warmth of the little girl and the magical music of the humbug bring Santa, the reindeer and Christmas back to Winterton.

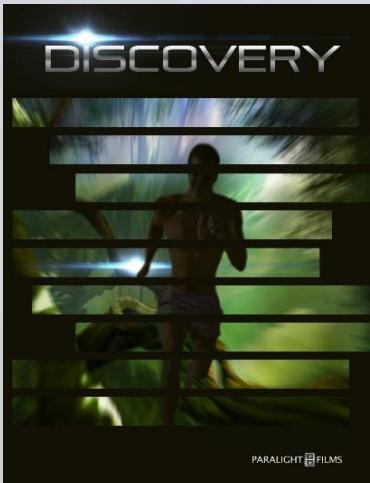


POWERS OF THE PAST

Genre: Live-Action Feature Film

Intellectual Property Rights Owner: Lee Baker

Story: Thousands of years ago a magic user sacrificed his life to remove all magic from the Earth in an effort to save humanity. Bree Powers, a modern teenager, is struck by lightning and inadvertently brings magic back to the Earth which unlocks both the beauty and potential devastation of the past.

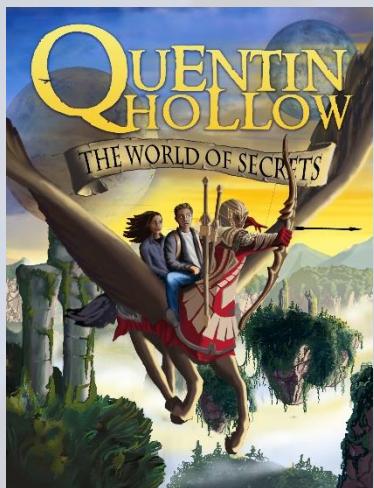


DISCOVERY

Genre: Live-Action Thriller Feature Film

Intellectual Property Rights Owner: Lee Baker

Story: Devon, a linguist who had recently lost one of his twin daughters, is convinced to join an expedition in South America which has uncovered an ancient library with records describing incredible technologies of the past and a group of people that had achieved immortality. Devon translates writings describing a gateway to another world and they follow the instructions to build it. The power rages out of control and they unleash a force that could destroy the civilized world.

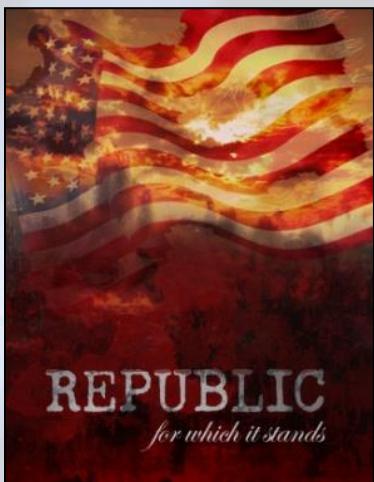


QUENTIN HOLLOW

Genre: Live-Action Fantasy Feature Film

Intellectual Property Rights Owner: Lee Baker

Story: A small town called Mountain Hollow has secrets. Quentin, a young schoolboy, learns that his 14th great grandfather who settled the town had discovered a doorway to a fantastical world filled with mythological creatures. As Quentin discovers the doorway he learns that nothing around him is as it seems and he is the only one that can save his distant grandfather from the forces of evil ruling the fantastical world. With the flair of Harry Potter and Narnia this film will grab the attention of all demographics.



REPUBLIC FOR WHICH IT STANDS

Genre: Live-Action Epic Political Thriller Feature Film

Intellectual Property Rights Owner: Lee Baker

Additional: This is film number one of three feature films.

Story: The United States is invaded at the largest scale in history. Americans band together from all facets of life to face the horrific situation. Leaders emerge from the confusion and ashes and America fights back.



ADVENTCOIN

ADVENT COIN tokenOMics

Blockchain: Ethereum

Token Type: ERC-20

Token Cap: 500 Million

Tokens Reserved for Advent Team: 100 Million

Tokens Available to be Sold through IDCM ASIA: 100 Million

Tokens Reserved for GLG Wallet Holders: 50 Million (35.1 Million already Air Dropped)

Tokens to be Used for the Advent Community: 250 Million

Planned use of Advent Coin as a rewards system for Advent Community members:

Year 1: up to 50 Million used as rewards.

Year 2: up to 50 Million used as rewards

Year 3: up to 50 Million used as rewards

Year 4: up to 50 Million used as rewards

Year 5: up to 50 Million used as rewards

Year 6+: Appropriate amounts used as rewards

*Plans may adjust as the Company evaluates the value of Advent Coin and the participation of the Advent Community.

**Advent Entertainment reserves the right to buy back Advent Coins in order to keep additional supply but will always do so at a discount of face value.



FREQUENTLY ASKED QUESTIONS

When will Advent Coin launch? Currently planned to launch in September of 2022.

Where can I buy Advent Coins? Advent Coins will be sold through IDCM.

What will Advent Coins be used for in the Advent Ecosystem? You will be able to purchase in-game, digital and physical items from Advent projects on Advent sites with Advent Coin. Advent Coin holders may be involved in raffles for premiers and have special access to events and promotions. You will also be able to participate and vote on selected decisions of Advent Entertainment as Management opens the door to the Community.

Will Advent Coin holders be able to trade their Advent Coins? Yes. However, the Advent Coin is designed to be used in the Advent Entertainment ecosystem.

What activities will allow Advent Community Members to earn additional Advent Coins? Earning opportunities will be chosen by Advent Management but may include: Play to earn in video games, participating in Advent events, taking Advent quizzes, sharing of the Advent Community, joining exclusive clubs or groups created by Advent, participating in activities of Advent partners and subsidiaries, purchasing NFTs created for Advent projects, unlocking special bonuses in games and on Advent sites, Augmented and Virtual Reality challenges, gifts to cast and crew of Advent projects and many, many other ways!



Advent community INTERACTIVE RELEASE CAMPAIGNS

VIRTUAL AND AUGMENTED REALITY

Our development plans include the ability to have a moviegoer simply scan the symbol on a poster with their telephone or tablet and unlock virtual reality and augmented reality in the lobby and hallways of the theater or in their home as they are streaming. Through their phone or tablet they will be able to see fantastical worlds or superheroes saving the day. Our vision is to make the theater or the home of the viewer a virtual reality theme park and each new movie can bring with it new adventures. Many adventures are planned to give the adventurer the opportunity to earn Advent Coins and participate at a deeper level in the various productions. Advent Community members can also participate through marketing events – for example “Easter Egg” type challenges in which they can invite friends to join with them.



SCAN THE QR CODE WITH YOUR PHONE AND EXPERIENCE AUGMENTED REALITY

Take a picture of yourself with a concept 3D Character created for one of the new super heroes in Stan Lee's Legion of 5.



GLG MANAGEMENT



AUGUSTINE KIM - CHAIRMAN / PRODUCER

Augustine, for the past 40 years has been a key executive in the entertainment and communications industries, distributing over 300 motion pictures and TV series including Once Upon A Time in America, Never Say Never Again, The Killing Fields, Night Game, Platoon, Witness, Endless Love, Nightmare on Elm Street, Beverly Hills Cop, Rambo, Moon Walker, Cotton Club, Apocalypse Now, LA Confidential, El Salvador, The Fugitive and The Empire of the Sun, Wild Wild World Animals, Samuel Goldwyn's package, Hercules's series, The Six Million Dollar Man, Combat and more with major Hollywood Studios such as AIP, Orion, Samuel Goldwyn, Embassy Pictures, Inter-Ocean Film, Carolco Pictures, Cannon Pictures, Viacom, Warner Brothers, MGM, Paramount and Universal Studios.

ADVENT MANAGEMENT

LEE BAKER – FOUNDER / CHIEF EXECUTIVE OFFICER



Lee Baker has focused his career on entertainment as CEO of Advent Entertainment and Advent FX and the previous president of Sandman Studios (www.sandmanstudios.com). Lee has worked on many feature film and television projects including *Race to Witch Mountain*, *Pushing Daisies*, *Grimm*, *Trauma*, *The Aquabats*, *Raising Hope*, *A Gifted Man*, *The Closer*, *iZombie* and many others. His company built the X-Box video game *Advent Rising* with Majesco, worked with Electronic Arts on *G.I. Joe*, *Littlest Pet Shop*, *Monopoly*, *Nerf* and *Connect Four* and built interactive games for *Stuart Little* and *Pirates of the Caribbean*. For their work, his company has won 10 Telly Awards, 2 Davey Awards, 2 W3 Awards, 15 Horizon Awards, 5 Communicator Awards and 6 Interactive Media Awards. Lee is the author of the novel *Speed of Light* and the illustrated books *Humbug*, *A Christmas Carol* and *Beau and the Beanstalk*. Previous to working in the entertainment industry Lee had taken and passed the series 6 and series 65 exams.

CAMERON CURRIDEN – CHIEF FINANCIAL OFFICER



Cameron had his beginnings in marketing and business development and in the early 2010's ventured into real estate investing, building a company from scratch to multimillion dollar valuation in 18 months. In the last 5 years, Cameron has been actively involved in over \$6.5 Billion in transactions. During that time, Cameron has founded and exited 3 companies and also has invested in and has sat on the advisory boards for multiple startup companies in the tech, entertainment and digital securities space. Cameron is currently publishing a book that is scheduled for release in April 2022. In 2020, he was nominated for the Top 100 people in Finance and in 2021 was listed as the top 40 under 40 Professionals in the US. Cameron is also very active in several charitable foundations involved in building homes for women coming off the streets in Houston and providing jobs and education as well as Microfinance in one of the poorest countries in the world, Burundi, Africa.

JAROM SIDWELL – HEAD OF PRODUCTION



Jarom started his career with Digital Domain and the films Transformers, We Own the Night, The Hitcher, Texas Chainsaw Massacre – The Beginning and Zoom. He moved to VFX produce commercials at Radium / Reel FX where he assembled bids, helped managed pitches, actualized budgets and learned the beginning and end and everything in between needed for a successful production. 2+ years later, New Zealand called. He had to go – it was Avatar. Weta credits: Man of Steel, Avengers, The Adventures of Tintin, X-Men: First Class, A-Team, Gulliver's Travels, Avatar. Now, he is leading the Advent teams and perfecting our use of Virtual and Augmented Reality.

MORONI TAYLOR - STORY ART/CONCEPTUALIZATION



Moroni brings over 20 years of experience in the film industry with a focus on story creation and storyboarding. He has spent much of his career with Blue Sky Animation. Animation feature film projects have included: Ice Age: Collision Course, Rio 2, Ice Age: Continental Drift, Rio, Ice Age: Dawn of the Dinosaurs, Surviving Sid, Horton Hears a Who!, Ice Age: The Meltdown, Aunt Fanny's Tour of Booty, Robots, Ice Age, Osmosis Jones, The Tangerine Bear: Home in Time for Christmas!, The Iron Giant, The Brave Little Toaster Goes to Mars, The Magic Sword: Quest for Camelot, The Brave Little Toaster to the Rescue, The Peanuts Movie and Epic.

Representative Advent Management Team Project Experience

