KLK Cryptotoken Sale FOUR-Pager

The Company. Tautachrome, Inc. is a fully reporting publicly held advanced technology development company (OTCPINK: TTCM). We are focused on high-speed blockchain technology to couple with the Company's revolutionary technologies in smartphone image authentication, imagery-based social networking interaction, and augmented reality marketing in order to make possible ultrafast frictionless transactions between worldwide smartphone users and the goods and services segment of the global economy. The Company is launching the KLK cryptocurrency to support this global trade in goods, services and digital information.

A security token. The KLK cryptocurrency will begin life as an ERC20 compliant token designated the KLK20 token on the Ethereum blockchain. The KLK20 token is a security token, and is being treated in compliance with SEC regulations. The Company plans an eventual migration of the KLK20 token in a one for one swap to a to a cryptocoin designated the KLK coin on our own custom ultra high speed fully decentralized blockchain, called the "zChain."

The Sale: Eight billion KLK20 tokens will be generated and distributed, 50% to token purchasers in this token offering, and the balance reserved for distribution as follows: 18% for technology development, 10% for development partners in the goods and services commerce sector, 2% for software bug bounties and 20% for prorata distribution over time to the 1,800+ shareholders in the Company.

KlickZie technologies. The Company has developed patented and patent pending technologies branded "KlickZie technologies." These technologies are being developed as two smartphone app platforms, the KlickZie ArK platform (the "ArKnet") and the KlickZie Activated Imagery platform.

These two platforms implement the cryptocurrency transaction activity in the KLK ecosystem.

- KlickZie *ArKs* add the blockchain power of frictionless, automated transactions between buyers and sellers in the world of commerce for goods and services of all kinds.
- KlickZie *Activated Imagery* lets consumers gain for themselves the value of their imagery and their digital information that up to now have been funneled to social networking systems.

Both platforms give users the ability to create digital products that employ the KLK ecosystem to generate new income.

The KlickZie **ArKnet platform** enables sellers of goods and services to deploy Augmented Reality interfaces, which consist of digital information belonging to the seller, that advertises and facilitates the sale of the sellers goods or services using geo-located interfaces branded **ArKs**. ArKs are easy to deploy, function world-wide, and benefit all forms of commerce. They serve the world's goods and services commerce market. ArK users are called "ArKrs."

The KlickZie **Activated Imagery platform** is also global, serving smartphone users worldwide. KlickZie's novel Activated Imagery technology automatically "activates" consumer smartphone pictures and videos as this digital imagery is created using a trade secret, invisible marking process. Activation allows the *ownership and trustability* of the consumer's imagery and other digital information to be reliably established, permitting the monetization of this digital information using features of the KlickZie Activated Imagery platform. Monetization allows the KLK ecosystem to extract profit for consumers utilizing the consumer's own personal digital information.

Both of KlickZie's platforms tap the organic activities of the users they serve. The ArKnet platform uses Augmented Reality to amplify the marketing of what sellers are already working to sell. The KlickZie activation platform allows the trillions of smartphone pictures and frames of video being produced each year to be transformed from a giant pile of ordinary imagery into a giant ecosystem of monetizable and trustable imagery products earning profit on the KLK blockchain.

KlickZie patents. We have four granted United States patents covering two key KlickZie Activated Imagery arenas: three patents in the arena of KlickZie's authentication technology and one patent in the arena of KlickZie's activation technology for Touch-to-Comm. And we have recently submitted United States patent claims pending in the KlickZie ArK technology arena.

The authentication and validation of smartphone imagery patents are US Patent # 9,582,843 granted February 28, 2017 and US Patent numbers 10,019,773 and 10,019,774, both granted July 10, 2018. These patents teach how to create a smartphone software system and a cloud based authentication system that allows any smartphone user to create photos and videos that are trustable to any third party. KlickZie's smartphone software system takes over the imaging system in the user's smartphone, securely captures and invisibly and robustly marks the native imagery that the user creates and securely stores it in the KlickZie Cloud. The marking enables the KlickZie Cloud -exclusively- to recognize any KlickZie imagery submitted by a third party and confirm its authenticity as the original un-Photoshopped, un-manipulated imagery. This patent is supported by two continuation patent applications also submitted to the US Patent Office.

The Touch to Comm patent, US Patent # 9,928,352 B2, was granted February 27, 2018. This patent teaches how to use invisible marking technology (taught in the authentication patent application above) together with KlickZie Viewer software and the KlickZie Cloud to turn the imagery flowing from a KlickZie equipped smartphone or tablet into "activated" KlickZie photos or videos. People running across an activated photo or video, no matter what the source, are able to interact with other people, such as the imagery's creator, merely by touching or clicking on the imagery.

The pending KlickZie ArK US patent, # 62/755,589 claim methods and processes for networking information of the type that people wish and need to share with others. These claims are virtual augmented reality (AR) based. Any method for inserting virtual AR information into an observer's visual imagery applies to the method and process taught, whether the imagery is camera digital imagery, natural imagery seen through glass, natural imagery seen without any intervening material at all, or any other AR imaging system presenting onto visual imagery.

The KLK ecosystem. The economic activity supported by the zChain, KLK coin and KlickZie smartphone platforms make up the KLK crypto ecosystem. It is an economic ecosystem whose currency, that is its money, is the KLK cryptocurrency, whose community consists of the users of KLK currency and whose environment consists of the KLK transactions that take place among the users.

Supplying currency into the ecosystem. To supply the ecosystem with KLK currency, the blockchain will inject KLK currency into the crypto accounts of users in support of the organic buying, selling and usage activities going on in the Activated Imagery and ArKnet platforms. Injections will be made under smart contracts implemented in mechanisms including the following.

- The purchase of KLK20 cryptotokens under this and subsequent offerings will put KLK20s into circulation and will fund the build out of the ecosystem.
- When an ArKr, using purchasing mechanisms already in place in the ArK of a selling entity, makes a purchase with credit card or any other cash transfer method from within the selling entity's ArK, the Company will receive a cash-transfer commission from the selling entity, and the KLK blockchain will issue a KLK reward into the wallets of the buying ArKr, the selling entity, and the Company.
- ArKrs selling goods and/or services and who monetize some or all of their products strictly in KLKs can register with the Company becoming a "KLK-currency Seller." ArKrs who are potential KLK-only buyers can register with the Company becoming a "KLK-currency Buyer." For a sale monetized in KLKs between these two groups, the seller, the buyer and the Company will all receive a bonus KLK award for the sale.
- ArKs, other than personal ArKs which are free, will pay the Company a license fee in the form of fiat money (national currency). The blockchain will award the ArKr and the Company an award in KLKs when each ArK license payment is tendered.
- ArK sellers of goods and services are encouraged to give KLK rewards to their customers from their own KLK accounts. The blockchain will provide up to a 50% match to buyers receiving such awards, whether or not they are ArK-based buyers.
- Adopters of either app, the KlickZie Imaging app or the ArKnet app, will receive a KLK wallet and a KLK reward deposited by the blockchain into the wallet upon download and registration of the app. Adopters

making a referral to someone, who as a result of the referral downloads and adopts an app, will also receive an additional referral-reward from the blockchain.

- Users of the activated imagery app own the imagery they create and/or the communications spaces, the "KlickZie Channels" they generate. These items are products, the use of which or the access to which, can be licensed by the owner to make money in the form of KLK currency. Rights to use imagery, access a communications space, fact check the trustability of imagery or recover an original from a fragment are all under owner control, and the KlickZie activated imaging platform will support with smart contracts the ability of the owner to license these rights to others. When needed by the buyer, KLKs sufficient to fund the license will be sold to the buyer by the Company for fiat cash and injected into the appropriate wallets in accordance with the smart contract to complete the license purchase. The injection will add supply to the KLK money supply, and the cash will be recorded by KlickZie as a sale of KLKs with mechanisms comparable to those being used in the sale of KLK20s under this present offering.
- Comms space (channels) on the KlickZie activated imaging platform have a cost. This cost will be monetized in KLKs and paid to the Company by blockchain injection, providing another means of supplying KLK money into the ecosystem.
- Ad Revenue. Advertisers will be able to buy (for cash) ad teaser-space in the communications spaces on the KlickZie activated imaging platform. When a user "bites" on a teaser, the Company gets paid additional cash by the advertiser, and the user gets an injection of KLKs from the blockchain for opening the ad.
- The Company intends to offer in-app products to users of the KlickZie activated imaging platform. Users making purchases of these products will receive KLK awards.

The mechanisms described above have the purpose of filling the ecosystem with KLKs under conditions that encourage the growth of the KLK currency value and the growth of KLK economic activity. Each of the smart contracts implementing these KLK-supply mechanisms will contain a damping algorithm aimed at keeping its cumulative KLK reward size and growth rate within bounds reflecting its contribution to the Real Trade Activity of the whole KLK ecosystem. Real Trade Activity will be a measure of the number of distinct smartphones and identifiably distinct humans involved in trades, the total value of goods traded within the KLK ecosystem, and the value of goods traded using KLK currency. The Real trade Activity measurement will be calculated and posted by the Company and made available to the public. It will be accessed and used by the KLK blockchain to implement the damping algorithms.

KlickZie Userbase Growth. KLK insertion into the ecosystem through activity and awards will have the valuable effect of widely distributing KLKs, thereby providing consumers with spendable KLK currency. Providing a KlickZie functionality of high desirability can produce very high adoption rates. We expect adoption reaching more than a billion adopters in record time. This graph shows the results of our studies on KlickZie growth with the factors we can control. The actual growth and final size of the KlickZie user-base will depend upon our getting two things right: high adoption rate and low loss rate. For smartphone applications, we know that adoption rate is driven by application exposure and evident application desirability, while a low loss rate is driven by application satisfaction and ongoing necessity in the user's life. KLK activity and KLK awards beneficially affect both factors. These are factors we believe we can beneficially impact in every important way.

KlickZie user-base growth and maturation
K = 2,000,000,000
r = 0.4
P_0 = 100,000
F = $0.8P_c$
d = 0.8
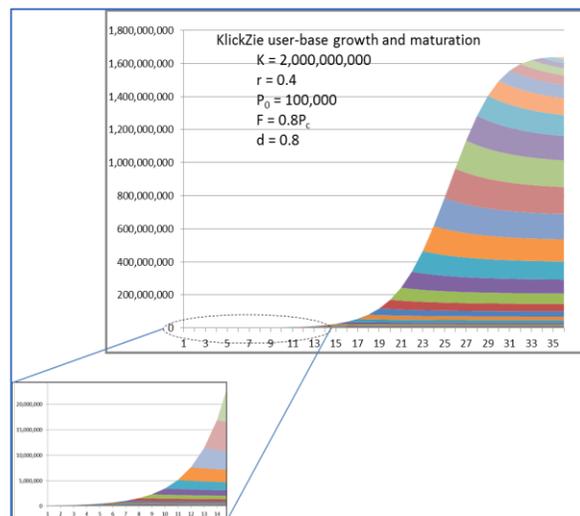
Market size. ArKnet is a smartphone app with a global utility, serving the global marketplace of providers of goods and services. Goods and services comprises the largest portion of the world's GDP, holding steady for the last 60 years at just under 60% of the world's GDP. As of 2017, world GDP according the World Bank stood at $80.864 trillion (USD). This puts the goods and services marketplace at around $48 trillion (USD). ArKnet serves the businesses of the world that provide goods and services. According to the International Finance Corporation there are 125 million formal micro, small and midsize businesses in the world, and perhaps 100 million more falling into the category of branches and franchises of large businesses. Our aim is to capture the attention of all of them, and provide frictionless KLK-based goods and services transaction capability to as many of them as possible. We will be paid license fees in fiat cash by the goods and services businesses that use our ArK services, and we will receive KLK payments from the zChain for the support provided implementing the smart contracts and other blockchain support required to render these services.

The Incredibles

Sergey Bushnyak, Lead Developer. He is Mr. type theory. His blockchains are so fast they require relativity corrections for speed-of-light effects and his software is so bug free that the debuggers union has filed a lawsuit against him. Sergey has 10 years of experience developing and utilizing advanced technology and is a successful entrepreneur using high-assurance Haskell software technology. He has a BS and MS in Computer Science from National Technical University of Ukraine.


Matthew W Staker, Chief Engineer and Director. Matt is so fast at coding, that when Hughes Aircraft hired him they inscribed his nameplate "Dash" and laid off ten software engineers. Dash has over 30 years in technology development experience from startup companies to midsize and large companies with world class competence in the fields of social media, avionics, cloud system development and extreme graphics. He has a BS and MS in Computer Science from the University of Utah and USC respectively.

Aasim Saied, Director. His nickname is Awesome. He is the founder and CEO of Akyumen Technologies Corp, and an established entrepreneur with a history of high tech concept design and building fast moving, innovative companies. Awesome has engineered powerful new patent-pending mobile device technologies using nanotechnology heatsinks to cool hot new projector smartphones.

Dr. Joel C Sercel, CTO. We call him Dr. Astro. He can squeeze water out of an asteroid and convert interplanetary space into a garden. He has decades of practical systems engineering leadership, has led and worked on dozens of products and innovations, in use today in space and around the world, and is an inventor on KlickZie patents. He is an engineer of many disciplines and a pioneer who can manage or lead anything. He has a PhD in space propulsion and plasma physics from Caltech.
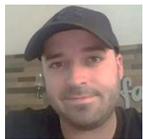
David LaMountain, Director of Investor Relations. He is Mr. Financial Wizard. David opened his first brokerage account in high school and has been trading ever since. Mr. Financial Wizard provides strategic Investor Relations responsibility enabling effective communication between Tautachrome and its stakeholders. He is a business owner and investor/trader in public and private entities and is the lead inventor and genius on KlickZie's pending ArK patent.

Dr. Jon N. Leonard, CEO and Founder. We call him Dr. Ricochet. He crashes through more technologies than Will Smith's bouncing ball in Men in Black. After 9/11, he was responsible for counter terrorism technology development for the Raytheon Missile Co. He was the founding CEO of BPM Technology Inc. the first 3D printing company, and of California Molecular Electronics Corporation, developer of the first practical molecular switch. In addition to the Company's patents he is patented in many other fields including 3-D printing, disappearing email, and virus detection. He has a PhD in Math and a B.S. in Physics from the University of Arizona and an M.S. in Engineering from UCLA.