



Gramarye Media

THE STORY INCUBATOR

The Disruptive Cross-Media Entertainment Studio of Tomorrow



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INTRODUCTION

A Golden Era of Disruption:
Tesla, Amazon, Uber, and now....



Gramarye Media

Book Publisher, Game Developer, and Movie Studio
Content discovery and development, production, and
global distribution under one umbrella

INTRODUCTION



Gramarye Media

Gramarye Media is the cross-media entertainment studio of the future. We're focused on the core, generational stories that unite passionate communities of fans.

Led by a team of deeply-experienced industry veterans, we are poised to disrupt the Hollywood Studio model.

THE RAISE

Note Structure

Equity with Contracted Buy-Back of Shares

Amount: \$2,000,000 to \$100,000,000

- **Use:** Capital Reserves (funds held at Merrill Lynch/Bank of America or JP Morgan Chase)
 - Funds remain in account for contracted period, without hypothecation by Gramarye Media
- **Issue Date:** March 2023
- **Term:** 3 months
- **Interest:** 20% paid at maturity
 - Calculation begins 10 days after receipt of investment
- **Shares:** Convertible Preferred equity at \$1 per share
- **Sell Back:** the investor can compel Gramarye Media to buy back shares
 - Buy-back price per share: \$1.20
 - Sell Back Window: 1 year beginning at end of term

Example of projected return for each \$1 million invested if shares are sold back instead of held:

Interest Received	\$200,000
Share Sell Back	\$1,200,000
Total Return	\$1,400,000
ROI	40%

THE RAISE

MYTHOS Security Token

REG D/S Preferred Stock as Blockchain Token

- ✓ Dividends of 15%+ of Net Profit
- ✓ Generous annual buy-back offers
- ✓ Issue Price: \$1 per share
- ✓ Anticipated upside of 2x to 10x*

*Appreciation anticipated but not guaranteed



ACCUMULATED ASSETS AFTER 10 YEARS

- 199+ Acres Real Estate
- 7+ Production Sound Stages with Office/Mill Space
- 2+ Smart Stages
- Backlot
- 175+ IP Rights for Titles with Franchise Potential
- 50% Ownership in Majority of Story Plant (a traditional publisher) Catalog
- 250 IP Rights for Story Plant Titles
- 20+ Completed Films/Television Productions
- Global Distribution Infrastructure

HIGH-LEVEL OVERVIEW

What is a Cross-Media Entertainment Studio?



Book Publisher



Movie Studio



New Media Team

Mitigating risk and maximizing revenue of blockbuster franchises

HIGH-LEVEL OVERVIEW

Blockbuster Cross-Media Franchises: The Most Valuable Commodity in Entertainment

Stories with true blockbuster cross media potential — including film, television, games, books, toys, apparel, theme park attractions and more — are rare ... and worth billions.

Franchises with a pre-sold, built-in audience are even more valuable.

Many of the legacy studios are struggling because they have lost the ability to create new cross-media franchises with a pre-sold audience community.

Gramarye Media is a pipeline for vetted blockbuster franchises.

HIGH-LEVEL OVERVIEW

Disrupting the Hollywood Studio Model:

Content Incubation

An app (eBook with games and enhanced media) “MVP” Methodology to Test and Mitigate the risk of original blockbuster cross-media franchises ... while generating significant revenue

Next Generation Production

A perfect storm of technology, tax incentives, lower cost of business, and lack of legacy overhead + multiple new revenue streams from the same assets

Global Distribution

Control of Global Distribution (Brick and mortar theatres and streaming) = first money out and highest returns for investors

HIGH-LEVEL OVERVIEW

Success Matrix and Returns 10 Year Projection:

100 Stories Incubated:

At the end of 10 years, we will control approximately 100 stories, each with the potential to become a blockbuster franchise.

Incubation Revenue:

\$650 Million in net revenue generated just through the incubation/data mining process (sales of MVP book apps)

A 5% success rate of stories becoming franchises can generate as much as **\$35 Billion** in net revenue

HIGH-LEVEL OVERVIEW

The Story Incubator

We treat stories like startup businesses.

Only about 10% of all startups succeed ...
but more than 80% of startups succeed when
the “Silicon Valley” model is used at more
than 500 business accelerators.

Rigorous Process = Reliable Innovation

Stories are also innovated. Gramarye Media adapts that incubation process and a **proprietary technology platform** to reduce investor risk in entertainment content.



10%



80%

HIGH-LEVEL OVERVIEW

New Model For Content Development

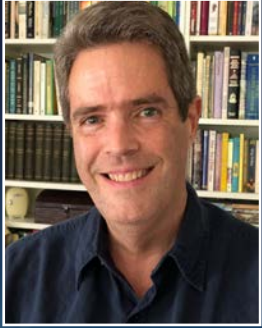
1. MITIGATE RISK:

- The amount invested in a low or moderately-budgeted film is instead spread over a diversified portfolio or slate of original content.
- Each project is selected when its value is lowest using a non-subjective process and an “A List” team of publishing and entertainment vets to identify original stories with blockbuster DNA.
- Incubation process adds value, vets with audiences, and builds thriving fan communities ... before we shoot a single frame. The result is reliably actionable, predictive analytic data.

2. REDUCE COSTS:

- The incubation process generates revenue, streamlining the costly development process and turning it into a profit center instead of a sunk cost that must be added to production budgets.
- Shoot in Georgia to take advantage of generous tax incentives and a lower cost of business.
- Utilize a production technology pipeline, reducing costs and opening new channels of revenue generation, including AR, VR, games, and more. We can even create native language versions for international markets, for the same below-the-line cost.

GRAMARYE TEAM: LEADERSHIP



John Adcox

CHIEF EXECUTIVE OFFICER

- 20+ years in Digital and Integrated Media Leadership
- VP and C-level titles
- Award-winning screenwriter and novelist (*Raven Wakes the World*, *Christmas Past* and more)



Alice Neuhauser

PRESIDENT

- Studio/Production Company Lead, COO, and CFO
- Managed project financing from \$2mm - \$100mm
- Independent Projects: *Terminator 2*, *Cliffhanger*, etc.
- Developer, Manhattan Beach Studios



Graham Bradstreet

CHIEF FILM FINANCING & DISTRIBUTION OFFICER

Managed financing and distribution for more than 130 movies, including major studio releases

For full team bios, please click to visit: <https://www.gramaryemedia.com/team-partners/>

GRAMARYE TEAM: CREATIVE & TECHNOLOGY



Irtaza Barlas

CHIEF TECHNOLOGY OFFICER

- DARPA Self Awareness AI Program Lead Investigator
- Inventor and Engineer
- Georgia Tech PhD



Don Dudenhoeffer

CHIEF CEATIVE OFFICER

- Awarded Creative Director and Technologist
- Emmy Award for Interactive Television
(HBO's *Band of Brothers*)



Lou Aronica

CHIEF LITERARY OFFICER

- Founded Spectra at Bantam Books
- Publisher at Berkley & Avon
- Award-winning Author/Editor



Arthur Stepanyan

EXECUTIVE DIRECTOR, BLOCKCHAIN

- Educator at Georgia State University
- International business consultant involved in Chevron's mega-JV in Kazakhstan, Kaiser Aluminum technology transfer projects, and in US DOE's IPP/NCI programs

GRAMARYE TEAM: STORY INCUBATION



Houston Howard

VP, STORY INCUBATION

Super Story Architect, Transmedia Producer,
Educator, Brand Strategist, Author

Author of *How to Make Your Story Really Stinkin' Big*
and *You're Gonna Need a Bigger Story*



Christopher Golden

NYT Best-selling Author, Editor, Executive
Producer and Screenwriter, Comic Book and Game
Writer with multiple awards
Extensive licensing and merchandising experience



Chris Soth

Screenwriter (*Firestorm*) Author,
Filmmaker, Screenwriting Consultant,
WGA, MFA from USC
One of the world's leading teachers of story structure



James Moore

NYT Best-selling Author (*Seven Forges* and *This is Halloween*), Game Writer, Comic Book and Marvel
Novel Writer
One of the pioneers of online fan community
development and interaction

GRAMARYE TEAM: STUDIO DEVELOPMENT



Bill Foley

Founder and CEO of Foley Design

Leads the Foley Design creative team, solves problems, champions and customer service.

Architect of Pinewood Atlanta Studios and other “next generation” studios around the globe.



David Godfrey

30 + years experience across screen-based media, including technical, operational, executive, & consultancy, with an ability to work globally across cultures.

Director of UK Operations for Pinewood and Shepperton Studios; designed the world’s most advanced smart stages.



Candice Alger

Previous: Founder/CEO, Giant Studios.
Executive Producer of Motion Capture Effects on *Avatar*, *The Lord of the Rings*, *Iron Man*, etc.

Professor of Practice focusing on Virtual Production, Augmented Reality, & Virtual Reality at Georgia State University. Leading expert in cutting-edge production tech.



Alice Neuhauser

Gramarye President.
Led the development of Manhattan Beach Studios, built for approximately 100 million. It sold recently for more than \$600 million.

The studio’s first production was the television series *Ally McBeal* and, more recently, was home to the *Avatar* sequels, using technology developed by Candice Alger.

THE PROBLEM

The Business of Story is...

BIG

Annually More Than
\$1,000,000,000,000
Counting Movies, Books, TV, Games, Theme Parks, etc.



THE PROBLEM

The Business of Story is...

RISKY

The rewards can be huge, but....

Most films lose money.

That means most investors lose money.

Together, we're going to change that. Here's How.



THE PROBLEM

Big Risk, Big Reward

Why is film investment risky?

- Bad Data — According to the Chief Analytics Officer at a major studio, studios regularly spend between \$250,000 and \$3 million on data analytics ... without uncovering anything that is reliably predictive.
- Studios rely on Remakes and Reboots, despite the fact that every executive we interviewed agreed with J.P. Morgan financial analyst Vasily Karasyov: “The cycle of sequels and remakes has played out,” and “presents a growing risk to film industry profitability.”

THE SOLUTION: CONTENT SELECTION

Mitigating Tentpole Franchise Risk

Content Selection

- Projects chosen to inspire passionate fan communities
- Developed through rigorous incubation process
- Tested through direct, primary observation with audiences
- Incubation generates revenue — before we shoot

THE SOLUTION: CONTENT SELECTION

A Systemic Problem

Traditional major studios are “hunters and gatherers,” seeking established, branded franchise IPs.

NEED BETTER DATA

Only Amazon and Netflix have come close to cracking predictive, reliable, and unbiased analytics in entertainment media.

UNCLEAR AUDIENCE BASE

Sales figures for books and comics are undependable. These figures indicate store purchases, not consumer purchases.

ADAPTATION CHALLENGES

Core elements of a story that inspire audience passion and loyalty are often lost in translation when adapted across media channels.

NO PLAN FOR SUCCESS

A vision for a cross-media franchise is often missing in the early stages of story development.

WITH BUDGETS SOARING AND COMPETITION FOR SCREENS GETTING MORE FIERCE, **RISK MITIGATION** IS CRITICAL.

THE SOLUTION: CONTENT SELECTION

Shifting the Paradigm: Evolution

TRADITIONAL HOLLYWOOD METHOD

Hunters and
Gatherers



GRAMARYE MEDIA INCUBATION METHOD

Agricultural
Model

Gramarye Media “farms” stories with Blockbuster DNA and thriving, passionate fan communities.

THE SOLUTION: CONTENT SELECTION

Communities Form Around Stories



More than 150,000 fans pay more than \$150 each to attend Comic Con and World Con every year, and more than 90,000 pay at least \$100 attend Dragon Con. **50% + travel from other cities/countries.**

More than 20,000 fans are active on the Harry Potter Forums and the Trek BBS online communities **at any given time.**

Hundreds of fans consistently pay to attend ***Star Wars***, ***Lord of the Rings***, and Harry Potter “pub crawls” in more than 52 U.S. Cities.

More than 10 million fans joined online “line parties” around the world before meeting in person to see ***The Lord of the Rings*** and ***Star Wars: The Force Awakens***. Those groups still meet.

These Communities are a Key Part of our Selection Process.

THE SOLUTION: CONTENT SELECTION

Communities Form Around Stories



Stories inspire “tribal identity,” and help individuals find others like them — kindred spirits — without geographic borders.

Fans say that their BEST friends are ones who share their love for the particular stories they identify with.

These fans buy tickets to events and collect merchandise. The story becomes part of their identity. In short, they are loyal and dedicated.

Fan communities enable franchises like *Star Wars*, Harry Potter, and the Marvel films to be perennial, bankable successes.

Gramarye Media targets these existing communities that congregate ... and expands them.

IMAGINE BUILDING THIS KIND OF BUILT-IN AUDIENCE...
BEFORE A FILM OR PILOT IS SHOT

THE SOLUTION: CONTENT SELECTION

A Four Step Incubation Process

1. CONTENT SELECTION

Experienced publishing and film industry veterans use a 40+ point proprietary “checklist” to identify portfolios of unpublished stories with blockbuster franchise DNA.

2. INCUBATE

Rigorous process for reliable innovation ... the business incubator model applied to storytelling. Intense, 1-year process with industry-leading experts to maximize IP value.

3. PUBLISH AND VET

Use a proprietary technology and social media platform to publish stories as immersive “eBook 2.0” story experiences. Gather reliable data and build brand awareness.

4. DEVELOP

We only develop the projects that demonstrate a proven, engaged audience as films, television episodics, games, and more ... ***at a much lower production cost.***

THE SOLUTION: CONTENT SELECTION

Content Incubation: Advantages

A traditional major studio using the Hollywood method would start with a \$20m to \$50m development budget used to acquire and develop content and perform analytics

Many of these films are never made, and (according to a C-level studio executive we interviewed) the ***analytics do not produce reliably predictive data.***

That is a ***sunk cost*** that must be absorbed into the budgets of the films that are actually made.

Gramarye uses a \$10m development fund to incubate 150 titles over ten-years.

The only meaningful tests are primary (not comps) and involve direct observation.

Our data is predictive and actionable. We prove an engaged and passionate fan community.

This is not a sunk cost ... the incubation process not only breaks even, ***it generates revenue.***

Details about the incubation process are available upon request.

THE SOLUTION: CONTENT SELECTION



CLICK TO VIEW DEMO

Gramarye Technology WELCOME TO EBOOK 2.0

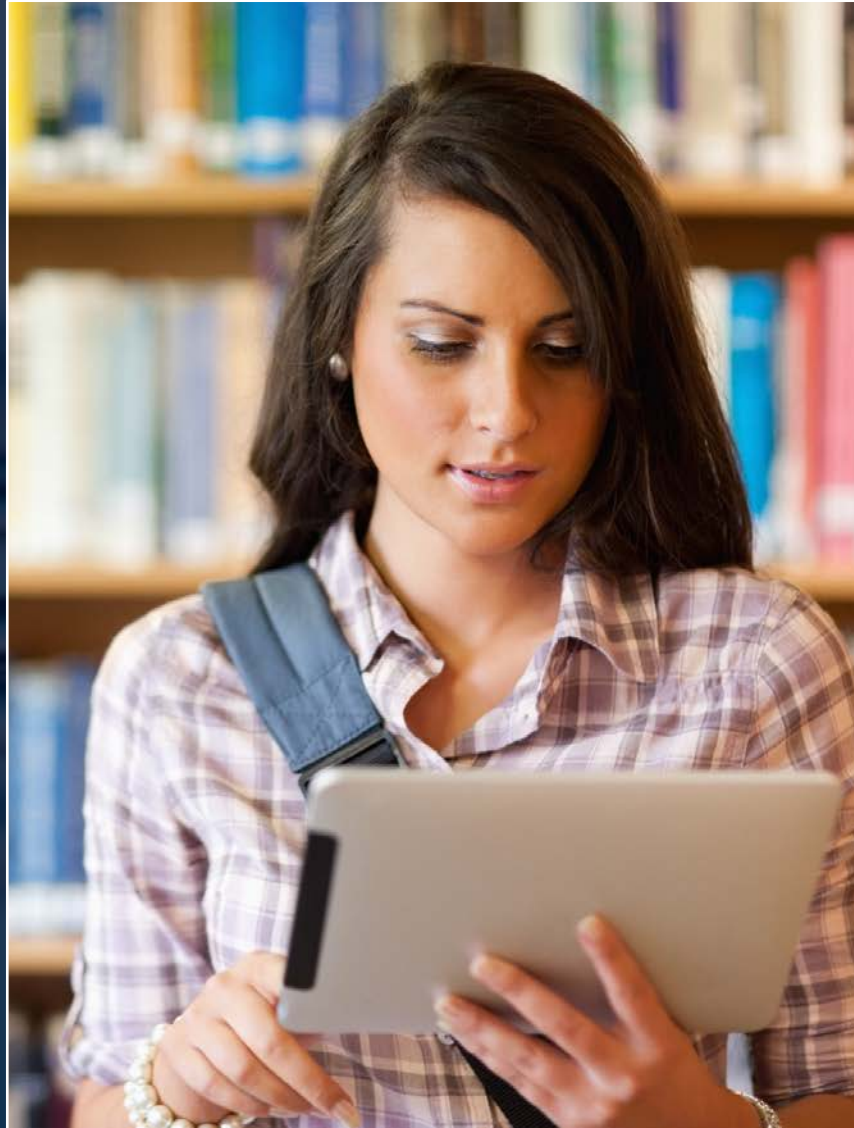
Combine text, video, music, games, interactive maps, audio book narration, character bios, special effects, social media, and more surprises to make a beautiful and engaging reading experience

Pull the user into a story with integrated Augmented Reality and explorable 3D story/community spaces

Adapt the experience in real time

Stretch the capabilities of a tablet or smart phone to create an entirely new kind of story experience

THE SOLUTION: CONTENT SELECTION



Better Data Through Observational Analytics

The best tests are primary and involve direct observation

We mine audience preference data across socioeconomic and geographic sectors

Interactions are custom tailored to gain specific insights about story elements

We rely on direct observation of real time reactions to the actual story – **NOT A COMP**

Traditional analytics are biased and unreliable

THE SOLUTION: CONTENT SELECTION

Fan Rewards: Non-Fungible Tokens

POWERING A FEEDBACK ECONOMY:

- Fans are rewarded for their data and their evangelism with blockchain-based Non-Fungible Tokens.
- Tokens can be purchased or earned.
- Tokens are the “coin of the realm” in our DApp-based virtual world — a space for gameplay, content access, fan networking and conversation, and more. It’s our fan community “town square.”
- Tokens can be collected or used for micro-transactions in games across multiple IPs in our ecosystem, and for content purchases, “tipping” fan art/films/fiction, etc.



THE SOLUTION: CONTENT SELECTION

Picking Winners By Audience Response



UNIT SALES

Verified Direct Sales,
Referral Sales, App and
Story Reviews

SOCIAL SHARES

Share Frequency, Share
Types, Tags,
Relationship Dynamics

COMMUNITY

Depth, Frequency of
Participation, and
Aggregation

DATA MINING

User Choices, Insights
Gained, Clarity of
Viability

THE SOLUTION: CONTENT SELECTION

We Develop the Hits As Franchises

Cross-media franchises are worth \$billions

Each channel supports and promotes
the others

Each channel generates revenue

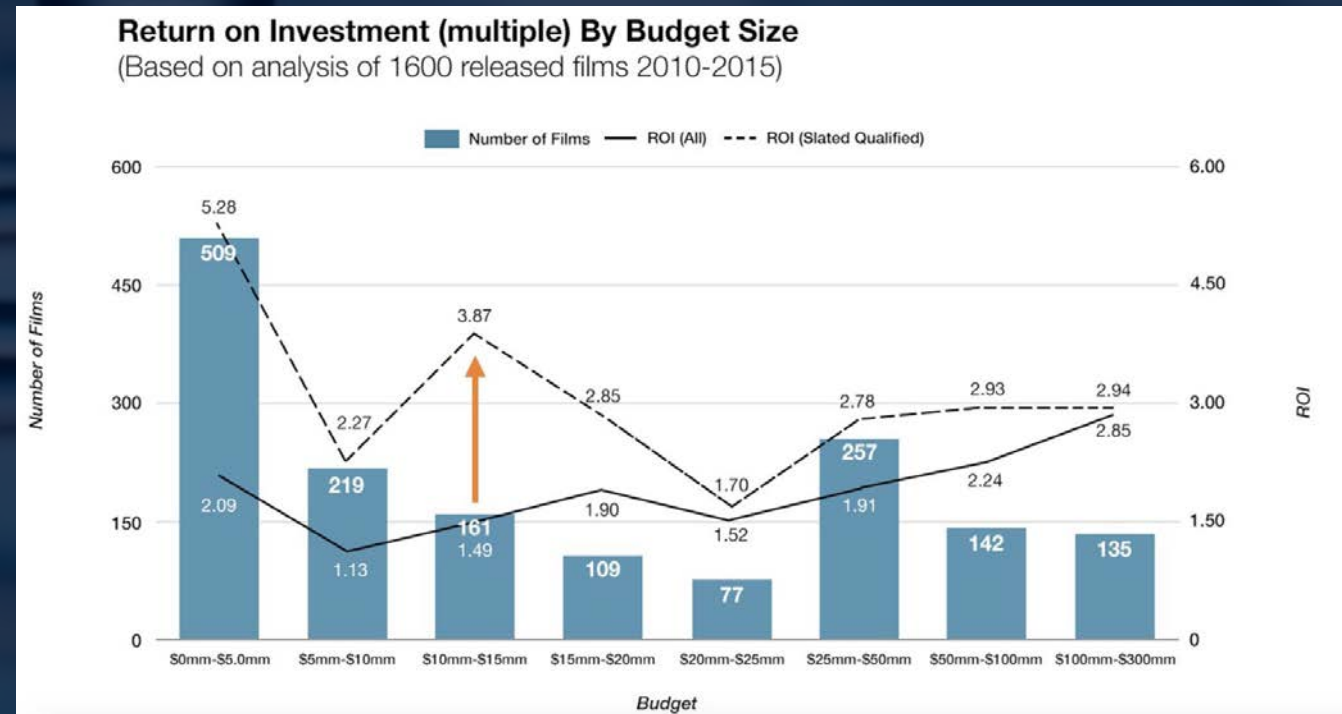
Investors participate in every exploitation
across all channels in perpetuity



THE SOLUTION: CONTENT SELECTION

Unique 'First Look' Partnership slated

- ✓ 3 year (extendable) first-look favored nations deal signed with Slated
- ✓ Back-tested algorithm increases ROI on budgets
- ✓ Additional revenues through digital and classic marketing integrations
- ✓ Gives us an “index” baseline to measure our own data against



Deal with Slated is exclusive, long-term, favored nations, non-cancellable.

THE SOLUTION: PRODUCTION STUDIO

The High-Tech Studio of Tomorrow



The Virtual Production Center of the Future:

- Virtual production on Smart Stages to support live action in virtual sets and worlds
- Layering virtual characters/objects over the real-world environments.
- Capture every possible camera angle with a single take
- Allows us to capture multiple language versions and multiple media types for one below-the-line cost

Best-in-Class Editing, Color-Correction,
and Post-production Suites

THE SOLUTION: PRODUCTION STUDIO

THE DEMAND IS GREAT

Hollywood has approximately 300 stages, built over 100 years.

Georgia has 100 stages, most built over the last decade. All are presently booked for 5 years or more.

Given the amount of content streaming services are creating, the demand will only grow.

THE SOLUTION: PRODUCTION STUDIO

CUTTING-EDGE PRODUCTION FACILITY

At least six sound stages ranging from 15,000 to 40,000 SQ. FT. (Phase 1)

200+ acre complex with mill, data storage, office, and post-production space.

Conveniently located close to Atlanta Hartsfield-Jackson International Airport – the world's busiest.

Less than 30 minutes from Atlanta-area luxury accommodations, universities, midtown, downtown, and in-town neighborhoods.



THE SOLUTION: PRODUCTION STUDIO

200+ acre complex:

Conveniently located within 15 minutes of Atlanta Hartsfield-Jackson International Airport – the world's busiest – and close to DeKalb-Peachtree and Brown Airports, which can accommodate private jets.

30 minutes from Atlanta-area luxury accommodations, universities, midtown, downtown, and in-town neighborhoods.



THE SOLUTION: PRODUCTION STUDIO

PRODUCTION FACILITY—ADVANTAGES

Wholly-owned by Gramarye Media, so we can save rental fees, breaking even over rental costs in under 10 years.

Within Georgia's 30% tax credit zone, and within the "30-mile radius" for savings on talent and crew per-diem.

Allows us to attract a highly-trained and qualified professional below-the-line workforce.

One of the few area studios with backlot, mill, postproduction, and production office space available onsite.

Overall lower cost of doing business.



THE SOLUTION: PRODUCTION STUDIO



“SMART STAGE” TECHNOLOGY

Traditional sound stages rent for approximately \$3000 per day
generally booked 50% of the Time

Smart Stages rent for \$20,000 a day
Booked 100% of the time ... with a waiting list

Smart Stages help Gramarye Media produce tentpole films at a significantly lower cost, while opening new revenue streams

THE SOLUTION: PRODUCTION STUDIO

The Virtual Production Center of the Future:

- 4 “Smart Stages” with 270° semicircular LED video wall and ceiling surrounding a (minimum) 75’-diameter performance space where practical set pieces can be combined with digital extensions on the screens.
- Digital 3D environments played back interactively on the LED walls, edited in real-time during the shoot.
- Allows for pixel-accurate tracking and perspective-correct 3D imagery rendered at high resolution — and provides all the light needed for a shoot.



This is the similar to the technology used on Disney/Lucasfilm’s *The Mandalorian*.

THE SOLUTION: PRODUCTION STUDIO



The Virtual Production Center of the Future:

- 2 “Smart Stages” with cutting-edge Volumetric Capture Technology
- Virtual production to support performances driving 3D characters and live action in virtual worlds
- Layering virtual characters/objects over the real-world environments
- Capture every possible camera angle with a single take, reducing shoot time/costs

Best-in-Class Editing, Color-Correction, and Post-production Suites with “Lagless” Music and Dialog Recording attached to the stages

THE SOLUTION: PRODUCTION STUDIO TECH

Technology — Advantages

1. REDUCED COSTS

- Shoot key stunt or effects scenes — or even an entire film — in a single room and add virtual sets and costumes in real time.
- Capture every possible camera angle in a single take, reducing production time and cost.
- Create animated “pre-visualization” versions of films quickly and cheaply to test and plan before a costly shoot, eliminating the need for reshoots.
- Record music or dialog in multiple cities at once, without lag or loss.

2. NEW CHANNELS FOR REVENUE

- Capture Game, Augmented Reality, and Virtual Reality footage at the same time as a main shoot for true transmedia experiences — allowing additional revenue streams from assets.
- Shoot the same scenes with multiple casts/languages to create multiple international versions without significantly increasing below-the-line costs.
- 3D print props and costume pieces, which become prototypes for toys, collectibles, and merchandise.

THE SOLUTION: DISTRIBUTION

Investing in Global Distribution

THEATERS

Gramarye will be the sole owner of a new distribution entity and will invest in an international partner, giving us direct access to domestic and global theatrical markets for all films.

BOOKSTORES

Partnership/investment in a prestigious traditional publisher, giving us access to brick-and-mortar bookstores.

ONLINE MARKETS

Apps sold through Google Play, Apple App Store, and Amazon, generating revenue while gathering reliably predictive data.

STREAMING

We are working with new partners as well as our own platform to distribute content directly to consumers using paradigm-shifting new technology.

THE SOLUTION: DISTRIBUTION

Distribution — Advantages

1. DOMESTIC DISTRIBUTION

- Gramarye will never be dependent on other studios for theatrical distribution, so all of our projects will have an opportunity to connect with audiences.
- Owning distribution adds approximately 30% to net revenue.
- Theatrical distribution increases a projects value on SVOD/OTT streaming services.
- Gramarye can distribute theatrical content from other production entities for additional revenue.

2. GLOBAL DISTRIBUTION

- Gramarye's investment into partner company GlobalGate (a spin-off of Lionsgate) generates early revenue from slates of international content.
- Partnership also ensures global white label distribution of Gramarye content.
- Gives Gramarye a pipeline to acquire content and recruit talent from international markets.

THE SOLUTION: REVENUE & ROI

The Gramarye Incubation Process

Treating stories like a business, mentoring,
modeling and **planning** for success...
and generating:

INCUBATION REVENUE

THE SOLUTION: REVENUE & ROI

Incubation Method Earns Revenue

We researched traditional publishing, games, and film/television average returns

12 Story Slate Projection:

4-5 Stories

MAY FALL SHORT OR BREAK EVEN

7-8 Stories

MAKE THE WHOLE SLATE PROFITABLE

In contrast to traditional Development Models, THIS IS NOT A SUNK COST AND...

1 or 2 – Breakout Hits

THE SOLUTION: REVENUE & ROI

Project App Sales: 1 Title

Low End: \$700,000

Units Sold	200,000
Unit Price	\$14.95
Gross Revenue	\$2,990,000
Production/Marketing	-\$1,000,000
Channel/Author	-\$1,290,000*
Net Margin	\$700,000

Median: \$3,111,250

Units Sold	500,000
Unit Price	\$14.95
Gross Revenue	\$7,475,000
Production/Marketing	-\$1,000,000
Channel/Author	-\$3,363,750*
Net Margin	\$3,111,250

Breakout: \$40,112,500

Units Sold	5,000,000
Unit Price	\$14.95
Gross Revenue	\$74,750,000
Production/Marketing	-\$1,000,000
Channel/Author	-\$33,637,500*
Net Margin	\$40,112,500

*Liability to author and sales channel (Amazon, Apple, Google Play, etc.)

THE SOLUTION: REVENUE & ROI

Revenue Potential of a Breakout Hit



BOX OFFICE



TOYS AND GAMES



TV / ANIMATION



APPAREL



MERCHANDISE



LOCATION-BASED

\$500M to \$5B gross Revenue

THE SOLUTION: REVENUE & ROI

Investors Continue to Participate

Gross Annual Revenue Potential for one “hit”
\$500,000,000 to \$5,000,000,000



IP “X”, LLC

-  Gramarye Media
-  Author
-  Token Holders

Total International Film Box Office Gross
\$300m - \$2b

Toy Sales Year 1 Gross
\$200m - \$2b

Apparel Sales Year 1 Gross
\$100m - \$1b

Merchandise Sales Year 1 Gross
\$100m - \$1.5b

TV/Animation Licensing
\$22m

Location Based Licensing
\$5m

THE SOLUTION: REVENUE & ROI

TOTAL PRODUCTION STUDIO PHASE 1 REVENUE

	Sound Stage Revenue	Smart Stage Revenue
Year 1	\$0	\$0
Year 2	\$3,235,338	\$4,000,000
Year 3	\$3,397,205	\$8,000,000
Year 4	\$3,566,960	\$15,000,000
Year 5	\$3,745,308	\$15,000,000
Year 6	\$3,932,572	\$15,000,000
Year 7	\$4,129,202	\$15,000,000
Year 8	\$4,335,662	\$15,000,000
Year 9	\$4,552,445	\$15,000,000
Year 10	\$5,868,613	\$15,000,000
TOTAL	\$36,763,208	\$102,000,000

**Assumes 50% occupancy with traditional stages built over time; does not include office, vendor, backlot, and basecamp revenue*

MORE INFORMATION



Gramarye Media

<https://gramaryemedia.com>

JOHN ADCOX

(404) 759-6069

john@gramaryemedia.com

ALICE P. NEUHAUSER

(310) 275-7505

alice@gramaryemedia.com

