



The MAP

In search of the Common Heaven



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EXECUTIVE SUMMARY

The purpose of this Co-production Proposal is the successful completion, marketing and distribution of the full length animation *The Map*

THE STORY

THE MAP is a philosophical adventure rooted in Confucianism and its central idea of Tian – Heaven: the moral order that connects all people beyond nations and religions. In 1421, Admiral Zheng He, a Muslim eunuch and the Ming Empire's greatest navigator, sails to the edge of the world to fulfill a private vow to the Empress—to bring her a gift and a map proving the world is larger than any empire—while a young Venetian, Niccolò, betrays love for destiny as Anna chooses the Confucian scholar Li Wei

CASTING AND CREATIVE TEAM

Full length animations produced by GAMA (recently released *QUO VADIS!*) explore the image and the acting skills of Digital Actors who constitute GAMA Character Talents Team. You will meet them later in this presentation. The most important creators of this film are the artists responsible for the image, decorations and overall visual aspect of the film) and for the music. The head of GAMA is Aneta Wojan, who shapes the image of the entire production

FINANCING & SALES

The financing requirements for *THE MAP* is \$0,8 million including production, postproduction and marketing. Financing is closely linked to the production lead time, i.e. 11 months from the so-called "first step", which significantly reduces costs. The sale strategy is based on accessing audience looking for a tough-but epic tale with a gaming-style, animated shape. Streaming platforms are first distribution gate for *THE MAP* with a limited theatrical and tv broadcast globally.

WHO IS WHO & WHO IS BEHIND

GAMA INTERNATIONAL p.o.a. is Animated Film Product Hub for the international film industry, presently located in Poland with Partners in UK, France, Germany and Lithuania. GAMA offers to the investors the opportunity to participate in international productions of full-length animated films and global distribution potential (recently released in Europe *QUO VADIS!*), acting as executive producer and coordinator of productions that take place around the world 24 hours a day. GAMA co-finances film productions as 50% investor in the dedicated entities established in the USA (LLC) as production companies for specific films.

SYNOPSIS

THE MAP is a philosophical adventure rooted in Confucianism and the idea of Tian — Heaven not as paradise, but as the moral order that binds the world through harmony, duty, and balance. Set at the height of the Ming Dynasty, the story asks what happens when civilizations meet through knowledge instead of conquest—and whether truth can cross oceans without becoming a weapon.

In 1421, the Ming Empire stands at the peak of its power. Admiral Zheng He, a Muslim eunuch and the Emperor's greatest navigator, is chosen to command an unprecedented treasure fleet into the unknown seas. Beneath the grandeur of the expedition lies a private vow: Zheng He is driven by a silent, platonic love for the Empress, who entrusts him with a personal mission—to return with a gift from the edge of the world and a map proving that Heaven is larger than any palace wall.

Aboard the flagship, three lives form the heart of the journey. Li Wei, a young scholar-cartographer, serves as the voyage's moral compass, teaching Confucian ideals as the only force capable of restraining imperial pride. Shên Yùán, an imperial concubine bound by the laws of the Forbidden City, is placed on the fleet as living splendor and political currency—yet beneath her silence lies an unbroken will. And Nicolò, a young Venetian Christian traveling with the expedition, is intoxicated by China's power and by the forbidden dream of taking Yùán to Europe.

To Nicolò, she becomes "Amna"—a name he gives her because he cannot hold her world, believing that renaming her is the first step toward possessing her. He promises escape, romance, and freedom, imagining love as a force strong enough to rewrite empires. But Yùán's true awakening comes not through rescue, but through Li Wei, who does not seek to claim her—only to see her, offering dignity, intellect, and the calm truth of Tian.

When the fleet reaches Venice, Nicolò urges Yùán to flee with him. Yet in a devastating choice, he does not disembark—choosing ambition and discovery over the woman he cannot truly keep. Betrayed, Yùán turns fully toward Li Wei, while Nicolò's jealousy hardens into conflict. Storms, loss, and survival force him to mature, learning that the greatest treasure is not gold, but meaning.

At the edges of the world, Li Wei sketches coastlines never before seen in Europe, and Zheng He seals the map as an act of reverence, fulfilling the Empress's vow. But returning home, he finds devastation: the Emperor is dead, the palace scarred, the Empress gone. As truth is ordered to be erased, Zheng He saves meaning from ashes, entrusting the map to Nicolò—igniting Europe's future. The story closes with Leonardo da Vinci studying Chinese designs, and Li Wei's final truth enduring beyond faiths, empires, and oceans, all paths ultimately converge in Heaven.





CAST

For THE MAP, we drew on the distinctive digital characters first developed for our previous production QUO VADIS. Each of these characters has its own established “stage” name, personality, and trademarked likeness, making them instantly recognizable to returning audiences while offering fresh appeal to new viewers.

This innovative approach allows us to re-cast our virtual actors across multiple productions — much like their real-world counterparts — creating continuity, reducing production costs, and championing sustainable filmmaking. Over time, these virtual performers build their own careers and fan followings, strengthening the GAMA Character Talents Team as a marketable brand in itself.

By reimagining their roles within THE MAP, we combine efficiency with creative reinvention, delivering a visually rich and narratively engaging experience without compromising quality or originality.





PRODUCTION TIMELINE



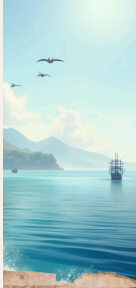
Development
(Currently Underway)

1. Fully develop Screenplay
2. Budget and Project Funding
3. Talent Commitments
4. Production Timeline and Pipeline



Pre - Production
(4 weeks)

1. Set up production office and accounting
2. Storyboard
4. Distributors Roadshow
5. Team Contracts
6. Coproduction Partners' Agreements
7. Visual Setup





Production
(43 weeks)

1. Building Characters, Props and Backgrounds
2. Motion Capture
3. Rigging, Animation
4. Camera Blocks, Lighting
5. Music Scoring



Post - Production
(5 weeks)

1. VFX
2. Final Cut editorial
3. Sound Design
4. Color Correction
5. Mix and Master Dolby
6. Masters for theater, foreign release, streaming, tv and other requirements



Marketing and Distribution
(Varies)



Schedule screenings for distributor in Los Angeles and New York (see Marketing and Release Strategies)



BUDGET

| PIPELINE | USD \$ BUDGET | GAMA INVESTM. |
|--|---|---|
| DEVELOPMENT: | 130 000 | 130 000 |
| <ul style="list-style-type: none">Fully develop ScreenplayBudget and Project FundingTalent CommitmentsProduction Timeline and Pipeline | <ul style="list-style-type: none">80 00030 00010 00010 000 | |
| PRE - PRODUCTION | 170 000 | 85 000 |
| <ul style="list-style-type: none">Set up production offices and accountingStoryboardDistributors RoadshowTeam ContractsCoproduction Partners' AgreementsVisual Setup | <ul style="list-style-type: none">20 00020 00050 00020 00020 00040 000 | <ul style="list-style-type: none">10 00010 00025 00010 00010 00020 000 |
| PRODUCTION: | 630 000 | 315 000 |
| <ul style="list-style-type: none">Building Characters, props and backgroundsMotion CaptureRiggingAnimationCamera BlocksLightingMusic scoring | <ul style="list-style-type: none">100 000100 00050 000250 00050 00040 00040 000 | <ul style="list-style-type: none">50 00050 00025 000125 00025 00020 00020 000 |
| POST-PRODUCTION: | 180 000 | 90 000 |
| <ul style="list-style-type: none">VFXFinal cut editorialSound designColour correctionMix and Master DolbyMasters for theater, foreign release, streaming, tv and other requirements | <ul style="list-style-type: none">50 00030 00030 00030 00020 00020 000 | <ul style="list-style-type: none">25 00015 00015 00015 00010 00010 000 |
| MARKETING & DISTRIBUTION | 400 000 | 90 000 |
| RESERVE | 90 000 | 90 000 |
| TOTAL | 1 600 000 | 800 000 |





FINANCIAL PLAN INVESTMENT STRATEGY

ROI

Investors will recoup 120% of their investment before any profit are distributed. After that point, all the net profits will be split on a 50/50 basis, with 50% being distributed to the investors on a pro rata basis and the remaining 50% going to the production entity

TAX DEDUCTIONS

Section 181 Deduction under the Tax Cuts and Jobs Act of 2018 (TCJA) creates a 100% deduction for any money invested in a film, that is produced in the United States and that qualifies under the original qualification standards of Section 181

100% HARD EQUITY

Investors are offered to buy 50 of 100 available shares in the Film Entity (LLC). Each share is evaluated at \$17,000 (total \$850,000) and gives the investor a 1% profit share of the full gross return of the film. The additional 50 available shares in the film LLC are granted to the GAMA International animated films production HUB – the Executive Producer, who is delivering financing through its own means, e.g. global film tokenization campaign <https://beconspace/gama>

EXAMPLE

Assumption: \$8 million net revenue, with an ROI waterfall structure as follows:

- P&A Costs: \$900,000
- Distribution Costs: \$1.2 million
- International Sales Fee: \$600,000
- 1% GAMA
- Tokenization Lender: \$840,000 (12 AP% on original \$750,00)
- Equity/Direct Investors: \$1.02 million (20% return)
- LLC Profit Participation recoupment: \$1.38 million (\$690,000 to the Investors and \$690,000 to GAMA)

TARGET MARKETS

BOX OFFICE

| Country | | | | | | | |
|--------------------------------|----------------|-------------|-------------|-------------|--------------|--------------|--------------|
| Asia, Latin Am and Middle East | 183,280 | 389,760 | 535,680 | 696,720 | 1.1M | 1.4M | 1.9M |
| United Kingdom | 2,940 | 4,940 | 5,740 | 91,040 | 250,240 | 715,740 | 18,440 |
| Italy | 179,190 | 326,460 | 472,860 | 620,940 | 1.4M | 1.7M | 1.9M |
| Spain | 28,040 | 50,840 | 41,540 | 60,340 | 496,540 | 595,340 | 714,340 |
| United States | 90,420 | 197,740 | 303,840 | 3.4M | 3.0M | 3.8M | 4.9M |
| France | 62,740 | 79,840 | 79,840 | 1.2M | 1.7M | 3.2M | 3.7M |
| Germany | 19,860 | 38,360 | 60,860 | 91,140 | 264,760 | 462,760 | 623,660 |
| Czech Republic | 5,940 | 14,040 | 21,740 | 36,540 | 189,040 | 137,440 | 163,540 |
| Portugal | 38,640 | 60,640 | 42,740 | 47,240 | 99,840 | 64,640 | 68,640 |
| Total | 543,740 | 1.1M | 1.6M | 5.2M | 11.4M | 14.0M | 20.6M |



STREAMING FORECAST

| Country | Platform | Household Predictions (peak month) | | | | | | Fair Value (first year) | |
|---------------|----------|------------------------------------|--------|--------|--------|------|------|-------------------------|--------|
| | | | | | | | | | |
| United States | Netflix | 101.1k | 177.0k | 316.1k | 1.4M | 1.7M | 2.1M | 2.2M | \$2.6M |
| | Amazon | 114.6k | 200.6k | 358.1k | 1.5M | 2.0M | 2.4M | 2.5M | \$5.9M |
| | HBO | 68.1k | 119.1k | 212.7k | 909.3k | 1.2M | 1.4M | 1.6M | \$9.9M |
| | Average | 94.6k | 165.6k | 295.6k | 1.3M | 1.6M | 2.0M | 2.1M | \$4.2M |



Streaming Forecasts offer anticipated household engagement metrics for specific content on streaming platforms, particularly during the peak viewing period, typically the first or second month after release. It's important to clarify that these predictions do not equate to the number of views. Instead, they estimate the number of subscriber accounts that are expected to interact with the content in a meaningful way, such as watching more than 20 minutes.

In addition, we perform a Fair Value Calculation for the content across various platforms. Please note that our calculations are not grounded in what platforms have historically paid for different types of content. Instead, we forecast the total revenue of a platform in a specific country, then predict the proportional revenue that the content could generate, assuming half of the platform's revenue is distributed to content owners based on their respective viewership shares.

CO-PRODUCTION OFFERINGS

Location of the main LLC Production Entity within your Film Studio

Location of the Motion Capture Studio

Schedule screenings for distributors in Los Angeles and New York

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MOBIPICTURES



INNO LT

WORK WITH US - EARN WITH US - STAY WITH US