



The Future of Entertainment Empires



Multimedia Entertainment Company

Film | TV | Gaming | Esports | Music | Theatre

Original IP Development

TOWER'S GATE

Strategic Partnerships



Drop-In Gaming

Tournament Gaming Platform



TOWER'S GATE

Video Game

- All Pre-Production Complete
- The Video Game is the first release followed by making the 1st Film.
- Grammy-Nominated Artist for 1st Concert and Brand Ambassador already attached to project.
- Q4 2025 Alpha Launch



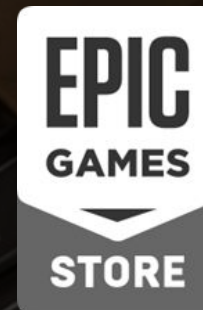
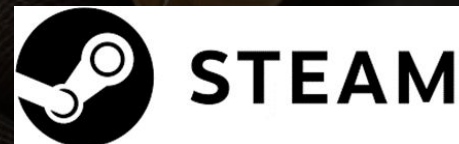
Development Team

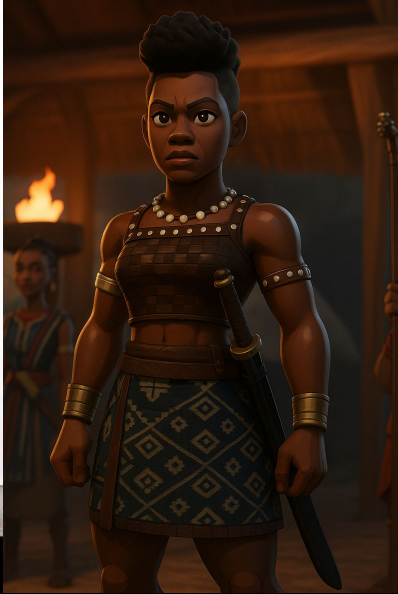
*Internal Resources & External
Co-Dev Partner & Teams*



STREAMLINE STUDIOS

Digital Distribution





Bastet Kandaka – Viola Davis



Hahona Sigurdsson – Jey Uso



Lani Sigurdsson – Te Ao o Hinepehinga

Some concept art of some of the lead characters and their actors* for Tower's Gate.

TOWER'S GATE

3D Animated Film

- 110 Page Script
- Co-Director: Emilio Rivera (*Sons of Anarchy*)
- Leading and Support Cast from *Game of Thrones*, *Sons of Anarchy*, *Mayans MC*, *Demon Slayer*, & *My Hero Academia*.
 - 18 month Production
 - 6 month Post-Production

Art & Animation Production Teams



TV & Film Distribution

TV & Film Sales & Distribution Partner



Targeted Studio Partner

Theatre & Streaming Release



TOWER'S GATE

Multi-Sport League System

Various sports will be added to the Tower's Gate Video Game that can be played like FIFA, watched as a fan live, and the league games to be simulated and televised for a complete immersive esports and gaming experience.

- Esports network framework for some of the most watched sports in the world.
 - Soccer/Football (*5 billion fans*) - 1st Sport that will be added to Tower's Gate.
 - Cricket (*2.5 billion fans*)
 - Basketball (*2 billion fans*)
 - Rugby (*500 million fans*)
 - F1 Racing (*500 million fans*)
- Creates a consistent, w/week, m/month, y/year viewing experience to fans that simply enjoy watching these sports.
- Foundation to build a massive and ever growing fan base with talent and esports team franchises alike. A unique business opportunity environment where it benefits the teams and players to promote what they are participating in.

Addresses the largest issues with the current state of esports worldwide:

- Consistency in what the viewer is watching, and what the player is playing;
- The overall industry is held back by the publishers from real expansive fan growth;
- Profitability for the larger esports organizations that have attempted to promote their esports game, have largely found it hard to survive and operate without endorsement deals.



Leadership Team



Allen Kruse, Co-Founder
CEO / Chief Creative Officer



Daniel Utjesanovic, Co-Founder
Live Action – Film Production Director