

3D Sports Fantasy T.V Series

PLAYMAKERS IN THE FAITH

LIGHT  **DARK**



ABOUT OUR BUSINESS

Playmakers In The Faith Enterprises LLC owner is Michael Ray Garvin, a former NFL player & former professional track athlete. The business was started to produce the tv series and video game and also help fund the non-profit, Playmakers In The Faith, Universal Athlete Program. This program provides free professional athletic training, sports education, and discipleship to high school and college athletes.



ABOUT THE SHOW



"BATTLE FOR SOULS"



Premise

There is a Spiritual Battle of Angels and Demons for the souls of every man and woman. Everyday people are dealing with challenges and the outcome of these challenges are based on the spiritual warfare. These battles are fought in a sports arena in the spiritual realm.

Episode One Summary

Episode one immediately starts off with action as we depict the war in heaven and the fall of satan. JT, a high school senior, is on the fence with his faith. He and his two friends, Jonathan and Damien, decide to skip bible study after school to go smoke at Damien's older brother's house. Damien's brother is a drug dealer and he owes his supplier money. His supplier sends a hit out on him. The hit men go to the house and three people are shot. Three people die, but one comes back to life due to God's mercy and the power of prayer. After this incident two characters make a change & choose to accept Jesus and join team light.

Episode Synopsis

The episodes will chronicle the natural outcomes of the spiritual battles fought on the Spiritual Playfield. The show will focus on faith, free-will, and outcome.

PROBLEM SOLUTION



Problem

Suicide is the second-leading cause of death among people age 15 to 24 in the U.S. Nearly 20% of high school students report serious thoughts of suicide and 9% have made an attempt to take their lives, according to the National Alliance on Mental Illness.



Problem 2

The average youth spends about 2,767 hours per year on their cell phone alone. The phone has become more influential than the parent, teacher, coach, and pastor.



Solution

Develop a 3D Sports Fantasy T.V Series that spreads hope to ages 14 and up. We will use Screen Discipleship to reach the youth and young adults worldwide.



Vision For T.V Series

The vision of Playmakers In The Faith is to develop an eight episode season and afterwards produce a video game for PS5 & Xbox gaming consoles. We will reach billions of people worldwide.

T.V Series Mission

The mission of Playmakers In The Faith is to bring hope to a lost world. Many youth and young adults are suffering and dying from anxiety, fear, worry, depression, and suicidal thoughts. We hope to help save as many people as possible.

HIGH QUALITY TRAILER PREVIEW



Watch Now On Youtube in 4K



SCAN ME

ANIMATION TEAM

PLAYMAKERS IN THE FAITH PRESENT

DARK PLAYER #6 POWER UP

PRODUCED & DIRECTED BY **MICHAEL RAY GARVIN** 3D MODELING **EVIN & ETHERION DESIGNS**

ANIMATION DEPARTMENT **TYREE WHITE "I M VISUALS",**
ROY HATCHER "NU-BEINGS INC", ERIC SANTIAGO "EGOGFX"

VFX BY **ANGELIS-VFX** MUSIC BY **REALLY SLOW MOTION** SOFTWARE **UNREAL ENGINE 5.5**
& **HOUDINI (SIDE FX)**

CG TECH **DEVON RODERICK, CHRIS FERENCZY, GOSHA KRIVONOSOV, JON JAG,**
ELI ELGUIMARAES, IHOR BOKHONSKYI SOUND FX **EMRE OKAN**

PARTNERS

We plan to work with Brazen Animation located in Dallas, TX on the production of Playmakers In The Faith Episode One and more.



PLAYMAKERS VIDEO GAME



About The Video Game

Playmakers In The Faith Video “Battle For Souls” is a mixture of Role Playing, Sports Competition, and Fighting. Each player can choose which Kingdom they want to play on. Players can also decide later on in the game if they want to change sides.

We want the game to resemble real life situations where the gamer has the “freewill” to choose light or dark, life or death, good or evil. The video game will be realistic just as the television series.

MEET OUR TEAM



Owner

Michael Ray Garvin (former NFL)



Owner

Alesha Garvin



Financial Manager

Kenny Green (CPA,FSA,CRMA)

MEET OUR REPRESENTATIVES



Representative

Charlie Ward (former NBA)



Representative

David Tyree (former NFL)



Representative

Garrick Jones (former NFL)

ORGANIZATION OVERVIEW

Reach

Our Non-profit has reached over 3,000 youth and young adults ranging from ages 14 and up with our free mobile app.

Mobile App Downloads

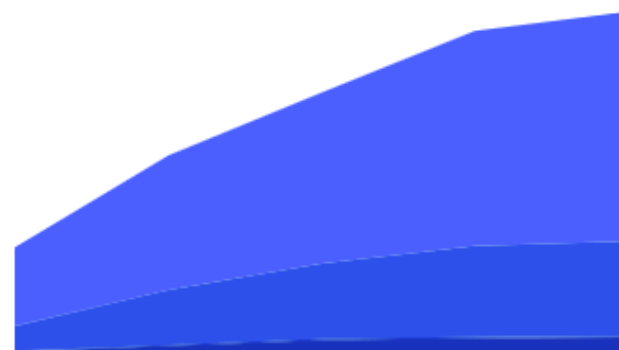
Over 3,900 downloads of the Playmakers In The Faith App. It is currently International.



APP DOWNLOADS >

ALL-TIME

3,935



APP LAUNCHES >

ALL-TIME

53,152



APP IMPRESSIONS >

ALL-TIME

471,288



CREATING JOBS



Playmakers In The Faith studio will be in the Houston, TX area. Our Animation studio and video game development will be 50,000 to 100,000 square feet.

Various Jobs

Former or current players will be hired as screen writers, voice overs, motion capture, artists, sport position directors, and more.

NFLPA & Various Sports

We will be able to hire multiple current or former players by working on multiple episodes or video game development. We will rotate positions every 2-3 episodes.



MARKETING STRATEGY

By connecting with current and former collegiate and professional athletes we can use social media, sports camps, and events as a way to help spread the word and reach more people.



College & Pro Athletes

College and professional athletes can receive compensation for posting on their social media accounts to help drive followers to our content.



Athlete Influence

Michael Ray Garvin's marketing manager is Maxx Lepselter of Maxx Sports Management.



MARKETING TEAM



Founded by Maxx Lepselter in 2018, Maxx MGMT has disrupted an industry typically dominated by large agencies. As a nod to Lepselter's father and industry roots, the agency has maintained its boutique status while keeping up with the demands of international brand deals and individual client needs. With years of experience under his belt and a deep understanding of the nuances of the industry, Maxx recognized the need for a new kind of agency—one that prioritizes the individual needs and aspirations of its clients above all else. Thus, Maxx Management was born, with a mission to empower athletes and talent to reach their fullest potential while navigating the complexities of the Sports and Entertainment industry.



MAXX Sports & Entertainment



Michael Ray Garvin's agent in the NFL was Mark Lepselter the father of Maxx Lepselter. Across 27 years of experience, Mark has steered the career paths of many high-profile retired athletes and broadcasters. Through his extensive relationships across the landscape of the media field, Mark ensures that all MSEG clients are continuously at the forefront of the industry.

Mark produced Cash Cab and Episode one of "Today" show on NBC.



OUR FUNDING GOALS



Goal 1

Receive investment loan of \$50,000-\$3.5 Million in funding to start production or complete the movie. This budget also includes promotions.

OUR GOALS



Goal 1

Release **"The War In Heaven"**, Episode One **"Welcome To The Team"**, **"The Second Rebellion"**, and Episode Two **"War for the Block"**, all in one as a MOVIE.



Goal 2

Start Development of the Video Game by using the 3D assets from the movie.



Goal 3

Produce Episode Three, **"Lost Soul"** and release it on a streaming platform.

REVENUE PROJECTIONS

Merchandise

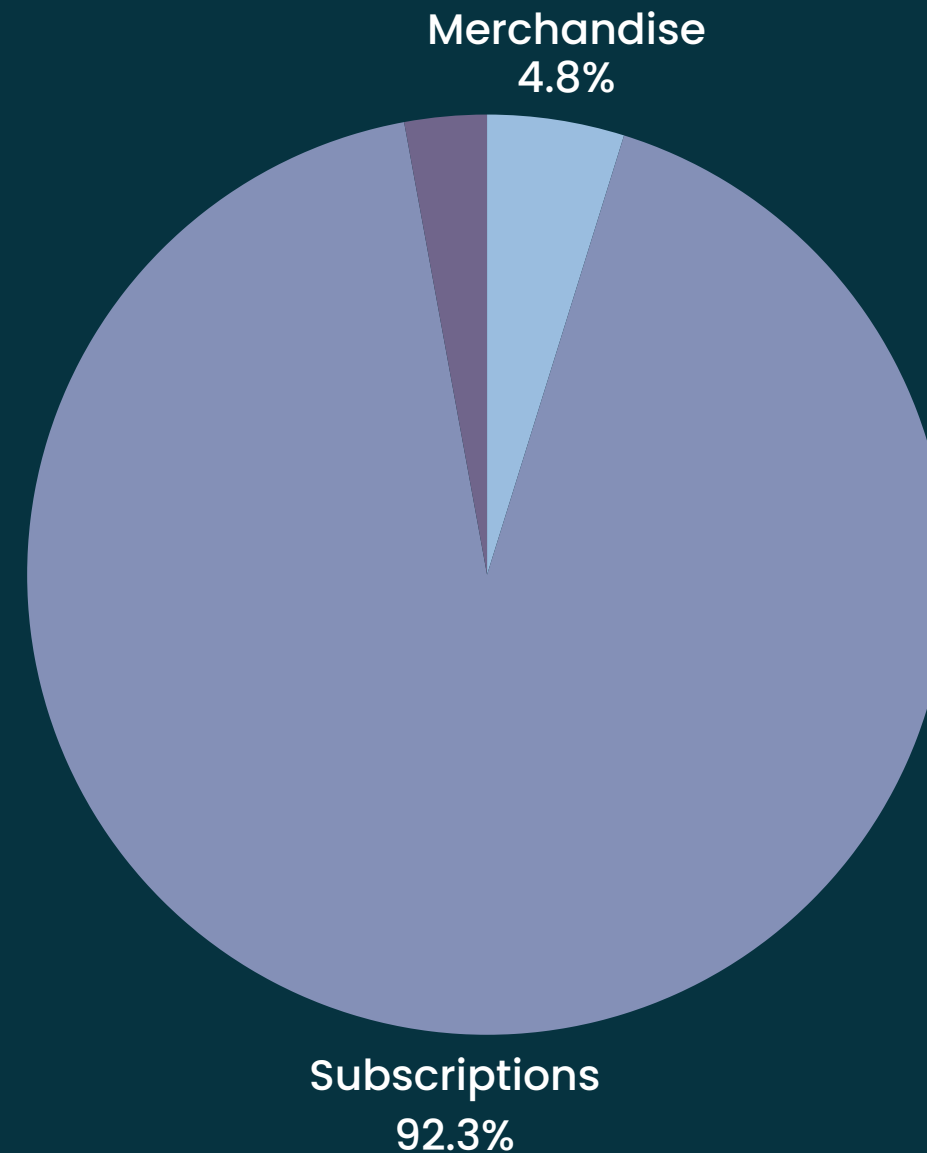


Average sale price \$25 with 20,000 sales. \$500,000 annually.

Monthly Subscriptions



Assume 100,000 subscribers at \$7.99 each month totals \$9,588,000 annually.



Episode Sales

Episodes are \$15 each. Assume 20,000 sales for the 1st season totals \$300,000 annually.



Conclusion

A majority of our revenue will come from our monthly subscriptions.

CURRENT REVENUE

Patreon Membership Revenue

Here is our current revenue from our memberships on Patreon. Our membership revenue will grow when we have content to sell.

Insights

Membership

Shop

Earnings

Posts

New

Surveys

Traffic

Past year



All earnings



Total of selected time frame

\$482.14



INVESTMENT BENEFITS

When Covid-19 hit in 2020, many businesses were closed and had to stop operations. Some people lost money and never recovered. During this pandemic there were businesses who increased in sales. One example is Netflix and other home entertainment and video game companies. The lock down caused more people to watch movies and television shows. This increased Netflix subscribers.

We are in the entertainment business and video game production. If there was a lock down we can still continue production because all of our work can be done on computers. If there is another pandemic we can continue production and would likely see an increase in subscribers and sales.



NETFLIX

AI Overview



Yes, Netflix increased sales in 2020: [🔗](#)

- **Annual growth:** Netflix's annual growth in 2020 was 24%. [🔗](#)
- **Subscriber growth:** Netflix added 37 million subscribers in 2020, breaking its previous record of 28.6 million in 2018. Netflix surpassed 200 million subscribers worldwide for the first time. [🔗](#)
- **Revenue by region:** Netflix's revenue in the US and Canada in 2020 was \$11.45 billion, and its revenue in EMEA was \$7.77 billion. [🔗](#)
- **EV/revenue:** Netflix's EV/revenue in 2020 was 10.4x, a 30.6% increase. [🔗](#)

Netflix's growth in 2020 was driven by: [🔗](#)

- The COVID-19 pandemic, which led to more people watching home entertainment [🔗](#)
- Popular series like The Queen's Gambit, which drew 62 million households in its first 28 days [🔗](#)
- The rising popularity of socially-distanced gatherings like Netflix parties [🔗](#)

INVEST IN THE KINGDOM

10,000 years from now no one will talk about how many accolades someone had or how big their house was, or how much money they made.

The conversations and legacy that will last forever is **"What Did You Do For The Kingdom Of Heaven?"**

***Don't miss the opportunity to say,** "I helped fund and start a 3D Sports T.V Series and Video Game based on the Kingdom of Heaven which led many people to the Kingdom of Heaven."

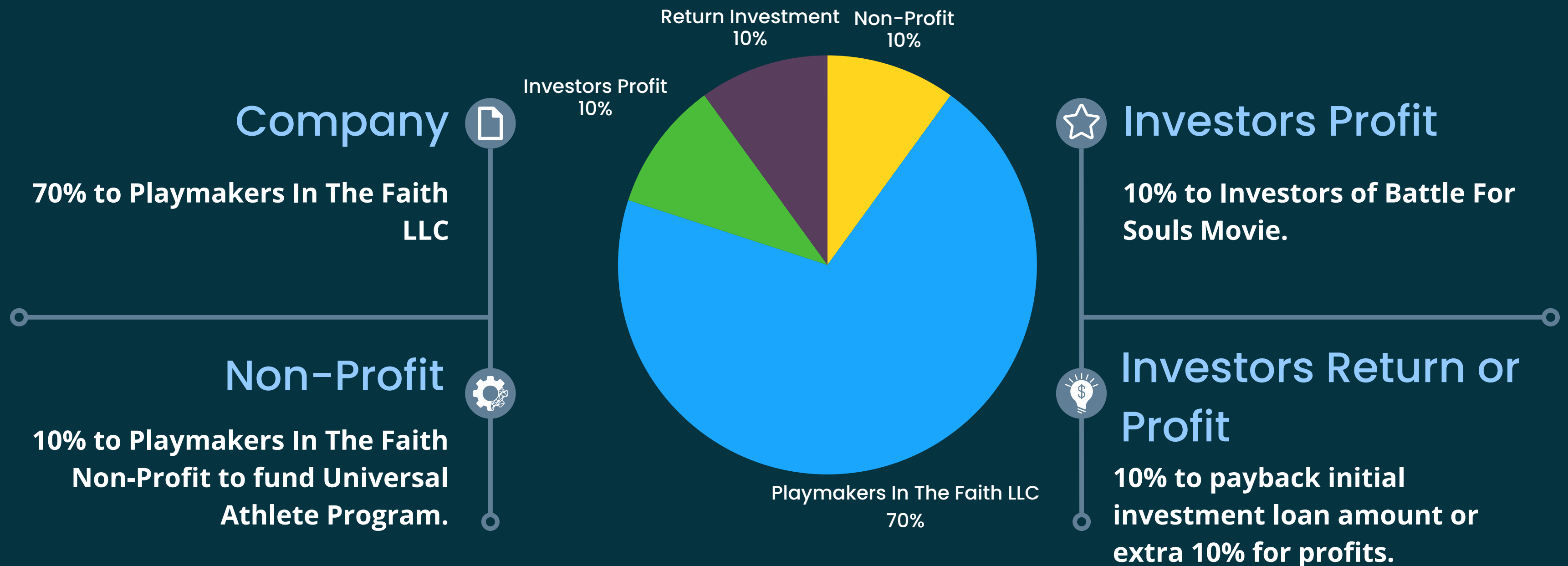
20 **but store up for yourselves treasures in heaven**, where neither moth nor rust consumes and where thieves do not break in and steal. 21 **For where your treasure is, there your heart will be also.**

Matthew 6:20-21

PLAYMAKERS IN THE FAITH



BUSINESS MODEL



INVESTMENT PERCENTAGE

Low Investment



\$50,000 minimum \$500,000 = 1%
of profits from Battle For Souls
Movie.

Medium Investment



\$700,000 = 2% of profits from
Battle For Souls Movie.

Middle Investment

\$950,000 = 5% of profits from
Battle For Souls Movie.

Full Investment

\$1,300,000-\$3,500,000 = 10-20%
of profits from Battle For Souls
Movie.



THANK YOU

Playmakers In The Faith Enterprises LLC

Contact Us



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