

THE RESURRECTION OF JESUS CHRIST



**Uniting the Body of Christ
to Finish the Task and
Reach 8 Billion People Worldwide**

OFFICIAL INVESTMENT PACKAGE

THE RESURRECTION OF JESUS CHRIST

OPENING SUMMARY

The Resurrection Project is looking to raise a total of over \$200,000,000 to launch the marketing strategy and implement The Love Movement on a global level. The Resurrection Project will also produce The Movie, game, soundtrack, bible study and other evangelism materials. We already have several investors on board and meeting with others on a weekly bases and taking donations in as well now globally.

The first main purpose of this project is to unite believers around the world as one global body in what were calling The Love Movement of God. The Love Movement will require a 30-36 month window to be completely ignited and will continue beyond the release of The Film and Game. Some components of this strategy are already in full operation and can be explained in more detail if needed by Mr. Wood.

The Movie will tell the story of the Resurrection, the 40 days leading up to Jesus' ascension and Pentecost. As well as the glorious wonders of Heaven, the scary truth of Hell, and the supernatural Angels & Demons and spirits that inhabit both realms will be portrayed with the highest 3D technology and biblical accuracy. The script itself will remain within the strict parameters of the Bible. The sixth draft is done and available to read. The film production and marketing team is an experienced team of veterans who have been working in Hollywood and Globally for many years and will come together to make some say the most important film ever made about the most important person who ever lived, JESUS CHRIST.

Production of The Film will take 18 months and The Video Game will take 14 months from the initial funding of The Project. Global Marketing for The Movie and The Love Movement will span 36 months and has already started. The first 3-6 months of all this time frame will be dedicated to setting up the operations, the facility, the team, the contracts with all companies and individuals and implementation of global marketing strategy.

With the raising of the full amount needed, we project that The Film, Sountrack and The Game will be released on time together and just as important, by that time The Love Movement will also be fully established on a global level, actively uniting believers worldwide standing for Jesus Christ as one, ready to evangelize the world as we are called to do. This amazing story about the most important person in history JESUS CHRIST!

Contact:

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“But Christ has indeed been raised from the dead, the first fruits of those who have fallen asleep. For since death came through a man, the resurrection of the dead comes also through a man. For as in Adam all die, so in Christ all will be made alive.”

1 CORINTHIANS 15:20-21 (NKJV)

THE RESURRECTION OF JESUS CHRIST

THE RESURRECTION OF JESUS CHRIST

Dear Prospective Partner:

My name is David Wood, and I am the Executive Producer of The Resurrection Project, which comprises The Love Movement, *The Resurrection of Jesus Christ* film and game. I would like to invite you to join a global team of united believers in an exciting movement of God that will also bring to the world a major motion picture, a game, and a media outreach piece to reach the people of the nations about the greatest demonstration of love ever told, *The Resurrection of Jesus Christ*.

The Resurrection Team has come together to develop one of the most important features of The Project, which is the intention to unite believers worldwide. We have labeled this division of the project “The Love Movement” which includes The Ambassador Program, a global social media campaign, and prayer team asking everyone to join us as a spiritual producer

We are currently in the early stages of marketing The Movement globally, which also includes pre-production of The Film, The Game, and the Soundtrack. The overall strategy is to reach 7 1/2 billion people worldwide on opening weekend.

Even in these early stages, our strategy has been quite different from the usual ‘Hollywood’ approach to filmmaking, marketing, and distribution. In order to effectively facilitate The Movement, we believe that God has directed us to handle certain aspects of The Film, The Game, and the Soundtrack’s production with a variety of unconventional methods.

The Resurrection Project release and distribution strategy is also very aggressive. On opening weekend we will release The Film in theaters and IMAX in 3D, The Game, and the Soundtrack as well all through one web platform-marketing plan.

Thanks to our online streaming platform, we will not be limited to a IMAX/theater only release, but we will also be able to stream The Film through such conduits as churches in Australia, handheld devices in China, laptops in Germany, parishes in Poland, schools in South America, smart phones in Africa, tablets in Russia, and computers all over the globe all at the same time. For a first of its kind Global worldwide release something even Hollywood has never done or attempted.

Imagine every nation, city, and person being provided with the opportunity to watch this amazing film all on the same weekend at the same time. A global release on this scale means that hundreds of millions of people will visit our main website. Once on our website, viewers will be able to watch The Film after they log-in. Through this log-in process, we will be able to compile a database of our global audience’s personal information, data, and analytics more advanced than what Facebook or Google has today. With this huge database we will be able to come alongside our fellow believers to help them with the marketing and distribution of their future, Books, movies, or projects.

Another example, our crowd funding strategy, is the first global online fundraising campaign to be attached to a film of this magnitude and budget. Our real objective through crowd funding is to help are global marketing campaign via grassroots marketing and social media that will then unite all believers in Christ around The Project. It’s all about relationships, grassroots marketing and a global social media campaign using The Film as a catalyst. The subject of the resurrection is a part that all denominations and believers must agree upon.

As all these plans come to fruition with God’s direction, the body of Christ will be moved by faith to unify through The Resurrection Project. I hope that you will join us and participate in this exciting journey by becoming Spiritual Producers and Special Partners of The Movie and The Love Movement. Together, we now can reach the whole world for Christ.

THE RESURRECTION OF JESUS CHRIST

TABLE OF CONTENTS

Opening Cover Page.....	1
Opening Summary.....	2
Opening Letter.....	3
Global Marketing and The Love Movement.....	5
The Streaming/Web Platform.....	6
Crowd Funding.....	6
The Movie.....	7
The Script.....	7
The Resurrection Game.....	8
The Soundtrack/Music.....	8
Spiritual Advisors.....	9
The Ambassador Program.....	9
Special Partners Program.....	9
Remnant Platform.....	10
God's Backyard s The Merchandise.....	10
Business and Content Development.....	10
Security and Safety.....	10
Revenue In.....	11
<i>The Passion of the Christ</i> Performance Data.....	12
Closing Statements.....	13
Remnant Platform.....	14

THE RESURRECTION OF JESUS CHRIST

GLOBAL MARKETING AND THE MOVEMENT

This is the first time that a major motion picture has begun a calculated global marketing campaign during pre-production. It presents a wonderful opportunity for us to unite churches, parishes, Jewish synagogues, Para-church groups, schools, believers, and businesses worldwide, build anticipation, and utilize word-of-mouth promotion for additional “free” advertising. We will use workbooks/Bible study materials, worldwide contests, outreach strategies, and speaking engagements to ignite The Resurrection Movement, which will grow in major strength and numbers globally.

The North American marketing system is well organized and has become very efficient at reaching consumers with a product. Accordingly, spreading the word about The Resurrection Project to the North American believers will be fairly easy. However, many global markets and nations are not as structured and their surrounding churches, organizations, and people are not as unified; therefore, developing a strategic plan that reaches these global markets is critical.

Facebook, McDonalds, and Starbucks Coffee are just a few examples of companies with successful global branding, marketing strategies, and networks that have tapped these unstructured markets by spending millions of dollars in standard advertising. We intend to do the same by rallying the sleeping giant, which is the body of believers emerging in nations across the globe. Believers in such countries as in India, Africa, China, and Korea will be even more unified through our structure, network, and strategy for The Resurrection Movie and Movement via the web platform and social media.

For example, we will utilize this Godly film catalyst to direct believers worldwide to our web platforms where they will be invited to pray, engage, enter contests, and purchase The Film and game as well as other tools for ministry. Our web platforms will provide the opportunity to maintain an ongoing connection with worldwide believers living in all those unstructured markets and nations. We of course will then be able to market and sale other things to them as well.

Another facet of our strategy is the “100 Major Worldwide Premieres” campaign, which will further jump-start the buzz. A minimum of 100 major theatrical premieres at IMAX theaters, or other venues like our partnership of a screening at the 30,000 seat theater at The Vatican, will be held in 100 different key cities around the world such as Los Angeles, London, Rome, and Seoul. Along with this strategy, we will also orchestrate a controlled theatrical release in order to encourage excitement via the complete 3D movie/popcorn experience.

Aside from the theatrical premieres, utilizing the mobile platform is a crucial component of our marketing strategy. Mobile phones and hand-held devices surpassed television and computer sales last year. Today they are the most popular tools used by global consumers to view media and interact socially. Thus, our global release strategy is also to stream The Movie to handheld devices on opening weekend. In 2020 there was some 7.5 billion people and over 15 billion handheld devices and cell phones worldwide.

This release strategy will enable us to reach users who have hand-held devices, but who may not have immediate access to a movie theater or TV set in nations like Africa or China. Streaming The Film will also give churches and Para-church groups worldwide the unique opportunity to host a movie outreach in which they can draw in the people by showing The Movie in their own building or staging events in their area

This “direct-to-the-consumer” marketing plan which is the future of content as people want it now and how they want it intends to reach all ages, genders, and income-levels, and will also target believers and non-believers alike. The Love Movement will reach all parts of the world by combining the strategy through Ambassadors and other social networks. Contests and other marketing initiatives will be created to motivate people to get involved in this global project. Such as win a trip for two to be on the set of the film or a global casting call where 3 lucky winners will win a role in the film and must enter an essay on why they Love Jesus.

THE RESURRECTION OF JESUS CHRIST

THE STREAMING / WEB PLATFORM

Today's online streaming technology has established the Internet as the new direction for the entertainment industry's content distribution (for example, Netflix or Glenn beck.com). One of the most valuable strategies developed for this project is the implementation of a vertical streaming web platform, which has already been created to facilitate The Film's and The Game's and soundtrack's worldwide release at **TheResurrectionOfJesusChrist.com**.

Utilizing technology allows us to fulfill the vision of a first time ever a 'global release' on opening weekend. Online streaming to cell phones in Africa, laptops in China, churches in Australia, and tablets in North America has now become a reality. Virtually anyone anywhere will be able to watch *The Resurrection of Jesus Christ* from any device at any time, we also will implement some of the same strategy used on the Jesus Film. Going from village to village as well as direct to the person online

On the weekend of our films worldwide release, our mass audiences will be directed to our website to get The Film. They will be asked to "create an account" and "log in" to buy, rent and or stream The Film. This online streaming strategy will yield two positive results: financial accountability as well a huge consumer database at the same level or more of the 1 billion on Facebook now. Both are critical to spreading Kingdom news blasts, information, and future marketing initiatives and content as we create a unified stand together.

However, directing people to our web platform enables us to maximize profits because audiences will be purchasing the stream as well as DVDs and downloads directly from us through a secure Wells Fargo banking PayPal type system which is already set up on our website. This will eliminate the opportunity for the theatrical system to usurp net profits. In fact, investors will see their returns sooner because there are no intermediary organizations that collect their money first, it will all be collected by us and accountable.

Furthermore, using our web platform requires our audience to register their contact and financial information upon login. Their data will be recorded to a mega database, which can then be used in the promotion of future family and faith-based movies, books, products, services, ministries, and initiatives. The customer database will be an invaluable source as we seek to continue and further The Love Movement, even after *The Resurrection of Jesus Christ* has been completed and released.

SOCIAL MEDIA & CROWDFUNDING

Our online strategy is to have millions online, talking, texting, blogging, chatting and sharing through Facebook, LinkedIn, Twitter, YouTube, Pinterest, etc. We are drawing and engaging people around the world to the web site to help with the global marketing campaign.

Crowd funding is a new method of raising money through donations made on the Internet. Our fundraising initiative has been promoted through social media and word-of-mouth, and donations are made directly through our website. If someone donates at least \$25, their name will be listed in the credits at the end of The Film as a "Spiritual Producer." The hope is that between now and the time that The Film is released we will have raised 25 million dollars in donations. Our crowd funding initiative is already underway on **TheResurrectionOfJesusChrist.com**; we have received thousands of dollars in donations.

The Resurrection Project also benefits from the crowd funding initiative in ways other than purely financial. Thus, our crowd funding initiative will provide The Resurrection Project with unique access to the consumer throughout production - a luxury that is not even an option for most theater-based projects. Beyond contests and marketing initiatives, the real benefit of our crowd funding strategy is that we are drawing the global body of believers to one site where they can do more than support The Film financially- they can also pray, talk, network, give feedback, and get involved in The Movement.

THE RESURRECTION OF JESUS CHRIST

THE MOVIE

Mel Gibson's, The Passion of the Christ played an important role in bringing believers and non-believers to movie theaters with the purpose of introducing them to Jesus and His sacrifice on the cross. While Jesus' sacrifice on the cross is critical to our salvation, we believe that another powerful component of our faith is founded in the account of the resurrected Christ and of Him as God returning to life and beating death and sin once and for all. We will also make a high quality of film, as did Mr. Gibson who has really set the benchmark in family faith films and should be honored and prayed for in paving this path for us to finish the story.

The Resurrection of Jesus Christ picks up where *The Passion story* left off. In doing so, we will creatively identify three important truths; that Jesus was Resurrected, that Jesus is God, and that the only way to heaven is through Him. As we successfully illustrate these truths, the global body of believers will support The Film and its message en masse. However, we believe that it is essential to clearly depict Christ's divinity and promise of salvation for the sake of our unsaved audience which is our main goal, its His story we tell.

Jesus' power to save sinners from Hell will be most effectively illustrated on film with the highest quality of 3D technology and special FX from an A-list 3D and VFX team. The leader of this team will work with the Producer/ Director team to oversee the creative aspects in The Film in which we will recreate the glory of Heaven, and contrast its unimaginable beauty with the chilling and terrifying depths of Hell. Angels and fallen angels or demons and other biblically inspired visual elements will be featured in breathtaking detail.

The visceral experience created by this film will leave a lasting impression that will 1) challenge non-believers to seek the Truth in their lives and 2) motivate believers to get closer to God and walk stronger in their faith – further spreading the gospel of Jesus Christ throughout the nations and the world.

THE SCRIPT

The writing Team is currently working on the structure and screenplay for The Resurrection Film. Our research and writing team is especially passionate about the Bible and the Heavens, and is committed to creating a biblically accurate script. We believe that if we use a script that remains within the parameters of the Bible while taking some poetic license with a depiction of heaven and hell, our desired message will shine brightest and truthful, but knowing we can not please everyone.

Our first and main objective with this script is to correctly depict that Jesus is not only a man or a prophet, but also the Almighty God. The second objective is to highlight the truth of the gospel message, which is that Jesus is the way to Heaven. Jesus' saving power will be most effectively illustrated on film through a script specifically written to take advantage this message and of the highest quality 3D technology in showing this.

Our third and final objective is to illustrate what Heaven and Hell look like from a biblical and spiritual perspective. We will demonstrate the Godly supernatural component of Heaven and the amazing wonderful place that it is and Hell being the worst place in the universe to be. These spiritual realms will be most emotionally stirring when they are realistically depicted in the technology we have today which has allowed a movie like *Avatar* to become the top-selling film of all time as a total work of fiction.

We know that through our film, many non-believers will hear and see the gospel message. Our hope is that they come to understand and accept what Jesus says in John 14:6 – *I am the way, the truth, and the life: no man can come to the Father, but by Me.* Our simple goal is to make this the most watched film ever beating the current film James Cameron's (*Avatar*) and made with the highest quality in all areas including the script to win not only souls but awards in filmmaking to garner even more interest in our Lord and Savior.

THE RESURRECTION OF JESUS CHRIST

THE RESURRECTION GAME

Last year, for the first time in history, the gaming industry surpassed The Movie industry in worldwide sales. The game industry encompasses a multitude of platforms and genres – from computer-only MMORPGs (Massive Multiplayer Online Role Playing Games) such as World of Warcraft and Star Wars the Old Republic, to casual portable multiplayer games such as Star Legends and Celtic Heroes, which can be played on iPhones or tablets.

Multiplayer games are highly immersive because players are connected online, environments and stories are continually updated, and players build social relationships with fellow gamers across the globe. The Resurrection Project is taking advantage of the success of the gaming industry by releasing a game that will complement The Film and keep the people engaged long after the film release.

This game will help reach the younger generation, and through them it will help keep The Movement going. As The Movie is released, the Resurrection game will be an exciting feature of the marketing strategy and continued ministry outreach too the younger game playing generation. With these younger generations growing up with cell phones at a young age and computers and lap tops in elementary and jr and sr school system it's important to reach them there . And even more so with so many online and using the internet daily we believe that is now the last mission field to reach and engage.

SOUNDTRACK AND MUSIC

The Soundtrack of The Film is no small matter. Like our plan to sell The Film and The Game directly from us directly on our web platform on opening weekend, consumers will also be able to purchase and download the soundtrack from our platform as well. Mr. Gibson's *The Passion of the Christ* had a soundtrack that was nominated for Best Original Score at the Academy Awards, and we desire to produce a soundtrack of the same of quality. Furthermore, the year that The Passion's soundtrack was released, it became the number one selling album, even surpassing all secular film soundtracks which is a testimony to the power of the church audience and its committed sales in this area of entertainment and Mr. Gibson's A level quality.

When a top quality composer teams up with a faith-based project, believers worldwide will wildly support the resulting high quality musical content. Due to the strong enthusiasm believers have for spiritual music, sales often exceed even those of the top selling Hollywood blockbusters.

We believe that our soundtrack will see even greater sales success simply because *The Resurrection of Jesus Christ* and the soundtrack will have a larger audience due to our distribution, marketing, and release strategy. As well as the church is much better organized and connected now thanks to projects like The Passion of The Christ. With our special scenes in the movie of the Angel orchestra and the angels and demons fighting in the spiritual realm this should be quite a visual and hearing experi

THE RESURRECTION OF JESUS CHRIST

EXECUTIVE ADVISORS TEAM

Executive Advisors are critical to the success of The Resurrection Project. They will not only advise in areas of script, casting, and prayer strategy, but they will also speak on behalf of the project in different parts of the world as Ambassadors. Our objective is to bring on board executive leaders from across denominational and ethnic lines. This new wine skin of accountability resembles the function of a board of directors involved in running any business or ministry; they will be very involved and engaged with everything

However, the function of the Executive Advisor board is not to micromanage the Team or staff, but to encourage, engage, and release them to do their jobs with support, mentorship, prayer, and accountability. The key is letting the anointing lead the structure not the structure controlling the anointing or the initiative. A new wineskin and future of ministry and board operations, our Advisors are already assembled and are in prayer on our behalf daily as well as giving daily wisdom and guidance.

AMBASSADOR PROGRAM

The Ambassador Program is a branch of our business and marketing strategy that creates and cultivates relationships in order to bring awareness to The Resurrection Project. This program includes two separate divisions: Ambassadors who travel around the world and Social Media Ambassadors who will be online in different cities and nations all encouraging people about The Resurrection of Jesus Christ.

The Ambassador team will be comprised of handpicked mature leaders who will be commissioned in pairs to travel around the world and meet with organizations, churches, media, and Para-church leaders on behalf of The Resurrection Project. The goal of these Ambassadors is to prepare leaders and organizations to engage and unite in The Resurrection Movement. During these trips, these teams will also meet with the local press and media outlets to promote the Movement in different cities across all nations.

The Social Media Ambassador division is much like a missionary outreach team, except the “mission field” is the World Wide Web via popular social media websites. These Ambassadors help support The Movie and Movement through social media outlets such as Facebook, Twitter, YouTube, Pinterest, Google+, and LinkedIn. The goal for this division is to have at least 1 million Ambassadors online talking about the project during all stages of preproduction, production, and release.

Our desire is that these Ambassadors continue networking even after The Film is complete. This Division of the Ambassador Program is already established and growing daily. There are currently over 280 ambassadors representing numerous different nations. See more at www.TheResurrectionOfJesusChrist.com.

SPECIAL PARTNERS PROGRAM

The Special Partners Program is an online tool used to create partnerships with Jewish, Christian, and secular companies, ministries, or organizations that we want to help promote and bless them. We also hope they will bless us by putting a link to The Resurrection Project on their websites. When an organization advertises a link to our website, they are given Special Partner status and their name or organization is added to our Special Partner page. Their name, a brief description of their service, and a link to their web address or e-mail will be provided and our partnership and blessing to them as we drive millions of people to the website and their websites as well is part of our strategy.

This is only the beginning; as The Resurrection Project gains momentum and exposure closer to The Film’s release, we will have plenty of daily traffic to our website which will make promotional slots on our page more valuable. This grants us the leverage to charge a sponsorship fee to key groups in exchange for a priority listing.

This strategy is already in effect and the list of Special Partners is updated daily on www.TheResurrectionOfJesusChrist.com.

THE RESURRECTION OF JESUS CHRIST

REMNANT PLATFORM

Families everywhere are looking for ways to control their surroundings in their life and their family's life. We're trying to do just that where we want to give you and your family options in entertainment and culture at home. Families have a gateway in their homes on the walls, their laps, and in their hands. This gateway has been controlling their homes' atmosphere for years. It is time families take back these gateways to "control their atmosphere" as catalyst for spiritual change. Foster a community around entertainment, spiritual growth, and protecting the most valuable assets in our homes. A community that builds, grows, and dreams together to help make the impossible happen with Christ as the center to be the "author of our atmosphere."

- Platform to reach all nations for Christ with entertainment as the vehicle, and "Resurrection of the Christ" as a catalyst for global revival
- Single, secure platform for Online family entertainment and community
- Church & Missionary Ambassadors receive rewards for their referrals with generous 21% going back to churches

THE MERCHANDISE

Merchandise includes overseeing the Resurrection brand, including books, crosses, hats, t-shirts, jewelry, Bibles, Bible study curriculums, and much more. The Resurrection Project merchandise and product line extends beyond The Movie itself and has become another key component in the overall blueprint of The Resurrection Movement, blessing the world and other areas of financial profit.

We will not only produce Resurrection branded merchandise, but also supervise all additional vendors as they partner with us to sell their products. This provides cross-marketing opportunities for both The Resurrection Project and all participating vendors. As part of the vision for the overall movie movement, will provide extra revenue for the project as well as providing valuable exposure for the independent spiritual merchandising companies with which it partners.

BUSINESS AND CONTENT DEVELOPMENT

Part of our strategy is this is just one of many films and projects to come from us. We will also be doing this new concept of marking and distribution with numerous other films, web series, television shows, films, books, and eventually a movie studio. Our heart is to also help other filmmakers, authors, ministries, and projects get funded and then market and distribute them to a worldwide audience as well. Our ultimate goal is to create a family faith studio bricks and mortar facility and online presence combined where we have executive decision over our creative content, our marketing, our financing and our own distribution. In addition, this is to help bring a better message to the entire world. No matter how they view their content, we will be that new positive option. The final platform will resemble a combination of Netflix, Google, Facebook, and YouTube.

SECURITY AND SAFETY

The Resurrection Project with its many facets has a great number of security needs. The web sites, the data, and even The Resurrection team members themselves have important and sensitive information that must be made secure and protected. Everything from cell phones, laptops, computers and the facility itself must be scrutinized and locked down in order to maintain a safe, productive, and ethical work environment. Security and safety will also cover all the global traveling, marketing, and promotions to keep the team themselves and the message safe. We want to be very careful on where and how we send the team and engage the world as there is an enemy trying to stop us and this message.

THE RESURRECTION OF JESUS CHRIST

REVENUE IN* In both spiritual and financial terms.

A - Salvations: The main reason we are doing this is for the millions and millions of souls who don't know Jesus yet and need too.

B - Unity: A church and believers united around the globe for the first time.

C - Streaming: We're projecting \$1.5 to \$2 billion in sales of The Movie.

D - Theater Revenue: We are expecting around \$250 million in domestic and \$500 million in foreign sales. This comparatively lower figure is due to the fact that our release will not focus on the theatrical release but instead on the global streaming release.

E - T.V. Release: We are expecting around \$500 million in total domestic and foreign sales.

F - Merchandise: We are planning for at least \$500 million in profit sales.

G - The Game: We are expecting \$250 million in game revenue.

H - Sponsors: We are expecting to reach \$1 million in two years of sales.

I - DVD/Video: We estimate the DVD and Video sales to total about \$100 million. These numbers are estimated to be lower than standard because of the rise in popularity of streaming content

J - Music: We expect to make at least \$250 million with the soundtrack.

K - Platform: This global marketing platform will be worth millions of dollars and will be taken public. Due to the platform we have created, which will supersede the normal corrupt Hollywood studio and theater revenue structure, we will have virtually zero lag time on monies into our secured web system.

L - ROI: Over \$3 billion in revenue putting a \$75,000 unit in the project at a return of over \$1 million (Total best estimates) back to investors. Or a donation into the spiritual souls of the world as a great thing and what were all called to do as believers by The Lord

*These are best guess estimates over the next 7 years.



THE RESURRECTION OF JESUS CHRIST

THE PASSION OF THE CHRIST (2004)

PERFORMANCE DATA

Distributor: Newmarket | **Release Date:** February 25, 2004

Genre: Historical Drama | **Opening Weekend:** \$83,848,082

MPAA Rating: R | **Widest Release:** 3,408 theaters

2004 Dollars

(a) Domestic Theatrical \$370,782,930

(b) Domestic Video Sales \$218,000,000

(c) Domestic Video Rentals \$27,000,000

(a) Foreign Theatrical \$241,116,490

(d) Foreign Video Sales \$159,321,090

(e) Domestic TV \$?

(f) Foreign TV \$?

(g) Ancillary Worldwide \$10,000,000

\$1,026,220,510



(a) as reported by Daily Variety

(b) combined DVD and VHS sales for 2004 only. Source: Rentrak Video Essentials as quoted in Video Business Resources

(c) combined DVD and VHS rentals for 2004 only. Source: Rentrak Video Essentials as quoted in Video Business Resources

(d) estimated as same percentage of video-to-theatrical revenues as for US; further details unavailable

(e) actual total unavailable; assume \$0 for conservatism

(f) music sales; music debuted at #1 on Billboard's album chart and 'going gold' (500,000 unit sales)

Sources: LINK Resources, Off-Hollywood & Entertainment Industry E

THE RESURRECTION OF JESUS CHRIST

CLOSING STATEMENTS

Our desire is that God will use The Resurrection of Jesus Christ as a tool to raise us all of us up in a united front. We look forward to seeing believers worldwide overcome disunity by coming together through this process. Moreover and most importantly, we look forward to souls being won for the kingdom through The Movie, The Game, and The Love Movement. Most of all, we look forward to watching God work His perfect will through this project and the people involved with it as we join God where he is at and His work in these final days and the amazing things He is doing.

This being said, we believe that in order to let God work through us and through this project, we must let Him lead and steward this project! We must lay down our own personal goals and agendas, take up a Kingdom agenda, and allow God to move and speak to us in ways we never expected. It must be understood by any interested investor that, though The Film and analogous projects will likely bear a monetary return, its primary purpose is not financial. Instead, like a 1-2-punch, The Film is to act as a catalyst for God's movement, and the goal of this Movement is to reach and engage a global church with the message of love and unity.

Then our second and most important goal is to reach a lost world that needs to hear about the transforming love of Jesus. Accordingly, The Resurrection Project team is open to additional strategies or ministry ideas proposed by investors or donors that support the spirit of the Love Movement that has already been ignited.

In addition, the Executive Team also extends an invitation to one or two individuals who wish to represent the investors or donors on the Executive team Board as a voting member (all voting members represent one vote each). We are always looking for God's wisdom and direction. We will not, however, allow any agenda (personal, corporate, or industry) to take over God's plan for this project, as it is our aim, by unanimous consent, to defer to Him in all areas as we are following his plan, not our own.

“Go therefore and make disciples of all the nations, baptizing them in the name of the Father and of the Son and of the Holy Spirit.”

- *MATTHEW 28:19 (NKJV)*

“Behold, how good and how pleasant it is for brethren to dwell together in unity!”

--- *PSALM 133:1 (NKJV)*

“What does it profit, my brethren, if someone says he has faith but does not have works? Can faith save him?”

- *JAMES 2: 14 (NKJV)*

“Then Paul, as his custom was, went in to them, and for three Sabbaths reasoned with them from the Scriptures, explaining and demonstrating that the Christ had to suffer and rise again from the dead, and saying, “This Jesus whom I preach to you is the Christ.”

- *ACTS 17:2-3 (NKJV)*

“And now these three remain: faith, hope and love. But the greatest of these is love.”

--- *1 CORINTHIANS 13:13 (NKJV)*

God Bless you

David A Wood

The Greatest Love Story Ever Told

I want to dare to dream so big the stars can't contain it, so that I know it is beyond my grasp. Then I will be sure GOD made it happen, and not me!

Eric Carbaugh – Founder

OVERVIEW

The tagline of the Remnant Platform is "Control Your Atmosphere," which is much more than a phrase or tagline. It's a movement initiated by our company, Remnant Life Network. Families everywhere are looking for ways to control their surroundings in their own lives and their families lives. We're trying to do just that where we want to give you and your family options in entertainment and culture at home.

Families have a gateway in their homes on the walls, desks, laps, and in their hands. This gateway has been controlling their homes' atmosphere and people for decades. It is time families take back these gateways to "control their atmosphere" as a catalyst for spiritual change.

The content structure of Faith and wholesome family entertainment is curated via a system of keeping strong faith and family values to allow families and individuals the opportunity not to have messages force-fed upon them while allowing them to "Control their house's atmosphere."

MISSION

Foster a community around entertainment, spiritual growth, and protecting the most valuable assets in our homes. A community that builds, grows, and dreams together to help make the impossible happen with Christ as the center and the "author of our atmosphere."

An audacious dream to bring together a 7,000 person army of content creators, producers, distributors, and teams to bring the Gospel of Jesus to the unreached world. To empower billions of

VALUE PROPOSITION

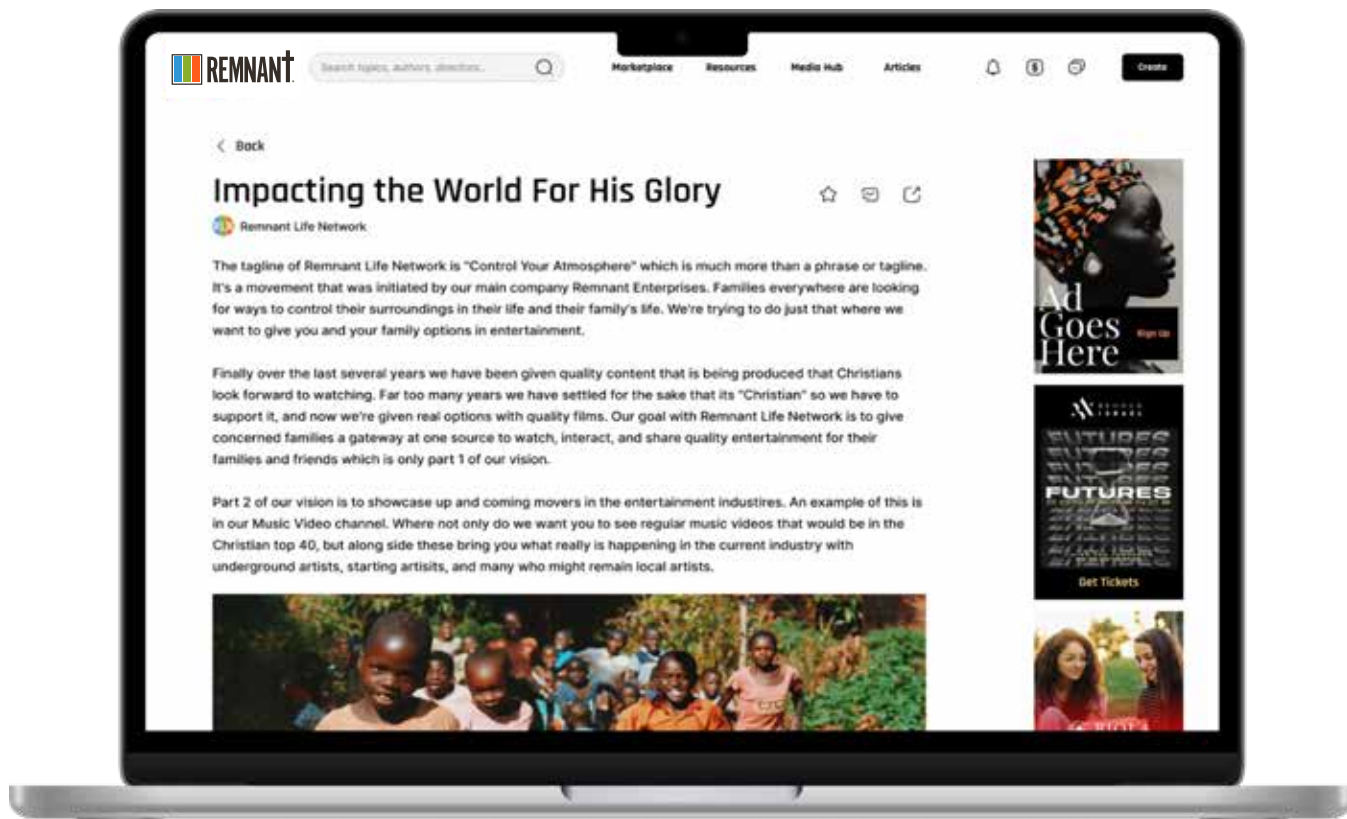
- Platform to reach all nations for Christ with entertainment as the vehicle, and "Resurrection of the Christ" as a catalyst for global revival
- Single, secure platform for Online family entertainment and community
- Church & Missionary Ambassadors receive rewards for their referrals with generous 21% going back to churches

THE REMNANT PLATFORM

Remnant is the "old wine" in a "new wine" skin for the latter days by utilizing today's and tomorrow's technology to usher in a closer walk with Christ through community and family entertainment. We want to help people meet and follow Jesus Christ. Jesus is the new wine of the old testament, and we refer to Jesus as the "Old wine" for today.

Remnant's goal from the beginning has been to have a community for family-friendly and Christian resources, content, and connection in a curated platform with strict engagement rules for the future of safe environments for those seeking to find connection, community, and content to help with their walk in life. We live in this world, and we do not want to live in a bubble, but we also have the resources to help us all find the voice needed to express this in a dark world that is based in a discerning way.

Remnant 2.0 will take this into the future by being built upon blockchain encryption, NFTs, the metaverse, broadcasting, and more. It is making the Remnant 2.0 the platform that has been missing since the days of dial-up INTERNET.



THE REMNANT PLATFORM

The Model

Remnant is the community meant for wholesome family and Christian content, community, connection, resources, crowdfunding done better, e-commerce options made simple, charity and philanthropic opportunities, “feeding the soul & feeding the stomach” initiatives, a mission to reach the most underserved in the world.

The Remnant platform is based on top tech today while being flexible and modular for tomorrow’s best tech and beyond. Our platform is based on what’s good today and what will be relevant into the future with a 25+ year vision. Remnant 2.0 is being built upon blockchain technology for security and encryption, making our platform “uncancelable” by big tech or governments. The Remnant 2.0 platform will also be based on our own data center and serves with replication globally on other data centers to help foster this vision.

The Community

Remnant will help to enable 2.4 Billion Christians globally to meet and follow Jesus via connection, resources, broadcasts, and more. This is all geared around our “Be the Church” community, where our networks take the message of Jesus beyond their homes and our platform through evangelism that is done in a way Jesus walked out His mission. We want to supply an army of believers with all the resources at their fingertips.

The Broadcasts

Remnant’s broadcasts is the tool that will allow ministries to have a communication platform for live streaming and video conferencing that is not being recorded by China or other Big-Tech oligarchs. This will also allow churches to have another opportunity away from Facebook/YouTube now and in the future when Big-Tech turns off this switch for good instead of the death of a million paper cuts they are doing now.

Remnant is also partnering with other technology companies to help provide hardware for global distribution with untraceable and uncancelable devices to allow for the Broadcasts.

Feeding The Soul, Feeding The Stomach

Remnant has partnered with suppliers of sustainable gardens to provide an all-inclusive system where churches, missionaries, businesses, etc., can help feed the community, so they live with healthy vegetables and food cost-effectively and securely.

THE REMNANT PLATFORM

Remnant 2.0

Based wholly on blockchain technology and a non-blockchain alternative as a decentralized platform. Today Big-Tech can cancel anyone they see as a threat, and if an app or platform is located in their app stores, it is only a matter of time before they shut it down. This also means your apps are not decentralized. Utilizing a decentralized and blockchain-based technology is key to the success of any platform such as Remnant. We have strategic partnerships with technology partners and hardware manufacturers to help with fostering this approach into the future.

The Marketplaces

Marketplaces are where individuals and businesses have the opportunity and a platform to offer their products and services within the community and the world. Our simple approach will foster the foundation where e-commerce grows into the future.

The Better Way to Crowdfund

The crowdfunding of yesterday has been outdated several years ago. Remnant is already developing the platform to bring crowdfunding to the modern and future phases via blockchain, NFTs, Metaverse, and strategic initiatives that combine multiple avenues for fund-raises not just for the Remnant initiatives but also for our partners, charities, etc.

The Content And The Community

The idea of social media and content streaming is broken today. Our vision long before these industries became viable and now outdated. Proof that our vision from the days of dial-up is still viable and the future. Our vision of community is where we merge the idea online community with in-person community and beyond while using technology as the catalyst with a blend of AR and IRL in certain that make sense.

A streaming only platform or social only platform has never made sense. Our vision early on was to foster content broadcasting and community together in a curated way that fostered community before, while, and after broadcasting.

The community side will create premiere events that are part AR, VR, in-person, etc. Essentially, create an environment that is a true community experience instead of an "us" versus "them" approach.

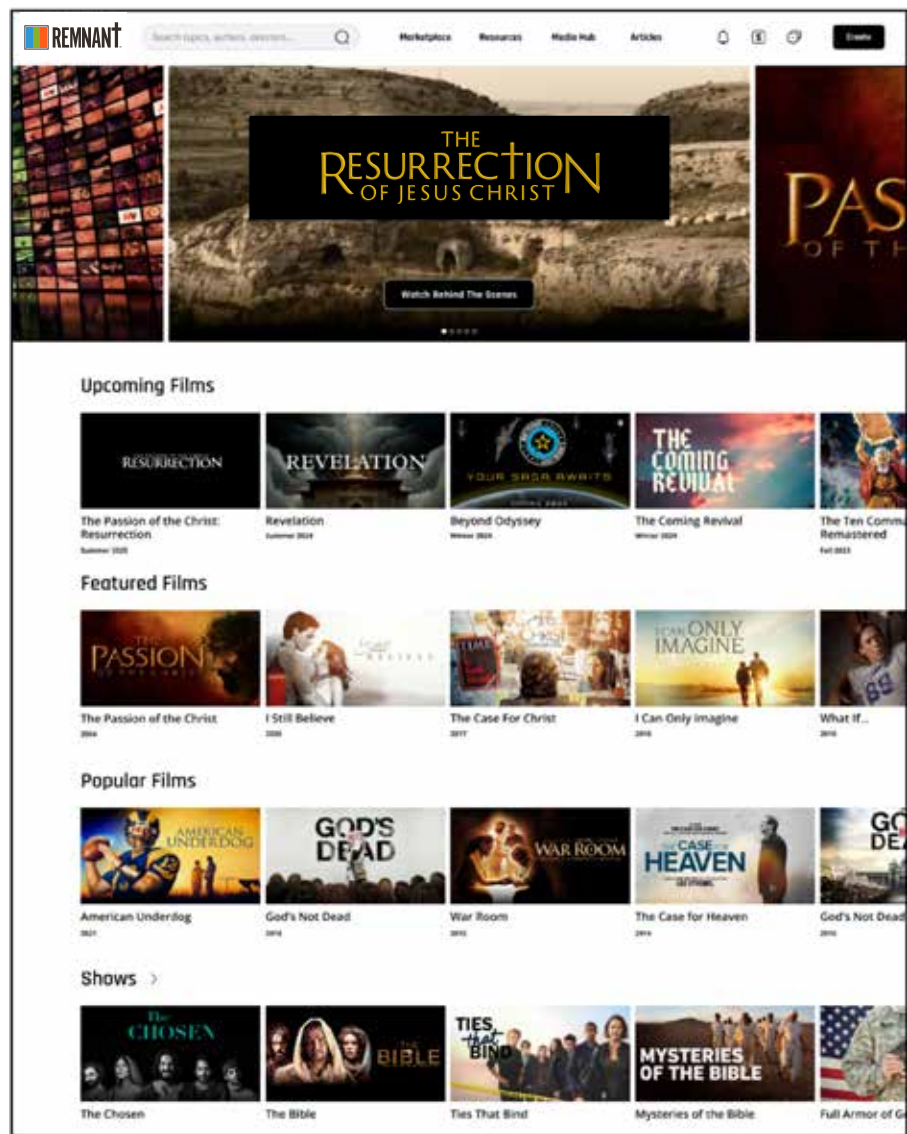
HOW IT WORKS

The Remnant Platform will always have a free curated community portal with access to content, resources, and more. A platform that is family-friendly and safe for all eyes while having age appropriate rooms and groups via a decentralized verification system.

Individuals and families also can choose a package that fits their budget and needs, starting at just \$7 monthly for sponsored content. This package allows them to enjoy family/Christian entertainment options on the RLN Platform. The community side is free to join, shop at the marketplaces, and read articles. Individuals can sign up as an RLN Crusader to earn a 3% return on their referral network.

Churches and missionaries can partner as RLN Ambassadors to help fund raise from their referral network at a 21% return on subscriptions. This global reach will help churches and missionaries to focus more on the mission for Christ with a more significant impact on Kingdom building.

Content providers, producers, and talent will have a platform to reach the world for Christ, like never before, with the platform to help them build, market, and reach a global community. Remnant is setting the stage for A-quality content and excellence for the Kingdom of God. The church community can no longer sit idly by and settle for sub-par quality in community and curated content.

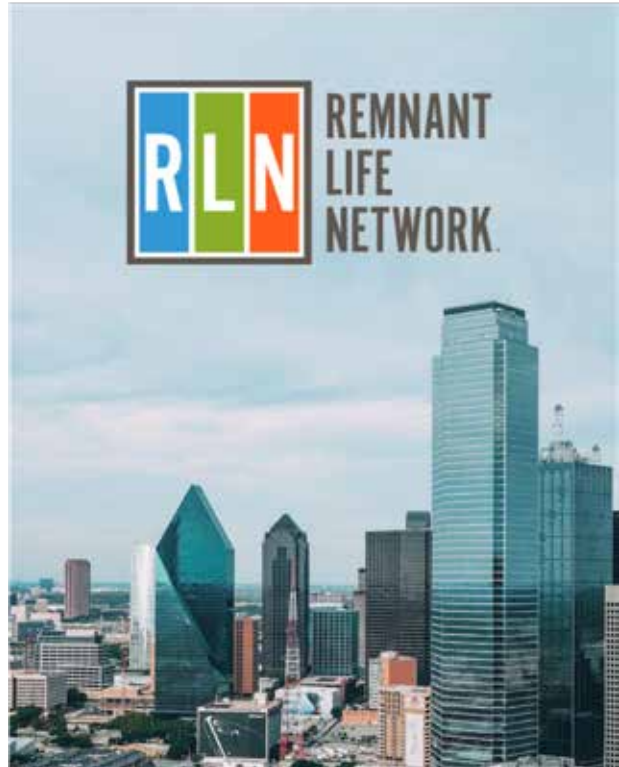


CURRENT SITUATION

Remnant Life Network started as just a dream of a young teenager and idealist with the audacity to reach the world for Christ through entertainment, who everyone thought was crazy. He knew nothing was impossible with God, and he knew God would make a way where there was no way. Pursuing a passion and dream while no one was ready from the days of dial-up INTERNET has propelled this moment we are in now, not by his ability, but by his availability, for the miracle, God would do.

The current Remnant platform is in Phase 1.5 release for content streaming and a platform for family/Christian content providers to distribute to the world under a free option. The community framework is currently under development that will allow for a community environment that has not yet been realized. To say we're social media would be an inaccurate description as we are much more in vision and execution.

We are planning and developing the Remnant Platform 2.0, encompassing the decentralized community 2.0, decentralization, NFTs, marketplace, and more. We're ready to on-board more content providers and paying subscribers tomorrow.



RLN/REMNANT ORIGINAL CONTENT

The Resurrection of Jesus Christ Movie

Coming 2025/2026 - The Resurrection of Jesus Christ picks up where The Passion story left off. In doing so, we will creatively identify three important truths; that Jesus was Resurrected, that Jesus is God, and that the only way to heaven is through Him. As we successfully illustrate these truths, the global body of believers will support The Film and its message en masse. However, we believe that it is essential to clearly depict Christ's divinity and promise of salvation for the sake of our unsaved audience which is our main goal, its His story we tell.



Warrior Up Movie

Coming Soon - A powerful word and a final act of sacrifice sparked a chain reaction of changed lives decades apart to help one soul find life's mission in search of.

Salty Vets Show

Veterans talking openly about how living with PTSD and with God helps to heal the wounds of war.

War Table

Coming Soon - Round Table of 4-8 men in different backgrounds talking about how the Bible can be applied in their lives and shown as role models "how to be men".

Beyond Odyssey

Interactive Book Game Quest (now in release and production), Video Shorts, Trailers, soon feature films



... more concepts are currently being planned.

Leadership Team

Eric Carbaugh

Visioneering Founder & CEO

After honorable serving in the U.S. Marines, Eric Carbaugh opened and founded Remnant Enterprises & Pixel Spectrum in 1999. Since the founding, Eric Carbaugh and Pixel Spectrum have had the opportunity to work in the Creative Branding, Creative Future Brand & Digital Strategy, and Digital spaces alongside many mom and pop businesses, non-profits, and top Fortune 500 and 100 businesses over the years. Helping major companies build platforms and foundations to go into the future through the vehicle of creative strategy.

Eric is an serial entrepreneur, author, script writer, and has bit roles in corporate promos, short film, voice over work, in addition to creating and authoring Beyond Odyssey where books meets games, and games meets movies.



Robbie Thiessen

Chief Design Officer

Robbie has designed professionally for over 9 years, and has performed and delivered for audiences on a global scale, in some of the most competitive of markets. From illustration to branding, entertainment to fin-tech, Robbie has a versatile skill set that is ever expanding in order to take an innovative and proactive approach to every large scale initiative in order to create a positive impact in this world.

Throughout his career, Robbie has worked with and advised such notable brands and companies such as Fidelity Investments, Citi, Sharemeister Inc., RealPage Inc., and Disney Parks



Leadership Team

Erin Parquet

Community UX Lead & Creative Director

With over 20 years of design experience Erin has versatile skills that expand from start up companies to global companies holding Sr. UI/ UX design positions with Citi Bank, Fidelity, Erin is enthusiastic and passionate about Design Thinking Process. He enjoy creating products that fixes users needs and business goals.

His versatile skills expand from concept to innovative creative designs.



** Our senior leadership team have more 50 years together building apps, platforms, design systems, and the road map to go from "today" to 15-20 into the future.*

THANK YOU

Romans 11:4-5 (NKJV)

"I have reserved for Myself seven thousand men who have not bowed the knee to Baal." Even so then, at this present time there is a remnant according to the election of grace.

Remnant has an audacious dream to bring together a 7,000 person army of content creators, producers, distributors, and teams to bring the Gospel of Jesus to the unreached world.

Please reach out to us with any questions at ecarbaugh@RemnantLifeNetwork.com

THE RESURRECTION OF JESUS CHRIST

FINAL

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“But Christ has indeed been raised from the dead, the first fruits of those who have fallen asleep. For since death came through a man, the resurrection of the dead comes also through a man. For as in Adam all die, so in Christ all will be made alive.”

1 CORINTHIANS 15:20-21 (NKJV)