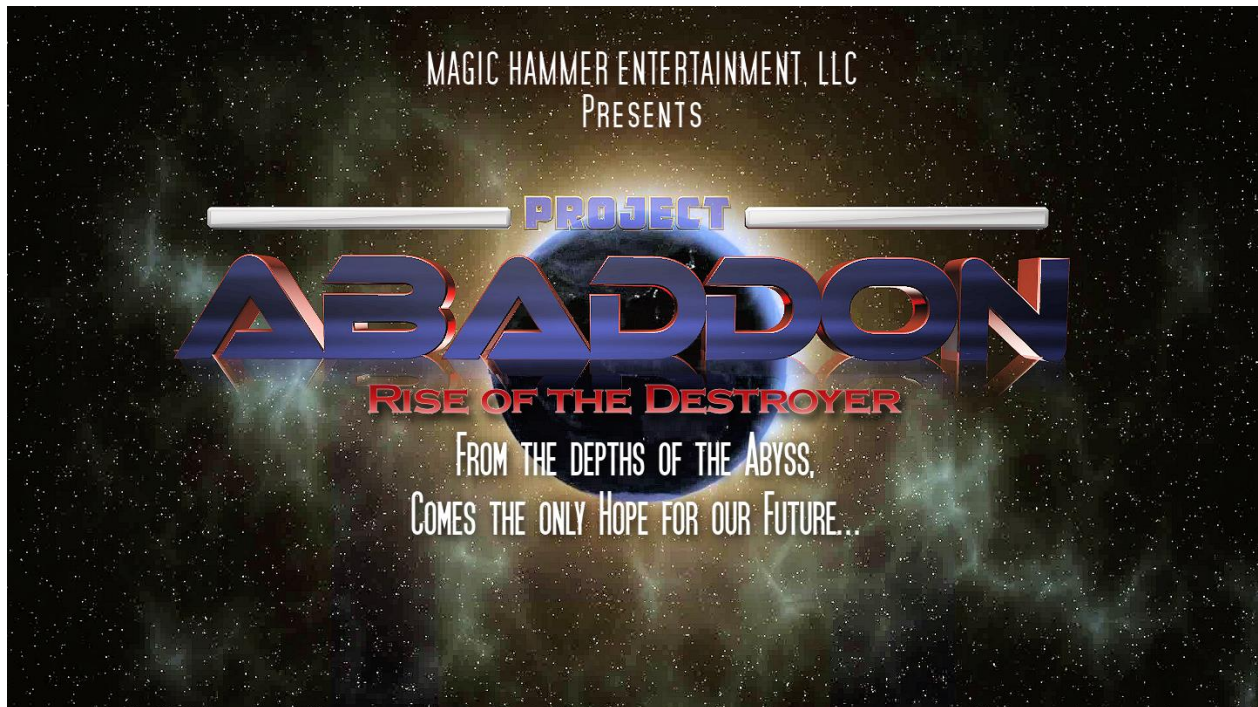


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Presented by **Pete Borreggine, Creator, Writer, Executive Producer and Gary Hauger Co-Creator, Producer**

A SCIENCE FICTION SCRIPTED STREAMING SERIES

CREATED AND BASED ON AN ORIGINAL STORY BY:

PETE BORREGGINE — A US NAVY VETERAN (1980 — 1991)

CO-CREATED AND CO-DEVELOPED BY:

GARY HAUGER

EXECUTIVE PRODUCERS

PETE BORREGGINE

WRITTEN BY:

PETE BORREGGINE AND GARY HAUGER

PROFESSIONAL INDUSTRY ADVISORS AT THIS TIME:

DANIEL F CURRY — DIRECTOR/VFX SUPERVISOR. VES, DGA, ASC

MICHAEL DEMERIT — PRODUCER/1ST AD

GARY TACHELL — DP/CINEMATOGRAPHER

THOMAS P VITALE (FORMER HEAD OF SYFY AND CHILLER) — PRODUCER

RAYCE BIRD — 3D CHARACTER CREATIONS/MAKEUP

DOROTHY AMOS — COSTUMES/MAKEUP

MISHA SEGAL — COMPOSER, ARRANGER, CONDUCTOR

LOGLINE:

Hoping to discover what happened to his long-missing father, a gifted engineer leaves the comfort of his simulations to join an intergalactic group of misfits on a life-threatening voyage to save humanity from extinction.

Table of Contents

Project Abaddon in a nutshell.....	5
SHORT SYNOPSIS	5
VISION and PASSION	5
Simulacra - What is it and how is it part of Abaddon	5
Long Synopsis:	6
COVER LETTER.....	9
EXECUTIVE STAFF	11
PETE BORREGGINE – EXECUTIVE PRODUCER/CREATOR/WRITER	11
GARY HAUGER – CO-CREATOR/WRITER/Associate Producer	12
Industry Professional Partners (NON-PAID, NON CONTRACT STATUS).....	13
THOMAS P VITALE.....	13
ADDITIONAL CONSULTING PROFESSIONALS – Non-Paid Non-Contract Status.....	14
Dan Curry – VES, DGA, ASE – Director/VFX Supervisor	14
Dennis “Danger” Madalone – Stunt Coordinator	14
Michael Demeritt –Producer/1 st AD	15
Gary Tachell – Producer/Director of Photography/Cinematographer	16
Rayce Bird – Creature Design Effects.....	17
Dorothy Amos – Make-up and Costume Designer	18
Examples of Sales throughout all markets – A conservative view.	19
Low end sales predictions	19
US AND FOREIGN if this were shot as a stand-alone film for TV or Screen:	19
LATIN AMERICA	20
EUROPIAN MARKETS.....	21
EASTERN EUROPIAN MARKET.....	22
MIDDLE EASTERN MARKETS	23
FAR EASTERN MARKETS	24
DOMESTIC ONLY	25
Potential Domestic TV Revenue LOW	25
COPYRIGHT and TRADEMARK.....	26
Legal Stuff	26
PROOF of OWNERSHIP	27
Proof of Trademark.....	27
Copyright and WGAE registration.....	28

Educational Institution Participation 29
Letter of Intent29

Confidentiality, Disclaimer, and Risk..... 30
Statement30

Links: 30

Project Abaddon in a nutshell

SHORT SYNOPSIS

Project Abaddon's about a man Ken Chiang, who's a notorious recluse and over the past 20 years learns how to build A.I. VR worlds to deal with the loss of his father when he was an 8-year-old boy. He meets, Roz Chavez, a client or so he believes, who has clues to what really happened to his father and her mother's ill-fated expedition: to seek an ancient alien artifact 450 light years from earth and destroy it. But Ken needs to go to Mars. She leaves Ken with a decision: Stay on earth where it's safe or risk doing something he's never done before: Travel in Space. People have mysteriously suffered and not dying for years. It's due to this artifact either malfunctioning or worse yet, mysteriously turned on. Now it's up to Ken and company to find it a destroy it before humanity is annihilated. But what they ultimately learn about humanity is that we are a simulation created by aliens over 250,000 years ago and now our time is up!

VISION and PASSION

Project Abaddon is the brainchild of creator Pete Borreggine and Gary Hauger, set 350 years in the future and explores a how a group of diverse characters are forced to work together, disagree with everything, find an ancient artifact, either destroy it or learn how to use it, and unite billions before an alien force determined to wipe out every trace of humanity comes for it. But more than that, this film is about family. Family of the main characters and family between the disparate characters. You'll see this as the film progresses.

Simulacra - What is it and how is it part of Abaddon

Simulacra and Simulation (French: Simulacres et Simulation) is a 1981 philosophical treatise by Jean Baudrillard, in which the author seeks to examine the relationships between reality, symbols, and society, in particular the significations and symbolism of culture and media involved in constructing an understanding of shared existence.

Simulacra are copies that depict things that either had no original, or that no longer have an original. Simulation is the imitation of the operation of a real-world process or system over time. Abaddon explores the possibility that humanity was created as a simulation and over its nearly 300,000 years of trial, we failed. Now, the creators have decided humanity's time is up and the simulation needs to end.

This is where the conundrum is. If we're a simulation, who decides our fate and why? WE DO! Humanity must fight for its existence to continue as if nothing has ever happened and prove that we are worth saving. Our heroes now have a fight on their hands with the very creators that create species and experiment then when their experiments have fail, they reset their home worlds, let the planet refresh over thousands of years only to be ready for the next simulation to deem itself worthy of being made, permanent. Baudrillard claims that our current society has replaced all reality and meaning with symbols and signs, and that human experience

is a simulation of reality. Moreover, these simulacra are not merely mediations of reality, nor even deceptive mediations of reality; they are not based in a reality nor do they hide a reality, they simply hide that nothing like reality is relevant to our current understanding of our lives

Therefore, the simulacrum is never that which conceals the truth—it is the truth which conceals that there is none. The simulacrum is true.

Long Synopsis:

While defending his dog against three MENACING BOYS in a field near his village, young BATUO CHIANG, discovers a glowing stone disc. A SUPER tells us we're in China circa 476 A.D. He gives the disc to his father, QI JIGUANG, who tells him the disc is a Dropa Stone. Swearing Chiang to secrecy, Jiguang hides the disc in a leather pouch with various other stones. Meanwhile in Germania, GISELLA DASHIRA finds a similar stone. She shows it to her mother, LINA, who, similar to Jiguang, hides it away.

Another SUPER tells us we're in Huntsville, AL, circa 2365. Colleagues DR. ZAO CHIANG and DR. CARLA DASHIRA are tasked with a clandestine mission by their superior officer, CAPTAIN EMILY COLBURN. Their goal? To seek out the source of an unknown energy burst coming from the Pleiades Star Cluster. The two accept, leaving Colburn alone to consort with a DARK FIGURE, who informs Colburn she'll be "rewarded mightily" for her cooperation in sealing Zao and Dashira's fate.

At the Pleiades Cluster, Zao and Carla's science vessel GALILEO is mysteriously shot down. Cut to another SUPER: "20 Years Later. 2385." In a Zen garden, KEN CHIANG fights a hologram of his father, Zao, irritated over his inferiority to his late-father's technique. Seemingly everything he does is inferior to his father's approach. M.I.K.E., Ken's Android, informs Ken of someone waiting for him in the lobby. It's ROZ CHAVEZ, who tells Ken both his and her respective parents, Zao and Carla, are still alive, being double crossed by Colburn so many years ago.

Showing Zao a Dropa Stone around her neck similar to his own, she orders him to Mars within 24 hours. Step one of her plan handled, Roz saves emissary CYRIL BOQUE from an Illieanar pirate ship with the help of her associates: cyborg AMELIA CORDOEN, ex-alliance officer and captain of the spaceship Archimedes KIERIANA MAHR, and Milliean reptilian EULIEN VASCHE.

Safe aboard the Archimedes, Captain Mahr asks the emissary why Ken is so crucial to the mission Boque is tasking the crew with. The diplomat informs the crew of Ken's origins, as well as the fact M.I.K.E. is the only AI unit with a shortcut to their final destination: the Pleiades Cluster, where Carla and Zao found a powerful starship lost for eons, one with the means to wipe out humanity - as happened with Boque's own race many years ago by the Denisovans, back when they had the starship in question.

Meanwhile on Mars, M.I.K.E. and Ken split up to find information, leaving Ken open to shapeshifter XENIA OVIS, who appears to him as Roz. Hoping to avoid Roz's ex, pirate RODRIGO RODRIGUEZ, Ovis (as Roz) pulls Ken into an alcove for a kiss, taking the opportunity to steal the

disc around Ken's neck in the process. Catching him again at a bar, Ovis (as Roz again) tricks Ken into uploading a tracking device on himself, one that will allow her and lovesick Rodrigo to follow the real Roz.

Because of his ignorance, Ken and M.I.K.E. are being followed by Ovis and her henchmen, who fire at them from all directions. Suddenly, the real Roz and crew join the fight, making their way to the Archimedes in one piece. With a moment to collect themselves, M.I.K.E. informs Ken, Roz, Vasche, and Captain Mahr he doesn't know the coordinates as they are locked in a secure area of his brain. Sure this is a job for cyborg and engineering extraordinaire Cordoen, Vasche takes M.I.K.E. to be unlocked, leaving the robot smitten with his capable handler.

Too busy celebrating extracting the coordinates hidden in M.I.K.E., no one takes note of the "Denisovan Transmission" message momentarily flashing on a drop-down visor attached to M.I.K.E. Successfully through the wormhole coordinates, Roz informs Captain Mahr the ship seems to be "flying itself." Meanwhile, Colburn is in pursuit of Archimedes, having placed her own tail on Ken's android, M.I.K.E.

A BRIDGE CREWPERSON informs Colburn of the Denisovan Transmission, who orders the ship to follow the signal. Reaching the Pleiades Cluster, the Archimedes crew marvel at the sight. Just then, the ship's engine is attacked as the crew is thrown about the ship, powerless to stop their crash. They come to a furious rest near Zao and Carla's ship. In a nearby crevasse, a familiar blue and yellow light can be seen.

In Maor Prime, Boque informs guard DAEMONA TASHARA that the Archimedes has crashed near the artifact, that Illieanar pirates led by Rodrigo and Ovis are expected to reach the Archimedes soon. Meanwhile aboard the ship, M.I.K.E. pulls a bar out of Roz's chest, showing the crew her GenMod blood at work as her wounds heal before an inspired Vasche and Mahr. Equally wounded but not as genetically blessed, Ken's wounds are fatal.

In a flashback, a dying Ken has an inspirational conversation with Zao. The crew gives Ken a blood transfusion - Roz's - while Ken comes to. As the team celebrates, the Illieanar pirate ship makes it through the wormhole to the Pleiades Cluster at the same time Colburn's ship is hit. Spotting Ovis coming her way, Roz and her Smith and Wesson's hang back as the rest of the crew investigates the deep crevasse near the crash site.

Pulled into the starship ABADDON, the crew are mesmerized by the seemingly button-less, sleek black ship. Outside, Tashara and Boque have arrived, taking an offensive stance against both Colburn's Grand Alliance ship and Rodrigo's Illieanar pirate ship, wreaking significant havoc on both vessels. Aboard the Abaddon, Rodrigo finds Roz, pouring his heart out to her while Ovis shoots Ken. In another flashback dream, Zao appears to Ken again, telling him to chart his own path.

Ken wakes up to a cacophony of fighting then the image of a woman, whose presence knocks everyone back and away from each other. Abaddon The Ship orders everyone to stop fighting, explaining to them the human race has failed, that earth needs to be reset. Feeling the barrage

of assaults coming from Colburn's vessel, Abaddon takes off with the help of the crew, forcing them to work together.

Tashara and Boque order their Maorathi guns against Colburn's ship, who orders her crew to abandon post before escaping out a pod herself, which is shot down, marking the end of the UEA's dark ops fleet. Aboard Abaddon, the crew, including Tashara and Boque, is informed by Abaddon they are to put their issues aside in order to save humanity from her creators, the planet resetting Denisovans. By destroying her creators - as she is programmed to do no harm to them herself - the crew will set her free and save the galaxy as they know it.

Side by side, the Maorathi Battlecruiser and the Abaddon cruise through space, enveloped by a vortex of color coming from the Abaddon, soon swallowing them up and out of sight.

COVER LETTER

In today's films, diversity and woman-driven films is becoming more prominent but it's still a challenge. Project Abaddon: RISE OF THE DESTROYER is going to start the ball rolling in a new direction and on both sides of the camera. We have a talented crew and cast that, although is scheduled, will be a mix of talent, diversity (including a strong mix of LGBTQ), disabled, women-strong and with US Military Veterans through the VME Connect program. (Veterans in Media and Entertainment).

I believe, as the creator of this IP, we need a mix of what America is made up of. Also, I am a senior software engineer and come at Hollywood with a different lens, so-to-speak. I see this project as an entire package with Games, Apps, Websites, Mini-series, Webisodes connecting the feature film, then morphing to a sci-fi streaming series.

Back in January 2019, I was contacted by a VP of Administration of WBTV from Warner Bros Studios Geriann McIntosh. I was able to do this on my own with no vetting, no agent and no manager. I personally met with Geriann on 31 JAN 2020 for over an hour. She loves the concept, feels it needs to be a feature first, then a streaming series and asked me why this hasn't been made yet?

I've also been working with Steve Longi (Longitude Entertainment), who I've paid to do four sessions with to hone my story and script. Steve is a fantastic producer, writer, and helped my good friend Gregory Crosby with his film of Desmond Doss in Hacksaw Ridge, directed by Mel Gibson. It received six Oscar nominations, so I believe I am in good company.

I've had my script covered many times and I'm working with writer Wayne Powers (The Italian Job) who would come aboard as lead screenwriter. He and I get along well, and he has a great direction for the series.

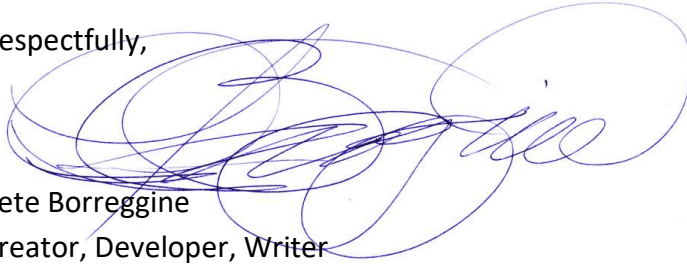
All in all, Project Abaddon is serious contender, but we cannot do this without serious people like who I've assembled. We now have an int'l distribution channel with Glass House Distribution giving me a Letter of Intent for international distribution.

Our mood board and pitch deck are ready, the script is in the best place it's ever been, and a budget by Michael Demeritt will be done. An origin story and spin off planned. The best part, as I said, I'm a computer software engineer developing A.I., we will be using that A.I. in our movie, apps, series, and websites with the company I'm working for. We have captured the attention of Lucie-Arnaz Luckinbill and her husband Larry to use our A.I. with Desilu Studio's II. Yes, a real A.I. in a real-world scenario that I was a part of building with www.digitalharbor.com, my former employer.

The android in our movie is M.I.K.E. which stands for: Modular Intelligent Kylinic Engine is a great addition to the cast, and we intend to build M.I.K.E. and have him appear at conventions and other promotional events. What I am proposing is a merging of entertainment and IT (Information Technology) into ENTERTECH as an entire package.

This is the future of entertainment and one that I believe will drive the next generation of IT and ET. A new Journey Begins. Care to join us? Let's soar!

Respectfully,



Pete Borreggine

Creator, Developer, Writer

US Navy Service-Connected Disabled Veteran

peter@projectabaddon.com

www.projectabaddon.com

EXECUTIVE STAFF

PETE BORREGGINE – EXECUTIVE PRODUCER/CREATOR/WRITER



Pete Borreggine is a proud, former member of the US Navy, a service-connected disabled veteran of the pre-Gulf War era. His current projects include his debut science fiction novel under his pen name: **Patrick Donovan**, called: **FUTURECAST**. He writes reviews for the Hollywood Times that include films and documentaries from HBO Films, PARAMOUNT+, ESPN Films 30 for 30, PBS.org, ID Discovery, shorts and foreign films as well as interviews with actors, producers and writers.

He's a great storyteller and visionary. He brings his wealth of knowledge of how to piece together the stories, arcs, and characters. His book was originally edited by Nan Gatewood-Satter. Here are her words as the synopsis for FutureCAST:

"Harold Keeley, a television weatherman, stumbles onto a system to control the weather after his friend and business partner, who designed the system, mysteriously dies in a car accident. Unbeknownst to him, the system also has weapons applications, the development of which have been paid for by a power-hungry billionaire businessman and supported at the highest levels of the U.S. government. When Keeley experiments with the system in order to increase his television ratings, the results are deadly, and the ultimate ramifications threaten the very future of the earth. It is up to Keeley, a doomed NASA astronaut abandoned in space, and a former undercover operative, recalled to duty for one last mission to disable the system and remove the threat of an imminent planet-wide catastrophe."

He loves creating stories with meaning and hope as with Abaddon; it's about Honor, Integrity, Truth and Family. He gets the job done, is not afraid to meet and speak to total strangers and believes in networking. He's a great personal guy with a big heart and understands the art of creating value for a product.

Pete is currently working with 7-time Emmy winner Dan Curry (VFX Star Trek, veteran of over 100 films), Michael Demeritt 1st AD (Star Trek), Dorothy Amos (Costume and Makeup The Ghost Whisperer, Project Abaddon), Gary Tachell (Cinematographer – Star Trek, Criminal Minds, Without a Trace, Castle), Dennis Madalone (Stunt Coordinator, Star Trek, Castle, Without a Trace, Project Abaddon) and Cindy Villarreal (Executive Producer and Showrunner, Project Abaddon who is one of the 10 most powerful women in the USA and one of the top 100 most influential Latina's).

Pete has met with the former VP of Admin for WBTV, Geriann McIntosh by invitation on the lot. He's met with and pitched to and had dinner with Brannon Braga. He also pitched to Rene Eccheverria, Michael Sussman, Manny Coto and Jeri Taylor at Paramount Studios.

Pete is the driving force behind and the creator of ***Project Abaddon***, winner of 19 Best Sci-fi Screen Play Festivals in 2022 and is the managing founder of WebParity.net (A WGA Signatory company) and founding partner of Magic Hammer Entertainment, LLC.

GARY HAUGER – CO-CREATOR/WRITER/Associate Producer



Gary has been crafting quality screenplays since 1995 and has written in a multitude of genres. This is Gary's second foray into the science fiction genre. In the past he has written horror, westerns, period pieces, action and mainstream detective scripts. His work has been considered for Star Trek: Enterprise and the CBS drama Without a Trace. Gary has also served as the public relations director for The Maine Studios and has several published news articles to his credit.

Industry Professional Partners (NON-PAID, NON CONTRACT STATUS)

THOMAS P VITALE

Tom Vitale is a founding partner of Planet X Productions, a new production company specializing in high concept series and movies, with an emphasis on sci-fi, fantasy and horror.

Before Planet X, Tom worked at NBCU's Syfy and Chiller networks for 22 years. EVP at Syfy from 2008-2014, Tom ran Syfy's programming department.

Tom made Syfy into one of the largest producers of original movies on television when he created Syfy's original Saturday movie franchise, "The Most Dangerous Night of Television." The high-octane film franchise featured a potent mix of action-oriented sci-fi, fantasy and supernatural films. The 300+ movies made during Tom's tenure include buzzy, high-rated titles like *Mansquito*, Roger Corman's *Sharktopus*, the social media sensations **Sharknado 1 & 2 now in its 5th installment: Sharknado 5: Global Swarming**, and critically acclaimed film festival darlings like Elijah Wood's; *The Boy*.



In the series world, Tom developed, commissioned, and supervised many original shows including current hit, *Z Nation*, and former titles like *Flash Gordon* and *Painkiller Jane*. Additionally, he brought the upcoming original action series *Dark Matter* and *Olympus* to Syfy, and for Chiller, the new thriller, *Slasher*. He was also responsible for numerous reality series, original documentaries, and specials for Syfy and Chiller, as well as the daring animated sitcom, *Tripping the Rift*.

Tom came to Syfy from Viacom Entertainment, where he worked in the market strategy department on the research, syndication and marketing of major off-network and first-run series. He has also produced independent theater in New York City and has taught classes on the entertainment business in colleges and inner-city schools.

ADDITIONAL CONSULTING PROFESSIONALS – Non-Paid Non-Contract Status

Dan Curry – VES, DGA, ASE – Director/VFX Supervisor



Dan Curry, VES, DGA, ASE is a veteran of over 100 feature films and television productions, Dan's visionary work earned numerous awards including 7 Prime Time Emmys (15 nominations). Recognized as one of the most influential people on the STAR TREK entertainment franchise, Curry has also worked directly with many of the industry's most respected filmmakers and has wide ranging expertise in the process of filmmaking.

Prior experience includes teaching on the university level, working in live theatre as writer, director, and production designer, director of a Thai language television series, freelance fine art and architecture, and serving as a US Peace Corps Volunteer building small dams and bridges in rural in Thailand. Dan has consulted with the Department of Defense and NASA. Dan has lectured on film all over the world and delivered commencement speeches at three colleges and universities.

Dennis "Danger" Madalone – Stunt Coordinator



Dennis "Danger" Madalone (born 29 September 1960) is the stuntman and stunt coordinator who served as stunt coordinator for Star Trek: The Next Generation beginning with its third season, Star Trek: Deep Space Nine, and Star Trek: Voyager. In addition, he doubled several leading and guest actors and portrayed various supporting characters. For most of his appearances, he received no credit. Madalone also appeared in the sixth feature film Star Trek VI: The Undiscovered Country as a Klingon.

Madalone was interviewed on a TNG Season 5 DVD special feature, regarding Marina Sirtis doing her own stunt in the episode "Power Play".

He is the son of fellow stuntman Chuck Madalone and is married to stuntwoman Linda Colucci-Madalone and is the brother-in-law of stunt performer George Colucci. Madalone attended the South Plainfield High School in New Jersey with fellow stunt performers and friends Mark Riccardi and Irving E. Lewis, and where he was remembered by his classmates as the 'class clown'. In 2002 he wrote, produced and performed the song and music video "America We Stand As One," to honor those that were killed in the horrific event of 9-11-2001, directed by Rob Bowman which became one of the most downloaded music videos on the Internet.

IMDB: <https://www.imdb.com/name/nm0534480>

Michael Demeritt –Producer/1st AD

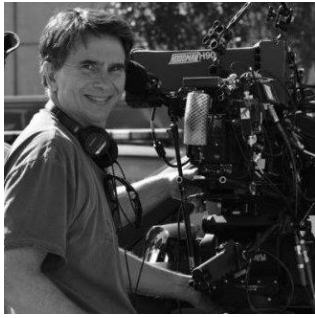


Michael graduated from Michigan State University, then worked for United Artists before he (and 2,000 other applicants) competed for 20 spots in the Director's Guild of America's Producer Training Program. He was selected. He has worked as an AD on many well-known productions, Close to Home, Star Trek, Columbo, The Wonder Years, Citizen Cohn, Jennifer Eight, and L.A. Law to name a few. He never stopped writing, had a few articles published, and a comic book for DC. Mike conducts seminars on television and film production, for both students and fans of films too. He is always ready to appear with a multi-media presentation for sci-fi and writer's conventions (drop a note if you are interested in Michael appearing at your CON). He also serves as a script consultant or doctor if you prefer. Michael Demeritt started at a 2nd Assistant Director on Star Trek: Voyager

Michael first started writing humorous lyrics to songs and light short poems he would recite to actors and Make-up and hair crew while he served on Star Trek: Voyager. Michael became the Key 2nd Assistant Director in the fourth season of Star Trek: Voyager. Jerri Ryan was the first to encourage Michael to keep some of his humor-oriented poetry, not to discard them as he had been doing, and that suggestion eventually led to the 2006 book "Poetry and Prose from the Director's Ass." She played Seven-of-Nine on Star Trek: Voyager.

Michael Rose to First Assistant Director at the end of Star Trek: Voyager. He rotated between Key Second and First on Star Trek: Enterprise until the unexpected death of Jerry Fleck in the second season of Enterprise. Michael remained a First Assistant Director until Star Trek: Enterprise was canceled in 2005. He worked eleven straight seasons on Star Trek. Michael has a commentary track about this transitory time on the 3rd season DVD collection of Star Trek: Enterprise for the episode Northstar. Michael is the only below-the-line person to have a commentary track on a Star Trek DVD to date.

Gary Tachell – Producer/Director of Photography/Cinematographer



One month after graduating from the Dick Grove School of Music, Gary began his film career as a production assistant. He quickly moved up to production coordinator on over 50 national commercials. Once he had a solid foundation on the production side of "story telling" he moved on to telling the story from behind the camera. He now has well over 30,000 INTERNATIONAL CINEMATOGRAPHERS' GUILD documented hours, plus many more productions ranging from indie features to commercials and music videos.

Gary has a wide of range of production experience in many departments, on everything from multi-million-dollar features and television series to small documentary "one-man band" style productions. This experience has enabled him to add an incredible amount of production value to every project, because he understands the whole process of telling a story in the most captivating and entertaining way, all while maintaining a fun and enjoyable working environment. Having the ability to wear many hats, has made him a asset to any production because he thoroughly understands what everyone on the team needs to create a great project. Producer, director, cinematographer, editor, Gary is equally comfortable wearing all the "hats" or just one.

Gary has served on all the demos on this site as the Producer, Director, Cinematographer and editor aside from the "DP Reel" demo which contains some clips that he was solely hired as the DP.

"It's great to work with a pro. You are truly a consummate professional. Yes, I knew you had worked on many major television shows and won top awards with your company, but what really counts is seeing your first-rate work. What a relief it was to know I was working with someone who understood my vision and delivered a great show. I look forward to working with you again soon".

Mel Swope
Producer-Director *

*Two-time Golden Globe Winner

Rayce Bird – Creature Design Effects

Associate Professor at the University of Idaho, Moscow, ID

(Season 2 winner of Syfy's hit series, Faceoff and Season 8; Return of the Champions)



Rayce is a Creator. Honestly, it never really made sense to him why human beings are so anxious to categorize themselves as something. The question "***what do you want to be when you grow up***", is something we are all faced with early on in life and it's something that stays with us forever. To Rayce, it's not about what you were or what you will be, it's only about **what you are**. And today he is currently many things and all of them resonate strongly with creation.

Yesterday, today, and tomorrow will all be successful as long as he is creating. The search for the unknown, the push for innovation, the capturing of the unique and the euphoria of adaptation are all reflections of my aspirations.

The things Rayce has done and the things he will do are irrelevant, the only thing that matters is what he is. We are so grateful and lucky to have Rayce on the team who's heading up the Virtual Technology Center to help students learn about the entertainment industry while they help Project Abaddon in developing alien worlds that ultimately will help them find solutions to earth's climate change problems.

NOTE: Rayce is the person that created the Virtual Technology Center at the University specifically for Project Abaddon and executed the MOU (see below). That will now help us to secure a potential GOALI grant of up to 5 Million and have interns shadow our crew to develop alien worlds. In this partnership, students will get credits to help understand Earth's eco-system better and solve global climate change. The grant would be through the National Science Foundation.

Dorothy Amos – Make-up and Costume Designer



COSTUME DESIGNER/STYLIST – DOROTHY AMOS

Costume Designer and Stylist Dorothy Faria Amos has, from her very earliest memories, drawn inspiration from the beauty and order of nature. As a young girl, her passion for creativity was first expressed through the medium of painting; later, she launched an evanescent career in the field of interior design, creating unique spaces for commercial clients such as the Hilton Family of Hotels and Resorts and L.A. Fitness Centers, among many others.

Upon acceptance into the Costume Designers Guild, Dorothy rapidly began to establish her unique style of period, events, and military design, becoming notably proficient at aging and distressing skills. She has worked on such television projects as Lifetime's *The Lost Valentine* and *The Client List*, CBS Television's *The Ghost Whisperer*, HBO's *Walkout*, PBS Television's *American Family*, and Hallmark Hall of Fame's *The Love Letter*, as well as Hallmark's Emmy award-winning *What The Deaf Man Heard*. Dorothy's feature film credits include National Lampoon's *Dorm Daze 2*, *The Yellow Bird*, *TheBaby Dance*, and *Roosters*.

Additionally, Dorothy's work has been exhibited at FIDM/ATAS, where she has been recognized for Outstanding Art of Television Costume Design Achievement for the CBS series, *Ghost Whisperer*. Dorothy was also honored to be the Keynote Speaker for SONY 2010 Women's Week.

Working from a strong foundation in commercial design, and with an extensive background in film, television, commercials, music videos and personal styling, Dorothy combines comprehensive, hands-on experience and versatility with an unfailing, instinctive personal aesthetic, to create subtle and inspiring detail that gently enhances a story, or brings dynamic, theatrical visual impact where appropriate. While she cheerfully admits to being opinionated and knowing what she wants, Dorothy feels that this strength and clarity of vision allows her the advantage of quickly making the necessary decisions to efficiently manifest her overall vision of a project in its entirety. Dorothy feels that collaboration is a hugely satisfying part of the thrill of working in film and television. According to her assistant, it's Dorothy's youthful nature that gives her the edge, the enthusiasm and the energy to continue constantly evolving, and to bring her artistic vision on each unique project to the full glory of its fruition! Dorothy is perennially excited to discover what lies around the next corner and plans to stay alert to what is whispering to her' as she continues to explore and expand upon the art and craft of costume design.

She was the costume designer for our sizzle reel and we are happy to have her back.

IMDB: <https://www.imdb.com/name/nm0025298/>

Website: <http://www.dorothyamos.com/>

Examples of Sales throughout all markets – A conservative view.

All totals add up to the final table for a thorough overview.

Low end sales predictions

US AND FOREIGN if this were shot as a stand-alone film for TV or Screen:

Territory	High	Low	Sales	Distributor
Combined/Various				
Australia/New Zealand	75,000	30,000		
Canada	30,000	15,000		
South Africa	250,000	250,000		
USA	900,000	500,000		
United Kingdom	150,000	50,000		
Total This Section:	\$1,405,000.00	\$845,000.00	MIL/100 THOUS.	

LATIN AMERICA

LATIN AMERICA	HIGH	LOW		
Argentina/Paraguay	30,000	10,000		
Brazil	75,000	30,000		
Chile	10,000	5,000		
Colombia	10,000	5,000		
Central America	10,000	5,000		
Dominican Republic	5,000	2,000		
Peru/Bolivia/Ecuador	15,000	10,000		
Mexico	60,000	40,000		
Venezuela	15,000	10,000		
Total This Section:	\$1,635,000.00	\$962,000.00	MIL/100 THOUS.	

EUROPIAN MARKETS

EUROPE	HIGH	LOW		
Benelux (Belgium, The Netherlands and Luxembourg)	60,000	30,000		
France				
Germany	100,000	50,000		
Greece	150,000	75,000		
Iceland	40,000	5,000		
Italy	10,000	6,000		
Portugal	100,000	50,000		
Scandinavia	10,000	5,000		
Spain	60,000	35,000		
	50,000	25,000		
Total This Section:	\$2,215,000.00	\$1,243,000.00	MIL/100 THOUS.	

EASTERN EUROPIAN MARKET

Eastern Europe	HIGH	LOW		
Bulgaria	10,000	6,000		
C.I.S.	125,000	50,000		
Czechoslovakia	35,000	10,000		
Hungry	35,000	15,000		
Poland	60,000	15,000		
Romania	10,000	8,000		
Yugoslavia	20,000	5,000		
Total This Section:	\$2,510,000.00	\$1,352,000.00	100/THOU/MIL	

MIDDLE EASTERN MARKETS

Middle East	HIGH	LOW		
Lebanon, Etc....	35,000	10,000		
Israel	25,000	10,000		
Turkey	40,000	25,000		
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Total This Section:	\$2,610,000.00	\$1,397,000.00	100/THOU/MIL	

FAR EASTERN MARKETS

Far East	HIGH	LOW		
Asia/SAT TV	40,000	20,000		
Japan	75,000	35,000		
Korea	75,000	25,000		
Hong Kong	10,000	5,000		
Singapore	10,000	5,000		
Malaysia	10,000	5,000		
Indonesia	15,000	10,000		
Philippines	10,000	5,000		
Taiwan	25,000	10,000		
Thailand	40,000	20,000		
India	25,000	10,000		
China	10,000	5,000		
Total This Section:	\$2,955,000.00	\$1,552,000.00	MILLION	
Grand Total All Sections (above):	\$13,330,000.00	\$7,351,000.00	MILLION	

DOMESTIC ONLY**Potential Domestic TV Revenue LOW**

Additional Markets	Revenue Generated	
	HIGH	LOW
VOD (Video on Demand)	150,000.00	45,000.00
RED BOX	75,000.00	25,000.00
RenTrak	7,500.00	3,500.00
Netflix	25,000.00	15,000.00
Walmart (Category 1)/VUDU	75,000.00	35,000.00
Target	45,000.00	25,000.00
Navarre/IngramNPD	5,000.00	2,500.00
Best Buy	35,000.00	15,000.00
TOTALS:	\$267,500.00	\$121,000.00
TOTAL Revenue:	\$587,500.00	\$226,000.00

Just a reminder: Project Abaddon: Rise of the Destroyer is grandfathered in the federal film tax incentive, Section 181. That means investments in our sci-fi feature are deductible against passive income and certain other federal taxes and qualify for an immediate tax credit for the investor.

Overall budget \$25 million - ask for full details and/or the product overview. The offering is SEC Rule 506c compliant.

What we're seeking is: 5 million immediately which will enable us to garner 1 to 2 A-List actors, open an office in LA and get things rolling.

Reference: <https://www.sec.gov/fast-answers/answers-rule506htm.html>

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Legal Stuff

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WGA Signatory and PWGA Employer: WebParity.net is the WGA Signatory for Project Abaddon and PWGA Employer. We comply with all rules and regulations of the guild and credit all writers even if we use PART of their ideas which is called: Derivative Copyright.

PROOF of OWNERSHIP

Proof of Trademark

United States of America
United States Patent and Trademark Office

**PROJECT
ABADDON**

Reg. No. 4,961,171

Registered May 17, 2016

Int. Cl.: 41

SERVICE MARK

PRINCIPAL REGISTER

BORREGGINE, PETE (UNITED STATES INDIVIDUAL), DBA MAGIC HAMMER
ENTERTAINMENT, LLC,
39844 WILLARD LANE
CONCRETE, WA 98237

FOR: ENTERTAINMENT SERVICES IN THE NATURE OF CREATION, DEVELOPMENT,
AND PRODUCTION OF TELEVISION PROGRAMMING; ENTERTAINMENT SERVICES,
NAMELY, PROVIDING AN ON-LINE COMPUTER GAME; ENTERTAINMENT SERVICES,
NAMELY, PROVIDING ON-LINE COMPUTER GAMES; ENTERTAINMENT SERVICES,
NAMELY, PROVIDING ONGOING TELEVISION PROGRAMS IN THE FIELD OF SCIENCE
FICTION VIA A GLOBAL COMPUTER NETWORK; ENTERTAINMENT SERVICES, NAMELY,
PROVIDING ONLINE VIDEO GAMES; ENTERTAINMENT, NAMELY, PRODUCTION OF
A SCIENCE FICTION TV SHOW; MULTIMEDIA ENTERTAINMENT SERVICES IN THE
NATURE OF DEVELOPMENT, PRODUCTION AND POST-PRODUCTION SERVICES IN
THE FIELDS OF VIDEO AND FILMS, IN CLASS 41 (U.S. CLS. 100, 101 AND 107).

FIRST USE 12-18-2015, IN COMMERCE 12-18-2015.

NO CLAIM IS MADE TO THE EXCLUSIVE RIGHT TO USE "PROJECT", APART FROM THE
MARK AS SHOWN.

THE COLOR(S) RED, SHADING TO DARK RED, WHITE AND BLACK IS/ARE CLAIMED
AS A FEATURE OF THE MARK.

THE MARK CONSISTS OF THE WORDING "PROJECT ABADDON" IN STYLIZED RED
LETTERING, SHADING TO DARK RED, WITH WHITE HIGHLIGHTS INSIDE THE LETTER-
ING, ALL OUTLINED IN BLACK WITH A BLACK DROP SHADOW.

THE ENGLISH TRANSLATION OF THE WORD "ABADDON" IN THE MARK IS A BIBLICAL
HEBREW WORD MEANING "PLACE OF DESTRUCTION".

SN 86-507,654, FILED 1-20-2015.

MARY ROSSMAN, EXAMINING ATTORNEY



Nichelle K. Lee
Director of the United States
Patent and Trademark Office


Copyright and WGAE registration

WGAE registration number: I261641 on 2/2/2014 expires 2/2/2024

Copyright Registration Certificate:

Certificate of Registration

This Certificate issued under the seal of the Copyright Office in accordance with title 17, *United States Code*, attests that registration has been made for the work identified below. The information on this certificate has been made a part of the Copyright Office records.

 *Maurice A. Pallante*
United States Register of Copyrights and Director

Registration Number
TXu 1-984-595
Effective Date of Registration:
September 29, 2015

Title _____

Title of Work: Project Abaddon - Rise of the Destroyer
Originally Registered as: Project Abaddon: The Ghost Rises

Completion/Publication _____

Year of Completion: 2015

Author _____

- Author:** Peter Borreggine
Author Created: text
Work made for hire: No
Citizen of: United States
- Author:** Danette Lamkin
Author Created: text
Work made for hire: No
Citizen of: United States

Copyright Claimant _____

Copyright Claimant: Peter N Borreggine
39844 WILLARD Lane, CONCRETE, WA, 98237, United States

Rights and Permissions _____

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Concrete, WA 98237 United States

Certification _____

Page 1 of 2

Educational Institution Participation

Letter of Intent



Virtual Technology & Design Letter of Intent

Tuesday, August 09, 2016

To the Executive Producers of Project Abaddon:

The Virtual Technology & Design (VTD) program at the University of Idaho intends to be involved with the film/television project of the working title PROJECT ABADDON currently in development by MAGIC HAMMER ENTERTAINMENT, LLC (herein after "Executive Producer(s)").

Furthermore, the Executive Producer(s) could also be supported by the appropriate grants should there be an opportunity. It should be further noted that University funding is subject to fund availability as a State educational institution for any opportunities relating to either grants or endowments.

Finally, we look forward to working and benefiting with you in making Project Abaddon a reality.

Sincerely,

A handwritten signature in black ink, appearing to read "Gregory Turner-Rahman", written over a horizontal line.

(Signature)

Gregory Turner-Rahman

(Print name and Title)

Confidentiality, Disclaimer, and Risk

Statement

This document is the sole property of Magic Hammer Entertainment (the "Company"). The information contained herein is confidential, has not been released publicly and is disclosed solely for assisting potential investors in evaluating Project Abaddon (the "Film/Series"). This document is intended for persons to whom it is transmitted and does not constitute an offer to any other person or to the public to acquire any securities of the Company or Film.

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All the statements made herein with respect to the projected results of the Film are based on information projected from sources believed by the Company to be reliable. No representations are made as to the accuracy or attainment of such statements, estimates or implications as to these future operations.

Links:

- Vimeo: www.vimeo.com/projectabaddon
- IMDB: www.imdb.com/title/tt6633168
- Website: www.projectabaddon.com
- Twitter: www.twitter.com/projectabaddon
- Facebook: www.facebook.com/ProjectAbaddonRiseOfTheDestroyer
- WebParity.net: www.webparity.net
- Pete Borreggine: www.peterborreggine.us
- Slated: www.slated.com/films/198733
- VME Connect: www.vme-connect.com/user/778034