

THIS IS GOING TO BE HUGE.

LAND OF GIANTS

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LAND OF GIANTS

Roundhousefilm presents the breathtaking world of *Land of Giants*.

In the tradition of successful Primetime TV series such as *Game of Thrones*, *Spartacus* and *The Walking Dead*, *Land of Giants* takes us to a fantastic world far beyond imagination.

In a one-hundred minute long feature film or nine episodes, each about 45 minutes long, *Land of Giants* tells us the story about the outsider Crutch who is searching for truth and revenge as he wanders through the wasteland to which the colossal giants have reduced the once thriving human civilization.

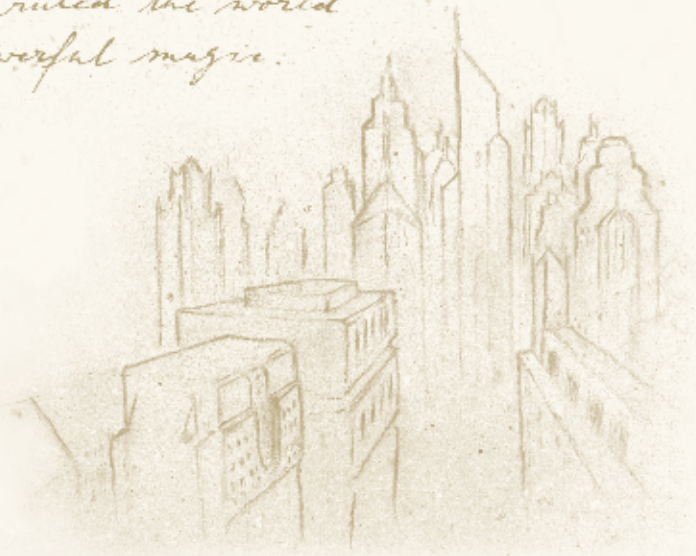
Land of Giants combines state-of-the-art visual effects with breathtaking action and an addictive plot to create a premium international action-adventure.

Format	9 x 45' (drama series)
Target audience	14 to 39 years
Genre	Action-adventure
Status	Financing, open for presales and co-production
Delivery	End of 2015





*There was a time when man
still ruled the world
with powerful magic.*



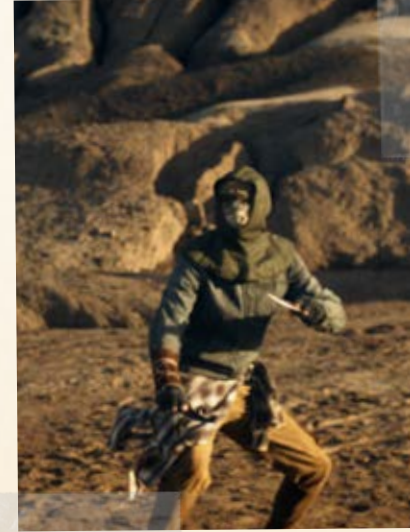
*They called their magic
"electricity" and could do
everything with it.
Even create light out of nothing.*

THE STORY

Land of Giants tells us the story of the outsider Crutch who wanders through the desolate wastelands that remain of the once thriving human civilization after the giants came and destroyed everything.

The giants are mysterious colossal creatures and are attracted by any type of electricity consuming technology, and they attack anyone standing in their way. Living in constant fear of this destructive threat, the few survivors have retreated to scattered villages where they are forced to live a life without technology and praise the giants as omniscient gods.

Crutch, who lost his mother during an attack of a giant when he was still a child, does not want to accept this life. He has decided to fight these colossal giants in order to finally solve the mystery of their origin and to free humanity from their oppression once and for all.



THE CHARACTERS

CRUTCH

As a child, Crutch unwittingly experiments with prohibited technology and this attracts a giant. His village is destroyed.

His permanently damaged knee will not allow him to forget the day on which the gods have taken everything from him.

Motivated by a thirst for revenge and equipped with a mix of primitive technology and superstitious knickknacks, Crutch wanders through the wastelands in order to learn more about the giants and to find a way to finally confront and destroy them.



JADE

Jade has gained notoriety for her clever thefts at a young age, but she has gotten involved with Looter some time ago. He earns a living with looting and holdup murder.

Jade's father, Father Johannsen, is very concerned about these developments, but he cannot get through to his daughter who is repulsed by the false image of a safe and sound world that her father conjures up in his daily sermons as the head of the church.



LOOTER

Looter is only concerned about himself. He is adaptable like a chameleon, can skillfully manipulate words and has no false pride, something that is required for survival in times like this.

He has always made good use of these special talents in his career which consists of theft, robbery, dealing in stolen goods and holdup murder.

His motto: if a strong man causes problems, pay three stronger men to cut his throat.





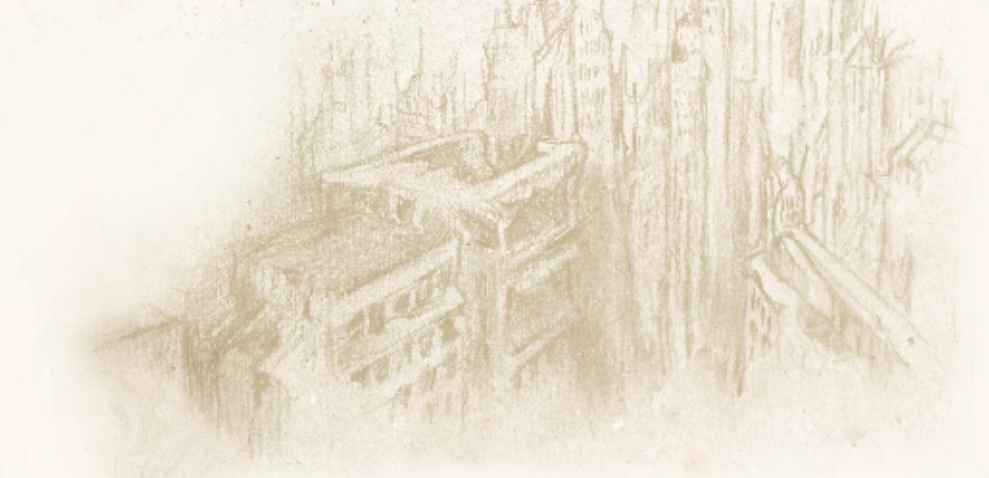
TINKER

Tinker was only ten years old when his parents were arrested by the inquisition and sentenced to death. He was supposed to be turned over to the custody of the church, but he managed to escape. Tinker is afraid of the dangers lurking the wastelands and, thus, remains in Colossus. He knows the city inside out, knows all of the secret passages, nooks and hideouts. Secluded from society, he works on his own "giant theory" and continues the fight against the church from underground.

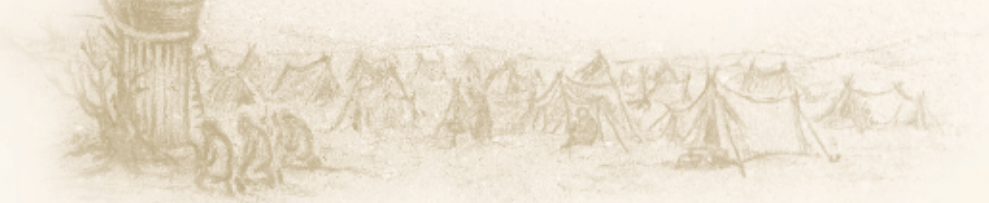
KYRA

As a child, Kyra also lived in the village that was destroyed by a giant after Crutch unintentionally attracted him. She also survived the attack. However, she is then taken into custody by the church and is assigned to the chief inquisitor's entourage. She learns that people like herself could be spared from suffering such a cruel fate if they only learned to accept the gods as a part of their lives. When the chief inquisitor seems to succumb to poisoning, he chooses Kyra as his successor - the first female chief inquisitor in history.

*Until one day the gods
returned and forbade man to use
his magic ever again.
It became dark in
the world.*



*If anyone was to use the so-called
'electricity', a god would appear
and destroy him.
The fear made people compliant
and weak.*





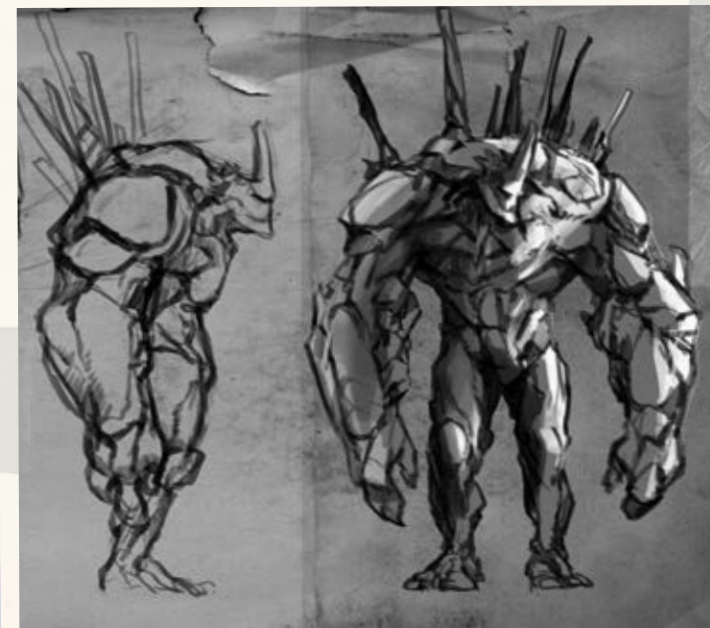
MOVING FORWARD

This is only the beginning of Crutch's journey through the Land of Giants.

In the first season, he discovers that the giants are neither gods nor animals, but robots, and he and his newly formed companionship are faced with the question of who controls the giants and where they come from. Who is behind the religion that was formed around the giants and what will they do to keep humans in the dark?

Crutch and his knowledge are an increasing threat to the power structure in the Land of Giants and, therefore, he has to use all of his courage and cunning to survive and to track down the wizards "behind the curtain" in order to free the people from the giants.

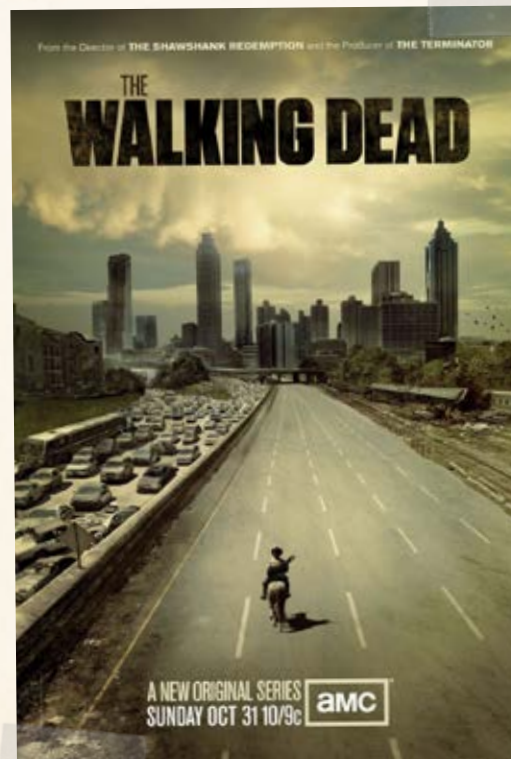




REFERENCE PRODUCTS FOR LAND OF GIANTS

Land of Giants is a first-class action-adventure series in the tradition of successful prime TV drama formats such as *Spartacus*, *Game of Thrones* or *The Walking Dead*.

With its optimized production infrastructure that can realize decentralized productions as well as classic studio productions, Roundhousefilm is capable of optimizing costs while producing formats with internationally competitive production values at a fraction of the cost of classic broadcast productions.



FEATURE FILM? TV SERIES? WHY NOT BOTH.

Action-adventure is an established genre that performs well above average among teens and young adults, the target audience of most advertisers that is often difficult to reach.

In recent years, premium drama series have proven that their value endures well beyond the classic TV exploitation. Especially with regard to additional exploitation on digital platforms, High Concept drama series are very well suited for long-term commercial exploitation.

In addition, the innovative dramatic concept of *Land of Giants* provides optimal marketability of the product and will enable the licensor to choose between TV series and feature film.

The core product is the *Land of Giants* TV series, and the material can be used to create a complementary motion picture with a length of approximately 100 minutes.

THE TRANSMEDIAL WORLD OF LAND ~~OF~~ GIANTS

Land of Giants is more than just a TV series. Designed as a cross-media franchise, Roundhousefilm is in the process of creating a multitude of complementary media products associated with the world of *Land of Giants*.

1. Board game *Land of Giants*
Card game *Land of Giants*
2. Computer game *Land of Giants*
Video game *Land of Giants*
Browser game *Land of Giants*
3. Novels *Land of Giants*
4. Comics *Land of Giants*
5. Merchandise *Land of Giants*
6. Soundtrack *Land of Giants*

COMPANIES

ROUNDHOUSEFILM

Roundhousefilm is a vertically integrated, full-service production company specializing in the creation of exceptional fictional and non-fictional content with a strong focus on high-quality action. With a strong professional link to numerous Hollywood productions (*Cloud Atlas*, *Unknown Identity*, *Speed Racer*, *V for Vendetta*, *Inglourious Basterds*, *Ninja Assassin*, and many more), Roundhousefilm is also an experienced production service provider.

EYEWELL

Established in 2013, Eyewell is an international sales organization whose focus is the successful distribution of commercially viable feature film and series television projects that have specific audience target markets. The principals have over twenty-five years of combined experience in the entertainment business and they continually participate in the major international film and televisions markets.

THE BRIDGE PEOPLE

The Bridge People is a production house created by Bruno Zarka and Frédéric Pittoors d'Haveskercke dedicated to the production of international drama coproductions.

The company DNA is to share partnerships, authors, stories to produce very few series which are to be broadcasted to the largest audience. The Bridge People as a link between different interests and talents tends to develop relationships with Northern-Europe, Germany, The United Kingdom and North America. If the company is really focused on the development and production of the series, there is also a vivid concern on the distribution and marketing of each program to bring audience together.

TEAM

MATHIS LANDWEHR

Producer & Actor

Mathis Landwehr has achieved significant commercial success as an actor both at home

in Germany as well as abroad. His feature film debut in *Challenge* found an international audience and has been sold worldwide. The RTL television action series, *Lasko - The Fist of God*, in which Landwehr starred as the lead also brought him international acclaim including a nomination for the German Television Award in the category of "Best Series". Additionally, Landwehr was nominated for the Taurus World Stunt Award ("Best Fight") as a choreographer and performer the following year. Together with Sascha Girndt in 2011, Mathis Landwehr founded Roundhousefilm GmbH with the objective of initiating and developing extraordinary film projects while building a solid film-making infrastructure and pool of young, skilled and committed filmmakers.

SASCHA GIRNDT

CEO & Producer

Sascha Girndt holds the Master of Business Administration (MBA) and is responsible for all business operations and processes of Roundhousefilm. Additionally, Girndt has over ten years of direct stunt experience in working with coordination, rigging, and

performance, all of which is indispensable for the development and production of high-level and audience-engaging action formats.

ROBERT FRANKE

Executive Producer

Robert Franke is an experienced producer and content development executive with over a decade of direct industry experience in all facets of entertainment media, with a strong focus on the production of feature films and series for television. Robert has worked as the Head of Content for the German major Broadcaster, ProSiebenSat1 and was directly involved in the production of scripted, fictional content. As a producer, *Land of Giants* is Robert's sixth scripted project .

BRUNO ZARKA

Producer

After starting a career in M&A Banking in 1991, he joined the independent French production group Expand Images in 1998. Since 1998, Bruno Zarka has been working in executive and management roles in production,

distribution and acquisitions areas for production companies and TV channels across Europe. In 2006, he joined Panini Group to create and develop Panini Media, the media arm division of the group. In 2013, he decided to found an independent production house dedicated to international coproduction for TV dramas and series with Frederic Pittoors d'Haveskercke. The Bridge people/ Les Gens du Pont are operating from London and Paris.

FREDERIC PITTOORS D'HAVESKERCKE

VP Business affairs and Legal

After having graduated in law at Sorbonne (Paris), Frédéric joined the European Commission as a trainee for the Media Programme. Once back in Paris, he worked for different production companies including Gaumont before joining Ellipse/Expand (part of Canal Plus Group) in 2000. He was in charge of the financing of the projects in animation, dramas and documentaries. Since 2005 he works as a free lance consultant in business affairs and international fundings with many different producers including Zodiak,

Marathon, MFP, BBC France. He decided to join Bruno Zarka in 2013 and found an independent production company operating from London and Paris and dedicated to international drama coproductions. Frédéric also works with Forum des Images in Paris and organizes there the European Series coproduction forum linked to the Series Mania Festival.

TIMO WUERZ

Art Director

Timo Wuerz, affectionately known as the "rockstar of comics" by the Süddeutsche Zeitung, leads a committed group of individuals in developing the "look" of movies, multimedia shows, and theme parks throughout the world. Within the industry he is known as a fast paced problem-solver / gifted artist and has worked in that capacity for many clients including Disney, Marvel, DC Comics, LucasArts, Sony and others.

FACT SHEET

Title *Land of Giants*
Original Story by Roundhousefilm
Genre Action-adventure
9 x 45 min TV series

Written by Jan Cronauer
Directed by Krystof Zlatnik
Producers Mathis Landwehr
Sascha Girndt
Robert Franke

Co-production The Bridge People
State of Development Pre-production
Format 4K 16:9
Sound 5.1

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Photographs, key art, layout	www.marcelweisheit.com

The key art of *Game of Thrones*, *Spartacus* and *The Walking Dead* is solely used for reference and property of the respective owners.