

BUY FRAMES IN THIS FILM



GRACIE

GRACIE.MOVIE



DreamCoin.io

ERC 721 TRACKED ROYALTIES



DISCLAIMER

Forward Looking Statements

Certain information set forth in this white paper contains “forward-looking information”, including “future oriented financial information” and “financial outlook”, under applicable securities laws (collectively referred to herein as forward-looking statements). Except for statements of historical fact, information contained herein constitutes forward-looking statements and includes, but is not limited to, the (i) projected financial performance of GRACIE, DreamCoin or Gaze Coin Pty. Ltd.; (ii) completion of, and the use of proceeds from, the sale of DreamCoin; (iii) the expected development of GRACIE, DreamCoin or Gaze Coin Pty. Ltd., including any projects or joint ventures; (iv) sources and availability of third-party financing; (v) completion of projects that are currently underway, in development or otherwise under consideration; and (vi) future liquidity, working capital, and capital requirements. Forward-looking statements are provided to allow potential token purchasers the opportunity to understand our beliefs and opinions in respect of the future so that they may use such beliefs and opinions as one factor in evaluating a purchase of DreamCoins.

These statements are not guarantees of future performance and undue reliance should not be placed on them. Such forward-looking statements necessarily involve known and unknown risks and uncertainties, which may cause actual performance and financial results in future periods to differ materially from any projections of future performance or result expressed or implied by such forward-looking statements.

Although forward-looking statements contained in this white paper are based upon what we believe are reasonable assumptions, there can be no assurance that forward-looking statements will prove to be accurate, as actual results and future events could differ materially from those anticipated in such statements. We undertake no obligation to update forward-looking statements if circumstances or management’s estimates or opinions should change except as required by applicable securities laws. The reader is cautioned not to place undue reliance on forward-looking statements.

TOKENS DO NOT PROVIDE OWNERSHIP

TOKENS WILL NOT PROVIDE ANY OWNERSHIP INTERESTS IN GAZE COIN PTY. LTD. OR ANY AFFILIATED COMPANY. WHILE TOKENS MAY PROVIDE BENEFITS IN RELATION TO CERTAIN FILM FRAMES, TOKENS ARE NOT OWNERSHIP INTERESTS IN ANY COMPANY AND TOKEN HOLDERS WILL NOT BE ENTITLED TO VOTE ON OR PARTICIPATE IN ANY CORPORATE MATTERS.

Table of Contents

Buy Frames In This Film.....	1
Disclaimer.....	2
Table of Contents.....	3
Introduction.....	4
DreamCoin - Film Frames Token - Issuing a 'Coin' for every frame in a film.....	6
DreamCoin Token Model.....	7
DreamCoin Token Model Timeline of Events.....	8
DreamCoin is an STO - Security Token Offering.....	10
Funding Model - Dream Frames.....	11
DreamCoin Solves The Film Financing Conundrum	12
Let Us Analyze the Problem From the Point of View of the Four Main Stakeholders in Film	13
The Film.....	15
The Producers.....	16
Tokenizing a Film.....	17
How Are Royalties Calculated?.....	19
How Are Budgets Managed & Distributed?.....	20
Token Calculation.....	21
How is the Film Distributed?.....	23
How Does a Fan Purchase Frames? - A Non-Accredited Investor.....	24
Accredited & Non-Accredited Investors.....	25
GRACIE - Financing Timeline.....	26
Production & Sales Timeline.....	27
GRACIE - Frame Sale	28
DreamCoin Wallet & Functionality.....	30
Dream Credits and Dream Channel.....	31
DreamCoin Roadmap.....	32
Team GRACIE	33
The DreamCoin Team.....	35
Synopsis.....	39
Synopsis & Story Outline.....	40
Appendix A.....	41
Movie Comparables.....	42
Sell Frames In Your Film Using Cryptocurrency.....	43

**From the Producer of
WARRIOR and MIRACLE**



*The true story of Royce Gracie - the man who launched the
UFC and became the most famous fighter in the world.*

**THE FIRST MAJOR FEATURE FILM
PRODUCED USING ITS OWN
CRYPTOCURRENCY**

GRACIE

GRACIE is the world's first major feature film produced using its own cryptocurrency - 'DreamCoin' - tokenizing the film by pre selling the 'frames' in the film to investors and fans.

The DreamCoin platform issues a DREAM COIN (ERC 721 TOKEN) for each frame in the film, allowing investors to purchase a pro rata royalty in the film. Frames can then be traded inside a crypto collectibles marketplace called Dream Frames. The marketplace also provides eligible investors with a trackable and transparent royalty structure.

GRACIE uses the power of blockchain to solve a major problem in film financing by making films liquid - allowing Producers to trade on the future royalties of the film before it is made.

DREAM COIN - FILM FRAMES TOKEN

ISSUING A 'COIN' FOR EVERY FRAME IN A FILM



GRACIE is the world's first Hollywood feature film crowd funded by 'DreamCoin'.

The coin allows investors and fans to buy frames in the film creating a new financing structure and supporting ecosystem for the film. DreamCoin issues a coin (a Securities Token) for each frame in the film, allowing accredited investors to purchase frames and receive royalties by a simple smart contract. It also allows non-accredited investors who are not US persons to participate by purchasing collectible frames without royalties. Frames can then be traded inside a marketplace called Dream Frames. The format solves a major problem in film financing by connecting buyers and sellers directly and providing qualifying investors with a trackable and transparent royalty structure.

DREAM COIN TOKEN MODEL

Each film sale is a token generated event. Each film issues DreamCoin ERC 20 'royalty' tokens equivalent to the amount they want to invest in the film up to a maximum number of the film's budget. Once the film is completed, investors receive the right to claim the frames they are entitled to based on the % of coins they own.

There are three types of tokens as follows:



a. Dream Frame Token ERC 721

- Unique tokens that represent each frame in the film.
- These are claimed by investors, according to the % of ERC 20 tokens (see below) they purchased. They can only be claimed once the final cut of the film is signed off by the film's Producer.



b. Dream Royalty ERC 20 (with royalty rights)

- Investors purchase Dream Royalty ERC 20 Tokens (valued at US\$1 each) equivalent to the amount they want to invest in the film. The % of coins they own gives the a pro rata royalty stake in the film and the right to claim the same % of ERC 721 Dream Frames.
- 90 days after the sale is complete, investors can begin trading these coins privately.
- After 12 months, investors can trade these coins publicly inside the Dream Frames marketplace.



c. Dream 'Crowdsale' ERC 20 (without royalty rights)

- Both accredited and non accredited investors receive a DreamCoin 'Crowdsale' token equivalent to the % of frames they purchased.
- When the final cut of the film is delivered by the Producer, holders use these coins to claim their frames and the tokens are burned.

A break down and sample calculations of how this works for both accredited investors and non accredited is outlined in more detail from page 15.

DREAM COIN TOKEN MODEL

TIMELINE OF EVENTS



1. The film's Producer submits a film budget & length of film in minutes

The budget must include all Production and Marketing (P&A) costs of the film.



2. Producer Calculates Cost Per Frame

Minimum purchase 25 frames

90 mins = 135,000 frames



3. DreamCoin Royalty Token Deployed

DreamCoin Royalty Tokens are deployed. Each coin is valued at USD \$1 each and is specific to each film.



4. Token Sale - DreamCoin ERC 20 Royalty Token Generation Event

Investors purchase the Dream Royalty Tokens specific to each film. They receive a pro rata royalty right to the film's revenues. NB: The maximum that investors can own in the film is 70% as 30% of royalties are allocated to the film's Producers.



5. Token Sale - DreamCoin ERC 20 'Crowdsale' Token Generation Event

All investors receive a DreamCoin 'Crowdsale' token equivalent to the amount they have invested. These are used to claim frames at a later date. In the case of an unaccredited investor, they are only issued DreamCoin ERC 20 'Crowdsale' token, instead of an ERC 20 Royalty Token. When they collect their ERC 721 Frames, their ERC 20 'Crowdsale' tokens are burned.



6. Private Trading

90 Days after the tokens are issued, tokens can be traded privately.

Token owners are then able to trade their future royalties and the film is now a liquid asset.

DREAM COIN TOKEN MODEL

TIMELINE OF EVENTS



7. Film Is Shot & Final Cut Submitted

Final number of film frames is submitted.



8. Claim Frames

Investors can claim frames on a first come, first served basis. The most valuable frames (ie. lead actors, memorable scenes) will be the first claimed and this will create a secondary market collectibles for Dream Frames.

Investors use their ERC 20 'Crowdsale' tokens to claim % of frames in the film. These tokens are burned while ERC 20 Royalty Tokens remain liquid.



9. Trade Frames

12 months after the ERC 20 Royalty Tokens have been issued, frame owners can trade and swap seconds (25 frames in each second) inside the Dream Frames marketplace.

FUNDING MODEL

DREAM COIN IS A SECURITY TOKEN OFFERING (STO)

A FILM DERIVATIVES TOKEN MAKING FILMS LIQUID

The DreamCoin model makes films liquid by allowing owners of DreamCoin tokens to trade the future value of their royalties in films with other accredited investors on the open market. This creates a secondary 'film derivatives' market that will revolutionize the entire film industry - only possible via the blockchain driven market that DreamCoin creates.



MARKETPLACE

DREAM FRAMES



Dream Frames is a 'crypto-collectibles' marketplace where DreamCoin royalty tokens (ERC 20) can be traded between accredited investors. It is also the place where film frames (ERC 721) can also be traded in a similar fashion to Crypto Kitties. This allows accredited investors to buy unique frames in films by providing them with a royalty via a simple smart contract between the seller and buyer. Dream Frames generates a unique ERC721 token for every frame of the film tethered to the blockchain ensuring uniqueness, trackability and transparency. Investors buy a Dream 'Royalty' (DZZZ) ERC20 token equivalent to the amount of frames they want to own. This is then converted into film frames (ERC721 protocol) when the film is made by selecting the frames they want to own. Dream Frames is a "crypto-collectibles" blockchain marketplace, akin to CryptoKitties, where each frame increases in value as a film gains momentum.

Dream Frames marketplace will be established in Q1 of 2019

DREAM COIN SOLVES

THE FILM FINANCING CONUNDRUM

Raising finance for films is a problem that even the most non film person understands exists. The problem stems from a few different sides:

◆ **Lack of investors**

All the power (investment and film selection decisions) rests with a small number of Hollywood studios.

◆ **Lack of transparency**

No investment model exists that allows investors to understand clearly the flow of funds and what this means for their investment. It's almost purposely a muddled model to the advantage of one party.

Those who may be interested in investing in films have no visibility to their investment without a clear and transparent finance model in place.

◆ **Lack of liquidity**

To date films are not liquid assets. Ie no portion of a film can be traded . DreamCoin solves this problem by allowing investors trade on the future royalties before the film has even begun shooting.

This provides a solution not only for investors but also Producers, talent and other stake holders in a film who traditionally are locked up from the day they contribute.

LET US ANALYZE THE PROBLEM FROM THE POINT OF VIEW OF THE FOUR MAIN STAKEHOLDERS IN FILM

(i) The Investor

George Lucas, the billionaire director of Star Wars famously stated: “Never invest in a movie – in the movie business, they call those people suckers because you’ll never get your money back, ever”*. This is owing to the fact that there is no transparency in the film investment structure. Investors put money into films without understanding the overly complex structures. Many films do well at the box office but never make an official “profit” .

This is because to the fact that creative studio accounting ensures that marketing budgets and other Prints and Advertising (P&A) costs keep the film in the red - meaning that very minimal payouts to film investors ever see a return for their investment ever have to happen. In reality, individual film investors (other than Studios) put their money into non-transparent black hole using it as a tax minimization strategy and a write off initiative at best.

Forbes - Never Invest In A Movie, Says Billionaire Director George Lucas:

<https://www.forbes.com/sites/natalierobehmed/2015/04/17/never-invest-in-a-movie-says-george-lucas>

(ii) The Producer

Producers play a constant game of ‘chicken and egg’ when it comes to producing films. Canvassing actors to star in a film is a constant case of “if you get the money, I’ll do it” ... or “prove you have the money and I’ll look at it”. To get Directors on board is a similar situation. A typical response from the studios is: “If you get the actor, then we’ll think about making the film with you” or “we will take the film rights from you, then we will make the movie”.

Producers of films have very few options in terms of a place to go for funding a new film and there are a number of reasons for this. Firstly for big budget feature films, the studios are the main port of call. Studios are constantly inundated with agents, writers and Producers looking for funding. Many studios enter in an ‘option’ agreement for film scripts (this means that studios have an option to make the film at some point in the next two years) and once agreed, the film writer or Producer can do nothing but wait. (continue) >>>

LET US ANALYZE THE PROBLEM FROM THE POINT OF VIEW OF THE FOUR MAIN STAKEHOLDERS IN FILM

(ii) The Producer (continued)

>>> In most instances, Options usually expire without the film being made. For a studio to take on board a large project (they take on 1 project in every 1000 offered) this usually involves the filmmaker to forgo all of their rights. Producers must also accept a fee cut in on overall profits (called “the back end”), and they must join a cue of people who are paid ahead of them. All these factors makes it extremely difficult for Producers to find financing for a new film.

Producers also have access to ‘film funds’ and tax credits from states and nations who offer them as a incentive to get productions to come make the film at their location as part of helping local economies. These mechanics are part of the equations but it does not solve the film funding equation.

(iii) The Actor

Producers will give A list actors a share of profits (referred to as ‘the back end’). This deal is usually negotiated at the beginning of the agreement as part of an actor’s contract. In the current film financing structure, a share of ‘the back end’ will not distributed until a ‘net profit’ is calculated. With many films’ never seeing a “net profit” even if the film breaks blockbuster records, actors (and investors) will never see any real portion of the back end. The DreamCoin model allows Producers to offer actors a true percentage of ‘the back end’ as soon as the first revenues flow in. When film frames are sold, it also allows actors to trade on the future value of their ‘back end’ rather than waiting for the film to be released.

(iv) The Writer

Currently, writers often have their rights taken away by the Producers for making their film. Using the DreamCoin model, writers can now act as Producers or conduct deals with Producers where they retain royalties in their own film.

THE FILM

A black and white photograph of Royce Gracie's face is centered in the frame. He is looking directly at the camera with a serious expression. The photo is framed by a glowing red octagonal border that has a chain-link fence pattern. The word 'GRACIE' is overlaid in large, bold, red, italicized letters across the center of the photo.

GRACIE

GRACIE will detail the lead up to UFC 1 where Royce challenged the best fighters in multiple fighting disciplines where he defeated boxer Art Jimmerson, shootfighter Ken Shamrock and savate practitioner Gerard Gordeau before being crowned the first UFC champion. As the youngest and least expected choice of the Gracie family and tournament underdog, the story highlights Royce's personal perseverance against impossible odds while putting Brazilian jiu jitsu on the global map against seven other martial art styles.

THE PRODUCERS

The film is produced by Greg O'Connor whose credits include other sports films *Warrior* (MMA) starring Tom Hardy, *Miracle* (hockey) starring Kurt Russell, *The Slaughter Rule* (football) starring Ryan Gosling and MMA documentary *The Smashing Machine*, and Eileen Craft, an independent Emmy® award-winning news producer and also the last person to interview Gracie patriarch, Hélio Gracie, three weeks before he died. The film is executive produced by Peter Driscoll (Chairman Of Prestige Worldwide Financial Group) dealing with high net worth individuals investment in films, and Royce Gracie, who won UFC 1, and is considered the most influential mixed martial artist of our time and was named as Sports Illustrated's 50 greatest athletes of all time.*

Greg O'Connor
Writer/Producer



Eileen Craft
Writer/Producer



Royce Gracie
Executive Producer



Peter Driscoll
Executive Producer



Source: <https://twitter.com/realroyce/status/421464226020880384>

TOKENIZING

A FILM

By allowing film Producers to pre-sell the frames in a film, the film is broken into a unit common to all films and made liquid - a process called 'tokenizing'. This allows film 'frame' to be traded before the film is made and transferring rights. For accredited investors, DreamCoin gives the owner of a frame the rights to a pro rata royalty in the film's proceeds. DreamCoin owners collect royalties from a 'DreamCoin pool', specific to each film. This 'pool' is created by the Producer when revenues are received. Royalties are then distributed to an investor's DreamCoin wallet in accordance with the specific film's coins they own.

FRAMES - THE COMMON UNIT OF MEASUREMENT

DreamCoin uses a unit of measurement that is common to all films - frames - to create an economic model for funding films that everyone can understand. By tokenizing each frame, a business model is created that allows each individual frame to become a collectible that can increase in value of time and can be traded.

THE VALUE OF A FRAME

Frames can have a specific and different value depending on a number of factors, including, but not limited to, whether or not the frames contains an actor, the status of the actor at that time (i.e. they may become more famous), and whether the frame is of a fight scene, a sex scene, the final scene or from the opening scene. As such individual frames in a film can have various value to an owner. Without any royalties, frames can have other rights that can also be of value. By giving frames a pro rata royalty value and allowing them to be liquid (i.e. traded) Dream Frames creates a potent investment vehicle for films that also solves a huge problem in film financing.

TOKENIZING

A FILM

HOW MANY FRAMES IN A FILM?

Traditional films were shot at 24 frames per second, while digital films are shot at 25 or 30 frames per second.

$$\text{FILM IN SECONDS} \times 25 = \text{TOTAL FRAMES}$$

Example:

DreamCoin uses digital @ 25 frames per second as a basis for calculations

The average feature film is 90 minutes long

This equates to 5,400 seconds and @ 25 fps = 135,000 collectible frames for sale

WHAT IS THE FILM BUDGET?

Producers must submit a film budget, that includes all marketing and production costs, to the film's smart contract. They must then select a price per frame based on the amount of money they need to raise.

In the example above:

If the total cost of producing a 90 minute film is US \$2.7m - then the price per frame (135,000 frames) = US \$20.

$$\text{TOTAL COST} \div \text{FRAMES} = \text{PRICE PER FRAME}$$

HOW ARE ROYALTIES CALCULATED?

The DreamCoin model ensures that all revenues are profit - to be distributed to accredited Royalty token holders pro rata according to the percentage of tokens they own. Although the value of one frame might be more than another (one frame may have a famous actor in it, another may be of an empty field), the royalty calculation for each token is fixed.

Royalties earned by each frame in a film are split in the following manner:

Crowd



Producers



HOW ARE ROYALTIES DISTRIBUTED?

Producers are responsible for royalty distribution and Producers must put all revenues back into the smart contract. This allows them to provide a blockchain tracked and transparent audit trail of money received and distributions to coin holders. Coin holders then draw from a pool of coins according to their share of the royalties.

FEES

DreamCoin is a film financing platform and DreamCoin takes a 5% fee on all money raised and royalties received. This must be factored into budgets and royalties by Producers.

HOW ARE BUDGETS MANAGED & DISTRIBUTED?

Film funds received are held in escrow (in both cash and ETH) until the film reaches its minimum funding target. On achieving this, all funds are released and any new funds are sent directly to the Film Producers (bank account & ETH address).

The rules are as follows:

- ★ DreamCoin accepts USD\$, and Ethereum, Bitcoin and Gaze Coin
- ★ Producers must submit a minimum cap and maximum budget providing two options for making the film.
- ★ USD \$, BTC, ETH & Gaze Coin are held in escrow until minimum funding target is reached.
- ★ Once the minimum is achieved, the money is released to the Producers of the film.
- ★ If the minimum is not reached by the time the sale period ends, the money is returned to investors.
- ★ While funds are held in escrow, there is the potential upside and downside risk if the price of Ethereum, Bitcoin or the USD\$ moves. DreamCoin is not liable for any exchange fluctuations. As with any film, the onus of exchange rate risk management falls on the film's Producers.

TOKEN CALCULATION

The following example explains the DreamCoin token model for an accredited investor who receives film royalties and a 90 minute feature film. For non-accredited investors, the model is similar excluding the royalty element.

1. The film Producer submits a film budget & length of film in minutes

The budget must include all Production and Marketing (P&A) costs of the film.

Eg Length : 90 minute film

Budget: US\$10.8m



2. Producer calculates cost per frame

90 mins = 135,000 frames

Cost per frame = USD \$80



3. DreamCoin Royalty Deployed

DreamCoin Royalty Tokens are deployed. Each coin is valued at USD \$1 each and is specific to each film.



4. Token Sale - DreamCoin ERC 20 'Royalty Token' Generation Event

Investors purchase the Dream Royalty Tokens specific to each film. They receive a pro rata royalty right to the film's revenues. NB: The maximum that investors can own in the film is 70% as 30% of royalties are allocated to the film's Producers.

Eg Investor purchases US\$250,000 of tokens

= 2.3 % of total tokens

= 2.3 % of the royalties that the film earns - less 30% (Producer)



All investors receive a DreamCoin 'Crowdsale' token equivalent to the amount they have invested. These are used to claim frames. 90 Days after the tokens are issued, tokens can be traded privately. Token owners are then able to trade their future royalties and the film is now a liquid asset.

TOKEN CALCULATION

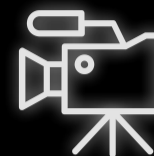
5. Film Is Shot & Final Cut Submitted

Final number of film frames / seconds / is submitted.

Eg Film shoots an extra scene adding 10 more seconds (= 250 extra frames)

Total Frames = 135,250

Total Seconds = 5,410



6. ERC 721 Dream Frame Tokens are Allocated to Investors

Investors use their ERC 20 'Crowdsale' tokens to claim % of frames in the film. These tokens are burned while ERC 20 Royalty Tokens remain liquid.

Eg Investor has right to claim:

2.3% of 135,250 Frames

= 3100 frames (or 124 seconds) (rounded to the closest whole number)

Minus Producer's 30%



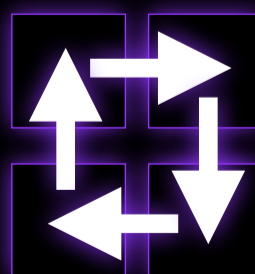
7. Claim Frames

Investors can claim frames on a first come, first engaged basis. The most valuable frames (ie. lead actors, memorable scenes) will be the first claimed and this will create a secondary film market for Dream Frames



8. Trade Frames

Frame owners can trade and swap seconds (25 frames in each second) inside the Dream Frames marketplace.



HOW IS THE FILM DISTRIBUTED?

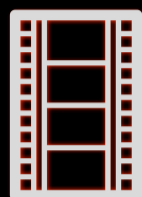
It is the Producers responsibility to distribute the film in a manner to achieve the greatest returns - of which they are incentivized through the DreamCoin 'royalty coin' structure to do so. Distributors take a percentage of sale in their regions as payment - passing on the profits back to the Producer to distribute to the token holders.

WHAT IF THE DISTRIBUTOR OFFERS MONEY FOR MARKETING THE FILMS POTENTIAL IN THEIR REGION?

After a film is shot it may attract considerable attention from distributors (and even studios) in a particular region. I.e a Japanese distributor may recognize that a film will sell in Japan but in order to do so there needs to be a specific budget for that territory. The Japanese distributor may offer to put forward this budget for a % of revenues from their territory in return. These deals must be transparent and to the advantage of token holders. The smart contract that Producers enter into outlines this.

HOW DOES A FAN PURCHASE FRAMES?

A NON ACCREDITED INVESTOR



1.

The Film

90 Minute Indie Film
135,000 frames
5,400 seconds :
Film Budget: US\$2.7m



2.

Frames Available

Using the 80/20 accredited /non accredited frames split
= 1080 seconds available (27,000 frames)
Total funds allocated to fans
= \$540,000



3.

Investment

Investor purchases \$1000 ERC 20 'Crowdsale' Tokens
= 2% of frames/ seconds



4.

Film is Made

Producer shoots an extra 20 seconds
Total frames added to the non accredited pool = 100 (4 seconds)



5.

Allocation of Seconds / Frames

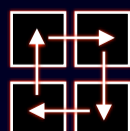
Fan owns 2% of the 'fan' / non accredited frames
2% x 1084 seconds
= 22 seconds (542 frames) are allocate to claim



6.

Claim Frames

Investors can claim frames on a first come, first engaged basis. Once claimed, the ERC 20 'Crowdsale' Tokens are burnt.



7.

Trade Frames

Frames (ERC 721 tokens) can be traded inside Dream Frames marketplace.

ACCREDITED & NON ACCREDITED INVESTORS

DreamCoin creates a model where many individuals can participate in investing in a film. DreamCoin is also a tool for building and proving audience for a film before it is made. *Please note, however, that for US Persons, they must be an accredited investor in order to purchase DreamCoins.*

How Are Frames Allocated Between Accredited and Non Accredited?

DreamCoin platform creates a user friendly system for distinguishing between the two type of investors. Logging in, investors will access frames they can purchase from a timeline of scenes, seconds and frames. Frames are made available in the following manner:

- ▶ Accredited Investors



80% of frames in a film are made available to accredited investors. These frames have rights to royalties.

- ▶ Non Accredited Investors



20% of frames in a film are made available to non accredited investors. These frames do not have right to royalties.

Claim Your Frames

When the final cut of the film is delivered by the film's Producer, frame owners are invited to select their frames. This selection will be allocated on a first come, first served basis and allows the 'crowd' (fans) to grab the frames in the film that they feel have the most value (personally or to the market at large). The process ensures that the most enthusiastic fans are in no way impeded from getting their hands on the frames they want to the most.

GRACIE

FINANCING TIMELINE

The sale will take place in two phases:

● (i) **PRIVATE PRE-SALE**

- Open to accredited investors who contact us directly. Minimum spend US\$50k

● (ii) **PUBLIC SALE**

- Open to accredited investors (globally) and non-accredited investors (outside the US)
- During the public sale, bonuses will be allocated based on white lists. ie buyers must register on a white list by a particular date (outlined below) to receive a royalty bonus

● (iii) **ALLOCATION OF FRAMES**

- Frames are allocated once the final cut of the film is received.
-
-

● **1. PRIVATE PRE-SALE**

- **August & September** PRIVATE PRE-SALE (25% bonus)
- **October** PRIVATE PRE-SALE (20% bonus)

● **2. PUBLIC SALE**

- **TBA**

● **3. FRAMES ALLOCATED**

- **Estimated June 2019**

PRODUCTION & SALES TIMELINE

This may be subject to change depending on the end of the sale.

January 2019 : Pre Production

March 2019 : Shoot

May - July 2019 : Post Production

May 2019 : Cannes Film Festival Sales

September 2019 : Test Screenings

November 2019 : Release

GRACIE

FRAME SALE

Symbol

Each token will be designated as “DZZZ__” with a unique identifier.

Date of Sale

TBA

Time Frame

TBA

Platform

Ethereum Blockchain

Minimum Financing

USD \$2m

Maximum Financing

USD \$26m

No of Minutes

108 mins

No of Frames

= 162,000

Price of Frames

USD \$161

Price of Coins

US \$1.00

What currencies are accepted in the token sale?

Ethereum (ETH), Bitcoin (BTC), Gaze Coin and USD\$ will be accepted in the token sale.

DreamCoins are Ethereum / Gaze Coin derived tokens.

Budget Allocation

Film Budget (including P&A) 80%

Token Sale and Community 10%

Platform 5%

License Fee 5%



What amount is being raised? What is the token cap?

There is a minimum cap of US\$10m.

There is a hard cap of USD \$26m.

GRACIE

FRAME SALE

Fees

- 5% fee will accrue on all DreamCoin transactions for maintenance of the Dream Frames marketplace.
- 5% licensing fee of all ERC 20 Royalty DreamCoins generated by the sale are issued to Gaze Coin holders.
- These fees have been built into the 'Frame Sale' calculations in the section above.

How will DreamCoin use the Amount Raised During Token Launch?

Once minimum cap is reached funds will be invested back into marketing the frame sale in accordance with the use of funds outlined in this white paper.

DREAM COIN WALLET

& FUNCTIONALITY

DreamCoins and Dream Frames are stored in the DreamCoin wallet

Wallet functionality includes:

- ★ Ability to enter the 'token market' without the need to understand anything about cryptocurrencies - i.e. no need to create a wallet and purchase Ethereum first
- ★ A decentralized exchange technology - users can exchange tokens seamlessly
- ★ Ability to socialize/trade a token by geo-locating the token in different locations

The DreamCoin wallet has functionality that will become relevant when the Dream Channel platform is released - see road map. This functionality includes:

- ★ Gaze Coin analytics system that calculates authentic attention based on several proprietary engagement metrics based on gaze input/eye tracking
- ★ Ability to reward audiences for the amount of time they are engaged & according to the gaze analytics system that gives bonus rewards for various things like repeat fixations, etc.
- ★ The ability to insert ads

DREAM CREDITS

& DREAM CHANNEL

DREAM CREDITS

Dream Credits are the DreamCoin 'Bounty' token earned by film fans for watching, reviewing and sharing DreamCoin films...and even sharing the media articles that promote DreamCoin platform films across the web.

Audiences use a 'freemium' model to redeem Dream Credits online for access to VIP content on Dream Channel (DreamCoin's distribution platform) and to redeem cinema tickets, merchandise and VIP events.



a) Rewards for Watching Films

- earn Dream Credits for the amount of time you watch movies and trailers



b) Rewards for Reviewing Films

- earn Dream Credits for reviewing movies inside Dream Channel social network



c) Rewards for Sharing / Recommend Films

- earn Dream Credits for sharing films with friends



d) Rewards for Sharing Media

- you can also earn Dream Credits for sharing media

DREAM CREDITS WITH GRACIE

Dream Credits will be launched as the Bounty Campaign for Gracie

DREAM CHANNEL = GLOBAL DISTRIBUTION WHERE VIEWING IS BLOCKCHAIN TRACKED

All DreamCoin films receive global distribution on-line through Dream Channel - a multi platform media channel and social network / where audiences earn Dream Credits for participating. Dream Channel is an online streaming platform where all DreamCoin funded films get immediate distribution. This is outlined in the DreamCoin road map and will be funded at a later stage.

DREAM COIN

ROADMAP

● **2018 : FINANCE GRACIE FILM**

● **Q1 2019 : DREAM FRAMES MARKET PLACE**

● **Q2 2019 : LAUNCH DREAM COIN PLATFORM**

Platform allows investors to invest in DreamCoin film royalties & frames.

● **Q2 2019 : LAUNCH DREAM COIN SLATE**

A slate of 10 feature films is well on the way.

● **Q3 2019 : DREAM CREDITS EXPANSION >>> PRELIM TO DREAM CHANNEL**

Dream Channel is the 'on demand' platform where DreamCoin funded films are distributed globally . The platform includes a social network, user profiles and gives audiences a place to spend and redeem their Dream Credits

● **Q4 2019 : DREAM CHANNEL LAUNCH**

DREAM CHANNEL is the 'on demand' platform where DreamCoin funded films are distributed globally . The platform includes a social network, user profiles and gives audiences a place to spend and redeem their Dream Credits.

● **Q4 2019 : LAUNCH DREAM CREDITS**

- _ Launch 'Dream Credits' 'bounty' platform
- _ Incentives audiences for watching, reviewing, sharing and promoting the DreamCoin funded movies including the crowdfunding campaigns for funding each one. Audiences can redeem the coin for premium access to Dream Channel 'On Demand' Platform, for tickets to theatrical screenings, merchandise and so on.
- _ Dream Credits will be launched as the 'Bounty' campaign for Gracie.

TEAM GRACIE



Greg O'Connor

Writer/Producer

Greg is an award-winning film producer, content creator and entrepreneur. His company Solaris Entertainment is a successful film and television company based in New York and Los Angeles. Greg started his career in film in 1999 with *Tumbleweeds*, an independent film that won the Filmmaker's Award at Sundance also nominated for an Academy Award and winner of the Golden Globe for Best Actress for Janet McTeer.

He has since created and/or produced films including *Miracle* with Kurt Russell for Disney, *Pride & Glory* with Ed Norton, Colin Farrell and Jon Voigt for Warner Brothers, *The Smashing Machine* for HBO, indie cult-favorite *The Slaughter Rule* with Ryan Gosling and Amy Adams, and *Warrior* with Tom Hardy, Joel Edgerton and Nick Nolte for Lionsgate.



Eileen Craft

Writer/Producer

Eileen Craft, Producer, is an independent feature film producer making films starring actors such as John Goodman, Marisa Tomei, Danny DeVito, Donny Wahlberg and Ron Perlman. She was also an Emmy-award winning news producer for CBS. Her family has a long history in Hollywood with her great grandfather Gordon Hollingshead garnering 16 Academy Award nominations, winning 11 as a producer for Warner Brothers.

TEAM GRACIE



Royce Gracie

Executive Producer

Royce Gracie is considered the most influential mixed martial artist of our time. Royce is a 3 time UFC tournament champion, and is the winner of the first historical event. He was the first person inducted into the UFC Hall of Fame in 2003 and is the face behind Brazilian Jiu-Jitsu. Royce was named in Sports Illustrated's 50 greatest athletes of all time.

Peter Driscoll

Producer

Peter Driscoll is the chairman of Prestige Worldwide Financial Group. A company with clients in the USA, Canada, China, Hong Kong, The Netherlands, the United Kingdom, South Africa and Australia.

The clients of Prestige Worldwide Financial Group include a number of fast growing companies, large multi-national companies, and high wealth individuals including executives of companies like Google. Peter has access to high net worth individuals and numerous funding sources throughout the world that are seasoned in investing in emerging companies.

THE TEAM



Jonny Peters

Founder of DreamCoin / CEO of Gaze Coin

In addition to DreamCoin, Jonny Founded Gaze Coin in 2017, a coin aimed at monetising VR & AR by measuring eye tracking, with advertisers rewarding actual engagement. He expanded the technology to allow artists to create their own hyper-reality (AR/VR) worlds and currencies, including DJ Don Diablo's HEXCOIN. With over 20 years of leading-edge creative vision, Jonny Peters has heritage as an award-winning mixed-reality producer, director and world builder. Jonny has produced interactive formats throughout his career for BSkyB, Bravo TV, Private, Essential Media, Dream Channel, Dallus, Kgrind, with work including mobile and tethered VR experiences, virtual worlds, interactive reality TV and traditional film. Jonny holds an MFA in Virtual Worlds, a Graduate Diploma in Directing from Australian Film Television and Radio School and BE in economics from Macquarie University.



Bok Khoo - 'Bokky Poo Bah'

CTO/Chief Scientist

One of the world's premiere fintech experts and most sought-after Ethereum developers, Bok is a quantitative software developer who has worked with banking and corporate treasury clients, investment managers, exchanges, government agencies and financial soft vendors throughout the world for nearly three decades. An actuary by trade and also known as "BokkyPooBah" in the Ethereum community, StackExchange and r/Ethereum,

THE TEAM



Max Kaye

COO

Max spent 13 years working in financial markets with blue chip companies and fintech startups focused on trading systems and algorithm driven trading. After a career change, he began a successful career in the music industry contributing to the development and growth of the Australian music scene through his role as a music entrepreneur, producer, curator, label manager and radio host. Combining his experience in financial markets with his understanding in the creative industries, Max is responsible for operations, business development, partnerships and liquidity strategy. Max holds a Business degree (Finance & Marketing) and a Digital Media degree.



Lucy Lin

Blockchain Marketing & Partnerships Director

Lucy is a leader in global blockchain marketing. She advises founders and their projects and has been instrumental in raising more than \$60 million in Initial Coin Offerings (ICOs), Token Generation Events (TGEs) and Security Token Offerings (STOs). As a sought-after marketing advisor, she had successfully built one of crypto's largest global community groups in history, with more than 127,000 Telegram members. Prior to blockchain, Lucy has over 15 years working experience in corporations (American Express, Qantas Airways, HERE Technologies) and start-ups, and founded an award-winning mobile app. Lucy is a global citizen, having worked in Australia, Canada, Japan, Taiwan and the UK. She holds a Master of Commerce (majoring in Marketing and Strategic Management) and Communications undergraduate degrees.

THE TEAM



Lea Kozin

Marketing Director

A champion of applying leading-edge marketing strategies across media and entertainment, Lea Kozin is a leading consultant, evangelist and connector. Her passion at the intersection of brand activations and emerging technology has been a constant throughout her 15 years in technology, entertainment and action sports. Lea has lent her expertise to projects involving major brands including: Paramount Pictures, Mazda, Monster Energy, Samsung, Walmart and more. She is the founder of the UCLA Anderson VR/AR Collective, an influencer board member of the Digital Diversity Network: Los Angeles chapter, member of the prestigious Peer 150 Marketing collective, a contributor to VRScout and Group Y Network and a frequent speaker and event organizer in the space where technology, media and marketing meet. Lea holds an MBA from UCLA Anderson with a focus in entertainment marketing and is based in Los Angeles.



Radek Ostrowski

Blockchain Lead Developer

Radek is a Blockchain Engineer particularly interested in the Ethereum ecosystem and Smart Contracts, and also a founder of StartOnChain.com. In the fiat world, he has worked on many Big Data/Machine Learning projects and is the co-creator of PlayStation 4's backend. During his spare time, Radek enjoys attending hackathons and has been awarded three prizes in two international IBM Apache Spark competitions. For his expertise, Radek is a regular speaker at international blockchain conferences.

THE TEAM



David Greene

Blockchain Strategist / Media Producer

Having recently gained a Mastery accreditation in Blockchain Strategy from the prestigious RMIT, Dave has augmented his media and music career with a deeper understanding of decentralization and its benefits for the creative industries including music and film. A career spanning almost 20 years in content creation, music production, recording, publishing, touring, Dave is Co-founder of award winning music act 'The Potbelleez' and Director of music publishing company MCDJ Music (in JV with Universal Publishing). As an artist, Dave has been awarded multi Platinum and Gold records by the Australian Record Industry Association (ARIA), as well as APRA/AMCOS awards for Best Dance Works in 2009 and 2012.

SYNOPSIS



The Royce Gracie Story

“Everything I am is Gracie Jiu Jitsu. I am made from the technique and dignity of this sport. And, I will take care of my family’s name with affection, sweat and blood in memory of my father Helio Gracie”

- Royce Gracie

SYNOPSIS & STORY OUTLINE

The Gracie way is to never give up. Grandmaster Helio Gracie proved the power of Jiu Jitsu in Brazil; the ancient Japanese art he modified by adding leverage- creating his own hybrid- he called Gracie Jiu Jitsu. Helio walked the talk. Weighing only 130 pounds, Helio took on fighters of any size who thought they could beat him. This became known as “The Gracie Challenge.” Helio never lost a challenge match until later in his life when, he passed the torch of Gracie Jiu-Jitsu to his six sons.

Helio’s dream was to make Gracie Jiu Jitsu available to every man as a form of self-defense - it was his life’s purpose. But, the family knew that to make it on a world stage you had to first make it in America. They took the Brazilian no-holds-barred fighting contest called Vale Tudo to America- creating the first ever UFC in 1993.

Through the perspective of Royce Gracie, the film follows the Gracie family as they fight their way through the favela’s and beaches of Rio to the streets of America- as immigrants, struggling to survive, to build the Gracie name, and to prove the supremacy of their fighting style. Following his older brother Rorion to America as a teenager, Royce fought to prove himself to his family.

Royce’s brother Rickson was the mostly likely candidate to compete in UFC 1, he was a ferocious fighter undefeated in Brazil. He was bigger and stronger than Royce. But the family chose Royce to represent the family. Royce, though mostly untested in competitive fighting was the “everyman” the family needed to prove the supremacy of their fighting style.

Royce brought into the octagon heart, courage and the trust of his father and brothers. And, with the support of his family and his American wife Marianne, he won UFC 1 facing the world’s toughest fighters including the unbeatable Ken Shamrock.

Royce Grace and Gracie Jiu Jitsu revolutionized martial arts as we know it today. Gracie is the inside story of Royce Gracie’s rise from underdog to legend. A man Sports Illustrated named one of the greatest 50 athletes in history.

APPENDIX A

Based on Royce Gracie's true-life story, GRACIE delivers a thrilling emotional and inspirational movie experience. This is not just another underdog story, it proves what we all wish deep down inside, that anyone can change the world, even against impossible odds. With a projected budget of \$26m, GRACIE is about one man carrying the weight of his family's legacy and the future of a sport they so believed in. It's a true life "Rocky," rich with exhilarating fight scenes, dramatic wins, and emotional family drama, taking you on a journey that changed the fighting world forever.

- ❖ Tells the story of Royce Gracie who is a legend and pioneer of mixed martial arts and the most influential fighter of modern MMA history.
- ❖ Encompasses the rich history of Royce's father - Grandmaster Helio Gracie. With a body small in stature, he studied and innovated Brazilian Jiu Jitsu while maintaining the respect and honor associated with martial arts.
- ❖ Demonstrates the evolution of a family philosophy of discipline and defense into what has become a worldwide phenomenon surpassing boxing in popularity.
- ❖ Is based on the fastest growing sport in recent history and shows how one family changed the martial arts world forever.
- ❖ Will attract tens of millions of mixed martial arts fans as moviegoers and create worldwide demand and awareness of the Royce Gracie brand.
- ❖ Will inspire millions of people to reach for their dreams and go for seemingly impossible goals in their lives.

APPENDIX A

MOVIE COMPARABLES

IMDB DATA BASE

“The Fighter” 2010

Starring: Mark Wahlberg, Christian Bale, Amy Adams.

Budget: \$25million (estimated)

Gross to date:

\$92 Million Domestic

\$17 Million Foreign

\$109 Million Worldwide

5 Oscar Nominations including Best Picture

2 Wins, Best Supporting Actor, Best Supporting Actress

“The Wrestler” 2008

Starring: Mickey Rourke, Marisa Tomei

Budget: \$ 5Million (estimated)

Gross to Date:

\$26 Million Domestic

\$18 Million Foreign

\$44 Million Worldwide

2 Oscar Nominations

Other Movie Comparables

★ “Rocky” - The classic underdog story, winning Best Picture in 1976.

★ “Cinderella Man” - Bio Pic, box office success.

★ “Million Dollar Baby” - Inspirational boxing story, critically acclaimed and box office success, winning Best Picture in 2004.

★ “Raging Bull” - Boxing Bio Pic that is more about a man than the sport, nominated for Best Picture in 1980.

★ “Warrior” - The emotional, critically acclaimed drama about two brothers who settle their past in the octagon.

SELL FRAMES IN YOUR FILM Using Cryptocurrency



Dream Coin
Blockbusters on the Blockchain

Sell frames in films direct to investors

Track royalties in your digital wallet

DreamCoin.io



GRACIE.MOVIE