Written by Anthony Straeger



A chance to win £250,000
All they have to do is survive 24 hours...
Dead Easy!

IT'S A KILLER OF A SHOW

OVERVIEW

TITLE SURVIVING THE MAZE

WRITER Anthony Straeger

GENRE: Horror

STYLE: REC meets My Little Eye in an underground maze.

FORMAT: 85 minutes Feature with transmedia possibilities

TAGLINE: A killer of a Gameshow

LOGLINE: 1 game show, 6 contestants, 24 hour to play and

£250,000 to the winner... It's dead easy!

OUTLINE: SURVIVING THE MAZE is an Internet reality Game Show

aimed at testing your fears and phobias in isolation,

darkness and set in a place where contestants can compete to win £250,000. The catch is simple... Survive 24 hours against the Pharmotech walking dead. Pitched to some of the wealthiest and sickest people on the planet... This is nothing more than a highly covert snuff site. The six contestants having gone through what appears to be a legitimate casting process know nothing of the possible consequences. What seems like a good idea and fun to begin with turns into a horrible nightmare as they find

themselves on 24 hour surveillance. It's game on! Who will survive, who will win the cash prize. As they die one by one

the game is on but not for money... But for survival!

SURVIVING THE MAZE is a sequal to THE KAMENKA EXPERIMENT and part of a trilogy concluding in BLUE, GREEN, YELLOW... DEAD!

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SYNOPSIS

Pharmotech International has a problem...

One of the drugs they have been developed for military purposes has some unfortunate side effects. Not only has the development program cost David Thatcher, CEO of Pharmotech a considerable sum of money in investment and development and failed to deliver to the US and EU military organizations. Consequently put his organization in the firing line of the press.

Fortunately for Thatcher he has the services of Alistair Shay, a tough ex-military man turned spin-doctor. His ability to manipulate the media and twist a problematic situation into something beneficial is truly remarkable.

After a public attack by one of the daily newspapers, Shay goes about removing the problem ruthlessly, by taking the whole operation underground and stealing the newspapers evidence. An apology from the press eases the pressure, but doesn't solve the two problems that David Thatcher has. Firstly, he has lost millions and secondly, he has dozens of walking dead soldiers secreted in a secret underground instillation.

After a series of events involving a dogfight and a wrestler with a mean streak, Alistair Shay hatches a plan that will not only help reduce the numbers of walking dead, but recoups Thatcher's money and make him and them wealthy beyond belief. SURVIVING THE MAZE is born.

The risks... Death or glory and 'snuff' is the name of the game!

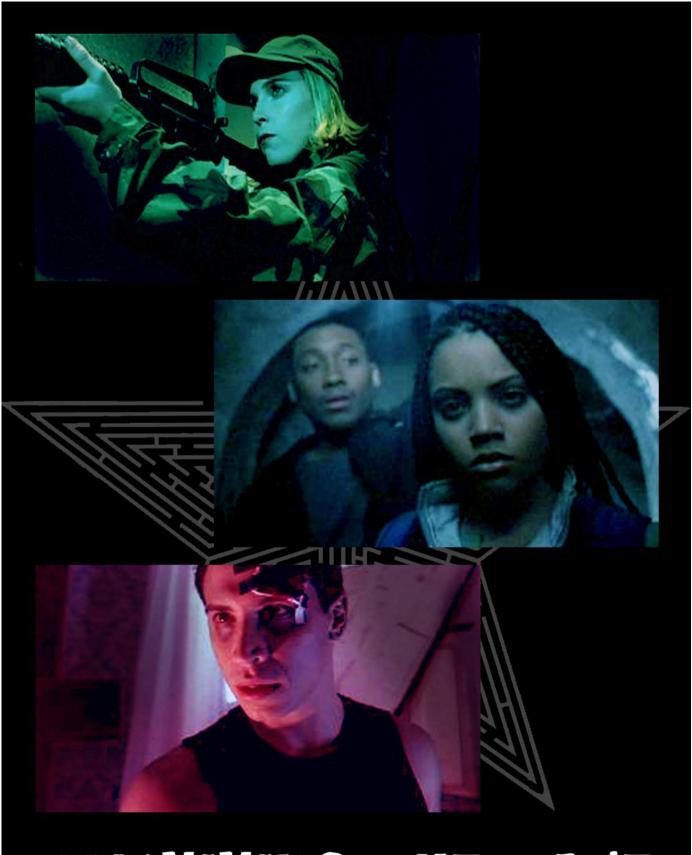
SURVIVING THE MAZE an Internet reality Game Show aimed at testing your fears and phobias in isolation and darkness and a place where contestants can compete to win two hundred and fifty thousand pounds. The catch, simple... They have to survive 24 hours against the Pharmotech walking dead.

Pitched to some of the wealthiest and sickest people on the planet... This is nothing more than a highly covert snuff site. The six contestants having gone through what appears to be a legitimate casting process know nothing of the possible consequences. A highly protected encrypted website is created to protect the identity and ris k to any of the on-line participants. Thatcher moves in the right circles and solicits a number of sadistic and wealthy people to participate in a betting game of who dies and when!

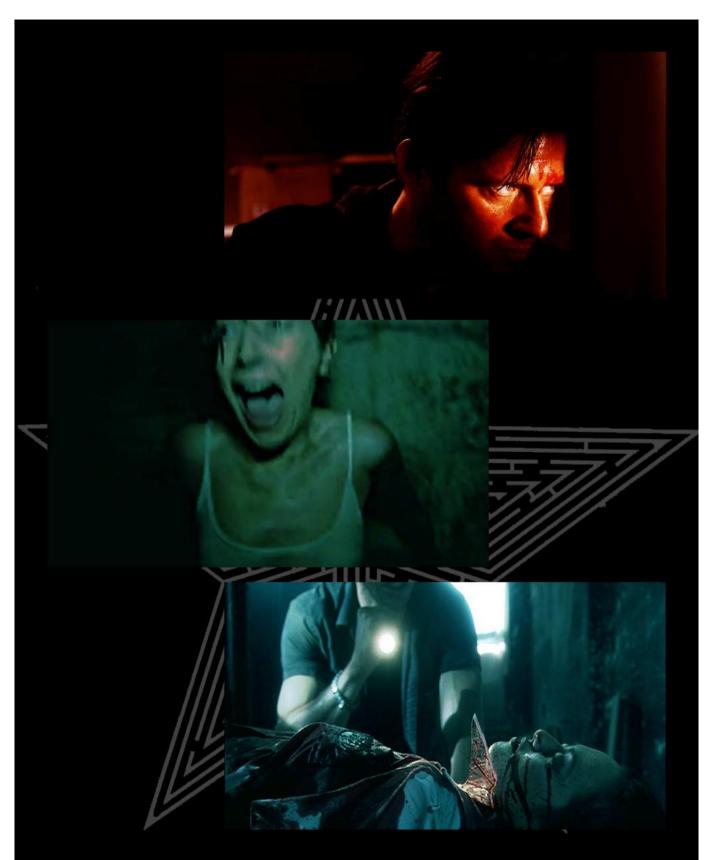
The contestants: Andy wants to play for the money to escape the country, Frank loves violence and sees it as a legitimate means to have fun!, Ellie has lost her man, home and is unemployed and needs a bed for a night, Beth is sick of being afraid and wants to confront them head on, Dan hopes it will help him get laid or a least become a TV personality, whilst Colin, well Colin just loves games and gaming!

What seems like a good idea and fun to begin with turns into a horrible nightmare as they find themselves on 24 hour surveillance. It's game on! Who will survive, who will win the cash prize.

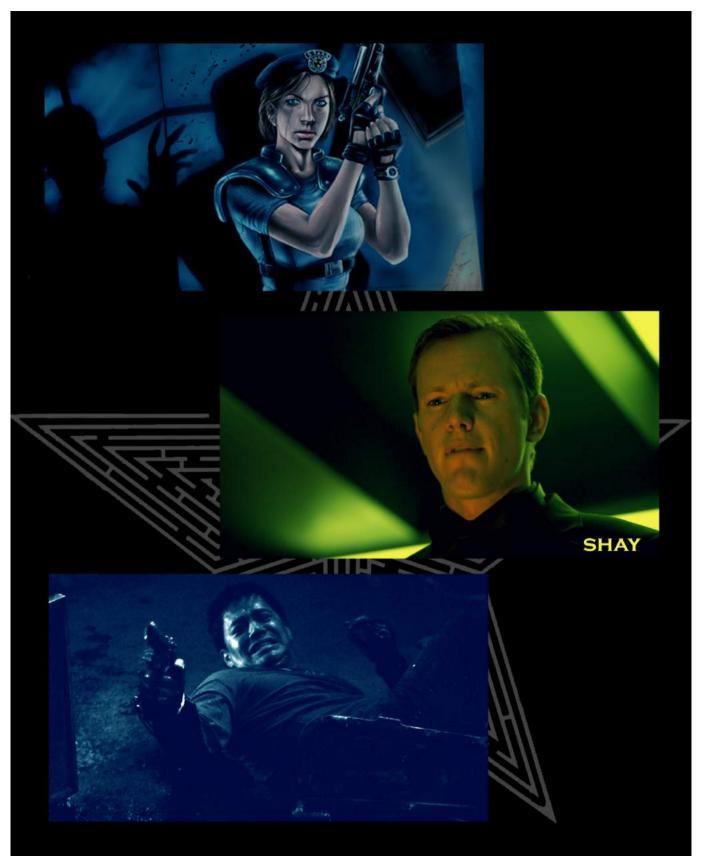
As they die one by one the game is on but not for money... for survival.



SURVIVING THE MAZE



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This document is solely aimed at being a pitch proposal for potential making of SURVIVING THE MAZE. This is not to be construed as an "Offering for securities".

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FILM INVESTMENT RISKS

Any investment in film production involves a high degree of risk. This investment should not be made by anyone who cannot afford the loss of his or her entire investment. Before investments are made, the following risks must be carefully considered:

- a) The success of any medium, whether film, TV or Internet depends on the public's tastes and opinions at any given time. The likes and dislikes of the public vary greatly from day to day and can never be confirmed. As a result, it is impossible to determine the success of this, or any other film.
- b) The release of a similar film may affect the popularity of this film.
- c) As a result of the above factors, and others not listed here, only one of every five films made recoup their costs.

For the interest of the Limited Liability Company, the investors realize they may not dispose of their investment at any time and that they bear the financial risk of their investment for an indefinite period of time.

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