



RED
GIANT
ENTERTAINMENT

OTCQB:
REDG



***“The sky isn’t a limit —
it’s our starting point.”***

**— Benny R. Powell
CEO and Founder
Red Giant Entertainment**

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The Company

Red Giant Entertainment (REDG) is a fully-reporting, intellectual property development company in business to produce compelling, transmedia properties that become instantly recognizable to massive audiences worldwide. Key to this are the comic book publications - reaching over one million readers every week.

It is our goal for Red Giant Entertainment to become an industry leader and innovator for each sector of our business. Our core business is dedicated to developing quality intellectual properties.

As a transmedia company, our primary mission is development of these intellectual properties into various ancillary media forms including: movies, television, video games, phone apps, online comics, toy lines, cartoons, T-shirts, and innumerable other merchandising opportunities.

At Red Giant Entertainment, we believe that above all else, our business should be based on quality:

- Quality in the properties we develop.
- Quality in the people with whom we work.
- Quality for the advertisers we serve.
- Quality products we make.
- Quality for the audience we entertain.
- Quality returns for our investors.

Vital Statistics

Stock Symbol: REDG
Exchange: OTC Markets
Recent Price: \$0.0136
52-Week Range: \$0.0081 - 0.2600
Market Cap: \$5.65M
Shares Out: 434,922,000
Director Held: 311,160,000
Fully Diluted: No
Industry: Entertainment
Headquarters: Orlando, Florida
Offices: New York City, New York
Los Angeles, California
Public Since: June 2005
Reverse: June 2012
Financing: \$5 Million Equity Line
Zero debt / Self-funding
Notes: Directors hold nearly 72% of shares outstanding.
Industry: Currently the top online producer of Web-exclusive graphic novel format comics. Giant-Size line will make REDG largest print circulation publisher globally.
Properties: Over 42 Intellectual Properties
Acquisitions: ComicGenesis.com - nearly 75 million ad views annually and over 13,500 comic properties.



Industry Analysis

Movies, video games, television, applications, toys, the Web... is there any medium not dominated by the presence of comic book creations? Nearly every major blockbuster movie has either come from a licensed comic book property, or been a comic book property. Avengers, Iron Man, Spider-Man, and Batman, are all comic book phenomena synonymous with the type of tent pole productions movie studios thrive on. They continue to be multi-billion-dollar profit centers for the revenue they generate in ancillary media. In short, comics have become the unparalleled incubator for intellectual properties.

Print Comics -

We are already printing and selling books on our online store as well as through Amazon, traditional bookstores and comic book shops... selling out! This division is self-sustaining and profitable.

The print comic book market is a billion-dollar industry globally, and Red Giant's plans will only strengthen these sells for themselves and the industry as a whole.

Just the North American comics sales alone are over \$715 million in their industry. Worldwide, this number shoots past a billion dollars! And that's just one of our cornerstone products.

In short, comic books are more than just illustrated stories for children and youth. They are a hot bed for product licensing and many other merchandising opportunities!

North American Comics Industry Print Sales for 2012

NEWSSTAND COMICS SALES
about \$30 million

**COMICS SHOP
MARKET
orders of
COMIC BOOKS**

about
\$300 million

**MASS MARKET
sales of
GRAPHIC NOVELS**

about \$210 million
(about \$164 million from
Bookscan outlets)

(about \$46 million
outside Bookscan)

**COMICS SHOP
MARKET
orders of
GRAPHIC NOVELS**

about
\$175 million

Total: \$715 million

About \$330 million from Comic Books
About \$385 million from Graphic Novels
About \$475 million from Comics Shops
About \$240 million from Mass Market

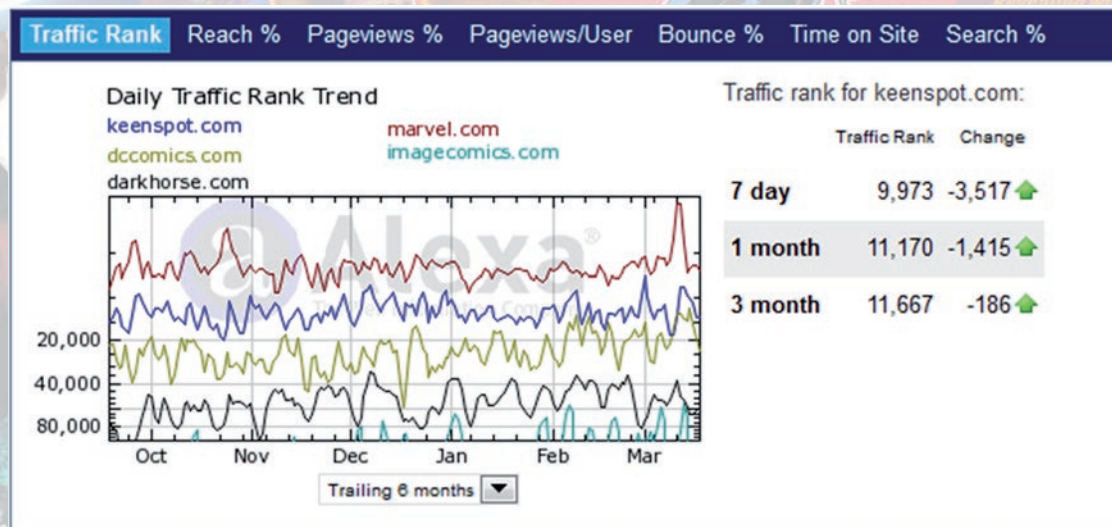
Not included: Graphic novel sales to libraries
Digital sales are not tracked,
but may be in excess of \$75 million

Source: The Comics Chronicles • <http://www.comichron.com>
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Webcomics

Red Giant Entertainment is the top intellectual property provider for our strategic partner and digital distributor, Keenspot. This symbiotic relationship already makes us the largest comic book format company in the world with Web-exclusive books. With the acquisition of ComicGenesis.com we are now the "Youtube of Comics" as well! The sites have combined traffic greater than DC Comics and nearly as much as Marvel according to Alexa.com rankings.



It was the Webcomics model that would become our "proof of concept." We set out to prove that providing free comic book content would be enough to drive advertising, and inspire brand loyalty in readers.

We launched Wayward Sons: Legends in June 2010 as our test case. As a result, Wayward Sons quickly gained massive readership on a global scale and was self-sustaining in its advertising revenue. To date, Wayward Sons: Legends is fast approaching 60 million views worldwide, and nearly half a billion ads served since its launch and already has a movie deal!

We have further been able to replicate the trajectory of this success with our other titles, and they're on track to match these numbers as well.



Paradigm Shift

Comics books have never been more popular, yet strangely the books market size is shrinking every year... Key to this has been the high cost of entry for gaining new readers due to ever-increasing cover prices needed for comic book companies to remain afloat. There has to be a paradigm shift in the method of distribution and a way to breach the barriers to gaining new readership. That's where our totally free GIANT-SIZE LINE comes in.

Red Giant will produce four monthly books and one quarterly comic (one coming out every calendar week) with a circulation of one million each, reaching a total monthly circulation of 4 to 5 million and an annual circulation of 52 million. Each book will feature two on-going stories for a total of eight titles. The exciting details and impressive creative teams on these titles will be revealed at a later date.

Key to this massive circulation is that each title will be distributed freely to readers. These books will be distributed across thousands of specialty retail locations across the United States, with distribution deals to be announced. There will be between 32 and 34 advertising pages in each book at a competitive CPM (Cost Per Thousand), giving a select few advertisers a concentrated impact within each Giant-Size comic.

Red Giant Entertainment will not be reprinting its online content in this format, however. Each title will be new material and stories not found elsewhere. What's more, their ongoing webcomics will remain core development centers to supplement and support their line of Intellectual Properties.

Comic Movie Market

Red Giant completed our first animated feature "Journey to Magika" and is in sales and distribution. Our first live-action feature film "LAST BLOOD" is financed, has a Director and is in casting! Our flagship title, Wayward Sons, is being co-produced with Lin Pictures as a big-budget live action film. And we're just getting warmed up!

And that's not even taking into account the rest of our properties! There is no greater profit-producing center for films than comic-book movies. Take a look at the following Box Office stats for comic book movies:

WORLDWIDE (Top 50):	\$20,524,850,599
WORLD AVERAGE (Top 50):	\$410,497,012
LOWEST WORLD (Top 50):	\$160,388,063
DOMESTIC TOTAL (All Movies):	\$11,205,864,044
DOMESTIC AVERAGE (All Movies):	\$103,758,000
DOMESTIC TOTAL (Wide Releases Only):	\$11,164,898,551
DOMESTIC AVG (Wide Releases Only):	\$109,459,790

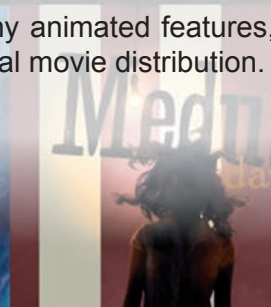
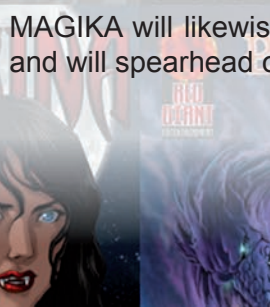
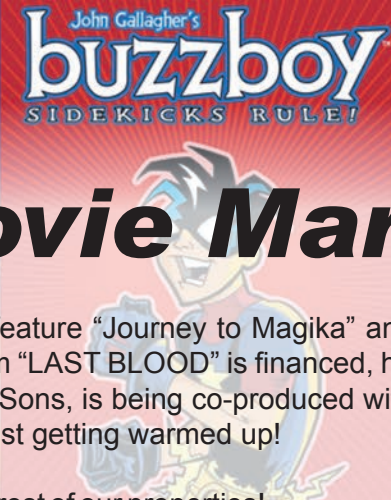
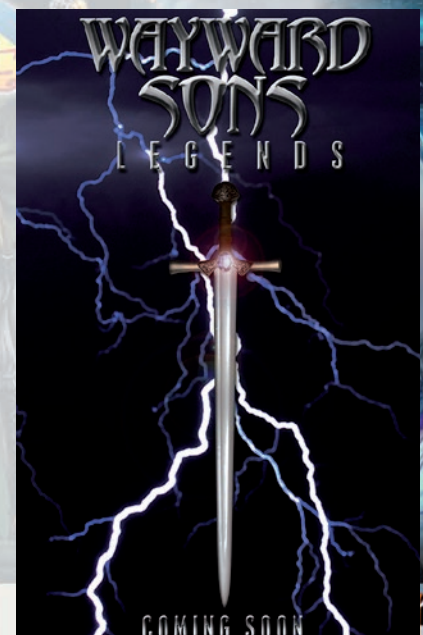
Source = <http://boxofficemojo.com>

No other genre comes even close to matching these impressive numbers, and Hollywood knows it! It's easy to see that movies will play a major role. And since Disney owns Marvel and Warner Bros. owns DC Comics, Red Giant Entertainment is the company with the circulation and exposure that is best poised to capitalize on this multi-billion dollar business!

LAST BLOOD, a story centered around vampires protecting the last human survivors of a zombie apocalypse, is a perfect example of our devotion to smart marketing decisions in the projects we develop. Zombies are not only the top-rated TV show (WALKING DEAD) right now, but taking a quick look at www.BoxOfficeMojo.com shows that they continue to produce hefty returns. Meanwhile, vampire films have likewise continued to perform even better in the same markets. LAST BLOOD is the first film to capture both audiences!

WAYWARD SONS, meanwhile will be Red Giant's first big-budget feature with producing partner Lin Pictures (Sherlock Holmes, Terminator, Gangster Squad and upcoming Lego and Moses movies). This type of collaboration will be a hallmark of our film strategies, and we look forward to working with them and other similar production companies in the future.

MAGIKA will likewise be the first of many animated features, and will spearhead our initiative into digital movie distribution.



Revenue Streams

Toys - While we haven't announced anything yet, we do mention that this is in the works. So far we've taken each market we enter by storm. What will it mean for us to enter this \$84 Billion Toy Market?

Apparel - We have only dipped our toes in the apparel field, but with great success. Our first shirts have sold and we have many more designs on the way.

Applications - Our books are distributed on applications through Comixology, iVerse and Kindle. Comixology was the 3rd highest-grossing application on iTunes in 2012, and Red Giant's flagship title "Wayward Sons" was the #1 book for our distributor, Keenspot! Recently, we duplicated this success with Exposure reaching #2 on the charts...

Video Games - A quick trip to any game store will soon illustrate that not only are video games a billion-dollar business, but comic book intellectual properties dominate them as well. We've specifically listed this in our business development platform, and it's easy to see why! We are already in talks with video game and game application developers on several of our properties.

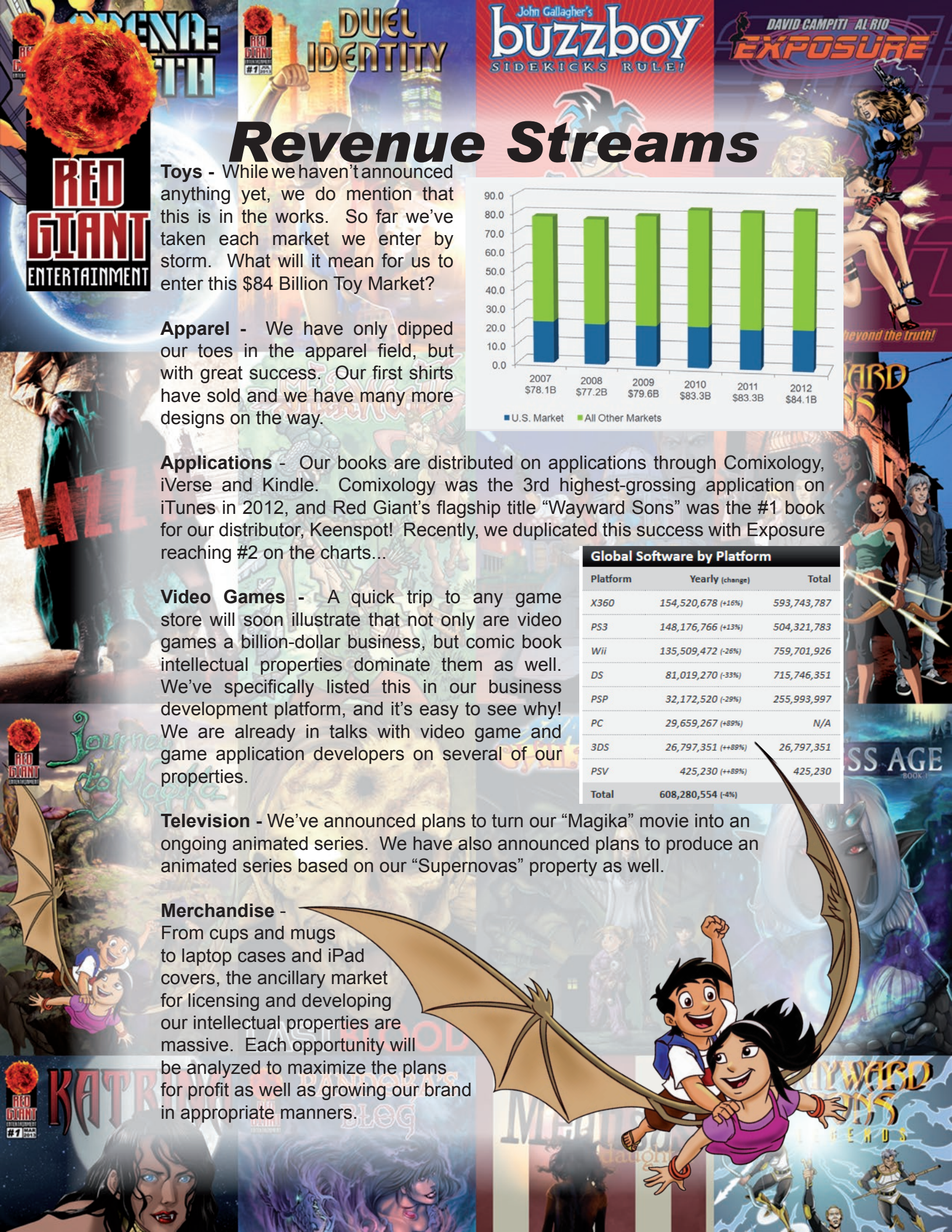
Television - We've announced plans to turn our "Magika" movie into an ongoing animated series. We have also announced plans to produce an animated series based on our "Supernovas" property as well.

Merchandise - From cups and mugs to laptop cases and iPad covers, the ancillary market for licensing and developing our intellectual properties are massive. Each opportunity will be analyzed to maximize the plans for profit as well as growing our brand in appropriate manners.



Global Software by Platform

Platform	Yearly (change)	Total
X360	154,520,678 (+16%)	593,743,787
PS3	148,176,766 (+13%)	504,321,783
Wii	135,509,472 (-26%)	759,701,926
DS	81,019,270 (-33%)	715,746,351
PSP	32,172,520 (-29%)	255,993,997
PC	29,659,267 (+89%)	N/A
3DS	26,797,351 (+89%)	26,797,351
PSV	425,230 (+89%)	425,230
Total	608,280,554 (-4%)	





Proven Leadership

BENNY R. POWELL - CHIEF EXECUTIVE OFFICER

Benny Powell started his career at Marvel Comics in 1994 where he worked directly under Bob Harras, the Editor-in-Chief. Within his first month he sold his first story to Marvel and within six months he was writing full-time for Marvel, Wizard, Byron Preiss, Academy Comics, and many others. In 1998 he became the Editor-In-Chief of Bench Press Studios, working primarily with Hasbro. This work resulted in the resurgence of the TRANSFORMERS and G.I. JOE properties. He has created or co-created more than twenty series and/or intellectual properties and worked on such celebrated comic characters as Spider-Man, X-Men, Fantastic Four, Hulk, Robotech, and Captain America.

In addition to his comic book work, he has held high-level marketing positions within Priceline.com during their formative years, as well as the global marketing writer for IBM. His television, marketing and advertising materials for Dynetech led the company to grow to become the second-largest in Orlando. He then formed Active Media Printing which is currently the top printer of quality comics for the lowest prices in the world.

DAVID CAMPITI - CHIEF OPERATIONS OFFICER

In 1982, David began stories to Pacific Comics and was already writing Superman stories for DC Comics a scan three years later. By 1986, he was developing and launch full comics product lines for New Sirius Productions and Pied Piper Press, as well as Eternity Comics, Amazing Comics, and Wonder Color Comics -- the latter three combined and rebranded as into Malibu Comics, which sold to Marvel for a hefty price. In 1988, he founded Innovative Corp, known publicly as "Innovation Publishing" which became #4 in market share. It brought to prominence many literary, film, and TV tie-in series and adaptations, such as Anne Rice's The Vampire Lestat, Beauty and the Beast, Dark Shadows, Lost in Space, Quantum Leap, and many others. He was the first editor to publish an authorized Stephen King short story in comics in 25 years.

In 1993, David resigned from Innovation to launch Glass House Graphics -- a professional service firm that provides development and organizational services as well as illustrators, writers, painters, and digital designers -- where he holds the position of CEO and Global Talent Supervisor. David has also served as a Consulting Publisher of MAD Magazine in Brazil and has been a columnist for several publications. Today, in addition to writing, he oversees two offices in Brazil; one in Manila, Philippines; one in New Delhi, India; two new locations in Indonesia, and a brand new location in Europe -- coordinating creative services from a roster of more than 120 talents worldwide to produce animation, art, and digital graphics.



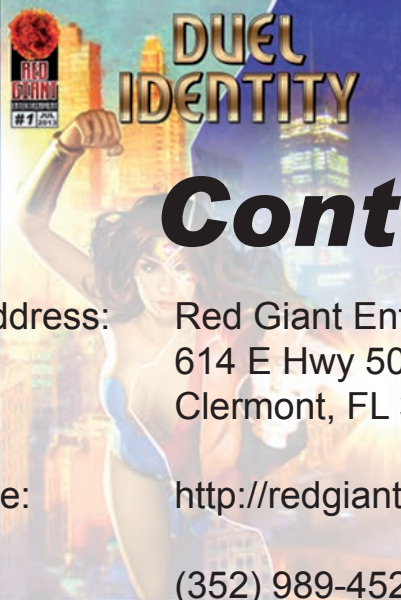
Management

**ISEN ROBBINS - CHIEF INTELLECTUAL PROPERTY OFFICER &
AIMEE SCHOOF - CHIEF BUSINESS DEVELOPMENT OFFICER**

Aimee Schoof and Isen Robbins are entertainment executives and producers, co-founding INTRINSIC VALUE FILMS in 1998 and have served as a Co-CEOs from 1998 to present. They have producing more than 30 feature films. Of those, seven have premiered at the Sundance Film Festival, four at the Tribeca Film Festival, three at SXSW, one at Toronto, Venice, New Directors/ New Films, and Berlin to name a few. Intrinsic films have been distributed worldwide and have won many awards and been honored with numerous nominations. Among the accolades, are winning the Sundance Special Grand Jury prize, and being nominated for two Gotham and four Independent Spirit awards. Intrinsic continues to DEVELOP, PRODUCE AND SELL independent films. The Company's grassroots approach to projects, minimizing production costs and reducing risk through the use of tax incentives, debt, and distribution pre-sales makes it attractive in the new economic market place. Intrinsic experience in production, finance and sales enables it to operate on all levels within the entertainment business. Some past films produced include, Blue Caprice (Isaiah Washington, Tim Blake Nelson, Joey Lauren Adams) Run (William Moseley, Kelsey Chow, Adrian Pasdar, Eric Roberts), Alphabet Killer (Eliza Dushku, Cary Elwes, Timothy Hutton), XX/XY (Mark Ruffalo, Kathlean Robertson), Skeptic (Zoe Saldana, Tom Arnold, Timothy Daly), Anything but Love (Andrew McCarthy, Eartha Kitt), Hebrew Hammer (Judy Greer, Adam Goldberg, Andy Dick, Mario Van Peebles), Brother to Brother (Anthony Mackie, Daniel Sunjata, Aunjanue Ellis) and M.I.A (Danny Glover, Ron Perlman, Linda Hamilton and David Strathairn).

CHRIS CROSBY - CHIEF TECHNOLOGY OFFICER

From 1995 to 1997, he served as Editor-in-Chief of SCC Entertainment. In 1994, he became one of the first creators of online comics. In March 1999 Crosby launched one of the first daily online-exclusive comic strips, SUPEROSITY, which recently celebrated its 14th anniversary with over 5,000 daily strips. In March 2000, Mr. Crosby co-founded premier web comics' portal Keenspot and serves as its CEO. He helped Keenspot grow its line-up of comics to more than fifty exclusive titles, ultimately generating more than 12 billion page views. Later that year, Keenspot launched ComicGenesis.com, an all-inclusive free webhosting site for aspiring comic creators that some have described as "YouTube for comics." This service has now been acquired by Red Giant Entertainment. He is the co-creator of LAST BLOOD, which will be Red Giant's first live action feature film.



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