



Diversified Global Media Fund LLC — EXECUTIVE OVERVIEW

*Guided by the principles of cultural diversity, equality, and inclusion for all humankind
Financing multi-cultural & multi-language entertainment properties for multinational marketplaces
Licensing for manufacturing and retail distribution to all manner of merchandise & promotion
Generous profit sharing with investors, advisors, and content providers in perpetuity*

Key Leadership

- Keith Wayne MacGregor, Principal Manager
- Kelly W. Gossett, Co-manager
- George Gross, Jr., Management Consultant
- Luba Rusyn, Management Consultant
- Darrell Vickers, Television
- Stewart Lyons, Television & Motion Pictures
- Grant Moran, Kids & Family Entertainment

Relationships & Unique Multinational Market

Team is comprised of industry advisors and content providers¹, and other experts, who have over three hundred years of combined successes in operations and finance; and in all aspects of the Entertainment Properties industry. Brands that they have been instrumental in bringing to various markets are “Breaking Bad”, “The Tonight Show Starring Johnny Carson”, “Growing Pains”, “America’s Funniest Videos”, “The Magic School Bus”, “Batman”, “Bob the Builder”, “Jimmy Neutron: Boy Genius”, “Star Wars”, “Small Town Crime”, “Friend Request”, “Indiana Jones”, “Jurassic Park”, “Waffle Street”, and “Women of the Movement”, just to name a few². Their long-standing relationships and global alliances are necessary to produce, distribute, and license Entertainment Properties with high demand in domestic and international marketplaces, creating opportunities for our investors to profit with the most accomplished professionals in the industry. The company, in its discretion, may also invite up to seven investors (Limited Members³) to form an “Advisory Committee” to diversify its approach to all matters pertaining to the fund.

Business Model, Strategy & Sustainability

Unlike any Hollywood broadcast television network⁴ or major studio⁵, Diversified Global Media Fund LLC shares generous profits in perpetuity with investors, advisors, and content providers. Along with this profit-sharing plan in our humankind-first corporate culture, is a commitment to pay equitable living wages to all non-union staff and crew members, a relatively small investment that will earn the Company fiscal (through increased productivity) and social returns – increasing positive impact for all involved. This advantage will allow the Company to continue attracting participation from the most successful people in all facets of the financial and entertainment industries. By acquiring and aggregating up to twenty-five diverse Entertainment Properties in its first fund and one hundred plus in three subsequent funds, the company will develop a library of diversified assets to mitigate risk (each held in its own single purpose entity [SPE]) and encourage sustainable profits for current and future investors in each fund. Further, the company will provide quarterly reports and annual audits for all investors. With multi-layered diversity and underlying messages and themes of self-awareness and self-empowerment in its array of content, the Company is sure to sustain dedication from a vast global audience.

¹ “Content providers” can be writers, producers, directors (as are commonly known in the entertainment industry), and other principals involved in the creation or business affairs of a given entertainment property, such as actors or attorneys.

² Diversified Global Media Fund LLC has no stake hold in any of the properties listed in this section.

³ “Limited Members” will earn a 30% Preferred Return and hold 70% Equity Interest in the company, with no voting rights.

⁴ A “broadcast television network” is an entertainment distribution web composed of television stations that broadcast television content at no cost to their viewership. There are numerous television networks in the U.S., including CBS, NBC, FOX, and ABC.

⁵ A “major studio” is an entertainment company, or motion picture or television production company, that has its own privately-owned studio facilities — and money — that are used to produce motion pictures and television projects, such as Walt Disney Studios Motion Pictures, Warner Bros, Universal, Paramount Pictures Corporation, DreamWorks Animation, Fox, and Sony Pictures Entertainment Inc.

This document contains confidential and proprietary information and is for information purposes only.
It is intended for review by Diversified Global Media Fund LLC’s counsel and advisors; and prospective accredited investors and other principals in the entertainment properties industry.

This document does not constitute an offer to sell securities or a solicitation of offers to purchase securities. Any offering of securities will be made pursuant to terms and conditions contained in a private placement memorandum delivered to prospective investors.

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Products & Services

The company will finance and develop Entertainment Properties for audiences aged two and up to be sold in multinational marketplaces. These properties will include multi-cultural and multi-language television projects⁶ and motion pictures⁷, whether live-action⁸, animated (also referred to as an “animation”)⁹, or live-action animated (combining both formats) for a broad, multinational demographic of television and motion picture audiences; and all related intellectual property (IP) of these creative works (e.g., trade secrets, copyrights, trademarks, or simply ideas). It will also license for manufacturing and retail distribution the likenesses of characters, objects, and props from the stories of these properties to all manner of merchandise and promotions. To further broaden our global market, stories will be told through various genres such as action, comedy, drama, and science fiction. All properties acquired will be selected by informed vote.

Phases, Use of Funds & Plan to Scale (*All Revenues are Projected—Returns Are Not Guaranteed.*)

Phase One: (18 months) 2024 <ul style="list-style-type: none"> First Fund Capped at \$250 million (2,500 units) \$100,000 Minimum (one unit, lesser amounts discretionary) Incentives for first investors Aggregation, Production, Distribution, and Licensing of Entertainment Properties begins Company is In Revenue Quarterly Reports begin 	Phase Two: (Year 2) 2025 <ul style="list-style-type: none"> 100% of funds deployed Up to 25 Acquisitions completed Quarterly Reports continue, and Annual Audits begin <p>Note: Assuming \$250 million raised</p> <p>Acquisitions & Development: \$3.3 Production: \$241.3 Manager’s Fees & other: \$5.4</p>	Phase Three: (Year 3) 2026 <ul style="list-style-type: none"> Investors earn 100% Return of Capital (ROC) (minimum 25% will come from Tax Incentives), PLUS 30% Preferred Return (PR), their first Return on Investment (ROI) Company is In Profit
Phase Four: (Year 5) 2028 <ul style="list-style-type: none"> Investors earn 103% ROI (30% from Preferred Return + 73% from Equity Interest = 103% total ROI) Average 20.6 % per year Manager earns 31% from Equity Interest (performance-based Carried Interest) Average 6.2% per year Assumes minimum gross combined revenues of 234% (100% ROC PLUS 134% ROI) 	Phase Five: (Years 6+) 2029+ <p><i>Additional Profit Sharing continues in perpetuity on 100% of earnings:</i></p> <p><i>Investors 70% — Managers 30%</i></p> <p>Note: The company has no exit strategy. Management has in place rules of succession to sustain operations.</p>	Plan to Scale: (Years 2 – 6) <p>Fund #2 — \$500 million cap (2024) Fund #3 — \$1 billion cap (2026) Fund #4 — \$2 billion cap (2028)</p> <p>Then-current investors shall have first opportunity to purchase interests in subsequent funds up to the percentage amount they own in the immediately preceding fund.</p>

Note:

Supplementary documentation is available upon request for: Team, Entertainment Properties, and How To Become More Involved.

For more information, please contact:

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⁶ A “television project” is a television series, show, program, or special.

⁷ A “motion picture” is a feature film, film, movie, or documentary.

⁸ “Live action” describes the format of a television project or motion picture that uses solely real people as the characters in real-life settings.

⁹ “Animated” or an “animation” describes a television project or motion picture that uses solely cartoon format for characters and settings.

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