MIRACLE

A new interactive entertainment platform

MIRACLE platform

New Interactive Entertainment Platform

Pioneer of innovation in the film industry

2025

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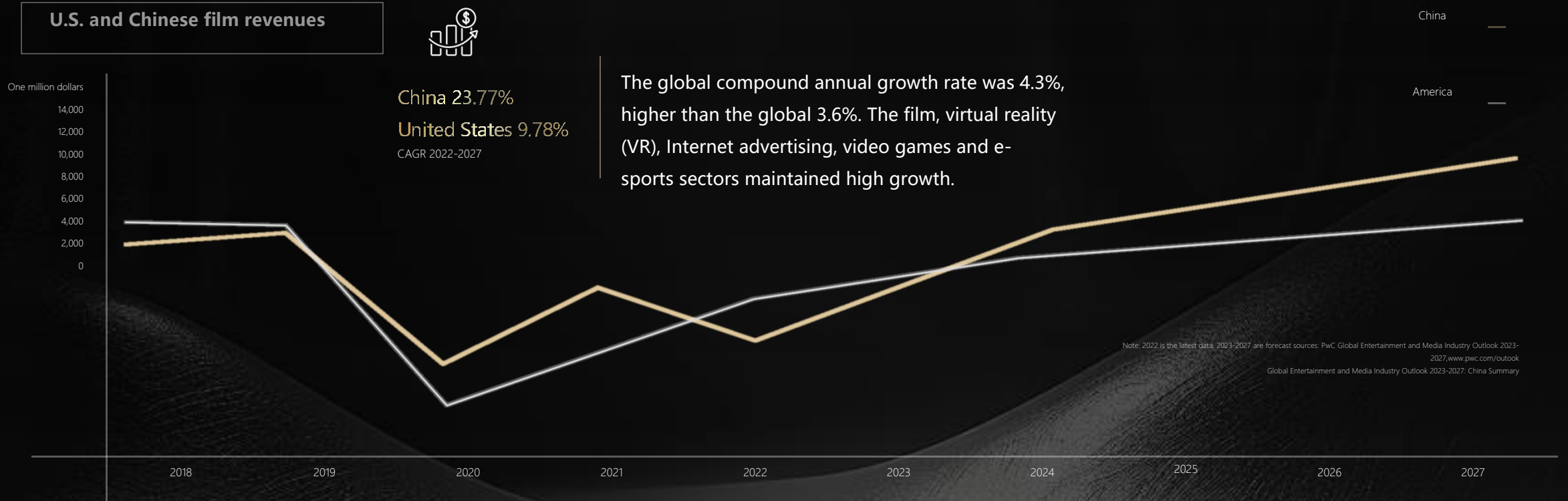
PART ONE

Market background

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Global entertainment industry market

Two trillion, seven hundred and eighty billion dollars

The global entertainment industry market is experiencing rapid growth and change. According to PwCs report "Global Entertainment and Media Industry Outlook 2023-2027," it is projected that the total revenue of the global entertainment and media industry will reach approximately $2.78 trillion by 2027. The total revenue of Chinas entertainment and media industry is expected to reach $479.9 billion, accounting for 17% of the global market.

U.S. and Chinese film revenues

China 23.77%
United States 9.78%
CAGR 2022-2027

The global compound annual growth rate was 4.3%, higher than the global 3.6%. The film, virtual reality (VR), Internet advertising, video games and e-sports sectors maintained high growth.

China

America

One million dollars

14,000
12,000
10,000
8,000
6,000
4,000
2,000
0

2018   2019   2020   2021   2022   2023   2024   2025   2026   2027

Note: 2022 is the latest data. 2023-2027 are forecast sources: PwC Global Entertainment and Media Industry Outlook 2023-2027,www.pwc.com/outook
Global Entertainment and Media Industry Outlook 2023-2027: China Summary

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Digital finance empowers the entertainment film industry

The rise of digital finance provides new opportunities for the global entertainment market, especially the film industry, to empower the entertainment film industry in various ways and promote its innovation and growth.

Energize

Funding: Digital finance platforms can provide crowdfunding services for film projects, reduce the financing threshold and enable more creative projects to be realized.

Payment and settlement: Digital finance simplifies the financial process of the film industry and improves efficiency by providing convenient payment and settlement services.

Risk management: Using big data and artificial intelligence, digital finance can help the film industry to better risk assessment and management.

International cooperation: Digital finance provides cross-border financial services to support Chinese film enterprises to go global and promote international cooperation.

Technological innovation: Digital financial institutions invest in technological innovation in the film industry, such as digital technology and artificial intelligence, to enhance the international competitiveness of the film industry.

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MOVIE

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Software Open Open Source

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CREAT TO EARN

value

C2E originated in the digital art domain where creators successfully sell their creative works on relevant platforms earning substantial profits. C2E has pioneered core applications of behavioral value across various industries, such as consumers receiving rewards by providing feedback (reviews), which provides creators with market feedback to help them optimize content. This feedback mechanism not only encourages consumer participation but also promotes continuous improvement and innovation of content. The C2E model drives the development of decentralized economies, allowing creators to publish exclusive content globally through decentralized platforms and earn revenue from it.

The prevalence of 2E has extended and reshaped the value distribution chain in the market. Wealth that was originally directed towards a few at the top has now begun to tilt towards a broader base of creators and participants. It encourages public participation in innovation and creation, allowing every individual with creativity and skills to find their place in the market and earn what they deserve through their own efforts.

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PART TWO

Project introduction

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Pioneer in film industry innovation

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The Film EntertainmentCommons platform is an innovative platform for the film industry aimed at creating a tightly connected decode system among film production, distribution, and audiences. MIRACLE breaks through traditional viewing limitations by integrating movies with entertainment social experiences, building a new interactive entertainment platform. The platform endows viewers viewing behaviors and likes/commenting behaviors with value, creating a highly active social section and establishing a vertical ecosystem centered around moviegoers, ushering in a new era of cinematic entertainment.

MIRACLE

Miracle Studio

Headquartered in the UK with a physical company registration certificate, it is a partner with MediaCorp, the largest media advertising company in the UK, and has more than 20 front-line media outlets covering the world, major film studio resources cooperation and building a huge international network.

Our business covers more than 70 countries around the world, including Dubai, Singapore, France, Belgium, The United Kingdom, Germany and Denmark
Kazakhstan, Iceland, United States, Canada, Mexico, China, Japan, South Korea, Jordan and so on

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Industry cooperation

max
HBO Max

FOX
Fox Entertainment

NETFLIX
Netflix

iQIYI
iQIYI

Working with entertainment giants such as Netflix, HBO Max, Fox Entertainment and iQiyi to integrate the advantages of all parties, it will not only ensure that the platform can obtain a large number of high-quality film contents, but also broaden the distribution path of cooperative films to achieve mutual benefit and win-win results.

Promotion of the film release

Relying on the multi-functional platform, we will create a comprehensive promotion plan for the upcoming films

Preview first

High-definition and exciting movie trailers are placed in multiple sections such as the homepage of the platform and the exclusive page for members, so as to accurately reach the target audience. "Watch and earn money" is used to encourage members to watch repeatedly and share them to social circles, so as to expand the initial popularity of films.

Interactive warm-up

Start a movie topic discussion area, the main creative team answers questions online and shares interesting shooting stories, triggering member comments and interactions to enhance the films anticipation; organize online voting, plot prediction activities, and other events, with prizes including movie tickets, peripheral gifts, cash red envelopes, etc., attracting members to deeply participate.

Cross-border cooperation

The entertainment giants cooperating with the joint platform and influential local brands in various countries carry out offline movie viewing activities, joint flash stores, etc., to link online and offline, penetrate potential audience groups comprehensively, and create momentum for the release of films.

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Innovate profit model

Watch to make money

Adhering to the concept of "watching to make money", registered members can earn profits by watching movie trailers, event advertisements, and making simple operations such as liking and commenting, which completely changes the traditional audiences interaction mode with film business and stimulates users enthusiasm for active dissemination.

Revenue model

Multiple benefits
- Set up a high-quality comment award, and give a high bonus to the creator when the comment is highly praised and the main creator responds, so as to improve the quality of interaction.
- Rewards are given according to the traffic effsect of sharing, such as cash and points for new user registration to expand the user scale.

Precise personalized recommendations
- According to the viewing and comment data, push the material, such as pushing science fiction trailers to science fiction fans to help with precise advertising.
- Adjust revenue according to activity and contribution to retain core users.

Exclusive events
- Organize a themed movie viewing challenge, and complete the tasks such as the designated trailer within a time limit to divide the prize money and promote the film.
- The creator will be asked questions to interact, and the best will be awarded prizes and have the opportunity to display their works, creating an active atmosphere for creation.

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PART THREE

Platform mechanism

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Daily task

horizontal	Purchase price (USDT)	Daily tasks (time)	Revenue per order (USDT)	Daily income (USDT)	Return on investment (days)	Total revenue (USDT)	Role cycle (days)
1	50	4	0.5	2	25	150	75
2	200	10	0.8	8	25	600	75
3	500	20	1	20	25	1500	75
4	1000	25	1.6	40	25	3000	75
5	3000	30	4	120	25	9000	75
6	6000	40	6	240	25	18000	75
7	10000	50	8	400	25	30000	75

pay attention to

1. Users of the same level can only buy once before the expiration date, and can continue to read and buy after the expiration date, but members of different levels can open at the same time
2. Except for the 0 star, each members role cycle is 75 days. At the end of the task period, if you cannot continue to subscribe, the member will expire.

Member recharge rebate

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10%

invite   invite

A   B   C

Five-star member   Samsung membership   Four-star member

5%
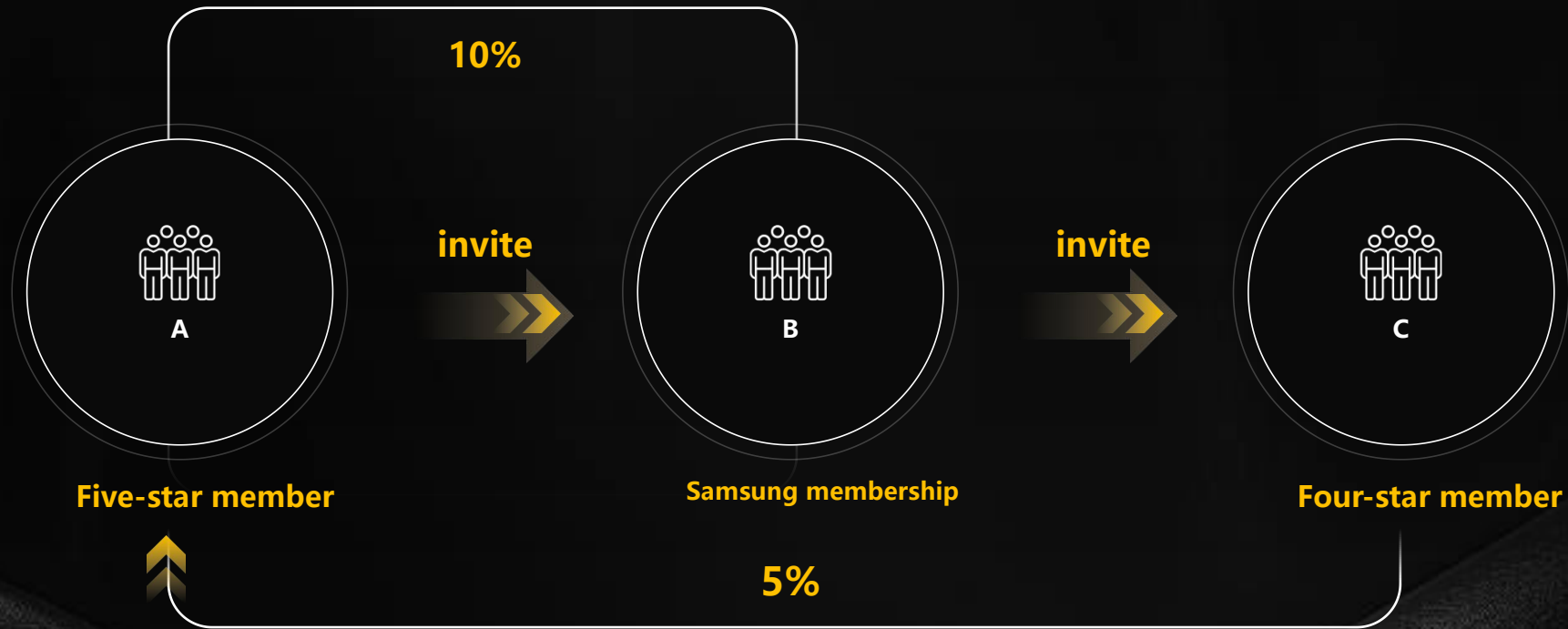
Invite friends to recharge and get a 10% discount, and invite friends to invite
New users who register and recharge will receive a 5% rebate

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Detailed explanation of invitation mechanism

Revenue model

1. Active members will receive commissions when inviting new members, while expired members will not be eligible for commissions
2. If your recommender subscribes to multiple packages, then the member will be eligible for all referral rewards. (For example, if the invitee subscribes to 1-star, 2-star, and 3-star packages simultaneously, then the invitee will be eligible for referral rewards for 1-star, 2-star, and 3-star packages)
3. Reward Decay: If As membership level is lower than that of the directly invited member B, A will not receive the full discount reward. However, as long as A subscribes to a level equal to or higher than Bs within 7 days, they can receive the full reward. For V1 recommended V5, only (V1*10%) of the reward will be received, with the remaining rewards retained for 7 days and awarded upon upgrading to V5 or a higher level

A
Five-star member

B
Samsung membership

C
Four-star member
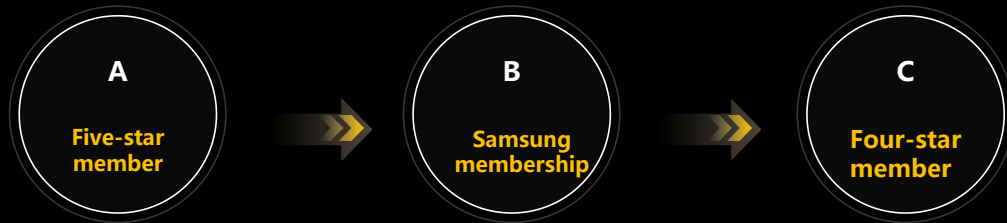
The recommended income of A is B (500*10% + C (1000*10%) =100USdt

The recommended income for B is C (500 * 0.10%) = $50

If B purchases a 4-star membership within 7 days, he will receive the remaining 50USDT bonus.
If B buys 2 stars and another star
As recommended income increased
B(200*10%)+B(50*10%)=25USDT

Task rebates mean that each member can receive a fixed level 3 rebate

The more new users you invite, the more kickbacks you get.

Tax refund receipt

A	B	C	D	E	F

6% → **5%** → **4%** → **3%** → **2%** → **1%**

Level 1: Return on investment

Level 2 rebate

Level 3 rebate

Level 4: Return on investment

Level 5: Return on investment

Level 6: Return on investment

Calculation example

A invites B, B invites C, C invites D, D invites E, E invites F, and F invites G

A open Lv6, B open Lv5, C open Lv2, D open Lv4, E open Lv5, F open Lv3, G open Lv1

The daily team task cashback obtained by A = B (120*6%) + C (8*5%) + D (40*4%) + E (120*3%) + F (24*2%) + G (2.4*1%) = 13.304 USDTC

Ds daily team task cashback = D(40*6%) + E(120*5%) = 8.4usdt

Level task rewards

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Agency level	Promotion criteria	reward
S1	Team members 3 direct members, team members at level 3 reach 10 people level V1 or above (including 3 direct)	Promote to S1 reward $30, invite 5 V1 members or above every week within the third level, and reward $30 every Monday if you meet the requirements
S2	Three direct members reached S1	Promote S2 reward $100, invite 5 V1 members or above within three levels of team members every week, and reward $50 every week if the requirements are met
S3	Three direct members reached S2	Promote S3 reward $200, invite 5 level V1 members or above within the team member level 3 every week, and reward $100 every week if you meet the requirements
S4	Three direct members reached S3	Promote S4 to $600, add one S1 member per week for team members, and reward $300 per week for meeting the requirement
S5	Three direct members reached S4	Promote to S5 for $2,000, and add one new S2 member per week for a weekly reward of $1,000
S6	Three direct members reached S5	Promote to S6 for $8,000, add one S3 member per week for team members, and get a weekly bonus of $3,000 if you meet the requirements
S7	Three direct members reached S6	Promote to S7 for $20,000, add one new S4 member per week, and get a weekly bonus of $5,000 if you meet the requirement

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Additional rewards for senior agents

S4 reward

A new iPhone
I was appointed as the manager of a branch of MIRACLE

S4

S5 reward

reward MIRACLE
Dividend of $5,000 to $10,000 per quarter
Get MIRACLE
Senior Manager position in branch company

S5

S6 reward

One Mercedes-benz e series
Eligible to invest in MIRACLEs film stock
The MIRACLE regional branch pays a quarterly dividend of 1%

S6

S7 reward

One Mercedes-Benz S series
Promoted to regional director of MIRACLE branch
The MIRACLE regional branch pays a quarterly dividend of 2%

S7

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Platform development direction

01

Content expansion and optimization

We cooperate with giants to introduce various high-quality films to meet the global viewing demand; we increase our investment in original content to create exclusive content.

02

Technological innovation and upgrading

Optimize the architecture, speed up the response of interactive functions, explore VR and AR applications, and innovate the viewing mode.

03

Deepening of social functions

Improve interactive community building, online and offline activities, and promote communication between creators and audiences.

04

Global market expansion

Expand the market and localize the operation according to regional characteristics.

05

Diversification of profit models

Improve "watching money", increase ways to make money; sell peripheral products, promote paid privileges, brand cooperation to expand profits.

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Three-year development route plan

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2025

Focusing on strengthening the foundation and expanding the brand, the goal is to attract 5 million registered users globally, including 3 million in Europe and America, and 2 million in Asia, achieving an annual revenue of $50 million. At the same time, optimizing platform functions such as the online movie promotion assistance system and social algorithms, deepening the application of AR/VR technology, collaborating with entertainment producers to produce 5 exclusive films or series, and promoting the brand through global film festivals and social media.

2026

The plan is to double the user base to 15 million and exceed an annual revenue of $200 million. It aims to build an ecosystem supported by films, including establishing a creator support fund and crowdfunding platform, enhancing social attributes such as hosting online film festivals and launching fan family programs, while also upgrading technology to develop a blockchain-based film copyright protection and trading system.

2027

The goal is to stabilize the number of global registered users at over 30 million with an annual revenue exceeding 500 million US dollars. Offline experience centers will be established in major cities worldwide exploring the integration of film with cultural tourism education and other industries collaborating with technology companies to pilot new technology applications and launching its own film production brand independently producing high-quality films to enhance brand value and expand diversified businesses.