

A 20-MINUTE DYSTOPIAN SHORT

MEMORYDYNE

Memories can be sold. The love they hold cannot be bought back.

Written & directed by **Adam Krull** / togyl.com

U.S.-based Independent Filmmaker · Sora Top 20 & Leading Jimeng Creator

Specializing in superhero, sci-fi and action films.

PRODUCTION FINANCING PLAN

SEEKING \$15,000 - \$30,000

TOGYL LLC

Lead producer & film owner

ADAPENG.AI

Co-producer

BRIDGEREEL

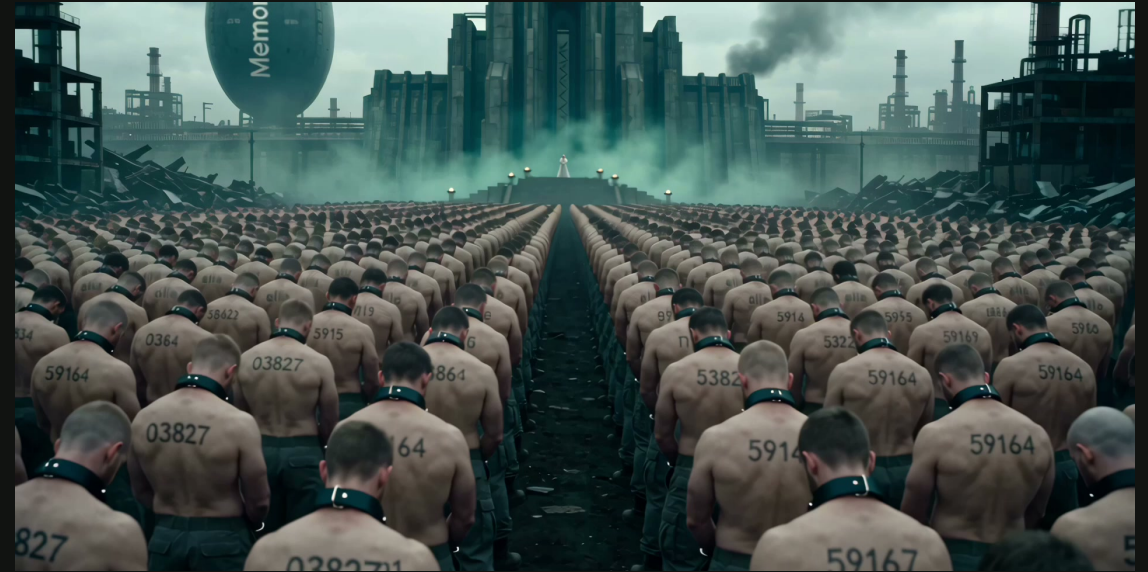
Production company / China

THE WORLD & THE PROPOSITION

Humans sell their past. Replicant elites consume it.



A BROKEN CITY / THE STRUGGLE TO SURVIVE



INDUSTRIAL ORDER / HUMAN SUBJUGATION

20 MIN

COMPLETE DYSTOPIAN SHORT

\$15,000 - \$30,000

PROPOSED CASH RANGE

6 WEEKS

PROPOSED DELIVERY WINDOW

Treatment, concept trailer and production team in place; budget and schedule to be confirmed.

THE STORY

He finally has the money to save his son. But he no longer remembers him.

In 2152, humans live under replicant rule. Togyl sells part of his past to pay for his dying son Cal's treatment. A technician secretly implants ORDINANCE, a military program that overwrites his memories of Cal.

He gains lethal skills but forgets why he needed the money. Cal dies. Togyl discovers their stolen memories have been sold as entertainment to the ruling elite.

To expose MemoryDyne, Togyl broadcasts all the evidence, sacrificing every memory he has left. He walks away unaware that the revelation has sparked a human-replicant war, its outcome unknown. The money remains untouched.



CREATIVE APPROACH

Three timelines. A father erased, piece by piece.

**THE SON**

Warm, intimate father-son memories form the film's emotional core.

**THE COURIER**

A controlled, disoriented present: skills arrive without a past.

**THE CHAIR**

Each new skill cuts back to the memory erased to install it.

All images are from the concept trailer.

THE PRODUCTION TEAM

American storytelling. Chinese production expertise. Artistry at scale.

U.S. creators, clear IP ownership and high-quality AI production in China make exceptional filmmaking possible at scale.

ADAM KRULL

togyl.com

DIRECTOR & SCREENWRITER

U.S.-based Independent Filmmaker · TOGYL Creator
Sora Top 20 & Leading Jimeng Creator

TOGYL LLC

LEAD PRODUCER & OWNER

Owns the film and story world. Leads creative approval, final acceptance and release decisions.

ADAPENG.AI

CO-PRODUCER

Supports production coordination, creative reviews and the AI workflow alongside TOGYL.

BRIDGEREEL

CHINA PRODUCTION COMPANY

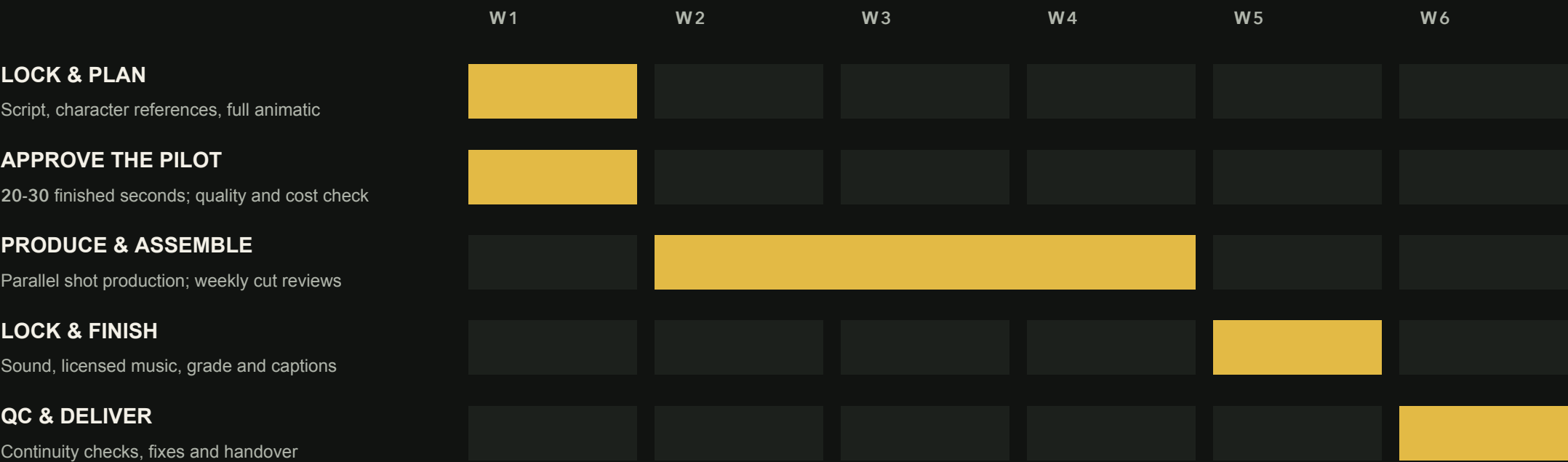
Executes the agreed production package: visual generation, editorial, finishing and delivery.

Production experience: BridgeReel reports a 150-person organization in Beijing, Hangzhou and Jiaxing, focused on AI short drama and animation. The team and delivery slot for MemoryDyne remain to be confirmed.

Creator credentials based on producer materials and the official website; production team and schedule to be confirmed.

PRODUCTION WORKFLOW & SCHEDULE

Just six weeks to bring a memory-trading dystopia to the screen.



Delivery: 20-minute film; 4K 9:16 native master and 16:9 version; English captions; updated trailer, key stills, agreed source files and an asset-rights record.

Full production follows TOGYL's pilot approval; the six-week schedule assumes confirmed funding, scope and team, plus feedback within two business days.

BUDGET & USE OF FUNDS

A sci-fi blockbuster vision on an indie film budget.

\$15,000 - \$30,000 to fund production, post-production and release preparation for a 20-minute film.

ALLOCATION

\$15,000 PLAN

\$30,000 PLAN

BridgeReel production package / 80%

\$12,000

\$24,000

Production labor, generation, edit, sound and delivery.

Release allowance / 5%

\$750

\$1,500

Submissions, press kit and launch costs.

Production reserve / 15%

\$2,250

\$4,500

Controlled contingency for fixes, cost variation and fees.

TOTAL CASH TARGET / USD

\$15,000

\$30,000

Indicative budget, not a supplier quote; production scope and writer/director fees are included in the total. Profit participation is agreed separately.

REVENUE & INVESTOR RETURNS

Hollywood-scale IP ambitions. A \$30,000 starting point.

With a \$30,000 investment, film licensing and distribution revenue shares open up greater profit potential.

01 PAID FILM LICENSES

Short-film channels and broadcasters pay for rights by territory, term and exclusivity. Approach **ShortsTV** with the finished film; fees are negotiated.

02 DISTRIBUTION REVENUE SHARE

Channels share actual advertising, rental or subscription receipts. **Filmhub** pays rights holders 80% of what it receives from channels, subject to its terms. Selection is not guaranteed.

03 ADAPTATION RIGHTS / LONGER TERM

Series platforms or game publishers can pay option or license fees to adapt the story. Use the film to secure a separate rights deal; a new production budget is not profit from this film.

PROPOSED INVESTOR DISTRIBUTIONS

1 RETURN CASH CAPITAL

100% of distributable net film receipts goes to cash investors, pro rata, until their actual investment is recovered.

2 SHARE THE REMAINING PROFIT

Investors and producers share the balance at an agreed rate; creator participation is set by contract.

Net receipts are cash received less agreed costs, taxes, refunds and priority payments, with no double deductions.

Recoupment is based on actual capital contributed; TOGYL owns the film and underlying IP. Participation is subject to agreement.

No channel agreements or revenue yet; platform eligibility remains unconfirmed. Recoupment and returns are not guaranteed.

SERIES, INTERACTIVE STORIES & GAMES

From one short film to a \$200B+ entertainment ecosystem.

One story world, built to expand into microdramas, interactive storytelling and games.

\$14B

GLOBAL MICRODRAMA / 2026 FORECAST

Omdia / October 2026

\$213.9B

GLOBAL GAMES / 2026 FORECAST

Newzoo / August 2026

SERIALIZED MICRODRAMA

Extend the memory trade and human-replicant conflict through new characters. Develop a series bible and pilot; seek paid options, licenses or commissions.

INTERACTIVE SERIES

Inspired by Bandersnatch, let audiences choose which memories to keep and what to sacrifice. Prototype the experience, then seek a platform partner for development.

NARRATIVE GAMES

Turn memory, identity and acquired abilities into playable choices. Test a prototype, then pursue a publisher-backed license.

Global market forecasts, not project revenue or its obtainable market; gaming includes mobile, console and PC. Interactive drama is not counted separately.

Rights, financing and investor participation in future projects require separate agreements.

THE MEMORYDYNE VISION

From one short film to a universe of stories.

When memories can be bought, who still owns themselves?

Our ambition is to build an original science-fiction universe around memory, identity and freedom. Audiences first witness it in a film, follow its characters through a series, then shape its future through interactive stories and games.

WATCH THE WORLD. CHOOSE ITS FUTURE.

THE FIRST CHAPTER / 20-MINUTE FILM

\$15,000 - \$30,000



TOGYL LLC / hello@togyl.com

Begin with one film. Build a world that keeps growing.