

LOOK BOOK

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info@clockwise1.com



BLOODTYPE

You save a life. You save yourself.

Feature film
(based on true events)

STATUS

TIMELINE

Development and Financing: 2022

Pre-Production: 2023

Production: 2022 - 2023

Post-Production: 2023

Release: 2024

WHERE WE'RE AT

Estimated production budget: 4M EUR

Financing prospects: 50% Belgian Tax Shelter + 20% French subsidies + 30% US / CANADA equity

LOOKING FOR

Co-producers / international sales agents / streaming platform agents
(Netflix, Amazon etc...)

TARGET AUDIENCE

Europe, North America...

LOOKBOOK SUMMARY :

- [p1](#) - pitch - timeline
- [p5-6-7](#) - synopsis part 1 / 2 / 3
- [p9-18](#) - main characters
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In the real world, it's never 'Game Over'

Watch POC (proof of concept)

PITCH

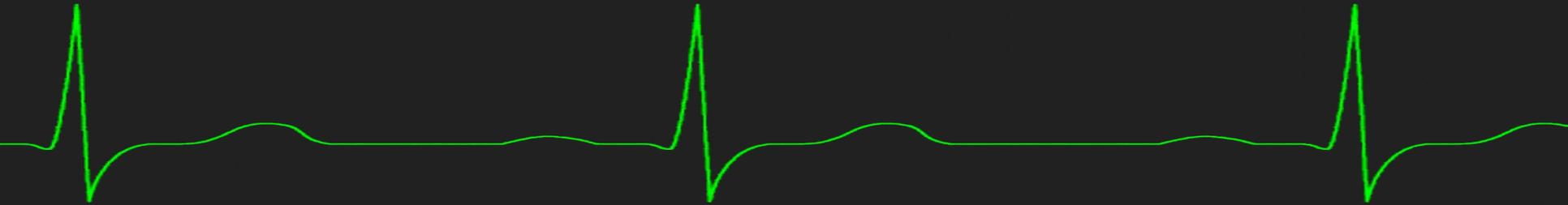
Erik's slacker lifestyle is turned upside down when he discovers his wealthy company's charity work enables organ traffickers.

CONTEXT

The twenty-first century is characterised by an incessant and infinitely complex flow of information; a flood none can escape, with implications few can fully comprehend.

With the click of a button or the swipe of a credit card, we reach across oceans and impact the lives of others in ways both miraculous and devastating.

When Erik - a young and naive wealth management employee - travels to Haiti on what he *thinks* is a charity drive, he sets off a series of events that threaten to uproot the foundations of everything he holds to be true. The aim is to identify in him our weak points and to appeal to the hero in each of us who is often just too afraid to express him(her)self.



His subsequent journey (both professional and personal) forces him to confront the underbelly of a globalised economy where every success story has its tragic counterpart. Where - for every winner - there are countless losers who face unimaginable hardships and have nothing left to lose but their lives. It very much is a reflection of our societies, the haves and the have nots.

The eyes and ears of our tale, Erik soon grows to be more than just our protagonist. Rather, he presents the plight of the modern world itself. An unsung “hero” whose story will resonate for all, no matter their class or station: especially young people who grow up in our increasingly volatile environment. The touchstone experience of millennials is *uncertainty* in a blurred reality.

Montreal. A young man in his 20's, wearing a "World of Warcraft" t-shirt, is released from a Montreal prison. He has just done time for tax fraud via an online video games platform. His older brother ETHAN (35) cut his sentence short and recruits him to come work with him in Belgium.

Now a young executive of the investment company LaFoye Capital (LFC) in Brussels, ERIK (30s), is on a mission in Haiti.

The goal is simple: to deliver a briefcase to KENSON (40s) - the director of the Haitian orphanage financed by LFC. Inside the innocent case are four electronic devices. Prototypes that can instantly scan and analyze the health status of any individual. An acquisition beneficial in effectively diagnosing poor children in the orphanage.

Mission accomplished. The day before his return, Erik, a born "gamer", goes to a cyber cafe to 'relax' playing video games. He's surrounded with young street kids from the village, two especially. The bond is immediate with them. From the orphanage who are raving about Erik's prowess at the violent video game.

When he goes outside for a smoke, he is kidnapped by two masked individuals. In an undisclosed place, he undergoes a muscular interrogation about unpaid money. His brother - now deceased - owes these thugs a considerable sum.. After threatening him without success, one of the thugs robs him of his prized Swiss watch. They threaten him not to surrender to the police and then abandon him in front of his hotel.

The next day, Erik hightails it out of the country without daring to ask too many questions, happy to be unscathed.

Back to Brussels. He has an appointment with his ex-colleague and friend at their favorite bar. He is approached by the beautiful JESSICA. They both flirt and end the evening passionately at Erik's.

When he wakes up the next morning, he is handcuffed to his bed. Standing above him, Jessica, dressed, calmly takes his picture. THEO (28), a muscular Haitian is also there and reveals images of dead and mutilated children.

Erik has to talk.

Theo is ready for anything. His little brother and niece are still missing following the earthquake in Haiti. Erik has no clue what he's talking about.

Jessica and Theo understand that they won't get anything out of it. They uncuff him and go away.

At LF headquarters, Erik debriefs his team on the Haiti trip (minus his abduction, of course.) During the meeting, we meet cold and beautiful VICKY. Daughter of CEO VINCENT LAFOYE, Vicky manages the firm's affairs with an iron – but well manicured - fist.

Thrilled by the success of Erik's trip, Vicky promotes him to project manager. (His brother Ethan held the title before.) Erik's honored, but confused. He's not used to being a VIP!

Inside an old Russian cinema in Brussels, Alice, Ethan's ex-wife, talks to Jessica and Theo. LLOYD (45), Erik's friend and ex-colleague, is an accomplice and also attends the impromptu meeting. We understand that Lloyd was recently laid off from LaFoye. But before he was shown the door, Lloyd glimpsed some very volatile material – information that's made him determined to bring the company down. As a result, he was immediately dismissed for professional misconduct. He suggests trying to convince Erik himself.

Alice suspects LaFoye Capital of using the Haitian orphanage as cover for organ trafficking: both for profit and their own CEO. Vincent who moves around in a wheelchair 's rumored to need a heart transplant soon. Alice is determined to infiltrate the firm... With or without Erik's help.

But Erik has other things on his mind. Impressed with Vicky's charm, beauty and wealth, he doesn't believe "Roxanne" and Theo's conspiracy theory yet.

During their next drinking bout, Lloyd confronts Erik himself He tells his pal he thinks the organ trafficking is just the tip of the iceberg. A money laundering operation is also going on in Haiti – which he *thinks* leads to something worse.

Erik refuses to believe his friend. Lloyd – he theorizes – is just bitter over the loss of his job.

Until a company video at a gala event accidentally reveals: Erik's stolen Swiss watch on one of Kenson's aide's arms. The seed of doubt Lloyd's planted starts to grow. As do the moral contradictions of Erik's life..

Because LaFoye Capital has more plans up its designer sleeve. Ever ambitious Vicky plans to expand the firm to more countries; "helping" impoverished nations, while making huge profits at the same time.

That night, through online game provider STEAM, IMANI --- one of the children from the cybercafé --- sends Erik a cell phone video showing his friend DIESYBON being abducted from the orphanage dormitory.

Erik immediately feels responsible for the boy's fate. The clock's now ticking. If Diesybon's even still alive!

Overcome by guilt, Erik agrees to join the group led by Alice, although he holds her responsible for his brother's death.

But Imani and Diesybon's lives are more valuable than any grudge.

To help collect evidence, Erik sneaks Lloyd into LaFoye HQ to copy incriminating audit data to an encrypted USB thumb drive. Before the two trespassers can leave, they're caught red-handed by Vicky and DON (40) - Vincent's right hand man.

Erik manages to sneak out with the drive, leaving Lloyd behind to "take the blame".

Thinking Lloyd acted alone, Don escorts him from the premises - and poisons him once his back is turned. Lloyd barely survives, but is left in a coma. Vulnerable and barely even breathing, Lloyd's the only one who knows the thumbdrive's code.

Now convinced of LaFoye's dark side, Erik, Alice and Jessica take the next flight to Haiti to save the boys. Theo stays behind to protect Lloyd from Don. It's the start of a strange and beautiful friendship. And an adventure for the others.

What Erik uncovers in Haiti will rock his moral foundations. And a bitter pill to swallow.

Ethan wasn't the brother he looked up to all his life and Vincent and Vicky's motives aren't at all what they seem.

To prove himself to his new teammates whom he soon considers as his adoptive family, Erik will face a series of real threats and dangers with no "replay" button. He will manage to overcome his cowardly conscience for the sake of his band of activists as they end up winning the battle but losing the war.

Bottom line : the Haitian street kids are freed from the trafficking.

For full treatment contact : info@clockwise1.com

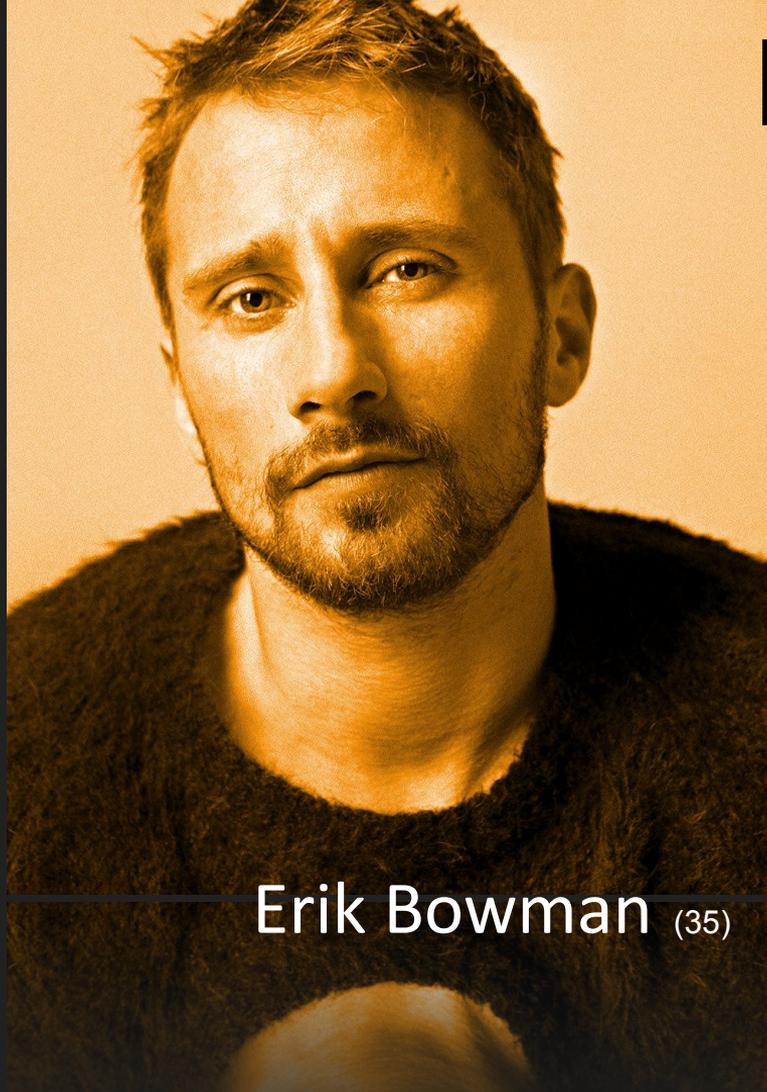
Main Characters

Erik's a junior exec at LaFoye Capital, a wealthy Brussels-based wealth management company with a finger in every pot. On his way up, Erik, with his brother Ethan as mentor, climbs the corporate ladder rung by rung. Not particularly ambitious, he's committed to his job more out of habit than anything else - video games, women and his watch collection are Erik's true passions in life.

When he's temporarily kidnapped during a business trip to Haiti to support an orphanage, the questions his captors pelt him with, impact Erik as much - if not more - than the physical beating he endures.

Although he refuses to acknowledge it immediately, Erik returns to Belgium a changed man. Catapulted out of his life of complacency, Erik's forced to reconsider his realities, roles and responsibilities, too.

As he descends ever further down the rabbit hole, Erik's worst fears come to life. Including unsettled issues about his dead brother Ethan, and Alice, his mysterious ex-sister in law.



Erik Bowman (35)



An only child, beautiful and tomboyish Vicky is the daughter of LaFoye CEO, Vincent LaFoye.

Her charm, poise, and sharp intellect are outweighed only by her ambition. A VP in the company, Vicky's next in line to replace her father, for whom she holds unbridled admiration.

Physically resembling her mother, Vicky grew up with a volatile father who both "protected and elevated" her - while subtly blaming her for his loss and not being his "male heir."

Though passionate when it comes to "things that matter" (to her), Vicky maintains a professionally cold exterior.

Family, work and an obsessive drive to make the company more successful are the loyalties that drive her most...as well as one little, valuable secret she's loathe to share.

Vicky Lafoye (29)

Alice Pleasance (33)

A headstrong idealist, undaunted by years of working in the global trenches.

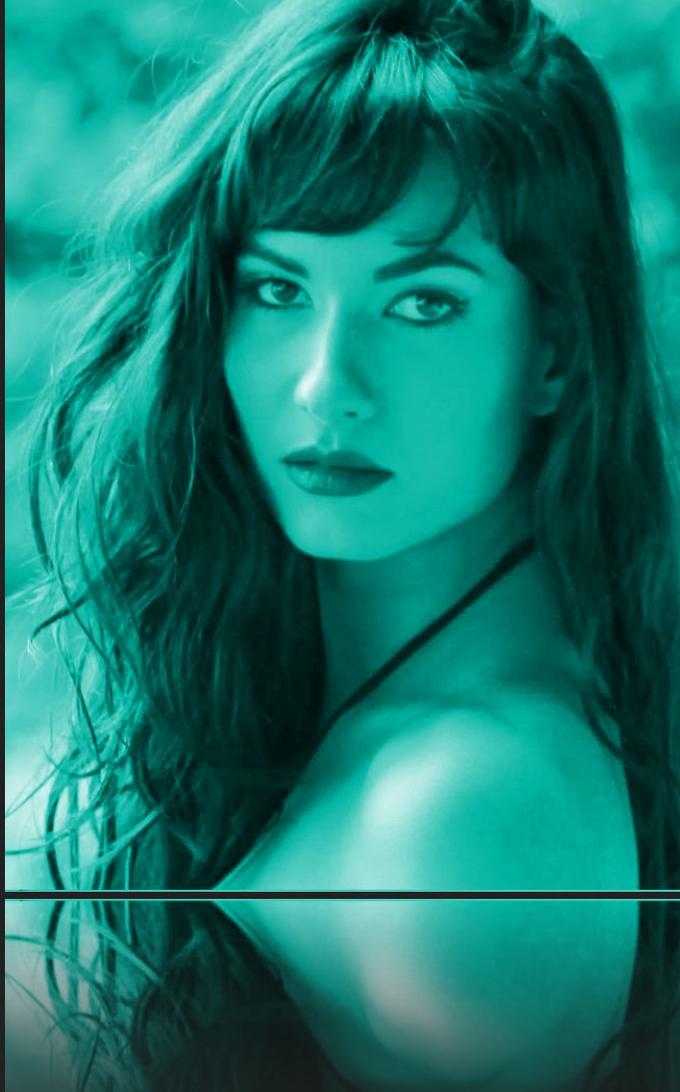
Trained as a doctor, Alice met and married Erik's brother Ethan during one of her humanitarian assignments in Africa.

A few short years later, Ethan met an untimely death. His family - including Erik - hasn't forgiven Alice since.

Acutely aware of the institutional and economic woes of Haiti, Alice carries the weight of society's guilt on her shoulders, and seeks to turn it into a weapon against those who seek to oppress.

What is Alice up to, and what secrets does she keep? Those details - and her identity - are only revealed in the end.





Jessica Albescu (28)

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Beautiful. Feisty. Smart. What more could any man (or woman) want?

In addition to such tempting traits, Jessica - driven by dark motivations from her past - is completely dedicated to the cause of stopping human trafficking from third world countries to Belgium.

Of Romanian descent, Jessica seems particularly loyal to Alice, Erik's brother's ex wife.

Rescued from the sex trade industry at the tender age of 16, Jessica is a woman of many skills: including fighting dirty, using her martial abilities to get the job done.

She also become a defacto mentor for Erik who kicks ass only in virtual reality.

A powerful female role for the right actress.

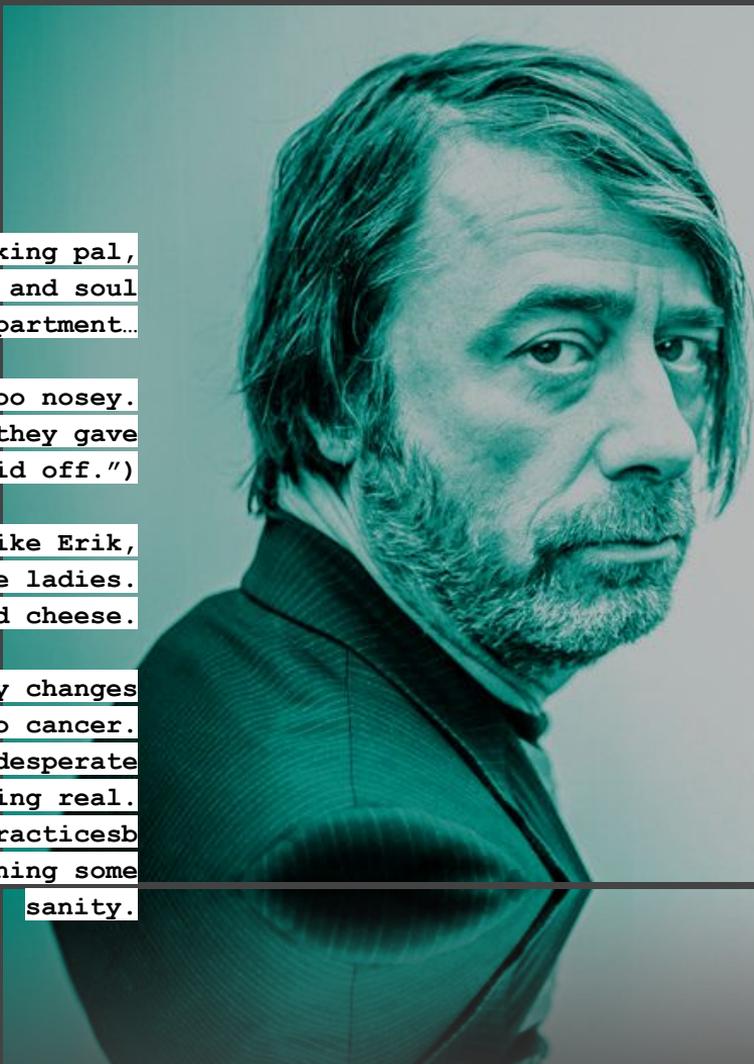
Lloyd Anderson (45)

Erik's long time friend and drinking pal,
Lloyd was once the heart and soul
of LaFoye's accounting department...

... until he was fired for being too nosey.
(Though the official excuse they gave
was "laid off.")

Like Erik,
Lloyd does have a weakness for the ladies.
Along with the Beatles, wine and cheese.

His outlook on life drastically changes
when he lost his wife to cancer.
He soon became an alcoholic in desperate
need to reconnect with something real.
Taking on his corporation's malpractices
was the first step towards gaining some
sanity.



A man with a mustache, wearing a brown fedora, a brown tweed suit jacket, a white shirt, and a patterned tie, holding a glass. He is standing against a dark background.

Mister Honoré Kenson (45)

Wheeling and dealing... and dressing like a dandy: those are Haitian businessman Kenson's strongest skills.

These days, Kenson heads "LES PETITS FRÈRES et SOEURS", the recently completed orphanage in Jacmel, Haiti - funded by LaFoye Capital.

An expert in skirting regulations, Kenson's well versed in corruption - both local and international. His thugs do his bidding loyally - whatever Kenson commands... "gets done."

He is secretly handling money laundering deals in Haiti for his boss Vincent Lafoye who treats him like shit. He takes it out on the people that work for him.

Ethan Bowman

(45)

Son of a Canadian banker (CIBC)

and a stay at home mother, born and raised in Canada

with his brother Erik.

A bizarre mix of ruthless and kind.

Secretly manipulative.

Became a financier early on

wanting to follow in his father's footsteps.

He heads to Bruxelles to join Lafoye

and quickly becomes its founder's protegee.

He also becomes infatuated with his daughter Vicky,

20 years younger than him.

Very manipulative and domineering until he meets Alice

the love of his life, an NGO worker in Haiti.

Cares for the only junior brother he has and gets him

out of jail only to bring him to Bruxelles and mentor

him to become someone like him.

People form an adulation towards him as things seem to

come easy... too easy, until he meets Alice.



Theo Augustin (30)

Muscular and passionate, Theo's not afraid to put his fighting skills to good use.

Raised in a large Haitian family, Theo now calls Brussels home.

But not everything's turning up roses in Theo's life.

After the 2010 Haitian earthquake, his little brother and niece vanished - along with countless unaccounted victims of that tragedy.

Every day that passes sees Theo losing further hope. Partially as salve to his concerns, Theo serves as a faithful "soldier" in Alice's war against illegal organ trafficking.

Maybe - just maybe - he'll someday find his brother and niece alive!



Vincent LaFoye's a man of many layers.
Embittered. Hardened. A soft inside no one gets to see.

Though his patriarchal father dabbled in real estate,
Vincent's the one
who raised the LaFoye empire to current heights.
Ruthless when it came to leveraging power,
Vincent manipulated business deals, betrayed partners,
and stepped on anyone who threatened his ambitions
- while demanding loyalty at all costs
(including from Don, his right hand man)

His weakness: his 2nd wife Celinia...
the spark of innocence.
Celinia's death giving birth to Vicky sent Vincent
into a tailspin.

Drinking heavily, Vincent's ruthlessness increased
exponentially - extending to Vicky, too.

Now confined to a wheelchair, Vincent uses his "art of the
deal" to find ways to improve his declining health
and still find joy in two places:
ruling LaFoye Capital with an iron
fist, and enjoying the company of his secret grandchild,
Charly. Where Vicky disappointed...
maybe Charly would, one day, succeed!



Vincent Lafoye (55)

JAN-JAK & IMANI

(6 and 8)

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Two little Haitian heroes.

Orphaned in the wreckage of Haiti's 2010 earthquake, street-smart Imani initially bonds with Erik through their shared passion for video games.

After Kenson's orphanage proves to be more trap than charity, Imani relies on Erik to save him in real life, too!

Theo's long-lost little brother, Jan-Jak tragically disappeared months ago.

Held at the orphanage under false pretenses - and armed by just an old smartphone - these boys form an inseparable pair...

"partners" who will combine both youthful spirit and ingenuity to survive!



The Device



Not your average barcode scanner, this gadget features a handle and electronic scanning eye. A slot on top allows operators to connect to a smartphone via LaFoyes' proprietary APP. Field tested in Haiti, these prototypes scan patient's bodies and diagnose health issues in a flash.

REALITY 'meets' FICTION

BLOOD TYPE touches ALL TYPES.

This story has romance, horror, action, sex, wish fulfillment, profound political issues, anti-heroes, bad/ good characters, female badasses, children in distress, death, crisis situations and – most notably – a flawed hero who would give it all up to find meaning in life. What audiences crave.

BT puts into perspective the often cruel reality of the world in which we live.

A European flair for luxury: starkly contrasted against the poorest and most exploited in this world. Not to mention a close look at how we face these challenges. And the price we pay.

1. The “target audience”. Like any generation, MILLENNIALS want to feel special. And they are. The main characters fit within this age range.
2. Throughout its story ARC, Blood-Type hits topical notes and builds organic, compelling characters - thus providing it with the ingredients to help find a loyal fan base. Enough to create a PART II and III – and market success.

For full treatment and budget breakdown, please contact us at : info@clockwise1.com

Reality creates
Fiction creates
reality

TARGET AUDIENCE : the Millennials and beyond - (ages 18 - 55) - international

- “Millennials” are often portrayed as egocentric “selfie takers” – young and geeky technocrats with smartphones grafted to their hands.
- And yet: this is a generation plugged into a more connected world than ever before in human history... a trait which is their blessing, and curse too.
- Assaulted by a million distractions (gaming, social networks and more), Millennials are also able to communicate and empathize with those
- across the globe in the blink of an eye – unifying even the most diverse groups under a common bond.
- A bond which is the overriding theme for Bloodtype and its flawed protagonists: let’s make the world humane again.

STORYTELLING REALITY THROUGH FICTION

- Following my trip to Haiti to document the work of my friend to help a street children [local center](#), I became aware of how humanitarian aid or rather the lack of it, becomes the problem and how it generates dependance rather than self reliance, a vicious circle that only temporarily helps the problem of inequality and extreme poverty.
- Based on true events, I chose the THRILLER genre, an attractive format. It brings audiences into the world of illegal organ trafficking through the original lens of online video games. A platform where 1st and 3rd worlds connect, where rich and poor cease to matter and everyone is willing and able to kill the bad guys.
- A [film full of surprises](#), ups and downs and humor, even in the most difficult of situations.
- I find it uplifting to commit through storytelling to tell of my experience with street children. I aspire to make a difference.
- I believe in Millennials and the possibilities of global communication can be put to good use. Our technologies may not have souls, but they can certainly help save some, and the planet.
- I’m excited to use one of these amazing technologies to show audiences this universal story.

A gamer's perspective.

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Bloodtype is driven by the emotional connection that Erik, our lead character, develops with street children he meets at a rundown cybercafé in Haiti.

This unexpected encounter creates a bond through a shared passion for a violent video game where battling is involved.

This is at the core of the story. It's also at the core of their inner battles.

Erik, adrift in a sea of corporate greed where the relentless drive for profit drowns out any shred of humanity, has lost all members of his family and relates to these children's plight.

GAMERS are very often seen as lacking in social skills, leading to gamers isolating themselves to ward off their anxieties and/or let off steam.

Despite all the negative rhetoric seen online and in the news, there is insufficient evidence to link violent video play to violent acts.

Playing video games helps the street children in the story develop problem-solving skills.

It is through these skills that Erik is able to locate the kids in jeopardy and put an end to the organ trafficking atrocities taking place at an orphanage in Haiti.

**Life may be a game to some, with a beginning and an end.
But in Bloodtype... it's never game over.**



Brussels

The symbolic “administrative heart” of Europe...
Brussels’ the epicenter for power, money – among other “things”



CAP HAÏTIEN

The historic capital of Haiti, also home to illegal organ trafficking

Erik's Swiss Watch Collection - a quirky obsession that eventually tells him more than just the time.



LAFOYE
Headquarters
In Brussels

LaFoye Capital
↑ 
Dépose-Minute
Drop Off
Reception
→
EVE Origami
Public Parking
Livraisons
Deliveries

ERIK'S APARTMENT

grungy

cosy

a "video game themed" lair

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Budget talk

Estimated Budget Risk Management Strategy

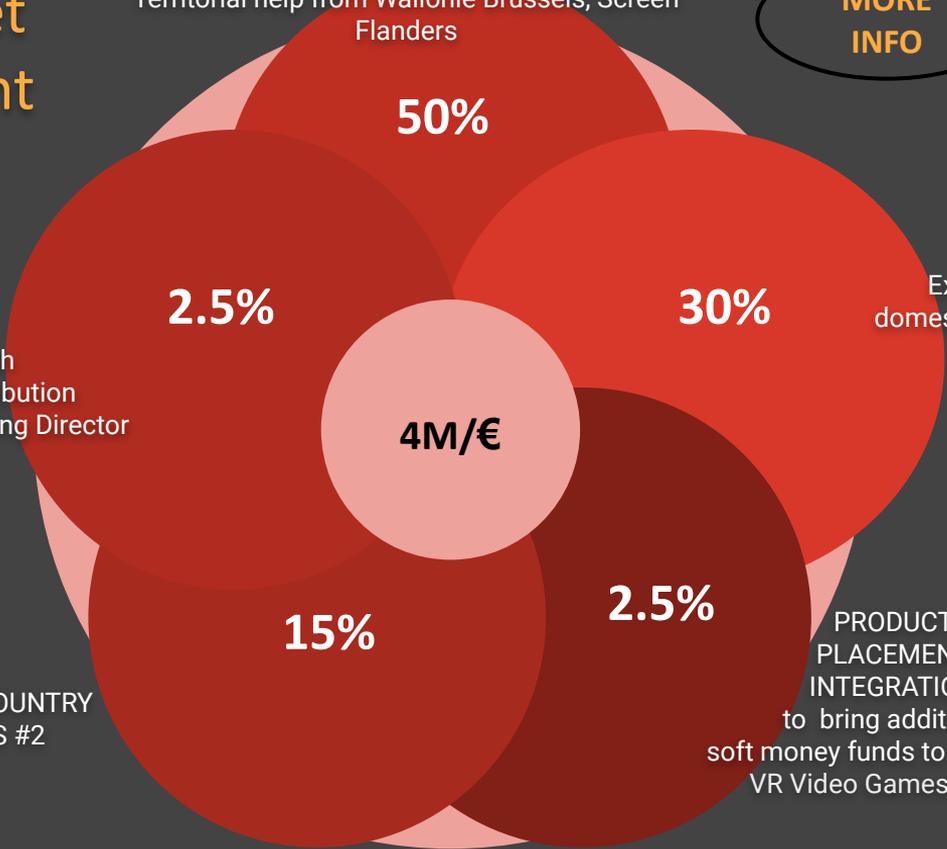
BELGIAN TAX SHELTER - SUBSIDIES #1
Territorial help from Wallonie Brussels, Screen
Flanders

**MORE
INFO**

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MARKETABLE
CAST
Marketable Lead Cast with
theatrical, TV and foreign distribution
track record, partnership with Casting Director



CO PRODUCERS
US / CANADA / UK
Experienced Producers with
domestic & foreign distribution deals
(Redbox, Netflix, Hulu,
iTunes, Amazon Prime,

EUROPEAN COUNTRY
SUBSIDIES #2

PRODUCT
PLACEMENT
INTEGRATION
to bring additional
soft money funds to production
VR Video Games brands

Who's behind

DIRECTOR - CO-WRITER - PRODUCER

DAN THORENS

A self taught Canadian Swiss Filmmaker, Screenwriter, Producer and Actor, Initially from an acting background, Dan has worked with Jérôme Savary, Roland Topor, Andreas Voutsinas and Jean Luc Godard.

He founded CW1 Films in New York City and is now based in Belgium to chanel the perfect blend of US equity with European subsidies.

Dan has produced and directed a host of short films, teasers for his features, along with two series pilots both shot in France and in English.

His co-written feature length scripts range in topic from personal inner journeys to action thrillers with a message.

Speaking of which, he shot and edited a short documentary on local Haitian street children to benefit a humanitarian association.

It served as the basis for his feature 'Bloodtype' on organ trafficking.

Fluent in French.



(REEL)

CO-W R I T E R

J.E. CLARKE

NYC based, she is best known for her intelligent premises and quirky, organic characters.

A screenwriting veteran, J.E. currently has four features optioned and in the casting/development phase:

- Entanglement - optioned by Director David Manocchio - talents such as Luc Besson's Marc Duret (*La Femme Nikita*) and Errol Trotman Harewood (of the Emmy Award Winning *Deutschland 83*) attached.
- Stream - optioned by *Purryburry Pictures*, with John Noble of *Fringe* and *Lord of the Rings* attached to lead.
- Containment - optioned by *Prime Star Pictures*, Director Mike Elliott (*The Devil's Rejects*) attached.
- Evergreen - optioned by Adam Zuehlke (*Zenoscope Productions*)

Both versatile and prolific, J.E. is regularly honored by PAGE International - and specializes in SF, Horror, Thrillers and more!

janetgoodman@yahoo.com

TECHNICAL SHEET

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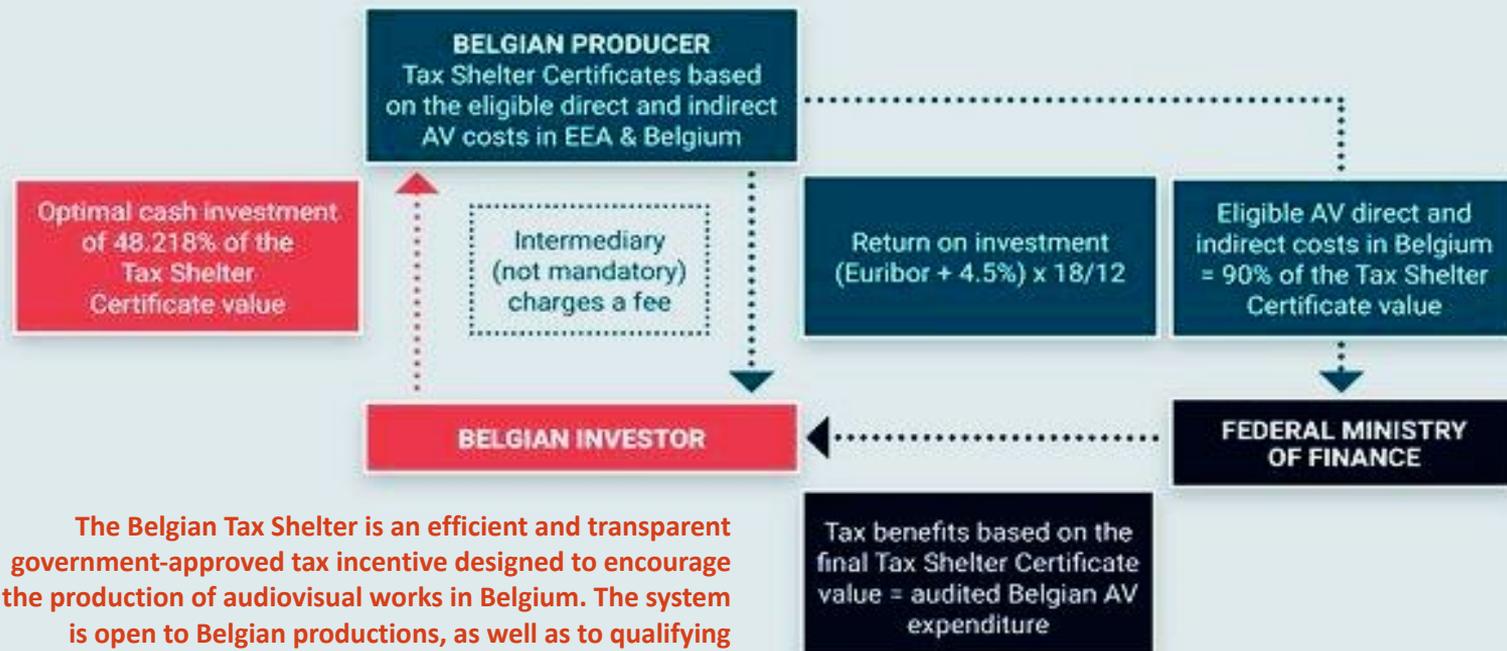
Title	BLOOD-TYPE
Characters	15
Length	111 min
Production Format	DIGITAL HD Anamorphic
Aspect Ratio	2.35 : 1
Language	English / French / Creole
Productions	CW1 Films (US)
Estimated Budget	TBD
Directed by	Dan Thorens
Written by	Dan Thorens, J.E. Clarke
Music score	Anastasia Roupakia IMDB
Location	Brussels + Canada + Haiti look.
Places of shoot:	Brussels, Montreal

The target audience are Millennials and beyond,

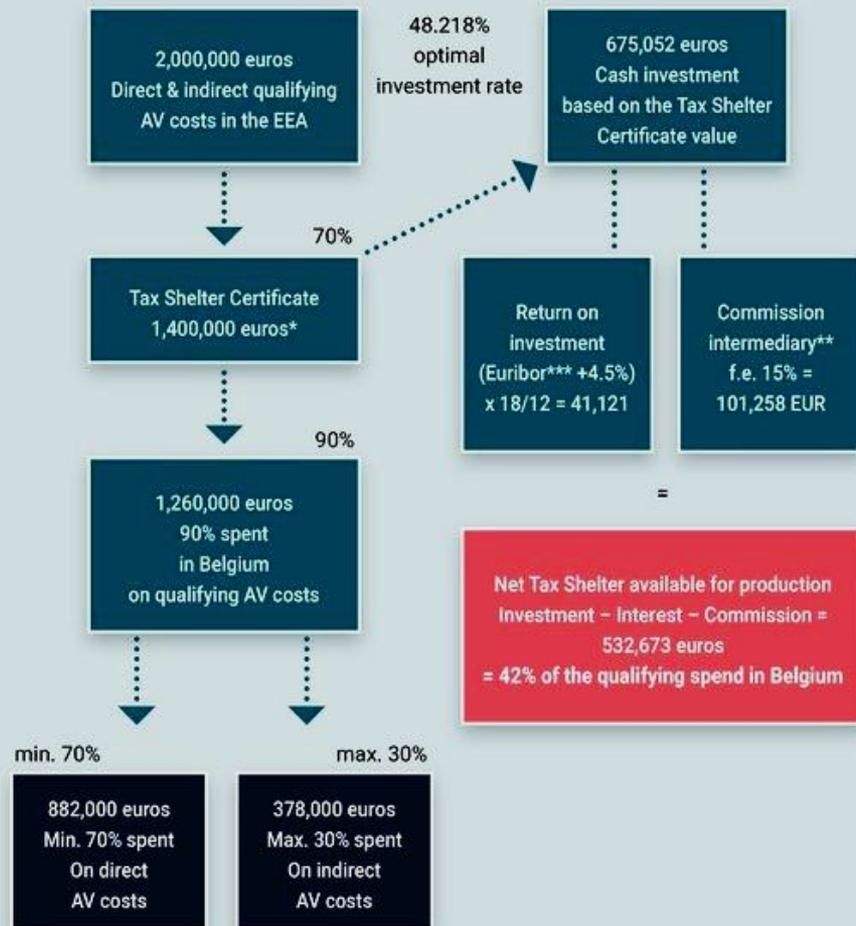
in Europe and the United States.

The film is 85% in English 15% in French

BELGIAN TAX SHELTER in a NUTSHELL - PART 1



The Belgian Tax Shelter is an efficient and transparent government-approved tax incentive designed to encourage the production of audiovisual works in Belgium. The system is open to Belgian productions, as well as to qualifying European and international co-productions with Belgium



BELGIAN TAX SHELTER in a NUTSHELL - PART 2

* The value of the tax shelter certificate may amount to a maximum of 10/9 of the qualifying spend in Belgium, in this case €1,400,000.

** Using an intermediary is not mandatory in the schedule, an indicative percentage of 15% was used to calculate the intermediary' fee

*** In this example -0.439% for investments made between 01.01.2021 and 30.06.2021

The value of all the tax shelter certificates issued for any audiovisual work may not exceed €15 million (= 7.258,050€ of investments)

www.bloodtypemovie.site



So . . .
what's
Your
blood
TYPE
?

COMPARABLES

• INHALE	Right click >> IMDb
• LARGO WINCH	Right click >> IMDb
• BLOOD DIAMOND	Right click >> IMDb