



EDO BALL

FUSING JAPANESE
SAMURAI & AMERICAN
BASKETBALL CULTURES IN
AN ANIMATED FILM &
VIDEO GAME





IN FEUDAL JAPAN'S EDO PERIOD, AN ORPHANED PEASANT BOY GIFTED IN SAMURAI BASKETBALL ASPIRES TO BE THE NATION'S EMPEROR, BUT HE MUST BUILD A CLAN OF BALLERS FIRST.

THE STORY

In a lawless peasant village rife with outcast samurai (ronin) and gangsters, an orphan named Okami (Lone Wolf) becomes a masterful Edo Ball point guard that dreams his gift will one day make him Emperor, bringing peace to Japan's warring samurai-basketball clans. With his lowly peasantry rank standing in his way, Okami knows that Edo hoops will be the only way out of his ultra-violent neighborhood and allow him to climb in Edo class hierarchy (peasant, ronin, samurai, daiymo, shogun to Emperor) to achieve his goal. Each level he reaches, he must restart as the underdog and relentlessly fight his way back to the top (in the film and video game).

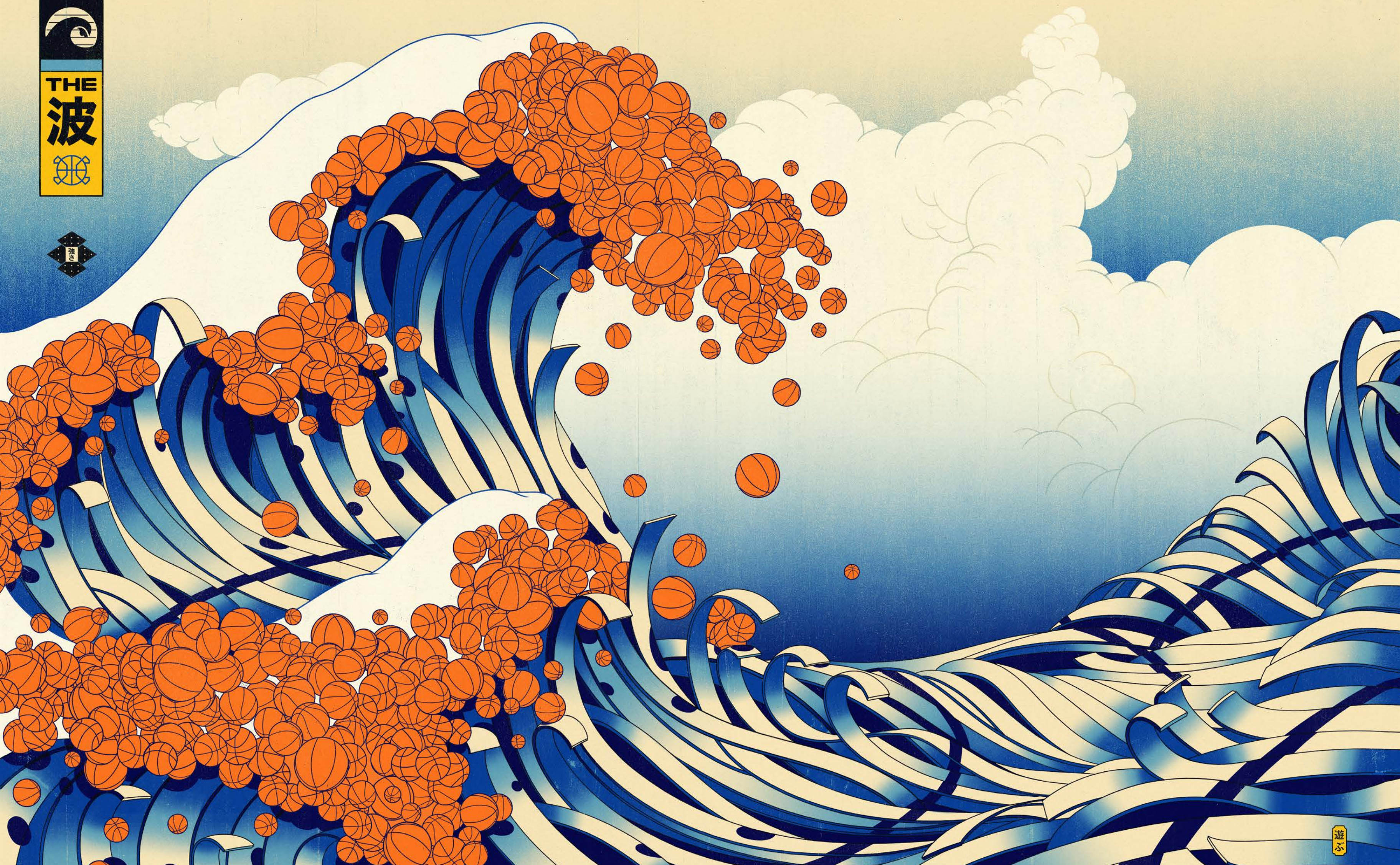
Although everyone in Okami's village plays samurai basketball, very few in all of Japan become official and elite Edo Ball samurai. His village has never produced a true Edo Baller and the other peasants relish reminding him of this glass ceiling. Okami's infectious enthusiasm, affable nature and supreme trash talk threaten the local villagers, gangsters and ronin. Their disdain for Okami results in persistent gas-lighting and bullying.

Okami's best friend and muscle, Klaw, is a pragmatic, stoic and equally talented Edo baller that provides him with protection and encouragement. After kicking someone's ass, Klaw likes to tell Okami he will serve as his shogun one day. Over the years, their back court (point and shooting guards) dynamic in their local pickup games becomes an unrivaled force and word spreads to Edo Castle, home of the shoguns (military dictators).

One night, the Shoguns send a Spirit of the Game (ghost of past Edo Ball legends) to take Okami and Klaw to the chosen-few Samurai Basketball Academy in Edo. They are led through The Gateway atop Mount Fuji and enter the bamboo and cherry blossom forests where the Academy is nestled. At first the other students, enrolled through heredity, pick-on Okami and Klaw's peasant status but the duo's natural skill and teamwork make them standout prospects.

At the Academy, Okami interacts with the Spirits of the Game, bringing new information about the death of his parents and feeding him with vengeance. As Klaw helps him navigate his emotions and revenge strategy, they team up with three other classmates to complete their starting five cipher. Their new front court (forwards and center) brings forth commanding stature and basketball prowess with axes to grind. They form the Killah Wolf Clan and are destined for the big league: **EDO BALL**.





THE LANDS OF EDO BALL

The Lands of Edo are true to Japan's natural beauty and mysticism. The settings take on a fantastical element by way of fusing the Edo period's castles, temples and breathtaking landscapes with American basketball courts and iconography. The richness of the various ecosystems, topography, vegetation and man-made structures create texture, depth and a powerful palate of vibrant colors.



Edo
A vibrant, prosperous region northeast of Mount Fuji, bustling with samurai basketball players and fans enjoying a harmonious and fulfilling lifestyle.



The Waterfall
The Waterfall was more than just a backdrop to their game. It was a force to be reckoned with, an elemental power that demanded respect and skill from those who dared to play in its shadow.



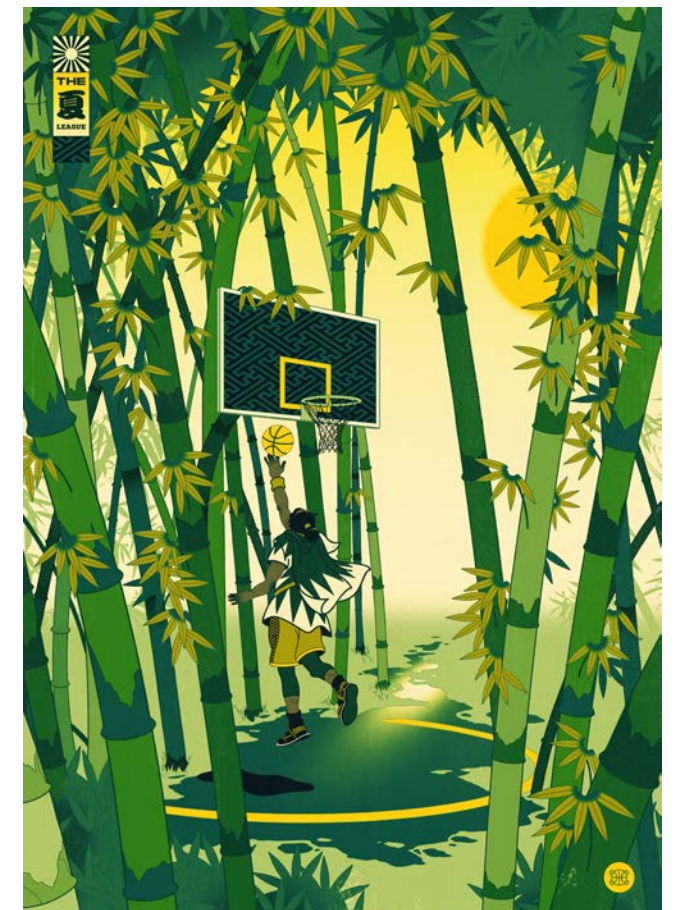
Emperor's Residence
The seat of power in Edo Castle, a symbol of benevolence and strategic decisions against opposing samurai basketball clans.



Temple of Hoops
A legendary Temple that is a link between the starkly contrasting worlds of poverty and nobility.



Mount Fuji, The Gateway
The grandeur and towering presence of this magnificent mountain stand as the symbol of the stark divide between have and have nots. The Gateway is the ceremonial threshold crossing between these worlds.



The Bamboo Plains
Fertile lands signifying the prosperity and rewards of Edo's high-ranking samurai, home to many of the sport's elite.

THE
墓場



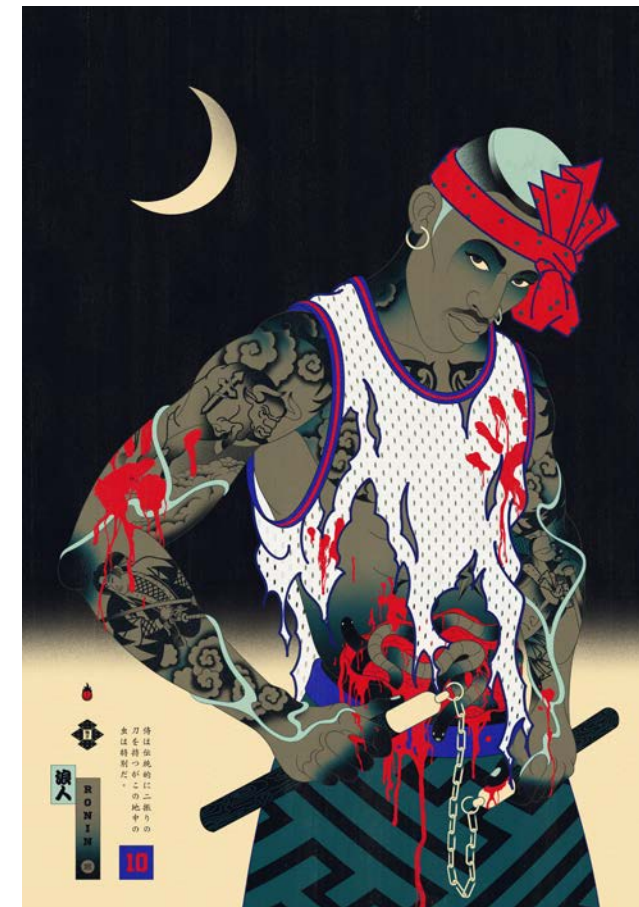
ALL
VERSION

CHARACTERS — THE GOOD

Our characters represent good versus evil. The film's lead protagonist, Okami aka Lone Wolf (we will create his character's 3D and 2D artwork in our development phase), begins his journey as an orphaned peasant boy on the way to becoming Emperor, but along the way, his supporting cast are rich in diversity and will be comprised of male and female professional basketball players from the Japanese B-League, American NBA and WNBA as well as well known actors and musicians.

In the spirit of upholding our fusion of Japanese and American cultures, our cast will be a 50/50 split of Japanese and Americans.

**Please note all artwork is from the Edo Ball graphic novel to provide a sense of the animated film and video game's world. Our cast is TBD during our development phase while characters and environments will be animated in 3D and 2D.*



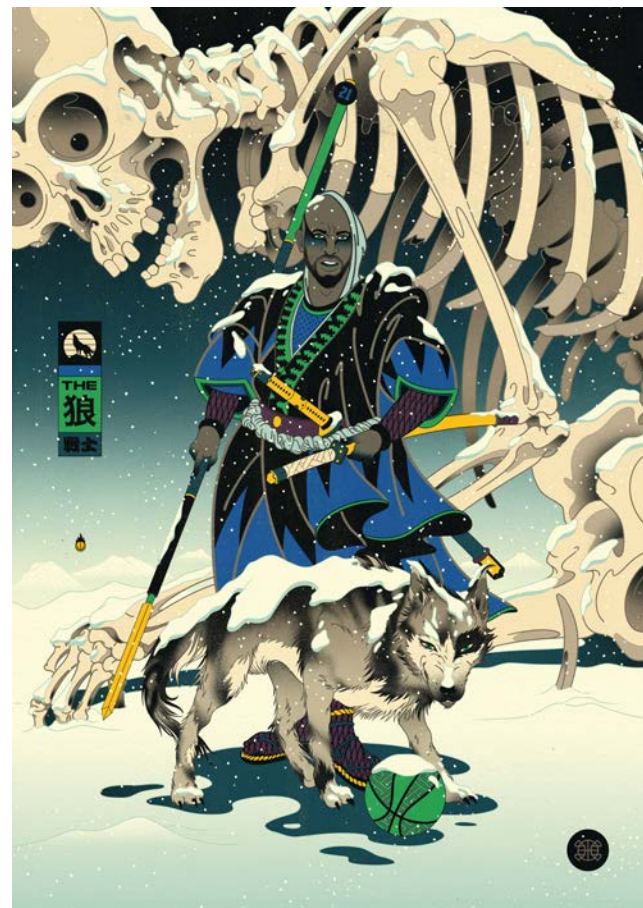
Dennis Ronin

A controversial hot head with a flamboyant sense of style and mastery of his weapon of choice, the nunchaku.



The Master Gardener

She retired from the game but found her new love in crafting bamboo basketball courts.



Emporer Garnett

The benevolent ruler of Edo that fosters a prosperous and unified society through the samurai sport of basketball. He is Okami's idol as a young peasant boy.



The Shogun

The benevolent ruler of Edo that fosters a prosperous and unified society through the samurai sport of basketball. He is Okami's idol as a young peasant boy.



The Brodie

The people's hero, former Edo MVP and style icon - he collaborates closely with Air Geisha for fashion tips and social outings.



Air Geisha

She is a meticulous entertainer thoroughly trained in art, style and hangtime. She is also looked to as the voice of reason.

CHARACTERS — THE VILLAINS



The Ghost

The Ghost haunts players in Edo that have been poster-ized by either being severely dunked on or having their shot blocked and has the ability to whisk players out of Edo and back to ronin status or less.



The Daimyo

Constantly terrorizing the lands and looking to expand the shogunates rulership, The Daimyo is relentless and was possessed by evil at a young age.



Marmert

The evil ronin kingpin that runs drugs and human traffic rings in Okami's village.



The Flamed Reaper

His jump shot gets so hot that it can become an uncontrollable fire, a dangerous element that could destroy courts and lands in Edo.



The Black Bear Baller

A Bear and his Master travels the rugged Mount Fuji terrain looking for trouble.



The Shinobi

He is almost impossible to identify – the only way to know if he was at a court was when he would leave his throwing stars behind.

FRANCHISE

We envision an Edo Ball footprint that will extend far beyond our film and video game. Not only do we anticipate and feel the need for multiple sequel movies, but we foresee Edo Ball as a massive franchise. With our access to a cast of household name NBA and WNBA players along with globally recognized music and film entertainers, we want to pursue the following franchise revenue streams:

Animated Feature Film

Video Game

Edo Ball original soundtrack

VR Experience Merchandise (Clothing & Toys) NFT's and NFT Placement Bids by Fans

Virtual Edo Real Estate

And more...





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