



How the world's favorite game became the world's deadliest weapon.



CREATIVE PACKAGE
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HOW THE WORLD'S FAVORITE GAME BECAME THE WORLD'S DEADLIEST WEAPON

The concept for this film has been percolating since 2003. What started out years ago as science fiction is now science fact, as bleeding edge video games and high-stakes cyber-warfare have become mainstream news.



The story begins just days after American game developers release “4G War”, a hyper-realistic military simulator that links millions of players from around the world in a series of massive virtual battles with million dollar prizes. Each tournament takes place in a high-profile conflict zone – from the deserts of North Africa to the mountains of Pakistan to the slums of Rio de Janeiro – and is meticulously rendered in every conceivable way.

As these virtual warriors compete and collaborate online, their movements and tactics are secretly being compiled into the largest database of military strategy in history. Untrained in conventional warfare, their

simulated battles challenge centuries of military wisdom and provide the U.S. with tactical insights on modern insurgent warfare – what works, what doesn’t and why. For its enemies, this type of intelligence could make terrorism more effective and armed resistance more accessible.

Covering the game’s record-breaking launch, a young journalist discovers a plot to hack into 4GW’s fortified servers, steal this tactical data, and auction it off on the black market to groups with deep pockets and dark agendas. As she pieces together clues surrounding a series of recent cyber-attacks, she is drawn into a worldwide race to secure the data before it falls into the wrong hands...

FILM HIGHLIGHTS

Working Title: 4GW

Genre: Sci-Fi/Tech Thriller

Audience: Age 18-55, Skew Male (70/30)

Themes:

- Cyber warfare
- Social video gaming
- Bleeding-edge technology
- Digital security
- Balance of power

Similar Films:

- Syriana
- Sneakers
- Wargames
- Salt
- Amores Perros

Transmedia Opportunities:

- Branded video game
- Social Gaming
- Mobile Apps
- TV Series

➤ VIEW THE TRAILER AT 4GWAR.NET. ACCESS CODE: **MASTERMIND**



"We wanted to create the most immersive and emotionally powerful battlefield game ever and we needed new technology to deliver on our vision."

— Patrick Bach,
Executive Producer, EA Games

COST OF CYBERCRIME IN 2010:

\$388 BILLION

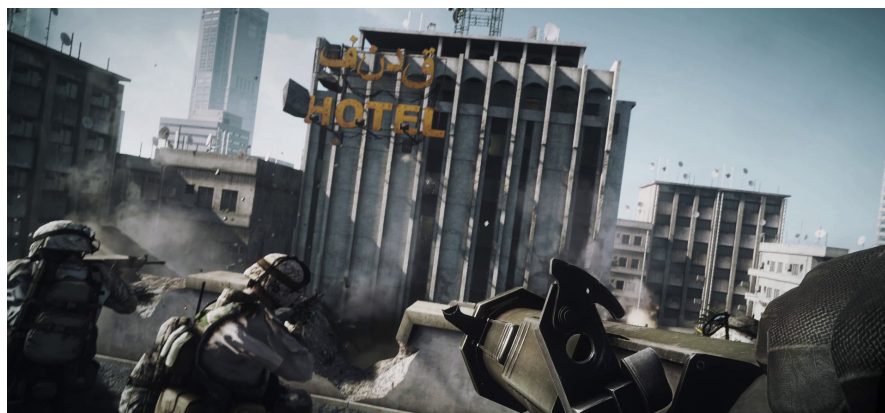
—MORE THAN THE GLOBAL BLACK MARKET IN MARIJUANA, COCAINE AND HEROIN COMBINED

VIDEO GAME SALES IN 2011:

\$65 BILLION

"The link between games and war goes all the way back to "boards" scratched onto the back of statues by Assyrian guards almost 3,000 years ago. Three millennia later, as the U.S. military recruits from, and is increasingly led by, a generation raised on Grand Theft Auto, real warfare is taking on the look and feel of a video game."

— *The Rise of Militainment*,
Foreign Policy, March/April 2010



➤ VISIT **4GWAR.NET**
FOR MORE FACTS ON
THE RISE OF VIDEO
GAMES AND THE
GROWING THREAT OF
CYBER WARFARE.

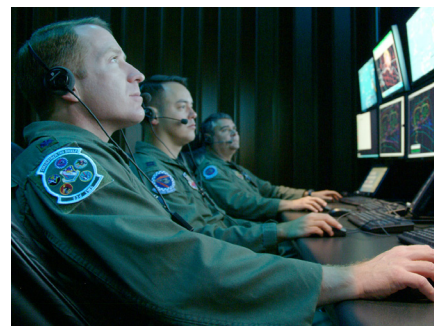
"They always made a silent escape, wiping their electronic fingerprints clean and leaving behind an almost undetectable beacon allowing them to re-enter the machine at will. An entire attack took 10 to 30 minutes. "Most hackers, if they actually get into a government network, get excited and make mistakes...Not these guys. They never hit a wrong key."

— *Invasion of the Chinese Cyberspies*,
TIME Magazine, August 2005



"Stuxnet, the computer worm that last year disrupted many of the gas centrifuges central to Iran's nuclear program, is a powerful weapon in the new age of global information warfare. A sophisticated half-megabyte of computer code apparently accomplished what a half-decade of United Nations Security Council resolutions could not."

— *From Bullets to Megabytes*,
New York Times, January 2011



SIZE OF THE SURFACE INTERNET:

19 TERABYTES

SIZE OF THE DEEP WEB:

7500 TERABYTES

"What lies beneath the surface of the "Deep Web" is a who's who of hackers, scientists, drug dealers, astronomers, assassins, physicists, revolutionaries, Government officials, police, Feds, terrorists, perverts, data miners, kidnappers, sociologists, etc. As you can tell, the party goes across the entire moral spectrum."

— *The Hidden Wiki*, Wickedfire, February 2011

THE EVOLUTION OF 4TH GENERATION WARFARE

The history of modern warfare is one of evolving technologies, from the earliest crude muskets to the most advanced missile defense systems. 4GW is a film about the fourth generation of war, where networks have become battlegrounds, civilians have become soldiers, and information has become the ultimate weapon.

It starts with a video game: “4G War” – the latest blockbuster title in a multi-billion dollar industry. Unlike any of its predecessors, 4GW represents the convergence of two incredibly successful platforms that have pushed gaming hardware and software to their limits.

Massively multi-player online gaming (MMORPG) has been around for nearly a decade, hosting thousands of players from around the world under the unifying physics of alien planets or Medieval myth and magic. These games have flourished over the last decade as Internet access expanded worldwide, and now host millions of players simultaneously across a variety of virtual worlds. In contrast, First-Person Shooters (FPS) have focused on perfecting the single-user experience, generating hyper-realistic combat simulations driven by the latest graphics hardware. Their weaponry and tactics are so authentic that various branches of the military regularly use them for recruiting and training, and they often gross more than blockbuster Hollywood films.

4GW is the first attempt to blend both of these popular genres into an entirely new gaming experience. As the game’s lead designer is quick to point out: “Modern simulators are obsolete. Their battlefields and tactics are stale and outdated. Today’s gameplayers want to solve complex, multi-dimensional problems. They want to experience the rush of flexible, asymmetrical combat. And they want their social networks to drive that

“Kids in Kansas can hop online and run massive military campaigns against schoolteachers in San Diego, judges in Japan and bank managers in Beirut.”

- EXECUTIVE PRODUCER,
MASTERMIND ENTERTAINMENT, *E3 KEYNOTE 2012*

experience. So unlike bulky artificial intelligence, every major character in a 4GW battle is played by an actual human being, adding a level of military realism previously unimaginable.”

On the flip side, as millions of players from around the world wage war for multi-million dollar tournament prizes, their movements and tactics have instantly become the world’s largest database of military strategy. Within the flexibility and realism of the 4GW ecosystem, these amateur warriors discover brilliant and unconventional ways to attack and defend, using tactics that fly in the face of even the most sophisticated combat training. For traditional superpowers like the U.S., studying these unconventional strategies can provide critical combat insights at a fraction of the cost of live military exercises. For rising powers and rogue armies, access to this type of strategic intelligence was previously unimaginable, and they will stop at nothing to steal the tournament data and try to level the global battlefield.

"Fourth Generation Warfare" Theory

Source: Wikipedia

Fourth generation warfare (4GW) is conflict characterized by a blurring of the lines between war and politics, soldier and civilian.

The fourth generation signifies the nation states' loss of their near-monopoly on combat forces, returning to modes of conflict common in pre-modern times.

The simplest definition includes any war in which one of the major participants is not a state but rather a violent non-state actor. Classical examples, such as the slave uprising under Spartacus or the assassination of Julius Caesar by members of the Roman senate, predate the modern concept of warfare and are examples of this type of conflict.

As such, fourth generation warfare uses classical tactics—tactics deemed unacceptable by traditional modern thinking—to weaken the advantaged opponent's will to win.

SIX CHARACTERS WHOSE LIVES ARE CONNECTED BY 4GW



THE JOURNALIST

Age: 29

Gender: Female

Ethnicity: Canadian

Background: Former Miss Canada and Columbia journalism grad is tired of covering celebrity gossip for Vanity Fair. She searches for depth – and a Pulitzer – in every assignment but always comes up short...until she's asked to cover the world's biggest video game conference and stumbles upon the story of a lifetime.

Potential Actors: Jessica Pare, Evangeline Lilly



THE CREATOR

Age: 31

Gender: Male

Ethnicity: American

Background: A self-made Silicon Valley kingpin, his story explores success, celebrity, and self-fulfillment at the epicenter of California's digital entertainment industry. After years of hard work and universal praise for his genius, whispers of military conspiracy and international espionage begin to threaten his poster-child image.

Potential Actors: Kal Penn, Jesse Eisenberg, Michael Cera



THE GENERAL

Age: 64

Gender: Male

Ethnicity: American

Background: Cut his teeth running casualty simulations for the C.I.A. during the height of the Cold War. As newly minted Director of Network Security at U.S. Cyber Command, he is constantly on the lookout for vulnerabilities in critical U.S. telecommunications infrastructure and highly-sensitive data storage – including the servers that host 4GW.

Potential Actors: Chris Cooper, Tommy Lee Jones

➤ DISCOVER MORE ABOUT THEIR BACKSTORIES AT **4GWAR.NET**



THE GAMER

Age: 29

Gender: Male

Ethnicity: Spanish

Background: By day he rents scuba gear to tourists on Spain's exotic east coast. By night he leads a team of digital mercenaries into a global 4GW tournament with a legitimate shot at the \$10 million cash prize.

Potential Actors: Gael Garcia Bernal, Daniel Bruhl



THE HACKER

Age: 18

Gender: Female

Ethnicity: Chinese

Background: Orphaned Chinese genius-turned-hacker in one of Shanghai's poorest districts. After falling for a local Triad boss, she graduates from stealing credit cards and social security numbers to hacking into 4GW's super-encrypted servers in search of powerful – and valuable – data.

Potential Actors: Ziyi Zhang, Kitty Zhang Yuqi



THE BROKER

Age: 48

Gender: Male

Ethnicity: Nigerian

Background: Fluent in 8 languages and every weapon known to man, this megabroker for international crime syndicates manages the logistics and commercialization of high-profile contraband. After sourcing tactical data from 4GW's servers, he hosts a live auction for a select clientele with deep pockets and dark agendas.

Potential Actors: Chiwetel Ejiofor, Adewale Akinnuoye-Agbaje

AN OUTLINE OF MAJOR PLOT ARCS AND BASIC CHARACTER DEVELOPMENT

Act 1 | The Game Begins

[The Hacker] is trapped in her apartment at the center of a Shanghai slum. She stuffs her gear into a backpack while military police ambush the low-rise building. As she slips out the window and hops onto a nearby roof, she triggers an explosion that rips through the apartment complex, destroying her elaborate network of computers. She leads the remaining officers on a foot chase through the rubble-filled streets. [The Hacker] is a parkour sensation, leaping between buildings, through windows, over bikes and around pedestrians. As she reaches the fringes of the slum, she slips invisibly onto the back of an idling motorcycle and the driver pulls away into morning traffic.

★★★★

In a Los Angeles conference center, a large audience is first introduced to “4G War” by its lead designer. [The Creator] is the keynote speaker at the annual Electronic Entertainment Expo (E3), a gathering of industry royalty, as they celebrate the most ambitious product launch in the history of video gaming. [The Creator] takes the audience through a tour of his digital masterpiece on a two-story screen behind the stage. The visuals and the gameplay are stunning.

At an exclusive E3 after-party in Beverly Hills, [The Creator] rotates between the beautiful, the rich and the powerful. At one point he introduces himself to [The Journalist]. The former model was hired by Vanity Fair to write a column about media socialites, but admits that she would

rather pen a bestseller about the \$65 billion video game industry. [The Creator] is hooked.

★★★★

Her Pulitzer is already unfolding on a military base in Quantico, Virginia. As a recently appointed Director of US Cyber Command, [The General] is lecturing a class of Marine officers on the rising threat of cyber security and the shift from hardware to software as the ultimate technology in 21st century warfare.

★★★★

At a scuba shop on Spain’s east coast, an instructor is just getting off his morning shift. He passes through a small market, grabs some beer and snacks, then enters a local Internet cafe. Music is blaring and a crowd has once again formed around one of the terminals. After passing out the beer, he grabs a camera from his bag and starts filming [The Gamer] – an old friend and documentary collaborator – as he leads a motly crew of pro 4GW gamers into battle. His sixteen virtual squadmates hail from around the world, including a German naval engineer and a Chinese programmer. Together these digital mercenaries are about to compete in a global 4GW Tournament for a \$10 million prize.

★★★★

While the afternoon call to prayer rings out across sun-drenched Istanbul, a real-life mercenary is planning for his own cash prize. [The Broker] enters a quiet bathhouse, navigating through its steamy corridors and into a private room where a beautiful Turkish aide is waiting. He instructs her to set up a live auction for some

data he plans to acquire. He wants to host the bidders in Libya under the protection of the President, and tells her to invite all the usual suspects.

★★★★

After an inspiring conversation with [The Creator] at the E3 after-party, [The Journalist] contacts some of her colleagues at WIRED, Vanity Fair’s tech-savvy sister publication. With their guidance, she compiles a

“In a Los Angeles conference center, a large audience is first introduced to “4G War” by its lead designer. [The Creator] is the keynote speaker at the annual Electronic Entertainment Expo, a gathering of industry royalty, as they celebrate the most ambitious product launch in the history of video gaming.”

dossier on the gaming industry and the rise of mili-tainment. They also introduce her to the Deep Web – home to hackers, scientists, drug dealers, astronomers, assassins, Feds, and terrorists, not to mention thousands of terabytes of information that can’t be accessed through regular search

engines. As she pushes deeper into this massive digital underworld, she stumbles upon The Hidden Wiki, an anonymous portal for hackers with links to everything from illicit erotica to weapons dealers.

On one of the message boards, she discovers an open competition to hack into 4GW's servers and steal its tournament data. She initially dismisses the threat as an elaborate prank, but one of WIRED's editors points out the value of this tactical intelligence to small rebel groups like al Qaeda or the FARC – assuming it actually exists. Someone else on the message board clearly recognizes its value and has offered a \$10 million bounty to the first hacker who delivers the data. [The Journalist] may have found her prize-winning lead.

★★★★

A Navy SEAL team approaches a heavily-armed compound outside Mogadishu, Somalia. As they emerge from the water under the cover of darkness, voices are guiding them through the narrow city streets, streaming tactical reconnaissance over their wireless headsets. The voices provide precise directions as well as predictive insights into where enemy combatants may be waiting in ambush or where pressure-sensitive explosives may be placed. This intelligence allows the SEALs to penetrate the compound with speed, stealth, and minimal collateral damage. Back at USCYBERCOM headquarters, [The General] is observing the first live test of Operation ORACLE – using predictive data from MasterMind's 4GW tournament servers – as a trio of computer analysts coach the SEAL team through a final firefight. The mission commander reports that the trial was an overwhelming success and can't wait to receive the full tactical database.

★★★★

[The Journalist] visits MasterMind headquarters for a more in-depth

conversation with [The Creator]. Their tour of the massive state-of-the-art campus ends with a glimpse at the world-class 4GW server room. She shares her recent discovery of the shadow tournament with the head of IT security, only to have her concerns about this digital Fort Knox summarily dismissed. First, it is illegal to store player data without consent, so even if hackers broke in there would be nothing to steal. Second, his team has developed security protocols for the tournament servers that would “make even the Pentagon blush.” Still unconvinced, she threatens to leak the story until [The Creator] promises to arrange a meeting with [The General] – his military advisor on 4GW and an old friend of his father's from Army Ranger School – to address her lingering doubts.

“On one of the message boards, she discovers an open competition to hack into 4GW's servers and steal its tournament data...[The Journalist] may have found her prize-winning lead.”

Act 2 | A Threat is Exposed

A motorcycle pulls into the driveway of a vacant Shanghai condo tower and drops off [The Hacker]. She takes an elevator to the penthouse as the driver instructed. When the doors open, a young Triad boss embraces her before showing off their new headquarters. The brand new condo is a relic of China's housing bubble gone bust and the perfect venue for enterprising criminals. Its rooms are now filled with computer termi-

nals and young, caffeinated hackers playing 4GW and searching for vulnerabilities in MasterMind's ultra-encrypted network.

These servers were already a hacker's dream target, but with serious money on the line [The Hacker] has made it her mission to win the \$10 million shadow tournament prize. She begins work on some malicious code to gain access to 4GW's servers. On a second monitor she rejoins her 4GW team as they begin a new tournament campaign. Banter within the platoon is playful – especially with [The Gamer]. The Triad asks her to focus but she doesn't seem to care.

★★★★

Cruising over the Mediterranean in a private jet, [The Broker] is scanning the message boards of his shadow tournament. Unimpressed by the lack of progress, he decides to raise the stakes. He offers a bonus payout of \$1 million for proof of a 4GW system breach within the next 24 hours. Moments later, an image of 4GW's main server directory is posted by [The Hacker] with a single comment: “Cash or gold?” [The Broker] smiles. He found his dark knight.

★★★★

Unaware his servers have just been compromised, [The Creator] lines up a meeting between [The Journalist] and [The General] at US Cyber Command's west coast headquarters to satisfy her concerns about an imminent attack. After a brief hangup at security, they discuss cyber warfare and the threat of dangerous and disruptive attacks on key public and private networks like electricity grids, missile defense systems, and the servers she just toured at 4GW.

[The General] doesn't see a legitimate threat but acknowledges that the servers make a high-profile target. More importantly, his team hasn't seen any evidence of a breach in the company's impenetrable firewall. They would need someone physically

in the server room to even locate the 4GW mainframe. [The Journalist] insists that she has proof and logs onto the hacker message boards from her laptop. [The General] warns her about snooping around the Deep Web and suggests that the only ones being hacked are people who try to access those sites. MasterMind has a team of world-class experts looking after their server security. Her laptop is a much more vulnerable target.

She promises to return with more proof. [The General] simply smiles and wishes her luck with the article. As soon as she leaves the office, he calls in his chief of staff and orders a digital tap.

★★★★

A young gamer walks toward the back of the penthouse looking for the Triad. She opens the door to one of the bedrooms and catches the couple celebrating the successful system breach with a sexual interlude. She apologizes for the interruption but passes on news that [The Hacker]’s

followed moments later by the young gamer as she adjusts her skirt. As he hovers above [The Hacker]’s terminal, he catches her chatting with [The Gamer] again. He reminds her about their deadline and the dangers of disappointing [The Broker]. She tells him to back off and let her run the show. After earning \$1 million in less than a week, she is days away from another \$10 million. He slams the table but she doesn’t flinch, texting away while her virus pushes deeper into 4GW’s mainframe. The Triad takes out his cell-phone and walks into the next room.

★★★★

On the other end of the virtual connection, [The Gamer] is stumbling out of a beachfront bar and holding court on all things 4GW. The camera continues to roll as his friend asks him a series of questions. What do you plan on doing with all the money? Education and travel. Where? Film school. [The Hacker] is texting him playfully. And someplace in Asia.

★★★★

the ride. Recognize this?” A fragment of the database begins to scroll across the screen. They’re stunned.

★★★★

[The Broker] climbs into a jeep in Tripoli Harbor. He speaks into his phone and the words appear seamlessly on [The Journalist]’s screen. He confirms that MasterMinds servers have been breached and the data has been compromised. He is also hosting a live auction in three days and offers them an opportunity to buy it back. [The Broker] has no political agenda. This is all about the money, and the military has some of the deepest pockets in the world.

The minimum bid is \$25 million in gold or non-traceable bearer bonds, though the data is expected to sell for considerably more. Since [The Journalist] discovered the hacker tournament and has no personal or professional affiliation with the military, only she will be allowed to attend, on the condition that she travels alone. If anyone follows her, she will be killed, they will forfeit the money and the system breach will be leaked to the press in the most embarrassing way. He will be in touch in the next 24 hours with instructions.

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virus was implanted without detection. [The Hacker] is ecstatic. As long as the virus remains undetected on 4GW’s servers and her team is actively playing, she can upload and download anything she wants. Leaping up from the bed, she heads toward the gaming floor without even a glance back at the Triad.

At the terminal, [The Hacker] watches her virus spread through 4GW’s servers with a satisfied smile. The Triad saunters out of the bedroom,

[The Journalist] rushes through MasterMind’s sprawling campus to get to [The Creator]’s office. She remains unconvinced that their servers are safe and asks point blank if data is being collected for the military. He shifts the topic back to the message board and asks her for proof. She pulls out her laptop, logs onto the message board and shows them evidence of the server breach. A text editor suddenly opens on screen and words begin to appear. “Thanks for

Act 3 | The Race is On

[The Journalist] and [The Creator] are sitting in his office on a secured video conference with [The General]. They show him the laptop as tournament data continues to stream across the screen. She is appalled, both that data is being collected and that nobody listened to her about the threat of it being stolen. Left with no options, [The General] reluctantly agrees to [The Broker]’s terms. She should wait for the call at her apartment and will be debriefed at the airport en route to the auction. It will take them at least 24 hours to secure funding. [The General] assures her they will be

watching, far enough away that [The Broker] won't notice but close enough to intervene if things get ugly.

Once the video uplink is terminated, [The General] convenes his senior staff to discuss the plan to use her as bait and draw out the extortionist. He would prefer if she lives but is most concerned with recovering the database.

★★★★

[The Broker] is preparing the Libyan base for the auction. He describes logistical details to his head of security, including how bidders will be arriving: by land through Chad or by

military get involved with his game. He isn't worried about the data. She kisses him on the cheek, then the lips, then invites him upstairs.

The doorbell wakes them both the next morning. A courier is waiting to deliver a package. It begins to beep as soon as [The Journalist] brings it inside. [The Creator] opens the box and discovers a ringing cellular phone and a first-class airplane ticket. She activates the speakerphone so both of them can listen to the instructions. [The Broker] informs her that she will be flying from Los Angeles to

"Inside she finds a large satellite phone, a first-class ticket to Damascus, and a doctored French passport. The new phone rings and [The Broker] informs her that the flight to Syria leaves in less than 30 minutes."

boat to Tripoli. In transit, the aim is to avoid Western interference. Once they arrive, the aim is to make them feel safe, comfortable, and ready to bid a fortune for the stolen data.

★★★★

[The Gamer] is just finishing a scuba lesson with a group of Asian tourists. They hop off the fishing boat and pose together for photos. One of the young women asks [The Gamer] for dinner recommendations and he suggests his favorite tapas bar. Then she pulls out her phone and snaps their picture before heading back to the tour bus. [The Gamer] and his friend finish tying up the boat then head to the market to grab supplies for another all-night 4GW battle.

★★★★

[The Creator] drives [The Journalist] back to her apartment in silence. After parking in front of her building, he insists that she doesn't have to go through with this. [The Journalist] reminds him how dangerous the data could be if it fell into the wrong hands, and how stupid he was for letting the

Dubai and that a taxi is already waiting downstairs. She will receive more instructions on the new phone once she lands. Someone will be shadowing her the whole time, both for her own safety and to ensure full compliance with the rules. Next, [The Broker] startles them both by speaking directly to [The Creator], reassuring him that [The Journalist] will be fine as long as she follows her instructions. After [The Broker] hangs up, [The Creator] insists that they take a vacation together when she gets back. Somewhere she's never been. She smiles and kisses him one last time before grabbing a small backpack and heading down to the cab.

★★★★

The Triads are celebrating the successful extraction. While liquor is pouring and dance music is blaring, [The Hacker] is working to transfer the files past China's Great Firewall and into an encrypted corner of the Deep Web. Given its massive size, the data is expected to take over two hours to compress and send. She

picks up her phone and starts a game of speed chess against [The Gamer]. The Triad takes notice, grabbing the phone from her hands and smashing it on the floor. The room goes silent as the Triad walks toward his office, slamming the door behind him. She locates the SIM card among the debris then snatches a phone from a nearby hacker. Slipping in her card, she reactivates the line and storms out of the apartment. Back in his office, the Triad checks his email and sees a photo of [The Gamer] and the "Asian tourist". Without the slightest hesitation he signs off on the hit.

★★★★

[The Journalist] approaches the Emirates check-in counter at Los Angeles Airport. The agent looks at her passport then makes a short phone call. Two undercover agents ask her to follow them back toward airport security, where they provide her with a briefcase containing \$100 million in bearer bonds, a digestive GPS tracker, and a series of pills to keep her from passing food for 24 hours. She asks how they appropriated so much money on such short notice. It wasn't too difficult: the Army spends more than

"Within minutes, thousands of tournament players are chatting about the hit and breaking news wires have begun to pick up the story."

that on toilet paper in a month. They send her to the gate while a small team of [The General]'s men track her closely via the GPS locator. They also place an agent on the airplane without telling her.

She seems calm during the flight considering the circumstances. Once

she lands in Dubai, she receives a text instructing her to go to a nearby locker and enter a six-digit code. Inside she finds a large satellite phone, a first-class ticket to Damascus, and a doctored French passport. The new phone rings and [The Broker] informs her that the flight to Syria leaves in less than 30 minutes.

★★★★

[The Broker] hangs up the phone calmly then dials another number. This time he is furious. The Triad boss hasn't sent him anything and some of the world's shadiest characters will be arriving on base in the next 12 hours. If he doesn't have the data prior to the start of the auction they will both be killed. The Triad tells him to relax and get the money ready. They already have a copy of the database but it isn't easy sending sensitive data out of the country without the Communists finding out. [The Broker] doesn't appreciate the Triad's tone and demands physical delivery instead. His associates will be at the their headquarters within the hour and the data better be waiting. The Triad hangs up and searches frantically for [The Hacker] but can't find her anywhere.

"She makes a counter offer: she keeps all the money and he gets a bullet to the head."

★★★★

It's almost dawn and the Internet cafe has cleared out. Only [The Gamer], his friend and the store clerk are left, and the clerk is fast asleep. They are just finishing an all-night campaign and the friend gets up to grab them some coffee and breakfast. He reaches for the front door but it's locked from the outside. The clerk wakes up but can't get the door loose

either. They check the back door but it's also sealed shut. [The Gamer] starts coughing in the other room. Through the webcam, the squadmates notice some billowing smoke. Then a flaming cannister of gas is lobbed through one of the windows, lighting up the room with a massive explosion.

Miraculously unharmed by the debris, the trio scramble to escape while their squadmates watch in horror until the feed goes blank. One of their team members patches into a 9-11 call center to alert the local fire department. Another spreads the word through social media. Within minutes, thousands of tournament players are chatting about the hit and breaking news wires have begun to pick up the story. [The Hacker]'s silence goes unnoticed in all the frenzy.

★★★★

[The Hacker] exits the condo onto a small side street, clearly irritated. She enters a nearby mall, buys some sweets from a candy shop, and sits down in front of a movie theater watching couples and families stream inside. She texts [The Gamer] but gets no response.

★★★★

Once [The Journalist] lands in Damascus, she rushes to the washroom visibly in pain. Her GPS trail goes cold and [The General] scrambles to get a visual trace. As she passes through Syrian customs, the guard looks suspiciously at her French passport but eventually lets her through. Then she glances at the man in the next aisle, and recognizes him from the flight to Dubai. They lock eyes momentarily before agents take him forcefully into an interrogation room. She realizes that she just slipped beyond the limits of USCYBERCOM protection.

[The Journalist] is met outside of customs by [The Broker]'s associate. Before they get into his car, he checks her briefcase for sufficient auction funds. They drive toward

Lebanon and eventually board a ferry from Beirut to Tripoli. When she finally reaches the Libyan base, she is frisked and placed in a room with food, drink, a shortwave radio and an armed guard. She pours herself a glass of water and sits down on the only chair in the room, completely exhausted but anxious about the start of the auction.

★★★★

"Gunshots ring out beyond the walls of the compound. The guard begins frantically speaking in Arabic. At one point she hears him mention "America" as he steps back cautiously and raises his gun."

Back in Shanghai, [The Hacker] strides calmly into the Triad's penthouse headquarters. [The Broker]'s associates have already arrived and the young Triad is furious. She completely ignores him, sitting down at her terminal, transferring the files onto a secured flash drive, and wiping her own system clean. Once [The Broker]'s associates confirm the integrity of the data, they deposit \$11 million into a numbered Swiss account. [The Hacker] punches in a few keystrokes and confirms the transfer. The Triad is visibly relieved.

As soon as [The Broker]'s associates leave, he orders [The Hacker] to split the funds into four separate Swiss accounts as planned: 50% for their criminal patrons, 40% for him, 5% for her, and 5% for the rest of the gang. Just before authorizing the split, [The Hacker] glances at her ter-

minal and notices a string of frantic messages from her squadmates. She asks if he had anything to do with this. He smiles proudly and this time it provokes a response. She makes a counter offer: she keeps all the money and he gets a bullet to the head. The gunshot startles the crew. Before anyone can mobilize, she grabs her laptop and slips into the elevator. The doors open to the parking garage. She hotwires a nearby motorcycle and races out of the condo with the gang's hired muscle in hot pursuit. A car chase through the streets of Shanghai ensues.

★★★★

On the base in Libya, [The Broker] has assembled a dozen bidders from around the world, each with deep pockets and dark agendas. [The Journalist] is terrified but tries not to show it. They're all seated in a large room with a projector as [The Broker] launches into his pitch on the value of the data, particularly for smaller armies and rogue militias that lack the resources of traditional global superpowers. He shows classified video of USCYBERCOM's successful test of the data set in Mogadishu, and internal military footage of the powerful IBM mainframe running their simulations. He also confirms that the auction is for the only copy outside of US military control. The bidders are mesmerized by what they see – as great as the data-set sounded in theory, it's even more impressive in practice.

Once the presentation is over, they all return to their respective rooms to start the auction. Bidding opens at \$25 million. [The Journalist] doubles the bid to \$50 million, and the price climbs quickly from there. In less than a minute, they reach [The Journalist]'s maximum bid of \$100 million. It looks like she could win until a late offer comes in at \$105 million, followed by a high bid of \$120 million. She is devastated. Moments

later, anxious chatter begins to stream over her guard's walkie talkie. Gunshots ring out beyond the walls of the compound. The guard begins frantically speaking in Arabic. At one point she hears him mention "America" as he steps back cautiously and raises his gun.

★★★★

"[The General] suspects that [The Journalist] may have leaked a server vulnerability to [The Broker] when she visited MasterMind for the first time, and ultimately coordinated with him to smuggle \$100 million out of the country after securing him access to 4GW's game data."

Fighting back the flames, [The Gamer] eventually pulls back a smouldering rug to reveal a trap door and a ladder to the sub-basement. The building's foundation is made of stone but it will only be a matter of time before the wood floors burn through and collapse on top them. The trio huddle in the corner and try to avoid inhaling the smoke as they shout out for help. News and video of the firebomb have already gone viral. Sirens are barely audible as emergency crews struggle to navigate the narrow streets of the coastal town.

★★★★

[The Hacker] is racing through the streets of Shanghai with a swarm of Triad vehicles in hot pursuit. She eventually loses the Triads down a

narrow side street and immediately loads up a live video feed of [The Gamer] just as the trio emerge from the smouldering building escorted by firefighters. Visibly relieved, she starts typing an email to [The Gamer]. She hits send with a smile and turns back onto a major street, where her motorcycle is sideswiped by a Triad truck. [The Hacker] lies motionless as the truck blends back into traffic.

★★★★

Outside the building hosting the bidders, surveillance cameras follow a US special operations team as they advance through the base, overpowering Libyan guards as well as [The Broker]'s hired guns. An explosion suddenly rips through the auction compound. The American soldiers are surprised by a Chinese special operations team entering the far side of the base. A massive fire-fight ensues while the base continues to burn. A pair of US soldiers finally make their way inside one of the buildings but are forced to evacuate before they can recover any evidence of the stolen data or [The Journalist]. The whole complex collapses into a heap of twisted metal and shattered glass. Both special forces teams retreat with their casualties as Libyan reinforcements arrive.

Act 4 | Endgame

The sun is up and a sea of emergency vehicles and reporters are buzzing outside the smoldering Internet cafe. Police have cordoned off the block and are interviewing neighbors. [The Gamer] is debriefing the police chief while his friend shows a detective his scattered footage of the attack. Local reporters flag down [The Gamer] and ask who might have wanted to kill them. Was it one of his enemies from 4GW? Before he answers, an officer escorts the friends to a nearby police car and drives

them back to the station for further questioning.

In the back of the vehicle, [The Gamer] finally checks his pockets and notices a series of messages. The texts were from his squadmates and revealed a mix of concern and relief. The email was from [The Hacker]. She apologizes for the fire and orders him to “click the link” and “make the film”, using the username and password provided. The browser pops open up to a private bank whose name he can’t pronounce. [The Gamer] enters the information and the site reveals an account in his name with balance of one million Swiss francs. Totally stunned, he tries to call his Chinese friend but can’t get through.

★★★★

[The General] suspects that [The Journalist] was not who she appeared to be. He describes how her position at Vanity Fair provided her with access to [The Creator], who granted her access to 4GW’s servers, and eventually arranged a meeting with [The General] in the heart of USCYBERCOM. He suspects that she may have leaked a server vulnerability to [The Broker] when she visited MasterMind for the first time, and ultimately coordinated with him to smuggle \$100 million out of the country after securing him access to 4GW’s game data.

[The Creator] can’t understand her motives. [The General] believes that only a national government could fund and orchestrate that type of deep cover espionage. Superpowers

The bustling bakery in the Egyptian resort town of Sharm-El-Sheikh is filled with tourists sipping Turkish coffee and reading newspapers. A small television behind the counter is tuned into the BBC World Service. The channel currently features a special report: “4G War: How the world’s favourite game almost became the world’s deadliest weapon”. Earlier that week, reports began to surface that 4GW’s tournament servers had been hacked and private player data was stolen, data that game’s developers were secretly collecting on behalf of the US military. The 4GW breach has become a watershed moment in digital privacy rights and public inquiries have already been launched in several countries.

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At a church outside Los Angeles, [The Creator] attends a small service for [The Journalist]. Also present are a handful of colleagues from the magazine and a few friends from journalism school. On his way to the parking lot he finds [The General] waiting for him in civilian clothes. The two drive to a local diner and order lunch. [The General] asks if [The Creator] noticed any family members at the funeral. [The Creator] confesses that he didn’t. Then [The General] asks about his interactions with [The Journalist] since they met at the E3 after-party, the time they spent in the server room, and whether he shared any privileged information with her. [The Creator] admits that they were intimate but can’t think of any specific information he might have shared.

like China and Russia are unlikely given their conventional military strength. The data is much more valuable to smaller powers who are looking to punch above their weight class. Early intelligence suggests a connection to Iran, given their relatively limited military capabilities and a portfolio of proxy wars against the US throughout the Middle East. He also suspects that it may be retaliation for a recent high-profile cyber attack on Iranian nuclear facilities. Whatever the motive, both [The Creator] and [The General] agree that their attention must now shift toward sealing up any 4GW security loopholes and keeping this story out of the news. Their lunches arrive and they begin to eat in silence.

★★★★

Sharing some tea at a nearby table, [The Broker] and [The Journalist] recount their narrow escape from the ambush in Libya. Smuggled out by Presidential guards, they crossed the border into Egypt and laid low on the beach for over a week. [The Journalist] thanks [The Broker] for his protection. [The Broker] thanks [The Journalist] for her \$100 million. Out of curiosity, he asks what she plans to do with the data. The question is well above her pay grade, but she thinks the world could use another shift in the balance of power. [The Broker] slides a flash drive across the table, gets up with [The Journalist]’s briefcase and walks into the hotel. She slips the drive into her pocket, finishes off her drink, and flags a taxi to the airport.



Freedom24 Productions is staffed by a passionate group of professionals working to realize 4GW's full creative and economic potential. We are currently recruiting talented film-makers to grow our development team.

We offer first-mover advantage on this blockbuster narrative, production and business expertise across multiple industries and geographies, extensive digital and social infrastructure to explore 4GW's full audience potential, and access to all of the intellectual property associated with the film. We can also provide robust research supporting the narrative and the business case, a collection of world-class advisors, professional networks in the US, Canada, and internationally for both film and funding, and committed seed

capital for early script development and creative recruitment.

In exchange, we're looking to partner with an enthusiastic and innovative writer who can translate our core mythology into a mind-blowing original screenplay. We're also looking to enlist visionary development executives to help bring this script to the screen, and experienced producers who recognize 4GW's investment potential. Finally, we're always looking for gifted actors, directors and production personnel who can add their creative and intellectual capital to the mix.

In short, we like working with bright and talented people who share our passion for great film. If you're interested in joining our team, please contact us.

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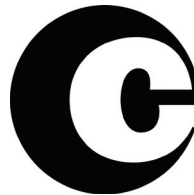
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Legal chain of title has been established in Canada with the Canada Intellectual Property Office and in the United States with the Library of Congress.

It covers all intellectual property including, but not limited to, the branding, synopsis, treatment, characters, and mythology underlying the film.



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How the world's favorite game became the world's deadliest weapon.



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