

THE GAME

Written by

Atdhe Kurteshi
Benjamin Ottersbach
Mariya Popel

TITLE UP - Vienna, Austria

INT. THE DOJO - Afternoon

A dungeon like cellar swarming with two dozen young, predominantly male people. The rooms are buzzing with noise from friendly chats, the clacking of controllers and different soundtracks coming from multiple TVs lined up at the walls.

INT. INTERVIEW - Afternoon

A TOURNAMENT ORGANIZER, facing the INTERVIEWER, is sitting in front of a evenly lighted wall.

TOURNAMENT ORGANIZER

(in subtitles)

TOURNAMENT ORGANIZER explains that a tournament is happening at a location called THE DOJO.

The PLAYERS are moving their fingers lightning fast.

TOURNAMENT ORGANIZER (CONT'D) quickly explains that it is a tournament for SUPER SMASH BROS MELEE for the NINTENDO GAMECUBE.

INT. INTERVIEW - Afternoon

A VETERAN PLAYER introduces himself in a neutral and

tells why and when he got into the tournament scene.

VETERAN PLAYER

(in subtitles)

Hello, my name is ---.

VETERAN PLAYER eventually starts smiling.

VETERAN PLAYER (CONT'D)

(probably happy)

I play SSBM since --- and ---.

Archive footage of VETERAN PLAYERS earliest tournament experience is shown.

VETERAN PLAYER (CONT'D)

(V.O.)

... and ---.

VETERAN PLAYER mentions the technical aspect of THE GAME.

INT. INTERVIEW - Afternoon

A TECHNICAL PLAYER is briefly shown in the INTERVIEW environment before showing actually GAMEPLAY. He enthusiastically gives a rundown of the most important technical aspects of THE GAME.

TECHNICAL PLAYER (V.O.)

(enthusiastically)

TECHNICAL PLAYER states that while mastering the ADVANCED TECHNIQUES of THE GAME you may be good even without them.

INT. INTERVIEW - Afternoon

A NEWCOMER PLAYER introduces himself.

NEWCOMER PLAYER

(happy)

Hello, my name is ---. I have been playing since ---.

The INTERVIEWER asks NEWCOMER PLAYER a question regarding international tournaments which the NEWCOMER PLAYER kindly picks up and rephrases as the INTERVIEWER is not heard.

NEWCOMER PLAYER (CONT'D)

(thoroughly reflecting)

My last international tournament was HEIR3 in Nottingham.

As the NEWCOMER PLAYER tells about HEIR3 the international crew battle comes into play. The crew for Austria, mainly consisting of players from Vienna, were the underdogs of the competition, made it to the grand finals against all odds. The NEWCOMER PLAYER explains

what happened while archive footage is shown.

NEWCOMER PLAYER (V.O.)

(happy)

---.

The NEWCOMER PLAYER mentions the fun he had hanging out with good friends he made because THE GAME.

INT. INTERVIEW - Night

Several different PLAYERS go into detail about the social aspect of THE GAME. They emphasize that they made a lot of close friends playing the GAME.

PLAYER X

(smirking)

---.

PLAYER Y

(grinning)

---.

PLAYER sitting together and chatting and laughing.

PLAYER Z (V.O.)

(content)

---.

A FOREIGN PLAYER picks up on the social part and goes deeper. He explains that this is not particularly a local

phenomenon but there are multiple local scenes all around Europe and even the world where THE GAME is still being played vividly.

FOREIGN PLAYER

(in subtitles)

Bonjour, my name is FOREIGN PLAYER, I'm a
PLAYER from --- but I'm currently residing in
---.

FOREIGN PLAYER picks the question of the INTERVIEWER what he likes about the Vienna community and traveling to events and answers:

FOREIGN PLAYER

(in subtitles)

---.

FOREIGN PLAYERS answer perfectly lays out the ground for the next interviewee, SERIOUS PLAYER. He speaks in a more serious fashion as he goes into local rivalries between players.

SERIOUS PLAYER

(ambitiously)

Myself and PLAYER X are rivals. ---

INT. THE DOJO - Night

Concentrated faces staring at the glowing screen. The two

players do not blink as their fingers move lightning fast. It is competition time. Which player will come out victorious?

The crowd is howling as PLAYER --- throws his head back. He made a crucial mistake which lost him THE GAME.

INT. THE DOJO BACKROOM - Night

The WINNER is still visibly shaken but happy with his win. WINNER explains the rush and the struggle to maintain composure in the past high pressure tournament situation.

WINNER

(relieved)

I'm very satisfied with my win. ---

He widens his eyes as he goes into detail about the set:

WINNER (CONT'D)

(speaking fast)

It was so hard to --- as --- while ---

INT. THE DOJO - Night

The tournament is over. The competitors have left, only FRIENDS remaining. They seem to be having a good time while final, eloquently spoken words about the passion

for THE GAME set the tone:

UNKNOWN PLAYER
(reminiscent)

THE END