



how have you
contributed to
our society?

What happens when Millennials reach "Boomer" age?



This huge generation vexed by a complex set of problems mostly chose not to marry and not have children. Compounding those decisions with the ramifications of climate change and economic exploitation, retiring Millennials face a grim 2069.



With a small, stressed working class unable to pay for the crush of retiring Millennials, there are two potential fates for our grey-haired heroes: paradise... or a gulag.



Televised tribunals give a "test" to retirees. If they pass, they are given a home in the ultimate Retirement Village, SILVER TOWN... like a Disneyland for old people!

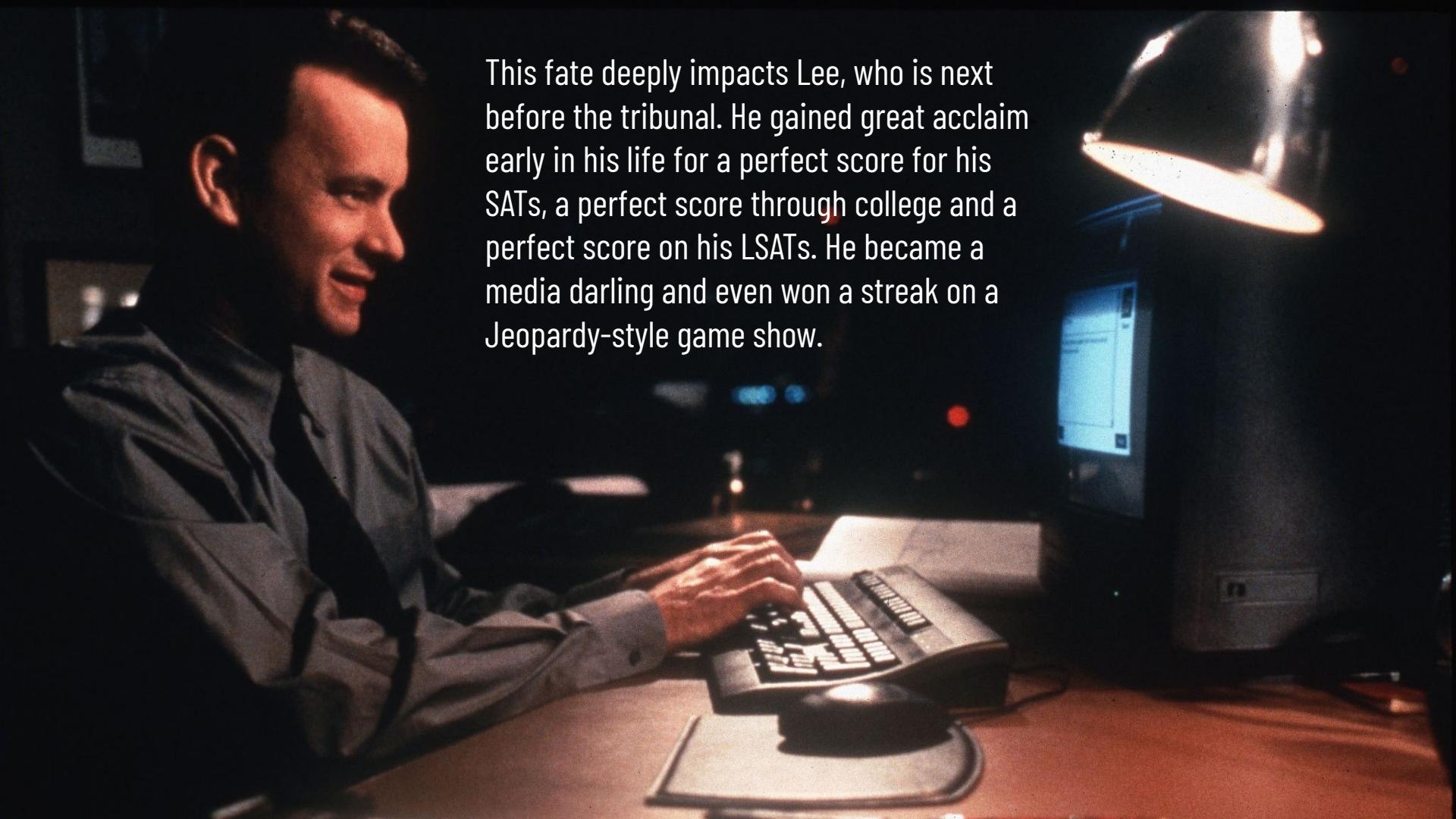


A pair of Millennial seniors face the tribunal with varying agendas:



Olivia spent her entire life fundraising for famine relief in poor countries. However, the tribunal cared only about her contribution to the economic success of THIS country... and she spent her life transferring wealth FROM this country to other countries! Thus, as an enemy of the people, she is shockingly condemned to a work camp.





This fate deeply impacts Lee, who is next before the tribunal. He gained great acclaim early in his life for a perfect score for his SATs, a perfect score through college and a perfect score on his LSATs. He became a media darling and even won a streak on a Jeopardy-style game show.

However, when in Law School, he faltered, getting an A-. It was the first time he faltered and he couldn't handle it. Unable to recover, he got an academic version of the "yips" – that sensation in baseball where you seemingly forget to do the thing you previously could do in your sleep.

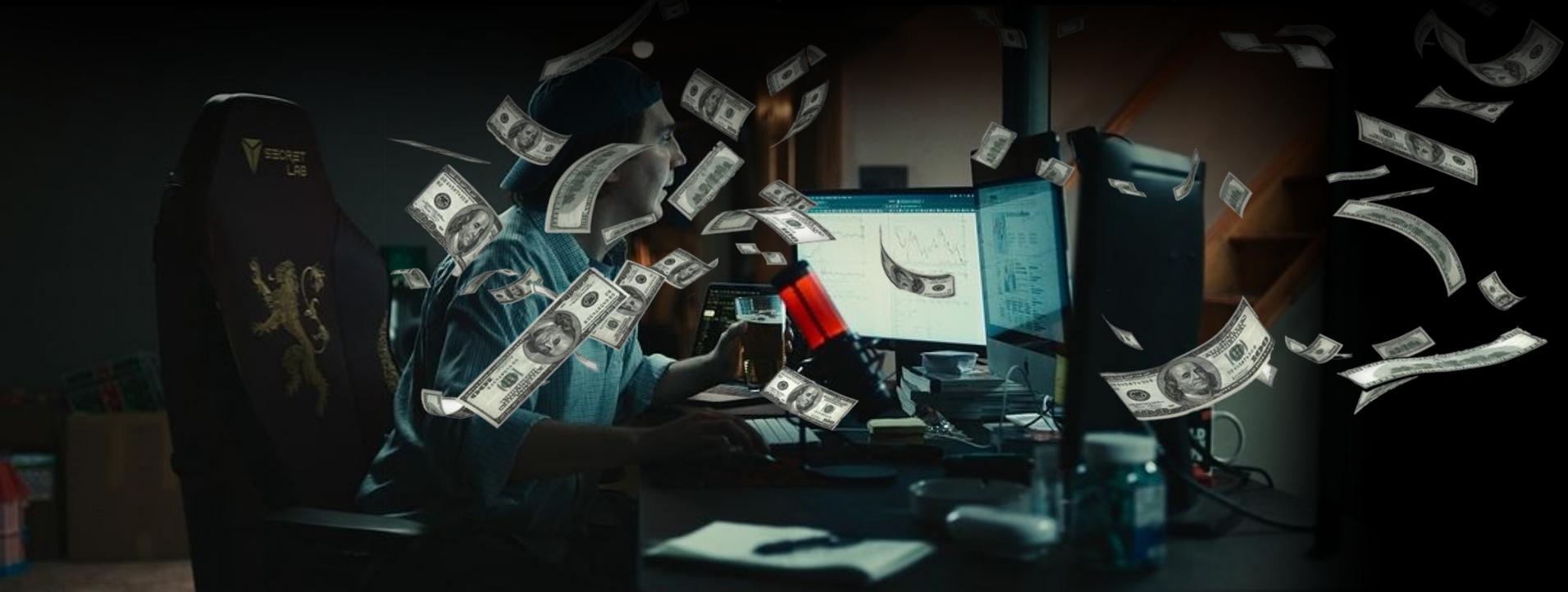
Subject	Grade	Conduct	Citizenship	Work Habits
ENGLISH	F	F	F	F
LATIN - SPANISH	F	F	F	F
FRENCH - GERMAN	F	F	F	F
MATHEMATICS	F	F	F	F
ALGEBRA	F	F	F	F
SOCIAL STUDIES	F	F	F	F
GEOGRAPHY	F	F	F	F
HISTORY	F	F	F	F
SCIENCE	F	F	F	F
PHYSICAL EDUCATION	F	F	F	F
ART	F	F	F	F
MUSIC	F	F	F	F
BUSINESS EDUCATION	F	F	F	F
HOME ECONOMICS	F	F	F	F
INDUSTRIAL ARTS	F	F	F	F

RATINGS
Scholarship—*E*: 90-100; *G*: 80-89; *F*: 70-79; *P*: 60-69; *D*: Below 60—Failing
Citizenship—*E*: Excellent; *A*: Good; *S*: Satisfactory; *U*: Unsatisfactory

WORK HABITS
Works well with others
Follows instructions
Completes work
Conducts himself properly
Assumes responsibility willingly
Takes care of his work
Shows respect for authority
Dress and work cleanly
Presents neat appearance
Brings tools to class
遲到 (Late)

14
30
21

His grades started crumbling, which caused him to drink, which further eroded his grades until he dropped out. He started spending all of his time drunkenly playing videogames and was able to become a "game flipper" – someone who plays video games to "unlock" rare items, then sell them to other players. However, because they buyers were from OUTSIDE the country, he was technically bringing money INTO the economy, and, therefore, he is granted a place in Silver Town.



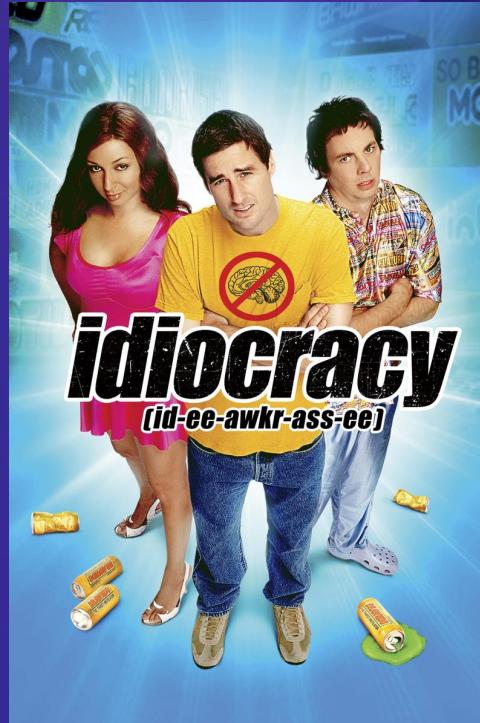
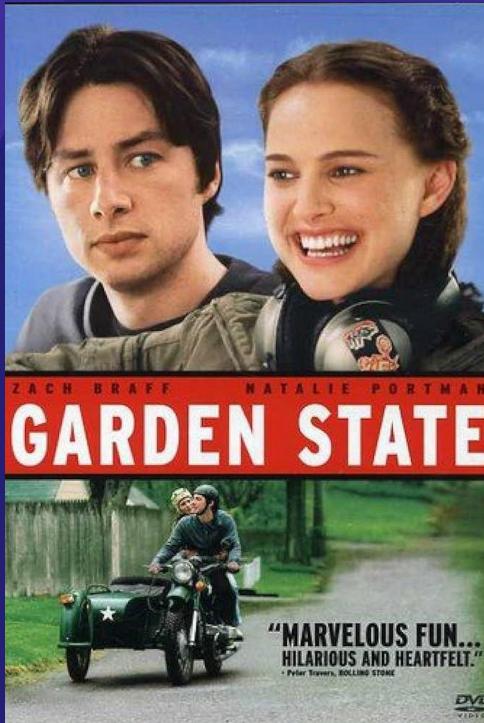
In a madcap, satiric sci-fi action adventure rom-com that plays on what the future may have in store for the Millennials as they age, Lee breaks OUT of Silver Town to rescue Olivia and smuggle her BACK IN. Only this septuagenarian manic pixie dream girl views Silver Town as just a gulag with more neon. She wants to bring the whole system down – and she needs Lee's videogame-sharpened strategic way of thinking to succeed.



As Lee and Olivia bring revolution to their society, they also challenge each other, proving, as George Elliot once said, "it's never too late to be the person you might have been."



The movie combines the Millennial rom-com energy of GARDEN STATE with the near-future satire of IDIOCRACY.





how have you contributed to our society?

Stories worth the binge

Manta