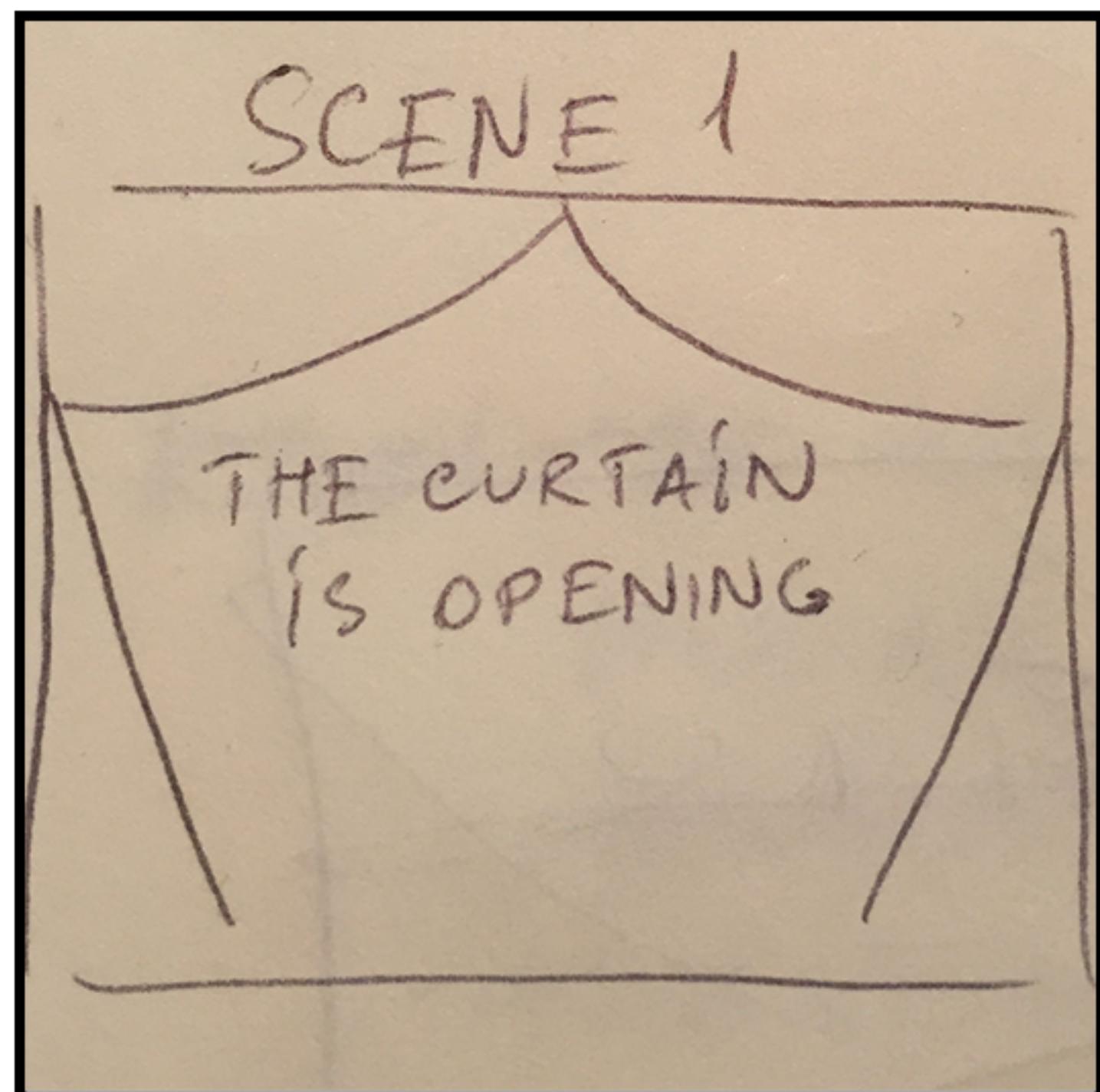


Scene 1



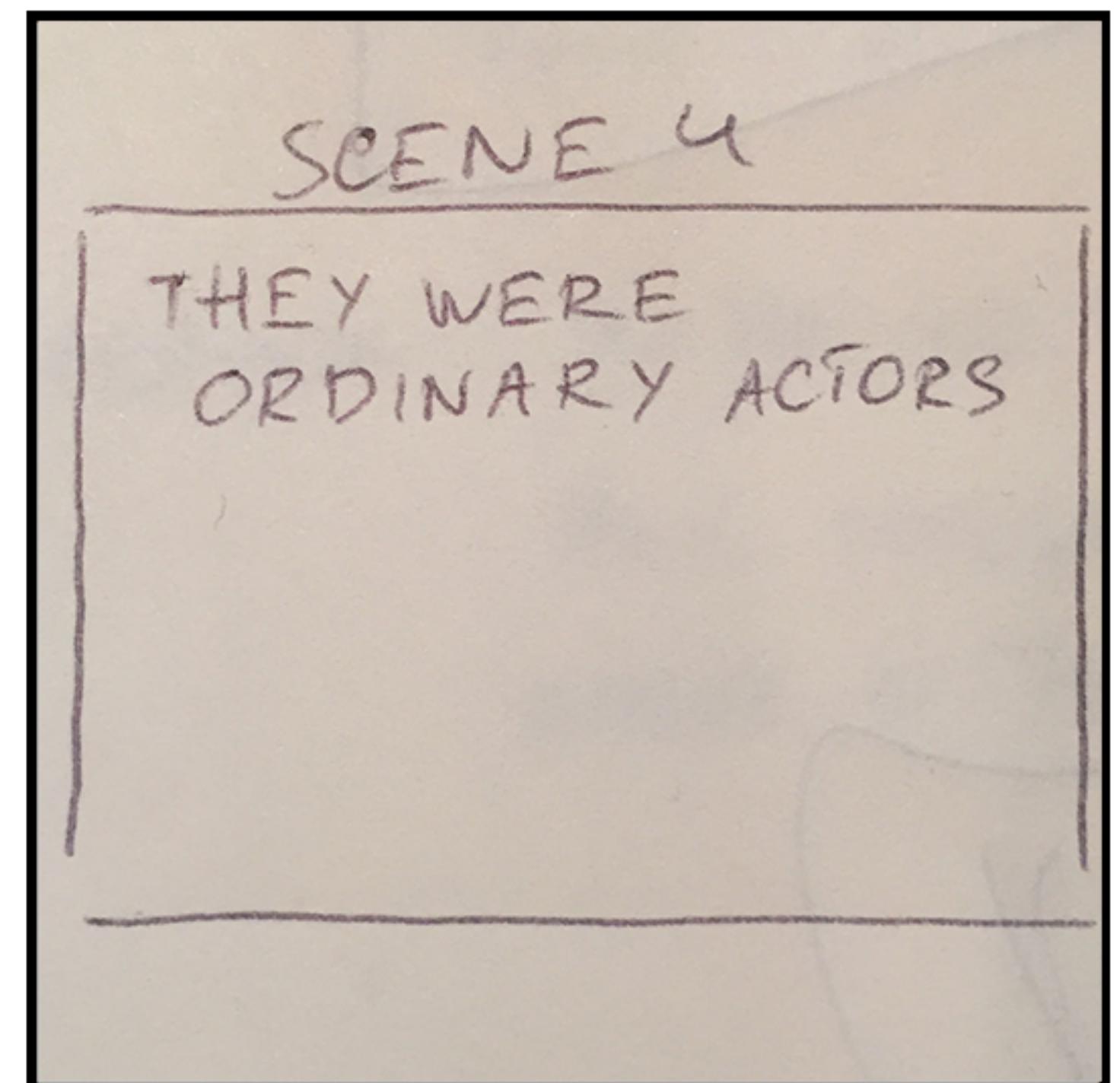
Action: We are in the theater. The curtain is slowly opening.
Interaction: None
Duration: 3 seconds
Sound: To be or not to be soundtrack

Scene 2



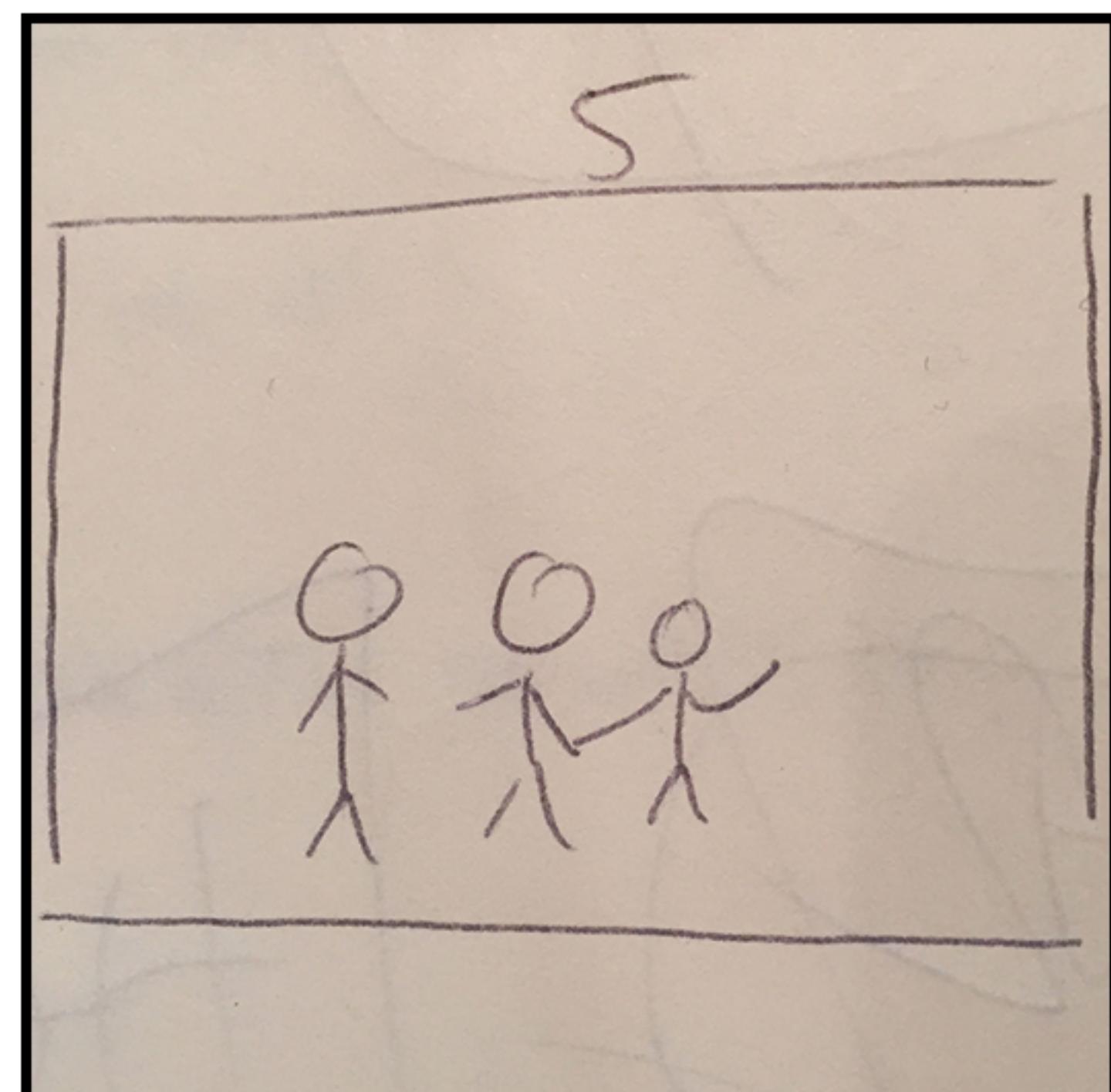
Action: There is an actor dressed as Hamlet ready to perform legendary monologue. To be or not to be...
Interaction: Click the button in order to continue with the story. You have two options.
Duration: 5 seconds
Sound: Prompter: "To be or not to be"

Scene 3



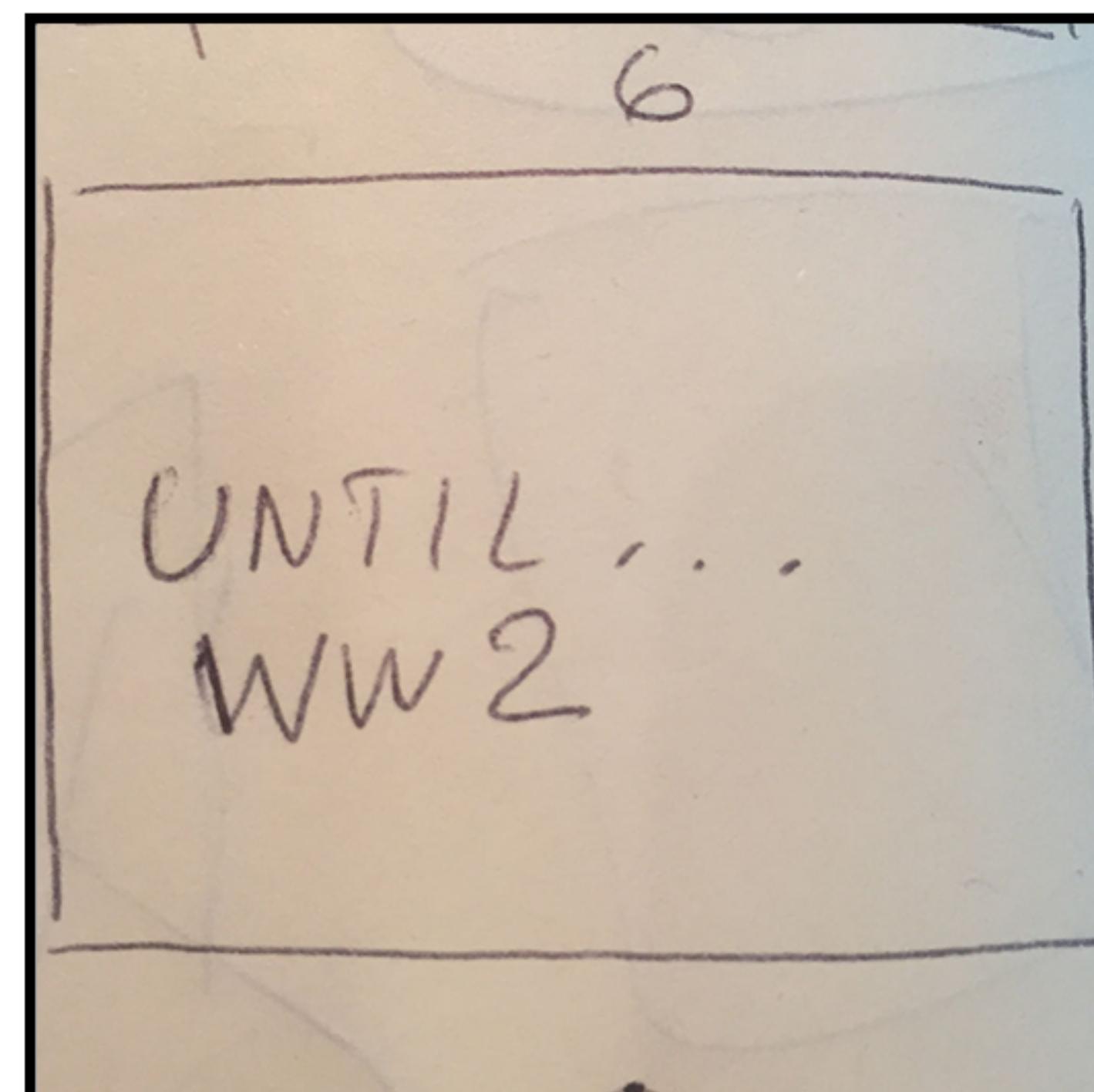
Action: The screen saying: "They were ordinary actors"
Interaction: None
Duration: 3 seconds
Sound: To be or not to be soundtrack

Scene 4



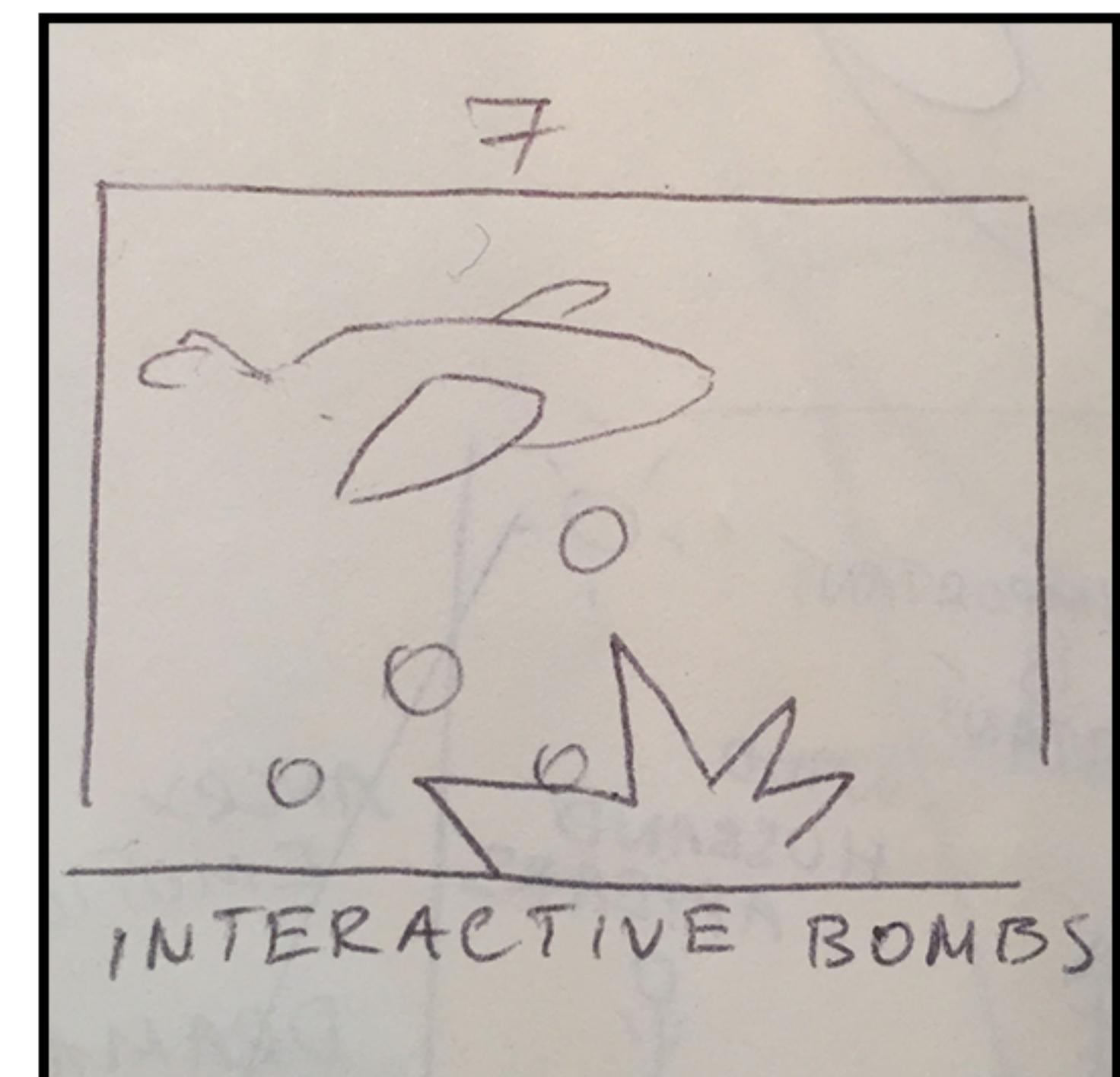
Action: This scene is showing the actors in their natural environment.
Interaction: None
Duration: 3 seconds
Sound: To be or not to be soundtrack

Scene 5



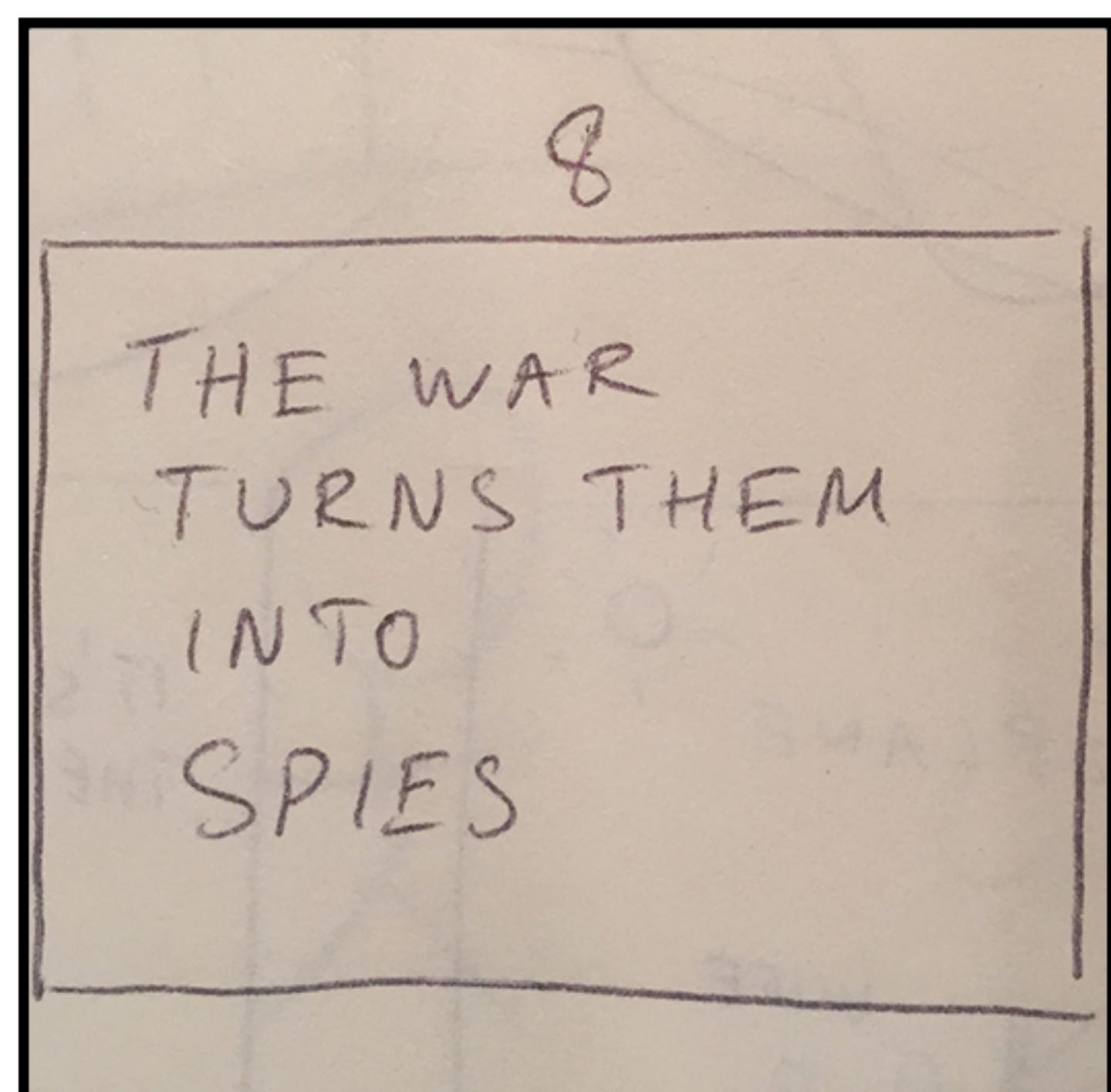
Action: Screen with text saying: "Until... World War II"
Interaction: None
Duration: 5 seconds
Sound: To be or not to be soundtrack

Scene 6



Action: There is a plane flying above Warsaw dropping bomb all over the city.
Interaction: Click the plane in order to drop the bomb. When the plane is out of ammo, teaser will continue.
Duration: 10 seconds
Sound: Plane flying, sound effect, bomb falling sound effect, exploding sound effect.

Scene 7



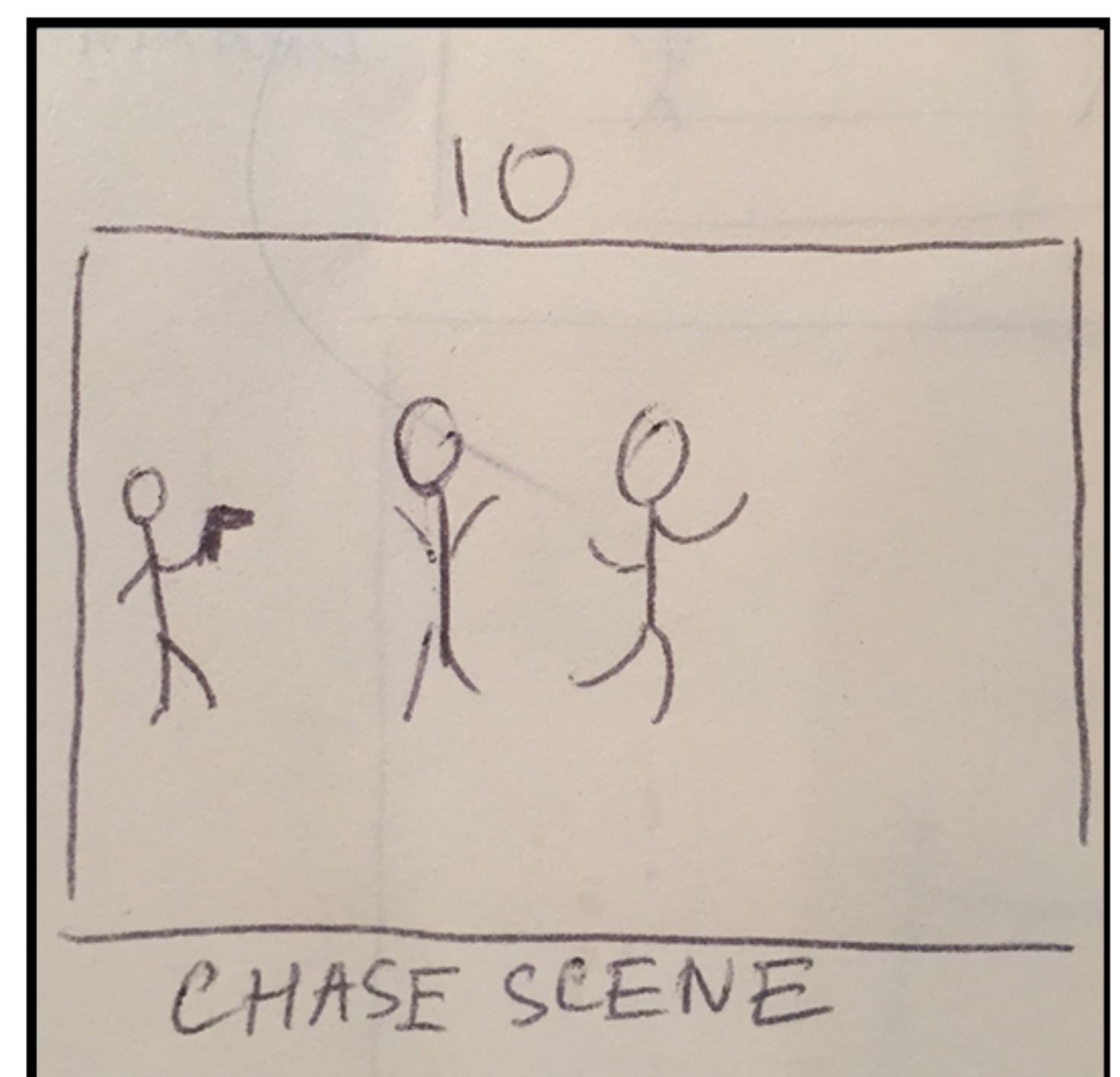
Action: Text on the screen saying: "The war turns them into spies?"
Interaction: None
Duration: 3 seconds
Sound: To be or not to be soundtrack

Scene 8



Action: The actors in the frame are changing their faces as symbol of them playing different roles in the movie. Background is also changing.
Interaction: None
Duration: 10 seconds
Sound: To be or not to be soundtrack

Scene 9



Action: The nazi army is chasing our main characters. This is the end of the teaser.
Interaction: None
Duration: 8 seconds
Sound: Gunshots sound effect, dynamic music