



Ten years from now, videogames are so immersive that teenagers learn lethal skills just by playing. They're called **Hapheads**.



**haphead.com**



# HAPHEAD

## The Story

Maxine gets a job at a massive electronics sweatshop manufacturing next-gen gaming peripherals. Her dad, a lifer punk rocker forced into a job he hates, is appalled that she'd voluntarily work at a sweatshop. She says she needs the money for university, though really that's just an excuse — unlike her dad, who hates his job, she just wants to get involved with the games she loves.

She loves them so much, in fact, that she decides to unofficially beta test the new haptic cables by sneaking one home from the factory. She goes all in and shaves a strip in the back of her head to improve its connectivity with her brainstem. Her favourite rabbit-ninja game suddenly gets a whole lot more punishing, with the haptic feedback loop beating skills into her muscle memory. Little by little, she levels up.

Which is lucky, because at the factory her haircut is attracting the wrong kind of attention — from other hapheads with something to prove, and from people who fear hapheads. Maxine's forced to fight to protect herself and her friends. When her dad sees the bruises, he doesn't understand she's giving better than she gets — and he starts to spiral into depression. Even with the sacrifices he's made he's unable to protect her. He ends up deciding to take a riskier security job to put a little more away for her university, and insists she quit.

But she's just as rebellious as he was, in her way, and refuses. He has to remove his tattoos for the new job, and he seems like a shell of his former self, shuffling through life. Maxine becomes more and more estranged from him, honing her fighting skills to distract herself, until one day his co-workers arrive at the door with the news that he'd died earlier that day.

Maxine's paralyzed with guilt — he took the job for her, after all — until she learns that it wasn't just a random heart attack. It involved a fellow haphead. Anger and vengeance propels her forward, presenting the tantalizing hope that maybe she wasn't solely to blame.

A noir-flavoured hunt through the city ensues. It thrusts her into a secret underground society of kids who've also managed to hack through the haptic restrictions, and conse-

quently become expert in everything from swordplay to parkour to strategy. The season ends with the reveal that her father is alive, leaving Maxine with even more unanswered questions...

## The Team

Haphead is the brand new project by the team behind Ghosts With Shit Jobs. While the community-powered feature only cost \$4,000 to make, it went on to raise \$20,000 on Kickstarter to fund a 25 city tour -- from its UK premiere where it won Best Feature at Sci-Fi-London to the Beijing International Film Festival. Wired enthused: "Excellent... science fiction is not dead. It's just moved from the cinema to the internet." Never losing sight of its human characters, Haphead is as much about subcultural scenes as it is about disruptive technology.

**Creator & Writer:** Jim Munroe

**Producers:** Sean Lerner & Anthony Cortese

**Director:** Tate Young

**Starring:** Elysia White, David Straus, Jonathon Robbins, Kwame Kyei-Boateng, Joanne Jansen

## Premium Content

8 episodes, averaging 7.5 minutes each totalling 60 minutes

## Extended World Extras

Faux-improvised interviews by factory employees

Haphead fan vlogger videos

Cast and crew interviews

**Availability:** January 2015

**Trailer and blog:** haphead.com

**Twitter:** @haphead

**Facebook:** facebook.com/hapheadvideo

**YouTube:** youtube.com/user/hapheadvid

## Early cuts:

haphead.com/distribution

Password: early

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