



GAME ON

A kid's film all about handball

TAGLINE

Ready. Set. Match.

LOGLINE

A foster-kid and her group of adventurous friends must defeat the conniving school bully in a handball tournament to win back her brother's lucky ball.

SUMMARY

When 10-year-old Clare, a foster kid, arrives at a new school she learns her favourite game, handball, is corrupted. If you lose your match the winner claims your ball. When the school bully, reigning champion Stephanie, gets a hold of her brother's lucky ball, Clare and her new-found friends must defeat her in a death match to win it back, as well as bring justice to the game of handball for the rest of the school.

INTRODUCTION

Following the success of kid's shows like *Little Lunch*, *Oddball* and *Paper planes* comes *Game On*, a charming and endearing story about school, sports and most importantly friendship.

INTENDED GENRE

Game On is a family friendly kids film with a big dose of comedy thrown in. Think *The Little Rascals* crossed with *Dodgeball*. Set in a primary school, we see the inner workings of 10-year-old minds and the problems they face on a daily level. To adults they may seem trivial but to a 10-year-old it's life or death.

AUDIENCE

Game On is written for a family demographic. Although best for children aged 8-13, the ages of the lead characters, it offers something for adult audiences too. Much like *Shrek*, it uses mature humour to subliminally entertain older viewers.



GAME ON

Meet the Characters

CLARE, the protagonist, wants acceptance.

She just wants to fit in with her peers and play handball.

Clare has had a tough life so far. All she can remember is her and her brother being moved around as foster kids. Clare has always felt like an outcast but it's a new year, a new school, and a new chance to fit in.

STEPHANIE, the antagonist, wants power.

She is the reigning champion of handball and will do anything to maintain her status.

Stephanie has always been very competitive; her parents have made her that way. She is very smart, athletic and is very hot headed.

MANSOOR, the mentor/ best friend, wants his pen license.

Mansoor is a great friend. He puts his problems aside to help others, sometimes at the cost of his own.

Mansoor's parents split two years ago and that, paired with a broken arm, have caused him to struggle with his schoolwork. He was forced to repeat a year because of these challenges and is always striving to do better.

MERRYN wants to be respected.

Merryn is a real tomboy. Merryn has grown up with four older brothers, so she loves sports. She has never related to the 'girly girls' in her class who wear dresses. It's simply impractical for sports.

Merryn's role at school is the umpire. She checks that everyone playing handball is keeping in line with the correct rules. She helps Mansoor train Clare for the final match.

COLE values knowledge.

Cole is a smart kid. He loves reading, computergames and inventing things.

Although he is terrible at ball games since his parents don't allow balls in the house, Coleman takes pride in cataloguing all the statistics on handball players at his school.

Coleman helps train Clare. He educates her on the school players and how the handball wars run at Sherville Primary School.

TIM & ANDREW want to be tough.

Tim and Andrew are stocky boys that are very intimidating just because of their size. Tim, the smarter of the two, is very serious and cut-throat. Whereas Andrew is a bit of an airhead.

The two characters are much like sheep, following orders from Stephanie. They act as her bodyguards in the story.

MRS BENEDICT wants to create havoc.

She is a tall, gangly red head that resembles the host of 'The Weakest Link'.

Mrs. Benedict is the year five class teacher who likes to terrorize children. She thrives on playing tricks on students and being nasty in a silly, grinch-like manner.



