

WOTWAMI

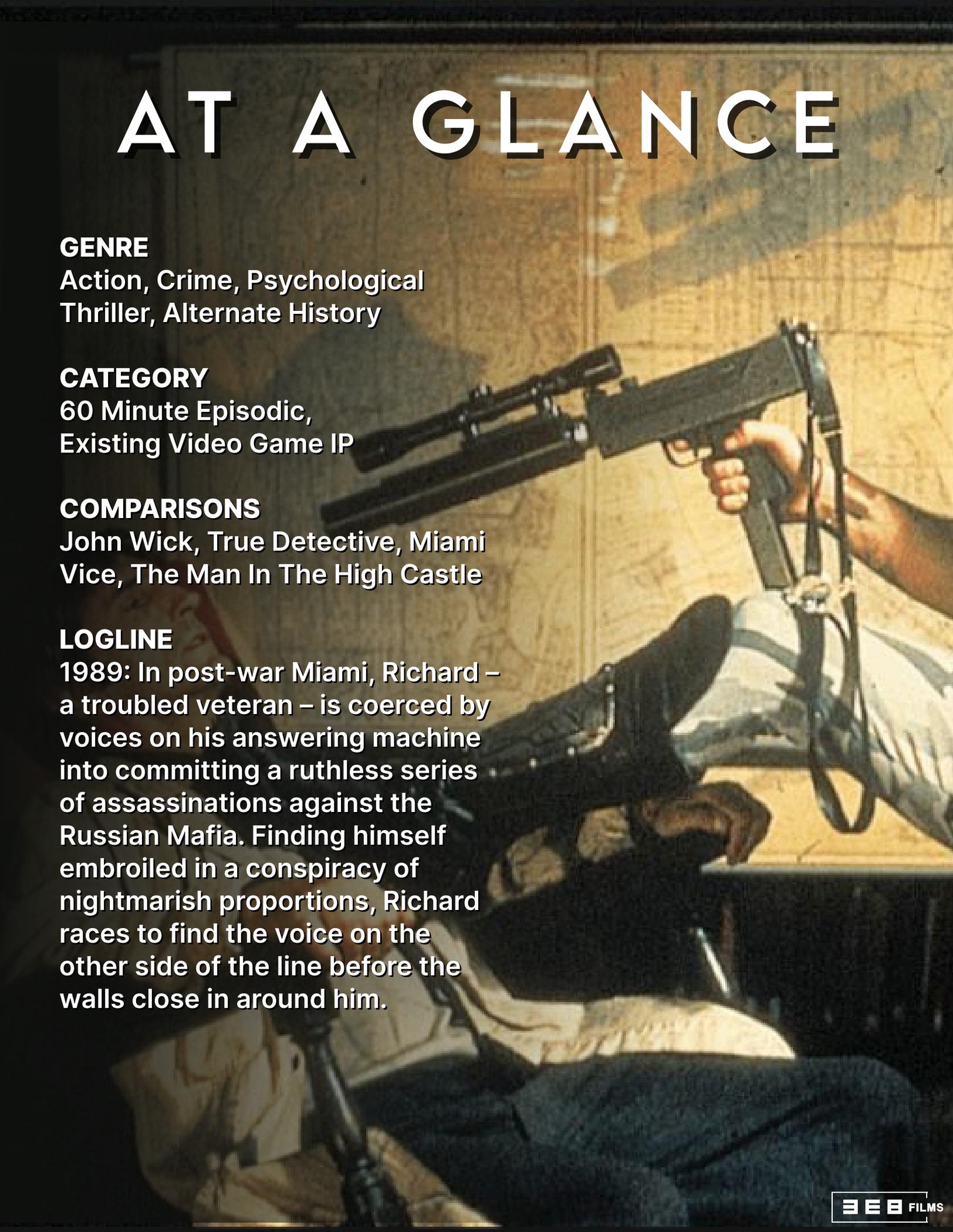
Based on the series
developed by Dennaton Games.



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AT A GLANCE

A hand holding a handgun with a scope, set against a background of plywood walls. The hand is wearing a white glove and is holding the gun in a way that the scope is pointed towards the left. The background is a wall made of plywood, with some shadows and highlights. The overall tone is gritty and cinematic.

GENRE

Action, Crime, Psychological Thriller, Alternate History

CATEGORY

60 Minute Episodic, Existing Video Game IP

COMPARISONS

John Wick, True Detective, Miami Vice, The Man In The High Castle

LOGLINE

1989: In post-war Miami, Richard – a troubled veteran – is coerced by voices on his answering machine into committing a ruthless series of assassinations against the Russian Mafia. Finding himself embroiled in a conspiracy of nightmarish proportions, Richard races to find the voice on the other side of the line before the walls close in around him.



Hotline Miami is a 2012 top-down shooter game developed by Dennaton Games and published by Devolver Digital. With over 5 million copies sold and \$240M+ revenue, it blew the doors open for what indie game development could achieve.

The 2015 sequel, *Hotline Miami 2: Wrong Number*, greatly expands on the world of story of the first game and provides much of the narrative foundation this adaptation builds on.

BACKGROUND



1985

Hotline Miami exists in an alternate timeline where the Cold War went hot. The conflict does not go in America's favor, with Soviet forces eventually seizing the Hawaiian Islands. Hostilities only cease after San Francisco is obliterated in a surprise nuclear strike.

In the aftermath, the country is governed by the **Russo-American Coalition**, a puppet regime that takes its orders from Moscow.

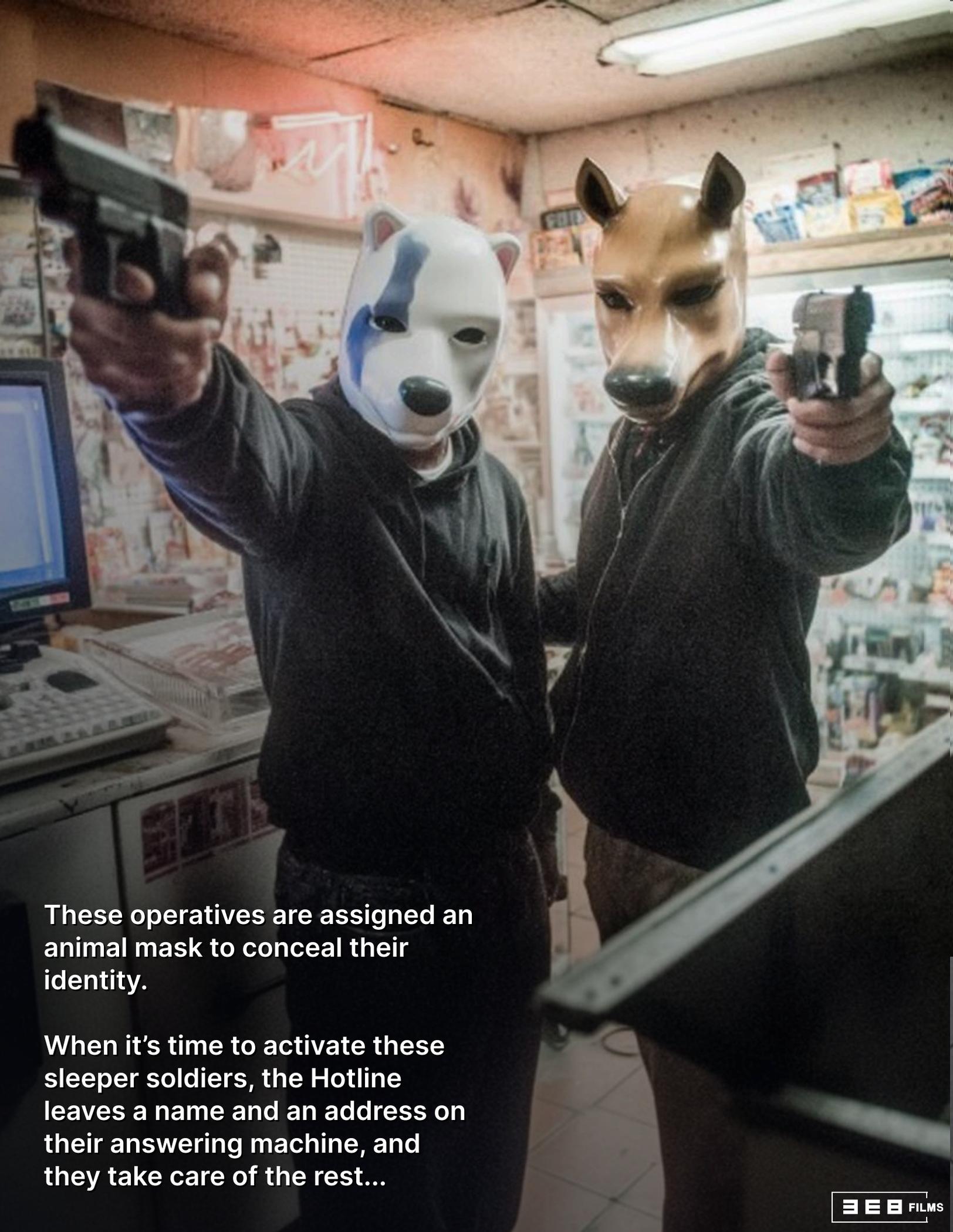
In Miami, the KGB-backed **Russian Mafia** holds the real power. The mob traffics drugs, guns, and women with cooperation from the police.

In many ways, life goes on as normal, but there is an undercurrent of fear, hate, and violence that grips the population.



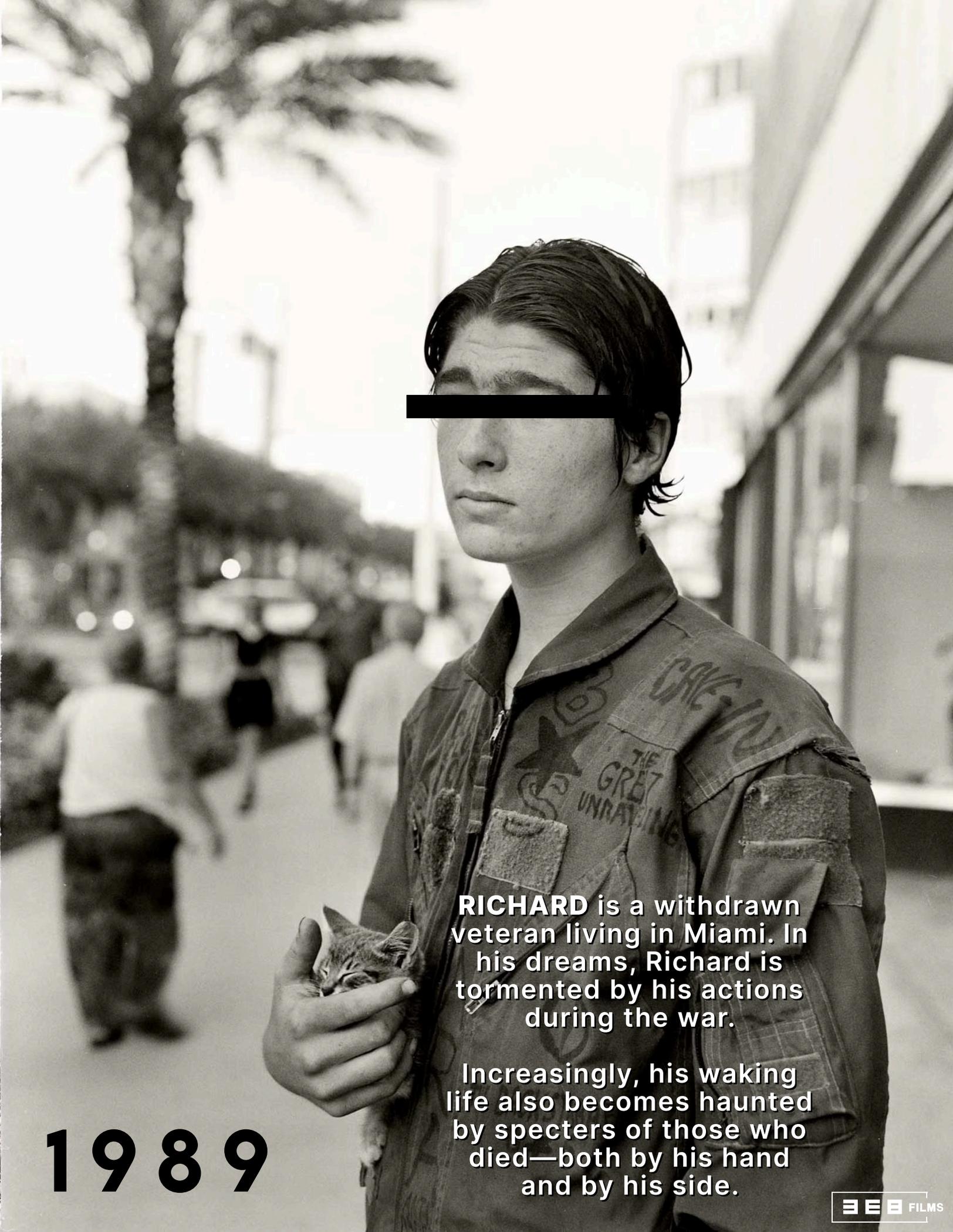
50 Blessings,
an ultranationalist
terror network,
establishes a cell
in Miami. Through
its anonymous
Hotline, it recruits
sympathetic
agents to target
the Mafia and its
collaborator allies.





These operatives are assigned an animal mask to conceal their identity.

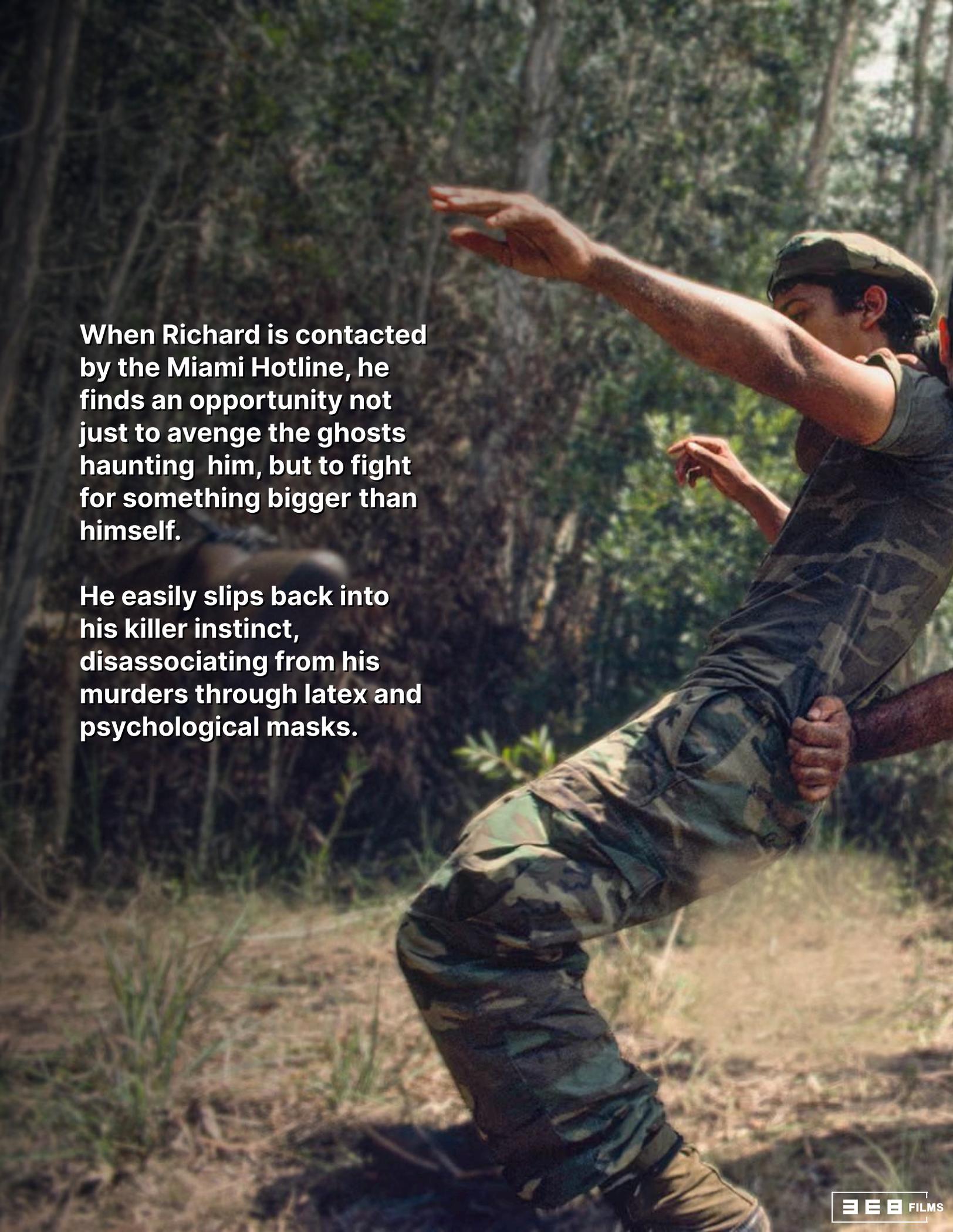
When it's time to activate these sleeper soldiers, the Hotline leaves a name and an address on their answering machine, and they take care of the rest...



RICHARD is a withdrawn veteran living in Miami. In his dreams, Richard is tormented by his actions during the war.

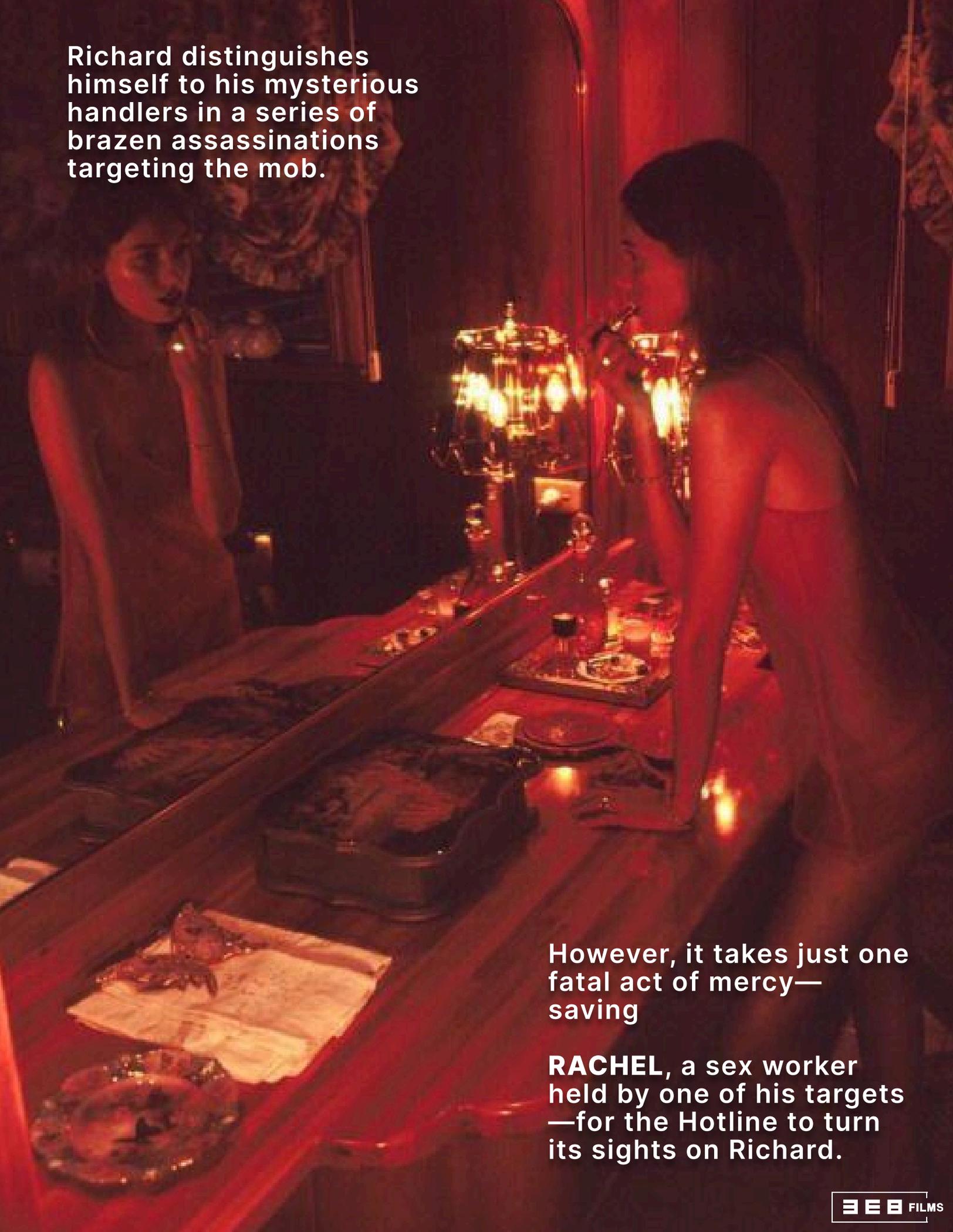
Increasingly, his waking life also becomes haunted by specters of those who died—both by his hand and by his side.

1989

A person wearing military-style camouflage clothing and a beret is shown in profile, looking towards the left. Their right arm is extended forward, and their left hand is being held by another person's hand on their hip. The background is a dense forest with sunlight filtering through the trees.

When Richard is contacted by the Miami Hotline, he finds an opportunity not just to avenge the ghosts haunting him, but to fight for something bigger than himself.

He easily slips back into his killer instinct, disassociating from his murders through latex and psychological masks.

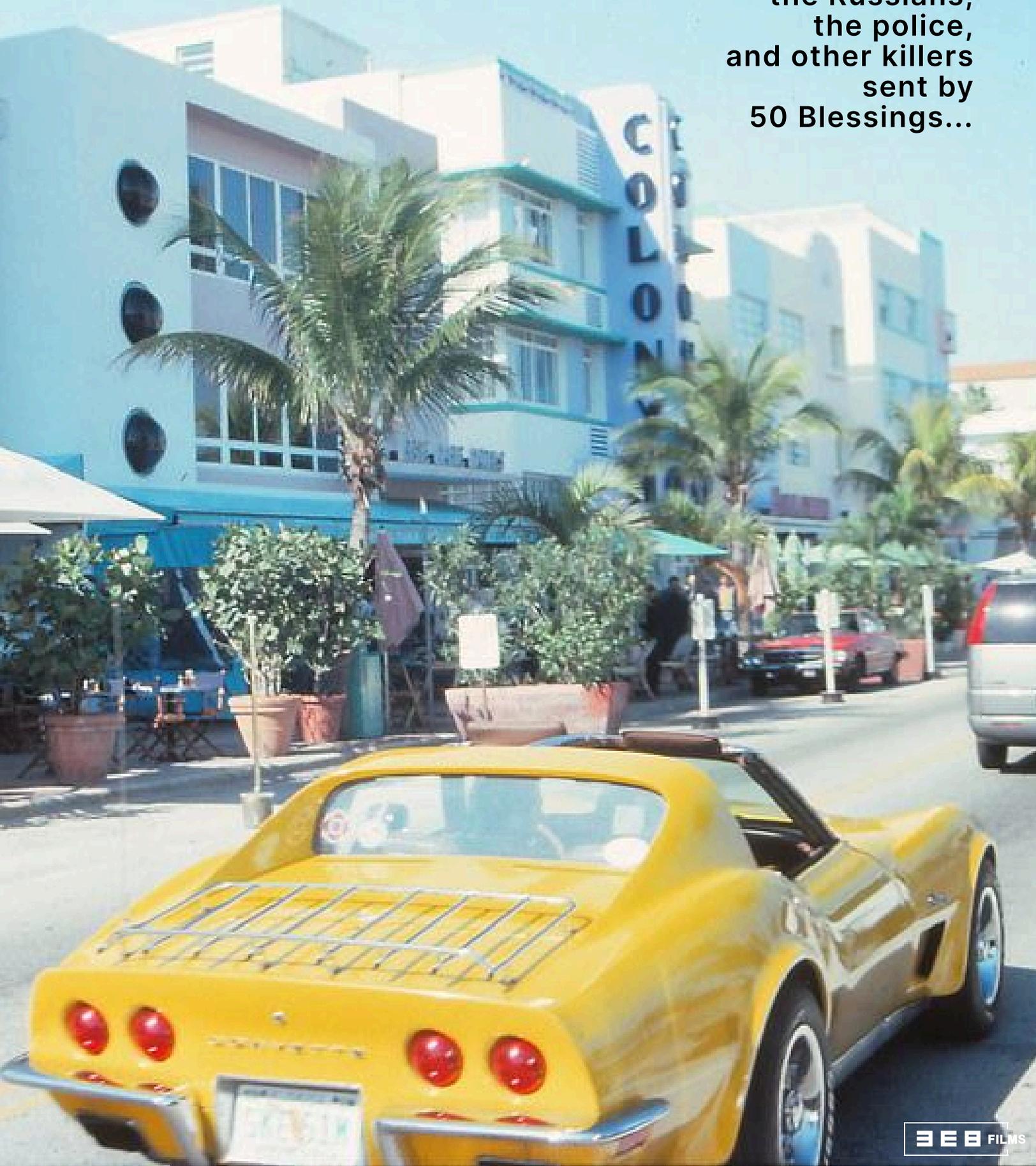


Richard distinguishes himself to his mysterious handlers in a series of brazen assassinations targeting the mob.

However, it takes just one fatal act of mercy—saving

RACHEL, a sex worker held by one of his targets—for the Hotline to turn its sights on Richard.

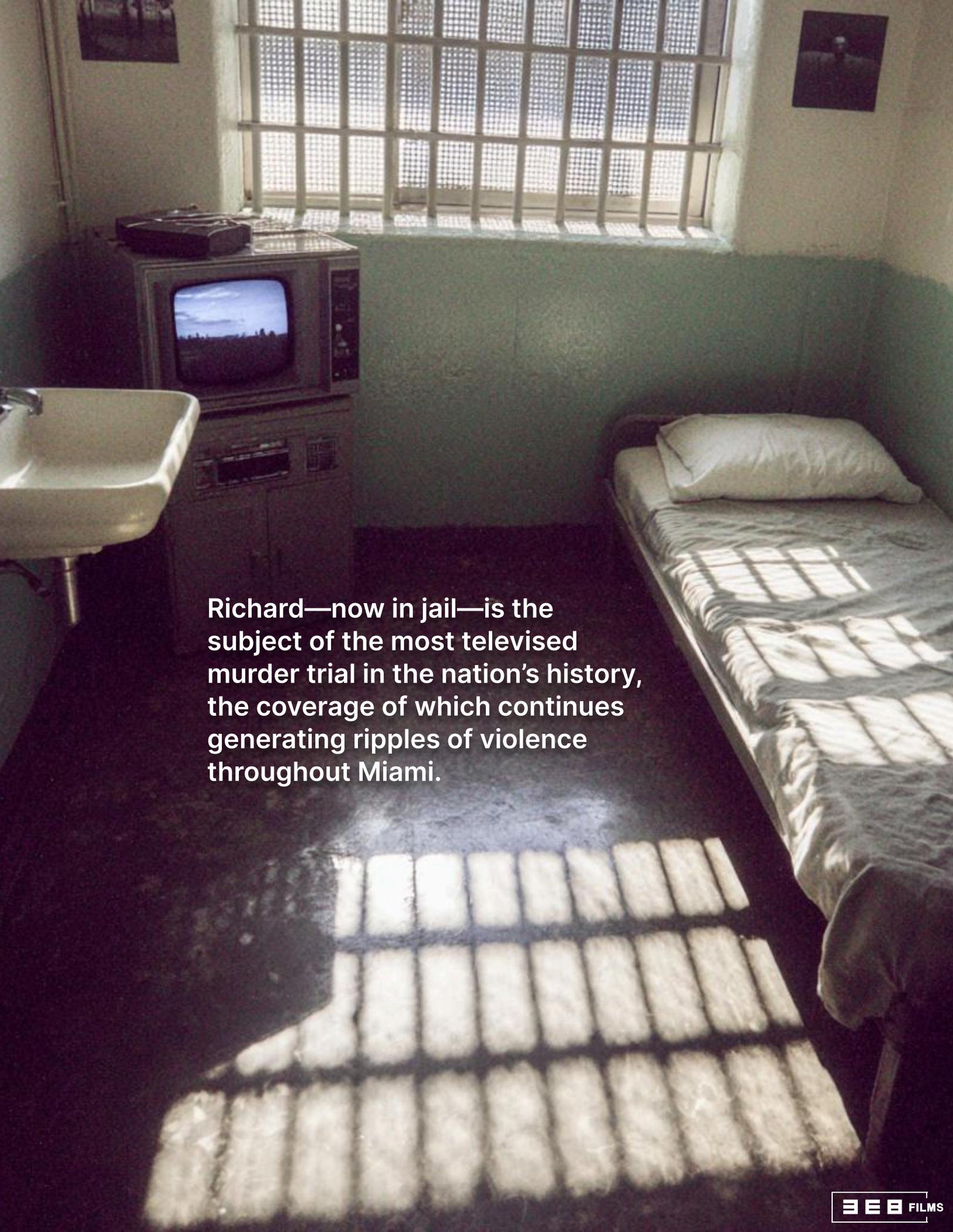
**Richard and Rachel
quickly find themselves
on the run from
the Russians,
the police,
and other killers
sent by
50 Blessings...**





1991

The Soviet Union has collapsed. The Russian Mafia - decimated by the Hotline's agents - has left a power vacuum in Miami. Criminal organizations battle openly for control, while street gangs take advantage of the chaos to prey on the populace.



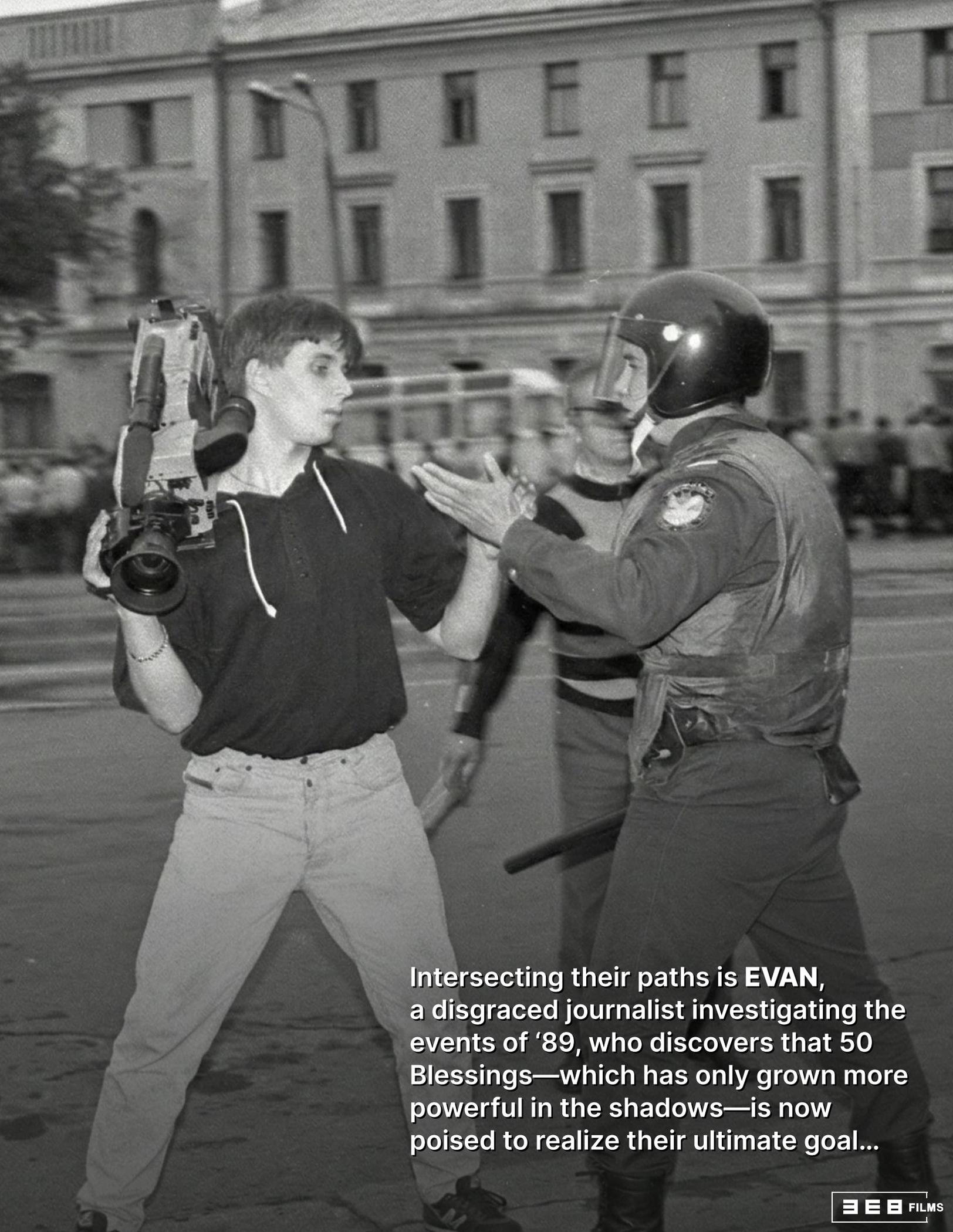
Richard—now in jail—is the subject of the most televised murder trial in the nation’s history, the coverage of which continues generating ripples of violence throughout Miami.



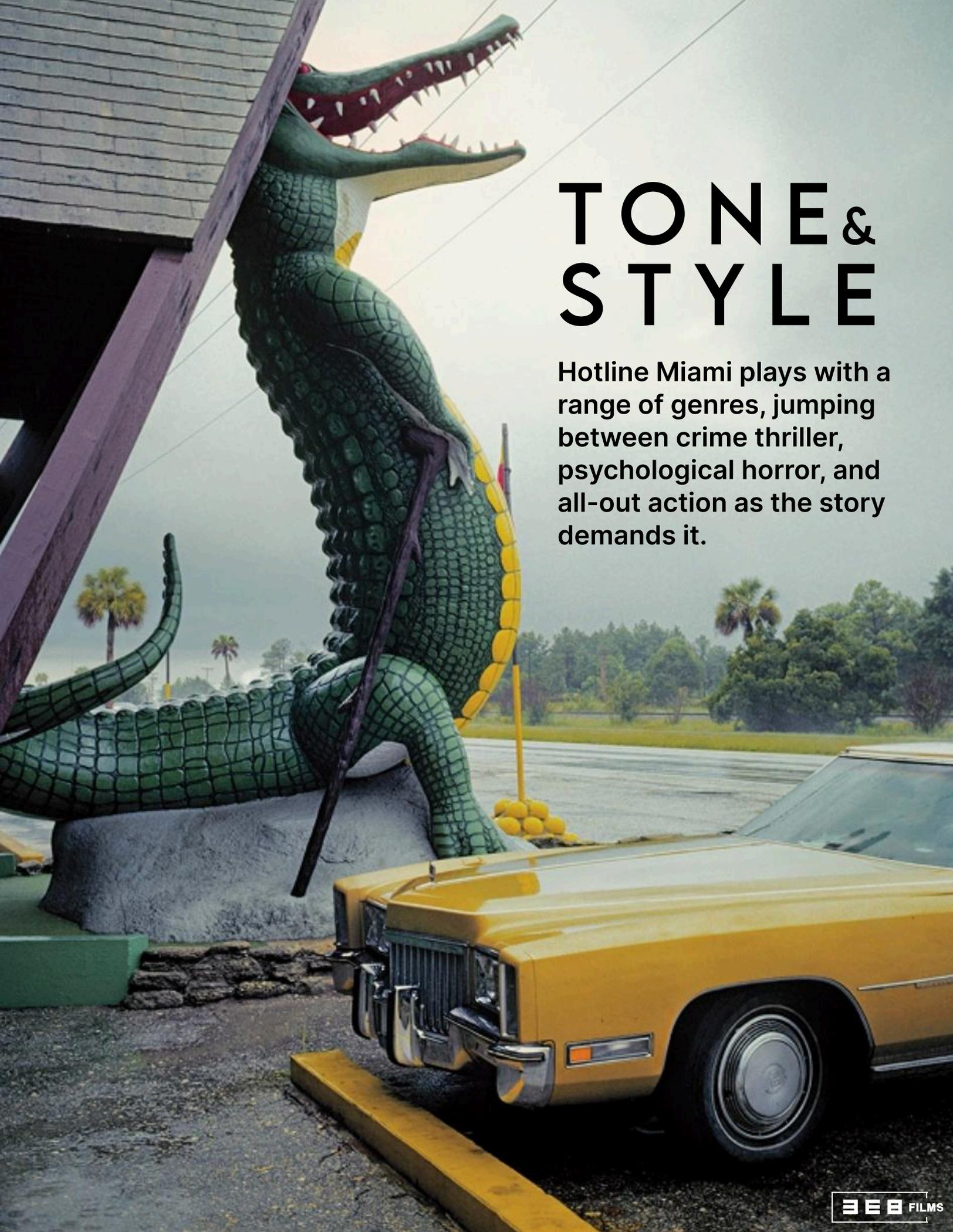
ALEX and ASH—twisted “fans” of Richard—
form a masked vigilante group targeting the
gangs in their neighborhood; Their
righteous vigilantism soon gives way to
indiscriminate killings.

The pair are tailed by **MANNY**, a homicide
detective following their bloody trail.

The cop has his own dirty secret: he’s
moonlighting as the **MIAMI MUTILATOR**, a
copycat serial killer trying to capture the
same media limelight Richard received.



Intersecting their paths is **EVAN**, a disgraced journalist investigating the events of '89, who discovers that 50 Blessings—which has only grown more powerful in the shadows—is now poised to realize their ultimate goal...

A large green crocodile sculpture with its mouth open, mounted on a building, with a yellow classic car in the foreground.

TO NE & ST Y LE

Hotline Miami plays with a range of genres, jumping between crime thriller, psychological horror, and all-out action as the story demands it.



While the world of story is treated seriously, this is a pulpy universe inhabited by hard-boiled characters with exceptional physical capabilities.

This will be a firmly TV-MA show. The violence is brutal and the gore is gratuitous. The bad guys are exceptionally cruel, and the evil they perpetrate is paid back upon them tenfold.

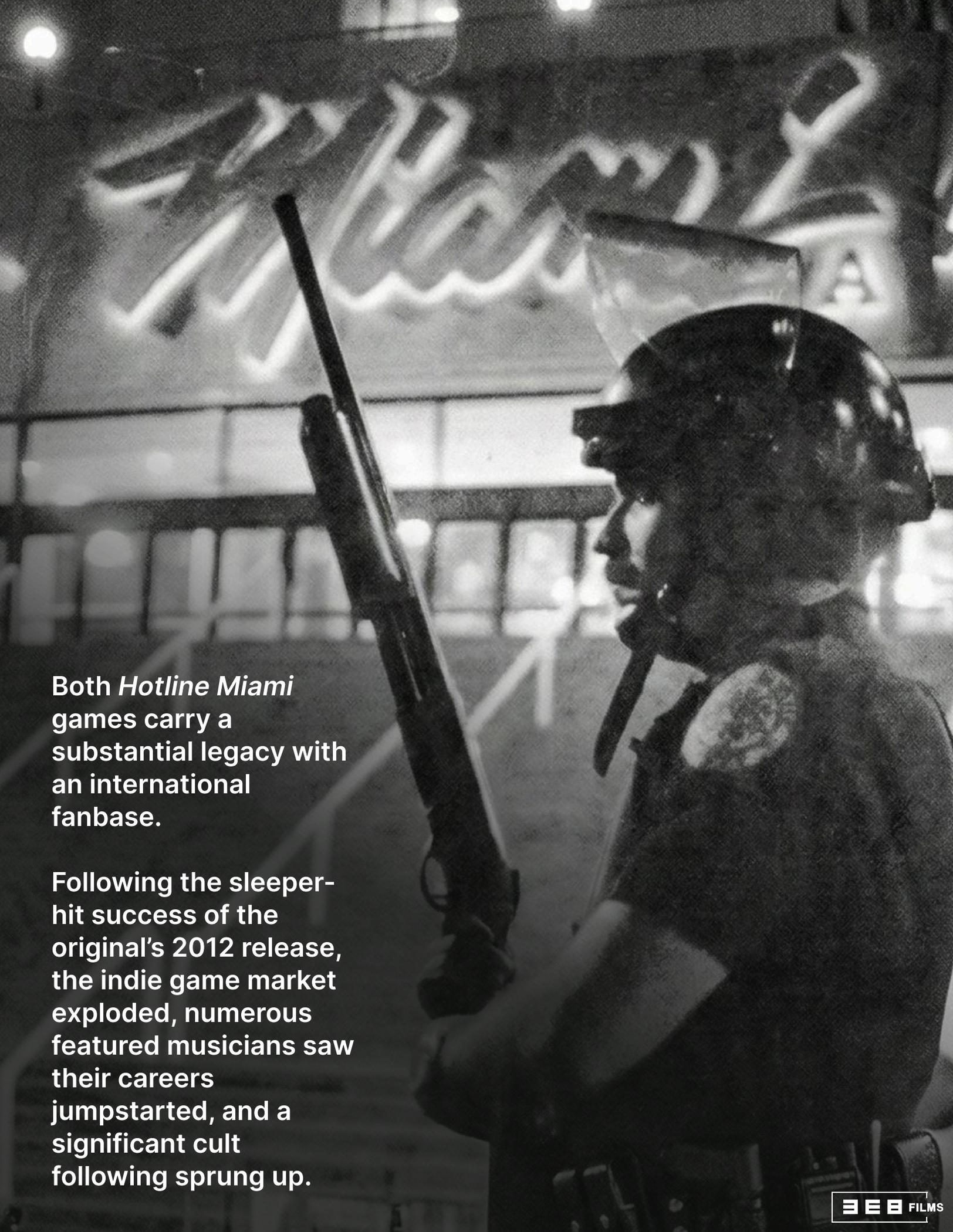




The narrative tension hinges on a merciless lack of attachment: bit players and main characters alike die at the drop of a hat.

WHY HOTLINE?





Both *Hotline Miami* games carry a substantial legacy with an international fanbase.

Following the sleeper-hit success of the original's 2012 release, the indie game market exploded, numerous featured musicians saw their careers jumpstarted, and a significant cult following sprung up.



Unlike most video game adaptations, *Hotline Miami* is set in a “low concept” universe. As a modern period piece, the main production challenges will be recreating the scenery and styles of the late 80s and early 90s.



Casual audiences will appreciate an approachable scenario that leverages 90s nostalgia in an alternate history setting.

MUSIC



Both *Hotline Miami* games were developed as vehicles to feature numerous musical artists, with each level built around a specific track.

Artists like MOON, Perturbator, and Carpenter Brut achieved popularity through their inclusion in these soundtracks, and the games are credited as an influential factor in the proliferation of synth genres in the 2010s.

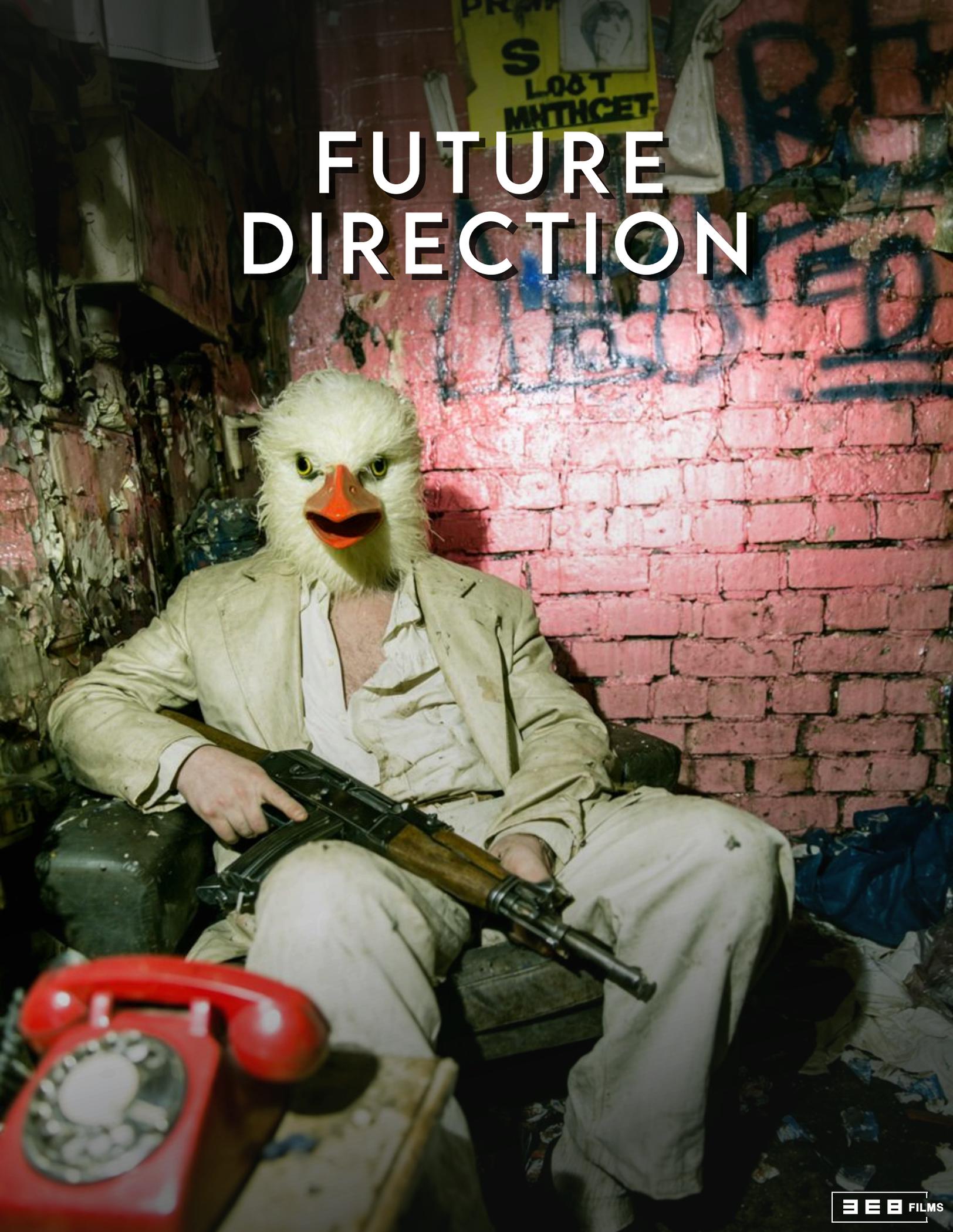


A photograph of a crowded nightclub scene. In the foreground, a man in a white tank top is dancing. In the background, a sign with the word 'HARD' written vertically is visible. The lighting is dim and blue-toned, typical of a club.

This adaptation can serve as a similar platform for a diverse range of emerging artists, rather than relying on the license-heavy approach that many period pieces rely on.

Pairing musical cues with the direction of action sequences will not only distinguish *Hotline Miami's* frenetic pacing, but attract a further audience base of music fans.

FUTURE DIRECTION



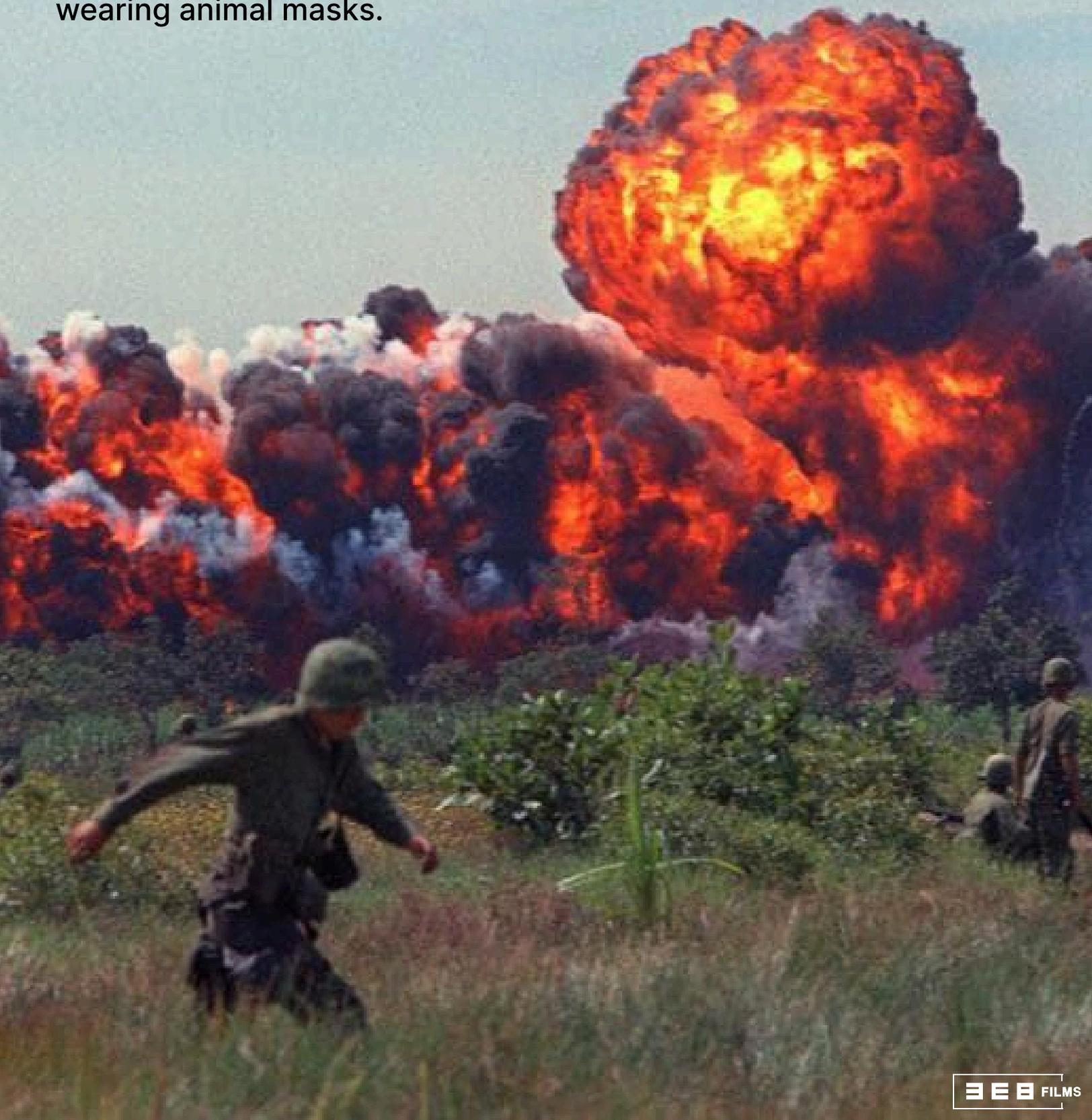


This adaptation is envisioned as a **multi-season series** with the longevity to build upon the narrative structure begun by the games.

However, the world of *Hotline Miami* is rich in character and plot threads with plenty of runway for spin-off narratives...

CONCEPT ONE

A prequel film set in Hawaii during the Russian invasion. Jungle ambushes and occult rituals punctuated by large warfare set pieces that explore the origins of Richard, 50 Blessings, and the practice of wearing animal masks.





CONCEPT TWO

An espionage series for streaming depicting inner dealings of 50 Blessings—from the operation of its Hotline to the public fronts it uses to infiltrate the American government.



As shooting locations become available, it would be plausible to slot premises like Hotline New York, Hotline Los Angeles, Hotline Phoenix, etc.



3 E 8 FILMS

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