

BIG FAT CAT PRODUCTIONS

SCREENPLAY LOGLINE SHEET

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THE LAST CALL

1. THE HEART OF IT

When a retired bomb technician with Parkinson's learns that the phone scammers who emptied his infusion-center friends' savings keep a ledger of every victim's name, he recruits seven fellow terminal cancer patients to fly to Mumbai and steal back not the money — but the proof that eleven thousand robbed pensioners were telling the truth.

2. THE CONCEPT PITCH

Eight terminal cancer patients from an Oceanside chemo ward — a bomb tech, a showgirl, a car salesman, a makeup artist and four more people nobody on earth would suspect — fly to Mumbai to rob the boiler room that scammed them, because the one thing a dying crew can't be threatened with is dying.

3. THE EMOTIONAL CORE

Vera Williams spent sixty-one days too ashamed to tell anyone she'd been robbed by a voice on the phone. Then she found out she wasn't alone — she was one of fifteen thousand — and shame turned into the most dangerous thing a scammer ever created: an old woman with nothing left to lose and a name she intends to clear.

4. THE STAKES LOGLINE

With months to live and a countdown running, eight cancer patients must infiltrate a Mumbai call center in a single night and choose between the twenty-two million dollars sitting in the accounts and the ledger that names every victim — knowing that taking the names means walking out with nothing but the truth.

5. THE ANTAGONIST ANGLE

He isn't a thug. Vikram runs a clean floor, pays seventy-one employees, and finds the one sentence a person cannot say to himself — and when eight dying Americans come for his ledger, the most charming man in Mumbai discovers a process failure he cannot manage.

6. THE THEMATIC CORE

A story about the crime nobody reports: not the money taken, but the dignity — and about eight people who learn that you don't get to finish it, you only get to be the one who showed up.

7. THE PRODUCER'S PITCH

Ocean's Eleven with a Nomadland soul. Eight award-bait roles for actors sixty-eight to eighty, one Mumbai unit, one eighty-desk call floor, and a heist where the score isn't cash — it's a list of names. Phone fraud is the most universally felt crime in America, and this is the movie that finally lets the victims take the room.

8. THE CHARACTER SHOWCASE

Ralph Winslow spent eighty years signing other people's paperwork and never once his own name. Given one night, one door, and one chance to be the man who stayed behind so the others could get out, he finally asks the only question that ever mattered to him: where do I sign?

9. THE SHORT AND SHARP

Eight people with nothing to lose. One call center in Mumbai. Fifteen thousand stolen names. God help the scammers.

10. THE IRONIC HOOK

The scam industry built its entire business on the assumption that old people are too ashamed to fight back and too frail to reach them. This is the story of the eight who were dying anyway — and bought plane tickets.

THE WRONG WAKE

1. THE HEART OF IT

A lonely seventy-one-year-old widower who crashes strangers' funerals for the free buffet walks into the wrong wake, is mistaken for a Sicilian consigliere, and discovers that the only thing standing between a mob family and a bloodbath is thirty-eight years of teaching high school chemistry.

2. THE COMEDY-FORWARD PITCH

Wally Krause wanted manicotti. What he got was a false name, a town car, an underboss who wants him dead, and six weeks as the most reluctant mob adviser in Pennsylvania — all because a coffee stain smudged a house number in the obituaries.

3. THE EMOTIONAL CORE

Since burying his wife, Wally has eaten canned soup, talked to her ghost at the kitchen table, and attended the funerals of people he never met just to feel like he belongs somewhere. Then a crime family calls him cousin — and for the first time in years, somebody says his name like it matters.

4. THE STAKES LOGLINE

A widowed chemistry teacher has six weeks to keep a mob widow's son alive long enough to pass the bar exam — a job for which he is catastrophically unqualified, quietly perfect, and one wrong answer away from a warehouse floor.

5. THE THEMATIC CORE

A man whose only weapon is thirty-eight years of making armed men feel like sophomores learns that de-escalation is heroism, that mercy has a body count, and that there was never a version of this house where nobody dies.

6. THE CHARACTER SHOWCASE

Gina Salvati doesn't raise her voice. She buried her husband, converted her grief into arithmetic, and hired a fraud off her own guest list — because a decent man with no stake in the empire may be the only person who can keep her son breathing.

7. THE TONAL PITCH

Funny until it isn't, and honest about the difference: a deadpan character comedy about grief and usefulness that keeps sliding, scene by scene, into a genuine crime drama — where the joke is that everyone underestimates the teacher, and the horror is that he was right about all of it.

8. THE SHORT AND SHARP

Wrong address. Wrong family. Wrong man. Best six weeks of his life.

9. THE PRODUCER'S PITCH

A contained, character-forward independent feature built around a career-defining lead for a veteran actor: one suburban kitchen, two funeral parlors, a social club, a casino suite, a desert garage, and seven roles working

actors will fight over. Nebraska and St. Vincent colliding with Donnie Brasco.

10. THE EMOTIONAL GUT-PUNCH

Eleven years after his wife died, a mob widow hands Wally an envelope containing a condolence note in Marilyn's own handwriting — In case I go first, somebody tell Walter he was the safest place I ever lived — and the man who has spent his retirement rehearsing a joke for his estranged son finally drives to Colorado and doesn't make it.

SCOOTER MURPHY — SPACE MARSHAL

1. THE HEART OF IT

A lonely ten-year-old girl who plays make-believe Space Marshal in her bedroom and blogs her missions to four hundred and twelve followers discovers that the alien emperor she invented is real, has been reading every word she writes — and has sent his best assassin to make her stop.

2. THE ADVENTURE HOOK

Purple hair, a tin star, moon boots and a Razor scooter are all that stand between Earth and an alien invasion being run out of a fast-food drive-thru — and the only person who noticed is a fourth grader nobody believes.

3. THE COMEDY-FORWARD PITCH

A vain galactic despot who takes meetings in his loofah bath and vaporizes advisors with a cheerful UNFOLLOWED! is three weeks from conquering Earth. His entire operation is a chrome burger franchise. His only real problem is a ten-year-old with a blog and a can of bug spray.

4. THE STAKES LOGLINE

When the black van finally comes for the two friends who stopped believing her, a ten-year-old girl who just admitted she made the whole thing up must post one line to a blog nobody takes seriously and summon an entire city's worth of Cookie Cadets before a monster in a burger restaurant finishes collecting her neighbors.

5. THE EMOTIONAL CORE

Being the Space Marshal is the only time anyone listens to Tressa Murphy — and the only time she listens to herself. Her mother works ER nights, her friends tease her, and the badge on her chest is a toy. The film's argument is that she never should have needed it to be heard.

6. THE VILLAIN ANGLE

She wears black leather, red talons, and rides a supercharged motorcycle, and everyone believes she's the world's most competent secret agent. She is actually something much older, much hungrier, and much better at wrapping silk — and the Emperor hunting a little girl has no idea he's already been outbid.

7. THE THEMATIC CORE

Everyone is watching everyone: a government watching its citizens, aliens watching the government, and a drive-thru monetizing your face while it takes your order. The one person actually paying attention is the one nobody believes.

8. THE SHORT AND SHARP

A ten-year-old made up a galactic tyrant to feel brave. Turns out she got his name right. And his address.

9. THE WORLD-BUILDING ANGLE

Welcome to Saturn Burger, where a spinning fiberglass planet turns on every roof, the drive-thru scans your face with your order, and the black vans come later for the customers worth keeping. Two hundred neighbors

are already hanging in a warehouse. One kid with a scooter has three weeks.

10. THE PRODUCER'S PITCH

Four-quadrant by construction and built for animation or live-action hybrid: kid-scale slapstick, an adult-legible satire of surveillance and fast-food data harvesting, an instantly merchandisable purple-haired heroine, a mother-daughter core that lands, an army of militarized nine-year-olds as the third-act cavalry, and a closing scene that names the sequel's bigger monster on screen. Spy Kids meets Gremlins with the heart of Turning Red.

CRITTER CAMP

1. THE HEART OF IT

When eleven-year-old Brody — still reeling from the death of his military hero father — is forced on a school camping trip, an unlikely friendship with a grieving, outcast bear teaches them both that real courage isn't about being fearless; it's about protecting the ones you love.

2. THE ADVENTURE HOOK

At a summer camp where talking animals secretly prepare to entertain visiting kids, a bullied boy and a food-obsessed bear who never learned how to be a “real bear” must rely on each other to face down bullies, a terrifying alpha predator, and the grief they've both been running from.

3. THE PARALLEL JOURNEY

A boy who lost his father in combat and a bear who watched his father fall to a poacher's bullet discover that the only way through their pain is together — in a wild, funny, and deeply moving adventure at Camp Wannarunnaway.

4. THE COMEDY-FORWARD PITCH

Grimsby is a terrible bear: he can't fish, can't fight, and his best skill is stealing a park ranger's debit card to order fast food. But when a lonely, bullied kid needs a hero, this 800-pound disaster might just be the bravest animal in the forest.

5. THE STAKES LOGLINE

After school bullies escalate from cruelty to genuine danger, an eleven-year-old grieving his father's death must find the courage to stand up — with help from a misfit talking bear who knows exactly what it means to lose everything and keep going.

6. THE THEMATIC CORE

Two outcasts — a fatherless boy and a bear ridiculed by his own kind — forge a bond at a chaotic summer camp that proves heroism isn't inherited; it's earned by choosing to protect someone else, no matter the cost.

7. THE WORLD-BUILDING ANGLE

Welcome to Camp Wannarunnaway, where forest animals dress up, hold meetings, and prepare elaborate performances for visiting schoolchildren. But when a grieving boy and a lovable bear rebel collide, the camp's biggest show becomes an unscripted act of real heroism.

8. THE EMOTIONAL GUT-PUNCH

Brody wears his dead father's military medal around his neck but doesn't believe he'll ever deserve it — until a wounded, outcast bear shows him that the truest heroes are made not on battlefields, but in the quiet, terrifying moment you step between danger and someone you love.

9. THE SHORT & SHARP

A bullied boy. A bear who can't bear. One wild summer that teaches them both what their fathers already knew: love is worth fighting for.

10. THE PRODUCER'S PITCH

Part buddy comedy, part coming-of-age tearjerker, *Critter Camp* follows a grief-stricken kid and a wise-cracking, fast-food-addicted bear through a summer of slapstick chaos, schoolyard villains, and a climax where an animal who never fit in earns a Medal of Heroism — and a boy finally understands why his father was a hero.

YOUNG DAVINCI

1. THE HEART OF IT

When an abused twelve-year-old orphan apprentice to Leonardo Da Vinci accidentally uses a cursed paintbrush and is pulled into a magical dimension of unfinished art, he must find the courage he never had at home to fight his way back — and save the master who became the father he always needed.

2. THE ADVENTURE HOOK

In Renaissance Florence, a boy with a gift for painting and a talent for surviving is hurled into the Realm of Unfinished Art — a world where Spartans, Medusa, the Founding Fathers, and a half-painted girl named Lisa are all waiting to be completed — and only he holds the brush that can save them all.

3. THE EMOTIONAL CORE

Ren has never known what a real family looks like — he draws them, but he's never had one. When a jealous rival's dark magic traps him inside a world of unfinished paintings, it's the bond with his mentor Da Vinci and a girl who exists only on canvas that finally teaches him what home really means.

4. THE COMEDY-FORWARD PITCH

A twelve-year-old artist's apprentice, a scheming talentless villain, a wise-cracking fortune teller, and two of the dumbest hired thugs in Renaissance Italy collide in a madcap adventure where the greatest weapon isn't a sword — it's a paintbrush with an instruction manual nobody reads.

5. THE STAKES LOGLINE

When his jealous rival hires assassins, buys a cursed paintbrush, and lures Leonardo Da Vinci into a deadly trap, only his young apprentice Ren can fight through a dimension of unfinished masterpieces, defeat a living Medusa, and race back to save the one man who ever believed in him.

6. THE WORLD-BUILDING ANGLE

Welcome to the Realm Between — a dimension where every unfinished painting in history lives in limbo: half-sketched warriors guard crumbling battlefields, dogs play poker, the Founding Fathers throw rapping parties, and a lonely girl named Lisa waits for the one artist brave enough to complete her story.

7. THE THEMATIC CORE

A boy told his hands are too soft to be anything but an artist discovers that art isn't just paint on canvas — it's the heart you put into it — and that the same hands his father mocked as weak are the ones strong enough to save everyone he loves.

8. THE SHORT AND SHARP

An abused boy. A genius inventor. A cursed paintbrush. One magical journey that proves the mightiest weapon in the world is a brushstroke made with heart.

9. THE ORIGIN STORY

Before the Mona Lisa had her famous smile, a twelve-year-old boy named Ren had to survive an abusive father, outsmart a murderous rival, battle mythical creatures inside a world of living paintings, and find a family of his own — all so he could paint the girl who inspired it.

10. THE PRODUCER'S PITCH

Part coming-of-age tale, part Renaissance action-comedy, part animated musical, Young DaVinci follows an abused orphan-turned-apprentice who is flung into a dimension of unfinished art, befriends the half-painted girl of his dreams, outwits a hilarious gallery of villains, and ultimately paints the smile that launches the most famous portrait in history — the Mona Lisa.