



GAME

Sweden, a country with over 200 years of peace and a weak military force, is situated between an increasingly hostile Russia on one side and a battle-ready NATO alliance on the other. Identified as an easy target, Sweden is hit by a series of cyber-attacks – and while NATO blames Russia, the truth lies closer to home. As the International tension unfolds on Swedish territory, Sweden becomes a pawn in a political game they didn't sign up for.

The investigation of a cyber-attack aimed at the Swedish military, lands on **KAJSA EK**'s desk the first day at her new job.

Kajsa a workaholic and a single mother, is nothing like your regular hero, she is a coward operating safely from behind her computer screen.

As a series of larger attacks hits Sweden, NATO steps in accusing Russia of starting a cyberwar. Kajsa, however, is of a different opinion.

She uncovers a lead that points to a refugee, a young boy who died in a presumed accident under the care of a Swedish officer.

Reluctantly she teams up with the Swedish officer hoping to find out the truth about the dead boy and trace the origin of the attacks. Meanwhile her daughter is walking in the dead boys trail.

Title: Game (Högvilt)

Format: 10 episodes x 45 min

Genre: Thriller

Creators: Emma K Dixgård & Lovisa Inserra

Website: www.redsister.se/hogvilt
(user & pw: data)

FORMAT

10 episodes x 45 min

PROLOGUE: Our first episode starts with a military exercise during which the cyber-attacks start. Each consecutive episode begins with a flashback; a memory from one of our characters revealing personal secrets and new insights to these attacks. The season finale uncovers the killer, as we see his memory of the night the young boy died.

TITLE SEQUENCE: After the flashback the title sequence begins. The imagery lulls us in to the calm and beauty of the series universe. The hunting grounds, the military compound. We are lured into a breath-taking landscape of a small coastal town surrounded by stormy waters. It's the deep breath before the plunge.

A-, B-, C- PLOT LINES:

A - Cyber-crimes and investigation

B - Defence politics, corruption and power play

C - Family deceit - the teenagers secret online life.

TIME: The series takes place during a short space of time, 10 days. One day per episode.

INSPIRATION:

24: Pageturner tempo

FÖRBRYDELSEN / BRON: Plot - One larger crime spanning cross the season with political and personal ramifications

THE WIRE: Relevance & Social commentary

BORGEN: Characters

CHARACTERS

KAJSA EK

Computer analyst at NetSec (Private security company)

Kajsa Ek is a newly recruited computer analyst at a private security company, NetSec. She is an emotional enigma in a world full of strait-laced, tight-lipped officers. Both her laugh and her tears are reason for discomfort among her colleagues. She is a single mother of a teenage daughter, Silke, and a workaholic. She has finally landed her dream job, contracted to work on preventing as well as investigating nation state attacks, against NATO partners and allies. She is the best there is - a true ace at her job. Kajsa, however, is a coward and she has no intention of ever stepping out from behind her computer screen to solve crime in the real world. But when her own daughter is in peril, she is forced to overcome her fears and face criminals she previously only knew by their signature code.

GUSTAF BRANDT

Cyber intelligence (Department of Defence)

Gustaf Brandt is a widower and a computer analyst with the DoD's cyber unit. He is Kajsa's opposite and a hero in the traditional sense of the word. His wife died childbearing five years ago and after that he took on a young refugee who had arrived in Sweden alone from Syria. The kid was in trouble at school but had a knack for computers and Gustaf took him under his wing and entrusted him with a position within the military. One day Ayman was caught infiltrating the military's system and Gustaf cut all ties with the boy. When the boy dies he feels overcome with guilt. And when the investigation of the cyber-attacks start pointing to the young dead boys involvement, he does anything he can to clear his name.

ANTAGONISTS

We have created a gallery of criminals who are driven by ambition, ideology, money or fear - but never pure evil. They are antagonists with relatable motives, not psychopaths possessed by the devil.

What eventually escalates to a full blown cyberwar begins with the CEO of SACHT & COLT, a company who supplies cyber security software and hardware to both private companies like NETSEC and armies around the world. Frustrated by the complete ignorance and lack of security surrounding him, the CEO commissions five attacks on the dark web. He asks for hits without lethal outcomes that will strike against governments, industry, critical infrastructure, banking and private citizens alike and show how vulnerable we all are. Once the bitcoins are transferred the naïve CEO has no way to retract the attacks. And the different characters in various shades of criminality, who rose to the occasion, aren't too picky about collateral damage...

NATO quickly comes to the conclusion that Russia must be behind the attack. They have long been looking for a reason to bring Russia's clandestine cyber army to justice. So what started as a foolish idea, to simply show the world how fragile they are, spirals out of control and becomes a proxy war on Swedish soil. A war for dominance in the cyber arena.



LOCATION

GAME takes place in a small military town on the coast by the Baltic Sea, where Sweden's cyber command is situated.

The landscape moves, from stark cliffs by the ocean, to forests and fields inland. The area has been prime hunting grounds for centuries and an old mansion turned conference center, aptly called THE HUNTING LODGE, is frequented by the political elite for high-level meetings often coupled with hunt for game.

NETSEC - a private security company moves in to the area since they have started to collaborate closely with the military's cyber command. Their high tech computer center looks out of place in midst of its idyllic surroundings and the rather scruffy looking military base.



SEASON ONE EPISODES



EPISODE ONE

"Military exercise & a dead refugee"



EPISODE TWO

"Who will be Chief-in-Command?"



EPISODE THREE

"Hackers, activists & mercenaries"



EPISODE FOUR

"Camera hack attack & the death of a leader"



EPISODE FIVE

"Drone attack & a police murder"



EPISODE SIX

"Car attack & the Russian Snake Squad"



EPISODE SEVEN

"The Minister of Defence has a secret"



EPISODE EIGHT

"Smart grid attack"



EPISODE NINE

"Military funeral & fall of the Minister of Defence"



EPISODE TEN

"The real killers shows his face & danger at home"

PLAYERS

NETSEC

Private security company contracted by the military to investigate cyber-attacks. They make enormous sums of money and are guns for hire. In theory, their allegiance can be bought by the highest bidder.

NATO

NATO takes over the investigation looking to frame Russia for the attacks.

MINISTRY OF DEFENCE

The cyber conflict becomes a power game where warmongering politicians take advantage of the situation.

HACKTIVISTS/IDEOLOGISTS

Civil liberties are at stake and hackers launch counter attacks to make sure that governments don't overreach their authority.

SWEDISH CYBER COMMAND

Underfunded they are forced to rely on private security companies to do their job.

SACHT & COLT

A "Fortune 500 Company" and part of the military industrial complex. They sell security equipment and have a lot to gain from a cyber war.

RUSSIAN CYBER ARMY

The Russian state hires hackers to do their dirty work and when threatened they strike back in force.

WRITER'S NOTE

In **GAME** we focus on the effects of crime rather than the actual hacking, (forensic science in cyber offensives are slightly boring to watch...). Those effects will make anyone cautious on the verge of paranoid; the locks on your doors no longer protect you against intrusion and you can't trust the government or any other institution to keep your money or your secrets safe.

GAME is a conspiracy thriller. We traveled around the world and crowd-sourced worst case scenarios from experts from both the government, the military, the industry as well as hackers. The result is **GAME** - a series about how small actions could easily spiral out of control and how red lines are freely crossed in battles where there are no clear rules of engagement.

We focused on how cyberwar would affect people on a personal level and have attempted to bring the paranoia in to people's living rooms making everyone a potential victim. What if your smart-phone's camera was activated and broadcasted directly to your Facebook page? What if you lost control of your car? What if the smart grid was tampered with and you lost electricity for days on end? In a worst case scenario chaos ensues and people panic. Conflicts bring out both the best and the worst in people...

Our lead Kajsa, is a scaredy-cat who uses social skills and humor to survive - not guns and strategy. She is a character we have missed in the thriller world.



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