

## HAMMERTIME

### **Short synopsis**

Deep in the woods: After a four-year-old boy is laughed at by two older girls, his imagination drives him to take revenge and turns his childish play into a bitter reality.

### **Short Directors note**

The idea for the film came about as follows: When I was a kid, we often played 'war' in the neighbourhood. It was a game of hide and seek with wooden sticks (guns) and the adrenaline rush of being discovered by the 'enemy'.

But one day, while we were playing, a friend provoked me. I remember punching him in the face out of the blue. For some reason, in that strange moment, I felt like a hero from a film, delivering justice. It felt good. The boy hadn't expected it at all and was stunned. He just ran away. Of course, I soon felt guilty and luckily my punch didn't cause any further damage. I apologised to him. That was my first and last punch.

That's how I got the idea for 'HAMMERTIME'. My aim is to make the rapid change from power to guilt, from play to reality, tangible for an audience.