

**Blood Feud Film Project  
SYNOPSIS****Serbia/Montenegro**

Popular TV-comedian BUDO kills a young man in a bar-fight and has to emigrate from Montenegro to Germany/alt.USA since he cannot hide in his small country. He arrives in Frankfurt/New York, where he realizes that many of his compatriots recognize him on the street. His paranoia grows as it seems that everyone in the city knows him. Even a restaurant where he dines has a framed picture of him on the wall. Not being able to go to sleep, he hits the bars and roams the cold Frankfurt/alt.New York night. He meets a young German/New Yorker man who seems to be understanding for his troubles. Too understanding for his own good, as it will soon be revealed, for the fear has changed the victim and turned him into a hunter.

**Albania**

ARDIAN spent a year in isolation, until the blood feud in which his family was involved had resolved in a peaceful manner. However, he never forgot this home imprisonment and started working as a mediator between enemy families. He gets an emergency call to come and negotiate a ransom between the family of his childhood friend EDON and another one. He accepts to be taken as a hostage while Edon collects the ransom money. The time passes and Edon doesn't show up, and Ardian starts to realize that his own blood feud might not be over. Now he must use all his experience in order to survive.

**France/Corsica**

When his relative is killed as an innocent bystander during a bank robbery, ANDRIA, an 18 year old boy, is obliged to attend the funeral. At the commemoration he is surrounded by women of his family - including his mother. Their point of view - that the killing must be avenged and that no punishment provided by the law can be enough - turns up to be a great inspiration for him. The day after the funeral, Andria sets off to find the killer, as he sees this as an opportunity to become a hero. His mother, realizing what he is about to do, starts running against the clock in a desperate attempt to stop him.

**Italy/Calabria**

A young Italian lad named GIANNI is trying to live up to the memory of his late brother who was killed in a mafia feud. His brother is perceived as some kind of a local mafia hero and stories and anecdotes about him created a small cult and were the key elements that formed Gianni's system of values. He kidnaps his brother's ex-girlfriend ANTONELLA who supposedly betrayed him. While transporting her to his and his brothers boss, he starts to realize that the myth about his brother and the real truth have very little in common.

## **Greece/Crete**

DOMENICOS grew up in a family that has a decades-old blood feud with another one. He lives with his two older sisters and his father. He has no memory of his mother and he doesn't know much about her as she is rarely mentioned, because she committed a suicide soon after she gave birth to Domenicos. Under a strong influence from his old and sick father, he sets off to the other side of the island in order to kill ANDREAS, the last surviving member of the rival family, as it was who raped his mother and drove her to suicide. However, he has second thoughts when Andreas tells him that by raping his mother he fathered him.

## **Lebanon**

JAMEEL killed a young girl in a car accident while driving drunk and since then he lives with his family constantly being at risk of being killed in a retaliation. After the youngest of his three sons has been wounded in a shootout, he realizes that it's time for a decisive action. He starts a sophisticated and complicated plot that has a goal to bring IBRAHIM, who is the head of the rival family, to a lonesome place. When they finally meet, Jameel has his enemy at his will. But, Ibrahim is about to be surprised, as Jameel didn't bring him there to kill him.

## **Brazil**

Two elementary school friends, ABEL and FAUSTINO, find themselves on opposite sides during a favela gang war. Stuck in an empty factory hall that was their favorite playground for war games when they were just kids, they start hunting each other through the very same hallways were they used to chase each other some fifteen years ago. Memories of their childhood games bear a strange resemblance to their current situation as images from the past start to overlap with the present. They start running to their faith, knowing how the last game will end, but not being able to stop it.

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The project synopsis is deposited at JAA