

ATTACK OF THE

ZOMBEBOTS

IN 3D!

**They're half-zombie, half-robot and 100% horror!
Coming through a screen near you in evil 3D!
Run for your life!**



LakaVilla
International LLC

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ZOMBOTS

IN 3D!

Horror screenplay registered WGA

Sulking Cinema Manager Roger Savior is thrown out of his own theater on the evening of a 3D zombie movie festival. Mitzi Kalen and Chloe Rush are two young women who meet at the same place on what turns out to be a lame internet group date. When the lights go down, the show turns bloody as the zombies leap off the screen and wreak havoc on the customers and cinema. The zombies are actually **Zombots**: half-zombies and half-robots that are built to kill. They are being projected through the screen using an evil digital 3D technology. Mitzi, Chloe and Roger make an unlikely alliance against the intense **Zombot** menace. They, along with a cast of likeable geeks, survive in the creepy nooks and crannies of the movie theater. Eventually, their fight goes all the way to the other side of the screen.

Attack of the Zombots in 3D! is set in a cinema, a location that has never been used for a horror movie. The hard-working service staff combined with the familiar box office, concessions stand and projection booths will never be seen in the same way again. The movie will also introduce a new monster archetype in the guise of the **Zombot**. This original cinema-monster combination is ripe for sequels.

The movie will have broad appeal as a horror film with ironic self-aware humor. **Attack of the Zombots in 3D!** is similar in genre to **My Bloody Valentine 3D** (BO \$102m), **Piranha 3D** (BO \$82m), **Zombieland** (BO \$ 98m) and **Cloverfield** (BO \$170m). The surprise ending will appeal to smart audiences.

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