

TITLE: SURF CITY **WRITTEN BY:** Robert Breedlove **GENRE:** True Story / Drama / Tech-Dramedy
CONTACT: Surfcityfilms@gmail.com | (407) 619-6478 **COMPS:** The Social Network meets Halt and Catch Fire (set in a blizzard)

LOGLINE: A military vet opens Alaska's first MMO-centric internet cafe, but when gaming giants kill his Everquest revenue, he pivots ruthlessly to survive

SYNOPSIS: The Setup Anchorage, Alaska, 1996. ROB BREEDLOVE (30s) lives two lives: by night, he's an Dept of Defense explosives inspector moving sensitive cargo across the world; by day, he's battling the arctic cold to build "Surf City," a sanctuary for the city's outcasts, geeks, and PC gamers. What starts as a side-hustle becomes a true "Third Place"... a home for a Found Family that includes DAVE (a coding prodigy), EARL (the heart of the guild), and VANDRA (a relentless gamer with something to prove). For a brief moment, they're pioneers on the high-speed edge of the world, building community in a place defined by isolation.

The Pivot: Rob is burning the candle at both ends... maxed-out credit cards, hand-built gaming rigs, and a cafe that's bleeding money. Just as Surf City is on the brink of shutting down, he stumbles onto a bizarre economic glitch: virtual items in EverQuest are selling for real cash on eBay. Desperate to save the only place where he and his friends belong, Rob makes a risky moral and legal pivot, transforming the cafe into a "digital foundry." The gamers become workers, farming loot in shifts to keep the lights on. It works... too well. Their underground success draws the attention of corporate attorneys and game developers who see their operation as a threat to intellectual property.

The Resolution: As legal pressure mounts, Rob is forced to make a final stand for the community he built. He navigates a high-stakes showdown not to get rich, but to buy his people enough time to end things on their own terms. In the end, the cafe closes... not in defeat, but in dignity. What they created inside those walls outlasts the hardware: they didn't just play games; they accidentally pioneered the modern digital economy. The real revelation is that the value was never in the bandwidth, but in the brotherhood.

CHARACTER BREAKDOWN



- **ROB:** The visionary hustler who carries the weight of the community on his shoulders.
- **DAVE:** The technical genius who treats federal laws like minor bugs in the code.
- **EARL:** The loyal protector who reminds the group that gaming is supposed to be fun.
- **VANDRA:** The intense "farmer" who turns virtual grinding into a six-figure business.

CREATOR'S NOTE This screenplay is autobiographical. I owned and operated Surf City in Anchorage from 1996 to 2002. The events, from the struggle to a T-1 line in the Alaska to the "digital sweatshop" operations, are based on my real life. This is a love letter to the "Wild West" era of the internet... before it was tamed, and before we knew what it would become.