



DOUBLE PAYDAY

LETHAL SKILLS | PREPARE
QUESTIONABLE BEATS | FOR PAYDAY

EPK

FILM INFORMATION

FILM TITLE

Double Payday

LOG LINE

Lethal Skills - Questionable Beats

CONTACT INFO

Lesclusiva Productions
Pirmasenser Str. 6
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Taro Donatella - Producer & Director
+49 6335-2970331
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TECHNICAL INFO

Running Time: unknown
Delivery Format: 4K
Aspect Ratio: 2:0
Shooting: RED Raptor VV 8K
Blazar Cato 2x
Color
Language English



SYNOPSIS

ABOUT THE MOVIE

In a world where every bullet has a price, Jax (Taro Donatella) is an elite Headhunter. What begins as a routine \$500,000 hit quickly descends into a chaotic nightmare when the hunter suddenly becomes the hunted. With a fresh \$1,000,000 "Double Payday" bounty placed on his own head, Jax finds himself in the crosshairs of every mercenary in the city.

Trapped within a sprawling industrial labyrinth and surrounded by a relentless army of gunmen, Jax is forced to fight his way out through a hail of lead and fire. But even for a professional killer, a bad day at the office can get weird. Between malfunctioning gear, misplaced Toys, and the sheer absurdity of a battlefield where nothing goes according to plan, Jax realizes that survival requires more than just a steady aim, it requires a bit of luck and a lot of ammunition.

Blending high-octane intensity with dark, irreverent humor, Double Payday is a visceral action-comedy that proves that being a stone-cold professional is a lot harder when the world is trying to kill you in the most ridiculous ways possible.

WHO IS JAX?



Jax is a man of lethal contradictions. As a top-tier bounty hunter, he is the gold standard of his trade: an elite operative outfitted with cutting-edge tech, impeccable style, and a razor-sharp tactical mind. He doesn't just do the job; he executes it with a level of success that has earned him a life of high-stakes contracts and high-end gear.

But behind the tactical vest and the steely gaze of a stone-cold assassin lies a different story. Having grown up in a world devoid of affection, Jax missed out on the simple joys of childhood, a void that now manifests in his eccentric, often childlike impulses.

Jax operates in a grey area of morality. While a flicker of compassion might cross his face, his professional instincts always win: in the end, he pulls the trigger. For Jax, a "neutralized" target is just another day at the office, allowing him to return to the life of luxury he has built for himself.

However, even the best-laid plans of an elite killer aren't immune to the absurdity of life. From malfunctioning weaponry to the most inconveniently timed crazy stuff, Jax constantly finds himself derailed by ridiculous and unforeseen situations. Yet, no matter how chaotic or "dumb" the obstacle, Jax proves time and again that you can take the boy out of the childhood, but you can't take the professional out of the fight.

IMDb

@Double Payday

@Taro Donatella

CREW & CAST

DIRECTOR & PRODUCER

Taro Donatella

CAMERA & DOP

Zhong To
Sascha Kutzke
René Ranisch

FIRST ASSISTANT DIRECTOR

Axel Schuldes

WRITER

Taro Donatella

Drone Pilot / UAV Pilot

Sascha Kutzke
Zhong To

CAST

Taro Donatella (JAX)
Julia Gerhard
Isabell Spreen
Lisa Marie Backhaus

CAMERA ASSISTANT

1st AC - Christopher Pankratz

MUSIC & SOUND DEPARTMENT

Joe MooGeen (UMG)

PRODUCTION LIAISON

Selina Wolf
Sebastian Noreaga

KEY MAKEUP ARTIST (MUA)

Varvara Toussaint

FILM COLORIST

Lesclusiva Productions

EDITOR

Lesclusiva Productions

SOUND MASTER / BOOM OPERATOR

Sam Kadded

GAFFER

Alexander Fink

AMORER & WEAPONS SERVICE

Gerhard Ehrlich
Sniper-Airsoft Supply GmbH

SET SECURITY SERVICE

Roman Novák
RN-Security

SPECIAL EFFECTS PARTNER

Enola Gaye - 3rd Light GmbH

BTS UNIT VIDEOGRAPHER

René Ranisch
In Association with Frame Media

SET PRODUCTION ASSISTANT (PA)

Julia Feith
Leon Schmitt

STUNT PERFORMERS - MERCENARY

Patrick Kurz
Tim Schmidt
Jens Giesser
Sebastian Born
Niels Albrecht
Andreas Paulus
Markus Guggemos
Olivier Brunette

CAMERA & LIGHTING PROVIDED BY

Sascha Kutzke
Trinamics Studios

CORPORATE LOCATION REPRESENTATIVE

Salvatore Federico

HOUSING COORDINATOR

Dennis Müller



BEHIND THE SCENES



DIRECTOR'S STATEMENT

I grew up in the 1980s and 90s, obsessed with the raw adrenaline and kinetic magic of classic action cinema. Coming from Germany, I was constantly frustrated by a landscape dominated by slow-paced television dramas where ambitious, high-octane spectacle simply didn't exist. From an early age, it became my relentless dream to bring unapologetic, international-caliber action to life, driven by the visual momentum of Michael Bay, the gritty charisma of Bruce Willis, and a razor-sharp comedic edge.

My path to get here was anything but easy. Coming from extreme poverty and experiencing homelessness in my youth, resources were non-existent. But the dream never faded. A few years ago, my close friend and fellow filmmaker, Ernst Kubitzka, and I planned to finally bring this vision to the screen together. When he tragically passed away, I made a promise to make it happen at any cost: for him, for myself, and for everyone who lives and breathes pure action.

With Double Payday, I went completely all-in, sacrificing my time, my savings, and every ounce of energy. Combining an uncompromising 2.39:1 scope, practical explosive stunts, and irreverent action-comedy, this film is my tribute to authentic, handmade cinema. It is proof that with raw grit and zero compromises, blockbuster ambition can be forged anywhere.

WHY A SHORT FILM FOR FILM FESTIVALS?

It's all about reaching the right people. I want to connect with an audience that loves cinema just as much as I do and truly appreciates the hard work behind every single frame. The main reason for participating in festivals is to ensure my work is seen by the key players in the international film industry, allowing me to make a name for myself. Awards and trophies are not my primary focus. I am not submitting the film to win prizes, but to make sure it lands in front of the right people and those architects of international cinema happen to be at the world's film festivals.





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