



The Marauder

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Any investment in film production involves a high degree of risk. This investment should not be made by anyone who cannot afford the loss of his or her entire investment. Before investments are made, the following risks must be carefully considered:

1. The success of proposed medium depends on public taste and opinions at any given period of time. This makes it near impossible to determine the success of this, or any, film.
2. The release of a similar film may affect the popularity of this film.
3. As a result of above factors and others not listed only one of every five films made recoup their cost.

For the interests of the Company and Owner, the investors realize they may not dispose of their investment at any time and that they bear the financial risk of their investment for an indefinite period of time.

THE SETUP:

The **Marauder** is a story about a young boy's wanderlust and how, like Aladdin's discovery of the Genie's lamp, he is granted his wish after stumbling upon a 200 year old spaceship. Advances in spacecraft technology made it possible for the human race to colonize other parts of the solar system right before Earth's imminent doomsday centuries ago. Most of the population was able to leave before the bombs fell, escaping a world torn apart by political strife and economic power struggle. There is very little widely known about those last days, as scientists and engineers frantically raced to help those fortunate enough escape a dying planet, designing and constructing large colony sleeper ships to be launched into the cosmos. What is a very clear history to most in the present day is that most of the human race has left Earth behind, and our young protagonist's ancestors did not and chose to salvage life, what little was left of it, on Earth. Now three generations later families are still trying to make their home planet livable again, re-terraforming pockets of soil underneath **biospheres** that stretch miles wide. Our youth uncharacteristically is more interested in the explorers who left Earth than the ones that stayed behind. We follow his journey as he finds out what the relic ship's discovery means to all mankind, Earthbound or otherwise and how it was in service for the US Air Force a short time before the great cataclysm that decimated the planet. What makes it special is that it was the first and only craft to utilize an **artificial intelligence**. By incorporating **nanotechnology** it can connect a human being to a computer system, or in this case, extend his/her consciousness to an entire ship.

When **Jack Sharpe** (18) is thrown haphazardly into command of the **Marauder**, electronic microscopic nanites coursing through his veins for the first time, he is opened up to a new world. Unlike his old one, this one he now may be able to actually manipulate and change on his own. He feels, for the first time ever, in control of his own **destiny** at the helm of the **Marauder**, as he always dreamt of being. But soon the ship's AI shows him that out amongst the stars carving out a path completely free from the establishment currently oppressing mankind could be a fool's errand. And proper insertion and **assimilation** to impact change is more viable than simply, "running away". And, more importantly, a waste of this new power he has gained. The AI convinces him that he no longer has to, and can stand his ground, or space as it were. This is necessary, because the **Marauder** is now on every military minded power hungry despot's radar, the ship something of a Golden Egg due to its lost technology, as nanotech has been forbidden since the apocalypse on Earth. This tech, although ancient, represents symbiosis in its purest form.

In the wrong hands the **Marauder** would give an unfair advantage to those already unjustly controlling the fates of millions with their monopolies, and would give those able less of the means to do anything about it. That is why Jack will be chased and hunted by them, and that is why Jack must gain his own **allies** against their tyranny...

Once a dreamer stuck in a dead-end environment, Jack now finds himself alone in space trying desperately to find his own solace. He knows the solar system is now mostly inhabited and used his above average intelligence and skills with computers, the internet, and automation to keep his fight alive and learn all he can. In order to make Jack into its host, the ship puts him into a computer generated hibernation for several months on their way to Europa, a colonized

moon of Jupiter. While asleep, the AI continues to acclimate the boy's brain to the ship's systems, and although Jack is not aware how or why, he wakes up and is able to instantly communicate with the ship telepathically. After months of lonely space travel, a proximity alarm goes off instantly, the ship is under attack! The Marauder is disabled and boarded by unknown assailants. Jack is forced to leave the ship in an escape pod and passes out, his fate now completely unknown against the backdrop of empty space...The overwhelming theme of the story is escapism, and how society can stifle a young person's desire to explore his/her universe. Jack is pressured into resigning to a fate working long hours revitalizing soil and genetically modifying seeds and crops in a farming based isolationist cul-



ture. Part of his escape from this emerging trend of long hours of study and manual labor is to explore the distant past. There is still much debate in his time over what series of events led to the great cataclysm that split the population in half, and his generation revels in this mystery. After escaping Earth with the Marauder, he is raided by pirates and must leave his ship in their hands. His escape pod is picked up by a Resistance groups' sensors, and he is rescued and brought to Europa City. There, he battles against his own lack of experience in the fast paced space-faring world, as parties he is simply unaware of try their best to steal his ship and the intelligence it has granted him. On Europa he finds nothing but crime, other corruptions and injustice are being enforced by the influential band of pirates and thieves known as The Faeed. Jack, along with his ship, are thrown into the center of a conflict he knows nothing about. But, he has allies now that keep him informed. A regional Europa Governor, Peter Fisk, gave the order to find and rescue his escape pod, and now fights for his safe return to his ship. They and the rest of the Resistance, his bodyguard Will, and even his daughter in some respects, episodically clash with the Faeed and their corrupt corporate backers from InterColony. The company owns spacefaring lanes and other monopolies throughout the sector and their hide

their mischievous actions through fear based dogma and misinformation. Attempts to foil their criminal plots are labeled as terrorism.

Jack takes on this struggle after meeting Ashlee, the Governor's daughter, who he is immediately attracted to. Beautiful, young and outrageously cunning in how she copes with Faeed/InterColony influence, she is a star of the Resistance without her Dad's knowledge. Ashlee Fisk is personally driven to the fight and other comrades in arms with Will, who Jack meets on Europa after a fight with a Faeed thug named Marshall. He helps Jack steal the ship back from the Faeed, but their fight is far from over.

ACT 2 - NO LAUGHING MATTER

Shortly after meeting Jack, Ashlee's father is targeted and killed by the Faeed for being a leader in the underground Resistance. Jack is now Ashlee's only chance for justice for her father's murder, and the Marauder could be the sector's last chance to win back mankind's freedom. Governor Peter Fisk, deceased, responsible for saving Jack's life, took an interest in harboring Jack and introduced him to Ashlee, his daughter. Jack now feels it is his duty to repay his family for this trust and support. The Fisk family is secretly fighting the Faeed, a criminal band of space pirates who terrorize shipping lanes and attack and plunder ships throughout the system. Governor Fisk saw the Marauder as a crucial tool to help him turn the tides and expose corruption, and did whatever in his power to get the ship back from their clutches. Once they do, he is murdered and now Jack is left to decide what to do next. Faeed captain Marshall Paige is tasked by his superiors to steal back the Marauder, and his plans are ultimately foiled by Jack. To escape further embarrassment, he vows revenge and hunts the Marauder down on a renegade mission of his own. Marshall, Jack, and other Faeed constantly butt heads as the growing crew attempt to assist and transport supplies to refugees all over the solar system. Meanwhile, back on Earth, it is decided that Jack should be arrested and the ship should be returned to Earth and destroyed. However, one colony leader sees the potential for the Marauder to quell the Faeed influence, and does what he can from behind the scenes to support Jack. Unknown to his constituents, this politician, Jake Hardy, holds at bay a secret fleet of star fighters at the ready.

As Jack builds support, and makes new enemies, his journey across the solar system becomes more or less fruitful for his own personal growth as well as the growth of the communities he travels to and assists. As the season winds up, exploration leads to new dangers, and the Faeed find a new weapon in their fight: a horrible parasitic disease. They frame the outbreak of this disease on Jack. However, with the support of a secret alliance, Jack may have enough firepower to wipe out The Faeed and expose InterColony's corruption once and for all. Can he clear his name in time and turn the tides of justice? Or, will he be the victim of yet another coverup, his actions wiped away from the history books by another corrupt government for all time? Governor Peter Fisk, deceased, responsible for saving Jack's life, took an interest in harboring Jack and introduced him to Ashlee, his daughter. Jack now feels it is his duty to repay his family for this trust and support. The Fisk family is secretly fighting the Faeed, a criminal band of space pirates who terrorize shipping lanes and attack and plunder ships throughout the system. Governor Fisk saw the Marauder as a crucial tool to help him turn the tides and expose corruption, and did whatever in his power to get the ship back from their clutches. Once they do, he is murdered and now Jack is left to decide what to do next. They will continually will cross paths with a Faeed soldier named Marshall, who was part of the original boarding party that attacked and stole the Marauder. However, Jack's escape prevented them from operating the ship, so now Marshall is tasked with kidnapping Jack and returning

him to the Marauder so that they can use him to control it and place the Marauder at the head of their fleet to further impose their martial law throughout the system.

ACT 3: Faster Than Light

JACK'S JUST GETTING STARTED
PROPOSED TALENT
ATTACHED TALENT
PROOF OF CONCEPT
NOTE FROM CREATORS

