

THE SEEKERS

Written by

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Based on "The Seekers" by Stan Lee

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PAGE 6-

Five equal sized, page long panels.

The first three panels are the same shot- it's the same scene, the same moment as the last panel- but from above N.O.R.A.D. Each panel moves in on the base a little more. The characters DIRECTOR DONALD CULLVER and his assistant KELLY SHARP are within the base and we can't see them (Out of Shot or O.S.) as they talk.

1,2,3-

CULLVER (O.S.)  
How long was it online?

SHARP (O.S.)  
The Artifact? We estimate 25 seconds.

CULLVER  
Crap!

How are we just finding out about this transmission?

SHARP  
We had no warning. We need to get the data from the satellites.

CULLVER  
That's almost eight hours.

SHARP  
Yes sir.

CULLVER  
Didn't even know the damn thing worked and it just woke up and sent a signal, and whatever received it has a six hour head start on us.

You hit it with the EMP?

SHARP  
Yes sir. Once we realized that it was transmitting.

4- Interior of a long sterile hallway - like a thousand others we've seen in secret military bases built into the sides of mountains.

Walking towards us in a tight two-shot; Cullver (slim, mid 50's, think Bryan Cranston) in the foreground. Behind him is Kelly Sharp (brunette, all business, late 20's). They're intelligence agents, not military, so put them in business attire.

CULLVER

The Cathedral's up and running?

SHARP

30 minutes now. Everyone's been tracking it.

5- Reverse of the last shot. Cullver (in the background) approaches a pair of double doors sliding open. The doors are flanked by Marines.

Kelly's sexy figure in the foreground, following her boss.

CULLVER

I hate to ask, but is there anything in the news?

SHARP

A dead archeologist in California and an incident in Vegas.

CULLVER

This is Fubar'd!

SHARP

Deluxe, sir.

CULLVER

Hmm.

PAGE 7-8

DOUBLE PAGE SPREAD

A row of equal sized rectangular panels running across the top of both pages. They're all essentially the same tight shot on the character's faces. The characters in these panels are techs and analysts from different branches of this secret government operation. Vary up their sex and age and looks- have fun with them.

1-

CULLVER (O.C.) (CONT'D)

Tower. Are we up?

TOWER TECH  
We are go, sir.

2-

CULLVER (O.C.)  
Obelisk...

OBELISK TECH  
Yes sir!

3-

CULLVER (O.C.)  
Pillar...

PILLAR TECH  
Affirmative.

4-

CULLVER  
Temple...

TEMPLE TECH  
Good to go, Director.

5- SPLASH

SUPERIMPOSITION (SUPER): N.O.R.A.D., Cheyenne Mountain, Colorado. The Cathedral Headquarters of Section P.

The Cathedral is a massive war room, complete with banks of specialist at terminals and a sprawling cacophony of giant monitors. Cullver stepping out onto a platform in the middle of it. Kelly slightly behind him.

Cullver taking off his jacket as he looks at the largest screen. The United States, with six beacons across the country lit up. Two in Oregon (south central, and eastern on the Idaho border, respectively). One in Death Valley, and another in Vegas. One in central Texas, and the last in western Virginia.

CULLVER  
(to the Tower Tech)  
These are the locations that  
received the transmission?

TOWER TECH  
Yes sir.

CULLVER  
All in the U.S.?

TOWER TECH

Yes sir.

CULLVER

Lucky.

(to the Obelisk Tech)

I want a perimeter around every one of these locations. Let's lock these areas down.

OBELISK TECH

Yes sir.

CULLVER

(to Tower again)

Is that Vegas?

TOWER TECH

Yes sir.

CULLVER

Crap.

(to the Temple Tech)

Let's control what's being said. Make sure this is just another terrorism issue.

TEMPLE TECH

Roger that, sir.

CULLVER

(to the Pillar Tech)

Who do we have around Vegas?

TEMPLE TECH

Bradey, sir.

CULLVER

Get him down there, put him in motion. And let's pawn this dead archeologist off on poor safety.

And get me the video from Vegas.

Let's catch some aliens!

PAGE 9-

1- Long Panel- 1/3 of the page

SPX: CRACK!

Medium shot (MS) of JENNIFER HART (blonde, late 20's, Hispanic, pantsuit, skin tight but sexy- think Jessica Alba) narrowly dodging a full glass hurled at her by ARTHUR NORDEN (Off Camera or OC).

NORDEN (O.C.)

No interviews!

2- It's about 1AM and we are looking at the exterior of the Furnace Creek Inn from the parking lot. An SUV is prominent in the middle ground. The Furnace Creek Inn is a typical desert motel, plus a stand alone building for a bar and grill makes this place a popular stop for the unfortunate person that has to come through this slice of desert paradise.

We can make out Jennifer's form storming out of the Bar and Grill.

JENNIFER

Bitching in Spanish!

3- Inside the SUV. BOBBY HART, 12, dark-haired, sleeping in the passenger seat, a digital comic on his tablet.

4- Jennifer walking towards the us. Getting her cell phone out of her obscenely large designer bag that probably gave work to a dozen underage workers in china.

JENNIFER (CONT'D)

Still bitching in Spanish.

5- Getting into the SUV, she's on the cell, and Bobby is just beginning to wake up.

JENNIFER (CONT'D)

Tommy? Yeah. Don't send the truck.

Well, call Evan, tell him to turn around.

This guy's a drunk and just hurled his hooch at me. I'm out.

I don't care if he fires me, this is a stupid story.

No. I'm going home!

6- Jennifer gripping the wheel of the SUV with rage.

JENNIFER (CONT'D)  
I don't need this crap!

PAGE 10-

This entire page takes place in the desert, just miles from Furnace Creek, at the same time as the last page. Six panels in total here -remember, it's about 1AM.

1- Long panel again, width of the page. Worm's eye view of a man, mostly in shadow here- naked and haggard behind a large rock - trying to pick himself up off the ground. The only thing clear is his high-tech bracelet or armband, looks like the one on page 2. It's lights are the only illumination aside from the stars. This is VAYU, THE GATHERER, and he's not having a good day.

THE GATHERER  
(weakly)  
Zoe...

2- Long panel as well. Filled with symbols and snippets of transmission. No character. We are looking into the mind of the Gatherer as he experiences the different forms of Streaming Data in the area telepathically. Satellite transponder numbers, radio signals, etc... pieces of Jennifer's conversation should be hidden amongst the data as well.

3- Another Long panel. A close up on Vayu's face. He's dirty, but clean shaven - he looks like he's in pain.

THE GATHERER (CONT'D)  
Bythos...? Bythos?

4- Vertical panel (FS) as Vayu pulls himself up against a rock.

THE GATHERER (CONT'D)  
Sige?

5- Identical sized panel to 4. Full of more streaming data.

6- Dragging himself along the side of the rock- mostly upright now.

THE GATHERER (CONT'D)  
 Zoe, where is everyone? Where is  
 Bythos?

PAGE 11

Five panels, back at the Furnace Creek Bar and Grill. DR. ARTHUR NORDEN has been ranting and drinking again, and throwing drinks at people is about where SAL draws the line with his drunk patrons.

1- Long panel. Tight on Norden as he lurches forward - behind him is Sal pulling him out (away from us).

NORDEN  
Listen to me, damn it!

2- Long panel again. Tight on Norden, but from a profile angle. Sal's hand on his shoulder.

NORDEN (CONT'D)  
 I lose two members of my team, and  
 I have to put up with this! They  
 think I killed them. Sal!?

It was a man! He crawled out. We  
 had all the safety- he collapsed  
 everything! Sal! You know me, Mikey  
 was my friend- from the ground,  
 Sal.

3- Another long panel. Sal tosses Norden on the ground. All we can see is Sal's legs, really. Norden cringing on the ground.

SAL  
 Shut up - Art! You're drunk.

NORDEN  
 I didn't do anything-

He came out of the-

4- Norden covering his face - Sal's fist finds an opening.

SAL  
 I heard you. A naked guy came up  
 from the ground and collapsed the  
 cave and you barely got out!

All of California heard you, now  
shut up and get out!

5- Far shot outside the Bar. Sal's imposing figure in the doorway. Norden on the ground outside.

SAL (CONT'D)  
 Sleep it off, Art, and get a good  
 lawyer.

PAGE 12-

Five long panels.

1- Worm's eye view (FS) of Vayu staggering down the highway, holding his head.

THE GATHERER

...

2- Interior Jennifer's SUV as it approaches. We are looking straight at Jennifer and Bobby.

BOBBY  
 What's that smell?

JENNIFER  
 Tequila.

BOBBY  
 What?!

JENNIFER  
 Relax, I didn't have any. I just  
 got it thrown at me instead.

BOBBY  
 Why?

JENNIFER  
 Because-

3- Tight on Vayu as he looks over his shoulder at the last minute, his face illuminated by Jennifer's headlights.

4- Tight on Jennifer's eyes.

JENNIFER (CONT'D)  
 Holy-

5- Long shot from the side as Jennifer's SUV hits Vayu hard.

SPX: SCREEEECHHH

SPX: THWAK

PAGE 13-

Six long panels again; I know, I'm so boring, but trust me, I have a point.

1- We're outside the SUV now, and we are looking up at Jennifer and Bobby. This is Vayu's point of view (POV) - not that he's conscious. They are staring at us in silence.

2- Exact same panel.

BOBBY

Aren't you going to call the police?

JENNIFER

No signal out here.

3- Same panel as 1 and 2. They are silent again.

4- Same as the all the others on the page.

BOBBY

He's alive.

JENNIFER

He's naked.

5- They look at each other for a moment, Jennifer embarrassed, and Bobby a little surprised at her response.

6- Vayu lays on the ground, contorted.

THE GATHERER

Uhhhh...

JENNIFER (O.C.)

I don't need this crap.

PAGE 14-

Seven panels, and they're a bit of mix. Panels 2 and 3 are inset on panel 4.

1- Long panel. We are looking at a television screen or a computer monitor, doesn't really matter - it's just important that either through pencils or coloring effect, it's distinguishable as such.

On the screen is MAXWELL BRADEY. The Super on the monitor should read:

Deputy Director Maxwell Bradey on the ground in Las Vegas, Nevada.

Bradey- handsome, late 40's-50's, something like Rick Perry.

BRADEY

No. As I said before, we are not disclosing the nature of the threats at this time.

But we are working with multiple agencies to follow up on them across the country. Thank You.

The WNN crawl on the bottom of the screen should read:

Homeland security conducts wide area searches across the country.

Panels 2 and 3 are inset to panel 4. They are windows open on a ginormous monitor. Panel 4 is a long and tall panel that should take up most of the page. The majority of panel 4 should be the ubermonitor, with the silhouetted torsos of Cullver and Sharp looking up at it.

Behind panels 2 and 3 - on the monitor as well - should be an image of North America, with beacons in the spots mentioned earlier. However, to those who would dig out a magnifying glass, the image of North America should be a little different. An ice sheet covers most of the continent, leaving the coasts and southern US exposed. This is North America almost 200,000 years ago.

Also, two extra beacons of different color are there. One on the South Carolina - Georgia border. The other in what is now Pittsburgh.

2- A professional-looking reporter (not as beautiful as Jennifer) reporting from Vegas. The WNN logo in the window.

REPORTER

There you have it, John. Deputy Director of Homeland Security Maxwell Bradey telling us that they are undertaking a massive investigation.

3- In a studio, the anchor man - John, 30ish.

JOHN

Thanks, Shannon. Alright, for some critical analysis of this we're going to be turning to-

4-

CULLVER

Mute.

Well, that could have gone worse.

SHARP

Yes sir.

Sir, we have Agent Bradey.

CULLVER

Put him on.

5- A vertical panel with Bradey looking at us.

CULLVER (O.C.) (CONT'D)

Congratulations, Max, you didn't  
make us look like amateurs.

BRADEY

Ah, thank you, sir.

6- Just like the last panel, but now we're looking at  
Cullver.

CULLVER

In fact, you did such a good job,  
I'm going to let you and the rest  
of the Pillar quarterback this on  
the ground.We'll provide over-sight and work  
on putting the pieces together  
here.

7- Same as 5.

BRADEY

Roger that, sir.

Where are we with the Obelisk  
perimeters?

CULLVER (O.C.)

They're moving into position in  
Texas, Virginia, California and  
Nevada. Oregon is a little out of  
the way.

Good luck, Max.

PAGE 15-

This will be four long panels, all taking place in a wooded area east of Salado, Texas - references should be easy. We are coming into Section P's first engagement with the Seekers, already in progress. Panel 4 should be half a page. Our new Seeker is PRABHASA- late 20's, Indian features (dots not feathers), dark complexion and naked (use shadows creatively) except for her bracelet.

1- This is a long panel depicting a far shot from a bird's eye view. We are seeing the POV of a helicopter looking down on Prabhasa, in a clearing created by a concussive blast she just let loose from her outstretched left palm while in a Horse Stance - a photo reference should be easy here, it's a basic kung fu stance.

SUPER: Salado, Texas, 2hrs later.

UNKNOWN OBELISK AGENT (O.C.)  
Cathedral, are you getting this?

TOWER TECH (O.S.)  
Roger that, Welcome Wagon, we are receiving.

CULLVER (O.S.)  
Well, she's pissed.

2- Another long panel, this is a medium up-shot as Prabhasa (crying) is bringing her arms and hands together as if to clap.

CULLVER (O.S.) (CONT'D)  
Do we have sound?

TOWER TECH (O.S.)  
Negative sir, too much interference.

SPX: Whining of the Helicopter.

PRABHASA  
(sobbing)  
You killed them!

You're nothing more than primates!

UNKNOWN OBELISK AGENT (O.C.)  
What's she doing?

3- Another long panel, but a tight shot of her hands (and the bracelet - glowing red) as they come together and channel a wave of sound.

SPX: Whining of the Helicopter.

SPX: Clap

UNKNOWN OBELISK AGENT (O.C.) (CONT'D)  
Sir, should we-

CULLVER (O.S.)  
Negative! I want to see this.

4- Half a page panel, time to turn it up. This is a far shot from a bird's eye view above the helicopter. The clap lets loose a sound wave that kicks up leaves and dirt all around Prabhasa, along with an accompanying sonic boom.

The wave is crashing into the helicopter, knocking it out of the sky.

SPX: BOOM

UNKNOWN OBELISK AGENT  
Oh !@#&

## **"Seekers"**

**by Stan Lee and Sam Machado**

200,000 years ago, the Seekers came to Earth from a civilization advanced far beyond our own. These alien astronauts were here to perform a mission that had been carried out countless times before - observe the higher life forms and determine their potential risk to the delicate harmony of the galaxy. Using advanced science, the Seekers selected locations out of the way of human habitation for their stasis. Over the preceding lifetime of humanity, Seekers awoke in pairs to study the species' development. Sharing an empathic bond, these pairs would collect vast amounts of data and store it in an object they call the "Unit", a device armed with an advanced AI and powerful payload.

2,000 years ago, the last pair, Bythos and Sige, awoke from their slumber. As mission leader, Bythos' assessment of human progress would weigh heavily in the team's interpretation of the data. What Bythos found did not impress him. Sige, the mission's second in command, convinced Bythos that humanity was not ready for a final judgement. Bythos agreed, but decided on a course of action that drastically departed from the mission's intention.

Bythos wanted to spend the next 2,000 years guiding humanity into a higher stage of development. He knew at least two other Seekers shared this perspective. One of them was the mission's human biological specialist, Anala. Sige broke ranks with her fellow Seekers and chose to prematurely end the mission by activating the Unit's beacon to call for transport. This resulted in a confrontation that ended tragically in the deaths of Anala and Bythos, but not before Bythos hid the Unit. Sige has slept for the last 2,000 years, carrying the pain of her actions alone.

With Bythos inexplicably gone, the Seekers look to Sige for leadership, but Sige struggles with the burden of her secret. After she awakens in Las Vegas, Sige must coordinate the team's rendezvous in order to request an emergency extraction. To do this, the Unit must be remotely activated through the pods of the mission's chief officers, Bythos, Anala and herself.

As the Seekers cross the country and travel to the location of Bythos' pod, stress fractures within the team begin to grow. Prabhasa, who disagrees with Sige's decision to abort the mission, comes to blame humans for Anala's death, and her control over physical forces makes her particularly destructive. Meanwhile, Zoe and Analthia, the team's biologist and geologist, find the aide of Claire, a confused girl from a small town in Oregon who begins to develop feelings for Zoe. Taking Bythos' place as communications officer is Soma, the team's cognitive engineer, who uses his telepathy to try and keep the team linked.

One Seeker is tasked with the final mission of accumulating every last shred of a species' knowledge prior to its evaluation - the

Gatherer. This team's Gatherer, Vayu, has unmatched command over information. Possessing the limited capacity to control technology, Vayu is in the best position to understand the march of human progress. Unfortunately, his awakening leads to the deaths of two humans and saddles him with three human companions that discover the truth of the Seekers' existence.

With the help of Arthur Norden, a drunk and discredited archeologist, Jennifer Hart, a reporter who can't seem to get out from under the shadow of her own beauty, and Jennifer's bereaved nephew Bobby, the Seekers discover the existence of Section P, A government agency with almost limitless resources that seems to have intimate knowledge of the Seekers, as well as possession of the Unit, which they call the "Artifact".

In the face of these otherworldly forces, Jennifer and Norden learn to get past their own agendas to see a bigger picture. Through Bobby's friendship, Norden learns to rely on his companions to cope instead of his addiction. They come to represent humanity's potential for transcendence, in stark contrast to Section P. As the story unfolds, we learn more about the man behind Section P, Cullver, and Section P's mysterious origins as an 18th century occult fraternity.

Our adventure comes to a head as we realize that Section P discovered the Unit in the late 19th century. The Unit's AI has been transmitting guidance to humanity for eons. The old occult fraternity known as the Pyramid gradually evolved into Section P, commonly called Paranormal Hunters. Over the Unit's hidden site, Section P built one of America's earliest Nuclear research facilities as the lines between science and magic began to blur. When Section P came to realize that the AI was continuing to transmit signals to other humans, Section P disabled it with an electro magnetic pulse.

Our final revelation comes at the cost of Soma's life. When the Seekers access the Unit, it transfers its AI into N.O.R.A.D. before Section P has the chance to disable it. The AI reveals itself to be Bythos, who transferred his consciousness into the Unit before dying. Bythos has been attempting to fix humanity, but he's given up. Using N.O.R.A.D., Bythos reveals himself to the world while launching every nuke in the US arsenal at the caldera of Yellowstone. Vayu must now battle Bythos in cyberspace as the missiles rush to their destination. Sige's betrayal becomes known, and Prabhasa turns on Sige. Analthia, Bythos' last conspirator, betrays him to help Zoe defeat Prabhasa.

Vayu manages a victory against Bythos, but Prabhasa destroys Vayu's body, forcing his consciousness to remain in the realm of information. Prabhasa's destruction is stopped, the missiles disarmed, and humanity is introduced to a wider universe as Sige and Analthia return to their world. Zoe chooses to stay behind with Claire, Vayu, Jennifer and Norden, at least until the Seekers figure out what to do about the problem of humanity.