

SERIES OVERVIEW

Enter a world within a world, where travel is thought and perception isn't bound by physical limitation or time. *The Grid* is a high octane, adventure fueled motion picture that offers viewers a look into the network of higher planes that simultaneously exist within our own reality, in a radiating grid-like formation. One man is chosen by the fates to unearth The Grid's secrets, and in so doing, he discovers his life's purpose. It's something we all yearn for... the discovery that we are all truly important and vital, and that our life has meaning. We'll also pepper our scenes with Flashbacks and Split Screen actions taken in different times and different realities that furthers our main storyline, provides tantalizing teases and clues, and that effects present-day situations for our leads.

The Grid is not another cop-gets-super-powers-and-then-fights-crime movie. Our protagonist happens to be an ex-marine turned NYPD detective, and his training is certainly a useful part of the skills he needs to navigate and protect The Grid, but he is too busy dealing with the mysteries of existence and those who would bend reality for their own ends to return to his normal cops n' robbers routine.

For everyone who knew TYLER STALWORTH, early 30s, joining the NYPD and making Detective Grade was nothing short of what was expected. His good looks are hidden behind a martial exterior. He's a complete Frat-boy level slob who seems too even tempered to deal with a nasty criminal element. He genuinely likes other people, is too talkative, hates getting into fights, and when he does, he's not a great fighter. He's also a decent shot with a gun but he hates to use one. But Tyler has one talent, which has made him advance in the NYPD force fast as it did during his days as a marine -- his unorthodox, often brilliant methods of detection. Tyler once had a family but with increasing attention brought to the war he participated in the Middle East, he was unable to save his own son's life from kidnappers. His wife divorced him soon after his return from the Middle Eastern tour. Tyler and his wife's marriage was torn apart by the void created from losing their son.

His partner, JACK BARDAN, 30s, is like a brother to him and Jack's family has become his adopted kin after losing his own during his tour in the Middle East. Solid, hardboiled, pit bull Jack is a typical Irish cop – bigger than Tyler and physically stronger, too. Jack has always been Tyler's muscle and back up, even during their days in the military. Few people can understand why they're so close but they are because Jack recognizes and appreciates Tyler's ability and loyalty. The two have been close since their time as war buddies during their tours in the Middle East. Three years ago, Jack's family was murdered by a mysterious cult with supernatural designs on Jack's daughter, DIANA. Tyler's life was shattered along with Jack's. He devoted every waking moment to investigating this crime, but even he failed to produce any leads or suspects. Tyler keeps a close and supportive eye on Jack in the meantime as Jack did when Tyler had lost his son.

In the present, through what initially seems to be happenstance, Tyler is finally able to link the cult to an ancient mystery known as the Phaistos Disc – a carved tablet with an undecipherable code that leads him to The Grid. Tyler pays the ultimate price for his discovery. He returns to our plane an altered man; someone who exists within the living and the dead and who can travel through time and space.

What is the Grid? Think of it as a spider's web of realities that houses the Akashic Records at its core. The Grid literally defines existence! 'Akashic' is an eastern term which refers to the planetary 'Recorder Cell.' It's a kind of celestial library where all the thought, feeling and occurrences throughout time are stored. There are two levels: the Greater and the Lesser Akashic Records. In the Lesser Akashic, every expression of consciousness that transpires on Earth is recorded according to the intensity level found in each soul. Some of the most prevalent consciousness thought-forms in the Lesser Akashic would be our reality's religions, common issues of survival, culture and politics. The Greater Akashic extracts the purest knowledge-forms from the Lesser Akashic and translates them into the energy that powers the Grid.

As Tyler and the team gain awareness of the many threads of reality that exist within a field of possibilities, they can consciously choose the thread they wish to energize by focusing on it. As long as they are willing to take action, and keep on taking action to create a reality shift, they will eventually solidify that shift. But there are monumental stumbling blocks and consequences for each path on The Grid that they travel. For instance, when they shift to a vibrationally different thread of possibility, it may suddenly seem they are living an entirely different life. Then there is the even greater threat of AHRIMAN, an H.P. Lovecraftian dark god older than the Universe, who wants to control The Grid so he can twist reality in horrifying ways, as a living expression of his madness.

Ahriman is chaos personified. To look upon him in his true form makes any living thing go mad so he takes many guises, often with perverse, humorous twists. He occasionally will take upon a human form that is reminiscent of a slender built vintage banker from the 1930s era. To make himself understood, Ahriman must remain sane and in control of himself for certain periods of time. This is something he finds very taxing, so we'll often see these fragile walls crumble as he engages with others, who must then run for their lives. He is petulant, petty and spoiled and he has no heart – in short, he's the guy you love to hate. But what is unique about Ahriman, and also so terrifying, is that he will *never* be redeemed. He is incapable of feeling anything but cruel and dark emotions, like a bully that is knocked down by accident but insists on hurting his victim again and again. Ahriman constantly obsesses on what it's like to feel higher emotions such as love, friendship and self sacrifice. He often performs unbelievably weird and horrific experiments on people to get these answers, but since he cannot feel, it is ironically he who ends up being tortured the most.

Ahriman is served by both human cult members, higher conscious incarnations of ancient rulers and soul-less bodies that he's reanimated, called HUSKS. Ever since Jack's family was slaughtered, the Husks have been growing stronger. They are now breaking through the boundaries of their reality to attack ever more people in ours. They feed on the souls of the living to create more Husks, trapping their victims in a state of mind that is an eternal mental Hell. The next time you see a crazy person on the street, he or she may be a Husk in the making.

DARIUS THE GREAT is one of the key players that server under Ahriman. He was an ancient ruler of the Achaeminid in a past life and since then has maintained majority of his soul's consciousness and power attained during his reign. Through the ages, Darius the Great has always maintained a very elderly appearance, one that is stern and unrelenting. Darius was able

to create a higher form of Husk-based elites from the souls collected by the Husks which he dubbed The Immortals. 10,000 strong, the Immortals are the evolutionary form of Husks (like a human to a Neanderthal). Darius not only created the Immortals but bound their souls to a contract in service to his agenda which is ultimately Ahriman's agenda. The agenda as of now is to both locate information on accessing the Grid and a mass collection of souls in tribute to Ahriman.

Jack's daughter, Diana, is a key person in defeating Ahriman. Through a series of events, Tyler is able to locate her and uncover both The Grid's existence and the war that is being waged for its control. But Diana remains in the hands of Ahriman's cult. At a certain point, she will change if they break her and the world will change with her, according to her state of mind. Tyler and Jack are also tasked with rescuing Diana before it is too late. After Tyler gets his new supernatural abilities, Jack remains his partner in our reality. Jack is always trying to attain more awareness, so he can better understand what's going on, but his Irish Cop sensibilities don't jive all that well with mysticism. Everyone, including Tyler, thinks Jack should have been the one to get the powers but Jack firmly believes that the right man received them.

Tyler and Jack are helped in their mission by three unusual people who are directly linked to The Grid:

EZEKIEL – who looks to be in his mid 30s, is actually centuries old and very powerful in terms of his understanding of The Grid. He is an entity whose original thought brought our reality into being, but this was a one-shot deal. He is not a god, just a higher being who practices a Grid-related science that is beyond human comprehension. Now Ezekiel wanders the Earth experiencing, listening and manipulating the Grid. He does not like the ugly, violent direction mankind took as a result and he also doesn't like that our world has become a haven for Ahriman and his Husk warriors. Ezekiel is crunched for time in searching for Diana because he believes that, like her, she can help mentally restructure existence. He is desperate to rescue her before her mind is polluted by Ahriman.

Ezekiel immediately reaches out to Tyler once he wakes up to a higher consciousness. He tells Tyler of his true origins and his real connection to Jack. They are brothers, twin souls that have lived countless times. In their first life, they made an eternal pact with Ezekiel to protect the Grid at all cost. They each were given their own words to both communicate and command the Grid along with others.

NOEL FINCH – 20, is a descendant of Atlantis. In his most recent past life as Rudolph Steiner, founder of the Anthroposophy movement, he reconnected with the Akashic records and regained ancient memories. This turn of the 20th century group practiced European transcendentalism and was devoted to continuing the Atlantean tradition of protecting the Akashic Records. The Akasha has various levels of "security clearance" dependent on whom and where in life you are. Noel is very high up on this ladder. He wants to change the world for the better – a definite young body/old soul type. Noel's regular life as a college student is often thrown for a curve by conversations he has with people displaced in time and helping Tyler battle age old demons and other enemies. He struggles with his responsibility and the nagging sensation that he's really missing out on the life of a typical young person. He's only got one chance to be Noel but his responsibilities take precedent over his wants and individual needs.

With Noel there is another element that comes into play. A secret unit of the government setup by a member of the Freemasons that have been working closely with the Keepers to maintain the best interest of the people.

EDWIN VON ROTHCHILD- 19, is a dark haired, light build, bookworm that comes from a privileged life. Although he was adopted, he has been given the name of an aristocratic family. The origins to his adoption are still a mystery to both him and most of his family. The Rothchilds take great pride in their family relation being by blood. However, his appearance is in close resemblance to both his mother and father. The secrets to his true origins are to be revealed later but in the meantime will serve as a skeleton in the closet that only his parents harbor.

Due to his privileged life, Edwin has a vast amount of resources and access to various archives of information. Ever since he was young, he has taken a near obsessive adoration for the study of Alchemy, an accurately measured blend of science and magic. Although true alchemy is hidden from the majority of the public, Edwin has access to nearly every bit of information on alchemy that his heart may desire. In his youth, Edwin has already met with various veteran practitioners of the ancient and hidden science of alchemy. Edwin himself is an adept practitioner of the arts of alchemy and is able to transmute and heal via access to the proper resources. Like any obsessive alchemist, Edwin seeks hold of the fabled philosopher's stone, an item that he perceives will grant him the break in limits to his abilities.

Regardless of whatever affiliation his family may have with the world, Edwin maintains a strong sense of justice and righteousness. He occasionally uses his knowledge of alchemy to help those in need or simply impress girls, and or to scare off bullies. He occasionally finds himself in trivial debates with Noel as both hang around the same college campus.

Noel has tried to make Edwin aware of his past lives and its relevance to how great of a strategist and tactician that makes him. Edwin finds himself at the opposite end of the same coin at times as he is in constant search for tangibles as oppose to here-say. Although the two may argue back and forth, its only because they enjoy matching wits. All differences between the two are set aside when either one is in any danger or in need of dire help.

SAMANYA (African for "The Unknown One) LEARY – Even at the tender age of 17, Samanya understands what's at stake because, like Diana, she could either become good or bad -- she's at a real tipping point after defecting from service to Ahriman and Darius. Samanya is an Immortal, more specifically; she is of the top Thirteen Immortals. These Top Thirteen are the elite of the elites. The Thirteen are high ranking officers within the ranks of the Immortals that have managed to gain higher levels of consciousness through rise in rank. She was one of Ahriman's soldiers in multiple previous lives like so many other that Ahriman has corrupted but she mourns her current life as an Immortal. She yearns to redeem herself but she hides her emotional hurt behind a razor sharp, sarcastic wit. Samanya was adopted by a strict Catholic family that doesn't know what she's doing. She has to hide her Grid-related work from them and they fear she's getting into typical teenage trouble. Samanya's appearance seems young and leads people to think that she's no older than a senior in highschool. However, she is over a millennia old but chooses to stay with this youthful appearance as it has served her well over the ages. Realizing that there are severe penalties and consequences for diverting from the contract that she, as an Immortal, is soul-bound to, Samanya is in constant turmoil within her to maintain a balance of good and evil doing. For every action that diverts away from the agenda of the

owner of her contract, she must perform an action of service to the contract that is of equal or greater exchange. Samanya is a valuable asset to either side, but her disposition makes her a constant rogue to either side as well.

MORDEKAI is one of the Thirteen. he serves as Samanya's emotional tie to her connection to the immortals. Samanya and him have an unclear past that brings Samanya to a place where she reverts to her un-reformed self in some cases by the mere sight of Mordekai. Mordekai is an older immortal than Samanya and had a thorough hand in Samanya's teachings training and upbringing as a high-ranking immortal.

When Tyler first meets the other Keepers, he doesn't quite understand what a Keeper is. He will learn that a Keeper is a hero who has served The Grid in many ways, during many incarnations of his life. He will learn this the hard way, but it is also the adventure of a life time... well, *many* life times, that will take Tyler Stalworth – and our viewers—to realms never-before imagined or seen.

BACKSTORY AND PILOT SCRIPT

1850 BC. The Great Temple of Atlantis is under attack. Inside it, a PRIESTESS concentrates on carving glyphs into the Phaistos Disc. This is an actual Bronze Age disk of fired clay covered on both sides with symbols. Its purpose and meaning remain disputed, making it one of the most famous mysteries of archaeology. But for us, the mystery is solved. What she is creating is a visual map of The Grid. The Grid houses the Akashic Records which contain all the knowledge of human experience and history in the Universe. They have been described as a celestial library, a "universal super computer" and the "Mind of God" – for they, along with The Grid, are what makes up the fabric of reality that binds us all.

Outside her temple, HUSKS – powerful, frightening figures that have commandeered the bodies of the dead, continue their assault. They're like zombies on speed with limited intelligence. The Husks were created by a cult that seeks to control The Grid. This cult wishes to possess the Akashic Records so they can re-make reality in the name of their leader, the dark god AHRIMAN (more on him later). The cult knows the Atlantians have the ability to travel The Grid to access the Akashic Records, so they're also determined to capture the priestess and force her to do so. The Husks kill everyone who stands in their path, but when they reach the priestess she holds up the finished disc and light pours out of its symbols. The light grows brighter and brighter, flooding the temple. The symbols on the disc shine with even more intensity. Atlantis explodes and sinks beneath the sea. Watching from a nearby mountain range, Ahriman howls in fury.

We are then transported to 21 Century New York City, in the year 2007. Detective TYLER STALWORTH is fighting a man on a dingy, narrow brownstone apartment stairwell. One floor up, tenants are screaming. Tyler is also treated to a wailing cry of despair coming from his partner and best friend, JACK BARDAN. At ground level, Tyler fumbles with his gun in an effort to stop the man, who we now see is a Husk. Tyler balks when he gets a good look at the Husk's face. This moment is just enough to give the Husk the edge he needs to break away from

Tyler and take off down the street at super human speed. Tyler is thunderstruck by his encounter with this weird soul-less creature. The guy just seems to have vanished into thin air! Tyler radios in for back up, medical... everything and anything. Both he and Jack have just discovered the Bardan family murdered in their home.

The lifeless body of Jack's wife and two of his three children have been decapitated in a bizarre ritual manner. Strange runes were burned onto the wall. Tyler prevents people from crowding into the room and ruining the crime scene, which has all the makings of a cult slaying. As he tries to comfort Jack, he notices that Bardan's third child, five-year-old Diana, is not there. Tyler searches the apartment but there's no sign of her. It's a long shot, but she might still be alive...

We then flash forward to the present. It is Jack's first day back on the job after a three year absence. The murder of his family has never been solved and Diana is still missing. Jack survived two suicide attempts, thanks to an intercession from Tyler, who has also devoted every spare minute to solving Jack's family murder case. So far he's had no luck and no clues. The cult doesn't have any connections to anyone and they have never struck again. Both men hope Diana may still be alive, which is also what keeps them going.

Meanwhile, a traveling exhibit of Greek artifacts, including the Phaistos Disc, opens at the New York Metropolitan Museum. As a CURATOR unpacks the disc, he discusses its history with an assistant. We SPLIT SCREEN to the 1930s where two explorers (Jack and Tyler in another life) are elated to discover the disc. We are there at the moment they dig it out of the ground.

On the exhibit's opening day Tyler and Jack are having lunch nearby. Tyler is drawn to the museum. He leaves Jack in midsentence to go inside. As he opens the door to the museum, he feels a rush and we FLASHBACK to another Tyler in another time, as he opens the door of a burning 17th century home. Tyler tries to save a small child in the blaze – Diana. Before he can reach her the fiery roof collapses on him and he loses his life.

Present day Tyler 'comes to' standing in front of the case that contains the Phaistos Disc. He can't remember how he got there. When Jack catches up, Tyler notices that some glyphs on the disc match images left on Jack's apartment wall three years ago. This is the first break they've ever had. A short distance away, a college student, NOEL FINCH, watches them. When Jack and Tyler question the Curator about the disc's history they learn no one has ever cracked its code. Before Tyler and Jack can find out more they're interrupted by a fight in the main gallery. A Husk is attacking Noel. When it sees Tyler it bolts at super fast speed. Tyler goes after the Husk while Jack remains to question Noel -- but Noel takes off.

As Tyler chases the Husk, he stumbles upon a series of symbols from the Phaistos Disc that the creature uses to teleport itself to different locals around New York. The astonished Tyler manages to follow the Husk by touching the symbols. Unfortunately, the Husk ditches him in Central Park.

Tyler and Jack reunite in Tyler's office. They've already initiated a city-wide search for both the museum attacker and his victim but Tyler is certain they won't be found. He hedges telling Jack

about what happened during his half of the chase. Instead, he hands Jack a printed copy of the Phaistos Disc symbols and urges his partner to be on the look out for them.

A series of supernatural events leads Tyler to Trump Towers, where he spots a couple of Husks entering a cocktail lounge with several humans. It doesn't take a genius to figure out they're cult members. Inside this dark, smoky bar, Tyler sees a male singer on stage. The audience cheers him on while waitresses serve drinks. Tyler takes a drink to blend in. Whenever he sips it, reality shifts and he finds himself in an ancient temple. There, the cocktail waitresses are cult priestesses offering the faithful a ritual cup. The singer on stage is really Ahriman, who is being worshipped by both his human and Husk followers. Ahriman stands on an altar before a large cistern filled with a strange liquid.

Jack's daughter, Diana (now age eight), is paraded before the cultists. Tyler's reaction to seeing her catches the attention of some Husks who advance on him. Tyler battles them to get to Diana, but when he picks her up in his arms, Diana uses her mind to give him a telekinetic push. Tyler and Diana fall into the cistern. Held under by the invisible force, Tyler sinks. He sees Diana float upward, smiling. Hands pull her to the surface. Diana and several cult members watch him drown. Once he does, they turn away.

A few hours later, Tyler's body is still floating in the strange liquid. We PUSH IN to an extreme CU, going into the subatomic level of his flesh, where the liquid alters the composition of his cells. Tyler's lives flash before his eyes. He sees that he's a very old soul who has always been in service to protect others in different realities along The Grid. But these images are not so literal that he can figure out what The Grid is or what his life's purpose has always been.

Suddenly, Tyler opens his eyes. He swims to the surface and climbs out of the cistern, gasping for breath. Everyone is gone. He has no idea how long he's been submerged, but as he wanders back into the main lobby of Trump Towers he now perceives the world as a much brighter place, and he can see different shades of light and color emanating from passersby. Tyler doesn't know it yet, but he's not alive and he's not dead – he has become an utterly new hybrid entity that exists in between. He will no longer need to eat or sleep -- both activities that have always been the closest thing to hobbies he's ever had. His sheer will to live keeps him on our plane but it has also imbued him with certain powers from the higher planes of The Grid!

Later, Jack finds elements of Tyler's story hard to swallow, but he is overjoyed by the news that Diana is still alive. Since the cult that has her is centuries old, Tyler reasons they must have made *some* enemies during that passage of time. Jack remembers Noel. If only they could find that kid, it would be a good place to start asking questions.

As Tyler ruminates on how to find Noel, he becomes so focused on the young man his powers kick in. He gets a visual bead on Noel and he's teleported across The Grid. The pair stands in what Tyler perceives to be the Akashic Records dimension at the center of The Grid– a marvelous place in the shape of the rosette symbol seen on the Phaistos Disk. This time Noel does not run. Instead, he tells Tyler that: “We've been expecting you.”

Noel admits he was spying on Tyler and Jack at the museum, mainly because he recognized Tyler as a Keeper. Tyler phones Jack. Jack saw him disappear – which means every other fantastic thing Tyler told him must be real, too, as unbelievable as that may seem! Jack asks Tyler where he is. Tyler doesn't know. "This world you see around you" Noel tells him. "This is the Grid. It's a world in between this world once you are aware of it you will see it. But if you need an exact location we're in the New York Public library."

While Jack travels across town by the usual methods, Noel introduces himself. He is a descendant of Atlantis, but remembers his past lives such as Rudolph Steiner who founded a spiritual movement called Anthroposophy around 1900. This group was devoted to continuing the Atlantian tradition of protecting the Akashic Records which powers The Grid. The Grid itself connects all planes of reality. For Noel it is unusual to feel and experience his past lives while living a new one, but he firmly believes it is his duty to continue his predestined mission.

Once Jack enters the library, we cut between it and the greater reality that Tyler experiences but which Jack cannot see. Two more people, Noel's associates, arrive. The first, EZEKIEL, is ages old and very powerful in terms of his mastery of The Grid. He claims he's the person who thought the original thought that helped bring this plane of existence into being. He is not a god however, just a higher being -- a man who practices a Grid-related science we can't understand. Ezekiel wanders the Earth, because he's upset his original thought got away from him. He does not like the ugly, violent direction it took and he doesn't like that our world has become a haven for Ahriman and his Husk warriors as a result. Ezekiel is searching for a child that is like himself – one who can mentally restructure existence. When he finds this child, Ezekiel will mentor him/her and make the world good again. He's certain this child is Diana. But now that she is in the hands of Ahriman she could go either way and, as she goes, so goes our reality.

The other person introduced to Tyler and Jack is an African American teen named SAMANYA LEARY. She understands what's at stake because, like Diana, she could either become good or bad -- she's at a real tipping point. She was once a soldier of Ahriman but within her current life Samanya was coerced into becoming a Darfur child soldier. Profoundly changed by this life's experiences she declares herself reformed and no longer a soldier of evil. Is she reformed that is yet to be determined? She has the ability to journey back thru her present lifetime (her soul travels back to occupy her physical body at earlier ages) so she can see the events that shaped her and the world as it was then. Ezekiel sees her potential for good and is determined to help her.

Ezekiel tells Tyler that he is a Keeper, that is, an individual who has protected The Grid and helped mankind through countless centuries – a true hero. Now that Tyler was exposed to the strange liquid of Ahriman, which is usually reserved for dead bodies without a soul, he is both living and dead like the Husks so he can transverse the grid and teleport himself around our reality. Ezekiel is surprised that it is rumpled Tyler and not heroic looking Jack, who is the chosen one. But... hoping for the best, he asks Tyler to join their cause.

Of course, both Tyler and Jack want to know what their cause is, and Tyler wonders why they'd even need him since they can already access The Grid and the Akashic Records. Ezekiel reveals it isn't that simple. The Grid is a living thing that gives them what they need, but only on its own terms. Nobody can or should control it. It presents information to him, Noel or Samanya

but in ways they cannot easily interpret or understand. And none of them are equipped to be the muscle that takes action to protect The Grid.

Tyler and Jack agree to help keep Ahriman and his minions from gaining control of the Grid, especially if it means finding Diana in the process. Ezekiel, Noel and Samanya agree to school Tyler and Jack on what little they know about Ahriman, an H.P. Lovecraft-type entity that doesn't want to rule the Universe like a black and white cartoon villain. Instead, Ahriman seeks to divert mankind and the Earth from their destined paths. His cult uses secret societies political, cultural and financial means to do so. Ahriman's followers are intent on manipulating Diana to pluck the strings of The Grid like a harp and in so doing re-make reality.

Noel warns they will start to see changes... weird shifts in our world that begin to manifest themselves, so get ready for some 'strange.' Tyler and Jack look outside a window of the library. The street morphs into a photographic negative of itself.

The shift, and their grand adventure, has begun...