

SHADOW GAMES: SEASON 1

An hour-long television supernatural fantasy thriller treatment

by John Halas, ScreenwritersforHire.Com

Based on the best-selling book, *Shadow Games from the
Time Jumper Book Series*

by Jay J. Falconer

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Logline:

Fifteen-year-old Emily Heart was made into a genetic freak equip with new-found powers to jump decades in time, which she uses to seek revenge and try to get back her old life.

Character Descriptions:

EMILY HEART (late teens): Emily Heart is a teenager from the early 1980s. She is projected through time by her ability to jump into various decades. Over two years, she has traveled almost 30 years. She has bright red hair. She's small but she's surprisingly capable.

JIM MILLER (late 30s): Jim Miller is a former Marine who spent time fighting in a foreign theater. He has become a journalist who has been following the case of Emily Heart for almost 15 years. He's a capable fighter and a talented sleuth.

DEREK (early 20s): Derek is a young member of a gang. He is attractive and tall. He seems innocent even though he's in a gang. He's a young, black guy who is looking for a reason to leave the gang.

DUANE (late 60s): Duane is a security guard. He worked at the mall when Emily appeared in the 1980s. He is now the owner of a security company. He is kind-hearted and helpful. He knows Jim Miller and helps Emily any way he can.

JUNIE (early teens): Junie is a street kid who meets Emily before the show begins. She is smart and resourceful from her intermittent time on the street.

JOSEPH ALLISON (late 30s): Joseph is a former Marine who served with Jim. He's now a no-nonsense detective who is pursuing the gangs in the area. He is devoted to catching Derek and is unrelenting.

Summary:

Shadow Games tells the story of Emily Heart, a girl who has been tampered with her entire life. She has developed into a strong young woman who still finds herself unmoored. She's unmoored from her friends, her family, and even her own time. Coming of age in the 1980s, she was changed into something she did not ever choose to be.

As the first in the *Timer Jumper Series*, *Shadow Games* introduces us to the character and slowly begins to reveal how she has been changed into someone who is thrust against her will through time at random intervals. The book begins in media res. The plot is already unfolding, and Emily is trying to deal with the consequences. Since it begins after she has already made several unwanted jumps through time, she is already drifting. The reader begins with the plot already unfolding and instantly begins to feel as unmoored as Emily.

The series will move in three-episode arcs that encapsulate the three act structure. Each episode features a stinger to entice the viewer and then a standard three act structure. That structure is then translated into three-episode story arcs. Each three-episode arc roughly covers one novel. Finally, the story arcs form a full story with each season.

Each story arc focuses on a task that Emily is seeking to address, while also working to understand her powers. The backstory is told through a series of flashbacks that are triggered by events in the present timeline. The flashbacks reveal more of what happened to her. The main storyline of each arc requires Emily to build relationships and use her powers as best she can. She develops more relationships that help her uncover who she is and help her navigate the world. The people around her begin to form a team that is working to understand her mysterious powers as well. Each story arc forms a smaller part of a larger whole.

Episode 1:

STINGER:

Episode 1 opens with Emily Heart and Junie running from armed criminals. They shoot at her. Emily and Junie manage to hide in an office building. She sends Junie out ahead of her. We see Emily seeing herself through the gunman's eyes. Emily jumps through time.

ACT 1:

Emily wakes up from her jump naked in the woods. She thinks she might be in a park. She doesn't know when she is; she does not know it but she's only jumped forward a few hours. When she tries to stand up, she gets dizzy and has a flashback.

Emily flashes back to 1987. She wakes up in a mall parking lot naked. Duane, a security guard, carries her to lost and found to get her clothes. The eyes of the security guard look just like the eyes of Derek, a boy who was in the gang chasing her. That revelation snaps her back to the present.

Back in the present, Emily goes to a homeless shelter to find clothes. She finds some boy's clothes and puts them on. She steals some food and finds a TV to check the news. She learns she's only jumped a few hours. She sees that Junie has turned herself into the police. The police have a description of Emily. She does some Zen meditation techniques to calm herself back down.

Jim Miller is a journalist who has been tracking Emily for decades. He sees her sketch on TV. He hears on his police scanner that there has been a break-in at the Irish Cultural Center of a girl matching Emily's description.

The cops corner Emily. She tries to run. They catch her and throw her into a squad car. She jumps through time.

Jim Miller films them take her and the squad car crash but she is gone.

ACT 2:

Emily wakes up naked in the street. Somebody tries to grab her. She flips him and kicks his ass. She steals a running cab. She finds a phone and realizes she's jumped a year into the future. She gets clothes from a public library. She reads that Junie is fine. She sees a woman in the library who looks like her mom. It triggers a flashback.

She flashes back to 1985. She is going to mass with her mom. Emily is talking about what is in space and her mom asserts that it's just God. They're walking to mass when a light appears and abducts her mom. Emily tries to run but the light grabs her too.

She sees Jim Miller in the library. She goes down the stairs, out of the library and then rushes back in to try to lose him. She thinks she's lost him. She goes out the back door. He's waiting at the back door for her. He seems to know who she is. She agrees to letting him buy her food.

ACT 3:

At the diner, Jim reveals that he has been following her story for years. He has tons of research on her -- yearbook photos, newspaper clippings, etc. He reveals he knows Duane the security guard. Jim thinks she doesn't age. As they're leaving headlights pull up. The headlights remind her of the light in the sky. It triggers a flashback.

She flashes back to being abducted. Her mom is naked on a table. She's being poked and prodded by machines, but they never see who is controlling them. The table flips and spins and morphs into different shapes. At the end of the poking and prodding, the

blue light happens, and her mom disappears. The machines then inject Emily all over her body, in her eyes, and her ears. Then there's a flash and her mom reappears filled with blue light. This happens three times.

On the third time, her mother disappears but does not come back. The machines drag Emily to the table. She breaks free and runs. She jumps out of the ship and falls. She lands in the desert. The ship overhead shoots red lights at the ground searching for her. One of the hits her, she catches it in her palm and directs it back at the ship. The ship explodes.

Emily feels the tingle. The blue light fills her. Cut to black.

Episode 2:

STINGER:

Jim and Emily are confronted by gangbangers outside of the diner. They're the gangbangers from before. They want their money back. Jim beats up all of them. A rival gang shows up. There's a drive by from the rival gang; then the police show up.

ACT 1:

Emily is in the police van with Derek, the good-looking gangbanger. Derek tries to talk to her and hit on her. She tries to keep quiet, but she can't stop looking at him. Eventually, the rough ride gets to her and she pukes on his lap.

Jim is put onto a stretcher. He has been shot.

In the van, Derek confesses that he's been thinking about her ever since they met. He has left the gang and it's because she affected him somehow. He feels connected to her. He kisses her. The intensity of it causes her to jump through time. She tells him to find Jim Miller before she jumps.

Derek escapes through the hole in the van left by Emily jumping through time. The police chase him. He throws a brick through a car window and uses the diversion to escape.

ACT 2:

Emily wakes up naked in Saks Fifth Avenue. The moms in there freak out. She beats up a security guard and escapes. She steals clothes on her way out.

Derek goes to a Best Buy and uses a computer to find Jim Miller at the hospital.

A security guard stops Emily. He's looking for her. He realizes that he knows her. It's Duane from the mall in the 1980s.

Derek visits Jim at the hospital. Jim's marine friend and current cop shows up. They make up a story, but the cop isn't convinced.

ACT 3:

Duane gives Emily a jacket and a ride in his car. Duane accidentally hits a rabbit. He's very sad; Emily is more cavalier.

Jim's cop friend recognizes Derek. Derek hits him with a bedpan and escapes the hospital. He crashes into Emily and Duane. Duane gives his car to Emily and Derek to escape.

At the movie theater, the cops trap them. They flee. Derek and Emily split up. Derek finds an old man's ATV parked at a recycling plant. He steals it.

Emily goes into the library. The light on the computer triggers a vision.

In the vision, she is floating through space. She is surrounded by lights. She flies through scenes from the past episodes, seeing everyone as points of light.

Episode 3:

STINGER: Emily is searching through the diner. Rob, the creepy manager, is there with a baseball bat. He's been fired and he's there to rob the place. He hits her with the bat and she passes out.

ACT 1:

Derek is waiting for her outside of Duane's house.

Emily and Rob are fighting. He has the upper hand on her.

Derek runs to the restaurant. This takes a long time. It's intercut with Emily and Rob fighting. Derek gets to the restaurant. He sees the fight. He throws a potted plant through the window and charges in. Derek fights Rob and beats him.

Emily jumps through time, leaving Derek there.

ACT 2:

The detective shows up at the restaurant to question Derek. We see the first act play over again, but from the outside as the detective approaches. The detective arrests Derek.

Duane brings Jim a duffel bag full of supplies. They discuss where Emily goes when she disappears and compare notes. Derek is in juvenile detention for a year.

Derek is in his cell. He requests a wilderness education course.

Emily wakes up in her own high school. She's only traveled a couple of months.

Derek gets out of juvenile detention.

The detective gets a call from the woman at the school saying that she's seen Emily.

ACT 3:

Emily finds Junie.

Both Emily and Derek are headed to Jim's house, but the detective is there. Derek and Emily try to sneak into Jim's house. They see an Orange Man with a briefcase. The briefcase carries a miniature version of the technology from her abduction.

Flashback to her abduction.

Jim shoots the Orange Man. He gets up multiple times. Eventually, they shoot him enough for him to die. The blue light leaps from the briefcase and Orange Man disappears. Emily realizes that's what happens to her.

The briefcase explodes. Emily jumps through time.