

~ *Screenplay Synopsis* ~

DREAMSPELL ~ THE AWAKENING ©2001

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It is 2078 A.D. In a dream montage, horses of the apocalypse appear with desolation, snorting in the mists: black, gray, red and white, with cloaked riders; a montage of suffering, starvation; cataclysmic earth changes and warfare. A terrified little boy is snatched from his dying mother's arms.

A gifted young officer, Gared, works for the current military regime, a product of the Great Transition, helping sustain their image of an 'ideal' society, where deteriorating weather patterns and solar magnetic storms are managed by Shields, under which the majority of society live docile, suppressed lives in a 'Disney-perfect' world, controlled by the Forgetting - a result of psycho-terrorism.

Gared is plagued by recurring dreams that trigger memories of the past, and government records show him capable of returning through his memory pattern, via time travel technology in its infancy, to recover 'lost secrets of the Ancients.' Gared is uncertain whether he is willing to risk his life, but his commanding officer knows how to manipulate him, adamant that these secrets from the past must be instilled into our 'now' in order to prevent nuclear, biological and electronic disasters, which caused the deteriorating foundation of his civilization.

In preparation to go on this high-risk journey he meets Justine, a marine biologist and dolphin communicator who is trains him in the secrets of inter-dimensional dolphin time-travel. There is a passionate connection between them, that buds into love; and they form an attachment that will prove to be instrumental in Gared's survival on his mission, when the seductive powers of the government have stripped him of his time travel technology.

Gared meets his friend Haven at a Kava Bar at the beach, where they can talk privately among throngs of people. Haven is an initiate and takes him secretly to a rebel colony where a ragged band called the Awaakened Ones survive in remote villages in the Wild Lands outside the Shields. It is here that Gared begins his journey of Remembering, and meets the gifted Shaman, Dweller, who becomes his guide, and several others who he shall meet again.

His journey to the past takes him to the land of the Incas and the Ancestral Puebloans, to recover secrets of the Great Solar Disk. The evil government of the future uses him as an unsuspecting pawn to claim this power as their own. Gared would be unable to complete his mission if it weren't for a radical young trio from the future, Mora, Shadow and Spike, who bring him a talisman of great power and unexpected assistance when all seems lost.

Gared has a touching reunion with his mother, who died to this world when he was a young boy, now a high priestess in other realms. He also

discovers the truth about his real father, Dweller, and begins to understand the legacy of which he is the progenitor. Recovering his own dim memories is only the beginning, as he still is a carrier of obligation to an entire civilization and its unique time in history.

Will Gared succeed at infusing the profound effects of the secret of the Great Solar Disk into a doomed culture? Will he find his way home? And if so, to what kind of future? What will come of the child Justine carries, who calls herself 'Mora'?

LOGLINE: Gared travels back in time to bring Secrets of the Ancients to our 'now', to save his future (2078), currently deteriorating from disturbed weather patterns and the tyranny of a shadow government. His mission would be all but lost without the assistance of a mysterious trio from the future and their gift of a magical talisman.

Genre: fantasy/adventure

**THIS AWARD WINNING SCREENPLAY PLACED AS
QUARTERFINALIST OUT OF 1100 ENTRANTS IN THE
BIG AUSSIE SCREENPLAY CONTEST, JANUARY 2002,
(THEN TITLED FULCRUM).**

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