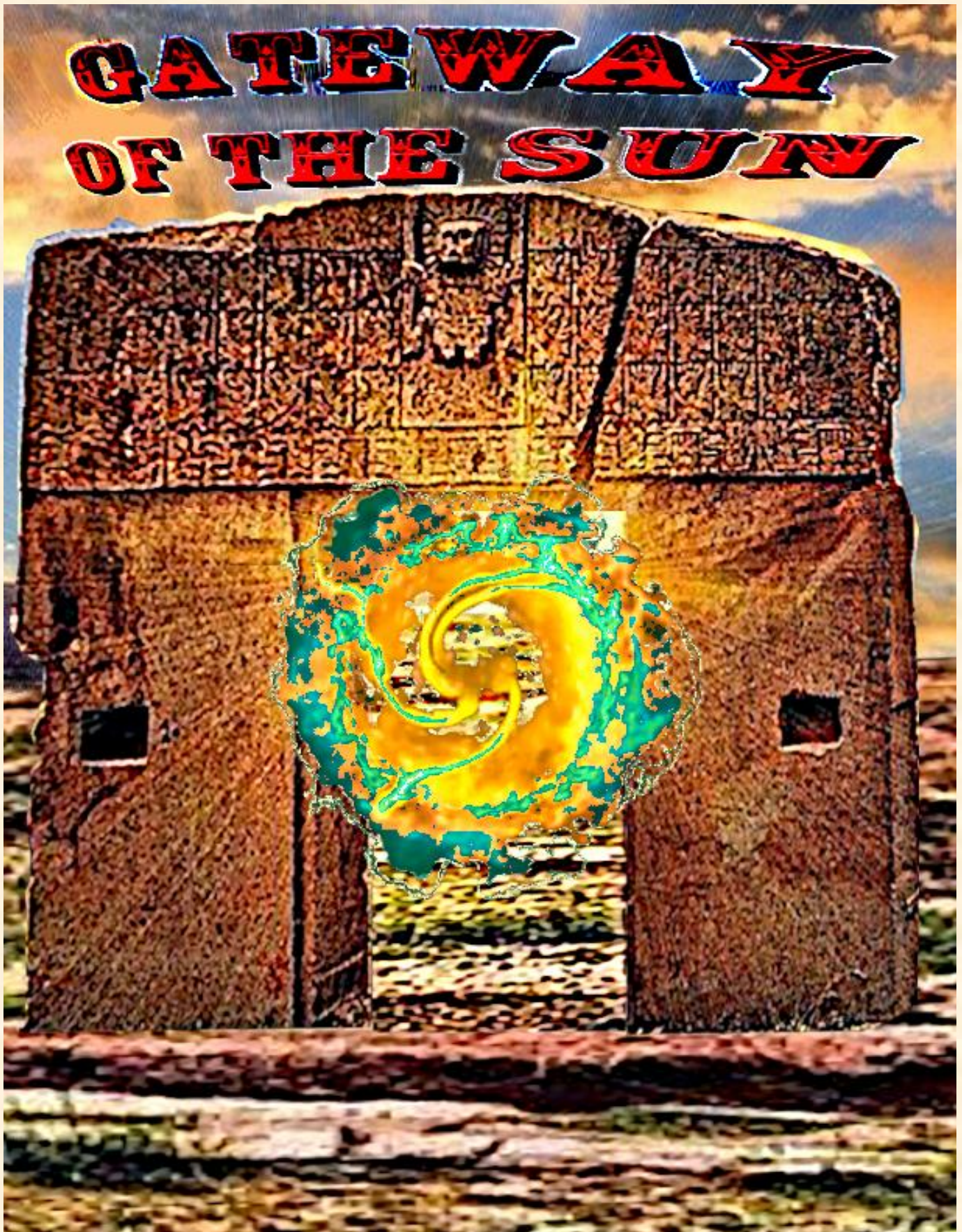


What if you were suddenly teleported thousands of miles away?



a worldwide action dramamedy

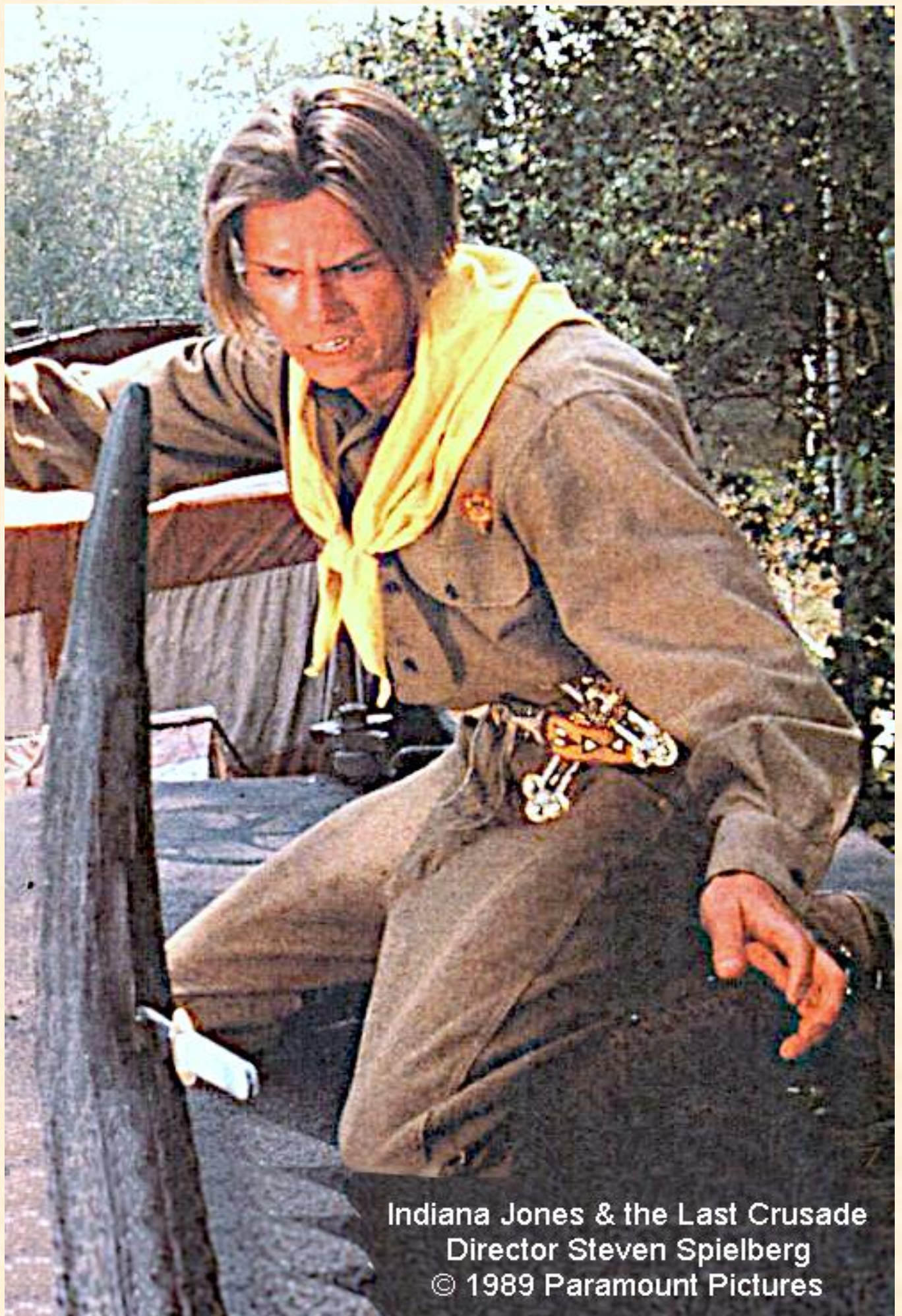
INTRODUCTION

Gateway of the Sun is an eight-episode one-hour action-dramedy global adventure.

Set in 1998, three teens accidentally access a megalithic teleportation network of stone ruins that propel them into danger on and off the planet.

Shock, awe, and wonder turn into the mayhem of a young Indiana Jones adventure ... the determination of Buggsie as he struggles to understand unknown paranormal forces... the devotion of his best friend Frankie whose music unlocked the gateway... the altruism of Henrietta to gift this to the world despite dangerous adversaries.

Complex, in-depth characters in WTF situations replace straight man/stooge comedy with everyday people thrown into circumstances they can't explain, rectify, or defend.



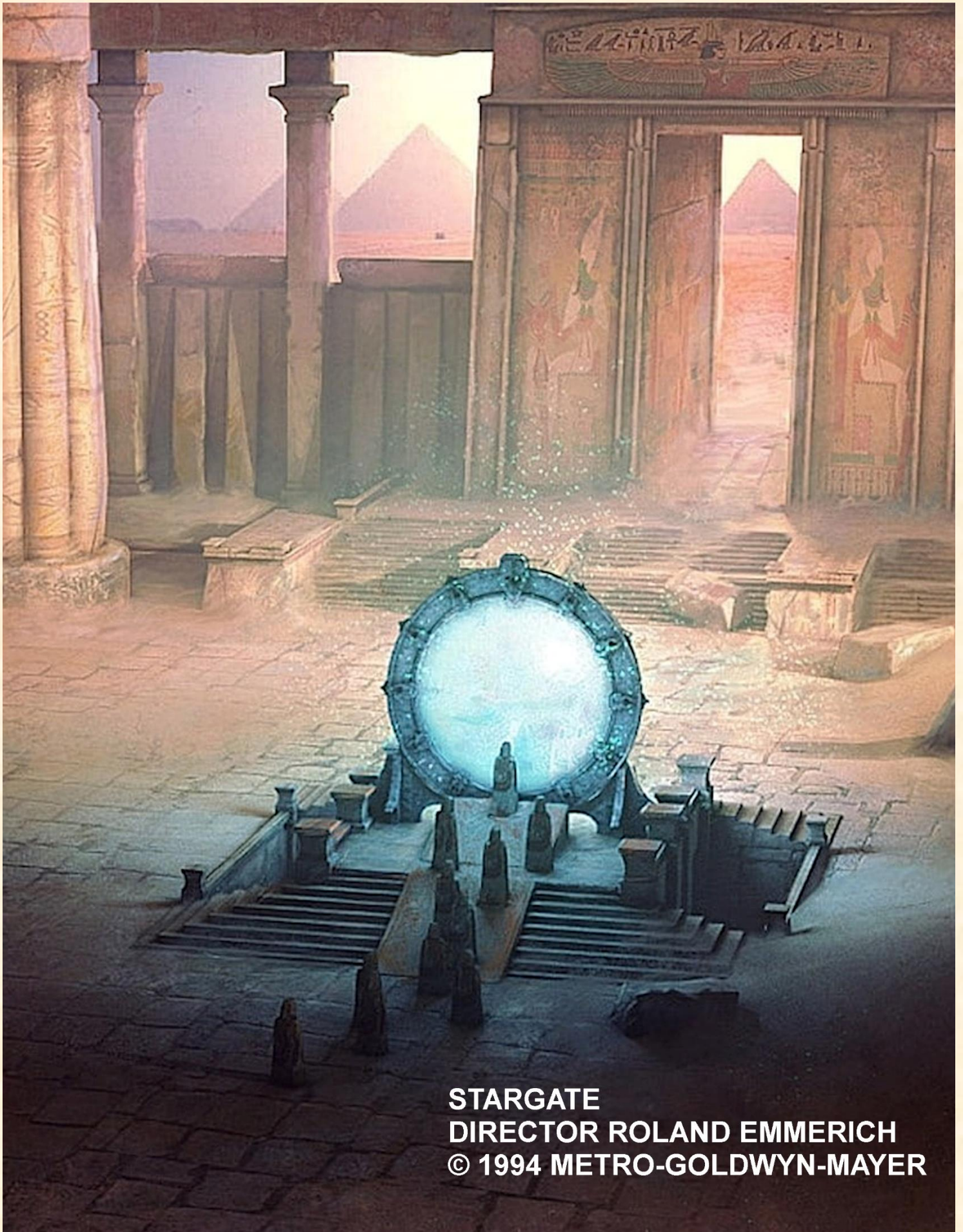
Indiana Jones & the Last Crusade
Director Steven Spielberg
© 1989 Paramount Pictures

SPONTANEOUS HUMAN TELEPORTATION

Teleportation is fascinating. It is sensationalized in Star Trek, Star Gate, Thor, and Harry Potter. Yet the most mysterious and bizarre type of teleportation isn't in fantasies or futuristic stories. It's in actual experiences never depicted on the screen.

Megalithic stone monuments span the globe, exhibiting strange unexplained phenomena. Ruins upon older ruins crisscross the planet forming straight paths from Stonehenge to Giza. Undatable standing stones, pyramids, and archways connect in sacred geometric patterns called 'The World Grid'. Did people long ago try to harness the geomagnetic power of the planet itself? Some say it was for electricity, others say it creates portals to other places, other worlds. Strange things happen at these places, but only sporadically. What if there was a trigger, something vital to teenagers? - Music.

"Spontaneous Human Teleportation" is reported in the Bible, ancient religious sources, and modern times, but is dismissed as nonsense. Yet it's on the cutting edge of quantum physics. The Air Force and Defense Department spent thousands studying it. Why? Because it could deliver atomic weapons, but teenagers wouldn't think of that...



STARGATE
DIRECTOR ROLAND EMMERICH
© 1994 METRO-GOLDWYN-MAYER

STORY

It's spring 1998 at America's Stonehenge in New Hampshire, (a megalith site of astronomically aligned stones.) A troop of Boy Scouts has camped out to observe dawn at the monolith: The Summer Solstice Stone. The troop oversleeps, except for two...

Eagle Scouts "Buggsie" Houghton and his best friend, Frankie Fatone vanish into a vortex when Frankie plays a song he wrote on a small keyboard. They instantly reappear at Bolivia's stone arch, The Gateway of the Sun, interrupting a tribal blood sacrifice. After narrowly escaping with their lives, they return home and find that no one believes them. Driven to prove themselves, they attempt to recreate the phenomenon.

Meanwhile wealthy teenage Henrietta Wellesley, daughter of a retired MI6 operative, spies on a cult of Satanists performing a secret midnight ceremony at Stonehenge, England. The boys appear during the rite, nearly becoming human sacrifices, but Henrietta rescues them, and they launch a scientific investigation of the phenomena.

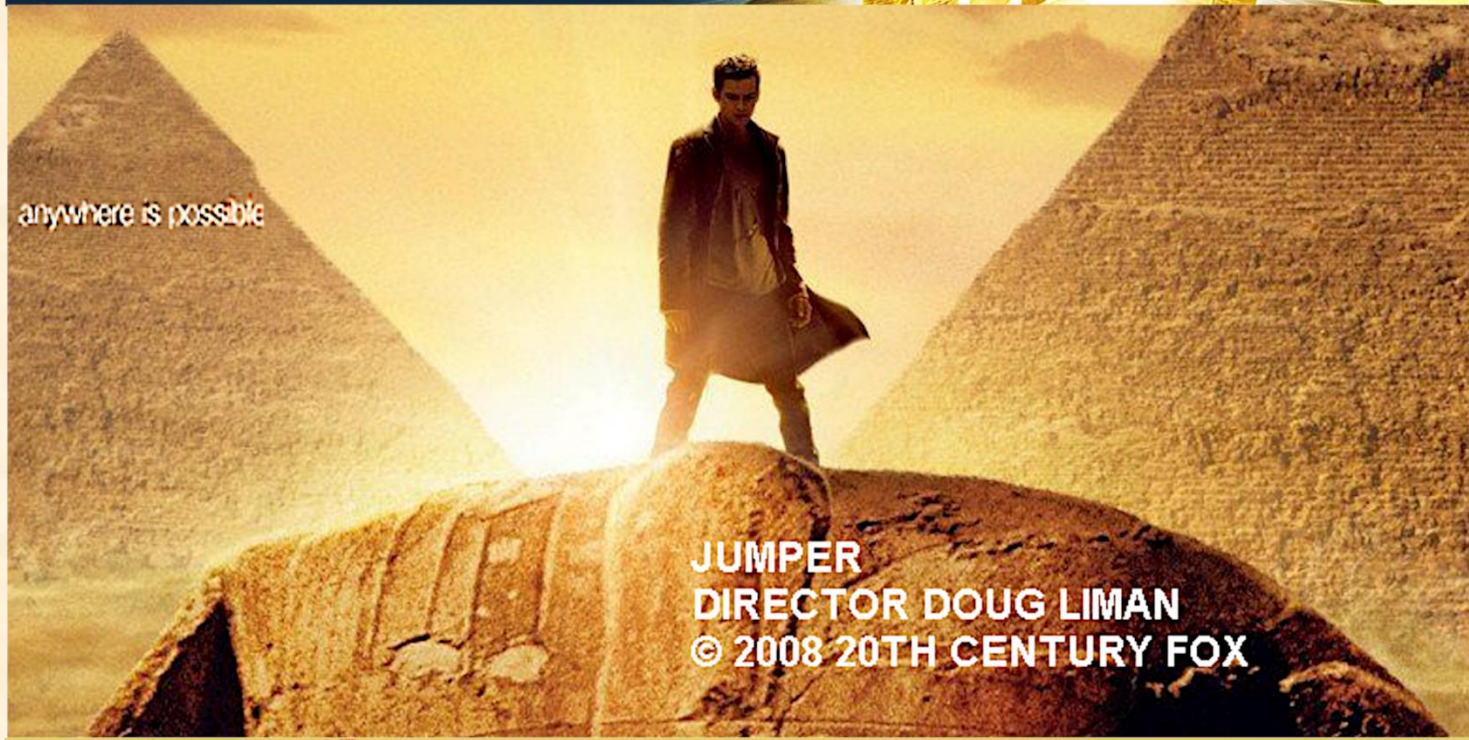
Throughout eight episodes, the trio uses the megalithic teleportation network to elude the US military and a ruthless arms dealer who wants to gain their secrets. Each time they escape from one mess they land in a bigger one. But when they land on a secret base on the Moon they're confronted with the dangers of their discovery. Faced with confinement or enlistment, the boys are inducted into the US Air Force Base at RAF Welford in Great Britain and Henrietta is inducted into Britain's MI6, becoming part of a joint US-British secret Black Op: ... PROJECT GATEWAY.

Future series installments tackle: "Who built the original megalithic gateway? How far off the planet does it go?" As they struggle to control and map the network something seems to be interfering. Each antagonist becomes subordinate to a greater adversary like peeling away layers of an onion. As our trio ages out, they become the commanders of a younger trope of teenage recruits in a story that could last many seasons.

COMICS 18+
NO DAISY MAE????????????????????..... **THERE IS NO TIME TRAVEL!!!**

BILL & TED'S EXCELLENT ADVENTURE

BILL & TED'S EXCELLENT ADVENTURE
DIRECTOR STEPHEN HEREK
© 1989 ORION PICTURES



JUMPER
DIRECTOR DOUG LIMAN
© 2008 20TH CENTURY FOX

COMICS 18+
????????????..... **ONLY TELEPORTATION AND THEY CAN'T CONTROL IT !!!**



STRUCTURE

The series concept is an expansion of the feature film's serial structure. The characters visit megalith ruins on all of the seven continents and the moon, and the settings become series episodes. The story is complete in itself, with a distinct ending, character arcs, and a message. Yet it poses questions for a continuation. The lead actors should be alluring teens with comedic and athletic talent, to ensure longevity.

ACT ONE (EPISODES 1-2) Buggsie and Frankie's teleportation changes their lives. Buggsie's interest in insects becomes an obsession with understanding the phenomena, and the two friends are scoffed at and ridiculed. Meanwhile, Henrietta has led a lonely and secluded life. She lost her mother in a car explosion meant for her MI6 father, who subjected her to intense self-defense and high-tech training. When Henrietta witnesses their miraculous arrival in England, she bonds with the boys to unravel the mysterious anomaly for the betterment of mankind, and her father agrees to finance an experiment.

ACT TWO (episodes 3-5) Each episode takes them to a new continent and megalithic site, as their perils escalate. We learn more about Frankie's backstory, and how his family fled Brooklyn to escape his father's reputation as a crazy UFO abductee. Several peripheral characters arise that are series regulars: Air Force Lt. Col. Weedleson investigates their intrusion on his base. Lt. Col Mikhailov of Kazakhstan, a ruthless arms dealer sees the weapons potential of their teleportation. The Laozi, a Chinese Sage and Kung Fu master, warns them about riding the "wings of the dragon" too far, but they're forced to risk it.

ACT THREE (episodes 6-8) will climax with the characters realizing how dangerous their discovery is when they almost die on Mars. Adolescent ambitions mature into important military careers, with unlimited resources to gain control over the phenomenon.



THE MAZE RUNNER
DIRECTOR WES BALL
© 2014 20TH CENTURY FOX



tone, settings and cinematography

The true stars in this series are the enigmatic ruins that span the globe. Some are well-known, like Stonehenge, and the Great Pyramid, but they all invoke awe and wonder. The clarity of 4K on a screen captures the mystery of a forgotten world, lost to time. The cinematography is big... wide... breathtaking.

The story is set in 1998, before the rise of cell phones, establishing a fixed point in the ever-changing techno-geo-political climate. Some sites are remote and dangerous. Yet they can all be shot in America and Great Britain, using remote footage. Fun, excitement, and humor mix in a world tour of places on the ultimate adventurers' bucket list.

The soundtrack should be as big as the cinematography, and 'Gateway of the Sun' comes pre-packaged with its own John Williams-esque score by Dillon M. DeRosa lead assistant to Nathan Whitehead, and former assistant to Junkie XL, with credits that include '*Zack Snyder's Justice League*'. Together this will look, sound, and feel like a blockbuster.



COMEDY

The story's reality is already on the edge, so, the comedy isn't absurd or a farse. The character's reactions to incredible events, and the action provides the comedy. We employ a revival of forgotten humor as they explain their sudden whereabouts.

Abbott & Costello were the biggest box office draw of their time, and have never been duplicated since. They succeeded in vaudeville, radio, movies, and TV. We don't have an Abbott, (the greatest straight man ever), but we have straightforward questions from subordinate characters: "How did you get here?" "What are you doing inside a top-secret facility?" "Why aren't your passports stamped?" The teens cover each other with classic dialogue humor. This isn't "Dumb and Dumber." It's Smart and Smarter.

If laughter is good for the soul, then entertainment has become soulless. Good comedies are few and far between. Standups punch down, SNL derides politicians and toilet humor abounds. Surprise is critical to good comedy. The formula here is: clearly defined characters, (no cardboard cutouts), in unique situations with clever, genuine dialog. There're no insults, fart jokes, no "Oh come on... that could never happen!" The dangers are real, prompting "What would you do if that happened to you?" The McGuffin's unbelievable, and yet... that's real. Science can't explain it, and that's funny in itself.



BUD ABBOTT and LOU COSTELLO
Keep 'em Flying

Keep Em Flying
Director Arthur Lubin
© 1941 Universal Pictures

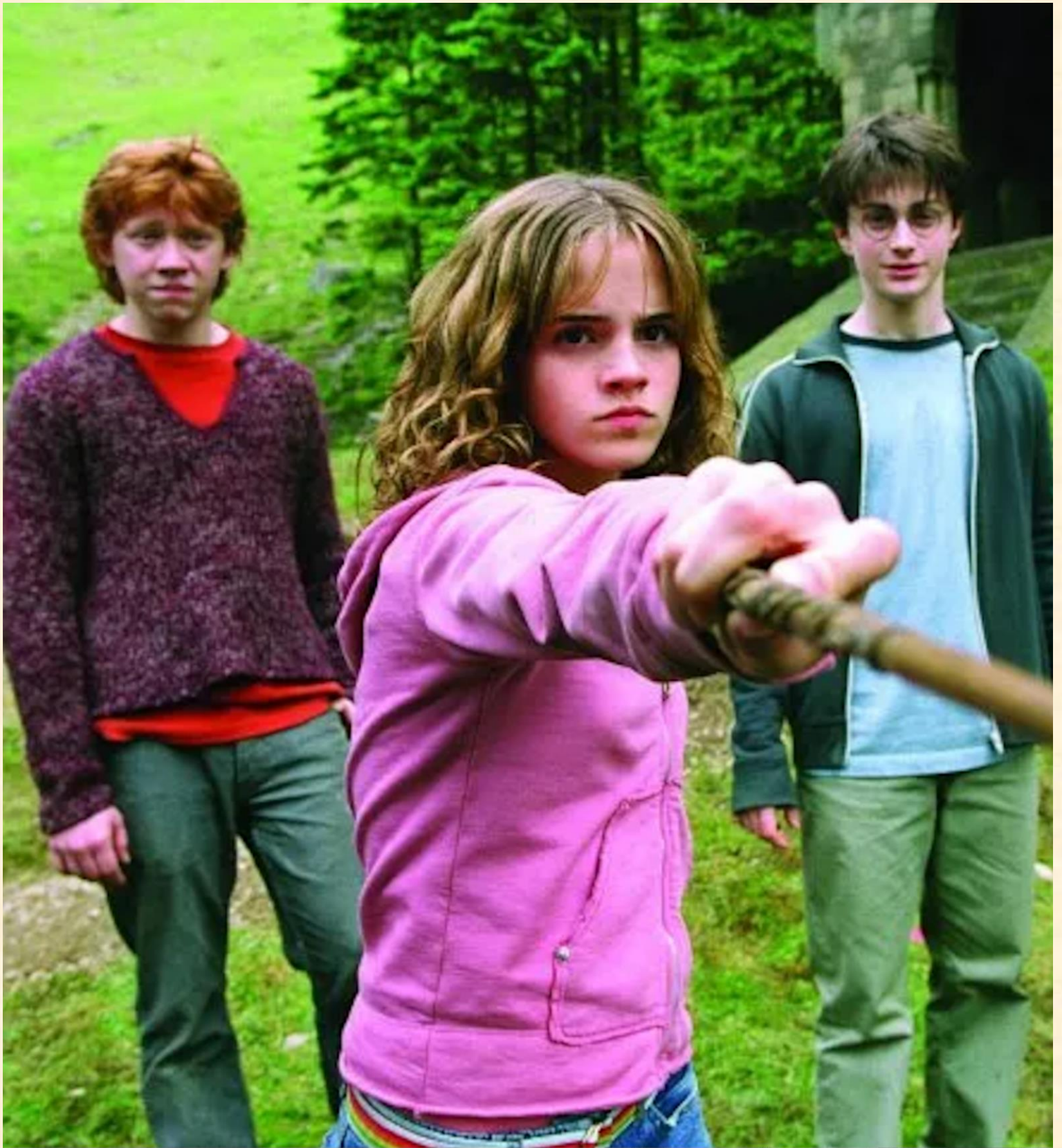
THE TEENS

HERSCHEL “BUGGSIE” HOUGHTON is 18, handsome, overconfident, and intensely focused, (like his father, a surgeon.) He hopes to become an entomologist, and Frankie’s nickname for him stuck. Science is his passion, but he’s no nerd: popular, captain of the football team, and lead trumpet in his HS band. His keen analytical mind, more fragile, than his physique, is broken by the paranormal events. His desperation to understand things science can’t explain becomes an obsession and propels him blindly into danger. He’s driven like a teenage Captain Ahab, but this obstacle is greater than any giant whale.

FRANKLYN “FRANKIE” FATONE is 18, an intuitive, street-smart kid from Brooklyn. He was a total misfit in Yuppie NH until Buggsie befriended him. He dreams of being a famous musician, but fate has other ideas. His family moved to the sticks, and Buggsie helped him make the transition. Now, his best friend needs his help and he’s there despite the dangers. His passionate, comical reactions don’t always reflect the bravery of this emotionally deep hero. If Buggsie is logos, then Frankie is pathos.

HENRIETTA WELLESLEY is also 18, but not like the boys. Raised in seclusion by her father, a British lord turned spy, she’s brilliant, sophisticated, and refined, but lonely. Tragedy befell her mother, in a car bombing when her father’s cover was blown. Trained in self-defense, she reacts without thought. She dreams of inventing things that can change the world and longs for adventure. She is the Princess Leia of this tale, the ethos to the boy’s logos and pathos, and like Hermione Granger, the brains of the trio.

THE LOVE TRIANGLE between the three teens is amusingly visible. Buggsie is infatuated with Henrietta. Henrietta is flattered but emotionally hardened by the loss of her mother. Frankie’s a bit of a player, but jealous of Buggsie’s feelings for her. It’s bromance vs. romance. Frankie’s a street fighter, and spars with Hennie, making Buggsie jealous. So, there’s constant sexual tension between them.



Harry Potter

AND THE
PRISONER
OF AZKABAN

WARNER BROS. PICTURES PRESENTS

HARRY POTTER AND
THE PRISONER OF AZKABAN
DIRECTOR ALFONSO CUARÓN
© 2004 WARNER BROS. PICTURES

THE PARENTS

The parents are modeled after characters from classic shows still playing on TV.

THE HOUGHTON'S, have raised Buggsie in affluent Windham, NH. David 46, a physician with a Fred McMurray demeanor, is a level-headed, logical man. Donna, 43, his still pretty former nurse, dotes on her son but longs to travel the world. They're both throwbacks to the 50s.

THE FATONE'S, moved to Windham, NH four years ago to open a new pizzeria. John, 45, is a burly Ralph Kramden with PTSD delusions of UFO abduction that Dr. Houghton is treating. Helen, 42, a ditzy Italian Edith Bunker, engineered the move when John became ridiculed as a UFO nut which affected his pizza business with his brother.

THE WELLESLEY'S are lords of an old English manor in Salisbury. Thornton, 50s is a former MI6 agent, now the head of R&D. He never remarried after the loss of Henrietta's mother. Raymond, 60s, his aristocratic brother and retired military man, helped raise her properly.

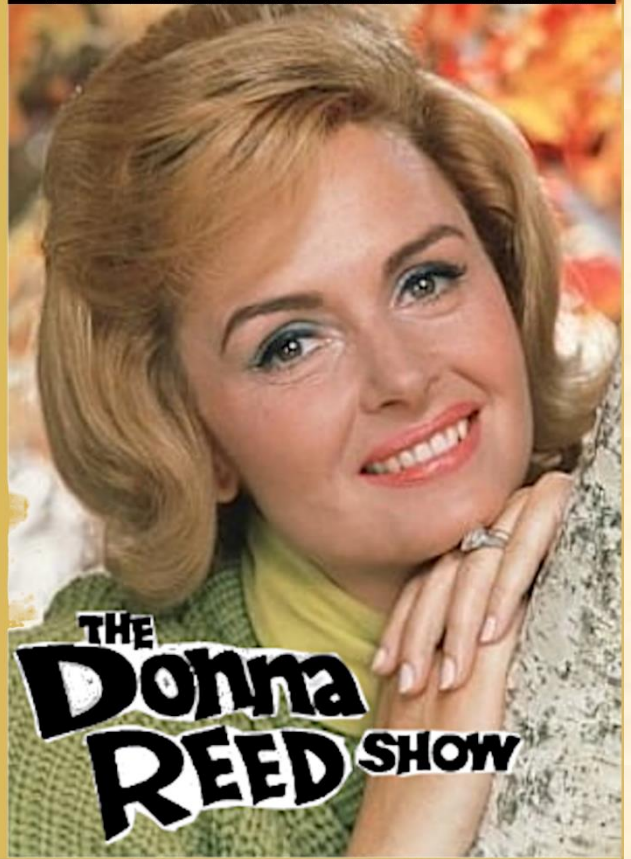
MY THREE SONS



FRED MACMURRAY OF
MY THREE SONS
© 1960 CBS TELEVISION

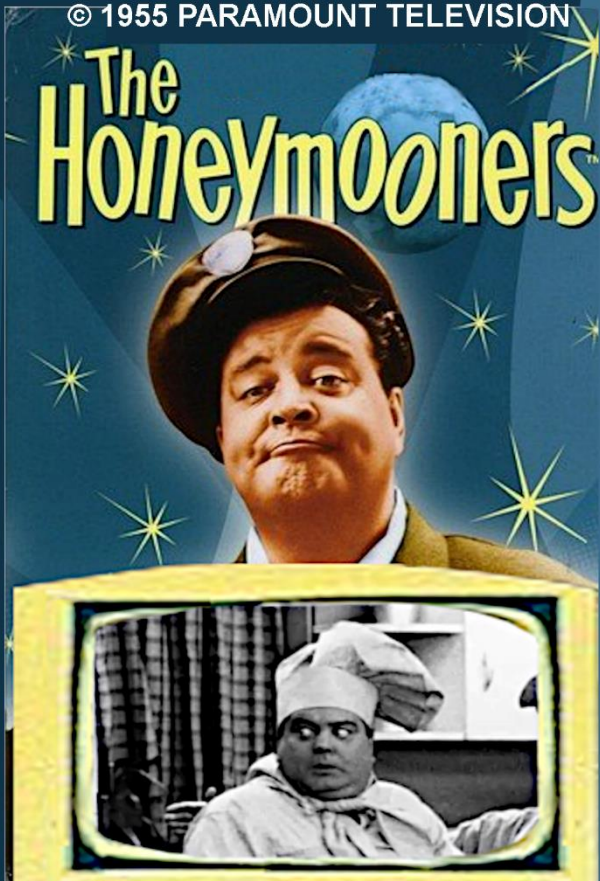
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DONNA STONE OF
THE DONNA REED SHOW
© 1971 SONY PICTURES TELEVISION



THE
Donna
REED SHOW

RALPH KRAMDEN OF
THE HONEYMOONERS
© 1955 PARAMOUNT TELEVISION



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EDITH BUNKER OF
ALL IN THE FAMILY
© 1971 COLUMBIA PICTURES TELEVISION



THE MILITARY

COLONEL RICHARD WEEDLESON, 42 is a gruff, hardened man. A lifer, he never married, and worked his way up the ranks, to a top security level. He has secrets he keeps for the military, and himself. Privately he leads a kinky sex life with loose women, hates kids, loves cigars, and drinks heavily. Frankie calls him Col. “Dick Weed.”

GENERAL VANNEVAR ROSWELL, late 50s, is a highly decorated officer. Raised in wealth, and top of his U.S. Air Force Academy class, he’s highly educated. He reeks of authority and oversees several Black Op projects, including Col. Weedleson’s moon base, Project Horizon. With all that he’s privy to, little can surprise him, but that will change.

DR. HEINRICH BETHEM, 60s, is a brilliant German scientist. His research in gravity deprivation attracted the interest of the U.S. Airforce which funded his research. Based at Pine Gap USAF base in Alice Springs, Australia he uses the geo-magnetic-gravitational field of Ayers Rock, the largest natural megalith, to launch heavy payloads into space.



HOT SHOTS
DIRECTOR JOHN ABRAHAMMS
© 1991 20TH CENTURY FOX

Hot Shots! almost as successful as the blockbuster it spoofed, Top Gun



DR STRANGELOVE
DIRECTOR STANLEY
KUBRICK
© 1964 COLUMBIA PICTURES

THE ANTAGONISTS

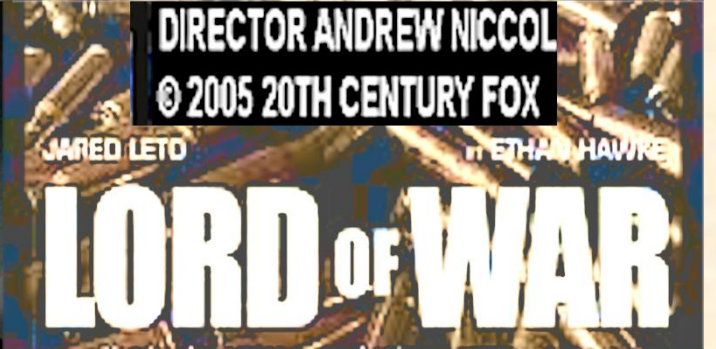
LT. COL. MASOOD MIKHAILOV, 38 is a Moslem from Kazakhstan and heads a weapons depot of the former Soviet Armed Forces. With the corruption that followed the collapse of the USSR in 1991, he's now a shrewd and ruthless arms dealer who supplies Jihad terrorists. He travels to Kashmir to settle a score with an interfering Chinese group and sees the teens appear at the Sun Temple. Recalling his Islamic belief in Tay al-Ard, he remarks "the ground folds beneath their feet", sees its weapons potential, and wants it to sell to the highest bidder. He sympathizes with OSAMA BIN LADEN, the renowned terrorist, and his Jihad but only if they can pay his billion-dollar price.

MOHAMMED ABDALLAH, 40 is the leader of the Hurras Alharam, an ancient cult who are all members of the Supreme Council of Antiquities. Like their fathers before them, they guard the Great Pyramid's secret entrances and passages. Their plot to kill Zahi Hawass and his explorations of Giza fails and their comrade, Mustafa is killed in the attempt. As the cult tries to revive Mustafa in "The Resurrection Machine", the teens appear inside Kings Chamber, replacing the dead man. Having seen too much, the cult vows to kill them to preserve their sworn secrets. With knives drawn, they will hunt down the teens to the ends of the earth, enlisting the help of The Egyptian Islamic Jihadists.

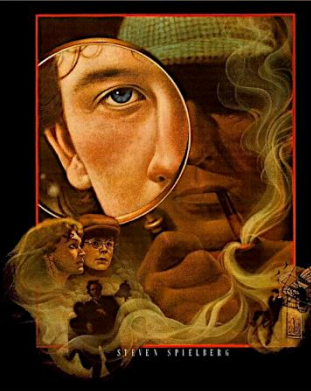


NICOLAS CAGE JARED LETO AND ETHAN HAWKE
LORD OF WAR

DIRECTOR ANDREW NICCOL
© 2005 20TH CENTURY FOX



STEVEN SPIELBERG PRESENTS
YOUNG SHERLOCK HOLMES



YOUNG SHERLOCK HOLMES

YOUNG SHERLOCK HOLMES
DIRECTOR BARRY LEVINSON
© 1985 PARAMOUNT PICTURES

FRANCHISE POTENTIAL

Even though Gateway is a stand-alone eight-hour tale, the story continues in 4 additional executive summaries & synopsis, for a potential 5 season run. Originally conceived as a movie franchise, the story itself is so multifaceted, that it is better told in a series.

Additionally, a finished screenplay about Frankie called “Banished from Brooklyn” tells the story of how he met Buggsie, further defining those characters. Scenes from that screenplay can be flashbacks in the hypothetical sequels.

Thirty-five years of thought and hard work have gone into the development of this project. An entire universe has been created, that explores fresh new answers to profound questions: “Why are aliens visiting us?” “How long has mankind been here?” “Who built pyramids on every continent?” “What is the nature of space and time?” The answers are so profound, that they are better told through comedy to be addressed without ridicule.

