

Strange forces abduct you 1,000's of miles away...



Created by Michael J. DeRosa

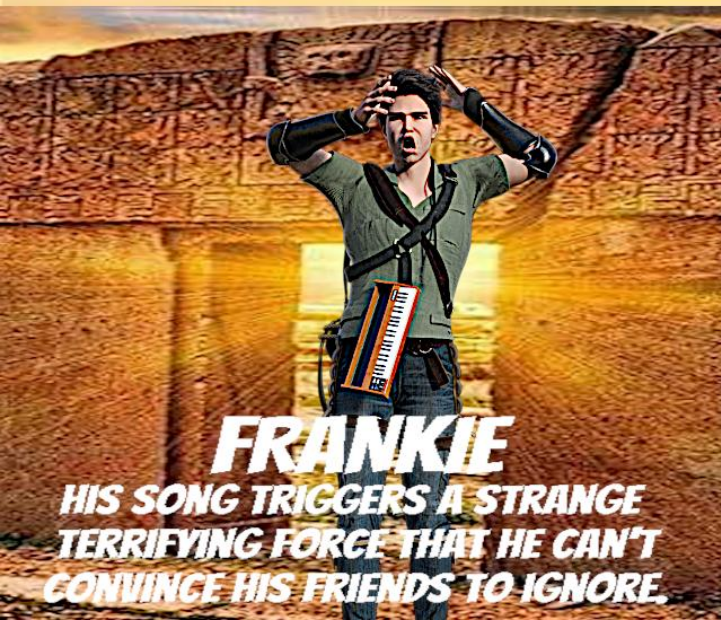


A live-action eight-episode one-hour limited series Indiana Jones meets Stargate meets Bill & Ted & Laura Croft in this global adventure. Three teens unlock a teleportation system that connects the world's Stone Age megaliths but can't control it. With each jump, they're one step away from death as ruthless arms dealers and the US military pursues them for their discovery's weapons potential.

**ACTION / COMEDY / ADVENTURE**

The machine-gun-paced action is offset by the comedy of explaining the sudden appearance of three teens, two average American boys and a British debutante, as they try to validate mysterious forces surrounding the world's most enigmatic ruins.

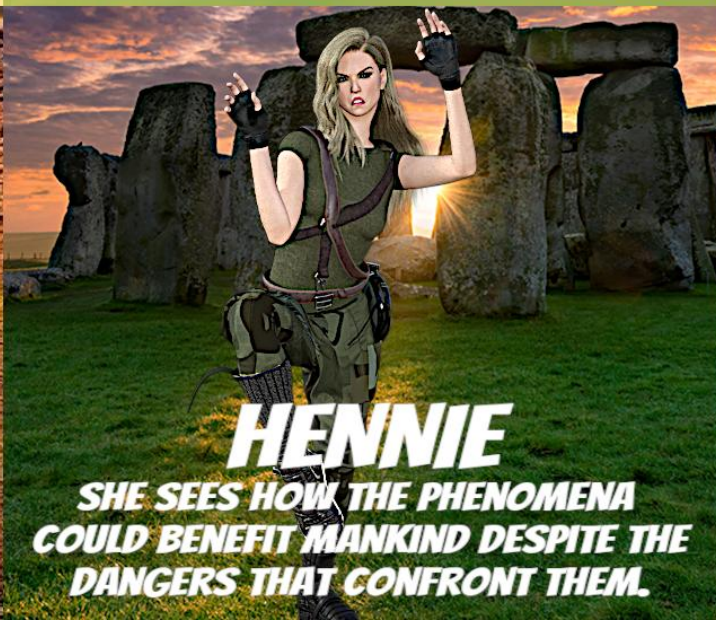
**FRANKLYN “FRANKIE” FATONE** is 18, an intuitive, street-smart kid from Brooklyn. He was a total misfit in Yuppie NH until Buggsie befriended him. He dreams of being a famous musician, but fate has other ideas. His family moved to the sticks, and Buggsie helped him make the transition. Now, his best friend needs his help and he's there in spite of 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.



## **FRANKIE**

**HIS SONG TRIGGERS A STRANGE TERRIFYING FORCE THAT HE CAN'T CONVINCE HIS FRIENDS TO IGNORE.**

**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, 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.



## **HENNIE**

**SHE SEES HOW THE PHENOMENA COULD BENEFIT MANKIND DESPITE THE DANGERS THAT CONFRONT THEM.**

**HERSCHEL “BUGGSIE” HOUGHTON** is 18, handsome, over confident, 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 obsession and propels him blindly into danger. He's driven like a teenage Captain Ahab, but this proves to be greater than any giant whale.



## **BUGGSIE**

**HIS INSATIABLE CURIOSITY DRIVES HIM TO UNDERSTAND WHO BUILT THE MEGALITHIC TELEPORTATION NETWORK.**

**Enigmatic ruins span the globe ...**

**...Stonehenge and the Great Pyramid are the true stars in this series, invoking awe, wonder and mysteries lost to time.**

**Set in a 1990s world, before the ever-changing techno-geo-political climate the story mixes adventure & humor in the ultimate world tour's bucket list.**

**It's big, wide, breathtaking with a score by Dillon M. DeRosa, (whose credits include Zach Snyder's Justice League and FBI: Most Wanted), that rival John Williams.**



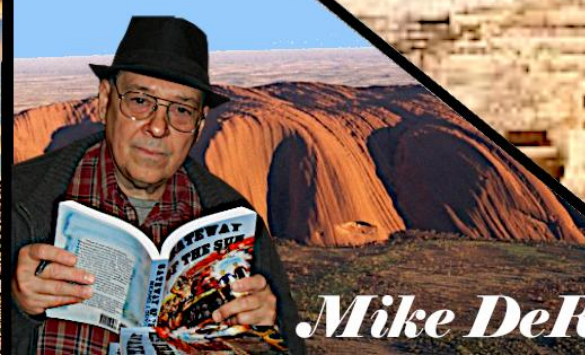
**A family of filmmakers...**

**I watched my three sons grow as I created a story inspired by Bill & Ted's Excellent Adventure...**

**...with realistic in-depth characters that keep the fun, action, and comedy of 1980s classics!**

**I wrote the novel, the screenplay, the TV Pilot, & an 8-episode limited series.**

**Mike DeRosa**



**Global dangers were greater in the 90s. Russian mobsters had stolen nukes. Afghanistan sheltered Bin Laden's terrorist attacks. The world relied on field agents and military black ops for defense. Ideologies clash and our opponents are more complex than mere villains. Their stories are thematic tie-ins to our main characters' journeys. The pilot looks like this:**

**TEASER:**

Eagle Scouts Buggsie and Frankie camp out at NH's America's Stonehenge when Frankie's song triggers a paranormal force in an ancient standing stone that causes them to disappear.

**MAIN TITLE:**

Original theme music over cast credits for lead actors Buggsie, Frankie, Henrietta, and their adversaries.

**ACT 1:**

Buggsie and Frankie escape headhunters in Bolivia as their parents deal with their disappearance. Meanwhile, Henrietta fends off a drone attack on her family manor near Stonehenge, England.

**ACT II:**

Dr. Bethem alerts the USAF of a glitch in the Earth's magnetic field centered in Bolivia that interfered with his secret zero-gravity experiment. Meanwhile, the boys graduate high school.

**ACT III:**

The boys try to repeat their teleportation as Kazakhstani Lt. Col. Mikhailov smuggles a stolen nuke to Bin Laden while the USAF, MI6, and covert Chinese martial artists attempt to stop him.

**ACT IV:**

A bear attacks the boys at America's Stonehenge after they fail to teleport, while in Egypt a pyramid cult conspires with Bin Laden's terrorists to kill the Egyptian Antiquities minister.

**ACT V:**

The boys regroup and attempt to teleport again. Meanwhile, Henrietta traces the drone to an MI6 mole for Islamic terrorists and talks her uncle into helping her spy on him at Stonehenge.

**TAG**

Buggsie finally deduces that it was Frankie's song that triggered the paranormal force and they disappear again into the vortex to an unknown destination.

**END CREDITS**

Credits play over theme music



Ageless monuments of a forgotten world create a backdrop for this adventure, uniting all the characters, good and evil. They stand silently as modern men fight their wars of domination, bearing testimony to a time when an unknown global civilization harnessed the very power of the planet itself.



**YOUR CHUTE IS STUCK ON THE PLANE!**

**Gateway of the Sun is nonstop edge-of-your-seat action.**

**IT GAVE ALL SHE'S GOT FIVE MILES AGO!**



**GIVE HER ALL SHE'S GOT!**

## **ADVENTURE**

The mysterious phenomenon takes our Golden Trio to all seven continents as they try to learn who built this Stone Age teleportation network. Was it Ancient Astronauts or Atlantis? What dangers lie ahead in their unknown destinations and who is after them? Will they learn the answers before it is too late?

## **COMEDY**

Why so serious? Who will believe in an event that defies our concept of reality? No one and that is what our characters face explaining their sudden arrivals. This is classic clever humor borrowing from the best of Abbott & Costello. The comedy uses clearly defined characters in remarkable situations.



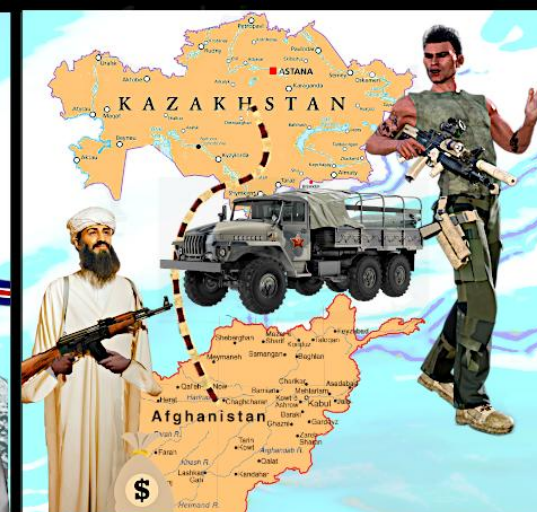
## THE TEENS

It's Bromance vs. Romance in this teenage love triangle. The boys are best buds but things get complicated when this beautiful girl joins them. Martial arts helped Frankie survive on Brooklyn's streets and Henrietta was forced to train after the loss of her mother to a car bomb meant for her secret agent father. When they spar their physical attraction makes Buggsie jealous. He's infatuated with her. Her technological skills match his scientific mind but she's reluctant to open her heart to him. Sparks fly for this romantic trio as their electric adventure propels them into danger.



## THE MILITARY

General Roswell heads the black op Project Horizon Moon Base, with its mission control located at Pine Gap in Australia, and Lt. Col. Weedleson commands satellite communication. Dr. Bethem's antigravity research is how they launch the heavy payloads into space but these top figures don't believe the teenager's explanation of accidentally teleporting inside their top-secret US Air Force base. The Quartermaster of MI6 who is also Henrietta's father, Major Wellesley, has financed their experiment and testifies on their behalf. They are released pending more investigation.



## THE TERRORISTS

LT. COL. MASOOD MIKHAILOV, 38, a former Soviet officer, heads a Kazakhstani weapons depot. After the corruption that followed the collapse of the USSR in 1991, he's now a ruthless arms dealer with a stolen nuclear weapon. When he sees the three teens appear at the Sun Temple in Kashmir, he recalls his faith's Islamic belief in Tay al-Ard remarking "The ground folds beneath their feet", and sees the weapon's potential in it. He sympathizes with OSAMA BIN LADEN, the renowned terrorist, and his Jihad but only if they can pay his billion-dollar price.



## THE PYRAMID CULT

MOHAMMED ABDALLAH, 40 is the leader of the Hurras Alharam, a cult who are members of the Supreme Council of Antiquities and are sworn to protect the Great Pyramids' secret entrances and passages. They plot to kill Zahi Hawass who plans to turn the Giza Monuments into Disneyland tourist attractions. The teens appear inside the Kings' Chamber during their ritual revealing a concealed chamber. The cult must protect their hidden secrets. With knives drawn, they will hunt down the teens to the ends of the earth enlisting the help of The Egyptian Islamic Jihadists.

## AMERICA'S STONEHENGE, NH



### **EPISODE #1**

***In NH at America's Stonehenge a vortex opens in a standing stone when two Boy Scouts accidentally trigger a paranormal force with certain frequencies of song and are teleported.***

## GATEWAY OF THE SUN, BOLIVIA



### **EPISODE #1 CONT'**

***The teens interrupt a headhunter's human sacrifice at Bolivia's Gateway of the Sun narrowly escaping. Meanwhile in the UK Henrietta battles an attack on her home near Stonehenge.***

## STONEHENGE, ENGLAND



### **EPISODE #2**

***Henrietta saves the boys from a satanic cult at Stonehenge that she has traced to the attack on her family estate nearby. Her father finances a study of the boys' unexplained arrival.***



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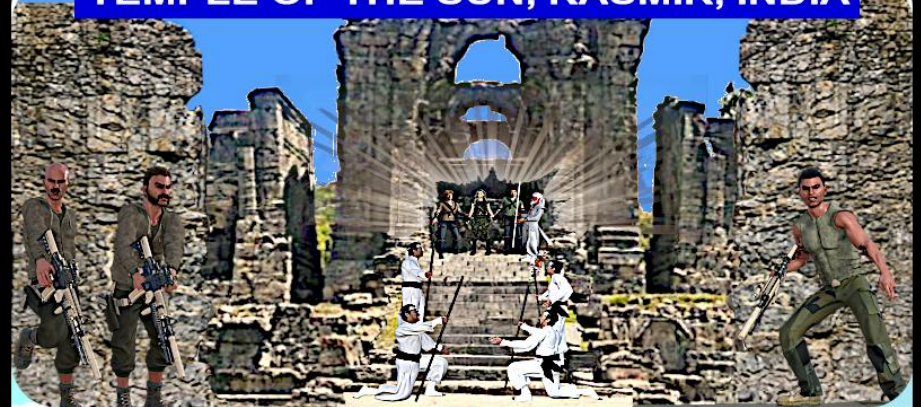
## AYER'S ROCK & USAF PINE GAP, AUSTRALIA



### **EPISODE #3**

The teens land at the peak of Ayer's Rock, AUS, the world's largest monolith, but Bethem's powerful magnets divert their teleportation into a top-secret black op's zero-gravity launch site at Pine Gap military base. The whole base is in pursuit as they try to escape unnoticed.

## TEMPLE OF THE SUN, KASHMIR, INDIA



### **EPISODE #4**

Lt. Col. Mikhailov is in Kashmir to assassinate The Laozi, (an ascended master of a covert martial arts force who foiled a weapon sale), but energy from the teleportation fries his gun circuits. He sees the weapons potential and arms sales in the eerie event as the teens arrive.

## THE GREAT PYRAMID, EGYPT



### **EPISODE #5**

The Pyramid Cult hunts for the teens who learned about their secret Giza passages. Masood goes to Egypt looking for their teleporting keyboard and gets the Jihadists' help. Henrietta is kidnapped and ransomed in an exchange at the Great Pyramid where they teleport to escape.

## PYRAMID ON THE MOON, USAF BASE



### **EPISODE #6**

The teens land inside a Moon Pyramid as the USAF opens it. Their ad hoc spacesuits look like Egyptian gods as they exit into a pressurized dome where the astronauts believe they've broken into an ET's UFO base! It's the end of the line for them with nowhere left to run until...



## **EPISODE #7**

A solar flare hits as the teens get to the Moon Pyramid for cover. The keyboard falls and plays Frankie's reverse melody as The Powerful Solar Flare teleports them back through all the previous sites momentarily. In Antarctica, they switch to the original melody, teleport back to the Moon and on to Mars!



## **EPISODE #8**

The melody stops on Mars as the vortex closes with the last of the Earth's air pressure. A ghostly Stonehenge priest now solid, teleports them back and vanishes. The Military arrests them and they become part of a secret Black Op studying the megalithic teleportation system and Stonehenge's architect.

CAMBODIA



BOSNIA

# SEASON 2 >



CHINA

PAKISTAN



Countless megaliths span every continent on the globe accounting for 40% of over a 1/2 trillion USD tourism value! There's endless episodes to legendary locales! The teens mature as explorers of a new Black Op project in England. They argue why it won't work on their canine test subject & then disappear with the dog as they touch the keyboard!

**WHERE WILL IT TAKE THEM NOW?**

