

Thebes

New Television Series. Coming Fall 2012.

Plot and Analysis

The television series will be based off the myth of Cadmus, the founder of Thebes. The myth is about Agenor, a King of Phoenicia, and his daughter, who Zeus kidnapped. The King, having been enraged, orders his three sons, Phoenix, Cilix, and Cadmus, to find her. The men soon give up, for Zeus has hidden her on an island. Neither of the sons wishes to incur the wrath of their father by telling him that their sister cannot be found. So, Cadmus consults with the oracle at Delphi. The oracle tells him to go out into the fields and find a bull. The beast shall lead him to a land where Cadmus is to start a city called Thebes.

The screen play shall have all the major elements of the play while adapting the plot to a more entertaining and watchable experience. The setting is Galveston, Texas, an Island in the Gulf Coast. Texas was selected for its cattle and also for its proximity to water because the Original setting was in Phoenicia, which was on the coast of the Mediterranean. The "King" of that Island will be referred to as Mr. A. He is a ferociously evil character who runs a smuggling business sneaking in women from South America to The United States in order to exploit them. His business, though illegal, is booming and one of the reasons for his success is the cunning of the pilot Jerry. Jerry will be the Zeus figure, a dashing handsome and ruthlessly selfish pilot who flies the women and girls from Latin America to the Island. Gerald eventually begins to take an interest in Mr. A's wild, party-girl daughter, Eyre. Early on in the Pilot Gerald absconds with her and the plot thickens. The pilot and first season will only include one of Mr. A's kids: Phoenix, Nix for short. Mr. A orders Nix to go bring back his daughter. Mr. A has his son do the job, because he is unwilling to involve the cops

or the police. Any contact with authorities would be too risky for the "Family Business".

Phoenix is joined in his quest by Del. Her character is based on the oracle of Delphi.

The first scene involves Eyre and Phoenix, Nix for short. Eyre had just come home from after her long escape into the Texas night life with Jerry. She's hung over and annoying as she loudly storms back home. Nix is there to greet her with strong reprimands for he had been worried sick about her. Eyre, however doesn't quite know the affection and concern her brother holds for her nor does she care to. Eyre blithely blows off her brother's attempt to figure out what's going wrong with her life. When Nix tells her that her father, Mr. A., called the police, Eyre pauses. She knows of her father's illicit smuggling operation and understands the gravity and concern that would push her father to going anywhere near the authorities. Eyre misheard though for her father *almost* called the police, and she moves on. Eyre pauses as she thinks that her father cares enough about her to risk the end of his career. She wishes for her father's love and even loves him. However, the father has little affection for either of his children which causes Eyre agony. The first scene is meant to introduce the character of Eyre as a wild girl, the relationship between Eyre and her brother, and Eyre's feelings towards her father which point to the reason why Eyre acts out. She just wants to be loved.

The second scene takes place on the Texan shores. It begins with Eyre being summoned by Jerry. She rolls over in bed early in the morning leaves the house and walks down to the shore. Mystical background music will allow the viewer to understand something supernatural is in the making as Eyre is compelled to meet Jerry. The Zeus figure has landed his plane on the shore, and is waiting for Eyre. When they greet each other she is noticeably wooed by Jerry. It is revealed that she had spent a weekend with

him already. In fact that's where she just came back from. Jerry convinces her that they hadn't yet spent enough time with each other, coaxes her into the airplane and they fly off. This is the pivotal moment of the show. For just as Zeus abducts Europa, Eyre runs off with Jerry, causing the chase that will take seasons of episodes to cover.

The third scene plays on Nix's relationship with his father, the evil Mr. A. Mr. A has just been notified of his daughter and his employee's disappearance and is quite angry. He demands that Phoenix search for them and bring them back. Through his actions it is apparent that Mr. A, cares little for his daughter and not at all for his son. He regards Eyre as property however, and no one steals from him. Phoenix agrees to his father's plan. His indubitable obedience is one of Nix's character traits when it comes to his father. Mr. A had inspired no love in his son, only fear.

Mr. A. assigns Phoenix Jerry's "business partner", Del, to assist Nix in his search and to keep an eye on him. Del, who plays the role of the oracle of Delphi, confronts Nix in the fourth scene. Her pointedly professional persona keeps the viewer distracted from her beauty. Nix knows, however, that there is more to this consultant than meets the eye. Del lays the ground rules with Phoenix in this fourth scene. She is to be someone who ostensibly takes orders from Mr. A.; although she may even answer to a higher authority. She knows the world that Phoenix will soon be jumping into in his quest for his sister.

The fifth scene shows Del prostrate in front of Phoenix's front door. She writhes as she speaks a prophecy. It turns out she was just waiting for Phoenix to come home, when she was brought on by an attack of prognostication. Nix gets a glance into the type of woman Del is and a little more of the mysterious underworld of magic and wonder is revealed. Del's prophecy brings the viewer up to date. It tells the readers what exactly

Phoenix has to do: Go to a ranch and find a bull, follow it and it will lead him where he needs to be.

The sixth and final scene is between Del and Phoenix as they follow the prophecy's directions to a ranch. Through a few strange occurrences a cow finds its way out of its fence and leads them off into the sunset. Here the pilot ends, with the protagonist, a knowledgeable sidekick, a quest, an evil father, a muscular hottie-kidnapper, a party girl gone missing, a strange bull that seems to know the way, and an excellent start for a season of episodes.

TV Pilot Character Profiles

PHOENIX

Phoenix is the protagonist of the show whose main role is to track down his sister. Along the way he discovers and unearths a whole lot more mysteries and myths than he can handle. Phoenix's coming to terms with the fact that there is more to life than meets the eye is a main theme of the Episode. Phoenix is a tall man with good looks, of course. He's not witty and charming but simple and truthful, who will have to break some of his good habits to get along in the real world let alone the supernatural one. Phoenix's relationship with his father is on the rocks because his dad runs a smuggling operation, sneaking South/Central American women across the Texan Border. Phoenix's father would like for his son to take over the "family business". Phoenix objected for reasons of conscience, leaving him to work a dead end job at a local gas station. Phoenix takes care of his sister, who still lives with her father, despite her impishly ridiculous behavior. Phoenix is always patient and loving with Eyre, however the feelings aren't always mutual. Phoenix and his character will serve as the stabilizing, dependable force throughout the season. Phoenix will try to do the right thing and find his sister even if that means a few sacrifices and reality checks.

Eyre

Eyre is Phoenix's sister. She's a sexy 18-year-old who is quite a handful, a partier and on more than friendly terms with a few of her father's sketchy business partners, which turns out to be the major problem of the show. Eyre enjoys running away for long weekends to annoy her family. It's her attempt to get attention from her father who is too caught up in his smuggling business to pay attention to any of his children. Her father wants nothing to do with her so she tries to cause him as much trouble as possible, hurting herself and her brother in the process. Eyre is a wild card. She could do anything at all in the moment just for the thrill of it regardless of the consequence. Throughout the episode and the season she won't get too much screen time, though that may be a possible development, but her actions and her decisions make consequent messes that her brother has to sort through and track down in order to find her. Also through this indirect characterization we will see Eyre mature into a woman of strength and determination as she fights for her freedom. She is a reckless character but a dynamic one whose maturity will play out during the season.

Jerry

Jerry will have to be muscular and cruel, while the father is evil and all knowing; Jerry is mean and selfish, which makes him the most dangerous. Jerry will be enamored by Eyre, he won't be able to resist her wants and needs except when they get in the way of his own. He will be a muscle man with connections on the black market anywhere and an endless supply of friends with guns. Jerry will serve as the catalyst for many of the fights, explosions, and car chases that will be included in the episodes to come. He clearly has

something else that is different than other men. It will be shown in his persuasive powers and his heavy charisma because Jerry is Zeus. Zeus having an affinity for the air, and electricity will add develop into magical powers that will be revealed through other parts of the episodes and season as he takes Eyre on many a plane ride and has a knack for taying people. Jerry works for Mr. A as a common smuggler. The battling forces of evil are the Father and Jerry. They aren't always partners in crime but sometimes go after each other getting Eyre, Delphi, and Phoenix caught up in the crossfires of many different and varying conflicts of interest.

DELPHI

Delphi is Jerry's business associate. She has sarcastic street smarts and knows what she's dealing with when it comes to Jerry and Mr. A. The extent of her know-how knows no bounds and she becomes an excellent side kick for Jerry. An eventual love interest will arise between the two. But initially she is hands off and very professional. Delphi has a supernatural ability that is not too different from the oracles of the myths. She'll collapse with no warning and at quite inconvenient times, but she always gives a prophecy that is worth remembering and worth listening too. The catch is, she doesn't know what she saying and has to rely on someone else to inform her of her own predictions. Delphi's original response to this is fear, but throughout the episode she learns to deal with her demons and catch a few more in the process. Her powers have been realized by Mr. A who covets her abilities, leading Delphi and Phoenix's quest for Eyre into a run for their own survival at times. Delphi will be the street wise certainty needed in this show with a knack for adding a healthy dose of magic in a mundane scene. Sometimes she will just know

things and sometimes she might even be wrong.

Mr. A

Mr. A is the father of Eyre and Phoenix. His character is a mysterious one as his influence and power at times rivals that of Zeus in the plot. He will have dealings with supernatural people, but his identity will be shrouded. However, the Father will be an *evil* mystery. A large amount of the reason why Phoenix never gives up looking for his sister Eyre, even though at sometimes all the signs point to her death, is because his father commands him. The Father instills fear in Phoenix and wills him to obey him. One of Phoenix's impetuses that he will learn to deal with is his inability to disobey a command of his father. The father has Phoenix's strict obedience and abuses it. The extent of the "Family Business" will be revealed as Delphi and Phoenix look for Eyre. The viewers should begin to wonder if the father is even on Phoenix's side. The father will serve as a force of wickedness who has a master plan we don't know about.

Scene 1

[Upbeat, hypnotic dance music in the background as a hand-held camera follows Eyre dancing and carousing with Jerry. Short clips of partying, laughing, and drinking with periods of black out when only the audio of the partying is heard. Show stumbling into a car. blackout. Show the car swerving up to the curb of a fancy mansion. blackout. Show Eyre walking up to the front door of the house, barefoot, in a slimming dress with her high heels dangling from her hands. She is obviously inebriated.]

[She slowly opens the door to a hallway with a wide staircase. Sitting at the top of it is Nix]

Eyre: Did you [giggle] have a nice day?

Nix: Where have you been? It's two P.M. You left at ten. Two nights ago.

Eyre: Don't worry about me, how about you? Did you miss me? Not too much. [looking at her dog running up to greet her.] At least someone did, didn't they?

Nix: Ugh! You run off like it's nothing and you come home trashed. Don't you think we worry about you. Do you think about anyone besides yourself?

Eyre: I'm just having fun.

Nix: O well that's evident. Don't walk off like it's nothing! Get back here. Really we've been worried sick. Dad almost called the police. [beat]

Eyre: He called the police?

Nix: Almost.

Eyre: I guess I'm not worth it. [beat] I'M HOME!

[Blackout. Yawn. Hung over, Eyre rolls over in bed and opens her eyes. Her face is blank almost as if in a trance. She pulls on a robe and walks outside to the road in the early dawn. The sound of seagulls increases as Eyre is shown walking down toward the shoreline. Her expression is still trance-like, just enough to show that her behavior is something out of the ordinary.]

Scene 2

[A small two person airplane landed on the beach. Jerry is standing outside looking over the dunes and waiting for Eyre to show up. Finally she does.]

Jerry: Nice to see you so soon. I missed you.

Eyre: What? A whole weekend wasn't enough?

Jerry: [pulling her in close to him] No.

Eyre: Oh, I see.

[Then show plane flying off into the distance. This is when Eyre goes missing]

[Scene changes to a high end office with Mr. A sitting down at a desk and Nix standing in the doorway. There is an obvious tension between the two.]

Mr A: I suppose you've heard.

Nix: What?

Mr A: Your sister's gone missing again. I've made her my responsibility and she stays put, then she grows up, decides she wants to be independent and she goes missing. Then I place you in charge of her to keep her in line because she obviously doesn't listen to me. AND SHE GOES MISSING.

Nix: Again?! And- what? What do you want me to do? Chain her up?

Mr A: Haven't you tried? Don't answer that. The problem remains, Eyre is gone.

Nix: Why don't you notify the police?

Mr A: We don't play well with the police.

Nix: So you'd rather let your daughter rot than sabotage your business?

Mr A: Yes. Who said anything about rotting? She's just missing. The authorities won't find her anyway.

Nix: Why not?

Mr A: [sigh] She's with Jerry.

Nix: What? How do you know that?

Mr A: Del told me that the two left together last night.

Nix: Del?

Mr A: Yes, Jerry's, um, business partner. Regardless, she volunteered to help you track him down.

Nix: [beat] Alright.

Mr A: Phoenix.

Nix: Yes?

Mr A: Don't fail me.

[Nix walks out of the office]

Scene 3

[It's morning and Nix is drinking a coffee at a local dinner. Del enters, looks around the room, sees Phoenix, and struts over to him..]

Del: Good morning.

Nix: Who are you?

Del: Delphi. I believe we have some business together, but here's the situation

I never volunteered to help you track down that son of a gun and your wild sister, but your father "made me an offer I couldn't refuse," so why not? I went along with it. I know more about this business and that Jerry than you ever will so it would be stupid to try to get this done alone. You need me. [beat] There are certain things you'd like to know and certain things I'd like to share.

Number 1, Jerry is not normal. [beat] Yeah, that's all you'll need to know for now. We'll be spending some time with each other. I'll keep in touch, don't worry.

Scene 4

[It's the same day late at night Phoenix is walking home to his apartment Del is on the steps that lead up to his front porch. She has collapsed. Creepy music. Then her eyes whip open. And she gives the prophecy that tells were to find his sister.]

Del: [speaks Latin prophecy]

Eyre in Tulia est. Taurum sequimini. Taurum sequimini.¹

[Del quiets, then rolls over and looks up at Sam. She acts as if nothing unusual happened]

Nix: Are you okay? What happened? [beat] Wait, NO. You showed up out of nowhere this evening, I've never heard of you before. What do you want and what do you mean, "I'm going to help track down my sister." She'll come home. She always comes back. Give her a few days. So what Jerry's gone missing too. [becoming sarcastic] In his line of work, I'm sure that happens a lot. It's just a coincidence. And even if they did run off together, Eyre's probably happier now. She'll get married

and start a family. Who am I to mess up her plans. [beat] But what are you doing? What do you want? And what in God's name just happened?

DEL: Sorry about that but you'll get used to it. What did I say?

Nix: Eyre in Tulia est. Taurum sequimini.¹

DEL: Sounds like something I would say.

Nix: What do you mean? That's crazy! This is crazy. Go home!

Del: [trying her best to translate, not paying attention to Nix's meltdown] We're going to Tulia, Texas to find a Bull that will lead us to your sister.

Nix: NO way.

Del: Do you want to see your sister again?

Nix: She'll come back--

Del: She's not coming back this time. [Beat] Number 2, I'm never wrong.

[Scene change: a car is shown driving by a "Welcome to Tulia" sign. Nix and Phoenix are in that car.]

¹ Eyre is in Tulia. Follow the Bull.

Nix: Slow down! There's a cattle farm coming up.

[Del pulls up to the side of the fence road, they both get out of the car]

Del: Yea, but which one's our guy?

[Bull #1 starts to walk away from the herd and directly toward them. There is a fence of barbed wire and about shoulder height. Creepy music. Bull #1 walks directly into the fence, killing itself and pulling down the fence. Then bull #2 trots towards the scene walks over the body of the dead bull #1 and over the fence.]

Del: Solves that problem.

[The bull keeps walking straight across the road and into the neighboring field.]

Nix: Now we just follow it?

Del: You're catching on...