

# VESPUCCI: The Show Bible

## 1. LOGLINE

As a shadowy private intelligence firm engineers a civil war to facilitate the annexation of Canada, the architects of the conflict, the lone agent hunting them, and the family being torn apart must navigate a world where the only rule is to win.

## 2. SERIES OVERVIEW

**VESPUCCI** is a multi-layered geopolitical thriller set in the present day. It chronicles the methodical, corporate-driven destabilization and invasion of Canada, orchestrated by Vespucci Solutions International (VSI), a sophisticated private military contractor, at the behest of a nervous United States government.

The story is told through three interwoven perspectives:

- **The Architects:** At VSI headquarters, brilliant and obsessive CEO Sandra Warren and her team of specialists treat regime change as a complex business transaction. They are the gods of this story, moving pieces on a global chessboard from a place of immense power and intellectual detachment.
- **The Heartland:** On the ground in rural Alberta, we follow the Jansen family. Mark, a laid-off oil worker, becomes a passionate and influential voice in the VSI-fueled secessionist movement, believing he is a patriot. His sister, Sarah, a history teacher, fights a desperate battle for his soul and the truth, watching her community and country unravel before her eyes.
- **The Agent:** In a quiet cubicle in Ottawa, CSIS analyst Anna Sharma is the only person who knows the truth. After intercepting the initial call that sets the conspiracy in motion, she is stonewalled by her own government and must wage a lonely, off-the-books war against an invisible, all-powerful enemy.

This is a story about the nature of modern warfare, where the first shots are not bullets, but targeted social media posts. It's a slow-burn thriller that explores how a stable, Western democracy can be quietly dismantled, not with an army, but with a perfectly executed lie.

## 3. TONE & VIBE

- **Cinematic Comps:** *Michael Clayton* meets *The Wire*, with the interwoven structure of *Fallout* and the atmospheric tension of *The Man in the High Castle*.
- **The Architects' World (VSI):** The quiet, intense intellectualism of *The Social Network*. The aesthetic is one of quiet, academic power—vast libraries, warm wood, minimalist glass desks. The dialogue is fast, witty, and chillingly detached, like the "warcrime water cooler" talk of *Suits*.
- **The Heartland's World (Alberta):** The raw, emotional, and authentic feel of *Yellowstone*. The visuals are grounded in the stark beauty of the Canadian prairies, capturing the feeling of a community and a way of life under siege.
- **The Agent's World (Ottawa):** The paranoid, claustrophobic dread of a classic 70s conspiracy thriller like *The Conversation*. Her world is one of lonely apartments, dark

internet cafes, and the constant feeling of being watched. The overall mood is one of **grounded realism and escalating dread**. The show is not sci-fi; it uses today's technology and today's political climate to tell a story that feels like it could happen tomorrow.

## 4. CORE CHARACTERS

### The Architects

- **SANDRA WARREN (CEO, VSI):** A brilliant, obsessive strategist in her late 30s. Publicly, she is the celebrated wunderkind CEO on the cover of Forbes. Privately, she is a scholar of power, more comfortable in a cashmere sweatsuit at 4 AM, surrounded by books and data, than in a boardroom. Her obsession with control is a defense mechanism born from a past trauma, making her view personal relationships as unacceptable security risks. She is under immense pressure but projects an aura of untouchable, calm authority. She is the master historian writing the next chapter of the world's history.
  - **Vibe:** A predator in a thousand-dollar suit, with the mind of a historian and the soul of a shark.
- **JOHN MICHAELS (Deputy National Security Advisor, USA):** A career bureaucrat in his 50s, worn down by the pressure of his job. He is the "Client," the man who makes the initial call to VSI out of desperation. He is constantly out of his depth, a nervous politician who has unleashed a force he cannot possibly control. His relationship with Sandra is one of fear and awe; he is her only confidante in this, which he might mistake for intimacy, a weakness she will exploit.

### The Heartland

- **MARK JANSEN (The True Believer):** A laid-off Alberta oil worker in his mid-40s. He's a good man who feels abandoned by his country. VSI's propaganda gives him an explanation for his anger and a purpose for his life. He is charismatic and authentic, which makes him the perfect asset to be cultivated as a leader in the secessionist movement. He truly believes he is a patriot saving his home.
  - **Vibe:** Intense, passionate, and convinced of his own righteousness. The face of the revolution.
- **SARAH JANSEN (The Witness):** Mark's sister, a high school history teacher. She is intelligent, empathetic, and grounded in facts and reason. She is the show's emotional core, forced to watch her brother and her community be consumed by a lie she cannot fight. Her arc is a slow, tragic erosion of faith, as she sees the institutions she believes in fail to protect her, pushing her towards a pragmatic despair.
  - **Vibe:** The last sane person in a town going mad. The heart of the show.

### The Agent

- **ANNA SHARMA (The Hunter):** A sharp but overlooked CSIS analyst. After intercepting the call that launches the conspiracy, she is shut down by her superiors, who fear the political fallout. Her fight becomes a lonely, unsanctioned, off-the-books obsession. She is driven by a profound sense of duty and a stubborn refusal to accept the official lie. Her

only confidante is her three-legged cat, Peg. She is the ghost in the machine, the one unpredictable variable in Sandra's perfect plan.

- **Vibe:** A quiet warrior, fueled by coffee, paranoia, and a deep-seated belief in the truth.

## 5. SERIES ARC (THE MLD PHASES)

The series is structured around the six phases of VSI's "Project Maple Leaf Downfall."

### SEASON 1: "THE LIE" (Phases 1-3)

The season focuses on **manufacturing the pretext for war**. VSI launches its information warfare campaign. Mark Jansen becomes a key voice in the movement. Sarah fights to save him. Anna begins her lonely investigation. The season culminates in a **VSI-engineered false flag event**—an explosion blamed on federal sympathizers during a massive rally—that pushes the country to the brink of open conflict.

### SEASON 2: "THE UNRAVELING" (Phase 4, Part 1)

This season is about **Civil Unrest**. Canada begins to tear itself apart from within. The conflict is a dirty, low-grade war of protests, riots, supply chain disruptions, and political assassinations carried out by VSI's deniable assets. The federal government's response is ineffective, further fueling the separatist cause. Sarah's faith in Canada begins to crack. The season ends with the **shocking and undeniable arrival of unmarked, modern fighter jets and bombers**—VSI's "Third Party"—who carry out a symbolic strike against a government building, openly siding with the rebels. The proxy war is over.

### SEASON 3: "THE WAR" (Phase 4, Part 2)

This season is about the **Kinetic Invasion**. This is where the events of the "**2026**" screenplay would unfold. It's the full-scale, brutal reality of a modern war on Canadian soil. The VSI-backed rebels, now supported by overwhelming airpower, launch their final offensive. Ottawa falls. The Canadian government collapses.

### FUTURE SEASONS (Phases 5 & 6)

Subsequent seasons would explore the **Occupation and Integration**.

- **Phase 5: The Stabilization.** VSI installs its puppet government, but now must contend with a new, nationwide resistance movement comprised of former soldiers and ordinary citizens.
- **Phase 6: The Annexation.** In the final act, Sandra Warren executes her ultimate plan: she subtly undermines the puppet government she created, making it look corrupt and incompetent, until a full US annexation is presented as the only viable option for peace and stability.

## 6. THEMATIC CORE

- **Truth vs. Narrative:** In an era of disinformation, does the objective truth stand a chance against a more compelling, emotionally resonant narrative?
- **The Banality of Evil:** The exploration of how monstrous acts can be planned and executed by intelligent, professional people as part of a day's work.
- **The Cost of Apathy:** What happens when a country's institutions and citizens decide it's easier to ignore a creeping threat than to confront it?
- **The Nature of Modern Warfare:** An examination of how 21st-century conflicts are fought not just with bullets, but with algorithms, shell corporations, and weaponized information.