

# **LOST TIME**

## **SHOW BIBLE**



**CREATED BY:**

**Andrew Conklin & Christopher Perez**



# One Pager

## Lost Time One Pager

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### Logline

After stealing a time machine, a reckless drunk juggles trying to (literally) live with his past self while going on adventures throughout time.

### Genre

Historical Dramedy x Sci-Fi Action

Star Wars x The Harder They Fall x Bojack Horseman x Bullet Train

### Summary

After breaking up with his girlfriend, Maria, Moe Miller goes into a drunken spiral that leads him to a time machine from an alien organization. He unknowingly travels back and accidentally finds his 26-year-old self, Frankie Miller. Before having time to fully process what was going on they get sent into a spiral of adventures throughout time needing to escape the now furious alien organization Moe stole the time machine from. Along the way, their relationship goes through very intense trials and tribulations as Moe gets reminded about who he was and Frankie can't fathom who he will one day be. History tends to be littered with interesting characters and these two can't seem to catch a break. They constantly run into plenty of good, bad, and morally ambiguous people, forming relationships that may or may not affect them later down the road.

# CHARACTERS



**MOE MILLER**

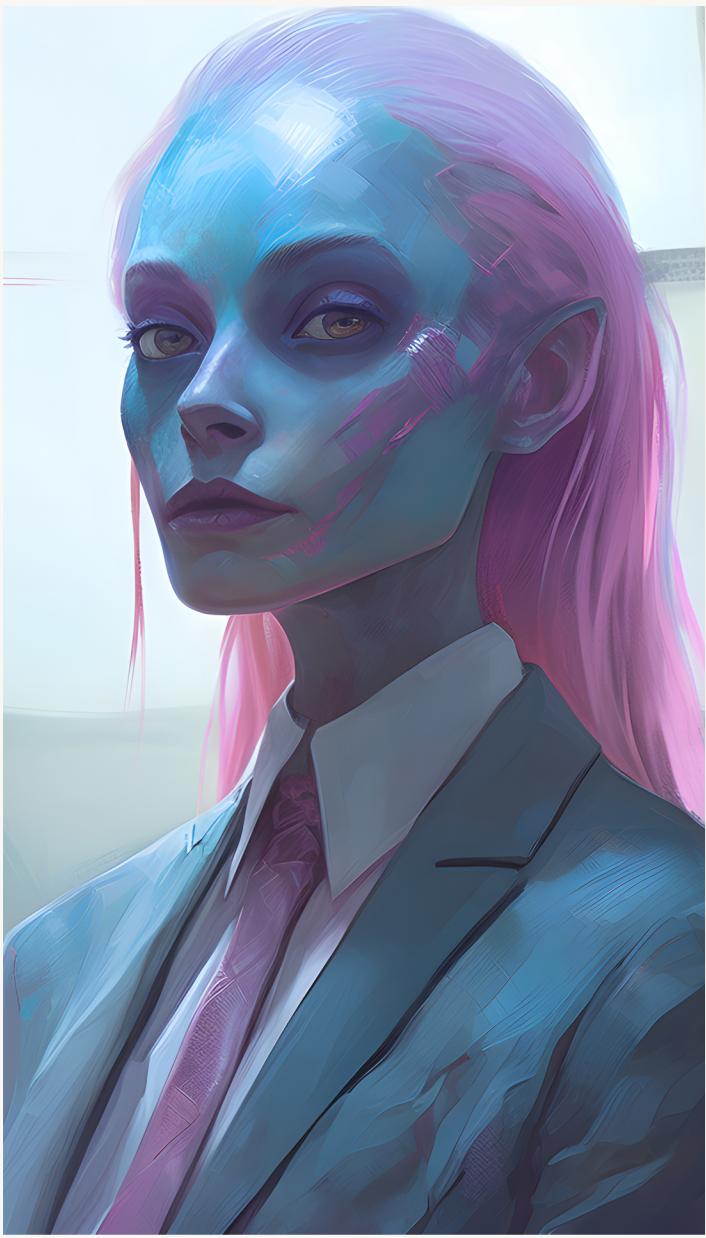
A 53-year-old veteran from the year 2022. All he wants is to be happy, but his time in the military, bouts of depression, and self-sabotaging tendencies have turned him into a homeless, nihilistic, and selfish counterpart to Frankie Miller. Wanting others to have to suffer just as he has Moe tends to be a terrible influence and often brings out the worst in others. Despite his nihilistic approach to life, Moe is a romantic who just wants to be loved so despite its flaws he still tries to make his relationship with Maria Hernandez work.



**FRANKIE MILLER**

A 25-year-old hippie. And Moe's younger self from the year 1994. Like Moe he also struggles with his mental health; he hides it well by putting on an upbeat, bubbly, and generally happy persona that's optimistic for the future. But because of his own antics, Frankie often finds himself in less-than-ideal circumstances such as getting kicked out of his parents' house as a teen. Frankie has no desire to conform and will just do whatever feels right to him at the moment.

# CHARACTERS



**Ivi Tanzanite**

A 36-year-old alien detective who works for the NOT organization. She is very anxious about the future, not wanting to fail and always trying to one-up herself. Despite her introverted and stand-off nature she always finds a way to push through her circumstances to go after her goals. Because of that, she has a moment of bravery where she steps up and is put to the task of pursuing and capturing Moe and Frankie.



**Janas and Junas**

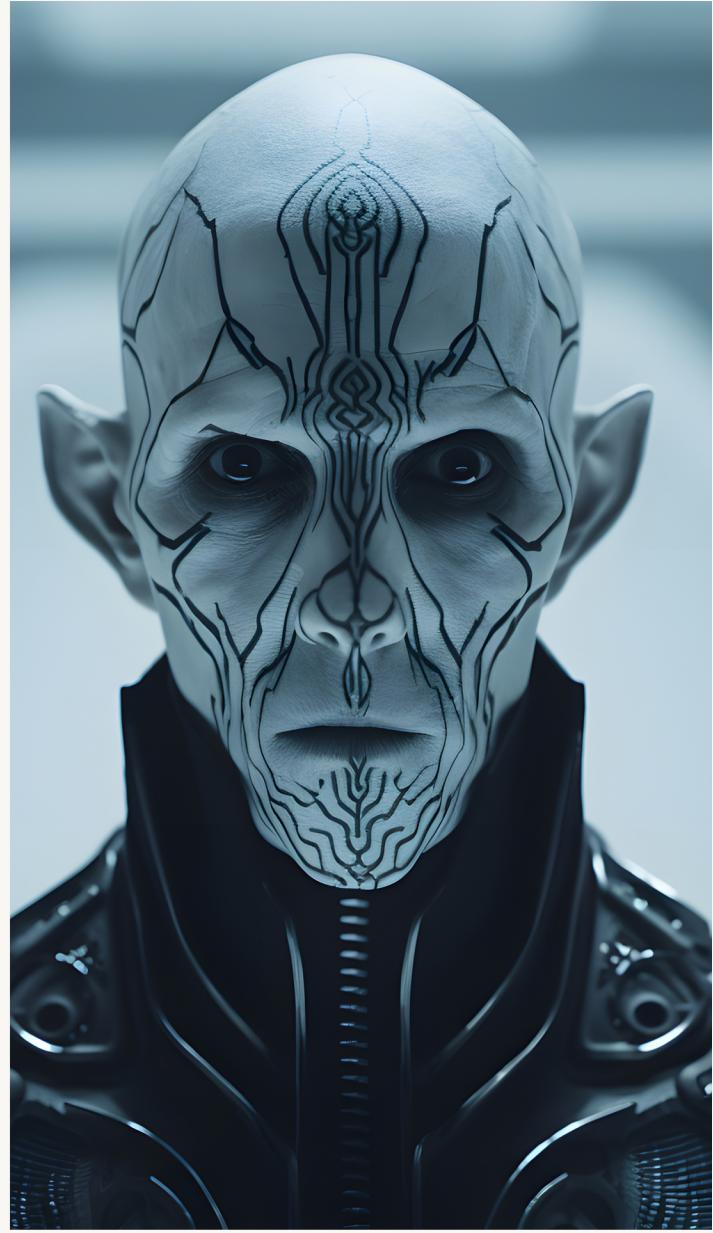
27-year-old twins who are Ivi's right and left-hand men. They both try to be different but at their core, they have similar values and don't know what they would do without the other one. Upon first glance, they seem a bit intimidating but in reality, they are softies who are constantly cracking jokes and having fun, even in situations where that may not be appropriate. They stumbled into their current jobs after being security guards not because of skill, but because they were some of the only people who would treat Ivi well.

# CHARACTERS



**Spade**

A 28-year-old pirate who craves adrenaline and adventure. She's an out-of-the-box thinker that can solve almost any problem that she faces. So it frustrates her even more when her interpersonal relationships never work out the way she imagined. Even goes to the lengths of disguising herself as a man to better fit in and not get harassed by her crew. Not knowing where she fits in, she is willing to uproot everything and go onto something new if it gives her the chance of a better fate.



**Onyx**

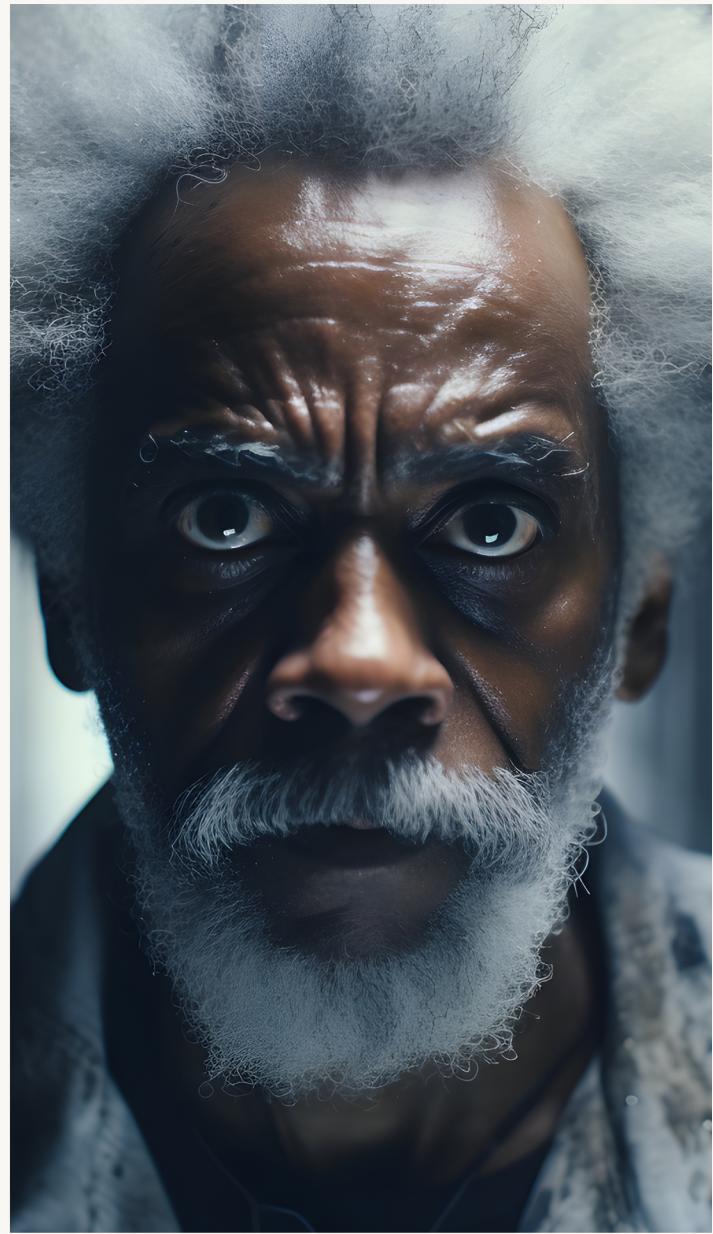
A 486-year-old (late 40s) alien and the current leader of the NOT organization. He has a lot of deep-rooted insecurity from being constantly picked on and teased as a kid which has led to him not being able to handle criticism and overall turned him into an asshole to everyone around him not wanting ever to be treated like how he was as a kid again. He typically has no respect for his younger and/or female counterparts however he makes a very rare exception when Ivi saves his life.

# CHARACTERS



**Hachiman**

An immortal Japanese deity known as the god of war. He's a very reserved person only speaking if there is a need for him to and a badass who has had very extensive military and combat training. Not much is known about him except that he is the best for-hire hitman in existence.



**Rick Davis**

A 64-year-old mad scientist who created the first time machine. He's a very offbeat guy who doesn't understand or care what others think, often defaulting to crude humor and showing very little empathy to the people around him. A group of alien scientists soon notice something is going on and suggests the creation of an organization to police time. This leads to Rick's eventual capture and the formation of the NOT organization where he will remain imprisoned for the rest of time.

# Settings





\* NOT org HQ

# Settings





\* Athens 340 B.C.E.

# Settings





\* Run down cyberpunk city

# Settings





\* Moe and Spade in an abandoned cyberpunk warehouse

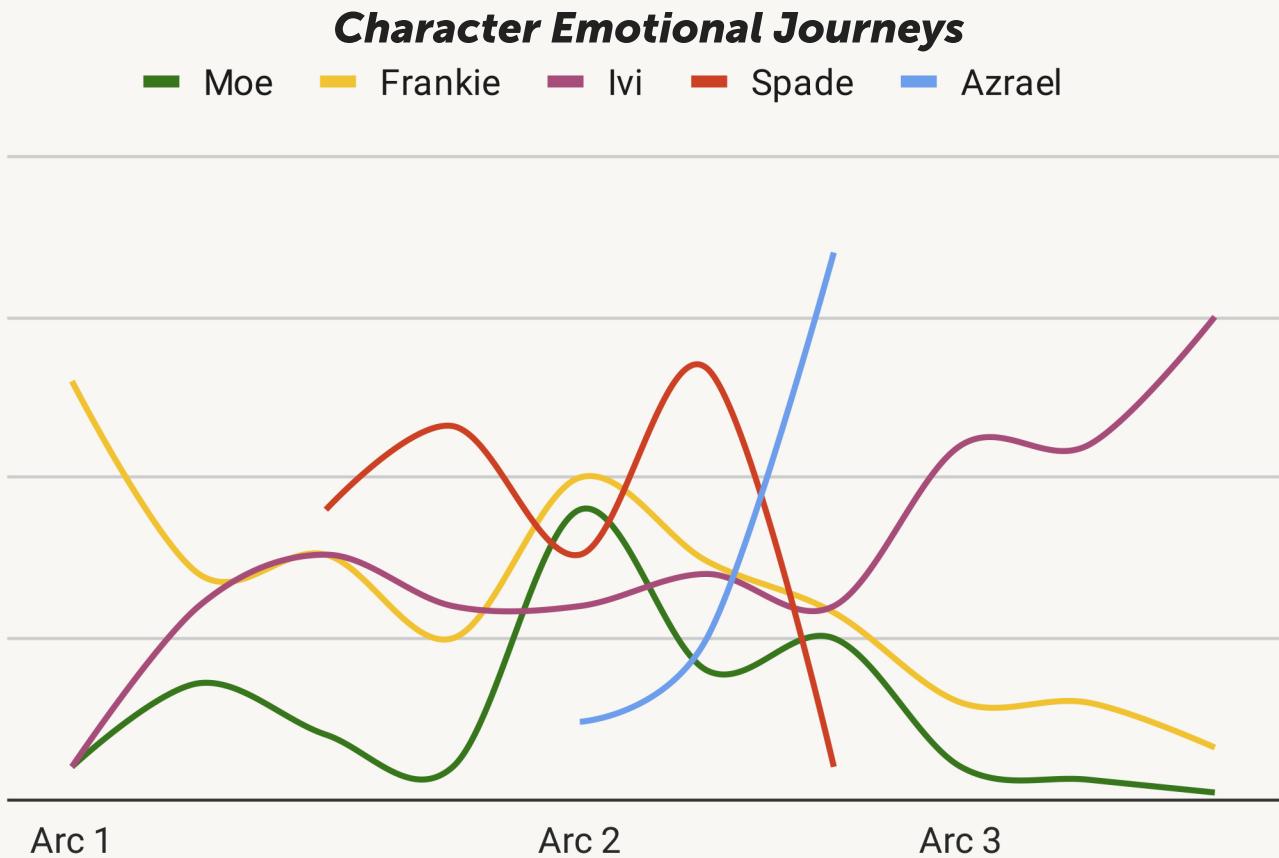
# Settings





\* Snow future abandoned NOT city

# **Story Arcs**



## Arc 1

- Moe running away from himself
  - Moe is in denial since he got dumped
  - Moe is in denial about the time travel
  - Frankie is just along for the ride
  - Frankie shows his true hidden emotions when drunk
  - Ivi get promoted
  - Ivi fears Onyx but starts showing her true feelings/power

## Arc 3

- Moe starts actually realizing what's going on and how shit everything has been
  - Moe realizes how good he had it with
  - Maria and starts to miss her more
  - Frankie starts to realize that if he doesn't change his ways he turn into Moe
  - Frankie starts being kinder and taking things more seriously
  - Ivi starts going against Onyx's order and becomes more of an individual
  - Ivi finally catches Moe

## Arc 2

- Moe and Spade start rushing their relationship
  - Moe realizes that he doesn't love
  - Spade and dumps her
  - Moe and Frankie start to learn how to work with each other and get along
  - Frankie goes through old memories and reflects on his past relationships
  - Spade realizes how awful Moe is and begins her revenge arc
  - Azrael begins his plot against the government and succeeds in toppling it into anarchy

# Episode Summaries

**Episode 1:** Moe Miller, after a difficult breakup, gets drunk and accidentally finds an alien time machine. He later stumbles into the owners of the Time Machine, an alien organization (the NOT Organization) that controls Earth's timeline who desperately want their property back.

**Episode 2:** Moe and renowned philosopher, Diogenes, roam Greece to prank Plato. Moe sobering up attempts to return home only to find himself stranded in the 90s with his past self, Frankie Miller.

**Episode 3:** After traveling to 1716 to escape the NOT organization Moe and Frankie team up with pirates to rob the pirate ship "La Concorde". Moe struggles to deal with his PTSD and rebounds with a new love.

**Episode 4:** Through Frankie's stupidity the NOT organization captures Moe and Frankie. Then Spade, Moe's pirate girlfriend, uses her unique skills to save them and they all time-travel away in the nick of time.

**Episode 5:** Moe, Frankie, and Spade explore a cyberpunk wasteland after their time machine breaks down. While Moe and Frankie work odd jobs to make some money to try and fix it, Spade gets kidnapped and thrown into a human trafficking ring controlled by government officials. Through one of their odd jobs Moe and Frankie find out what happened to Spade and join a rebellion led by Azreal in order to save her.

**Episode 6:** Frankie has memories of his life before Moe as they walk through the cyberpunk city to find a mechanic. Moe and Spade get into an argument that ends their relationship.

**Episode 7:** Moe and Frankie go on a heist to get a missing part for the Time Machine, they end up working with Azreal again to cause even more chaos.

**Episode 8:** They now end up in a time period with the Aztecs where reality finally starts to hit Moe as he realizes he can't just run away from his problems forever.

**Episode 9:** Backstory of Ivi's life and struggles before she gets her job in the NOT organization as the lead detective after Moe and Frankie.

**Episode 10:** Moe and Frankie go to a tundra far in the future where they find now derelict equipment and a couple of survivors left behind by the NOT organization. The NOT organization finally can pinpoint Moe and Frankie's time period and location leading to an epic battle and Moe getting caught.

# **Story Engine**

## **Story Engine**

*In Lost Time many things keep the story moving. The cat-and-mouse chase between the NOT organization, Moe, and Frankie keeps things exciting and makes it so our characters are always on the move. Moe and Frankie have limited options when trying to escape the NOT organization, their primary one being the time machine. Using the time machine dumps them out in a random place at a random time so Moe and Frankie are never prepared for what's to come. This combination of the cat and mouse game and the time machine can lead to an endless number of stories just on their own.*

*Another important story engine for Lost Time is the friendships and personalities of the characters involved. Moe and Frankie are a dynamic duo that forces each other to act in ways they normally wouldn't which moves the plot along. Similarly, the characters' personalities and ideologies serve the plot since each character plays their part accordingly. Moe's self-sabotage and Frankie's ineptness get them in trouble while their determination gets them out of it in each episode. Ivi's competitive nature also makes her want to capture Moe and Frankie, a key part of the show. These personalities serve well as a secondary engine that goes hand in hand with the more literal engine, the time machine.*

# Style & Tone

## Style

The show's style embraces a distinctive approach, featuring unique and satisfying situational color palettes that enhance visual storytelling. From vibrant hues to muted tones, each episode presents a carefully curated palette that complements the mood and narrative of the story. The use of realistic camera shots, even in scenes involving CGI and animation, ensures a seamless blend of live-action and animated elements, enhancing the viewer's immersion.

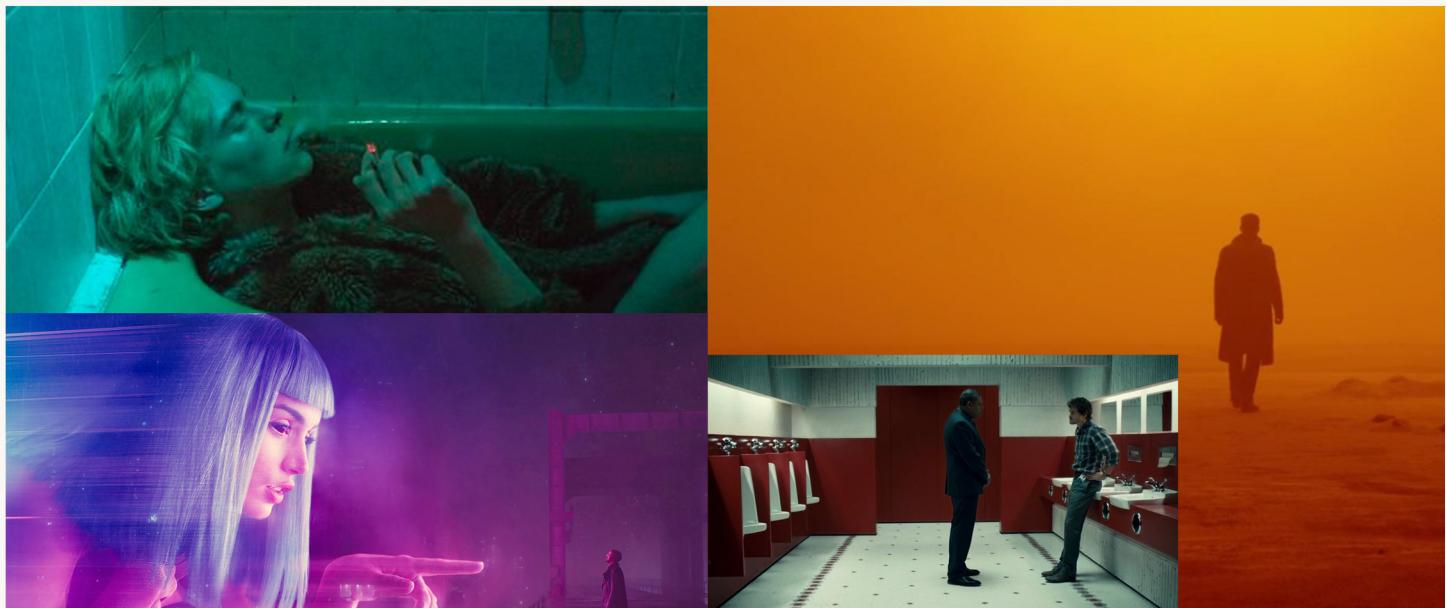
The sets and architecture within the show are carefully crafted to be intriguing and visually striking, offering a captivating backdrop for the characters' journeys. The acting style in the show is subtle yet compelling, emphasizing nuanced performances that draw audiences deeper into the complex emotions and experiences of the characters.

## Tone

The tone of this show is defined by its dynamic and fast-paced nature, engaging viewers with its high energy and quick storytelling. However, it also incorporates slower moments strategically, allowing for breathing room and providing opportunities for deeper character development and emotional resonance.

The show embraces the genre of dramedy, skillfully blending elements of both drama and comedy to create a multi-dimensional viewing experience. It dares to experiment with unconventional storytelling techniques, pushing the boundaries of narrative structure and challenging the audience's expectations. Intense scenes tackling adult themes are woven throughout the show, delving into complex and thought-provoking issues with authenticity and depth. Fast action sequences add excitement and adrenaline, propelling the story forward and keeping viewers on the edge of their seats.

Overall, the show's tone is a dynamic amalgamation of fast-paced storytelling, thoughtful moments, dramedy, experimental approaches, intense adult themes, fast action, and a blend of surreal and tragic humor, resulting in a captivating and unpredictable viewing experience.



# Historical Accuracy



## Hachiman

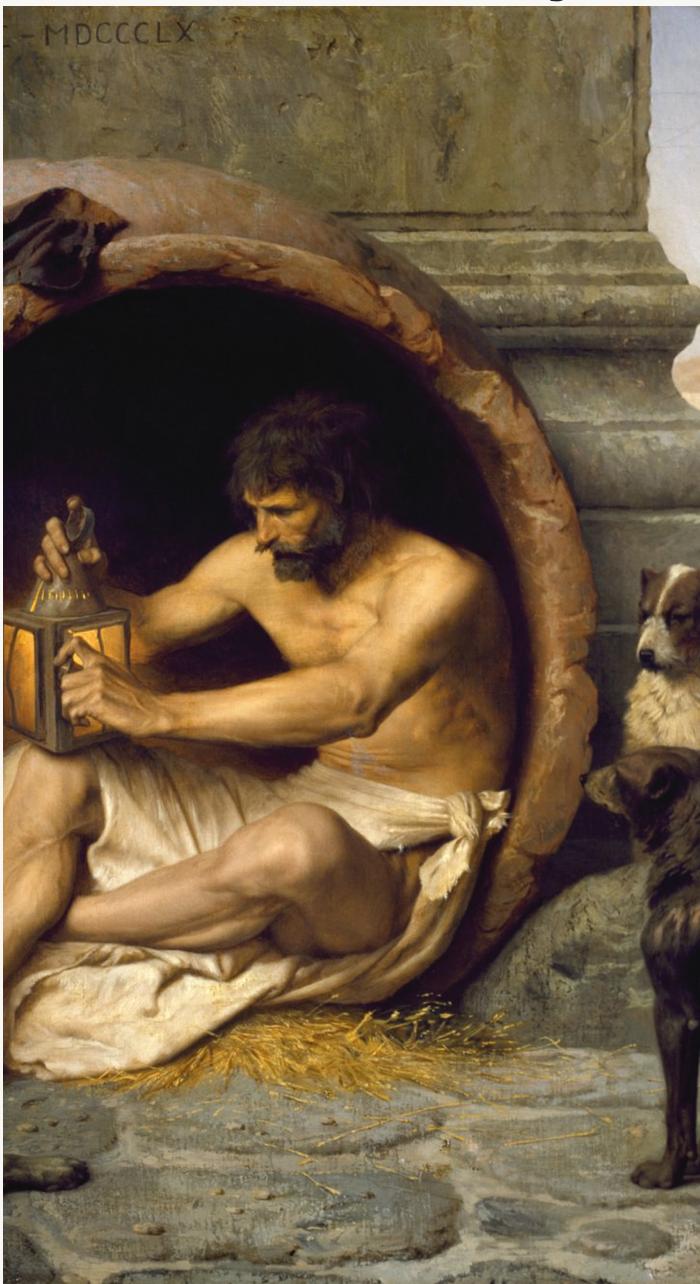
In Japanese mythology, Yahata later commonly known as Hachiman is the syncretic divinity of archery and war incorporating elements from both Shinto and Buddhism.



## Blackbeard

Edward Teach, better known as Blackbeard, was an English pirate who operated around the West Indies and the eastern coast of Britain's North American colonies.

# Historical Accuracy



## Diogenes

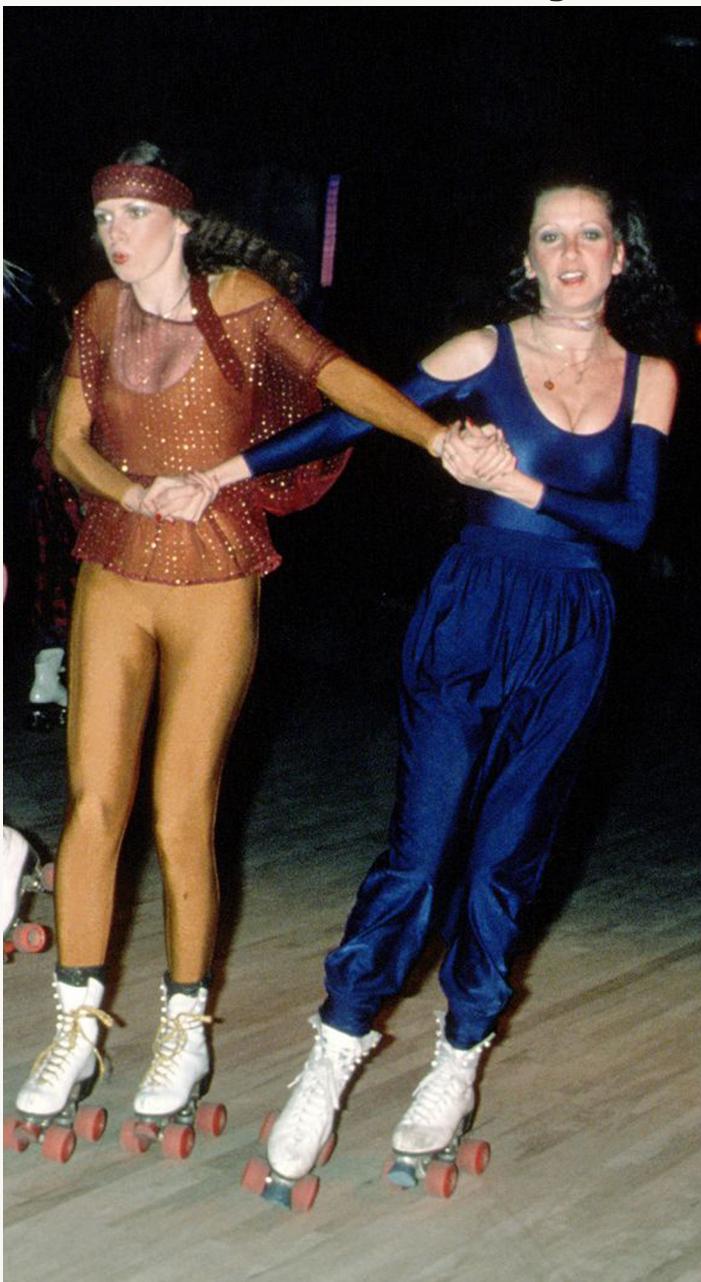
Diogenes, also known as Diogenes the Cynic, was a Greek philosopher and one of the founders of Cynic philosophy. Diogenes made a virtue of poverty.



## Aztec Sacrifices

Aztec priests, using razor-sharp obsidian blades, sliced open the chests of sacrificial victims and offered their still-beating hearts to the gods. Many captured soldiers, slaves, and Aztec citizens willingly went to the sacrificial altar as it was the ultimate way to repay their debt to the gods.

# Historical Accuracy



## 90's Lifestyle

The 1990s was the decade known as the Golden Age of Multiculturalism, as well as the advance of alternative media. Music movements became popular with young people worldwide, aided by cable television and the Internet.



## Afghan Civil War

On 25 April 1992, a civil war ignited between mujahideen armies. During the civil war Al-Qaeda began committing terrorist attacks against the United States leading the US to enter the war.

# Series Potential

## Series Potential

*Lost Time will be a revolutionary cultural phenomenon in the entertainment industry presented through an immersive sci-fi story with a refreshing art style and an appealing soundtrack. However, it can be more, as it will not only be a TV show but also expand into innovative and creative events, merchandising, and marketing. We want to create a story that the audience can connect with for years to come. We want to bring a positive impact to the community by inspiring and uplifting great artists to grow and prosper in the entertainment industry.*

*Traditionally, sitcoms have been known for their simple visuals and formulaic episodes that resolve by the end of an episode. Although that works well, Lost Time has a more artistic approach that incorporates cinematic visuals and ongoing plot lines. Lately, this approach of storytelling has proven to work well with shows like the live-action One Piece, Atlanta, and the animated series Arcane. This approach to TV is in high demand now and Lost Time would capitalize on that immensely.*