

Liminal Pitch

1. ORIGIN

Have you ever felt like you were the only person in the world? Does it ever seem like you are on the outside, looking in? Everyone else has moved along leaving you all alone.

2. HUMAN HOOK

Do you wonder how your world got this way?

3. CHARACTERS

Mickey is in the same boat. She's a low-level lab tech working for a massive corporation named ECHO in a near-future dystopia. Her epilepsy makes her unable to cross over into the virtual world where most of humanity lives and works.

4. DESIRES

She struggles to find companionship in a lonely world.

5. OBSTACLES

But when she develops a meaningful relationship, the sinister forces at ECHO Lab move to take it away from her, reaching into her life, manipulating her world.

6. HIGHLIGHTS

It's Mickey's job to watch the memories of dead humans. These memories play like vignettes, giving her a glimpse into the way the world used to be before her current dystopia.

7. OPEN ROAD

Mickey, ever curious, investigates the connections between the past and her present. She finds that there may be a reason hidden in the memories that would explain why the world has become so empty. She investigates the memories and dreams of those who once lived in a golden age to find the event that precipitated her current dystopia.

Mickey encounters many other characters in her journey including her AI co-worker, GALA who watches the memories with her. GALA is designed to interact with humans, so she is motivated by a desire to become more

like a human. She lives in a virtual space so she talks with Mickey only via screens. GALA and Mickey develop a close relationship but are GALA's feeling real or simulated? GALA is the property of ECHO Lab. Does she have rights? Can she avoid reprogramming?

Mickey's virtual bosses are a constant threat to her continued employment. These corporate supervisors are as disconnected to the physical world as they are disdainful of those who continue to live in it. Their oppressive gaze is always on Mickey.

The only other humans living outside of the virtual world are those who are too poor, too neurodivergent to cross over. They are unhoused, living on the streets of the city and in encampments that spring up in the forest around the city. Once a member of this forgotten caste, Mickey has an old friend in Bernard, a homeless man who panhandles near Mickey's apartment. Their friendship abruptly ends when Bernard mysteriously goes missing.

ECHO Lab is always hungry for more minds to add to its massive storehouse. Hunters are sent out into the city to harvest more memories. They are faceless and persistent. Their tactics are gruesome.

The memories also present characters to the story. Scout is a young boy living in the past. Mickey sees his memories and occasionally his surreal dreams. Scout's father, Dr. Mekkler, is a quiet presence in the boy's life as he works on strange devices in his workshop. Mickey also sees the memories of her Mother who is connected to both Scout and Dr. Mekkler in surprising ways.

Join Mickey as she uncovers the deep connections between the past, the present, and the future.

