

THE FATE OF THE FUTURE LIES IN THE ANCIENT PAST



SEEER

A VIRTUAL REALITY SERIES
CREATED BY ALTON GLASS & DONOVAN DE BOER

SEER

A VIRTUAL REALITY SERIES



THE FATE OF THE FUTURE LIES IN THE ANCIENT PAST

LOGLINE

Set 50 years after the fall of civilization and the depletion of all modern weaponry, survivors living in a crumbling underground military base discover a top secret time travel device; allowing them to retrieve knowledge of ancient technology from the distant past to assist them in fighting a fierce war for domination brewing on the surface.

GENRE

VIRTUAL REALITY | SCIFI | SERIES

STRUCTURE | STYLE

"12 Monkeys" meets "Stargate"



CREATED BY ALTON GLASS & DONOVAN DE BOER

Contact: Alton Glass
Glassrock Entertainment
Encino, California

P: 818.398.8015
E: alton@glassrockent.com
W: www.alton-glass.com

PREMISE

The year is 2088. Fifty years have passed since the fall of civilization. WW3 between China, Russia, the US, and Iran wreaked havoc around the world. Nuclear fallout left most major cities uninhabitable. Massive EMP's knocked out the global grid, rampant disease has plagued the planet. The uber wealthy and government elite have hidden away in massive bunkers, locked away from the outside world.

The remaining survivors were forced into survival mode. Many fortifications were built underground and crime, murder, and nightmarish human atrocities followed. Organized crime syndicates took the lead to fight the remaining forces of the elite but were consistently outmatched by the governments weaponry and solar powered drones and androids.

After a few years, ammunition for contemporary firearms had all but dried up. Swords, knives, bats and other ammunition free weapons became the norm. The struggle for new weapons became the mandate of the warring factions battling for domination of the what remains of the surface.

In a twist of fate, a time travel device is discovered by the survivors deep underground in a forgotten military base. Hope is restored as the device is turned on and still works. They immediately realize they can use the device to travel back in time and gain knowledge of ancient technology that can give them the upper hand in fighting the war.

THE BATTLE HAS ONLY JUST BEGUN.