



The Story: Season 1

UNDER WHITE: A hawk SHRIEKS. Distant. Plaintive.

FADE IN:

EXT. DRY LAKE BED - DAY

White. And faded brown. The former lake bed bakes beneath a relentless sun. As it has for years. Desert scrub. Sand.

At the horizon, mountains. Their crags shrouded in white haze.

IN THE CENTER

of the bleached landscape, is... something.

A MAN. Motionless on a rough canvas pallet, face to the sky. He is naked. Tanned. Toned. Probably not dead.

A burst of wind, dry and peeling. Low across the desert floor. Bits of sand. And history.

MUSIC blares. Without warning. Hard. Charging.

THE MAN'S EYES BLAST OPEN

So begins our story.

The story of "2".

GRAYSON NEWMAN awakens in an arid desert lake bed. Naked. No idea who he is, how or why he got there, where he was headed, or why he was left there alone. Around him: bottled water, a couple of apples, and a phone, as well as enigmatic trinkets and some ill-fitting clothes. Clues. Artifacts of a life. His life? He couldn't tell you. On his wrist, a tattoo-looking stamp: "2".

Grayson starts out, but not toward anyplace he is certain of. Memory and awareness are gone — not amnesia or trauma but rather the human equivalent of a computer with the contents of its hard drive dragged to the trash. What first seems like an unidentifiable force is actually his own inner compass, pulling him, calling him to the city, unseen and enigmatic. With limited tools and only fragments of assistance, he journeys in hope of finding... himself.

But Grayson must first navigate Desejo County, a sparse, insulated expanse of desert replete with dangers. Mysterious cyphers and talismans; drug-running desert hillbillies; a worthless lawman; a businessman victim to his own ambition and insecurities; and a ruthless brothel and casino owner — the county's self-appointed boss — whose reach is far. And deadly. And he rages with a fury to settle a score. With Grayson. Duplicitous thefts, violent beatings, toxic overdoses, conspiratorial working girls, powerful seductions and a climactic shootout reminiscent of a long ago West are not out of place. As is pointed out to Grayson, 'It's a lot easier to get into Desejo County than to get out.'

Over it all, a patina of myth. Fantasy. Otherworldliness. Evidence of unseen forces at work. And an earth goddess, HOPE, beautiful, mysterious and alluring. Capable of limitless kindness. Or retributions. Trapped in a relationship that is better described as 'captivity,' she nonetheless manages to be protector to Grayson — the only explanation: a love and past that binds them but one destined to the shadows. A history Grayson cannot recall. One Hope cannot reveal. Her secrets seem endless. As does she.

Completing the central triangle is DOWAN TENANT, an ambitious, social climbing, self-serving excuse of a man. He has wormed, cajoled and bought his way into the bloodstream of Desejo County in pursuit of unrestrained indulgence and power at any cost. A childhood lost in failing to be picked for kickball, he lusts to simultaneously get his self-determined due and make the world pay for its transgressions against him. On his arm: Hope. She is an example of his uncanny good fortune and oddly aligned planets. But their union is... *inexplicable*. At least by any normal measure. But his hold on her is undeniable.

OTHER FEATURED CHARACTERS

Forty...fifty...maybe sixty years ago, the hard-baked ground of the southwest desert cracked open and spit out BIG JOHN ALLEN. A hulk of a man, with perpetual stubble, most at home in battered hat, duster coat and tired boots, and rough-hewn in all manner, Big John overcame the burden of being born a sweet kid to grow into a bitter, crust of a man, meaner than 700 Hells and out for no one and no thing as much as himself. Ownership of a casino, a brothel (and a handful enterprises less reputable), as well as most of the land under the rest of the rural county have resulted in an empire for the self-made king. There's no need to cross the street at Big John's approach — if it's you he's coming for, he'll be waiting for you on the other side.

Counsel, Confessor, Fixer, Manager, Protective Figure to "her girls," — MAMA FREYA is equal balance intrinsic beauty and hard thorns. Day-to-day oversight of The Honey Trap, one of

Desejo County's remaining legal brothels is the focal point of her life, fiercely mothering the staff and keeping order. Years working for the owner, Big John Allen have earned her a grudging trust and what passes for his respect. She stands down to no man, but she also prioritizes addressing issues in the earliest stage with a quick, authoritative air that makes clear there is a time for nonsense and a time for none. Beauty, strength, loyalty and judgement are rarely found in the interwoven quality that they are in Mama Freya.

JULIANA is introduced in the series as: "Early-20s, she is blatantly 'of the desert' — small build, leaning toward scrawny, unfazed by sun or heat or desolation. More than anything... a survivor." A "desert hillbilly" that was a street child in her youth, until she and three boys were taken in by a desert rancher. Now, they live as siblings at the ranch, running drugs and other enterprises. Juliana, though not educated beyond a half-hearted completion of high school, is smart, resourceful and arguably the glue (or even "leader") that holds the clan together.

LATHROP is desert-worn and a young soul. Innocence and hard scrabble rolled into one. The youngest of the "desert hillbillies," he and Juliana and two other boys were taken in off the streets by a desert rancher. Lathrop, never made it beyond a decent portion of high school, but is instinctual, street savvy (if you give him a few moments) and resourceful enough. Just back from a jail stay, he is anxious to plug back in to the desert existence, and seems intent on catching up for a lot of lost time with women.

YING is (literally) an old spirit / soul, currently in the form of a young Asian girl. She is, in fact, the spiritual guide and master of the supernatural / fantasy element of the story. In her meetings with the Hope, she is both guide and taskmaster, confidante and mentor.

With inspirations as broad as Homer's *Iliad* and *Odyssey*, and television's *The Twilight Zone* and *Lost*, "2" is the story of a man trying to get home. Battle weary in his own way, trying to at long last set a proper course. For home. A man who was found. And then lost. Both at his own hand. Now, a blank slate. Driven by an instinctual need to return to his origins. Home. In all the ways that notion can manifest. But he does so without anticipation or forewarning of the trials, the temptations, the dangers that will beset his journey.

And a woman. Also in a quest for home. Born with roots in two realms resulted in no realm feeling truly her own. Unwittingly trapped by her own allure and bad choices, home has never been more important, more in need of definition and discovery, more hungered for.

Set in the beautiful and rugged terrain of Southwest Nevada, "2" will utilize previously never or seldom filmed locations and landscapes to serve as a grand, intimidating canvas for the story. A cryptic Chinese restaurant, brothel inner rooms, a county general store, desert drug stashes, a modern-day opium den, a sidetracked freight train boxcar, desert ruins... just a partial list of the settings and locations in Season 1 of "2".