



OVERVIEW

Format

Series, 8 x 8-10 min Episodes

Stage

Pilot script available

Estimated Budget

£2.5k per episode

Genre

Science Fiction, Post Apocalypse, Action

Selling Points

High quality, full CGI shorts such as those in *Love, Death & Robots*, or the more recent *Ghost in the Shell* series can be achieved with a small team with no need for complications such as location shoots. Furthermore, the short, episodic form suits busy audiences. In addition, the near total absence of VO requirements in this title will keep costs to a minimum



STORY



Salvage follows the exploits of a lone wanderer in a post-apocalyptic, post human landscape. Ronin is a sophisticated combat android who survives the radioactive wasteland by using his skills to defeat other robots and scavenge parts from them to upgrade, resupply and repair. However, Ronin discovers a mystery hinting at more to existence than the endless cycle of salvaging when he encounters other androids like himself, one who tries to kill him, and another who saves him from the first. Ronin sets out to discover who the others are, where they came from, and ultimately who he really is.

EPISODE 1

Introducing Ronin, a post-apocalyptic survivor. Ronin scouts an abandoned junkyard by a deserted highway. Super text informs us of high radiation levels. Ronin observes automated defenses destroy a scavenging ratbot. He leaves his vantage point to investigate. In the junkyard he fights a series of defence systems including telescoping arms, sentry turrets and robotic dogs. Finally, at the centre of the junk labyrinth, he faces the Junkyard Boss, a chaotic amalgam of animated junk governed by an AI reclamation module. Ronin is almost absorbed into the mass, but he defeats it with a grenade. In the final scene, Ronin reveals himself to be an android when he replaces his eye with a part from a defeated turret.



EPISODE 2



In the second episode, Ronin continues his travels across devastated, post-human America. He arrives at an old airbase and decides to explore. A drone swarm attacks Ronin, and he's forced to run for cover as a variety of drone weapons are deployed against him, including automatic fire, kamikaze exploding drones, and cutting drones. He puts his new eye to good use, synching it with his weapons to target multiple enemies, and ultimately defeats the drone swarm. He's able to repair one of the downed cutting drones, and overrides its autonomous AI to give him control,.

EPISODE 3

In episode 3 Ronin and his new drone sidekick investigate an old shopping mall. Hardware store contents enable him to make some minor repairs, but its not long before he's spotted by a security patrol. The patrol consists of two mechs with gun platforms and restraint nets. Ronin is trapped in one of the restraint nets, but the cutting drone saves the day. He escapes and regroups, then uses the drone for recon, and to instigate an ambush. On defeating the security mechs, Ronin scavenges ammunition for his rifle from them.



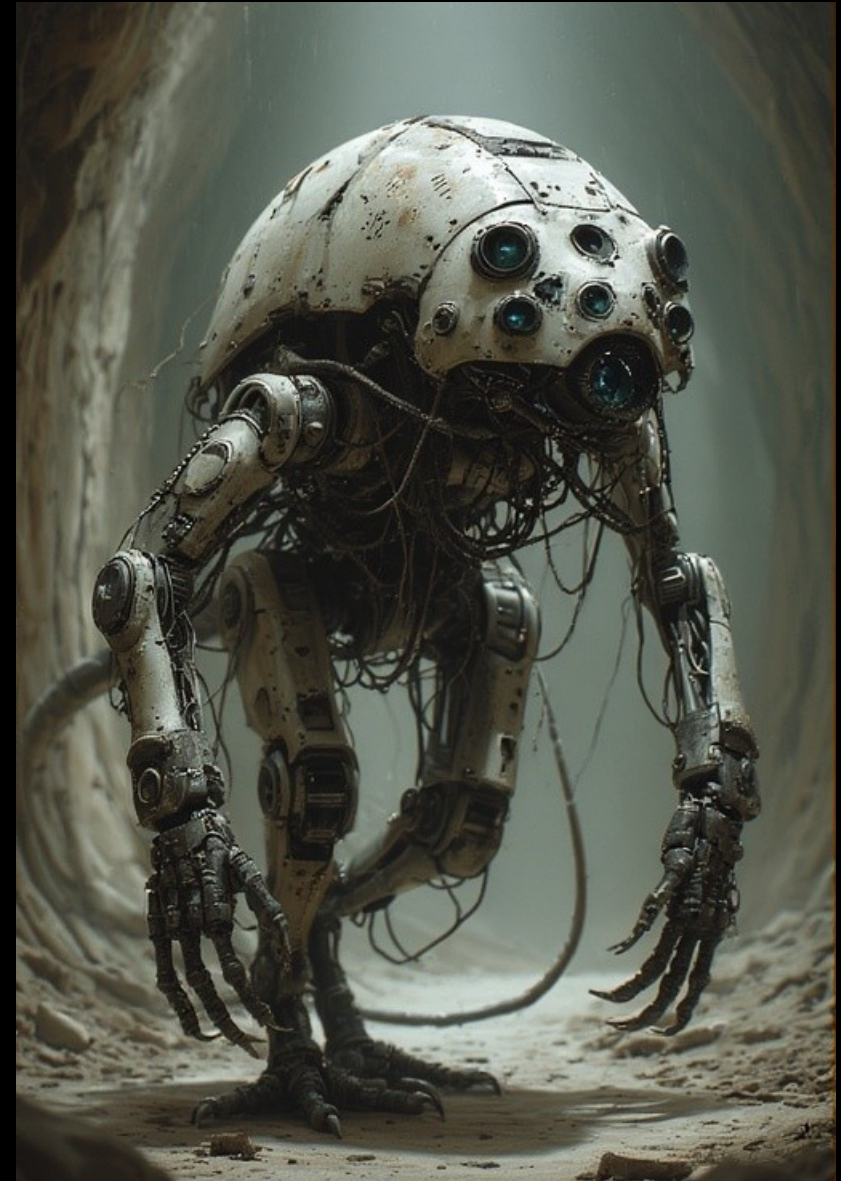
EPISODE 4



Ronin enters the outskirts of a ruined city,, the roads choked with debris and rusting, corpse laden traffic. He enters a sports stadium where a refugee camp once stood. Searching the grounds, Ronin is ambushed by another droid just like him. The fight is hard, and his drone scout is destroyed. The other droid gets the best of Ronin, and is about to deliver the *coup-de-grace*, when it is taken out by an anti-materiel round. Ronin catches a brief glimpse of his saviour, an android, this time with a female chassis. Then she deploys active camo and is gone. Ronin searches the defeated android, and finds a command module with a set of coordinates to something called DEEP (digital engram encoding program), and a mission to locate and terminate a list of DEEP subjects.

EPISODE 5

Ronin, intrigued by the command module he discovered on the hostile android, sets out to find DEEP. The coordinates bring him to a place in the middle of the desert. After a search, he discovers a service tunnel entrance and makes his way inside. The labyrinth of tunnels turn out to be home to a Ratbot King and his swarm of subjects. Ronin battles and defeats the enemies in the tunnels, finding a horde of weapons and gear, including demolition charges. He presses further into the tunnels and comes to an impenetrable airlock. Ronin sets the demolition charges and retreats.



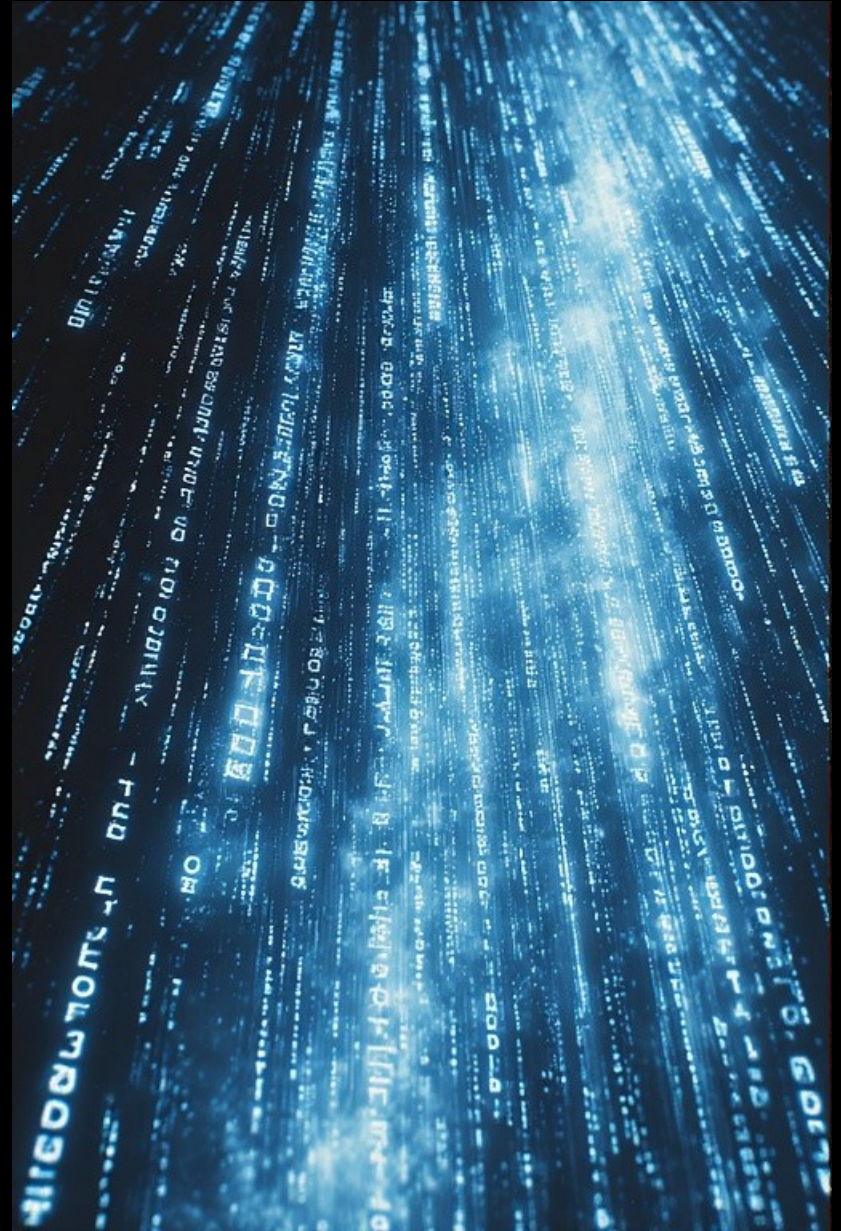
EPISODE 6



Ronin destroys the airlock with the demolition charges, granting him entry to the facility beyond. Alarms blare and automated defence systems activate. They include turrets, laser grid traps, and a host of spider based droids including kamikaze mine spiders, spider assault variants, and the boss, a spider tank. Ronin takes all of these in combat, and at last reaches the research lab. He accesses the facility's data banks by directly hardwiring to them. The terminal screens come alive, all of them flashing warnings: "INTRUSION DETECTED - COUNTERMEASURES ACTIVE." Ronin appears to go into a seizure

EPISODE 7

Picking straight up from the previous episode, the POV shifts to Ronin's perspective. His HUD goes crazy with warnings about various systems shutting down, before dissolving into static. Enter a robotic fever dream as layers of Ronin's memory are stripped away by the virus he's been infected with from the DEEP research data banks' security. After this psychedelic onslaught, everything dissolves to wireframes, code cascades, then black.



EPISODE 8



Open on a black screen, static flashes indicate an awakening into a flashback scene. Ronin is on a mission with five other special forces operatives. They're human, he's human, and for the first time we hear dialogue. The mission goes sideways and they're all killed. Black again. Then another awakening, this time in DEEP's labs. Ronin's digital personality recording has been transferred to an android body to create a robotic black ops assassin. Ronin fully awakens from the flashbacks, and he's on the floor of the DEEP research labs. He accesses the data on the terminal and finds files on the other five members of his team. All were subjects of the DEEP program. One of them was the android taken out by the sniper droid at the stadium, and she is another. Ronin has found a cause beyond the endless cycle of salvage and repair.

WRITER BIO

Mark has been a professional writer for over twenty-five years, working across games, publishing, and film. His career includes collaborations with Games Workshop, Codemasters, Vivendi, and Climax, as well as narrative design on the Solomon Kane board game and a VR sci-horror title for a Sony first-party studio. In 2017 he co-founded Dark Matter Films with director Carl Timms, producing the award-winning supernatural thriller *Off Grid*, starring James Cosmo and Alison Steadman. Since then he has developed several titles with Jopia Studios, including the proof-of-concept short *The Minefield*, which has won multiple festival awards. Mark is currently designing indie games for Steam with Aartform Games, including *America Against Ants* and an unannounced turn-based tactics project.

