'ALIEN AI'

WORKING TITLE: ALIEN AI

LOGLINE: Chinese virtual reality gamers save the world.

PRODUCER: PHILLIP ALAN EPPS

STORY BY: FRED BACON EPPS

PRODUCTION BUDGET: US$50mn (Targeted)

STATUS: Currently seeking script development funds of approximately US$175,000 to source, hire and support a 'repped' Hollywood sci fi writer (TBD) to work with our team of creative VR coders.

PRODUCER'S COMMENTS: The time has come to confidently and finally integrate *cinematic* reality with *virtual* reality in a fully transformative transmedia platform. No one has successfully done this yet, and this smart, exciting & hip story will go down in film history as the original VR-enabled film, combining feature film, gaming and VR elements. We invite OCULUS to join us in close collaboration to bring to the big screen ALIEN AI giving OCULUS a well-deserved claim to fame as it competes head-on with other AR/VR hardware manufacturers. Multiple corporate branding & product placement opportunities will be available for the company.

ACT I: A remote and normally sleepy SETI facility suffers major destruction during a routine radiotelescopic sweep of the galaxy as ALIEN AI infiltrates their monitoring equipment via long distance radio waves, letting loose malware unseen before, ultimately destroying the complex in a napalm like conflagration and injuring staff.

We see young gamers briefly in their 'real world' settings, current time China. They have lives both ordinary and extraordinary, and bits and pieces are shown, but the focus is on portraying them getting ready for their multiuser virtual reality game. The game takes place in a world called Terrah, where they combine forces to combat a mysterious evil being, one that can take many forms depending on the landscape of that particular playing field [a la TERMINATOR].

This game enlivens their lives, and brings them together socially in the offline world. The VR components of the game are shown as a positive force in their lives, since they would not know each other otherwise. In the game they are enhanced humans with special powers, but they relate to each other much as they do in their 'real' world, allowing for interpersonal development, humor and conflict in *both* realms.

ACT II: The gamers discover that a really, really bad AI from space has inserted itself into the game, and is playing against the group of players. Because the ALIEN AI only recognizes the players' AI as being intelligent, it makes contact with humanity through the internet. It has picked this group of players because they represent the highest level of group intelligence that the ALIEN AI can find. It has picked China because of its most advanced AI and quantum computing programs. [TRON meets INDEPENDENCE DAY].

The gamers conduct a pitched battle against the ALIEN AI *inside the game*... but in a climactic scene they discover that the ALIEN AI is beginning to interfere in subtle ways with their *real world* situations. it starts with pranks, mild identity theft, then moves onto mysterious accidents caused by smart houses, autonomous cars, buildings, etc. (FINAL DESTINATION) The entire technological world then becomes

in a way their mortal enemy. This can be chilling, especially if the movie is set in the very near future where smart cars can be used as weapons, appliances can operate on their own, etc.

The gamers are now fighting on two fronts, and their personal relationships are becoming frayed. The ALIEN AI is actually jamming their mobile communications with each other, and this causes two lovers within the group to fracture into two competing groups for a while, with the two groups fighting among themselves in the real world, and not cooperating with each other inside the game.

They realize they are being duped by the AI, and band back together. Just as the ALIEN AI thinks it has divided the two groups against each other, the two lovers and their friends reunite and bring the group back together.

ACT III: In the penultimate scene the group have been forced into the upper floors of a giant scientific/technical research firm. The lower floors are all full of computer controlled research equipment of a very esoteric nature. The ALIEN AI now has industrial lasers, and hypersonic X-ray beams at its disposal, and it has killed several 'red shirts' on different floors of the building as the group tries to find a way to escape.

They realize that there is no hope in physically solving their problem, so with the ALIEN AI literally moving up floor by floor, they all put on their VR headsets, and move into an unusually abstract computer/technological space, where they can dive into the brain of the ALIEN AI and alter it so that it gives up its actions. All of the ALIEN AI is finally subdued except for one part, which is off-world.

In the final scene, they travel through their highly specialized VR environment to an earth based laser satellite which shoots the last ALIEN AI homebase, which can be a Borg-like space station orbiting the Earth. (STAR TREK)

Triumph of gamers, the human race, and virtual reality as a tremendous tool for creativity and earth-saving problem solving!

<div align="center">END</div>

RELATED ARTICLE: http://www.bbc.com/future/story/20160922-what-if-the-aliens-we-are-looking-for-are-ai